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VSIXTYFOUR

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EXCLUSIVE!

BIO FREAKS

It's a fight to the

DEATH

RED HOT!

QUAKE II

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RUMBLE

Nine Massive Reviews

GT64
World Cup '98
Bomberman Hero
Bio Freaks
AeroGauge
Olympic Ice Hockey
NBA Courtside
Konami Baseball 5
Taisen Puzzle Dama

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SUBS
PIE 98

DEAR FANS

FIRST, A GREAT BIG THANK YOU FOR YOUR CONTINUED SUPPORT.
WE REALLY COULDN'T DO IT WITHOUT YOU, IT'S LIKE HAVING A TWELFTH MAN ON THE PITCH. IN PARTICULAR, YOUR SUPPORT AT THE LAST MATCH WAS JUST INCREDIBLE - WORTH A GOAL START. WE'VE GOT A BIG AWAY GAME COMING UP NEXT MONTH AT ATLANTA, BUT PLEASE, PLEASE DON'T TRAVEL IF YOU HAVEN'T GOT A TICKET WE DON'T WANT NO TROUBLE OR NOTHING. NINETY-NINE PERCENT OF YOU ARE GENUINE FANS BUT THERE'S ALWAYS A FEW IDIOTS WHO SPOIL IT FOR THE REST. PITY. ANYHOW, A BIT ABOUT TODAY'S TEAM NEWS: BOMBERMAN RETURNS AFTER AN APPALING INJURY, LET'S JUST HOPE HE CAN REGAIN HIS FORM OF A FEW YEARS BACK. UP-FRONT THERE'S OUR LAST MINUTE DEADLINE SIGNING BIO-FREAKS. IN MIDFIELD WE'VE NBA COURTSIDE - GREAT BALL CONTROL. THERE'LL ALSO BE A DEBUT FOR OUR NEW GOALKEEPER GLOVER, HE MIGHT BE NEW TO THE GAME BUT LOOKS TO HAVE A GREAT FUTURE AHEAD OF HIM. AND NOT FORGETTING OUR FOREIGN IMPORTS AT THE BACK - KONAMI BASEBALL AND TAISEN DAMA. FINALLY, A QUICK WORD ABOUT SEASON TICKETS, THERE'S SOME GREAT DEALS ON OFFER SO TURN TO PAGE 88 OF TODAY'S PROGRAMME FOR FULL DETAILS. AND THANKS ONCE AGAIN. YOU REALLY ARE THE GREATEST FANS IN THE LAND. ENJOY THE MATCH.

THE GAFFER

TEAM SHEET

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2. GT64
3. Olympic Hockey
4. NBA Courtside
5. Baseball 5
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7. Aero Gauge
8. Bomberman Hero
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VSIXTYFOUR

THE ABSOLUTE KING OF N64 MAGAZINES

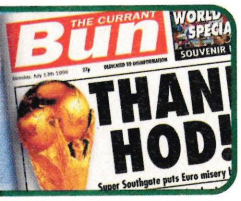


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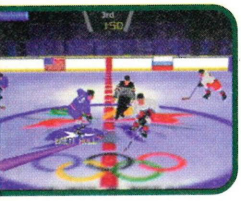
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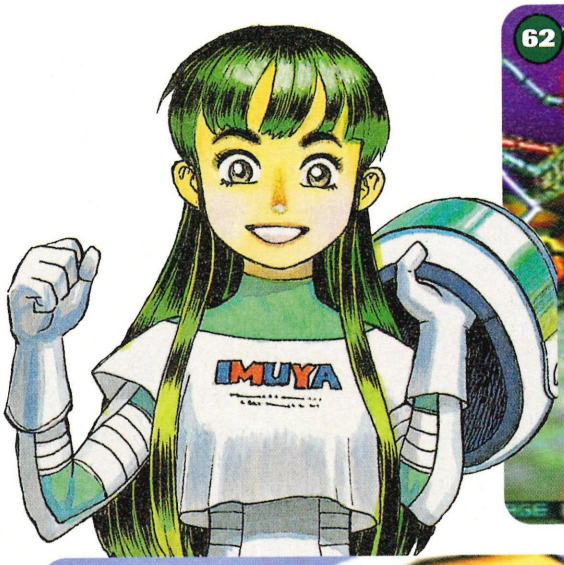
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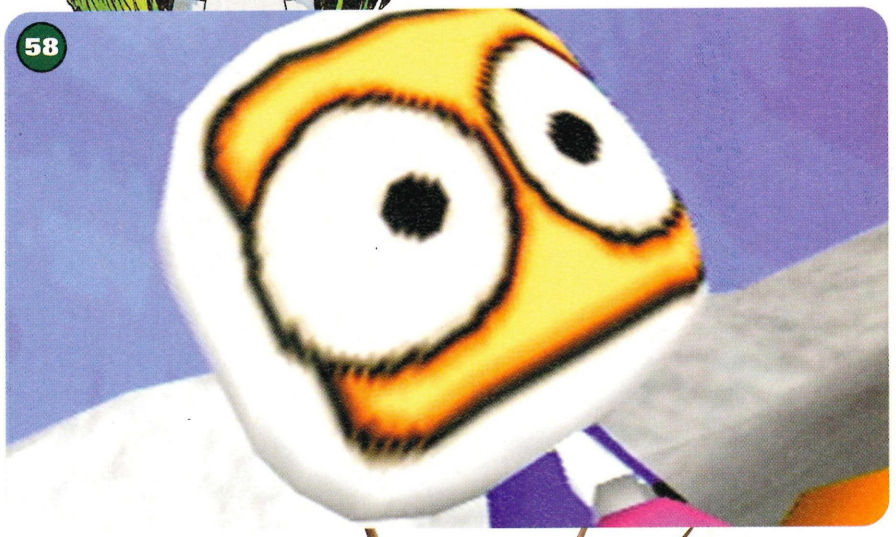
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WIN!



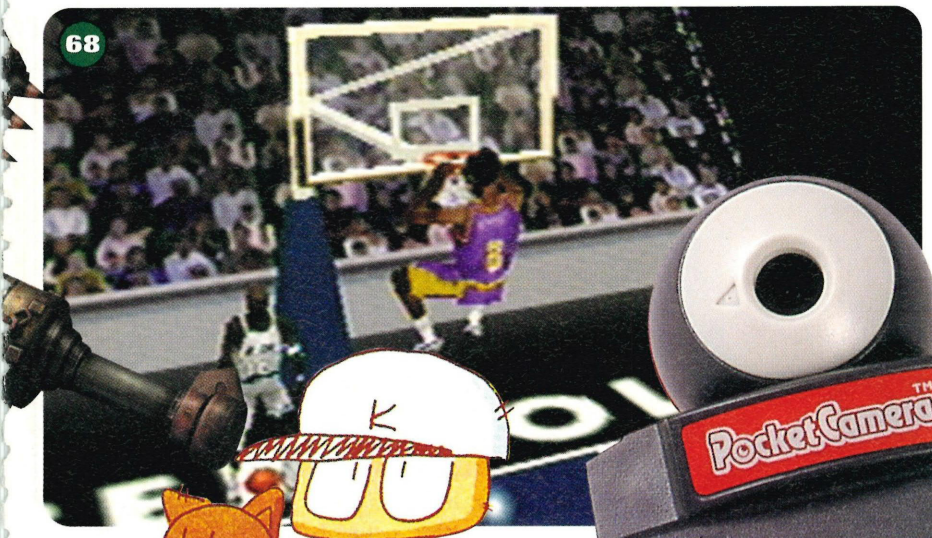
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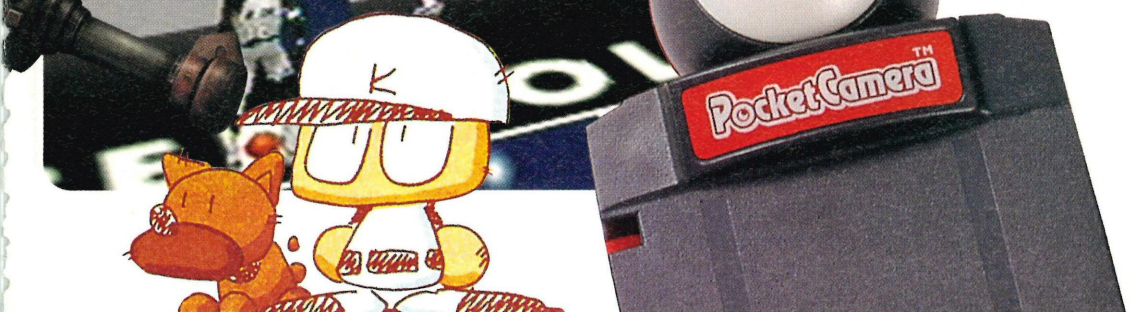
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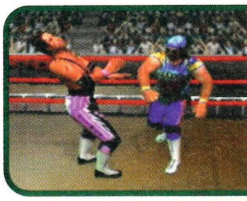
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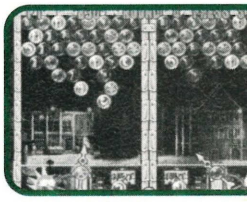
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You haven't heard of this game before. It's been under wraps for eighteen months and it stars a glove. Turn to page 32 for yet *another* **VSIXTYFOUR** exclusive.

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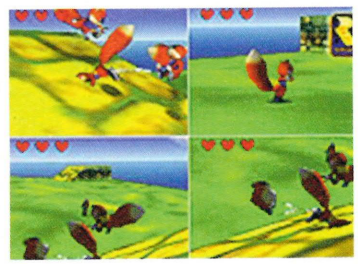
SCENE64

TWELVE TALES – FOUR PLAYERS

RARE'S FORTHCOMING SQUIRREL-FEST SET TO SUPPORT FOUR PLAYERS







In addition to being Rare's first self-published title for N64, *Twelve Tales: Conker 64* will be the first 3D platformer ever to feature multiplayer support. Not only will Nintendoids get the chance to go head-to-head with up to three fellow Squirellators in a four-way 'deathmatch' mode, but, get this, Rare are set to include a two-player co-operative quest game to boot. Judging by the screenshots, it appears that in four-player deathmatch players get to control different variations of Conker, whether this will be the case in the final version remains to be seen. What weaponry the woodland creatures will have at their disposable is unsure, although nuts are likely to come into the equation at some point. In co-operative mode, players can control Conker and/or his Owl sidekick who will be able to carry Conker to particularly hard to reach areas. Likewise, Conker will be able to assist his chum, how he'll do this is unclear, but take it from us, he will. Moving along to the single-player game, you'll be able to choose either Conker or his female counterpart, Berri the chipmunk. Selecting Conker results in an arcade-like quest, with emphasis on action and speed. Berri's game, on the other hand is much more strategy based as the chipmunk struggles to keep her monster companion fed and happy so that he may protect her. *Twelve Tales : Conker 64* is scheduled to be released this Autumn.

More Rare related news comes in the confirmation that *Donkey Kong World* – the 64-bit update to Rare's *Donkey Kong Country* – will not be be making an appearance at E3. According to Rumour Mill Central. Rare will be showcasing several new titles, including a rally game in the mould of *Gran Turismo*, a semi-sequel to *GoldenEye* and a arcade style beat-em-up.

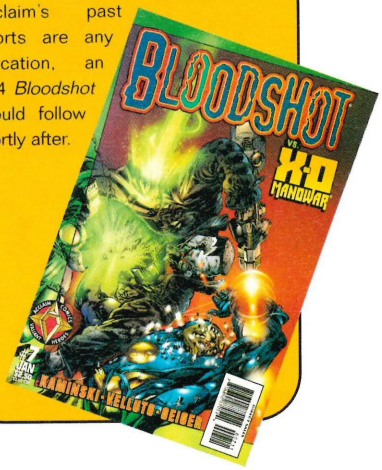
Check out next issue when we'll have a whole heap more info on Rare's forthcoming releases.

ACCLAIM OUT FOR BLOOD

Software supremos Acclaim look set to once again draw on their comic book library for inspiration.

First there was *Turok*, then came *Shadowman*, now prepare yourself for another dark comic character turned videogame: *Bloodshot*.

Bloodshot, the comic book, is an excessively violent manifestation of *The Punisher* who battles demon-like villains and thugs. A PC version of *Bloodshot* has been in development for some time now, and, if Acclaim's past efforts are any indication, an N64 *Bloodshot* should follow shortly after.



SHADOWGATE HEADING FOR THE 64

One of the narliest NES role players of all time is 64-bit bound.

RPG aficionados rejoice: the ol' skool *Shadowgate*, so popular on the 8-bit Famicom, is set to make the upgrade to 64. *Shadowgate 64: Trial of the Four Towers* is currently being developed by by Kemco in Japan. Although there's been no mention as to what form the game will take, we expect it to send players back into Castle Shadowgate against the dreaded Lord Warlock. Since the NES classic featured 3D elements, the N64 version is likely to continue the tradition and let you roam polygonal landscapes in a first-person perspective. *Shadowgate* is likely to appear in some form or another at E3 – isn't everything? – so check back next month.



Word up

IN THE HALF-PIPE LINE If 'fakie' or 'nosepick' means anything to you then you'll be delighted to hear that skating supremo Tony Hawk has been signed to star in his own N64 game. News about who's developing it or when it's due is still uncomfirmed.

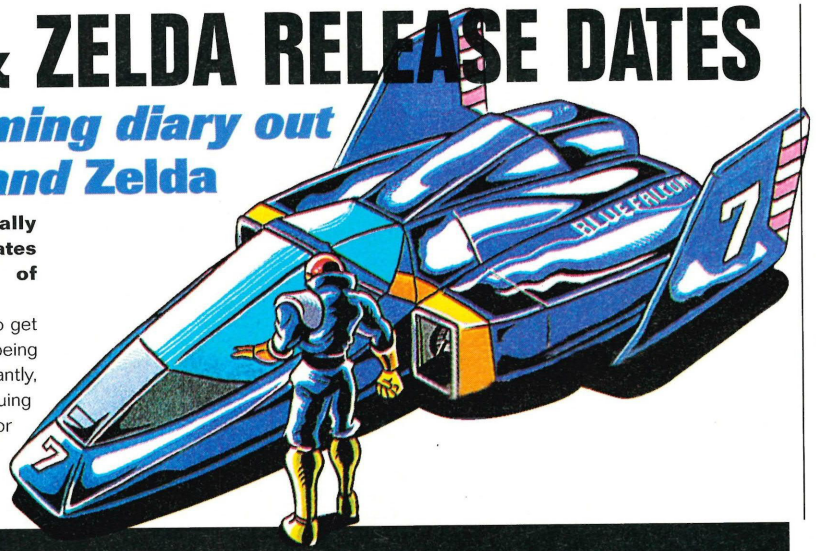
CARMAGEDDON SET FOR E3 Interplay have picked up the rights for this gruesome racer and will be taking it for a spin at this years E3 - full lowdown next month.

SECONDS AWAY FOR NINTENDO The big N' are working a new boxing game. Although the title is almost finished they're holding out for an official sponser. Expect gameplay to reflect the classic *Punch Out*. ***A FINE PIECE OF BASS*** THQ have yet again taken the leftfield with *Bass Fisher 64*; good news for all those 64 owning fishermen out there. Lets hope it appeals to the rest of us as well.

CODEMASTERS WORK ON NEW TITLE Although *Micro Machines* is already in the pipeline, news has broken of a new racer in development that is said to use the TOCA engine.

F-ZERO & ZELDA RELEASE DATES

Get your gaming diary out for F-ZERO and Zelda



Nintendo have finally announced tentative dates for the Japanese release of *F-ZERO X*.

Nipponese gamers will be able to get to grips with this futuristic racer, all being well, on the 14th July. More importantly, gamers the world over will be queuing up at their local gaming emporium for *Zelda* on the 23rd November. We should stress, however, neither of these dates are written in stone.

SHAKE YOUR BOOTY

Get ready to rock yer ass with BSG Laboratories' sack-tickling force-feedback game-chair hybrid thing.

Gaming may never be the same again if über add-on manufacturer BSG Laboratories have their way. Their Intensor Chair is intuitively designed to be used in conjunction with the latest audio technology, whether that be a stereo, DVD player, CD player or games console. It works by hooking up the chosen medium's audio plugs to the chair's five-driver audio system, consisting of one 5.25" full-range bass driver, two 2" left and right mid-range drivers and one 2" high-end driver. All this volume overload may be excessively loud for some, so BSG have included a headphone jack for those wishing to use the system without disturbing their neighbours. Once the headphones are connected, the Intensor ceases to output sound, but the rumbling continues unabated, which makes for quiet, yet none-the-less powerful gameplay.

Imagine this: totally immersive sound complete with nad-shaking bass. Now imagine a thumping kick with every gunshot. The Rumble Pak it ain't. The greater the sound, the greater the shake. Grenades are delivered packed full of bass, whereas pistol shots will be greeted with a satisfying 'thud' and a guaranteed smile. The Intensor comes in two different guises: a sub-wooferless version, which should retail at around £300, and the complete package, expected to come in at a around £500.

BSG is also working on including software packages with the device, and has already talked with a number of developers such as Acclaim. The Intensor is being used by more than 100 software developers at next month's E3, and the chair is expected to be available sometime this summer in the States, whilst a European distributor is as yet unconfirmed.



RARE UNVEIL JET FORCE GEMINI

Details leaked of Rare's Top Secret game.

It's called *Jet Force Gemini* and it's the latest surprise from uber developers Rare. *Jet Force Gemini* is an acyion based shooter that appears to be set in the future and most probably on another planet, as the hero of the game, a space-explorer of sorts, battles with aliens for reasons unknown. Rare stresses that these shots are in fact in-game images and not CGI renders, but the company is saying no more on the subject until E3. Expect more deatils on Jet Force Gemini and a whole host of other secret Rare titles in our Atalanta report in issue four.







Word up

MORE FROM ACTIVISION With *Nightmare Creatures* and *Quake II* headed for the 64, Activision go from strength to strength with news of yet two more titles in development, although info is thin on the ground *Pitfall* should be a safe bet.

THE COST JUST KEEPS ON FALLING, BUDDY US gamers will have something to smile about this June as both Banjo-Kazooie and Mortal Kombat 4 will retail for $49.99 the equivalent of £35 in the UK, that's a good $10 less than most 64 games.

TUROK MEETS ALIENS Probe are putting together a new shooter that insiders are describing as "a first person shooter in the style of Turok", while comparisons to the movie Aliens are also being made. Don't expect this to turn up any time soon though, as a release is earmarked for next year.

I WILL SURVIVE Even before *Hybrid Heaven* sees the light of day, Konami throw us another lifeline with *Survivor Day One*. As usual, info is scarce, but we do know that it is set in the future aboard a huge colonisation ship. One





THE COLD WAR CONTINUES WITH BLIZZARD'S STARCRAFT

Blizzard entertainment's real-time strategy game *Starcaft* has been acquired by Nintendo for an exclusive release on the 64 . This will be the first game of its ilk to debut on the console. Already a massive hit on the PC *Starcraft* is part of Blizzard's successful *Warcraft* series. While the game borrows heavily from Command *and Conquer* it stands apart due to it's original character designs and tongue-in-cheek humour. *Starcraft* puts you in charge of one of three different races, namely: Terrain - Settlers with an array of high-tech weapons such as nukes and stealth fighters, Protoss - A psionic alien race that attack with a mix of alien magic and science and Zergs - Brutal insect-like creatures that can burrow underground to surprise the enemy before tearing them apart limb by limb.

Levels consist of 30 missions ranging from space battles to indoor assaults. Developers Blizzard have promised all new levels, new modes of play and new troops to play with for the 64 version.

The Multi-player mode will feature heavily in the game and there is even talk of the game coming with a modem interface much like the one used in Seta's *Morita Shogi*, although this is little more than speculation right now. *Starcraft* will only be available on the N64 so PlayStation owners will just have to twiddle their thumbs.





THE KOMBAT CHARACTERS GET SOME NEW DUDS FOR THEIR LATEST OUTING.

Mortal Kombat 4 characters will now have a third set of narly threads for the N64 release. Scorpion is to wear a natty grey costume and grey skull mask. Kai dons a cool pair of shades and a leather jacket. Sonya decides to lose the hat, but best of all is Johnny Cage who sports a rather suave tuxedo, while his crossbow weapon gets substituted for a pistol: perhaps a nod to a certain Rare game, Schplendid. With a bit of good fortune the mighty **VSIXTYFOUR** should review the fourth Mortal Kombat installment next month. So check it out.









thing though -it's sinking and there's not enough life pods. Hmmm, looks like Titanic has some competition. ***END OF THE LINE FOR STARFOX*** Shigeru Miyamoto has declined to develop a further Star Fox game for the 64. Although there have been rumours regarding a possible sequel this is now out of the question. Miyamoto believes he has achieved everything he wanted with the N64 version. ***WHEN IN ROME*** Following the recent Nintendo convention in Rome Nintendo has announced the restructuring of it's European operation. All EC distributors, including THE Games will now report to the German based NoE company rather than NCL in Japan. ***N64 TO GET A SMASH HIT*** Ubi Soft have announced the first tennis title for the 64. Tennis '99 will feature many pro-players such as Jonas Borkman, Michael Chang and Jana Novotna to name but a few. The title is being dubbed "tennis simulation with arcade features"

GET READY TO RUSH AGAIN WITH EXTREME RACING USA.

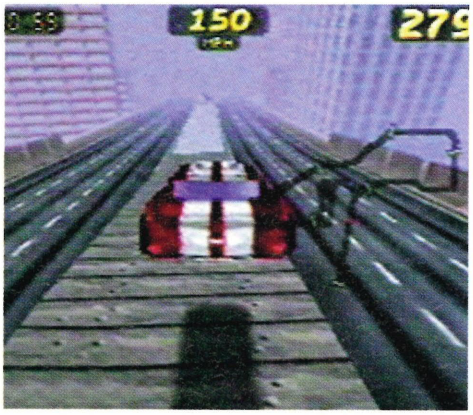




Midway gets all 'Italian Job' as the sequel to San Francisco Rush surfaces. Rather than just being based in San Francisco, Extreme branches out to some more exotic locales ranging from Las Vegas to the new arcade track, Alcatraz. New cars have also been thrown into the package with a variety of hot-rods, sports cars and trucks to throw about.

But **VSIXTYFOUR** sat up when we heard that there was a half pipe in the practice mode, the thought of catching some air with a 20-ton truck is definitely on our 'things to do' list, while another track is meant to be a flume-type affair . Athough Midway are only 40% into the game this 12MB cart looks like its going to be a wild ride.







Streetfighter's Coming - about time too.

CAPCOM ARE GO!

CAPCOM

Capcom have been rumoured to be developing games for the N64 for quite some time now (a 3d version of *Ghouls and Ghosts* being one). Only now have now decided to show their hand with a fall lineup to be announced at this years E3 and speculation is rife as Bill Gardner, President of Capcom Entertainment hinted " Capcom has an enormous library of games perfectly suited for Nintendo 64. Although we can't reveal now what our first Capcom product will be for this incredible system, I can say all of our franchise products, *Street Fighter*, *Mega Man* and *Resident Evil* would make great N64 games".

The Rumour-mill has been working overtime at **VSIXTYFOUR** and although none of this is gospel here's the lowdown on Capcoms secret agenda:

First up is a "ninja-based" Resident Evil game based in the past, with ninja-oriented weapons and magic.

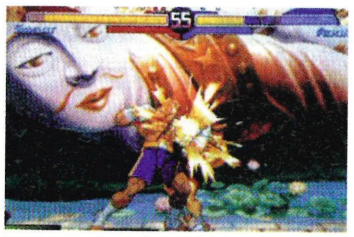
Next is the eagerly awaited Streetfighter 3, whether this will be the recent updated version is yet to be seen.

Megaman is also set for a N64, so a revamp of the PlayStation *Rockman Dash* would be a safe bet due to it's 3D gameplay.

While little is known about Ghouls and Ghosts 64 expect a 'Mario goes to hell' type scenario as Arthur hunts down Ol' Nick himself.

Finally, Capcom's Yoshiki Okamoto comfirmed a Disney tie in, loosely based around Tetris.

Expect the mists to clear by next issue, when Capcom's lineup is showcased at E3 'behind closed doors'.







Word up

GET IN LINE FOR ZELDA To further illustrate the lather that the big N's forthcoming RPG romp has got people into, US stores are already taking pre-orders some five months before it's release date. ***MADDEN GOES HI-RES*** Electronic Arts have announced that the next incarnation of the Madden series will run in the N64's high-resolution mode. Scheduled for a Christmas release it will once again go head-to-head with Acclaim's NFL Quarterback. ***CHANGE OF NAME FOR V-RALLY*** The N64 version of Ocean's highly successful rally based racer is to be called *V-Rally '98 Arcade Championship Edition*. The game will feature a whopping eight territories including the French Alps, Corsica, England, Spain, Sweden, New Zealand and Indonesia. V-Rally will also offer split-screen racing with up-to four players. ***THE MEN OF STEEL*** Titus have confirmed that Superman: The Animated Series will feature multiplayer support for up-to four players. Exactly how this will work is unclear.

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	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
Virtual Chess	USA	02/6/98	Chess
Banjo & Kazooie	USA	15/6/98	3D Platform
Chopper Attack	USA	17/6/98	Action
Wetrix	USA	15/6/98	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	24/7/98	Racing
Mission Impossible	UK	20/7/98	Action
Major League Soccer	USA	20/7/98	Soccer
Reckin Balls	USA	24/7/98	Racing
Waialae Country Club	USA	28/7/98	Golf
Crusin' World	USA	28/7/98	Racing
I.S.S. 98	UK	30/7/98	Football
Rev Limit	UK	01/8/98	Racing
Superman 64	USA	20/8/98	Action
Caesars Palace	USA	20/8/98	Gambling
Gex E.T.G.	USA	26/8/98	3D Platform
Castlevania 64	UK	27/8/98	Action
Rat Attack	USA	20/9/98	Action
Action Bomberman	UK	27/8/98	Action
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
Predator Racing	USA	01/10/98	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
1080 Snowboarding	UK	01/11/98	Racing
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
NBA Fast Break	

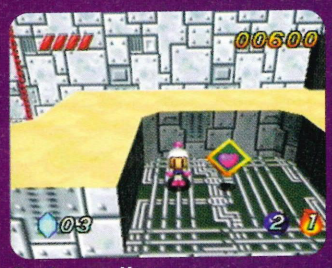
As always when we know, you know.



AeroGuage
Racing games seem to be coming thick and fast on the 64. Aero Guage joins the pack in June.



GT Racing
Ocean follow up MRC with some inner-city racing. Skidding to a halt this July



Bomberman Hero
August seems to be a busy month as Blighty gets it's second helping of Bomberman action.



World Cup '98
Football is coming home. EA's game'll be out by the time you read this.



Virtual Chess
Need a change of pace? This classic game gets a polygon update this June.



Wetrix
We gave it an 8 in issue 2, find out why next month.



Buck Bumble
Argonaut made the first *Starfox* game on the SNES, can Buck Bumble repeat it's success in October?

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



DIDDY A DODDLE

Thanks for the best magazine of all time **Hey, think nothing of it** and I'd like to say that I totally agree with all your in-depth reviews.

But (there's always a but) in the V-league you gave Diddy Kong Racing a '9' for longevity. **So?**

After completing it in a week I was sorely disappointed as you can imagine. After having the fantastic *GoldenEye* I really thought Rare would have conjoured up something equally as challenging but I guess I was wrong.

Please, please for the sake of other talented games players consider other peoples abilities.

P.S. Perhaps you could do a 'scorezone' for the magazine - other magazines have been successful with them.

Andrew O' Shaughnessy, Suffolk

You're obviously very good Andrew. Not everybody is. Why a nine? Diddy Kong is a definite Mates Round ™ game and therefore enjoys a high replay value. Happy?

FIGHTING TALK

What a great mag-with some excellent reviews-your jokes are funny too **Tee-hee** I want more of it. I was wondering if a Streetfighter game is going to be released this year (I think we need one, oh yes one more thing, I thought I might be lucky enough to win that copy of Airboarders that you were giving away in issue two. **You and ten dozen others**

Here are my anagrams complete with translations.

IRA BOARDERS
AI BRA ORDERS
A SORRI BEARD
BADDIES ARE AIR
BAIR ROADERS
RABID SOARER
OI BAD ARSE
RORIS A BREAD
'RRRAA'! BODIES
ERDSOARABIR
ARAIBS ORDER
AIR BOARDERS
SREDRAOB RIA



Oh by the way - what's happening with Conkers Quest?

Mr S.Hossary, Walthanstow.

Streetfighter? We were supposed to show you some World exclusive pics of Streetfighter and Ghouls & Ghosts in this very issue but when the disk arrived it had a big dirty scratch on it. So no go. But we can assure you the game exists and we'll definitely be telling you *all* about it next month.

LIES

Such talent, **Yep** such beauty, **Agreed** how the f**k do you do it?!? **Don't know, we just do** But enough of this arse-kissing.

If you hate *Airboarders* so much why don't you send me a copy to test it out **Because we're sending it to Brian instead** (go on, or i'll tell you the worst insult of all, you really like Automobil Lambourghini!!!!!!) **That's not a very bad insult - how about? - Your face smells of poo - that's far worse** and I'll give it my vote, cos' I'm a professional gamer!!!!!!!!!

Yours Sincerely*

Peter Willis, Cambridge

P.S. Why do the Japanese and the American gits get games before us???? WHY? WHY? WHY? **Long story**

P.P.S. My dad works for Human.

* Load of crap.

P.P.P.S. I have a friend who fancies Gex his name is Stuart Motly.

Your Dad works for humans? Most Dads do. Oh...HUMAN...no he doesn't.

MONKEY SPANKER

Well done on a excellent magazine, I live in a newsagents and see every N64 mag that's written and yours is by far the best. **Aah, how nice of you to say so**

Please could you fill me in with more details and release dates concerning Ubisoft's *Tonic Trouble*, Titus' *Superman* and lots more Zelda pics please....

Also is there any chance of the first issue of **VSIXTYFOUR** being sent to my home as the magazine sold out straight away, one of them being sold by my mum.

GREAT MAGAZINE, WELL DONE!

Mark Phillips, Lancashire

Tonic Trouble is coming out in Autumn and Superman's out this Summer. You want a back issue? Oh...go on then. Phone up the Towers, ask for Joey the lad and say Tim said you could have a free mag. Ok? Ok. By the way. Does living in a newsagents mean you get to check out all the Jazz mags? Bet it does you filthy little perv.

FOOTY-AN TIMES

I was flicking through a colleagues copy of your mag when a very odd thing happened. I saw me! **What!** Your next months bit in issue 2 shows a picture of England fans. **Yeah, that's right** The bloke whose face you painted a V logo on is actually my good self. **Really?** Very Spooky. Don't believe me? **Yes we do** The game was England V Germany in the semi-final of the Euro 96. Am I entitled to any royalties?

Peter Ridgley, Battersea

Royalties? Of course you're not. But how strange? Oooh, it makes you think, doesn't it?

SON OF IVY

Your excellent mag is even better than 64 magazine, which is quite an achievement. As a member of the master race of superhumans called Brian, I appreciate your save the Brian campaign in relation to *Holy Magic Century* (Issue 2), Konami obviously do not realise that many great people throughout history have been called Brian. For example footballer Bryan Robson, judo legend Brian Jacks, the actor Brian Blessed, star of such oscar worthy films as Flash Gordon, 80's childrens TV presenter and icon Brian Cant and of course Brian Tilsley. **Brian Tilsley! - he was rubbish. Funnily enough, A friend of mine got into a bit of a ruck with Chris Quentin a few years back - Gave him a right kicking too.**

Anyway, in a sad attempt to win the mighty Airboarders game, I present my seven best attempts at 'humourous' anagrams.

RAD AIR BORES
O, SERB RADAR
DRAB RIO ARSE
RAD RABI'S ERO
RARE SAD BIRO
I ORDERS A ROBA
DEAR RIO'S BAR
RAD AIR ROBES
P.S. I cannot count.

Brian, Norfolk.

Alright Brian, you win. It was that mention of Brian Tilsley that swung it for you, a comedic figure if ever their was one. Goemon and buddies are on their way to you. Incidentally, what about Brian Flynn? The fun-sized midfield dynamo formerly of Wales and Leeds Utd. Now there *was* a Brian. Also, if it's spelt Bryan with a y are you considered to be just as good as Brians with an i? Oh, forget it. Not important at all.

Autumn

Legend of Zelda: Ocarina of Time

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

Spin Attacks? Castles? Vanishing Harpists? No worries there, we've got plenty...still no game though.

Last month we fed you some spanking new info on Link's arch nemesis Ganondroff as well as bringing you up to speed on the Zelda story. Afraid we haven't got a whole lot in the way of new info about the game so you'll just have to make do with yet another smattering of latest in-game shots. We were going to have a gripe at this point but...but...oh sod it, we'll have one anyway. Look Nintendo, how shall we put this? Spin Attacks are all very well and good and yes, agreed there's certainly more than an air of mystique about that there vanishing harpist chap and furthermore there's no doubting that that castle does indeed look pretty spectacular. But, it's just...well it's just, we...we want the bloody game ok?, not picture after picture after picture ad infinitum, forever and ever till whenever and ever. It's torture, do you hear? torture. And we'll tell you something else for nothing as well, woebetide you if you delay the game again, or ...there'll be...ooh... there'll... there'll be some trouble, alright? Alright. (Ahem) On with the mag.





1



2



3



4

1. The magnificent Castle Hyrule - truly breathtaking, don't you think? 2. This fire-breathing Insectoid is yet another new foe we've uncovered. 3. Link's steed stretches it's haunches in preperation for another hard days adventuring 4. Brrrr, it's brass monkey time for Link and Navie down in the icy caverns.

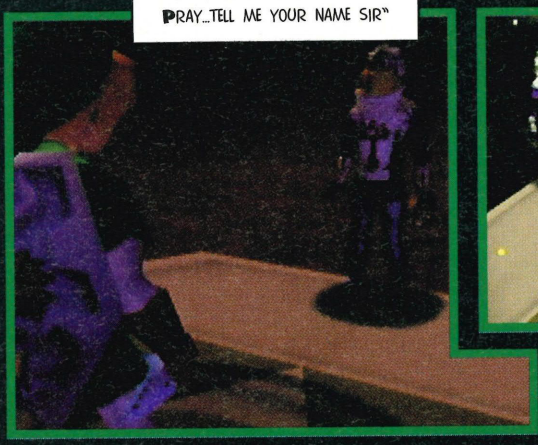


"LINK AND THE MIRACULOUSLY-VANISHING HARPIST BOY"

"I HATH TRAVELLED FOR THREE DAYS AND THREE NIGHTS AND STILL I SEE NOT ONE SOUL. IT IS TRULY A BARREN PLACE"



"HUH, I SPEAKETH TOO SOON. PRAY...TELL ME YOUR NAME SIR"



"HATH THE CAT GOT THY TONGUE? I COMMAND YOU, TELL ME YOUR NAME!"



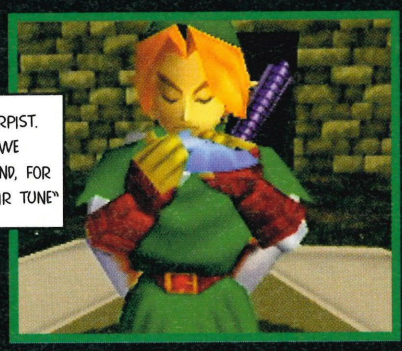
BY THE POWER OF DEK THE DIVINE, IT IS NEY MORE THAN A SIMPLE HARP.



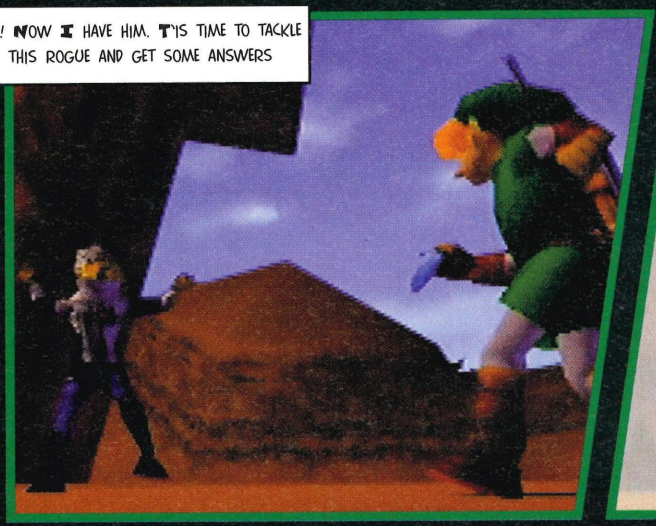
WHAT DOTH HE HOLD? A WEAPON PERHAPS, INDEED, I SHOULD BE ON MY GUARD...PERHAPS IT IS A BEATING HE REQUIRES



"SO THEN MUTE HARPIST. WHAT SAY THEE WE COMMUNICATE BY SOUND, FOR I TOO CAN PLAY A FAIR TUNE"



HA! NOW I HAVE HIM. 'TIS TIME TO TACKLE THIS ROGUE AND GET SOME ANSWERS





"GADZOOKS!!"... HE HATH VANISHED BEFORE MY VERY EYES. HE IS TRULY A MIRACULOUSLY VANISHING HARPIST BOY. BUT WHAT CAN IT MEAN? HMMM...

INDEED. WHAT CAN IT MEAN? JUST WHO IS THE MIRACULOUSLY VANISHING HARPIST BOY?... AND, FURTHERMORE, WHAT DOES HE WANT?... ALL WILL BE REVEALED NEXT MONTH WHEN WE BRING YOU YET MORE... 'ADVENTURES IN THE LAND OF HYRULE!!'

QUAKE II

Publisher **Activision** *Genre* **3D Shooter** *Expected Release* **December 98**

"The greatest game ever" is heading for the 64. Be pleased, be very very pleased.

Yes, it's true. No word of a lie. *Quake 2* is currently being developed for the 64 and only the 64. As anyone familiar with the pages of VSIXTYFOUR will tell you, we do try to avoid the 'your console smells of wee' type nonsense as not only is such tittle-tattle quite futile but extremely childish also, however, just once and only once, let's just have a little chuckle at our PlayStation owning mates expense, here goes: Ha-ha bloody ha, did you hear what we said? *Quake 2* is heading for the 64 and only the 64, not the PlayStation - Ha-ha, hee-hee, titter-titter-titter…tit. Ahem. Right, where were we? Oh yes, of course, about *Quake 2*. Well, it's being developed by Aaron Seeler Productions who are certainly no strangers to the Quake franchise as Mr. Seeler himself ported the original to the 64 as well as *Doom 64*. So no worries there then. Information is pretty thin on the ground right now but we do know that Activision are planning to incorporate a multi-player deathmatch and possibly a co-op mode too. Whether this will stretch to four players or not is







1. Your 'super-shotgun' can reduce Stroggs to bite-sized nuggets in a matter of seconds. 2. Ground in blood was always a hassle when doing shotgun facials. 3. "Heads up, Ha Ha Ha, Geddit I said heads up, oh I kill me"



Not Nice

Nearly 20 disgusting cyborgs make up Quake's grizzly cast of characters and as the Stroggs have a penchant for combining fleshy body parts with their own mechanoid inventions, the majority of the characters in the game are gruesome mutations of science. Rather like these chaps, in fact.



Quake 2 will be on display in some form or other at E3 so expect a far more in-depth report in issue 4 of the mighty VSIXTYFOUR. You are probably going to part with hard cash for this game come Chrimbo time so, if you're not already well versed in the way of Quake 2 it's about time you were. Here's how it is:

unknown. It is rumoured, however, that N64 Quake will contain hitherto unseen levels and missions. Obviously, *Quake 2* 64 will not be able to match the visual prowess of the graphic-accelerated PC version, mainly due to the lower resolution, however, Activision are confident it won't be too 'off the mark'.

Background Story

Cue Sci-Fi Storyline by numbers, aaand...Action! : Earth has been invaded by an alien race of cyborgs known as the Stroggs. This particularly despicable bunch are interested in one thing and one thing alone: Humans. Or human body parts to be more precise, legs,



Even without a head Enforcers can pose a threat as they fire blindly.







1. No bad doggie, sit doggie, mutilation bad. 2. Flyers can be a tricky adversary especially when they travel in packs. 3. Up close flyers attack with razor sharp wings, imagine a very large paper cut and you're getting the idea.



Complex gangways lead to some interesting possibilities for Deathmatch mode.



Don't be fooled by that platform unless you want a severe case of acid burn.

DIE STROGG DIE!

Quake 2's arsenal contains the finest array of weaponry you ever did see. Just check this lot out.



Blaster Gun

Piss-poor pea shooter that's only good for taking out weaker opponents or blowing up barrels.



Hand Grenade

What can you say. It's a grenade. Pull the clip, wait a couple of seconds, lugg it in the direction of your enemy and stand well back. Simple.



Shotgun

Bit more like it. Will happily dispatch Strogg guards all day long - best used at close-quarters though.



Hyper Blaster

Futuristic chain-gun that instead of dispensing bullets, fires an energy blast, but in a chaingun type fashion. You'll like this gun. A lot.



Super Shotgun

Like the shotgun but all 'super' ie much more powerful, on the flip side it's slower to reload. Eats shells up fast.



Rail Gun

Pukes out depleted uranium slugs at super high velocity. If you get our drift. Gets right up the noses of Stroggs, not literally though.



Machine Gun

Them Stroggs don't like it up 'em, especially when they're on the receiving end of the Machine Gun. Farts out bullets like Billy-O - but watch the kickback. Must be mastered to be truly effective.



BFG

The ultimate tool, for when you absolutely have to kill everything in sight. Oh and you all know what BFG stands for, so no need to explain.



Chain Gun

Rip 'em up large with the lead hungry chain-gun. Far deadlier than the chainguns witnessed in Doom and Turok.



arms, ears, feet, in fact, just about any appendage you could wish to mention, and we do mean *any*. But just what do they want with our limbs? you may ask, well, apparently they like to combine bits of us with their own machine type thingamyjigs to form super-deformed cyborgs, or something. Exactly why they like to do this we never get to know, but whatever their reason there's one thing for sure: they must be stopped. So, as one of a large marine force, it's off to the planet Strogg you go to dish out some seriously bloody payback. Unfortunately, things go awry upon entering the planet's atmosphere causing your pod to malfunction resulting in a crash landing, bang in the heart of Strogg HQ. Welcome to *Quake 2*.

Aim of the Game

Mercilessly slaughter everything that moves, blow stuff into oblivion and generally be a massive pain in the face for the scumbag Stroggs. And then some more. Nothing new there then. Um...well that's not entirely true, there are various mission objectives that must be accomplished in order to proceed to the next levels. For example, an early level sees you having to establish a communications uplink whilst further in you'll be required to assassinate the Strogg General. Furthermore, many of the 20 missions on offer require you to backtrack from one level to another as opposed to the linearity of Quake 1.



1



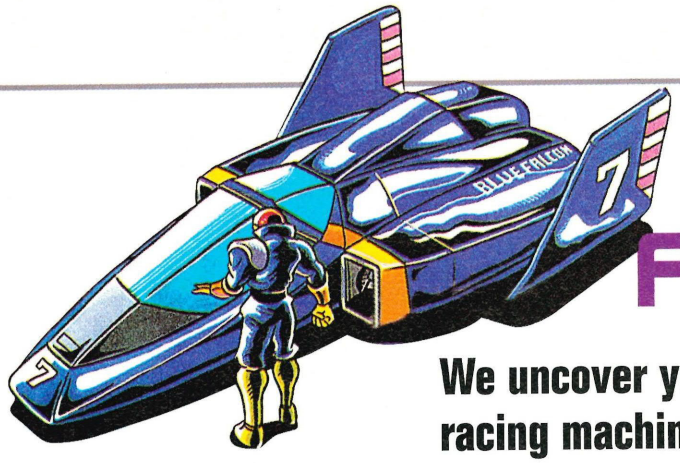
2

1. **The bodies of your fellow Marines litter the landscape.**
2. **You can almost feel the heat off this boiling lava. Sort of.**

Why it kicks Quake's ass

1. **You can blow heads clean off.**
2. **Baddies Intelligence far superior (can duck bullets)**
3. **Non linear gameplay**
4. **Vastly superior single-player game**
5. **Mission Objectives**
6. **Flies swarm around bloody carcasses**
7. **Superior fire-power**
8. **Baddies not as tough to kill as Quake's**
9. **levels far more varied and better designed**
10. **Like we said, you can blow heads clean off**





F-Zero X

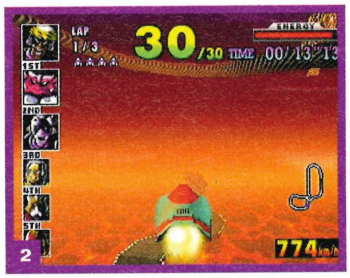
We uncover yet another brace of super-sleek F-ZERO racing machines - VROOM VROOM VROOM!!!

Summer

Publisher **Nintendo** *Genre* **Racing** *Expected Release* **July**

F-ZERO X day beckons ever closer, ooooh you can almost smell it, can't you? No?. Hmmm, you could have a point, but one thing's for sure, F-ZERO X is set to sport a mighty fine array of racing machines. Indeed, one of the bestest features of the game is the number of different mowtaahs you'll have to choose from. It would appear that each of the 30 on offer will have it's own unique handling and personality. Although the game is sure to focus on pure blistering speed, there's also some character development going down too. This month we have details of the Super Piranian, which comes complete with it's own unique attack. And that's not all, just check out Roger Buster in the Mighty Hurricane. Anyhow, fear not Nintendoids, the game's out real soon, we might even have a review next iss. So you know where to come, don't you? Wicked.







1. The Firefield course features a flying leap over scorched earth. **2.** Wahay! No time to relax though, an accurate landing on the twisting track below is essential. **3.** Look!...A new bit. See those wee hovercar icons under the lap counter? They indicate how many motors you've got left. We don't miss a trick, us.









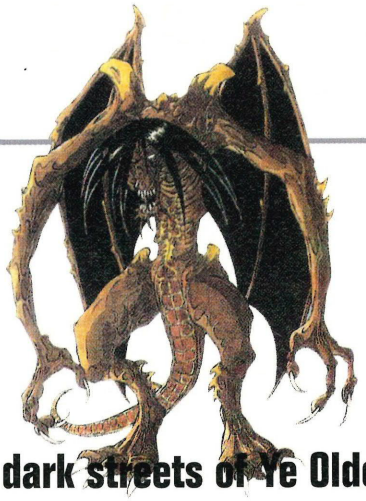




6. Well, if it isn't the Mighty Hurricane. And who's behind the wheel? Only Roger Buster: F-Zero Jock extraordinaire. That's who. **7.** Uh-oh, smell those fumes? **8.** Best hot-foot it outta there Buster, or it's... **9.** ...Boomsville!!...wah-wah-wah-waaahhhh.

4. This is the highly fancied Piranian replete with super-charged surrounding energy field. **5.** Jack Levin's Astro Robin hovercar is the victim of a classic Piranian attack.

Christmas



Publisher **Activision** *Genre* **Adventure** *Expected Release* **Xmas 98**

Nightmare Creatures

It's off to the dank, dark streets of Ye Olde London town we go. Aye, it's a right pea-souper and no mistake.

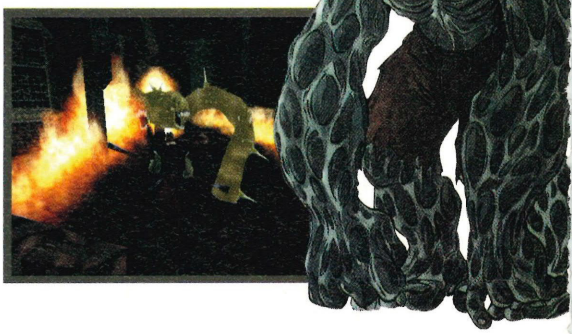
It's London 1834 and no one could care two top hats about Jack the Ripper nor even Mr. Hyde, there's are far deadlier evil a-stirring down those cobbled streets. The city stands on the brink of annihilation and it's all down to the sorcerous Mr. Crowley who's seen fit to unleash an abominable collection of ghouls on the good cockney folke of Victorian London. The evil Mr. Crowley is a despicable man who must be stopped, at all costs. No need to guess at your role in the unfolding drama then...

Nightmare Creatures is a dark, gothic action/adventure that borrows heavily from both Tomb Raider and Resident Evil with players battling their way through foggy, monster infested streets. The game first appeared on the PlayStation late last year but don't expect Nightmare Creatures 64 to be a direct port as programmers Kalisto are planning to incorporate all new levels as well as a substantial graphical overhaul. The 64 is woefully lacking in the 'adult' arcade adventure department, hopefully Nightmare Creatures will go some way to addressing this.









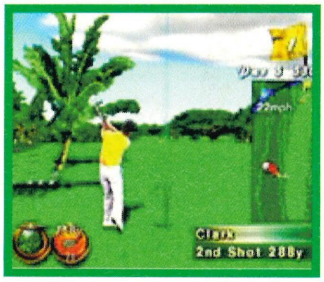
Waialae Country Club: True Golf Classics

Summer

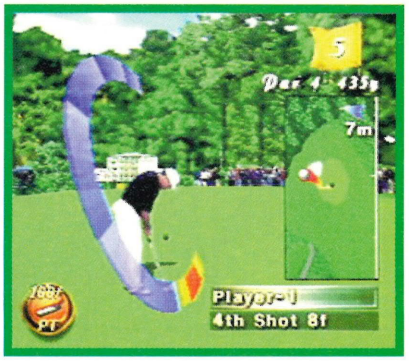
Publisher **Nintendo** *Genre* **Golf** *Expected Release* **August**

Fancy playing a round? Maybe a foursome? Course you do.

Budding Tarby and Bruces will no doubt not need reminding that the 64 isn't exactly over-endowed with hot golf ball action right now. In fact, the N64 sporting back-catalogue consists of only two golfing titles: the abysmal St. Andrews and the commendable Augusta Masters. Waialae is basically the same game as Augusta but, due to licensing issues, Nintendo are changing the location to Honolulu's Waialae course. Apart from the change of setting the mechanics and gameplay are identical. A cursory glance to page 89 of this very issue should tell you all you need to know (we reviewed Augusta a couple of months back). Although, not spectacular, it was nevertheless more than capable of twisting your melons and assuming that the change of course doesn't dampen proceedings too much you can expect pretty much the same from Waialae. Fore!!







Christmas

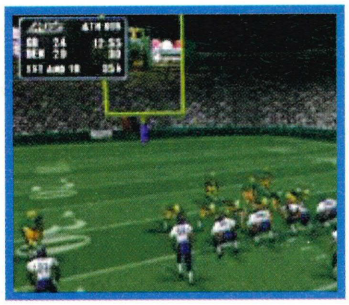
Publisher **Acclaim** *Genre* **Sports** *Expected Release* **Xmas**

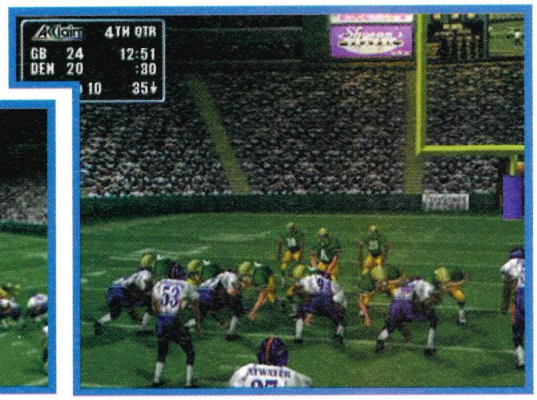
NFL Quarterback Club 99

It's sequel time for Acclaim's flagship sports sim and developers Iguana are set to grid-iron out the previous games glitches. (grid-iron, ho-ho, ha-ha, HA-HA...HA-HA...HA?)

Acclaim's NFL Quarterback is, arguably, the finest looking sports game to grace the 64. Hi-grade aesthetics aside the game is guilty of a few letdowns in the gameplay Dept. The sequel is already in the pipeline and developers Iguana, recognising this, are talking of NFL 99 as being the greatest Gridiron sim to appear on any format. The Artificial Intelligence is set to get a major overhaul: computer controlled teams will stick to their real-life playbooks and player's attributes will alter after each game and season, depending on their performance. Game control is being revamped also, with the addition of a new, easy-to-use passing system. Again, Iguana will employ the 640x480 graphics mode, but an updated engine will be used - as seen in *All-Star baseball* and *NBA Jam 99* – resulting in smooth and seamless animation.

While QBC 99 is still too early to demo, Acclaim say it'll be on show at Atlanta – so check back with **VSIXTYFOUR** next month for our unrivalled coverage of

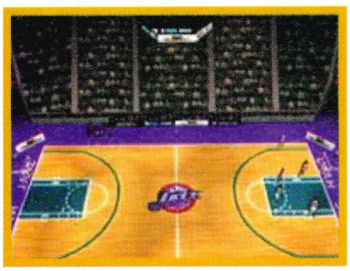


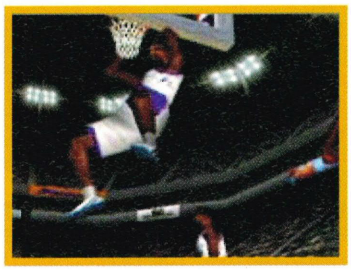


NBA Jam 99

If it's rim-based frolics you're after, then you've come to the right place. The Jam series is back – and badder than ever!

Publisher **Acclaim** *Genre* **Basketball** *Expected Release* **December**

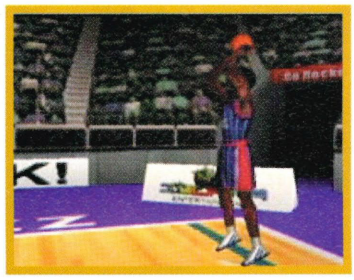






The N64 sports-catalogue is fast approaching rim-action overload – by Christmas there'll be eight court based offerings vying for our attention. Only a fool would buy them all, so which one's it to be? Well, from what we've seen of Acclaim's new franchise game, *NBA Jam 99* sure looks set to be the likeliest candidate. Forget the *NBA Jam* of yesteryear, this is a whole new ball game altogether: out goes the arcade based two-on-two shenanigans and in comes some 'real-deal' five-on-five basketball fun. The new Jam combines the strategy and fast pace of 'proper' basketball with the graphical glitz of Acclaim's *All-Star Baseball* and *NFL Quarterback Club* series. If you've already been privy to the visual delights of NFL you'll know what incredible animation and hi-res graphics the Acclaim Sports team can squeeze out of the 64. So expect more of the same. That's the eyeballs taken care of, you can prepare your ears for some hi-tech wizardry too: the programmers promise an advanced calling system unlike any other court-based game and play-by-play commentary from TNT's Kevin Harlan and NBC's Bill Walton. In addition to that the varying arenas come to life with different team chants, such as the New York Nicks famous [oh yeah, dead famous - Ed] "Go New York, Go". Admittedly, not quite as rousing as a good ol' footie-style "You're going to get your fu**in' heads kicked in" but, hey, it's still a welcome addition. Game play is another major focus of Iguana West's development efforts. Whilst some basketball games allow tons of uncontested drives to the hoop or unlimited three-pointers, NBA Jam's artificial intelligence will put paid to such unrealistic hijinks. Furthermore, an innovative play-calling feature should let players select from nearly 50 offensive and defensive plays, greatly enhancing control over the game. To list all the features planned would take far too long and you'd likely nod off before we finished, so just take it from us there's a whole heap of them. We'll return back to *NBA Jam 99* in a couple of months when preview time comes around, so you'll have to wait until then. You've got to admit though, it sure does looks mighty fine...

Christmas



RAKUGAKIDS™

Publisher **Konami** *Genre* **Strange** *Expected Release* **Autumn**

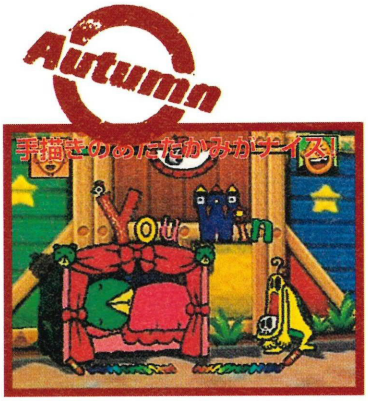
Rakuga Kids

Konami come on crazier than ever - Just check out their forthcoming colour-em-up with a Kung-Fu slant.

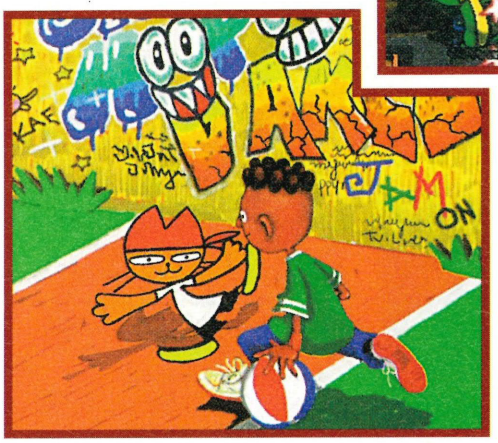
Just when you thought every possible permutation had been exhausted, Konami, the undisputed masters of oblique curiosity themselves have surpassed even their own lofty 'standards' with this latest foray into nonesensity.

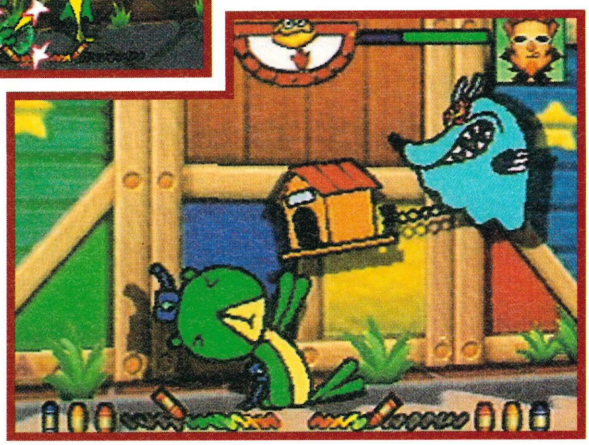
Check this out: *Rakuga Kids* takes place in 'Tinkle Town', a place inhabited by gangs of kiddies known as the Tinkles. After going on an archaeological dig – as you would – the Tinkles find a magic crayon. Unfortunately, it's stolen by a rival gang who then use it to create various characters who are inturn then unleashed on the Tinkles. Seriously shitty news for the Tinkles then. However, not to be outdone they set about getting hold of their own magic crayon so that they too may draw some characters and even the scores a little. Nonsense. Very original nonsense, but nonsense all the same.

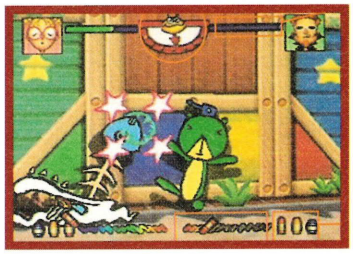
What this translates as is a beat-em-up with some Tamagotchi elements lobbed in for good measure. There's four differing modes of play: Growth Mode – where you teach your character how to fight, Real Fight Mode - your character fights on his own, Free-Play Mode – control your character in story mode and Verses Mode for one-two players. Where the game appears to offer something different is the Growth Mode, according to Konami your character will develop his fighting style dependent on your own preferences. Can't tell you a lot more than that at this stage but you've got to admit, it sounds interesting. The eight characters on offer are a bizarre assortment of roughly drawn dogs, cats, teddy bears!! and even a dead ringer for erstwhile PlayStation mascot Parappa the Rapper. A Japan release is still some months away and whether *Rakuga Kids* will get a UK release or not remains to be seen.







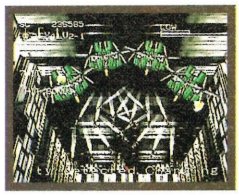


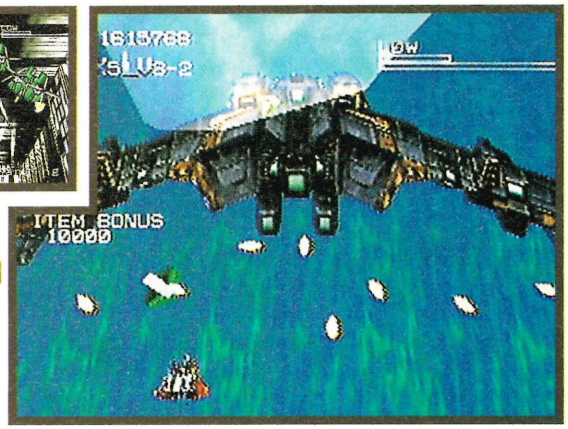


Star Soldier: Vanishing Earth

Publisher **Hudson** *Genre* **Shoot-em-up** *Expected Release* **Autumn**

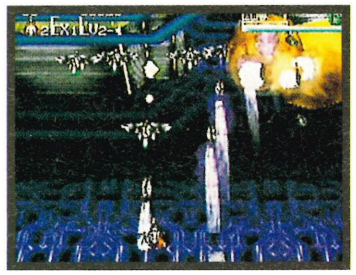
Shoot-em-up starved Nintendoids are in for a treat with Hudson Soft's blast from the past.







Connoisseurs of consoles past will remember the original Star Soldier with much affection. The game enjoyed a cult following on the 8-bit Famicom as well as the similarly 8-bit but far superior PC Engine. Star Soldier was basically an orthodox vertically scrolling space-based shooter – so much the staple diet of gamers everywhere several years back. Recognising the originals popularity HudsonSoft have tried to maintain the authenticity of the original by retaining a 2D feel whilst employing 3D sprites. There's an obscene drought of such hijinks on the 64 (there are no such games at all) so *Star Soldier – Vanishing Earth* will be a more than welcome addition to the 64 catalogue. No word on a UK release as yet, but expect it sometime this XMAS.



Turok 2

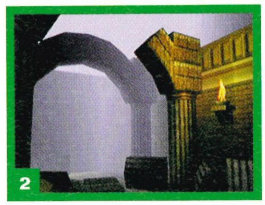
Autumn

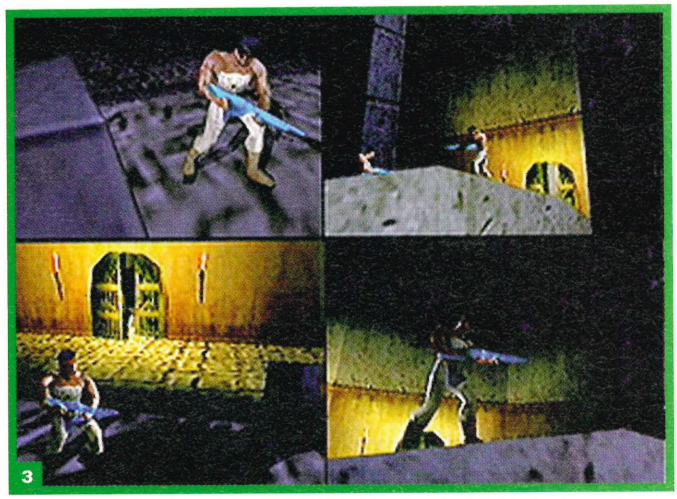
Publisher **Acclaim** *Genre* **3D Shooter** *Expected Release* **November**

Say hello to the loathsome cast of Turok 2: a veritable shop of horrors and no mistake.

Acclaim's Turok 2 looks set to boast some of the most despicably horrific adversaries to ever grace a video game. The 128 meg cart will be packed to the hilt with over 40 different foes, ranging from gun-toting lizards to insects the size of a small house. Below we give you the lowdown on but eight of the creatures that inhabit the world of Turok. Whether they'll retain these names remains to be seen. But one thing is for sure, this blockbuster of a game certainly won't be for the faint of heart.


1


2

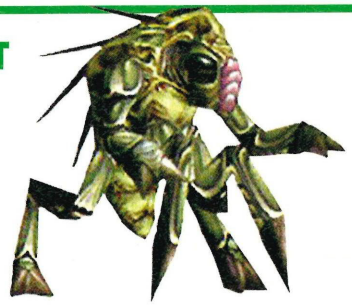

3

1. Don't worry, this flying pegasus type thingy is only a statue. 2. Erm...some ruins? Yep they're definately ruins alright. 3. Way-hey! Four-way deathmatch Turok in all it's majestic glory. Anyone for *GoldenEye*? Nah, didn't think so.

BRING ON YER 'ARDEST



Grunt
The bloke's cousin made an appearance in Turok. He may be a bit on the slow side but just check out the size of those fists. One knuckle sandwich from him and it's goodnight Vienna.



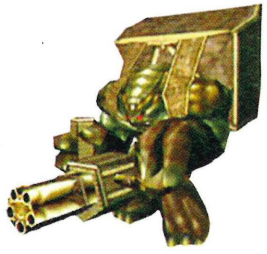
Worker
Does all the menial tasks in Turok World. Despite his domesticated side comes complete with a nasty sting which he's more than happy to prod in your face.



Drone
Insects are bad enough when they're tiny, but this amphibian drone warrior stands mighty high and packs two powerful blaster guns to boot.



Mite
Another visitor form the insect kingdom, the lightning fast mite attacks in groups and scuttles away when under attack.



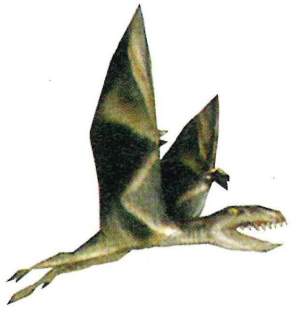
Gunner
Ol' chain-gun features is pretty slow, both physically and mentally. Don't be fooled though - it doesn't take a whole lot of brain matter to pull a trigger.



Fireborn
This muscular armoured warrior can hack down entire trees with his huge, razorsharp talons. Not to be tackled at close range. Obviously.

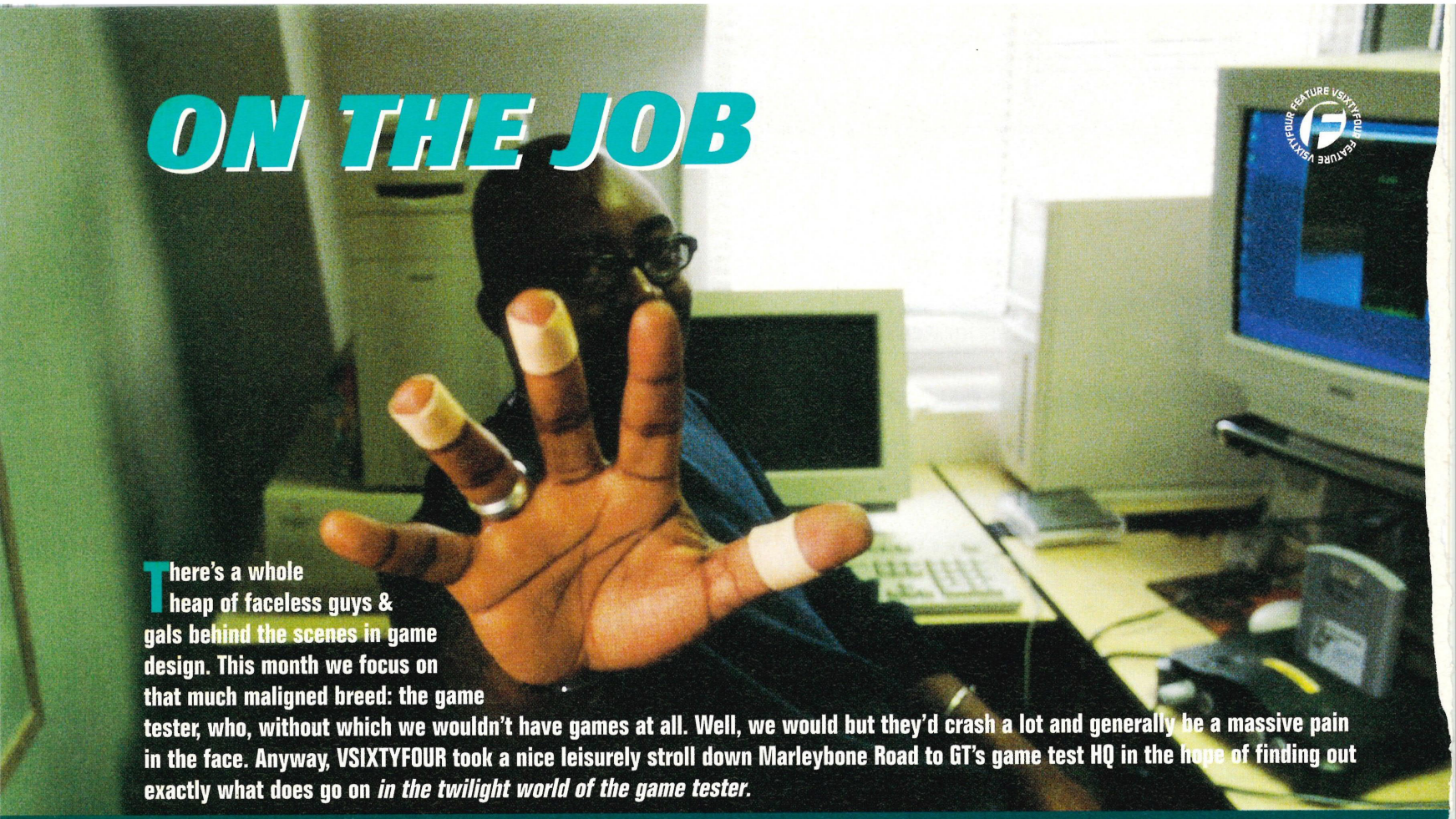


Soldier
You may remember similar aliens from the first Turok - taking off with the aid of a jet pack just when you were about to fill 'em full of lead. Remember? Well they're back. Now with four arms.



Dimorphadon
Although more air-born creatures were originally to be included in Turok 1, all but the dragonflies were omitted. In Turok 2 there will be a terror from above. Watch the Skies!

ON THE JOB



There's a whole heap of faceless guys & gals behind the scenes in game design. This month we focus on that much maligned breed: the game tester, who, without which we wouldn't have games at all. Well, we would but they'd crash a lot and generally be a massive pain in the face. Anyway, VSIXTYFOUR took a nice leisurely stroll down Marleybone Road to GT's game test HQ in the hope of finding out exactly what does go on *in the twilight world of the game tester.*

VSIXTYFOUR: What's your name then?

AI: Oh, my name is AI, or to be precise Alfred George Bailey.

VSIXTYFOUR: How long have you been doing this lark?

AI: Ooh, I'm quite new actually. Just coming up to six months.

VSIXTYFOUR: What does game testing entail? Exactly.

AI: Exactly? Well, testing games, obviously. You know, playing a game from start to finish, looking for bugs, finding bugs and reporting them to the chief bug tester.

VSIXTYFOUR: The chief bug tester? What, is he a bit like that big slimy slug thing at the end of Starship Troopers?

AI: No, not at all. His name's Graham, actually.

VSIXTYFOUR: What kind of hours do you put in?

AI: The working day is 9:30 until 6:00 but should we be on a deadline we sometimes work round the clock.

VSIXTYFOUR: How did you get into game testing?

AI: I used to work in computer game retail and a friend of mine, er... Mark actually, who's over there (Hi Mark), (Yo!), came into the shop and said there's a position going here and I ought to apply...so I did. And here I am.

VSIXTYFOUR: What advice would you give to any budding games testers as to how they might get started?

AI: Firstly, you've gotta know your games, like...*really* know your games, on all formats, especially PC stuff right now. Write off to software companies and see if they've any vacancies. And if not, ask them to keep you on file.

VSIXTYFOUR: Sounds like a dream job?

AI: Yeah, it's not bad. Getting paid for playing games is pretty cool. It is a bit different though 'cos it does become a bit routine like, and some games you're glad to see the back of.

VSIXTYFOUR: Does it pay handsomely?

AI: Erm...yeahh, it's alright I suppose-ish. Kind of.

VSIXTYFOUR: What N64 games have you worked on?

AI: Quake, I've dabbled with Mortal Kombat 4, which is actually really good. Ooh, let's see...I've tinkered with Off-Road Challenge, and a baseball game that we're not going to release over here.

VSIXTYFOUR: What's the next N64 game your working on?



These people play games all day long. For a living. Like...for money and stuff. Cuh!

AI: That'll be Duke Nukem: A Time to Kill.

VSIXTYFOUR: Seen anything of that at all?

AI: Um...yeah. It looks brilliant. It's not like the other Duke games. More a Tomb Raider, if you like. Duke travels back and forth in time from Roman times, the Wild West, Ancient Greece...and a whole lot of other stuff too. You still get to blow a load of pigs away though. By that I don't mean Policeman though. You know...pigs with trotters. Although some of the pigs are in uniform.

VSIXTYFOUR: Quite. That looks like the forthcoming Quake killer Unreal on your monitor. That's coming out on the 64. How does it look on the PC?

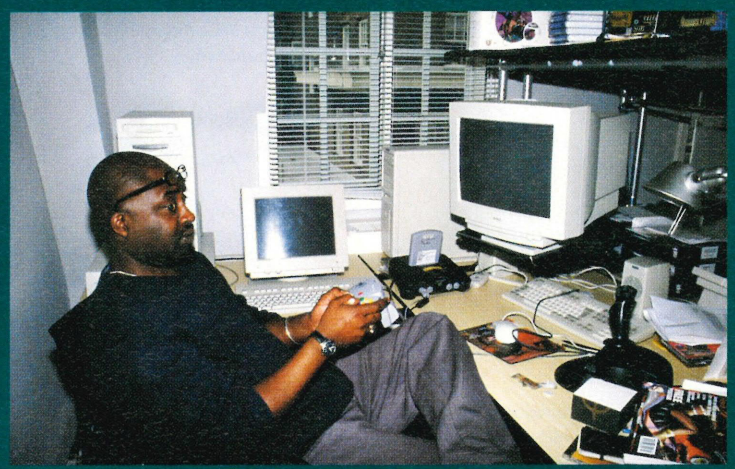
AI: Wicked.

VSIXTYFOUR: We better draw this to a close now AI. Thanks for your time.

AI: No problem.

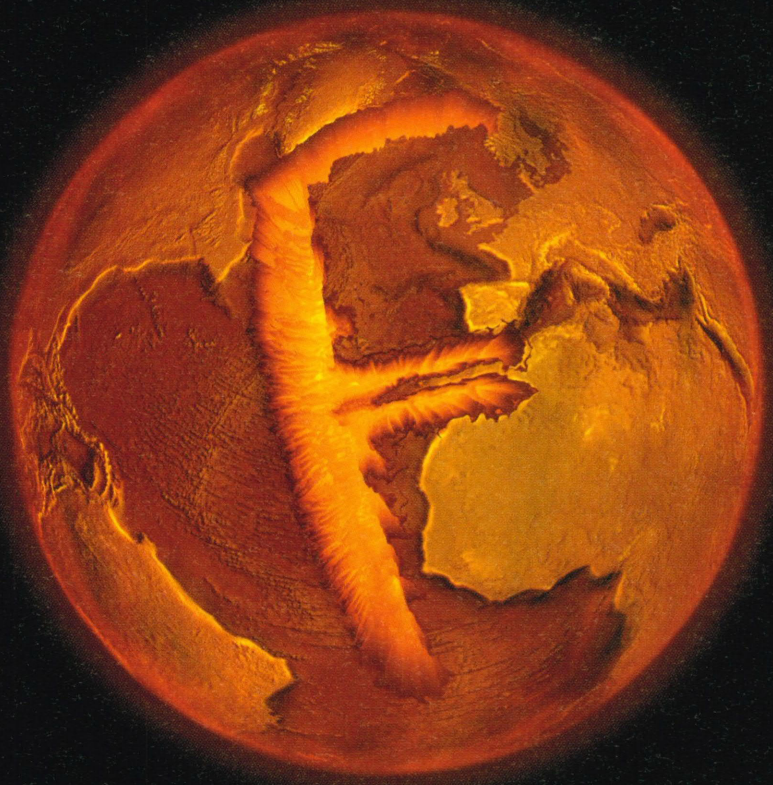


Duke Nukem: Time to Kill. AI's going to be playing that real soon. Jammy or what?



This is Alfred George Bailey: game tester extraordinaire. It's not all a life of glamour mind. Just check out the blisters on AI's hands. The life expectancy of a game tester's fingers is only 12 months. After that they just fall off. A very bad state of affairs indeed.

THIS PAGE IS



COMING SOON

FORSAKEN™

PlayStation

NINTENDO64

Designed for Microsoft Windows 95

ISUANA probe Acclaim®

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Happy Snapper

Unless you're blind, you can't help but notice that these days vanity is all the rage. For starters, we're more fashion conscious than ever before (even your grandfather has a pair of camouflage combat trousers... although admittedly they were issued to him at Tobruk). We're body conscious too – every gym in the land is full to bursting point with sweaty mid-twenties men trying to lose that worrisome paunch and gawp at the aerobicised buns on the ladies therein into the bargain. We're falling in love with ourselves.

Don't believe us? A quick visit to the local arcade should change your mind. Witness the advent of the personalised sticker booth. Hurl a couple of pound coins into a cabinet, and bingo: you too can be the proud owner of a tiny sheet of stickers with your leering face as a centrepiece.

Anything that strikes arcade gold eventually makes it to the home systems. By way of evidence, let us draw your attention to the *Gameboy Pocket Camera*. It's a nattily-designed device which plugs into the cartridge slot of your handheld wonderbox, instantly transforming it into a (fairly primitive) digital camera. The lens takes the form of a faintly spooky plastic eyeball which sits atop the Gameboy and can be swivelled through 180° for your viewing pleasure, while the lower potion of the customised cartridge contains a simple program which performs all manner of photographic shenanigans. Shock number one arrives when you see yourself beaming back from the Gameboy screen. The Pocket Camera actually works a little like a video camera, so you initially you can see yourself moving around in real time. Once you've struck a pose, a simple button press will save the image to memory – up to 30 photographs can be stored at any time.



Pocket paparazzi

But that's just the beginning. The software doesn't just store standard images... it also allows you to totally screw them about. Aside from a basic drawing option (which allows you to scrawl comedy penises onto your own forehead), there's also a Rubber Stamp mode, in which your digitally captured fizzog becomes the base for all manner of Mr Potato Head style hilarity, as 'zany' noses, eyeballs, mouths and ears are all slapped on in seconds. You can even reproduce that traditional lowbrow comedy staple, the old Frankenstein's Monster bolt-through-the-neck.

There's more. You can also emulate funfair Hall of Mirrors effects with the lens, or produce nightmarish Rorsach-blot collages of your own head. Best of all, it's possible to snap your own face with several different expressions, then play a couple of simple games featuring a character with your head, animated in an surprisingly unsettling Monty Python stylee. If you don't laugh at loud when you see *that* in action, you're a bit odd, frankly.

Once you're happy with your creation, simply attach the Gameboy to the simultaneously released Pocket Printer via a standard link cable. The printer spits out postage-stamp size renditions of your on-screen antics, onto sticky paper – all the better for plastering the walls with. As with the aforementioned arcade sticker booths, you have a choice of decorative borders, as well as the option to add offensive captions and cutesy iconography.

At £39.99 for the camera unit and £39.99 for the printer, it's not too expensive either. Sure, you'll tire of it quite quickly – but the pornographic possibilities are endless. A free subscription to the first reader to send us a close up of his girlfriend's genitalia wearing a comedy bow tie.

INFO

Pocket Camera	**£39.99**
Pocket Printer	**£39.99**
Printer Roll	**£TBA**
Available	**August**

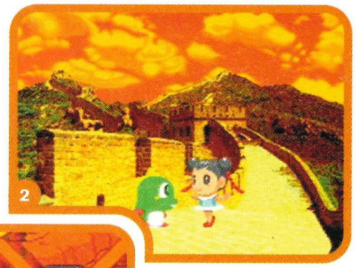




BUST-A-MOVE 2

One classic game. One N64. As soon as word reached us that the superb Puzzle Bobble was being given an overhaul, we wanted to know more...







1. Unfortunately for Bub the full moon had no effect.
2. Bub finds his little China girl in one of the many cut-scenes.
3. Throughout life there are many choices Bub will have to take, luckily they all have big capital letters.

All rejoice: Puzzle Bobble has returned. Well, that's not strictly true, this addictive puzzler looks, sounds, plays and feels like Puzzle Bobble but is actually called *Bust-A-Move 2*. Confused? So are we. Still, there's no need to fret, because as far as we can tell, this possesses the same legendary qualities as the original.

Like most decent puzzlers, the idea couldn't be simpler: Fire a barrage of bubbles at a bunch of coloured bubbles and try to make them disappear by getting three or more of the same colour to touch. The big trick is to cause chain reactions; this happens when you destroy key bubbles that are holding several others in place. Sometimes you can destroy literally dozens at once, which means big points, and if you're in two player mode, big problems for your opponent, but we'll get to that in a moment. When all bubbles have disappeared the level's completed and its on to the next one. That's it. That's all you have to do.



So there must be a few options then? Well, yes there are. The Time Trial mode is just that: A one player dash to see how quickly you can rid yourself of the multicoloured jigsaw before you. There's also a Vs CPU mode with three difficulty settings. But as good as the single player game is, it's the two player game that's sure to steal the show.

Thrashing your mate on a game requiring nothing but pure skill is still one of lifes sweetest triumphs. The thing is *Bust-A-Move 2* positively encourages full-on, rowdy behaviour, it's the type of game that lives and breathes for competitive matches. The whole shouting, swearing and trying to put off

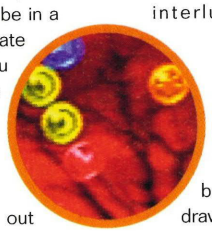
publisher Acclaim
version tested Pal
expected release date July





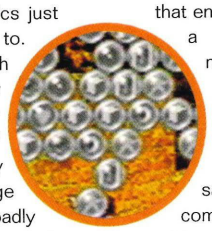
your opponent thing really comes to the fore then, and some players will even go so far as covering their foe's side of the screen. But we wouldn't do that. No we're professionals.

Nothing is left to chance, the whole game is about quick thinking and expert joypad control. The N64's analog stick helps of course, the slick movement of the gun means the gameplay flows smoothly. You never seem to be in a situation where you can't rotate the turret fast enough. If you are beaten you know its futile to blame anything or anybody else for your failings.

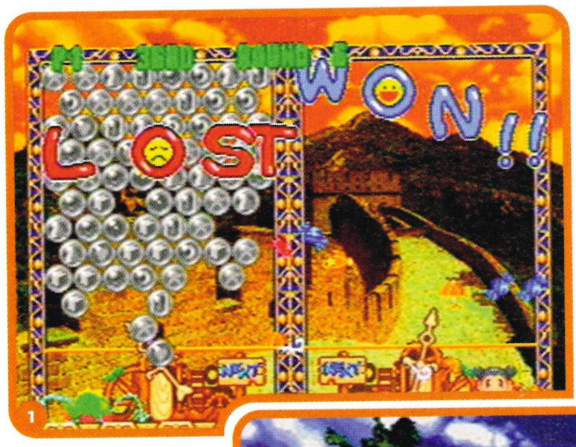


Dancing light bulbs

But there will be sceptics out there, after all, is this kind of game welcome on the N64? The graphics are hardly groundbreaking, and there's no spinning camera angles or dazzling special effects to gawk at. Instead, almost indignantly, the graphics just do the job they're supposed to. But there's nothing wrong with that - is there? Is it fair to say that N64 owners would rather have a varied selection of great games from every genre, rather than a large selection of visually stunning badly programmed duds? Remember: Programmers are still experimenting with a console still in its infancy, at least you know with Bust-A-Move 2 the formula has been successfully tested. Anyway, if you're that desperate to see some pretty stuff there's some relatively amusing cartoon interludes featuring loose-headed cats and dancing light bulbs. Oh, and it's probably worth mentioning that the backgrounds are brilliantly drawn caricatures of well known international landmarks - Mount Rushmore will never seem the same again, that's for sure.



There's still plenty of tweaking to be done on *Bust-A-Move 2*, but any game that entrances you for four hours on a sunny Saturday afternoon must have potential. If you loved the likes of *Wetrix*, *Tetris* or one of the various other incarnations of this very game, you'd better start saving now, because when it comes to Mates Round™, this cartridge should rest snugly next to *Mario Kart 64* and *Goldeneye*.



1

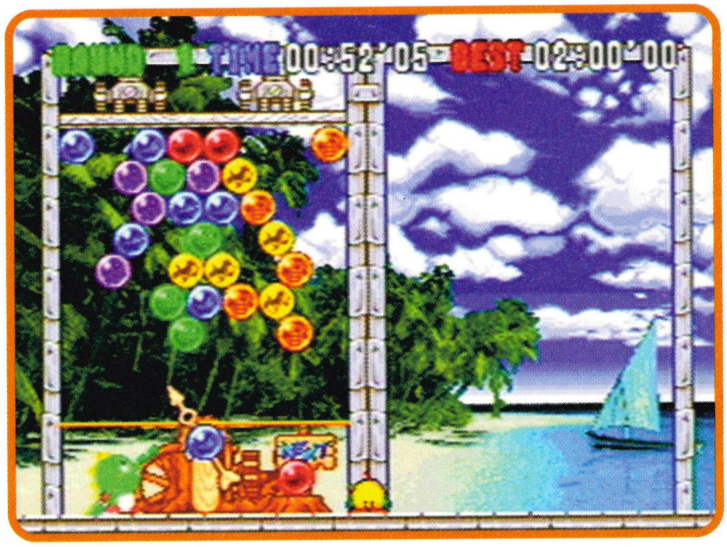
If you cant wait for *Bust-A-Move 2* to be released, you can play your own version by filling up a paddling pool with some washing-up liquid and water, dunking in a Hula-Hoop (the plastic inedible variety), and then slowly wafting it through the air to make huge bubbles. Er, you can then throw stones at the bubbles, or each other, whatever makes you happy. [hmmm - Ed]





1

1. **The Vs mode has caused broken friendships and seething animosity all month at VSIXTYFOUR, beware.**
2. **Go with the more cerebral puzzle mode as you try to work out the quickest way to pop dem bubbles.**



The time attack mode is a frantic experience as bubbles are slowly pushed down the screen, hurry up Bub!



Psychopath Bubble

The main character has actually been around quite a while. He used to have a much more hands-on role though. Back in 1985, in *Bubble Bobble*, he was killing various insect-like enemies by capturing them in bubbles and stamping on their heads. So there you go: Not all green monsters are cuddly and cute.

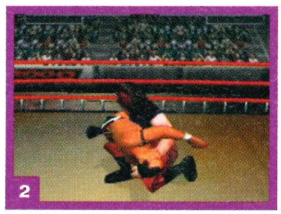
The story so far

There's no denying that what we've played is pure unadulterated bliss. The gameplay feels perfect, the graphics and sound both blend in well, and being able to steer your gun with the analog stick is wonderful. Let's hope there's enough levels on the single player mode though...

WWF wrestling is about being fat, shouting a lot, and wearing gimp outfits. It's a kind of non-contact fetish show for the whole family. VSIXTYFOUR cast its eyes ringward...

WWF WARZONE





1. **The British Bulldog feels the Undertaker's icy grip.**
2. **Vic, help me I've fallen and I can't get up.**

Some of you may genuinely enjoy watching WWF, you should have more sense really, but, if your everyday conversations include names like Bulldog, Undertaker, Mankind or Goldust, *WWF Warzone* by Iguana Entertainment could be right up your alley. This spectacular wrestling extravaganza hopes to establish itself as the best wrestling game ever (providing you can accept words like best and wrestling in the same sentence), so here we go, bring on the gimps.

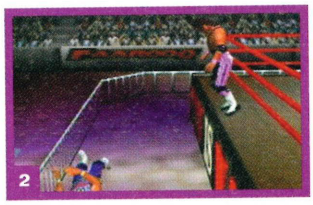
Motion captured mayhem

What do people actually want from a wrestling game? Hundreds of back-breaking, face-flattening moves? The chance to wave a crowbar in a threatening manner and pretend to hit someone with it? Well, if that's the kind of thing you're after, it looks like Warzone has got it spot on. Firstly, as well as motion capturing over 300 bona-fide moves, twenty WWF wrestlers have been accurately modelled on real-life measurements.

For example, I'm sure you all know that The Undertaker is 6'10" tall, (You didn't! Where have you been?) in this he actually looks that tall, even more surprisingly he looks like himself. In fact he's so bloody scary, he could've just walked off the Resident Evil 2 set. Other

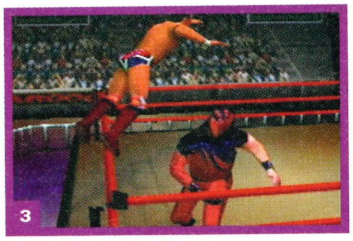
publisher Acclaim
version tested NTSC
expected release date June


1


2

1. Remember, do not try this at home.
2. Someone is about to be in a world of pain.

wrestlers are just as impressive, character identifying accessories like masks, tattoos and patches have all been included – *WWF Warzone* possesses the kind of realistic looking action that would impress the most ardent anti-wrestling activist. Iguana have even managed to make the ropes wobble and floor shudder when a wrestler is slammed into the canvas. When it comes to dramatic detail, absolutely nothing has been missed.


3

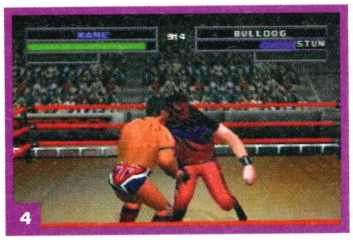
Voice of wrestling

But it's not just in the graphics department where Warzone hopes to score a few points. The commentary is a continuous, heart-pounding, shout-a-thon delivered by the WWF's long-standing duo of Jim Ross and Vince McMahon. When it comes to creating an electric atmosphere, there's nobody in the world who can dish out the vocals like these two. Rock on boyz.

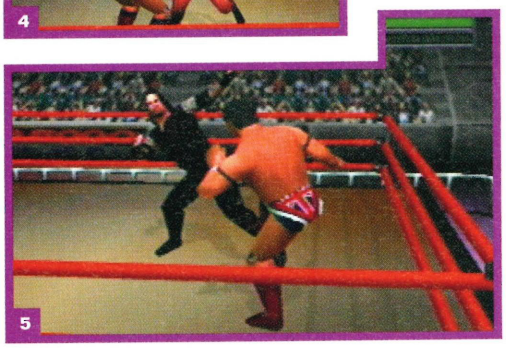
Presentation-wise everything seems to be sorted. There's your normal series of spinning boxes and flashy link sequences, and the whole game has a kind of eerie, dark, underground feeling.

Gameplay control seems to be highly professional too. Experiencing wrestling games is often a case of randomly pushing buttons and hoping something happens. In this you're given a comprehensive tutorial that takes you through all the moves. Granted, you still have to press a ridiculous amount of buttons to pull the move off, but at least you're guided sedately through in a noncompetitive manner. It also seems to be quite easy to climb the ropes and launch yourself onto people, now that can't be bad.

Don't think you have to stay in the ring either. The Royal Rumble option allows you to climb out the ring, go for a wander about, and take on whoever gets in your way. The Gauntlet allows you to do a similar thing, there are differences, but I'm afraid we don't watch enough wrestling to tell what they are.



4

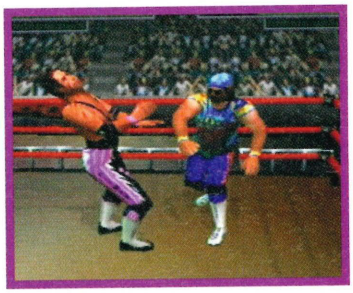

5

ANYTIME, ANYPLACE, ANYWHERE...



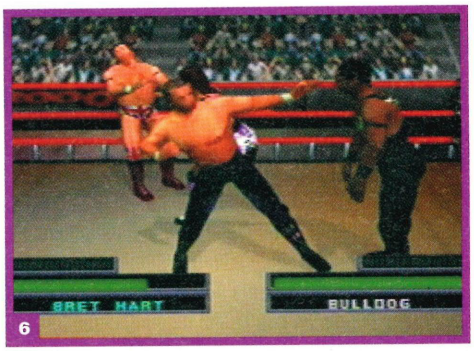
The Cage

Feuds and good guy v bad guy matches can be resolved in the steel cage where you'll *even* get to use a few handy tools.



The Ring

Battles fought in the ring are usually official WWF matches that effect your standing in the championship, although some bouts do spill onto the floor...



6

3. Use the corners of the ring to get the upper foot on your opponent.
4. Headbutt, the official greeting of the WWF.
5. The Undertaker asks as to whether British Bulldog has been chewing a brick.
6. Some people are just asking to be punched.

CREATE-A-WRESTLER

One of the more innovative aspects to *WWF Warzone* will be the option to create your own character. You will not believe the amount of statistics and attributes you can mess around with. There's size and weight, height, skin colour, style of costume, tattoos, body painting, special moves and even the chance to choose your gender. At the moment you can be a painted, topless female if you so desire, and you can even create freaky wrestling drag queens!? Hopefully this will remain in the final version, because its absolutely hilarious, but we'll have to wait and see...

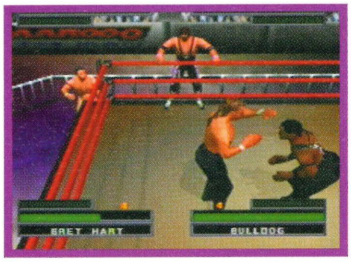






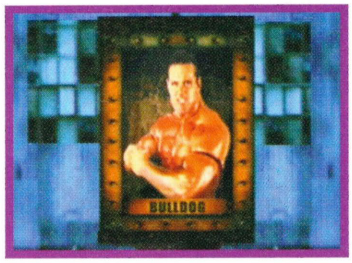
I MAY NOT BE CLEVER, BUT I AM RICH...

Here is small taster of the kind of characters you'll find lurking around the ring. There are plenty more to choose from, but we'll just introduce you to some of the more colourful personalities for now...



The Undertaker

Lives in a coffin, and a bloody big coffin at that. His favourite trick is to play dead and then rise up from the canvas surrounded by a mysterious green glow and lay into his opponent with renewed vigour.



British Bulldog

Britain's most successful WWF personality. Legend has it that this pot-bellied ball of muscle and sinew lives in a kennel, but that's entirely inaccurate. He actually lives in a gorgeous mansion in California. What's wrong with Britain you Judas?



Goldust

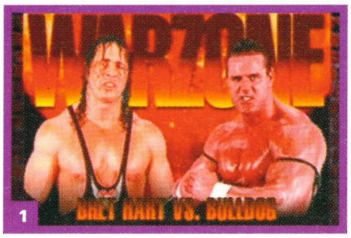
If you're 6'6" and have a bit of money to spare, the best thing to do is cover yourself in gold paint and pretend you're in a James Bond film. The superfluous third nipple is next on Goldust's shopping list.



Mankind

This wild man absolutely despises The Undertaker and the two have an ongoing feud that has caused them to face each other on many occasions. They once fought in a boiler room with spanners and pipes. Now that *was* exciting.

Different backgrounds also add a welcome variety to proceedings. If the mood takes you, you can even fight in a steel cage with a variety of deadly weapons. Ultimately, its actually unfair to describe Warzone as a wrestling game, because it feels more like Mortal Kombat.



1

1. **Yep, working out can definitely leave you with no neck.**
2. **Falling on concrete, that's gotta smart something rotten.**
3. **Shawn Michaels intimidates Bret Hart with his dazzling purple pants.**

I made this!

If you've ever looked at these fancy-dressed fools and thought to yourself: "If I was a wrestler I'd be like..." Now is your chance to live the dream. Bizarre freaks of nature can be created to whatever specification you like, and once you've made them, you can pit him (or her) against the best the federation has to offer. Victories are few and far between initially, but once you gain experience (every wrestler's history and skills are saved and continuously updated), you won't use anyone else.

The character editor is a good thing for when you play your mates too.



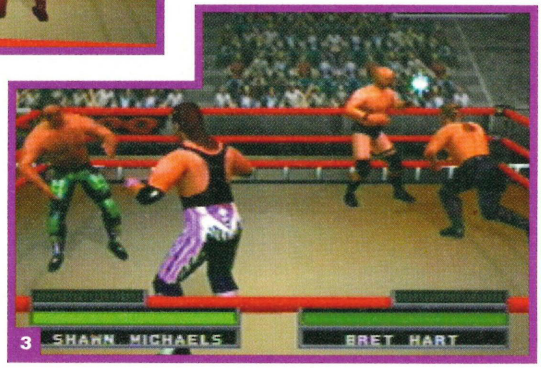
4. **In this game you have to be pretty damn hard to wear a skirt.**
5. **Owen Hart tries to get in the ring with the help of Steve Austin. Ooer misses.**

Everyone can create their own likeness of being (you're even allowed to choose whether you're a good or bad guy – face or heals to use the correct term) and then battle it out. Up to four players can participate as part of a tagteam or all-against-all, so the chances are there will be a few a late nights this Summer.

Publishers, Acclaim are positively buzzing about the title. Certainly, it seems the N64 has never witnessed anything like it before, and to be frank, in a way, it's quite exciting, because you sense there's something in Warzone which is going to make it spark, but still, its hard to believe, after all, it's just a wrestling game, and wrestling is for weirdos... (V)



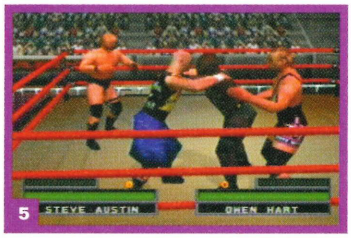
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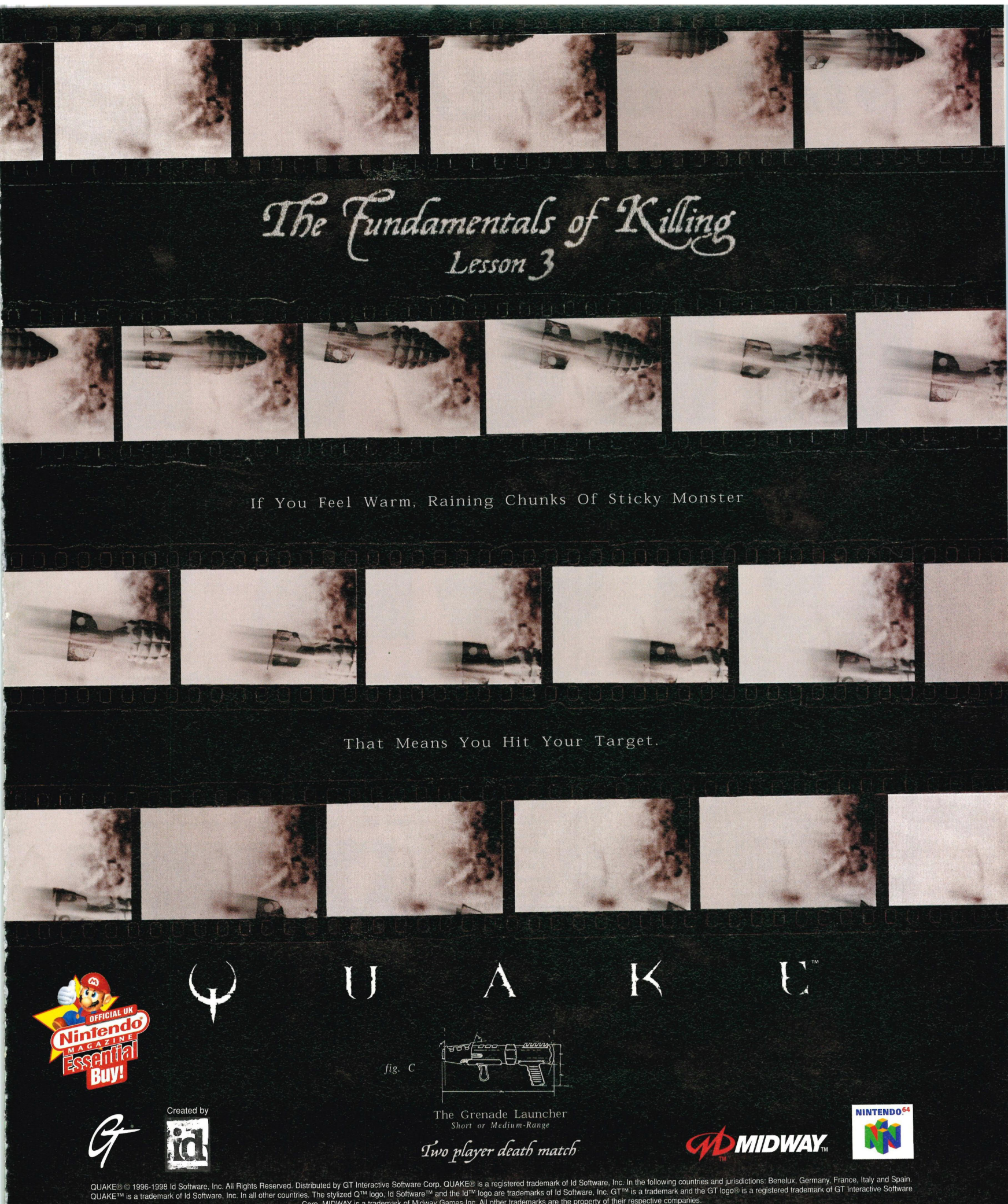
4



5

The story so far

All the characters are there, the graphics look stunning, the sound is some of the best we've heard on any sporting title and you can even use weapons. There is no doubt WWF fans will herald this release with loud cheers and dopey smiles, but will the control method make it accessible for the rest of the games playing world? We'll find out next month when the full review version comes kicking and screaming into the hallowed towers of VSIXTYFOUR.



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STATE OF PLAY

As long as man has the imagination to wonder, the world of video games will continue to conjure up all manner of madcap mascots. But a game starring a glove? Interactive Studios showed their hand to VSIXTYFOUR...

GLOVE STORY



Quick calculation. Video games have 'been' around since... ooh... let's see...1978? That is, give or take, 20 years. Now, let's assume, for arguments sake, there's been approximately an average of 500 commercial releases on all-formats every year since then: a grand total of 10,000 games. In this time we've had such madcap mascots as: raygun-toting worms, flat rapping dogs, red-spotted fungi, hard-boiled eggs, ghost-eating circles, kart-racing chimps, bottom-burping detectives, moustachioed Brooklyn plumbers (two of), Karate-chopping cows, atomic robo-kids, blue-furred hedgehogs, and – lest we forget – cute killer kiwis, disproportionately large tongued lizards and chameleons, battery-operated ninjas, ice-block pushing penguins, bath-cleaning bubbles, rocket-powered rodents, paper-delivering boys, eco-friendly dolphins, chasm-jumping jesters, law-enforcing mice and *even* jet-setting Willies, but never ever a glove. Until now that is...

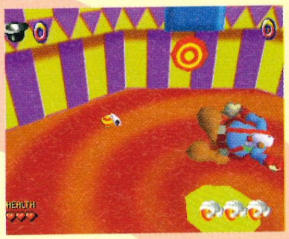
Yep, that's right, a glove. We are, of course, referring to Interactive Studio's forthcoming cross-format blockbuster with a difference, the aptly titled: *Glover*. But the game can wait, we'll get to that bit later. First a word about the creators themselves.



Life at Interacive Studios is just one crazy madcap day after another.



Mr. Wizard man, The cause of all the trouble and strife in Glover land.

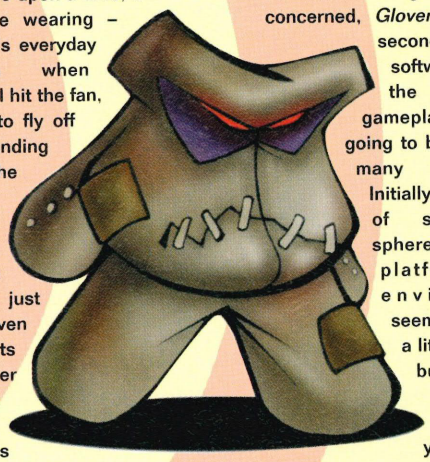





Ol' Skool

Interactive Studios is headed by Philip and Andrew Oliver, both pioneers from the halcyon days of videogaming. They started writing games way back in 81, with their first published games appearing in 84. By 1986 their distinctive brand of playable, imaginative, quality games led to incredible success, with 7% of all UK game sales attributed to the Oliver twins. Remember the Dizzy series? That's theirs. Remember the Simulator series? That's theirs also. And not forgetting *Ghostbusters 2*. They did that too. In total their works are responsible for ten UK number one best sellers, and over 2.5 million sales. In 1991 they formed Interactive Studios where they employ a team of 24. Last year saw the release of *Firo & Klawd* on PlayStation and PC, while *Glover* is their first foray into N64 development.

So then: the game: As you'd expect there's a suitably preposterous background story to *Glover*, but just check this out: once upon a time, a spell-casting – and glove wearing – wizard was going about his everyday spell-casting business when 'KABOOM!!' The proverbial hit the fan, causing both his mittons to fly off (as they would) with one landing in his magic cauldron and the other flying, unscathed, out of the window. To make matters worse the wizard gets turned into gold – not sure why, he just does – and the castle's seven magic crystals fall from its spires. So as not to shatter upon landing, they turn into rubber balls and bounce to various locations throughout the kingdom. Your mission: to retrieve said spheres, and return each one to the wizards castle. Oh, and by the way the glove that flew out of the window is the one you'll be controlling. The cauldron bound glove, meanwhile, has gone a bit odd; he's still a glove alright, just a bloody nasty one, and what's more he's gonna do his damnedest to make your quest as tricky as possible.

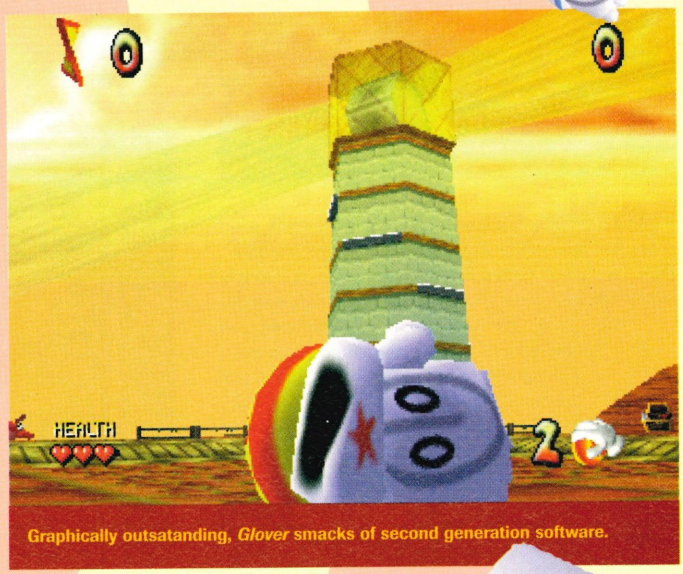


Throughout the game you'll meet over 30 weird and wonderful creatures – and we do mean weird – as you explore the six different worlds. Each world comprises three sub-levels, one bonus and a boss. Interactive have gone to great lengths to give each of the worlds a distinctively different feel. Atlantis is, not surprisingly, mainly water-based, while Carnival has a funfair flava. There's high sea skull-duggery in the Pirate level, and dinos to contend with in Prehistoric Land, whilst the Fortress of Fear is not for the faint of heart and the Space level features... erm... space.

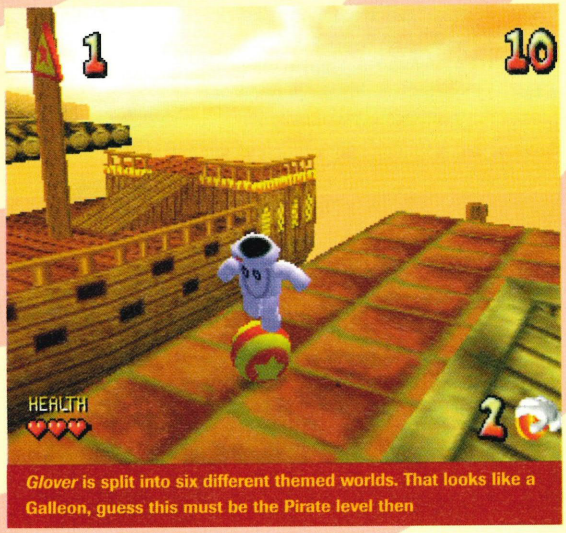
Nu Skool

As far as graphics are concerned, *Glover* smacks of second generation software, but it's the unique gameplay that's going to be winning it many admirers. Initially the thought of slapping a sphere around a platform-based environment seems more than a little daunting, but you'll be amazed at how rapidly you pick it up. It all seems so right. Why nobody thought of it before is a mystery of Toyah-esque proportions. Within a few minutes you'll have *Glover* performing all manner of acrobatics. He can throw, bounce, whack, lob, perform a floor-shuddering 'fist slam', cast spells, cartwheel, grab, walk, run, flick the Vs (not really), duck and crawl to name but a few. Furthermore *Glover* can change the physical property of the balls to suit a particular situation. For instance, a bowling ball may be apt when confronted by baddies, while ball-bearing sized ball may come in handily placed when trying to get through smaller areas.

Unfortunately, such is the nature of a space-intensive magazine like the mighty **VSIXTYFOUR** there just isn't the room to report all of the many intricacies of *Glover*, but suffice to say that both Interactive and their publishers Hasbro should have every reason to be rubbing their hands with glee in anticipation of its Autumn release.



Graphically outsatanding, *Glover* smacks of second generation software.

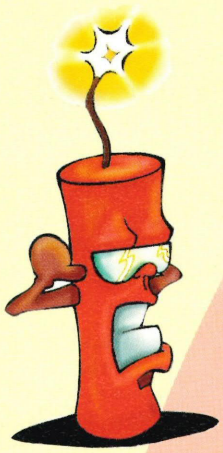
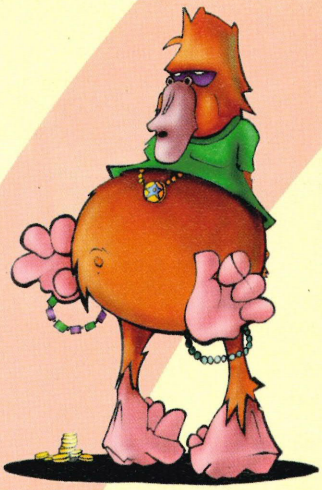
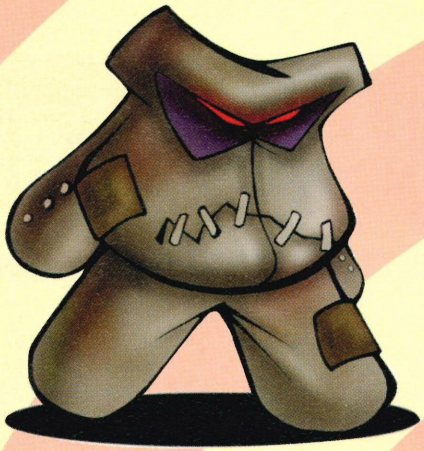


Glover is split into six different themed worlds. That looks like a Galleon, guess this must be the Pirate level then

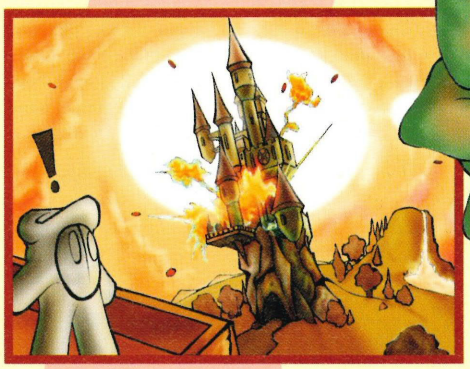


The world of *Glover* is inhabited by over 30 weird and wonderful creatures.



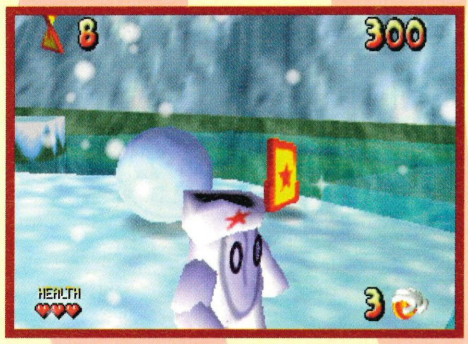

Interactive's founder and Managing Director Philip Oliver spoke to VSIXTYFOUR about Glover.




VSIXTYFOUR: A game featuring a glove as its main character is certainly original. Why a glove though?

PO: The game started life as a ball game, but simply rolling the ball around we thought was not enough. Then came the idea that at certain times you should have to do accurate hits, judging angle and speed, a little bit like a crazy golf course. Following this logic we decided to have a 3D, ultimate crazy golf game named Crazy World. However, when talking to publishers they were all very nervous except our friends at Philips Media. They liked the idea, but felt that we needed a way to introduce lots of ball mechanics such as rolling, throwing, hitting, etc. And, over a restaurant lunch, with the aid of a tennis ball we improvised the kind of moves – using obviously our hands to roll, throw, hit, etc. Which incidentally turned out to be very embarrassing when the ball shot off our table onto someone else's and straight into their plate of food! Having washed the gravy off we continued. Well, suddenly the idea was hit upon. We had everything we needed there – ball and hand! This was all we needed. All very excited we went back to the office, scribbled down some control ideas, and modified the hand to a magic glove! Hey Presto, *Glover* was born. All the best ideas come from restaurant meals paid for by clients!

Obviously, Philips Media signed it up quickly, and work got underway. However, due to the sell off of Philips Media to Infograms, the game was not picked up and we had to resell it. This time Hasbro picked the ball up and ran with it!



VSIXTYFOUR: Have any existing N64 titles influenced the game's development in any way?

PO: Games are evolution. It's next to impossible to design something without having seen what is in existence already. Obviously the true 3D world of *Mario 64* did influence us, as it did many others. We were also avid fans of *Marble Madness*, but beyond that, we like to think we've been very original.

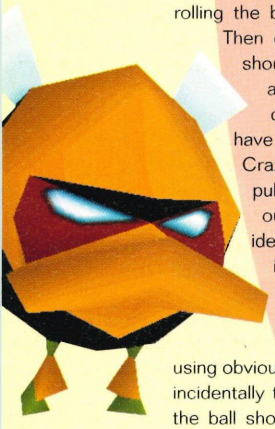
VSIXTYFOUR: Was getting the physics of the ball right particularly difficult?

PO: Having a guy with two maths degrees and a pure boffin helps, I couldn't of coded it. In fact, I don't think many game programmers would like to tackle this sort of thing.



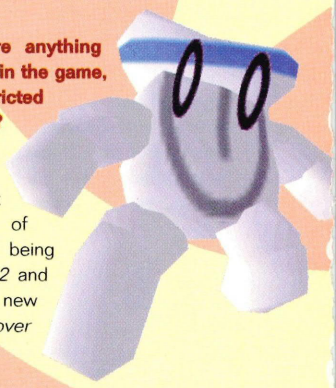
VSIXTYFOUR: Upon first sight *Glover* looks to be primarily aimed at a younger audience. Would you say this is correct, or are you aiming it across the board?

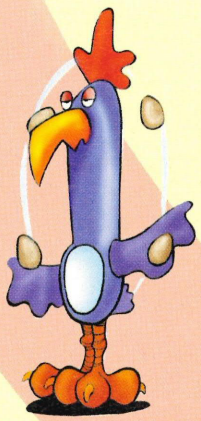
PO: It's all about GAMEPLAY! That was Number One priority in this design. Anyone who appreciates that will love this game. The style was derived from the crazy golf game we first started, and from a love of Warner Brothers' cartoons, which we don't think are targeted just for younger audiences.



VSIXTYFOUR: Is there anything you'd like to have include in the game, but found you were restricted due to memory cartridges?

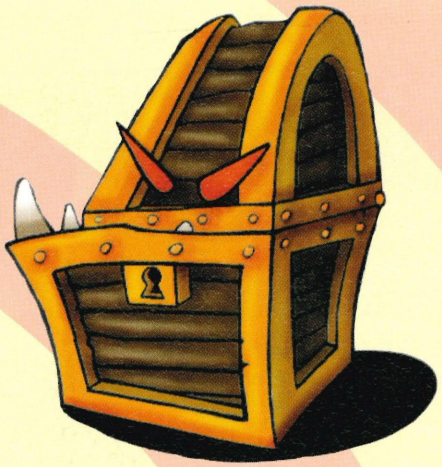
PO: We'd like to think that we got most of what we wanted into the game. It was far more a question of time and budget. But, all being well, there'll be a *Glover 2* and we can all go mad creating new devious worlds for poor *Glover* to contend with!

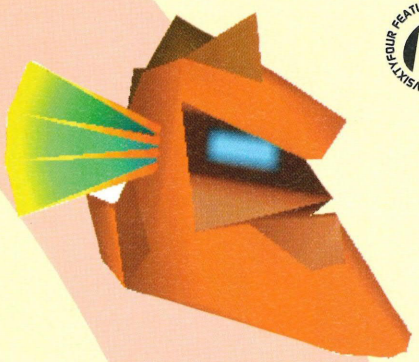










VSIXTYFOUR: What five words most aptly describe Glover's qualities?

PO: **a)** As a character – fun, heroic, zany, ambition, novel. **b)** As a game – gameplay, gameplay, gameplay, gameplay, GAMEPLAY.



VSIXTYFOUR: *Glover's* coming out on the PlayStation too. Have you found any restrictions working on the Sony machine?

PO: No problems – our guys know what they are doing. Mind you, it will take time, so those poor PlayStation owners are going to have to wait a while!



VSIXTYFOUR: Is it true that at one time there was talk of your glove actually becoming Mario's glove?

PO: There were discussions, but Hasbro were very keen to keep all the rights for what they hope will be a very big hit and the basis of a new product line (toy speak!)

VSIXTYFOUR: What other N64 titles are Interactive Studios working on?

PO: TOP SECRET. Mind you, you've got to see them. Not bad are they? Damn shame you can't write about them!





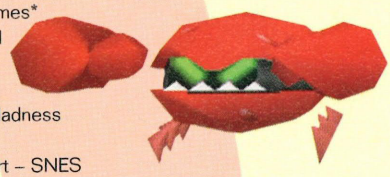
VSIXTYFOUR: Do you plan to work on the 64DD?

PO: We'll see. There's some interesting possibilities! Nothing of which I'm allowed to disclose.

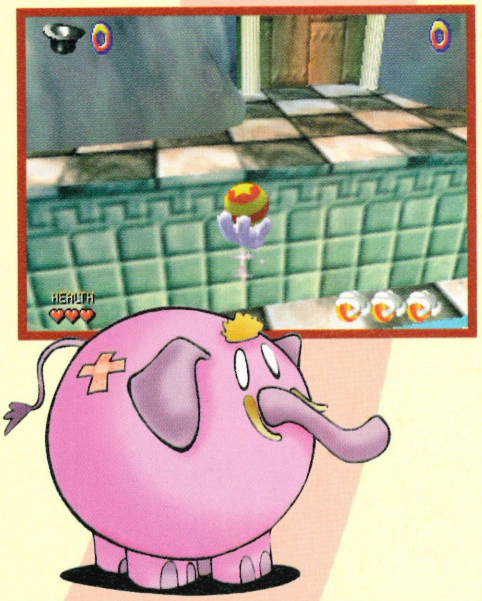
VSIXTYFOUR: Name your top ten all-time favourite games?

PO: Well I'm going to go 'retro' here. There are some brilliant games out now, but you know them, and so do your readers. And being a Managing Director and a father of two, I don't get much time to play games these days – except obviously the ones we're writing – but that's work. Honest!

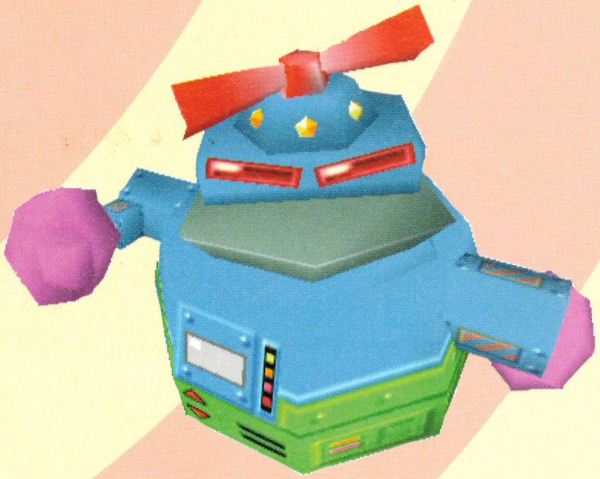
1) Mr Do
2) Dizzy Games*
3) PACMAN
4) REVS
5) ELITE
6) Marble Madness
7) Gauntlet
8) Mario Kart – SNES
9) Defender
10) R-Type



* Whoops, did Dizzy get in there! Do you know, we STILL get royalties off those games. Who is buying them?!









Funky Stuff



CD - `Mixing' Thang

Who want's to be a DJ? You do? Bet your bloody life you do. Apart from those dreadful runny noses they all seem to get, the life of a jock's pretty darn ruff. A pile of cash for spinning some other fools toons and more birds than you can shake a stick at. That'll do alright. And UK electronics Co. Apex certainly know a bandwagon when they see one. Hence the JC 230, a twin CD unit with integrated mixer. But what's this? Doh! Doh! and double Doh! They've only gone and forgotten to include pitch controls haven't they, so you can forget all about beat-mixing. Therefore, it's pretty useless. More Mick's Mobile Disco than Marshall Jefferson. 300 notes from Apex.



Funky Eye Drops

All-night monster gaming sessions can leave you bleary eyed and looking decidedly the worse for wear. Recognising this, Jap firm Santen are flogging eye-drops for game players. How it's any different to common-a-garden eye squirt is unclear. Comes in a nice box though. Comes in a nice box? Cor, that's quite rude.



World Cup Football Game

Erm...this is definitely better than the stupid key-ring game on t'other page. Come to think of it, it *must* be Ok - we're giving 'em away in the competition page. Although, after what we said about the duff key-ring thing they probably won't send us 'em now. Well you can stuff yer footie games. See if we care.



Serial Killer T-Shirts

Hoorragh!! Summer's upon us - t'is time to resign yer snuggly stuff to the cupboard and get all T-shirted up. Fashion tip. These 'serial killer' t-shirts are gonna be where it's at. You'll see. Incidentally, the white one says "Watch More Porn" on it. A fine piece of advice.

Ultra Man Figurine

Ultra Man? Some Ultra Man he is - he hasn't even got a knob - don't see what's so 'ultra' about not having a knob. Even Action Man has a willy these days. Puff.



gimme gimme gimme



Toshiba DVD Player

Forget Laser Discs, they're yesterdays news - DVD's the future. We took this puppy for a spin in the **VSIXTYFOUR** home-cinema room and well, what can we say? Mind-blowing, utterly mind blowing. What a picture! What sound! Well wicked. If you've got the cash, you've really gotta have one. So phone CEX. Now. On 0171-4192591. Oh yeah, they sell the films as well.



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



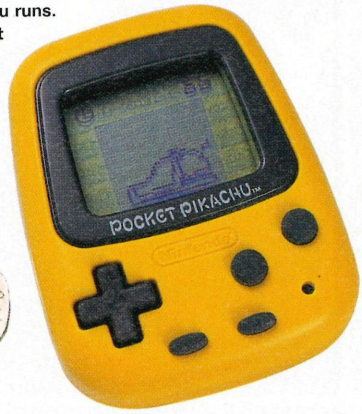
Well Wicked Watch

Now *that's* a watch. Does all the normal watch type stuff - but it just looks so ace, don't you think?

Pocket Picachu

Tamagotchi type shenanigans starring Picachu. Bit weird this one: Apart from the normal virtual type stuff there's a motion sensor built in. Clip the device to your belt and when you walk, Picachu walks, when you run, Picachu runs. You can do a bit of gambling as well. Pretty Funky. But a twenty pence piece? Don't see what's so funky about that. Very odd.





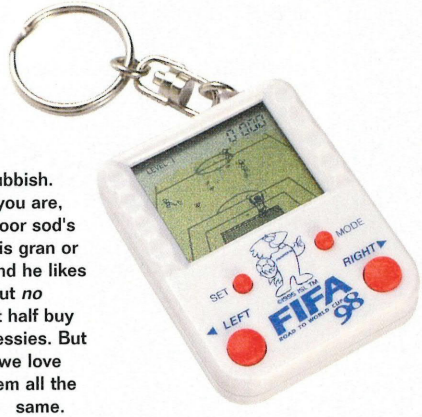


Cuddly Picachu

Well looky here, it's Picachu, star of the big N's forthcoming mini-monster ruck-em-up. Don't look so hard now though, does he? All fluffed up like a great big puff. Pretty good for cuddling though, especially when you feel all sad and lonely. In fact, a bit like our Art Editor feels right now. You see, his misses has gone away for a few weeks and he's all sad 'cos he's on his liccle lonesome - aaaaarrgh. Ponce or what? £35 from Japan Centre. The doll that is.

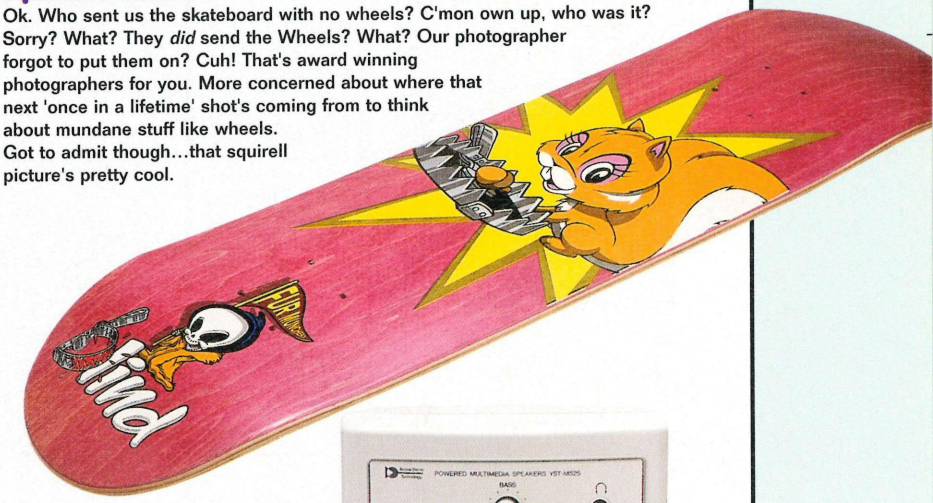
Key-ring footie 'game'

Key-ring game that is *utter* rubbish. Who sent us this? Whoever you are, stop it, do you hear? Some poor sod's going to get bought this by his gran or something and have to pretend he likes it. Yeah...like thanks gran...but *no* thanks. Grans eh? They don't half buy crappy pressies. But hey, we love 'em all the same.



Squirell Skateboard

Ok. Who sent us the skateboard with no wheels? C'mon own up, who was it? Sorry? What? They *did* send the Wheels? What? Our photographer forgot to put them on? Cuh! That's award winning photographers for you. More concerned about where that next 'once in a lifetime' shot's coming from to think about mundane stuff like wheels. Got to admit though...that squirell picture's pretty cool.



Dawls Ruck-Sack

Well narly ruck-sack for putting stuff in and carrying it around. Incidentally, why *are* ruck-sacks called 'ruck' sacks? Does anyone know? Maybe it's because blokes look a bit puffy with 'em on and therefore get into loads of fights. Hence the 'ruck' sack bit. Probably not though.



Yamaha Speakers

Yamaha. You're great. Thanks for all the ace stuff you keep putting our way. Like...Nice one. Right then, what have got this month? Ah yes, a top-end speaker set up for a PC - we've got them rigged up in the office and can vouch for them. The big unit in the middle is the bass sub-woofer and the others take care of the top-range. Boomtastic.



CONTACTS		
	Kokontozai	0171 434 1316
	Forbidden Planet	0171 836 4179
	Systema	0118 9451522
	Home	0171 287 3708
	Japan Centre	0171 439 8035

VSIXTYFOUR

THE REVIEWS



BADGES AND 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.



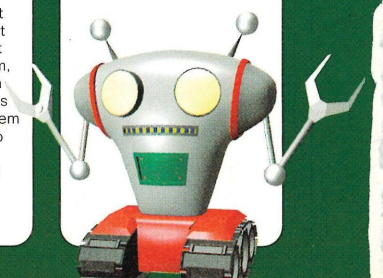
NO!
The absolute opposite of 'yes', of course. However, in the context of **VSIXTYFOUR**, NO! is just our way of reinforcing the fact that this game is bad, and by that we mean not good, as opposed to 'bad' which sometimes means 'good'. Or should that be bad? Oh, whatever, you get the gist.



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
You'll also find game reviews in the Jap's Eye section. Why, you may ask? Well it's quite simple really, there are loads of wierdy Jap games that never get released over in the West and as most of you won't get a chance to play them, there seems little point in devoting pages and pages to them. So you'll find them here. If, however, they do get an English language release in the future then we'll give them the full treatment at a later date.

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 [illegible] ne on the team sh[illegible]

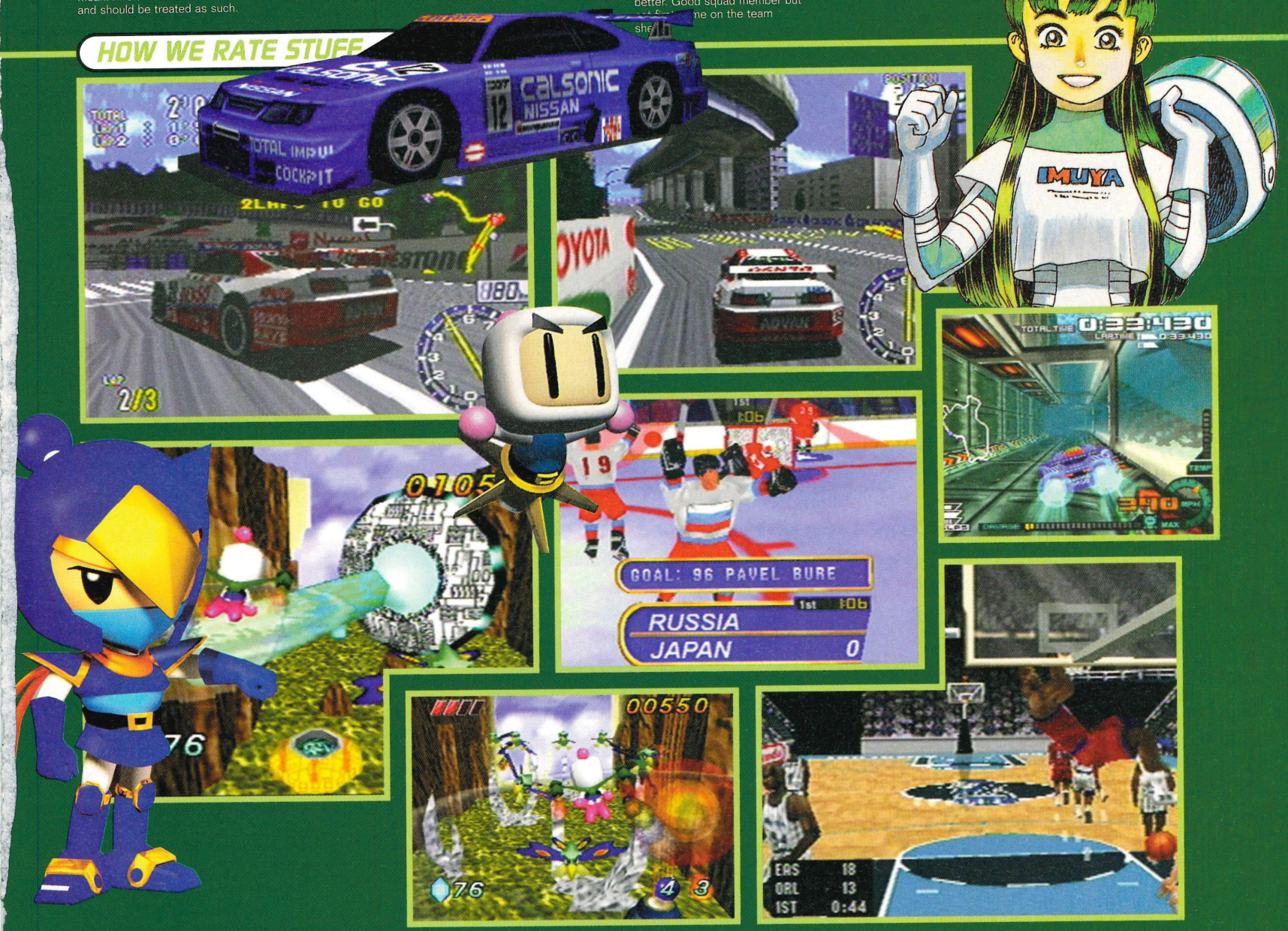
9

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

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 to 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
Easy-going platform fun
Decent sound and graphics
Cool intro movies and whatnot

Three words: single player only
Occasional slowdown
Repetitive and uninspiring

DOWNERS

VSIXTYFOUR

Grrrrrrr...why oh why oh why? We ask, why couldn't the good men of Hudsonsoft have seen fit to include some Bomberman style action of yesteryear? It could *even* have been hidden, it could *even* have been only activated upon completion of the distinctly average platform game. But, hey, life's just full of ifs and could've beens. And *if* Hudson had've gone back to their roots, *Bomberman Hero* could've been great. Silly them, eh?

LOWDOWN

Graphics	Sound	Playability	Longevity	Conclusion
9	8	8	8	9

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.

Paid man hours flitted away this month...

Bio Freaks	12
World Cup 98	17
Bomberman	7
GT64	10
Aero Gauge	3
Olympic Hockey	1
NBA	10
Taisen Puzzle	2
Baseball 5	4

REVIEW

BIO FREAKS

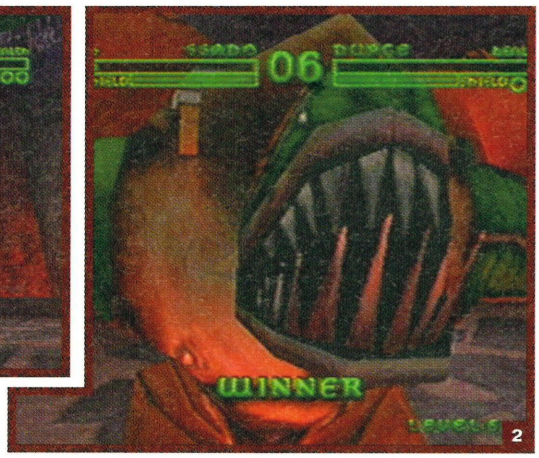


Armless Fun

If the world of Bio Freaks ever becomes a reality, Charlie Brooker's buying shares in an artificial limb factory. And he'll be wearing clothes that don't stain easily either. To avoid fainting, keep repeating: it's only a game, it's only a game, it's only a game.



1



2

1. How pleasant. Ssapo vomits on yet another defeated opponent. Yep, *Bio Freaks* sure is different. 2. And 'Aaarrrggghhh' to you too.

This is more like it. At long last the N64 has a beat-em-up to be justly proud of. It's called *Bio Freaks* and it has, in one fell swoop, become the finest fighting game available for the system. And it's steeped in hideous, hideous gore into the bargain. A barbarous example of man's inhumanity to man, dished up as laugh-a-minute entertainment. A symphony of severed heads, bleeding stumps, and shocking, lurid savagery. For one or two players. What more could you ask for? Apart from world peace, perhaps. Oh, and a new bicycle. And some pie.

It's a bit of a looker, too. The principal characters are all imaginatively realised and proficiently animated; the frame rate agreeably smooth, the lighting effects sufficiently doomy and industrial. Oh, and the raw stumps, which spout continual drizzles of hot blood like a hyperactive toddler choking on a Ribena, are just *enchanting*. Good enough to eat, in a **Cannibal Ferox** kind of a way. Want some more? Read on, dear reader. Read on.



Go on Bullzeye. Make your move.



Here goes. This ain't gonna be nice.

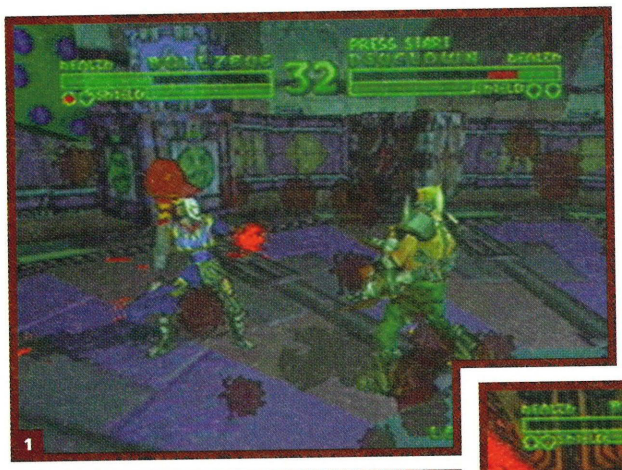


Ok. Politicians should look away, about...



...NOW!

publisher	GTI	origin	NTSC	players	rumble	cartridge	battery
developer	Saphire	genre	Beat-em-up	1-2	yes	124m	no
release date	July (UK)	price	TBA				



1



2



3

1. Just check out the blood spots on the lens - this game is positively demonic.
2. Step in the lava and it's Simon Weston time.
3. Although a bit Americanised the *Bio Freaks* characters are pretty intense, to say the least.

> "a symphony of severed heads, bleeding stumps, and shocking, lurid savagery"



Home Improvements

If the Marquis De Sade had appeared on poncey middle-class home-decoration show *Changing Rooms*, chances are he'd have end up transforming some poor sap's cosy suburban lounge into something like a *Bio Freaks* fighting arena. They turn the concept of grisly peril into an artform, being jam-packed with nasty stuff to toss your opponent into. They're also multi-tiered. The action isn't merely confined to the central ground arena; you and your foe can leap all over the shop – right up into the rafters, if you want. At times it's almost like a platform game (albeit one involving rancid, disgusting carnage instead of, say, cartoon hedgehogs). Whether it really adds anything to the gameplay is debatable, but hey, a feature is a feature, *right*?

The story

No beat-em-up would be complete without a risible storyline tacked on in a last-minute attempt to justify the unspeakable violence that makes up the bulk of the game. Since it contains far more grisly nastiness than is the norm, the makers of *Bio Freaks* clearly decided that an extra-complex plot was in order. Actually, what they've come up with isn't half bad: it's the future, and instead of individual nations, the Earth is ruled by massive corporations. War is a thing of the past. Instead, inter-corporate disputes are settled by the Bio Freaks; genetically and cybernetically enhanced gladiators, who fight to the death on behalf of their respective employers.

It's hard to say whether or not this is actually more civilised than our present day world. Okay, so there's no more war, no innocent civillians being gunned down by rampaging armiesÖ but hey, do they have to make the one-on-one tournaments so goddamned *nasty*? Each warrior is positively bristling with spikes, knives, guns, grenades, and in one instance, medieval implements of torture. They're the psychopath's equivalent of a one-man-band; it's a wonder they can *walk* under the weight of their insanely comprehensive toolkits. As if that wasn't quite horrible enough, the fighting arenas themselves are positively straining to be as hazardous and unpleasant as possible. We're talking *meat grinders* on the walls, buzzsaw blades sticking out at awkward angles, flaming pits of fire and swamps of toxic, biochemical slop. It's horrific. It's distasteful. It's *Gladiators* meets 25 Cromwell Street.





Hooragh! Check out that lasses head.



She'll know not to mess with Bullzeye again.



Look! She's still staggering around headless chicken style.



Welcome to Bio Freaks.



Bullzeye

Appearance: A lot like everyone's favourite Aryan prostitute-slaughterer, Duke Nukem.
Speciality: A bit of a dab hand at sudden, unexpected decapitation, is our Bullzeye. Although he probably doesn't mention it anywhere on his cv.
Favourite film: *Stop! Or my Mom will Shoot*



Delta

Appearance: Slim, raven-haired temptress clad in Cher-style buttock-revealing leatherwear.
Speciality: Incredible tricks with lasers. She'd go down a bomb at the Glastonbury Festival, if only she could stop killing folk.
Favourite film: *Turner and Hooch*



Sabotage

Appearance: Part Lara Croft, part tuppeny dockland prostitute: sports the most revealing crop-top yet seen in a computer game.
Speciality: Skewering opponents with javelins. School sports day must've been a whale of a time.
Favourite film: *Ghostbusters II*



Psyclown

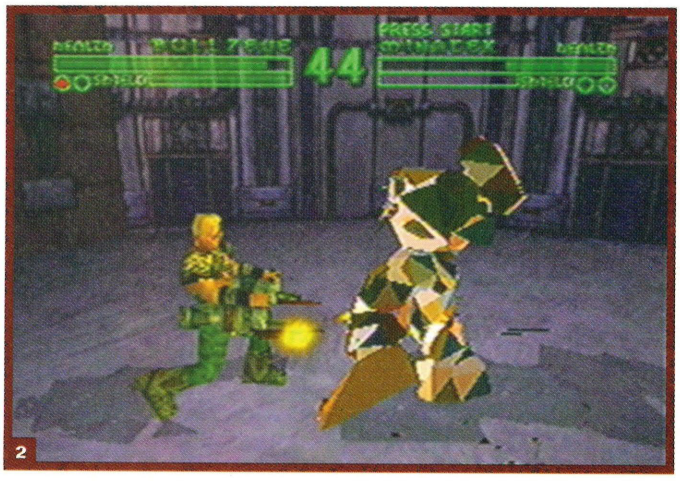
Appearance: Children's entertainer from the nether reaches of Hell itself.
Speciality: Knocking your brains out with a great big hammer with all the clinical nonchalance of a high street butcher's assistant. Not very clown-like, that, when you think about it.
Favourite film: *Footloose*

TWO THOUSAND MANIACS

Okay, so there aren't two thousand fighters. But there are ten. Two become available later on; we're not going to spoil that for you just yet, and besides, the initial eight are entertaining enough.



1



2

"It's horrific. It's distasteful. It's Gladiators meets 25 Cromwell Street."



3



4

1. You can even skewer your opponents on good ol' Lady Liberty. **2.** The boy Bullzeye lets rip with some bad-ass firepower. **3.** There's various different victory cut scenes. Here Bullzeye peppers the screen with bullets. **4.** The *Bio Freaks* birds sport some pretty revealing costumes. Delta's G-string goes half way up her arse!



Minatek

Appearance: Angry, scarlet minotaur replete with heavy iron mace.
Speciality: Spewing fire in your face, then bashing your skull to bits with his weapon.
Favourite film: *Basil The Great Mouse Detective*



Ssapo

Appearance: Half man, half frog. Actually pretty likeable; he gets all excited and runs around like a child whenever he wins.
Speciality: Get this: he *vomits* on people. Now *that's* punk rock.
Favourite film: *Cocoon II: The Return*



Purge

Appearance: A one man chopper squad: a set of hulking great rotor blades juts from the top of his head.
Speciality: Sends jet upon flaming jet of hot blazing death at the opposition. Don't ask him for a light unless you're prepared to walk away with a carbonised upper torso.
Favourite film: *Spies Like Us*



Zipperhead

Appearance: Virulent masochistic cross between Nosferatu the Vampyre and Pinhead from Hellraiser.
Speciality: Spins around like a top, creating a deadly ethereal whirlwind. Don't ever climb into a cupboard with him.
Favourite film: *St. Elmo's Fire*







1. Minatek has a back-pack much like Banjo the Bear. Only his contains heat-seeking death-delivering missiles and not a furry arsed stalk.
2. *Bio Freaks* includes a Survivor mode .
3. There's much at stake, so hone your skills in practice mode first.
4. Select up to five characters in Team Battle mode.

Mind you, it'd be great broadcast live on Sky. You could watch it down the pub, supping lager, punching the air and cheering as your favourite brawler rips his opponent's left arm out of the socket, then tosses his screaming carcass head first into the grinder. In high-definition widescreen close up. Remind us to shoot ourselves if society ever degenerates this far.

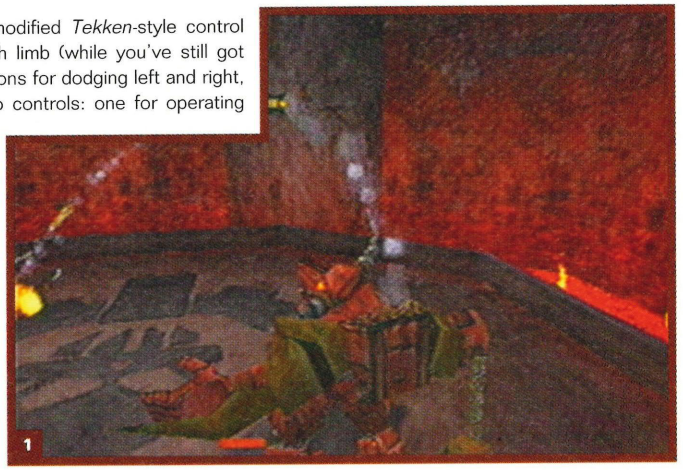


Not only does Purge have the biggest rotor-blade arm thingymyjigs you ever did see. He can torch you into the bargain.

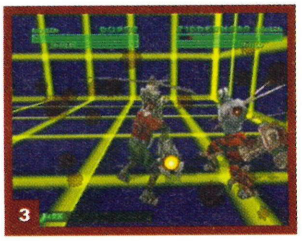
Sick and wrong.

The game itself utilises a modified *Tekken*-style control system; one button for each limb (while you've still got them, that is), the collar buttons for dodging left and right, and – hooray – *another* two controls: one for operating your fighter's jetpack, the other for shooting with. Yes, *shooting*. Told you it was violent.

Naturally, there's a plethora of special moves available for each character, ranging from familiar multi-hit combos, to more bizarre and outlandish manouevres involving military hardware (such as tossing a miniature nuke at your opponent – always a conversation









Stumpin' and pumpin'

Look. This isn't Rosie and Jim you know. Bio Freaks is a nasty, nasty game. And it's fashion-consciously brutal too: as far as the videogames industry is concerned, dismemberment is the new black. Right now, severed limbs are in; just witness the appendage-slicing action on view in games like Die By The Sword (PC), or Deathtrap Dungeon (PSX). Bio Freaks continues the trendÖ in style.

Once you're suitably proficient with your weaponry, it becomes surprisingly easy to deprive your opponent of his or her arms with a well-aimed slice or close-up gun blast. Now, we don't know about you, but here at VSIXTYFOUR we can't help thinking that when you lose an arm, it's time to stop fighting. But no: such is the cast's dedication to mindless pugilism, they just keep on going, sometimes losing the second arm into the bargain. Should you find yourself in this disconcerting position, you'll discover the 'punch' buttons aren't really much help: pressing them simply makes your character waggle his bleeding stumps around in a comically ineffectual manner. The only course of action left is to lash out with your feet. Assuming you haven't collapsed in a fit of giggles by then.





stopper, that). And that's just on the ground; it's also possible to take to the skies (thanks to those aforementioned jetpacks) and carry out a salvo of show-off manoeuvers from way up in the ether. Oh, and alongside the obligatory blocking stance, you're also provided with an nifty limited-use shield, all the better for driving your adversary up the pole.

Thing is, there's not much *finesse* about the proceedings. Okay, so perhaps it's a bit rich to expect subtlety from a game in which frenzied mutilation plays such a central role, but a little more attention to the game mechanics would have been nice. *Bio Freaks* tries to be all things to everybody: there's gore for the Mortal Kombat crowd, projectile attacks for those who go dewy-eyed at the mention of Street Fighter, combos for the Tekken diehards, and a ridiculous amount of airbound tomfoolery for anyone who missed *DragonBall Z*. It's all a little too anarchic, many fights degenerate into a mindless, button-punching scuffle. Still, they're always entertaining. Especially when the blood begins to flow. Bwahahaha.

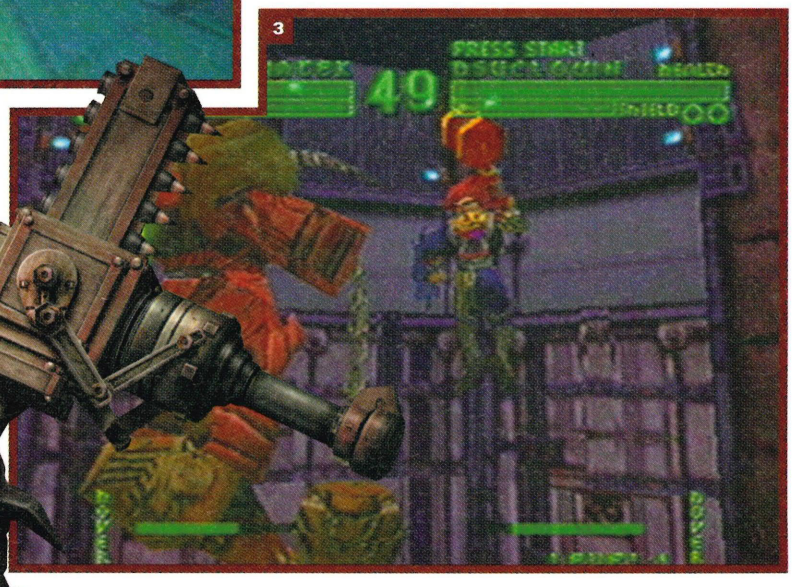






1. Delta's weapon is a rather natty blue laser thing. Not as lethal as it looks. 2. Bio Freaks features interactive scenery. See that furnace? Get chucked in there and your ass'll fry. 3. Use your jet powered booties for aerial attacks.

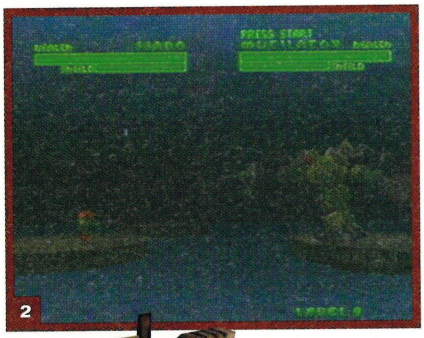
"provided you're not too squeamish, it'll reward you with many hours of carefree slaughter"



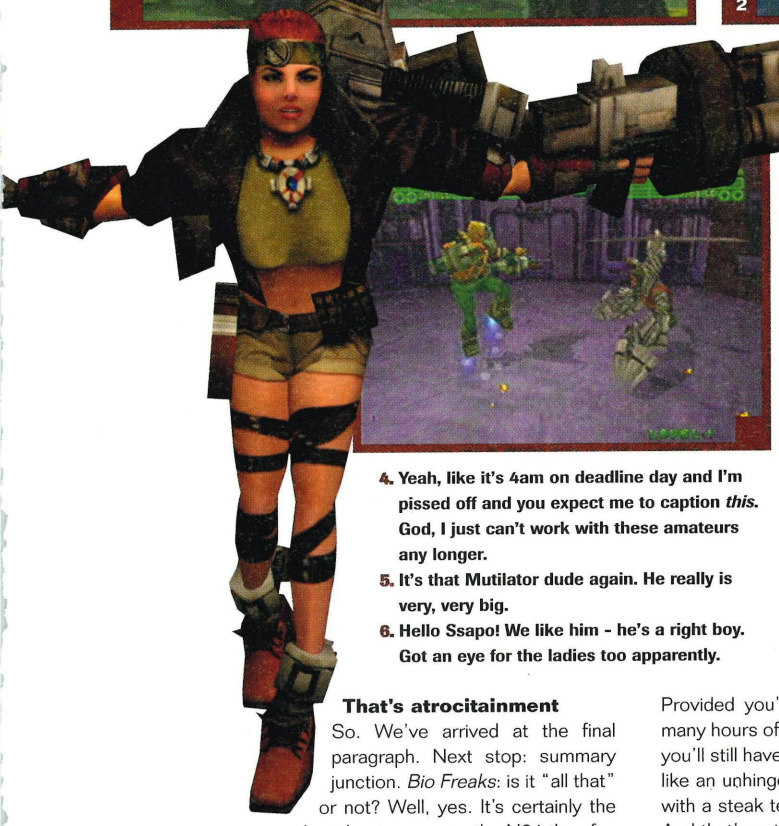




1. Once you defeat the initial seven characters you'll meet Clonus. A smooth skinned replica of yourself. For sheer graphical excellence this bit almost rival Mario's "Terminator' effect.
2. Once you've licked Clonus' ass into touch - it's time to meet Mutilator. Oh by the way, he's about 15 times bigger than you.
3. The final showdown takes place under the sea! It's a bit odd actually.









4. Yeah, like it's 4am on deadline day and I'm pissed off and you expect me to caption *this*. God, I just can't work with these amateurs any longer.
5. It's that Mutilator dude again. He really is very, very big.
6. Hello Ssapo! We like him - he's a right boy. Got an eye for the ladies too apparently.



That's atrocitainment

So. We've arrived at the final paragraph. Next stop: summary junction. *Bio Freaks*: is it "all that" or not? Well, yes. It's certainly the best beat-em-up on the N64 thus far. Provided you're not too squeamish, it'll reward you with many hours of carefree slaughter, and when you switch it off you'll still have a smile on your face. A slightly warped smile, like an unhinged madman who's just beaten a dog to death with a steak tenderiser maybe but a smile nonetheless. And that's got to be worth *something*.

UPPERS

Really, *really* horrible
Decent fighting action
Hallucinogenic fighters
Interactive scenery

DOWNERS

A bit mindless, really
This kind of throwaway brutality cheapens us all, you know.

VSIXTYFOUR

Bio Freaks **is without a doubt the most original beat-em-up on the system and *probably* the best one too. It is a little hard to define though. Purists of the genre may well turn their noses up whereas others will wallow in the full-on gore fest on show. Give it a serious road test before you buy.**

LOWDOWN

Graphics	Sound	Playability	Longevity	Conclusion
8	7	8	7	8

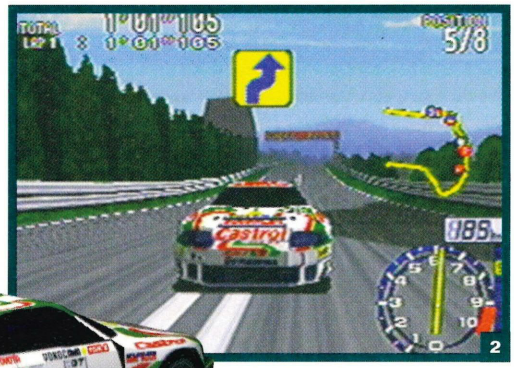
GT64

Top Gear

A racing game minus gorillas and banana skins? Something serious is going down. We sent Keith Pullin for a spin round the block to find out more...







1. The crowd goes wild as you tear round the corner.
2. Keep a careful eye on your opposition with the rear view option.

Nothing satisfies the gaming taste buds more than a blast around the track on a decent racing game. *GT64 Championship Edition* is exactly that, so get ready to feast. But if you're expecting cute little characters in boy-racer go-karts, you can rip your bib off now; this is one for the hard-core.

GT64 is for all those who want to race properly, for those who want to fiddle with their wings, and above all, for those who want their vehicles to handle like cars rather than flowery fantasy machines driven by green lizards and mushrooms.

Based on the Japanese GT Association Series, *GT64* features 12 different cars and 12 tracks. This rip-roaring



● Built up cities fly by as you cut through the smog.

publisher	Ocean	origin	UK	players	rumble	cartridge	battery
developer	Genki	genre	Racing	1-2	Yes	128m	no
release date	June	price	£49.99				





1. The high level of detail on the cars is a huge jump from MRC.
2. Views range from third person to a white-knuckle first person view.
3. Cars constantly try to overtake you with aggressive cornering at breakneck speeds.







"the real reason why GT64 is here, is to show the N64 consumer there's something beyond Top Gear Rally."

experience is a timely reminder to us all that good racing games don't have to be packed full of futuristic vehicles and guns to be worth buying. Of course, the real reason why *GT64* is here, is to show the N64 consumer there's something beyond *Top Gear Rally*. About bloody time too; the fact that the good, yet flawed *Top Gear Rally* has remained in pole position for so long is still a major concern for most couch-potato racing fanatics. Thankfully, this timely release goes a long way towards relieving some of that post-TGR tension.



Speed freaks

A contributing factor to *GT64's* concerted push for the top slot, is the startling speed at which it runs. Speed freaks will be instantly gratified, but actually putting together a decent lap time that'll place you on the front row of the grid is an entirely different story. There is no doubt that the road to championship success is a long







1. Go for pole position as you qualify in the warm-up lap.
2. Complex overhangs are one of the many ace touches that litter the track.

I DON'T CARE WHAT THE WEATHER MAN SAYS...

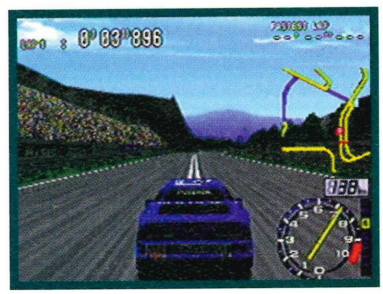
Rain

At the first sign of rain head into the pits. Your 'kwik-fitting' mechanics will automatically give you tyres that are more suited to the wet and slippery conditions.



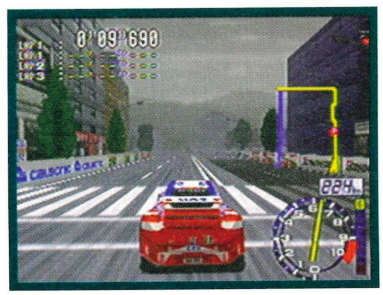
Sun

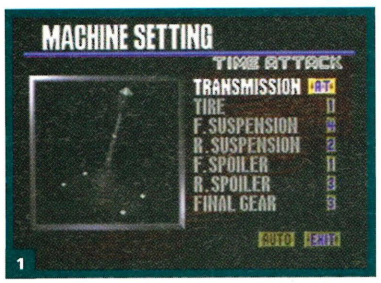
Get yourself some hard tyres and go for it. This perfect weather condition is a racer's dream and the only thing you have to worry about is wearing your 'shoes' out.



Fog

Fog means you have to do the unthinkable. Yes, you have to slow down. The trouble with this stuff is that it seriously affects your view into the distance. Well, it is fog after all you spanner.





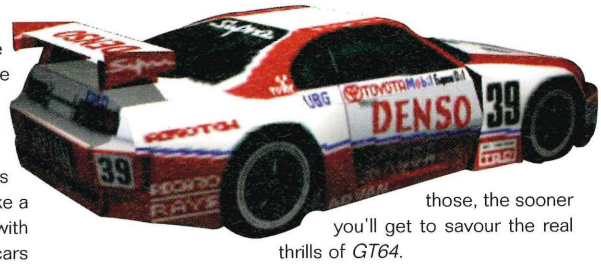
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2

and tortuous one. For me it took a while, even on the easiest of the three difficulty levels, but I got there in the end. And you will too my friends; for beyond the initially frustrating control method lies a game which is both spectacular to watch and exhilarating to play.

GT64 asks a lot of the player; the learning curve is anything but a gradual incline up a grassy knoll - more like a rope around the waist job on a lone jaunt up Everest with one arm in a sling. Difficult? Just a bit. Each of the cars power-slides around the track as if it were ice bound. However, a quick adjustment to the down force, or possibly suspension, tyres or any of the other settings will eventually set your nose pointing in the right direction. All the tracks require different set-ups and the sooner you master those, the sooner you'll get to savour the real thrills of *GT64*.

1. All of the cars settings are adjustable to your own personal preference.
2. Two player mode breaths new life back into the cart once all the tracks have been beaten.



One setting that can't be adjusted though, is the level of artificial intelligence; CPU opponents have been programmed as faultless racing robots, who never, absolutely *never* deviate from their perfect racing line. Passing them is no easy feat, but spotting when and where to make the right move is an integral part in taming the beast. Yep, this game is tough, so tough the chances are you'll still be playing it in... Two weeks time. Ooooh - that long! (Sorry, had to include an indictment on the easiness of contemporary interactive entertainment.)

Pissing down

One of the more eye-opening features is the real-time weather. Not only does it fluctuate between the qualifying period and the race, it changes during the race too. When the heavens open and the entire field take part in a frenzied scramble for the pits, it becomes clear the weather is anything but purely aesthetic. In this case it's an important (and original) strategic element adding a whole new dimension to the tried and tested racing game formula. But

WHAT CAR?

After hours of rigorous test-driving, our experts have worked out the best cars to use. So, if you want a head start on the rest of the field, cast your eyes over VSIXTYFOUR's top 3 dream machines...



1. Nissan 300 ZXGTS

Absolutely never fails to deliver the goods. It's lack of acceleration means it struggles on straights, but its grippy handling makes it a dead cert to clean up on the street circuits.



2. Any Supra!

They're all pretty much the same really these Supra cars. Everything about them is perfect for racing, but if there is a drawback it lies with the top speed.

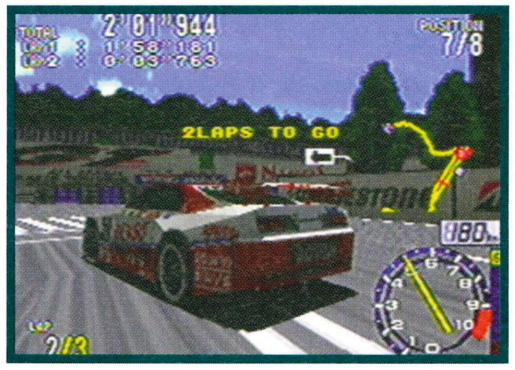


3. Zexel Skyline

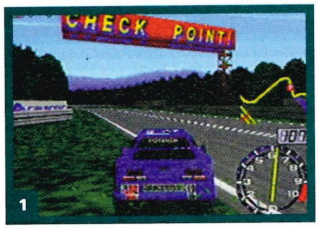
A surprise entry at number 3. Still the general consensus in our pit-like office is that this weird sounding car does the business. Any questions?



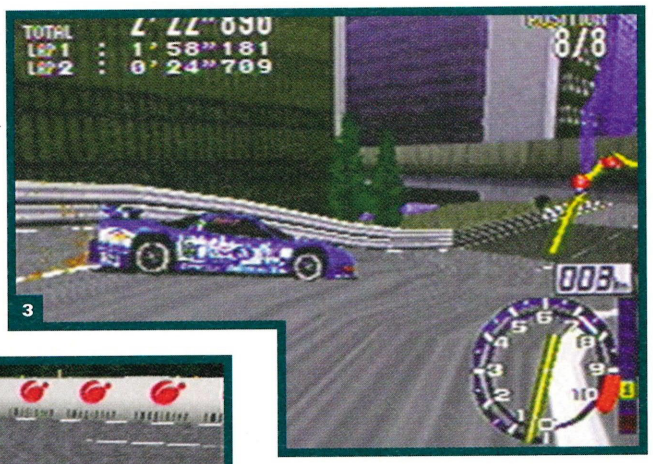
● **Don't be fooled by the impish grin of the drivers. It's the cars specs that matter.**



● **Two laps to go and you're still in 7th, things could be better.**









● 142 mph, in a built up area! whatever next.

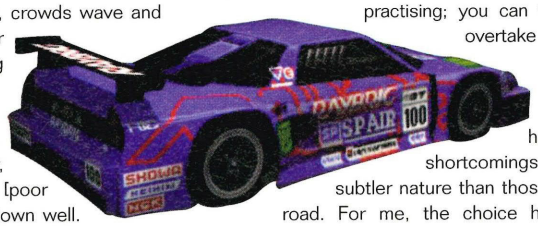


1. Check-points provide a brief respite as you hurtle round the course.
2. Tunnels are accompanied with an appropriate change in sound.
3. Hazards can also come from your fellow drivers, with cars skidding into your oncoming path.

GT64 has reserved the prime parking space on my gaming shelf

I'll tell you one thing - considering the sliding tendencies of these cars, it's a good job there's no snow.

In saying that, these changeable *El Ninio* conditions set the scene for some great meteorological effects. Fog, sun, rain - it all looks cool. And it's not as if the graphics even needed any pretty icing; most stages are packed full of sights: huge concrete freeways loom overhead, Mount Fuji leans majestically towards you, crowds wave and cheer, and sparks fly as your car bounds over bumps and rolling undulations.



There is one glaring omission though, and that's the the ability to flip the car over, when you wipe out Diana-style [poor taste - Ed] would have gone down well. As it is, it's just a little too... Well... 'Nintendo family fun' for my liking.

But if it's family and friends that you want to impress then go right ahead. *GT64* is certainly the game for it, because not only can you show it off to your loud-mouth, PlayStation owning brother or best mate, you can challenge them to a one-on-one showdown in the bargain. There's only two cars on the track at once, but it's still a great laugh, especially as there's a series of handicapping options to make the battle as fair as possible. You can also play the two player battle mode against the CPU, which is actually quite a good way of practising; you can find out the best places to overtake that way, so there you go...

Free parking

Like *Top Gear Rally*, *GT64* has its flaws. However the shortcomings here seem to be of a far subtler nature than those of the previous king of the road. For me, the choice has been made. *GT64* has reserved the prime parking space on my gaming shelf, and it's my guess that this Rolls Royce is going to take quite a bit of bumping to nudge it out the way.



● The car in front is braking, not good.



● Pile-ups are a common occurance, especially on the many tight corners.

UPPERS

- Real-time weather effects
- Incredibly fast and smooth
- Handles like a real car

DOWNERS

- Hard to get into
- Sounds crap
- Can't 'flip' cars

VSIXTYFOUR

At last. A game to replace the ageing *Top Gear Rally* as overseer of the racing genre. There is room for improvement though and maybe we'll see a sequel if this is as successful as it deserves to be. But for now... Good work.

LOWDOWN

Graphics	Sound	Playability	Longevity	Conclusion
8	6	7	8	8

WORLD CUP 98

RECOMMENDED



Fever Pitch

Having cunningly avoided a savage beating at the Olympic Stadium in Rome, Steve Hill takes his chances in France.

1. With determination etched upon their accurately recreated faces, England take to the field. 2. The national anthem blares out in a part of France that will be forever English.

At last, after months of apprehension, it is finally upon us. Prepare to be bombarded. Over the coming month, you won't be able to move without having it rammed down your throat. It will nag at your every waking hour, and haunt your fitful sleep. Give in, it is wholly unavoidable. And that's just EA's marketing campaign. Way-hey!

There's also a bit of a kickabout going off in France. Grown men will hug each other, wives and girlfriend will be ignored and mindless violence will be directed at the restaurants and vehicles of the nation that defeats England. But for those for whom the line between reality and fantasy is worryingly blurred, it doesn't have to be that way. With *World Cup 98*, you're in charge. Glen Hoddle, faith healers, God and Uri Geller can all go whistle Dixie. It's up to you, and England expects the best.







● Only the French could have a coq as their World Cup mascot.

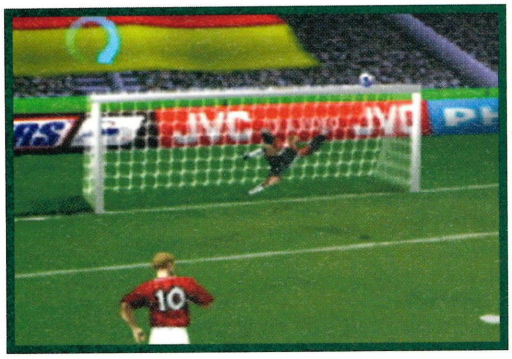
publisher	EA	origin	Pal	players	rumble	cartridge	battery
developer	EA Sports	genre	Football	1-4	No	124m	No
release date	22/5/98	price	£49.99				



DON'T GET UP AGAIN

When it comes to securing a tune for one of their games, EA certainly aren't shy of throwing a few quid about. *FIFA: Road To World Cup 98* featured Blur's Song 2 to splendid effect, replete with its sing-along "woo-hoo" refrain. For *World Cup 98*, they have enlisted the services of rejuvenated agit-pop anarcho-noiseniks Chumbawumba, whose Eggbert Nobacon recently caused something of a splash at the Brit Awards. The intro to the game features a few seconds of their chart topping Tubthumping, and presumably pocketing a large fee from a multi-national corporation fits comfortably with their outspoken political stance. Get a bath.

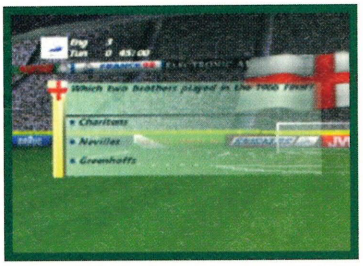




● It's Bobby Charlton way back in 66. He was bald even then.



● The cut scenes add a heap of atmosphere to the game.



● Test your knowledge with half-time trivia.



1. Klinsmann lets rip!...but it's wide. Phew! 2. Opt for the quick passing game - it'll reap rewards 3. Ronaldo leaves the French defense in his wake - is there no stopping this man?

"with World Cup 98, you're in charge. Glen Hoddle, faith healers, God and Uri Geller can all go whistle Dixie."

Accept, consume, obey

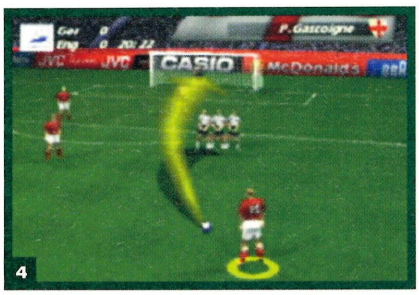
Industry pundits have already predicted that *World Cup 98* will be Europe's biggest selling video game to date. The marketing men have gone into overdrive, and the power lunches have yielded an inexorable strategy. You are a consumer. The game is a product. Through branding, advertising and endorsements you will attain product awareness. Teaser campaigns will pervade your consciousness. A premeditated trail will lead you to the point of sale. Eye-catching promotions and acres of dedicated shelf space will attract your attention. You will make a consumer purchase. The product will amass units. Profit margins will be achieved.

Such is the corporate muscle Electronic Arts wield. They don't actually have to make good games, as recent incarnations of *FIFA 64* have proven, selling by the shed load despite often bordering on the average. *FIFA 64* was shocking, and was clearly rushed out in order to steal a march on the vastly superior *International Superstar Soccer 64*. The follow-up, *FIFA: Road to World Cup 98*, was a marked improvement, but still not really anything to shout home about. Nevertheless, it topped the charts for months and still continues to sell well.

Fat wallet

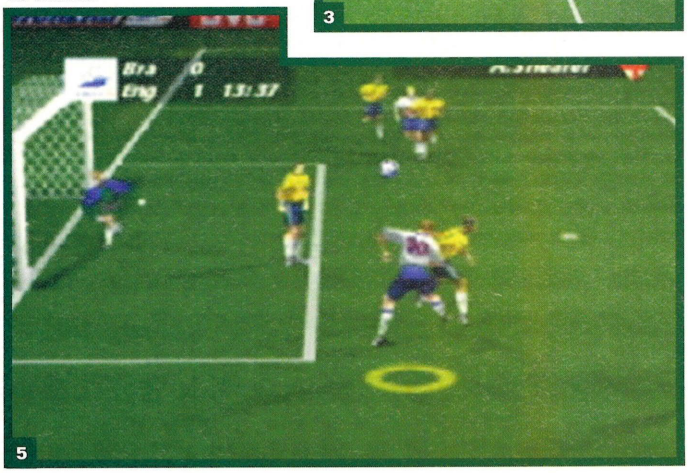
So, to *World Cup 98*, EA are clearly so confident that they have dropped the FIFA branding for the first time. A cynic could argue that releasing this game so soon after the last





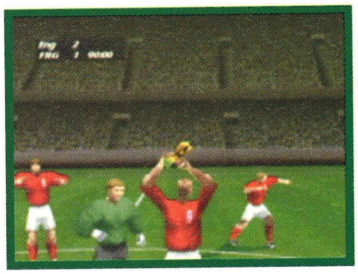
4. Some wicked swerve can be applied in dead-ball situations. 5. Sheringham out jumps the Brazilian defense - Tafferel has no chance.



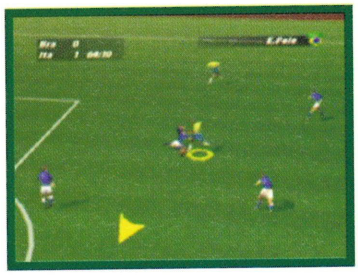


1966 AND ALL THAT





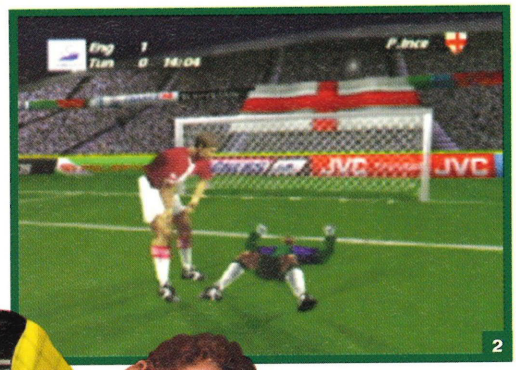




Winning the World Cup opens up the World Cup Classics option, enabling you to replay eight of the tournament's greatest finals. The games are played with the correct teams, the fashions of the day and, in the earlier games, a big old medicine ball. Motson's commentary seems incongruous, although, the PC version features the more appropriate Kenneth Wolstenhome. EA have also neglected to pre-date the introduction of the backpass rule, an oversight that could have been easily rectified with the payment of a sizeable consultancy fee to an anally retentive football games expert.

"the expectation of a nation is on your shoulders, admittedly, you don't have to wait four years for another chance if you fail,"





incarnation is a hateful, exploitative move, designed to rape the wallets of a gullible public, particularly in light of the fact that *FIFA 99* will be available in time for Christmas. But we're not just here for the nasty things in life; how – and how often – you spend your money is your business. We're just here to tell you if it's any good, for the modest fee of £2.95 that is, consumer boy.



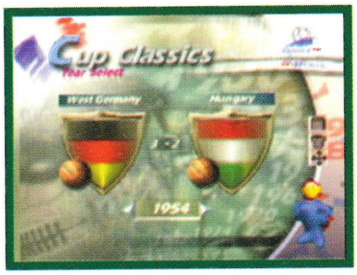


And yes, it is. It's very good. It's the World Cup, on your telly, in your house, any time you want it. How interesting it will prove after July 12th is debatable, but until then at least, it's a wonderful thing. The official World Cup license genuinely makes a difference, and some immaculate attention to detail has gone into the game. The full World Cup schedule is included, right down to dates and times, and the ten relevant stadiums have been accurately replicated. As for the squads, time allowing, an

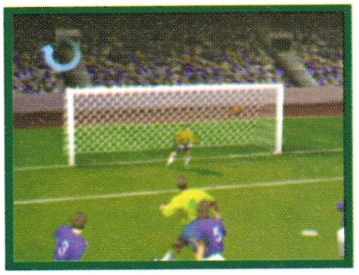


1. Buy-burgers...buy-burgers...you will buy burgers. 2. Perhaps if you tried standing up, you *might* just make it harder for the opposition to score. 3. You want some attention to detail? Players even limber up before kick off..



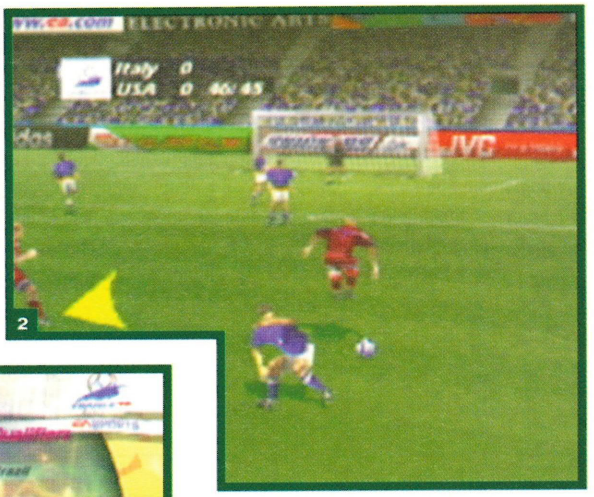






educated guess has been made as to the final lucky 22, although Robbie Fowler appears to have made a miraculous recovery to claim his place in the England party. As well as the 32 bona fide qualifiers, Australia, Canada, China, Greece, Portugal, the Republic of Ireland, Russia and Sweden are all offered as wild card entries, and there is also a randomise option to keep things interesting.





England's Irie

Apologies to Scots, but for the full effect it has to be England, carefully selected by yourself, going into the first game against Tunisia. For atmosphere, *World Cup 98* is the real deal. The teams march out solemnly and the camera pans across their determined faces as the national anthem rings out, the game offering a passable rendition of the time honoured paean to our gracious Queen, as well as the squall of lesser countries' themes. The expectation of a nation is on your shoulders, admittedly, you don't have to wait four years for another chance if you fail, but the pressure is tangible.

And so to the action, because as any pundit will confirm, it's on the pitch that it counts. Virtually every button on the Nintendo pad is utilised, and while it is possible to get away with a rudimentary pass-and-shoot game, with



1. Goalkeepers pull off some rather spectacular saves. 2. Avoid sliding tackles by jumping over them. 3. Ah yes...the VSIXTYFOUR World Cup Final, but who won? Check out the match report overleaf.

THE PALINDROME EFFECT

The more superstitious amongst you might care to take a stroll to your nearest turf accountant and place a sizeable wager on England lifting the World Cup. Why? Because arranging the winners of the last eight tournaments into a rudimentary diagram reveals a sinister symmetry, which would be forevermore sullied should anyone else take the spoils. The planets have aligned and decreed that the trophy shall be ours. And if any stinking foreigners think otherwise, we'll put their windows through (ironic xenophobia withstanding).

England 1966
Brazil 1970
Germany 1974
Argentina 1978
Italy 1982
Argentina 1986
Germany 1990
Brazil 1994
England 1998?



THE VSIXTYFOUR WORLD CUP

No doubt about it. EA's game *is* the World Cup in your living room and below are the entire results from the VSIXTYFOUR World Cup. The final even made it onto the front pages...

GROUP A

Brazil	1	0	Scotland
Morocco	0	1	Norway
Scotland	1	2	Norway
Brazil	2	1	Morocco
Scotland	2	3	Morocco
Brazil	2	3	Norway

Group A	win	lose	draw	points
1st Norway	3	0	0	9
2nd Brazil	2	1	0	6
3rd Morocco	1	2	0	3
4th Scotland	0	3	0	0

GROUP B

Italy	0	1	Chile
Cameroon	0	1	Austria
Chile	0	1	Austria
Italy	1	0	Cameroon
Italy	1	0	Austria
Chile	2	1	Cameroon

Group B	win	lose	draw	points
1st Chile	2	1	0	6
2nd Austria	2	1	0	6
3rd Italy	2	1	0	6
4th Cmroon	0	3	0	0

GROUP C

S Arabia	2	3	Denmark
France	0	0	S Africa
S Africa	0	1	Denmark
France	3	2	S Arabia
France	1	0	Denmark
S Africa	3	2	S Arabia

Group C	win	lose	draw	points
1st France	2	0	1	7
2nd Denmark	2	1	0	6
3rd S Africa	1	1	1	4
4th S Arabia	3	0	0	0

GROUP D

Paraguay	2	1	Bulgaria
Spain	3	2	Nigeria
Nigeria	0	0	Bulgaria
Spain	2	1	Paraguay
Spain	2	1	Bulgaria
Nigeria	2	1	Paraguay

Group D	win	lose	draw	points
1st Spain	3	0	0	9
2nd Nigeria	1	1	1	4
3rd Paraguay	1	2	0	3
4th Bulgaria	0	2	1	1

GROUP E

S Korea	1	0	Mexico
Holland	1	2	Belgium
Belgium	1	2	Mexico
Holland	0	1	S Korea
Holland	3	2	Mexico
Belgium	1	2	S Korea

Group E	win	lose	draw	points
1st S Korea	3	0	0	9
2nd Belgium	1	2	0	3
3rd Holland	1	2	0	3
4th Mexico	1	2	0	3

GROUP F

Yugoslavia	2	1	Iran
Germany	1	0	USA
Germany	2	1	Yugoslavia
USA	1	0	Iran
Germany	3	2	Iran
USA	0	1	Yugoslavia

Group F	win	lose	draw	points
1st Germany	3	0	0	9
2nd Yugslavia	2	1	0	6
3rd USA	1	2	0	3
4th Iran	0	0	3	0

GROUP G

England	2	0	Tunisia
Romania	3	2	Colombia
Colombia	1	0	Tunisia
Romania	0	3	England
Colombia	1	1	England
Romania	2	1	Tunisia

Group G	win	lose	draw	points
1st England	2	0	1	7
2nd Romania	2	1	0	6
3rd Columbia	1	1	1	4
4th Tunisia	0	0	3	0

GROUP H

Argentina	2	0	Japan
Jamaica	0	1	Croatia
Japan	0	1	Croatia
Argentina	3	2	Jamaica
Argentina	4	3	Croatia
Japan	2	1	Jamaica

Group H	win	lose	draw	points
1st Argentina	3	0	0	9
2nd Croatia	2	1	0	6
3rd Japan	1	2	0	3
4th Jamaica	0	0	3	0

SECOND ROUND

A1	Norway	1	0	Austria	B2	E1	S Korea	1	2	Yugoslavia	F2
B1	Chile	2	3	Brazil	A2	F1	Germany	2	1	Belgium	E2
C1	France	4	3	Nigeria	D2	G1	England	1	0	Croatia	H2
D1	Spain	1	0	Denmark	C2	H1	Argentina	0	1	Romania	G2



QUARTER FINALS

Brazil	1	0	France	Yugoslavia	0	1	Romania
Norway	0	1	Spain	Germany	0	2	England

SEMI FINALS

Spain	0	1	Romania	Brazil	1	3	England

1998 WORLD CUP FINAL

England	1 4	1 aet 1 penalties	Romania

Brazil 0 1 Spain (3rd place playoff)

deliver to pie no. 98

THE CURRANT Bun

DEDICATED TO DISINFORMATION

Monday, July 13th 1998 27p



THANK HOD!!

Super Southgate puts Euro misery behind him to become England's shoot-out hero





Steve Hill reports from Paris

England 1 Romania 1 (Pens 4:1)

On a night of supercharged emotion, England came through a penalty shoot-out against surprise finalists Romania to lift the greatest prize in sport for the first time in 32 years. In a twist befitting the occasion, the crucial strike was buried by none other than Gareth Southgate, who exorcised the ghosts Of Euro 96 with England's fourth and winning spot kick. **ECSTATIC** Southgate said " Just as I got all the wrong attention in 96 I don't want this to deflect from a superb team performance, not just tonight but throughout the last four weeks, the feeling is just unbelievable".

SENSATIONAL

In the splendid surroundings of the Saint-Denis stadium, the climax to the **BIGGEST** World Cup ever kicked off in front of a capacity crowd of 80,000 and a worldwide television audience numbering billions. Following a goalless opening 45 minutes, the second half began in sensational fashion. The hard working Sheringham picked up a speculative ball lofted by Le Saux towards the corner flag. Controlling it immaculately, he shrugged off the challenge of former Spurs teammate Dumitrescu and drilled a diagonal ball across the area. Shearer, arriving on the blind side, struck the ball first time, **HAMMERING** a right foot shot into the roof of the net, giving Prunea no chance.

The estimated 35,000 travelling England fans erupted in unison with the now time honoured chant of "It's coming home" more relevant than ever. *Similar scenes were repeated outside the stadium where thousands of ticketless fans crammed into the bars and restaurants of Gay Paris.*

SNATCH

As the half progressed the men from Romania began to get a foothold on the match and England began to look increasingly nervous, with barely five minutes remaining disaster struck. The impressive Hag pinpointed an inch-perfect pass to Stinga, who suddenly found himself in acres of space having only Adams to beat. With a ludicrous shimmy Stinga left Adams prostrate and finished clinically giving Seaman **NO** chance. *England - players and fans alike - held their heads in their hands as the greatest prize of all was* **CRUELLY** *snatched from their grasp.*

DEATH

What followed was little more than a blur, with England playing out time seemingly in a state of shock. So to sudden death extra time. England were largely ineffective throughout, and apart from a Beckham free-kick which whistled **INCHES** over the Romanian crossbar they rarely threatened. With time ebbing away, Georgi Popescu unleashed a shot

Continued on Page Two

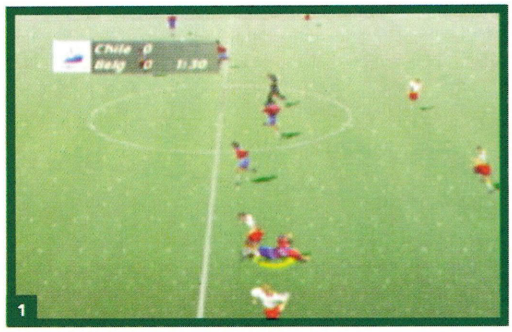
MORE REPORTS AND EXCLUSIVE *Bun* PICS ON PAGES 2,3,4,5,6,7,8,9 & 10

QUEEN ABDICATES

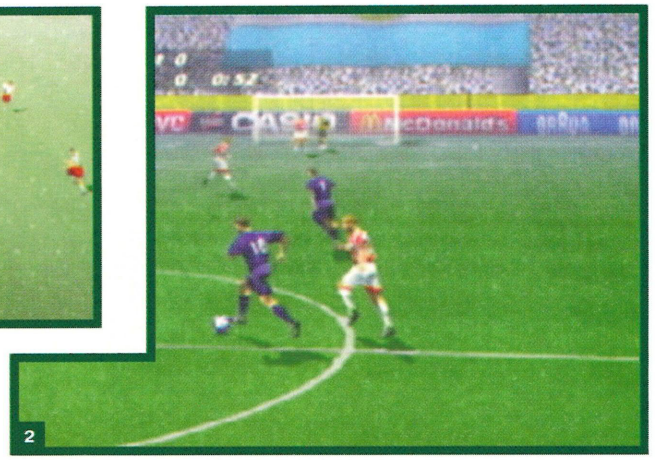
FULL STORY PAGE 23

OH I SAY

No football game would be complete without the inclusion of at least one big name commentator, and *World Cup 98* again pairs the BBC duo of Des Lynam and John Motson. Housewives' favourite Lynam does little more than introduce each game in his silky smooth tones, leaving perennial schoolboy Motson with the bulk of the vocal chores. These he undertakes in his usual chirpy manner, proving surprisingly unobtrusive, for a limited period, at least. The chat is fairly generic, with no mention made of teams or player names, probably just as well in light of Motty's recent revelation that he has difficulty in telling black players apart. Jamaica vs Nigeria, Motty?



1



2

It's the World Cup, on your telly, in your house, any time you want it.

1. Snow? Surely it can' t snow during the World Cup. That would be most odd. 2. Rain? that's more like it. There could definitely be some rain. 3. A net-busting pile driver form the boy Shearer sends them Croats packing.





1

practice, all manner of elaborate flicks and feints can be carried out, with manual dexterity being tested to the full. Both the right shoulder and the Z button (aka priesthole) have been assigned as Skill Buttons, and combined with other buttons provide just that: some skill. This can manifest itself in many ways, including a dummy, a Roberto Baggio style Rainbow Kick, and a 360° turn referred to as a Rocastle, although it's a long time since David Rocastle kicked a ball in earnest, let alone attempted any kind of pirouette, besides, Chester City's Brian Croft did it better. A further 'skill' is that of a blatant dive, a largely Continental tactic traditionally frowned upon in this country, although as Gary Lineker recently admitted, he didn't try too hard to stay on his feet while earning England's second penalty against Cameroon in Italia 90.

Press to play

A quibble from the previous game was the time taken for the players to respond to button presses. EA claim to have remedied this with something they have trademarked as Compression Touch. What that actually means is anyone's guess, although to an extent they seem to have over compensated. While response times are certainly quicker, there is a tendency for the computer to 'remember' commands. The upshot being that players will sometimes perform wholly inappropriate actions. This usually results in little more than a misplaced pass or the conceding of a rogue throw-in, but in a worst case scenario, freak own goals can be scored. With practice though, it becomes more manageable, and ultimately it dissuades you from embarking on frantic bouts of button bashing, although in the heat of a goal mouth scramble this is easier said than done. Sprinting is performed by tapping a C button, and with two players running for the same ball it does occasionally invoke memories of ol' skool button basher *Track & Field*.

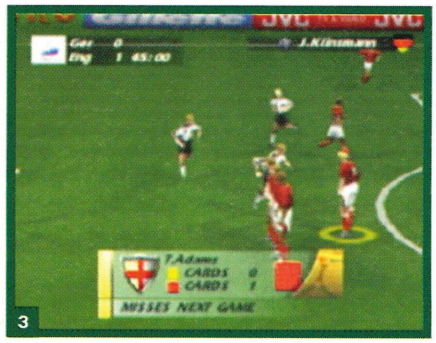


3

As previously, the player selection is carried out almost entirely manually, which takes some getting used to and can be frustrating. It tends to over complicate matters and it often seems as though goals are conceded not through lack of footballing acumen, but due to simply pressing the wrong button. As for scoring goals, chances are plentiful and reasonably varied. One touch football is rewarded, and a first time shot from the edge of the area often leaves the hapless keeper clutching. Working the channels is also a viable strategy, and a well directed cross can cause problems. Football games have frequently suffered

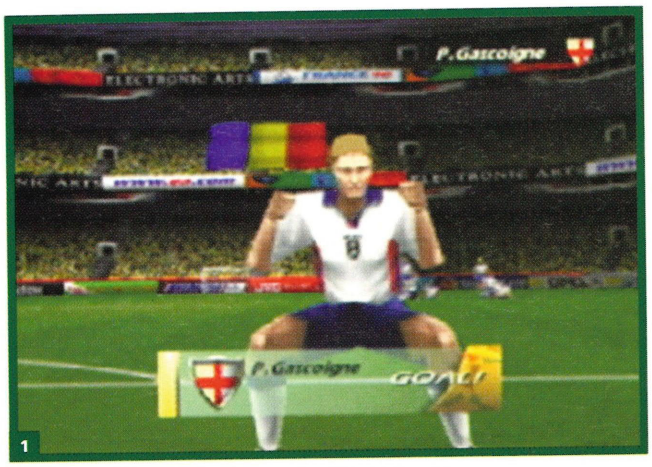


2



3

1. Before moving on into a full blown World Cup - hone your skills by playing friendly games. 2. You're on the next plane home mate. 3. Accumulate too many cards and you'll miss matches. That's Adams out for the vital Brazil clash.



1

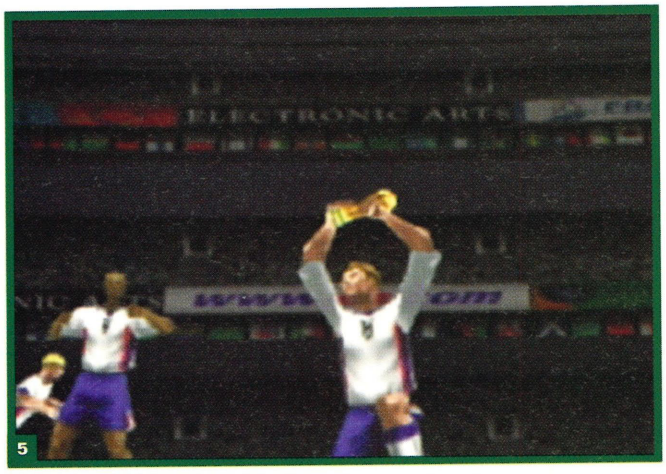


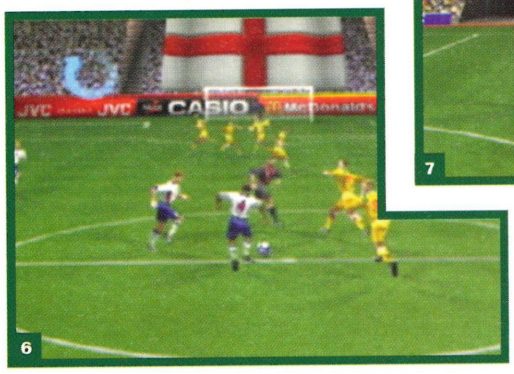
2



3


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5



6


7

1. Despite his twenty a day habit Gazza shows he's still the man for the big occasion. 2. Team Management allows you to create your own players. 3. Keepers are far harder to beat than the previous EA games. 4. There's a whole host of angles to choose from - Stadium Cams best though.

5. A fine sight indeed. Who knows? We might just do it 6. The behind goal view is not to be recommended 7. Batty gets the yellow card - He used to live round the corner from our Editor, incidentally.

due to the easily scored 'slippy' goal. *World Cup 98* seems to have largely avoided this pitfall, although a quickly taken near post corner usually proves effective.

Easy tiger

The game features three difficulty levels, and on the easiest setting an experienced gamer should be able to win the World Cup at the first attempt. It is even possible to tamper with history – and logic – by taking Scotland past the group stages. The harder settings are a different story though, and *World Cup 98* provides plenty of lasting challenge, as well as numerous options, including adjustable gameplay speed. The eight camera angles provide plenty of choice, a panned out view catering for the purist and extreme close-up providing a look at the detailed bits. Once adept at the basics of gameplay, more detailed tactics can be brought into play, thanks to the advent of in-game management, enabling you to press forward or employ an offside trap on the fly, for instance.

So, *World Cup 98* is far from a shallow topical showpiece, and is actually a very playable and challenging game. EA's claims that it has been in development for 12 months would appear to be borne out, and it is certainly a different proposition to *FIFA: RTWC98*, although for fifty quid you'd certainly hope so. Ultimately, the litmus test of any football game is whether it can instil emotions comparable to watching the real thing, and *World Cup 98* successfully achieves this. For that World Cup feel it is unsurpassed, and judged on its own merits it is a fine thing. Having said that, you really have no business playing kids' games when there's football on the box. V

UPPERS

Nearest you're likely to get to France this Summer.

Still not as playable as ISS.

DOWNERS

VSIXTYFOUR

Although Konami's exemplary *International Superstar Soccer 64* remains the benchmark football title, EA have still made a very good game. *ISS* it isn't, but then *ISS* doesn't have the World Cup license, and indeed *ISS98* has now mysteriously been delayed until September. *World Cup 98* is a quality effort, and the best FIFA title to date. Until the next one.

LOWDOWN

Graphics	Sound	Playability	Longevity	Conclusion
7	8	8	7	8

REVIEW

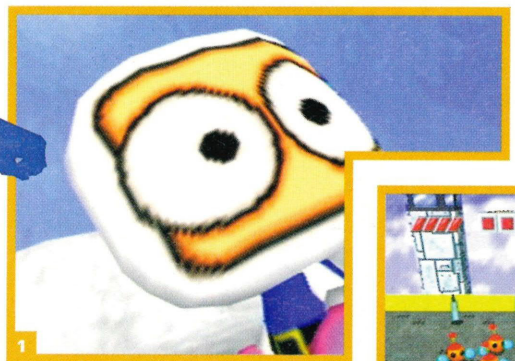
BOMBERMAN HERO



Demolition Man



***Charlie Brooker** is a world-renowned explosives expert. Actually he isn't. We don't know why we said that. We just thought it might add some much-needed gravitas to this faintly surly review of Hudsonsoft's Bomberman Hero.*



1. Hey Bomberman, there's no multiplayer in this game. 2. Level design has been greatly improved since his last outing.

There's an oft-told story about the American TV adaptation of the classic BBC sitcom Fawlty Towers, in which a smarmy US media executive gushes down the phone to John Cleese about how smoothly the project is progressing, then proudly announces that the new incarnation is incredibly faithful to the original... except for one minor change. They've got rid of that obnoxious 'Basil' guy. Now clearly, a Basil-free Fawlty Towers is as absurd a prospect as... well, as a basil-free pesto. It's like a western with no gunfights, a porn movie without a sticky end, or a pencil minus the lead: pointless.

So why the Sam Hill have Hudsonsoft decided to release a Bomberman game with... get this... no multiplayer mode whatsoever? Huh? HUH?

				players	rumble	cartridge	battery
publisher	**Hudsonsoft**	origin	**Jap**	1	yes	96	no
developer	**Hudsonsoft**	genre	Platform				
release date	**Now (Japan)**	price	**£60**				



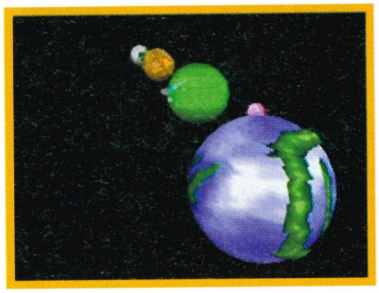
ON THE MOVE

Just to liven things up, Bomberman is granted access to some peculiar modes of transport at opportune moments throughout the game. The first you'll encounter is an aquatic turbine, which attaches to our hero's legs and turns him into an one-man submarine for the duration of one not-very-exciting level. Later on you'll get access to a kind of propeller-head hat, a jet engine thing, and a stupid automated snowboarding device. For each of these sections, the idea is the same: move forward, shooting down baddies with missiles (or by dropping bombs on their heads), collect the power-ups, and reach the exit. It's not as much fun as you think it's going to be. In fact, it's a waste of time: why didn't they put the sodding multiplayer game in instead of blowing resources on this garbage? Not that we're annoyed with them or anything. The twats.

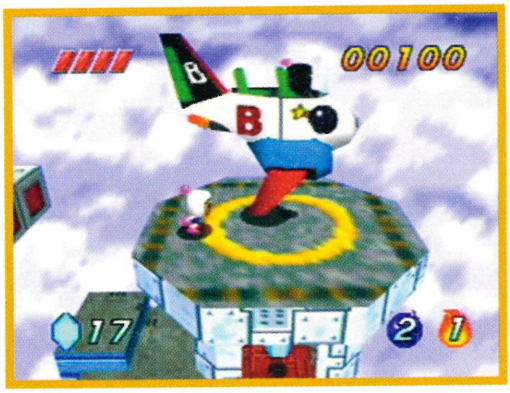




Save me Bomberman you're my only hope.



Each planet contains three worlds with five levels in each, phew!



Black Bomberman, the computer game equivalent of 'Nick Cotton'.

a Bomberman game with... get this... no multiplayer mode whatsoever?

Bomberman Decaf

You've got to admire their single-minded determination, if nothing else. Ever since the game first cropped up on NEC's never-released-in-our-proud-nation PC Engine system way back in... ooh, 1935 or thereabouts, the game's single-player mode has been roundly ignored in the mad scramble to plug in extra joypads and get stuck into the glorious multiplayer game, which is widely recognised as being the single most entertaining living-room based activity in which four people can participate simultaneously without instigating a News of the World investigation and ruining the carpet into the bargain. You'd have thought Hudsonsoft would want to capitalise on this. And you'd have thought wrong.

For some reason, the company apparently made a decision some time ago to concentrate largely on the single player "story" mode, at the expense of the multiplayer funfest. Since that first olde worlde PC Engine release back in Medieval times, each subsequent version has managed to leave the majority of gamers disappointed by the paucity of additions to "battle" mode, and utterly unmoved by the wealth of 'enhancements to the singularly unexciting solo game. "Sod single player: give us more multiplayer options", we cried incessantly. And they ignored us. Now here's the logical conclusion: no multiplayer at all. "You're going to play that bloody story mode", Hudsonsoft appear to be saying, "whether you like it or not." Bastards.

So what's it like?

Still here? Okay then. Guess we'd better crack on. Once you're over the initial crash of disappointment, and your friends have left the room tearfully clutching their joypads, *Bomberman Hero* proves to be... well, not half bad actually. Of course, that means it's also not half good either, but we'll get to that in a moment. What's interesting here is



1. Bomberman receives swift justice from a pack of angry Maltesers . 2. At the end of each planet Bomberman will have to duke it out man to man with his evil nemesis. 3. Some people are just born bad.



2



3

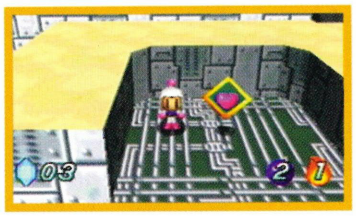
FLAME ON!

Some of the tasty Bomberman Hero power-ups you can look forward to...



Extra Bomb

Does exactly what it says on the tin: it allows you to hurl or drop one more bomb than you could a moment ago. Handy when the enemy is approaching from all sides. Or when you're just in a really bad mood.



Heart

Three guesses what this does, dunderhead. That's right. It replenishes a smidgen of lost 'health'.



Gold Heart

Like, duuuhhhh. This one whacks your health-o-meter back up to full.



Remote Control

Pick this up and you can detonate bombs from a distance by tugging playfully at good old Mr. Trigger Button. As used by the IRA.



Flame

Increases the potency of your bombs, enlarging the blast area and therefore making enemies easier to hit. It also makes it easier to blow yourself up, but that's yin and yang for you.



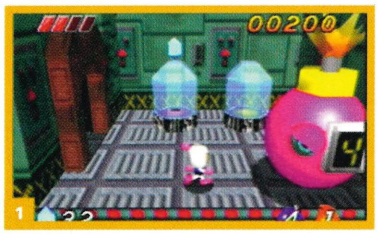
Protective Jacket

Make like Red Adair with this handy, portable item of protective clothing, which will temporarily allow you to withstand the brunt of a blast.



Gold Card

Get enough of these to unlock a hidden secret, once you finish the game.





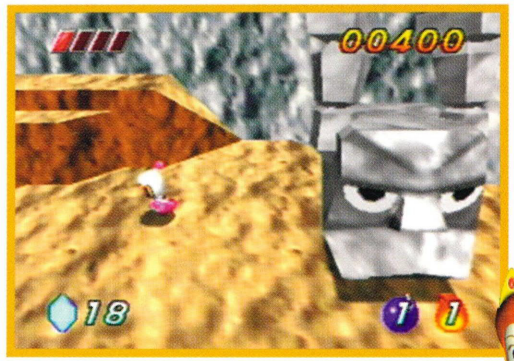


that the game is a clear attempt to make the central 'Bomberman' character into a Mario-style star in his own right. The programmers have patently been playing the moustachioed one's ground breaking platform game morning, noon, and night – and the end result is startlingly familiar. Our behelmeted hero performs all manner of actions in an incredibly Mario-esque way. He tiptoes, walks, or runs just like Mario. For the first time in virtual history, he can jump... just like Mario. Leap at the side of a ledge and he'll dangle momentarily before hoisting himself up onto his feet... just like Mario. In fact just about the only things he doesn't do are shriek "Mamma Mia!" every three minutes and get to sign his name in bodily fluid across Princess Daisy's chest at the end of the game.

Of course, it isn't identical by any means: for one thing, the bulk of the action still revolves around the repeated detonation of various incendiary devices. There's an extended carnival parade of weird and almost wonderful enemies populating Bomberman Hero's 35 levels, and asking them to leave politely simply won't do. Instead, you've got to toss bombs in their faces. Where's Kofi Annan when you need him?

It's not simply a matter of lobbing explosives around like a deranged baseball pitcher in a grenade factory, however... there are several methods of ensuring your foes meet an eruptive end, from kicking the bombs across the floor, to careful placement and judicial use of the remote-detonation device. One thing you shouldn't do is attempt to hop across the bombs yourself, a la *Bomberman 64*. Chances are you'll be picking shrapnel out of your unpleasant, flabby arse for weeks.

1. Hmm I wonder what the large pink thing with the number is? 2. Remember VSIXTYFOUR does not condone throwing large bombs of any sort. 3. Nasty bosses are constantly trying to help Bomberman 'see the light'.

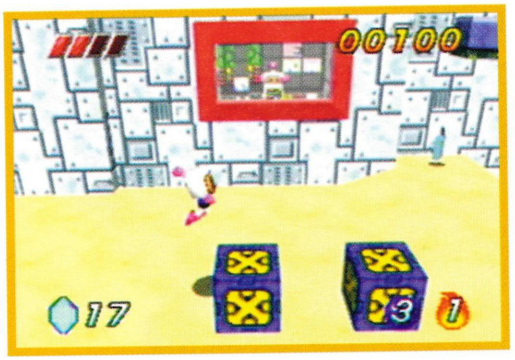


This big guy is on the way to becoming Bomberman's new patio.

Boom bang a bang

Like we said, there are 35 levels – but don't start prancing around like an excited toddler, clapping your hands together and gurgling about longevity and value-for-money just yet. Like the fuses, they're short. Sometimes very short. Blink-and-you'll-miss-it short. And it isn't long before they start to feel very 'samey' indeed. Unlike





The training level will help you get to grips with the tiny terrorist's controls.

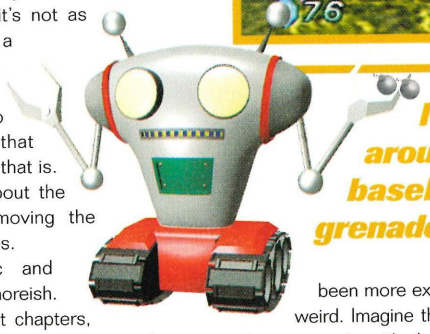
DON'T PUT A FOOT WRONG...

Irritatingly, while you can control the camera in *Bomberman Hero*, you can't actually lock it into a position of vantage; instead, all you can do is have a momentary 'peek' from a different angle. This oversight is downright dumb: if there's one thing a 3D platform game needs, it's a repositionable viewpoint, especially when it includes several sections which are cruelly unforgiving when it comes to alignment, and where failure to land slap-bang on the correct point results in an hideous death plunge. Whoever decided to leave this option out deserves to be hacked to death by a roomful of naked dwarves armed only with melon ball scoops. Or sacked. Whatever.





Mario 64, in which each stage had its own distinct feel and theme, *Bomberman Hero* adheres to a more traditional and repetitive formula. Often the only discernible difference between one stage and another is the type of enemies encountered within. Which isn't to say that the game is boring per se – just that it's not as interesting as it could be. That's a deceptively harsh criticism by the way. If you don't believe us, wait until someone uses that phrase to describe your lovemaking. Not that anyone's ever said that to any of us, that is. They're usually too busy arguing about the pre-arranged fee and gingerly removing the broom handle instead. But we digress.



lobbing explosives around like a deranged baseball pitcher in a grenade factory

Despite being fairly simplistic and uninspiring, the levels are kind of moreish. Like a book split into short, succinct chapters, Bomberman Hero manages to hold your attention for a considerable period of time – although when you come away at the end, it's doubtful whether your head will retain the experience for long. Visually, it's better than average, but never amazing. All the on-screen characters are assembled from as few polygons as possible, lending the entire proceedings a kind of 'Duplo block' primary-school lucidity that you'll either appreciate or shy away from. While some of said beasties are imaginatively realised – particularly the insane clowns and the swollen chickens (which burst open, revealing a litter of twittering chicklets) – far too many of them are naught but abstract 'shape monsters', animated collections of generic elements granted whatever 'character' they have solely by virtue of a pair of standard 'zany' cartoon eyes. Lazy design or an example of visual shorthand at its most clear and iconographic? Who gives a toss: they could've been more exciting. The music is better, albeit a bit weird. Imagine the Aphex Twin composing a piece of elevator music with the occasional nod in the direction of drum 'n bass, and you've more or less got it tagged. The smattering of in-game sound effects – blasts, bangs, and the occasional cry from Bomberman himself – do the job well, without being in any way spectacular.

And that's, er, it. No multiplayer – just a fairly average platform game. If Hudsonsoft really do want to turn Bomberman into a gaming mascot for the next Millennium, they would be well advised to come up with a more interesting vehicle. This entire project smacks of imitation, not innovation. Bomberman 64 managed to arse up one of the most perfect multiplayer games of all time. Bomberman Hero ignores it completely. The next Bomberman game had better roll up its sleeves and do the job properly. We want a blistering experience of nuclear-bomb proportions. Not another fizzling squib like this. V



1



2

1. Bomberman picks up a bong by mistake and suffers from a bit of purple haze. 2 "First floor!, ladie's underwear and semtex."

UPPERS

- Easy-going platform fun
- Decent sound and graphics
- Cool intro movies and whatnot

DOWNERS

- Three words: single player only
- Occasional slowdown
- Repetitive and uninspiring
- Lack of camera options

VSIXTYFOUR

Grrrrrrr...why oh why oh why? We ask, why couldn't the good men of Hudsonsoft have seen fit to include some Bomberman style action of yesteryear? It could *even* have been hidden, it could *even* have been only activated upon completion of the distinctly average platform game. But, hey, life's just full of ifs and could've beens. And *if* Hudson had've gone back to their roots, *Bomberman Hero could've* been great. Silly them, eh?

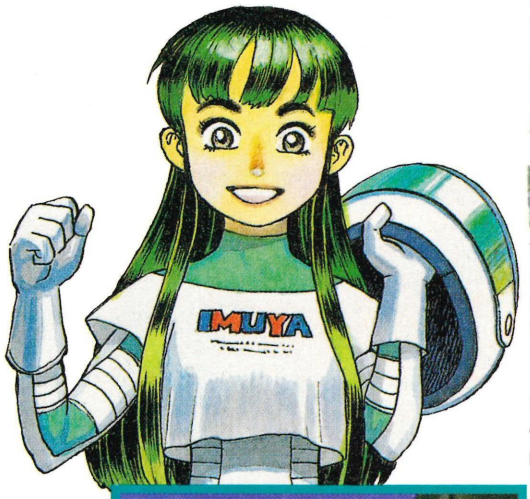
LOWDOWN

Graphics	Sound	Playability	Longevity	Conclusion
7	6	7	7	6

AEROGAUGE



Future Shock



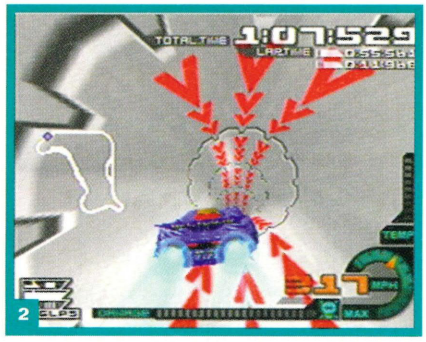
We like to give Keith Pullin games featuring wheel-less futuristic vehicles. Trouble is, he's now lost the wheel to live...

When a publisher you've never met before suddenly gives you flowers. Wait... That's wrong... Start again.

When a software publisher you've never heard of before, comes out of nowhere with an absolute humdinger of a game, people get excited. When said publisher churns out the kind of trash you wouldn't sully a car boot sale with, you have to ask: "Why bother?"

On this particular occasion it's this reviewers duty to inform Nintendoids about ASCII Entertainment and their debut game *AeroGauge*. Sure they may know their peripherals but software's a whole different kettle of fish. Their first tentative steps into the big scary world of N64 game development have produced a high-speed futuristic racer in the vein of *F-Zero* and *Extreme G*. Considering *Extreme G* is currently the only respectable game of this ilk around on the N64, the chances are *AeroGauge* can cut ASCII a nice slice of cash pie. All that depends on the quality of the product of course, and to describe this as absolute horse manure would probably be a *bit* harsh. *AeroGauge* is slightly less pungent than that - but only just. All the same, while F-Zero 64 remains poised for release; the poor man's clone has a chance of stealing ground...







1. The crowds go wild as you roar past the checkpoint. 2. You're in the pipe five by five. 3. Drop into the pit to recharge your shields with this kryptonian green aura.

publisher	ASCII	origin	UK	players	rumble	cartridge	battery
developer	ASCII	genre	Racing	1-2	yes	96m	no
release date	May	price	£49.99				



WHEEL-LESS WONDERS



Interceptor
An excellent car for beginners, pretty good at everything really.



Hornet
Top speed and handling are superb. Trouble is there's no acceleration.



Avenger
Extremely slow and heavy, but very durable. One for women drivers.



Shredder
Very fast, very tough and very agile. No acceleration though.



Black Lighting
Quite controllable and quick off the mark. Poor top end though.

Are you trying to be clever?
Don't let desperation get the better of you though. As soon as the title screen appears, it becomes pretty obvious *AeroGauge* lacks style. What greets you is probably the dullest introduction ever seen on an N64. Once that shock has passed, you then select your type of race from a tiny menu at the bottom left corner of the screen. But what's it doing down there? What the hell is happening? It seems the new boys are trying to be clever. Well, a bit of advice... Don't be.

After making a choice from Single Race, Championship, Time Trials, or Vs Mode, you get to pick your aeromachine. Five weird-looking craft (obviously inspired by washing powder boxes and Space Lego) are available initially. However, completion of certain levels will allow access to a further three, making eight in total. All have varying degrees of top speed, acceleration, handling and shield strength. One peculiar thing about all this is the way the cars statistics are represented on the car selection menu. An unfathomable hexagonal pie-chart, as used here, is certainly not the way to do it; why we can't be given this information with plain numbers and letters is a mystery.

As soon as the title screen appears it becomes pretty obvious AeroGauge lacks style











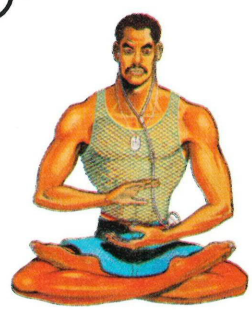


1. **Roads give way to rivers and lakes as you progress through the levels.**
2. **Under the sea, there be no complications just friendly crustacean, under the sea.**
3. **Temples often contain sprawling tunnels that disperse into several twisting paths.**
4. **Light sourcing is used to grandiose effect, particularly in the tunnels of Chinatown.**
5. **All I could see was a blinding light and then it all went black.**
6. **A rich techno-anime style runs throughout the game. If you get our drift.**

REVIEW



Shinano Ibu
Races purely for cash so that she may fulfil her life time ambition of starting a travelling circus starring her death-defying acrobatic cats.



Tyrone Williams
Unfortunate Tyrone has to be hoisted into his car by crane as a freak Yoga accident some years back prevents him from uncrossing his legs.



Fan-Suyo
Door to door fragrance purveyor turned speed-freak extraordinaire. A total xenophobe, oft heard to say "All stinking foreigners should be shot".



Ryu Hajime
Ex featherweight boxing champ Ryu was born on the wrong side of the tracks. He dreams of the day when he'll be crowned king of the circuit.



1



2



1. **Hmmm, what's that glow behind the waterfall?**
2. **Chinatown is home to many unusual sights - just check out the big brain on Brad!**
3. **Damage causes your car to spark blue lightning before travelling back in time.**

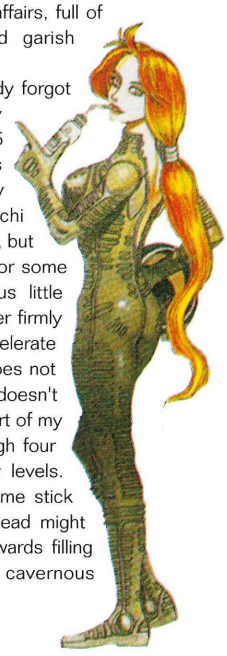
And they're off !!

The start of the race is an all too familiar scene: As the starter yells go, every other car belts past you and disappears into the distance. According to the instructions there is a turbo start, but believe me, it's like no turbo start you've ever encountered: Hold A and B, then release B just after the announcer says "Go"? You'll be lucky. But if you think that's bad, wait until you try and turbo during the race. Hah! I won't go through the trauma of explaining exactly how you do this, needless to say - it's not a one button job.

Once your computer opponents are safely away, it's time to start admiring the scenery, which to be honest is a mixture of beauty and bold ugliness. Two of the levels - Canyon Rush and Bikini Island, are really quite pleasant: nice and smooth, beautiful valleys, lovely waterfalls, transparent underwater tubes - I can live with that. Whereas the other two (yes, there are only four tracks!?) are horrendous affairs, full of flashing neon signs and garish cityscapes.

AeroGauge is crying out for some firepower

And to top it all, somebody forgot to put guns on my machine. This is 2065 everyone will have guns then, and we'll all by controlled by Tamagotchi overlords... Sorry I digress, but *AeroGauge* is crying out for some firepower. There's precious little gameplay as it is. My finger firmly pressed down on the accelerate button 90% of the time does not constitute skill. It certainly doesn't encourage me to waste part of my precious life playing through four tracks and three difficulty levels. Being able to dish out some stick with a bit of heavy duty lead might have gone a long way towards filling what is essentially a cavernous gameplay hole.



AND THERES MORE...

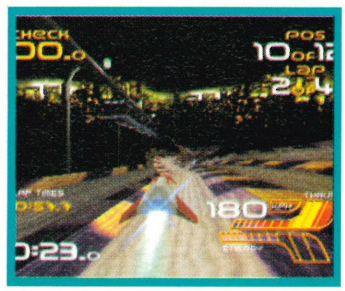
AeroGauge will be facing some fairly stiff competition sooner or later - it comes in the form of:



F-Zero 64
The original *F-Zero* on the Super Nintendo was one of the finest games of all time. The N64 version looks even better. It is without doubt one of the most eagerly awaited N64 games to date, expectations increase daily. Soon my beauty, soon...



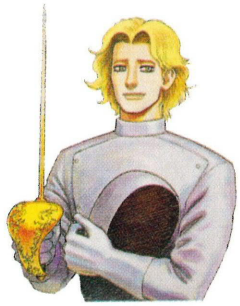
Extreme G
A fair few people went absolutely bonkers over this one. Looking at it now it's hard to see why really. To be honest it probably suffers from the same mindless gameplay syndrome that AeroGauge does. However it does have one distinct advantage: Its got weapons.



Wipeout 64
The PlayStation's showpiece shoot-em-up is defecting to the N64. If it's anything like as good (and theres no reason to think otherwise), N64 owners will be in for one helluva ride. Incredible weapons, and liquid graphics make Wipeout 64 a sure contender for futuristic racer of the year. Or next year.



Harold Hedges
Shunned by the other drivers due to his excessive smoking. Regularly goes through forty a day and sometimes upto sixty on a race day. Fag on Harry!



Michael Zoop
Blonde maned Michael is the first Pro on the circuit. His nickname? "Fastest in Asia but not in the world". Kinda rolls off the tongue, don't you think?



Charlie Light
Neo City's resident playboy. Fantastically rich but some mystery surrounds his past. Had an illicit affair with ex-porn star Debs.



Debbie Murgatroyd
Ex- hardcore porn star Debbie used to drive men crazy . Now she just drives for crazy men.







1. Clock up speeds in excess of 400mph in these narrow roadways.
2. Halfpipes allow for some fancy wall-climbing, great for overtaking at speed.
3. Welcome...to your imminent death - sharp corners claim many a driver in Neo-City.

Involuntary body movements

All the involuntary head and body movements are there. I often caught myself ducking as I dived under bridges and at one point I almost twisted myself inside-out as I spun down a tunnel. A momentary wave of nausea also made a brief appearance, and while some may see that as a negative aspect, I quite enjoyed it. I can't say the same for the music though, that really is a sick bag job. The sound effects are nothing special either; your normal collection of whooshes and cheering crowds.

It would be fantastic to end the review with at least one notable quality, but sadly, even the two player mode (which usually never fails to bump scores up a notch or two) does nothing face-savingly impressive. There's just no hope.

If there was something else here... Something interesting, something like, well... guns and rockets and lasers and... stuff, then *AeroGauge* might be worth a sniff. As it is, you'll want to steer well clear of the stench. Just be patient. Not long to go now - F-Zero is almost upon us...



In the future all buildings will look like big red balls, well the silly ones will anyway.

UPPERS

One of the levels has an underwater bit
It's only ASCII's first game after all

DOWNERS

Where are the guns?
Needs more courses
Control method is poor

VSIXTYFOUR

AeroGauge looks okay and has no really offensive problems as such. Its just so, so, so plain. What we have here is a formulaic game offering little excitement and even less lasting appeal. So don't be buying it then.

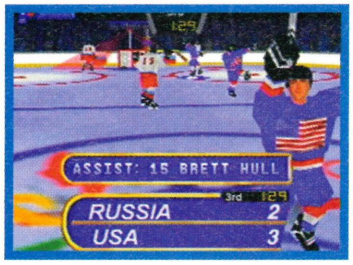
LOWDOWN

Graphics	Sound	Playability	Longevity	Conclusion
7	5	5	3	5



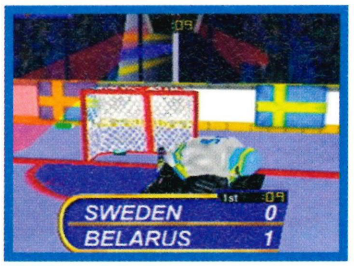
Twice and a Slice

The Ice Man cometh. Again. Steve Hill has a familiar feeling.

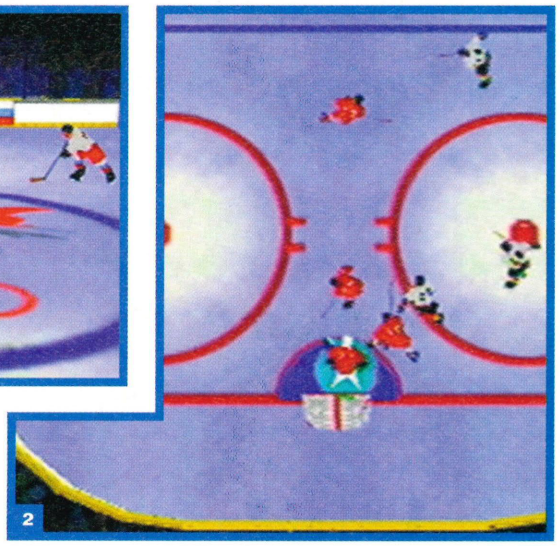












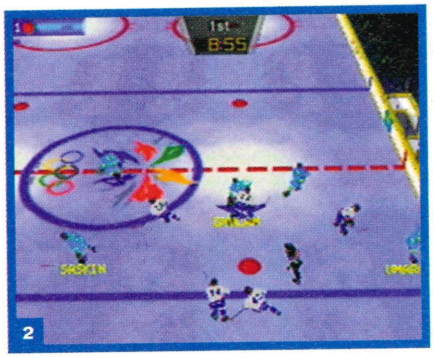
1. A purple line shows the path of the puck.
2. Hey...that's pretty odd. Stare at pic two carefully. Cartman out of Southpark, perhaps?

Those wise enough to have purchased the first edition of this fine magazine may recall a review of *Wayne Gretzky's 3D Hockey 98*. Unfortunate readers without a hallowed issue one – copies of which now change hands for up to a pound – missed out on a well written piece which concluded that the game was playable enough, but not greatly different from its predecessor. Same meat, different gravy, if you will. We are now presented with *Olympic Ice Hockey 98*, and to further extend the tenuous analogy, it is the same meat, the same gravy, and even the same vegetables, with only a dollop of apple sauce to differentiate it from the previous hockey meal.

What? Sorry. Olympic Ice Hockey 98 is the same game as Wayne Gretzky's in all bar name and competition. Gone are the NHL teams, replaced by the genuine Olympic finalists, including Canada, featuring none other than yer man Gretzky himself, aka The Great One. For the sake of completion, the other teams are Austria, Belarus, Czech Republic, Finland, France, Germany, Italy, Japan, Kazakhstan, Russia, Slovakia, Sweden, USA, so no chance of Great Britain adding to their woeful medal collection.

publisher	GTI	origin	Pal	players	rumble	cartridge	battery
developer	Midway	genre	Sports	1-4	yes	64m	no
release date	Now	price	£49.99				

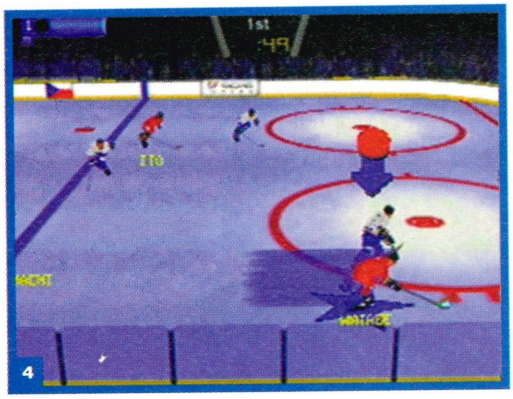




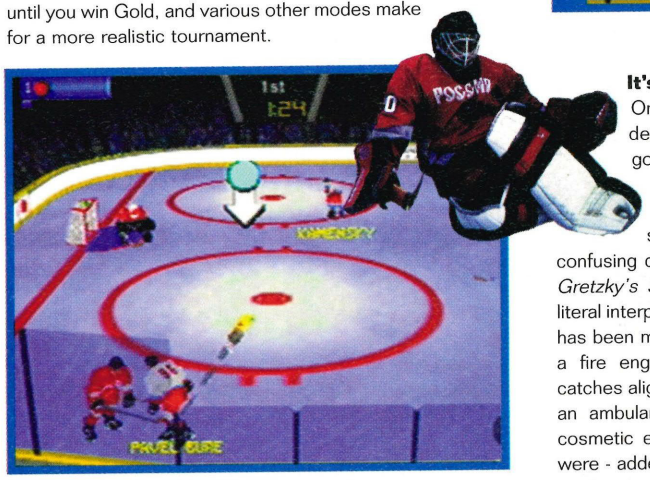


Wake me up before you Nagano-go

The game has official Nagano 1998 branding, which essentially means they can stick some coloured rings on the box and under the ice. A hastily prepared opening screen also reminds you that it's the Olympics, and for the totally moronic, a helpful American barks out the name of the game. Chuck in a couple of Bontempi national anthems and a brace of poorly animated flags and you could almost be there. No, really. Clearly, the Winter Olympics have long since been consigned to the dustbin marked 'Yesterday's chip paper,' and are now nothing but a brief insomniac memory of snow and shouting. But for those wishing to recreate the drama of those heady mornings, it's all here. The arcade option enables you to keep replaying games until you win Gold, and various other modes make for a more realistic tournament.



the Winter Olympics have long since been consigned to the dustbin marked 'Yesterday's chip paper,'



Supercharged shots catch fire as they fly across the ice.

It's the same thing

On the rink, it's pretty much the same deal as before, although the goaltenders occasionally seem to be under the impression that they're playing 'rush keepers,' and in simulation mode there's a bit of a confusing drone player thing going on. *Wayne Gretzky's 3D Hockey 98* was notable for its literal interpretation of the commentary, and this has been maintained, and even enhanced, with a fire engine traversing the screen whenever the net catches alight. Similarly, the fights are now accompanied by an ambulance, but for all the difference it makes, the cosmetic enhancements could have been - and probably were - added in a day.

The playability has been maintained though, and *Olympic Ice Hockey 98* is still a decent game, whether you're a fan of the sport or not. Ultimately though, it's the same game, and therefore gets the same score.



1. The match begins with players staring each out in front of their respective flags, heavy stuff. 2. Opt for the overhead view every time. 3. Scope out the best team with the player stats. 4. Rushing for the puck gives off a blue speed blur from your player. 5. Belarus, home of Ming and the Mole Men, allegedly. [You haven't heard of Belarus? It's back to school for you Mr. Caption writer - Ed]

UPPERS

Proficient arcade style hockey hijinx.

Acclaim's NHL game is better.

DOWNERS

VSIXTYFOUR

Belated Olympic shenanigans in a frozen water big sticks small disc stylee. Judged on its own merits, *Olympic Ice Hockey 98* is a perfectly playable game. But if you already own Wayne Gretzky's, you'd have to be a bit of a dick to buy it.

LOWDOWN

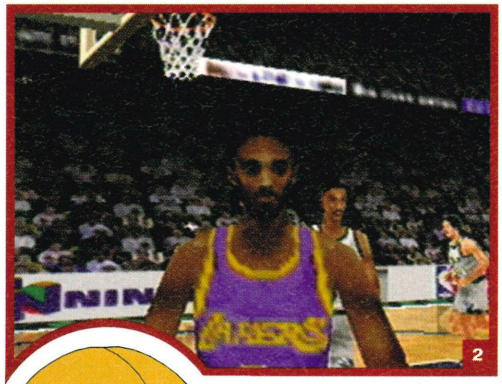
Graphics	Sound	Playability	Longevity	Conclusion
7	7	7	7	7

Hoopla

RECOMMENDED

A basketball game that isn't utterly tedious? Steve Hill surprises himself.







1. Shooting hoops results in some impressive close-ups.
2. The man himself, Kobe Bryant.

My thoughts on basketball have already been well documented in this very journal. It's a nonsense, and not worthy to lace the boots of the vastly superior football, truly God's own sport. This still largely remains the case, although *NBA Courtside* is good enough to instill doubt in the mind of even the most embittered anti-American. As we've traditionally come to expect from Nintendo, the game smacks of quality in all areas. The presentation is both polished and stylish, with some 'badass' music kicking in to reasonable effect, giving you an underwhelming desire to don an outsized pair of strides and an acutely angled baseball cap. But providing you can resist this worrying temptation, there's a more than decent game to be had.

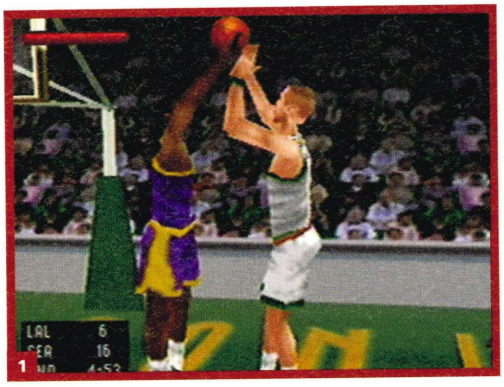
Graphically, *NBA Courtside* looks the business. Running in the N64's medium resolution mode, the motion captured players appear sharp, and the ball is always distinguishable, a fairly elementary prerequisite but one often overlooked by

publisher Nintendo
developer Leftfield
release date June
origin UK
genre Sports
price £49.99
players 1-4
rumble No
cartridge 96m
battery yes

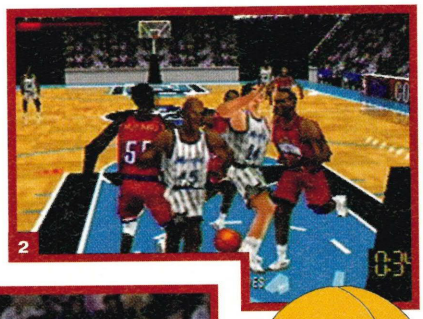
slapdash programmers. Further graphical treats include some very impressive reflections on the court, and the advent of some nifty rotating advertising hoardings. And for emphatic attention to detail, check the players' socks, which are either high or low in accordance with the preference of their real life counterparts. The players even sport authentically placed arm bands and knee braces. Not worth half a hundred quid on its own, but a nice touch nevertheless.

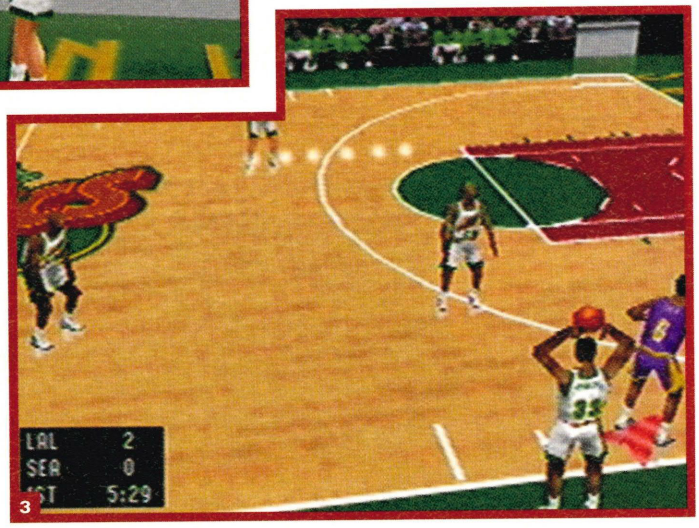
Shaqua can

Thanks to the NBA licence, around 300 real players have been modelled, each accurately rated in terms of shooting percentage and range, foul tendency, dribbling, passing, speed, jumping, rebounding, strength, dunking, stealing, blocking, stamina and cock size. Among those that the casual sports fan may recognise are Shaquille O'Neal and Dennis Rodman, the former due to his freak 7' 1" stature, and the latter courtesy of his extravagantly coloured barnet, although Rodman's penchant for wearing women's clothing is mercifully left unexplored. The tit.

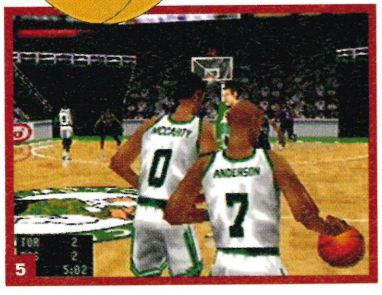


1. **Quick footwork is needed if you want to intercept that ball.**
2. **Views can be changed to virtually any angle.**
3. **Be sure that you position your men before the penalty shot.**
4. **Each player has a variety of shots and moves such as this slam dunk.**
5. **Quake meets basketball using this first person view.**



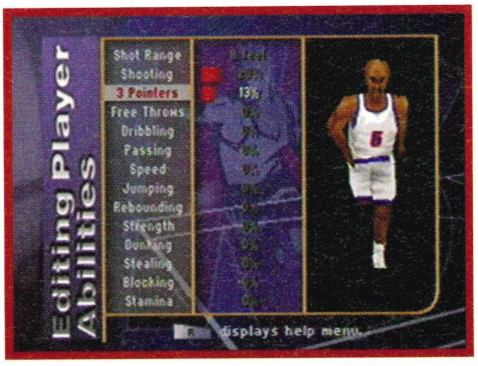






The Presentation is both polished and stylish, with some 'badass' music kicking in to reasonable effect...

MAKE-UP



The edit player facility adds great depth to the game. You can elect to alter a vast array of attributes. Ooh let's see now, shot length, speed, jumping, stamina and shooting are but a few.



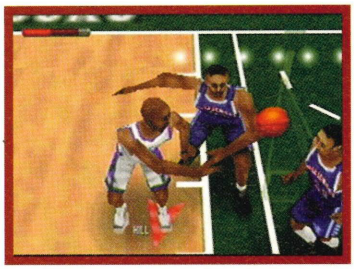
Once you've selected your players abilities move right on to the physical editing screen. There's a myriad of options to choose from bald, small, tall, hairy - it's all in here.



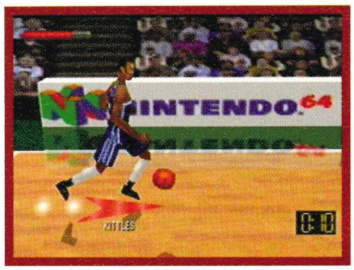
The season not going to plan? Need to bolster your front line attack? No problemo muchacho - the Transactions screen let's you wheel and deal for some new talent.

ATD

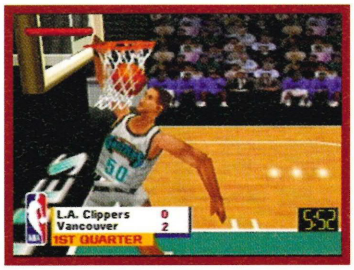
NBA Courtside is brimming with ace touches and a fine attention to detail - just what you'd expect from Nintendo.



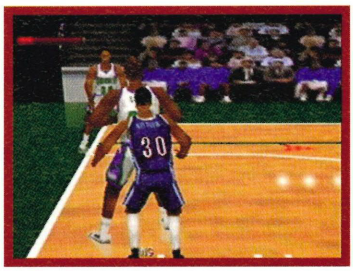
Just check out the bad ass reflections on that court! Look to the left of the pic - that's the backboard gleaming on the playing surface. Wicked or what?



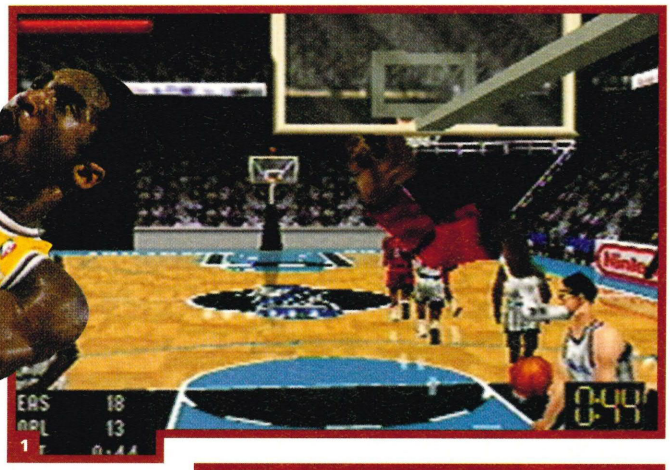
The detail isn't restricted to on-court action. Perimeter advertising hoardings revolve much the same as our pitch-side footie ads.



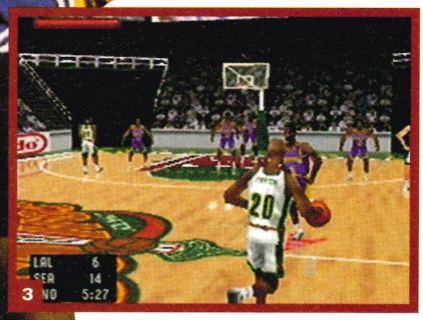
Close-up cam allows you to see the animation in all it's glory - Here the hoop netting ripples as the ball plunges through.



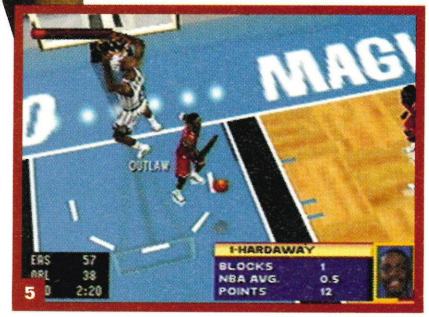
Further attention to detail can be found in properly placed arm bands and knee supports. Players even sport high or low socks just like their real life counterparts.











1. **If you want to score with style try swinging from the hoop.**
2. **See how your players are doing with constant updates throughout the game.**
3. **The odds are stacked against you if you want to make that shot.**
4. **Half time is introduced with some impressive shots of the court.**
5. **Steal the ball to leave your opponent grabbing air.**

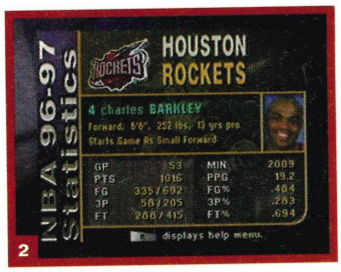
If you're in any doubt as to the players' names, they can be displayed on-screen and are also barked out each time they score. The honours are performed by none other than Vic Orlando, the public address announcer of the Seattle Sonics, hailing home scorers in an enthusiastic manner, and away players in a detached monotone. This adds to the courtside authenticity, as does the crowd noise and the omnipresent squeak of sneaker on wood.

Dream team

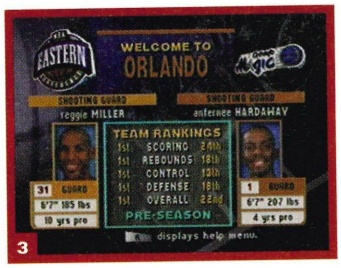
All very impressive, but if there's no playable game attached, you might as well just squint at some televised basketball. Thankfully, Nintendo quality control has pervaded and *NBA Courtside* plays like a proverbial dream. Not a dream in the sense of a fragmented, confusing journey into the outer reaches of your fragile psyche, but as in a very good thing.

The control system is both instinctive and responsive, enabling the virgin player to start slamdunking within minutes. For a more simplistic approach, it is possible to get away with using only the A and B buttons (and the stick, obviously), employing a rudimentary pass and shoot strategy. This is effective enough on the easiest setting, but for more ostentatious play, there are enough fancy moves to satisfy a Harlem Globetrotter, including a number of features yet to be seen in any other basketball game. The priesthole (Z button) gives the player in possession a burst of speed, which is useful for getting past defenders - or whatever the basketball equivalent is – and the right shoulder performs an extravagant spin, which is handy for





1. Kobe shows you why Nintendo chose him.
2. For all you stats fans this game has got them in aces.
3. Gauge the competition at the start of the match with this team breakdown.
4. Each home court is marked with the teams own logo.



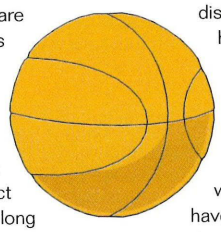


Nintendo quality control has pervaded and NBA Courtside plays like a proverbial dream.

creating space to shoot. Other moves include swapping hands mid-dribble, bouncing the ball between your legs, and even waving to the crowd. The moves are performed easily enough to make even the most cack-handed gamer look good, and if you press all the buttons at once, you can even spin the ball on your nose like a performing seal.

Defender

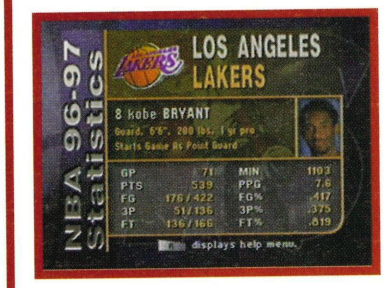
Where basketball often falls down as a video game is in the inability to defend effectively. Because there are no slide tackles as such, all you can usually do is vaguely worry the attacking player, meaning that for approximately half the game you're not actually doing anything of note. *NBA Courtside* counters this to an extent, as it is possible to back off from the oncoming attacker, whilst remaining in close attendance. This has the effect of forcing him into a mistake, restricting him to a long range shot or at least making him pass. It works pretty well and you actually feel as though you are making a difference, rather than simply waiting for the other team to score.



As far as in-game options are concerned, *NBA Courtside* is as flexible as they come. There are seven different camera angles, each with an adjustable zoom level. The realism can be tailored to meet the player's specific needs in terms of pretty much everything, including quarter length, propensity for fouls, and the various unintelligible rules. Three in the key, anyone? Full NBA seasons can be played out, or you can progress straight to the playoffs, using either the actual 96-97 teams or a random selection.

It's Good

The greatest compliment that can be paid to *NBA Courtside* is that it makes basketball seem exciting. The games ebb and flow, and it's all about remaining within striking distance of your opponent's score. In fact, the game hinges more on misses than it does on successful scores. If you find yourself falling behind, there is a temptation to attempt more difficult three point shots in order to claw back the difference. However, should this strategy fail, it becomes a vicious circle and you fall even further behind, with even more pressure to score. Ultimately, you have to at least be within contention in the final seconds. The excitement is tangible and it often comes down to the final play, which either involves gratuitous time wasting or scoring so late that the other team can't reply. There isn't the orgasmic eruptions of football, but it is more of a constant intensity, building up to one victorious climax. And that's just pulling yourself 'orff' in to a sock. Way-hey! The game isn't bad either. So check it out, you funk soul brutha.



Kobe Bryant 'exploded' onto the NBA scene this year. In only his second season in the NBA, he became the youngest player to start in the NBA All-Star game. Kobe's exciting style of play is sure to light up the NBA for years to come. This won't be the only game he appears in either - Nintendo have signed him up for a multi-game endorsement deal. Bloody nice work if you can get it.

UPPERS

High attention to detail
Visually impressive
Superbly playable

No obvious flaws

DOWNERS

VSIXTYFOUR

Whether you're a basketball fan or not, *NBA Courtside* has a lot offer and is extremely playable and occasionally quite exciting. The graphics and sound are also up to scratch and overall it looks like more safe cash in the Nintendo sack.

LOWDOWN

Graphics	Sound	Playability	Longevity	Conclusion
8	8	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.

GT64

To my mind this fails dramatically in the car-handling dept. Very similar to *San Francisco Rush* in that the cars seem reluctant to actually go round corners. Not a good thing. A pity as It sure looks pleasant enough and moves at a fair old rate as well. **9**

Suppose it's alright - doesn't handle too clever though. But 'serious' racing games aren't fantasy are they? Anyone can go for a spin in a saloon car, but you can hardly go whizzing around wearing monkey suits and lobbing bananas over your shoulder, can you? Although it'd be pretty ace if you could. TK **9**

If you find cute racers a bit hard to stomach then *GT 64* will come as a welcome relief. The game has a strong *Ridge Racer* flavour to it as you speed through built up city-scapes. Complement this with a speedy two player game and you have a solid racer. JB **7**



WORLD CUP 98

Definately not as good as ISS. Can't fault it for attention to detail though. But where's the rioting fans? No two ways about it, if I designed a footy game it wouldn't *half* kick off on the terraces. Not that I'm condoning football-related thuggery mind. TK **8**

After the debacle that was *Fifa 64* I had my doubts about whether the latest EA game would be any good. Luckily *World Cup '98* makes up for any previous mistakes and puts the Fifa series firmly back on course. Top shout guys. JB **8**

This makes me want to dance, it makes me want to sing, and it makes me want to do lots of things. Yeah its good, very good, but not quite in the same class as ISS . KP **8**



BOMBERMAN HERO

Although Bomberman has improved since his previous outing, he still seems to be a shadow of his original SNES incarnations, while still falling short of the moustachioed one's escapades. Sorry Hudson but Bomberman without multi-player just isn't Bomberman. JB **6**

This was a classic on the SNES, but I can't help feeling something is missing from this steroid-injected update. If you've still got your old 16bit museum piece, get it out now and remind yourself what Bomberman should be like. KP **6**

Like...Duuuuuuuu. Are those Hudsonsoft bods a bit thick or something? Our behelmeted chum is being *woefully* under-used. Where's the Bomberman of old? Bring him back you blaggards, do you hear? The people demand it. TK **5**



AEROGAUGE

Pie here. I'm the clever chap that does all the fancy artwork so I don't ordinarily get the chance to play games, but they let me have a go this month. *Aero Gauge*? Looks alright to me although it does have a lot of pop-up going on. Not many tracks either. PIE **5**

Appreciative as we are that some of our readers are of a tender age we do try to avoid the use of, shall we say, 'choice' language in VSIXTYFOUR. However, in this instance ASCII's appaling game justifies it. So if those under the age of sixteen would just look away for a moment...
Aerogauge? A load of fuckin' *shite*. TK **3**

If you had to define the word 'dry' then *Aero Guage* would come pretty close. Over-responsive controls, weak AI and tracks that could have been made with 'Scalectrix' all leads to a game that should have never made it past big N's quality control. JB **5**

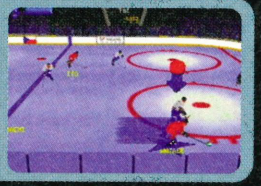


OLYMPIC ICE HOCKEY

Ice Hockey eh? Can't see the appeal myself, but the game seems competent enough. Basic rules apply as players whizz about at high speed to smash a puck into a tiny goal. Don't expect much else though as repetition soon sets in playing on your own. JB **6**

Exqueeze me? But didn't that Nagano Winter Olympics lark finish about...ooh four months ago? I'm certain it did. So why a licenced game in May? All very confusing. Apart from that, this is pretty competent for an arcade style puck-em-up. Not as good as the NHL game though. TK **7**

Hold on a mo. Haven't I seen this before? For Christ's sake it is only been two months since Wayne Gretzky 98 was released. Do something different please and stop trying to rip us all off. KP **6**

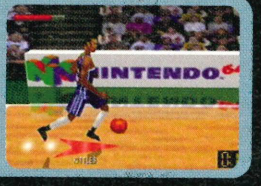


KOBE BRYANT BASKETBALL 98

Being a bit of short-arse I was never one for all that basketball lark at school. Through the legs and punch 'em in the nuts - that was my game. As for this? Definately the dog's nuts. KP **8**

Nintendo's own games rarely fail to disappoint, and this is no exception.
Funky Hip-Hop beats mixed with fast gameplay push Kobe Bryant to the front of the pack, while the 64's reputation for top sport titles continues to grow. Slammin'. JB **9**

What an excellent game! The best basketball game I've ever set eyes on, and my eyes have set on quite a few, I can tell you. Really really playable, really really brill graphics, really really realistic. No, really really. Hurragh! for Nintendo, they *never* fail to pull it off. And I don't mean that in a rude way. TK **9**



KONAMI BASEBALL 5

These over-sized cranium baseball games all look the same to me - they're pretty bloody stupid if truth be known. To make matters worse this one has an absurd Tamagotchi element to boot. I've far better things to do with my time than play this. No, really I have. TK **4**

Konnichiwa. My name is Mits. I'm the official Japanese translator to these VSIXTYFOUR reprobates. Unless you're fluent in Japanese you'll be wasting your cash. The gameplay is like all other such games but the RPG will screw you right up. MITS **6**

I previewed Acclaim's *All Star Baseball* last month and this game ain't even in the same ball park...why shit...it ain't even the same godamn sport. Total nonsense for omni-lingual fools like us. Did like the big heads though. KP **9**



BIO FREAKS

I've been looking forward to this game for ages; the prospect of dismembering people filled me with child-like glee. The only catch is that the fighting engine is slightly limited, but this can be forgiven as I merrily slice off another head. JB **8**

If Bio Freaks is anything to go by it would appear that Nintendo are beginning to relax their views on censorship. This is quite a brutal affair that'll no doubt have namby-pamby politicians in a right old lather come it's August release. It's definately a good laugh - but the novelty does wear off. TK **7**

Pie again. They only allowed me half an hour on this so not that sure, but it looked pretty bloody good, and I do mean *bloody*. My favourite beat-em-up's the one with the cow in. Ooh, what's it called? erm...Oh yeah, *Fighter's Destiny*, that's the one for me. PIE **8**



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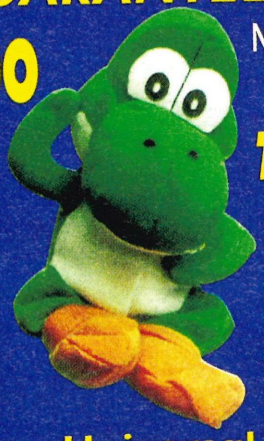
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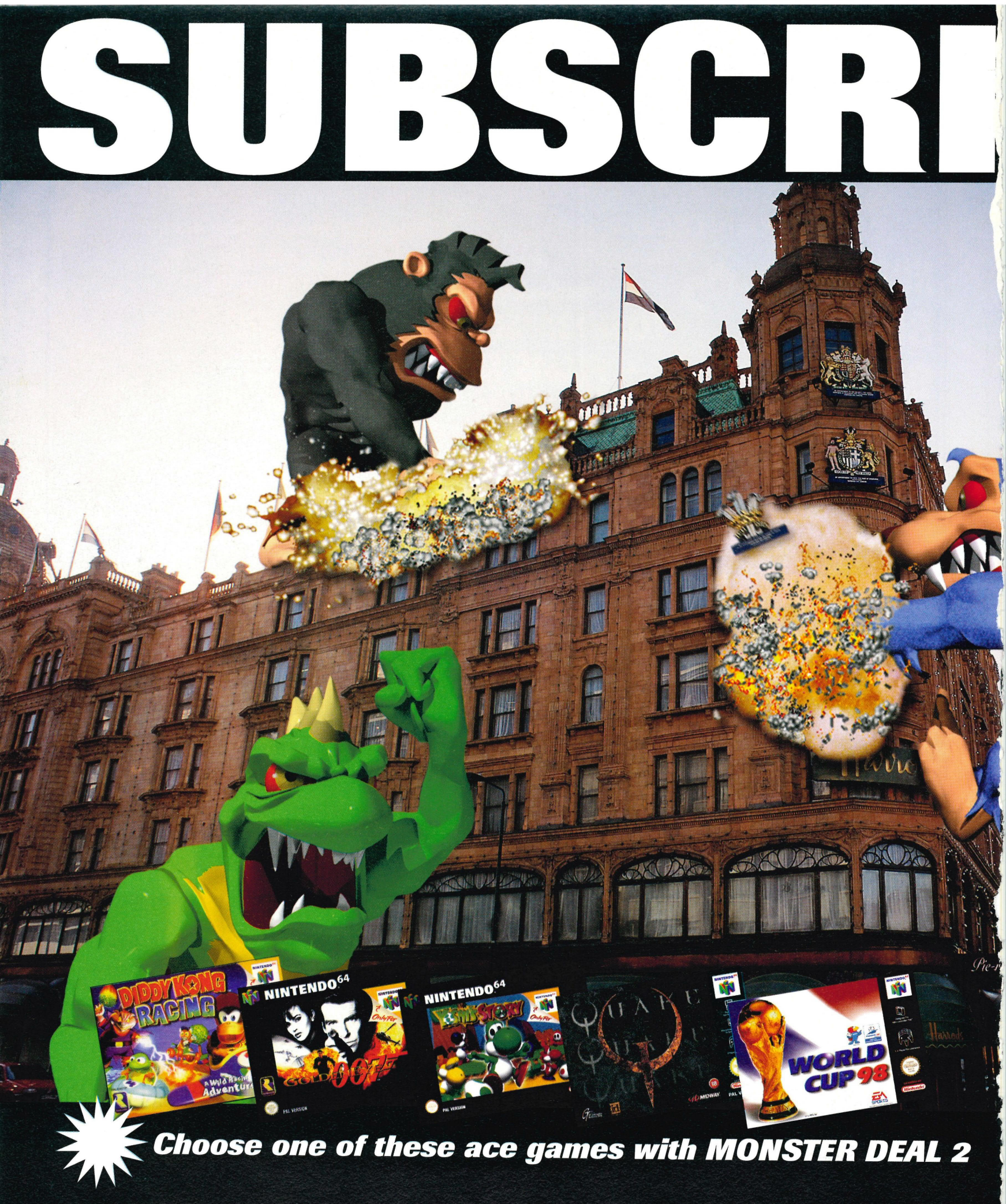
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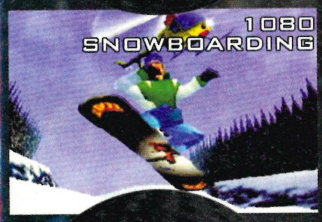
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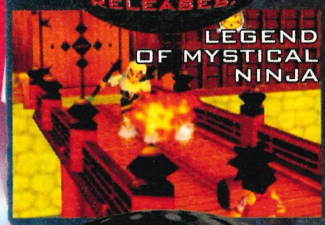
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MORTAL KOMBAT TRILOGY	38.00
MULTI RACING CHAMPIONSHIP	30.00
NAGANO WINTER OLYMPICS	28.00
NBA HANG TIME	30.00
NFL QUARTERBACK CLUB '98	35.00
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PILOTWINGS 64	28.00
QUAKE	30.00
SHADOWS OF THE EMPIRE	28.00
SNOWBOARD KIDS	25.00
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TOP GEAR RALLY	30.00
TUROK DINOSAUR HUNTER	25.00
WAR GODS	18.00
WAVE RACE 64	28.00
WCW Vs. NWO WORLD TOUR	32.00
YOSHI'S STORY	32.00

JAP SOFTWARE: NEW

1080 SNOWBOARDING	44.99
BIO TETRIS	CALL
CHORO Q 64	49.99
F-ZERO X	CALL
G.A.S.P!!	44.99
WORLD SOCCER 3	CALL
YOSHI'S STORY	24.99
ZELDA 64	CALL

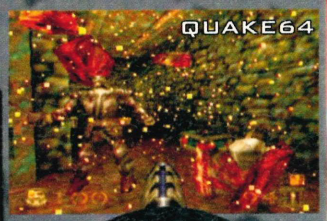
JAP SOFTWARE: 2ND HAND

1080 SNOWBOARDING	38.00
BLASTDOZER	18.00
BOMBERMAN 64	20.00
DIDDY KONG RACING	32.00
DORAMON 64	38.00
DUAL HEROES	25.00
DUKE NUKEM	35.00
FAMISTAR 64	48.00
GO GO TROUBLEMAKERS	20.00
GOEMAN WARRIOR 64	38.00
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GOLDENEYE	35.00
HUMAN GRAND PRIX	18.00
HYPER OLYMPICS IN NAGANO	35.00
J LEAGUE PERFECT STRIKER	22.00
KING OF PRO BASEBALL	38.00
MARIO 64	15.00
MARIO KART 64	20.00
MARIO KART WITH JOYPAD	38.00
MULTI RACING CHAMPIONSHIP	12.00
PILOTWINGS 64	15.00
SHADOWS OF THE EMPIRE	22.00
ST. ANDREWS OLD COURSE	28.00
STARFOX 64 WITHOUT RUMBLEPACK	20.00
STARFOX 64 WITH RUMBLEPACK	28.00
WAVE RACE 64	20.00

HONG KONG SOFTWARE:2ND HAND

CRUISIN USA	25.00
DIDDY KONG RACING	32.00
KILLER INSTINCT GOLD	25.00
MARIO 64	32.00
PILOT WINGS	28.00
WAVE RACE 64	35.00

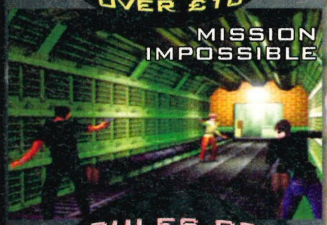
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Jap's Eye

It's back. Last month Jap's Eye was experiencing severe technical difficulties way beyond our control. So velly velly solly. But as we said, it's back and boy is there some bizarre stuff going on this month. Gameboy Fishy things? Make your own shooter? Erm...and...um...some other stuff too? Well get reading then.

POCKEMON'S BACK!!

The big N's epilepsy inducing mascot returns to the small screen.

Unless you've been locked away in a darkened room for the last six months, you will of course know all about the "POCKEMON IN EPILEPSY TV SHOCKER!!" episode way back in, ooh...January? Let us remind you anyway: A particular episode of the cult cartoon series contained some pretty intense strobe-type imagery. So intense in fact that it caused a couple of hundred Japanese kiddywinks to have epileptic fits. Not good publicity for Nintendo then. They *do* say, however, that all publicity is good publicity. Having said that, sales of the Gameboy *Pockemon* software slipped whilst the show's been off-air. Nintendo will be delighted to hear, therefore, that the TV authorities have given the show the all-clear and will resume transmission in the near future. Hurragh!

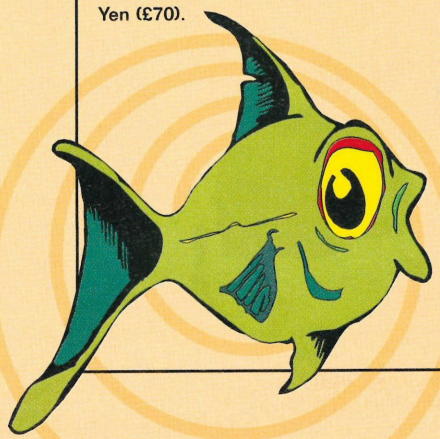


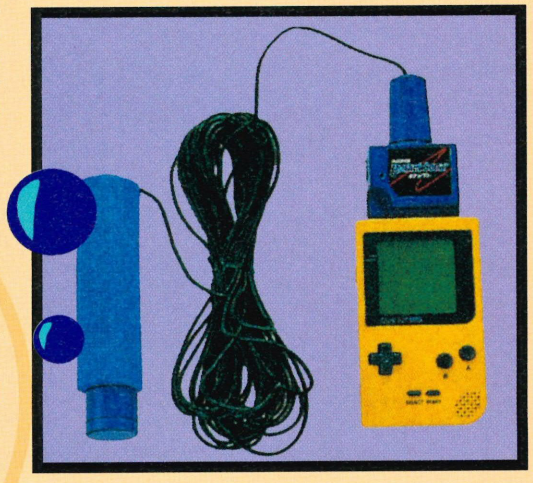
To get some idea what it was like for them kiddies blink repeatedly at the picture above.

FISH!!

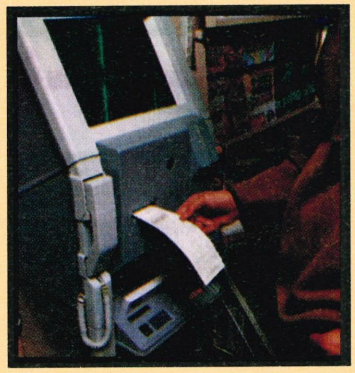
Going fishing? Don't forget to pack the Gameboy.

You wouldn't ordinarily associate the world's favourite handheld with the ancient art of angling. Would you? Of course you wouldn't. Well Bandai have come up with quite possibly the most madcap add-on of all time: A fish identifying sonar device! Just dangle in the waters that you're fishing and the passive sonar will report back to the Gameboy screen exactly which breed of fish are in the area. Lost for words. Cost? Erm, not cheap 14,800 Yen (£70).





NINTENDO POWER A SUCCESS



Nintendo's fast-food gaming is set to spread.

Last November Nintendo installed 'Nintendo Power Booths' in several large chains of Japanese convenience stores. These fast-food game software dispensers allow for Super Famicom owners to buy software from as little as £5. Users purchase a blank rom cart on which upto eight games can fit, then select the games of their choice in a duke-box style fashion. This 'to go' software shopping has proved extremely popular and Nintendo now plan to expand the operation considerably.

DEZAEMON 3D

Games too pricey for your meagre budget? Then make your own. Or the Japanese can at least.



Second Division software house Athena are set to launch a Shoot-em-up construction kit for the 64. *Dezaemon 3D* (which incidentally also translates as drowning man – odd language) lets you design a game from start to finish. The software is separated into four different sections:

Model – Where you create all the in-game models in polygons from your own craft to enemy bosses.

Paint – Colour-up your creations as well as design and apply textures to your pre-designed polygons.

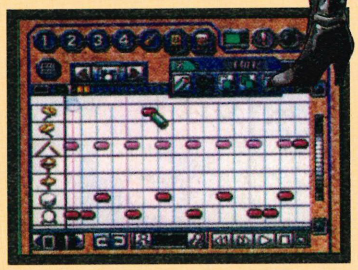
Music – Music sequencer containing thousands of samples and pre-arranged ditties. Apparently the equivalent to high-end PC packages a few years back.

Build – Design actual levels and generally put the whole shooting match together. Adjust settings for scores, hit counters etc.

Dezaemon 3D comes complete with two in-built shooters: Solid Gear, a traditional type shoot-em-up and Usagisa a comedy style shooter much in the vein of Konami's Pop 'N Twin Bee series.

Dezaemon 3D looks to offer endless possibilities to those who would wish to persevere as well acting as an easy introduction to budding game designers. Unfortunately there's no word on a western release yet. Boohoo!











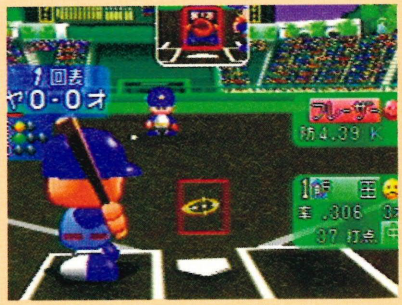
JAP-STATZ

Your at a glance guide to the Jap games scene

N64 SOFTWARE TOP FIVE

1.4.98

1 Powerful Pro Baseball 5
2 Yoshi's Story
3 Diddy Kong Racing
4 1080° Snowboarding
5 Tamagotchi World 64



N64 MOST WANTED

1.4.98

1 Zelda: Ocarina of Time
2 Mother 3
3 Pocket Monster Stadium
4 Bomberman Hero
5 Dezaemon 3D



HARDWARE SALES

20.4.98 to 3.5.98

PlayStation	123,927
Gameboy	25,472
Saturn	18,799
N64	5,202

SOFTWARE SALES

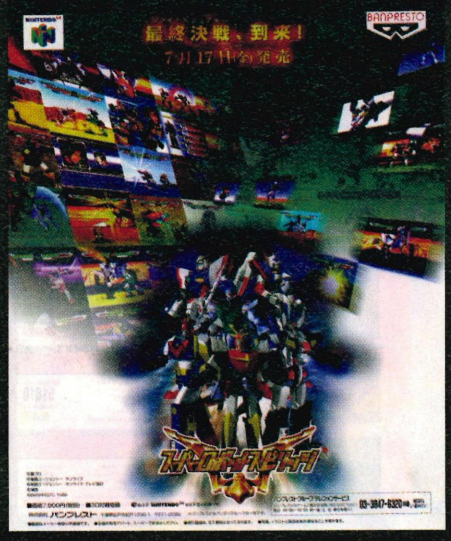
20.4.98 to 3.5.98

Saturn *	47.9%
PlayStation	46.3%
N64	2.1%
Gameboy	0.8%

* 430,000 copies sold of Bandai's *Super Robot Wars F* dramatically boosts Sega's market share.

JAPVERTSIMENTS

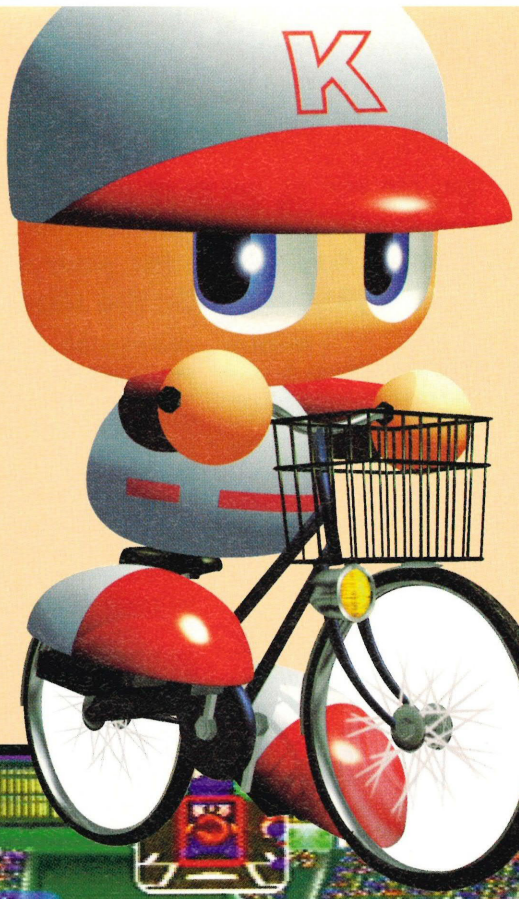




Japanese game ads are notouriously zany affairs. Not so this month. Both Konami's and Bandai's splashes for Powerful Baseball 5 and Gundam are relatively normal. Konami's double page ad illustrates just how big their series of baseball games are in Japan. So much so that it was No.1 in the Jap most wanted list prior to it's release.

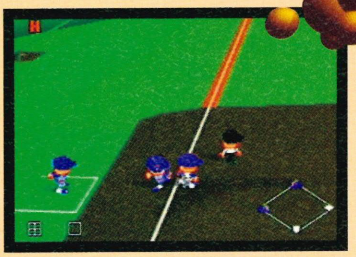
フタアラ モノモ

Konami Baseball 5



Joe Best's body is a mass of black and blue ink. Although this bears no relevance whatsoever to Konami's Powerful Baseball 5 we thought we'd mention it all the same.

If there's one thing our Japanese chums like it's baseball. Well, obviously they like Kareoki as well, and come to think of it they're pretty gaga for a bit of the old Karate and Judo...ooh and not forgetting Soccer, that's certainly all the rage right now... and how could we forget the Japanese business man's favourite: wide eyed pre-pubescent school girls adorned in nowt but scanty white panties, oh yeah...and fish, boy do they like their fish. In fact they like a lot of stuff. Apart from the Yanks that is. They *definitely* don't like the Yanks. All the more ironic then, don't you think? that Mr. Jap's favourite sporting pastime has been snatched from good ol' Uncle Sam himself: Baseball.

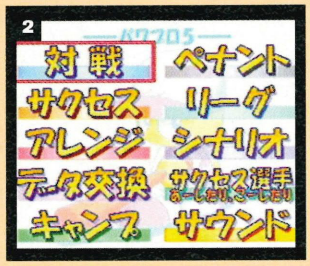


So without further ado, let us introduce you to numero cinq in the Konami softball series, the cumbersomley titled: Powerful Pro Baseball 5!! But surely this is just a regurgitation of previous games? Not so. There's a very different angle here altogether. Go on...have a guess what it is?...Give up? Well get this: Konami, bless 'em, realising that all things Tamagotchi just happen to spell 'hard cash' right now have gone and introduced more than a smattering of Tamagotchi style hijinx to this very game.

In essence what you've got is a pretty much run-of-the-mill oversized cranium baseball game with an RPG (sort of) element thrown into the mix. It works like this: You've got to take a young recruit under your wing and guide him through his career. This is not just restricted to the art of batting and pitching, however, you're also responsible for which girls he dates, his diet, state of mind (State of mind? that's ripe coming from the Japanese) and all sorts of other stuff that'll generally effect his ability out on the park. Do this for three years (not literally) and he should be ready to 'play ball'.

The actual game itself is...erm...remarkably similar to all other Japanese style baseball games in that everyone has huge bonces and cutey-pie faces. All very nice and all pretty playable, it's just that...as we said, it's like all the others before it. Even if you wanted to give it a whirl you'd be ill-advised to do so due to the inordinate amount of Japanese menus and text making the whole Powerful Baseball 5 experience a particular daunting one indeed. In fact, if it were not for our resident translator, the very honourable Mits, we wouldn't have had a hope in hell of penning a review that made any sense whatsoever. So in summary: unless you just *have* to have this game, are Japanese or are indeed just plain odd you shouldn't be buying this game. OK? OK.









1. It's bottom of the ninth and you're up to bat - hit that vital home run. **2.** Find out who's making waves in the league by having a quick banter off-field. **3.** "But father I just wanna play ball". **4.** For the glory of Japan!

フタアラ モノモ **LOWDOWN**

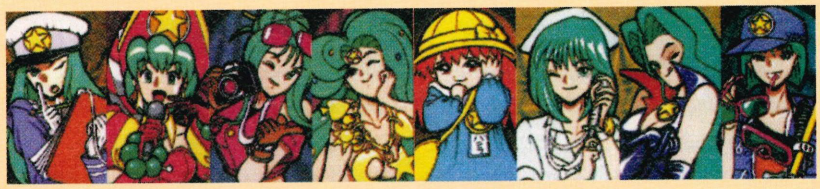
With Konami's reputation of high quality sports games, we were really looking forward to this, but the constant barrage of Japped up menus make this only half a game.

Graphics	7	Sound	6
Playability	5	Longevity	5

Conclusion 5

VSIXTYFOUR

Taisen Puzzle Dahma



Joe Best is seeing colourful swirly balls, it's time to drop one with Taisen Puzzle Dahma.

Does your girlfriend ever give you grief about playing games? Does the phrase "You love those games more than me" ring a bell?

Do you feel pangs of guilt as you finish those last few levels of *Goldeneye* while your relationship hangs in the tatters? No? What you don't have a girlfriend? Well you should stop playing bloody stupid games and get out more.

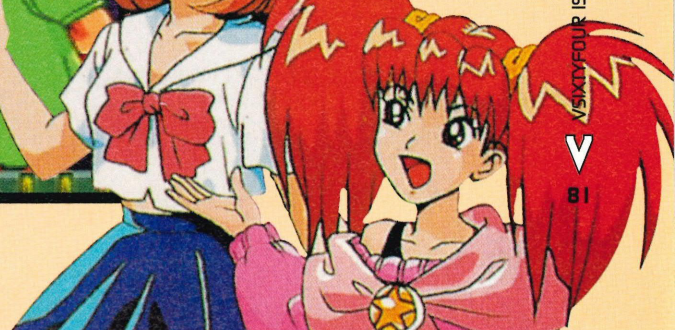
But supposing you *are* attached how about if you could play games *and* keep your lassie happy, and no it doesn't involve Doctor's and Nurses. What you need is a puzzle game. These little gems will keep you and your girl happy for ages, they'll even give you ample ammunition when she gives you an ear bending.

With *Puyo Puyo Sun*, *Tetrisphere* and *Wetrix* already on the market *Taisen Puzzle Dahma* (TPD) has some stiff competition up ahead. Puzzle games on the 64 tend to fall into two varieties: the 3D style puzzle game, often looking not dissimilar to a Salvador Dali painting on aceeed, and the more frenetic 2D puzzler. TPD is most definitely one of the latter. The game borrows heavily from *Puyo Puyo Sun* with the player having to drop coloured balls onto their matching counterparts in sets of three in order to make them disappear. This is not as easy as it sounds with the balls falling thick and fast, giving you little time to match them up. To up the ante further some balls are trapped in boxes that can only destroyed with an adjacent combination. Other features include balls with `mouths' that eat through horizontal lines and special balls that destroy boxes. This alone would not be sufficient to sate Japan's appetite for puzzle games, so In Konami's all-seeing wisdom they have also included two other games. The first is a super-deformed ten-pin bowling game that lets you duke it out with up to four players although this does tend to fall on its face in one player. The other is a puzzle game based around re-arranging pre-laid coloured balls before they reach the top of the screen. The sound and graphics are of a high calibre as you'd expect from Konami, with lively animation and audible tunes although this is nothing that couldn't be done on a 32-bit machine. Obviously.

For all it's virtues TPD is not worth the 60 notes required for purchase and what's more Acclaim's *Bust A Move 2* is out soon and it's much better. Next!

1. Nurse vs schoolgirl an everyday occurance in Japan. **2.** Go steady on your pins with bowling. **3.** "Remember this requires total concentwaaation".





LOWDOWN

A fine wee collection of puzzle games, but certainly nothing to twist your melons over.

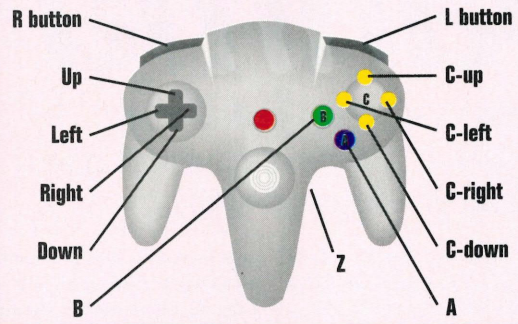
Graphics	6	Sound	6
Playability	7	Longevity	7
Conclusion	**6**		

VSIXTYFOUR

101 ways to win

And lo the number of tips was 101, no more, no less. You shall take these tips among the people spreading hints and codes to the needy, providing enlightenment where there was none. When they ask your name, simply reply, VSIXTYFOUR.

THE MASTER CONTROLLER



1 Rampage World Tour

Hidden cities Getting away from it all is easy, just press the button below on the screen that shows your next city.
George: Jump.
Lizzie: Punch.
Ralph: Kick.

Monster allergies Each monster is allergic to a different animal. If they eat this animal they'll sneeze and destroy a building.
George: Dogs.
Lizzy: Birds.
Ralph: Cats.

Tank and UFO ride Turn the tables on your human foes by hijacking a tank or UFO.

4 Aero Fighters Assault



Air docking To get into the first bonus round complete Tokyo and the Pacific Ocean with a high score.

Shuttle defence The second bonus level is reached by completing Tokyo, Pacific Ocean and Air Battle very quickly. If you reach the Desert stage during sunset then you're too late to save the shuttle.

Goliath defence The third bonus stage occurs after the fortress level, once you have completed the first two bonus stages.

Enable Spanky To get this 'hairy palmed' pilot, complete all three bonus levels in the game and he'll be yours for the taking.

New paint job Hold the R Button in the plane select screen for a new paint job (this will only work in main game and boss attack modes).

9 Chameleon Twist

Bonus level If you collect all the crowns from all six levels and beat the bosses you can select a new level.

Bonus round On stage 6 (Ghost Castle) look out for a locked door near a crown. If you have more than 50 crowns you can unlock the door and play a bonus round.

11 War Gods

Play as Exor On the selection screen enter Left, Down, Down, Right, Left, Up, Left, Up, Right, Down with the analog stick. When you select your character it'll be Exor.

Play as Grox Next enter Down, Right, Left, Left, Up, Down, Right, Up, Left, Left to choose Grox as your next character.

Random select Hold start and push up when you select your character for a random choice.

Free play mode On the title screen press C-Left, C-Left, R-Button, A, B, C-Up, C-Right for unlimited credits.

15 Bomberman 64

Secret levels Bit of a strange one this. If you have a Hudson controller set the slow switch to 'Hu' while on the games title screen. When you hear a noise, you will be able to access four new battle levels.
Quick recovery Rotate the analog stick when you start seeing stars. This will get you back on your feet in no time at all.



17 Aero Gauge

Quick start At the starting grid hold down A and B. When the announcer says " Ready " let go of B for a turbo boost.

New cars and tracks At the start screen, use controller two and press Up on the D-pad, then press R-Button, L-Button, Z and C-down at the same time. This will now enable extra cars and a new track.

19 Shadows of the Empire.

If you find yourself being lured to the dark side give this code a try. First off, start a new save slot and call it " (space) Wampa (space x 2) Stompa". Next, start the game, pause it and set the controller to traditional on the options screen. This will then enable the following cheats.

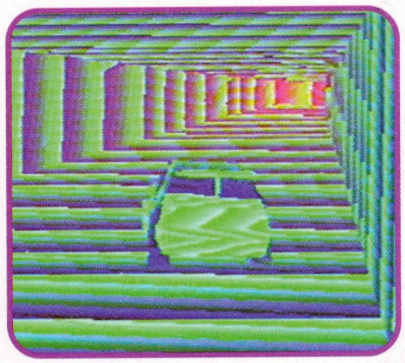
Play as AT-ST Wait until the second battle on Hoth then press Left on the D-Pad and C-Right together, next push up. The C-Right button will now let you change views until you are in the AT-ST.

Play as Wampa On 'escape from echo base' repeat the previous code to play as the furry fellow.

Play as Stormtrooper Once you're the Wampa keep pushing C-right to become a Stormtrooper

22 Top Gear Rally

Drugs mode Want to drive under the influence? Whilst in the game press; C-down , Z, B , Up, Up, Right. Goodbye reality, hello acid-0-vision.



23 Mortal Kombat Trilogy

Land of Rellim If you can bear to play 100 two player matches you will have access to this odd shooting game.

Pong Play 50 two player matches in a row to bring up a game of pong.

Space Invaders In a two player match wait for the pit level to appear. Then push the Z-Button when an object appears over the moon. The winner of the match will then go on to play Invaders from Space.

Extra options In the Kombat Mode selection screen, Press A+Start to bring up new options, such as disable blood, timer and aggressor.

Enable red and blue ? menus On the story screen, press HK, LK, Run, LP, HP, HP, HP, LP, LP quickly. If done correctly you will hear a sound and the following menus will be available.





Red question mark

Freeplay	On/Off
Fatality time	On/Off
Collision boxes	On/Off
One round matches	On/Off

Blue question ark

Level select	On/Off
Throwing	Enable/Disable
Unlimited run	Enable/Disable
Bloody kombat	On/Off
Human smoke	On/Off
Khamelion	On/Off

Play as Montaro No not a new chocolate bar but one of the game's bosses. Hold the analog stick left and press A and C-Left before the match begins. This cheat can be done on Jade's Desert, Wasteland and Khan's Tower. If done correctly your character will explode and be replaced by Montaro.

Play as Shao Kahn To play as Shao Kahn you will have to be on either Rooftop or Pit 3. At the start of the round hold down on the analog stick followed by A and B to bring him up.

40 Wayne Gretzky's 3D Hockey

Invisible players Wait until the face-off and pause the game. Now select the replay mode. Select a team member with the L-Button and an opposing member with the R-Button. When they flash press the Z button to make them invisible.

41 Multi Racing Championship

Hidden route On the Downtown track look for a tree by a waterfall, cut through the tree and into the waterfall for a cunning shortcut.

42 Killer Instinct Gold

All character colours Wait for the character profiles to appear then enter Z, B, A, Z, A, L-Button. You should now hear "welcome" and all the training colours will be available.

Play as Gargos In the character profiles press Z, A, R-Button, Z, A and B. If Gargos laughs then you've done it right.

Final credits Get to the character profiles then press Z, L-Button, A, Z, A and R-Button.

Hidden sky level On the two player character select screen push down and C-down simultaneously on both joypads. You should now be fighting high above the clouds in this new level.

101 ways to win

46 San Francisco Rush

Auto abort disable If you don't want to be moved back on course after a crash, enter this code. Up C, Up C, Up C, Up C. You should now see '00.06' at the bottom of the screen.

Back tire size If you want your car to be a real low-rider try out this little tipette. Go to the Car Select Screen and hold C-Right then C-Left and release both buttons. Next hold C-Left and C-Right to activate the code.

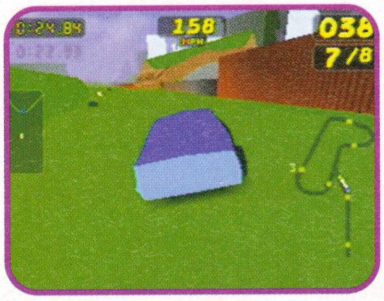
Front tire size If you repeat the previous code, but in reverse you can alter your front tires as well.

Burning car replay For all you firestarters out there ,watch your car race around the track as a burnt out hulk. First cross the finish line and crash the car. Now as 'Game Over' flashes, hold down the L-button, R-button and Z until the replay starts. Your car should no be whizzing around the track on fire.

Car size How would you like your car sir? Small, Regular or Large.
Go to the car select screen and hold C-Down followed by C-Up. Release both buttons and press and hold C-Up followed by C-Down for a new car size.

Change fog colour Get some crazy colours with this interesting code. On the car select screen hold Z and press C-down three times to pollute the atmosphere.

Change gravity Wouldn't this game be so cool if it was on the moon, hey don't worry we already thought of that. On the setup screen hold Z and press Up, Down, Up, Down. A weight will now appear at the top of the screen to show it has worked. Repeat the code to alter the gravity.



Change textures It isn't just Mario Kart that has a 'Rainbow Road', change the pattern of the road with this handy cheat. On the setup screen hold C-Right followed by the L-Button, release both buttons and press Z. Repeat this one more time to start the code.

Change view If you want a new perspective on things hold the L-Button during the race and push up and down on the D-Pad for varying heights and distances.

Cones to mines It's a warzone out there, especially when you spice things up with this nasty little code. On the setup screen enter L, R, L, R, L, R if it's entered correctly a small road cone will appear.

No clipping on cars I'd like to see Knight Rider try this one. Pass through cars as If they weren't even there, with this super spooky code.
On the setup screen press the L-Button and then Hold the R-Button now press C-Right and release both buttons. Now press C-Up, C-Left, C-Down and the Z button, if entered correctly a bus will appear at the bottom of the screen.

Drive a burning car Just like the demo code only more so. On the select screen hold C-Up and press Z four times.



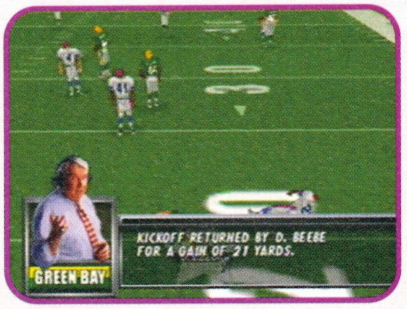


58 Madden 64

Bonus stadium If you type in EA's hometown 'San Mateo' at the create player screen, you can access the secret EA stadium.

Winning dance Show everyone you rule by pushing C-Left when you are in the clear to dance into the end-zone.

Random team select Go to the select team menu in Exhibition mode and press C-Up and C-Right at the same time.



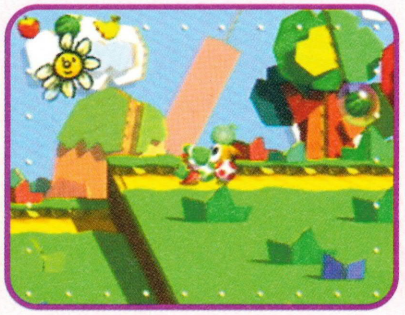
61 Yoshi's Story

Melons from ? boxes If you find two ? boxes next to each other, get Yoshi to sniff them to see which one contains melons. If neither do then push them together and hey presto! Two melons pop out.

Secret message In each mini-game earn more than six melons to get a heart fruit and a letter. Complete every mini-game in this way and the letters will spell out a special message from Yoshi.

Purple Yoshi Get all the coins on a level to turn into a purple Yoshi.

Quick fruit If you eat a heart fruit, pound the ground next to a Shy-Guy to turn him into a fruit.



65 F1 Pole Position 64

Unlimited fuel In a Grand Prix race, set your fuel to 10% before starting. This gives you maximum acceleration and you don't lose any fuel during the race.

66 Robotron 64

126 Lives Enter these passwords to max out your lives.
Easy TFTTDQSKBB
Normal THTTNQSKBB
Insane TKTTDRSKBB

Autoplay Want to see how its done? Input this code at the setup screen.
Left, Right, Up, Down, C-Left, C-Right, C-Left, C-Right, now repeat this three times.

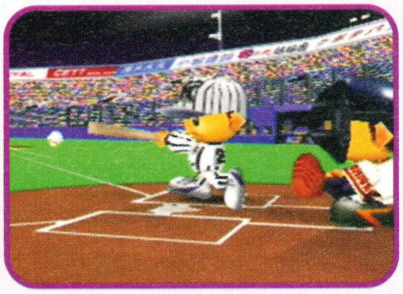
Four-Way Fire Don't have eyes in the back of your head? Hit Down, Down, Up, C-Right while playing to cover all your bases.

Speed Up If the robots seem to be catching you a little bit too quickly, input this code during play to give them the slip. Left, Left, Right, Right, C-Up.



72 King Of Pro Baseball

See ending After the Genki Logo appears you will see a load of Japanese text, now press L-Button, R-Button and A repeatedly to see the games ending.



73 Doom 64

Cheat menu Enter the password "?TJL BDFW BFGV JVVB" and start the game. Now when you press start during the game you will bring up a 'Features' menu that gives you various codes such as level select, invulnerability and all weapons.

Messages from beyond the grave Once you die and the screen goes red don't press anything for some 'funny' messages from the programmers. Ha-ha.

Secret Levels
Omega Outpost The first secret level is accessed from level 3. Before the exit you will find four switches that activate four columns. Turn the switches on in the sequence 3-1-2-4. Now enter the teleporter in the room on the right and run across the columns. This will take you to a secret exit to level 29 where you can find the hidden eighth weapon.

The Lair On level 12 look on your map for a platform shaped like a arrow. Once there, run into the wall in the direction that the arrow points to get to 'The Lair'.

New Demo Input the password 'RVNH 3CT1 CD3M 0???', now when you view the intro there'll be a fourth demo that shows you how to beat level 32.

78 FIFA Road to World Cup 98

No stadium Feeling a bit self-conscious with all those people watching you, then lets get rid of them. Choose Player Edit, select any team and enter 'CATCH22" as a player name.

Invisible players At the player edit, select SheffieldW from the English League and enter 'WAYNE' as a player name.

Unlimited player points At the player edit, select Vancouver and enter 'DAVE' as a player name.

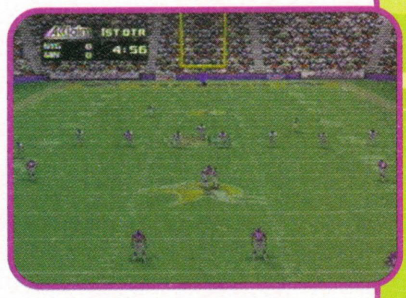
Hot Potato mode This will make the team with the ball repeatedly fall over. Choose R.Ireland from Zone 4-UEFA Conference and rename the first player 'SPUD'.



82 NFL Quarterback Club 98

Cheat menu codes enter these codes for a variety of effects.

Cheat	Code
LWYSTPSS	Always tip the ball
LDSTRTRK	Beam the ball
PBYBYMD	Players crawl
SNWSLDS	Snow-sled mode
LLDFSCK	All defence sucks
LLFFSCK	Weak offense
YLCTRCFB	Electric football
MCHLJNSN	Run fast
SPRTMMD	Super team
FRMBYFRM	Slow motion mode
SPRBGRMS	Can kick, throw and punt 100 yards
BSGPRDV	Dive further
TGHTGRP	No turnover
SPRTRBMD	Super turbo mode
PWHYRMN	Weak players
SPRDPRTCKL	Tackle always
MNFLDMD	Up and Over
GLYTHMD	Giant players
SMLMDGT	Small players





101 Puyo Puyo Sun 64

Make all players elephants On the character select hold start for three seconds on the elephant. Why elephants? It's a Jap thing.



GET SOME!!

We really must be out of our minds to give this stuff away - Yep, we're bonkers alright.

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1. What's the name of Glen Hoddle's faith healer?
   a) Gypsy Rose Lee
   b) Mystic Meg
   c) Eileen Drewey

2. Graham Taylor is sometimes cruelly referred to as:
   a) Sprout face
   b) Radish breath
   c) Turnip head

3. 'El Tel' Venables failed to qualify for the World Cup with which country?
   a) Australia
   b) Portugal
   c) Austria

Send your answers on a Postcard to:
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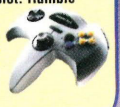
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DOSSIER 64

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

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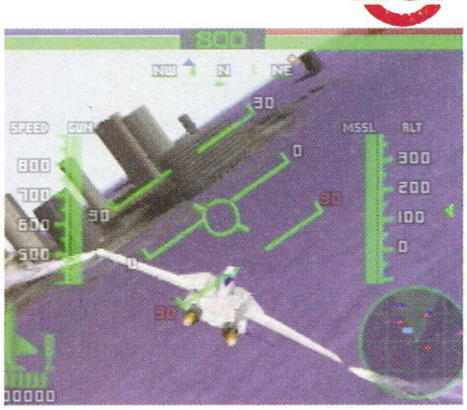
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0-3 Sick, very sick.
4-6 No, not good at all.
7 Hmm, not bad, but...
8 Oh yes!... Let's boogie
9 Part with cash... now!
10 The absolute King

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

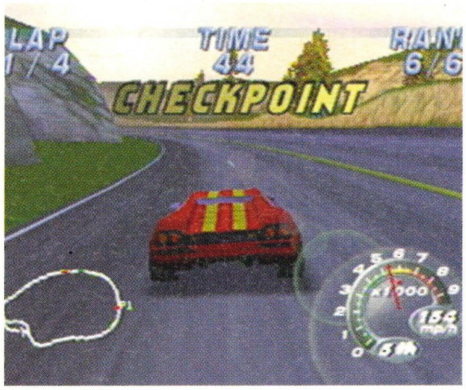
This bloody stupid game attempts to take advantage of the current slant towards all things boardy but fails spectacularly. 1080° it is not. Oh yes, the wheels definitely came off this piece of software, in more ways than one.

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.

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Deal 2 More a case of deals than deal singular: CEX are just bang on the tip when it comes to import bargains. Check these out: Yoshi (Jap) £20, Pilotwings (Jap) £15, Starfox (Jap) £22, Hexen (US) £25, Mario 64 (Jap) £20.
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V-LEAGUE

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

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2	Mario 64	A	Nintendo	Yes	UK	One	64m	No	9	8	9	9	9	V
3	ISS 64	S	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	PF	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	World Cup 98	S	EA Sport	No	UK	1-4	128m	No	8	8	8	8	8	R
15	NBA Courtside	S	Nintendo	No	UK	1-4	96m	No	8	8	8	8	8	R
16	Pilot Wings	FS	Nintendo	Yes	UK	One	64m	No	8	8	8	8	8	R
17	J.Madden 64	S	EA Sport	No	US	1-4	128m	Yes	8	8	8	8	8	R
18	Extreme G	R	Acclaim	No	UK	1-4	64m	Yes	8	8	8	8	8	R
19	Duke Nukem	B	GT	No	UK	1-4	64m	Yes	8	7	8	8	8	R
20	Blast Corps	B	Rare	Yes	UK	One	64m	No	7	8	8	8	8	
21	NFL 98	S	Acclaim	No	US	1-4	64m	Yes	9	6	7	8	8	
22	Doom 64	B	GT	No	UK	One	64m	No	8	8	8	8	8	
23	Top Gear Rally	R	Kemco	No	UK	1-2	64m	Yes	8	6	8	7	8	
24	Wetrix	P	Ocean	No	UK	1-2	64m	No	7	7	8	8	8	
25	NHL Breakaway 98	S	Acclaim	No	UK	1-4	96m	Yes	7	6	8	7	8	
26	Nagano 98	S	Konami	No	Jap	1-4	128m	Yes	8	8	7	8	8	
27	Fifa: Road to the World Cup	S	EA Sports	No	UK	1-4	128m	No	8	8	7	7	8	
28	Olympic Hockey	S	GT	No	UK	1-4	64m	Yes	7	7	7	7	7	
29	Augusta Golf	S	T&E	No	Jap	1-4	96m	No	7	6	7	7	7	
30	Wild Choppers	FS	Seta	No	Jap	1-2	98m	Yes	8	6	5	6	7	
31	Lambourghini Auto	R	Titus	No	UK	1-2	128m	Yes	8	7	7	7	7	
32	Mace: The Dark Age	BP	GT	No	UK	1-2	128m	Yes	8	7	7	7	7	
33	Tetrisphere	P	Nintendo	No	UK	1-2	64m	No	6	8	7	7	7	
34	Sim City 2000	O	Maxis	No	Jap	One	128m	No	7	5	5	7	7	
35	Fighters Destiny	BP	Ocean	Yes	UK	1-2	96m	Yes	7	5	6	7	6	
36	Shadows of the Empire	B	Nintendo	Yes	UK	One	128m	No	7	7	6	6	6	
37	Bomberman Hero	PF	Hudsonsoft	Yes	Jap	One	128m	No	7	7	6	7	6	
38	WCW vs NWO	BP	THQ	No	UK	1-4	96m	Yes	7	6	7	6	6	
39	Go Go Troublemakers	PF	Nintendo	No	UK	One	64m	No	6	6	7	6	6	
40	Fire-Pen	O	Hudson	No	Jap	1-2	64m	Yes	6	7	7	6	6	
41	Tamagotchi 64	O	Bandai	No	Jap	1-4	64m	No	6	5	6	7	6	
42	F1 Pole Position	R	Ubi Soft	No	UK	One	64m	No	6	6	6	6	6	
43	Taisen Puzzle Dama	P	Konami	No	Jap	1-2	64m	No	6	6	7	7	6	
44	Hexen	B	GT	No	UK	1-4	64m	No	6	6	6	6	6	
45	GASP!!	BP	Konami	No	Jap	1-2	128m	Yes	5	8	5	5	5	
46	MRC	R	Ocean	No	UK	1-2	96m	No	6	6	6	6	6	
47	Wayne Gretzky Hockey	S	GT	No	UK	1-4	64m	No	6	6	6	6	6	
48	Rampage World Tour	BP	GT	No	UK	1-3	64m	Yes	5	4	6	3	6	
39	San Francisco Rush	R	GT	No	US	1-2	96m	Yes	5	4	6	7	5	
50	Bomberman 64	PF	Nintendo	No	UK	1-2	64m	No	6	5	6	5	5	

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

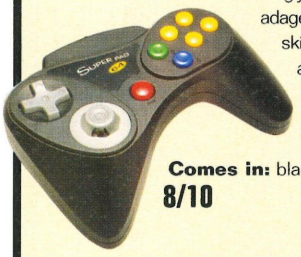


Nintendo Controller £29.99

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

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

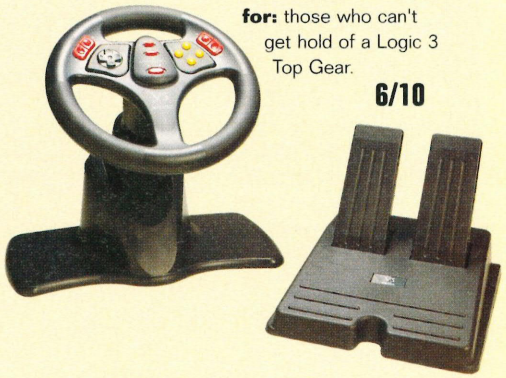


WHEELS

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.

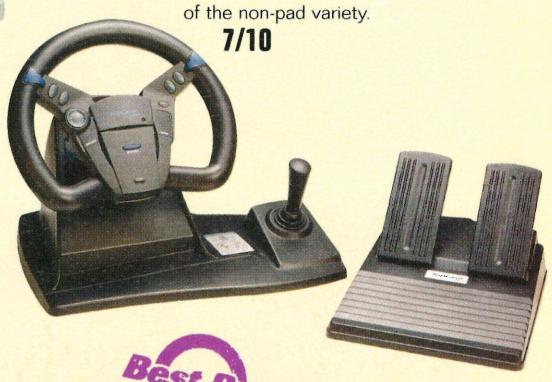
6/10



Logic 3 Top Gear £59.99

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

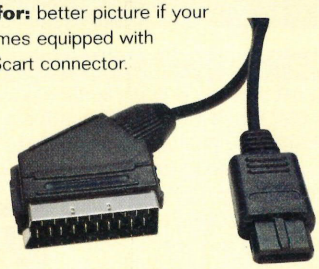


MEMORY CARDS

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

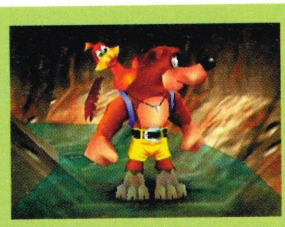
Packed with a ton of cheats for game-tinkering tomfoolery. **Best for:** cheating.

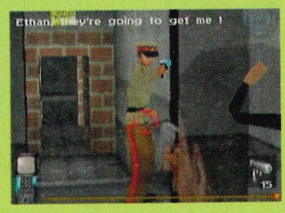


LET'S HAVE IT!

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

Game	When
Turok 2	Autumn 98
Zelda	Autumn 98
Banjo & Kazooie	Summer 98
Rare Rally (Working title)	Autumn 98
Streetfighter 3	Christmas 98
Mission Impossible	September 98
Rogue Sqaudron	Winter 98
Castlevania 64	Winter 98
Resident Evil 64	Early 99
Shadowman	Winter 98





Clayfighter 63½ 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.





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.



GREAT MOMENTS ON THE 64

No. 2 Turok meets the Triceratops

Acclaim's Jurassic based 3D shooter was and still is one helluva game. Ok, so it had a bit of fog in it. But Jeeeez, what's the big deal already? No doubt about it, Turok is bursting at the seams with action packed moments and who can forget that first meeting with the Triceratops. Who eh? Just who? What?... you have forgotten? Oh...well time for a refresher then. Sit back readers. It went a bit like this:

Right then. It's the beginning of level eight and things are pretty quiet...maybe a bit *too* quiet. That's the Campaigner's fortress up ahead, but how do you get inside? Don't worry, you'll find a way. Anyhow, there doesn't seem to be too many baddies round here so your safe for now.



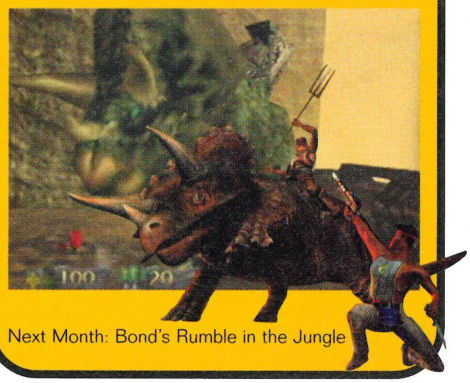
Hello? What's that dot on the horizon? Errrr...correction...like make that two dots. And they're both getting a lot, lot bigger. Holy Father Jesus Mary!! There's a brace of very big and very angry Triceratops bearing down on you. But wait...what's that atop of these beasts? Woh!! Check that out - they're only being ridden by a couple of the Campaigner's stooges. Get ready to rumble.



This ain't no place for hot-heads, you've gotta think and think fast. It's time to show these muthas some of the awesome firepower you're packing. Hmmm...yes, a job for the trusty grenade launcher? Do it. You pop a volley of ammo at the advancing creatures. They hit home. Kaboom!! But still they come. Go for the Chaingun. RATATATATATATATA-TA!! The beast gives out a blood curdling roar before collapsing and crushing it's jockey underneath. One down. Ammo's low, time for some Alien Gun action. Several blasts from the inter-galactic dealer of death later and the second beast befalls the same fate as the first.



Damn, that was close. There's plenty more rucks ahead before showdown time with the Campaigner but few quite like that. Boy! Was that intense.

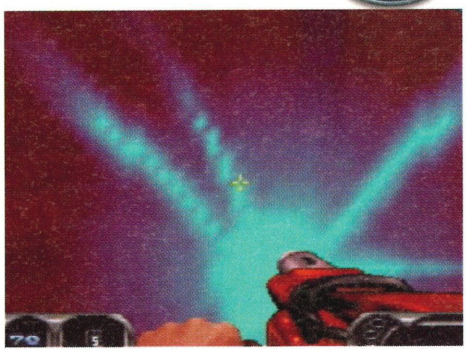


Next Month: Bond's Rumble in the Jungle

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 — 6

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 — 8

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.





G.A.S.P!!! — 4

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!





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. World Cup final Tickets	The shit is on...
2. Quake 2	You better believe it
3. Parasite Eve	Boo-Hoo, sniff
4. Unreal	It is 64 bound. Yus!
5. Real Bout 2	Naah
6. Star Craft	Nope
7. Gran Turismo	Don't be daft
8. Carmeggedon 2	On it's way to the 64
9. Tekken 3	Forget it
10. Resident Evil 2	Heading our way





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.



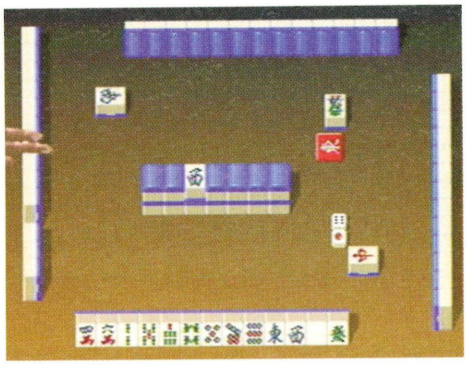
GoldenEye 9

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.

VITAL

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 5

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.

VITAL

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.

VITAL

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.

RECOMMENDED

Mace: The Dark Age 6

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 8

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.

RECOMMENDED

IMPORT CHARTS

Boy!! do those CEX catz flog some import games. They sure do and this is what they're currently flogging. Call 'em on - 0171 6362666.

1.	1080 Snowboarding	US
2.	Doom 64 (Only £12)	US
3.	Quake 64	US
4.	Mystical Ninja	US
5.	Fighter's Destiny	US
6.	Yoshi's Story	JAP
7.	Tamagotchi World 64	JAP
8.	Bomberman Hero	JAP
9.	GASP!!	JAP
10.	Mario 64	JAP

Bomberman Hero not performing as well as it might. That's probably something to do with the fact that it's not very good.

COMPUTER EXCHANGE



DOSSIER 64

Mario Kart 64 8

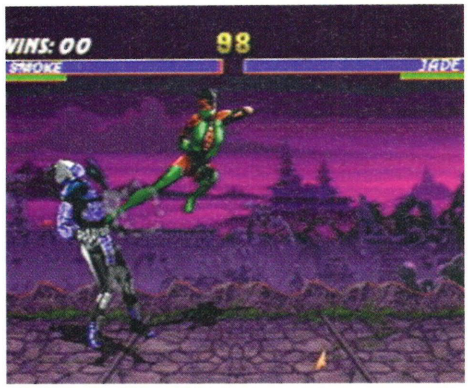
The most entertaining piece of software on the SNES doesn't quite repeat the success enjoyed on the 64. Great fun nevertheless, but now superseded by a certain chimp and his pals.



Mortal Kombat Trilogy 4

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 6

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

NBA Hangtime 4

If you're seeking some pretty hot ring action then *NBA Hangtime* ain't the one for you. Instead, go and check out *NBA Courtside (reviewed* this issue). It's rather good.

NBA Pro 98 4

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 8

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...



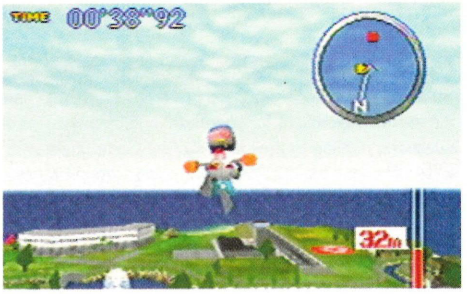
NHL Breakaway 98 8

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.



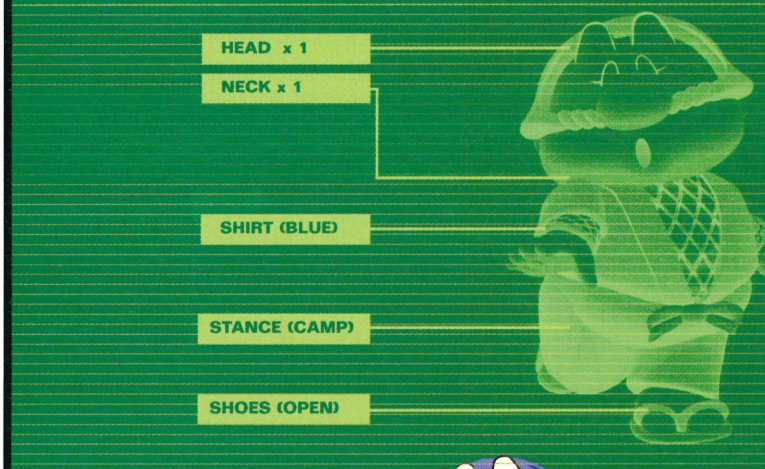


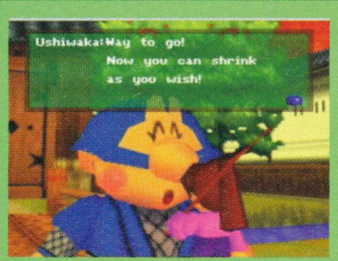
Pyo-Pyo Sun 64 8

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.

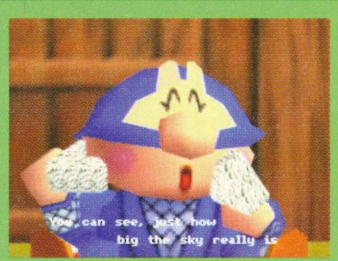
No.1 EBISUMARU

In the first of this new series we focus on the the real star of Mystical Ninja. So step on up to the podium little chum, as we turn the spotlight on, undoubtebly, the quirkiest character to ever grace the 64: the extraordinary Ebisumaru.









STARS ON 64

Gamography: Just Mystical Ninja games, namely; Goemon Warrior (SFC 1992), Goemon Warrior 2 (SFC 1994), Goemon Warrior 3 (SFC 1995), Goemon Warrior (PSX 1996) Mystical Ninja starring Goemon (N64 1997).

Distinguishing Marks: Highly unusual deployment of facial hair.

Hangs with: Goemon, Special Agent Ninja Yae and Sasuke the battery operated Ninja.

Says: 'Honeee', 'Stee-rikke' and 'ekimucahanumartu'

Tools: Fluffy Dumplings on a stick and a big bloody mallet which can be powered up at opportune moments.

Special Moves: None really, but he can shrink. Also adept at wriggling on his back.

Love Interest: What? Ebisumaru? Erm, no, no not at all. Well, none that we know of anyway. How shall we put this...um...well let's just say he's a little different...you know, he probably takes corners with his left foot if you get our drift, but hey, nothing wrong with that, live and let live say us.

Why he's Ace: The thinking man's mascot. To Mystical Ninja what John Inman was to Grace Brothers. He's just sooo darn peculiar, and far more complex intellectually than any of the big N's mascots. Is he or isn't he? who knows, who cares? we love him all the same. Ebisumaru – you truly are a **'STAR ON 64'.**



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.

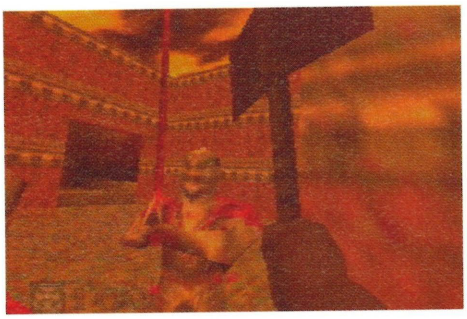
Sounds wicked. When's it coming out?
Wish we could tell you. It was supposed to appear in Japan this June but has been put on the back-burner. No UK date whatsoever.

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.

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 6

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...

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

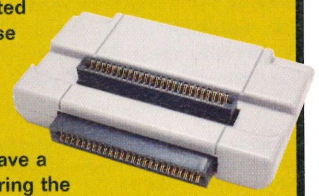
Blobs, blobs and more bloody blobs. In fact, the most blobs seen on a UK television since the 70s cult classic, *Return of the Blobs: The Spawn*. Inevitably, the cyber-rearing craze hits the N64, but there's a twist to the virtual-mothering antics on offer – it's a bloody blobby board game innit? Lashings 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...

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.

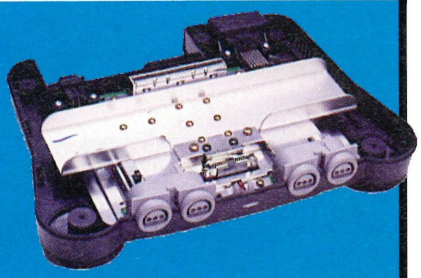


Contrary to myth, using a converter will not blow up your machine, nor will the very act of plunging one into your 64 damn you for all eternity. However, DO NOT attempt to remove a game from a converter before powering down as you may blow an internal fuse. Oh, and if you do have a problem with your machine while it's still under warranty, we'd advise you to not mention you've used a convertor.



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

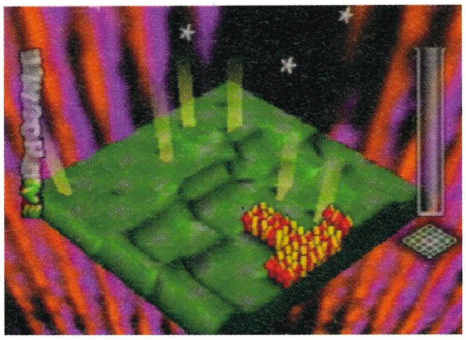
Benchmark performance
- Main CPU clocked at 125 MIPS
- Graphics co-processor clocked at MFLOPS (millions of floating point operations per second)
- 100,000 polygons/sec with all hardware features turned on

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.

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.



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.



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 6

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.

WCW vs NWO 8

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.



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 8

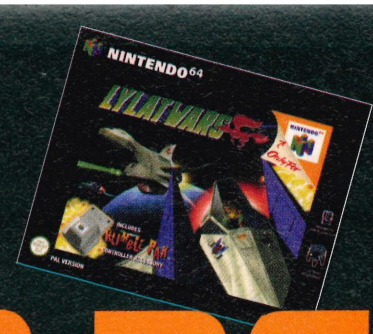
Hardcore fluffiness for a jilted generation. Guide a litter of multi-coloured Yoshis through this 2D platformer that plays better than a schoolyard full of kindergarten kids.

CONTACTS

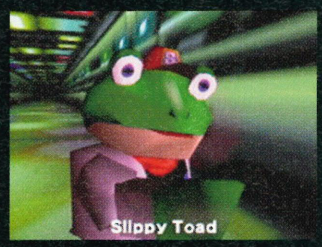
Want to plague the life out of software companies? You'll be needing these numbers then.

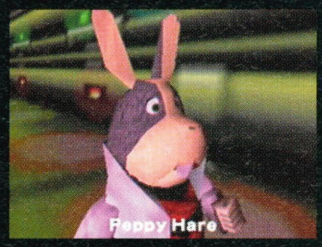
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You've just gotta 'ave...



LYLAT WARS









Woodland creatures take on the might of the evil Andross empire in the big N's madcap take on Star Wars.

The Lylat system has been invaded and it's down to you, Fox Mcloud, to save the galaxy from the clutches of the evil Andross.

There's a wild and whacky ride ahead consisting of 15 levels, ranging from deepest space to the deepest depths, from barren interplanetary landscapes to luscious worlds in a far away place. You're not alone in your quest however, there's three able wingmen along for the ride, namely: Slippy (he's a frog), Falco (he's a falcon) and Peppy (a hare). Together you are the Starfox Team, the best of the best and scourge of the big bad Andross, and we're not joking when we say he's big, oh you'll see. Yeah, yeah already, it might sound ludicrous but we guarantee that within a matter of minutes any reservations you had'll be long gone, in fact, you'll be alarmed at the ease with which you slip into the persona of Fox Mcloud and the entire filmatic-like experience segues blissfully from one scene to the next. On the flip side *Lylat Wars* isn't the trickiest game around but there's multiple routes to sustain interest as well as the dogfight mode. There's no two ways about it, Nintendo's *Lylat Wars* is a game *you've just gotta 'ave.*



TEN REASONS WHY IT ROCKS

1. You're a Fox with a big bushy tail and the entire future of the galaxy is in your paws.

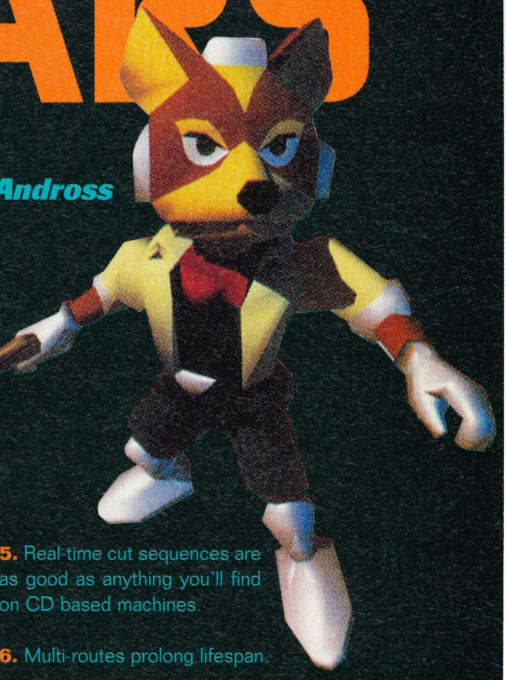


2. For once the Rumble Pak comes into it's own - you'll feel every blast as though you were really there. Kind of.



3. The storyline, however absurd, is strangely believable. No, really.

4. You'll immediately get to grips with the AR-Wing craft - it sure does flies like a dream.



5. Real-time cut sequences are as good as anything you'll find on CD based machines.

6. Multi-routes prolong lifespan.



7. Your pupils will hungrily gulp at the vibrant imagery on show.

8. Once you've finished the one player game there's an ace two-four player dogfight game.

9. The action isn't all space based - you get to control a futuristic tank and submarine to boot.

10. The whole movie-like experience is further enhanced by a goose-bump inducing cinematic music score.



Players	1-4	**Available Now**	
Rumble	Yes	**Price**	**£54.99 (incl RP)**
Cartridge	96m		
Battery	No		





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The bird has flown the nest

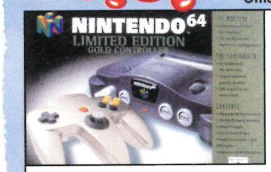
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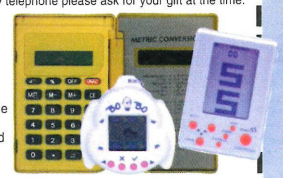
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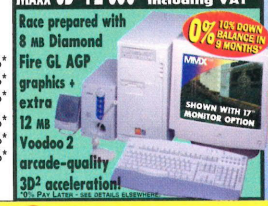
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