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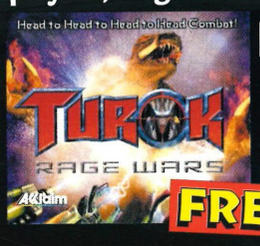

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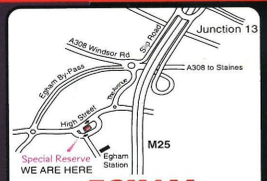

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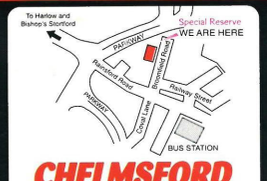

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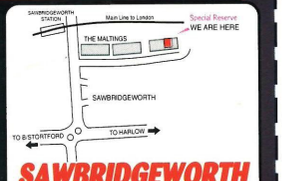

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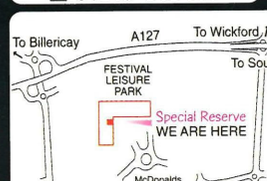

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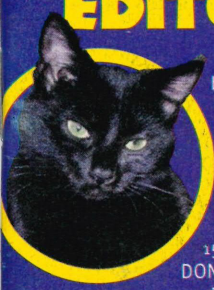
EDITORIAL



Er... Meow. Well, it's been a fairly eventful issue this month. You may have noticed a few changes taking place in 64 MAGAZINE, most notably the fact that we've lost around 15 pages! However... DON'T PANIC! Those pages will be back, alive and well and fresh from a pleasant break in sunny Blackpool in time for issue 44. Quite as to why those pages disappeared... well it's a mystery to be honest, even to us. We called Fox Mulder – told him he smelled – then called Scully, the one with the looks and the brains and even she couldn't help us. To make up for it though you've got the special edition of our sister magazine 64 SOLUTIONS for the one-time special price of... absolutely nothing!

So what else is new you cry? Well, we've got two new regular sections this issue. The first is 'At The Arcades', where we pop out each month to find out what's new and exciting in the world of pay-to-play gaming. The biggest change this issue though is a new addition to the family. Yes, 64 MAGAZINE is proud to announce that from now on the N64's smaller sibling is going to be featuring regularly within these hallowed walls... er, pages. We're talking of course about the Game Boy Color.

Now you might ask why we're covering Game Boy Color, and why now? We're well aware that rival publications have been featuring the hand-held since it first launched, and we didn't. The reason for this was that we didn't feel it was relevant at first. After all, the Game Boy Color was a new Nintendo console, but it didn't really have anything to do with N64 owners, did it? Now though the situation is changing. There are more and more titles hitting the Game Boy Color that started life on the N64. And more importantly, there are more games appearing which include a facility to link the Game Boy Color and N64 versions together. It started with *Pokémon Stadium* and there are a host of others on the way, including a Game Boy Color version of *Perfect Dark*! There's just so much cross-format action going on that we felt we couldn't ignore the Game Boy Color any longer!

Luckily 64 MAGAZINE just happens to have a sister publication TOTAL GAME BOY COLOR which has been with the hand-held from the start, and the team from there have given us the benefit of their experience to help produce our special GBC section. Flip to page 51 and let us know what you think. Until next time: have fun – we always do!

Roy Kimber, Editor

This issue we have mostly been... At the Beach!

Roy

Roy has been into videogames since he first got his hands on a 48K Sinclair Spectrum. This noble machine had all the processing-power of your average toaster, and so Roy grew-up with a preference for gameplay over aesthetics (ie: Spectrum graphics were rubbish). Fond of all things action-oriented, Roy likes to masquerade as a tough guy, but secretly likes small fluffy animals – only not in a funny way.

Nicky

When she's not spending her time designing lavish double-page spreads in the best N64 magazine around (that's ours, before you ask) Nicky can be found doodling away at her desk, listening to all sorts of strange Hip Hop. Invariably around deadline-time Nicky has to get tough and produce her steel-coated bullwhip which she uses to 'explain' to Roy and Mike just exactly why they shouldn't get their copy in late!

Mike

Mike's another long-term gamer, having started on that other great 64, the Commodore. He may look like a diminutive US marine with his short hair and intense expression, but Mike is actually the most easy-going of the 64 MAGAZINE crew. It's a good thing too as he's usually the person who gets dumped on whenever there's a particular tricky guide or solution to write. He's also the master of the Scorezone, so respect his authoritah!

Nick

Managing Editor Nick divides his limited time between lending a hand on 64 MAG and offering advice to the teams of the other twenty-odd publications that he rules with an iron fist (the result of an unfortunate nose-picking incident – he doesn't like to talk about it). Nick's been in the gaming industry the longest, having started as a reviewer at the age of about three and a half (or so he would have us believe). Somehow despite all the executive stress, he still manages to keep smiling!

Turn to page 74 to subscribe!

What We've Been Playing This Month...

We don't spend all our time working hard playing games, oh no! No, we also spend a lot of time playing games for fun too! Here's a few of the titles we've been hammering away on just recently...

Roy: Perfect Dark (N64)

Nicky: Taz Express (N64)

Mike: Starlancer (PC)

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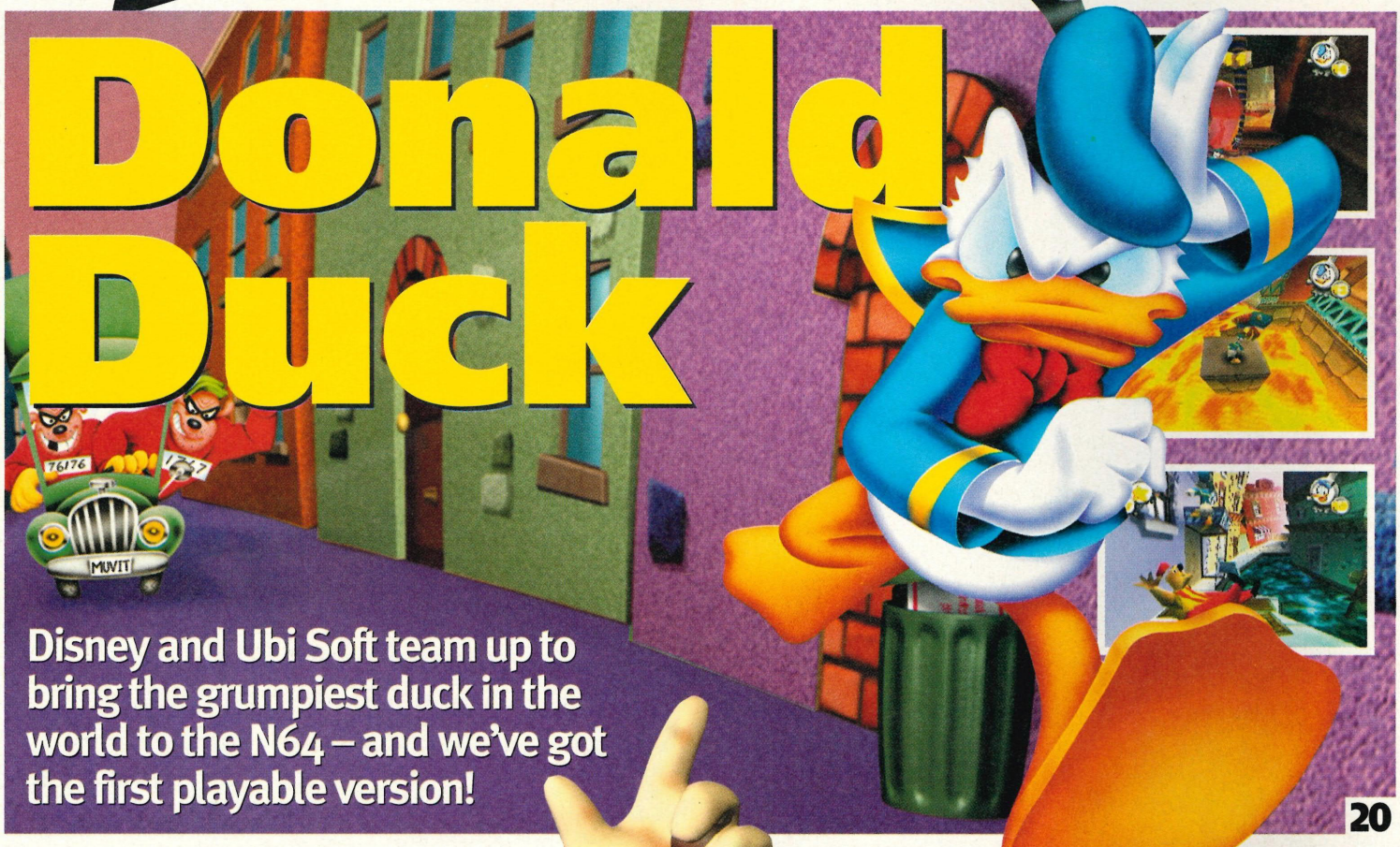
contents

64 MAGAZINE goes Quackers!



Donald Duck

Disney and Ubi Soft team up to bring the grumpiest duck in the world to the N64 – and we've got the first playable version!

20

Blues Brothers 2000

Musical mayhem from the 'Men in Blue'!

40

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Rumble In the Jungle!

34

It's journalists Vs developers as we find out who's the best at real-life first-person shoot-'em-ups!

46

Indy Racing 2000

Pretty much the fastest racing game ever to reach the N64... but is it any good?

30

Darkness over London

To mark the release of Perfect Dark, Nintendo organised a lavish launch party. 64 MAGAZINE was there!

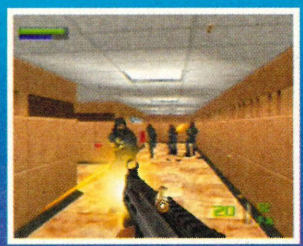
Scooby Doo: Classic Creep Capers

14

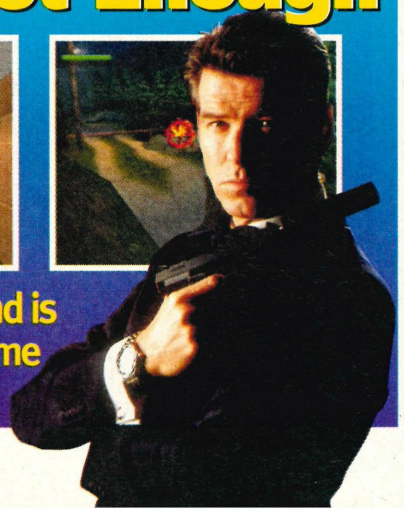
The cowardly cartoon dog with a penchant for catching ghosts prepares for a spooky outing on the N64!

The World is Not Enough

26



As if *Perfect Dark* weren't enough, Bond is back in another N64 adventure, this time from Electronic Arts...



Quick Search...

Use our coloured section headings to find the pages you want. Fast!

64SIGHT

Scooby Doo	14
Ogre Battle 64	16
WWF No Mercy	18
Pokémon Puzzle League	19

REVIEWS

Blues Brothers 2000	40
Indy Racing 2000	46
Tomb Raider (GBC)	53
Croc (GBC)	54
Wacky Races (GBC)	55
TOCA Touring Car (GBC)	56
Rayman (GBC)	57
Hype: The Time Quest (GBC)	58

FEATURES

Quacking Mad! Donald Duck	20
Bond Is Back! The World Is Not Enough	26
Darkness Over London... The Perfect Dark Launch	30
Rumble In The Jungle! Paintballing showdown	34

REGULARS

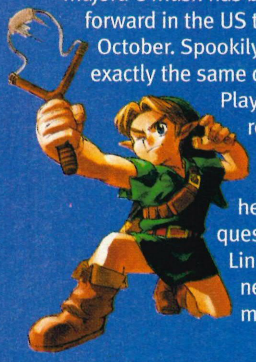
64 Showcase	06
When I'm 64	10
Total Game Boy Color	51
At The Arcades!	64
Not Nintendo!	70
Special Offers	74
Subscriptions	74
Nindex	76
Next Issue	82

the 64 showcase

news peripherals rumours • hot items of interest

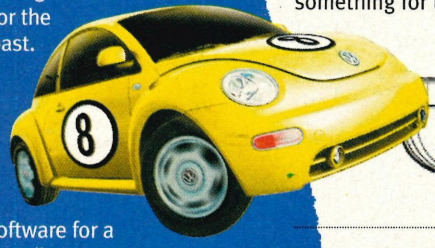
Link Stands Up Against PS2

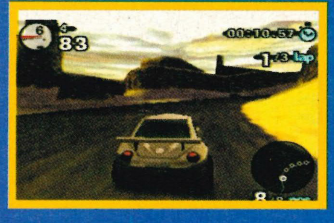
There's been a shake up in America and a load of release dates have been shuffled around. *Conker's Bad Fur Day* has been put back to next year, *Eternal Darkness* has been postponed indefinitely and *Banjo Tooie* has been confirmed for 20 November. Most amusing of all though *The Legend Of Zelda: Majora's Mask* has been brought forward in the US to 26 October. Spookily this is exactly the same day the PlayStation2 is released both in the US and over here! The question is: can Link fend off the new Sony machine?



Infogrames Buys Dolphin Developers

In a move to expand its internal development teams, Infogrames has recently acquired Texas based developer Paradigm. *Pilotwings* and *Beetle Adventure Racing* are just two of the titles Paradigm has developed for the N64 in the past. Like most developers though Paradigm have had Dolphin emulation software for a while now. Needless to say you can expect to see a lot of next-generation titles being added to the Infogrames library from Paradigm.

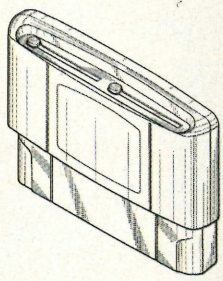


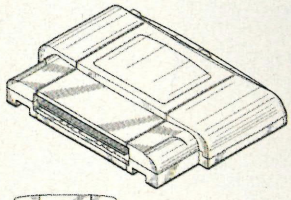


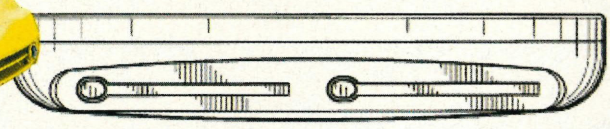
Out With The Old...

Nintendo has recently registered what could be a new N64 cartridge with the US Patents office and it all looks a little bizarre! The bottom of the cartridge appears to be the standard plug-in for the N64 but the top has two very strange looking slots with buttons next to them. Quite what this cart is going to be used for is a mystery!

It could fit between the console and another cart to allow developers to link two games together (Like *Banjo-Kazooie* and *Banjo-Tooie* for example). Or it could be a link-up device allowing Game Boy games to be played on the N64. Both of these are unlikely however given the size and the number of slots on the top! Who knows, it could even be as strange as an MP3 player for the N64, a developer kit add-on or even something for the Dolphin – only time will tell.



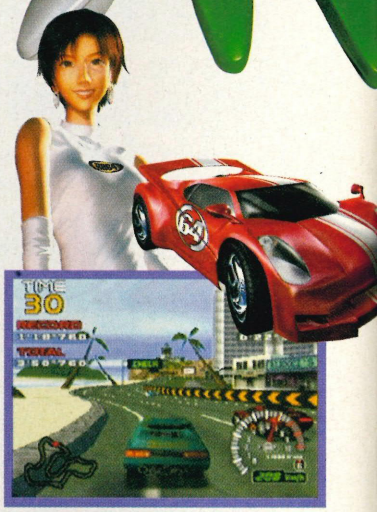




The End Of An Era

The president of Nintendo, Hiroshi Yamauchi, has announced that he is to retire. He has given everyone a lot of notice though as he plans to stay on until Christmas 2001 to ensure the successful launch of the Dolphin and Game Boy Advance. This means that the two machines will be out before the end of next year, but we could still be in for a long wait.

You never know, he could even 'delay' his retirement again if the consoles don't arrive on time! The successor to one of the biggest and longest running games companies in the world has not yet been named.

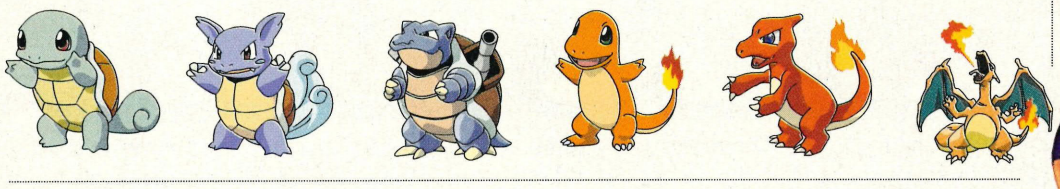


Ridge Racer Screeches To A Halt

For some unknown reason Namco has decided not to release *Ridge Racer 64* in Japan! This superb arcade racer has sold well both here and in America but is still being held back in Japan. Perhaps there isn't any call for decent racing games over there!

Pokémon Out Of Control!

Forget sliced bread or the Hula Hoop, Pokémon is a craze which has taken the world by storm. To confirm this the sales for Pokémon games in the first five months of this year has increased by over 200 percent compared to the same time last year! Amazingly Nintendo expects sales of Pokémon games and merchandising to hit $3 billion in the by the end of this year – in the US alone!



Tony Hawk Is No More!

If you're still thinking about buying *Tony Hawk's Skateboarding* you could be in for a disappointment. Most stores have now sold out of the game and there are no more copies in stock at Activision! A spokesman for Activision confirmed there are no plans at present to produce more units of the top skateboarding title, so if you want one you'd better hop on your board and trawl software stores for the last few copies while you still can.

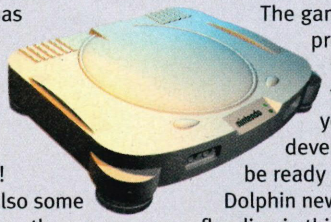
EVEN MORE PERFECT

Nintendo may have registered a new patent but Rare has registered a new trademark going by the name of 'After Dark'. The odds are very high that Rare is indeed working on a sequel to Joanna's espionage shooter. Rare themselves have even advertised for 3D artists and programmers for a new *Perfect Dark* title! The bad news is however that it is extremely unlikely that this sequel will appear on the N64. *Perfect Dark* took nearly two years to reach the machine after it was first announced! Rare have also registered the domain name velvetdark.com – perhaps there are two new games in the works?

DOLPHIN UPDATE!

The latest news and rumours about Nintendo's next-generation console...

The hottest news this month is that the Dolphin could use Fluorescent Multilayer Discs as its storage medium. These would be the same size as a Mini-Disc but would hold more than a DVD – possibly up to 20 gigabytes! Other big news is that the controllers have been finished and Nintendo boss Yamauchi has confirmed that the console will in fact be Internet compatible!



There's also some good news on the games front as Miyamoto has announced that the Dolphin will be breaking the game genre mould. An, as yet, untitled innovation has been called a 'communication game' by Miyamoto. You can also expect to see a few new Nintendo characters on the Dolphin – along with the old favourites of course. One classic character is at least a lot closer than everyone thought because the release schedule for *Zelda* on Dolphin has been halved!

The game which was previously thought to take four years to develop will now be ready in two!

Dolphin news has been flooding in this month but on 25 August at Space World the dam should break and all will be revealed! Check out 64 MAGAZINE next month for the latest news from Tokyo.

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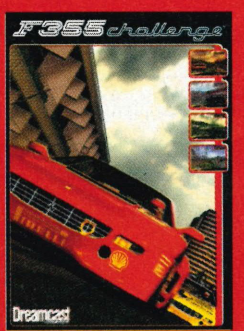

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Gamewatch

When you want to find out what games you're going to be able to play on your N64 in the future, then this is the only place worth looking! This comprehensive list shows you all of the upcoming N64 games that we know about, along with their expected release dates (where known). The Gamewatch section is also updated every month so you can be sure of getting the most up-to-date information when you check in here!

To make it easier for you to find out that all-important date for whatever Nintendo blockbuster you happen to be waiting for, all of the UK N64 releases are highlighted in yellow to stop you getting too excited when you spot some fabulous awe-inspiring title which looks likes it's about to be released next month, only to find that you're actually looking at the Japanese release!

• Release dates are subject to change without notice. That's unfortunately the software companies for you: always a-choppin' and a-changin'. So don't blame us if your favourite game turns up six months late! (And let's face it, sometimes it can even be longer than that... *Perfect Dark* anyone?)

KNOWN RELEASE DATES AUGUST-SEPTEMBER 2000

Blues Brothers 2000	UK	September
Duck Dodgers	UK	September
F1 Racing Championship	UK	September
Hercules: Legendary Journeys	UK	September
ISS Millennium	UK	September
Kirby 64: The Crystal Shards	UK	September
Pokémon Snap	UK	September
Turok 3: Shadow Of Oblivion	UK	September

OCTOBER ONWARDS

Banjo-Tooie	UK	November
Conker's Bad Fur Day	UK	December
Cruis'n Exotica	UK	October
Dinosaur Planet	UK	December
Donald Duck	UK	December
Eternal Darkness	UK	November
Excitebike 64	UK	October
Mario Party 2	UK	October
Mario Tennis	UK	December
Mickey's Speedway	UK	November
Paper Mario	UK	October
Pokémon Puzzle League	UK	December
Ready 2 Rumble 2	UK	November
Riqa	UK	December
Rush 2049	UK	October
Starcraft 64	UK	October
Super Mario RPG	UK	October
Zelda: Majora's Mask	UK	November

TO BE CONFIRMED

1080 Snowboarding 2	Jap	2000
3Sixty	US	2000
4x4 Mud Monsters	US	2000
Aidyn Chronicles: The First Mage	US	2000
Airport Inc	UK	2000
All Star Baseball 2001	US	2000
Alone In The Dark 4	UK	2000
Animaniacs Ten Pin Alley	US	2000
Army Men: Air Combat	UK	2000
Army Men: Sarge's Heroes 2	US	2000
Bassmasters 2000	UK	2000
Batman Beyond	UK	2000
Bomberman 2	Jap	2000
Caesars Palace	US	2000
Catroots	US	2000
Cenzo's Carnival Adventure	US	2000
Derby Stallion 64	Jap	2000
DethKarz	UK	2000
Earthbound	UK	2000
Extreme Sports 64	UK	2000
FIA Formula 1	UK	2000
Fighters Destiny 2	UK	2000
Fire Emblem 64	Jap	2000
Ghouls & Ghosts	Jap	2000
Greatest Arcade Hits	US	2000
Harvest Moon	UK	2000
Hey You! Pikachu!	US	2000
Indiana Jones: Infernal Machine	UK	2000
Indy League Racing 2000	US	2000
Jeff Gordon XS Racing	US	2000
Jest	UK	2000
Jungle Emperor Leo	Jap	2000
Kobe Bryant NBA Courtside 2	UK	2000
Madden 2000	US	2000
Magic Flute	Jap	2000
Mega Man 64	Jap	2000
Metal Gear	Jap	2000
Mia Hamm Soccer	US	2000
Mini Racers	UK	2000
Mother 3	Jap	2000
Namco Museum 64	UK	2000
NBA Live 2001	US	2000
NFL Blitz 2001	US	2000
Ogre Battle 64: Lordly Caliber	US	2000
Polaris Snocross	US	2000
Power Rangers	US	2000
Puma Street Soccer	UK	2000
Quest 2	US	2000
Rally Masters	UK	2000
Resident Evil Zero	Jap	2000
Rev Limit	UK	2000
Robocop	US	2000
Rollerball	US	2000
Ronaldo Soccer	UK	2000
Roswell Conspiracies	US	2000
Rugrats In Paris	US	2000
Scooby Doo:	UK	2000
Shadow Man 2	UK	2000
Sim City 2000	UK	2000
Snowboard Kids 2	UK	2000
Space Invaders	UK	2000
Speed	US	2000
Spider Man	UK	2000
Spooky	US	2000
Spy Hunter	US	2000
Star Wars: Battle For Naboo	UK	2000
Sydney Olympics 2000	US	2000
Tetris Attack	UK	2000
Thornado	US	2000
Tom and Jerry	US	2000
Top Gun	US	2000
Velocity	US	2000
Wild Waters	UK	2000
The World Is Not Enough	UK	2000
WWF No Mercy	US	2000
WWF Smackdown	UK	2000
X-Men: Mutant Academy	UK	2000
Young Olympians	US	2000

Resident Evil Zero

Hercules

Zelda: Majora's Mask

Conker's Bad Fur Day

Banjo-Tooie

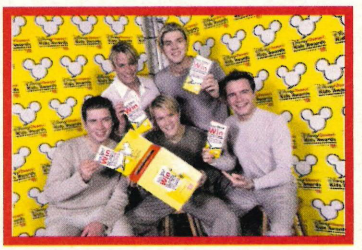
Dinosaur Planet

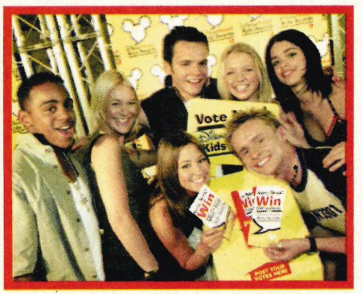
WIN! VIP PASS TO THE DISNEY CHANNEL KIDS AWARDS FINAL SHOW

How would you like the chance to hang out with the stars? The Disney Channel Kids Awards Final on the September 23 is guaranteed to be the ultimate celebrity destination. Taking place at the London Arena in Docklands it'll be televised on the Disney Channel on 24 September 2000. And 64 MAGAZINE is offering you the once-in-a-lifetime opportunity to go back-stage and meet the stars!

Forget stuffy old 'traditional' awards, the Disney Channel Kids Awards – in association with McDonalds – gives kids the opportunity to have their say. It's 'Your Choice, Your Voice' and the Disney Channel Kids Awards want to hear what you're really into, from pop through sport to videogames. This year's official spokespeople, S-Club 7, Westlife and Michael Owen, want you to make yourself heard by filling out the voting forms available through McDonald's, the Disney Channel, Disney Stores and the Disney Channel Website (www.disney.co.uk/disneychannel).

The Disney Channel Kids Awards Final is set to be a star-studded extravaganza. Last year 64 MAGAZINE went along and had a great time at the event which was fronted by top popsters Steps and Stephen Gately. This year the Awards go from strength to strength, the line-up is set to be even bigger and you can win the chance to go behind the scenes for some real VIP treatment alongside all your fave pop, sport and TV personalities – including the top journos from 64 MAGAZINE – by answering the following simple question:





How many band members make up S-Club-7?

A: 64

B: 7

C: 256

Send your entries to the usual address marked "Disney Awards Compo", enclosing your name, address and a daytime phone number. Entries should arrive no later than 7 September 2000.
If you're not lucky enough to win, you can buy tickets to this top pop event by calling 0870 1200 140 (Calls charged at 10p per minute, ask the permission of the person paying the bill before making a call). Tickets cost £15.00 per person or £50.00 for a family ticket admitting four.

Disney Channel Kids Awards
in association with McDonald's
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64 MAGAZINE CHARTS

In association with GAME

Call (0181) 974 1555 for your nearest GAME store!
Check out the Web site at www.game-retail.co.uk

This Month	Last Month	Game	Publisher	64 Magazine Score
1	-	Perfect Dark	Nintendo	98%
2	1	Pokemon Stadium	Nintendo	88%
3	10	The Legend Of Zelda	Nintendo	96%
4	-	Turok: Rage Wars	Acclaim	90%
5	-	Goldeneye	Nintendo	95%
6	3	Star Wars: Episode One Racer	Nintendo	82%
7	-	1080 Snowboarding	Nintendo	82%
8	-	International Track and Field	Konami	90%
9	-	Chef's Luv Shack	Acclaim	69%
10	-	Banjo-Kazooie	Nintendo	90%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to *Chart Compo 42, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth BH1 2JS!*

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A Bug's Life
Armorines
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B
Banjo Kazooie
Blast Corps
Body Harvest
C
Castlevania
Castlevania: L of D
C & C 64
Cyber Tiger
D
Destr. Derby 64
Diddy Kong Racing
Donkey Kong 64
Doom 64
Duke Nukem 64
Duke Nukem: ZH
E
ECW Hardcore
Excitebike 64
F
F1 World GP
FIFA '99, '98 & 64
F Zero X
G
Gauntlet Legends
Goldeneye
H
Hybrid Heaven
I
Int. Super. Soccer
ISS'98
J
Jet Force Gemini
K
Killer Instinct Gold
L
Lego Racers
M
Mario 64
Mario Karts
Mission Impossible
P
Perfect Dark
Pokemon Snap
Pokemon Stadium
Premier Man. 64
Q
Quake 2 & 64
R
Rainbow 6
Resident Evil 2
Ridge Racer 64
S
Shadowman
Shadow of Empire
Snowboard Kids
South Park
South Park Rally
Star Fox
Star Wars: Racer
S.W. Rogue Squad
Super Mario
Super Smash Bros
T
1080 Snowboarding
Tarzan
Tony Hawk's
Top Gear Rally 1 & 2
Turok 1 & 2
Turok Rage Wars
V
Vigilante 8
Vigilante 8 2nd Off.
V Rally '99
W
WCW Mayhem
WCW Vs NWO Rev
World Cup 98
WWF Attitude
WWF War Zone
WWF Wrestlemania
X
Xena Warrior Pcess
Z

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When I'm 64

Got something you want to get off your chest? Then write to us and let other gamers know what you think!

STAR PRIZE

The star letter each month wins a lorry load of N64 peripherals courtesy of Fire International.

STAR LETTER

WIN! £170 of N64 kit!

- VRF-1 Steering Wheel
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- 8 Meg, 1 Meg and 256K Memory Cards
- 1 Meg Jolt Pak
- SCART, S-Video and Extender Cables

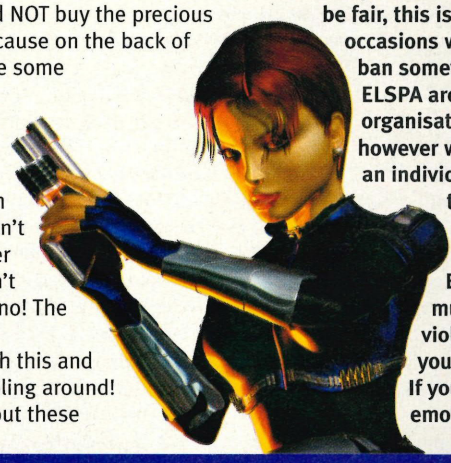
Beatle Mania!

Dear 64 Magazine,

"Help! I need somebody! Help! Not just anybody, but you'll do!" Here's the picture: I reserve my copy of *Perfect Dark* at my local Game store. I'm at boarding school but my Mum went there today, 30 June, the release date for *Perfect Dark*, and did NOT buy the precious package. This is because on the back of the pack, there were some 'recommended suitability' ratings by ELSPA – which is a company wetter than wet crepe paper – which certified that *PD* shouldn't be used by people under 18! The horror! She didn't buy it! Controversy! Oh no! The terrible 'gore'!

Please, please publish this and tell my mum to stop fooling around! It just goes to show about these politicians who appeal to wet people like all these mothers saying, "It's too violent – let's ban it" for the sake of votes.

Edward Plant, Burnham



We've had a few letters like this one now and it's obviously a bit of a problem for a lot of you. To be fair, this isn't really one of those occasions when politicians have tried to ban something for the sake of votes – ELSPA are unconnected to any political organisation as far as we know – however we do join you in condemning an individual or organisation that tries to use apparently 'dangerous content' in videogames for a bit of cheap publicity. Anyway Edward... or rather, Edward's mum: yes, *Perfect Dark* is quite violent, but no more violent than your average 15 certificate video. If you think Edward is a balanced, emotionally-

PRIZE WINNER

STAR LETTER

A Recent Convert

Dear 64 Magazine,

I have owned a PlayStation for four years and only recently bought an N64 (blame *Pokémon Stadium*). Last month yours was the first N64 magazine I'd bought and I was surprised by the letters page... It appears that a lot of N64 owners seem to feel that their machine is now an underdog about to die a death – hogwash. I know Nintendo are also in the race to build the best 128-bit machine, but you must remember that they are the only company to build a 64-bit one (the Jaguar doesn't count, it had two 32-bit chips). This must mean it has more life ahead of it than a mere 32-bit machine (my Amiga 1200 was 32-bit, so was the CD32 – look how long they've been commercially dead!).

The PlayStation is only now being used to its full potential games-wise, and this is five years after its launch. If you were to lay the N64's lifeline onto that scenario it would show that the N64 still has a lot of life ahead of it, with games that will make the ones launched now look primitive by comparison! *GoldenEye* was one of the early Nintendo games and that is way ahead of any third-person shoot-'em-ups on the PlayStation, not to mention *Perfect Dark*. Don't get me wrong here, I still think the PlayStation is a good piece of kit, I just don't like to see people underrating their superior N64s.

PS: Many years ago I used to buy the best 64 magazine ever created, *ZZap 64!* for the Commodore 64. I notice that in your review scoring system, you use the 64 Sizzler and the 64 Gold Medal awards for top quality games. These logos are exactly the same as the ones they used to use in *ZZap*, is it a coincidence or are you affiliated in some way?

Matty, email.

See now, we've been saying this all along Matty. The N64 still has absolutely loads of life left in it and judging by some of the games that we've seen which are still in development – the best is yet to come! Well... aside from *Perfect Dark* of course, that's already here – but the rest of the best is still to come certainly. The N64 should keep going well into the launch of the Dolphin (which is looking absolutely fantastic by the way). As for our logos, as we've mentioned in the past, our Art Director Mark Kendrick used to work for *ZZap 64!* way back in the 'old days' of gaming and when he designed the original templates for 64 Magazine he... erm, 'appropriated' the *ZZap* awards! Oh... by the way, if you'd like your Star Letter prize you need to send us your full name and address!

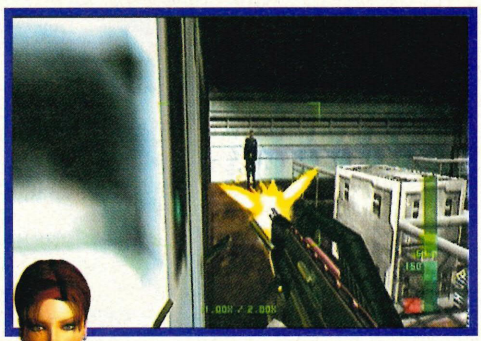
stable young lad who isn't going to be warped by shooting bad-guys in a videogame then at least give some thought to purchasing *Perfect Dark* because it quite simply is the best game on the N64 – ever. On the flip side of this though (sorry about this Edward) if you think Edward is anything like the person who wrote our next letter then you should probably ban him from playing *Perfect Dark* forever and keep him away from sharp objects too!

Scary, Very Scary...

Dear 64 Magazine,

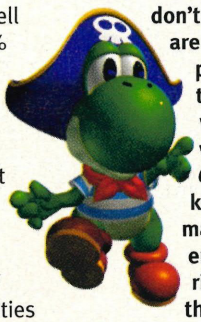
I found your review on *Perfect Dark* very disturbing indeed. How could you possibly tell the public that this game has a rating of 98% and is better than *GoldenEye*? I recently purchased *Perfect Dark* after months of excitement, only to discover that this game is very disappointing.

Perfect Dark is a very average game, and it is not anywhere as good as *GoldenEye*. What made *GoldenEye* so special was the killing effect and the way that it makes you feel after you pump the enemies' guts full of lead. *Perfect Dark* just hasn't got these qualities and although the graphics are good, the quality of the game is a huge disappointment. After I completed a few levels, I couldn't begin to believe this game was poor so I carried on



playing for hours to try and discover the quality in this game, but there is hardly none at all. The 'see in the dark' glasses for example are pathetic and the ridiculous little scream the enemy makes after being shot is a disgrace. I had no option but to take *Perfect Dark* straight back to the retailer and demand a refund. I am a big fan of the N64 because of the likes of *Mario 64*, *ISS '98*, *Zelda*, *Diddy Kong Racing* and *GoldenEye*, but sadly, there aren't many more games worth buying. I sadly believe that the N64 is dying and *Perfect Dark* is going to contribute to the death of this great console. Nintendo have to do something special to keep the N64 alive and I have a perfect plan: *Street Fighter 64*!

Rikki Fullarton, London



You sure you're not the games reviewer on *The Scotsman*? Seriously though Rikki – we found your *letter* very disturbing indeed!

Overlooking for a moment the fact that you don't like *Perfect Dark* (sorry – while we are perfectly prepared to accept other people's points of view on most things, on this subject: you're wrong) let's just take a look at what you've said. "What made *GoldenEye* so special was the killing effect and the way that it makes you feel after you pump the enemies' guts full of lead." Right, right. Okay. Um... you don't think this is a little strange? No offence Rikki, but it's probably a good thing that you took *Perfect Dark* back to the shop if you're having thoughts like these. In fact, you should probably stop playing *GoldenEye* too. Try some nice, non-violent games like *Yoshi's Story* or *Wetrix*.

Pokémon Panned

Dear 64 Magazine,

There is one thing which really bugs me: Pokémon. Here are all of the videogames of it I can think of: *Pokémon Green*, *Pokémon Blue*, *Pokémon Red*, *Pokémon Yellow*, *Pokémon Silver*, *Pokémon Gold*, *Pokémon Trading Card Game*, *Pokémon Pinball*, *Pokémon Stadium*, *Pokémon Snap* and *Hey you, Pikachu*! And that's only the videogames *I* can think of! When you include the Monopoly, Trading Cards etc, how big does it get? One of my hobbies is Pokémon card destroying, and I have even created a website with images of them (http://PokémonDeathRow.CJB.net). The thing is that Nintendo milked it to the extreme! I mean, Pokémon Monopoly! I think that Pokémon should be made illegal in all countries and all of the products should be destroyed. Bits of card with printing on have become much too popular (and expensive). They are basically double-sided cornflakes packets, but smaller and more expensive.

David Wickham, Bath

So... you don't like Pokémon very much then?

Sony's Number One Fan

Dear 64 Magazine,

Y'know, I've just realised something (the irony is so deep I'm making footprints in it): this PlayStation thingy's fantastic! It uses CDs, so it's easily copiable, pirates can make loads of money, and Sony lose out! It's got some really sooper (mad American accent type #4) controllers, especially with those cross pad things which make it near-to-impossible to control anything smoothly. It's got graphics which have been bettered by Franklin's pocket translator. Two players can play, unless, in an idea craftily copied from some funny Japanese company, someone forks out for another TV, or two more controllers and some add-on! Fantastic! When you turn it on it's time to go down to the bar for a pint as with the sharp edge of modern technology, it takes at least five minutes to get started. Here's the best bit: The games are all crap! But there's HUNDREDS of crap games! And because of this, they're cheap! And there's this fantastic thing called *Tomb Raider*: You go around these boring repetitive puzzles in some cave or something, and there's a few cats and things you've got to shoot with your handheld artillery battery per level. However, this isn't the point! There's a sexy chick in it! With breasts that look like they've been made out of bricks! Fantastic! Let's all go and buy a PlayStation right now!

Edward Plant, Burnham

So... you don't like PlayStations very much then?

Link's Coming... Where's Samus?

Dear 64 Magazine,

I was very pleased to hear about the new *Zelda* game coming out soon, although the time limit sounds difficult to master. I would like to know if Nintendo intend to release a new *Super Metroid* game for the Nintendo 64. I thought that *Super Metroid* for the SNES was fantastic. Suitable changes for a further *Super Metroid* game for the N64 would be a dramatic theme tune and a changeable view.

PS: I really like your magazine, it's class.

Philip Banham, Ipswich

Cheers Philip, we like it too! Anyway, you're not the only one who'd like to see Samus starring in a game on the N64 – there are several *Super Metroid* fans in the 64 Magazine offices – however, the bad news is that it doesn't look like it's likely to happen. Although a *Super Metroid* game was rumoured a while back (and we're talking a long while back) there's nothing at all on Nintendo's release schedule even as a possibility. The good news though is that there's a decent chance that a follow-up to *Super Metroid* may well be planned for the Dolphin, although as yet that's still just another rumour.

Not Perfect?

Dear 64 Magazine,

First up, I am a fan of *Perfect Dark*. I just thought I'd say that to prevent the torrents of abuse that would immediately wash me away, should I dare to dislike Rare's undoubted classic. I just thought I'd throw someone else's hat into the ring, namely the games reviewer of *The Scotsman*. Now, this particular paper is, generally, of a very high quality. However, the games reviews that appear from time to time are, at best, an afterthought. They usually arrive too little, too late. I suspect that the column is largely unsupported by the industry as a whole, and that the resident reviewer must actually stump up the cash for the games himself.

20 S2 MONDAY The Scotsman, 3

GAMES

INTO THE BLACK

Bond's successor fails to sparkle and shine, finds *Mike Anderiesz*

Perfect Dark
N64/Nintendo. £39.99 ★★★
The N64 has had a pretty troubled life since its launch in 1996. Its very best games may have been masterpieces, but they were too few to make much headway against the mighty Playstation. The exception was *Goldeneye*, based on the James Bond film of the same name.

Now, at long last, the sequel is here – bereft of Mr Brosnan, but with a more curvaceous hero in the shape of secret agent Joanna Dark.

At first glance, you would be hard pushed to guess this had anything to do with *Goldeneye*. The 3D engine is much more claustrophobic, essentially a sequence of tunnels, stairwells and storage rooms with strategically placed boxes to hide behind. And whereas Bond could only walk and shoot, Dark packs a variety of gadgets, with plenty more to pick up on the way. The range of mission objectives, weapons and characters to interact with is stunning, leaving you totally unsure as to what may be around the next bend.

Why, then, does it leave me so cold? Well, this time round the designers, Rare, seem to follow the pack rather than lead it. Add to this surprisingly fuzzy graphics and a relatively arthritic hero (she can neither run, crouch nor jump) and you have a game of huge variety and ambition that lacks that special magic. For me, a little disappointing, but thousands will doubtlessly disagree.

In the case of the review of *Perfect Dark*, I can only assume the reviewer played a borrowed copy. It is also fairly certain that he only played the – admittedly light, introductory in nature – first levels. And in Agent mode, I think. Let me quote the criticisms:

"Why, then, does it leave me so cold? Well, this time round the designers, Rare, seem to follow the pack rather than lead it. Add to this surprisingly fuzzy graphics and a relatively arthritic hero (she can neither run, crouch nor jump) and you have a game of huge variety and ambition that lacks that special magic. For me, a little disappointing, but thousands will doubtlessly disagree."

Yup, you've got one here! While I agree that the game didn't immediately leap out and grab me (the opening levels in the dataDyne building were a little slow), *Perfect Dark* took less than a full day to grow on me. It certainly deserves the high praise that the vast majority of independent industry pundits have given it.

Iain Lowson, email

Having read the article you sent us Iain, we reckon that the reviewer in question is being a little unfair to the game and as you point out, some of his comments are downright inaccurate! As for whether it's down to having to fork out the cash for the game himself – that's probably a little unfair and anyway, even if for some reason he didn't get the game from Nintendo, he could probably claim the money back on his paper's expenses! It does appear though from what's been written that he can't have really played through much more than the first few levels of the game – but then to be honest if he works for a newspaper he's probably got lots of other stuff to be doing in addition to game reviews so perhaps he hasn't the time. Basically if you want the real low-down on a game then read a publication that's dedicated to them – after all, we don't try and give you our opinion on the latest political scandal or budget crisis, do we? Of course, if the Editor of *The Scotsman* would like his paper's game reviews to be written by journalists who, live, eat and sleep videogames then maybe he can give us a call?

CONTACT 64 MAGAZINE

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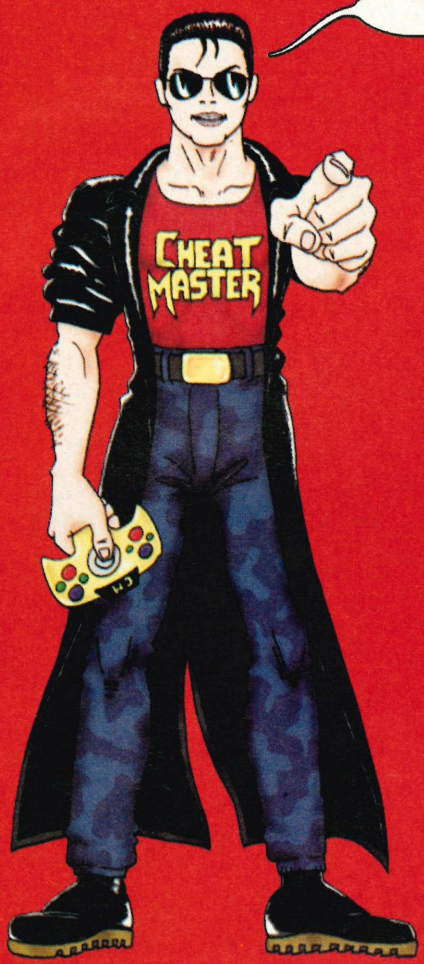

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Jeopardy
Jet Force Gemini
Jikkyou Soccer France '98
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K
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Rampage: Universal Tour
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Shadowman
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Tarzan
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Tonic Trouble
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64 sight

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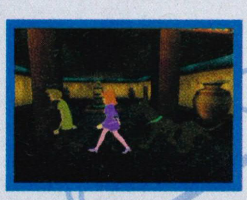
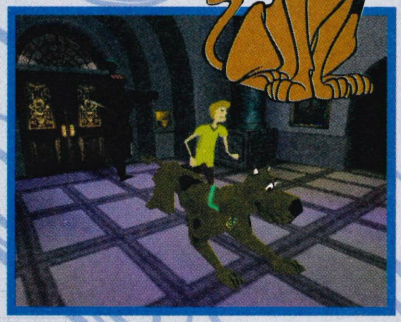
14 Scooby Doo: Classic Creep Capers
16 Ogre Battle
18 WWF No Mercy
19 Pokémon Puzzle League

Scooby Classic Creep

Zoinks... it's Rooby Roo!





SCOOBY DOO

Publisher:	THQ
Developer:	Terra Glyph
UK Release:	November

Forget Buffy the Vampire Slayer, these guys have been hunting ghosts, killing goblins and solving mysteries since time began! Okay, so that may be a bit of an exaggeration but Scooby Doo and the Mystery Gang are probably going to be one of the most deserving groups of cartoon heroes to ever get burned onto an N64 cart. Think about it: you've got the twisting stories, the mystery, the traps and the humour – what more do you need from a computer game? (Gameplay perhaps? – Roy) One thing's for sure: *Scooby Doo: Classic Creep Capers* is going to bring a lot of smiles to a lot of faces!

Classic Creep Capers is based on the original *Scooby Doo* series and so basically that means there's absolutely no Scrappy Doo in sight! You wouldn't believe how happy some of the 64 MAGAZINE team were when they found out that THQ was keeping it real for the fans! Scrappy (Scooby's little rat friend/terrier nephew/deformed gerbil) is not fondly loved by hard-core *Scooby*

Doo: Capers

addicts and this game is certainly catering to the cult fan base – hence the fact that much of it is based on actual episodes from the original series!

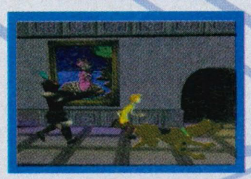
In *Classic Creep Capers* you're able to relive three classic *Scooby* episodes: *What A Night For A Knight*, *That's Snow Ghost* and *A Tiki Scare Is No Fair*. Thus giving you the opportunity to lead the Scooby gang against several of the series' most dastardly villains. Can you remember how the gang caught the Witch Doctor or the Black Knight? If you can then it doesn't matter because the game also includes one brand new never-before-seen episode and an all-new villain.

You get to control Scooby and the entire gang through a variety of game modes. Gameplay includes searching for clues, solving puzzles, setting traps and of course eating Scooby snacks! Each episode has more than a dozen different environments which are all in keeping with the theme of the original *Scooby Doo* series. It's just like controlling your very own cartoon from the comfort of your armchair!

Of course this wouldn't be a *Scooby* game without the familiar main characters and *Classic Creep Capers* not only has them all looking as cool as they did in the cartoon but they sound pretty darn groovy too! To help add to the feel of the game all the character voices have been done by the actual actors and actresses from the original series – no boring subtitles here! Add to this the authentic music and sound effects from the cartoon and you've got the ultimate Scooby experience. 64 MAGAZINE will unmask more on *Classic Creep Capers* as soon as we've finished our Scooby snacks. ■

▲Scooby may be a cute cartoon character by day but like all dogs he loves nothing more than to chase after cars!

▼They could be running away from the Black Knight but it's more likely they've been scared by the Pink Panther painting!



▼Would you trust these guys to solve your mysteries? They all look far too relaxed and definitely a little too smug for our liking!

▼As the lights go up in the museum, Shaggy suddenly begins to feel a little less brave than he was a few minutes ago!

Ogre Battle 64: Person of lordly Calibre

Let battle commence...

The translation is still in progress from the original Japanese text to English but *Ogre Battle 64: Person Of Lordly Calibre* is looking better and better every day. Following on in the same style as its SNES predecessors, *Ogre Battle* is a bizarre hybrid of RPG and war simulation. The story for this game follows the plight of the Zeteginia continent at the hands of the evil Lodis Empire. You play the unfortunate young officer Magnus Gallant who is leading a revolution and thus is stuck in the middle of it all!

It's your job to command a huge army and determine the course of history for your land and its people. In each game you can control up to 94 characters and 200 soldiers at any one time!

Unfortunately you cannot fight with them all on the same screen at the same time but then the RPG element of the game would become far too complicated if you could. Instead battles are broken down into small units comprised of five different characters.

The real strategy comes when you realise that units can be linked together and that there are hundreds of combinations. There are over 30 different male, female and monster classes available and all of these can be equipped with pretty much any weapon that takes your fancy. Keep the same team and they learn to work togther!

Another interesting twist on the strategy element comes with the pre-battle set up. Each of your five characters can be placed anywhere on a 3x3 square for the fight and you can of course slap them anywhere but that

▲ Throughout the course of a battle you can tell all of your soldiers to focus their attacks on one particular person if you like.

OGRE BATTLE 64: PERSON OF LORDLY CALIBRE

Publisher:	Atlus
Developer:	Quest
UK Release:	TBA

isn't always best. You see certain characters when put next to each other actually join forces in a battle. A combined magical attack from three wizards is going to do a lot more damage than three separate attacks! With up to 29 different units on the go at a time things can get a little hectic but then that's half the fun of it!

Thankfully navigation is made easy with the help of a simple top-down map screen, all you have to do is click on a unit and tell it where to go. It's only when battles occur that the game switches view. Battles all take place in real-time so any mistakes are going to be costly! This game is going to be a lot of fun to play and with over 43 scenarios *Ogre Battle 64* is guaranteed to keep you coming back for more. ■

▲ Battles aren't just restricted to the outdoors – you get to fight to the death inside buildings as well, like this church for example.

▲ Finding your way around the world and keeping track of your units couldn't be easier with this map screen.

Ala-Kaboom!

This may be a game with cutesy cartoon graphics but the effects from all the magical spells are quite literally mind-blowing! When you summon an elemental the entire screen explodes around the characters in coloured balls of light.

DVD review

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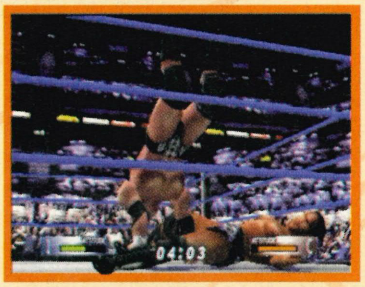
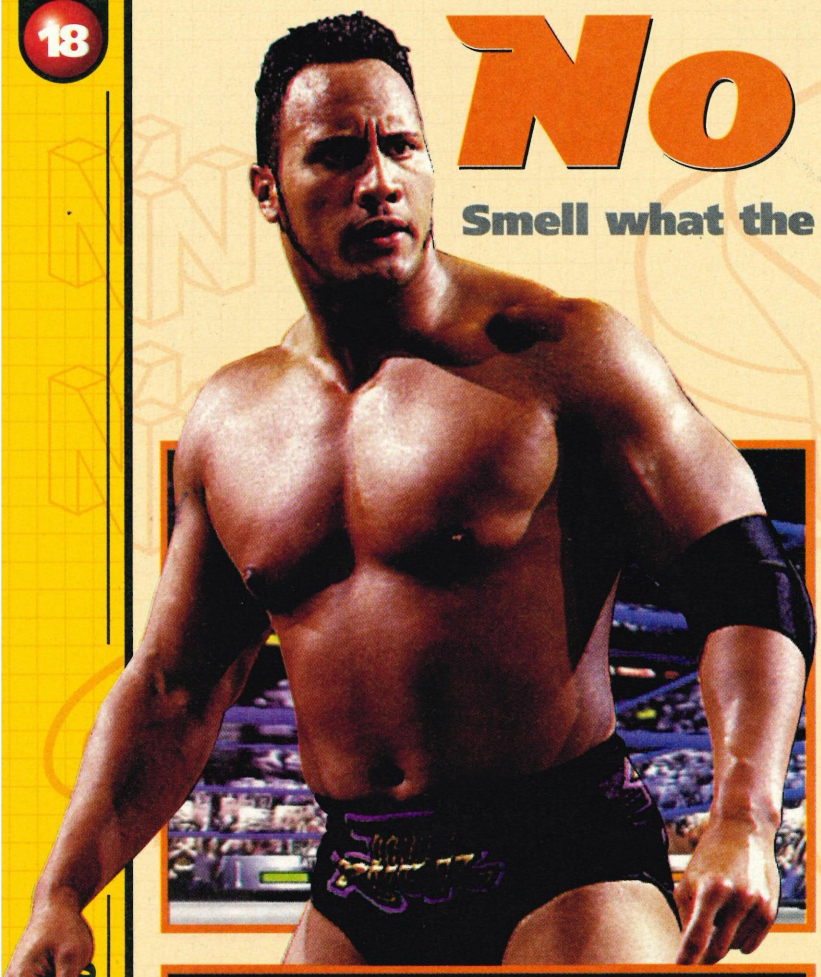
WWF No Mercy



Smell what the N64 is cooking!



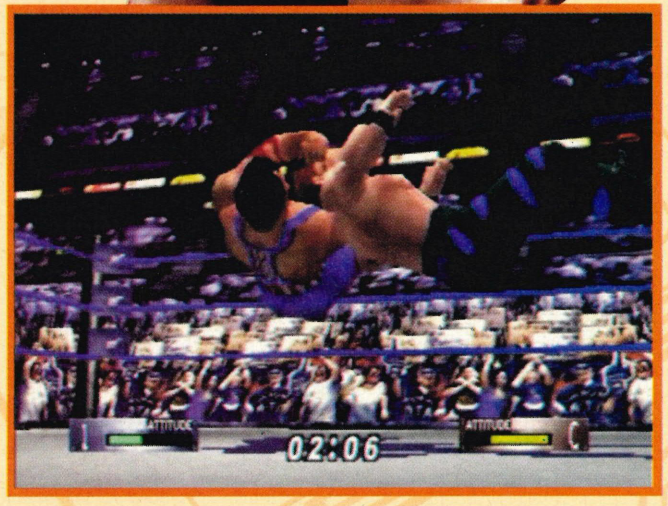
It's been quite a while since a WWF game has made an appearance on the N64. Well all you wrestling fans can finally relax because *WWF No Mercy* is on the way! And as if this wasn't enough it's being brought to you by exactly the same team that gave birth to *Wrestlemania 2000*. A game we liked so much that when it came out we awarded it 93%!

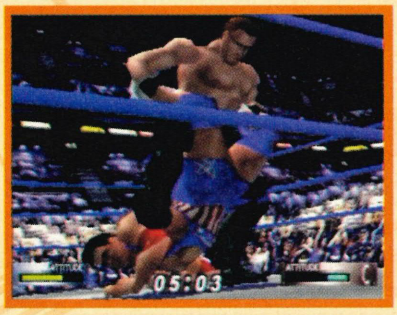
A lot's changed since *Wrestlemania* and *No Mercy* gives you all the sweat and muscle you could ever possibly need. This game features improved graphics, new venues, new animations and around 80 wrestlers to play with! To keep the fans happy the line-up even includes all-new wrestlers such as Rikishi and the Dudley Boyz.

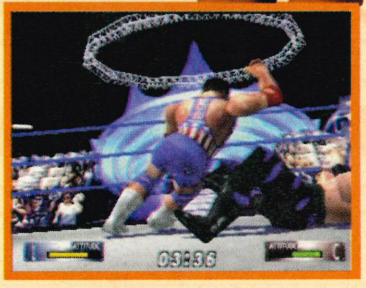
It's not only the cosmetic side of things that have been updated either, as *No Mercy* also has some new modes, like the comical ladder match. The idea of this is simple enough, all you have to do is get a ladder, set it up in the centre of the ring and collect the prize suspended above. It may not sound like much but it's great fun when you realise the ladder can be used as a weapon to clobber your opponents with!

The most interesting thing about this game is that, with the use of the Transfer Pak, it's compatible with the Game Boy Color version. Do well in the Game Boy game and you are rewarded with goodies and wrestler upgrades which can be transferred to the N64 game. Can *Wrestlemania* be beaten? Get your lycra ready and keep an eye on 64 MAGAZINE for the answer. ■

▼ It never ceases to amaze us just how many bizarre positions these professional wrestlers can get themselves into!







▲ You just know that this is going to hurt – those of a nervous or faint disposition should look away now!

WWF NO MERCY

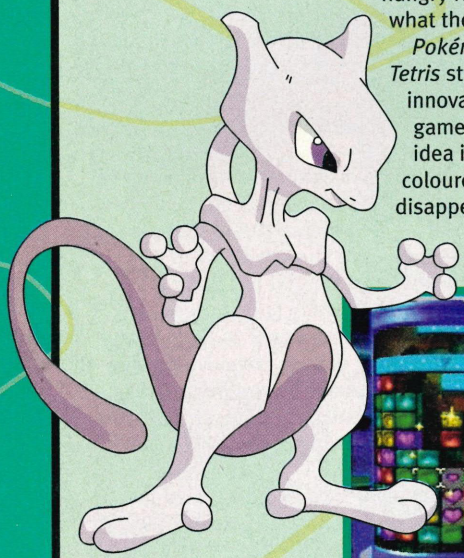
Publisher:	THQ
Developer:	Aki Corperation
UK Release:	December

Pokémon Puzzle League

Flogging a dead Pikachu?

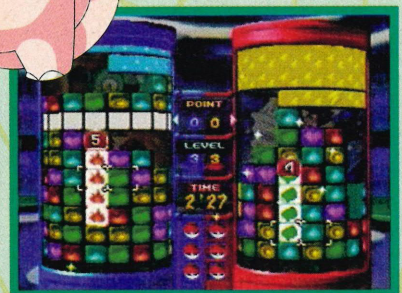
Never let it be said that Nintendo doesn't know how to get its money's worth out of a popular craze! In a few years time when the kids of today are a little more grown up we'll all doubtless look back on Pokémon and laugh. For now though the pocket monster-mad public are hungry for more and that is just what they're going to get!

Pokémon Puzzle League is a *Tetris* style puzzler with the added innovation that you can play the games in either 2D or 3D. The idea is simple: match any three coloured blocks to make them disappear. However, like all puzzle games, the skill comes with tactics. Once you get used to the game, multiple block combos should come thick and fast!



The main idea of the one-player game is to defeat all 16 trainers but there are six gameplay modes to add variety. These are Stadium, Puzzle University, Mimic Mansion, Pokémon Spa, Time Zone and Marathon. You can also play head-to-head with a mate in two-player. It's always great fun to scupper a human opponent's chances by filling their screen with blocks!

Puzzle games are always good for a laugh, all that's left to do now is to wait and see where the cute yet annoying creatures go next. Perhaps we'll have a Pokémon sports game or maybe even Pokémon racing! Whatever it is, you can always rely on 64 MAGAZINE to bring you all the latest Pokémon news. ■



▲ The classic one-player 2D marathon game – in this mode you even get all your favourite characters cheering you on!

▲ One of the best things about the multiplayer game is being able to bombard your opponent – shame it's not four-player!

▲ The 3D mode in *Pokémon Puzzle League* is a little more confusing and a lot more hectic than the 2D one but ultimately more fun to play.

POKÉMON PUZZLE LEAGUE

Publisher:	Nintendo
Developer:	Nintendo
Release Date:	November

Written by: Mike Richardson

Quacking

A slightly miffed duck waddles steadily towards the N64...

The pistols are cocked and the countdown has begun as two well-known ducks prepare for a beak to beak showdown. Who will prevail? Will Donald put Daffy in his place or will Daffy launch Donald to the moon? Last month in 64 MAGAZINE we brought you an exclusive preview of *Duck Dodgers: Starring Daffy Duck*, this month we take a closer look at the Ubi Soft duck game *Donald Duck: Quack Attack*.

Donald Duck has to be one of the most bizarre of all the Disney characters. Unlike Pluto, Mickey and all the others he actually has a serious attitude! In the game you play the angry squabbling duck whose job it is to save Daisy from the clutches of the evil wizard Merlock. To make things a little bit more difficult you're racing against Donald's cousin Gladstone who also thinks he has what it takes to save Daisy! What is it with these ducks, can they never stop arguing?

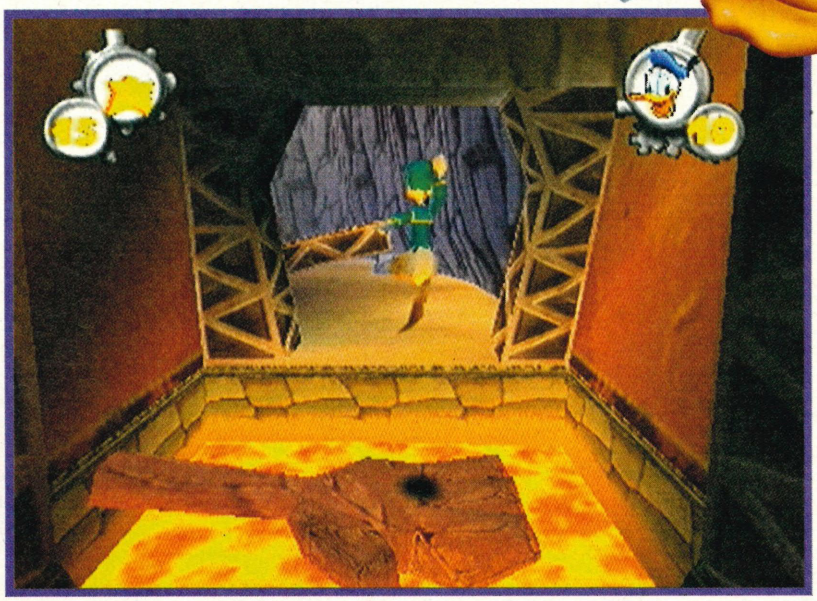
Like *Duck Dodgers* this game also has cartoon-style graphics which fit in perfectly with the theme of the *Donald Duck* universe. One bonus of this game however is that it's based on the *Rayman 2* engine. This is something that is instantly noticeable, even on the early version of the code that we had in the office. Graphically the game already looks very impressive, despite the fact that certain

▼ Now would be a very good time to make use of that double jump – unless of course you'd like your duck to be toasted!

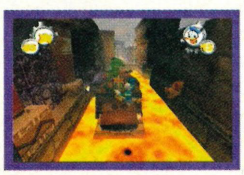
Mad!

Super Donald!

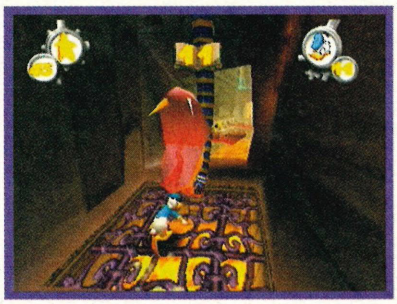
Collect one of the power-ups littered around the levels and Donald explodes into a rage of fury lashing out at all that lies in his path! This is great for getting past some of the tougher enemies.



▼ Whatever you do don't look down! It's a long way to the bottom and there's a nasty lava flow waiting for you!



▲ Do you get the feeling Donald didn't appreciate you missing this jump? That's one unhappy duck with a burnt tail!



▲ Blimey that's a snake and a half! This guy wouldn't even have to chew to swallow you down – running away would be a good idea!

elements (such as the lighting) aren't quite finished yet. *Rayman 2* was well known for its polished graphics and this game should shine up a treat.

Like *Rayman 2* this game features a mix of perspectives all set on a 3D landscape. At times you're running into the screen while at others the view switches to a more classic sideways-scrolling view. There are even a few levels where you find yourself running out of the screen to evade a nasty enemy – if you've played the stampede levels in *Tarzan* then you get the idea. Generally though the path you take is a fairly linear one so it never gets too complicated – the emphasis is on skill rather than explorational ability. By not being a completely free-roaming adventure the game is also suited extremely well to its target audience – kids! That doesn't mean to say there's nothing here for the adults because let's face it who ever grows out of watching cartoons? To ensure the younger players don't get too easily frustrated the

Once Upon A Time...

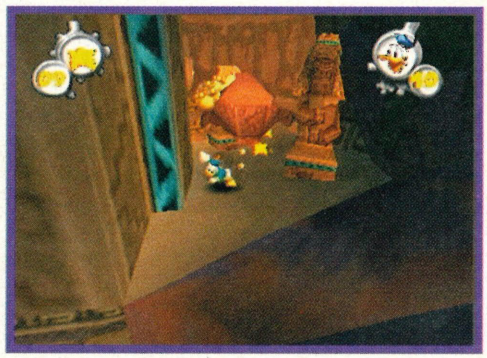
If you're not sure on the story a short cut-scene at the start of the game fills you in on all the details and introduces you to all the main players.

Reporter Daisy Duck has found her way into the foreign kingdom of Merlock and has found a strange device...

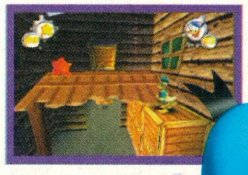
...meanwhile back in the lab Daisy's number one fans Gladstone and Donald Duck are admiring the broadcast...

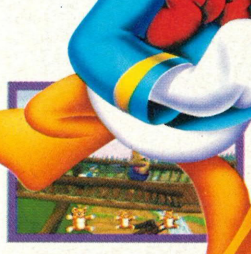
...until that is, the beautiful Daisy is abducted by the evil wizard Merlock and the transmission goes dead...

...being the perfect gentlemen they are Donald and Gladstone spend the next few minutes arguing over who should save her!



▲ You don't have to punch the enemy to kill them, in traditional platform style you can jump on their heads!





controls for *Donald Duck* couldn't be simpler. One button jumps, another button attacks and the control stick moves you around the screen! At no point in this game do you need to pull off bizarre combos to finish a level. In fact the closest the controls come to being difficult is with the double jump move which basically consists of pressing jump whilst in the air!

Keeping very much to a platform theme rather than an adventure one the actual gameplay promises to be as uncomplicated as the controls. In *Donald Duck* you have 24 levels split between five different themed worlds. Finish each level in a world to open a boss stage and finish that stage to complete the world. Of course this isn't all there is to it though, because to keep the more mature gamers happy there are lots of other tasks which can be completed. To start with you need to complete each level to get a piece of the warp pad that opens up access the boss level. Once that's done you can get to tackle each stage in a time attack mode and then there's the additional task of finding all of Donald's nephews' toys. The more tasks you finish in this game, the more secrets you open!

It's when you try to collect all of the nephews' toys that the real puzzle element gets brought out in this game. Before you can actually collect the toys you need to find a spell book – touch the book and a clock ticks down giving you a short period of time in which to find the toy. This sounds simple but try finding both the book and the toy while negotiating a series of tricky platform jumps within a tight time limit! It's this part of the game that should keep the older Donald fans coming back for more.

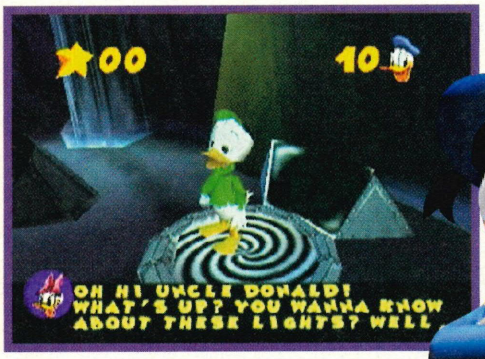
If you're an avid follower of the duck you'll be pleased to hear that this game also includes all the other characters from the world of Donald Duck. You've got Daisy Duck, the nephews Huey, Louie and Dewey plus the professor and Donald's cousin Gladstone. All of whom try to help you out a little along the way – aside from Gladstone that is, who would like nothing more than to see you fail in rescuing Daisy so that he can steal all the limelight!

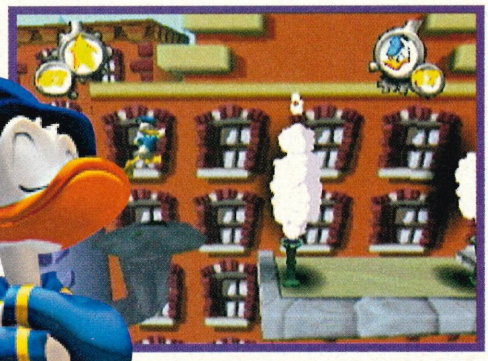
▼ It's moments like this when you could just sit back and enjoy the view... if there wasn't a duck in distress waiting to be saved that is!

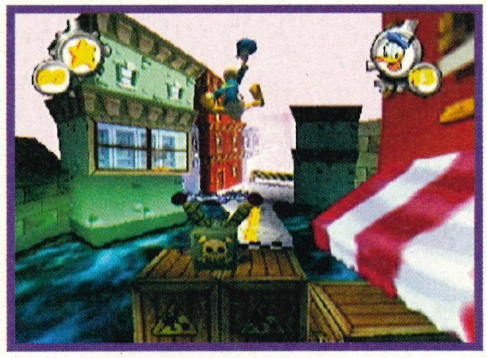
▲ Timing is everything if you want to get past these lasers, mess up and Donald gets sliced and diced!

What The Duck?

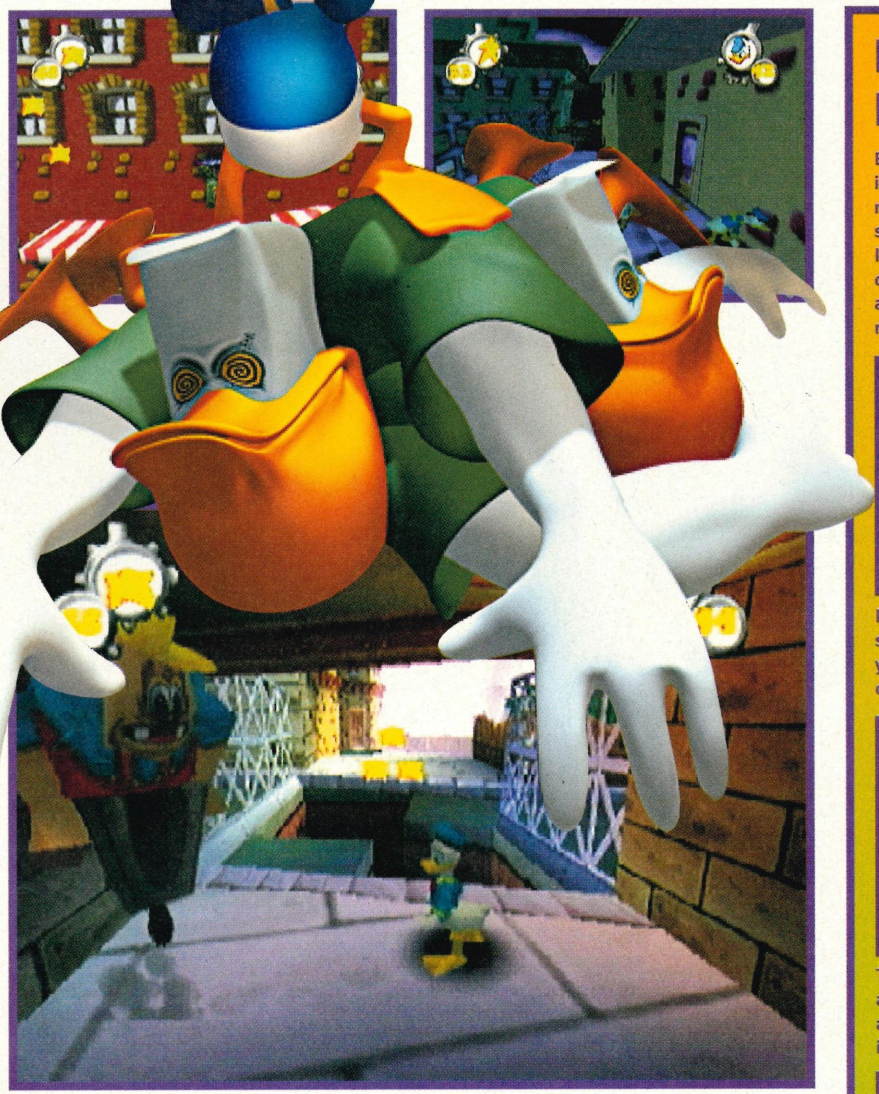
If you mess up too many times on one level Donald gets a little bit miffed at your playing abilities to say the least! More often than not he turns around to the camera, starts shouting and throws his hat down on the floor! You have been warned!



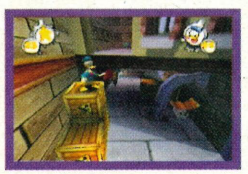


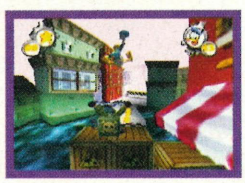


▲ The three nephews are on-hand throughout the game to give you some helpful hints and tips on what to do.

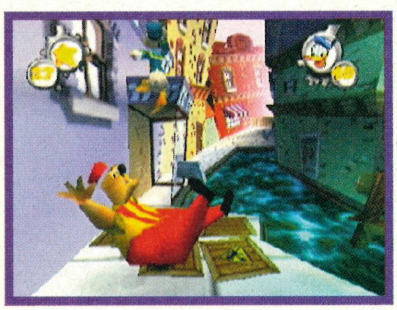


▼ **Before you can collect** any of the hidden toys you need to hit the magic books to release them from their spell.





▲ When you do a double jump Donald pulls up his legs and tips his hat – obviously some sort of aerodynamic thing!



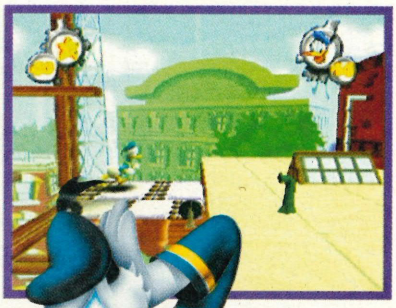
Donald Bears All!

Each of the worlds in *Donald Duck* includes a 'chase level' where you are running into the screen away from a suitably large hazard. This includes an Indiana Jones-style boulder in a temple, a disembodied hand in a haunted house and a huge duck-eating bear! These levels require razor sharp reflexes to escape.

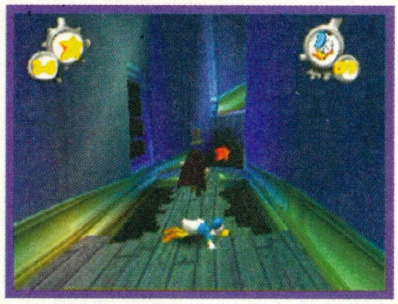
It's all very well trying to collect all the stars and bonuses along the way but if you pause for too long you're gonna get dipped in honey!

These huge bear traps are scattered along your path on this level, it's just a shame the bear never seems to walk in them!

Get caught out and the bear knocks Donald flying towards the camera, splattering him on the screen!



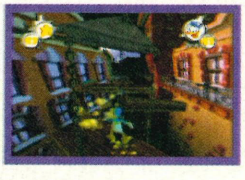
▲ All that stands between you and the extra life (the decapitated Donald Duck head) is a huge moving spiked ball.



▲ Oh no! Look away kids – Donald's just taking a nap! Honestly, he hasn't just been killed by that caped ghost with comical top hat!

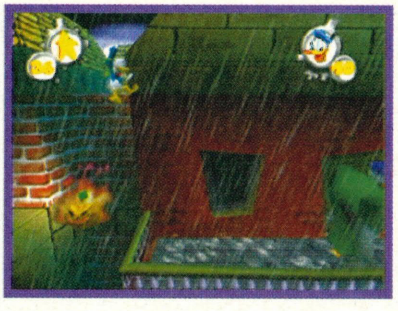
▼ Why is it that all the conveyor belts in platform games are always going against you? It's a huge conspiracy!

▼ It may be tipping it down with rain but that doesn't mean Donald can't give this Frankenstein monster a good kicking!



Donald Duck is going to feature voices for all of the characters, something which isn't yet in this early version – instead some strange Canadian accent does all the dialogue! The gibberish that *Rayman* spoke hardly tested the limits of the N64 but for this game you get some seriously authentic Duck noises that become especially amusing when the feathered bird starts having a tantrum if you make a mistake! This isn't just for laughs though because the level of Donald's annoyance actually influences the gameplay. After you get hurt Donald's attack abilities change from simple punching to lashing out in all directions! If he gets injured too badly he turns into the classic cartoon cloud of dust, punctuated by flailing fists and feet! And of course such a transformation comes with the obligatory Donald Duck patented swearing!

Even at this early stage *Donald Duck: Quack Attack* is a highly enjoyable game to play but only time will tell how it fares against *Daffy Duck*. The very fact that it's running on a souped-up version of the *Rayman 2* engine does give it a few more feathers to its wing though. Keep your eye on 64 MAGAZINE to see which one flies high and which one ends up on the specials menu at the local Chinese! ■

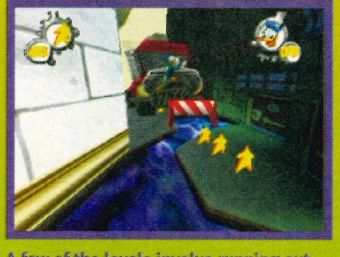


Three Way Action

To add variety and spice to the gameplay the levels in Donald Duck are all mixed between three different perspectives...

The classic side-scrolling level, don't underestimate it though because some of these levels are far from easy.

The majority of the levels are split between side-scrolling and these levels where you are running into the screen.



A few of the levels involve running out of the screen – this usually means Donald is running away from something big and nasty!

SCREW YOU GUYS, I'M DRIVIN' HOME!

HELLA-COOL RACING ACTION!

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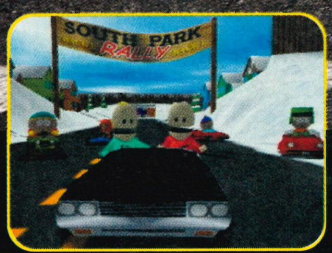
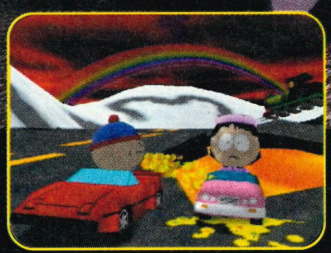
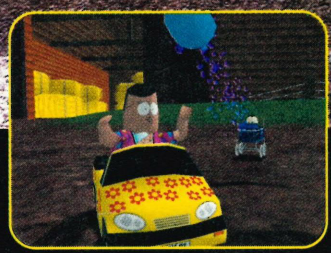


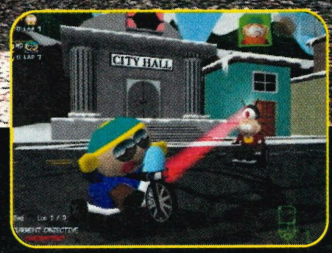
Break like the wind with Terrance and Phillip!



Honk if you're packin' projectile vomit, explosive diarrhea, and more sweet pick ups!



It's super racing fun! Thanks for asking!



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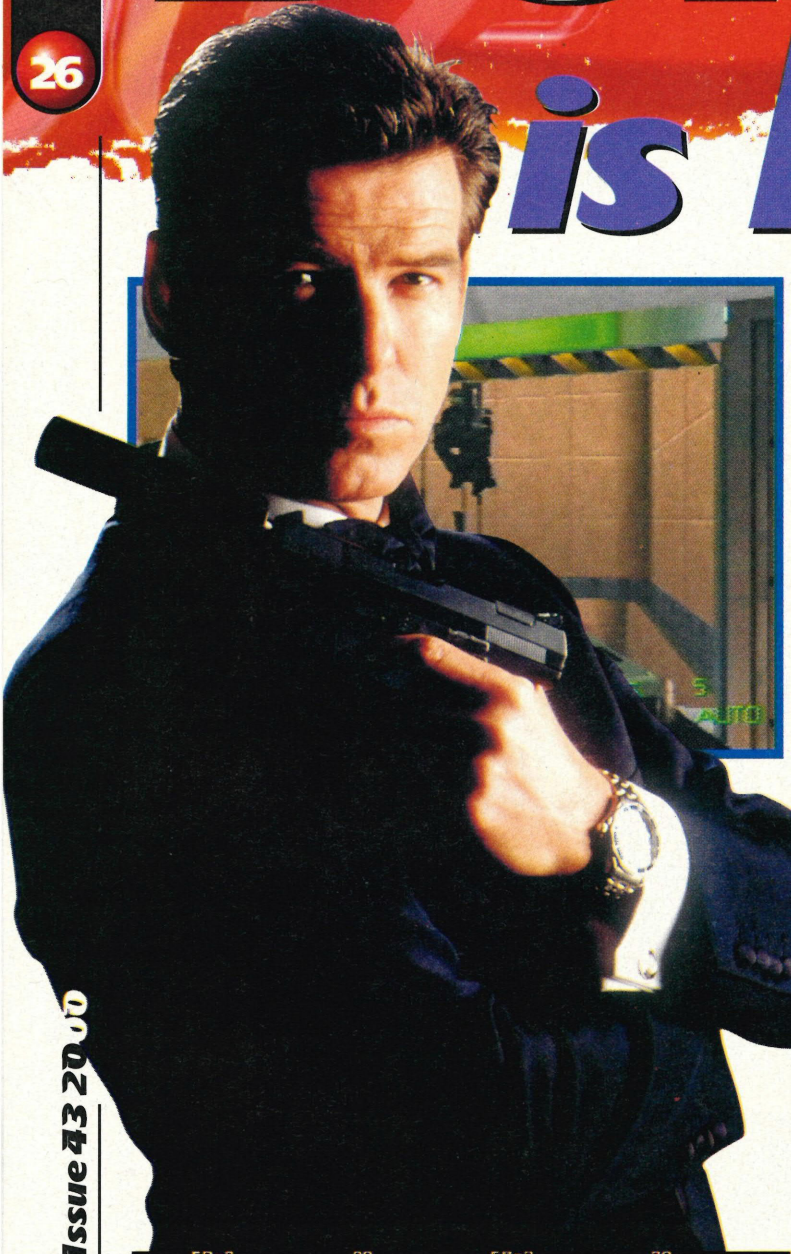
Written by: Mike Richardson

Bond is back!



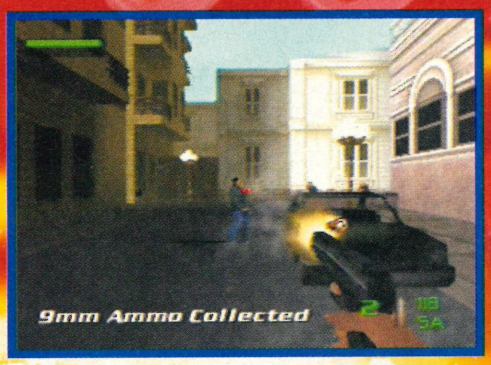
The world may not be enough for Bond but the N64 might be...

After the credits had rolled at the end of *Goldeneye* those four promising words scrolled onto the centre of the screen: 'James Bond will return'. Well a long time has passed since *Goldeneye* was released and a lot of people have had some very itchy trigger fingers waiting to play through a new Bond adventure. Finally, after a three year wait, the world's favourite secret agent is returning to the console, although he's not quite the same as he was before...

It may come as quite a shock to hear that this game isn't coming from Rare, but instead from EA who brought Bond to the PlayStation. The game, based on Bond's last movie *The World Is Not Enough*, may not be from Rare but it's still a first person shooter worth dying for. The game is being developed by Eurocom and is so stocked full of stuff it could quite possibly be (are you sitting down?) a better Bond game than *Goldeneye*!

The World Is Not Enough has obviously been influenced by the original Rare shooter but it is, at this early stage, already looking a lot more impressive. Amazingly the cart size is 256 megabit, the same size as is used by the massive Rare masterpiece *Perfect Dark*! A lot of improvements have been made over the PlayStation and PC versions (both of which are currently in development) to make maximum use of the N64's capabilities. This includes a

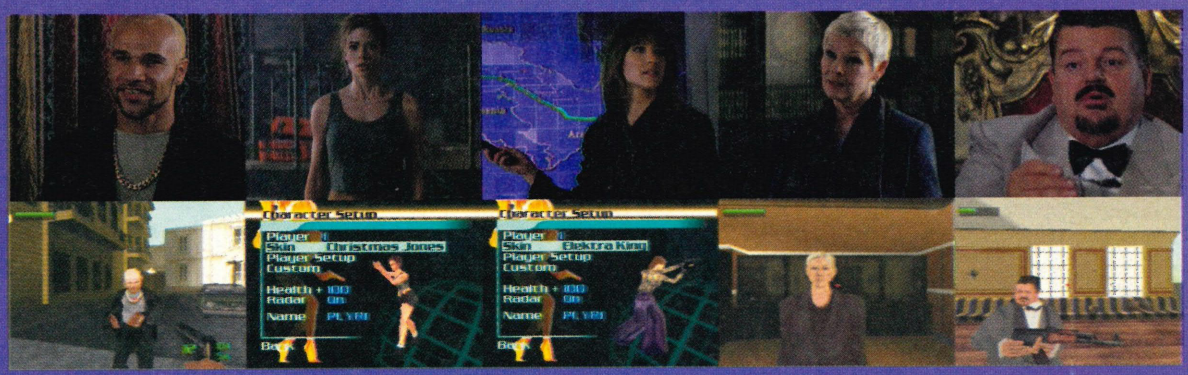
▼ Unlike *Goldeneye* you get quite a lot of characters in this game who are fighting on your side – so don't shoot them!



▲ Bond wouldn't be Bond if he didn't have some gadgets to give himself an unfair advantage! Like this night vision for example.

The Name's...

This game includes all of the characters from the film and you can tell who they all are right from the very first moment you meet them. It all helps add to the feel of the game, it's almost as if you're really wandering around inside Bond's world!



Bull

One of Valentin's henchmen, this character played by Goldie turns out to be an insider working for Renard and Elektra. He gets his just deserts in the film when Valentin realises his mistake and kills him dead on the spot!

Christmas Jones

Possibly one of the most amusing Bond girl names since Pussy Galore, Jones is a nuclear scientist who gets caught up in the action. This inevitably leads to an array of Christmas jokes!

Elektra King

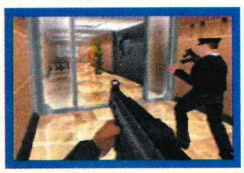
Another Bond girl of sorts, Elektra is the brains behind Renard's evil plan to blow up a rival oil pipeline. After her father's death she became the soul heir to the King pipeline and will stop at nothing to be number one.

M

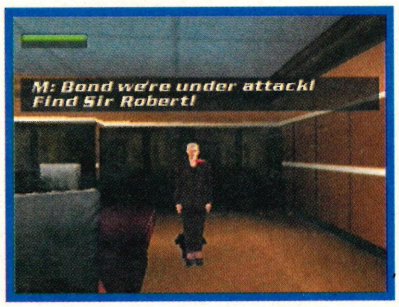
The only person who can control James Bond and the only woman who is immune to his charms, M is Bond's boss! Where in most of the films M only has a small role, in *The World Is Not Enough* she manages to get herself kidnapped.

Valentin Zukovsky

Apart from Bond himself Valentin is the only character who has appeared in both N64 games. The Russian entrepreneur never fails to inject humour into all the scenes he appears in.



▼ Don't worry that bloke is on your side, still it doesn't mean you can't shoot him in the back now does it!

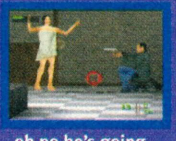


▲ You're outnumbered four to one – it's just the kind of odds that James Bond loves! After all, any less and it wouldn't be a challenge now would it?

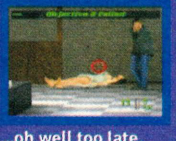
Mission Impossible?

Like *Goldeneye* the ten or so levels in this game are split into different mission objectives which have to be completed.

An innocent hostage is being held captive by a gun-toting bad guy...



...oh no he's going for the girl, quick shoot him before he gets a chance to...



...oh well too late, objective failed. Still at least you can try it all over again!

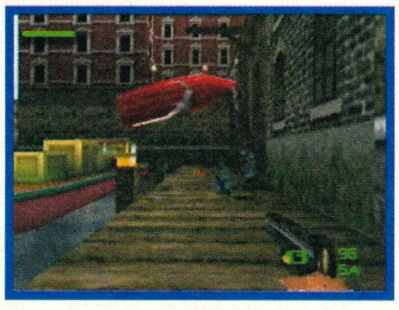
complete rewrite of the game engine which has been fine-tuned for the N64. This is great news considering how well the Nintendo console handles first-person shooters. *The World Is Not Enough* also includes some new levels and of course the fantastic four-player mayhem that only the N64 can provide!

Yes, once again you and your friends can assume the roles of all the James Bond characters and take pot shots at each other. Trust us when we say that there are a lot of weapons of mass destruction to do it with! There are over 40 gadgets, guns and toys to keep you amused in this game. This armoury fulfils every expectation including such familiar items as the laser watch and the Walther P99 plus a few other more 'over-the-top' weapons. Throughout the course of the game you get to play with the 73mm disposable anti-tank rocket launcher and also a floor-mounted gun emplacement! Who said that killing can get repetitive? Whatever weapon you're letting rip with though, the multiplayer runs just as smooth as in the single-player game.

The main game contains 15 levels based on scenes from the film and there are a few levels thrown in which are unique to the N64 version. Like *Goldeneye* each level is split into missions and objectives. One of the first missions in MI6 for example requires you to protect all the civilians whilst making your way to Q lab. There are quite a few puzzles on some of the missions to tax the old grey matter too. On one level for instance you have to try and figure out a way to impersonate Davidov so you can get on the plane heading to the nuclear facility.

Of course, if you've seen the film then some of these puzzles will be easier for you but that was half the attraction of *Goldeneye* in the first place. The similarities, the recognisable characters, realistic sound effects and everything else make this a whole new Bond experience for your N64. There's even some speech thrown in to give the characters that true authentic feel. This game may not be coming from Rare and it may not be a Nintendo published title but it looks like it may just take the Bond N64 crown. EA now has the license to kill and with *The World Is Not Enough* they intend to do just that! ■

▼ Just when the enemy think you're unarmed you can pull the old 'oh what's the time?' trick and let them have it!



Shaken And Stirred

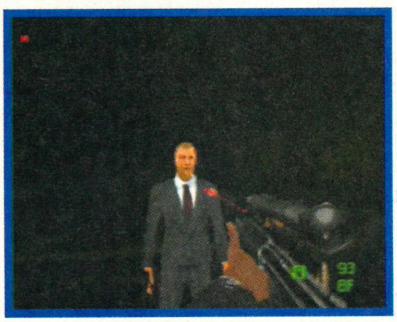
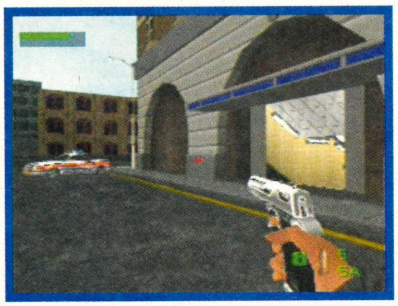
Before they had even started on the game EA and Eurocom had the perfect basis for an action-packed title. *The World Is Not Enough* is literally packed full of explosions, girls, fights, stunts and shoot-outs. Not to mention chases across water and snow! Not too sure about the world not being enough but the film almost wasn't enough for the amount of action that's crammed into it! This should mean a suitably fun and intense N64 shooter.

Now Pay Attention 007...

This being a Bond game you get to play with a massive array of gadgets and guns. This includes the ever famous laser watch and the brand new Bond BMW – a limited edition Z8!

▲ Some evil blokes abseil into the MI6 building, it's up to you to shoot them dead before they manage to get any further.

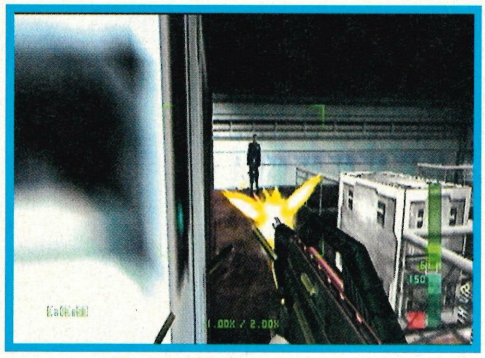
▲ Bond seduces the MI6 doctor and 'persudes' her to give him a clean bill of health. Oh to be James Bond!

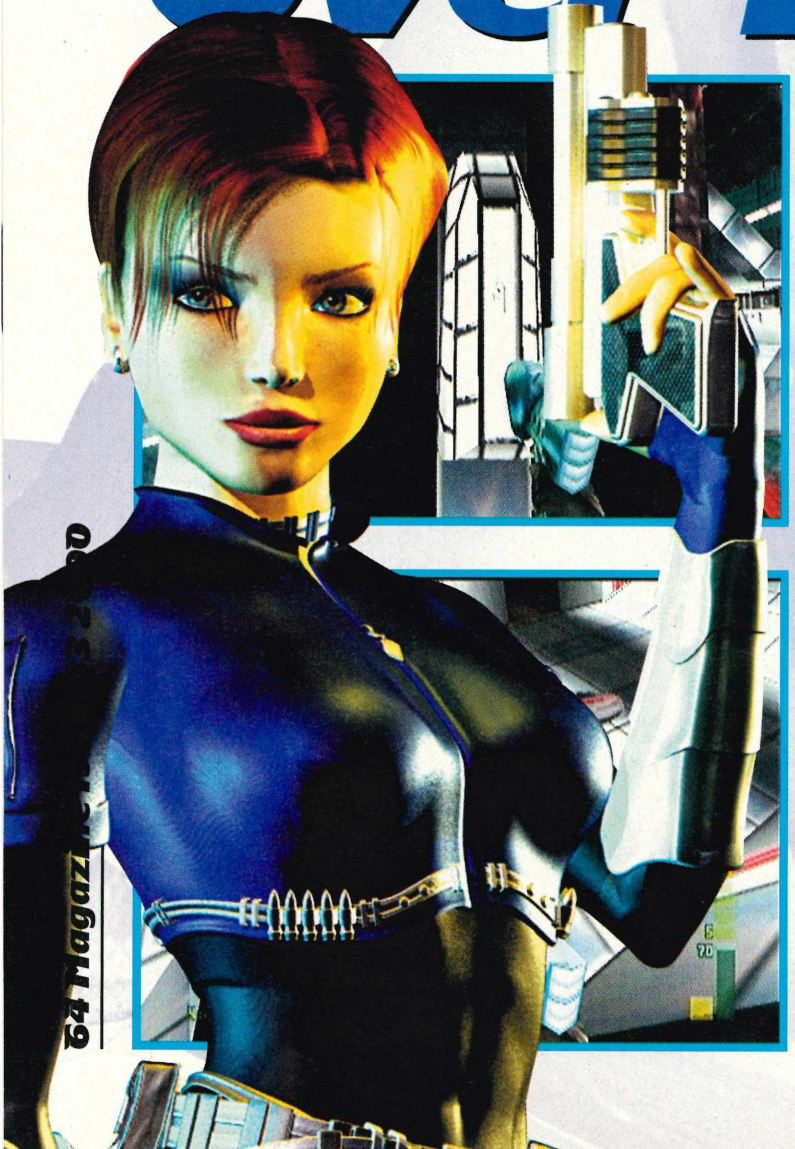
Did You Know...

- The title for the film *The World is Not Enough* comes from the Bond family motto 'orbis non sufficit' as revealed in 1969's *On Her Majesty's Secret Service*.
- The two traffic wardens who get soaked during the boat chase scene at the start of the film are real wardens from the hit BBC Tv show *The Clampers*.
- The castle used as MI6's Scottish HQ is actually the same castle that was used in the film *Highlander* which starred another Bond, Sean Connery.

Written by: Roy kimber



Darkness over London!



64 MAGAZINE attends the UK launch of Perfect Dark!

When we received our invitation to attend the launch party for Rare's masterpiece *Perfect Dark* we were expecting something a bit special. After all, this would be pretty-much the biggest N64 release of the year – quite possibly the biggest in the machine's history so far – so surely Nintendo were going to make the launch something to remember. When we got there though, it seemed that we were going to be a little disappointed... or were we?

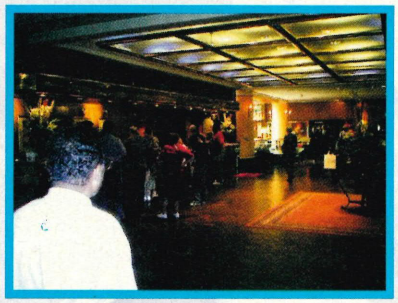
The Hotel!

The venue for the *Perfect Dark* bash was pretty promising – everything was kicking off at the rather posh Kensington Hilton hotel on Holland Park Avenue in London. Cursing once again the fact that 64 MAGAZINE is based in Bournemouth (miles from any industry party) journos Roy and Russell jumped on a coach (well... there was the prospect of free beer so neither of us wanted to drive) and set out for the 'big smoke'.

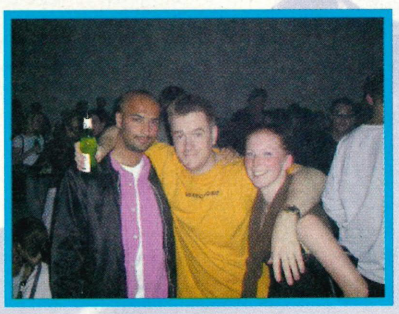
One hot but fairly comfortable coach ride and a few sweaty tube trips later and our intrepid pair arrived at the hotel. A quick enquiry at the gleaming reception desk (while various well-dressed businessmen eyed up our somewhat less-smart attire with obvious distaste – the gits) and the two journos were headed for the Gunnell Suite. Unfortunately, a complete lack of

▼ Apparently in posh London hotels this is what passes for food. We weren't impressed – give us burger, chips and a large coke any day!

▼ You can tell how plush hotels are by the size of their lobby. This one was about the size of a tennis court – not bad!



▲ Throughout the entire party we were surrounded by silent armed guards. It was enough to put Roy off his drink... well, almost!



▲ Asam: "Who's this gimp then Faye?" Faye: "No idea, I thought he was your friend! Keep smiling and maybe he'll go away..."

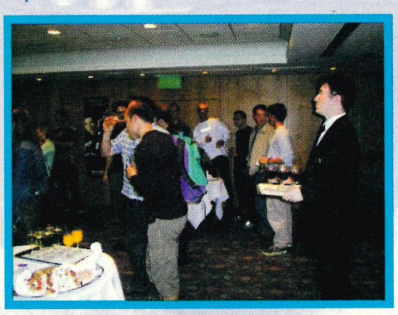
▲ The bar at the party was staffed by 'between jobs' actors. Roy swore he's seen one of them playing a nutter on *The Bill*.

▼ Who's that mysterious figure lurking at the back of the room? Could it be Joanna Dark? Oops, nope, it's actually Russell.

planning meant that we'd got to the hotel fully two hours early and thus we walked in on a conference on double glazing sales (or something equally banal). Luckily there was a pub next door and so that became the temporary 64 MAGAZINE headquarters for the next few hours.

Back to the hotel at the proper time, we entered the now salesmen-free Gunnell Suite. We weren't sure quite what we had been expecting but... well, it wasn't this! The fairly small room held several tables on which stood what can only be described as 'decorative snacks' and a slowly increasing huddle of journalists, buyers and Nintendo

▼ Now study this waiter and tell us that he doesn't look like a terrorist just waiting to pounce! How could we have been fooled?

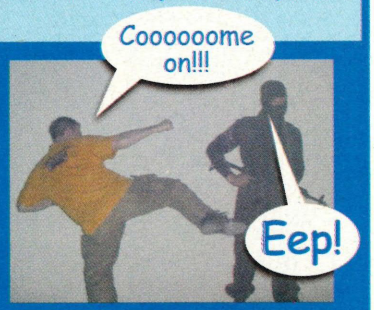


The Escape Attempt

A 64 MAGAZINE Photo story

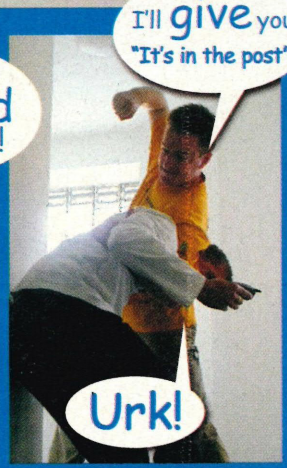
Despite the fact that the terrorists were treating everyone very well, Roy and Russell felt it was their duty as prisoners to try and escape (they'd both seen two many World War II prison camp movies). This is their story...

Spotting an exit from the room with only one guard, Roy attempted to sweet-talk his way past him...



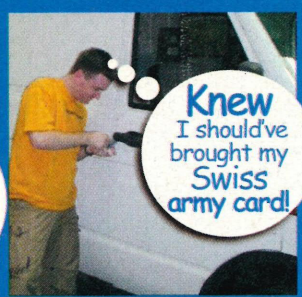
His attempts at peaceful negotiations come to naught, Roy switched to plan B. That's the "I used to do Karate you know" plan...

Guard dispatched, Roy and Russ raced off into the building but hit one snag – they couldn't find the way out. Then Russ found a clue on a nearby wall...



Off once more, yet problems loomed. Infogrames PR guy Lee Kirton spotted our heroes and tried to call the guards! Not for long though...

With Lee dealt with, Russell once more took point and used his comprehensive knowledge of reading signs on walls to get them outside...

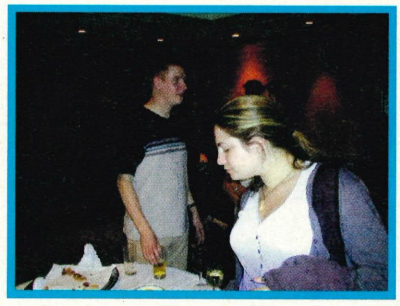


Where our two journos found one of the vans they'd arrived in. Unfortunately it was locked, so they reluctantly returned to the party – it's a hard life!

PR People At A PR Event?

The party was absolutely thronging with people, many of them attached to Nintendo but there were also PR representatives from other software companies too. We ran into Asam Ahmad and the gorgeous Faye O'Donahue from THQ (this isn't a good picture of Faye, believe us) and also the ubiquitous Lee Kirton, formerly of the late GT Interactive, now PR guru at Infogrames.

▲ "What's this then mate?" "It's *Perfect Dark* mate?" "Oh right mate... er, what's that when it's at home then?"



▲ Let's see... we've got tuna on toast, cheese on toast, ham on toast and jelly on toast. Oh... and there's some toast on its own!

▲ This could all have been some big plot by Nintendo to do away with all the games journos – but was anyone worried?

employees near the centre, attended by suited waiters bearing wine on large silver platters.

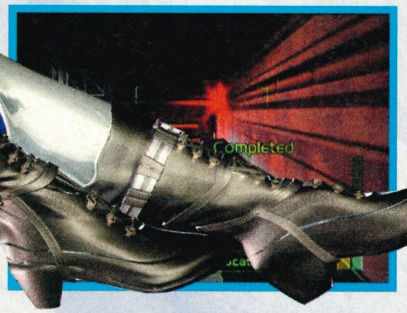
What was going on? Okay, this was all very nice and pleasant as far as it went and there are doubtless many aspiring city-types who would have considered this sort of thing to be quite wild for their kind of lifestyle. However, we were all videogame journalists and this wasn't our idea of fun! Dejectedly, we each grabbed a wine glass and a few of the tiny gourmet snacks and waited for the announcements to begin. As he slumped ungainly against a table and chatted to the other journos though, Roy noticed something rather strange about the waiters. For starters they were all rather big and they didn't really act quite like your average experienced restaurant waiter... before Roy could mention this to Russell though the spokesmen for Cake – Nintendo's PR agency – called for everyone's attention. And as all the people in the room turned to hear what he had to say... the lights went out.

The Kidnap!

Nobody moved. The lights came back on. Suddenly the waiters weren't waiters any more – they were shades-clad, machine gun-wielding terrorists! One of them was carrying a megaphone and he informed the rather confused inhabitants of the room that they were in control now and we were to do exactly as we were told! Quickly the doors of the Gunnell Suite were opened and we were ushered out through the doors. No one tried to resist, despite Roy shouting "Come one, there's only ten of them, they can't shoot us all!" This didn't have the rousing effect he'd expected and so Roy gave up and followed Russell and the others onto minibuses which the terrorists had waiting at the rear of the hotel.

As you'd expect the journey through the streets of London was an incredibly strange one. The vans all had blankets between the driver and the passengers and also over the windows at the back, thus preventing anyone from seeing where they were going. The terrorists were fairly strange too since once the journey was under way they forced free bottles of beer upon all their captives – 64 MAGAZINE's daring duo weren't sure exactly how other kidnappers dealt with their victims, but they were fairly sure they didn't do stuff like this! Not that either of them were complaining...

▼ "I've got an idea! While the terrorists are getting sorted out, we'll get photos of all of them that we can hand over to the police! What a great idea, I... uh oh, one of them just spotted the camera..."



▲ You'd think the police might have done something about a bunch of vans driven by obvious terrorists, wouldn't you?

▲ You can keep your Glastonbury Festival – when you want to really 'get down' what you want is a massive darkened warehouse, a bunch of N64s, and menacing guys with guns!

▼ We weren't really worried by these guys, oh no! We were just playing along you see... weren't worried for one minute, not us!

After what seemed like a lifetime but was probably just half-an-hour or so (that London traffic can be murder!) the vans drew up inside a huge darkened building. The doors of each vehicle were then thrown open and the captive journalists bundled out to the accompaniment of loud, disorienting music. So disorienting in fact that Roy managed to accidentally elude the terrorist who should have shoved him in the right direction and instead wandered off the wrong way... towards freedom! His break from captivity was only halted at the last second by a very polite female terrorist who asked him, "Er... shouldn't you be over that way?"

Meanwhile the rest of the captives were being herded down a darkened corridor and pushed into the centre of a large room. The terrorists – more of them now, some wearing balaclavas and carrying even bigger machine guns – surrounded everyone. Was this the end?

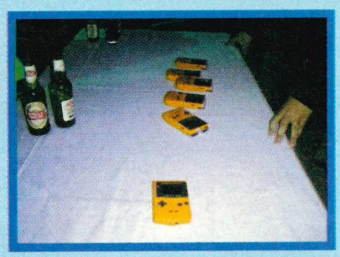
The Party!

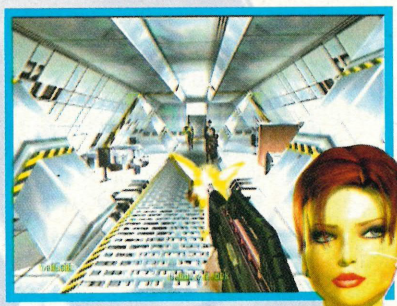
Actually it wasn't the end... but the beginning! The beginning of a huge party! One massive wall of the warehouse-like building suddenly lit up with a projected image of *Perfect Dark* running on the N64 and the festivities commenced. Along the opposite wall (away from the menacing terrorist types) several Nintendos were revealed already set up for multiplayer *Perfect Dark* and at the far end of the room stood a glittering bar! Hurrah for Nintendo! Although... weird way to invite people to your party!

Even weirder still was the fact that the terrorists just stood there for the whole event! Pretty soon these grim-looking guys were all but forgotten though as everybody grabbed a drink and crowded around one of the N64s to test their gaming prowess against that of fellow revellers. The party went on well into the night and was a great success... very, very weird, but a great success. ■

Joanna In Miniature!

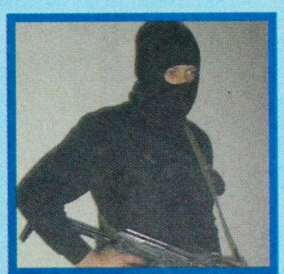
As well as the N64 version of *Perfect Dark* there was an added surprise at the party – the Game Boy Color version, complete with bright yellow Game Boy! Unfortunately the combination of free alcohol and very little light made the whole thing a bit of a nightmare to play, although from what we saw of it the game does look fantastic. Roy did attempt to... er, 'borrow' one of the Game Boys and games to bring back to Bournemouth but was politely dissuaded from doing so by several large men with guns.

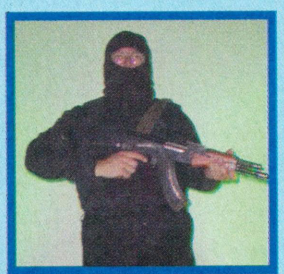


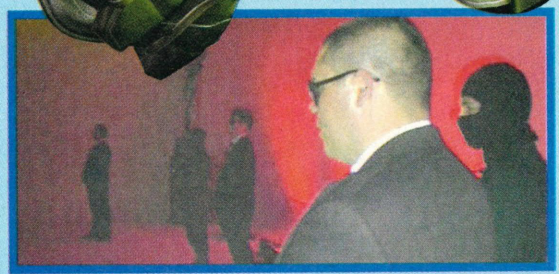


Scary... Very Scary!

Would you mess with these people? It can be quite unnerving trying to relax at a party when you've got people like this standing just a few feet away...





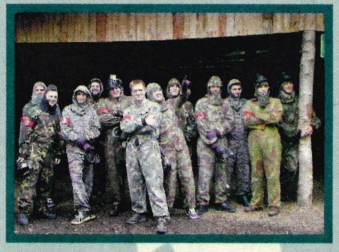


Written by: Mike Richardson

Rumble In The Jungle!

The stage is set for one of the biggest and bloodiest showdowns in videogaming history!

The Paragon Posse (Red)



Roy "Rambo" Kimber *(64 Magazine, Editor)*

Mike "Crew-Cut" Richardson *(64 Magazine, Staff Writer)*

Martin "Radar O'Reilly" Mathers *(Dreamcast Magazine, Games Editor)*

Alex "Co-ordination" Warren *(Dreamcast Magazine, News Editor)*

Will "Joker" Johnston *(PS Pro, Staff Writer)*

Simon "Can" Cann *(Play, Staff Writer)*

Russell "Pokémon" Murray *(Nintendo Pro, Editor)*

Nick "Newbie" Rapson *(Planet, Staff Writer)*

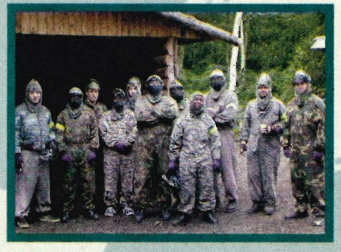
Nick "Da Boss" Roberts *(Managing Editor)*

Damian "Da Big Boss" Butt *(Editorial Director)*

Stuart "Nutter" Mesham *(PS Pro, Sub-Editor)*

Scott "Shakespeare" Anthony *(64 Mag, Sub-Editor)*

The Freeloader Crew (Yellow)



Neil Carlton *(Technical Manager)*

Sevan Bagheshian *(Games Tester)*

Jon Bailey *(Marketing Man – Ex-Nintendo)*

Mike West *(Games Designer)*

George Addo *(Games Tester)*

Lucan Baldachino *(Programmer)*

Mike Green *(Artist)*

Richard Cousins *(Nintendo Hotline)*

Giovanni Capiello *(Story and Character Assistant)*

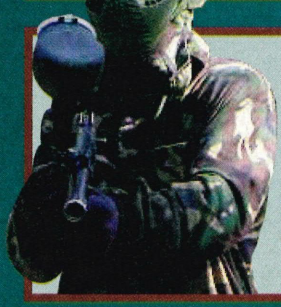
Matt Griffiths *(Game Designer)*

Chris Henderson *(Programmer)*

Richard Cousins *(Nintendo Hotline)*

Right, we've all played first-person shooters, haven't we? (What do you mean no?) Well here in the Paragon Publishing offices we reckon we're pretty darn good at 'em because we play them morning noon and night. However, even the best first-person shooters get a little dull after a while if you play against the same people over and over again and so we fancied a new challenge. We thought, who would be better competition for a bunch of guys who play games for a living than a bunch of guys who actually make the games? Yes, we're talking about developers. Of course, we could have just invited them down to the office for a few games of *Perfect Dark* or *Quake 2* but we decided to go one better. We thought we'd take them on at a real-life first-person shoot-'em-up: Paintballing!

So on a crisp Thursday morning the staff of the various Paragon games magazines travelled up to the Hot Shots paintball site near Thatcham in Berkshire to take on the guys from Freeloader.com. Although Freeloader

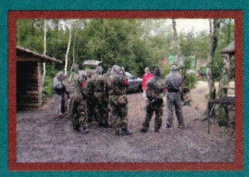


Points Make Prizes

There's no point playing paintball unless you can determine a winner – the scoring system breaks down like this:

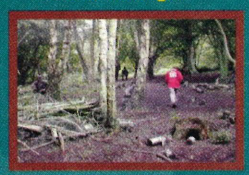
3 POINTS	WIN
2 POINTS	DRAW
1 POINT	LOSE
1 POINT	BONUS

▲ Martin puts up his hands and confesses to the heinous crime that was throwing away the fourth game to the opposition!

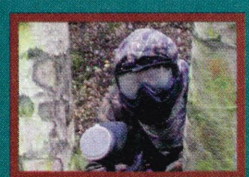


▲ One of the site Marshals runs us all through the horror stories of what can go wrong, which wiped a few smiles off some faces!

▼ Who's that fool wandering around in the red top? Didn't he listen to the introductory lecture on the use of camouflage?



▼ When it's hot weather and you're running around a wood playing commando steamed goggles are not uncommon.



are best known as an Internet company what you probably don't know is that they own Pure Entertainment (who recently made *Rat Attack*). Freeloader couldn't quite field a full team (the girlies) so they got a few reinforcements from none other than Nintendo! The woods seemed very tranquil and calm, but the peace was about to be shattered as 24 men donned their fighting gear and prepared for battle. Eight games of paintball ensued and the action was hotter than any videogame has ever been!

Game 1: Short Field

A simple capture the flag game, where both teams have a base with a flag. All we had to do was grab the opponents flag and get back to base in one piece! The Freeloader team were obviously a little wet behind the ears as they choose to follow an open path down one side of the playing field leaving themselves sitting ducks to be picked off by Mike and Alex! Apart from a few defenders they were all wiped out leaving the way clear for Roy to run in and grab their flag. A quick run home and it was game one to Paragon!

RUNNING SCORE

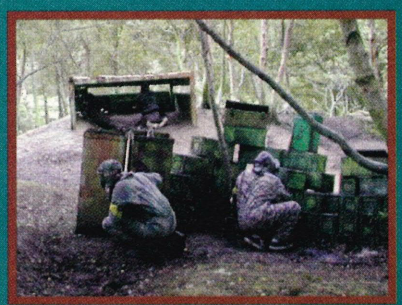
FREELOADER	1
PARAGON	3

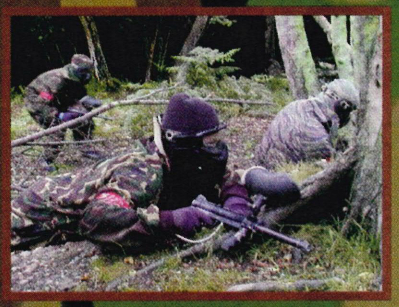
Game 2: Bunker Hill

The idea of this game is that one team defends the hill against an attacking force that must remove a jerry can from a bunker. The Freeloaders were on defence and they managed to hold the hill perfectly – picking off all but a couple of the Paragon reds. They were far too well dug in for any attack to succeed, although Will did manage to reach the bunker alive. It's just a shame he was out of ammo when he got there, making himself a human target! This was a much needed win for the Freeloader team that brought the points back up to even.

RUNNING SCORE

FREELOADER	4
PARAGON	4





Game 3: Bridge

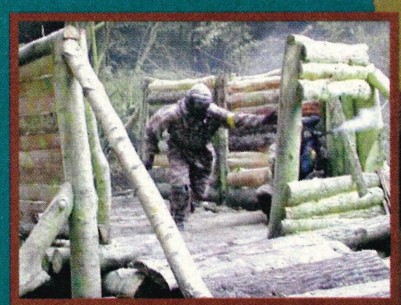
The setting for the third game was a small wooden bridge in a valley. The two teams were based at the top of the hills on either side. Sat on the bridge was a jerry can and the object of the game was to grab the can and take it to your opponents' base with a bonus point up for grabs for whoever touched the can first. There was a little argument over who actually managed to do this but in the end the Marshals went with the Freeloaders who also managed to hold possession of the can for most of the game. With time running out Paragon got ready to move but a 'dead' Freeloader player nicked the can! Accusations of cheating started to fly and the game was declared a draw

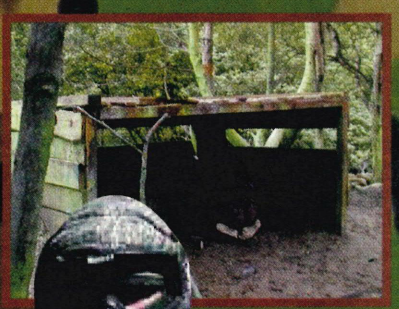
RUNNING SCORE

FREELOADER	7
PARAGON	6

Game 4: 3-4

A huge play area on this game meant that both teams became very spread out making tactics and in-team contact difficult. The idea was to get to the enemy base and set off a smoke grenade. We managed to get quite far up on the left flank but found the Freeloader team storming down the opposite side! Through sheer weight of numbers they managed to get through to our base, but fortunately we did have a back up plan! Martin was





camping in our base watching the smoke grenade to make sure no-one got near it. Unfortunately, when the one-minute warning was called, Martin got bored and crawled out of hiding – promptly getting shot and losing us the game! That's what you get for trusting a Dreamcast boy!

RUNNING SCORE
FREELOADER 10
PARAGON 7

Game 5: Hill Top

After a hearty lunch we decided that drastic action was needed to make up the lost points. A flag was placed in the middle of a small play area and the first team to get it safely to the opponents' base would win the game. Another bonus point was up for grabs for whoever touched the flag first and a blindingly fast run by Alex gave us that point! This was probably because we had the downhill run and Alex couldn't physically stop! In the sheer chaos to reach the flag we managed to take down five of the opposing team within the first minute. The odds were then in our favour and the rest of the Freeloaders were picked off one by one – an outstanding victory for Paragon!

RUNNING SCORE
FREELOADER 11
PARAGON 11

Game 6: Bridge

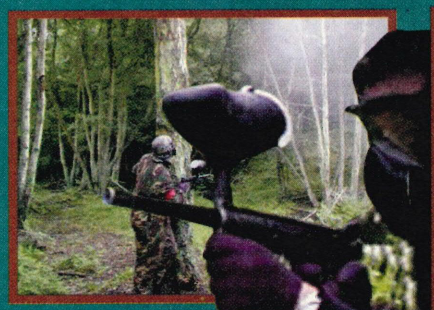
Back to the bridge again but things were a little more complicated this time round as each team had a jerry can that needed to be dropped into the opposing force's base. With the scores level again things were getting serious and both teams were concentrating on their tactics. We opted for an all-out attack whilst Freeloader chose to play a strictly defensive game! Their defence obviously wasn't that good though because we managed to circle around and take them completely by surprise! Damian even managed to force two people to surrender at gunpoint – without any ammo in his gun! We got the can to the base and the game was won.

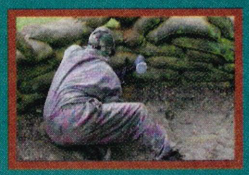
RUNNING SCORE
FREELOADER 12
PARAGON 14

Game 7: Bunker Hill

This time it was our turn to defend and if we could hold our own against the Freeloader attack then the day would be ours. Unfortunately for us the Freeloader crew were given paint and

▲ Master of stealthy techniques and subterfuge Nick almost blends into the surrounding woodland completely.





▲ Alex from Dreamcast Magazine lived up to his nick-name by shooting himself in the foot while testing his gun!

smoke grenades to help them out! Luckily, this didn't make any difference and we only lost one man throughout the course of the entire game. From our position at the top of the hill no-one could come near and the few remaining Freeloader players were pinned down with nowhere to go!

RUNNING SCORE

FREELOADER	13
PARAGON	17

Game 8: Short Field

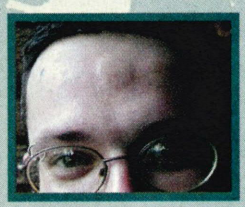
With the day already won the entire Paragon team charged in to capture the Freeloader flag with nothing to lose. There were heavy losses on each side but we got several men close to the enemy base. As the last minute warning was called Roy led the charge and Mike and Scott followed towards the enemy base! Unfortunately Roy's gun jammed and he got shot clearing it, then Mike ran out of ammo but Scott managed to get the flag and made it all the way back home to win the final game! We had turned a half-time deficit into a stunning victory!

FINAL SCORE

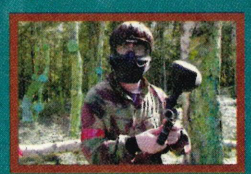
FREELOADER	14
PARAGON	20

No Pain, No Game

Like the saying goes 'if you play with matches you'll get burnt' and a game of Paintball wouldn't be a game of Paintball without a few bruises! At the end of the day Paragon had not only won but they also had the best war wounds!



▼ Nobody is going to mess with this scary-looking guy. He doesn't care that he has no cover – bullets just slide off him!



Hotshots info

With 20 innovative game fields Hot Shots is one of the biggest – and certainly the most fun – Paintball sites in the country. If you feel like a day of fun combat then call the Hot Shots team on 0800 833526 or check out their site at www.paintball.co.uk.

REVIEWED THIS ISSUE!

64 MAGAZINE reviews

Those Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

page 40

Ninfo

PLAYERS
The number of people who can play the game.

EXPANSION PAK
Does the game support Nintendo's Expansion Pak for extra features?

RUMBLE PAK
Can you plug in a Rumble Pak and shake along with the game?

Publisher	The company selling the game
Developer:	The company that wrote the game
Game Type:	What sort of game it is – sports, racing, fighting, whatever
Origin:	The country where the game was written
Release:	The date the game will be on sale
Price:	Gee, see if you can work this one out!

Blues Brothers 2000

The coolest guys in town have arrived on the N64 in one of the most tuneful Nintendo games ever! Get ready to rock and roll!

$64,000 Question

⊕ This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!

Memory Options

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?

PAL Performance

In UK Update reviews, this box replaces the $64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

Supplied By

We get import games through importers – if you want to get hold of an import game for yourself, these are the people to call.

64 Magazine Rating

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?

- Well above and beyond the call of duty – five in a category means it's damn near faultless!
- A good job – there might be a few rough edges that could have been better, but nothing serious.
- Average – a game that gets this score does its job adequately in this category, but isn't anything special.
- Things aren't looking good – a mark of two means that this part of the game is definitely below par.
- Complete rubbish – this part of the game has been done so badly you wonder why they bothered!

Indy Racing 2000

46 If you like your racing games with a bit of speed then it's difficult to get much faster than this one!

Final Score

EVERY GAME GETS A SCORE OUT OF 100 – BUT WHAT DOES IT ACTUALLY MEAN? IGNORE ANYTHING OTHER MAGS MAY SAY – 64 MAGAZINE IS THE MOST BRUTALLY TRUTHFUL N64 MAG AROUND, AND IF WE GIVE A GAME A GOOD (OR BAD) MARK, YOU CAN TAKE THAT AS THE GOSPEL TRUTH. THESE ARE WHAT THE SCORES MEAN IN ENGLISH...

95%+ This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – out of well over a hundred N64 games reviewed, only four have got the gold. It's your guarantee of a top game!

94%-90% Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

89%-75% The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

74%-50% Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not especially interesting. Be careful before you spend your money.

49%-30% Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

29%-10% You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below10% Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.

64 Magazine Bottom Line

Controls

What do all those buttons on the pad do? We try to make sense of the insanity!

Alternatives

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

Rating

Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

Overall %

The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

Soundbite

The game in a nutshell, for the truly lazy reader!

Written by: Roy Kimber

The Boys Are Back In Town!

Blues Brothers 2000

Memory Options

MEMORY:
Not used

CONTROLLER PAK:
Stores three saved games

the game is definitely better than the movie!

Ninfo

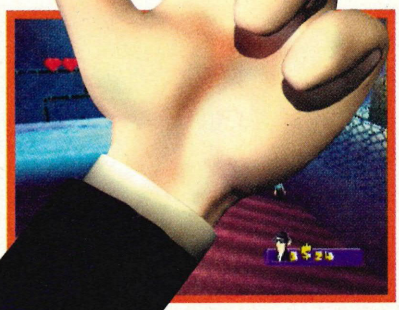
PLAYERS

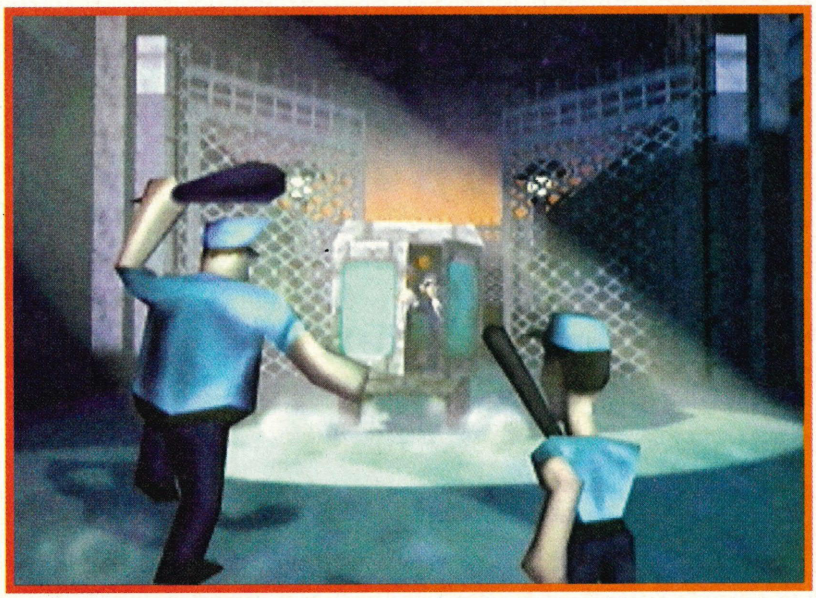
EXPANSION PAK

RUMBLE PAK

Publisher	Titus
Developer:	Player 1
Game Type:	3D Platform
Origin:	France
Release:	September
Price:	£44.99

▼ Throughout the game a variety of strange characters teach you how to dance, including an old granny and this huge-afro dude!

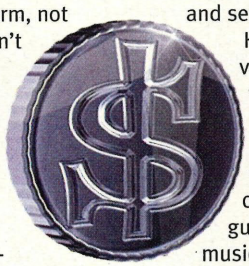




▲ The Blues Brothers escape the confines of jail in a laundry van – the tried and tested 'classic' jailbreak techniques are always the best!

Blues Brothers was a fantastic movie with some great gags, top songs and some of the best chase scenes ever filmed. The *Blues Brothers 2000* movie was... erm, not quite so good but then it didn't help that one of the stars of the first movie had died fairly soon after making it and thus (obviously) couldn't star in the sequel.

When we heard that Titus were bringing out a game based on the second movie – well, we were a little worried. After all, the film didn't exactly give them much to work with... the good news though is that *Blues Brothers 2000* the game is definitely better than *Blues Brothers 2000* the movie!



Blue Bottle

The plot of the game is a fairly simple one. Elwood (a Blues Brother) starts off in prison where he's just received a postcard from a nun (as you do) asking him to find and take care of a little boy called Buster. Quite why the nun didn't simply find someone not currently 'banged up' is anybody's guess but she didn't and so Elwood rises to the task and sets about getting out of jail.

Here the storyline gets a little vague, for apparently the only way that Elwood can find Buster is by reforming his band – strange but I guess you've got to have some kind of premise for getting lots of guys in shades together to play music. As a result though it's not just Buster that you've got to find – you've also got to track down and recruit the other two members of Elwood's band plus recover their instruments without which they're just so much nattily-dressed extra baggage.

Blue Moon

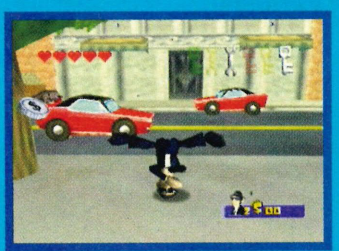
The gameplay in *Blues Brothers 2000* is very definitely of the 3D platform adventure persuasion. You've got to guide Elwood around the many levels of the game, avoiding or decking all

▼ Is he insane? Surely the idea is to run away from the cops not chase after their cars after you've just escaped from jail.

▼ These floorpads are scattered all over each of the levels – step on them for some helpful hints and tips.

What A Guy!

In the original *Blues Brothers* movie the lead characters were rather fit and in this game the same is true. Elwood can run, jump, kick, punch, dive backflip and breakdance his way around the levels – all that time in the prison exercise yard obviously did him some good!



$64,000 Question

- ⊕ Some nice puzzles
- ⊕ Good variety of character moves
- ⊕ Lots to do on each level
- ⊕ Definitely not too easy
- ⊕ Fairly musical
- ⊖ Controls a bit unresponsive at times
- ⊖ Camera can be a nightmare
- ⊖ The game does tend to get a bit frustrating in places

▲ Welcome to Chicago – the windy city! This is one of the more difficult levels in the game and contains the nasty croc chase!

manner of strange bad guys, solving various puzzles and collecting different items.

Each of the levels is contained within a themed 'world'. So Elwood starts off in the prison and all the levels within have suitably themed bad-guys – prison guards, convicts, a mad prison cook – and puzzles. Next level is Chicago where guards are replaced with pedestrians, convicts with angry dogs... you get the idea. Each world is divided up into fairly distinct levels within which the action takes place. You can wander around the levels at will (although some of them require you to find specific objects – like keys for example – before you can enter) and you need to solve various puzzles or perform different tasks in order to progress. Often you find that you come into a level but can't reach a specific location within it until you've done something else on a different level. Chicago for instance has levels with fire hydrants in which can be used to carry you up to otherwise unreachable platforms, however these hydrants must be first be turned on. To turn a hydrant on you need to find your way through the sewers but before you can enter the sewers you need to unlock the manhole cover blocking the entrance by finding and using the wrench – it ain't all that straightforward, believe us!

Overall, Blues Brothers 2000 is an enjoyable game

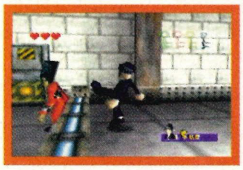
Blue Peter

Blues Brothers 2000 is one of those games that has its share of good points but also its fair share of bad points. The early levels for example are fairly linear and a little enclosed giving you the impression that there's not much to do and you're going to finish the game fairly easily. Fortunately as you progress though, the levels open out, the gameplay gets more tricky and there's also a much needed injection of variety – if the whole game had the look of just

Traffic Stop

This is one of the fairly innovative puzzles in the game. Elwood is faced with a busy street and no way to get up onto the tree that leads to the platforms above. However by activating the traffic light – turning it from green to red – he causes a large, conveniently flat-topped truck to stop right next to the tree thus providing a handy step up!

▼ If you come across an unfriendly dog the best tactic is to run like hell! Staying to fight often means a free dinner for the dog!



A Question Of Music

Every so often you come across a sequence of rather large question marks. If you find and activate the gramophone nearby it starts to play and for a limited period of time the question marks change into bonuses for you to collect.

▲ Whatever you do make sure you avoid the big hairy arms! They may look like they're after a hug but it's not worth the risk!

the first world you'd probably find yourself switching off before long. Don't get us wrong, the graphics in the first world are okay – it's just that it being set in a prison all the colours are... well, a bit drab.

Anyway, once you start getting into the game it has some rather nice surprises on offer. It would have been easy to have simply made the puzzles fairly simplistic 'find and use' affairs (ie: find the red key, open the red door) but thankfully there's a little more to many of the tasks in this game than that. Puzzles range from a fairly basic but still quite interesting 'match the objects' game through to several rather more complicated *Bust-A-Groove*-style dancing challenges – only not quite as good as in *Bust-A-Groove*.

Blue Bird

The variety of the puzzles in the game and the humour which has been well-implemented combine to give *Blues Brothers 2000* a much needed boost. Many of the characters are fairly comical, and Elwood has some rather amusing reactions to certain hazards and enemies – like when he gets hit by a vehicle for instance and gets squashed paper-thin.

However, while variety is one of *Blues Brothers 2000*'s strong points, it can also be seen as one of its failings. The programmers have experimented with a number of gameplay styles on the different stages so that in one you find yourself running along linear levels almost like the game was a 2D platformer, in another you're bouncing around all over the place like a flea on a trampoline, and in yet another you're running towards the camera chased by a mutant crocodile, *Crash Bandicoot*-style.

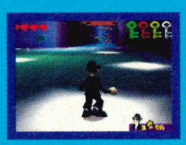
Now this may not sound like much of a problem but that's because we haven't mentioned the real downside of *Blues Brothers 2000* – the camera. On some levels the camera is fine and you can run, jump and breakdance your way around with little or no trouble. On others however the camera has an annoying habit of spinning around at the worst possible moment – just as you're making a split-second jump for instance – and thus causing your demise. This is made worse by the fact that sometimes the

▼ For some bizarre unknown reason jumping on garbage cans in this game sends you flying up into the air!

▼ This woman lashes out at you if you get near the window – she obviously doesn't appreciate you using it as a ledge!

Spotlight On An Escaped Criminal

When he reaches the prison yard Elwood comes up against a new problem – the guards have got the whole place covered with roaming searchlights! If one of the pools of light touches Elwood he freezes in place and loses a life, making progress across the yard extremely tricky. Until, that is, you discover that you can simply jump over the searchlight beams!



Two's Company

There is a 'multiplayer' element to the game, although to be frank it's a bit naff. Up to two (count 'em: two) players can take on one another at a version of the dancing contests that pop up in the one-player mode. The problem is that in this the idea is to press various buttons in a specified rhythm to make a tune. However, unlike *Bust-A-Groove* there is no advanced warning as to when you're supposed to press the buttons, you just have to press when they flash on screen and the whole thing is fairly difficult and not really that much fun! Oh... and it's only for two players. More an afterthought than a multiplayer mode!

Electrifying Experiences

This level contains barriers upon which beams of electricity move up and down. If Elwood inadvertently makes contact with one of these beams he gets quite a shock!

controls can be a little unresponsive. This isn't the case all of the time, in fact it's probably fair to say that 95% of the time if you tap a button Elwood responds instantaneously, however you can more or less guarantee that when you really, really need an immediate response that's when there will be a tiny delay that inevitably sends Elwood plunging to his doom.

Blue Jeans

Overall, *Blues Brothers 2000* is an enjoyable game although it does hark back to the old days of gaming when you'd find yourself throwing down your pad or banging your keyboard in frustration as you died at exactly the same point – where you'd already died sixteen times already – yet again. This isn't really a bad thing as it encourages you to practice and *Blues Brothers 2000* does allow you to save whenever you want to. It does mean however that if you're one of the generation of gamers brought up on the fairly recent, far easier style of games that seem to be pretty-much the norm these days – the kind of person who found *Donkey Kong 64* 'a bit too tough really' – then you're probably going to find *Blues Brothers 2000* a little on the difficult side. That said though, the humour, puzzles and some fairly catchy tunes make this a game that's definitely worth a look! ■

▼ There are ten musical notes to be collected on each level – you need to get ervery single one of them to progress through the game.

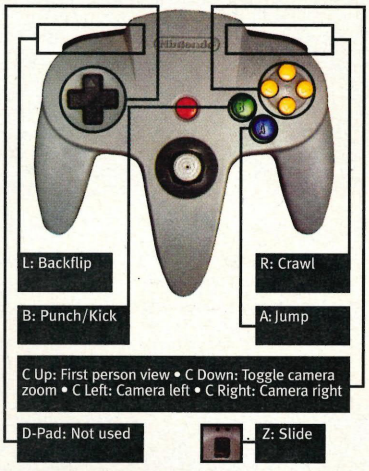
2nd opinion

This is a platform game which has average written all over it. There are some nice puzzles and the gameplay is fun but nothing really makes it stand out from the crowd. Oh and don't go near this one if you get easily annoyed by dodgy camera set-ups! MIKE RICHARDSON

Rating N64 N64

64 Magazine Bottom Line

Controls



Alternatives

Banjo-Kazooie: Nintendo
Reviewed: Issue 16, 90%
Earthworm Jim 3D: Virgin
Reviewed: Issue 33, 87%

Rating

Graphics N64 N64 N64 N64

Audio N64 N64 N64

Gameplay N64 N64 N64

Challenge N64 N64 N64 N64

Overall %

79

Soundbite

Fairly entertaining platform adventure with some nice puzzles.

ワレナスラーツヨナフ

P2

エピカイヨイ

The ultimate magazine for the ultimate games machine

21 September 2000

Written by: Mike Richardson

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Infogrames
Developer:	Paradigm
Game Type:	Racing
Origin:	US
Release:	Out now (import)
Price:	34.99

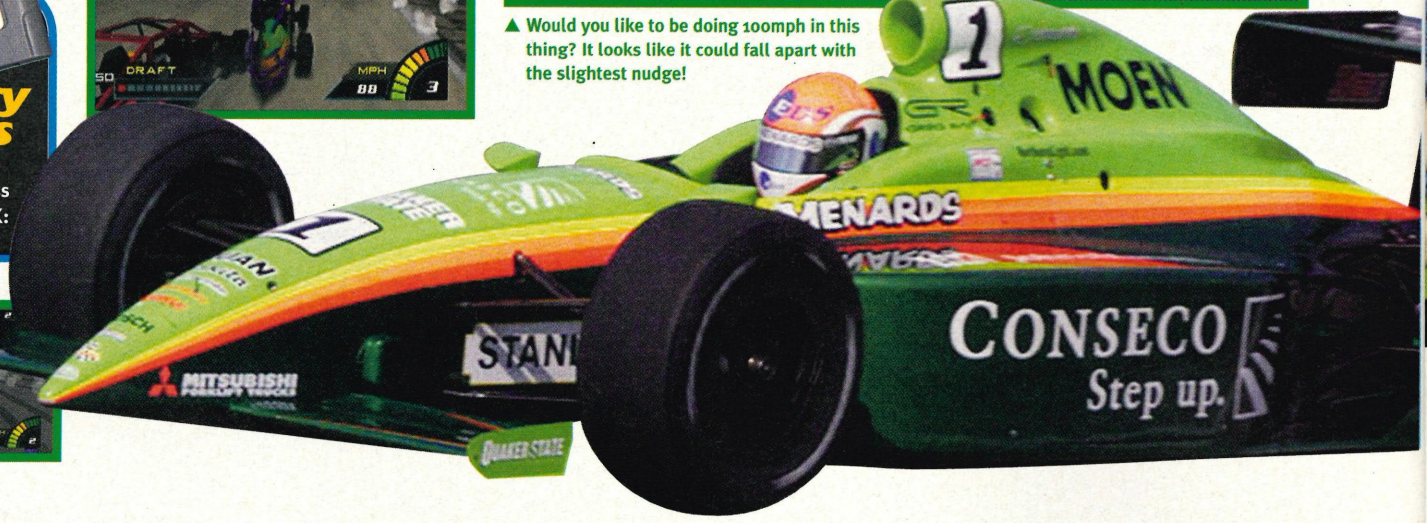
▲ One of the other racers goes astray and sends loads of cones flying across the track. Nothing to do with me officer – honest!

▲ Would you like to be doing 100mph in this thing? It looks like it could fall apart with the slightest nudge!

Memory Options

MEMORY:
Saves game progress

CONTROLLER PAK:
N/A

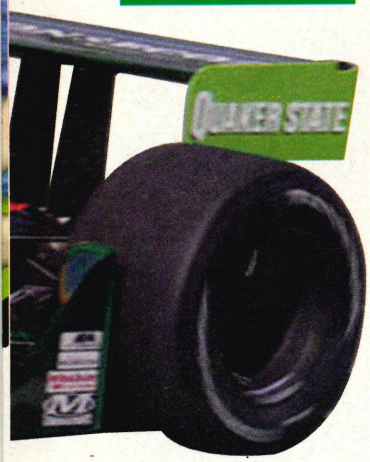


Indy Rac

$64,000 Question

- ⊕ Unbelievably fast
- ⊕ Very smooth
- ⊕ Surprisingly enjoyable
- ⊖ Handling a little too sensitive
- ⊖ Annoying commentary

Now here's a great idea... let's all drive around in circles for hours on end and call it a sport! It's quite amazing how popular this 'sport' has become and it's not as if we can even dismiss it as an American fad because quite a few famous British drivers have dabbled in it. Whatever your opinion on it though, Indy racing is here to stay and like every other sport these days it's got itself a virtual incarnation for your home playing pleasure. The first thing you notice about *Indy Racing 2000* when you flick the 'on' switch is just how unbelievably fast it is! This is the fastest racing simulation game on the N64 – absolutely no contest. The game is a 15ml injection of pure adrenaline straight into your heart! What is even more surprising is that the game manages to stay as smooth as a freshly sanded piece of wood. You would expect the frame-rate to go pear-shaped at such speeds on any other racing game – but not here, oh no!



Burning Rubber

Oddly though the speed of this game can hamper your enjoyment of the races, especially when you first begin to play it. The problem lies with the controls which are a little temperamental to say the least. Tap the stick to the side and your car turns 45 degrees and slips into a powerslide! This often results in you going head-first into a barrier and buckling your front wheels – thankfully though the damage can be switched off. It's not that the controls are bad it's just that a sensitivity adjustment control would have been greatly appreciated in the options menu.

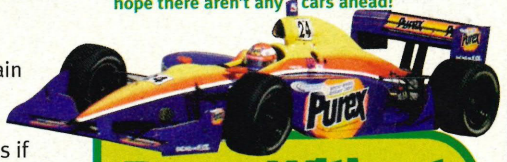
Admittedly once you get used to the controls you can take the corners fairly smoothly. But you do have to remain ever conscious of your finger on the stick which kind of distances you from the race a little. It's not as if there are any tight corners in this game which require overly sensitive steering! In fact this is one of the main problems of *Indy Racing* – it can all get just a tad monotonous! After all there's only so much fun that can be had driving around in a circle for hours on end. If you want you can even race a full hundred-odd lap Indy race. Although we do suggest seeking professional psychiatric help before trying this one!

Screaming Engines

Thankfully the game is saved from eternal damnation by the Gold Cup mode which more than helps to break up the rigmarole of the whole thing. In this section of the game you have to work your way up the ranks from driving

Now here's a great idea... let's all drive around in circles for hours!

▲ The tunnel section on one of the Gold Cup tracks is far too dark to see into the distance, hope there aren't any cars ahead!



Room Without A View

Usually it's a good thing that a cockpit view has been included... but not when it looks as tacky as this. It looks even worse when you see the flat 2-D hands and steering wheel turning!

Blink and you'll miss it!

ing 2000

▲ It's a shame you can't take your car for a spin along the beach – it would certainly make the races a lot more interesting!

go-kart-style mini cars all the way through to the Indy-car racers themselves. This is a lot more fun than the championship game because it includes courses which actually have twists and turns in them. It's quite a shock seeing different corners after playing the main game! This is the more arcadey side of the game and is ultimately a lot more fun to play. It's when playing the Gold Cup mode though that you realise what is missing from this game – a track map!

It just feels like something is missing...

The silly thing is you don't really need a track map on the screen in the main championship game but it would've been nice to have one in the other modes. It's not as if the corners are so complicated they tax every brain cell but in the fast action of the race it would be nice to have a guide as to which way to go next. As it is, the most important on-screen aid is the draft meter, which may sound silly but is actually extremely helpful. Anyone who knows racing terminology will have heard of something called 'slipstreaming' and that's exactly what this meter helps you do. Get directly behind another car and your speed shoots up faster than an Apollo rocket!

Smoking Tyres

Graphically you can't help but feel that a little more could've been done with this game. The draw distance is superb and the graphics are crisp enough... it just feels like something is missing. This could be because all of the main tracks are based on their official counterparts and there just simply isn't anything interesting there! Though on the Gold Cup tracks you do at least get token waterfalls, rock arches and stretches of beach to liven up the surroundings.

On the other hand there's no excuse for the cars which appear fairly bland and more often than not just merge into the scenery. A little more attention to detail was definitely needed here, shiny metallic surfaces aren't exactly impossible on the N64. This situation isn't helped any by the fact the cars just seem to be glued to the track! You could be approaching the crest of a hill at

▼ Considering how bland the rest of the tracks are, this waterfall is fairly impressive and sounds superb when you drive by.

▲ There's no such thing as disqualification in this game so there's nothing to stop you caning it around the track

▲ At times like this there's little to do other than wait for the other cars to move out of your way – very, very annoying!

Days Of Thunder

Crashes are far too common in this game and just to make matters worse, they usually happen right in your path! If something goes wrong on the track ahead then all you can do is cross your fingers and pray that everything goes your way! With the controls being so twitchy it's best to just keep heading in a straight line. If you're lucky you might make it out through the pile of cars and smoke without hitting anything.

▲ You know you're taking the corner too fast when all of your tyres begin to slide out and the car begins to scrape the wall!

▲ Check out all the commotion behind – sometimes it does pay off to barge through the pack at 200mph!

▲ It never hurts to nudge the other racers into the side of the track – well at least it never **hurts you anyway!**

▲ In a fairly embarrassing moment a cone gets stuck on the back of your car, that's gotta do **wonders for the wind resistance!**

Going For Gold

The most fun part of the game is the Gold Cup mode in which you get to work your way up from boy racer to driving genius. This may not sound much fun but the gradual increase in speed helps you to get used to the controls.

The first things you get to drive are these midget cars, don't underestimate them though, as speeds of up to 100mph are possible!

A sleeker version of the midgets, these sprint cars require a bit more concentration and can quite happily cruise around the tracks at 140mph.

Now we're talking serious racing! These formula cars will test your reflexes every step of the way, hitting up to 170mph on the straights!

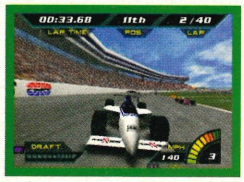
This is the big time, these cars are tuned for one thing and one thing only - speed! Trying to handle these 200mph beasts around the twisty tracks is a nightmare!

anything up to 200mph and your car still remains firmly fixed on the ground! It's just like playing a video game version of your favourite Scalextric set!

Twisted Metal

Laughably, although the cars don't seem to be very detailed the rest of the game is literally stocked full of small realistic touches. As well as the official tracks you've got the official drivers, cars and the ability to tune up your car pretty much how you want from scratch. It doesn't end here either because in the race you have fully animated pitstops, the ability to look to the left and right as well as behind and a running commentary to boot. Alas, the commentary and the radio crew chatter is, like so many other games, extremely annoying!

You often receive praise when you're doing badly...



Considering you have both a commentator and pit crew it's amazing how the human voices manage to be so repetitive. What's worse is that they are so inconsistent and blatantly random that it's almost comedy! You often receive praise when you're doing badly and get 'dissed' when you're miles ahead of the pack in first place. Most comical of all however is when the commentator shouts 'what a move' when you're travelling along a straight section of track with no other cars in sight! This is partly because of how speedy the game is and how fast the races can turn around in such a short space of track – of course, it's also partly just bad programming!

The Chequered Flag

Indy Racing 2000 is a highly enjoyable game but where it shines in some places it does very badly in others. If you're after a high-speed adrenaline rush then you need look no further. On the other hand, if you're the kind of person who loves challenging tracks then this game is unlikely to appeal. It's just a shame that it hasn't been planned for release over here yet. Someone out there obviously thinks that us Brits don't like driving around in circles... have they never been on the M25? ■

▼ There's not a lot you can do when the wheels get locked together like this, other than try and scupper your opponent of course.

Red Light – Green Light

Drafting is one of the most important skills to learn in a race. Perfect it and you can fly past the opposition. Position yourself behind a car and you cut down on wind resistance thus increasing your acceleration and making overtaking easy.

Get behind a car further down the track and try to keep yourself in its slipstream, any sudden movements could ruin your chances so be gentle...

...and the draft meter increases from red to green as your speed increases... just remember to move sideways when you want to overtake!

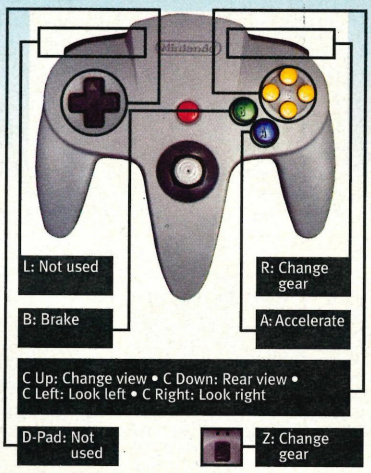
2nd opinion

Indy Racing 2000 is a fun quick game to play, though the Championship mode can get a bit boring at times. However, with loads of different races, Indy venues, famous drivers and cars to choose from, it's definitely a driving fan's game. NICK RAPSON

Rating

64 MAGAZINE Bottom Line

Controls



Alternatives

F1 World Grand Prix 2 Nintendo
Reviewed: Issue 30, 90%
Nascar '99 EA Sports
Reviewed: Issue 20, 52%

Rating

Graphics

Audio

Gameplay

Challenge

Overall

79%

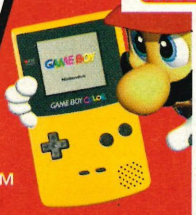
Soundbite

Very fast , very fun and slightly flawed.

TOTAL GAME BOY COLOR

64 MAGAZINE

EVERYTHING YOU WANTED TO KNOW ABOUT GAME BOY!



Welcome to a new area of 64 MAGAZINE. The following pages have now become an enclave of our sister magazine TOTAL GAME BOY COLOR – think of it as a Game Boy Color embassy in N64 country! This means that for the next seven pages all content comes under the auspices of the best-selling Game Boy Color magazine on the market. Each issue this is the place to find all the latest news and reviews on the newest Game Boy Color titles – enjoy!

What It All Means!

The scoring system for TOTAL GAME BOY COLOR reviews is fairly similar to the N64 one, but to avoid any confusion, here's a quick explanation...

Ninfo

Link cable:	Can you play two-player link-up?
Infa red:	Does the game use the infrared facility?
Built in rumble:	Some games have their own rumble
Saves?	Does it save to cart or use a password?
Publisher	The company selling the game
Developer:	The company that wrote the game
Game Type:	What kind of game is it?

$64,000 Question

The pros and cons of the game summarised for easy access! If you can't be bothered to read the whole review, this gives you a fair idea of the high and low points.

On Sale Now!

If you want more Game Boy Color action, look out for the latest issue of TOTAL GAME BOY COLOR, on sale now priced £2.99. You get a free packet of Chewits with it too!

REVIEWED THIS ISSUE!

53 Tomb Raider
54 Croc
55 Wacky Races
56 TOCA: Touring Car
57 Rayman
58 Hype: The Time Quest

Rating

Graphics

Is it a visual masterpiece, or a dated pile of poo?

Gameplay

The most important element – is it fun to play, or pants?

Audio

Plinky-plonky audio garbage or music to your ears?

Challenge

How long will this game last you?

Overall %

Like our N64 reviews this isn't an average of the other scores but it is a definitive rating of the game. Anything over 90% is great, 89%-70% good and below 70%... well, not the best game on the market, that's for sure!

Soundbite

If you really can't be bothered – this sums it up in one easy-to-read sentence!

Turn to page 52 for the latest Game Boy Color news and competitions!

TOTAL GAME BOY NEWS

news, views, exclusives, gossip, competitions!

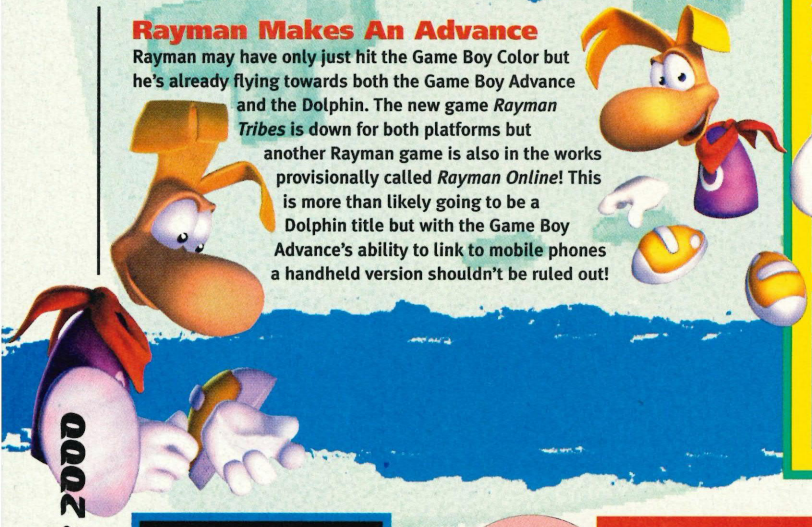
NEWS JUST IN!

Oblivion in Your Hand

Acclaim has announced that *Turok 3: Shadow of Oblivion* will be released for the Game Boy Color. That makes four Fireseed dinosaur-bashing titles on the handheld! To make sure the action is even more fun, this time round you get to drive a tank, a jeep and even a gun-boat! Of course you also get a hefty selection of ten weapons to hunt your prey with – get ready for Oblivion!

Rayman Makes An Advance

Rayman may have only just hit the Game Boy Color but he's already flying towards both the Game Boy Advance and the Dolphin. The new game *Rayman Tribes* is down for both platforms but another Rayman game is also in the works provisionally called *Rayman Online*! This is more than likely going to be a Dolphin title but with the Game Boy Advance's ability to link to mobile phones a handheld version shouldn't be ruled out!



WIN... Infogrames Game Boy Color Bundles!

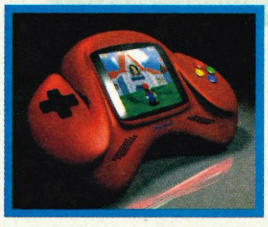
The celebrate the forthcoming release of its rather natty-looking *Duck Dodgers* game on the N64, Infogrames has given us four bundles of Game Boy Color goodies to give away. These comprise a *Mission: Impossible* backpack, a *Driver* T-Shirt and canvass shoulder bag and the Game Boy Color titles *Mission: Impossible*, *Driver* and *Martian Alert*. Oh, and one of the bundles also has a genuine hand-held Game Boy Color thrown in for good measure!

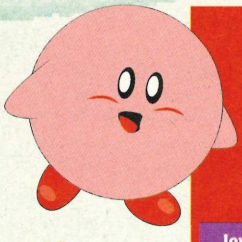
If you'd like to win yourself one of these prize bundles then simply consider the following simple question, stick your answer on a postcard together with your name and address and send it to us!

Question: What's the name of Daffy's alien nemesis in the forthcoming *Daffy Duck* N64 title?

A: Marvin
B: Malcolm
C: Bernard

Send your answers to: Infogrames GBC Compo, 64 Magazine, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS to reach us no later than 7 September 2000. First correct entry out of the hat wins the Game Boy Color bundle, three runners up get the rest of the stuff!





Not Quite On The Level

Who needs a control pad when you can physically tilt your machine to move the on-screen action? The recently announced title *Kirby's Tilt 'N' Tumble* will make use of an innovative analogue tilt cartridge which registers your every movement. If things work out well then you can expect to see a lot more rocking and rolling on the Game Boy Advance!

WIN... Joytech Game Boy Colour Action packs!

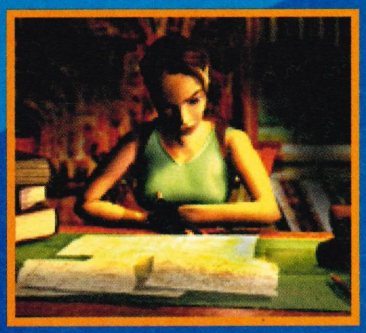
Joytech – purveyors of top console peripherals – have just brought out a new package to enhance the lives of Game Boy Color owners. Each pack comes with a 'twin illumination light magnifier, a Game Boy carry case, a rechargeable battery pack, a multi-link cable and an AC/DC adaptor.

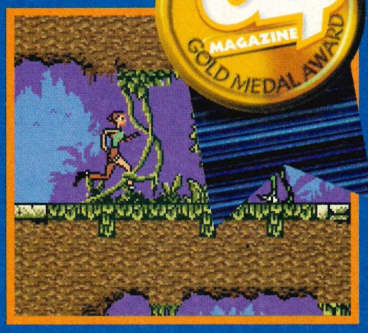
You can pick up the Action Pack for £19.99 and we've got three to give away to 64 Magazine readers. To be in to win one simply stick the answer to the following question on a postcard and send it to the usual address marked Joytech Action Pack Compo to reach us no later than 7 September.

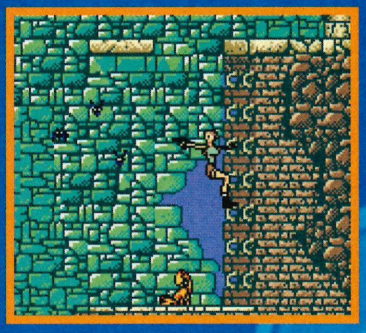
QUESTION: What is the highest scoring Game Boy Color game in this issue?

Written by: Roy Kimber

▼ Lara had already made her way through the first half of the alphabet but was now begining to struggle!







64 MAGAZINE GOLD MEDAL AWARD

Tomb Raider

We love you Lara, we do...

If there was one thing that you had to credit with the success of the PlayStation then you couldn't go far wrong picking *Tomb Raider*. Okay, so the PlayStation has been built on more than just a pair of rather square breasts, but *Tomb Raider* must have sold at least as many PlayStations as *GoldenEye* sold N64s. Up 'till now Lara Croft, the eponimous star of the PSX hit, has been conspicuous by her absence from the Nintendo format, but now finally she's arrived on the N64's little brother the Game Boy Color.

Tomb-Tastic!

Eschewing the usual 3D format in favour of a 2D platform setting, it's easy to assume that *Tomb Raider* is going to have lost something in translation. However – aside from the obvious loss of one dimension – Lara is as fun to play with as she's ever been (ooer!)

Our busty heroine has a massive range of moves which are all accessed easily via the D-pad and the A and B buttons. Every move which Lara had in the most recent PC/PSX version of the game (*Tomb Raider 4*) is – amazingly – available here too and she moves like a dream.

As far as the setting for the game goes this time Core have gone back to basics. Forget oil rigs and city streets, his time Lara's back doing what she does best: exploring tombs. Each level is absolutely massive and packed with all sorts of traps and puzzles and like the other *Tomb Raider* titles there are loads of secrets to discover as you battle past all manner of adversaries – bats, skeletons and giant snakes to name just three.

Tomb Raider on the Game Boy Color is easily the best platform adventure on the console and is currently the best game you can get for the hand-held, period. If you've got a Game Boy, then get this! ■

the best game you can get for the hand-held, period

Ninfo

Link cable:	No
Infa red:	No
Built in rumble:	No
Saves?	To cart
Publisher	THQ
Developer:	Core
Game Type:	Platformer

▼ Stuck between a skeleton and a rather large snake! Things are not looking good for Lara – and she was so cute too!

$64,000 Question

- ⊕ Fantastic graphics
- ⊕ Lara handles brillantly
- ⊕ Oodles of atmophere
- ⊕ It's *Tomb Raider*!

Rating

Graphics	Gameplay
Audio	Challenge

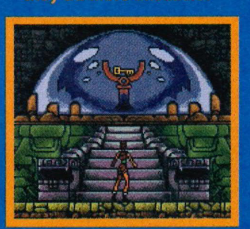
Overall %

97

Soundbite

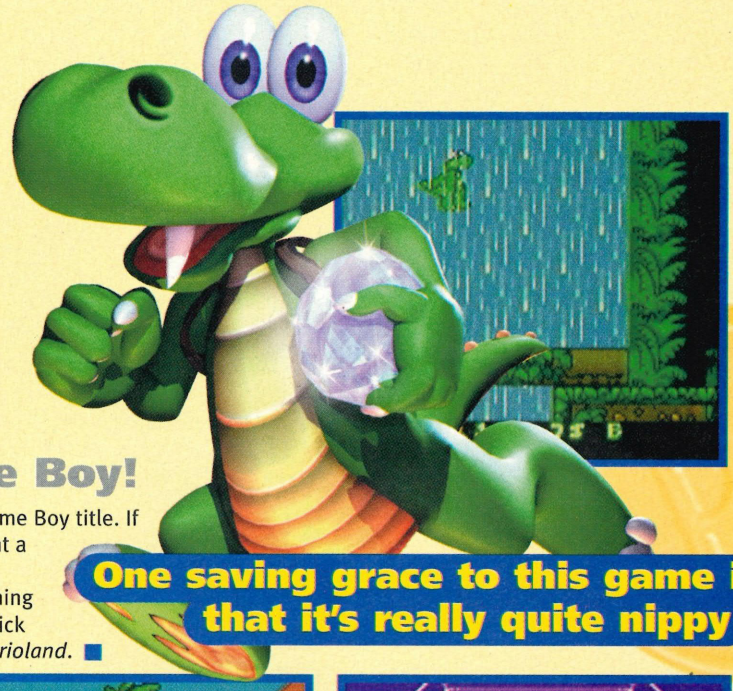
The ultimate Game Boy Color platformer!

▼ Those Aztecs obviously had a thing or two to learn about how to hide important keys! Could they BE more unsubtle?



Written by: Mike Richardson

Croc



Gobbos on your Game Boy!

One saving grace to this game is that it's really quite nippy

Ninfo

Link cable:	No
Infa red:	No
Built in rumble:	No
Saves?	Password
Publisher	THQ
Developer:	Argonaut
Game Type:	Platform

$64,000 Question

- ⊕ Very fast
- ⊕ Bonus games
- ⊖ Can get repetitive
- ⊖ Fiddly controls

Why is it that almost every single character or game icon eventually finds their way onto the Game Boy in a side scrolling platformer? What's even worse is that most of these games seem to be made just for the sake of it and *Croc* – alas – is no exception.

The story for this game pretty much follows that of the PlayStation version and the idea is to rescue all of the cute Gobbos. Unfortunately this involves nothing more than making your way from left to right and finding the occasional key along the way! If it weren't for the bonus games between levels there would be no puzzle element to tax your brains at all!

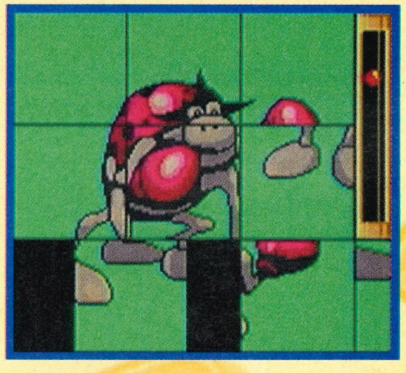
See You Later Alligator

One saving grace to this game is that it's really quite nippy – blink and you can miss some of the levels! The only drawback to this is that because the controls are – if anything – a bit too responsive, at times the game is a little difficult to control. The problem comes with the fact the turbo button is the same as the attack button! At high speeds it is easy to loose control and find yourself falling to your death.

Despite the fact Croc can swim, ride magic carpets and so on the lack of puzzle variety in this game does make it quite repetitive. It's a shame that such a good character has been wasted in a poor Game Boy title. If you want a decent platforming game stick with *Warioland*. ■

▼ The minecart ride is one of the more difficult stages in the game and can get extremely frustrating after several attempts!

▼ This classic tile game is one of many bonus games on offer if you manage to collect all the letters of BONUS whilst on the level.



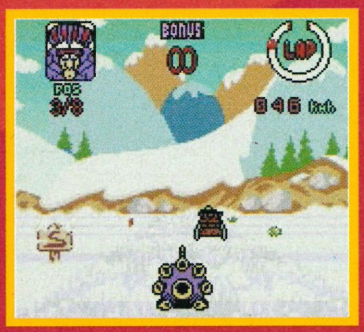
▼ If you see a balloon hanging in the air – grab it! They all take you to hidden special stages loaded with goodies.

Rating		Overall %
Graphics	Gameplay	68
Audio	Challenge	

Soundbite
A below average platform game

Written by: Scott Anthony

▼ The Mean Machine is one of the bonus vehicles that you can win in the game. It certainly lives up to its name!



Wacky Races

Free love, CND and Che Guevara – what a decade the sixties was!

They made great cartoons back then, like Hanna-Barbera's *Wacky Races*. This all-time classic animated series combined characters like Dick Dastardly, Penelope Pitstop and Muttley the dog with *Cannonball Run*-style action. If you haven't seen it, imagine the film *Crash* mixed with *The Magic Roundabout* and you're almost there. If you *are* familiar with the series then you'll know what a shrewd move it was to turn it into a game.

As you'd hope, every last corner of the game is crammed with wit and imagination. For example, there are some tasty attacks to pick-up – a move where you turn your opponents into ice cubes and then smash them into splinters particularly springs to mind. The basics are all there too. *Wacky Races* is fast, has thirty-six tracks, eight different cars to choose from and four different game modes. Of course, when this impressive list of options is added to the addictive gameplay, then it's clear that Infrogrames have got a potential success on their hands.

Imagine the film Crash mixed with the magic roundabout...

Wack-A-Day!

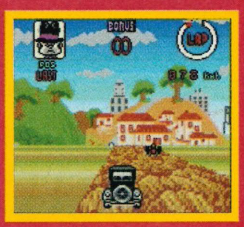
On the down side, the Game Boy Color's technical limitations mean that there are never more than two cars on the road at one time and there can be a fair amount of pop-up when the action starts hotting up. It's also far too easy! It'll take you a maximum of six hours to finish it: not really very good value for money. More seriously, the gameplay is very uneven. When you're in the middle of the pack you're vulnerable to attack from all sides but when you're out in front you're pretty much untouchable. What this means is that for half of the race your blood is boiling and for half you're unbelievably bored. Don't get the wrong impression though, overall, we liked it. A fairly decent Game Boy Color racer, whatever next? ■

Ninfo

Link cable:	No
Infa red:	No
Built in rumble:	No
Saves?	Password
Publisher	Infogrames
Developer:	Yelez & Dubail
Game Type:	Racing

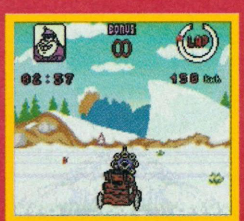
$64,000 Question

- ⊕ Fast and Furious
- ⊕ Witty
- ⊖ Too easy
- ⊖ Repetitive



▲ It's no surprise to find these scabby losers in last place. So much for their ultra-amazing 'Bullit-proof Bomb mobile'!

▼ Army Surplus are the fat truckers of *Wacky Races*. They're strong but slow – you have to blast your way through the field to win.



Rating

Graphics	Gameplay
Audio	Challenge

Overall %

79

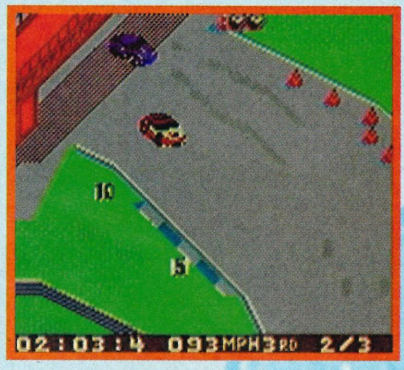
Soundbite

A dastardly but decent racing game!

Written by: Mike Richardson

TOCA: Touring Car Championship

64 MAGAZINE SIZZLER



Game Boy Color in realistic driving game shocker!

Ninfo

Link cable:	No
Infa red:	No
Built in rumble:	No
Saves?	Password
Publisher	THQ
Developer:	Spellbound
Game Type:	Racing

$64,000 Question

- ⊕ Realistic handling
- ⊕ Fast and smooth
- ⊕ Eight cars on track
- ⊖ No link up

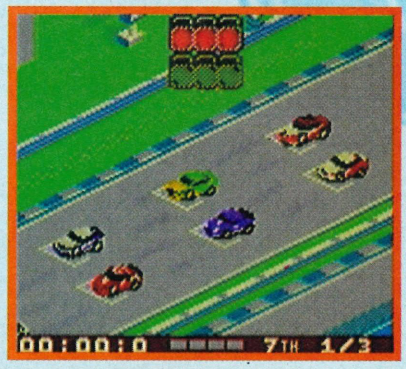
When popular driving games get ported onto the Game Boy Color what you usually get is a behind-the-car racer where the track seems to turn more than the car! Well *TOCA: Touring Car Championship* has opted for the more old-fashioned isometric view and you know what? It plays like an absolute dream!

Unlike most isometric racers *TOCA* handles superbly – the turning circle is super-smooth and surprisingly realistic. From this perspective you usually get a jumpy multi-staged turns but with *TOCA* you can literally cruise around the corners. Press the pad hard enough and you can even do powerslides – something which happens quite a lot until you get used to the tracks because of how blindingly fast the game is! You really need to learn the layout of the nine official tracks in *TOCA* or else your car can end up spinning across the grass.

Burnin' Rubber

What really stand out about *TOCA* are the graphical effects. Dust clouds come off the car as you spin off the track, skid marks cover the road and you even get spray off the tyres when it's raining! As if this weren't enough you can even see the little wheels turning around on all eight cars as they speed around the track. Yes, you read that correctly, there are eight cars on the track at the same time, and no, there's no slow down!

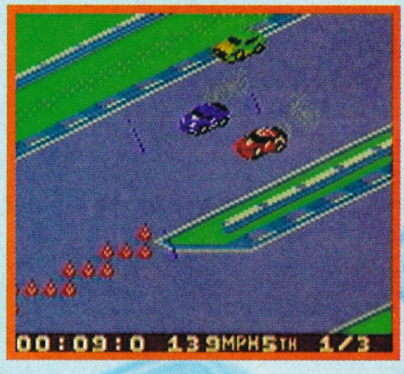
The only major let-down to this game is that you cannot play link-up with another Game Boy. On the plus side however there are some 'Party Play' games for four people but it does mean passing the Game Boy around between you! If you can forgive this tiny flaw though, then *TOCA Touring Car Championship* is the best driving experience you can get short of buying a car. ■

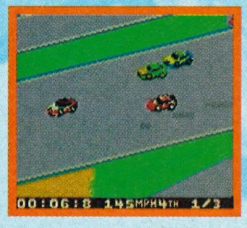


the best driving experience you can get short of buying a car

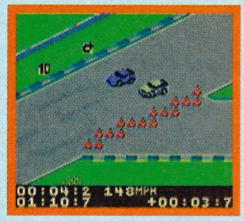
▼ Each of the tracks are littered with cones which you can scatter all over the place by plowing through them with your car!

▼ Amazingly TOCA includes rain weather effects – check out the spray coming off the back of these cars!





▼ Once you've finished a lap in Time Trial mode a ghost car appears to show you just where you made all your mistakes!



Rating

Graphics	Gameplay
Audio	Challenge

Overall %

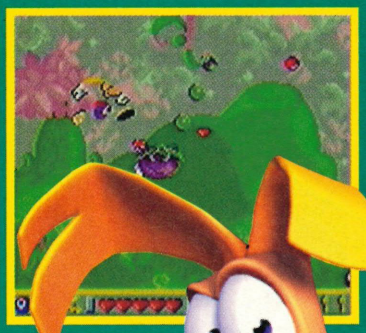
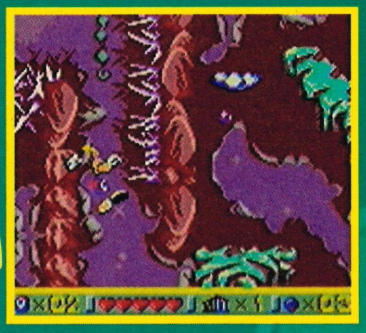
92

Soundbite

The cream of racing on the Game Boy Color

Written by: Mike Richardson

▼ Find the not-too-carefully hidden Ubi Key in Rayman and you can use it to open up secrets on other Ubi Soft games.

Rayman

Look ma, no arms!

The amputated superhero with disembodied hands and feet grabs a hold of the Game Boy and gives it a good shake! *Rayman* on the Game Boy Color isn't an extensive 3D affair like the N64 version but it still manages to retain all of the gameplay and the fun.

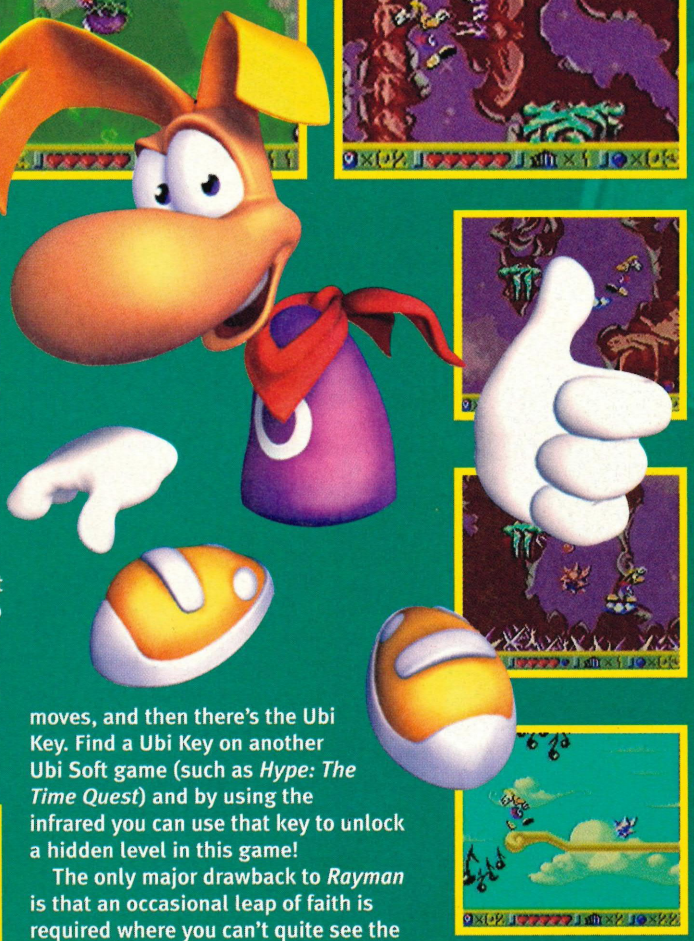
Spread across five worlds and 20 or so stages *Rayman* is full of puzzles and has plenty of bonus levels to keep you amused. For a Game Boy Color title *Rayman* also features an impressive array of moves. By the end of the game you find yourself performing a wide array of actions including swinging from hoops and spinning your ears around helicopter-style for extra lift! Most amazing of all though is the fact that the game looks absolutely stunning! The smooth animation and the colourful levels really help to bring it to life. It's not just the main character either because butterflies and other creatures decorate the levels, not to mention the odd one or two enemies!

Jump Around

One thing which usually lets platform games down is the lasting challenge but *Rayman* has a few tricks up its sleeve to sort that out. To start with you can't access every single part of each level until you've 'collected' all of the special moves, and then there's the Ubi Key. Find a Ubi Key on another Ubi Soft game (such as *Hype: The Time Quest*) and by using the infrared you can use that key to unlock a hidden level in this game!

▼ On some of the stages you have to make your way to the top before the water fills the level. Shame Rayman never learnt to swim!

The only major drawback to *Rayman* is that an occasional leap of faith is required where you can't quite see the platform you're aiming for. This can be extremely frustrating at times – you'll soon be ripping your hair out with rage! Such moments are thankfully few and far between though. There are better platform games available on the Game Boy Color but you can't go far wrong with *Rayman*. ■



you can't go far wrong with Rayman

Ninfo

Link cable:	No
Infa red:	Yes
Built in rumble:	No
Saves?	Password
Publisher	Ubi Soft
Developer:	In-house
Game Type:	Platformer

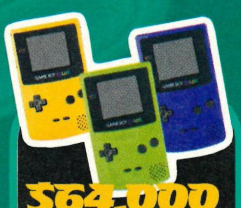
Rating

Graphics	Gameplay
Audio	Challenge

Overall %

87

Soundbite
A highly enjoyable platform game



$64,000 Question

- ⊕ Fun gameplay
- ⊕ Lots to do
- ⊕ Great presentation
- ⊖ Occasional leap of faith

Written by: Mike Richardson

Hype: The Time Quest

An adventure through time itself...

Featuring the plastic Playmobil toys *Hype: The Time Quest* is a bizarre mix of platforming and adventure gameplay. In the game you play Hype, a warrior who has been sent back in time by the evil Black Knight, and to make things a little more complicated the dark one has turned Hype's present time physical body to stone!

Quite what this all has to do with Playmobil toys isn't clear, but then again who cares! This is a fantastic hybrid of two genres. The game is split between four maps on which you can wander around in a *Zelda*-style top down view. While you're on these maps you can talk to people, buy equipment and so on. There are then 19 specific levels – accessed from the four maps – which are played through in the style of a side-scrolling platformer.

Back To The Future

Unfortunately the adventure element is a little too limited and really only serves as a break between levels but it does help to bring out the story in the game. The majority of the fun lies with the platform sections which you must hack and slash your way through to find hidden artefacts. To start with it's simply a matter of moving left to right but the levels soon become more complicated and ultimately more challenging.

One interesting feature of *Hype* is that it includes the new Ubi Key system. Find a hidden key in another new Ubi Soft title and by way of the infrared you can open up secret areas in this game! It's a great way to milk games for more play and provides a good excuse to come back to the games more than the odd once or twice. Not that you need an excuse in *Hype: The Time Quest* as it is such a fun game to play. ■

The levels soon become more complicated and ultimately more challenging!

▼ As well as your sword you've got a bow and arrow which can be called upon to slay a few enemies!

▼ To get to each of the side-scrolling levels in the game all you need to do is try and walk off the edge of the map!

Ninfo

Link cable:	No
Infa red:	Yes
Built in rumble:	No
Saves?	Password
Publisher	Ubi Soft
Developer:	Playmobil
Game Type: Platform/Adventure	

$64,000 Question

- ⊕ Fun to play
- ⊕ Original game play
- ⊕ Ubi Key
- ⊖ Adventure side limited

▼ To access the progress passwords in *Hype* you first need to have money to pay to the Innkeeper at the village!

Rating

Graphics	Gameplay	Overall %
Audio	Challenge	89

Soundbite
An original platform adventure

THE FUNNIEST WAY TO WIND UP A FRIEND!

CALL ONE OF THE NUMBERS BELOW, PUT IT THROUGH TO A MATE...

...THEN WAIT FOR THE REACTION

MR. FURY
09060 191566

THE DETECTIVE
09060 191567

MR. STAMMER
09060 191568

IRATE DELIVERY DRIVER
09060 191569

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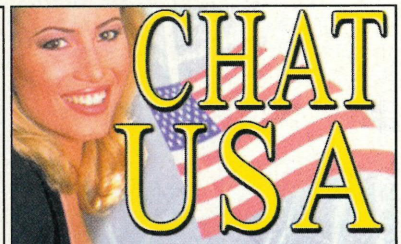

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cheat central

Cheat Central only prints the very latest cheats and tips for the N64 bringing you bang up-to-date every issue. If you want to check out older cheats for games you've had for a while or have bought second hand, you can go online and browse the database of cheats at... www.totalgames.net

XPLORER
THE ULTIMATE CHEAT CARTR.

Sponsored by Xplorer 64 from Blaze

Cheat Central is now sponsored by Blaze and to celebrate this Blaze is giving away five of its fantastic Xplorer 64 cheat cartridges to 64 MAGAZINE readers every issue!

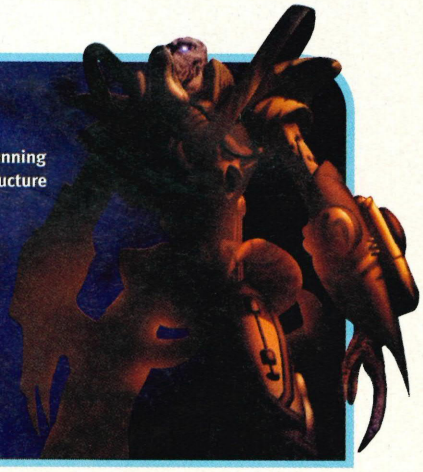
To enter, just answer this question:

"Which famous duck is on the cover of this issue?"

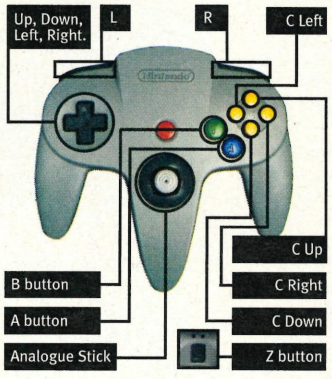
Send your answer to *Xplorer (43) compo* at the usual address, to arrive before 7 September 2000!

STARCRAFT 64

If you find that you're getting wiped out before you've even got your army up and running there's a way to make the building process go a lot faster. To do this highlight a structure and then repeatedly press B over it until it has finished building.



Pad at a glance



THE LEGEND OF ZELDA: MAJORA'S MASK

If you've bought the import version of this game then you'll need all the help you can get!

Time Travel Song

To jump forward 12 hours select the ocarina and play the following notes: C Right, C Right, A, A, C Down, C Down.

Slow Time Song

To slow down time simply play the song of time backwards: C Down, A, C Right, C Down, A, C Right.

PERFECT DARK

Get every single gold medal on the firing range at the Carrington Institute to unlock eight classic GoldenEye-style weapons. These include the PP9, KLO1313 and RC-P45.

F1 WORLD GRAND PRIX

Make sure you get pole position with these cheats!

Open All Challenges

To open up all of the challenges highlight Driver Williams and change his name to Driver Pandora before entering challenge mode. Now enter save file four to access all the challenges.

Cheats

To access any of these cheats go into exhibition mode and change the name of Driver Williams to one of the following. You need to exit back to the main menu after each cheat for it to work:

Museum	Gallery mode
Pyrite	Gold driver
Chrome	Silver driver
Vacation	Hawaiian track

Infinite Acceleration

Select the gold or silver racer using the cheats above and then select rookie mode with manual gears. Then in the race leave the car in first gear to have unlimited acceleration!

Shortcut

On the Silverstone track towards the end of the lap you should notice a row of grandstands on the left-hand side of the road followed by a hotel. If you head for the hotel there is a service road which can be used as a shortcut!

FORSAKEN

If this space shooter is getting you down then why not try out some of these bizarre and helpful cheats?

Cheat Codes

On the 'Press Start' screen enter any one of the following codes for the desired effect:

Invincibility	A, Z, Z, Up, Left, C Left, C Left, C Down
Freeze enemies	R, Z, Right, Right, C Up, C Left, C Right, C Down
Gore mode	Z, Down, C Up, C Left, C Left, C Left, C Down
Level select	A, R, Z, Up, Up, C Up, C Down, C Down
One hit kills	B, B, B, L, R, Left, Down, Down
Psychedelic mode	A, R, Left, Right, Down, C Up, C Left, C Down
Stealth mode	Up, Up, Up, Up, Right, Down, C Left, C Left
Wireframe mode	L, L, R, Z, Left, Right, C Up, C Right
Infinite primary ammo	A, R, Z, Right, C Up, C Right, C Down, C Down
Infinite secondary ammo	B, B, Z, Left, Left, C Up, C Left, C Right
Infinite solaris	B, L, L, Z, Up, Down, C Up, C Up
Infinite titan	A, B, L, Up, Up, C Up, C Up, C Right
Infinite energy	L, Z, Left, Right, Down, Down, C Down, C Down
Infinite nitro	B, B, R, Up, Left, Down, C Up, C Left

WINBACK

The world is under threat and only you can win it back!

Multiplayer characters

To unlock all of the multiplayer characters quickly press Up, Down, Down, Right, Right, Right, Left, Left, Left and Left again before the demonstration begins at the start of the game. Then at the 'Press Start' menu hold C Up and press Start. A Gunshot confirms correct entry. The only other way to open them is to finish the game on the normal difficulty setting.

Pistol Lock-On Cheat

To get a longer lock-on range with the pistol switch weapons to the machine gun, lock onto a target and then quickly switch back to the pistol again. If done correctly you should still be locked on.

Sudden Death Mode

To unlock this deadly mode quickly press C Left, C Right, C Left, C Right, C Up, C Down, C Up and then C Down before the demonstration begins at the start of the game. Then at the 'Press Start' menu hold L and press Start. A gunshot confirms correct entry.

Trial Mode

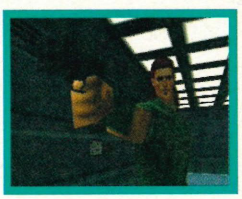
To unlock trial mode quickly press Up, Down, Down, Right, Right, Right, Left, Left, Left and then Left before the demonstration begins at the start of the game. Then at the 'Press Start' menu hold C Down and press Start. A gunshot confirms correct entry.

Extra Multiplayer Weapons

If you want to use the flamethrower in multiplayer select Thunder as your character then hold down R and press B in the game to flame your friends. If on the other hand you want to use C4 begin a multiplayer game with any character in the Factory-1 level and press Down to set some C4.

Max Power Mode

To unlock Max Power, Sudden Death and Trial modes complete the entire game on the hardest difficulty setting.



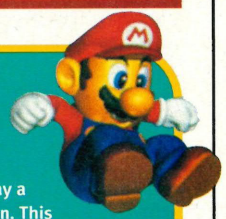
DESTRUCTION DERBY

Open up all those hidden tracks and cars!

Bonus Tracks And Vehicles

To unlock the bonus tracks complete all of the championship modes with any car. Once that's done enter time trial and beat the lap record on each track to open up each of the bonus vehicles. There are 12 hidden cars in total.

MARIO GOLF



Tee off and make sure you get the perfect score with these handy cheats.

Character Select

To change your appearance when you are choosing your character simply hold down one of the C Buttons. Each button gives you a different coloured outfit. If you want a left-handed golfer simply hold down the Z and L buttons whilst choosing your character.

Cheat Menu

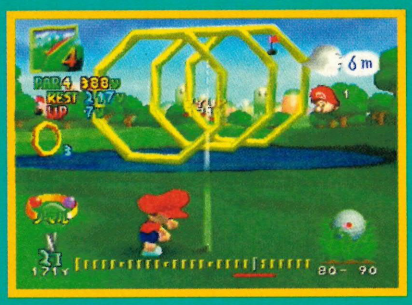
To gain access to the cheat menu highlight the 'Clubhouse' option on the main menu and hold Z and R and then press A. Now enter the following codes to open up the desired courses:

oEQ561G2 Camp Hyrule Cup 1

5VW68906 Camp Hyrule Cup 2

KPXWN9N3 Nintendo Power Tournament

FJQ49LJA Nintendo Power Summer Scramble



Faster Animation

To speed up the time it takes to play a game try holding down the Z button. This makes the ball ten times faster and cuts down on the time it takes to play a game.

Hole Replay

If you make a mistake mid-hole simply save the game and exit. Then when you restart the game you restart the hole from scratch.

Distract Other Players

To shout praise and insults at your opponents push the D Pad in any direction. Each direction with each of the characters triggers a different sound.

Hidden Course

To play on the hidden Mario Star course you need to get 2200 points after unlocking all of the other courses.

Hidden Characters

To play as any of these hidden characters simply complete the required tasks:

Donkey Kong .....Get 30 points in ring mode
Metal Mario..Get 108 birdie badges in tournament mode
Luigi.....Beat him in 'Get Character' mode
Yoshi .....Beat him in 'Get Character' mode
Sonny.....Beat him in 'Get Character' mode
Wario .....Beat him in 'Get Character' mode
Maple ..Get 50 birdie badges in tournament mode
Mario .....Beat him in 'Get Character' mode
Harry .....Beat him in 'Get Character' mode
Bowser.....Beat him in 'Get Character' mode

XPLORER 64
THE ULTIMATE CHEAT CARTRIDGE

XPLORER CODES

Whoever said cheats never prosper obviously didn't play videogames! Cheats are the ones who have the most fun, and there's no easier way of cheating than with an Xplorer 64 cartridge from Blaze! If you have one of these game-busting marvels then you can crack the fine games below with its help, and if you don't have one, why not enter the competition on page 60 and try to win one?

www.x-plorer.co.uk

BEETLE ADVENTURE RACING

Unlock All Cars	e8582249:5963
Unlock All Tracks	e8582245:5958
Unlock All Difficulties	e858224d:595b
Unlock All Cheats	eb685757:595a
	db5a2d55:5f5f
MultiPlayer Codes	eb5d5757:595a
Unlock All Circuits	db5a2d5e:5f5f

BUCK BUMBLE

Unlimited Lives	e0641528:59b6
Infinite Health	e863dc45:5963
No Bonus Countdown	e0641520:582a

DONKEY KONG 64

Infinite Health	c8d31ede:5956
Infinite Ammo	e8d31ed7:598c
All Characters	edd31ed7:595a
Infinite Crystal coconuts	c8d31eda:57f0
Infinite Camera Film	e8d31edf:5955
99 Coins for Donkey Kong	837fc896:0063
99 Coins for Diddy Kong	837fc8f4:0063
99 Coins for Tiny Kong	837fc9b0:0063
99 Coins for Lanky Kong	837fc952:0063
99 Coins for Chunky Kong	837fcaoe:0063

FORSAKEN

Infinite Bikes	e85a5564:59bb
Infinite Shield	ed6a3a68:5959
	e86a3a68:596a
Infinite Hull	ed6a3a66:5959
	e86a3a66:5969

JET FORCE GEMINI

Infinite Continues	e8608b47:595c
Juno Character codes	
All Weapons	c876dd14:d04f
Infinite Ammo	cb735756:595a
	db7cd724:5e41
Maximum Health	e876ddob:595e
Full Health when entering levels	
	e876ddo6:599a
All Keys	c876de70:504f
Vela Character codes	
All Weapons	c876dd9a:d04f
Infinite Ammo	cb735756:595a
	db7cd7ae:5e41
Maximum Health	e876dd91:595e
Full Health when entering levels	
	e876dd94:599a
All Keys	c876ddf6:504f
Lupus Character codes	
All Weapons	c876de86:d04f
Infinite Ammo	cb735756:595a
	db7cd88a:5e41
Maximum Health	e876de7d:595e
Full Health when entering levels	
	e876de8o:599a
All Keys	c876dee2:504f

MARIO GOLF

Special Code - Do Not Use	2c0b1920:0000
Unlimited Power Shots	c86318f4:6688
	c86fcb50:6688
Unlock All levels	c8676242:6ae6
All Characters	c8627efo:5956
	c8627eee:5958
	c8627ef4:5962
	c8627ef2:5964
	c8627ef8:595e
	c8627ef6:5955
	c8627efc:5957
	c8627e00:5963
	c8627ef8:595d

RAYMAN 2

Infinite Health	c86f1ca4:5970
Infinite Oxygen	c8639dd8:9ce8
Open All Levels	cb5a5756:595a
	db6d6e5e:4a49
Have All Cages	cb5b5756:595a
	db6d6d4e:4a49
Have All Yellow Lums	cb8d5756:595a
	db6d6dd6:4a49
	cb645756:595a
	dc6d6e6a:4a49
Invincible Rayman	c8716078:595a

ROGUE SQUADRON

Infinite Lives	e8675d48:595b
Infinite Shields	e867d1b3:59ff
	c867d1b2:595a
Infinite Missiles	e8661d56:5958
Unlock All Levels	e8675e83:59do

SHADOW MAN

Infinite Bullets	c85bae8e:596a
Infinite Voodoo	e85bae7e:594f
	e85bae7d:594f
Infinite Air	e85bae72:59f1
Infinite Health	c85bae6e:786a
Infinite Shotgun Shells	c85bae81:5962
Have Calabash	e8575f45:5663
Have Flashlight	e8575aa5:6363
All Items	50001d20:0000
	e85759a5:5963

STAR WARS: EPISODE ONE RACER

Infinite Truguts	c8651e6e:504f
Always finish first	e86873e3:5959
All tracks	c8651e6o:504f
	c8651e5e:504f
All Characters	c8651e6c:59cd
	8651e6a:504f

TUROK 2

Activate Cheat Menu	c86869d4:504f
	c86869d2:504f

WRESTLEMANIA 2000

Special Code - Do Not Use	2c0376e0:0000
Dummy Code for Trainer	e8965758:595a
All Characters Available	c85d44ae:504f

MACE: THE DARK AGE

Chop your opponents to bits with these new characters and cheats.

Different Costumes

To change the colour of your fighters costume hold down any one of the C Buttons whilst selecting the fighter and then press Evade followed by A or B.

Cheat Codes

To turn on the desired cheat position your cursor over each of the following characters on the select screen and press Start on each one:

Big Head	Ragnar, Al Rashid, Takeshi
Rabbit Feet	Ragnar, Dregan, Koyasha
Random Opponent	Hell Knight, Xiao Long, Dregan, Namira
Tiny Players	Takeshi, Al Rashid, Rangar, Xiao Long
Speed Mode	Ichiro, Xiao Long, Koyasha
Head Swap	Al Rashid, Takeshi, Mordos Kull, Xiao Long, Namira

Hidden Battle Stages

To fight on a particular characters battle stage choose a character and press Start on them four times before selecting them. To play on a hidden stage position your cursor over each of the following characters on the select screen and press Start on each one:

Miniature Golf	Koyasha, Mordos Kull, Takeshi
San Francisco Rush	Xiao Long, Al Rashid, Koyasha

Hidden Characters

To play as a hidden character position your cursor over each of the following characters on the select screen and press Start on each one:

Ned Long	Koyasha, Executioner, Lord Demios, Xiao Long
Machu Pichu	Namira, Koyasha, Taria

Play As Grendel

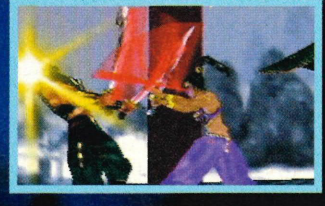
To play as the Grendel beat everyone except the Executioner. Then after the Executioner has beaten you go to the character select screen, highlight the executioner and hold Start and Evade. Once the Grendel appears use an attack button to select him.

Play As Pojo

To play as Pojo you need to pull off Taria's execution move in the main game. Once you've done this highlight Taria on the character select screen and hold down Start and Evade. Once Pojo appears use an attack button to select him.

Play As Gar Gunderson and Ichiro

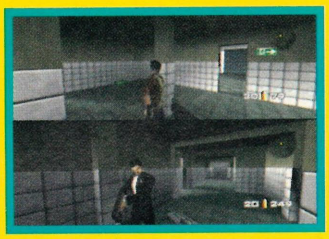
To select these characters wait for the copyright screen to appear at the beginning of the game and press Right, Up, Left, Down, Right, Up, Left, Down. A chime sounds if entered correctly and two new characters are then playable.

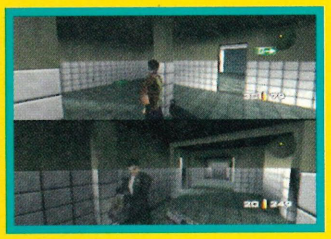


GOLDENEYE

Invisibility In Multiplayer

To make yourself invisible in multiplayer simply find yourself a quite corner of the level and enter the following. **L** and **C Up**, **L** and **R** and **C Left**, **R** and **Up**, **L** and **C Right**, **R** and **C Left**, **L** and **Right**, **L** and **R** and **C Left**, **L** and **C Right**, **L** and **Up**, **L** and **R** and **C Down**. Once entered your character fades to nothing!



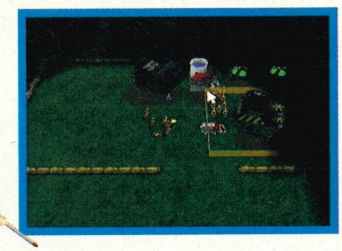


COMMAND & CONQUER

If you're still finding this real time strategy game a little tough why not try skipping through a few of the levels!

Open All Missions

On the 'press start' screen quickly press **B, A, R, R, A, C Right, Up, Down** and then **A**. Now go to the replay mission menu and press **L** to make every single variant of each mission selectable.



RE-VOLT

Make sure your batteries never run out with this batch of cheats.

Unlock All Tracks

To unlock all of the tracks either finish the game's time trial mode or simply enter your name as CARNIVAL.

Unlock Hidden Cars

To unlock additional cars you can complete each circuit in first place or – far more easily – enter B, A, Z, Z, B, L, A, C Up on the title screen.

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B	F Zero X	Pokemon Stadium	Tony Hawk's
Banjo Kazooie	G	Premier Man. 64	Top Gear Rally 1& 2
Blast Corps	Gauntlet Legends	Q	Turok 1& 2
Body Harvest	Goldeneye	Quake 2 & 64	Turok Rage Wars
C	H	R	V
Castlevania	Hybrid Heaven	Rainbow 6	Vigilante 8
Castlevania: L of D	I	Resident Evil 2	Vigilante 8 2nd Off.
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D	J	Shadowman	WCW Mayhem
Destr. Derby 64	Jet Force Gemini	Shadow of Empire	WCW Vs NWO Rev
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Donkey Kong 64	Killer Instinct Gold	South Park	WWF Attitude
Doom 64	L	South Park Rally	WWF War Zone
Duke Nukem 64	Lego Racers	Star Fox	WWF Wrestlemania
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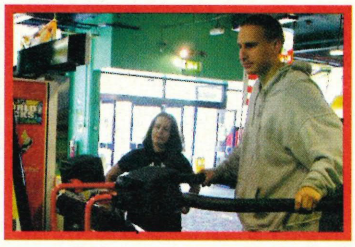
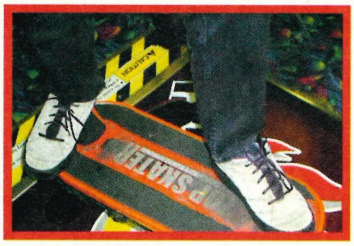
64 MAGAZINE At the Arcades

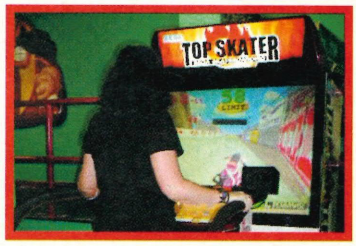
Yep, you guessed it. In our ongoing quest to squeeze as much entertainment as possible into just one magazine we've come up with yet another regular feature for your continued edification. Each month the 64 MAGAZINE crew are going to pop along to one of the many Sega Parks in the country and try out a few of the latest arcade machines. Of course, it won't just end there. Expect to see some rather cool contests and some absolutely stonking competitions in future issues, although this time around we just had fun playing games! Oh... and before everyone starts writing in – Sega Parks are not Sega specific, they have arcade machines from all over the place – Konami, Namco, you name it, they've got it – and they have the added advantage of getting new machines in long before anyone else!

Classic Game: House Of The Dead 2

It's been around a while but it's still a firm favourite. Roy and Mike took time-out from trying out the new titles for a bit of retro-style zombie-blasting on *House Of The Dead 2* – some games just never seem to lose their appeal!

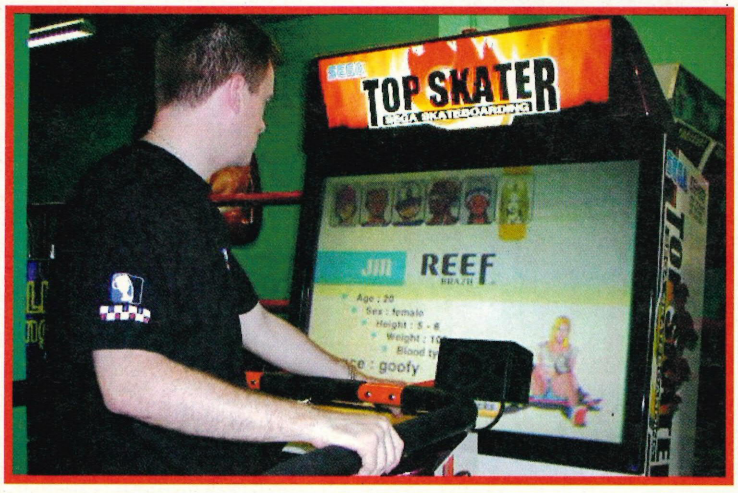


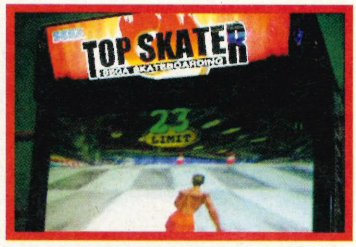




Top Skater

Sega Park in Bournemouth was our destination this month (conveniently situated just around the corner from the 64 MAGAZINE offices). The first machine to catch out attention was *Top Skater*. This game is a particular favourite of Nicky's, which explains why she's always dressed like a 'skate chick'. Rather than controlling the game with a joystick you get to physically stand on a skateboard and (while holding onto the handrails) must move and jump the board to get your character to perform the same onscreen. The control interface is incredibly easy to pick up – even for non-'boarders – and once you get going the game is tremendous fun. Well worth a go if you haven't tried it already and if you liked *Tony Hawk's Skateboarding* on the N64 then you should love this!

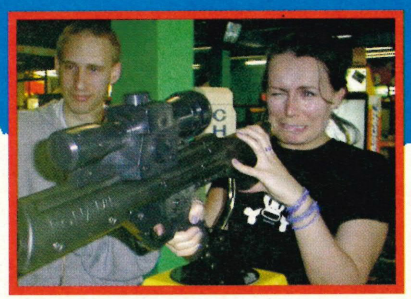




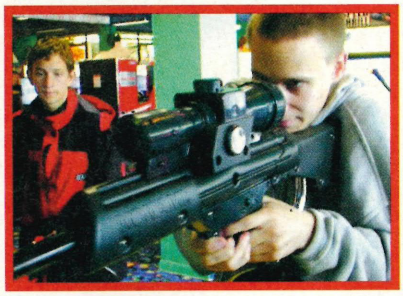
▲ Every move you make on the board is duplicated on the screen by your chosen character – groovy man!

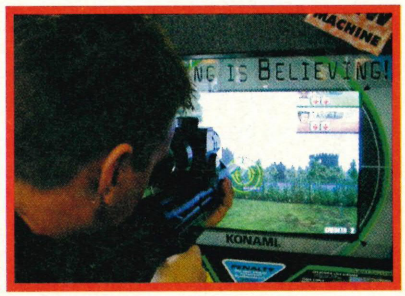
Silent Scope 2: Fatal Judgement

Now this was a game that we were really up for! The original *Silent Scope* was incredibly popular with everyone in the 64 MAGAZINE offices when it first came out and so we had high hopes for the sequel. *Fatal Judgement* puts you in the role of a sniper who's got to take out some rather unfriendly terrorists. The novel angle of the game is that the main screen shows a long-distance view of a particular location on which you can just make out tiny figures. By looking through the scope of the gun though you get a zoomed-in view (thanks to a custom screen built into the gun) and you have to use this to pick off terrorists before they can do too much damage and – more importantly – before they spot you. This game was a total hit with Mike and Roy but Nicky found it a bit of a struggle. As the next best thing to joining the LAPD and becoming a SWAT team member though, *Silent Scope 2: Fatal Judgement* is the only way to go!



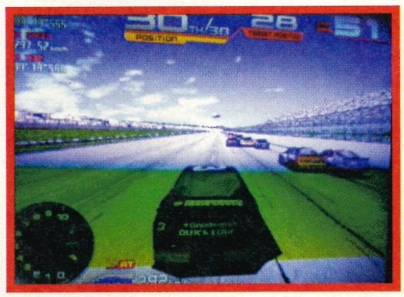
▲ Now this looks like a 'girl not being at home with guns' moment, but Nicky is a demon at *Time Crisis*! Obviously not sniper material.

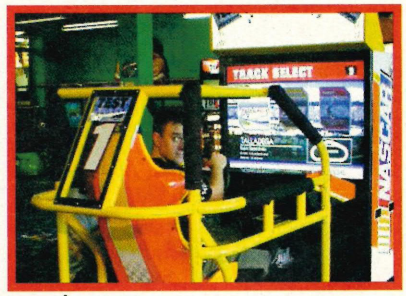


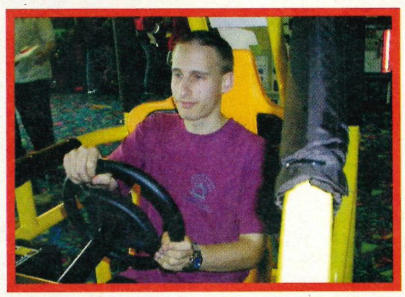


NASCAR Arcade

NASCAR Arcade is one of the latest machines in for testing which means that the first people to play it are customers at Bournemouth's Sega Park. Although we're not great fans of NASCAR games in general (they tend to be a little dull on the N64 due to the nature of the sport) we thought we'd give this one a go. The fact that you're sitting in a roll-cage with a wheel, a gear stick and pedals is a definite plus to start with and once the game gets moving you realise that the best thing about it is in fact the steering wheel – as you power around the track the force feedback is just something else! Roy's always moaning that driving games just don't 'feel real' but even he was impressed with this game. Okay, so the actual gameplay is a little samey but if you're after fast NASCAR racing with a highly realistic feel then you should definitely check this one out!







▲ Left hand down a bit... steady, steady. Now full lock right, clutch down... congratulations Mr Richardson, a successful parallel park!

How To Find 'Em...

There are Sega Parks all over the country – check out this list for the one nearest to you!

SEGA PARK
Hamleys Metropolis
189-196 Regent Street
London
(0207) 494 2000

SEGA DOME
Oriental Shopping City
Edgware Road
London
(0208) 200 5751

SEGA PARK
Hilton Hotel
Westover Road
Bournemouth
(01202) 316 396

SEGA PARK
Strykers Pleasure Bowl
River Drive
Tamworth
(01827) 68448

SEGA PARK
Units 70-74
The Harvey Centre
Harlow
(01279) 425 741

SEGA PARK
Bargate Shopping Centre
East Bargate
Southampton
(023) 8022 5067

SEGA PARK
88-96 High Road
Woodgreen
London
(0208) 888 3129

PLANET SEGA
Queens Ice Bowl
155 Queens Court
Queensway
London
(0207) 229 0172 / Ex.5207

SEGA PARK
Eastgate Shopping Centre
Basildon
Essex
(01268) 293 207

THE LEISURE EXCHANGE
St Botolphs House
138-139 Houndsditch
London
(0207) 623 2782

THE LEISURE EXCHANGE
365 Station Road
Harrow
Middlesex
(0208) 863 7846

Take your place on the paper podium that is... ScoreZone!

Everyone's gone *Donkey Kong* crazy this month and we've had a load of superb new scores on all of the hectic minigames – the score from Yiannnis in Cyprus will take quite some beating! The Ultimate Player accolade this month however goes to Chris Webb from Gloucester who didn't quite manage to impress with the *Donkey Kong* scores but who was the only person to enter the *Tony Hawk's* Scorezone challenge! Congratulations on some wicked scores Chris – your wheel is on its way.

ENTER THE ZONE!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on an N64 game – without cheating!
- Use a camera *or* a video to record your time.
- List all your scores on a sheet of paper along with your name and address.
- Send the proof of your prowess to:

64 ScoreZone
64 MAGAZINE
Paragon House
St Peters Road
Bournemouth BH1 2JS

- Include an SAE if you want your photos/videos back.

New Games Needed!

We've had scores from one person for *Tony Hawk's* this month but we want to see more! Get those times and scores in the post for *Hydro Thunder*, *Ridge Racer 64*, *International Track And Field*, *Asteroids 64*, *Resident Evil 2* and *Jeremy McGrath Supercross*. Your Scorezone needs you!

Legend Of Zelda

BIGGEST FISH
24 Pounds Harris Shackleton, Halifax
24 Pounds Matthew Thompson, Cookham
24 Pounds Gareth Haynes, Droitwich
23 Pounds Leigh Maddox, Cheshunt
23 Pounds David Park, Hebburn

MARATHON RACE
1:02 Philip Longhurst, Sudbury
1:02 David Ryan, Derby
1:04 Karl Jobst, Australia
1:03 Mark Nicol, Western Australia
1:06 Matthys ten Ham, The Netherlands

HORSE RACE
0:46 Mark Nicol, Western Australia
0:46 Michael Tokarz, New South Wales
0:46 David Ryan, Derby
0:47 Matthys ten Ham, The Netherlands
0:47 Philip Longhurst, Sudbury

HORSEBACK ARCHERY
2000 points Mark Nicol, Western Australia
2000 points Matthys ten Ham, The Netherlands
2000 points Christopher Ryan, Derby
2000 points David Ryan, Derby
2000 points Jan-Erik Spangberg, Sweden

GRAVEYARD RACE
0:53 David Ryan, Derby
0:56 Darren Harris, Birmingham
0:58 Tammy Harris, Birmingham

WWF Warzone

FASTEST WIN
0:24 Jon Burrows, Queensland
0:40 Karl Jobst, Australia

Mario 64

2088 coins Ingvar Gunnarsson, Iceland
2072 coins Adam Scott, Rugby
2066 coins Natasha Svetlana, Russia
2052 coins Dave Sewell, Bromley

F-Zero X

MUTE CITY
1:14:764 Richard Dunn, New Leake
1:16:229 James Eyre, Leicester
1:18:608 John Brennan, Bicester
1:18:578 Richard Mardell, Highambury
1:21:344 Darren Harris, Birmingham

SILENCE
1:05:357 Richard Dunn, New Leake
1:05:537 James Eyre, Leicester
1:10:741 Darren Harris, Birmingham
1:11:828 Jeffrey Van Der Aa, The Netherlands
1:12:263 James Eyre, Donington Le Heath

SAND OCEAN
1:04:023 James Eyre, Leicester
1:04:106 Richard Dunn, New Leake
1:08:518 John Brennan, Bicester
1:10:130 Darren Harris, Birmingham
1:16:836 Jeffrey Van Der Aa, The Netherlands

DEVIL'S FOREST
1:11:783 James Eyre, Leicester
1:12:321 Richard Dunn, New Leake
1:18:305 John Brennan, Bicester
1:19:718 Richard Mardell, Highambury
1:23:068 Jeffrey Van Der Aa, The Netherlands

BIG BLUE
1:22:983 Richard Dunn, New Leake
1:29:318 John Brennan, Bicester
1:29:682 James Eyre, Leicester
1:38:084 Darren Harris, Birmingham
1:38:695 Ned Pendleton, Brackley

PORT TOWN
1:21:596 James Eyre, Leicester
1:26:553 Richard Dunn, New Leake
1:27:346 John Brennan, Bicester
1:31:721 Darren Harris, Birmingham
1:35:030 Richard Mardell, Highambury

SECTOR ALPHA
1:10:266 James Eyre, Leicester
1:11:875 Richard Dunn, New Leake
1:15:561 John Brennan, Bicester
1:17:671 Darren Harris, Birmingham
1:18:265 Richard Mardell, Highambury

RED CANYON
1:12:354 James Eyre, Leicester
1:13:313 Richard Dunn, New Leake
1:18:100 John Brennan, Bicester
1:18:341 John Lambregts, Holland
1:19:134 Darren Harris, Birmingham

DEVIL'S FOREST 2
1:15:319 Richard Dunn, New Leake
1:16:154 James Eyre, Leicester
1:19:348 John Brennan, Bicester
1:24:653 John Lambregts, Holland
1:25:348 Darren Harris, Birmingham

MUTE CITY 2
1:06:181 James Eyre, Leicester
1:06:274 Richard Dunn, New Leake
1:14:024 Richard Mardell, Highambury
1:15:544 Darren Harris, Birmingham
1:15:398 John Brennan, Bicester

BIG BLUE 2
0:58:775 James Eyre, Leicester
1:03:132 Richard Dunn, New Leake
1:07:024 Jeffrey Van Der Aa, The Netherlands
1:07:047 John Brennan, Bicester
1:07:939 Darren Harris, Birmingham

WHITE LAND
1:25:408 James Eyre, Leicester
1:26:437 Richard Dunn, New Leake
1:32:414 John Brennan, Bicester
1:38:426 John Lambregts, Holland
1:41:502 Jeffrey Van Der Aa, The Netherlands

FIRE FIELD
1:12:820 Richard Dunn, New Leake
1:16:227 James Eyre, Leicester
1:18:032 John Brennan, Bicester
1:23:500 John Lambregts, Holland
1:25:173 Valter Lindgren, Sweden

SILENCE 2
1:21:164 James Eyre, Leicester
1:29:615 Richard Dunn, New Leake
1:35:995 John Brennan, Bicester
1:38:376 Darren Harris, Birmingham
1:41:278 Jeffrey Van Der Aa, The Netherlands

SECTOR BETA
1:31:773 Richard Dunn, New Leake
1:38:776 James Eyre, Leicester
1:39:107 John Brennan, Bicester
1:47:797 Darren Harris, Birmingham
1:49:100 John Lambregts, Holland

RED CANYON 2
1:26:126 James Eyre, Leicester
1:26:876 Richard Dunn, New Leake
1:36:998 John Brennan, Bicester
1:43:256 Darren Harris, Birmingham
1:47:876 Jeffrey Van Der Aa, The Netherlands

WHITE LAND 2
1:07:148 Richard Dunn, New Leake
1:08:807 James Eyre, Leicester
1:12:474 John Brennan, Bicester
1:13:996 Darren Harris, Birmingham
1:15:553 Jeffrey Van Der Aa, The Netherlands

MUTE CITY 3
1:28:805 Richard Dunn, New Leake
1:37:551 James Eyre, Leicester
1:43:646 John Brennan, Bicester
1:48:158 John Lambregts, Holland
1:48:496 Darren Harris, Birmingham

RAINBOW ROAD
1:30:122 Ned Pendleton, Brackley
1:57:525 Richard Dunn, New Leake
2:00:721 James Eyre, Leicester
2:05:518 John Brennan, Bicester
2:13:944 Darren Harris, Birmingham

DEVIL'S FOREST 3
1:09:674 James Eyre, Leicester
1:14:348 Richard Dunn, New Leake
1:19:894 Richard Mardell, Highambury
1:20:186 Darren Harris, Birmingham
1:20:437 John Brennan, Bicester

SPACE PLANT
1:48:750 Richard Dunn, New Leake
1:56:911 James Eyre, Leicester
1:57:356 John Brennan, Bicester
2:11:955 John Lambregts, Holland
2:12:010 Valter Lindgren, Sweden

SAND OCEAN 2
1:28:940 James Eyre, Leicester
1:31:967 Richard Dunn, New Leake
1:36:747 John Brennan, Bicester
1:43:939 James Eyre, Donington Le Heath
1:44:200 Jeffrey Van Der Aa, The Netherlands

PORT TOWN 2
1:33:005 James Eyre, Leicester
1:46:127 Richard Dunn, New Leake
1:47:396 Jon Quarrie, Stapleford
1:54:087 Darren Harris, Birmingham
1:54:904 John Brennan, Bicester

BIG HAND
2:09:511 Richard Dunn, New Leake
2:11:073 James Eyre, Leicester
2:17:050 John Brennan, Bicester
2:32:031 John Lambregts, Holland
2:33:121 Neil Friedman, Whitefield

DEATH RACE MODE
0:21:643 Magnus Smith, Burra Isle
0:27:692 Richard Dunn, New Leake
0:43:025 Kevin Olding, Muscliffe
0:46:962 Neil Friedman, Whitefield
0:58:20 Nick Newton, Roath

Yoshi's Story

37500 Anthony Hooley, Breaston
37424 Danny Dunn, New Leake
35998 Richard Dunn, Boston
35460 Bonny Qvistorff, Copenhagen
34956 David Park, Hebburn
34954 Neil James, Boston

Banjo-Kazooie

Spiral Mountain
0:02:17 Jon Burrows, Queensland
0:02:25 Niall Hickey, County Waterford
0:02:44 Darren Harris, Birmingham
0:02:58 Michael Ilioski, Australia
0:03:31 Christopher Ilioski, Australia

Mumbo's Mountain
0:04:44 Jon Burrows, Queensland
0:05:28 Kevin Seeney, Bury St Edmunds
0:06:30 Danny Dunn, New Leake
0:06:40 Jan-Erik Spangberg, Sweden
0:08:17 Niall Hickey, County Waterford

Treasure Trove Cove
0:08:29 Jon Burrows, Queensland
0:10:50 Jan-Erik Spangberg, Sweden
0:11:06 Richard Dunn, Boston
0:12:01 Niall Hickey, County Waterford
0:12:03 Darren Harris, Birmingham

Mad Monster Mansion
0:14:15 Jan-Erik Spangberg, Sweden
0:15:48 Kevin Seeney, Bury St Edmunds
0:18:16 Niall Hickey, County Waterford
0:26:09 Ingvar Gunnarsson, Iceland

Bubblegloop Swamp
0:15:02 Kevin Seeney, Bury St Edmunds
0:15:19 Jan-Erik Spangberg, Sweden
0:18:07 Niall Hickey, County Waterford
0:19:26 Darren Harris, Birmingham
0:21:01 Richard Dunn, Boston

Clankers Cavern
0:08:31 Jon Burrows, Queensland
0:08:47 Kevin Seeney, Bury St Edmunds
0:09:16 Jan-Erik Spangberg, Sweden
0:11:36 Niall Hickey, County Waterford

Click Clock Wood
0:32:25 Jan-Erik Spangberg, Sweden
0:42:05 Niall Hickey, County Waterford
0:43:46 Kevin Seeney, Bury St Edmunds

Rusty Bucket Bay
0:13:30 Kevin Seeney, Bury St Edmunds
0:16:14 Jan-Erik Spangberg, Sweden
0:16:47 Niall Hickey, County Waterford
0:28:38 Ingvar Gunnarsson, Iceland

Freezeezy Peak
0:13:34 Kevin Seeney, Bury St Edmunds
0:13:53 Jan-Erik Spangberg, Sweden
0:15:25 Jan-Erik Spangberg, Sweden
0:19:40 Richard Dunn, Boston
0:19:42 Darren Harris, Birmingham

Gobi's Valley
0:12:44 Jan-Erik Spangberg, Sweden
0:14:44 Kevin Seeney, Bury St Edmunds
0:15:58 Jan-Erik Spangberg, Sweden
0:16:44 Niall Hickey, County Waterford
0:20:17 Darren Harris, Birmingham

100 Jiggies, 900 Notes
2:46:17 Kevin Seeney, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:38:52 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland
4:51:22 John Dick, Uddingston
4:59:31 Martin Hurley, St Helens
5:01:04 Andy Murray, Bournemouth

Micro Machines 64 Turbo

The Main Course
00:11:90 James Eyre, Leicester
00:15:28 Jeffrey Van Der Aa, The Netherlands
00:15:45 Chris Cox, Cambridge
00:16:62 Ned Pendleton, Brackley

Love Triangle
00:23:72 James Eyre, Leicester
00:39:17 Jeffrey Van Der Aa, The Netherlands
00:40:02 Ned Pendleton, Brackley
00:40:30 Chris Cox, Cambridge

Beware Of The Dog
00:17:30 James Eyre, Leicester
00:35:29 Jeffrey Van Der Aa, The Netherlands
00:35:86 Ned Pendleton, Brackley

Crash And Fern
00:13:19 James Eyre, Leicester
00:21:22 Jeffrey Van Der Aa, The Netherlands
00:22:06 Ned Pendleton, Brackley

Destruction Dirtbox
00:16:94 James Eyre, Leicester
00:29:48 Jeffrey Van Der Aa, The Netherlands
00:30:01 Ned Pendleton, Brackley

Brake-Fast Bends
00:26:26 James Eyre, Leicester
00:33:36 Jeffrey Van Der Aa, The Netherlands
00:33:76 Ned Pendleton, Brackley

Calculator Risk
00:15:94 James Eyre, Leicester
00:23:19 Jeffrey Van Der Aa, The Netherlands
00:25:97 Ned Pendleton, Brackley

Wipeup
00:17:06 James Eyre, Leicester
00:34:25 Jeffrey Van Der Aa, The Netherlands
00:36:67 Ned Pendleton, Brackley

Tanks Alot
00:18:39 James Eyre, Leicester
00:27:10 Jeffrey Van Der Aa, The Netherlands
00:27:67 Ned Pendleton, Brackley

Baguette Balance
00:15:70 James Eyre, Leicester
00:22:07 Jeffrey Van Der Aa, The Netherlands
00:22:71 Ned Pendleton, Brackley
00:23:00 Chris Cox, Cambridge

Trucker's Luck
00:17:71 James Eyre, Leicester
00:22:95 Jeffrey Van Der Aa, The Netherlands
00:24:32 Ned Pendleton, Brackley

Bikini Blazer
00:16:34 James Eyre, Leicester
00:23:11 Jeffrey Van Der Aa, The Netherlands
00:25:05 Ned Pendleton, Brackley

Pebble Dash
00:15:69 James Eyre, Leicester
00:24:93 Jeffrey Van Der Aa, The Netherlands
00:25:70 Ned Pendleton, Brackley

Beached Buggies
00:11:09 James Eyre, Leicester
00:19:68 Chris Cox, Cambridge
00:21:66 Ned Pendleton, Brackley
00:22:59 Jeffrey Van Der Aa, The Netherlands

Right On Cue
00:12:30 James Eyre, Leicester
00:19:29 Jeffrey Van Der Aa, The Netherlands
00:19:53 Chris Cox, Cambridge
00:19:85 Ned Pendleton, Brackley

Rack 'N Roll
00:30:05 James Eyre, Leicester
00:47:36 Jeffrey Van Der Aa, The Netherlands
00:47:97 Chris Cox, Cambridge
00:48:41 Ned Pendleton, Brackley

Pulling Power
00:22:47 James Eyre, Leicester
00:39:29 Jeffrey Van Der Aa, The Netherlands
00:39:58 Ned Pendleton, Brackley

Stinky Sinks
00:10:32 James Eyre, Leicester
00:17:35 Jeffrey Van Der Aa, The Netherlands
00:22:31 Ned Pendleton, Brackley

Sand Blaster
00:14:72 James Eyre, Leicester
00:34:65 Jeffrey Van Der Aa, The Netherlands
00:35:42 Ned Pendleton, Brackley

Swerve Shot
00:06:05 James Eyre, Leicester
00:06:85 Chris Cox, Cambridge
00:11:86 Jeffrey Van Der Aa, The Netherlands
00:12:03 Ned Pendleton, Brackley
00:12:11 Achillies Zanettis, Kenton

Breakfast At Cherry's
00:11:30 James Eyre, Leicester
00:21:95 Jeffrey Van Der Aa, The Netherlands
00:23:64 Chris Cox, Cambridge
00:24:12 Ned Pendleton, Brackley

Formula X
00:13:87 James Eyre, Leicester
00:27:82 Jeffrey Van Der Aa, The Netherlands
00:31:18 Ned Pendleton, Brackley

Learning Curves
00:21:98 James Eyre, Leicester
00:27:03 Jeffrey Van Der Aa, The Netherlands
00:34:17 Ned Pendleton, Brackley

Chemical Warfare
00:13:27 James Eyre, Leicester
00:26:99 Jeffrey Van Der Aa, The Netherlands

Cheesy Jumps
00:7:18 James Eyre, Leicester
00:14:12 Jeffrey Van Der Aa, The Netherlands

Cereal Killer
00:26:50 James Eyre, Leicester
00:43:48 Jeffrey Van Der Aa, The Netherlands

Chameleon Twist

Jungle Land
03:11 Luke Sutton, South Australia
03:15 Robert Gallagher, Southampton

Ant Land
09:27 Robert Gallagher, Southampton
09:45 Cath Davies, Wigan

Wave Race

Sunny Beach
0:55:388 David Ryan, Derby
0:57:863 Adam Tucker, Great Yarmouth
0:58:142 James Eyre, Leicester
0:59:296 Luke Sutton, South Australia
1:00:782 Alan Dundas, Arbroath

Sunset Bay
1:00:029 David Ryan, Derby
1:00:144 Adam Tucker, Great Yarmouth
1:03:207 Luke Sutton, South Australia
1:03:925 Alan Dundas, Arbroath
1:09:152 Gavin Deadman, Biggin Hill

Drake Lake
0:57:965 David Ryan, Derby
1:06:908 Adam Tucker, Great Yarmouth
1:09:305 Alan Dundas, Arbroath
1:12:527 Gavin Deadman, Biggin Hill
1:12:902 Ross McKinstray, Arbroath

Glacier Coast
1:19:448 David Ryan, Derby
1:19:942 Adam Tucker, Great Yarmouth
1:29:522 Alan Dundas, Arbroath
1:36:655 Douglas Bonnes, East Kilbride
1:39:393 Charles Nuttall, Oldham
1:44:127 Martin Hurley, St Helens

Port Blue
1:23:733 David Ryan, Derby
1:24:704 Adam Tucker, Great Yarmouth
1:29:903 Charles Nuttall, Oldham
1:30:304 Mick Smith, Worcester
1:38:255 Ruaidhri Dunn, Enfield

Southern Island
1:00:106 David Ryan, Derby
1:05:837 Adam Tucker, Great Yarmouth
1:12:716 James Eyre, Leicester
1:13:497 Luke Sutton, South Australia
1:14:868 Darren Harris, Birmingham
1:17:721 Gavin Deadman, Biggin Hill

Twilight City
1:28:483 David Ryan, Derby
1:44:321 Adam Tucker, Great Yarmouth
1:46:449 Gavin Deadman, Biggin Hill
1:47:538 Ruaidhri Dunn, Enfield
1:48:406 Simon Blakeney, Basingstoke

Marine Fortress
1:15:165 David Ryan, Derby
1:18:853 Adam Tucker, Great Yarmouth
1:27:710 James Eyre, Leicester
1:27:854 Ruaidhri Dunn, Enfield
1:30:372 Gavin Deadman, Biggin Hill

Tetrisphere

Rescue
259549700 Joel Smith, Springwood, Australia
145032800 Jay Scott, Fort-William
107614300 John Lambregts, The Netherlands
82047300 Gavin Brennan, Claremorris
78621700 Barbet Koolmees, The Hague, Holland
78621658 Barbet Koolmees, The Hague, Holland
78621620 Barbet Koolmees, The Hague, Holland

Jet Force Gemini

Jeff and Barry Racing Track 1
27:80 Anthony Hooley, Breaston
32:08 Darren Harris, Birmingham

Jeff and Barry Racing Track 2
39:88 Anthony Hooley, Breaston
44:04 Darren Harris, Birmingham

World Driver Championship

Rome B
01:43:04 Bjorn Bem, Wolverhampton

Starfox/Lylat Wars

Overall Score
3577 kills Gavin Deadman, Biggin Hill
2686 kills Magnus Smith, Burra Isle
2217 kills Darren Simmons, Mossley
2192 kills Andrew Robson, Newcastle
2150 kills Jan-Erik Spangberg, Sweden

Corneria
282 kills Andrew Robson, Newcastle
282 kills Craig Humphrey, Stifford Clays
259 kills Neil Friedman, Whitefield
254 kills Adrian Stead, Hull
240 kills Matthew Kagelidis, Greece

Meteo
397 kills Richard Dunn, New Leake
377 kills Kevin Seeney, Bury St Edmunds
343 kills John Lambregts, The Netherlands
339 kills David Ryan, Dublin
321 kills John Lambregts, Holland

Sector X
246 kills Kevin Seeney, Bury St Edmunds
244 kills John Lambregts, The Netherlands
211 kills David Ryan, Dublin
188 kills John Lambregts, Holland
161 kills Gavin Brennan, Claremorris

Katina
333 kills Daniel Dunn, New Leake
217 kills Kevin Seeney, Bury St Edmunds
215 kills John Lamgregts, Holland
214 kills David Ryan, Dublin
192 kills Gavin Brennan, Claremorris

Sector Y
187 kills David Ryan, Dublin
166 kills Gavin Brennan, Claremorris
166 kills Charles Nuttall, Oldham

Sector Z
85 kills Greg Smith, Wamberal

Venom 2
232 kills Andrew Anderson, Hutton
227 kills Gavin Brennan, Claremorris
227 kills Kevin Seeney, Bury St Edmunds
227 kills David Ryan, Dublin
227 kills Richard Dunn, New Leake

Area 6
448 kills Daniel Dunn, New Leake
417 kills John Lambregts, Holland
374 kills Mark Nicol, Western Australia
327 kills John Lambregts, Holland

Beetle Adventure Racing

Coventry Cove
4:42:98 Martin Van Duuren, Holland
4:43:79 Matthys ten Ham, The Netherlands
4:48:61 Jan-Erik Spangberg, Sweden
4:50:26 Paul Nicholls, Coventry
4:50:01 Robert Parker, Cambridge

Mount Mayhem
4:45:85 Matthys ten Ham, The Netherlands
4:47:65 Martin Van Duuren, Holland
4:50:03 Jan-Erik Spangberg, Sweden
4:53:52 Paul Nicholls, Coventry
4:54:69 Andrew Stanger, Wyton

Inferno Isle
6:29:06 Martin Van Duuren, Holland
6:33:09 Jan-Erik Spangberg, Sweden
6:36:24 Matthys ten Ham, The Netherlands
7:00:95 Robert Parker, Cambridge
7:01:69 Andrew Stanger, Wyton

Sunset Sands
5:11:50 Matthys ten Ham, The Netherlands
5:14:26 Martin Van Duuren, Holland
5:43:17 Robert Parker, Cambridge
5:50:66 Andrew Stanger, Wyton
6:00:96 Jan-Erik Spangberg, Sweden

Metro Madness
5:43:46 Martin Van Duuren, Holland
5:50:98 Matthys ten Ham, The Netherlands
6:12:53 Jan-Erik Spangberg, Sweden
6:19:76 John Brennan, Bicester
6:25:48 Andrew Stanger, Wyton

Wicked Woods
3:42:02 Jan-Erik Spangberg, Sweden
3:54:11 Matthys ten Ham, The Netherlands
3:56:59 Martin Van Duuren, Holland
4:12:46 Paul Nicholls, Coventry
4:14:42 Andrew Stanger, Wyton

Goldeneye

Facility – 00 Level!
0:48 David Ryan, Derby
0:51 Arif Mollah, Rochdale
0:55 Jon Burrows, Queensland
0:56 Richard Dunn, New Leake
0:57 Ben Kitchin, Australia

Byelomorye Dam
0:52 David and Christopher Ryan, Derby
0:53 Arif Mollah, Rochdale
0:53 James Eyre, Leicester
0:53 Jon Payne, Derby
0:53 Timothy Darling, Kent

Facility
0:39 David Ryan, Derby
0:40 Jon Burrows, Queensland
0:44 Luke Sutton, South Australia
0:45 Richard Dunn, New Leake
0:45 Arif Mollah, Rochdale
0:51 James Eyre, Leicester

Runway
0:23 Jon Burrows, Queensland
0:24 Karl Jobst, Australia
0:24 Michael Williams, Exeter
0:24 David Ryan, Derby
0:25 Matthys ten Ham, The Netherlands

Surface 1
0:57 Jon Burrows, Queensland
1:01 Magnus Smith, Burra Isle
1:02 David Ryan, Derby
1:04 Arif Mollah, Rochdale
1:06 Luke Sutton, South Australia

Bunker 1
0:17 David Ryan, Derby
0:19 Jon Burrows, Queensland
0:19 Chris Stuart, Peterhead
0:19 Arif Mollah, Rochdale
0:19 Karl Jobst, Australia

Launch Silo
1:02 David Ryan, Derby
1:06 Arif Mollah, Rochdale
1:06 James Eyre, Leicester
1:08 Ben Kitchin, Australia
1:09 Luke Sutton, South Australia

Frigate
0:24 Jon Burrows, Queensland
0:25 Magnus Smith, Burra Isle
0:31 Karl Jobst, Australia
0:31 Matthys ten Ham, The Netherlands
0:32 Stephen Hill, Maidstone

Surface 2
0:54 Jon Burrows, Queensland
0:56 Karl Jobst, Australia
0:57 Danny Dunn, New Leake
0:57 Sam Doyle, Glossop
0:57 Matthys ten Ham, The Netherlands

Bunker 2
0:20 David Ryan, Derby
0:22 Arif Mollah, Rochdale
0:23 Luke Sutton, South Australia
0:24 Christopher Ryan, Derby
0:25 Jon Burrows, Queensland

Statue Park
2:30 Jon Burrows, Queensland
2:33 Karl Jobst, Australia
2:37 Matthys ten Ham, The Netherlands
2:38 Danny Dunn, New Leake
2:38 Arif Mollah, Rochdale

Military Archives
0:16 David Ryan, Derby
0:16 Jon Burrows, Queensland
0:17 Chris Stuart, Peterhead
0:17 Arif Mollah, Rochdale
0:17 Christopher Ryan, Derby

Streets
1:12 Jon Burrows, Queensland
1:14 Danny Dunn, New Leake
1:16 Karl Jobst, Australia
1:17 Matthys ten Ham, The Netherlands
1:17 Andrew Joules, Weston-Super-Mare

Depot
0:22 David Ryan, Derby
0:22 Jon Burrows, Queensland
0:23 Chris Stuart, Peterhead
0:23 Arif Mollah, Rochdale
0:23 Luke Sutton, South Australia

Train
1:04 Arif Mollah, Rochdale
1:21 Jon Burrows, Queensland
1:25 Luke Sutton, South Australia
1:25 James Eyre, Leicester
1:26 Matthys ten Ham, The Netherlands

Jungle
1:05 Jon Burrows, Queensland
1:06 Karl Jobst, Australia
1:07 Matthys ten Ham, The Netherlands
1:07 Arif Mollah, Rochdale
1:10 Richard Dunn, New Leake

Control Centre
3:40 Jon Burrows, Queensland
3:43 James Eyre, Leicester
3:51 Arif Mollah, Rochdale
3:52 Richard Dunn, New Leake
4:20 Karl Jobst, Australia

Water Caverns
1:04 David Ryan, Derby
1:05 Jon Burrows, Queensland
1:06 Matthys ten Ham, The Netherlands
1:06 Arif Mollah, Rochdale
1:07 Karl Jobst, Australia

Cradle
0:40 Jon Burrows, Queensland
0:42 Matthys ten Ham, The Netherlands
0:45 Karl Jobst, Australia
0:46 Stephen Hill, Maidstone
0:46 Arif Mollah, Rochdale

Aztec Complex
1:08 David Ryan, Derby
1:10 Chris Stuart, Peterhead
1:16 Jon Burrows, Queensland
1:18 Arif Mollah, Rochdale
1:18 James Eyre, Leicester

Egyptian Temple
0:49 David Ryan, Derby
0:50 Jon Burrows, Queensland
0:54 Arif Mollah, Rochdale
0:55 Karl Jobst, Australia
0:55 Matthys ten Ham, The Netherlands

Diddy Kong Racing

Ancient Lake
00:32:21 Stacy Needham, Bicester
00:37:11 Keith Boiston, Felling
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster

Fossil Canyon
00:58:26 Stacy Needham, Bicester
01:04:03 Keith Boiston, Felling
01:04:62 James Eyre, Leicester
01:05:00 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands

Jungle Falls
00:41:51 Stacy Needham, Bicester
00:41:53 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston

Treasure Caves
00:42:20 Keith Boiston, Felling
00:44:75 Adam Charlton, Buckden
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk

Whale Bay
00:53:01 Keith Boiston, Felling
00:56:75 James Eyre, Leicestershire
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, New Leake
01:02:11 Raymond Burton, Stockbridge

Pirate Lagoon
01:01:23 Keith Boiston, Felling
01:04:36 Rob Pierce, Salisbury
01:05:73 Jan-Erik Spangberg, Sweden
01:11:35 Jon Quarrie, Stapleford
01:11:85 Darren Harris, Birmingham

Windmill Plains
01:33:18 Keith Boiston, Felling
01:35:45 Adam Charlton, Buckden
01:45:93 Richard Dunn, Boston
01:47:56 Darren Harris, Birmingham
01:49:36 Jan-Erik Spangberg, Sweden

Crescent Island
01:07:45 Keith Boiston, Felling
01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:17:43 Jan-Erik Spangberg, Sweden
01:21:31 Kevin Seeney, Bury St Edmunds

Hot Top Volcano
00:58:20 Stacy Needham, Bicester
01:04:33 Keith Boiston, Felling
01:10:35 James Eyre, Leicester
01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury

Greenwood Village
1:16:26 Stacy Needham, Bicester
1:22:01 Jan-Erik Spangberg, Sweden
1:22:73 Kevin Seeney, Bury St Edmunds
1:23:25 Richard Dunn, New Leake
1:27:24 James Eyre, Leicester

Haunted Woods
00:48:36 Stacy Needham, Bicester
00:51:26 Keith Boiston, Felling
00:52:76 Richard Dunn, New Leake
00:54:05 Kevin Seeney, Bury St Edmunds
00:54:26 Darren Harris, Birmingham

Frosty Village
01:10:96 Stacy Needham, Bicester
01:19:01 Rob Pierce, Salisbury
01:20:60 Richard Dunn, New Leake
01:21:86 Kevin Seeney, Bury St Edmunds
01:27:20 Darren Harris, Birmingham

Everfrost Peak
01:19:88 James Eyre, Leicester
01:25:26 Richard Dunn, New Leake
01:28:11 Darren Harris, Birmingham
01:28:16 Tammy Harris, Birmingham
01:30:91 Kevin Seeney, Bury St Edmunds

Snowball Valley
00:44:10 Stacy Needham, Bicester
00:5340 Richard Dunn, New Leake
00:54:70 Jan-Erik Spangberg, Sweden
00:55:10 James Eyre, Leicester
00:56:05 Darren Harris, Birmingham

Boulder Canyon
01:25:48 Keith Boiston, Felling
01:33:36 Rob Pierce, Salisbury
01:33:81 Danny Dunn, New Leake
01:34:11 James Eyre, Leicester
01:36:30 Kevin Seeney, Bury St Edmunds

Walrus Cove
01:29:31 Keith Boiston, Felling
01:30:73 Adam Charlton, Buckden
01:32:15 Jeffrey Van Der Aa, The Netherlands
01:40:95 Richard Dunn, Boston
01:41:55 Jan-Erik Spangberg, Sweden

Spacedust Alley
01:25:05 Stacy Needham, Bicester
01:28:83 James Eyre, Leicester
01:34:51 Danny Dunn, New Leake
01:34:63 Keith Boiston, Felling
01:44:61 Arthur van Dalen, Netherlands
01:47:51 Kevin Seeney, Bury St Edmunds

Darkmoon Caverns
01:39:13 Keith Boiston, Felling
01:46:41 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seeney, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden

Spaceport Alpha
01:32:00 Stacy Needham, Bicester
01:32:31 Keith Boiston, Felling
01:41:51 James Eyre, Leicester
01:44:35 Kevin Seeney, Bury St Edmunds
01:44:60 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury

Star City
01:14:20 Stacy Needham, Bicester
01:29:36 Kevin Seeney, Bury St Edmunds
01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:31:26 Darren Harris, Birmingham

Mario Party

Shy Guy Fly
0:09:28 Darren Harris, Birmingham
0:09:72 Daniel Hooley, Breaston
0:09:72 Ian Kirk, Nottingham
0:09:12 Rachael Verel, Fulwood

Slot Car Derby 1
0:25:13 Darren Harris, Birmingham
0:26:86 Tammy Harris, Birmingham
0:27:60 John Lambregts, Holland

Slot Car Derby 2
0:34:03 Darren Harris, Birmingham
0:34:20 Anthony Hooley, Breaston
0:35:40 Craig Bartlett, Bournemouth
0:36:45 Steve Hewitt, Manchester

Turok

Training Level
2:12 Michael Williams, Exeter
2:17 Mikhael Farrelly, Zimbabwe
2:20 Richard Dunn, New Leake
2:23 Fiaz Farrelly, Zimbabwe
2:33 Ben Webster, Millbridge

Shadows Of The Empire

Battle of Hoth
0:02:07 Matthew Stevenson, Bournemouth
0:02:46 Magnus Smith, Burra Isle
0:02:52 John Brennan, Bicester
0:03:15 Karl Jobst, Australia
0:04:27 Hans Lafeber, The Netherlands

Escape from Echo Base
0:01:36 Magnus Smith, Burra Isle
0:01:58 Jason Lloyd Parsons, Anglesey
0:03:28 John Brennan, Bicester
0:03:52 Matthew Stevenson, Bournemouth

The Asteroid Field
0:03:16 Matthew Stevenson, Bournemouth
0:03:38 John Brennan, Bicester
0:04:00 John Lambregts, The Netherlands
0:04:19 Sebastian Pantrey, Goudhurst
0:04:27 John Dick, Uddingston
0:04:45 Martin Hurley, St Helens

Mos Eisley and Beggar's Canyon
0:01:41 Magnus Smith, Burra Isle
0:02:49 Matthew Stevenson, Bournemouth
0:04:26 Hans Lafeber, The Netherlands

Imperial Freighter Suprosa
0:01:20 Magnus Smith, Burra Isle
0:01:55 John Brennan, Bicester
0:03:13 Hans Lafeber, The Netherlands

Skyhook Battle
0:06:06 Magnus Smith, Burra Isle
0:06:37 John Brennan, Bicester
0:06:50 Matthew Stevenson, Bournemouth

Xizor's Palace
0:04:15 Jason Lloyd Parsons, Anglesey
0:05:00 Magnus Smith, Burra Isle
0:05:54 John Brennan, Bicester
0:07:50 Hans Lafeber, The Netherlands

Snowboard Kids

Rookie Mountain
0:26:43 Rob Pierce, Salisbury
0:26:56 Kevin Seeney, Bury St Edmunds
0:26:60 Chris Dawson, New South Wales
0:26:63 Kenneth Dundas, Arbroath
0:26:90 Philip Longhurst, Sudbury

Big Snowman
1:37:23 Kevin Seeney, Bury St Edmunds
1:37:43 Rob Pierce, Salisbury
1:38:56 Philip Longhurst, Sudbury
1:39:30 Jay Scott, Fort William
1:41:26 David Dennison, Welwyn Garden City

Sunset Rock
1:34:80 Philip Longhurst, Sudbury
1:35:23 Kevin Seeney, Bury St Edmunds
1:37:63 Jay Scott, Fort William
1:38:50 Rob Pierce, Salisbury
1:40:56 John Brennan, Bicester

Night Highway
1:29:36 Kevin Seeney, Bury St Edmunds
1:31:43 John Lambregts, The Netherlands
1:31:20 Chris Dawson, New South Wales
1:31:60 Rob Pierce, Salisbury
1:32:66 Kenneth Dundas, Arbroath

Grass Valley
1:41:63 Kevin Seeney, Bury St Edmunds
1:42:26 Rob Pierce, Salisbury
1:43:43 Chris Dawson, New South Wales
1:44:86 Kenneth Dundas, Arbroath
1:45:43 John Lambregts, The Netherlands

Dizzy Land
1:35:76 John Lambregts, The Netherlands
1:35:83 Kevin Seeney, Bury St Edmunds
1:36:43 Rob Pierce, Salisbury
1:36:83 Philip Longhurst, Sudbury
1:37:33 Jay Scott, Fort William

Quicksand Valley
01:34:30 Kevin Seeney, Bury St Edmunds
01:35:83 John Lambregts, The Netherlands
01:36:66 Chris Dawson, New South Wales
01:37:10 Rob Pierce, Salisbury
01:37:83 Kenneth Dundas, Arbroath

Silver Mountain
01:45:33 John Lambregts, The Netherlands
01:45:63 Kevin Seeney, Bury St Edmunds
01:46:16 Philip Longhurst, Sudbury
01:46:63 Jan-Erik Spangberg, Sweden
01:46:86 Kenneth Dundas, Arbroath

Ninja Land
0:22:93 John Lambregts, The Netherlands
0:23:06 Rob Pierce, Salisbury
0:23:73 Philip Longhurst, Sudbury
0:23:93 Kevin Seeney, Bury St Edmunds
0:24:50 Kenneth Dundas, Arbroath

Animal Land Trick Score
5520 Robert Gallagher, Southampton
4484 Kevin Seeney, Bury St Edmunds
4352 Joe Young, Bickerton
2780 Mike Hutton, Kingswear
2704 Mike Brear, Wirral

Mario Kart 64

Luigi Raceway
00:36:91 Arif Mollah, Rochdale
00:43:73 Adam Tucker, Great Yarmouth
00:48:24 Jon Burrows, Queensland
00:48:42 Caroline Fawcett, North Horncastle
00:49:64 Richard Dunn, New Leake

Moo Moo Farm
01:15:77 Jeffery Van der Aa, Netherlands
01:16:55 James Eyre, Leicester
01:18:74 Arif Mollah, Rochdale
01:19:26 Adam Tucker, Great Yarmouth
01:20:51 James Allsopp, Alvaston

Koopa Troopa Beach
01:20:86 Jeffery Van der Aa, Netherlands
01:23:17 James Eyre, Leicester
01:24:04 Adam Tucker, Great Yarmouth
01:24:48 Arif Mollah, Rochdale
01:27:81 Alan Dundas, Arbroath

Frappe Snowland
00:25:33 Arif Mollah, Rochdale
00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, New Leake

Mario Raceway
00:18:80 Arif Mollah, Rochdale
00:27:79 Adam Tucker, Great Yarmouth
00:49:38 David Park, Hebburn
00:51:47 Caroline Fawcett, North Horncastle
00:53:62 Jon Burrows, Queensland

Wario Stadium
00:18:32 Jeffery Van der Aa, Netherlands
00:18:84 Arif Mollah, Rochdale
00:19:68 Aaron Norris, Western Australia
00:21:22 Richard Dunn, New Leake
00:22:03 Rob Pierce, Salisbury
00:22:17 Danny Dunn, New Leake

Choco Mountain
0:46:08 Jeffery Van der Aa, Netherlands
0:57:96 James Eyre, Leicester
01:00:56 Richard Dunn, New Leake
1:02:98 Arif Mollah, Rochdale
01:20:74 Adam Tucker, Great Yarmouth

Royal Raceway
01:19:75 Jeffery Van der Aa, Netherlands
01:24:49 Arif Mollah, Rochdale
01:27:43 Adam Tucker, Great Yarmouth
01:47:73 Jon Burrows, Queensland
01:55:76 James Eyre, Leicester

Kalamari Desert
00:50:70 Jeffery Van der Aa, Netherlands
01:01:43 Arif Mollah, Rochdale
01:09:01 Adam Tucker, Great Yarmouth
01:20:65 James Eyre, Leicester
01:23:84 Jon Burrows, Queensland

Yoshi Valley
00:34:83 Stacy Needham, Bicester
00:34:88 Aaron Norris, Western Australia
00:35:19 Danny Dunn, New Leake
00:37:64 Arif Mollah, Rochdale
01:00:94 Jeffery Van der Aa, Netherlands

Rainbow Road
04:04:92 Adam Tucker, Great Yarmouth
04:04:70 Arif Mollah, Rochdale
04:07:89 Jamie Eccles, California
04:15:95 Alan Dundas, Arbroath
04:18:57 Charles Nuttall, Oldham

Banshee Boardwalk
00:52:31 Jeffery Van der Aa, Netherlands
00:58:76 Jon Burrows, Queensland
01:20:52 Adam Tucker, Great Yarmouth
01:47:28 Arthur Van Dalen, The Netherlands
01:53:66 James Eyre, Leicester

Donkey Kong's Jungle Parkway
00:28:81 Arif Mollah, Rochdale
00:29:03 Aaron Norris, Western Australia
00:31:28 Jeffery Van der Aa, Netherlands
00:31:94 Danny Dunn, New Leake
00:35:01 Rob Pierce, Salisbury

Sherbet Land
01:35:89 Jon Burrows, Queensland
01:41:19 Adam Tucker, Great Yarmouth
01:43:24 James Eyre, Leicester
01:44:20 Arif Mollah, Rochdale
01:51:69 James Eyre, Donington Le Heath
01:53:24 Alan Dundas, Arbroath

Bowser's Castle
01:12:59 Jeffery Van der Aa, Netherlands
01:20:90 Adam Tucker, Great Yarmouth
01:58:95 Jon Burrows, Queensland
02:02:79 James Eyre, Leicester
02:03:39 Arif Mollah, Rochdale

Toad's Turnpike
01:35:52 Jeffery Van der Aa, Netherlands
01:43:33 Arif Mollah, Rochdale
01:45:53 Jon Burrows, Queensland
01:46:27 Adam Tucker, Great Yarmouth
01:46:63 James Allsopp, Alvaston

Star Wars: Rogue Squadron

Ambush At Mos Eisley
00:35 Richard Dunn, New Leake
00:45 Arif Mollah, Rochdale
00:56 Jan-Erik Spangberg, Sweden
00:57 Darren Harris, Birmingham
01:01 Ben Webster, Millbridge

Rendezous On Barkhesh
05:10 Paul Nicholls, Coventry
05:13 Darren Harris, Birmingham
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester
05:19 Karl Jobst, Australia

The Search For The Nonnah
03:29 Arif Mollah, Rochdale
03:31 Richard Dunn, New Leake
04:08 Karl Jobst, Australia
04:11 Darren Harris, Birmingham
04:30 John Brennan, Bicester

The Jade Moon
01:02 Richard Dunn, New Leake
01:15 Jan-Erik Spangberg, Sweden
01:17 Darren Harris, Birmingham
01:18 Arif Mollah, Rochdale
01:36 Paul Nicholls, Coventry

Defection At Corellia
07:29 Jan-Erik Spangberg, Sweden
07:50 Karl Jobst, Australia
08:10 Arif Mollah, Rochdale
09:02 Chris Handley, Notts
09:09 John Brennan, Bicester

The Liberation Of Gerrard V
04:04 Arif Mollah, Rochdale
04:04 Richard Dunn, New Leake
04:04 Jan-Erik Spangberg, Sweden
04:20 Karl Jobst, Australia

Imperial Construction Yards
01:51 Richard Dunn, New Leake
02:03 Karl Jobst, Australia
02:12 Arif Mollah, Rochdale
02:22 Philip Munt, Surrey
02:27 John Brennan, Bicester

Assault On Kile II
01:55 Richard Dunn, New Leake
02:39 Arif Mollah, Rochdale
05:17 Karl Jobst, Australia
05:55 Ian Lawlor, Churwell

Rescue On Kessel
0:24 Richard Dunn, New Leake
0:24 Jan-Erik Spangberg, Sweden
0:26 Karl Jobst, Australia
0:34 John Brennan, Bicester
0:37 Paul Nicholls, Coventry

Prisons Of Kessel
07:36 Richard Dunn, New Leake
08:31 Darren Harris, Birmingham
08:47 Arif Mollah, Rochdale
09:01 John Brennan, Bicester
9:28 Karl Jobst, Australia

Battle Above Taloraan
01:58 Arif Mollah, Rochdale
02:02 Danny Dunn, New Leake
02:24 Jan-Erik Spangberg, Sweden
03:03 Darren Harris, Birmingham
03:47 Ian Lawlor, Churwell

Escape From Fest
05:29 Arif Mollah, Rochdale
05:29 Karl Jobst, Australia
06:21 John Brennan, Bicester

Blockade On Chandrila
04:48 Ian Lawlor, Churwell
05:04 Karl Jobst, Australia
05:05 Darren Harris, Birmingham
05:10 Arif Mollah, Rochdale
05:11 John Brennan, Bicester

Raid On Sullust
01:25 Arif Mollah, Rochdale
01:43 Richard Dunn, New Leake
01:55 Darren Harris, Birmingham
02:54 Ian Lawlor, Churwell

Moff Seerdon's Revenge
04:01 Arif Mollah, Rochdale
04:08 John Brennan, Bicester
05:50 Paul Nicholls, Coventry
06:00 Karl Jobst, Australia

The Battle Of Calamari
02:37 Richard Dunn, New Leake
03:07 Jan-Erik Spangberg, Sweden
03:11 Arif Mollah, Rochdale
03:20 Darren Harris, Birmingham
05:07 Karl Jobst, Australia

Battle Of Hoth
02:49 Jan-Erik Spangberg, Sweden
03:11 Karl Jobst, Australia
03:16 Arif Mollah, Rochdale
03:18 Danny Dunn, New Leake

The Deathstar Trench Run
01:54 Richard Dunn, New Leake
01:56 Jan-Erik Spangberg, Sweden
01:58 Ben Webster, Millbridge
01:58 Arif Mollah, Rochdale
02:00 Karl Jobst, Australia

Fighter's Destiny

Record Attack: Fastest
0:18:12 Darren Harris, Birmingham
0:20:60 Gavin Deadman, Biggin Hill
0:20:91 Ben Atkinson, Newcastle-Upon-Tyne
0:23:64 Mark Hughes, Birmingham
0:33:82 Jan-Erik Spangberg, Sweden

Record Attack: Rodeo
7:44:55 James Eyre, Leicester
6:58:30 Nicholas Davies, Longfield
5:26:35 Jon Quarrie, Stapleford
2:55:24 Paul Culshaw, Welwyn Garden City
2:18:74 Keith Cooper, Edgbaston

Record Attack: Survival
229 wins Russell Murray, Bournemouth
101 wins Gavin Deadman, Biggin Hill
100 wins James Eyre, Leicester
100 wins Darren Harris, Birmingham
93 wins Nicholas Davies, Longfield

Donkey Kong 64

Rambi Arena
216 Sean Matthews, Paisley
212 Kris Christopher, Maestey
202 James Eyre, Leicester
202 Chris Webb, Gloucester
186 Yiannis Zavros, Cyprus

Enguarde Arena
365 Sean Matthews, Paisley
255 James Eyre, Leicestershire
250 Anthony Hooley, Breaston
250 Trent Green, Australia
250 Chris Webb, Gloucester

Jetpac Arcade Game
661910 James Eyre, Leicester
655360 Jeffery Van der Aa, Netherlands
50650 Trent Green, Australia
31060 Anthony Hooley, Breaston

Donkey Kong Arcade Game
52900 Yiannis Zavros, Cyprus
52400 Chris Webb, Gloucester
30600 John Lambregts, Holland
30500 James Eyre, Leicester
19100 Jeffery Van der Aa, Netherlands

Tony Hawk's Skateoarding

Warehouse
7898079
Chris Webb, Gloucester

School
4758731
Chris Webb, Gloucester

Skatepark
4157821
Chris Webb, Gloucester

Mall
3927417
Chris Webb, Gloucester
3926452
Neil Bartlett, Kent

Downhill Jam
1819142
Chris Webb, Gloucester

Burnside
7298717
Chris Webb, Gloucester

Streets
3385784
Chris Webb, Gloucester

Downtown
1533868
Chris Webb, Gloucester

Roswell
16684647
Chris Webb, Gloucester

Quake II

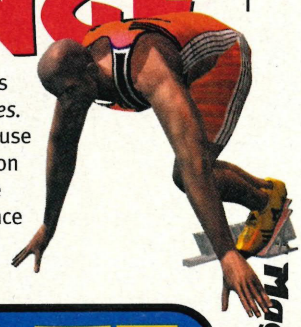
Central Complex
1:45 Darren Harris, Birmingham
1:51 Alexander Cook, Leeds
1:56 Thomas Munn, Leicester

Communications Centre
0:47 Darren Harris, Birmingham
0:58 Thomas Munn, Leicester
0:59 Alexander Cook, Leeds

Intelligence Centre
1:33 Darren Harris, Birmingham
1:37 Alexander Cook, Leeds
1:40 Thomas Munn, Leicester

Strogg Outpost
0:33 Darren Harris, Birmingham
0:40 Alexander Cook, Leeds
0:45 Thomas Munn, Leicester

SCOREZONE CHALLENGE



This month we want to see as many world records set as possible for *International Track And Field Summer Games*. Warm up those thumbs and get the plasters ready because it's button bashing time! If you can grab a world record on all 14 events and then still have the strength to drop the times in the post then you'll be in with a very good chance of becoming our next Scorezone winner!

THE ULTIMATE PLAYER!

There can be only one! Well, only one a month anyway. Every issue the ScoreZone gaming champion who picks up the coveted accolade of Ultimate Player, wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn, so it's perfect for anyone flirting with more than one format.

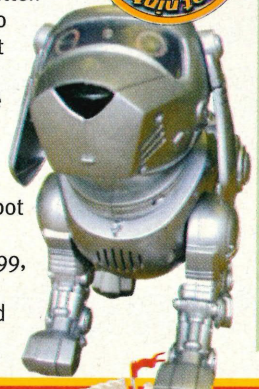
Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!

not ninten

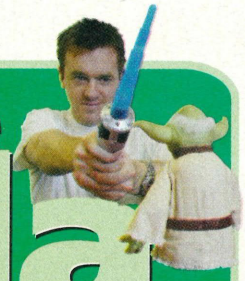
Welcome to the Not Nintendo section of 64 Magazine where we cover anything and everything that we think is cool but which just doesn't have a whole lot to do with the N64! This issue we've gone competition mad, with Thunderbirds toys, Star Wars Lego and X-Men movie stuff to give away. Oh... and check out the rather groovy robotic puppy Teksta and the ultra cool Interactive Yoda! Toys were never this good when we were kids...

Teksta

Have you always yearned for your own pet dog but you just couldn't accept the responsibility for the feeding, the walking and – worst of all – the cleaning up after it? Well yearn no longer because now there's an alternative! Teksta the interactive robot puppy is the next best thing to having a real dog. He's cheap to feed, easily cared for and can perform all sorts of tricks from singing, dancing and (ahem) farting through to much more advanced stuff like card tricks! We got Teksta in the office and were instantly smitten with him – so much so that we just couldn't face giving him back! You can adopt your own robot puppy for around £49.99, on sale now from all good toy stores!

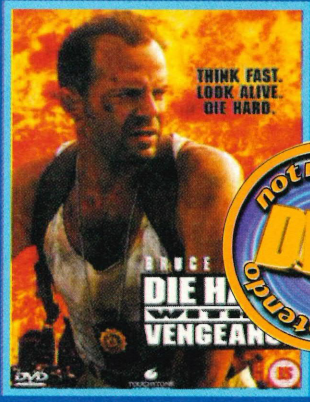


Interactive Yoda



The force is strong with this one! Fancy yourself as a bit of a Jedi Knight? Then this is one toy you absolutely cannot miss out on! This latest groovy product from Tiger Electronics – the people who brought us Furby, Gizmo and Poo-Chi – is quite simply ahead of its time. Using the special lightsaber, Yoda speaks to you and teaches various Jedi techniques across four difficulty levels: apprentice, Jedi, Jedi Knight and Jedi Master. Thanks to advanced movement sensors Yoda actually watches how you perform and then offers advice, encouragement or chastisement depending on your performance. You really have to play with this toy to believe it! Interactive Yoda is available from all good toy stores priced £39.99 (including lightsaber).

Die Hard With A Vegeance



Detective John McClane (Bruce Willis) proves that it's not necessarily third time lucky when he has yet another 'very bad day', this time accompanied by a racist black shopkeeper (played by Samuel L Jackson) who gets caught in the crossfire. *Die Hard With A Vengeance* – the third movie in the series – is packed with explosive action at every turn as a sinister German terrorist (Jeremy Irons) quite literally turns New York City upside down as part of a nefarious plot. *Die Hard With A Vengeance* is available now on DVD from Touchstone video priced £15.99.

Lego Football Championship Challenege

Lego has come up with a top new range of models for all the football fans out there. Ranging from approximately £4.99 to £39.99, Lego Football sets allow you to create your own playable football fields and because it's Lego what you create is only limited by your imagination! With products like Team Buses, Stadiums and the Championship Challenge set (pictured) you can create all sorts of conventional – or weird – football pitches and then challenge friends to a game! Each player is mounted on a spring-loaded base and the pitches have been cleverly designed so that someone always gets the ball. The Lego Football range is in all good toy stores now!

The X-Men Are Here!

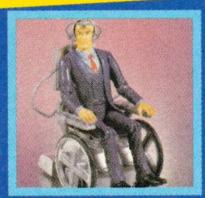
Competition!

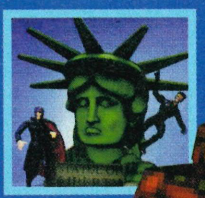
The adventures of characters like Wolverine, Cyclops, Storm and Professor Xavier have kept generations of fans hooked for years. The mutant heroes with the super-human powers have appeared in countless comics, graphic novels and videogames and now they've made the leap to the big screen in a blockbusting big-budget Hollywood movie.

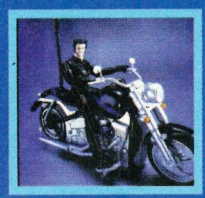
To accompany the film there's also a new range of X-Men toys from Vivid Imaginations. These include fully poseable action figures of the main characters, two miniature movie playsets, the electronic X-Men X-Jet (which has 'light up' missiles with blasting sound effects) and the Wolverine remote control motorcycle.

You can pick up this great X-Men stuff in all good toy stores but we're giving you the chance to win three fantastic sets incorporating:

- **One X-Men Jet**
- **One Statue of Liberty Set**
- **Three X-Men Action Figures**
- **One Wolverine Remote Control Motorcycle**







To be in with a chance of winning one of these cool sets simply answer for us the following three testing teasers...

QUESTION ONE: What are Wolverine's claws made from?
A: Adamantium
B: Adam and the Ants
C: Semolina

QUESTION TWO: In the movie Professor Xavier is played by Patrick Stuart, famous as the Captain of a well-known spacecraft in which TV series?
A: Star Trek: The Next Generation
B: Blake's Seven: The One With A Budget
C: Love Boat: The Revenge

QUESTION THREE: Who's the big bad guy in the *X-Men* movie?
A: Anthea Turner
B: Magneto
C: Richard Madely

As usual, bung your answers on a postcard and send them to X-Factor Compo, 64 Magazine, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS. All entries must arrive by 7 September 2000. First three cards with the correct answers drawn out of the hat win!

Thunderbirds Are Go!

WIN!!! 3 sets of Thunderbirds Toys!

You'd be hard-pressed never to have heard of *Thunderbirds*! Gerry Anderson's classic puppet adventure series is still thrilling kids across the world even now, years after it was first created. The characters and vehicles are instantly recognisable and now you can buy all your favourite models and characters from the series. Each model has a sound-chip containing authentic phrases from the original TV series that you can access at the push of a button so you could conceivably film your own *Thunderbirds* episodes at home!

Of course, you won't have to shell out the cash for these toys if you're lucky enough to win our competition because we've got three sets of *Thunderbirds* Soundtech models to give away to lucky 64 MAGAZINE readers. Each set comprises:

- ▶ One Tracey Island (better than the one they built on Blue Peter!)
- ▶ One Set of Talking Action figures (Alan Tracy, Scott Tracy and Virgil Tracy).
- ▶ One Soundtech Vehicle Assortment (Thunderbird 1, Thunderbird 3 and FAB 1).

To get yourself one of these rather groovy sets you just need to answer a few simple questions...

QUESTION ONE: Which of these is NOT a Thunderbirds character?
A: Scott Tracy
B: Dick Tracy
C: Alan Tracy

QUESTION TWO: Which other famous Gerry Anderson series concerned the adventures of a futuristic submarine?
A: Stingray
B: The Moomins
C: Who Wants To Be A Millionaire?

QUESTION THREE: Which of these is NOT a puppet? (At least we hope not.)
A: Gordon The Gopher
B: Orville The Duck
C: Tony Blair

Stick your answers on an amusing postcard and send them to **Thunderbirds Are Go! Compo, 64 Magazine, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS.** All entries must arrive by 7 September 2000.

Competition!

NOT NINTENDO! 64 MAGAZINE

LEGO®

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WIN!!! All-New Star Wars Lego!

Feel The Force!

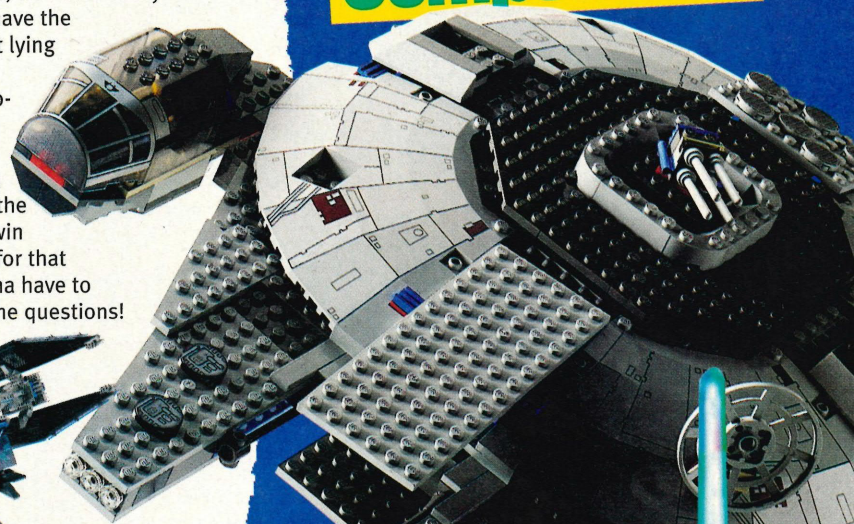
Competition!

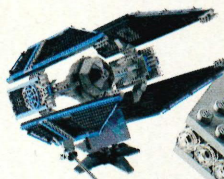
Lego has just unveiled the latest models in its range of Star Wars Lego sets, and boy are they cool! The sets range in price from around £80 to £120 and they're well worth the money if you're a Star Wars fan.

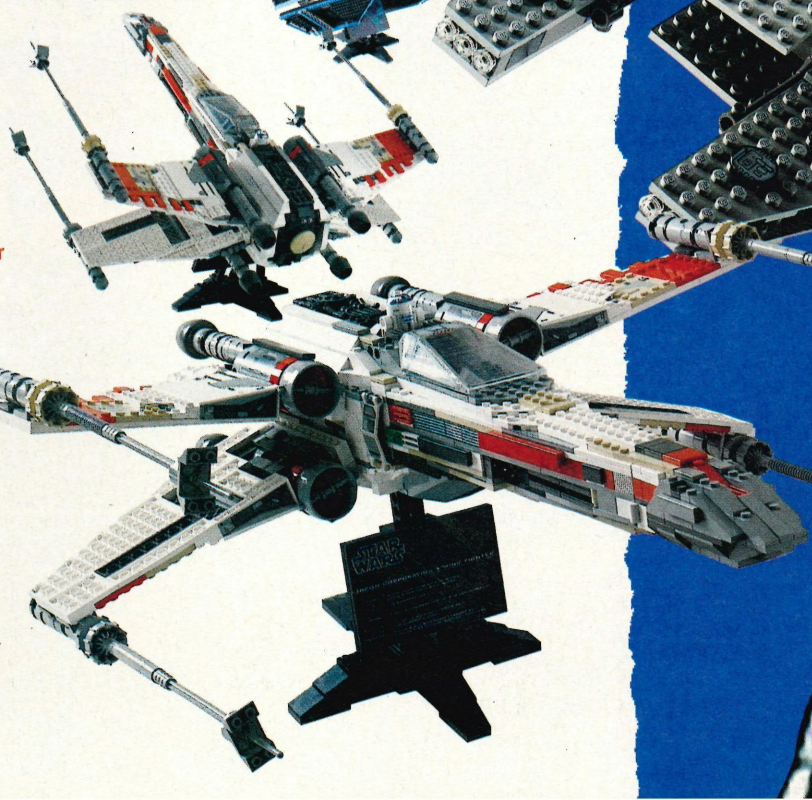
The Millennium Falcon goes with the range of classic vehicles already released and comes with some pretty ace figures – including Han Solo, Princess Leia, C3PO and Chewbacca! Designed to the same scale as the other models in the range, the Millennium Falcon is absolutely huge!

The other two new models are part of the Ultimate Collector Series. These are incredibly detailed kits that should take you quite some time to build but which look absolutely fantastic once they're together. The X-Wing and the TIE-Interceptor will be instantly recognisable to anyone who's seen the original movies and these kits reproduce them perfectly.

Of course, we know that you might not have the readies just lying around for these oh-so-desirable pieces of kit so we're giving you the chance to win them. And for that you're gonna have to answer some questions!







QUESTION ONE: Which Star Wars character famously said, "Luke... I am your fa... ther."

A: Yoda
B: Princess Leia
C: Darth Vader

QUESTION TWO: Which actor provided the voice (but not the body) for Darth Vader?

A: James Earl Jones
B: Jim Carrey
C: Humphrey Bogart

QUESTION THREE: Complete this sentence: "The force will be with you..."

A: "Always."
B: "Until you retire."
C: "Unless you're nasty to it."

Once you've got answers bung them on the back of an amusing postcard and send them to Star Wars Lego! Compo, 64 Magazine, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS, indicating your preference of which Star Wars kit you'd like in the event that you win. All entries must arrive by 7 September 2000.

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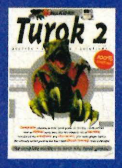

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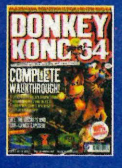

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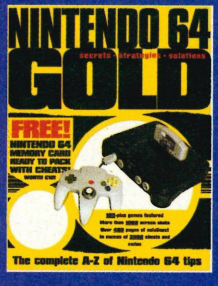

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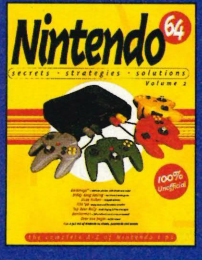

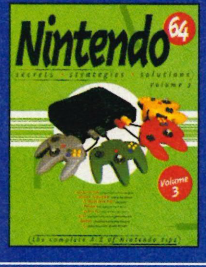

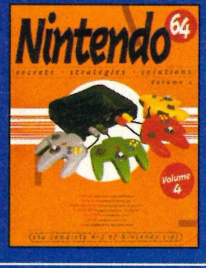

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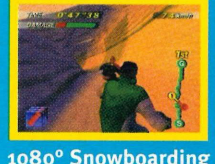

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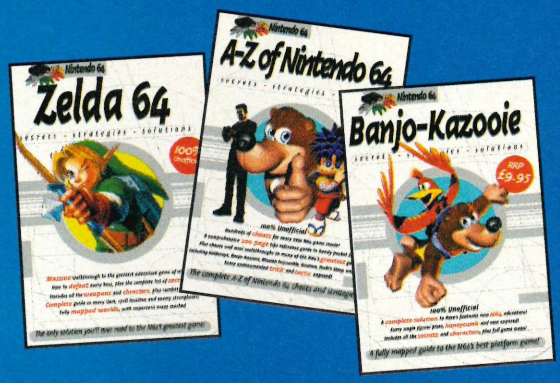

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nindex

90% and above

If a game gets a 64 Sizzler then it's a game that's well worth buying.

95% and above

The Gold Medal Award only goes to those few games that you absolutely *must* own!

The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, thus allowing you to compare different games at a glance.

If you want to get the lowdown on any N64 game that's been covered in a previous issue then this is your one-stop buyer's guide. The Nindex is updated each month and every issue we'll be re-evaluating games from past issues on a regular basis to see just how well they compare to the latest N64 titles. If you need game info then this is where to look!

NINDEX KEY

Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE	DESCRIPTION
ADVENTURE	Games involving exploration and problem-solving
BEAT-'EM-UP	Fighting games, rather obviously!
PARTY/PUZZLE	Designed for multiple players, or a brain teaser
PLATFORM	Games that involve precise jumps and acrobatics
RACING	Mostly (but not always) involving cars racing each other
SHOOT-'EM-UP	The main objective? Kill 'em all!
SPORTS	Football, basketball, American football, golf... whatever you're into
STRATEGY/SIMULATION	Games that test your brain rather than your reflexes

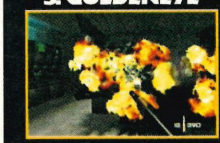
Game Name	Company						Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2		●		●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	●	●	●	●	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	●	●		●	29	50%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2				●	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2	●			●	15	40%	Slow and unplayable Wipeout rip-off.
Airboarder	Human	1-2	●	●			14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4	●	●		●	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball '2000	Acclaim	1-4	●	●	●	●	27	85%	Improved version of the above.
All-Star Baseball 2001	Acclaim	1-4	●	●	●		40	85%	Another great version of this baseball game, only on import though!
All-Star Tennis '99	Ubi Soft	1-4	●			●	24	70%	Not entirely successful 'real' tennis game.
Armorines: Project Swarm	Acclaim	1-4	●	●	●	●	34	81%	Turok-based alien blaster – good but slightly outdated.
Army Men: Sarge's Heroes	3DO	1-4	●	●	●	●	35	74%	Decent 3-D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	1-4		●		●	36	42%	Hard-to-play and unnecessary Asteroids update.
Augusta Masters '98	T&E Soft	1-4	●				17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4	●	●		●	8	68%	Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1		●		●	16	90%	Excellent (if slightly easy) adventure.
Bassmasters 2000	THQ	1-2	●	●			36	84%	Surprisingly playable fishing game.
Battletanx	3DO	1-4	●	●			26	78%	Doesn't look like much, but it's a good multiplayer blast!
Battletanx: Global Assault	3DO	1-4	●	●			37	88%	Much improved graphics, more tanks and better combat!
Battlezone: Rise Of The Black Dogs	Crave	1-4	●	●	●	●	37	69%	Graphically disappointing but fun shooter with a mixing of strategy
Beetle Adventure Racing	EA	1-4	●	●		●	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2	●	●		●	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1	●			●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Body Harvest	Gremlin	1		●		●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4	●			●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1				●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4	●				12	65%	Sub-par Japanese wrestling game.
Buck Bumble	Ubi Soft	1-2	●	●		●	18	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2	●			●	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4	●	●		●	22	90%	As BAM2, but now for four players!
California Speed	Midway	1-2	●	●			26	45%	Tragically bad sequel to Cruis'n USA and World.
Carmageddon 64	SCi	1-2	●	●		●	35	0%	Yes, zero percent! Absolutely the worst N64 game ever!
Castlevania	Konami	1	●			●	24	85%	Spooky vampire adventure, let down by dodgy camera.
Castlevania: Legacy of Darkness	Activision	1	●	●	●	●	37	86%	Very similar to the first game but great fun all the same!
Chameleon Twist	Ocean	1-4				●	10	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1	●	●		●	23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4		●		●	29	68%	Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4				●	34	69%	South Park version of Mario Party – more a renter than a buyer.
Chopper Attack	GT Interactive	1		●		●	18	70%	Plodding Desert Strike-style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2				●	8	8%	The second-worst game on the N64 after Carmageddon!
Command & Conquer	Nintendo	1		●	●	●	30	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2				●	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4		●		●	18	23%	A sequel that's nearly as bad as the original!
Cyber Tiger	EA Sports	1-2	●	●		●	37	83%	A fun little golf game with some nice features!
Daikatana	Kemco	1-4	●	●	●	●	38	90%	An intelligent first-person shooter – whatever next!
Dark Rift	Vic Tokai	1-2	●			●	4	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4	●	●		●	34	74%	Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4	●	●		●	7	84%	Fun mix of racing and exploration.
Donkey Kong 64	Nintendo	1-4		●	●	●	34	93%	Huge platform adventure that's like Banjo, only more so.
Doom 64	GT Interactive	1	●			●	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1					3	30%	Snoozesome Japanese Mario clone for kids.
Dual Heroes	Hudson	2	●				9	18%	Appalling fighter that offers no challenge whatsoever.
Duke Nukem 64	GT Interactive	1-4	●			●	7	81%	Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4	●	●	●		27	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1		●		●	33	87%	Thoroughly mad and highly entertaining platformer.
ECW Hardcore	Acclaim	1-4	●	●			37	64%	Rather disappointing wrestling game not up to the usual Acclaim standard
EPGA Tour Golf	Infogrames	1-4		●		●	36	67%	Slow and clumsy golf sim.
Excitebike 64	Nintendo	1-4		●	●		41	94%	Motorcycle racing has never been so good!
Extreme G	Acclaim	1-4	●	●		●	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	●			●	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2		●		●	18	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2	●	●	●	●	30	90%	Slightly faster sequel, but not really a big advance.

OUR TOP TEN

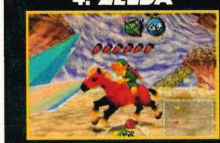
1: PERFECT DARK

2: STARCRAFT 64

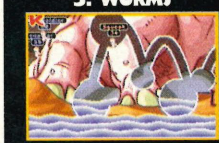
3: GOLDENEYE



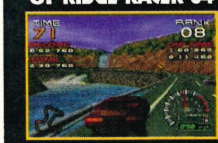
4: ZELDA



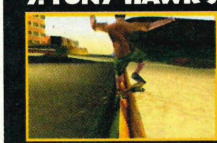
5: WORMS



6: RIDGE RACER 64

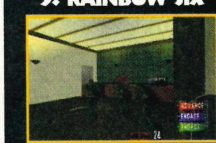


7: TONY HAWK'S

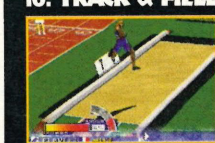


8: ISS'98

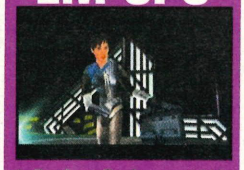
9: RAINBOW SIX



10: TRACK & FIELD



64 MAGAZINE TOP SHOOT-'EM-UPS



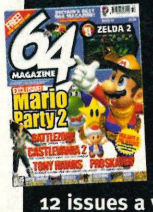
1	Perfect Dark	99%
2	Goldeneye	95%
3	Quake II	93%
4	Vigilante 8: Second Offense	92%
5	Rainbow Six	90%

64 MAGAZINE TOP FIGHTING GAMES

1	WWF Wrestlemania 2000	93%
2	Super Smash Bros	87%
3	WWF Warzone	86%
4	Mortal Kombat 4	86%
5	Xena: Warrior Princess	85%

Game Name	Company						Issue	Score	Comment
FIFA 64	EA Sports	1-4	●			●	2	19%	A travesty of The Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4	●	●		●	24	89%	Best of the FIFA series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	●			●	9	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.
Fighter's Destiny	Ocean	1-2	●	●		●	11	80%	One of the better N64 fighters.
Fighting Force 64	Crave	2	●	●			29	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2	●	●		●	30	78%	Fun fighting game, though it's not exactly Street Fighter!
Forsaken	Acclaim	1-4	●	●		●	14	86%	A kind of turbo Descent – good, but some levels very short.
F-Zero X	Nintendo	1-4		●		●	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	●	●		●	21	62%	Jerky, mediocre game with a fighter Creation mode.
Gauntlet Legends	Midway	1-4	●	●	●		33	82%	Worthy update of the arcade classic with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1	●			●	18	80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1	●	●		●	33	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4					3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1		●		●	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2					24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4		●		●	5	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2	●	●		●	16	64%	Clunky, unrealistic and dull racing game.
Harvest Moon	Natsume	1					39	84%	Farming fun with this mad RPG – and it's pretty good!
Hexen	GT Interactive	1-4	●			●	5	30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	1	●			●	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Hot Wheels Turbo Racing	EA	1-2	●	●		●	35	60%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2	●	●	●	●	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4	●	●	●	●	38	88%	Another great N64 racing game, but this time with boats instead of cars!
Iggy's Reckin' Balls	Acclaim	1-4	●	●		●	17	83%	Odd mix of racer and platformer that's quite good fun.
In-Fisherman Bass Hunter 64	Take 2	1-2		●	●	●	33	84%	Oddly compelling fishing sim, but not for everyone.
International Track and Field: Summer Games	Konami	1-4	●	●	●		39	90%	Classic button-bashing sporting action on your N64 – joypads beware!
ISS 64	Konami	1-4	●			●	3	93%	Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4	●			●	18	95%	The best football game ever. Fact!
Jeremy McGrath Supercross 2000	Acclaim	1-4	●	●	●	●	41	79%	Above-average off-road motorcycle racing.
J-League Dynamite Soccer	Imagineer	1-4	●				6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4	●				8	60%	Another J-League game with comedy players.
J-League Perfect Striker 2	Konami	1-4	●	●			31	88%	Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3					14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4		●		●	33	90%	Huge all-action adventure game.
John Madden 64	EA Sports	1-4	●	●		●	8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4	●	●	●		29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2	●			●	3	70%	Rare-produced fighter where button-hammering beats skill.
Kirby 64: The Crystal Shards	Nintendo	1-4		●			40	86%	Madcap cartoon platform action – Japanese-style!
Knife Edge	THE Games	1-4		●		●	22	26%	Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2	●	●		●	33	90%	Highly playable boxing sim featuring genuine fighting legends.

TEST OF TIME



Issue 37 marked 64 MAG's third birthday (we have more than 12 issues a year see?) and also the third anniversary of the N64. There seem to have been a lot more N64 games around in those days too... but were they any good?

CASTLEVANIA: LEGACY OF DARKNESS

Konami • £44.99 • Original Rating: 86%

Six months on and this spooky adventure still plays great – but then since it was pretty much Konami's second attempt at basically the same game that's to be expected!

86%

BATTLEZONE: RISE OF THE BLACK DOGS

Crave • £39.99 • Original Rating: 79%

Although this game is pretty good fun, once you've completed it there's not really anything to draw you back to it. The graphics were fairly dated even back then!

69%

BATTLETANX: GLOBAL ASSAULT

EA Sports• £39.99 • Original Rating: 88%

This was great fun to play the first time around and a definite improvement over the first *Battletanx* game (which only ever appeared on import). The excellent multiplayer mode has ensured longevity.

88%

Game Name	Company						Issue	Score	Comment
The Legend Of Zelda: Ocarina Of Time	Nintendo	1		●		●	21	96%	Nintendo's tour de force – one of the best games ever written!
Lode Runner	Infogrames	1		●		●	28	82%	Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4	●	●	●	●	34	76%	Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4	●				21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4		●		●	5	87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2				●	7	70%	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4	●	●			31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2				●	24	65%	Tetris with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4		●		●	29	88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4	●			●	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4		●		●	24	80%	Fun but simple multiplayer party game.
Mario Party 2	Nintendo	1-4		●			37	81%	More of the same, so if you liked the original...
Michael Owen's WLS 2000	THQ	4		●		●	31	90%	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8	●	●		●	23	90%	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2	●	●			30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4	●	●		●	33	73%	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1				●	7	82%	Strange but enjoyable old-school 2-D platformer.
Mission: Impossible	Infogrames	1		●		●	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1	●	●		●	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4		●		●	31	54%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2	●	●		●	19	80%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2				●	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2	●	●		●	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1	●			●	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2	●	●		●	29	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2	●	●		●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4	●			●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4	●	●		●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4	●			●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA In The Zone 2000	Konami	1-4	●	●			39	70%	Another fairly average basketball game with a few nice ideas.
NBA Jam '99	Acclaim	1-4	●	●		●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4	●			●	35	84%	One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4	●	●		●	36	75%	Ordinary basketball game with a few nice gimmicks.
NBA Live '99	EA Sports	1-4	●	●		●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4	●	●		●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4	●	●			27	59%	Highly disappointing basketball title.
NBA Showtime: NBA On NBC	Midway	1-4	●	●			42	78 %	Yet another average basketball game.
NFL Blitz	GT Interactive	1-2	●	●		●	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4	●	●		●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4	●	●	●	●	21	89%	Updated and improved version of NFL QBC '98.

64 MAGAZINE TOP ADVENTURE GAMES

1	Zelda	96%
2	Resident Evil 2	94%
3	Silicon Valley	87%
4	Castlevania 2	86%
5	Castlevania	85%

64 MAGAZINE TOP PLATFORM GAMES

1	Rayman 2	94%
2	Donkey Kong 64	93%
3	Super Mario 64	92%
4	Rocket: Robot On Wheels	91%
5	Shadow Man	90%

BEST OF THE BITS

If you want to plug some extra bits into your N64 to enhance your gaming pleasure, these are the ones we recommend most highly!

Nintendo Controller

NINTENDO • £19.99

Without a doubt the best controller you can get for the N64 – since it comes from Nintendo, you'd certainly hope so! If you want to engage in multiplayer fun we recommend that you get yourself a full set.

Grand Prix Racing Wheel II

JOYTECH • (01525) 852900 • £59.99

One of the best wheels around, the Grand Prix – which has an official Jordan team licence – has responsive controls and a realistic feel. It's also very easy to set up, making it a definite race-winner!

4 Meg Memory Card

DATEL • £29.99

Non-Nintendo memory cards have a reputation for being somewhat dodgy and prone to losing your saved game data, but Datel's cards are generally considered the most reliable of the bunch. The 4 Meg model is equal to 16 Nintendo Controller Paks, and lets you access all the pages at once instead of having to flip between them.

Ultra Racer 64

INTERACT • £29.99

It might look weird, but this is actually a very good mini steering wheel. It's ideally suited to *F-1 World Grand Prix*, so if you're a Formula 1 addict, this is the one for you!

64 TOP RACING GAMES

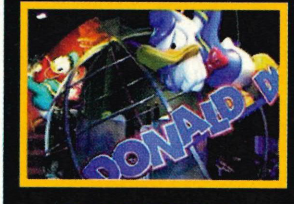
1 Ridge Racer 64 94%
2 F-1 World Grand Prix 94%
3 Micro Machines Turbo 64 90%
4 F-Zero X 90%
5 F-1 World Grand Prix II 90%

64 TOP SPORTS GAMES

1 ISS '98 95%
2 Tony Hawk's Skateboarding 94%
3 ISS 64 93%
4 Michael Owen's WLS 2000 90%
5 NFL QBC 2000 90%

Game Name	Company						Issue	Score	Comment
NHL Quarterback Club 2000	Acclaim	1-4	●	●	●	●	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4	●	●		●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4	●	●		●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4	●	●		●	25	74%	Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1	●				24	55%	Dog-rough attempt at a horror game.
Nuclear Strike	THQ	1	●	●	●	●	42	80%	Fun shoot-'em-up that looks a little dated now.
Off-Road Challenge	GT Interactive	1-2	●	●		●	17	27%	Based on Cruis'n USA, and nearly as bad!
Ogre Battle 64	Nintendo	1					31	77%	Intriguing strategy/RPG scuppered by reams of Japanese text.
Olympic Hockey '98	GT Interactive	1-4	●	●		●	12	70%	Tepid reworking of Wayne Gretzky with Olympic teams.
Paperboy	Midway	1	●	●			34	41%	Horribly ill-conceived attempt to update a classic arcade game.
Penny Racers	THQ	1-4	●	●		●	23	66%	Slow and annoying toy racer with a track-building mode.
Perfect Dark	Rare	1-4		●	●	●	41	98%	The best shoot-'em-up the world has ever seen!
Pilotwings 64	Nintendo	1	●			●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Snap	Nintendo	1					32	88%	Strange but compelling photo-safari game.
Pokémon Stadium	Nintendo	1-4		●			39	88%	Batter insufferably cute monsters to death in gladiatorial-style arenas!
Premier Manager 64	Gremlin	4	●			●	29	85%	Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2					8	87%	Simple but horribly addictive Tetris-style puzzler.
Puzzle Dama	Konami	1-4	●				16	80%	Similar to Puyo Puyo, but not quite as good.
Quake	GT Interactive	1-2	●	●		●	13	74%	Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4	●	●	●	●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2	●	●		●	25	87%	Easier to get into than F-1 WGP, and nearly as good.
Rainbow Six	Take 2	1-2	●			●	34	90%	Excellent, complex and tactical first-person shooter.
Rakuga Kids	Konami	1-2	●			●	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3	●	●		●	26	25%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3	●	●		●	13	38%	Boring conversion of a dull old arcade game.
Rat Attack	Mindscape	1-4	●	●		●	42	82%	Manic retro-style arcade action that's great in multiplayer.
Rayman 2: The Great Escape	Ubi Soft	1	●	●	●	●	33	94%	Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2	●	●		●	34	75%	Unsuccessful N64 port of the much better Dreamcast game.
Resident Evil 2	Virgin/Capcom	1		●	●	●	35	94%	Fantastic (and gory) zombie-filled adventure.
ReVolt	Acclaim	1-4	●	●	●	●	30	80%	Genuinely enjoyable radio-controlled car racer.
Ridge Racer 64	Nintendo	1-4		●			38	94%	The best version of Ridge Racer so far and the hottest racing game on the N64!
Road Rash 64	THQ	1-4	●	●	●	●	34	79%	Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4	●	●	●	●	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2	●			●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1		●		●	34	91%	Weird platform adventure with realistic physics.
Rugrats Treasure Hunt	THQ	1-4				●	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2	●	●		●	22	80%	SF Rush sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2	●	●		●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4	●	●		●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1	●			●	30	45%	Brain-grindingly boring adventure with no action.

64 MAG'S MOST WANTED

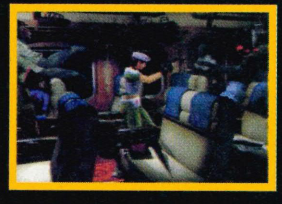


DONALD DUCK

We're the first mag in the UK to get a play on this and boy does it look hot! Duck Dodgers is going to have his work cut out when he goes up against this little gem of arcade action!

CONKER'S BAD FUR DAY

We're drawing ever closer to this Rare offering which is set to have the cuteness of *Banjo-Kazooie* and the blood n' guts of *Perfect Dark*!



RESIDENT EVIL ZERO

There are vicious rumours knocking around that this game will now only appear on the Dolphin... Oy! Capcom! NOOOOOOOOO!

TUROK 3

We've had a slightly later version of this game in the office since the last feature we did on it and it's shaping up very nicely indeed. Will it be good enough to tear us all away from *Perfect Dark* though?

STARCRAFT 64

The US version was everything we could have dreamed of and more! Now all we've got to do is get hold of UK copies for everyone in the office! Come on Nintendo, bring it on!

NINDEX

Game Name	Company						Issue	Score	Comment
Shadow Man	Acclaim	1	●	●	●	●	30	90%	Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1	●			●	1	58%	Duff Star Wars tie-in made up of (mostly dodgy) sub-games.
Sim City 2000	Imagineer	1	●				12	60%	Japanese text-filled version of the old PC game.
Snowboard Kids	THE Games	1-4	●	●		●	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4		●			26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4	●	●	●	●	23	64%	Iffy fast-buck licence based on the Turok 2 game engine.
South Park Rally	Acclaim	1-4	●	●		●	35	73%	Ingenious, but poorly-done, twist on a standard racing theme.
Space Station: Silicon Valley	Take 2	1		●		●	20	87%	Bizarre but engrossing adventure full of robot animals.
Starcraft 64	Nintendo	1-2		●	●		42	95%	The ultimate in real-time strategy games!
Starshot: Space Circus Fever	Infogrames	1				●	25	42%	Nasty Banjo-Kazooie type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1		●			17	65%	Poor attempt to do an R-Type/Axelay shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1		●	●	●	23	90%	Superb Star Wars combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2		●	●	●	28	82%	Very fast, but too easy to provide long-term excitement.
Supercross 2000	EA Sports	1-2	●	●	●	●	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4	●	●		●	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1				●	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2		●			20	49%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4				●	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4					11	66%	Japanese board game based on Tamagotchis.
Tarzan	Activision	1	●	●	●		39	85%	Cute cartoon platform adventures with Disney's apeman.
Taz Express	Infogrames	1		●		●	40	82%	More mad cartoon fun from everybody's favourite Devil!
Tetrisphere	Nintendo	1-2				●	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3-D.
TGR 2	Kemco	1-4	●	●		●	36	76%	Unexciting and frustrating rally racer.
The New Tetris	Nintendo	1-4	●			●	32	80%	Yet another Tetris update, this time with a four-player mode.
Tonic Trouble	Ubi Soft	1	●	●		●	31	77%	Amusing platformer that's somewhat on the easy side.
Tony Hawk's Skateboarding	Activision	1-2	●	●	●	●	38	93%	The only skateboarding game on the N64 – luckily it's fantastic!
Top Gear Overdrive	THE Games	1-4		●	●	●	22	65%	Lame follow-up to the much better Top Gear Rally.
Top Gear Rally	THE Games	1-2	●	●		●	7	80%	Good racing game with excellent car handling.
Toy Story 2	Activision	1	●	●		●	36	80%	Decent film conversion adventure.
Turok 2: Seeds Of Evil	Acclaim	1-4	●	●	●	●	21	85%	Bloodthirsty and over-large game in the Doom mould.
Turok: Dinosaur Hunter	Acclaim	1	●			●	1	70%	First in the series, plagued by fogging and annoying platform bits.
Turok: Rage Wars	Acclaim	1-4	●	●	●	●	33	90%	Excellent deathmatch blaster with very tough bot opponents.
Twisted Edge Snowboarding	THE Games	1-2	●	●		●	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2		●		●	21	69%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4	●	●	●	●	25	85%	Aggressive car-based battle game set in the Seventies.
Vigilante 8: Second Offense	Activision	1-4	●	●	●	●	36	93%	Gun-toting, wheel-spinning sequel.
Virtual Chess	Titus	1-2	●			●	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4	●			●	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4				●	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2				●	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2	●			●	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3-D Hockey	GT Interactive	1-4	●			●	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3-D Hockey '98	GT Interactive	1-4	●			●	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4	●	●		●	9	83%	Good multiplayer game, outdone by WWF Warzone.
WCW Vs NWO Revenge	THQ	1-4		●		●	20	85%	Update of WCW Vs NWO World Tour; slightly better.
WCW Nitro	THQ	1-4	●	●			31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2	●			●	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3		●			10	30%	Pathetic, Jenny Powell-free US version.
Winback: Covert Operations	Virgin	1-4	●	●		●	38	86%	Top Metal Gear Solid-style action with an unfortunate camera.
Wipeout 64	Midway	1-4	●	●		●	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4	●			●	14	86%	Yet another update of FIFA.
World Driver Championship	Midway	2	●	●		●	29	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4	●				9	86%	Japanese version of ISS 64.
Worms: Armageddon	Infogrames	1-4				●	33	94%	Simple but fantastically playable invertebrate combat.
WCW Mayhem	EA	1-4	●	●		●	34	74%	Feeble crack at a wrestling game.
WWF Attitude	Acclaim	1-4	●	●		●	30	87%	Takes Warzone's place as the best wrestling game.
WWF Warzone	Acclaim	1-4	●	●		●	17	86%	Decent wrestler, now superseded by WWF Attitude.
WWF Wrestlemania 2000	THQ	1-4	●	●		●	34	93%	The N64's best wrestling game bar none!
X62	Acclaim	1-4	●	●		●	20	70%	Sequel to Extreme G, but nowhere near as playable.
Xena: Warrior Princess	Titus	1-4		●	●	●	34	85%	Fast and enjoyable mythological beat-'em-up.
Yoshi's Story	Nintendo	1		●		●	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 TOP PARTY/PUZZLE

1	Bust-A-Move 2	91%
2	Bust-A-Move 3DX	90%
3	Puyo Puyo Sun 64	87%
4	Wetrix	86%
5	Lode Runner	82%

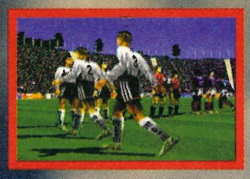
64 TOP STRATEGY/SIMULATION GAMES

1	Starcraft 64	95%
2	Command & Conquer	90%
3	Premier Manager 64	85%
4	Blast Corps	80%
5	Ogre Battle 64	77%

64 TOP BAD GAMES

1	Carmageddon	0%
2	Clayfighter	8%
3	The Glory Of St Andrews	10%
4	Superman	14%
5	Waialae Country Club	15%

64 MAGAZINE NEXT ISSUE



ISS Millennium

We exclusively review what might well be the greatest football game the world has ever seen!

82

Hercules

The latest on Titus' muscle-bound mauler!

PLUS!

Roswell Conspiracies: Alien Myths and Legends, NFL Blitz 2000, The World Is Not Enough, Conker's Bad Fur Day, Turok 3: Shadow Of Oblivion, Resident Evil Zero, Spaceworld 2000, ECTS Preview

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Dead Pool: Flying ants; Inept organisation on the Tube; Stomach bugs; Misleading pricing; The smell of cat food; Roy's stalker; The distance between Bournemouth and Blackpool; Petrol price rises; Cleaning; Lawyers; Hayfever; People who don't understand the concept of queuing!

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