N64 Pro No. 2 Christmas 1997

MAD FOR N64!

N64 PRO

Issue 2 Christmas '97
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REVIEWED:

GoldenEye
First official PAL review of the ultimate movie tie-in

Lylat Wars
Review of the game they made the rumble pak for

Mischief Makers
The first 2D platformer for the N64 goes down a treat

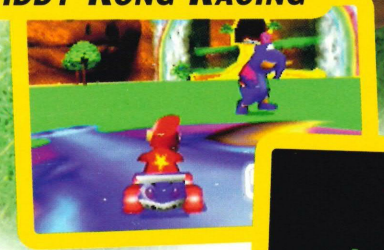
Baku Bomberman
Proving there's a cherry bomb for everyone

'This time we'll get it right'

Exclusive

FIFA
Road to World Cup 98

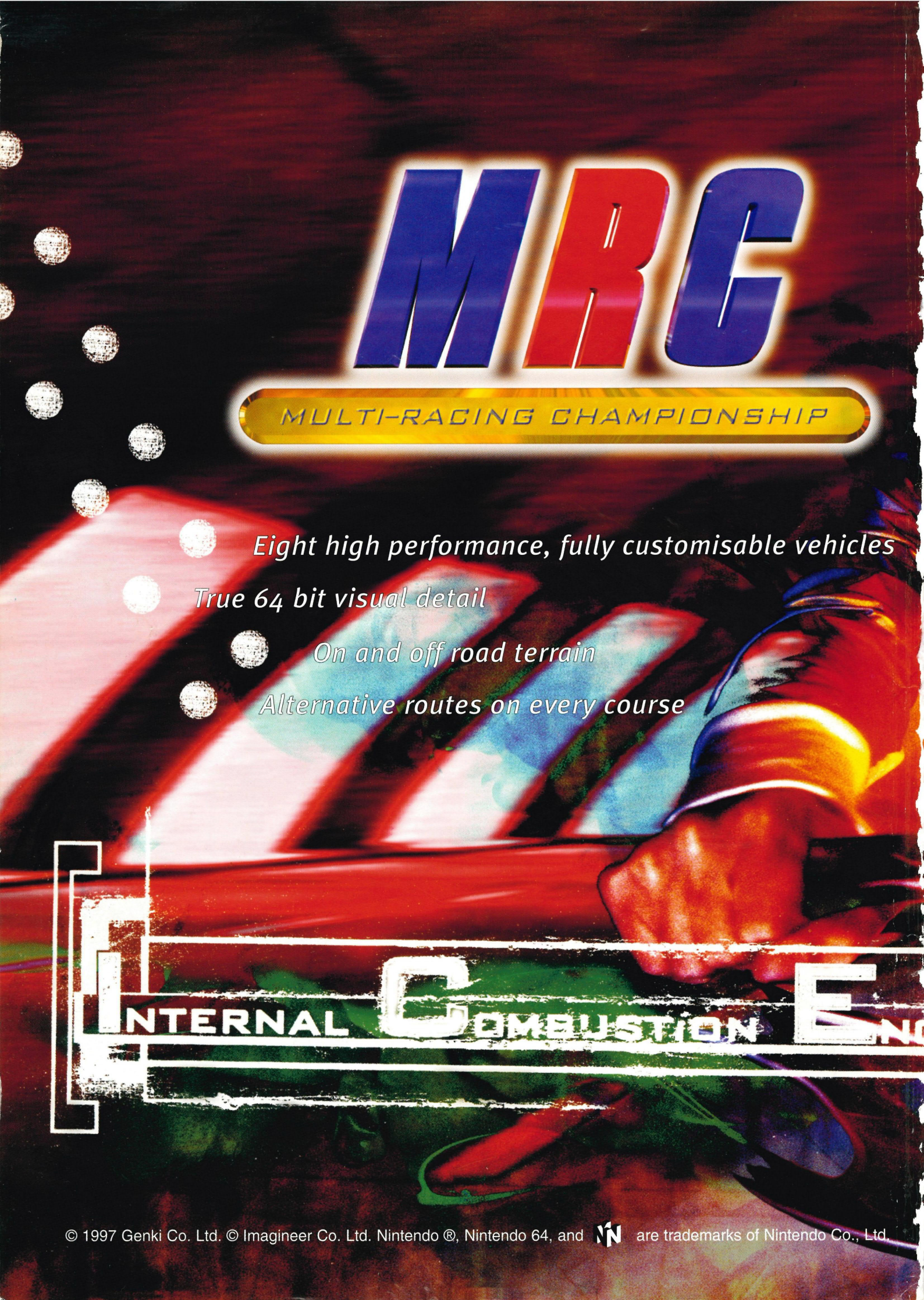
DIDDY KONG RACING



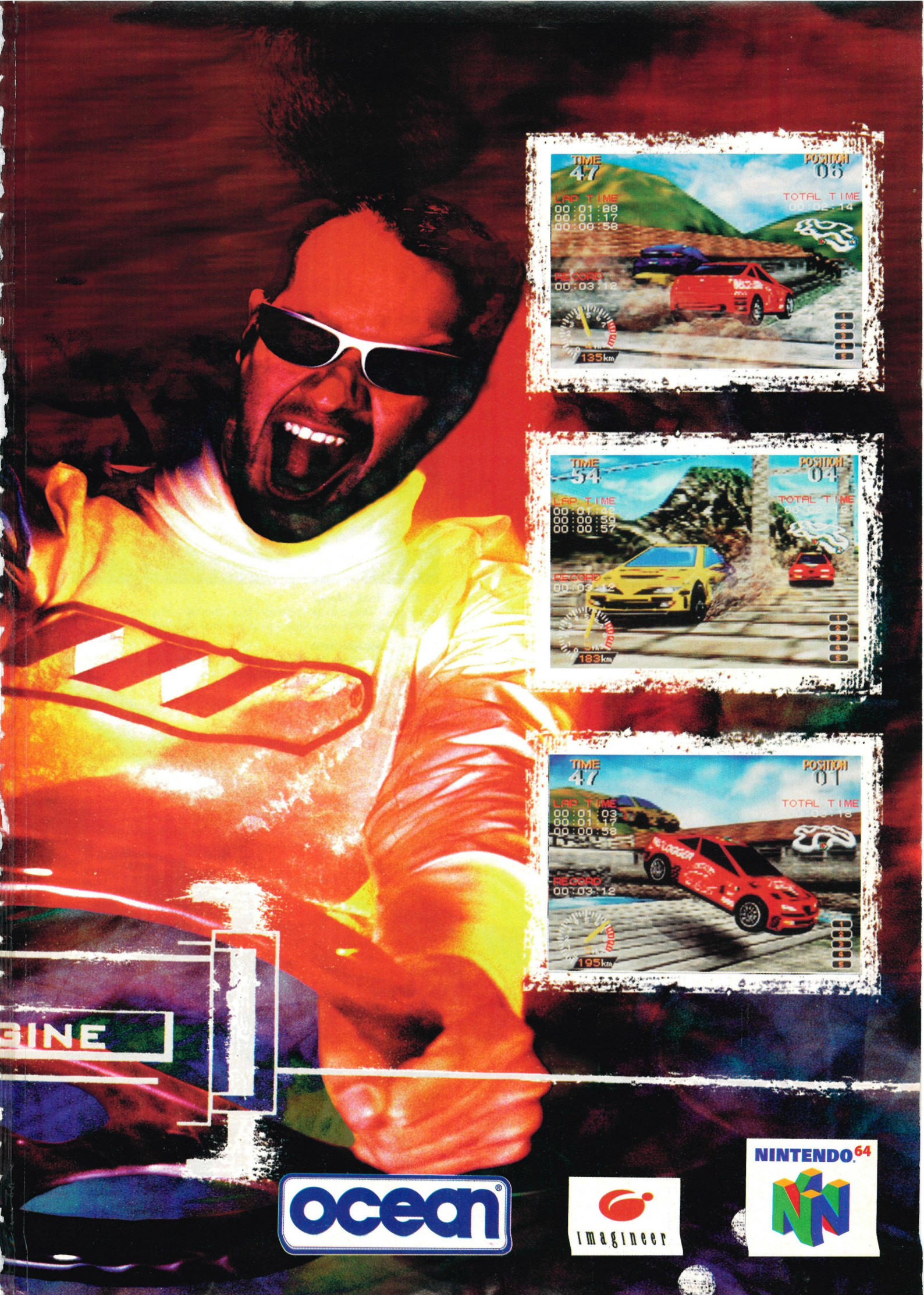
YOSHI'S STORY



PLUS: GOLDENEYE 007 The definitive players' guide for all budding Bonds



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TIME
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imagineer
NINTENDO 64

ISSUE 2 CHRISTMAS 1997

N64 PRO



"I know it! It says 'Made in Taiwan 1993.' Bloody typical"

CON

CODES, TIPS & GUIDES

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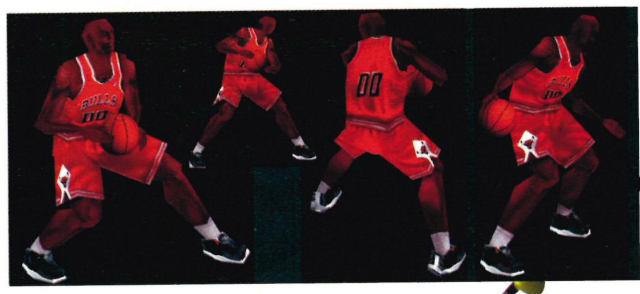
48 *GoldenEye*
Ignore this at your peril. Noely took about six years to do this, much to everyone's derision, so show your appreciation and tell us how good it is. Or else Noely gets the sack

56 *Lylat Wars*
Intrepid space cadet Mark can't stay on his chair for falling off, nor can he pass a cup of coffee without spilling it, but when it comes to light-speeding through the galaxy he's the king

PREVIEWS

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70 *Diddy Kong Racing*
If this game lives up to its pre-release hype, then we'll all go blind playing it. For the retina-scorching truth, turn to the three page special now

74 *San Francisco Rush*
Take a few skidmarks, an accurate racing line and a new beginner/expert option thing and what do you get? GT's new racer, that's what

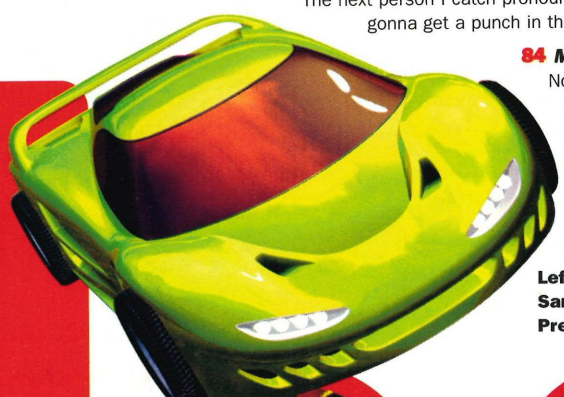
76 *F-Zero*
If Jim Carrey tore around a futuristic race circuit in The Mask, then it would be a case of 'From F-Zero to hero'

78 *Duke Nukem*
ID didn't know what they had started when they expelled Doom from their stomachs out into the big, bad gaming world. Here's a preview of one of Doom's many bastard sons

80 *Conker's Quest*
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82 *Yoshi's Story*
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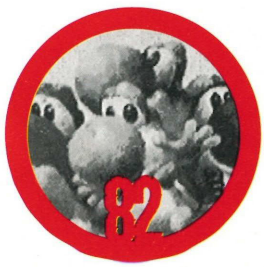
84 *Mace*
Not a good idea to get stopped by the police with one of these 'on your person'. Especially while on the way to a football match



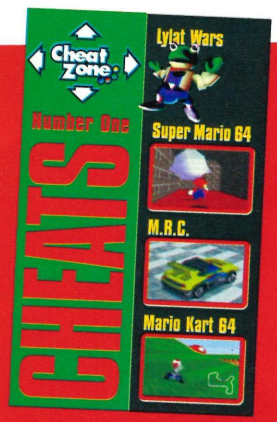
Left: A piece of the impressive San Francisco Rush artwork. Previewed inside



DKR – monkey magic



Yoshi's Story – dinosaur jr



Your free book...

In this month's free book there's hints, tips, cheats, codes and guides to all the games you'll be playing this Christmas and beyond. Chart busters Mario 64, Blast Corps, GoldenEye 007, Lylat Wars, International Superstar Soccer 64 and Mario Kart are all in here. You'd be a fool not to take heed of the invaluable advice given within these pages. Remember, winning is everything and if you have to cheat a bit on the way, don't worry – it's the loser who'll pay



Want to break every bone in his body? Turn to the Konami Special on page 66 to find out how

REVIEWS

British US Japanese Stamp of approval

18 *Mischief Makers* *by Steve*
Is it a platformer? Is it a track and field pretender? No, it's Yuke! Yuke! Troublemakers! No, it's Go! Go! Troublemakers! No, it's Mischief Makers! And Steve loves it

22 *War Gods* *by Mark*
GT has a mixed bag of N64 goodies to buy this month. If War Gods were a type of sweet in a mixture bag, however, it would have to be a rather tasteless, nondescript powdery sort of thing

24 *Top Gear Rally* *by Noely*
Without wishing to give the game away here, the best thing about Kemco's Top Gear Rally is the non-appearance of Jeremy Clarkson

26 *Dark Rift* *by Mark*
Now this is more like it. A beat'em-up that looks good and plays pretty well with an incongruous title to boot

28 *Baku Bomberman* *by Noely*
Remember the days when games developers were more concerned with gameplay than graphics? Apparently, the team behind Baku Bomberman don't. What was a great 2D game gets ruined for the sake of the 'next generation'

32 *Wayne Gretzky's 3D Hockey* *by Steve*
In America Wayne Gretzky's as well known as Alan Shearer, but much better at ice hockey it seems. And he doesn't play for a bunch of black and white scum

40 *Lylat Wars* *by Steve*
You're too late! It's not called Star Fox 64 any more! Unlucky! Thankfully, they don't stock this game at most chemist's

42 *GoldenEye 007* *by Noely*
You may as well have an N64 with no power supply as have one without a copy of GoldenEye 007. As essential as Mario 64, it plays Doom at its own game and beats it hands down

Standard Subscription Rates: UK: *13 issues £20*, Europe: *13 issues £55.40*, World: *13 issues £75.40*

REGULARS

06 *News*
Not only is the N64 Pro news section packed with the most informative and up to date N64 tidings from Japan, the US and the UK there's also a tasteful, relevant picture of a (real) bird, a rubbish cat-like thing – Pika Chu: Genki De Chu – and some peripherals

36 *Here Comes The JAMMA*
Not strictly a regular, insomuch as we won't be repeating the same feature over and over, this is the first of a monthly series of reports from Japan and America starting with a completely non-xenophobic account of the Japanese JAMMA show

88 *Peripheral Vision*
Strap-on fan and all-round rankster Paul Noel invites you into his murky world of all things peripheral. Don't you open that trapdoor!

90 *Feedback*
It's your letters! It's your letters! Thanks to all of you who've bothered to write in and email us. It's your mag. You tell us what you want and we'll do our level best to deliver

94 *A-Z Reviews*
The definitive guide to which games you should go out and but this minute and those you should steadfastly avoid. The A-Z reveals what the other mags thought, so you need never buy any-



Left: Ace reporter Bryan Hamilton takes you to the JAMMA show

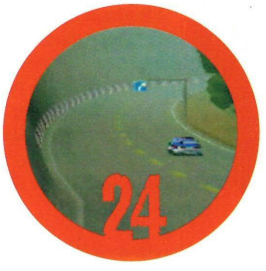


We'd have let Jim write this caption only he'd probably muff it up

Reader opinion on every review



Mischief Makers – cheeky



Top Gear Rally – slow



Baku Bomberman – 3D



Wayne Gretzky – icy

The team

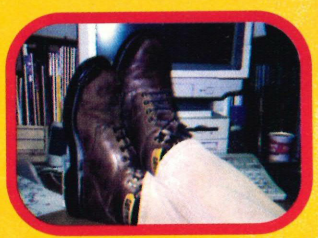
'Oh I wish it could be Christmas every day'
– Roy Wood, Wizzard
'Oh we do' (spoken in a sarcastic voice)
– the N64 Pros

Some of our mates outside the computer and video games industry think it's Christmas every day for us, as all we do is sit around and play games. Wrong. We go to the toilet every now and then. Although this is being written nowhere near Christmas and even by the time you read it there'll still be plenty of time before Santa comes, we feel that it's worth going on about our hopes and fears for this Yuletide, if only because it says 'Christmas issue' on the cover

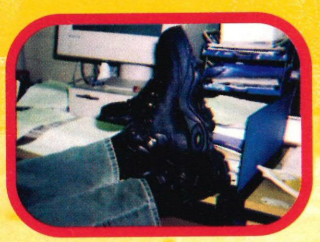
That's it from us. Remember, N64 Pro is your magazine, so write or email us on any subject under the sun and we'll do our best to print your views – it's you who will shape N64 Pro's future. Enjoy the mag, have a top Christmas and don't spill your drink on your N64. God knows what might happen



Alex
I hope... Diddy Kong Racing will be better than Mario Kart 64... Sunderland will remain unbeaten over the 'traditionally bleak' Christmas period... The N64 will sell out, thus forcing Nintendo to re-think its (ever so slooowww) policy of software releases
I fear... It'll snow so badly no-one will leave their houses, so no-one buys the mag, so we all lose our jobs... Because of the ridiculous 13 magazine a year system we'll all have to be in work on Christmas day



Jim
I hope... Captain Beefheart makes a comeback... I get invited to loads of fancy dress parties... A cricket game comes out for the N64... Noely gets a hair cut
I fear... England's batsmen may get decapitated in the West Indies... I'll get heartburn from all the bananas I'll be eating... I hope we don't all grow extra hands so the standard of gloveware manufacture plummets



Noely
I hope... Zelda 64 will come out, wow the world and remind everyone why the people at Nintendo are the best games designers on the planet... I get loads of ream presents
I fear... More and more third party developed games become available, thus watering down the quality of software, so that we see tons of shit sequels and re-makes (like on the PlayStation)... I'll get all the same presents I normally get from unimaginative relatives



Steve
I hope... Man City will deservedly rise like a phoenix to the very summit of the Nationwide Division One... Factory Records will find some money in the street and be able to bring The Space Monkeys album out... Madden 98 will be ream
I fear... Man City plummet to the foot of the first division... The Teletubbies will bring out a record and be Christmas number one... There won't be a terrible 'One Foot In The Grave' Christmas special



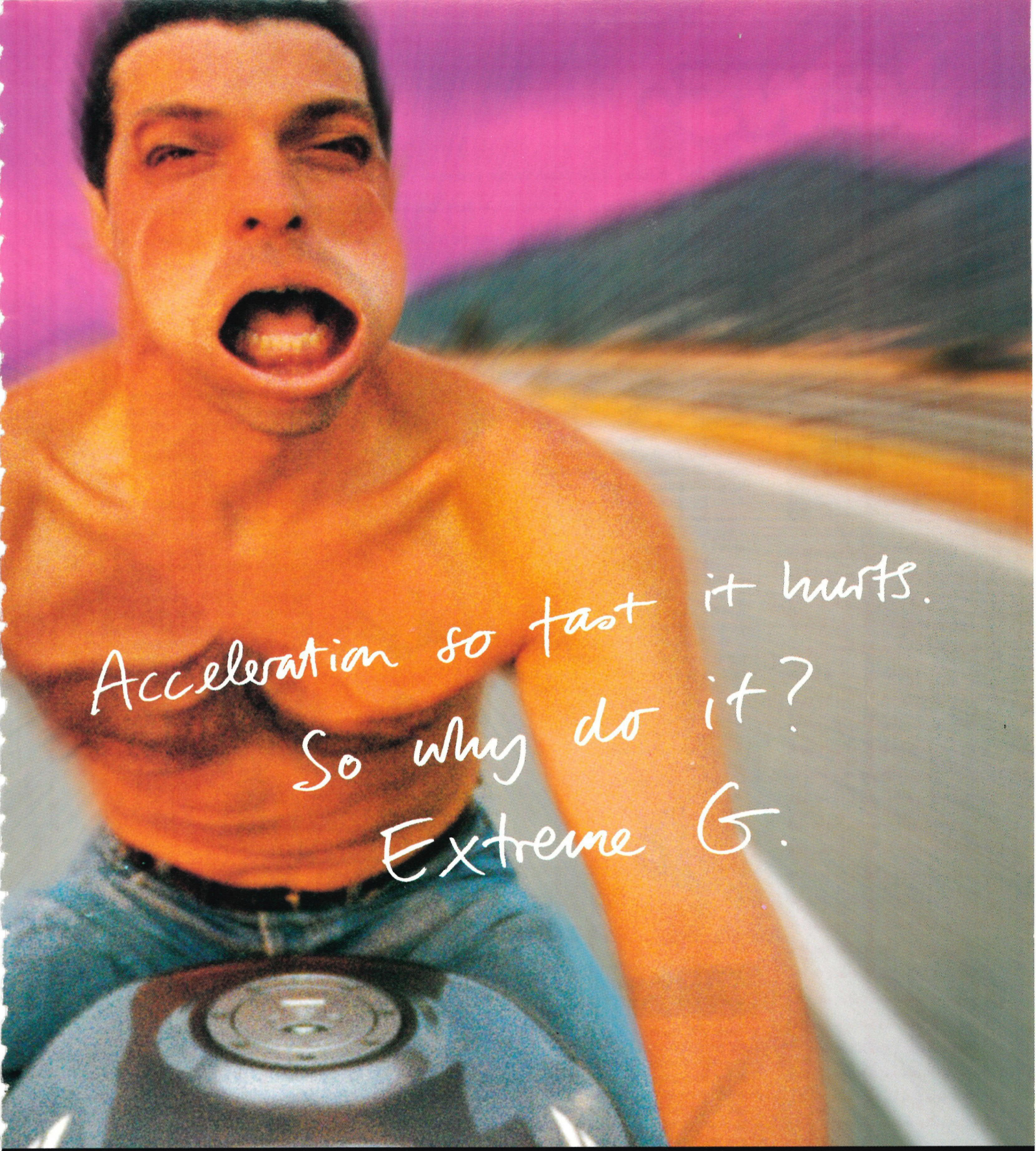
Mark
I hope... The Eidos/Sony deal falls through so we can have Tomb Raider on the N64... Sheffield Wednesday kill Barnsley and they end up back in Division One where they belong... I get an Apple Mac at work that has a disk drive and can run more than two programs without throwing a wobbly
I fear... Nintendo keep allowing cack games to come out on their system... Ending up watching the Mr Bean film at some point next year



Lewis
I hope... I get a racer, a Macintosh of my own and a chair that isn't booby-trapped... My girlfriend wears all the lingerie I buy her... Someone buys me an N64 so I can practice ISS Pro64 at home and come in after New Year and beat Steve
I fear... My other flatmate finds the lingerie I bought for my girlfriend and shows it to my mates... Having to do the yearly CD-exchange trip to HMV, after my Mum buys me yet another Michael Bolton album

IDG MEDIA

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News

● Hmm. That Tomb Raider exclusive deal with Sony. All may not be what it seems. While there will definitely be no N64 Tomb Raider, there's far more to that game than just the name! Nudge, wink, say no more! Remember where you heard it first! ▶

Can You Feel the Force?



The award for worst named peripheral for this year goes to Platinum Sound's Ultimate Per4mer Plus steering wheel, but we may have to forgive it, because it sounds like it could be quite a nice addition to your N64 setup. Reading the press release, this is the world's first available racing-game wheel to feature a true force feedback action, but reading between the lines this is just a steering wheel with a built in rumble pak. Doesn't sound quite as fancy, or technically impressive admittedly, but it still sounds quite smart to us. At present, the only working model available is for the PC and we can't work out how to use them, so we'll have to wait a while yet to find out how it actually works. Hopefully, by the time there's one ready for the N64 there'll be a racing game that's actually worth playing it with! No news yet on a price for it either, but Platinum are banging on about how it will be priced to provide affordability and value-for-money, so it shouldn't be too pocket-unfriendly ●

Lara Stands Up N64

There'll be a wailing and a gnashing of teeth in many a hormone-riddled adolescent's bedroom tonight, but it's official, Tomb Raider will not be appearing on the N64. Eidos and Sony have drawn up an exclusivity agreement that basically means Tomb Raider games can only be made for one videogame console – the PI**Station. What the benefits of this are to Eidos is unclear, but Sony will be breathing a huge sigh of relief, as one of their most popular games will not now be shown up by a version on a vastly more powerful machine.

This may sound like sour grapes, but is anyone other than the testosterone junkies really going to be all that bothered by this 'shock' announcement? The N64Pro team is bitterly divided on the subject – Mark and Noely are big fans while Alex and Steve think it's merely an overrated bag of toss. Whichever side of the line you fall though, you can't deny that Lara certainly injected a bit of life into the video games market, and the prospect of a better standard of game with her in was a truly mouthwatering prospect... shame!

The good news though, is that Eidos do say that they're in the process of developing five original N64 games, but despite almost constant mithering and cajoling from our good selves, they're sticking to the line that it's still too early to be even worth discussing! Something to do with them being a PLC and having to make such announcements to the Stock Exchange first or some such nonsense. We'll keep trying and give you more details the nanosecond we have them.



We reckon this is probably the luckiest caption in the mag. We were going to 'snatch' a picture from the game, but thought you'd prefer the real thing instead, in the shapely form of Rhona Mitra

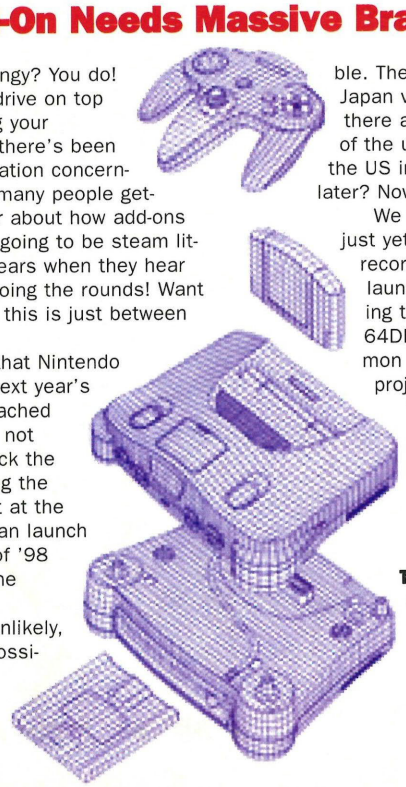
Nintendo Add-On Needs Massive Bra Shocker!

You know that 64DD thingy? You do! It's that writable disk drive on top of which you'll be plonking your N64. Well, you know how there's been loads and loads of speculation concerning its release date, with many people getting all hot-under-the-collar about how add-ons never work? Well, there's going to be steam literally coming out of their ears when they hear the latest rumour that's doing the rounds! Want to hear it? Well, okay, but this is just between the two of us, right?

Everyone fully expects that Nintendo will debut the system at next year's E3 show, but word has reached us that plans are afoot to not only show it, but also shock the whole industry by releasing the machine to the US market at the same time, with a European launch expected before the end of '98 – much sooner than anyone could have predicted!

While this still seems unlikely, it's certainly far from impossible. The 64DD is expected to be released in Japan very soon, so the software will be there and if Nintendo can step up production of the unit, what's to stop them launching in the US in June and in Europe six months later? Nowt that's what!

We wouldn't say it's time to get excited just yet though. Given Nintendo's track record of constantly delaying hardware launches, and the fact that they're sticking to the line that 'there is no way the 64DD could possibly launch by E3,' common sense would dictate that even their projected US release date of mid to late '98 is optimistic. If we were betting men (and we are), we'd expect the 64DD to hit these shores within nine months of the millennium. But don't quote us on it!



This diagram shows how the 64DD will fit ever so snugly under your N64. And by the time you read this it could well have been unveiled

▶ ● THQ are working on an adventure-style game based around their newly acquired Rugrats licence ● Still on the subject of THQ it looks as though they're about to beat everyone to the punch by being the first company to release an N64 RPG, namely Earthbound 64

Karaoke Kontroller?

We still reckon someone's giving our proverbial chain a good hard yank over this one, but apparently at this year's Shoshinkai show (now more catchily known as Nintendo World '97) two different versions of that nifty little add-on – the rumble pak – will be unveiled.

Quite what these new peripherals will do is open to speculation at the moment, but the big money points to one of them incorporating a microphone, allowing the player to interact with the game using a series of simple voice commands! This may sound crazy, but the story is given credence by a recent interview given to a Japanese magazine by legendary game designer, Shigeru Miyamoto. Miyamoto appeared to confirm that a sound device would be compatible with Nintendo's own Virtual Pet game, catchily entitled Pika Chu: Genki de Chu (expect this to be changed to Pocket Monsters 64 or similar for its Western release – more details on which can be found on page 10).

This new development would also continue Nintendo's pursuit of constant innovation, pushing forward the boundaries of game control as they have already done with the analogue controller and the original rumble pak.

How will it work? Well, you'll have to wait until next issue when we'll know more, your guess is as good as ours. From what we can tell, people will be able to talk to their Pocket Monster using simple voice commands and instructions. Sounds like a bad idea, but then again, so did the rumble pak and look how that turned out!



The rumble pak incorporating a microphone will be a smash hit in Karaoke crazy Japan no doubt

Hot 'potarrrto'

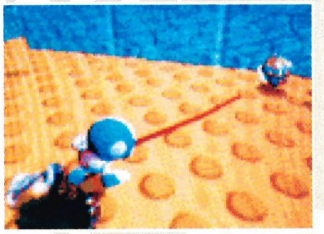


The good news from America is that Nintendo are at last relenting on their ludicrously high software charges. The drop in the US affects both first and third-party software releases and is anything between 10-20 dollars, so it should give the machine a healthy boost over there. And it's not just on the rubbish games either. All Nintendo's future major releases (including Diddy Kong Racing) and all third-party games will see their prices reduced, giving them a street value of between 50 and 60 dollars. This drop in price has prompted speculation that the UK distributor, THE Games, will make a similar announcement in the run up to Christmas. We should say that for obvious reasons we're not holding our collective breath here at N64 Pro!

It's not all good news though. Nintendo has been evasive on just how long the price drop will remain in place, with more cynical observers speculating that it's a move meant only to combat Sony's strong (and significantly cheaper) Christmas line-up. The policy may be dropped soon after Christmas, but N64 Pro prefers to look on the positive side. It appears that the big N is aiming for a flexibility that will allow for a much wider price range across the entire games spectrum. We shall see, and the minute we know more, we'll let you know.

Do the Twist

Available on import very soon in its Japanese guise (it's slated for release on December 12th over there) is a Mario 64-esque 3D platformer going under the name of Chameleon Twist. In a surreal twist you play a chameleon called Davey who hammers around attacking things with his tongue. Even more strangely you can pull off a number of special moves, all of which utilise this particular part of the body, including 'tongue stands' or 'tongue vaults'. Sounds a bit bizarre to us and could well be one of those games where a bit of outside 'stimulation' will work wonders in heightening your appreciation of it. There will be a multi-player mode in too. The object being to push the others outside of the battleground using your various tongue techniques. After the disappointment of Baku Bomberman's multi-player mode it sounds like Chameleon Twist could just be the game to console us all ●



Who's a Naughty Boy Then?

Ooh dear! Good old sod's law eh? You can't beat it! After months of personal assurances of his innocence on the charge of sexual assault, Marv Albert, US sports broadcasting legend and commentator on Acclaim's sports titles, decided to change his plea to guilty just as the final NFL Quarterback Club game code had been sent to be mastered. Despite this public relations nightmare, Acclaim have had little choice but to press on with the scheduled release of play-by-play commentary by a convicted felon or else miss out on the lucrative pre-Christmas market. Quite how parents will now feel about placing a nicely wrapped copy under their tree is anybody's guess, but at the end of the day it doesn't change what looks to be a cracking little game of American footy!

In an official statement, an insider at Acclaim said, "In order to meet our commitments, NFL QB Club '98 went into production prior to the state of Mr Albert's trial and includes his play-by-play commentary. Acclaim's decision, after the indictment, to keep Mr Albert's voice in the game, was directly based on his assurances of innocence to our company," whoops! All we can do is hope there are no unfortunate, "nice tackle!" style comments included in the game.



Take it from us, it's a safe bet that Mr Albert won't be passing comment in any of Acclaim's future titles. But then, on their current run of form, Acclaim could be lining up OJ Simpson as his replacement. Anyway, despite all this NFL Quarterback Club '98 remains on course for a late November release, and indeed, you'll find an in-depth preview further back in this very issue!

News

● N64's first true 3D beat'em-up - Culture Brain's Art of Fighting Twins - is looking very good, but looks like missing its pre-Christmas Japanese release of December. Should be well worth waiting for though! ● F-Zero is almost certain to take advantage of the 64DD to release extra course and car disks, along with whatever else takes Nintendo's ▶

Bub Taylor Bites the Big Apple

Every month it'll be my job to keep all you N64 Pro fans over in the UK up-to-date with what's going on in the States through my little column here. Obviously, if there's a big story then you'll find it covered in more detail elsewhere, but if you want rumour, gossip and who knows, maybe even a little bit of gaming news from the land of the liberty, then this is the place to take a look.

So what's happening of interest then? Well, a Midway insider caused quite a stir recently when he leaked news that the company are not only well under way with Cruisin' World, the sequel to the pretty damn pathetic Cruisin' USA, but also Mortal Kombat 4! No, you didn't misread that. I said Mortal Kombat 4! This news has scuppered Midway's well laid plans as they were desperately trying to hush it up in order to give MK4 as healthy a life in the arcades as possible – something which hasn't happened to most arcade games of late because of speedy conversion times to home machines. Looks like that isn't going to happen now I'd say. Oh well!

Even better news for fight fans is that Midway's next arcade game – Bio Freaks – will also definitely appear for N64. This game's arcade release is being held-up for the same reason as MK4's delay, but you can expect the home version to ▶

Is that a Monster in Your Pocket...

No, we're not talking about the Acclaim/Marv Albert story again. We're on about Nintendo's first N64 game to utilise the phenomenally popular Gameboy Pocket Monsters concept (a bit like the Tamagotchi, but different, for those uninitiated to the delights of monster keeping).

Now this gets a bit confusing so you'll have to concentrate. Nintendo is currently working on two 64bit Pocket Monster games. One's a cartridge game, whilst the other is slated for release on the 64DD. The cartridge-based effort is currently called Pika Chu: Genki de Chu, but as you'd imagine, this name is subject to change before its release in either the US or Europe. Now by all accounts, this game was originally slated to come out on the 64DD, but Nintendo had a change of heart and decided to program the tentatively titled Pocket Monsters RPG for their new add-on, bringing the original out on cartridge format only.

If we were going to be cynical we'd say that this is being done to give both machines a boost in Japan, where the Pocket Monsters Gameboy games are some of the most successful ever released, but we're not, so we won't. The running order for the releases is almost definitely the cart first, followed by the 64DD disk.



The one with the funny name (which is too much of a pain in the arse to type in again) is a cast-iron certainty for massive success, because apparently it's based on the most popular character from the Gameboy Pocket Monsters game. This guy has sold close to 10 million copies in Japan alone and as if that didn't make it a safe enough bet, Nintendo are also running a special Gameboy data card promotion if you buy the N64 version of the game.

Here's a character from one of them. We did know which at one stage, but it's all got so confusing that we're not sure anymore! ! We all reckon it's Pika Chu ourselves, but please don't quote us...

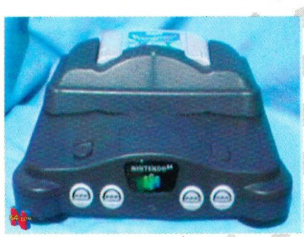
Ha Har! Jim Lad!



Worrying news reaches us that a growing number of N64 users are growing big bushy beards, sawing off one of their legs and plonking a parrot on their shoulders, all in an effort to get free games when they nip down to their local John Menzies. These young buffoons have obviously misread the meaning of software piracy, but sadly it looks as though plenty more have realised that there are now ways and means of avoiding paying Nintendo's over-the-top software prices.

For a smallish outlay, you can become the proud, law-breaking owner of a device that will allow you to play just about any N64 game you want, for a fraction of the cost. There are two machines known to be widely in circulation, namely the Doctor 64 and Wildcard 64. How do they work? Well, let's take the Wildcard as an example. This device fits snugly atop the Nintendo 64. Cartridges are then plugged into the Wildcard, which enables the games to be saved in their entirety to RAM (currently 128 megabits or 16 MBs). Finally, the Wildcard 64 also comes with a card which is inserted into a PC – allowing Nintendo 64 games to be copied to the PC's hard drive. Whenever you want to play the game again, all that's needed is to copy the game from the PC's hard-drive back into the Wildcard 64's RAM. Simple, free and quite rightly illegal. Theoretically this means that anybody could walk into his local video shop, rent 15 Nintendo 64 games, copy them all to his PC hard-drive (via the Wildcard 64 or Doctor 64) and then return the games. For the low price of 15 rentals, people could literally own 15 new Nintendo 64 games. Simply choose which one to play off the PC hard-drive, load it into the Wildcard's RAM and you're away. And it doesn't stop there. The Internet is now playing it's part, with copies of games freely available for all and sundry to download at their leisure. Outrageous, but then, although we don't condone the use of such a device, we'd still say it's not much more outrageous than the cost of games on the N64!

Should anybody wish to flout the law and purchase such a dodgy device, we've heard a rumour that Karachi Keith is flogging them cheap down Cheetham Hill market of a Sunday afternoon, but you certainly didn't hear that from us!



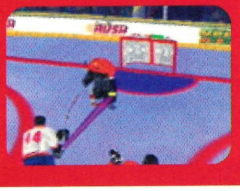
▶ fancy. As if it wasn't eagerly awaited enough already! Should give the 64DD a massive boost when F-Zero's legion of fans begin to clamour for a fresh challenge ● SimCopter, Maxis' unusual PC flight sim is being ported over to the N64, but not for a cartridge release as was expected, for the 64DD

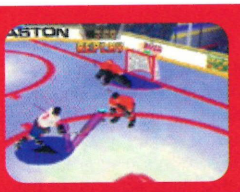
Puck by Dope Demand

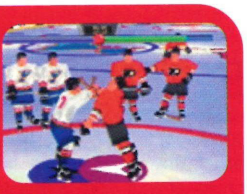
Just as we've got to grips with the first one, Midway have begun to show off their '98 edition of the one-and-only decent ice hockey game to appear on the N64. Finding fault with the original game is a difficult task, but after prolonged play it becomes apparent that the goalies have the reflexes of an ageing tortoise. It's pretty damn easy for anyone with any gamesplaying nouse whatsoever (i.e. not Noely), to rack-up scores more akin to cricket than hockey on an alarmingly regular basis. It is still a top game, and scored well, but this flaw does reduce the game's overall longevity and lasting appeal.

Well, you'll be glad to hear that Wayne Gretzky's









3D Hockey '98 will completely eradicate this flaw. Scoring will be much more difficult, games will be much tighter and the whole thing will be generally more realistic. Wahey!

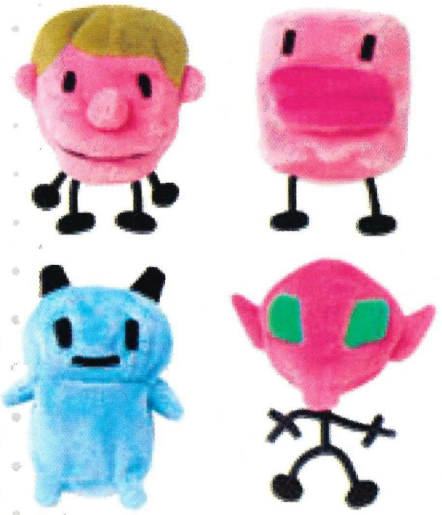
It's probably a good job though, since we've got our mucky little hands on the first screenshots of the game, and to be honest, it doesn't really look all that different. Okay, the graphics were already top-quality, but they certainly weren't perfect. However, we've not given up on the game because it's still some way from completion, so there's still plenty of time for improvements to be made. We're already working on securing an in-depth preview, so keep your eyes on future issues for an update on how things are coming along.

Toying With US

Bandai, manufacturers of the bloody annoying Virtual Pet – Tamagotchi – have just announced that they plan to develop a number of games for the N64, most of which remain shrouded in secrecy! Unsurprisingly, the one they were prepared to talk about was Tamagotchi 64, a game which will definitely be released in Japan, with a 95% certainty of release in other territories.

A source at Bandai US said, "Tamagotchi is not guaranteed for other markets, but it looks good. We'll make an announcement pretty soon and definitely have intentions of bringing Tamagotchi to the US, but nothing is final." So there you have it!

It was also made clear that the other secret games will all be totally original, with not one sequel amongst them. This is bad news for fans of the likes of Dragonball Z and Power Rangers, but in the past these games have tended to be so bad that we don't expect floods of tears from many quarters!



World's Slowest Lamborghini



Import hunters wondering why they haven't been able to get their grubby mitts on a copy of Titus' eagerly awaited racing game, Lamborghini 64, will have to steel themselves for a bit longer. It has slipped to an as-yet-unknown release date, with the mention of Winter as a mere possibility. This has been done to ensure both rumble pak compatibility and the quality of the four-player game experience.

This is a minor disaster for Titus who, had they hit the scheduled date, would have found very little competition in the race game field. As it turns out, Lamborghini 64 is looking likely to go head-to-head with the likes of Top Gear Rally, Extreme G, San Francisco Rush and the undoubtedly massive Diddy Kong Racing. Ah well, they've got no one to blame but themselves, and at least it ensures budding joyriders are in for a very merry Christmas indeed!



▶ follow after, ooh, let's see, a six month gap in-between the two releases. Not a great deal's known about this game as yet, other than that the programmers are trying to break the mould and snap the fighting genre out of the rut it appears to be stuck in. Don't be surprised to see loads of new ideas and even characters who can hover and move across the screen in any direction, sometimes even duelling above ground! Remember where you heard it first folks!

Finally for this month, any of you Brits who are clued up to American Football, don't panic when you get your hands on a copy on Madden 64, it's not defective! You may well think you've got a dodgy cart that's making all the team uniform colours go funny, but you haven't. You see, because EA Sports developed the game whilst shrouded in total secrecy, Acclaim nipped in and whipped the official license out from right under their noses! Whoops! Don't worry though, all the players are included, as are all the real teams, it's just that they play in incorrect uniforms and the team names such as the Washington Redskins have had to be shortened to just Washington. Ah, the trial and tribulations of licensing eh? I'm just glad I only have to play the games, not worry about the technicalities! ●

News

● Mindscape are dipping their toe into the N64 pond at last. They've picked up Hudson's impressive looking Last Legion UX, a game which impressed most observers at the E3 recently ● Causing quite a stir in Japan at the moment is Super Robot Spirits by Banpresto. It's yet another beat'em-up, this time featuring enormous robots ▶

Akira Yamawaki's Japanese Eye

Home of Nintendo, home of the best Nintendo news. Each month I'll be reporting on the scene over here, bringing you the latest information on the games you'll all be playing in probably six months time. I'll also bring you thoughts from some of the biggest names in the games business along with some of the more off-the-wall things that we get up to over here in Japan!

Well, at the moment it seems as though everyone is wondering just what Capcom have got up their particularly well-made sleeves for us. Everyone knows that they've been working on something, but nobody's saying just what. Well, I've been digging around, and at the recent Tokyo Games Show I struck gold. At the time of writing it looks as though Capcom's first N64 release will be a puzzle game of all things! It's called Noritaka Funamizu (don't panic, I'm sure it'll be changed for the PAL release!) and is a version of Tetris featuring Mickey Mouse and Donald Duck! Sounds outrageous I know, but it's true, and have Capcom ever let us down in the past?

That's not all though. We've also got confirmation that there'll be a Resident Evil-style game (although it won't be based on that game, it will be completely original) and most exciting of all, Ghouls & Ghosts 64! If that's not enough to get you shivering with anticipation then I don't know what is! Speaking of shivering, and still on the subject of Capcom, they ▶

Future Fantastic

Everyone knows the price of carts is ludicrous. You know it, we know it, even my gran knows it and she's senile and never even heard of sodding Nintendo! Let's face it, lash out sixty quid on a game of a Saturday morning and that's a whopping great chunk of your beer money for that night gone down the swanny already (in our cases we'd only be able to spend about half as much as we usually would, but then we are rock hard. Except Noely. He drinks Babycham with a twist of lemon).

Well the Japanese (God bless'em) have come up with an innovative little scheme that'll help to keep costs down in future. Being tested on old SNES games only at the moment is a system called Nintendo Power. Basically what happens is you buy something called an SF Memory Cassette – a Flash ROM writeable cartridge that costs much less than a game – and you take it up to the counter in the shop and tell them what game you want on it. The shopkeeper then sticks your Memory Cassette in a special machine and burns the game data on to the cart for you there and for a fraction of the cost of buying a pre-produced version.

This works out cheaper for numerous (boring) reasons including the removal of the guessing game that developers enter into when trying to work out how many copies should be produced. None of the expensive to produce carts are wasted therefore profits are higher and prices can thankfully come down. And other such nonsense.

We don't pretend to understand the ins and outs of either the economic benefits or the technicalities involved, but we do know that it sounds like a bloody good idea! If the tests are successful it's a safe bet that the next step is N64 and the sooner the better! With the 64DD just around the corner it makes even more sense and N64 Pro will champion the cause of anything that reduces game prices. Even though we don't have to pay for them. We're just too damn good to you lot you know!

This is the way forward Nintendo. Sort it out.

Zelda 64 Scrapped!



Not really, but it had you going for a second there. However, What has been scrapped is the name. Although we guessed it was only ever a working title, it's not yet clear what it will eventually be called. The word Zelda will obviously feature, but it will now be called – The Legend of Zelda – something', or even Zelda - something something'. You get the picture. We'll let you know whenever a decision's taken.

What else have we found out since last issue's preview? Loads mate, but we're going to let games guru Shigeru Miyamoto fill you in on this in his very own words. Away you go Shiggy my son!

"Zelda 64 will be compatible with the shindou-pak (that's the rumble pak to us mere Westerners). I'm thinking about features that could only be solved by those who have the shindou pak. There are some hidden items, and if you come near a specific place, you can feel a rumble. So I'm thinking about maybe only having it rumble at certain points, not throughout the whole game. There will, of course, be a signal on the screen for those who do not have a shindou pak. This feature will be in the game if we get a good report from the play-testing crew.

"As for viewpoint changing, you can change it yourself. And the viewpoint is also changed automatically when you use certain items. The screen aspect will be changed sometimes, too. At certain points in the game, the screen aspect will also change to tell you that the viewpoint has changed.



"There is a boomerang in the game as well. This is really cool stuff. Currently, only the kid can use the boomerang. But I am thinking that the adult will be able to use one, too. And there are two ways to throw it. One is to beat an enemy and the other is that you can control the boomerang (to get some item). The bow and arrow also has a two-way use."

That last bit, the bit about the boomerang we found particularly interesting. It's now clear, from Miyamoto's comments and the new screenshots you can see here, that throughout the game, Link either grows up or has flashbacks to his youth. Or perhaps both. Who knows? What we do know is that whatever it's called, and whatever is in it, it's going to be absolutely stunning and we can't wait!

knocking seven types of oil out of each other. Can't wait. ● Doubt still surrounds one of the first ever games announced for the machine. It's still impossible to say whether Gametek's Robotech will ever show its face, even though the programmers continue to deny the rumour ● **STEVE**

Worldwide Release Schedule

Key:
No symbol *Available on import*
*Unlikely to come out over here,*
! *Definite UK release*

Acclaim
Late November:
● Extreme G!
November 28:
● NFL Qback Club '98!
1998
February:
● NHL Breakaway!
March:
● Forsaken!
April:
● Acclaim Sports Soccer!
August:
● Turok II!
October:
● NBA Jam '98!
● Shadowman

ASCII
● Aero Gauge

Athena
● Professional Mah Jong#

Bandai
● Lode Runner

BMG
End of Feb 1997:
● Silicon Valley!

Bottom Up
Ozumo 64#

Culture Brain
● Flying Dragon Fist Twin#

Electronic Arts
December:
● FIFA 98! out Xmas Eve
● Madden 98! out 12/12/97

Enix
● Wonder Project J2#

Epoch
● Doraemon

Factor 5
● Turrican 64

Gametek
● Jeopardy#
● Robotech Crystal Dreams
● Wheel Of Fortune#

GT (Midway/Williams)
October:
● Hexen!
December:
● Duke Nukem 3D!
● San Francisco Rush!
1998:
● Robotron 64!
● Mace!
● Quake 64!
● Rebel Moon Rising
● Joust Epic
● Cruis'n World#
● Ultra Combat
● Biofreaks!
● Centipede X
● Final Doom II
● Mr Tank
● Wild Choppers

Hudsonsoft
● Bomberman!
● Dual Heroes
● J-League 97#
● Kindaichi's Accident File#
● New Japan Pro Wrestling#
● Super Power League

Imagineer
● Dynamite Soccer
● Holy Magic Century
● Eltale#
● Mah Jong Diary
● Classic#
● Multi Racing
● Pro Baseball King
● Reason
● Sim City 2000
● 3D Fighting

Interplay
Pre-Xmas:
● Clayfighter 63 1/3!
1998:
● Earthworm Jim 3D!
● Raze
● Ultra Descent!
● VR Baseball
● VR Golf

JSS
● Chameleon Twist
● Cavalry Battle 3000

Kemco
● Blade and Barrel
● Top Gear Rally

Konami
February 1998
● Nagano Winter Olympics!
● GASP!
● Bottom of the Ninth 98
● Dracula 3D!
● Golf (working title)
● Hybrid Heaven
● Legend Of The Mystical Ninja 64!
● NBA in the Zone 64!
● Powerful Pro Baseball 4
● J-League 2 (working title)

MC O'River
● Air Fighters Assault

Mindscape
● Monster Dunk

Nintendo
November:
● GoldenEye 007!
December:
● Diddy Kong Racing
Next year:
● Creator!
● Banjo-Kazooie!
● Body Harvest!
● Buggie Boogie
● Climber
● Conker's Quest!
● Cruis'n USA
● F-Zero 64!
● Jack & The Beanstalk!
● Kirby's Air Ride!
● Nintendo Golf
● Mischief Makers!
● (MLB Featuring) Ken Griffey Jr 64
● Pilotwings II!
● Super Mario 64 II!
● Super Mario RPG!
● Tetrisphere!
● Yoshi's Island 64!
● Zelda 64!

Ocean
Pre-Xmas:
● MRC!
● Fighting Cup
Next year:
● Wetrix!
● Mission Impossible!
● UEFA!
● VRally!
● Jest!
● Space Circus!

Optical Entertainment
● Dead Ahead

Seta
● Habu Nanakano No
● Saiko Habu Shogi#
● Rev Limit
● St Andrews Golf

Shoei
● Pachinko World 64#

Spectrum Holobyte
● Top Gun: A New Adventure

Sunsoft
● Chameleon Twist

T&E Soft
● Cu-On-Pa
● Pebble Beach Golf

Tek Magic
● Deadly Honour
● Rotor Gunners

THQ
Jan/Feb 98:
● WCW vs NCO

Titus
Pre-Xmas:
● Lamborghini 64!
Post-Xmas:
● Quest For Camelot
● Superman: The Animated Series

Ubisoft
October:
● F-1 Pole Position!
● ED
1998:
● Tonic Trouble

Vic Tokai/Kronos
● Dark Rift

Virgin
● Command & Conquer
● Freak Boy

DD GAMES (All Nintendo)
Next year:3
● Legend Of Zelda DD!
● Cabbage
● Creator
● Earthbound 64
● (Mother 3)
● Fire Emblem 64
● Sim City 64
● Mario Artist
● Pocket Monster 64
● Super Mario 64 II!
● Super Mario RPG 2!

GT/DMA/Epic
● Unreal

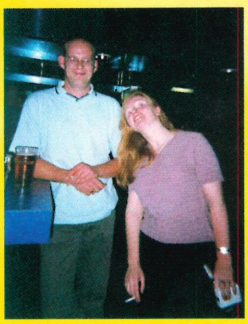


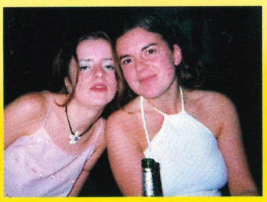
▶ are also looking into the possibility of a spine-tingling 'sound novel' with a storyline which apparently is completely terrifying, but there's nothing concrete on this yet, and even if it is done, the chance of it getting a release outside of Japan are slim to say the least.

What about RPG's? We're all gagging for them, but where are they? Soon is the answer I keep getting from just about everyone who's working on one! There are plenty in the works, but patience is most definitely required. The word-on-the-street is wait for the 64DD to be launched and watch them go, as this will not only make them easier for a cartridge-only machine to cope with, but also revolutionise the whole genre! Ones to watch include Earthbound 64 (previously known as Mother 3), Quest 64 and of course the long-awaited Zelda 64.

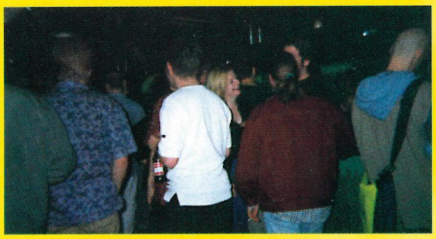
Obviously, Europe and America will have to wait a little longer for the add-on but, barring a massive problem, it should be unveiled for the first time to the Japanese audience at the imminent Nintendo World show (in fact, by the time you read this it will already have been shown). I'll be there to witness it and rest assured, I'll report back next issue when I can guarantee I'll have plenty to say, not just about the 64DD, but also about all the new titles which were debuted, and who knows, maybe even the odd bit of intriguing gossip. It should be an interesting four weeks if nothing else ●

Reportage





Left: Joined by the ear and shoulder, the siamese twin girls posed for the camera reluctantly



Above: Rather than let the tall guy feel left out, one of the IDG Media girls offered to lend him some of her hair for the evening





October 2 not only saw the newsstand debut of N64 Pro but also a clubland. The revellers were at it until the early hours – as you'll see



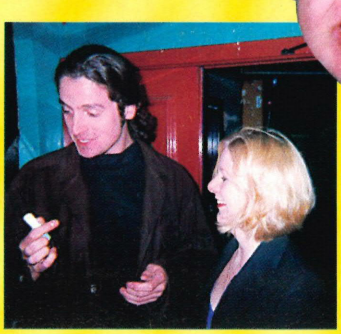


Right: IDG Media's Carol Barrett not only has many admirers, she has her knockers too



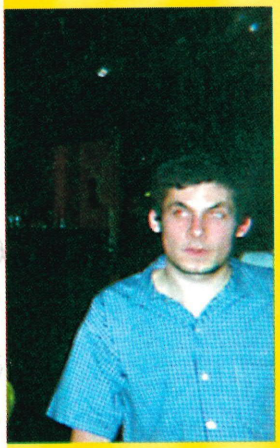


Right: If we stare at this rolled up piece of paper for long enough it'll become intensely funny





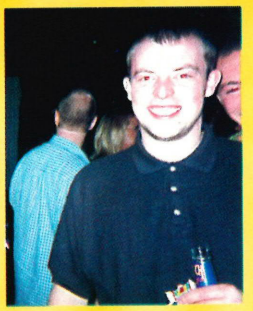
Above: Top Manchester DJ Stephen 'Fop' Tagger spun the wheels of steel for the first hour





Below: The girl with the world's biggest hands shied away from publicity







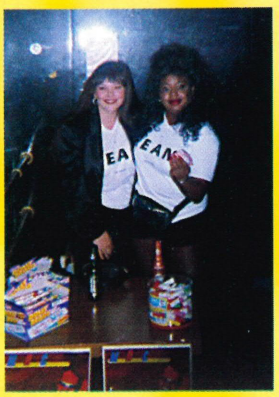
Left: Several swigs of Tequila make you dance and feel all uninhibited as two of Salford RLFC's top cheerleaders proved

spectacular launch party held in the heart of Manchester's

OR it!

from the pictures, the free bar took its toll on all of us!





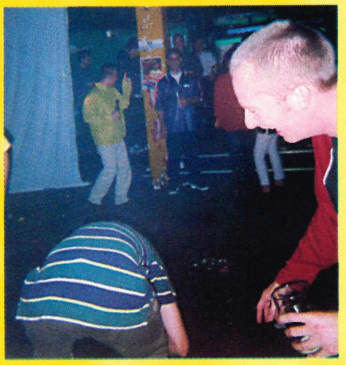






Left: The smoking, talking and keeping your eyes shut at the same time competition went down a storm





Review

NO MATTER what some idiots may have you believe, the review section is the most important part of any games magazine. Ours is no exception. As this is our first ever issue, we thought we'd better explain exactly how our reviews work. So don't turn the page just yet

FIRST IMPRESSIONS
This is a quick overview of what the reviewer initially thought about the game after a few minutes' play. Often, the first impressions aren't indicative of how the game pans out, but as the crap old saying goes, 'You never get a second chance to make a first impression.' Oh you don't

CAPTIONS
These tell you about what's going on in a particular frame. Alternatively, they may tell you nothing at all if it's blatantly obvious what's going on. We don't want to patronise you

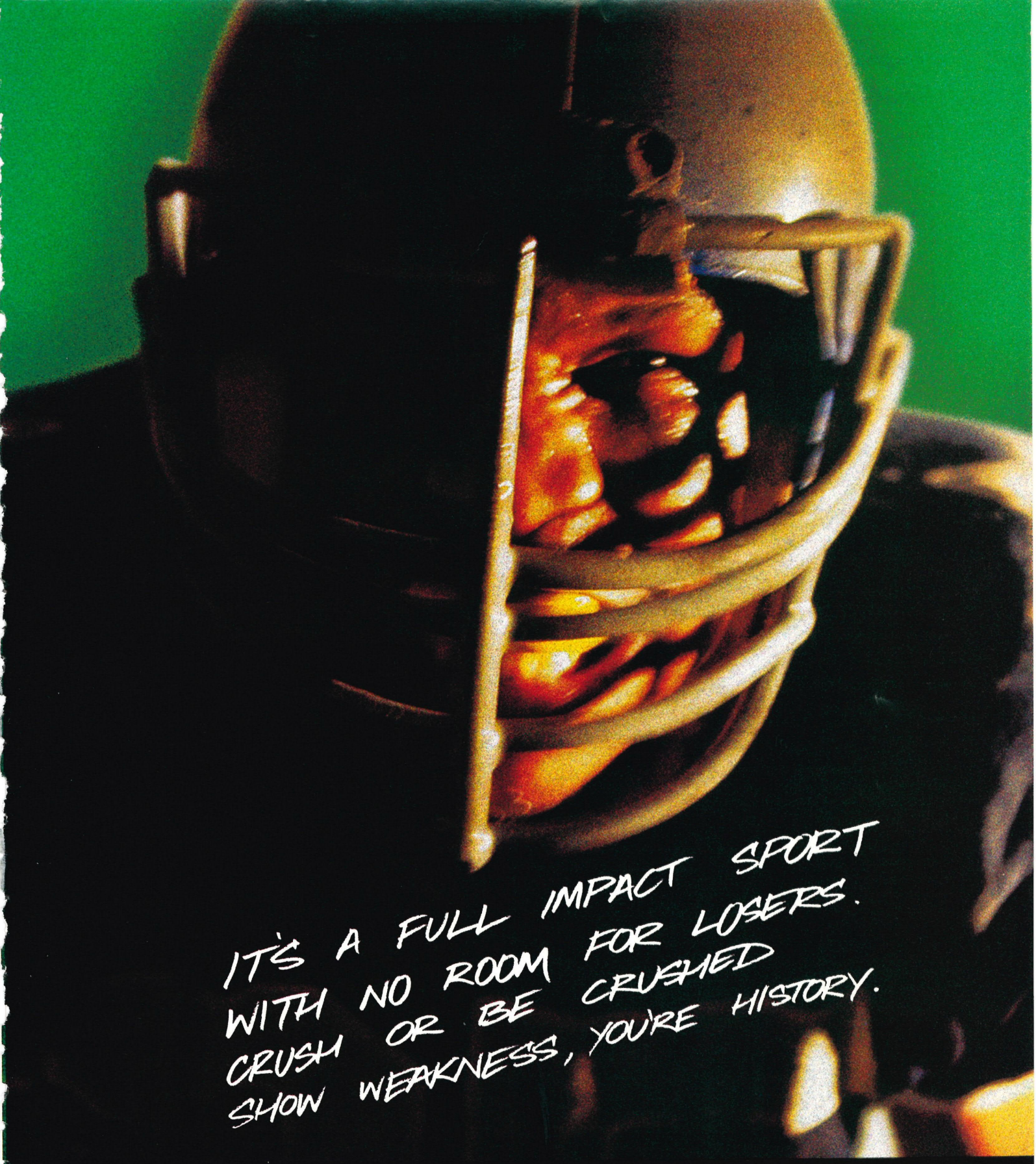
STAMP OF APPROVAL
Games scoring 90% or over are awarded this accolade. To score 90% or over a game has to be close to perfection in all departments



N64 SCORE
Ultimately the most important part of the review. Anything over 89% is basically a must buy, regardless of your gaming preferences. These are the games that grace the console and are well worth saving up for. Any game scoring between 80-89% isn't quite a must buy, but if you're mad for the particular genre of game it falls into then you could do a lot worse. A score between 70-79% is very much a 'one man's meat's another man's poison' effort inasmuch as you'll find that no-one can quite agree as to whether it's a world beater or the world's worst. Going further down the scale, scores between 50-69% are reserved for average games that are either far too easy, far too hard, look or play shoddily and could have been so much better if a little more time, thought and love had gone into their development.

A game scoring less than 50% should be steadfastly avoided unless maybe it turns up for cheap in a bargain bucket, in which case you may not be too gutted about paying for something you wouldn't normally dream about shelling out the full amount for. The marks dished out ranging from 0% to 50% basically differentiate between carts that should never have seen the light of day and ones which may have been okay on the drawing board, but somehow lost their way in development.

THE READER REVIEW
The thing that sets the score box apart from any other score box in any other magazine, however, is the reader review. As well as having four expert video game journalists' opinions, there's one from a specially selected reader which could, of course, be you. Write to Reader Reviews, N64 Pro, IDG Media, Media House, Adlington Park, Macclesfield SK10 4NP telling us why it should be you and we might just be in touch



NFL QUARTERBACK CLUB 98

All American NFL™ action in the most impressive game ever. The only game with all the teams, all the players and the official NFL™ license.

Acclaim®

TAKE IT TO THE EXTREME

Iguana Entertainment

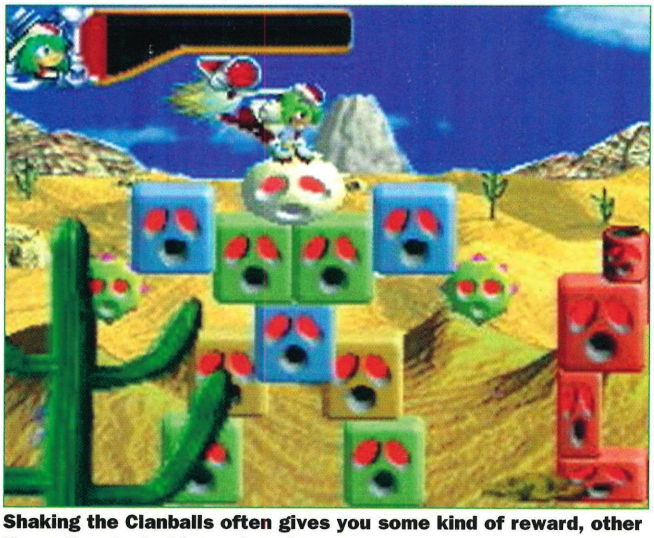
NINTENDO 64

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● **GAME** Mischief Makers ● **PUBLISHER** Nintendo ● **CONTACT** Game On, 0374 723349 ● **GENRE** 2D Platform

Mischief Maker

2D? Two bloody D? What is the world coming to?



Shaking the Clanballs often gives you some kind of reward, other times they just aid your jumping

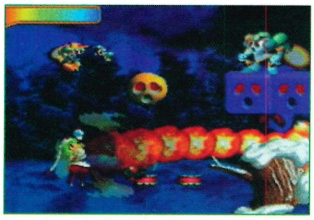
It may only be 2D, but you'd be a fool to dismiss it out of hand. Do we really need flashy imagery when gameplay can be as innovative as this? Well perhaps, but that would be shallow



The bosses are ingenious, with varying strategies to beat each



Most of the boss strategies involve grabbing them



The level design is varied throughout the game



Marina has a number of special moves she can pull off



Ms Hint is sadly only offering game advice, not sexual favours

Only two dimensions? Surely that won't do! I mean, all the impressive bits come in that extra dimension. Everyone knows that don't they?" Well, I'm sorry but that's bollocks, and Mischief Makers is proof positive that just because technology has moved on it doesn't mean that you have to abandon everything that has gone before.

No more than a year ago, we were more than happy with 2D platformers, but in such a short time many seem to have completely forgotten just how much they enjoyed them, and now, anything less than three dimensional simply isn't good enough.

It even happened in our office. You wouldn't believe the number of derisory comments that flew over my shoulder from onlookers who weren't even prepared to pick up the joypad and give it a chance, they were that disgusted. It's their loss though, because Mischief Makers is jam packed with innovation. What it lacks in flashy graphics, it more than makes up for in originality. What it hasn't got in terms of that extra dimension is easily offset by the clever level design. I could go on but there's plenty more I need to tell you about this surprisingly impressive little game.

People who've followed the N64's progress for a while and keen observers of the Japanese import scene will be aware of the game under its original moniker of Yuke! Yuke! Troublemakers – which we're reliably informed translates into 'Go Go Troublemakers.' The name change I assume is another prime example of Nintendo's ludicrously over sensitive nature when it comes to the Western markets. Obviously it was felt that we'd be up in arms about a game name which could be seen to be encouraging rowdy behaviour and the name therefore, just had to be changed to avoid a potential flashpoint. Unbelievable. Not that I'm bothered though. I actually think that the new name is a fair bit better, it'd just be nice if Nintendo removed the kid gloves they seem to handle us with every now and again.

Delve down deep

Anyway, on to the game. As you already know its a 2D platformer very much in the traditional mould. There are around 60 stages divided up into five worlds of 12, all looking suitably different and getting progressively more difficult. The difference between this and other, more run-of-the-mill platform games is that Mischief Makers cleverly doesn't show all its cards within the first few levels. As you progress new things are constantly being introduced, from new moves, tactics and strategies to different characters to control and things to ride on (be they tricycles, cats, even a large bee at one stage), giving the game a constantly fresh feel and spurring you on to find out what else the game has up its sleeve.

For the most part you play Marina (a rare female lead character) and obviously there's a storyline. However, I'm not going to go into it because, as far as I (or any other member of the team for that matter) can work out, it makes no sense whatsoever. It's surreal to say the least, so if you're the type who likes a linear plotline that's easy to follow then you're probably best spending your money on a couple of Stephen King books than a copy of this game.

As well as being surreal, it's also very clever in



Ultra -Intergalactic-Cybot-G, Marina Liteyears

The star of the show and a high-powered robot who is an assistant to Professor Theo. Usually, she is busy with her daily tasks, but when Theo is in trouble she can become a powerful heroine.

The Adventurer, Professor Theo

A fiery old man who travelled to Marina's planet from Earth upon learning of the crisis it was in. Not very well known outside the science community and claims to be the main character in the game. Although no one seems to believe him.



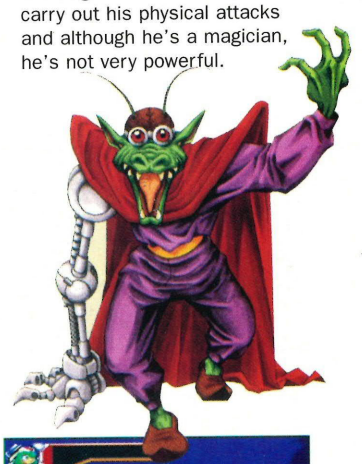


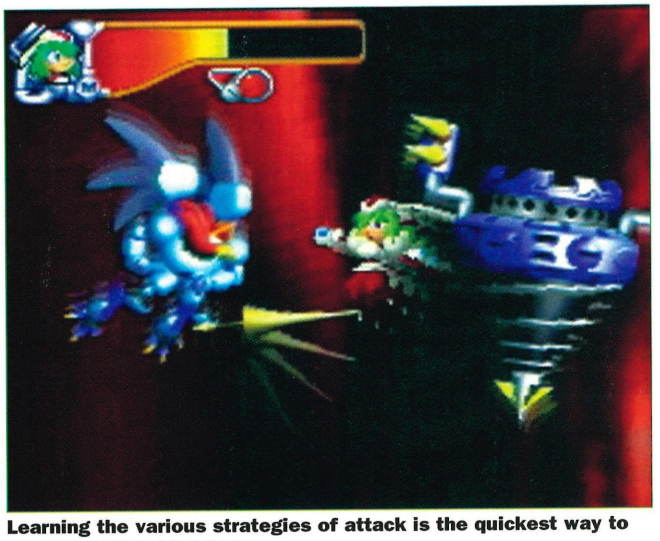
The good Clancer, Teran

As a rule Clancer's are the enemy, but Teran is one of the few good ones left and he's keen to help Marina in any way he can. He'll willingly step forward to carry on the battle should Marina take a knock.

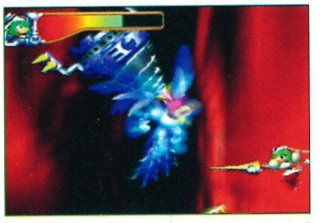
Empire Army Commander, Migen Senior

A ruthless man who controls his son Migen Junior. He has him carry out his physical attacks and although he's a magician, he's not very powerful.

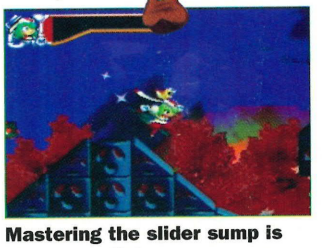




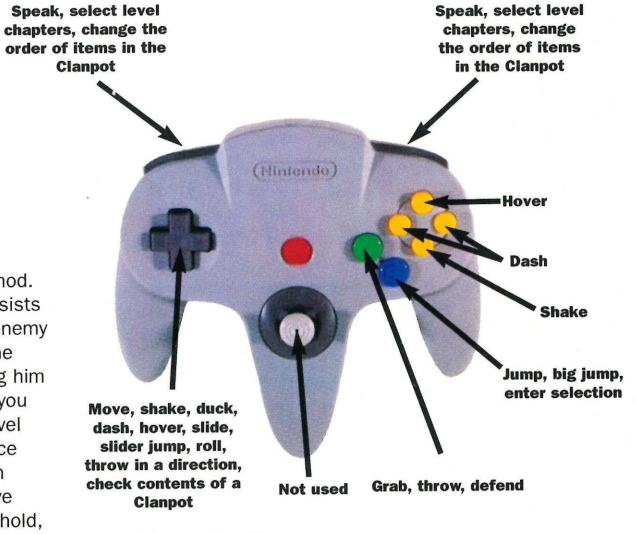
Learning the various strategies of attack is the quickest way to success in Mischief Makers



Each boss requires a completely different line of attack



Mastering the slider sump is also essential



the way it has been designed. Certain puzzles will have you tearing your hair out when you finally complete them, because in hindsight they're so simple. You'll wonder how on earth you managed to be stumped for a good hour or so, but believe me it will happen to you.

You put your left foot in...

Don't be put off by the puzzle element though, because the mixture between cerebrally challenging levels and all out action sections really couldn't be any better. One minute you'll be pondering how to open up the level exit, the next you'll be rampaging along a ship's deck dodging cannon fire. It's hard not to get dragged in because the game is so well designed, constantly teasing you with the promise of some new feature or move so much that it gets quite difficult to put the controller down.

There are numerous ways to protect yourself when attacked. For example, you can pick up a weapon (machine guns, rocket launchers and bombs are all fairly commonplace) but these are all time limited so mainly you'll end up relying on the standard method. This basically consists of picking up an enemy by the scruff of the neck and chucking him as far away from you as possible. A novel feature is that once you've grabbed an opponent and have him in a vice like hold, you can then shake him violently by pressing down twice on the D-pad and anything they may have been carrying (usually health power-ups) will fall to the floor to be collected.

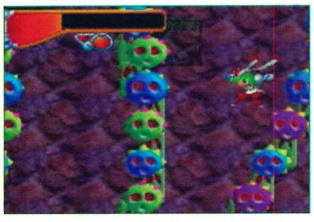
In fact most things in the game can be picked up and shaken to reveal a hidden item, so it's always worth giving it a go no matter what's in your grip. For example, if you're carrying the machine gun and you shake it, it'll change from standard to triple fire making it much easier to cut a swathe quickly through the level. It's nice little touches such as these that make Mischief Makers such a joy to play. However, it's not all rosey.



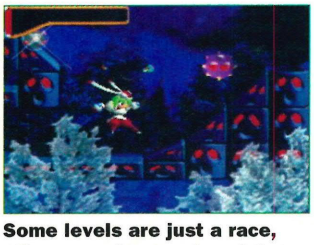
Most things can be grabbed, and even ride on others

Review

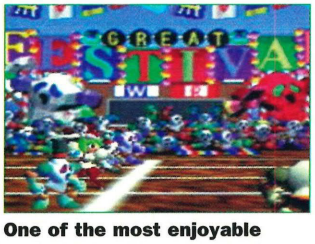
Mischief Makers



A general rule is to avoid all things spikey



Some levels are just a race, others require puzzle solving



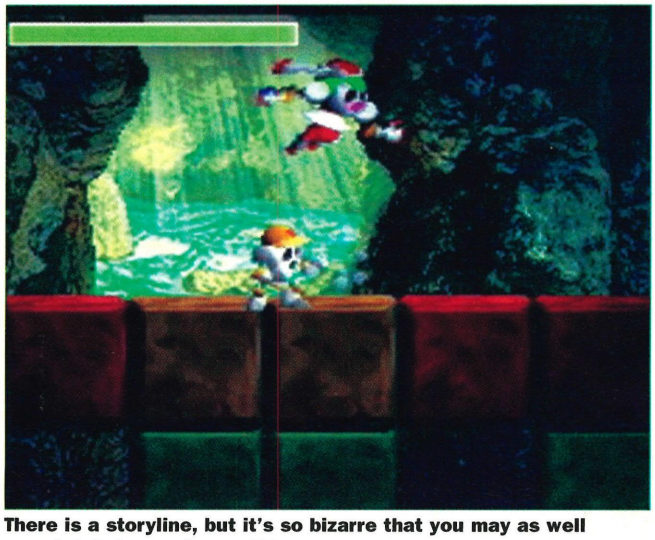
One of the most enjoyable parts is the Olympics section

The bad points then, and I'll take these in the chronological order. Firstly, it's easy to be put off when you first start to play. This is far from the most easily accessible game I've come across, and to be honest, for the first half hour or so I absolutely despised it. This is one that you'll have to stick at, but I guarantee it will grow on you. Secondly, the sound effects and graphics are pretty much appalling. You can see what it looks like from the screenshots, but the sound really grates after a while – especially the bit of speech you get when performing the shake move. And the music's not much better for that matter.

Gameplay is not skin deep

Finally, Mischief Makers is just a bit too easy to complete. After a one-and-a-half day concerted effort by myself and Mark, we're now only three stages from the end, and whilst it's been a massively enjoyable ride, I feel disappointed that it's all over so quickly. Having said that though, I haven't attempted to explore the levels fully, merely taken the quickest route from A-B, and there's a lot of hidden stuff that I haven't seen, so maybe that's not a problem.

As you can see there's nothing majorly wrong with Mischief Makers, and if it wasn't for the stumbling block of the question mark over the game's longevity, I'd have had no hesitation in awarding this an N64Pro Stamp of Approval. This is a fantastic game that serves as a reminder to both developers and players alike that graphics really do not necessarily make the most playable game.



There is a storyline, but it's so bizarre that you may as well completely ignore it, we did

N64 Score

MISCHIEF MAKERS has plenty of good and bad points, but I'm pleased to say that the good easily outweigh the bad. Okay, so it looks a little ropey, has truly awful sound, an almost incomprehensible plotline and is perhaps a touch easy for a hardened platform fan's liking, but all this is forgiven each and every time the game throws something new at you. The level design is superb, with more and more features being unveiled as the game progresses and the control of the character is just about spot on – even though it uses the digital D-pad and not the analogue one which has become the norm. The easiest way to judge any N64 game is simply to ask yourself whether or not you'd object to paying the asking price for it, and as far as Mischief Makers is concerned, I wouldn't have to hesitate. A hugely playable game. *STEVE*

ALEX The terms '2D platformer' and 'next generation console' aren't exactly synonymous, but Mischief Makers belies its ancient genre and proves a surprise hit

MARK Truly wonderful. Don't be put off by the 2D graphics, they are more than made up for by the huge and immensely playable gameplay. Worth every penny

NOELY Initially I was underwhelmed by the graphics and the bizarre gameplay, but as each unique level is thrown at you the game's charm wins you over. Great stuff

READER REVIEW This certainly isn't what I bought my N64 for! If I wanted to play tripe like this I'd have been better buying a MegaDrive!
Jason Lunt, Bristol

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

87%

N64Pro Feedback! Tell us what you think! Over marked? Underrated? If you've got anything to say about this, or anything else you see in N64 PRO, positive or otherwise then we want to hear it! Write to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** stevemc@idg.co.uk.

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They call it a Rumble Pak and it lets you feel the recoil of any of your favourite weapons right in the palm of your hand. Remember 007, the destiny of the free world hangs in the balance so do make sure you use that analogue controller of yours, I really don't know how we ever managed with those old digital ones. Oh, and do be careful 007.

"The most realistic and intense video game based on a movie ever" 64 EXTREME "Sheer unadulterated Bond brilliance. You cannot buy better" N64 MAGAZINE

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● **PUBLISHER** GT Interactive ● **CONTACT** 0171 258 3856 ● **GENRE** beat'em-up ● **RELEASE DATE** out now

War Gods

Mortal Kombat tries to become a god-like 3D fighter

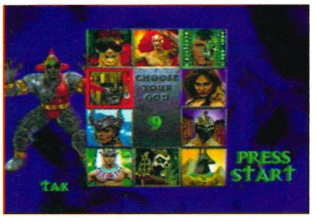
GT Interactive's release War Gods takes the dubious award of 'worst fighting game on the N64.' No sir, I don't like it! Read on to find out exactly how much I hated it



Maximus gives Anubis a thick ear for wearing a dress



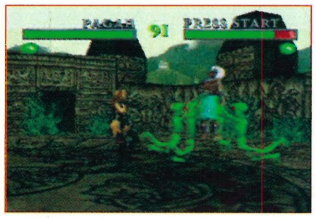
Anubis turns Pagan into a human fireball



Here you can choose your God. Tak is a monster of rock



Anubis uses his fire move to entrap Pagan...



... who escapes and raises the dead to trap Anubis...



... and finishes him off with a crotch revealing high kick

DESPITE the name and the characters, this is Mortal Kombat in every respect. Those of you who played MK will immediately recognise the format. It even has a similar feel to the control system and the special moves. Why Midway didn't just release this under the Mortal Kombat name with all its immediately recognisable characters is highly puzzling. You can only assume that they didn't want to spoil the Mortal Kombat reputation with this duff excuse for a fighting game.

You may be getting the impression that I'm not overly impressed with War Gods. Well... you'd be right, but before I get the knives out, may I just say that if you are still a fan of Mortal Kombat (and I'm sure many of you are) then you may like this game. In a nutshell, it's Mortal Kombat with slightly better graphics and 3D pretensions. I too liked Mortal Kombat all those years ago, but I think it's time to let go and move on. It looked good on the SNES, but it looks awful on the N64. Now then, where did I leave those extremely sharp looking knives?

Where do you start with a game that is so uncompromisingly bad in every aspect? Well... first of all, don't be fooled by this game's aspirations to be a 3D fighter. It's a 2D fighting game unconvincingly posing as a 3D beat'em-up. The action takes place on rails, exactly the same as Mortal Kombat except with the inclusion of a 3D button. When you hold down the 3D button it enables you to walk around in quasi-third dimension. The problem is that in the time it takes to do this, the opposition just wanders over and hits you for being stupid. So you end up completely ignoring the 3D mode altogether.

Another problem is that the N64 joypad isn't ideally suited to fighting games. The C buttons are too small and fiddly for the accurate button punching that's required in a beat'em-up.

Mortal Kombat was always aimed squarely at the pre-pubescent teenage male market, with lots of large-breasted women and over the top gore. But in War Gods, this approach has been taken to such a ridiculous extreme that when coupled with bad graphics and dodgy animation, the whole thing becomes laughable. Pagan, obviously supposed to look like every boy's dream date, looks hideously deformed and you grimace as she shakes her breasts around after winning a bout. It's so bad, it looks like a parody, only you know it isn't.

Apart from Pagan, the other characters include a Ronald McDonald look-a-like called Kabuki Joe, another gratuitous excuse for a pair of breasts called Vallah and a middle-aged looking robot called CY-5. There's also a man in a dress called Ahau Kin; a man in bondage called Maximus ("bring out the gimp," springs to mind); an eagle-eyed action man called Warhead; an Egyptian god in a mini-skirt called Anubis; a rock monster called Tak and a voodoo doctor imaginatively called Voodoo.

All these characters are loosely tied together with a story about a mysterious alien ore that has been on earth for thousands of years. Each of the characters has come into contact with this ore and has been turned into a badly drawn god as a result. They then decide, for various reasons, that they need more of the ore and try to take it from each other by destroying them. Not the best of plots, but by no means the worst excuse for a fighting game.

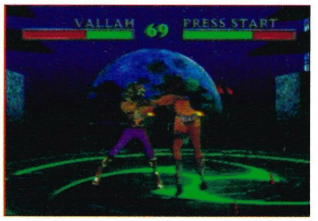
Then there's the utterly unconvincing artificial intelligence. An opponent under the console's control will just stand there waiting to be hit, even if you use



Voodoo has just thrown a giant moth towards Pagan

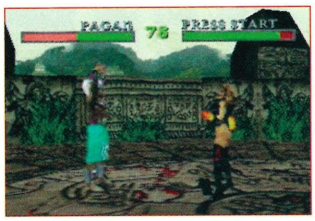


The blood flies as Vallah raises a skull from the ground



A revealing arse shot of Vallah as Voodoo goes for the kill

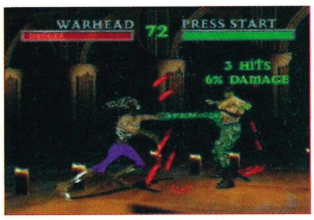
● NO. OF PLAYERS 1-2 ● PRICE 59.99 ● SECRETS yes



Pagan isn't impressed by his lime green skirt



Ronald McDonald (alias Kabuki Joe) takes on Pagan



Voodoo is one of the better characters in the game

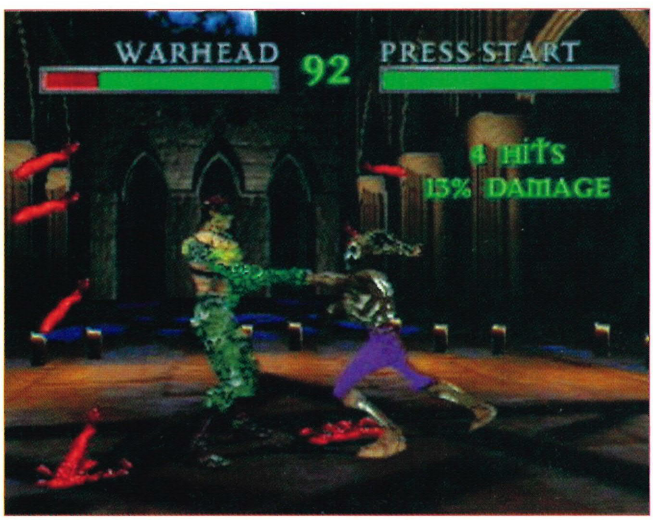


Pagan is made to do the fire-dance for Kabuki Joe

the same move over and over again. Without warning it can then turn into a grand master, blocking your every attack and pummelling you with combos and special moves. After a display of such amazing skill, it then reverts back to the human punch-bag, waiting for you to hit it again. All this makes the game deeply unsatisfying and although you improve, you always get the feeling that you were just lucky to get through the fight and the N64 could have randomly decided to knock you out of the ring.

And finally, the most damning criticism of all. The game is as interesting as watching grass grow. I was thoroughly sick of playing War Gods after about 20 minutes and that is good going compared to most of the other N64 Pro members in the office.

It's very, very rare that I am completely unenthusiastic about a videogame. I always try to find good points about the games I review, but this just proved impossible with War Gods. The only positive thing I can say is that if you loved Mortal Kombat, and I mean really, really loved it, then have a look at War Gods. But in my opinion it's total cack. Don't say I didn't warn you! ●



Here Voodoo's arm turns into snot which he uses to give Warhead a dose of pain. It's early in the fight, but the blood's already flying

N64 Score

A GOD OF VIDEOGAMING this certainly isn't. Nobody will end up praising its superiority over other fighting games at any rate. Midway have attempted to pull Mortal Kombat kicking and screaming onto the next generation console and have failed miserably. The graphics are uninspiring and the design of the characters is laughable. Not only do they look bad, but thanks to the sloppy animation they also wobble around the ring unconvincingly. The awkward controls and sluggish gameplay mean that the fights are as interesting as a holiday in Filey on the Brig. And that's in the two-player mode. If you're on your own, the N64 does one of the worst imitations of a human in history. All in all, this is a seriously awful fighting game. Even in the absence of significant competition, it still looks poor on the N64. Avoid this one like the plague! *MARK*

● ***ALEX*** **What's this? Mortal Kombat? Ah, no, it's slightly different, but not noticeably better in any way. Unintentionally hilarious at times, but plays pants**

● ***STEVE*** **Another massively disappointing beat'em-up. Hopefully people will stop buying them soon and cease the seemingly endless production line**

● ***NOELY*** **An attempt to bring the now dated Mortal Kombat engine into the realms of 3D. I was forced to play this for 10 mins and didn't enjoy it for a single second**

● ***READER REVIEW*** **Why is it that the so-called 'experts' hate this game? There's nothing wrong with a bit of blood and guts and tap-tap gameplay. Job's a good 'un, Midway!**
IAN ASTBURY, LONDON

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

38%

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Review

● **PUBLISHER** Kemco ● **CONTACT** Game On 0374 723349 ● **GENRE** Driving game ● **BRITISH RELEASE DATE** February

Top Gear Rally

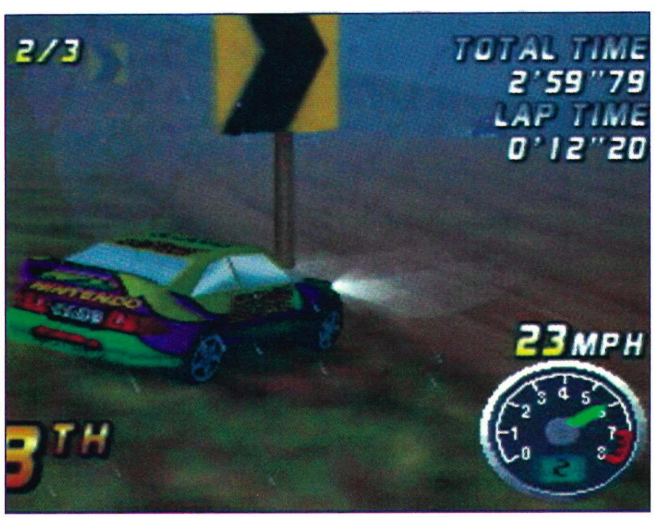
Kemco aim for Top Gear but get stuck in first

The classic SNES racer gets a tune up for the N64, but Paul Noel discovers that Kemco will need more than the Top Gear name to win this particular race

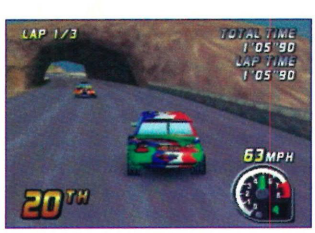
Top Gear? Top Gear? If this is Kemco's idea of Top Gear Rallying I'd hate to see them release Low Gear Sunday Driving. The first thing that strikes you about Top Gear Rally is how awfully, awfully slooooooooow it is. I know it's very often customary when reviewing a game to list the game's features and good points before criticising and attacking its bad points. However in this case, when the initial and overwhelming impression you get from a racing game is that it is sluggish beyond belief and needs a rocket up its arse, then it's impossible to begin on any other note.

Imagine a really old, lazy, joint smoking snail on Mogadon (with a limp), that's just woken up from a deep sleep and is reluctantly on his way to an interview for a job he doesn't want. That'll give you some indication of the snail's pace this game operates at. I went to check that the accelerate button on my control pad wasn't playing up, but then I realised that player two was driving equally as slowly.

Fans of the original Top Gear Rally and Top Gear Rally 2 on the SNES (of which quite rightly there were many) will undoubtedly be hoping for a N64 version that builds on the strengths of the earlier games. I'm afraid to say they will be sorely disappointed. The game's biggest failing is the two-player race which many hoped (and could reasonably have expected) would be the high point of the game, but instead has turned out to be its worst feature.



Oops! I've taken a wrong turn. The arrow means turn right, here – not crash right here.

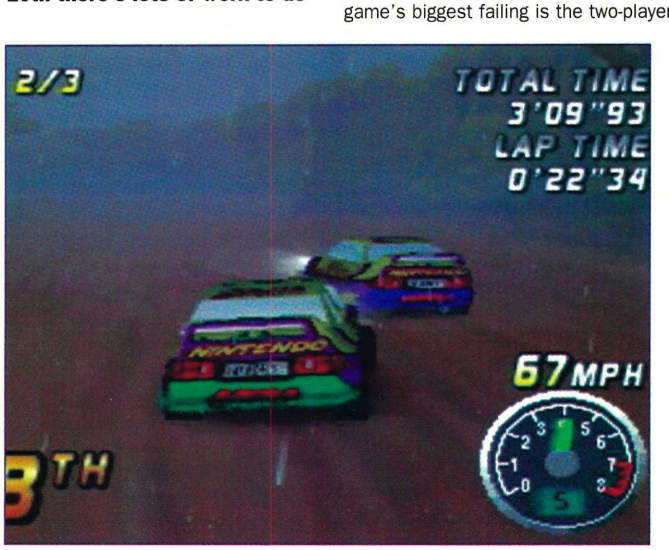


As I approach the tunnel in 20th there's lots of work to do

The game is slowest of all in the two-player mode. Worse still, the two-player game is a straight head-to-head and not a championship as in earlier games. Immediately this detracts from the enjoyment of Top Gear Rally as a two-player game because, as anyone who played the earlier games will know, the fun was derived from competing against an opponent to try and finish high enough in the race. As a result of this placing you were awarded a cash prize which you could use to tweak and tune up your car. A simple concept, but one which was brilliantly utilised to make Top Gear 2 one of the very finest racers on the SNES.

Fortunately the championship still exists in the one-player mode. This lets you race against the opposition throughout a season with qualification allowing you to race on the latter tracks and as you progress, you are awarded new and improved cars. The single-player championship mode runs noticeably quicker than the two-player game, which is just as well. And admittedly, as you gain better cars your speed does increase considerably, but the problem lies in the initial sluggish pace.

Top Gear Rally's lack of pace early on means that few will endure the game for long enough to get the better cars. In any case, even the low performance cars should



The rain effects on some of the courses are excellent, as are the lighting effects of the headlamps

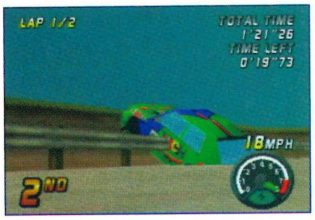


I'm still struggling in 20th. Time for a shortcut methinks



I've sneaked into first place so it's time to fend off overtakers

● NO. OF PLAYERS 1-2 ● PRICE £65 ● SECRETS Yes



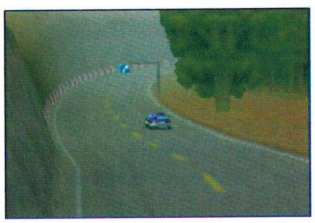
An example of one of the various glitches in the game



As in most game of this ilk there are checkpoints to pass

begin reasonably nippy. You should get the idea that these are super cars, rather than the nagging suspicion they'd struggle to out perform a Lada.

After the chronic lack of speed, another failing of Top Gear Rally is the control system. Despite the fact that your car never seems to want to leave first gear for most race, the car's are hyper sensitive to joystick movements. Just the merest touch is needed to steer your car and anything heavier will see your vehicle veer wildly off the road. The upgraded cars are more manageable, but even so the game would have benefited from tighter driving control in all round.



The opening scene shows a car zooming about the course

You may think I'm being rather harsh on Top Gear Rally, but the fact is that it just doesn't cut it. I could be more severe and mentioned the various bugs which are evident from just a few hours play. One of which makes it possible to get irretrievably stuck on scenery such as walls. But I shall gloss over these in the hope that you've already made up your mind that this is not the game for you.

The sad thing is that Top Gear Rally isn't all bad. The many varied courses which include jungle, coastline, desert, mountain and a hidden mine for example, are well laid out (even if generally a bit too long). There are various shortcuts, as seen in MRC and they all look reasonably realistic. However, even here the big mistake is that most are too long and too sparse. As a result, you'll quickly tire of most of them long before you ought to.



The two player mode is far too slow and has tiny windows

I remember a couple of months back lamenting the lack of any decent racing games or beat'em-ups on the N64. Now the situation has changed with more and more of both genres hitting the shelves and I'm afraid to say that none are up to the standard we should reasonably expect to see on the N64. Aside from Wave Race, MRC is perhaps the best example to date of an out-and-out racing game and while it is only a good/above average race game, it's still miles better than Top Gear Rally ●



Oh no. Not an action replay. It'll be even slower than normal



Another of the intro scenes as the game demos the course

N64 Score

THE ESSENTIAL element of any racing game is a feeling of speed. Kemco seem to have overlooked this fact. Top Gear Rally needs speed and it needs it badly. As a single-player race game it gets left behind on the grid. Beginning with a stutter this barely gets up to a cruise even with better cars. With the two-player championship removed (the inclusion of which could have been the game's redeeming feature), Top Gear Rally is essentially a very bland race game. Even the well designed tracks (complete with shortcuts), fine graphics, and reasonably meaty sound effects cannot make up for what is a very timid Reliant Robin of a racer. It's possible for a game to have flaws and still be an okay game, but when the major flaw of a racing game is its lack of speed and difficult handling then such faults are inexcusable. *NOELY*

● ***ALEX*** **Oh dear. This truly is awful. Like Baku Bomberman, the original Top Gear is far more playable than this '3D' disaster. Roll on Diddy Kong Racing that's all I can say**

● ***STEVE*** **Another race game, another let down. This time because it's too slow and looks bare and unappealing. There is depth there though if you're prepared to hunt for it**

● ***MARK*** **I honestly didn't think this was as bad as the others are making out. It gets faster as you earn better cars and anyway, rally racing is about precision not speed**

● ***READER REVIEW*** **How can a game that looks so good from screenshots feel so bad when you actually play it? Give me Wave Race over this any day of the week**
Jason Lunt, Bristol

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

67%

N64Pro Feedback! Tell us what you think! Over marked? Underrated? If you've got anything to say about this, or anything else you see in N64 PRO, positive or otherwise then we want to hear it! Write to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** noely@idg.co.uk

●GAME Dark Rift ● PUBLISHER Vik Tokai ● CONTACT 00-1-310-326-8880 ● GENRE Beat'em up ● RELEASE DATE

Dark Rift

It's a fighting game. It's in full 3D. Is it any good?

Dark Rift kicks its way onto the N64 with the honour of being the first true 3D fighting game on the system. All previous fighting games have been disasters so Dark Rift has more than a fighting chance. Could this be the beat'em-up we've all been waiting for?



Morphix and Eve battle it out in the woodland. Morphix is starting to spin his body to create a blender effect but Eve is wisely hanging back



Niiki tells Eve to get off her arse and fight



If you look closely you can see through Morphix's body



Some of Morphix's moves are absolutely stunning

If there's one thing that's irking N64 owners at the moment (well its bugging me at least), it's Nintendo's astounding inability to present us with a half-decent beat'em-up. We've had Mortal Kombat Trilogy, Killer Instinct Gold and the painfully dire War Gods. None of which caused any jaws to drop in our office.

Enter Dark Rift, the latest attempt to create a masterpiece of 3D fighting. The first thing that hits you is the quality of the graphics. All the characters look truly rounded rather than the blocky creations in other fighting games. The backdrops are equally lush and contain a high amount of detail. And it all moves smoothly and quickly with hardly any glitches.

The character design is interesting as well. Instead of the usual cliched characters, you find a wide assortment of horror and science fiction inspired creations. There are four male and four female characters and the female characters are actually interesting, instead of just being an excuse for large breasts in skimpy clothing. The War Gods of this world could well take note of the character design shown in Dark Rift.

Eve and Demonica are both particularly well rounded characters. Eve is inspired by the robot from Metropolis and fights with a light sabre. Her fighting style is based upon actual fencing moves and she is very fast and precise. Demonica, on the other hand, is a demon from hell. She fights like an animal, using bites and claw-swipes. Her special move is to lunge and grab hold of opponents, then repeatedly bite large chunks out of their chest, lovely.

Dark Rift looks the business, but the real question is, how does it play? Well the first thing you'll notice is that this is a weapons-based fighting game. Unlike most beat'em-ups where the characters deal out bloody noses with their fists, in this game you hack each other apart with a variety of sharp objects. This means that instead of the precise hand-to-hand combat found in games such as Tekken, you tend to stand at more of a distance and just whack each other.

The controls are a bit sluggish and added to that is the problem of the N64 control pad itself, which was obviously not designed with 3D fighting games in mind. The analogue stick is little more than useless, which leaves you with the cumbersome D-pad, attempting in vain to find those diagonals. The main moves are performed using the small C buttons. They include a vertical attack, a horizontal attack, a kick and a block. The A and B buttons are reserved for throws and special moves which makes them easy to perform, but having to use the fiddly C buttons for all the main moves is a pain.

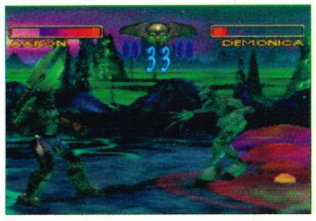
The game includes the obligatory combos and special moves which you can test on the practice mode. Throws are easy to perform with the B button and special moves usually involve a combination of D button combinations and a press of the A button. Every character has at least one long range attack, so you can't run away from the enemy. Aaron, for example, can shoot you with his gun or throw hand grenades at you. It doesn't really sound fair, but if you get in close you can hack him to pieces just like any other opponent.

You can side-step around the ring by using the L and R buttons. This makes Dark Rift a true 3D

OUT NOW ● **NO. OF PLAYERS** 1-2 ● **PRICE** £59.99 ● **SECRETS** YES



Use a fireball if your opponent is being all cowardly



Demonica is a pretty fearsome opponent to fight against



Aaron introduces Eve to his hand grenades



Eve takes a fall after getting a slap from Aaron



Scarlet isn't impressed by the size of Gore's club



Kick'em to the ground and stamp on their heads

fighting game rather than one which is drawn in 3D, but plays on rails. However, the response is a little too sluggish for you to dive out of the way of an oncoming attack, but you can use the move to attack your opponent from the side.

The combat can also be a bit confusing at times. Overall, it lacks the grace of other fighting games. The controls don't respond quickly enough to defend yourself or put together fast counter attacks. The result, is that the game often descends into aimless hacking and slashing in the hope that you're the one left standing.

It's impossible not to make a mention of Tekken when reviewing Dark Rift. Tekken 2 is the benchmark by which all other fighting games are compared to and Dark Rift is obviously an attempt to take the Tekken format and convert it onto the N64. Unfortunately, it falls short of the mark. Mainly because the controls are far too sluggish and the vertical, horizontal and kick system of attack is nowhere near as instinctive as the one button for each limb system employed by Tekken.

It's depressing that the best console on the market lacks a fighting game to really do it justice. It is safe to say that Dark Rift is the best fighting game on the N64. Unfortunately the sheer ineptitude of the competition means that it takes the award by default, rather than by astounding ability ●



When in doubt, play dirty and kick'em in the shins



The square off. Both fighters prepare to cut each other up

N64 Score

DARK RIFT is the first serious attempt at a 3D fighting game on the N64. It looks superb with highly-detailed characters and backgrounds. The character design is interesting and it's nice to see an equal number of male and female characters. If only the gameplay matched up to the character design, this would be a superb game. Unfortunately it isn't! Fiddly controls and a sluggish response make the game awkward to play and stop Dark Rift from being the Tekken it's trying to be. It's a shame because you just know the N64 is worth more than this. Personally, I'm going to wait for Fighting Cup (or whatever it ends up being called). At least it seems to play better than Dark Rift, even if it doesn't look as good. But for the time being, this is the best fighting game on the N64. Depressing thought isn't it?
MARK

● ***ALEX*** **The N64's answer to the PlayStation's Toshinden – a reasonable 3D beat'em-up that plays well, looks good, but could be much better**

● ***STEVE*** **Personally, I couldn't care less whether a good beat'em-up ever comes out or not. They're all rubbish anyway. There must be better things to do with your time?**

● ***NOELY*** **A strange one this. It's not crap but it lacks a certain something that Tekken 2 and even Streetfighter II had. Hang on because a better beat'em-up is sure to arrive**

● ***READER REVIEW*** **I think this is better than most people are making out. The graphics are great and it plays well, so what's everyone moaning about?**
CHRIS KING, LEICESTER

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

71%

Feedback: N64 Pro, IDG Media, Freepost, Media House, Macclesfield SK10 4YE **Email:** alexl@idg.co.uk **or** stevemc@idg.co.uk

● **GAME** Baku Bomberman ● **PUBLISHER** Hudson ● **CONTACT** Import ● **GENRE** Action/Maze game

Baku Bomberm

Bomberman hits the N64, but is it dynamite or simply a

The classic Bomberman series gets the inevitable N64 overhaul, complete with 3D action and an improved one-player game, but somehow it failed to blow us away



Unlike the flat mazes in the original game. The multi player stages in Baku Bomberman are on different levels



The Snow World on single player mode



Even the basic mazes aren't as much fun as the original's



This is one of the best multi player stages in the game

Of all the classic SNES games that have been updated for the N64, it was the news that the classic Bomberman was due for the 64 treatment that really got me drooling in anticipation.

I for one absolutely loved the original. Its simple concept of running around a maze trying to blow up opponents by chucking bombs at them while attempting to stay alive yourself, made for one of the most addictive games of its time. Indeed, it remains in my opinion one of the finest multi player games there is and I said as much when I recently had to review Atomic Bomberman on the PC.

So I was excited, nay ecstatic, when I heard that there would be a Bomberman on the N64. However, I also remember hearing that the N64 version would be an all new 3D game. I immediately had my doubts. I wondered then whether bringing it out of the realm of 2D was such a good idea (if it ain't broke, don't fix it) and whether the extra dimension would work. I was also concerned by the news that Hudson had decided to concentrate more of their efforts on the single-player game. Now let's face it, the single-player game was never 'where it was at' in the original, so I sincerely hoped that the extra effort devoted to the single-player mode was not at the expense of the brilliant multi-player game.

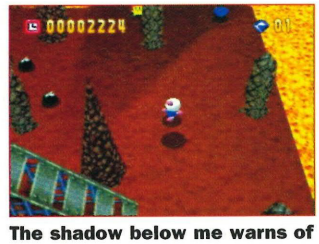
And so it was that Baku Bomberman arrived all shiny and new from our import source and I plugged it in expectantly and yet with a degree of trepidation. I had my doubts, but was willing to be proved wrong.



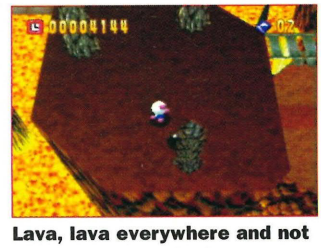
A bizarre, tight and confined multi player level this. At least it's now easier to hit opponents with bombs



This weird valley is one of our least favourite levels



The shadow below me warns of an imminent falling rock



Lava, lava everywhere and not a drop to erm....drink

an 64 dud?





Blow up pots to reveal additional bombs and flames



This guy gives you advice (if you understand Japanese)



This snakes yawning mouth leads to other parts of the level



This snake won't budge. But a well placed bomb might do it



To complete the level you must locate all the spheres and finally recapture the crystal in the centre

Alas my fears were justified. Baku Bomberman is ultimately a disappointment and from a personal point of view, it is not the game I wanted it to be. But before I go and get all negative on you, I'll run you through what is actually enjoyable about the game.

Well much of what was good about the original remains. The multi player mode can be played by up to four people, eg one-on-one, three players plus one computer opponent, or with any combination of human and computer opponents up to the maximum of four. You can also choose between three levels of computer AI.

A nice addition to the battle mode is the ability to set-up a team game. This has the added element of needing you to destroy your own colour crystals while at the same time, attempting to stop the opposing team from destroying theirs.

Gone are the essentially flat, maze-like levels of the original. In their place are new 3D levels, six in total, that are more complex than in previous versions. There's one particularly bizarre, Escher-like level that comprises of all manner of walkways and platforms. This new 3D engine allows a greater freedom of movement as your Bombermen can move, throw and kick bombs diagonally now, as well as horizontally and vertically.

Many of the power-ups in this game are similar to those in the original. Collect bomb icons to allow you to drop additional bombs, flame icons increase the radius of your explosion, a red Power Bomb has a massive blast radius and the poisons are denoted by a skull. These are similar to those in the ▶



This bomb should make light work of that crate



After frantic puzzle solving it's time for a leisurely dip



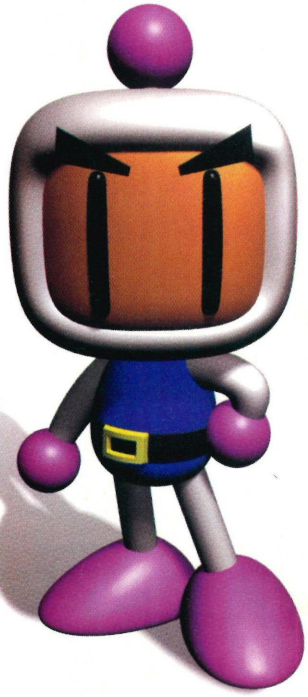
Crates on the track? Well I suppose it could be leaves



As in the original you can kick, punch and stomp the bombs

Review

Baku Bomberman 64



first game in that running over these icons affects you in some particularly bizarre way. So for example, they can make you really tiny so that you move fast and almost uncontrollably, or else make you really big whereupon you move slowly and ponderously.

The analogue stick allows for a greater range of throws, with the stick denoting how far you chuck a bomb. In addition, you can also lob poisons at opponents. In fact, in this new Bomberman it's possible to pick up and throw not only bombs and poisons, but also opponents. The levels are designed in such a manner that there is a ledge that surrounds each level. And because in this new game you can pick up your fellow players, it's now possible to throw them either onto those ledges or even right over them and out of the arena.

A further bizarre addition in Baku Bomberman is the fact that now when you die your game is not over. A bit like in the Battle Mode of Mario Kart, where you can return as a bomb and decide the outcome. Here you can return to the action as a ghost Bomberman and though you can no longer drop bombs you may influence the action by picking up and throwing both bombs and opponents.



Most enemies can be dispatched with a single bomb



Now if I can just blow up this bridge. Oops!



How on earth do I get over there?

It's Just Me, Myself and I

The major departure from previous games though, is undoubtedly the single-player game. This is set over five worlds (or levels), four of which can be tackled in any order with the fifth becoming available only after completion of the other four. These are based in distinct settings, so for example, there's an Ice World, a volcano-based Lava World and so on.

These worlds are 3D environments with obvious comparisons being drawn between this and Mario 64. The single-player game sees you guiding a 3D Bomberman character around the environment. The levels are littered with enemies and puzzles which must be solved in order to progress further into the world. As you play it's possible to zoom in and out, as well as rotate the camera to get a better angle on the proceedings. Occasionally, as in Mario 64, it can be frustratingly difficult to get a good view of the action, in fact if anything the tall buildings make it even more annoying at times as they obstruct the flow of the action.

Even more irritating and again this is partly to do with the camera angles and partly due to the analogue control, I frequently found myself falling by mistake from high ledges and precipices which I either didn't know were there or else couldn't safely navigate due to the awkward control.

The main problem I had with the single-player game though is that the action was just too sedate. It all looks very nice. The levels are wonderfully bright and colourful and have the same cute charm, or sickly childish feel (depending on your opinion), as found in Mario 64. But Bomberman's single-player game is nowhere near as involving as Nintendo's masterpiece. I said earlier that the levels were littered with enemies, but in truth, most are sparsely littered at best and they don't seem to have the cunning so often found with the 'basts' that litter the Mario series.

Also I found the gameplay somewhat confusing at times and was left wandering the levels aimlessly with little idea what was required of me next. How much of this was due to the incomprehensibility of the Japanese text or just the unique nature of the



It's possible to fall from ledges such as the gap in this fence



This is Red Mountain, an extremely dangerous level filled with molten lava, magma and er... smegma?



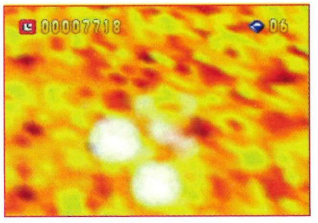
I've found this old shack in the Snow World, but can't get in



Snow World has you traipsing up and down mountains

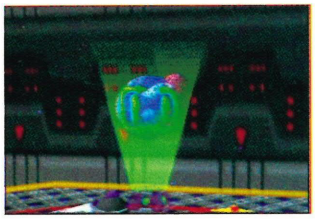


This sign warns of an impending avalanche



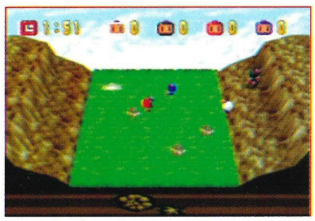
I appear to have been laid to rest in a Lavary Grave

game, I'm not sure. But it wasn't a problem in Mario 64 where I managed to complete the Japanese import way before I ever even saw a PAL version. Even when I did figure out the next puzzle and the next secret, there just wasn't enough excitement within the game to fully capture either my imagination or my interest for very long.



Another cut scene and a planet that looks like a bomberman

Now that's not to say that Baku Bomberman is an awful game because it isn't. It is playable in multi player mode and despite it often being too difficult to accurately direct bombs (making it tricky to hit opponents with them), with practice, once you get used to the nuances and some of the all new power-ups, it certainly does get better. But it's doubtful whether many will get that far. Baku Bomberman is far less immediate than the original game and so because you can't just jump straight in, most people have a few goes and then put the pad down again in a bemused manner a few minutes and several unexplained deaths later. And, for most people in the office, down is where the pads stayed.



No don't make me play this level again. Please!

But I had to review the bloody thing so after prolonged play I am best placed to say that the game does get better the more you play, but even so, it never scales the lofty heights set by the original. In fact, it doesn't manage far higher than the foothills in comparison.

I know that the videogame industry moves on apace and I've frequently been ribbed in the office for harking back to bygone days in which simplistic, but insanely addictive gameplay took precedence over flash 3D graphics. However, Baku Bomberman is a classic example of how, in the rush to move with the times, modern developers frequently leave the gameplay behind. It is still playable in multi player mode but nowhere near as playable as it should have been and to quote Alex after playing it for a few minutes, "In their efforts to make it 3D they've lost the essence of its simple 2D playability." A sad statement indeed, but so very, very true ●



The game opens with some bizarre plotline involving baddies and erm... people and crystals being captured blah, blah, blah

N64 Score

OH THE disappointment. It's like going out on a blind-date with a girl who you've been told looks like Jo Guest, only to find out that they actually meant Jo Brand. I really wanted to love Baku Bomberman but couldn't. Although reasonably enjoyable as a single-player game, the multi player game is not the game I wanted it to be. It's not the game it could and should have been on the dream machine that is the N64. Hell, it's not even the game that it used to be on the SNES. Me and my mates used to play the original to death and never tire of its insanely addictive gameplay. I doubt, no I guarantee the same will not happen with this game. It's almost as though by adding the third dimension they've destroyed what made Bomberman such a classic game in the first place. If only there had been room for both.
NOELY

● ***ALEX*** **I'm sorely disappointed with this. The original 2D version was miles better, both in single and multi player modes. And I'm not wearing rose-tinted spectacles**

● ***STEVE*** **I never really liked the original, but even I can see that in striving for technical excellence, Hudson has seemingly forgotten to put in the gameplay**

● ***MARK*** **I loved the original Bomberman and had such high hopes for the N64 version. But this is such a let down. The manic gamplay of the original has vanished completely**

● ***READER REVIEW*** **I think our Paul has been a bit harsh on the one player game which does get better the more you play it. But I cannot defend the multi player game at all**
Frank Noel, Manchester

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

73%

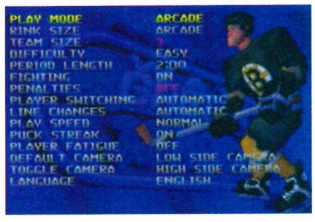
N64Pro Feedback! Tell us what you think! Over marked? Underrated? If you've got anything to say about this, or anything else you see in N64 PRO, positive or otherwise then we want to hear it! **Write** to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** noely@idg.co.uk

● **GAME** Wayne Gretzy's 3D Hockey ● **PUBLISHER** GT Interactive ● **CONTACT** 0171 258 3791 ● **GENRE** Sports

Wayne Gretzky's

Just one question... Wayne who?

He's far from a household name outside the US, but Wayne Gretzky's about to make a lasting impression on your N64. And if anyone disagrees he'll be round to lovingly caress your face with his four foot long stick! So watch it!



Just look at all those lovely options for you to fiddle with



The puck is made easier to find by it leaving a colourful trail



The gloves come off and it's down to a bit of good old fashioned fisticuffs. Fans of Queensbury rules need not apply though!



Master the fast breakaway and your game will quickly improve



All manner of gameplay style are available for selection

A lot of people don't like it, but I reckon that the Americans have found a pretty nice balance when it comes to sport. For the soft lads they've got their basketball, where if you so much as breathe within three feet of an opponent you get booted off the court. Whereas, for the rough, tough, have a bit of a fight down the pub on a Saturday night type of bloke, they've got American football. And then for the absolute psychopaths there's ice hockey. A game so incredibly violent at times that you'd have to be completely mad to even contemplate playing it. Which seems to suit Americans particularly well for some reason.

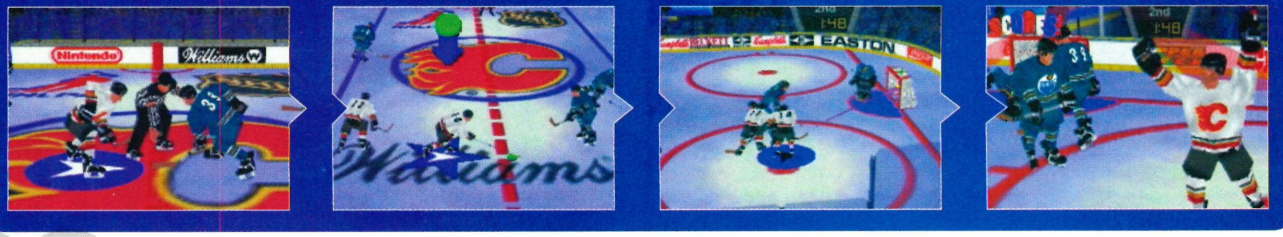
Any game where you get to leather the other team's members with a big stick is alright by me, so I suppose I was the obvious person to review the N64's first ice hockey game. And it's a treat. For a game with so little hype behind it (in N64 release terms at least), I was surprised at just how impressive it actually was, and to be fair to it, it probably deserves a whole heap more.

Whereas GT's other sports game – NBA Hangtime – maintained the playability of earlier attempts, but didn't really bring anything new in terms of 64bit-ness, Wayne Gretzky's 3D Hockey (WG) looks better, and plays better than any other ice hockey game you'll have played outside the arcades. Not that surprising actually, because it's a perfect conversion of the popular arcade game of the same name, with a few decent additions thrown in for good measure.

The arcade game is played on a smaller rink with only three players per side, so as you can imagine, the action gets fast and furious at times and the goals fly in from all over the place. In three, two minute periods, it's not unusual for both sides to notch up double figures. This option is probably best for the more casual player, you know, the type looking to just fill a spare five minutes here and there, but for the more serious gamer WG also has a more serious side.

A few minutes fiddling with the options and you can set up a realistic game of hockey with the

He shoots... He scores! The key is to get the goalie out of position, then whack it right past him as shown here



● **RELEASE DATE** Out Now ● **NO. OF PLAYERS** 1-4 ● **PRICE** £49.99 ● **SECRETS** Yes

3D Hockey

Twisted Firestarter

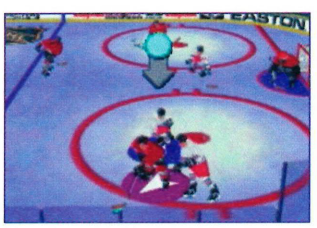
Very NBA Jam this bit. Strike the puck sweetly whilst holding down the turbo and shoot buttons and you'll do a Power Shot. If this hits the back of the net then you can see the results for yourself! Senseless violence and a bit of arson all in one game? Nice one!





Too early for Chicago to panic, there's loads of time left yet!

What you can't see here is just how fast the game moves



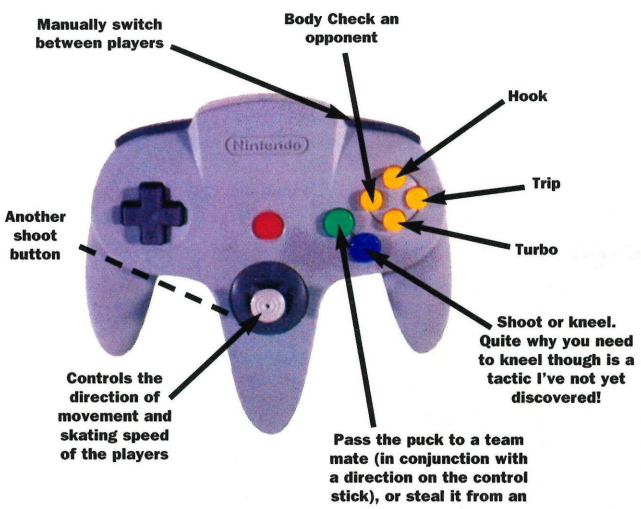
Crunch someone with a power check and they'll know about it

correct number of players on each team, a rink sized in proportion to the real thing and all the rules and regulations turned on and fully enforced. I'd imagine most people will have a dabble at both styles, but it's nice to see a game looking after both the purists and the adrenaline junkies.

The way I'd do it, is to have a few exhibition games with the arcade settings to familiarise yourself with the controls, then have a bash at the arcade league and see how you get on in that. From there you should be just about ready to step up into the tougher world of simulation. In this mode it's much more difficult to score (you'll find the final tallies are much more in line with the real thing), the periods are much longer and you have to be more tactically aware. For instance, it's now no longer possible to go the length of the rink on a dazzling solo run (skate?) before nonchalantly knocking the puck past the goaltender. You need to develop a passing game, learn to use the trickier moves and generally improve your all round game if you want to have a serious crack at playing the full 82 game season (plus seven game playoff series!), with any degree of success.



It's behind you mate. You really want to skate the other way!

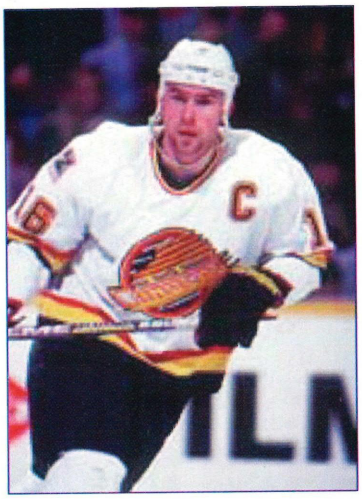


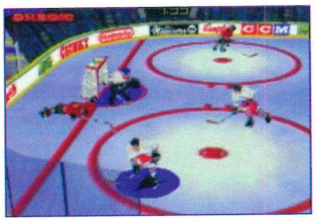


It's possible to play from a number of different views, but to be honest I always found the default option to be the best

Review

Wayne Gretzky's 3D Hockey





The Power Check floors another who dared to get in your way



All the NHL teams are in there, star players and all

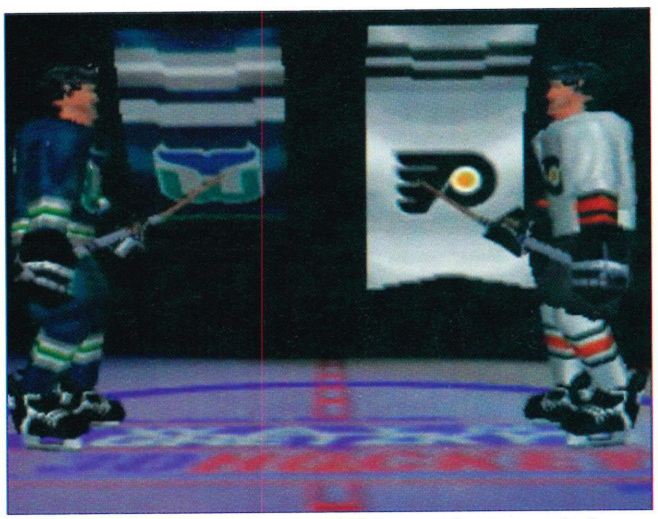
Controlling the players will take some getting used to, even for experienced players because of the design of the N64 controller. You skate around the ice with a precision never experienced before thanks to the superb analogue controller. You must use a combination of buttons to achieve various moves. Have a look at the controller diagram for specific examples, but at first it's quite difficult to pull off, say, the power shot (turbo and shoot buttons simultaneously), or the power charge.

I began this review saying how I thought ice hockey was ludicrously violent and thankfully this game doesn't break that tradition. You can hook or trip your opponents with your stick, smash them into the boards and the side and even send them flying many feet into the air with the power charge.

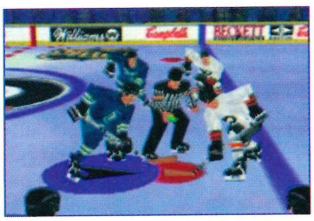
Treat them too roughly and they'll lose their rag and a fight could well break out. If this happens, both players rip off their gloves and helmets and the camera zooms in close to the action. In this situation, the controls change to give you a few basic beat'em-up moves (a couple of punches, slaps and a grab) and the last man standing is deemed the winner. There's no real advantage to be gained from this – in fact it could even cost you possession because play is restarted with a face-off – but it is good fun, especially in two player mode (of course, only if you win). Don't worry if you're a committed pacifist though. As with most other options, you can turn fights off if you're a bit on the weedy side and the nasty men won't bother you again.

You can see the game looks good, what you can't see is how well it moves. Lightening fast is not an inaccurate description, and that's just on the standard option! Yes folks, you can even speed the game up! Although not actually in the physical speed sense, but you can choose to accelerate the pace of the pre-game, stoppages for face-offs and so on. So much so that at times the pace seems almost relentless and you'll have to pause the game, just to get time to take a breath!

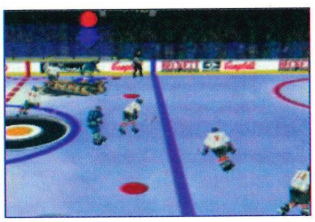
One to four players is supported, giving you a choice of playing as two teams of two, should it take your fancy and if you do play in this fashion, then be prepared for an absolute frenzy of activity around your N64! Much of the time the arguments will arise from players within the same team (mainly heated debates about greedy play), while their opponents sit their with smug grins firmly



A moment of pride for actual fans of the sport, a moment of indifference for just about everyone in the UK



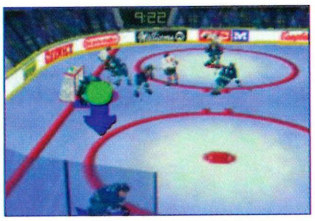
Winning the face-off gives you a great chance of an early lead



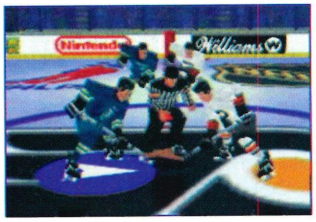
The in-game graphics look more like an intro sequence



The goalies aren't all that good and are quite easy to beat



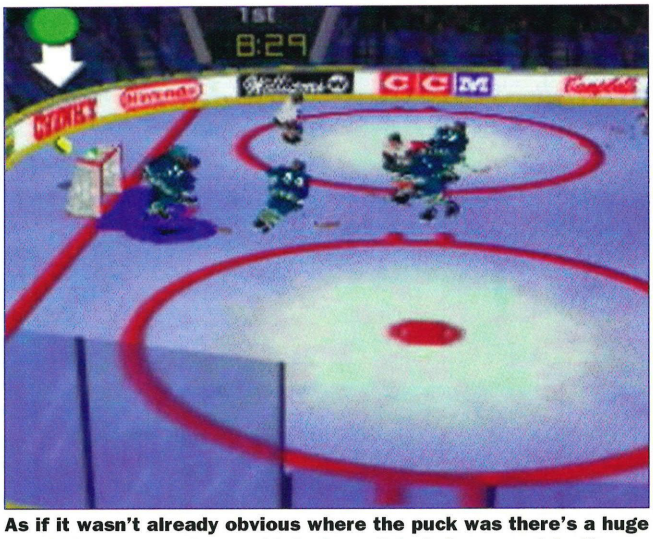
There's nothing more satisfying than a good break-away goal



All teams have two correctly coloured uniforms

Did You Spill My Pint? When the gloves come off the beat'em-up moves come out, although





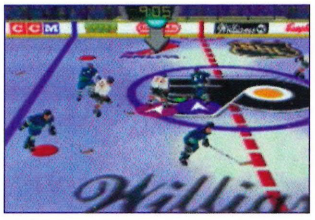
As if it wasn't already obvious where the puck was there's a huge great big arrow and green blob above it to help you out further

entrenched on their faces. It's probably best not to play against anyone you value as a friend.

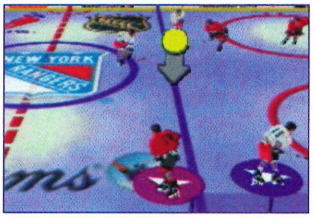
I suppose the clearest way to describe the game is to say that it's difficult to see a more complete ice hockey game appearing in the near future. Wayne Gretzky's 3D Hockey will satisfy purists and occasional skaters equally well. It looks good, moves fast and plays how you'd imagine a good ice hockey game should. If the N64 follows a similar trend to all the other platforms, then we can expect to see a constant stream of the buggers turning up over the coming months. The standard has however, been set and the publishers that follow in the wake of WG have got their work cut out for them.

Sports simulation games – along with just about every other type of game for that matter – have been a bit thin on the ground so far, but now we've got two top-class recreations to wave at those PlayStation owners. ISS 64 is the definitive footy game that we've seen on any system so far, and now we also have probably the best ice hockey game to date, outside of the coin-op market.

With EA now in the N64 fold, I'd imagine a version of their long running NHL Hockey series is somewhere in the pipeline. There's bound to be serious competition in the ice hockey scene, but for now GT have got their feet well and truly under the table ●



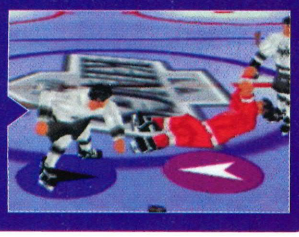
Played on a full size rink WG3DH really is realistic



Enormous as it may seem, that pointer never gets in the way

they're admittedly massively simplistic ones





N64 Score

ICE HOCKEY'S far from everyone's cup of tea. In fact many people just can't seem to get their heads round American sports at all, and while I can't really blame them, I'm glad to say that I'm not one of their number. You can't beat a good American football game in my opinion, and in the absence of one, I'll accept a close second in the form of a good ice hockey game. Wayne Gretzky's 3D Hockey fills this role more than comfortably. If a good looking, fast moving, instantly playable game of ice hockey, then you're onto a winner because that's exactly what this is. If you also want one with plenty of hidden depth as well, then you really can't lose, because it's got that as well. The arcade game's a sort of NBA Jam on ice and the simulation's about as accurate as you could ever hope for. What more could you possibly want? *STEVE*

● ***ALEX*** **The first ice hockey game I've really enjoyed on any format which has to be some sort of recommendation. A bit too 'raw' at the edges to warrant any greater praise**

● ***MARK*** **Ice hockey has never been a good source for video games, but I was pleasantly surprised with this. Not exceptional but great fun in the two-player mode**

● ***NOELY*** **This is a fun, fast-paced hockey game and the analogue control gives it a depth over and above the EA hockey games. But it's just a little too fast at times**

● ***READER REVIEW*** **Okay, I had a good time playing it, but I reckon that I wouldn't have been too pleased had I paid out my own money for it! It's alright, but not brilliant!**
JASON LUNT, Bristol

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

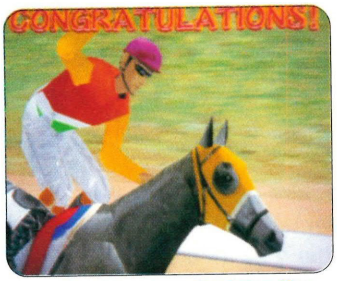
84%

Feedback: N64 Pro, IDG Media, Freepost, Media House, Macclesfield SK10 4YE **Email:** alexl@idg.co.uk **or** stevemc@idg.co.uk

Here comes the JAMMA

For a look at what you'll be playing on your N64 before the 20th century's out, N64 Pro sent roving reporter Raul Pound-El to get the low-down from the place where all the best games begin... Japan

By **Bryan Hamilton**



Are Japanese jockeys the smallest men on earth?

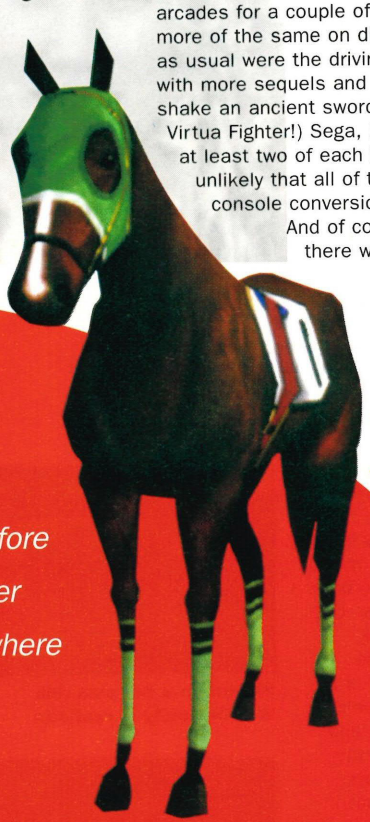


Each year the catchily-titled Japanese Amusement Machine Manufacturers' Association (JAMMA) holds the videogame event of the year, where new products are showcased with a view to filling the world's arcades for the next few months. Sega, Namco, Konami, Taito, Jaleco, Capcom and other vid game big noises with names somewhat less pronounceable, bring their biggest and best to Tokyo where – if they're lucky – someone will say, "I'll have a piece of that," and the traditional cycle of arcade game to console begins. If they're unlucky or just plain crap, that same someone will say, "That's a piece of tat,"... and it'll end up on the PC.

Unlike the more well-known trade shows such as ECTS and E3, exhibitors at JAMMA are not particularly concerned with how their stands look. No alien lungs here; no 40ft. revolving space stations fashioned to resemble a storm trooper's trousers. And sadly, no free beer. JAMMA is a solid four days of honest product flogging and, if you can come to terms with being the one who "looks a bit weird" and avoid treading on the heads of tiny scurrying businessmen, there's every chance you can unearth the console gems of the future. And besides, this being Japan, there are plenty of birds dressed as schoolgirls knocking about, so you frankly can't go wrong.

A 'big-game' trend just now beginning to emerge on the consoles is watersports. Jet-skiing and water-skiing have been the staple of arcades for a couple of years and there was more of the same on display in Tokyo. Also big as usual were the driving and fighting games, with more sequels and spin-offs than you could shake an ancient sword at (more SF III! More Virtua Fighter!) Sega, Namco and Konami had at least two of each in evidence and it's unlikely that all of these will escape the console conversion.

And of course this being Japan, there was any amount



Jap fact!
Tempan Yaki is the dish of choice for visitors to Tokyo restaurants. Basically it's steak, but each living cow is tended by its own personal groom, who feeds it treat food and massages it daily to keep its flesh in a state of utmost tenderness. And then brutally kills it for financial gain

Jap fact!
The "age of consent" in Japan is just 14, and you can buy bottles of schoolgirls' sweat and spit from vending machines on certain less salubrious streets

of weirdness which has approximately zero chance of making it out of Asia, let alone into your living room. Train simulations, waggle-frenzy horse racing games and machines which take pictures of you with Garfield/Snoopy/general all-round crap characters will, thankfully, appeal only to an indigenous audience. It's the action-fests from the well-known names which are likely to end up under your control. Here are the ones you should look out for. And one you might like to avoid. Can you spot which one it is?



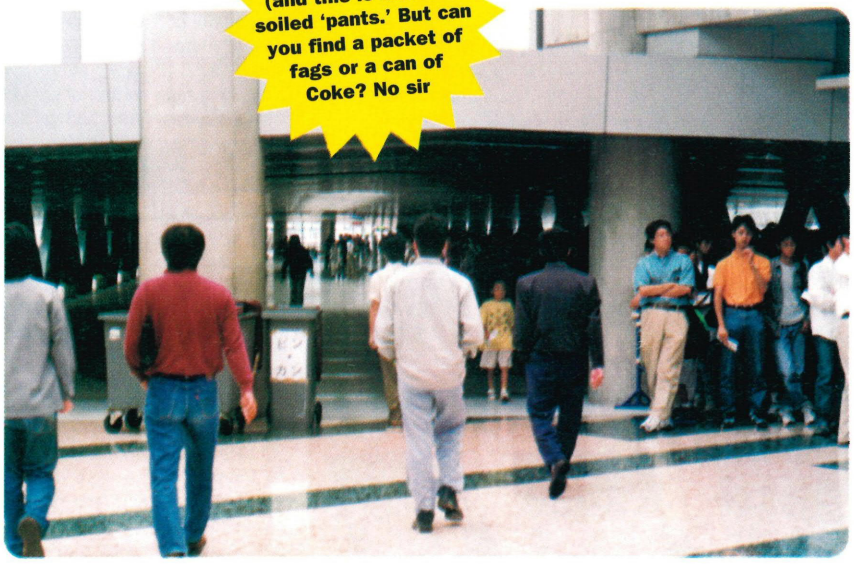




Two failed karaoke singers decide to flog their knickers instead... "Terrible condition, badly soiled. I'll start you at 1,000,000 yen and if I get excited you'll have to pay more!"



Jap fact!
You can even buy (and this is serious) soiled 'pants.' But can you find a packet of fags or a can of Coke? No sir



They look quite ordinary don't they? Well don't be fooled. Any minute now they'll start rifling through those bins looking for discarded G-strings and crotchless knickers





THE REAM (and rank)...

Motocross Go!

Namco's Motocross Go! is some considerable distance from being an inventive idea. It's a motorbike game: ooh, nice one Namco. However, whether it's the throbbing thrill of sitting aside a 'real' machine (which admittedly might not come across at home...) or the simple fact that the gameplay is close to faultless, this is a game you'll want to play again and again. Choice of bikes, choice of courses and a choice of viewing angles: jumps, ramps, hazards and a dozen other bikers to leather the bejesus out of. Nothing new, but strangely alluring...

Better than: Road Rash; Barry Sheene's legs; the word "helmet"





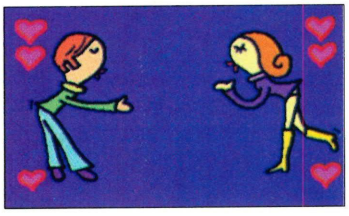
Having poked out Wang's eye, Evette needed a quick change of wig and fast boat to China

Overseas feature

Here comes the JAMMA



Jap fact!
Each day six million Japanese play Pachinko, a game in which you can't win anything and all that happens is a lot of tiny ball bearings fall down a hole. But they're not mad. No



Mortal Kombat 4

One you'll definitely be playing on the N64 before too long, and who'd have thought it? Ooh, who indeed. Mortal Kombat 4, complete with polygonal action to put the Virtua Fighter series to shame, finally arrives where most other fighters have been for years; in the decent graphics bracket. Midway's money spinner features more gore, more fatalities, new characters and from time-to-time the kind of running commentary that needs laughing at.

"Ooh I'm gonna throw you over there!" Yes mate, I'm sure you are, but not right now, yeah? It's the same 'success ladder' as always, only now it really looks like it belongs in the 90s.

Better than: Numbers one to three; getting a kidney ripped out for real; the film.



Sky Devastator

Konami has been responsible for its share of successful console conversions and N64 owners can only hope that Sky Devastator might take the same route. It's a 3D airborne shoot'em-up in which you take control of a suitably hard chopper – complete with fnurrs and gnicks – over a number of increasingly difficult missions. Two buttons and a joystick take care of the extremely easy control leaving you with the task of: "Take out the factory smokestacks"... "Destroy the deadly robot"... etc. etc., whilst trying hard not to embarrass yourself. The viewing angle might be a bit low, but this is Japan after all and these guys put up with it day in and day out.

Better than: Desert/Soviet/Nuclear Strike

Sega Water Ski

Another tireless twist on the watersports angle, Sega's latest effort, Sega Water Ski, is the best yet of these 'interactive cabinet-type' games. Nintendo might struggle with this for two reasons. It's a Sega product, and the player stands on skis: so unless we see an innovative and expensive new add-on, it's bound to lose a little impact, though





Jap fact!
Every Japanese person over 18 has sung karaoke. This is not a stereotype. They're mad for it and some bars charge £25 an hour for the privilege of belting out unintelligible 'nonsense' songs



on the evidence of the gameplay and graphics, probably not too much. What's to say? Dodge the rocks, hit the ramps, do big jumps and generally get radical. Not good in this form for intrepid players with hip replacements, but bang it on the console and you've got a sure-fire winner. Likely as not, this should do well.
Better than: Swimming with a turd; taking the bus

Go!
This effort from Taito with a confusing Japanese name is dedicated to one of the largest and most desperately sad of all Japanese obsessions – the train. Our friend pictured above would doubtlessly give a glowing review of this fine product since, in the five or six minutes for which he was witnessed, he remained completely motionless throughout. Rarely has a more dire game been shamelessly put on public display.
Better than: putting your head on the race track (but only marginally)



Namco decide to give arcade gamers a damn good paddling. "Watch out for the current dear, it can be a real killer"

Rapid River
Namco, not content with the discomfort and sheepishness caused by its cycle-fest Prop Cycle, has devised a crueller kind of torture in the form of Rapid River. You do not stand, you do not waggle and you do not press. You sit. and you paddle. And you paddle some more until blood vessels burst, armpits reek and passers by laugh at your impending coronary.
But for all that it's an out-and-out treat. Control of the paddle is seamlessly linked with the on-screen action and dippage of oar results in an instant turnage of boat. Whirlpools, rapids, rock-infested straights and even a bonus section on snow, shine above the embarrassment and cry out to be played (but it probably won't come with a boat though if it's released on N64).
Better than: an all-expenses paid cruise on the Titanic ●



...AND THE NEXT BEST FIVE



SF III 2nd Impact (Capcom)
Same aim, new bods, bigger baddies and a wadful of cash in the Capcom coffers no doubt



Solar Assault (Konami)
Space-based first-person zapper with top effects and the kind of sound usually reserved for nappy soiled babies... loud

Also...
Racing Jam (Konami)
Unfinished, but well polished racer with responsive cars and decent tracks

Winter Heat (Sega)
Class, icy sport'em-up with great control and a treat array of disciplines

NFL Blitz (Williams)
Brought to you by the NBA Jam team, US Football which doesn't take itself too seriously. Which is just as well, because no bugger else does...

Review

● **PUBLISHER** Nintendo ● **CONTACT** 01703 653377 ● **GENRE** Shoot'em-up ● **RELEASE DATE** Out Now

Lylat Wars

Same game, ludicrous name...



One ludicrous name change later and the eagerly awaited StarFox 64 appears for its official release. If you can get past the sniggering from the shop assistant when you ask for a copy you're in for a rare treat indeed



Falco's in trouble, you need to save him to progress



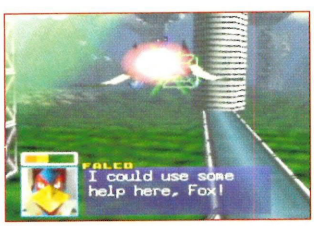
The visuals have improved greatly over the original



Messages from other pilots pop up in the bottom left



As you can see there's loads going on, with no slowdown!



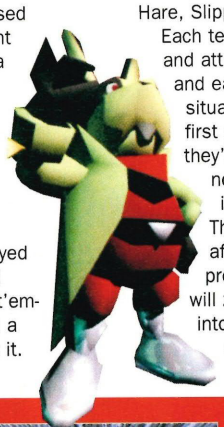
Now you have to decide whether to ignore him or go off to help

I know there's a reason behind it, but Lylat Wars? Come on. Surely there was a better potential name than that? If you think back to when the SNES original was released, that was also forced to undergo a name change, but that transformed into the much more palatable StarWing. Still, I was determined not to let that spoil one of the most eagerly awaited N64 games to date.

Veterans of the original will be instantly at home as the essence of the game remains the same. I must admit that I don't fall freely into that category – StarWing never grabbed me the way it did most people - and therefore I took some time to get to grips with it all. Obviously though there are plenty of changes on the technical side which are easy to spot, even by a relative newcomer.

Cinematically the game has come on in leaps and bounds. Gone is the gibberish that used to represent speech, replaced by well-characterised sampled speech. There's an incredible amount of storytelling cut scenes considering this is a cartridge. It really does put the likes of Shadows of the Empire to shame, and when you think that game came from the supposed master storytellers at LucasArts, it shows just how shoddy it was.

The progression of the plot is more reminiscent of a film. At the beginning you're given the bare bones of the story and it's played out before. A pleasant change, I'm sure you'll agree, to the usual way of things where shoot'em-ups are concerned – here's the entire plot on a bit of paper in the game box, now get on with it.



This is definitely the way forward, and with a bit of luck other developers will sit up and take note.

I'll just quickly skim through the storyline to set the scene and then move on. The Lylat System is a small group of planets that, until now, had enjoyed year-after-year of prosperity until Andross showed up. Andross went mad in the first game and had secretly developed this super weapon thing which he unleashed on his home world of Corneria causing massive damage to its major cities.

Fortunately Andross was captured by General Pepper, charged with treason and exiled to the planet Venom. Anyway, to cut a long story short, he's now escaped and, consumed with hatred he's declared war on the entire Lylat System and is conquering each planet one by one. He's now advancing on Corneria and General Pepper knows that his only chance of saving Corneria, and indeed the whole Lylat system, lies in the hands of the crack piloting Star Fox team of Fox McCloud, Peppy Hare, Slippy Toad and Falco Lombardi.

Each team member has there own individual skills and attributes (detailed elsewhere in the review), and each one is more important in certain situations than the others. However, as in the first game, if they take too much damage then they'll have to leave the fray. Sometimes that's not such a problem, but on other occasions it can make your life much more difficult. Therefore you really have to try and look after them if you want to make any real progress. There are times when one of them will zoom off ahead of you and get themselves into trouble. At this point you have to make a decision to leave them to fend for themselves, or whether to drop whatever it is you're doing and race off to save them from destruction.

This is a bit of a gamble though because losing a team member can not only prove disastrous in tactical terms, but it can also block your path down certain routes. To reach the harder mission levels you'll need to achieve a certain goal within the previous mission. These are all spelled out in the manual so you don't need to work them out or



As you'd expect Lylat Wars is jam-packed with tonnes of big explosions like this one



Fail to help out your companions and they'll be forced to flee the battlefield for repairs, leaving you short-handed

anything daft like that, but carrying them out is very often more difficult than it seems. They start off relatively easy and get progressively trickier. For instance, to get the other story branch from the opening Corneria level you'll need to keep Falco alive until the finish and fly through the seven stone archways at the end of the level. Do this and the story will twist one way, fail and it will turn down a different path.



Each boss is more difficult than the last and pose a real problem

Controlling your Arwing is complex at first, but the training mode should help you find your feet that little bit quicker. The standard things such as turning and firing are as you would imagine, but the more complicated manoeuvres such as U-turns and somersaults do take some practice. They're essential to your progress though so a bit of time spent learning all the manoeuvres will pay massive dividends later on in the game.



There are three types of weapons at your disposal – a laser, smart bombs and a special lock-on laser. To activate it you have to hold down the A button for a few seconds, at which point the targeting system will change and a red box will appear. This will then lock onto the first enemy that comes into its range and another quick press of the A button will send a devastating barrage heading towards the enemy.

Lylat Wars is easy to finish, but you shouldn't be put off because it's far from easy to complete. Seeing everything that the game has to offer will take some doing, and personally I like the way it's set-up because it has something for everyone. Average players have an achievable goal while experts also have a game that will test them severely for quite a long time to come.

Graphically it pushes the N64 quite hard, it has a well scripted and intriguing storyline, and is easily the best shoot'em-up I've ever played. It's a simple idea which has been polished to a dazzling shine and is another deserved feather in the N64's increasingly cluttered cap ●



That green thing's a shield, shoot the gaps to cause damage

N64 Score

STAMP OF APPROVAL

I WASN'T ALL that sure I was going to like StarFox 64 because, as I mentioned in the main review, I was never all that taken with the SNES original. My preconceptions were unfounded though as the game is pure class from start to finish. It's a well executed, thoroughly enjoyable shoot'em-up with great characterisation and an engrossing storyline. At the same time Lylat Wars manages to poke a finger in the eye of the many doubters who questioned the machine's worth without FMV. Nintendo have proved you simply don't need it thanks to a few conjuring tricks that have squeezed a quite astonishing amount of data onto the cartridge. If this is the shape of things to come then things are definitely looking up and we can all look forward to some truly cinematic experiences in the very near future. *STEVE*

● **MARK** This is a well polished shoot'em-up that plays well to boot. The graphics are top stuff and I agree with Steve about FMV. Who needs it when the graphics are this good

● **NOELY** Starfox 64 breathes new life into the shoot'em-up with stunning graphics, excellent storyline, brilliant characterisation and though a tad easy, it's still great fun

● **ALEX** Not too sure about the proposed name for the Brit release – Lylat Wars – but apart from that there's not much wrong with this high-energy space shoot'em-up

● **READER REVIEW** I loved it. This was my first go with the rumble thing and it's top. Really gives it that extra something. How did we ever manage without it?
Doug McCourt, Blackpool

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

91%

Feedback: 64 Pro, IDG Media, Freepost, Media House, Macclesfield SK10 4YE **Email:** alexl@idg.co.uk **or** stevemc@idg.co.uk

● **PUBLISHER** Nintendo ● **CONTACT** 01703 653377 ● **GENRE** 3D, 1st person shooter ● **RELEASE DATE** November

GoldenEye 007

After blowing away the US, Bond's got the UK in his sights

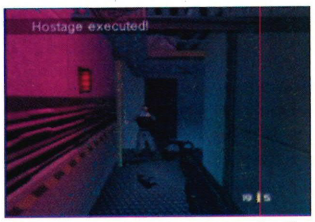
Noely takes on the Bond role as he attempts to lick his old adversary Pussy Galore in GoldenEye



In that hat I'd say this guy is Bond's first fashion victim



Up close the enemies look extremely detailed, if occasionally a little blocky. Anyway, this guy's dead meat



You're not in the CIA! Friendly fire is just not cricket



The beauty of a tank is you're never stuck for a parking space



Check out how you can shoot the scenery and leave bullet holes



If my aim is good I can shoot this guard before he even sees me

The best single player, first-person perspective game I've played and the best movie tie-in ever, is how I billed GoldenEye's US import after a week of almost non-stop playing. Now on UK release, it's my job to convince you to own a copy of this stunning game.

Initial impressions are that this is just another Doom clone. Run through levels shooting enemies with lots of different guns, collecting armour, keys and so on. No different to Doom 64, Turok and the like you might think, but you'd be so wrong.

The game was developed by Rare, who wowed us with the highly original Blast Corps, and whilst the actual genre of GoldenEye isn't original, the implementation is highly innovative. The way the action has been weaved seamlessly with the plot is nothing short of brilliant.

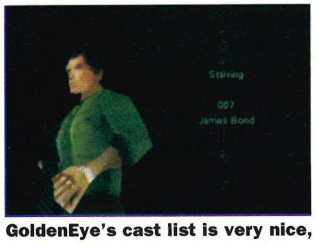
Never has a film tie-in been so faithful to the film on which it is based as GoldenEye. In fact not only is GoldenEye true to the film, it's actually better. Everything you would expect from a Bond movie is in the game. A super cool Bond as the hero, armed with various weapons and gadgets (supplied by the Q division), in a fast paced exciting plot, that sees you infiltrating enemy territory, shooting lots of arch-enemies and baddies in the process. Of course you'll also be copping off with beautiful Bond babes and just generally getting up to all kinds of secret agent related hi-jinx.

But what makes GoldenEye the game, better than GoldenEye the film, is that here you can actually take part. You'll meet with Sean Bean aka 006, Robbie Coltrane aka Alexander Dimititrov, you'll drive a tank through the streets and you'll be the one bunjee jumping from the dam. These elements of the film help to complement the action rather than constrain it.

The game is set over 18 levels (with two bonus levels awarded for completing the game on the hardest difficulty settings). There are three levels: agent, secret agent and 007, which equate to easy, medium and hard respectively. Each level requires you to complete a set number of objectives. The game is structured so that the harder the level, the more primary objectives must be completed to finish a mission.

Rather than limiting the game, the way that the plot is intricately tied to your missions helps give GoldenEye a depth that's rarely found in games of this ilk. Your missions range from rescuing hostages with a spot of computer hacking, to destroying enemy communications and eliminating the bad guys. Okay, the essence of the game is to shoot things like in Doom, but it's all so well implemented that you soon realise that you are playing a game that's very, very special.

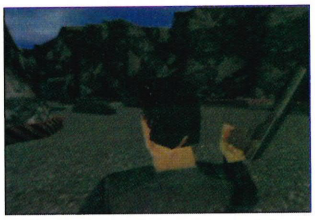
Because the game is a first person perspective shooter, you would expect to get a selection of weapons with which to play, and GoldenEye certainly doesn't disappoint in this department. You begin the game with just your trusty PP7 complete with silencer, but later, among the many, many weapons you can amass are throwing knives, grenades, grenade launchers, rocket launchers, several high powered automatic weapons and even the famed Moonraker laser gun. Another excellent weapon is the sniper rifle which makes use of another of GoldenEye's excellent features – a manual aim which allows you at the touch of a button (the R shoulder button actually) to



GoldenEye's cast list is very nice, but where are the naked girls?

● NO. OF PLAYERS 1-4 ● PRICE £59.99 ● SECRETS Yes

PREVIOUSLY REVIEWED ON USA IMPORT



As each level opens you catch a glimpse of yourself as Bond



This is the train section. Another ingenious level in GoldenEye



An enemy recoils clutching his wounded arm in pain



Should I tap him on the shoulder or blast him in the head?

zoom in on an enemy and pick them off at a distance (a feature that's been borrowed from MDK). This works excellently and again adds a depth not normally found in this genre.

But aside from just weapons, because you are Bond you also get to play with some of those great gadgets that 007 used in all those movies. A magnetic watch, a covert camera, a key copying device and a laser watch are just some of the hi-tech playthings given to you by Q division.

GoldenEye's realism is evident in the way the enemies' moves and attacks look realistic. They kneel to aim, roll along the floor and even step sideways when attacking. When they're shot they react realistically, falling differently depending on where they are hit. Such details, though only cosmetic, add greatly to GoldenEye's feeling of realism.



That crate explosion should snuff out this bad guy

What this adds up to is a Doom-style game with graphics to rival those in Turok with no fogging to disguise pop up. GoldenEye has a plotline that makes Doom and the like seem like amateur kids stories, a vast array of weapons and masses of enemies to slaughter (for the bloodthirsty among you who long for a game with a bit more attitude than Mario). Its varied environments include a jungle, a frigate, and even a moving train, with three levels of difficulty which require you to play the game differently. To add further to the longevity, once you've completed the game on the easy setting you can then replay the missions on the tougher settings. It even includes a multi player game, that despite not having the complexity of a PC networked game, is still hugely enjoyable to play.

A superb film inspired storyline and some brilliant splashes of invention from the Rare team make GoldenEye a wonderful game that is as fast paced, exciting and as action packed as any Bond film, with the added bonus that you get to control all the action. Once again the future of the free world rests solely in your hands 007 ●



The camera swoops cinematically across each level

N64 Score

STAMP OF APPROVAL

GoldenEye is the greatest first person 3D shooter I've ever played. It's the best N64 game this year and certainly one of the essential purchases for the machine. High praise, I know. But the truth is that everybody who has played GoldenEye here in the N64 Pro office, has had nothing but praise for this game. Everybody except Steve that is, but then he supports Man City, so what does he know? It's got great graphics, a superb musical score, exciting action and marvellous attention to detail for which Rare should be congratulated. But apart from all that, this game is truly addictive. GoldenEye is the only game in the last six months that has grabbed hold of me by the scruff of the neck, put a gun to my head and simply demanded to be played. It will do the same to you if you buy it. Don't say I didn't warn you. *NOELY*

● ***ALEX*** **A 3D search and destroy shoot'em-up that's got more depth to it than you'd believe a game that is tied to following a film's plot so closely could possibly have**

● ***STEVE*** **Noely talking bollocks there. I never said I didn't like it, merely that I thought the four player thing was a total waste of time. One player's fine though**

● ***MARK*** **A total stunner! GoldenEye deserves to blow away all the competition. The graphics are top notch and the gamplay is as addictive as it gets**

● ***READER REVIEW*** **I never thought much of the film to be honest, but this game is absolutely brilliant. Also the way the cheat system works keeps you coming back for more**
Marcus Wilbourne, Manchester

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

94%

Feedback: 64 Pro, IDG Media, Freepost, Media House, Macclesfield SK10 4YE **Email:** noely@idg.co.uk

Cheats, Tips and

This month's guide to cheating your way through life and N64 games

Fed up with being a loser? Be a cheating git instead, it's more fun for one thing! A handy list of tips, cheats and hidden extras for some of your favourite N64 games should help.

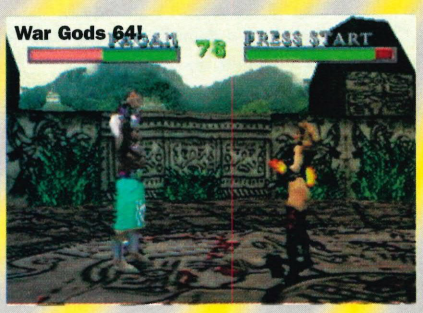
Blast Corps

Instant explosion

If a building is blocking your path and you can't get out of your vehicle then hold the Z button down. In true Homer Simpson style, the driver yells Doh! and the building blows up.

Turbo start

Like many racing games on the N64 you can get a turbo start by pressing accelerate just as the light turns green. This is essential on many timed events as it gives you more time to demolish buildings.



Ghost car

After completing a mission, start the exact same mission again but use a different car. You should see a ghost car who does everything you did in the last race.

Doom 64

Easy finish

Enter *W93M 7H2O BCYO PSVB* as a code and go to the last level with full weapons and the three pentagram items. The pentagrams make your laser three times more powerful than the BFG9000 and you can now use the three switches to stop the monsters from re-spawning.

Have everything

Enter *?TJL BDFW BFGV JVVB* as a code, then go to features in the main menu. You can now choose from God Mode, all the levels, all weapons with full ammo, maps and full health.

Insults

When you die just sit on the floor and wait. Every thirty seconds or so the game will give a different insult.

Mario Kart 64

Ghost car

How good do you think you are at Mario Kart? If you consider yourself to be the business, then take on this trick. Enter the time trial mode and try to beat the following times:

Luigi Raceway :	*1'52"00*
Mario Raceway:	*1'30"00*
Royal Raceway:	*2'40"00*

As soon as you beat one of the times, immediately retry the race. You now get to race against a course ghost.

Turbo start

To get a turbo start you must press the accelerator just before the third light appears.

Turbo jump

Do the turbo start move but press jump at the same time. You should turbo jump past the other cars to the front of the pack.

Slipstream

Drive directly behind an opponent and you will see air coming off the sides of your kart. You will then get a boost of speed which should help you to pass the opponent.

Mortal Kombat Trilogy

Choose Battle Arena

Highlight Sonya on the character select screen and press Up and Start. The screen should start to shake. Once you've selected your character you can now select the battle arena of your choice.

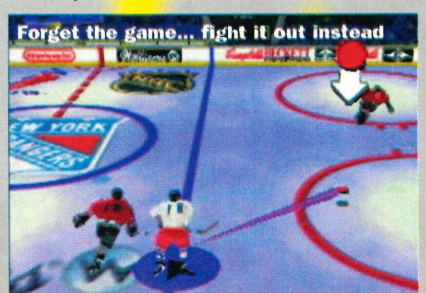
Become Motaro

Before you start a fight on Jade's Desert, Kahn's Tower or The Wasteland, hold down left and press A and the Up C button. If done before the match begins your character should explode and become Motaro.

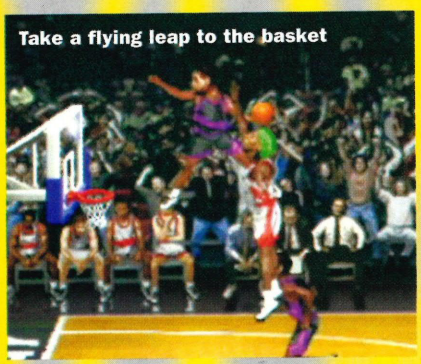
Become Shao Kahn

When you start a fight on The Pit or The Rooftop, hold down and press A and B before you start the match.





Hidden Bits


Take a flying leap to the basket

Select random character
Highlight Noob Saibot on the character select screen then press Up and Start at the same time. You should now be given a random character.

War Gods
Oops! You appear to have bought the wrong game for your N64. Nevermind, here are some cheats. They won't make the game any better though!

Play as Exor
Go to the character selection screen and press Left, Down, Down, Right, Left, Up, Left, Up, Right, Down and choose any character.

Play as Grox
Go to the character selection screen and press Down Right Left Left Up Down Right Up Left Left and choose any character.

Random select
Press Up and Start when choosing you character to get a random selection.

NBA Hangtime
Got this arcade basketball game and want to mess around. Stop dribbling and enter these codes on the match-up screen.

Rooftop court - *Hold Left, Turbo X 3*
Big heads - *Up, Turbo, Pass at same time*
Huge Heads - *Up, Up, Pass, Turbo*
Shot Percentage - *Rotate D-Pad clockwise starting with UP*
No Tag Arrow - *Left, Left, Pass, Turbo*
No Drift - *Down, Down, Shoot, Turbo*
No CPU Assistance - *Hold Right, Pass, Pass*
ABA Ball - *Hold Right, Shoot, Turbo, Pass*

Secret players: there's a wealth of hidden players in this game. Here are some of them.

Enter your name as Mortal or Kombat and the pin as 0004 to get players from the fighting game on the court.



The guy with the beard's just standing there. So slam dunk it in

Here are some more names and their corresponding pin numbers to try out.

Ahrdwy	- *0000*
Carlos	- *1010*
Ewing	- *0000*
Jason	- *0729*
Kemp	- *0000*
Kidd	- *0000*
Malone	- *0000*
Mdoc	- *2099*
Mednik	- *6000*
Munday	- *5432*
Mursan	- *0000*
Webber	- *0000*
Nfunk	- *0101*

Wayne Gretzky's 3D hockey
Ice Hockey is the appealing combination of ice, armour and big wooden sticks. But if you want to to make it even more fun, use the following cheats.

Saturday Night Fighting Mode
Do the following to get your players into constant fisticuffs. Go to the options screen and highlight fighting. Now hold down the L button and tap the following on the C buttons. Right, Left, Left, Right, Down, Up, Up, Down, Left, Right, Right, Left, Right, Left. A row of numbers will appear if you have done it correctly.

Advertisement Mode
Don't play the game, watch adverts instead by pressing the Z button on the options screen.


Let god sort'em out

Choose opponents
Start off by choosing Practice or Play Game. Move to the team you want to play against and press the right C button three times. You should hear a click. Start the game as normal and you should now be playing against that team.

Invisible players
Pause the game during the face-off and select Replay. Then use the Left shoulder button to select your player or the Right shoulder button to select an opponent's player. When the player starts to flash, press the Z button to make them invisible.

Extra teams
Hold the L button down and press Right, Left, Left, Right Left, Left, Right, Left, Left, on the C button. You will now be able to choose four new teams: Gretzky Team, Team USA, Team Canada and Williams Entertainment Team.

Cheat Zone

Shadows of the Empire Challenge point guide

Part 2

You should have had time to plough through and get all of last issue's Challenge Points by now. Do you fancy getting the rest and completing the game? Read on for detailed advice on the best ways to get them



Level 6

Mos Eisley and Beggar's Canyon (12 CPs)

CP1: When you encounter the first jumping ramp, use it to jump onto the slanted wall on your right which leads to a hidden alcove with a CP in it. You can only reach the alcove by jumping. Remember to pull back on the stick to bring the front of your swoop bike up or you'll, crash and die.

CP2: Just past the first jump you'll enter a wide clearing with a tilted structure in the middle. Go around the structure to locate an easy CP.

CP3: Do the same thing you did for CP1 on the second jumping ramp you come across. There is another CP in a similar alcove.

CP4: Use the second jumping ramp to reach the CP hanging in the air directly in front of the jump.

CP5: When you reach the first level branch (straight on or left) there is a long black alleyway to your right. Enter the alleyway to locate CP 5.

CP6: Follow the alleyway down and to your left to collect CP 6.

CP7: Just before you reach the clearing where the Imperial Shuttle takes off (when you first hear it) there is a CP hidden in an alcove on the left hand side of the street.

CP8: The last CP in the town is hidden in the third alleyway you come across, around the corner like CP 6.

CP9: Immediately after you drive through the town exit into the desert, turn around and look to the right of the exit. There is a secret area with a Sam & Max shaped CP!

CP10: A CP floats directly above the fist Sarlac pit. You must jump across the pit to collect it. Pull back on the pad!

CP11: Another CP floats directly above the second Sarlac pit.

CP12: Halfway through Beggar's Canyon there are two open areas with narrow pathways up and down the sides, and an archway in the middle. In the second area there is a CP on top of the archway.

Level 7

Imperial Freighter Suprosa (10 CPs)

CP1: CP1 can be located in an open, raised area to the left of where you start (through the first door). Not really hidden at all.

CP2: Behind an auto-sentry just past the corridor with all the sleeping quarters.

CP3: In the second stage you enter a room where you must pass through four sets of rotating cogs. There is a CP hidden in the second set of cogs on the left hand side You must walk round the cogs to get it.

CP4: As you exit the second set of rotating cogs (coming back the, other way) there is an obvious CP positioned on top of the wall directly in front of you.

CP5: In the room where you have to use the two large rotating platforms to reach a lift leading down (you have to jump and duck bars on your way round) there is a CP hidden at the end of each of the two turbines parallel to the platforms.

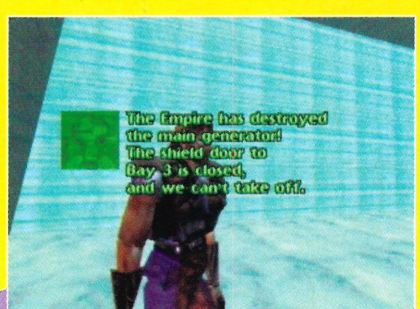
CP6: Like CP5, just on the left turbine.

CP7: In the area where there are multiple switches which open up different chambers on different floors, there is a CP hidden inside a crate in the right hand chamber on the first floor, on the right side of, the area.

CP8: CP8 is hidden in another crate, this time in the third room from the entrance of the second floor, on the left side of the area.

CP9: Located in the corner of the second room from the left on the top floor, and is guarded by five Storm Troopers.

CP10: Behind the Super Computer in the small room that opens up after you've defeated the Loader Droid.



Level 8



Sewers of Imperial City (9 CPs)

CP1: Just past the first sewer pump there are two alcoves, each is guarded by a mounted gun. Press against the second alcove to open a secret door which reveals a CP guarded by a Coruscant Guard.

CP2: In the large water filled chamber with three Dianogas, there are four columns that go down into the water near the entrance way. The CP is hidden just under the platform on the left hand column nearest the entrance (underwater).

CP3: In the first round room with water at the bottom and a large column going all the way up in the middle, there are two underwater switches which open a secret chamber directly between them. Swim, in for a CP.

CP4: Just past the first round room is a vertical passageway with multiple ledges that run up its sides. The chamber has two square, corridor exits. The top exit leads to a CP.

CP5: The other square corridor exit leads to another vertical passageway, this time with multiple sloping ledges that lead both up and down. Head downwards for a CP.

CP6: After you have used the key to open the main sewer door, you swim into a large chamber with a Dianoga and an underwater tunnel to your right. Head to the bottom left hand side of that chamber (underwater) to collect a hard to see silver CP.

CP7: Follow the underwater tunnel into a large round room with a perpetually rotating mixer bar. Just above the bar on one side is a CP. Use your Jet Pack to get it.

CP8: In the second round room with water at the bottom and a large column in the middle, there is an alcove with a CP and Disruptor at the base of the column, again underwater.

CP9: In the round room just before the boss, there is a hidden alcove in the column in the centre of the room. You must head round to the right and face into the column to see it. It's just above head height.



Level 9

Xizor's Palace (10 CPs)

CP1: Go to the large square chamber with a raised walkway, where, you must throw a switch on a column to open a circular metal door on the ground on the opposite side of the room. As you throw the switch a secret door opens DIRECTLY BEHIND YOU. You have to be quick to get in for the CP.

CP2: Just after the large hall (with the concave ceiling) filled with silver droids, there is a lift which takes you up to the next passageway. The lift has two switches, one low and one high. Instead of hitting the low switch to raise the lift, jet up and hit the high switch. The lift will then lower below ground level to reveal a secret room and another CP.

CP3: In the chamber with the level's second draw bridge (just before the stage ends), jump off the bridge and head towards the smaller side area, where all the windows are. The last window on the left is a secret room, with a CP.

CP4: Travel up on the turbo lift that starts the second stage, and in the room with the silver droid and interrogator droid, hit the switch that opens the door to the nearby square corridor. Then jet up to the top of the turbo lift shaft to discover a secret alcove with a CP.

CP5: Follow the square corridor round to the narrow chamber where there are three rotating cogs and several droids. You'll notice that the second (middle) cog is slower than the others. Drop down into the pit where it turns, and you will see an alcove in front of you with a CP and full health.

CP6: After picking up CP5, press directly into the wall in the alcove to open a secret door that leads out into a chamber with another CP floating in the air.

CP7: In the second room with even more rotating cogs (where you are high up on a walkway) jet pack down to the floor below and you'll see an alcove with an easy CP.



CP8: In the chamber where you must place your three charges on the column in the middle of the room, drop down to the first level (the one up from the ground) and look around the walls. There are two narrow areas you can walk into, and one of them has a break in the wall texture. Press against the grate to reveal a hidden room and a CP.



CP9: Now jet pack down to ground level and check the centre column on the way down. About halfway between the ground and the first level, there is an alcove in the column containing a CP.

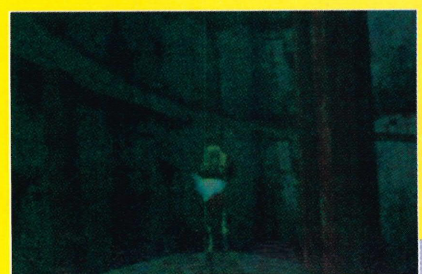
CP10: In the large open room just before you reach the lift that takes you to the Gladiator Droid, there is a bridge with a robot and a guard on it. One end of the bridge leads into the passageway where the lift is.
Press against the wall at the other end to discover a chamber with the game's last CP.

Level 10



Sky Hook Battle

There are no challenge points whatsoever on the final level, but for a laugh why not try switching to the movie angle and flying directly towards the camera with the brakes full on. After a while the Millennium Falcon will catch up to you and fly past. Completely and utterly pointless, and to be honest not even that enjoyable, but the completists amongst you will no doubt enjoy it nonetheless!







GoldenEye 007 experts' guide

General Tactics

Strafe: use the left and right C buttons to keep from getting shot.

GoldenEye isn't Doom. If you go through the levels all guns blazing you'll come unstuck. Use stealth where possible. Crouch behind the scenery using R and Down C and lean out around corners and from behind crates using R and Left or Right C.

Again on the subject of stealth, often it's essential to be quiet. The KF7 can mow down masses of enemies at a time but it's noisy as a bast. Use quieter weapons (eg the PP7 where possible) or use short, sharp, single bursts of fire to avoid attracting the enemy. This is particularly important on certain levels (eg level 9).

Avoid those embarassing moments during gunfights when you cock your trigger and find that your gun's not loaded by reloading after each encounter. This way you're always sure to be prepared.

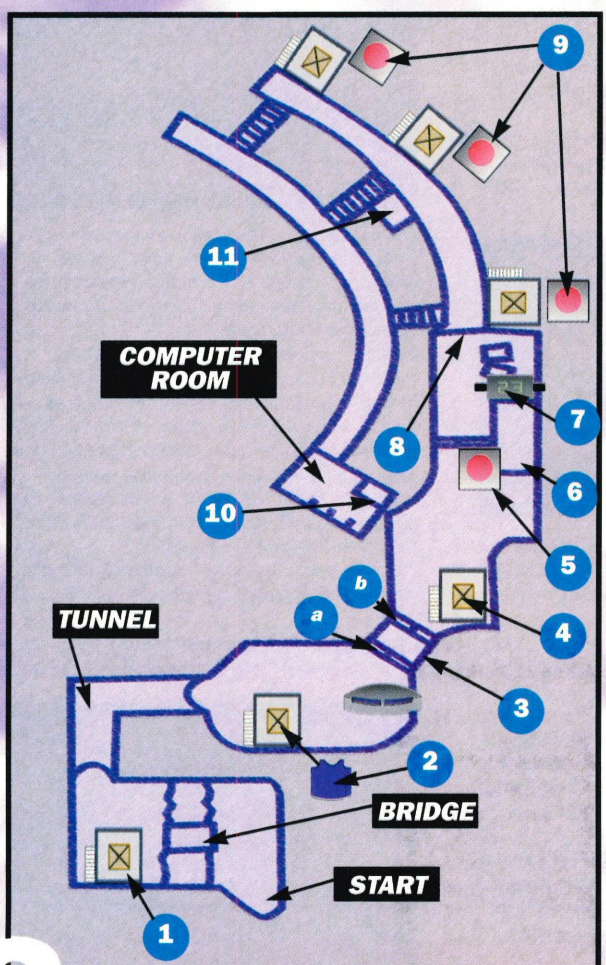
Check your watch inventory frequently. At the beginning of most levels you are given new items so check it out. Also, it's possible to pick up items without noticing (ie keycards off enemies).

Snipe wherever possible. A single shot to the head will take out most enemies with the minimum of fuss. Shooting enemies through windows is a very good tactic. They'll be dead before they even know you're there.

Watch out for cameras and alarms. Taking out all cameras and alarms will make your job that much easier.

Beware grenades. A single hit with a grenade can almost finish you off. Leg it when you hear the metallic clink of a thrown grenade.

MISSION 1: Arkangelsk - PART I: Dam



Primary Objectives:
1 Neutralize all alarms: hard
2 Install covert modem: medium, hard
3 Intercept data backup: hard
4 Bungee jump from platform: easy, medium, hard

Weapons and gadgets: PP7, KF7 Soviet, Sniper Rifle, Magnum, Covert Modem.

1 Shoot all the soldiers in and around this tower. At the top you'll find the Sniper Rifle.

2 Head through the tunnel hugging the right wall for cover. Use the rifle to take out all the guards in this area including the bunker. Grab the body armour from the tower (agent level).

3 Operate gate switches *a* and *b* (by pressing B) . Go through this gate and take out the two guards.

4 Immediately take out the guards in and around this tower.

5 Quickly zoom in on the soldiers in the distance. You must shoot them before they raise the alarm. Then destroy the alarm.

6 Go through the garage to bypass the locked gate and kill the men inside.

7 Attach your Covert Modem to the monitor that's hidden behind the crates (medium and hard).

8 Go to the fence, shoot the padlock off, and then press B to open the gates.

9 There are three towers with an alarm in each. Destroy all three, along with the guards in each tower (objective A).

10 Open the door and wipe out all the enemy making sure not to blow up the mainframe. Approach the mainframe and press B to intercept the data backup and to complete objective C.

11 Walk up the stairs here and jump off the Dam to complete the mission.

MISSION 1: Arkangelsk - PART II: Facility

All difficulty levels

Primary Objectives:
1 Gain entry to laboratory area: easy
2 Contact double agent: easy, medium, hard
3 Rendezvous with 006: easy, medium, hard
4 Destroy all tanks in bottling room: easy, medium, hard
5 Minimize scientist casualties: easy, medium, hard

Weapons and gadgets: PP7, KF7 Soviet, Door Decoder, Keys, Mines, Mine Activators, Grenades.

1 After dropping down from the ventilation shaft you find yourself in the toilets. Take out all the enemies here with your PP7. (N.B. Using your KF7 Soviet will alert too many guards).

2 Leave the bathroom and head downstairs. Open the door immediately to your left and take out the guy standing there. He will now drop keycard B. Grab it before leaving.

3 Enter the computer room and press B to activate the computer with your keycard. This will operate a timed security door.

4 Quickly, before the door closes, leave the computer room and head left along the corridor. Get through the two doors which, if you're quick enough, should still be open.

5 After killing the guards in the corridor check out the two labs. If you're lucky, Dr Doak will approach you and hand you a door decoder (needed later). If not, don't worry, you'll find him near the bottling facilities upstairs.

6 Head for the console room. Pick up the body armour then approach the console and press Button A to activate the timed security doors.

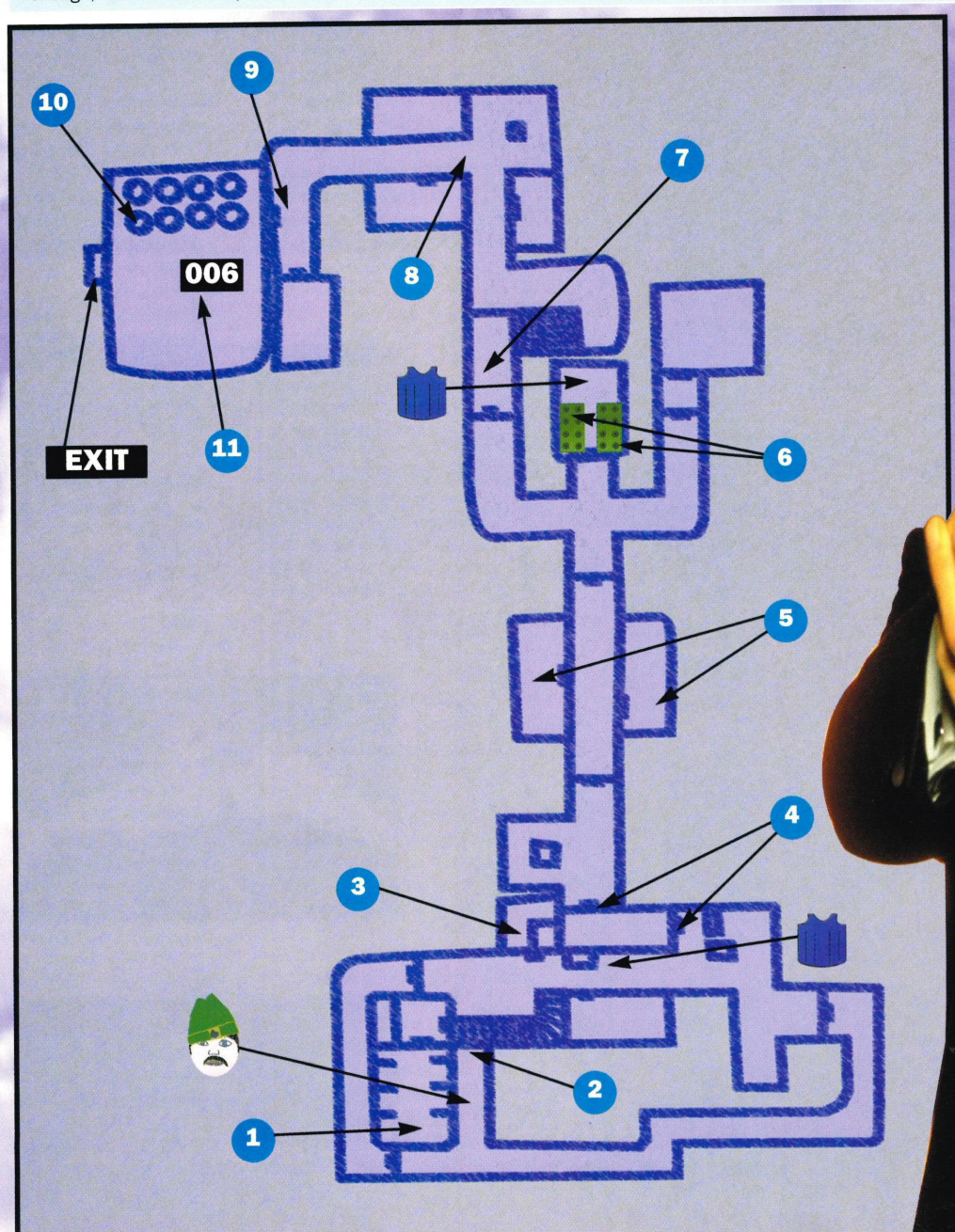
7 Leave the room, turn right and quickly run through this security door before it closes.

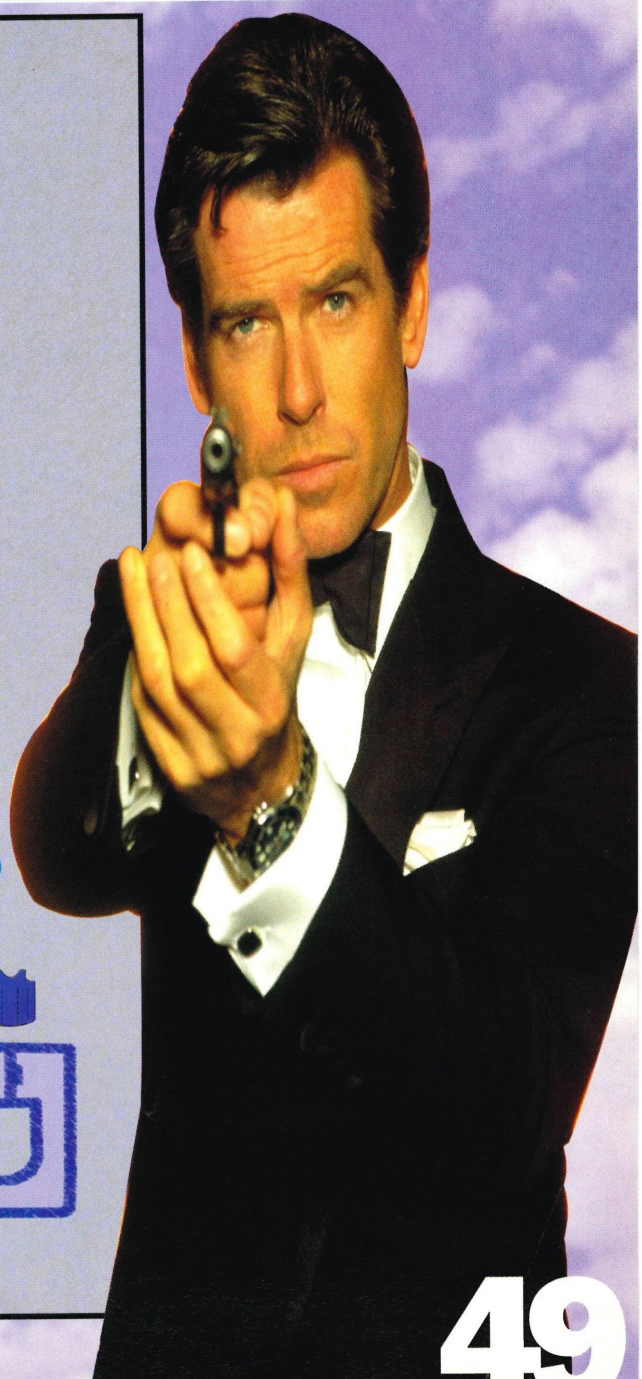
8 Go up the stairs and take out all the guards in this area. If you haven't already got the decoder key Dr Doak should approach you here and give it to you.

9 Go through the door. In agent mode, you simply approach it, but in Secret and 007 modes you must switch to the key and wait.

10 Go down the stairs, begin your conversation with 006 and then immediately lay your mines on five of the 10 giant bottles. Find the door with yellow and black borders.

11 Now as the guards come and take 006 hostage, detonate all the mines (wait to be told that mission 4 is complete) and then escape before the noxious gas kills you to complete this mission.





Cheat Zone: GoldenEye 007 experts' guide

MISSION 1: Arkangelsk - PART III: Runway

All difficulty levels

Primary Objectives:
1 Find plane ignition key: easy, medium, hard
2 Destroy missile battery: medium, hard
3 Escape in plane: easy, medium, hard
4 Destroy heavy gun emplacements: hard

Weapons and gadgets: PP7, KF7 Soviet, Timed Mines, Detonator, Grenades, Klobb, Ignition Key.

1 Exit through the snow chute to your far left. Kill the nearest guard and grab his KF7 Soviet.

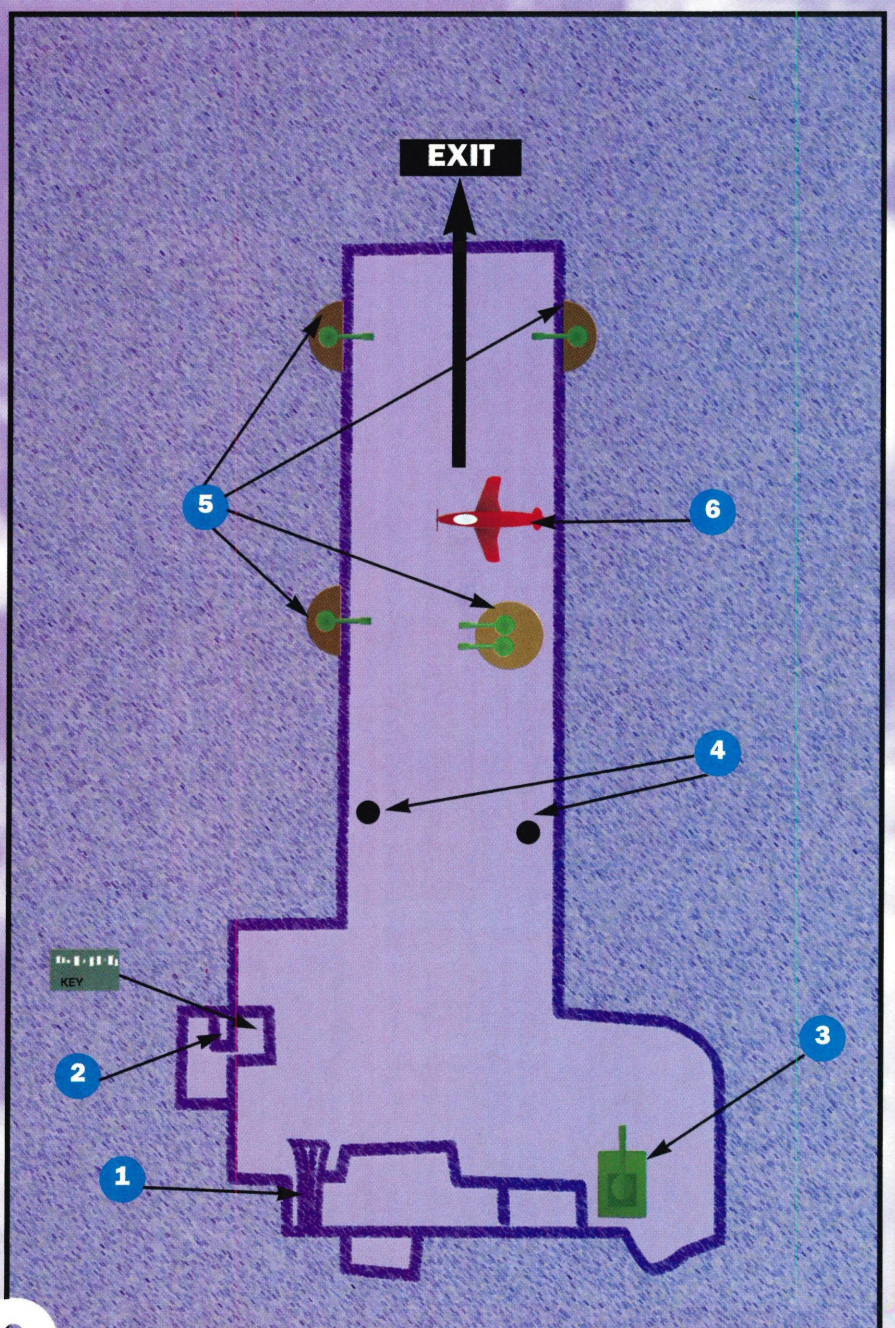
2 Enter the shed then turn right and kill the two guards. Walk behind the table and pick up the key for the plane.

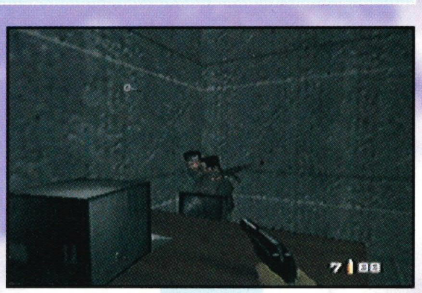
3 Now run across to the tank. Walk onto the tank and press button B to activate it.

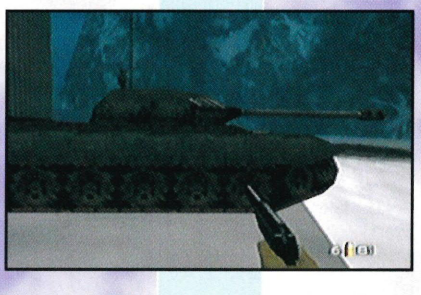
4 Head for the runway squashing any enemies who are foolish enough to cross your path. Shoot the barrels with your cannon and the explosions should take out multiple enemies (but be careful that you don't injure yourself at the same time).

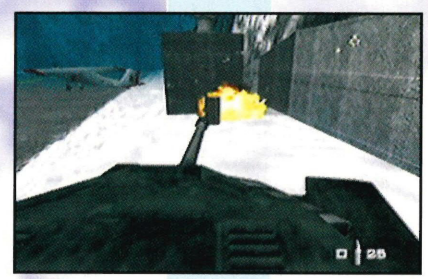
5 Take out the gun emplacements with the tank's cannon.

6 Once you've taken out all the gun emplacements park your tank next to the plane (being careful not to crash into it (like I did the first time. Doh!). Enter the plane to complete the mission.











MISSION 2: Severnaya - PART I: Surface

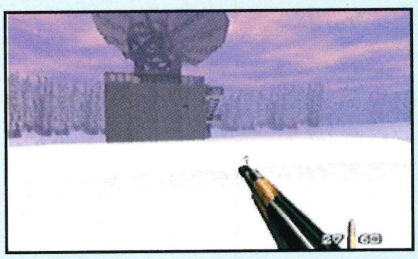
All difficulty levels

Primary Objectives
1 Power down communications dish: easy, medium, hard
2 Obtain safe key: medium, hard
3 Steal building plans: medium, hard
4 Enter base via ventilation tower: easy, medium, hard

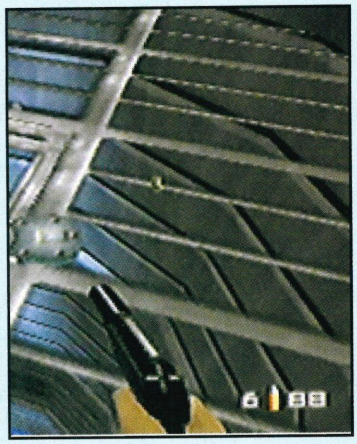
Weapons and gadgets: Silenced PP7, KF7 Soviet, Sniper Rifle, Klobb, Grenade Launcher, Safe Key, Hut Key, Grenades.

1 Kill the guards outside this hut and then get the items from inside. Ignore the other hut (it's locked).

2 Inside this house is a beige suited soldier. Shoot him to get the key for the hut (the one we mentioned earlier). You'll also find a grenade launcher, and more grenade ammo.



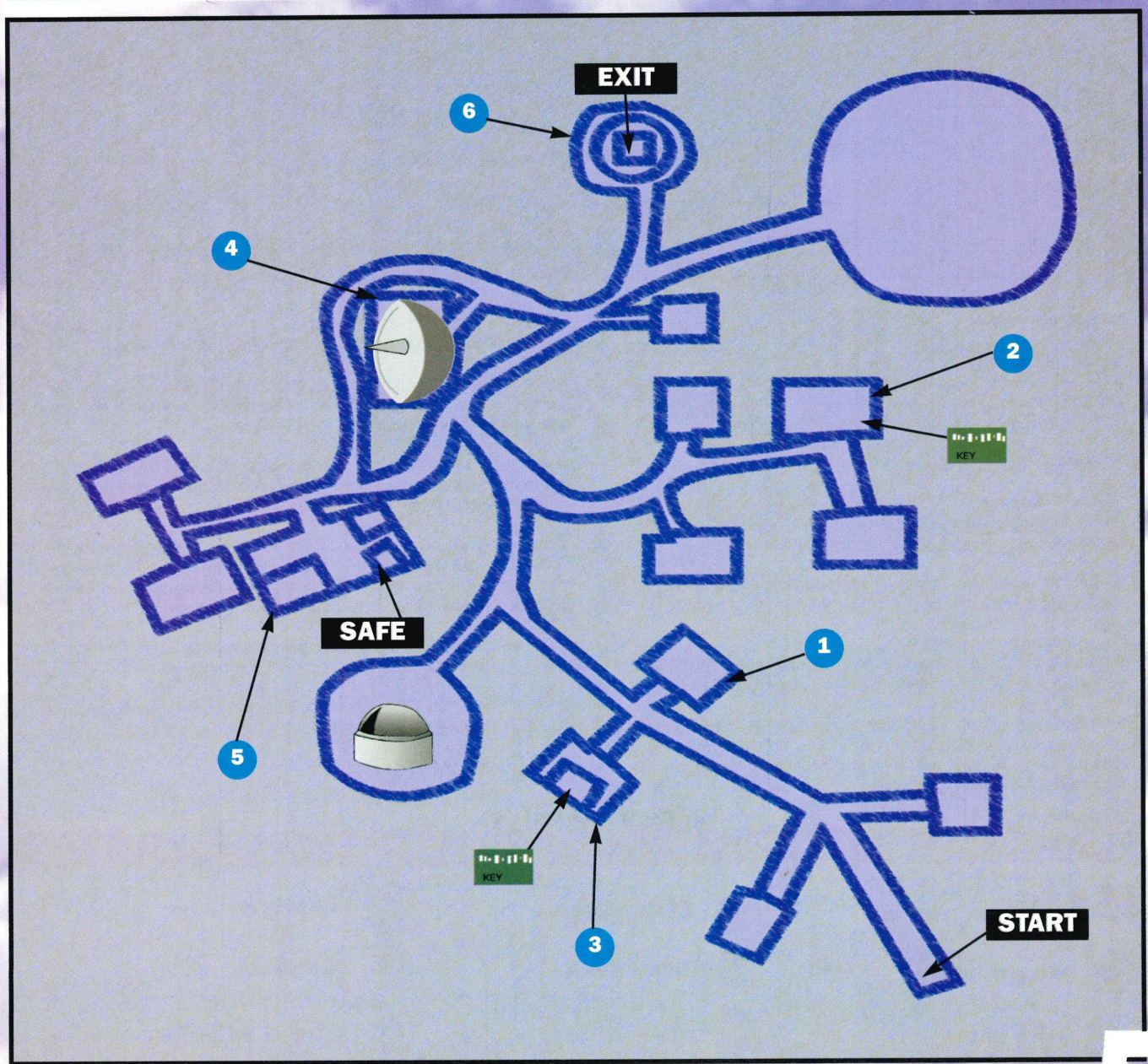
3 Now run back to the first hut, ignoring the soldiers coming at you. Unlock the hut door and grab the safe key to complete objective B.



4 Head straight to the main satellite, ignoring any distractions. Enter the building and run up the stairs. In Agent mode, you simply walk in and open the door, climb the stairs and press B to power down the satellite. In Secret Agent and 007 modes you have to unlock it with the key, and power it down. Do not shoot the computer, as this will sound the alarm.

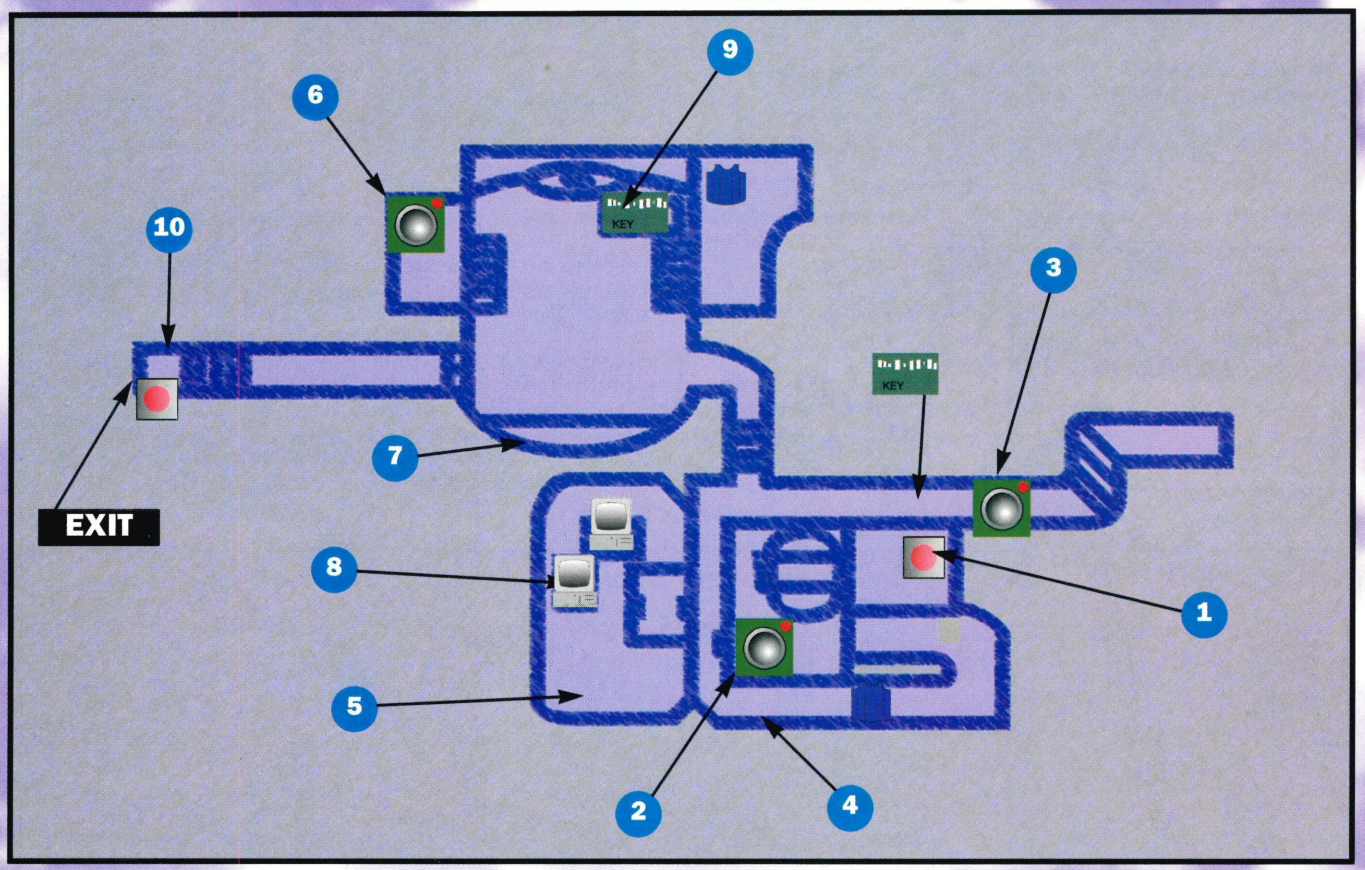
5 In medium and hard modes you still have two objectives to complete. Leave the satellite area and go to this compound. Enter the first house on the left to unlock the safe, grab the map and leg it, because by now there will be loads of guys around.

6 Run straight to this ventilation tower. Climb up to the top of the shaft, and shoot the four locks. The grate will drop down so step into the shaft to complete the mission.



GoldenEye 007 experts' guide

MISSION 2: Severnaya - PART II: Bunker



All difficulty levels

Primary Objectives:
1 Disrupt all surveillance equipment: medium, hard
2 Copy GoldenEye key and leave original: easy, medium, hard
3 Photograph main video screen: easy, medium, hard
4 Get personnel to activate computer: hard
5 Download data from computer: hard

Weapons and gadgets: Silenced PP7, DD44 (.44 magnum), Klobb, KF7 Soviet, Grenade, Camera, Key Analyzer, Data Thief, Security Card, Computer Room Keycard, Phantom, and Klobb.

1 Open the door in front of you and quickly kill both guards before they can raise this red alarm on the wall. Use your PP7 to destroy the alarm before continuing.

2 Go back to the room where you started. Lean out through the door and shoot this camera before it spots you and raises the alarm.

3 Go back to the room with the destroyed alarm in. You'll see a camera outside in the corridor to your right. Shoot it through the window. Outside the room in the corridor there should be a few guards. Kill them and get the security keycard.

4 Take out the camera and guards, then grab the body armour.

5 Head for this room. Kill the men inside making sure not to blow up the mainframe. In the difficult level you'll have to bring Boris up here and turn on the computer.

6 Now go to the main room. Use your silenced PP7 to kill as many guards as possible until things get too heavy here. Run over and blow out the camera. That should complete objective A.

7 Do all this quickly or else Boris may run away. Initiate conversation with him for the hard level of difficulty. Let Boris lead you to the mainframe room. On your way, before you leave this room, switch to your camera and take a shot of the map, completing objective C.

8 Follow Boris. Once he's typed in the password activate your data thief on the computer. Boris sets off the alarm (the git).

9 Head back to the computer in the main room where you found Boris. Get the key and then activate your key analyzer by pressing Z.

10 Now exit to complete the mission

KEY

Alarm
Computers
Camera
Guard Tower
Key Card
Console
Armour
Gun Turret
Guard with Key

MISSION 3: Kirghizstan - PART I: Launch silo #4

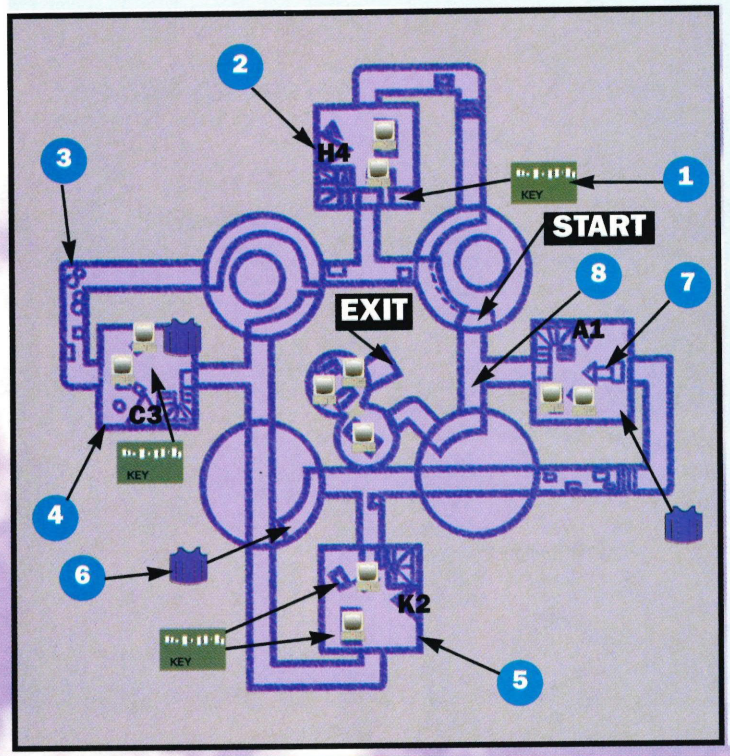
All difficulty levels

Primary Objectives:
1 Photograph satellite: easy, medium, hard
2 Obtain telemetric data: medium, hard
3 Retrieve satellite circuitry: medium, hard
4 Minimize scientist casualties: easy, medium, hard
5 Plant bombs in fuel rooms: hard

Weapons and gadgets: PP7 silenced, Plastique, Camera, KF7 Soviet.

There is no time limit on the easy section, but in the medium and hard difficulty levels you have 7.3 mins and 8.3 mins respectively
In each fuel room there is a green card and a telemetric card which you'll need to recover. Security cards can also be found in the hands of the scientists. Scare them off and they'll drop them.

In the easy level, you just need to make it out alive without killing too many scientists. In the hard level, you'll have to beat the time limit: collect all the circuitry, take a picture of the satellite, and blow up the fuel rooms. These are H4, C3, K2, and A1.



1 Go to the first room and kill the soldiers there. Pick up the cards (two green data ones sitting on a table on the left) and the security card lying on the floor.

2 Look for the yellow hazard and highly flammable signs in the room H4 and attach the plastique here. Repeat this process in each fuel room.

3 Make sure you're at a safe distance, then shoot the barrels to kill all the soldiers.

4 Room C3. One green data card lies on a computer just on the other side of the door, so grab it. Grab the security card on the floor as well. Go up the stairs and get out.

5 Room K2. There should be two bald scientists here. Scare them off and grab their cards. The DAT and a security cards should complete objectives B and C respectively.

6 Grab this body armour

7 Switch to your camera and take a picture of the satellite. All objectives have now been met for easy and medium. Go up the stairs where you will meet Ourumov (he carries a briefcase) plus loads of men. Kill off the soldiers quickly, Ourumov will shoot and keep shooting at you until you run toward him. Then he runs away.

8 Follow him while the other soldiers try to slow you down. Eventually you'll end up in an oval-shaped computer room. Go into the next room and kill the few guards that are in the middle of a giant computer circle. Plant the plastique, ascend the three staircases and run to the elevator to complete the mission.

MISSION 4: Monte Carlo - PART I: Frigate

All difficulty levels

Primary Objectives:
1 Rescue hostages: easy, medium, hard
2 Disarm bridge bomb: medium hard
3 Disarm engine room bomb: medium, hard
4 Plant tracking bug on helicopter: easy, medium, hard

Weapons and gadgets: Bomb Defuser, Tracking Bug, D5K (silenced), Phantom, PP7, KF7 Soviet.

No map for this one because it's far too complicated with its multiple decks. Anyway, it's easier to explain in words.

Leave your motorboat and climb the stairs to the main deck. Turn left and climb the second staircase you see. Open the door. Go to the hallway's end, where there's a door in front of you and one to the right. Enter the door on the right and take out both guards to rescue the hostage. Go to the only other door in that room and rescue the hostage, making sure not to blow up the computers.

Leave that room and walk right along the hallway. Go down these stairs and take a right. The first room on the right holds a gunman on the far right-hand side. Kill him and then exit that room. Continue on through the hallway to a set of stairs near another turn in the hallway. Descend the stairs.

Now turn 180 degrees and enter the room on the right. In the engine room tyou'll find a handful of guards. Shoot the ones on top of the walkway first, then descend the stairs and rescue another hostage at the bottom.
As with all the hostages situations, be quick or else they will be killed.

Now climb the stairs and you should see a computer monitor against the wall. Make sure the coast is clear (you don't want to be shot whilst doing this). Switch to the bomb defuser and diffuse the bomb by pressing B.

There's one booby-trapped computer left upstairs. Leave the engine room via the door you're closest to. Follow the hallway, passing a staircase, to a door leading to a control room with a hostage in it. Rescue this hostage as well as the one in the next room beyond.

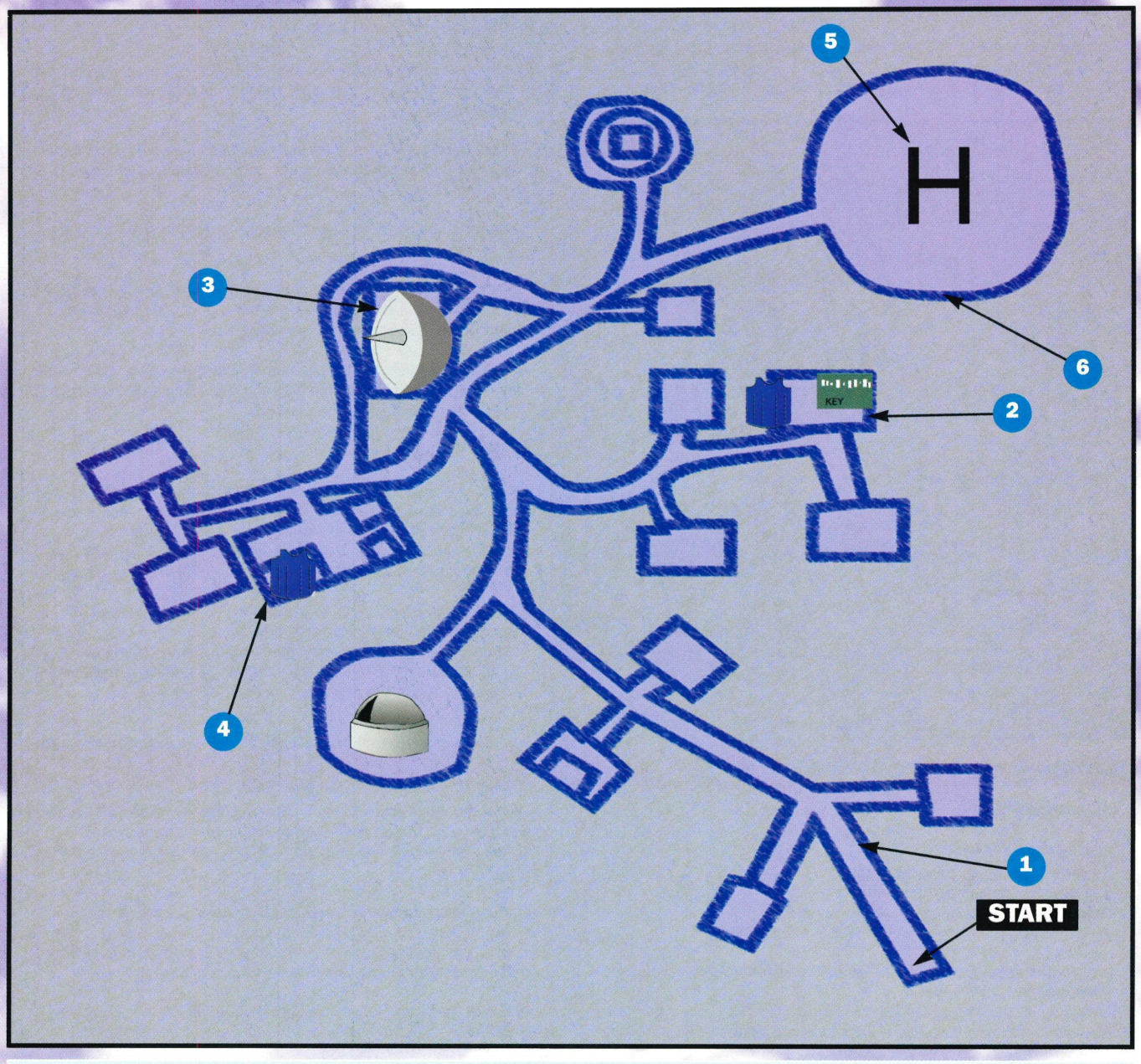
Retrace your steps all the way back to the two sets of steps on the deck near your boat. This time take the first set of steps (the other steps you have'nt used yet).
This is a large computer room with one last hostage in and at least three enemies. Load up then go in and take out the enemies starting with those nearest to the hostage. Once they're dead find the computer with the bomb on top of it. Diffuse this bomb to finish objective C.

Now you need to find and place the tracker on the helicopter. With your back to the computers you will see four doors. Take the door second from the left. Go straight through two doors, take a left, a right, and then carry on through the hallway, passing though two more sets of hallways. You should now be able to hear the helicopter. The last door in this hallway leads to the helicopter. Approach the copter, switch to the tracker bug and press Z.

Now to get out, walk round the copter to the other side of the ship where you'll see a long staircase. Walk up it, through two doorways, and then down a staircase. You'll be outside on the deck again, but on the correct side. Head toward the giant missile, and from here you should be able to see the narrow staircase that leads back down to your motorboat.

GoldenEye 007 experts' guide

MISSION 5: Severnaya - PART I: Surface



All difficulty levels

Primary Objectives:
1 Break communications link to bunker: medium
2 Disable Spetznaz support aircraft: easy, medium
3 Gain entry to bunker: easy, medium
4 disrupt all surveillance equipment: hard

Weapons and gadgets: Silenced PP7, Klobb, KF7 Soviet, Remote Mine, Comms room key.

1 Kill a few soldiers and acquire their Klobbs.

2 Head to this hut. Destroy the surveillance camera and enter, and then kill the military commando just inside the door. Pick up the comms room key and his gun. You'll need the key later.

3 Head for the satellite building. Run straight up the stairs, locate and shoot the surveillance camera (halfway up the stairs), open the door at the end of the stairs and you'll see the communications computer console. Smash it. Text will tell you when it's completely destroyed. Now get out of there.

4 In the Hard mode, you must go to the enemy bunker. There are at least two cameras in that area and you should be fully loaded and in good health, because there are loads of enemy and you'll get shot loads. You will take damage here!

5 Run straight to the helicopter and the bunker. Switch to the timed bomb, plant it on the helicopter and walk far away, making sure the helicopter is blown up.

6 Enter the bunker to complete the mission.

MISSION 5: Severnaya - PART II: Bunker

Difficulty levels: easy, medium

Primary Objectives:
1 Compare staff/casualty lists: medium
2 Recover CCTV tape: easy, medium
3 Disable all security cameras: medium
4 Escape with Natalya: easy, medium

Weapons and gadgets: Magnet Watch attract, KF7 Soviet, Throwing Knives, Klobb and double Klobb, Videotape, Memos, Notepads

This level is very tricky and requires stealth. Avoid and shoot all the cameras to make your job infinitely easier.

1 Begin a conversation with Natalya in the neighbouring cell then switch to your magnet watch attract. Across the corridor from your cell is a key on the wall. Press the Z trigger to activate your watch magnet and you will attract the key.

2 Now wait until the guard is really close to you and press B to unlock the jail cell door. The guard will bend down on one knee to shoot at you, use your hand to karate chop him unconscious. Then take his KF7 Soviet. If you wish, switch to the watch attract magnet again, walk to the circular caged platform at the end of the hallway, press Z, and you'll pick up a set of throwing knives. NB. You can let Natalya out by pressing B at the cell door, but don't. She's a pain in the arse who'll only go and get in the way and you'll end up shooting her.

3 Kill the guys in the next corridor one shot at a time, trying to attract as little attention as possible. Go to this room and shoot one of the soldiers through the window then shoot the rest as they emerge (repeat this process throughout this level).

4 Go to this area and and take out all the soldiers and automatic guns in this maze like area. Easier said than done, admittedly. The key is to take it slowly and lean from behind corners to take out the guns. Also be sparing with your shots or else you'll attract too many foot soldiers.

5 Head for this room. Peep through the window, kill off one guy. The door will open, kill the next guy then enter the room and pick up key-card A and the Severnaya staff list.

6 The keycard will now open the double doors that previously barred your way to this area. On your way to area (7) be sure to leg it past here to avoid being spotted by the two guards and the camera to your left. Once you're past the corridor wait for the two guards to appear and then kill them.

7 Repeat the process of shooting a guy through the window then wait for the door to open before killing any guys who come out. Now clear out this room looking out for the guys who will be hiding in the storage slots. Grab the red clipboard and the body armour before making your way out of this room.

8 Now circle all the way around past room (5) to avoid the camera. Approach and shoot the camera from this side.

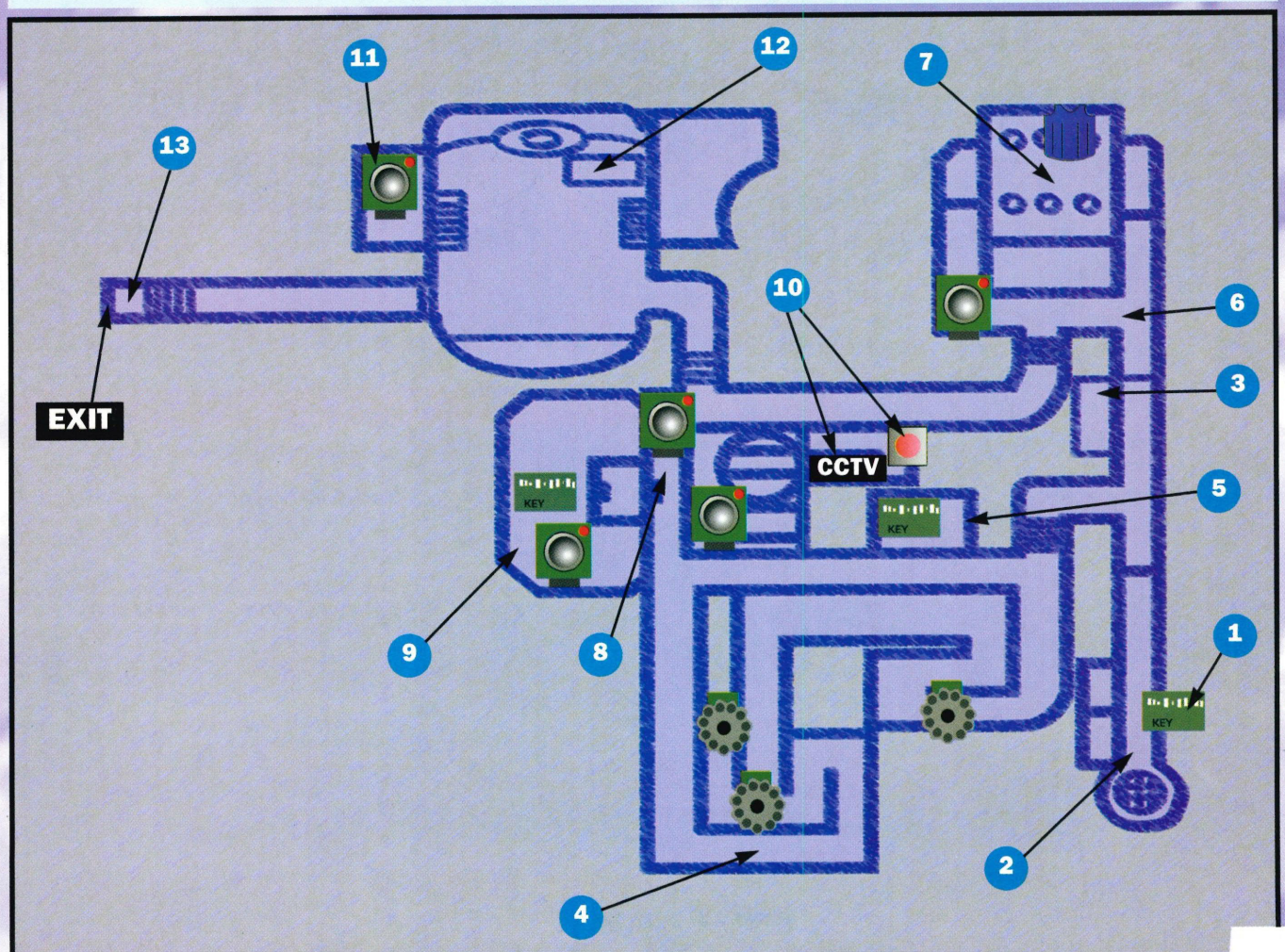
9 Enter the room, but before you go through the second set of doors, destroy the camera to your left and kill the guard inside as he comes out to face you, making sure not to damage the mainframes. Take from him keycard B.

10 Head for this room and take out the camera high up on the wall. Now go through to this room and grab the CCTV tape.

11 Go to this main room and pick off as many guards as you can, again trying to be quiet as you go. There's a camera up on the wall in this area. Destroy it.

12 Now get Natalya from out of her cell (back at location 2) and she will follow you back to the main room. As she checks a computer, continue killing off guards until she tells you to leg it.

13 Head for this exit



Cheat Zone

Lylat Wars: Experts' Guide

Here it is, the ultimate guide to one of the best shoot'em-ups ever. We'll show you how to reach every level, how to get through the levels, and how to kick the hell out of the bosses

You all know it. Lylat Wars is the best shoot'em-up currently available. The graphics are superb and playing the game feels like you're watching an animated film. But ultimately the game is non-linear which means you have to perform special tricks to get to the harder levels. Do you want to know how they are done? Do you want to kill all the bosses with a minimum amount of fuss? We thought so!



THE CRAFT

Arwing: this flying craft takes you through most of the missions. Here are some of its special abilities.

Steep bank: hold down Z or R whilst steering to do a steep banking move. Combine this with the brake on all range mode to do a tight turn.

Somersault: hold down the analogue stick and press boost to do a loop-the-loop. Useful for when enemies are behind you and to get out of the way of boss weapons.

Half loop: instantly face the other way on all range mode by holding the analogue stick down and pressing the brake button.

Barrel roll: press Z or R quickly to roll the ship when under heavy fire. The spin protects your ship by deflecting many of the shots.

Landmaster: a mean looking land-tank that's great fun and a change from the Arwing.

Barrel roll: press Z or R twice to make the normally slow tank shift out of the way of the enemy.

Hover: hold down Z and R to make the Landmaster hover above the land. This only lasts a short time but is useful for picking up power-ups and getting out of the way of rolling boulders.

Blue Marlin: a sub that only appears on the Aquas level. It works like a sluggish version of the Arwing without the somersault.

Barrel roll: Press Z or R twice. Its hard to avoid enemy fire so do barrel rolls frequently to deflect enemy shots.

Torpedoes: the bombs are replaced with an infinite supply of torpedoes. So don't be shy in using that B button.



THE TEAM



Fox McCloud: the team leader and the character you control. His father was killed by Andross on a mission to Venom, you must avenge his death

Peppy Hare: the oldest member of the team and an experienced pilot. He gives good advice and doesn't need saving as much as the other members





Falco Lombardi: an extremely capable pilot who's always good to have around. Tends to be a bit gung-ho (no bad thing!) and you occasionally need to bail him out of trouble with the enemy. And don't think he'll thank you for helping him... he won't

Slippy Toad: described in the manual as not the greatest pilot, you will constantly have to save him from being destroyed by the enemy. Why bother you may ask? Well, Slippy can analyse enemy shields and lets you know how close you are to destroying enemy bosses



THE LEVELS

***CORNERIA* (easy):** the first level and unsurprisingly the easiest. Listen to the tips coming from your teamates. One good trick to remember, is when you see three bonuses stacked above each other, aim for the lowest one and do a somersault to get all three of them.



Boss: a large and stupid robot with a weak point on his back. The trick is to dodge him at the last minute and do a tight turn. Now aim for the green box, that's the weak point. Repeat this until he's dust. If you want to be fancy you can pick up special bonuses by flying through his legs.





Special: Falco shoots off to take out the enemy. Use your boost to keep up with him and keep him alive by shooting the three fighters that are chasing him. Now fly through the seven stone arches towards the end of the level. Falco shouts "follow me" and you fly through the waterfall to a different part of the level with a different boss.

Boss: a large ship with two arms. Keep your cross-hair centred on the right arm and shoot the fighters that launch from it. Keep shooting and the arm will fall off. Now concentrate on the left arm which is divided into two sections. Shoot it as it opens but be careful to shoot the missiles as they launch from inside. When both parts of his arm have fallen off, go for the central section whilst dodging the fire that he launches. Complete the level this way and you warp to Sector Y.

***METEO* (easy) :** on this level you have to fight your way through an asteroid field. Watch out for the large asteroids towards the end of the section. Use the brake and then the boost at the right time and you'll make it through without so much as a scratch.



Boss: a large enemy ship with a rotating front section. The gap in the rotating section reveals yellow weak points. Destroy the weak points as the gap moves around. Then the rotating section should come off to reveal an electric beam. Quickly move to the left or right to avoid the electricity. Then shoot the yellow weak point in the centre. The boss will then admit defeat, but don't be fooled as he spins around with a final large laser beam.

Cheat Zone

Lylat Wars
experts' guide

Dodge it and shoot the two yellow diamonds in the centre and watch him explode.

Special: towards the end of the level you will notice some blue rings appearing. These are the warp gates. As you pass through them you do a barrel roll which makes control difficult. Pass through all of the gates and you warp to a special acid induced Galaga style level that's full of bonuses. It takes practice but you get to skip the rest of the level and you can now move on to the Katina level.



***SECTOR Y* (hard):** deep space combat as you try to prevent the opposition from attacking. There's nothing really complicated about this level. Just loads of opposition cannon fodder. Keep tapping the fire button and shoot down as many as possible.



Boss: first of all, there are two flying robots. Just shoot them anywhere except the shields on their arms and they soon fall. But don't think that's the end of it. Now a large robot enters the fray. He's not much harder than the others though. Just shoot him and do a U-turn when you pass him. If you leave it too long he will return to the ship he launched from and shoot you from there.



Special: shoot down more than 100 enemies and you get to advance to Aquas. Just keep your eye open for the enemy squadrons. If you see a big enough group use a bomb to take them all out.

***FORTUNA* (easy):** a bomb has been placed on the base at Fortuna. You must try to dismantle it but you are also being attacked by rival mercenary group, Star Wolf. These appear as four enemy Arwings that show up as black triangles on your radar. They are not as stupid as ordinary ships and fight like you and your teamates. There are two ways to kill them. The first is to shoot the ships that are chasing your teamates. If you don't do it quickly enough your teamates will back out of the battle leaving the enemy to chase you. So the second smarter trick is to wait until one is behind you and perform a somersault. Whilst the camera pans out, watch which way your enemy turns and do a sharp bank towards him. He should be in your sights so use your laser to remove him.



Special. destroy all of the Star Wolf team before the base explodes and you will land and dismantle the bomb. You can now move on to the Solar level.



***KATINA* (medium):** its Independence Day as you protect a base from the onslaught of a huge flying saucer. The saucer is protected by hundreds of enemy fighters, but be careful, you also have a lot more allies on your side than before. It can be difficult to tell if a fighter is on your side or not. The trick is to look for the glow from the engine behind friendly fighters. Aim for fighters that don't have this glow.



Boss: the flying saucer is the boss. You are still surrounded by hundreds of enemy fighters though. Keep shooting at the fighters and four hatches will open up underneath the flying saucer. Shoot all four hatches off and a power core will appear underneath. Aim for this and watch the saucer fall from the sky.



Special: defeat the flying saucer quickly enough and you get to advance to Aquas. Keep practicing.

AQUAS: its an underwater level and you're in a submarine. The main thing to note about this level is that instead of bombs you have an infinite amount of torpedoes. So don't be shy about using the B button whenever you see a locked on target. It's dark underwater so it's often hard to see the enemy. You can spot the enemy subs by their searchlights and the torpedoes will light up the level for a while.



Boss: a mammoth clam. Yes Clam! A mollusc not normally associated with death and destruction. However, this one tries its best to change your mind about one of the world's least threatening creatures. The trick is to wait until it opens and shoot the two red pillars. When they are gone the roof of the clam will fly off. Now aim for the eye in the centre and keep ducking and avoiding the things it throws at you. It'll blow up soon

enough leaving bits of shell and its gooey innards all over the sea floor.



Special. there's no special level advance from Aquas but one thing to note is the hidden bonuses in the pillars you see throughout the level. These appear to be part of an ancient civilisation similar to Atlantis. Use the torpedo to blow it to bits and get the power-ups.

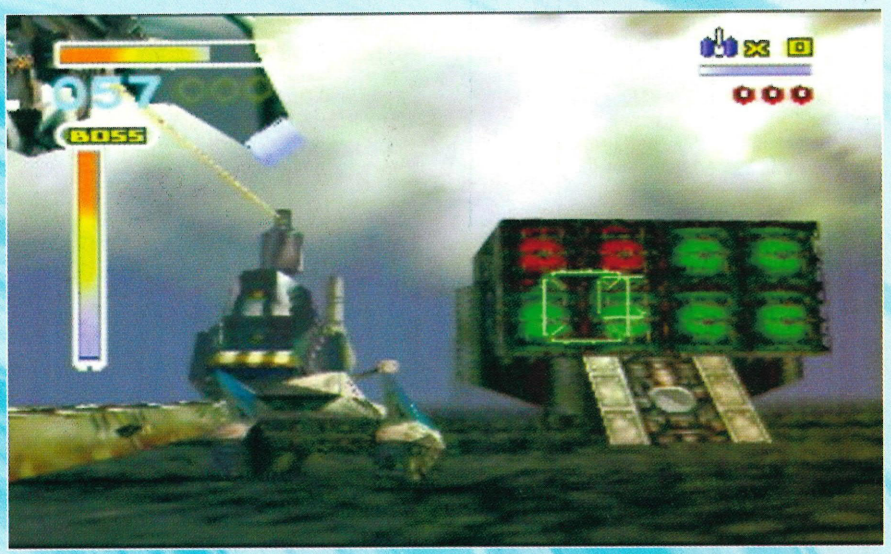
SECTOR X **(easy):** this space outpost looks derelict, but don't be fooled. It's full of things to blow to smithereens. Watch out for closing gaps and sections of wall that rotate to reveal gun outposts.



Boss: a large robot with two arms and a rotating head. First of all aim for the eyes whilst avoiding the laser beams and his two arms that try to smash you. Dodge them and aim for the eyes again. His head will explode. Cool! You think it's over but the robot springs back to life with his arms flailing. There is a small red dot where his neck was. Aim for that to blow him apart. Slippy does his party trick and gets blown all the way to Titania. Keep aiming for the neck and the robot takes a pasting.



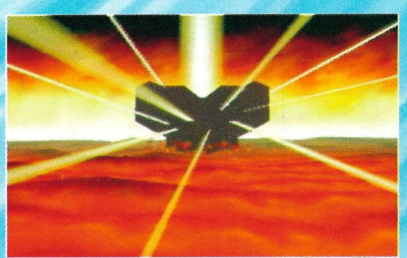
Special: in the middle of the level the route splits in half. You will notice two arrows pointing to the left and right, choose the left route and you will come across four gates. These are the warp gates and you have to repeatedly shoot them to change their colour to red and open up. Fly through all four gates and you'll enter another 'Jeff Minteresque, LSD induced' warp zone. Make your way through it to skip the rest of the level and warp to Sector Z.



SOLAR **(medium):** one of the most spectacular levels. The ground is made of fire and huge snakes jump out of it. Avoid the fire-snakes and ground at all costs, you lose energy just by being close to them, hit them and you're in a world of hurt, not to mention having bugger all energy left.



Boss: a huge robot rises out of the fire and tries to smash you with his arms. Every so often he dives back into the water and creates a tidal wave of fire. When this happens, do a somersault to rise out of harms way. First of all aim for the arms, they turn into fire when you destroy them. Then smack him in the mouth to finish him off.



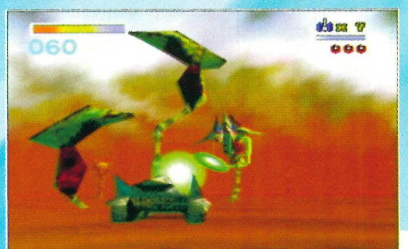
ZONESS **(hard):** Andross has turned this once beautiful planet into a sea of toxic filth. Perhaps he used our office coffee machine!



Boss: A sea captain on an oil rig rises out of the toxic waste. He tries to smash you up with a ball and chain. Listen carefully and you will hear him giving the order to fire. He also throws barrels at you that either contain silver rings or explode when shot, so make sure you shoot them from a distance. The metal spheres he shoots at you contain bombs so make sure you definitely hit them. Don't bother shooting him with your laser, it's no good. Throw bombs at him instead and keep picking up the bombs so you don't run out of ammo. First of all, aim for the two exhaust pipes. These are the metal tubes sticking out of the head. When these are blown off, throw bombs at his side to knock it off. He will turn around to reveal a crane that attempts to pick his side up out of the toxic ocean. Bomb the crane to prevent him from repairing himself. Now shoot his other side off with another bomb. In desperation he fires a stream of gunfire, deftly side-step it and finish him off with your laser.



TITANIA **(easy):** Slippy has managed to get himself smashed up again. So you get the Landmaster out and search for him. Be careful of the mines on the ground. Use your hover mode to shoot them. Also watch out for the towers that fall over and try to smash you.



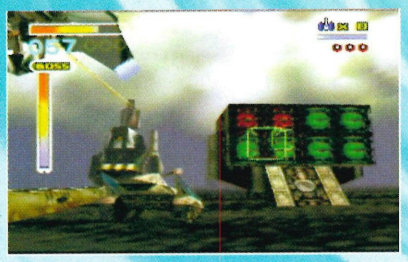
Cheat Zone

Lylat Wars
experts' guide

Boss: A multi-clawed monster rises out of the sand with Slippy in its grasp. First of all don't aim for Slippy. Shoot off the other claws and the monster releases Slippy. He will now analyse the shield for you but the monster's arms start to grow back. Shoot them off again whilst using barrel rolls to dodge the laser beam he spits out of his mouth. But don't shoot the mouth because it's a trick since it doesn't hurt him. Look carefully and you will see that his head masks a heart in the middle of his body. Aim for the heart and watch him fall.



***MACBETH* (medium):** you're in the Landmaster and your mission is to stop a supply train from reaching an army depot. When you start you will notice the train to your right. The rear three sections contain boulders that are thrown in your way. If you quickly shoot these sections off life will become a lot easier. Throughout the level remember to use the hover mode to leap over objects and collect bonuses, and use the barrel roll to get out of the way of incoming fire.



Boss: Towards the end of the level a flying metal kite appears attached to the back of the train. The kite swoops down and attempts to grab you with a metal hook to drop you from a great height. First of all, shoot the hook to stop the kite from throwing you around. Now shoot the top of the kite to damage it. The back of the train now opens up. Shoot at it and the kite falls around the sky like a helpless chicken. Use your laser to put it out of its misery.



Special: okay, listen carefully. Towards the end of the stage you will notice red pillars with direction flags on them. Shoot them and they will turn green. If you came via Zones, Katt will help you by shooting the switches on the left. Now at the end you will see a switchboard with (hopefully!) eight green lights, one for each switch. Shoot this and you will change the track. The train runs into a fuel bunker and the whole thing blows sky-high. Now you will be able to go to Area 6. Good Luck!

***SECTOR Z* (hard):** Great Fox is in danger from a missile attack. There are six missiles in all. The missiles increase in number, first it's just one, then two, then three. But don't sweat it. It's all about technique. The missiles all head from the South (bottom of your radar) so make sure you stay in that half of the zone. When they come, ignore everything else and head for them laser blazing. When you pass them, wait for a second then u-turn and shoot them down. Be careful, If you turn too early you'll end up in front of the missile and it's a bugger to get behind them in time.



Boss: if you shoot the missiles down you get to go to Area 6 and face Andross on the hard level. Fail and Great Fox is crippled and you have to go to the easy level.



Special: if you fly into the hanger at the rear of Great Fox you can repair your ship.

BOLSE: you have to destroy the Bolse space ship. The level is in all range mode but you soon notice that you don't have full control of your ship. There is an enemy force field pulling you around. Use your boost to make your way around the level. The key to taking out the force field is the towers that are scattered around the level. You can identify them by the electricity beam that connects them to the centre of the level. Destroy these towers to take out the force field. It's vital that you do this quickly as the force field is also protecting the enemy fighters from the attack of your team. The longer you take the more damaged your teamates will be.



Boss: after taking out the force field a rotating tower will come out of the base in the centre of the level. It is covered in yellow dots. These are the weak points. You have to shoot all of them off to destroy the base. Head towards it with your guns blazing but be careful not to get too close. The tower is covered with laser cannons that would just love to blast you to hell and back. Pick the weak points off from a distance.





AREA 6: fly through the base defences and knock out everything you can. You can shoot down the main battle ships by hitting the bridge section at the back. Be sure to respond to Rob64's messages as he uses Great Fox to provide laser backup.



Boss: a freaky flying saucer. First of all, shoot the three tentacles that appear out of the sides. Now watch out for the homing missiles he shoots at you. It is better to shoot them down than to try and dodge them. When the whole thing opens up there will be three red pulsing lights connected to the centre by an electric beam. These are the energy balls, get rid of them with your trusty laser. After a while you'ii see lots of little white lights going towards the centre. This is your cue to get out of the way, because he fires the biggest laser you have ever seen. Try to dodge it and keep aiming for his balls (ahem!). Eventually his shield will fail and you can destroy him by shooting the central section.



VENOM: Star Wolf and his team make a reappearance. They haven't got much harder since Fortuna, so kill them using the same somersault technique.



Now depending on which course you took one of two things will happen. On the easy mode you'll find yourself flying down a tunnel chasing a stone man. Shoot bits off of him whilst trying to avoid the pillars and falling masonry. Pick up all the power-ups you can. You'll need them.





If you took the difficult path you'll find yourself flying around a maze. Try to find the power-ups before heading in for Andross. The best route I found was to take the first right and then keep heading left until you find the exit. This way you should get three laser power-ups.

FINAL BOSS ANDROSS: he's a big head with two hands. What else can you say? Try to avoid the hands. If he starts to inhale, perform a somersault to try and back off, otherwise he ends up eating you. Now shoot your way through the bits he spits out. To kill him, first aim for the eyes. This will make him rub them leaving one of his hands in the air. Now shoot the hand off. Do this enough and you will eventually blow both of the hands off. Now aim for the head until he blows up.



If you're on difficult level he will now become a brain and the game will switch to long range mode. His eyes detach from his head and float around attached to the brain by electric beams. First of all, shoot the eyes. Now go for Andross but be careful not to get too close as he uses his entrails to grab you. You have to shoot the front part of the brain, but he tends to keep his back to you. If you shoot him, he will teleport to another part of the room. There's no best technique other than to do plenty of sharp banking and have a careful aim. After he is finally destroyed he blows himself up in a last ditch attempt to destroy you. Now you must follow your father (or his ghost) out of the maze. Use your boost and watch him carefully. Once you're clear pat yourself on the back and watch the ending.

SPECIAL TRICKS:

After you've completed the game you can make the heads move around on the title screen by using the analogue joypad.

You can turn the cross-hair on or off during the game by pressing the start button to pause the game and then pressing the R button. Turning the cross hair off makes the game a lot, lot harder.

Extra Mode

When you've done everything else in the game, try to get the Extra Mode. Not for the faint of heart, this offers a real challenge.

To get the Extra Mode, tanks in Versus Mode, and graphic Equaliser in the Sound Test, you have to receive a medal for all 15 levels. To get a medal you must beat the stage with a specific number of hits and keep all of your friends alive.

If you complete the game on the hard level with Extra Mode you get to use the players on foot in multi-player mode.

When you receive a medal it will appear on the planet in the stage select screen. Here are the number of hits required on each level for a medal.

Corneria: 150
Meteo: 200
Fortuna: 50
Sector X: 50
Titania: 150
Bolse: 150
Venom (easy): 200
Katina: 150
Solar: 100
Macbeth: 150
Sector Y: 150
Aquas: 150
Zoness: 250
Sector Z: 100
Area 6: 300

Preview

FIFA
Road to the World

This time, more than any other time, this time, we'll get it right. La la la la la laaaaah...

The FIFA series is about to take a turn for the better. After FIFA 64 deservedly received a universal slating in the specialist press, EA's Canadian development team finally got the message and went back to the drawing board. It was their mission to breathe new life into a game that had degenerated into a rather lifeless licence since its halcyon days on the 16bit formats. Before discussing the merits of the brand new FIFA – The Road To The World Cup, however, let me take you on a journey back in time to trace the roots of the game we all know and love so much.

Football began somewhere in the mists of antiquity with glimpses of an ancient game in China, among the Toltecs, the Ancient Greeks and the clans of Scotland.

The rules, if there were any, varied from nation to nation, region to region, village to village – like in Subbuteo nowadays – but the common elements were in place an age ago – a ball, men and the desire for play and competition. There are many signs in history of the importance of football. An English king, for example, banned the game because he feared his bowmen were spending too much time away from archery practice in preparation for war against France.

Oliver Cromwell played football at Cambridge University in the early 1600s and said the only man he feared on the football field was one John Wheelright – who later took his family and his game to America, where his portrait now hangs in the State House; looking down on Boston Common where the first football game was played in the New World. There are links between



British football and 11 Calcio of Italy in the Renaissance writings of an English head master in the years between 1561 and 1608.

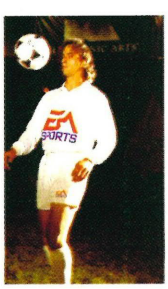
There is a legend recorded in a 17th century "Statistical Account of Scotland" that football "had its origins in the days of chivalry, when it is alleged that an Italian who came into Scotland challenged all the parishes in the neighbourhood of Scone. Scone accepted, beat the foreigner and in consequence the game was instituted."

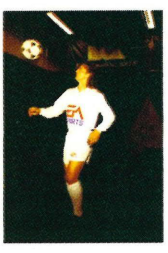
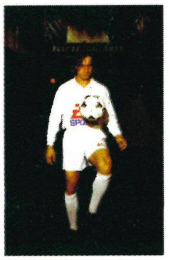
But it was not until the 19th century that a group of men met in London to bring some order to the varieties of football being played and set down the Laws of the Game of Association Football. Others, then and later, preferred a different game and so began Rugby Football, divided later into Rugby Union and Rugby League, and leading, through time and adaptation, to American Football and Australian Rules. It is, of course, the Association game – our football – which has become the sporting



This time we'll get it right

By **Alex Lee**




Tottenham Hotspur's ace midfield maestro David Ginola was used to provide the motion capture

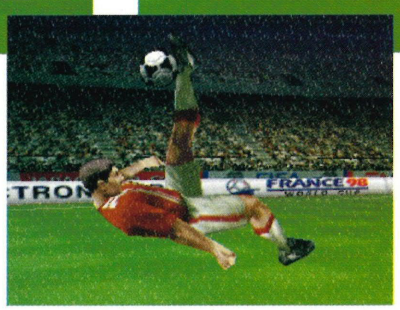
Cup 98

Source(s):	Nick Grange, Electronic Arts
Materials supplied:	Hi-res artwork, screenshots & motion capture pics
Extra information:	Various football magazines and books
Development location:	Canada
Playable version:	Yes
Percentage complete:	80%
Estimated release date:	Christmas









The aim of the game is to pick a team from the 180 available and help them qualify for the 1998 World Cup

phenomenon of the world, reaching into every corner of humankind.

Football and handball games reach back to the first steps of the human race. Over thousands of years, ancient communities introduced rules to their elementary play of kicking and throwing. Games also embellished religious and even tribal festivals.

The Chinese played football games at least 3,000 years ago. It is strongly suspected that the shadowy Celtic nations of Europe, and the Vikings, had rather nasty football ceremonies. In South and Central America a game called "Tlatchi" once flourished.

The Ancient Greeks and the Romans used football games to sharpen warriors for battle. Roman games such as Harpastum or Paganica, which all had elements of kicking or running with the ball, spread Europewide with their empire's armies. Here are the European seeds of what football eventually became in the 19th Century and what it remains today.

Traditional football games played throughout Europe in centuries past are still being staged in modern times, especially in the British Isles. They usually include an element of mob battles and chases over countryside and through water. Undertones of ancient Celtic pagan ceremonies as well as the influence of old Roman Empire army 'games' can be recognised. In later years, football play was often linked to rural wedding-day celebrations in Western Europe.

Playballs used in traditional games come in many different materials, colours and sizes. Rather than being light and inflated, they are usually stuffed with hair or rags and are heavy. This indicates the rough nature of the combat, using hands and feet, with no quarter asked or given by either party.

'Association football,' 'soccer,' or nowadays, 'football' was invented in England in the 1860s and 1870s. Football was, and strictly speaking still is, the generic term for all games where kicking the ball is part of the rules. It is important to understand that 'football' began to be used specifically to describe Association Football in Europe some time after the Football Association was formed in London in 1863.

The Football Association was not set up with the intention of creating a 'new' game. The wealthy young Britons who formed the Association had all attended exclusive schools, each fanatically proud of their own traditions and each with their own football rules. Now, the Football Association – with their universally acceptable rules for one game only – came into being to provide a game overseen by gentlemen for young gentlemen. It was some years before the world game of today became faintly recognisable.

From 1863 to 1872, Association Football was scarcely a success. Teams often ignored the new rules. Most serious clubs were for gentlemen only. It was the introduction of the FA Cup and international matches that saved the game from ignominy, although for many years, up to the mid 1890s, Rugby Union became the premier code, drawing vast crowds and a huge following in the North of England.

With the surge of interest created by cup competition, 'the new game' was also transformed by the advent of inexpensive, mass produced equipment. Smooth, round balls, lighter despite their thick skin of leather, demanded flat pitches and better playing technique. Quite rapidly there evolved a game radically different from any football played anywhere previously. And thus flowered the

Previous World Cup Winners

1930	Uruguay
1934	Italy
1938	Italy
1950	Uruguay
1954	W. Germany
1958	Brazil
1962	Brazil
1966	England
1970	Brazil
1974	W. Germany
1978	Argentina
1982	Italy
1986	Argentina
1990	W. Germany
1994	Brazil

Preview

FIFA
Road to the World Cup 98

magnetic spectacle that is still recognisable over 100 years later.

Round the world from the 1900s, new leagues and cup competitions were inaugurated with matching stadiums to house the ever growing millions of spectators. British officials choked with moral indignation over the victories of Uruguay in the 1924 and 1928 Olympics, were convinced the South Americans were not snowy-white amateurs.

Consequently, when the World Cup was inaugurated by the new Federation Internationale de Football Association (FIFA), and the first tournament awarded to Uruguay in 1930, no British teams took part. The split lasted 20 years. Europe's great teams of the 20s and 30s were Austria, Czechoslovakia and Italy. England







finally lost their premier position in 1953 to the then supreme European side, Hungary.

Which brings me back, pseudo-conveniently, to the game itself. As a representative of N64 gamers everywhere, I'm pretty 'hungary' for a decent incarnation of FIFA on the N64, and would be happy to see the game dominate Europe, but at the time of writing it's not in the same league as ISS 64. Things aren't all bad, however, as for once the relevant staff at EA are listening to comments from games magazines at a stage in the game's development where something can actually be done before the new game hits the shelves.

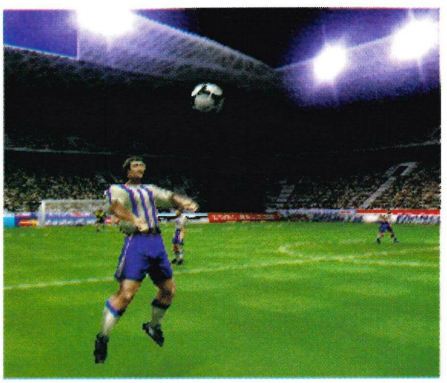
Nick Grange, EA Sports' British PR representative popped in to the N64 Pro office the other day with an in-development version of FIFA – Road To World Cup in one hand and a notepad and pen in the other. After an hour of stringent play-testing by myself and other members of the Pro team, we came up with a list of 30 ways in which the latest FIFA could be improved in its final two months of development time. Due to an agreement with EA, we can't reproduce the list in full, but in summary it would be fair to say that the general feeling from us all was that the more their game is made like ISS 64, the better!

Hopefully, at least some of the recommended alterations passed on from Nick in the British office to the other Nick (Malaperiman) who's Product Manager over in Canada will be implemented and the latest FIFA won't be as disappointing as the previous one ●

FIFA 64 was based on a 3D physics model with only two frames of animation per movement. This meant that when a player turned around, you did not see the movements which led to it. One moment the player would have his back to goal and the next he'd suddenly be facing the goal. A Kinesiologist – an expert on human movement – has been hired to make sure that each of the 15 frames included in the new game is correct



Players now have intricate facial detail such as beards, different hairstyles and skin tones as well as scaled heights. Players will also express more personality, such as looking gutted when they're sent off





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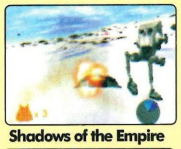
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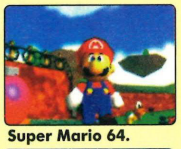
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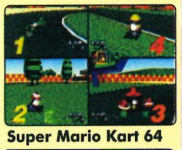

Doom 64


Pilot Wings 64


Int'l S'Star Soccer Pro


Shadows of the Empire


Super Mario 64.

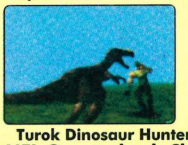

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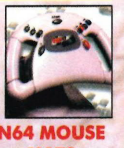
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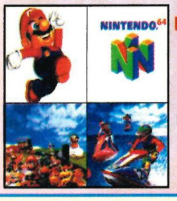
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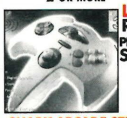
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164(X)

Preview: Konami

The land of the rising sun is beaming. Why? Cos Konami is developing a whole host of potentially



Big in Japan

By **Alex Lee**

Goemon

Goemon, the Mystical Ninja, is set to hit the N64. Konami is pleased to announce the release of the first game to seriously rival Mario 64, Nintendo's flagship game. Titled Goemon and published exclusively on N64 in the first quarter of next year, the game not only compares favourably against the technical achievement of Mario, it also squares up evenly in the gameplay stakes. The Goemon brand is no stranger to European consumers having previously appeared here on the SNES as Legend of the Mystical Ninja. This new version takes all the characters we've come to love and places them in a mad new adventure battling an evil musical troupe hell-bent on turning Japan into one enormous dance hall.

Goemon, an action-adventure game set in ancient Japan, stars the eponymously titled character and his band of friends: Ebisu Maru, Yae and Sasuke. The Neo Momoyama Government, an evil musical group, has invaded the town of Ooedo and captured its castle. It plans to turn Japan into a massive stage to force the populace to listen to their awful tunes – the sort of thing U2 try to pull off once in a while. Only Goemon and his bunch of misfits have any chance of putting a gag across the mouth of this scheme. Boasting a fully realised polygon environment and character design, Goemon lets players explore a 3D world populated by intelligent townsfolk and nasty bad guys.



"Players must use the varied skills of the characters to enable progress during the game," said Jon Sloan, UK Consumer Marketing Manager and explorer. "This facility has enabled the game's designers to construct some simple yet thoughtful puzzles that take this product beyond the realms of a simple 'run and jump' platformer. We're confident players of all ages will enjoy playing Goemon." They would be, but then that's what every N64 game should be all about, so good luck to them.





Looking as though he's wearing Sonic the Hedgehog for a hairpiece, Goemon takes on music's wrong-doers







Nagano Winter Olympics

Konami, most famous in my eyes for the brilliantly conceived and eminently playable International Track & Field on the PlayStation, has beat off all competitors for the Nagano Olympic Winter Games '98 licence. And we're all delighted here at N64 Pro. A Track & Field-style game for the N64! Come on!

Following on from the summer '96 success of International Track & Field, Konami will publish Nagano Winter Olympics '98 on the PlayStation and, more importantly, the N64 in February. Nagano Winter Olympics '98 will feature all the major winter events presented in the same style as the smash hit International Track & Field. Realistic, large scale athletes will compete in full texture-mapped glory in over 10 events, including bobsled, luge, downhill skiing, slalom, speed skating, ski jumping, snow boarding and more.

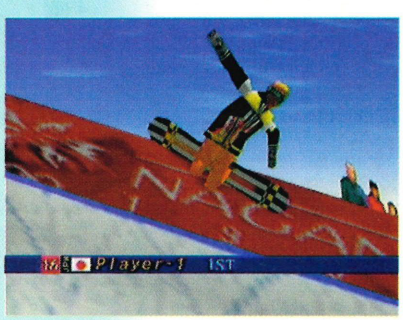
"Konami is proud to be publishing the only official video game of the 1998 Winter Olympics. We've a long history of producing Olympic-style video games with Track & Field

Source(s):	Jon Sloan, Konami
Materials supplied:	Press CD
Extra information:	Web site http://www.konami.com
Development location:	Japan
Games:	GASP, Goemon, Nagano, NBA In The Zone, Castlevania 3D, Hybrid Heaven
Playable version:	Yes, yes, yes, no, no
Percentage complete:	70%, 70%, 75%, 80%, 65%, 60%
Estimated release date:	Mar '98, Mar '98, Feb '98, Dec, May '98, June '98

stupendous N64 titles

– bigger over here?











Winter sports. Fast, dangerous, manly events, or just a bunch of guys dressed in one-piece condoms asking each other if their arse looks big in this?

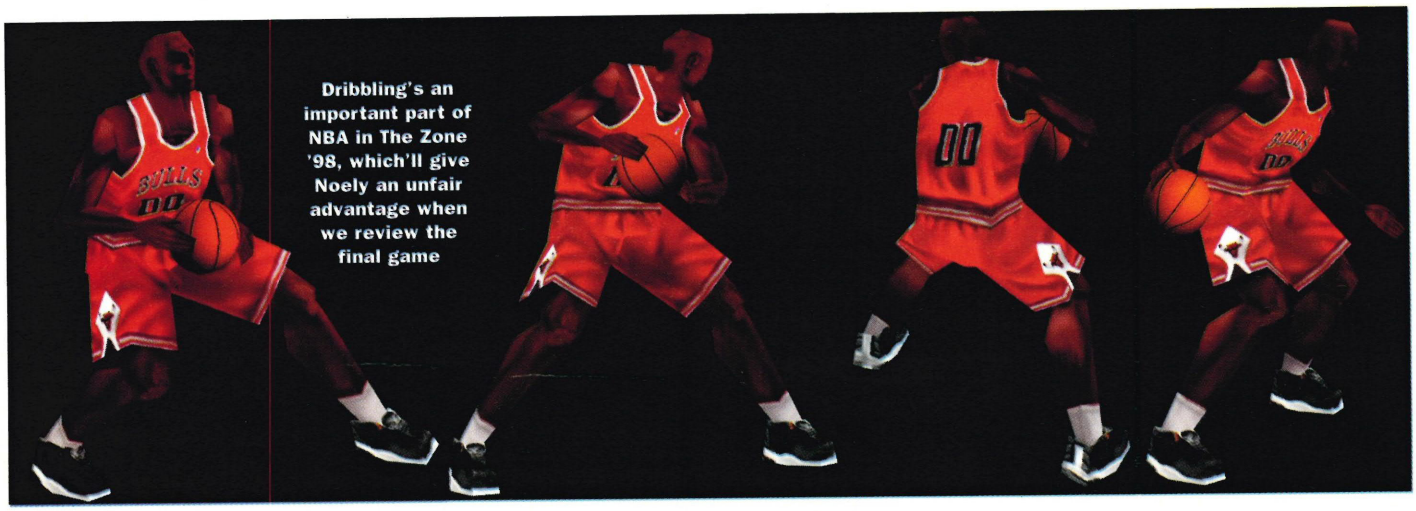


and Hyper Sports, so our expertise in this field is guaranteed," cooed Jon Sloan, UK Consumer Marketing Manager and intrepid luge rider.

"Interest in the games will be at an all time high when we release our versions, so we're guaranteed extensive media coverage. I believe we will also be getting high critical praise for the quality of the products both from sport-simulation fans and from committed games players alike."

Nagano Winter Olympics '98 will feature exact locations from the upcoming Games, motion captured athletes simulating precisely the real competitors and a level of character detail unheard of in video sports games. Also included will be four player simultaneous action, making it a true family video game.'

Better yet, Nagano Winter Olympics '98 will capture all the excitement and intense action of the real thing over in the Japanese mountains, but in the comfort and warmth of your own sitting room. Beats freezing your nads off outside...



Dribbling's an important part of NBA in The Zone '98, which'll give Noely an unfair advantage when we review the final game

NBA In The Zone '98

Not content with scrapping, adventuring and skiing, Konami recently announced the forthcoming release of NBA In The Zone '98 for PlayStation and N64 in time for Christmas. Adding to the award-winning gameplay of NBA In The Zone 1 & 2, the new '98 version takes basketball action to the next level. The game features official NBA players and teams, and incredible player realism due to motion-capture technology with 3D-mapped polygon graphics.

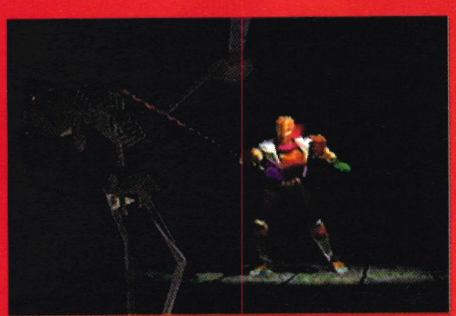
NBA In The Zone '98 includes 'real' player moves that you'd expect to see in a top-quality US basketball match and all the offensive and defensive moves expected from a true simulation. These include behind-the-back dribbling, no-look passing, fake shots, steals, blocking and many more. With full rosters of 12 players per team, full seasons and the ability to transfer ('trade' as the Yanks call it) and substitute players from all 29 NBA teams, NBA In The Zone '98 (Zone '98) should prove a strong competitor to the N64's first b-ball release – the altogether more cartoon/arcade style two-on-two farce'em-up that is NBA Hangtime.

In fact, Konami is hyping Zone '98 as the 'most realistic basketball game designed.' Whether or not we'll 'delight' in the ability to control real NBA pros in full season games, including the Playoffs, is another matter entirely. Okay, I'm into my sports games, but I wouldn't say I've 'delighted' in any of them. Had a good laugh and a bit of a swear, yes, but 'delight'? Who wrote that press release? But seriously, the option to custom-create players sounds pretty promising.

Konami claims that 'enhanced graphics and super-smart artificial intelligence will give Zone '98's virtual players the moves and motions that mimic the personalities and performances of their real-life counterparts.' This may sound high and mighty, but the company's track record is a pretty impressive one, so it's certainly within the realms of possibility and nothing more than N64 owners deserve. Exclusive to the N64 version will be compatibility with the rumble-pak, a big plus point in the game's favour.

"The In The Zone series has already proved to be a favourite amongst the critics," stated Jon Sloan, UK Consumer Marketing Manager and superdunker, "and these new incarnations have taken our proven development expertise even further. The virtual players are so real they'll probably be signing their own Nike merchandising deals." Ho ho.

Castlevania 3D

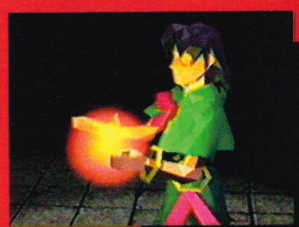


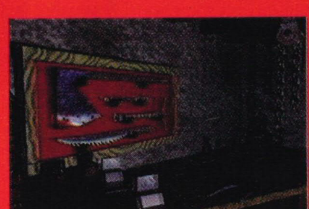
A 3D VERSION of Castlevania is officially on the way, but it may not be called Castlevania! The current working title is Dracula 3D, obviously to attract gamers unfamiliar with the superb SNES incarnation, but the feeling here is that if it turns out to be good enough, it'll deserve the Castlevania branding.

Featuring all the action expected from this classic Konami franchise, gamers are in line to experience the thrills of the original platform series as well as a dash of thought provoking role-playing problems. The Castlevania series charts the exploits of the Belmont family and their never-ending crusade against the Lord of Vampires, Count Dracula. The latest instalment continues this theme – Richter Belmont, having finally succeeded in destroying Count Dracula, subsequently vanishes.

Castlevania, the castle of Dracula, which is rumoured to appear only once every century, suddenly materialises luring Richter's fiancee inside to search for him. Meanwhile Alucard, Dracula's bastard son (I didn't think he was that bad myself...), has arisen from his eternal slumber. Devoted to destroying his father he too enters Castlevania and the adventure begins. But instead of controlling a Belmont, this time you get to play with Alucard and utilise all his vampiric skills, including transformations into a wolf, a bat and soul-sucking mist.

The original Castlevania game made its first appearance on the NES in 1987 and, since then, has gone from strength to strength appearing on consoles and computers as diverse as the SNES, PC Engine, Megadrive and (just prior to the N64 release) PlayStation. Total sales for the series currently exceed four million units. Dracula 3D continues the platform legacy of previous titles, yet brings the whole thing firmly into the 64bit age with the addition of richly layered backgrounds, an orchestral score, polygonal enemies and hundreds of weapons and spells to collect and use in your epic trek through the castle.







A bit about Konami

KONAMI is a leading developer of electronic entertainment properties, specialising in the home videogame and coin-operated markets. In addition to the Konami Sport Series, which includes NBA In The Zone 1 and 2, MLBPA Bottom of the Ninth, International Superstar Soccer and International Track & Field, Konami's consumer titles include Castlevania and Vandal Hearts amongst the many other top-sellers. Konami's coin-op legacy includes such hits as Road Rage and GTi Club. The latest information about Konami can be found on the Web at http://www.konami.com. Konami Europe is a subsidiary of Konami Co., Ltd., and is a publicly traded company based in Tokyo, Japan.

Hybrid Heaven

Konami's first action/RPG exclusively for the N64. The game is a mix of combat, exploration and adventure. State-of-the-art animation and an unusual cast of characters set the scene for the bizarre world of Hybrid Heaven. You control the action as your character leaps, dives and battles his way through the alien landscape. Full-motion, full 3D polygons, all in real-time. More info as soon as we get it.



Gasp

Three-dimensional fighting finally hits the N64! Konami – in their own words a leading developer of electronic entertainment for the home video game and coin-op markets – is currently developing a true 3D fighting game for the Nintendo 64 format. G.A.S.P. (still the working title) promises to set new standards in technical excellence and gameplay finesse, with the introduction of new features including real 3D arenas, interactive backgrounds and the option to custom create your own fighters.

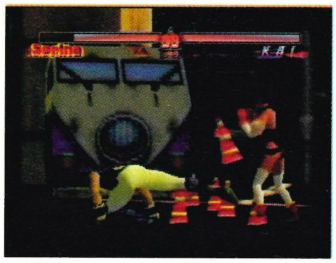
G.A.S.P., previously known as Battledancers, is an acronym for 'Generation of Art, Speed and Power' and is the project title for the game which is pencilled in for a spring '98 release. G.A.S.P.'s development team is confident that their game will be the first N64 beat'em-up set in real 3D arenas allowing characters to move anywhere within the play area – unlike the 'pretend' 3D that we've seen in the Streetfighter II-style, Killer Instinct Gold and the Mortal Kombat-style, War Gods.





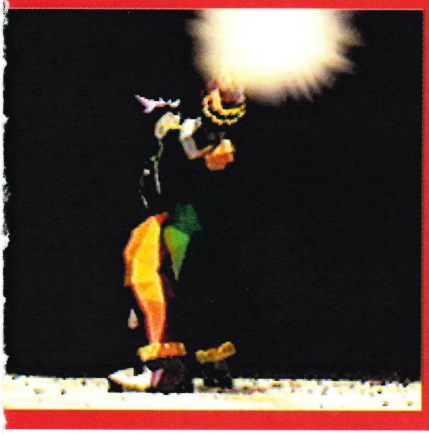
Furthermore, players will be able to utilise the environment, for example by throwing opponents into objects to increase damage given or by climbing onto stacked boxes to gain a height advantage. Plus, Konami has also introduced a character generation system that allows players to create their own fighters which can be saved onto the memory pak and used in the game or against friends in vs matches. With over 700 move sequences captured from expert oriental martial artists and a wide range of body types, the N64 should finally see at least some form of beat'em-up originality.

"We're very confident that we've significantly extended the scope of what was rapidly becoming a stale genre. Fighting games are extremely popular, yet keen observers can see that many companies are running out of fresh ideas," commented Jon Sloan, Konami's UK Consumer Marketing Manager and martial arts expert. "However, G.A.S.P. offers consumers a new slant on this genre, introducing elements we're sure will be paid homage to by many of our competitors," he added. "G.A.S.P. is going to redefine the state-of-the-art." This is open to debate, but any improvement on the current (failed) crop of beat'em-ups will be welcomed by us ●

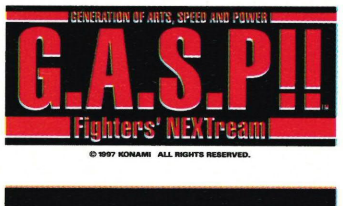


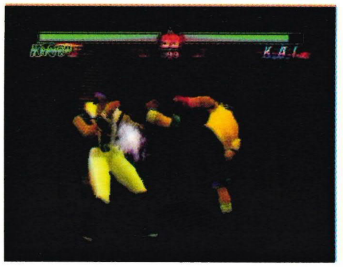
There's a distinct lack of quality beat'em-ups on the N64, hopefully this one won't become a last G.A.S.P. attempt











Preview

Diddy Kong Racing

Take the best bits from Mario, Banjo-Kazooie and Mario Kart and what do you get? Nintendo's first

By **Alex Lee**



Ooh, You

Diddy Kong Racing is a multi-player racing and adventure game, blending action challenges with Mario Kart style racing. It introduces five all-new Rare characters and a brand new proprietary technology, Real-Time Dynamic Animation (RDA).

Rare's game has been in development for over two years, and wasn't introduced at this year's June E3 (Electronic Entertainment Exposition), said Howard Lincoln, Nintendo Chairman, because, "Rare had asked us to keep this game hidden so that our competitors would not see the RDA technology."

"The game was actually farther along in production than either Conker's Quest and Banjo-Kazooie at the time of E3," explained Lincoln. "But because we simply weren't able to get Banjo-Kazooie out on time and make it a quality game by November, Diddy Kong Racing was the perfect choice for this Christmas."

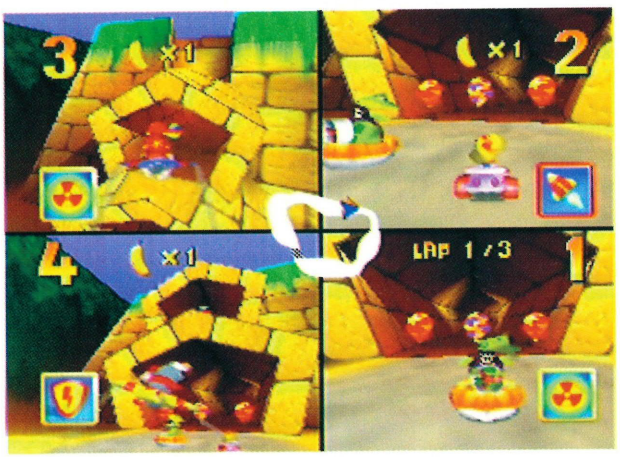
RDA enables Diddy Kong Racing (DKR) to include 'multiple, large, vivid, highly textured characters in a massive environment... and make objects look real, as the light on a curved surface moves appropriately.' Or, in layman's terms, to see one of the three vehicles (aeroplane, hoverboat or car) move through the environment with reflections appearing at the appropriate place at the right time – like the shine off an aeroplane wing, for instance.





There are at least three ways to play the game. In single player mode, you can experience all 25 levels, gathering objects and beating bosses

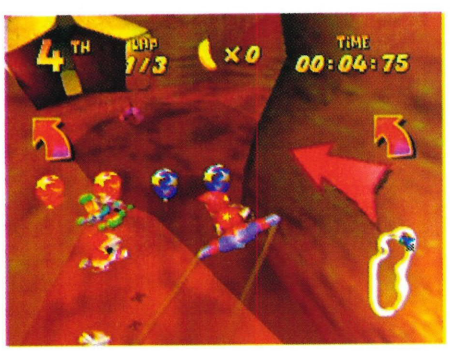




The new characters are Krash the alligator, Timber the tiger, Pipsy the mouse, Bumper the badger and TipTup the turtle. DKR also features Diddy Kong, Conker the squirrel, and Banjo the bear. A giant blue elephant – the warden – will also narrate you through various parts of the game. The bonus characters you have to earn to play are TT the clock and Drumstick the Rooster. Featuring a battle mode, multi-player (up to four players split-screen), cart-based memory back-up for saving three separate games, 25 different levels and rumble pak compatibility.

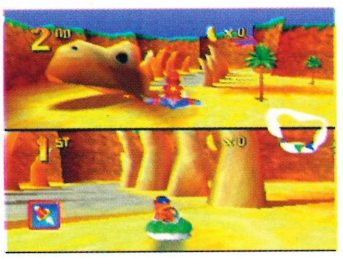
Diddy Kong Racing initially looks and feels like Mario Kart 64, but delve a bit further in and there's more to it than meets the eye. It's actually an racing-adventure game that has enough of its own charm, appeal and gameplay to stand proud as a fine cart in its own right. It is more of a bizarre conglomeration of Super Mario 64 and Mario Kart (and a few other Nintendo games) that is appealing far beyond its simple comparison to Mario Kart. There are objectives and adventures, and worlds open up constantly – if you're up to it – unlike the disappointingly linear Mario Kart.

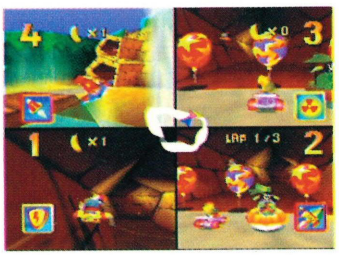
There are at least three ways to play the game. In single player mode, you can experience all 25 levels, gathering objects and beating bosses every five levels, or you can go straight to Time Trials. For more than



Right: For more than one player, you can play in Battle mode, using any of the three vehicles, race four-player against friends, or race against the CPU



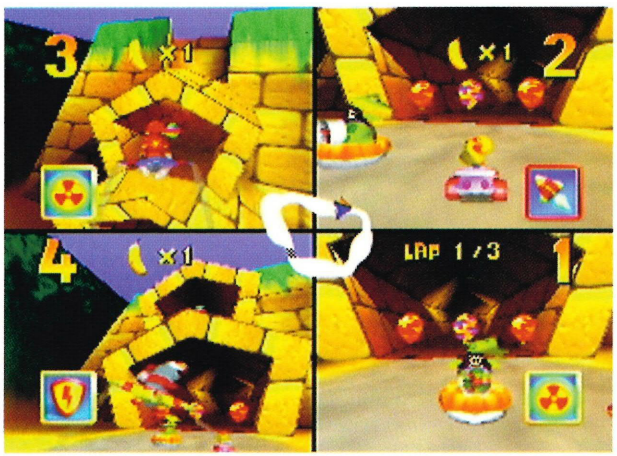




Source(s):	Industry publications
Materials supplied:	Nothing of any great use
Extra information:	Web site http://www.konami.com
Development location:	Twycross, England
Playable version:	No – it's all secret
Percentage complete:	90%
Estimated release date:	Just before Christmas

128bit cart – Diddy Kong Racing

Little Monkey!



Bizarre Web Site Quote

HAVING SURFED the net for some extra information on Diddy Kong Racing – Rare can be ever so secretive – I discovered the following definition of myself – 'You are most probably small or average size – not overweight. You like to party and have a good time. You are fun to be with and always look on the bright side. You crack jokes and laugh a lot with your friends, but this is most probably joking about other people. You are very athletic and into many sports and may play for a team'.

According to this brief yes/no quiz, I'm more like Diddy Kong than Mario. Scarily, the definition is almost spot on, apart from the 'small or average size' bit as I'm a strapping six foot four adonis. Maybe. See which pigeonhole you fall into on the following site – http://www.lamble.demon.co.uk. Good luck



Left: The characters (top row) Krunch the kremling, Diddy Kong the monkey, Bumper the badger, Banjo the bear (bottom row) Conker the squirrel, Tiptup the turtle, Pipsy the mouse & Timber the tiger



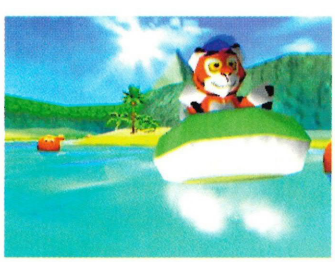


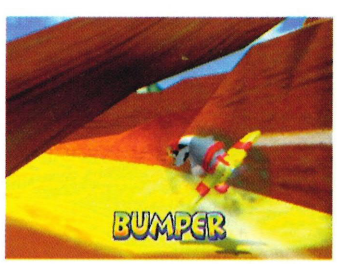
one player, you can play in Battle mode, using any of the three vehicles, race four-player against friends, or race against the CPU.

Graphically, the game is a beauty, with environments and worlds that aren't wildly different to Super Mario 64 and Banjo-Kazooie. The RDA adds subtle light effects and an extra sheen unsurpassed in games from other systems. You won't immediately notice the reflection of light from the body of your vehicle, but as the hovercraft, kart or aeroplane glides along, environment mapping and spectacular highlighting becomes apparent. Giant moving dinosaurs, moving faces on mountains, water transparencies and other wonderfully polygonal objects are all masterfully rendered, and already look excellent.

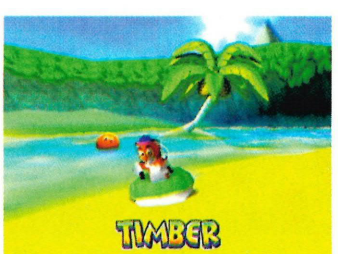
Gameplay wise, the game does kick off like Mario Kart 64, but moves on when you have to collect silver coins in one level, or discover how to increase your rocket boosters (by collecting three blue balloons in a row), or when you find all of the golden balloons you need (to move onto another level, for instance). The adventure section then kicks in and suddenly it feels like you're in a different game. There's a powerful drifting system that when handled correctly, allows you to lift up on only two wheels (when in the kart), or do a loop or barrel rolls in the aeroplane.

Musically, DKR keeps to Rare's trademark tunes such as cringeworthy country western melodies interlaced with some cutesy but acceptable sound effects. Overall, the game looks set to be another solid title from Nintendo that has a good learning curve, lots of playing time, and quite possibly more fun than Mario Kart 64.



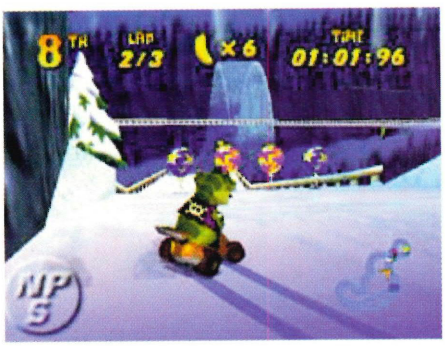


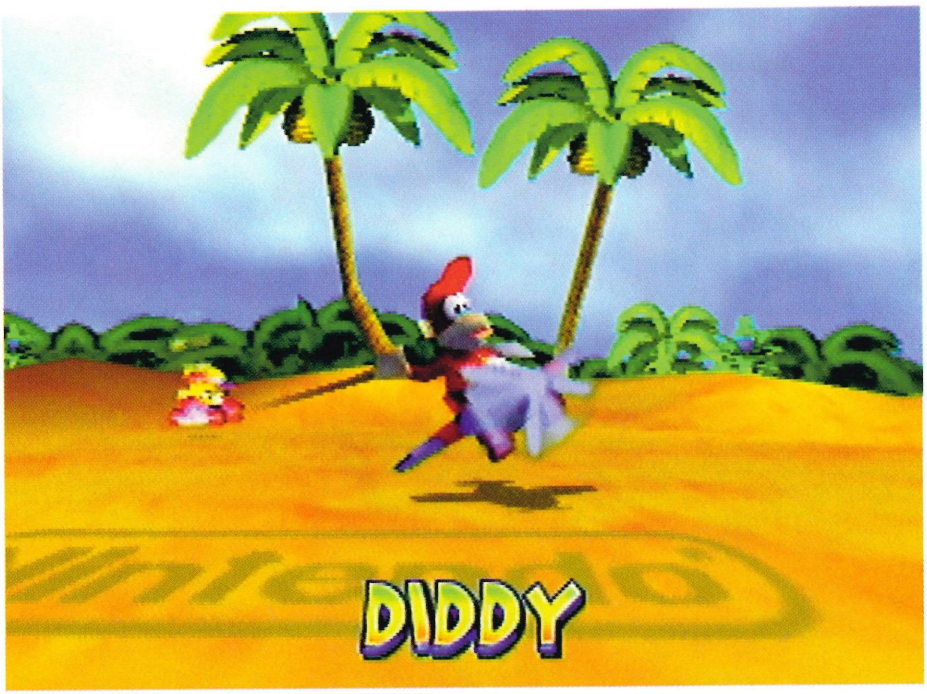




Diddy Kong Racing





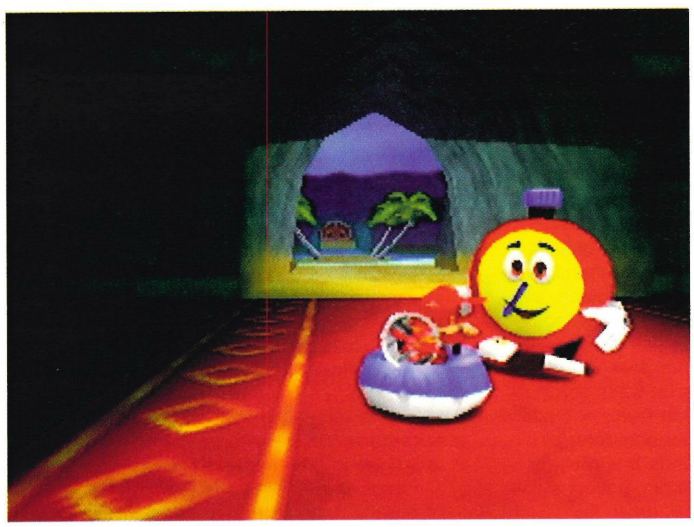


Some racing games add depth to the game play by offering super-realistic handling that makes the game impossible for anyone but a real Formula One driver (or lonely games-tester) to play. Others add the simulation-like ability to micro-manage your car's parts, right down to the spark plugs. Unless you have a perverse urge to sleep with Jeremy Clarkson, you're not going to have much fun with those either. Diddy Kong Racing adds to its outstanding racing engine by providing a sense of adventure.

Okay, so it will draw inevitable comparisons to Mario Kart 64, but while Diddy Kong Racing does focus on crazy racing action, it also throws a spanner in the works by adding a large dose of adventure and exploration along Super Mario 64 lines. The courses in Diddy Kong Racing are made all the more impressive by Rare's proprietary RDA technology. This programming technology allows the game to include large, colourful and highly textured characters in a massive environment. RDA squeezes the most out of the N64's hardware, allowing for environment mapping and some spectacular highlighting whenever appropriate.



Didy kong Racing promises to be the quickest, most detailed four player racer ever seen on a home console. I'll drink to that. Pass the banana beer

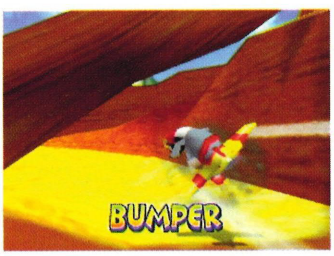


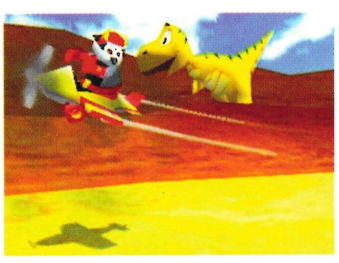
Left: Diddy Kong regretted eating all that cheese and listening to Public Enemy records so close to bedtime
Below: Bumper gets off to a flier

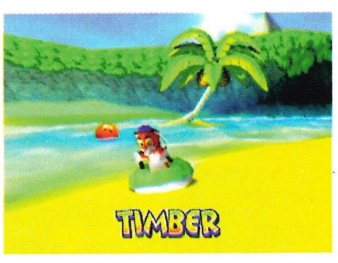
Although Diddy Kong is the star of the show, other Rare characters such as Banjo the bear and Conker the squirrel appear, as do all-new animal friends Bumper the badger, TipTup the turtle and Pipsy the mouse. Like all great adventure games, DKR rewards drivers who explore off the beaten track with power-ups and hidden challenges. Other devices allow racers to attack their opponents, or to defend themselves from assault. Some courses also feature bosses to provide an even harsher challenge.

This truly genre-busting game is scheduled for release on November 24, 1997 (US) and will sell for $69.99. The Brit version will follow a matter of days later, but goodness knows what rip-off price we'll have to suffer over here. DKR will be published and developed by Rare, with Nintendo having the exclusive world-wide distribution rights ●



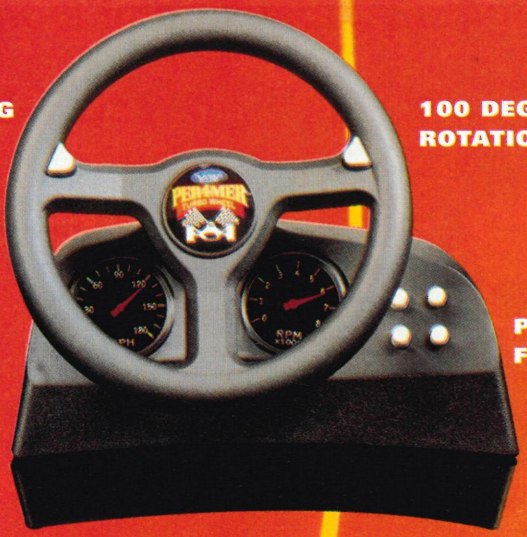






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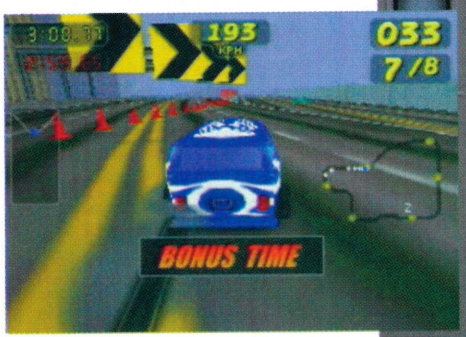
PER4MER™ RACING WHEELS

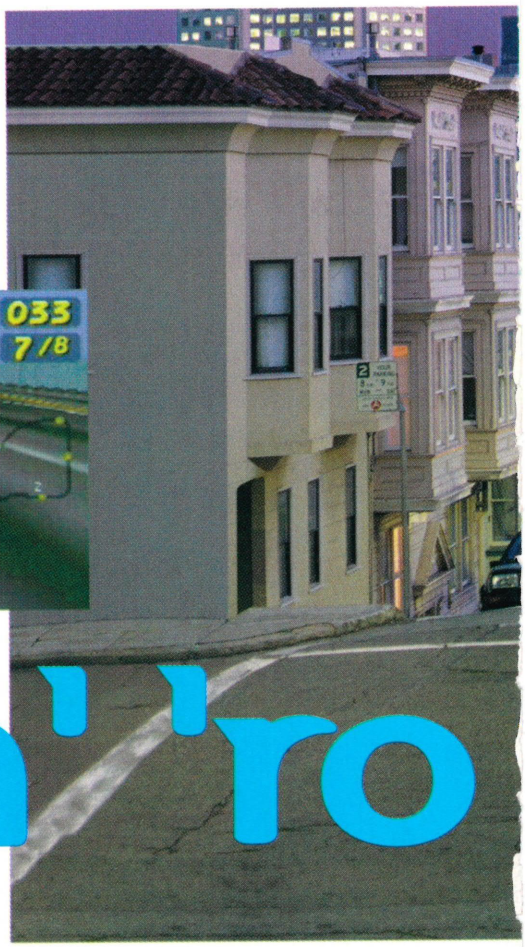
Preview: San Francisco

Why on earth would you want to rush around San Francisco? It's such a beautiful city, man

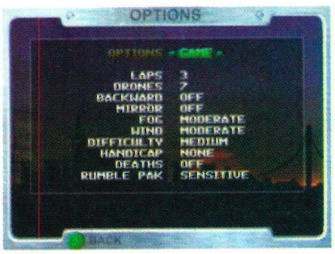




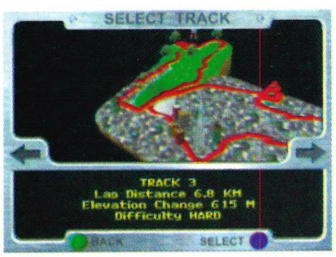


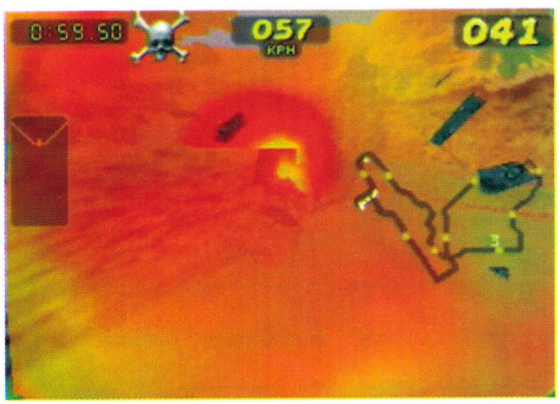


Above: Extreme racers can have a go against beginners and still lose! All will be explained in next month's review



Bombin' 'ro





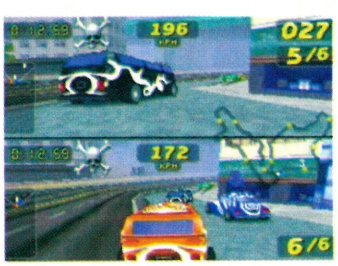
By **Alex Lee**

San Francisco Rush (SFR), the fast as a bast arcade racer is heading for the N64! Players can hit the road in one of eight, screaming machines and burn rubber through the 3D modelled hills and landmarks of San Francisco. Making an original driving game with its own USPs is a difficult task these days, as the genre is as old as the hand-held Race n Chase (anyone who's still got one, send us a picture of it and we'll give you a free game). GT has however, acted commendably in using a camper van and a VW Beetle as two of its modes of transport, rather than just sticking to cliched high-speed performance cars.

The four distinctive vehicles, as you'd expect, each have their own special handling characteristics and what also sets SFR apart from other race games, is its slightly weird reason for car selection, particularly in two-player mode. The four vehicles have a rating of either beginner, advanced, expert or extreme. If you choose the beginner car it's easy to control, but hasn't got spectacular acceleration or top speed. The extreme rated racer, on the other hand, takes a good while to get to grips with, but can burn rubber with the best of them once mastered.

What all this means, in a nutshell, is that two players can compete on a reasonably equal footing, regardless of their experience, as the finer side of driving is more or less taken care for you if you're a beginner. Once you've gained confidence, you can soon move up a ranking or two and then slip into Death Mode when you think you've got it sussed.

Normal mode is pretty forgiving. Crash headlong into an office block, fly (dis)gracefully into a lake or plough through a metal fence and





Rush

Source:	Jason Fitzgerald, GT Interactive
Materials supplied:	In development ROM
Extra information:	Web site http://www.gtinteractive.com
Development location:	USA
Playable version:	Yes
Percentage complete:	90%
Estimated release date:	Christmas

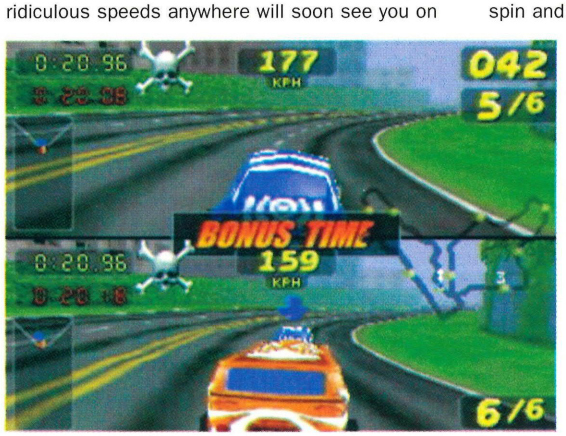


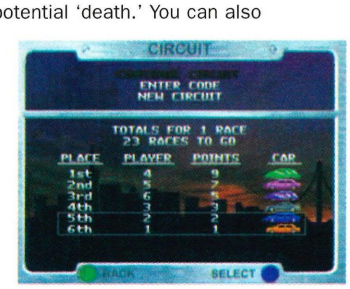
und the bay

an invisible 'hand of God' will lift you back onto the course, Mario Kart style. Stick Death Mode on and any big mistake is punished with an instant Game Over. This not only cranks up the skill level required, but adds a sense of chilling realism – okay, so you're never likely to get the chance to tear around San Francisco at four or five times the speed limit, but any crap driving at ridiculous speeds anywhere will soon see you on the wrong side of a mortuary fridge door, pissed or not. Right. That's my dangerous driving speech over with – back to the game.

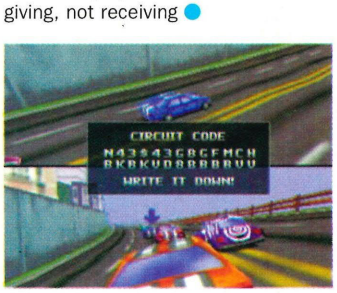
Each of the three unique tracks contains spectacular hidden shortcuts. Players can rip through open fields – which is mint with a rumble-pak and soar over rooftops, although driving too fast up a ramp can cause a mid-air spin and potential 'death.' You can also powerslide through underground sewers or catch some serious (non-NBA) hangtime off a half-completed suspended freeway!

Pop the clutch, smoke the tyres, and pour on the speed as breathtaking graphics power you round the streets of San Francisco at breakneck speeds. As mentioned before, the all-important two-player split-screen option's in there for a head-to-head racing frenzy. It isn't noticeably slower or less detailed than the single-player option either, which is always a bonus (and almost never happens). Out in time for Christmas, we'll review it next issue which'll be in the shops just before the time comes for giving, not receiving ●





Left: Every track has a strict racing line – like in real life motor racing – that if stuck to pays dividends. I.e. you'll probably win and not crash



Preview

F-Zero 64

Yet another SNES classic to get the 64bit treatment, but how will everyone's favourite racer survive

Divide by zero

By **Steve McNally**

You can't knock F-Zero on the Super Nintendo. The SNES version will always be remembered as a gaming classic, despite its one-player limitation. In general, the games most fondly remembered are the ones could you play with your mates – usually when pissed up – but F-Zero showed us just what Nintendo's new system was capable of (Mode 7 anyone?) and managed to be a fantastic little game in its own right.

Well, things have moved on a few years now and there's a new kid on the console block. 'Bout time for an update? I think so. And obviously so do Nintendo and that Miya-whats'isface. Over in Japan there're busy beavering away in their Research and Development labs (the point of origin for just about every 'classic' game in recent years, or so it seems anyway).

Many people have elevated Miyamoto to God-





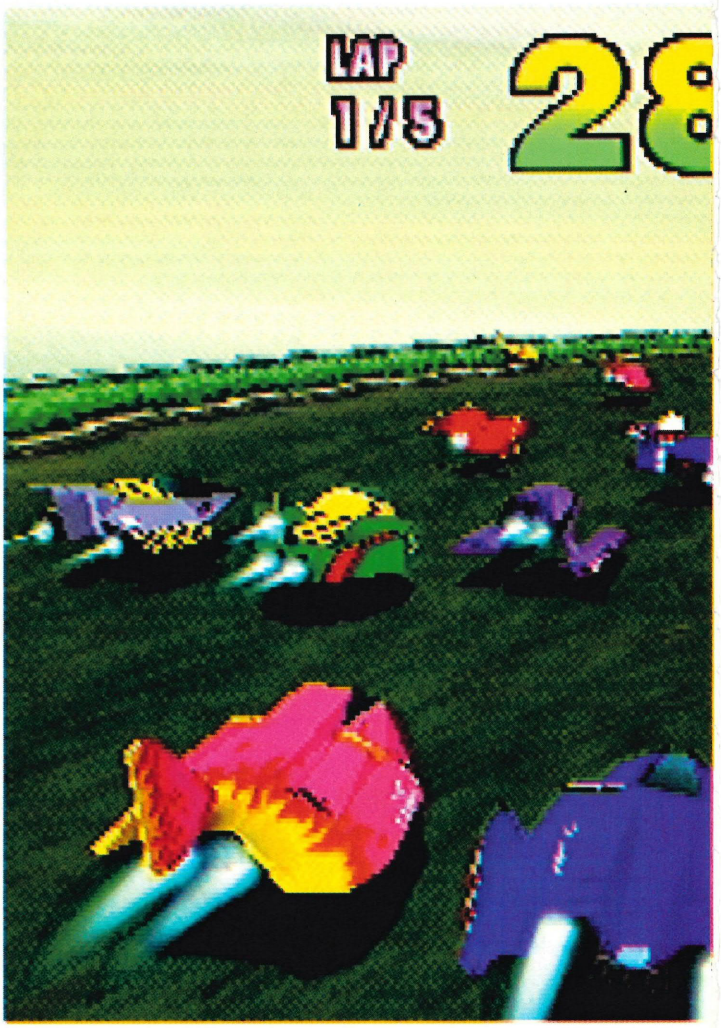




The biggest change from the original SNES game is the sheer number of other cars involved in each race. As you can see from the screenshot on the right, there at least 27 other cars competing against you for first place







Source(s):	THE Games, Nintendo Japanese website
Materials supplied:	Press CD
Extra information:	Extra courses may be released on 64DD
Development location:	Nintendo Labs Japan
Playable version:	Not yet
Percentage complete:	60%
Estimated release date:	February '98

the journey?

like status, and given his track record, it's not all that difficult to see why. His CV reads like a who's who in the Nintendo universe (Mario, Yoshi, Pilotwings and of course F-Zero to name but a few of the projects he's dipped his toe in), and he shows no sign of slowing down. He knows what makes a good game, and more importantly, he knows how to transform his ideas into stunning game designs.

By all accounts, when he sat down and looked at F-Zero and considered it for the N64, two ideas dominated his thoughts – more speed and more players. And both, you can guarantee, will be executed to perfection, creating the N64 racing game that we're all crying out for.

Right, I could do with putting a bit of bland(ish) technical stuff in now, so bear with me. F-Zero 64 will feature a full 3D, polygonal environment, full of opposing vehicles and close to 20 different tracks that twist, turn, loop and corkscrew through space. Souped-up versions of the four classic vehicles from the original will be available for you to indulge in a bit of reckless driving. F-Zero (I think that was the blue car in the original, but I'm not quite sure) will return, along with eight brand spanking new rides. Each car will have their own handling characteristics, top speeds and so on. Actually, that wasn't as boring as I thought it was going to be, reckon you can stand a bit more?

Mr Miyamoto has promised F-Zero 64 will seriously focus on speed; not just physical velocity of the vehicles, but also the game's frame rate, which shouldn't dip below 60 frames per second. This will allow for the smoothest, fastest gameplay ever experienced in a racing game. Hopefully.

From the new screen shots, you can see the incredible number of vehicles that you'll be able to compete against in any given race, as well as the different dramatic camera angles available. This does worry me a bit. I'm a fan of less cars, more strategic overtaking stuff personally, but previews aren't the place for doubts, we're supposed to be generally positive, so I suppose I should say "Woah, look at all those cars on the track at the same time! That looks top!" and leave it at that. Which to be totally honest fits in pretty well with my general feeling of optimism towards what should be another classic N64 title.

I'd say the original probably ranks alongside Streetfighter II as my all time favourite SNES game, so it goes without saying that I'm looking forward to its N64 incarnation. After continued play on Extreme G, I have to say I'm increasingly disappointed with it, mainly because it's too fast to be really enjoyable. As long as they don't go over the top and ruin F-Zero's classic racing gameplay, then this should be yet another essential N64 game ●

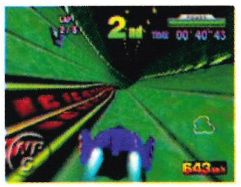




The four-player split-screen mode will hopefully be more successful than the Extreme G attempt, which was far too quick for its own good. It's doubtful though that Nintendo themselves will make the same elementary mistake as Acclaim







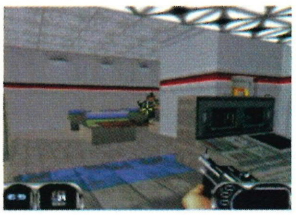
Preview

Duke Nukem 64

This Christmas Duke Nukem will spill Doom's pint and ask him to step outside. Which 3D shooter's goin







Doom

For those of you who don't know Duke Nukem 3D, it first appeared on the PC some three years ago. Duke belongs to that style of game extensively referred to as the doom-clone. But this is no clone. Amidst a flood of 3D shooting games, Duke Nukem was the first Doom beater. Doing what many were claiming to be impossible, it took the Doom format and made it into a better game.

Storylines have never been the strong point of shooting games and Duke Nukem 3D is no exception. Oh well, here goes... Aliens have come down to earth and kidnapped all the earth-chicks. This is reason enough to send anybody mad and Duke decides to go on the rampage and destroy these dastardly aliens with a variety of weapons. That's the story over and done with and it's at this point you enter and the carnage begins.

The game is essentially a first-person perspective shooter. You see the action through Duke's eyes and run around a 3D world. All you can see of Duke is the end of his gun, with the aim being to point it at the bad guys and blow them away. To make the game more in-depth, you have to open locked doors to progress through the levels and find the exit. The doors can be opened in various ways, but usually you have to find hidden keys or switches. It's a simple format but still remains one of the most entertaining types of game available.

What made Duke Nukem stand out from the herd of similar games was its detailed and realistic graphics, fiendish level design and a quirky sense of humour. The original PC game has been tweaked, expanded and generally given the brush up for the N64. The detail is better and brand new levels join all the ones from the original game and the platinum pak expansion. 30 levels make Duke Nukem a significantly large game to work your way through. The original levels have been expanded and now include brand new sections. In addition, some of the monsters and objects have been moved around to make the game slightly different from the PC version.

It has been mentioned that the game will include seven levels that will be parodies of other N64 games. There will also be at least three levels designed exclusively for deathmatch games. So far, these include a pirate ship, a castle and a level called shaft which disappointingly refers to elevator shafts and not the jive-talking, leopard-skin-wearing New York Badass from the 70's.

As if to make up for this disappointment the game includes new weapons. A plasma canon, twin sub-machine guns and a grenade launcher have been added to Duke's already comprehensive arsenal. After market testing, the freeze gun was deemed unpopular and has subsequently been removed. You win some, lose some! But the bazooka, pipe-bombs, pistol, shrinker/expander and the ever popular pump action shotgun all remain.

The levels have the same attention to detail and realism that made the PC version so attractive. Instead of the basic dungeon look of Doom, you get to run around detailed cities and buildings complete with burger joints, toilets, video stores and a vast array of other locations. A lot of the background is interactive, for example you can use the toilets and even knock the balls around on the pool table.

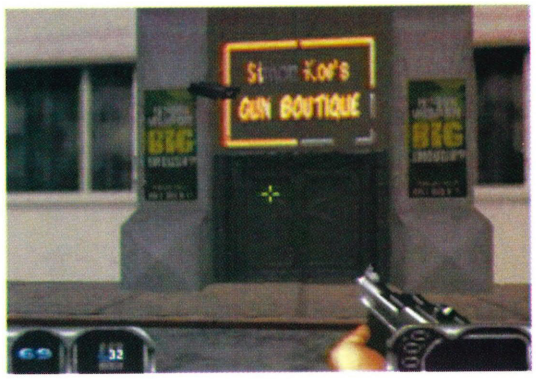
Having said that though, it does look at bit dated. The monsters are still essentially flat 2D sprites and despite everything else having an

Source(s):	Source: Jason Fitzgerald
Materials supplied:	Development ROM
Extra information:	Internet (www.N64.com)
Development location:	Birmingham
Playable version:	Yes
Percentage complete:	75%
Estimated release date:	December

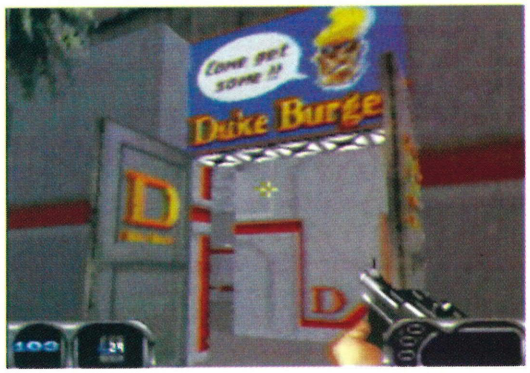
ng to end up with a thick ear?











Far Left: An alien feels the power of my pump action shotgun
Above: After walking over the dead bodies of your enemies you leave a trail of bloody footprints behind you

You flick a switch and reveal a welcome message from the Aliens

By **Mark Hattersley**

nuked?

Top Right: Get yourself all tooled up at the local gun boutique... Above: ...and stroll to the burger bar for some aliens to take out

overhaul, the aliens look depressingly chunky. But to its credit, the game still retains the speed and intensity of the original and now includes spectacular explosions which, with careful aim, can result in various body parts flying through the air with the greatest of ease.

On the subject of violence, the game retains a surprising amount of gore. The original was a bloodfest and so to an extent is the N64 version, with the levels quickly becoming filled with blood and body-parts. It's not all there though. The section where you enter a strip joint and can shoot all the girls is missing. The strippers are apparently still in the game, but now you have to save them. Killing is reserved strictly for the monsters. However, those of you who are sharp will notice that they still have LAPD written on their backs.

This represents Duke Nukem's other strong point. It's (very black!) sense of humour, which thankfully remains intact in the N64 version. In true action-hero style, Duke still makes wisecracks as he obliterates everything in sight. All his favourite sayings remain and some new ones have been thrown in for good measure.

As any fan of this type of game will tell you it's always more fun to kill your friends. With this in mind, the game includes a split-screen deathmatch for up to four players. In addition, you can now choose the computer to control players in the deathmatch mode. The computer reacts just like a human opponent and although it's not as much fun as blowing your friends away, it prevents two players from constantly wandering around in circles searching for each other. You can also use the computer to hone your skills in preparation for the next deathmatch bout with your friends.

Another change is the control system which follows Turok's example in adapting the N64 joypad to this type of game. For those of you unfamiliar with Turok, the game uses the analogue stick to look up and down and rotate left and right, whilst the C buttons control actual movement. The Z button is the all important fire button and the other keys are used for jumping, ducking, choosing weapons and opening doors. It's complicated at first but with practice it enables you far greater control and precision than even the responsive PC version. It allows you to run and turn quickly, checking every corner as you go. But if it causes you too many problems or you just plain don't like it, you can always choose a more traditional control system.

Rumble pak owners will be pleased to hear that their joypad will be shaking around whenever Duke is shot and will vibrate when he witnesses an explosion.

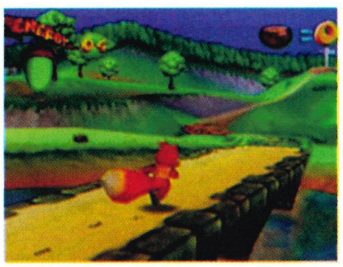
All in all, Duke Nukem is shaping up to be one of the better 3D shooting games on the N64. The graphics aren't terrible, but they wont astound you. Despite lacking the polish of Goldeneye, it remains a playable gore-filled blasting game. Watch out for a complete review to let you know how the finished product shapes up to the competition ●

Preview

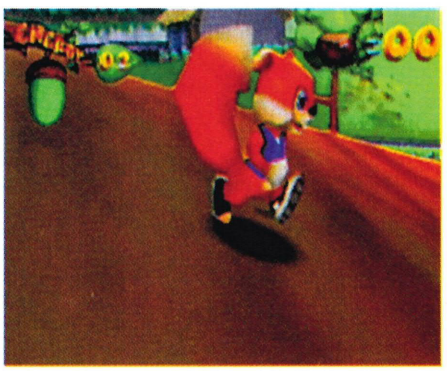
Conker's Quest

Strange but true. Natural born Americans don't know what conkers are. They only have acorns, pine





Conker can get around by rolling, scampering and hammering along on all fours. Often, he'll leave paw prints if the land is soft enough



It came out of nowhere when it was first unveiled as a massive part of the Nintendo stand at the E3 in June, Conker's Quest (CQ) is another Rare title that will go a long way to erase all memories of the awful Killer Instinct Gold. How can the same development team be responsible for the gorgeous GoldenEye, the delightful Diddy Kong Racing and the crap KIG? Answers on a postcard...

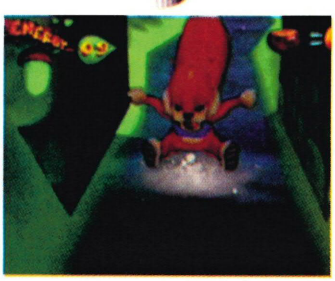
Conkers Quest focuses on a small squirrel sporting stylish blue high-tops, who runs through a brilliant 3D world filled with Mario-esqe landscapes utilising impressive new textures. The game already runs very quickly as Conker zips around levels with ease.

The unique selling point of CQ, however, is that Conker the squirrel and his partner, Berri the chipmunk, display emotions and react to their environments. They notice things in their world and try to get you to react appropriately. And, better still, the polygonal worlds in which they exist – of which there are two so far – aren't sharp-edged and flat like in Mario 64, which is still very much a benchmark N64 3D title.

Mark Betteridge led the KIG team to success – yes, I admit I'm virtually alone in hating it – and has now turned his creativity loose on the squirrel world. At the heart of Conker's Quest, however, is the direction of Chris Stamper, who fondly describes the Conker experience as a new way of playing video games. He describes Conker as more of a companion than a character. A sort of virtual rodent pal.

You may play as either Conker or Berri the chipmunk, two loveable characters that should easily capture even the coldest of hearts. Both animals are made up of more polygons than Mario, and are complete with 'real-time facial expressions,' which





Mr Nuts

By **Alex Lee**

Source(s):	American games publications
Materials supplied:	Previews
Extra information:	Web site http://www.rareware.net
Development location:	Twycross, England
Playable version:	Yes – but we haven't played it
Percentage complete:	30%
Estimated release date:	Spring 1998

cones and beefburgers. Unlucky...

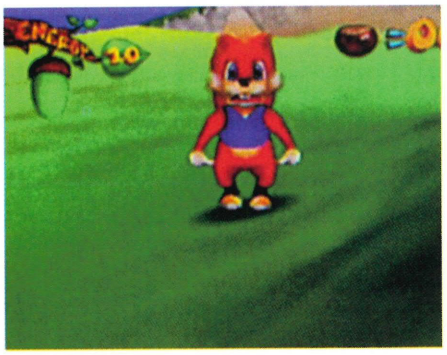


change depending upon what your character is doing or what it sees ahead. You'll be able to change characters during the game in a similar way to Diddy Kong and Donkey Kong in Rare's earlier hit, Donkey Kong Country and you'll need to use both characters to complete the game.

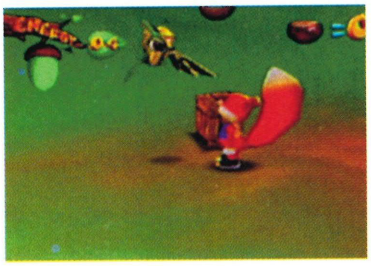
All is not happy and friendly in Conker's Quest, however. As soon as you arm your squirrel with a slingshot, an element of danger appears. Conker's challenge in tracking down 100 presents comes in many forms. Huge bosses, such as one found at the top of a hill in a forest, will give any gamer a run for his money.

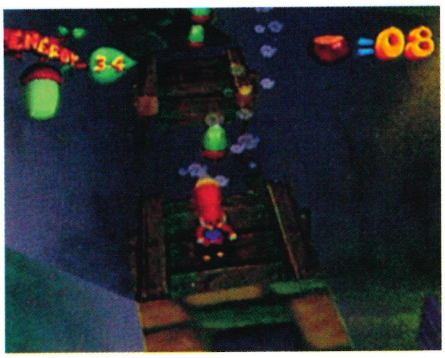
If you don't run when you should, lightning bolts will cause Conker's skeleton to glow and flash. There are large territories to explore, keys to win and objects to find. Rare plans to include seven vehicles that Conker and Berri will use in later stages. There's a mine area and a western location thrown in, with Conker wearing the appropriate hat for every occasion.

Superficial detail such as the comedy hats are



The emotions shown by the characters range from boredom to ecstasy and each gives a clue to the gamer as to what to do next. Here, a bird hovers to give advice





merely clever touches. It is the portrayal of emotions that gives Conker's Quest's its claim to fame. It will be the first game to show your character's emotions. Your character will actually communicate with you at times! This, more than anything, is CQ's ultimate selling point. It doesn't stop there, either. CQ's graphics also do away with a lot of that rough, polygonal look that (even some of the best) previous N64 games have suffered from. It will also have surround sound and an advanced camera.

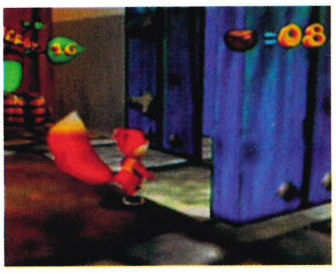
During Conker's Quest, you're working to collect over 100 house-warming presents stolen by 'hoodlums' and strewn throughout four worlds. While searching through the worlds collecting presents, you must save your friends who were kidnapped and free the universe of the evil hoodlums.

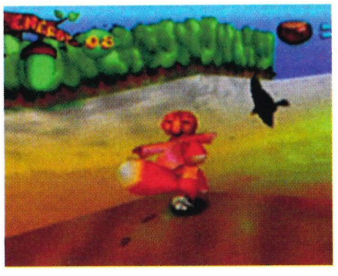
Okay, so the plot isn't going to win any great literary awards, but the gameplay and graphics more than make up for it. The worlds that you'll find yourself running through are complex and

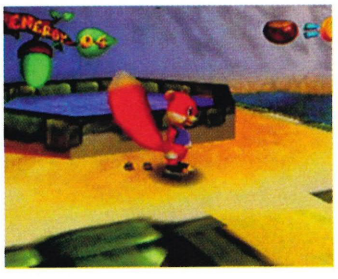


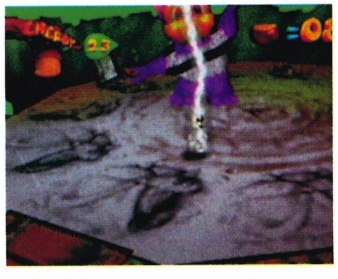
gorgeous, similar to those in Mario 64, but more detailed. Little things like wet footprints after running through water and some impressive lighting effects, really help to set the scenes and enhance CQ no end.

Currently only about 30% complete (the cart size will be 128meg when it's finished) it's nigh on impossible to say how Conker's Quest is going to turn out, but even at this stage it's already oozing quality and has lots of original details. Placed in a conkers context, it's obvious that Rare are planning for Conker's Quest to be at least a hundred-er when released over here in the spring ●





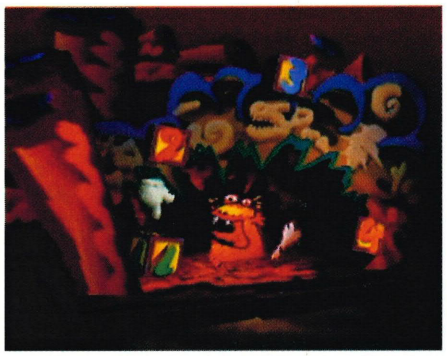


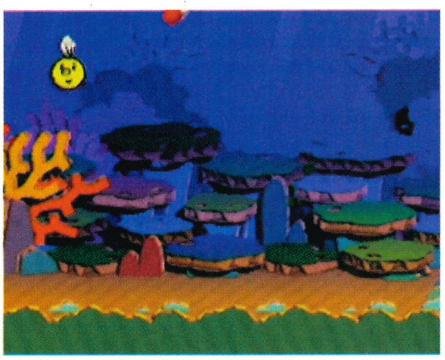


Preview

Yoshi's Dinosaur Junior

Nintendo surprise us all with another blinder of a game and then do a Roswell-style hush-hush





Looking at these two screen-shots on the left, the cartoon quality graphics and the surreal nature of the levels really shines through



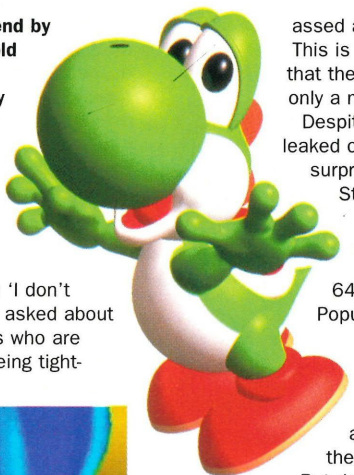
By **Mark**



Bottom Left: The title screen shows all the different Yoshis Bottom Right: Some of the enemies from the original Yoshi's Island make a return in the N64 version

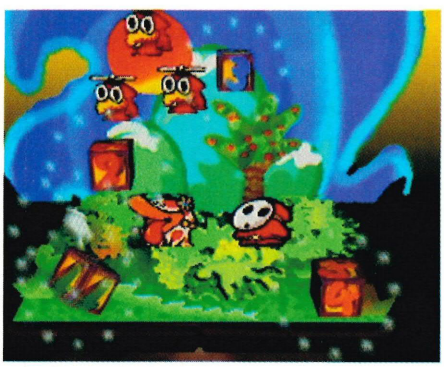
Following the recent trend by Nintendo of updating old SNES games, comes the release of Yoshi's Story (allegedly it will be called Yoshi's Island 64 over here). Two things that do surprise though is the speed at which it is to be released, coupled with a spooky FBI-like blanket of silence from Nintendo.

Nintendo staff have adopted an 'I don't know Nuffink Guv' approach when asked about this game. Unlike most companies who are mad for exposure, Nintendo are being tight-assed about details at the moment. This is puzzling when you consider that the Japanese release date is only a month away.



Despite all this, a few details have leaked out. Perhaps the most surprising thing is that Yoshi's Story will remain a 2D platformer. Why Nintendo have avoided going for the full-on 3D approach of Mario 64 is puzzling to say the least. Popular opinion is that 2D platformers have always been popular and Sony's bizarre policy of preventing 2D games from appearing has left a gap in the market waiting to be filled. But don't expect this game to look out of place on your N64. Nintendo are taking advantage of all that extra processing power to create some lush effects. The hand-drawn crayon look of the original has been replaced with cartoon quality graphics. Rotation is said to be in abundance and is going to be used on both the main characters and the scenery. You should also see plenty of movement and interaction with the background. But the most important addition is the presence of a dynamic zoom, similar to those seen on



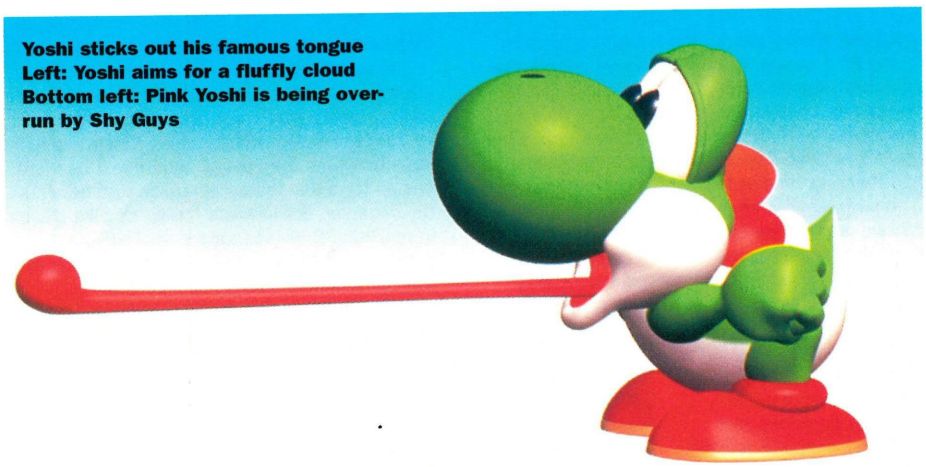


Story

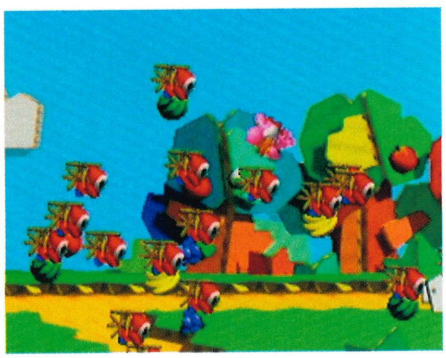
operation

Source(s):	Internet and THE games
Materials supplied:	Transparent 35mm slides
Extra information:	Very little (Cheers Nintendo!)
Development location:	Japan
Playable version:	Yes
Percentage complete:	90%
Estimated release date:	Dec. 12th (Jap), Feb. 9th (US), Spring (UK)





Yoshi sticks out his famous tongue
Left: Yoshi aims for a fluffly cloud
Bottom left: Pink Yoshi is being over-run by Shy Guys







many fighting games. The camera moves in or out of the screen depending on how much action is going on around you.

The cart is now going to be a whopping great 128 Megabits and will have six worlds with four levels each. That's 24 levels in all. Nintendo have promised the game to include a vast array of secrets. One thing is for sure, this won't be a straightforward run from left-to-right platform game. Expect to deal with some fiendish traps and cunningly devised levels.

Unsurprisingly, Yoshi is the main character. Not one Yoshi though! Now there are now six to choose from. Each one is a different colour and although Nintendo haven't confirmed it yet, the word-on-the-street is that as the game is one-player, each Yoshi will have different characteristics.

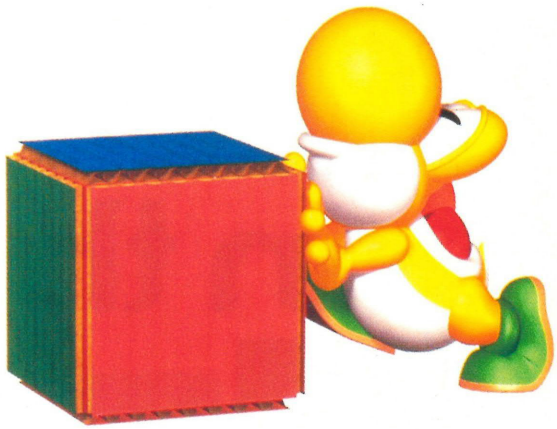
So far, the emerging storyline is that Yoshi, and all the other characters, have been turned into characters in a giant picture book. You must guide Yoshi so he can escape and return to his Island. This slightly surreal plot allows Nintendo all sorts of off-the-wall things within the game, so plenty of surprises will be in order

Nintendo have also tantalisingly spoken about something special happening with the control system. Though they steadfastly refused to give any official comment, it has emerged that the analogue stick may be used for attacking the enemies. But despite the new control system, you can still kill enemies by jumping on top of them or by throwing eggs at them.

Nintendo have said that the eggs will now also have a different use in the game. Although what exactly remains a mystery.

One major difference that has been leaked is that baby Mario isn't going to be appearing in this version. As the aim of the SNES version was to keep Mario alive we can expect Yoshi's Story to play differently from the original Yoshi's Island. Just how different the gameplay will be remains a mystery.

One things for sure, we'll be bringing you a review as soon as we manage to get our greedy hands on a playable copy of the game



The truth is out there!

Read some of the myths, hearsay and the occasional truth about Yoshi's story at these unofficial Nintendo sites:
www.N64.com
www.Nintendojo.com
www.N64hq.com

Preview

Mace: The Dark Age

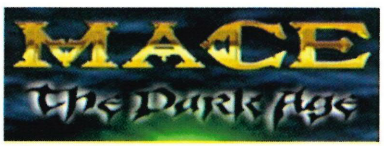
The fight for the classic N64 beat'em-up continues with Mace: The Dark Age. It's fresh from the

Getting medieval on the N64

By **Mark Hattersley**

Fighting games are not the strongest genre in the N64 line-up, with the releases seen so far hovering between average and appalling. But far from giving up, this only seems to have made developers more determined than ever to use the power of the N64 to create a game that takes hand-to-hand combat to the next dimension.

Anyway, amidst all these offerings from various prospective companies comes Mace: The Dark Age. And after seeing a pre-production version of the game, I can honestly say that it looks better than any other fighting game released so far on the N64.



The game is based in the Dark Ages (obviously) and the characters have a distinctly dungeons and dragonsesque look to them. Various fighters are taken from Europe (bulging muscles and large swords), Arabia (Alladin look-a-likes), and Asia (fast moving samurai and ninja.) There are both male and female characters and each character has its own arena to fight in.

All the characters are fighting for the Mace of Tanis. This weapon that offers eternal life and complete power to its owner. It is currently in the possession of a sorcerer called Asmodeus. All the characters want it for different reasons and as the fights begin they each reveal a bit about themselves and their reasons for fighting.

The first thing to hit you is the quality of the graphics. The characters are well-rounded solid looking affairs that move with realistic motion-capture animation. But the thing that is really impressive are the backgrounds. Most beat'em-ups go for a flat square approach with detail in the distance. But in Mace the fights take place in realistic 3D levels that are packed with detail. You fight in and around objects such as fountains, statues, rocks and pillars.

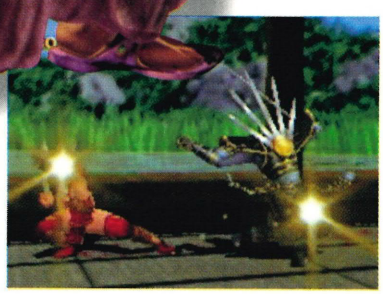
And more importantly, the background is truly interactive, you can jump on top of platforms or wade through water. The Executioners level, for example, is packed with swinging axes and spikes. You have to avoid the spikes and axes whilst fighting or else you seriously get hurt. Given practice, you can throw your enemies onto the spikes which really knocks their energy down. We've even seen a character pick up a statue and throw it at the other fighter. It is this interaction with the background that places Mace head and shoulders above the competition.

The control system is simple and works surprisingly well. Mace employs the 'three-button-style' first used by Virtua Fighter. You









Left: The samurai Takeshi is blindingly fast. Above and right: Xiao Long fights well for a blind man and has powerful special moves. Far right: Fight it out in a woodland glade

Source(s):	Jason Fitzgerald (GT Interactive)
Materials supplied:	Pre-production cart
Extra information:	www.atarigames.com
Development location:	USA
Playable version:	Yes
Percentage complete:	95%
Estimated release date:	Jan '98

arcades and it's lookin' mean

have a quick attack, a strong attack and a kick. Limiting the number of buttons used makes the game a lot more playable and easier to get into. You find yourself using combos, special moves and throws surprisingly quickly.

The fighting engine seems to works well combining a mixture of straightforward moves, combos and special attacks such as throws and and long-range attacks (fireballs and suchlike). All in all it results in an interesting mix and the fights rarely end up being straightforward. The difficulty level is well-balanced as well. You only have a set number of continues and even on the easy setting the computer opposition soon makes the transition from dust-biter to skilled back-stabbing fighter.

Like other fighting games it initially seems to have the curse of sluggish gameplay. But speed doesn't matter as much as in say War Gods, where the fighters feel like they're wading through mud. You get the impression that sedate pace is an intentional part of the game design and has been used to enhance the fighting rather than as product of a poor game engine.

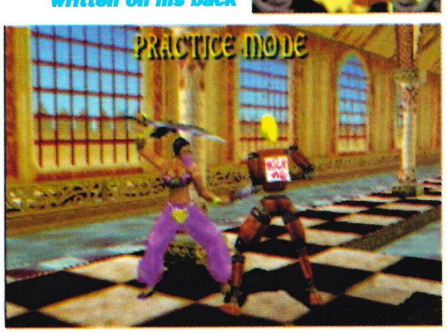
Mace is beginning to look like a promising fighting game. Copies will be heading for the shops soon after Christmas and we'll bring you a full review as soon as the finished version lands in the N64 Pro office ●







Right and below: You can practice your moves against the dummy Spanky. Notice the 'kick me' sign written on his back



The Fighters

A good beat'em-up often rests upon the design of its fighters and Mace is no exception. This fantasy inspired bunch may look a bit camp but they all pack a massive punch



Al Rashid: He may look like Alladin. But don't be fooled by his dress sense. He's a well trained assassin armed with two curved swords



Sir Dregan: Being a rotting corpse isn't going to prevent Dregan taking part in a good scrap. His arm tends to fall off after fights though



The Executioner: He's big, he's hard and he's armed with a head removing pole-axe. No prizes for guessing what he does for living



Mordos Kull: A vicious mercenary warrior who will fight for the highest bidder. He's armed with a shield and a ball-and-chain



Namira: She looks like a harem belly-dancer. But don't be misled, she is a lethal opponent and is armed with two curved swords



Ragnar Bloodaxe: A huge Viking warrior armed with two battle-axes. He became a beserker after the death of his loved ones



Hellknight: He's a huge demon from Hades. He's taking the mace back to hell and he's got two huge axes which do all the talking for him



Koyasha: No fighting game would ever be complete without a girl dressed in bondage gear. She's uninhibited and armed with daggers



Lord Deimos: An evil knight. He's big but slow. Armed with a huge flaming two-handed sword, he is a formidable enemy



Takeshi Tsunami: A lightning fast samurai armed with the traditional curved sword. He wants the mace to save Japan



Countess Taria: She looks like a female warrior armed with a long-sword and a dagger. But her looks are beguiling as she is also a sorceress



Xiao Long: He fights surprisingly well for a blind monk. He's skilled with the pole-staff and is fighting to save the world


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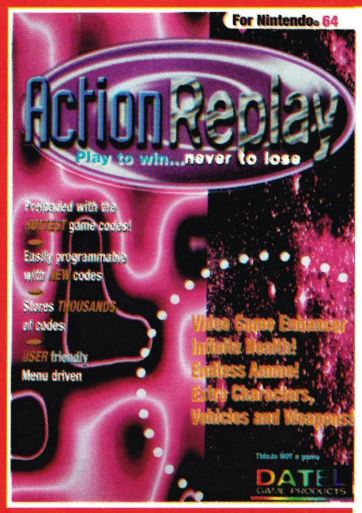
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ACTION REPLAY - DATEL



THINK of the biggest cheats you can think of and aside from Ben Johnson and Diego Maradonna the name that springs to mind is Datel and their now legendary Action Replay. And now that it has hit the N64 we thought we'd give you the low-down on what is surely the No.1 cheat device.

The cart itself is an unassuming little thing. All black and sleek and looking a little like a converter. But size is not important as far as these things are concerned. At least that's what I've been told. It's not what it looks like that counts, it's what it does and it can do some pretty smart things.

At the time of this review there were codes for six of the official UK games. These are Fifa 64, Mortal Kombat Trilogy, Shadows of the Empire, Super Mario 64, Turok - The Dinosaur Hunter and Wave Race 64.

Among the cheats are some from for example Mario 64 which give Mario unlimited lives, instantly award him 99 coins, or give him a huge fist(?). The Action Replay also allows you to see Mario running backwards and even running bent over. Don't ask, the mind boggles. Or if you prefer, how about being able to play Wave Race were missing a buoy doesn't count, or else playing Turok with all weapons activated and unlimited ammo?

The Action Replay is extremely simple to use. It operates through a series of codes. The menu system allows you to tell the device whether you want to activate an existing code or whether you want to input a new one.

With new codes becoming available all the time either via the Internet (check out Datel's site at www.datel.co.uk) and in various other sources (magazines and such). It should be possible for you to continually add to your list of available cheats. There's even a built in memory manager which allows you to add, store and delete codes as and when required.

And as an indication of what codes you can expect in the near future, the latest codes for the Game Shark (which is Datel's US equivalent) are for Unlimited Health codes for GoldenEye just weeks after its release. Expect UK ones soon after the game's over here.

Ultimately, the thing with Action Replay is you either love them or you hate them. There are those purists who wouldn't entertain using one and those who think that they're the dog's bollocks. At £49.99 they're not cheap, but they can help to revive your interest in a game you'd previously been stuck on, by letting you get past the tricky bits. Older games can also be given a new burst of life through the use of novelty codes. Our verdict is that as long as you're careful and don't completely spoil the game then they can be really smart.

Pro Rating 5/5

Anyway, if we've whetted your appetite you'll be pleased to hear that Datel have given us FIVE of these nifty devices to give away completely FREE. Personally I wanted to sell them to you, but I was told that a competition was the usual way of handling these things.

So tell us who makes the Action Replay? Is it:

a) K-Tel
b) Babel
c) Datel

Answers to Datel Action Replay comp at the usual address, to be received no later than ***31st December 1997.***

1 MEG MEMORY CARDS

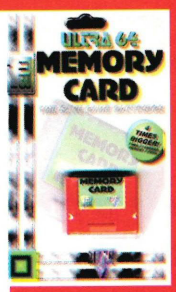
If you're struggling with space on your mem-pak and are considering forking out for an additional one, you may want to consider one of these third-party memory cards on the market:

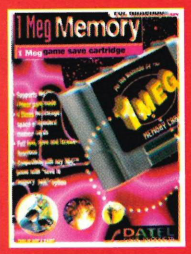
1 MEG MEMORY CARD - FIRE

FIRE'S card differs from the Datel card in that it uses four banks of memory and a couple of on/off switches which depending on their positioning allows you to toggle between each of the four banks. The 1 Meg card is part of the Blaze range and comes in one of several bright colours for a similarly priced £14.99.

Fiddlier than Datel's card due to the external switches hence the lower rating, but otherwise a card, is a card, is a card.

Fire Card Pro Rating 4/5





1 MEG MEMORY CARD - DATEL

DATEL'S 1 Meg memory card retails at £14.99 and holds four times as much information as normal. The Datel version uses the N64's linear page mode which allows you to quickly locate your game saves.

Datel Card Pro Rating 5/5

CONTROLLERS

Official N64 controller not good enough for you or something? What, you mean you want an auto fire and a slow motion. What kind of a greedy git are you? Well here's some third party controllers to gaze upon.

ARCADE SHARK - INTERACT



THE Arcade Shark is one of the first of many arcade control sticks which will undoubtedly hit the N64.

The stick has a huge sturdy base and has all the buttons gathered together, making it easier to access them during beat'em-ups for example, but occasionally confusing if you're used to the traditional set-up. The Shark has both an analogue and digital controls and a rather nifty system which lets you remove the joystick to alternate between whichever control is required.

Other features include an auto-fire function and slow motion. Overall, the Arcade Shark felt well-built and robust, with responsive and sturdy buttons that are well capable of withstanding the rigours of even the most heavy-handed during beat'em-ups and the like.

At £49.99 this is a little pricey but if you need a stick it comes highly recommended.

Pro Rating 4/5

SHARKPAD PRO 64(2) - INTERACT



THE SharkPad Pro 64 is an improved version of InterAct's earlier SharkPad. Instantly recognisable by its crystal clear case. This is a third-party pad with additional features which include an auto-fire and slow motion buttons. Rather handily you can customise your pad with one of five colour inserts to distinguish between SharkPads.

The SharkPad is slightly chunkier and heavier than the official control pad even with the two outer prongs now removed. This means that it's not possible to hold the stick by the outer prongs as some do with the official pad, although for most who use the middle prong this will not be an issue.

The analogue stick seems to be a tad longer than the official pad although we're talking millimetres here and the camera buttons are more rounded, making it slightly more difficult to find them during frantic play.

Ultimately the SharkPad is the favoured third-party pad from all the ones we've tried in the office thus far. Although it has to be said that most of us still prefer the official pad. But if you need extra features such as auto-fire, then this makes a worthy purchase at £29.99

Pro Rating 4/5

SUPERPAD 64 PLUS - INTERACT



RATHER an odd looking one this. It's billed as being ergonomic, but it's all warped and unsymmetrical.

The major change is that the Z trigger has been moved from the middle of the stick over to the left, meaning that you press it with your middle finger. This means that you can operate both the left shoulder button and the Z trigger at the same time without altering your grip.

However, this and the fact that it's a little cheaper than most at £19.99 have to be the only plus points for a pad which is very oddly shaped and awkward to use. Another negative point is that the buttons have a flimsy, lightweight feel to them that don't encourage you to bash them too hard. There was only one person who liked the feel of this pad and they have alien-like hands to start with.

Pro Rating 2/5

Pro post

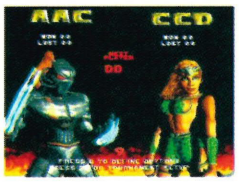
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Feed

Write to: N64 PRO, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE or email: alexl@idg.co.uk

You all demanded it in last month's Readers Survey so here it is. Your very own Feedback pages where you can have a rant and a rave about any topic under the sun. There's a prize for every letter of the month provided by Spook peripherals ***ALEX***

PAL pal and KIG lover



Congratulations on a great first issue. The video was great and the news and reviews were excellent and quite witty. It's good to see an N64 magazine aimed at the more mature gamesplayer. I hope you keep the reviews mainly on PAL releases and keep the import reviews short and snappy, saving the main review for the UK release. Will you be giving prizes for star letters? I'd love a Datel Shockwave (wouldn't we all?).

How about a full fighting guide for Killer Instinct Gold – which is much better than you gave it credit for in your review – explaining fighting technique, how to pull off combos and combo breakers, defensive techniques etc? The instructions in-game don't give too much away. Also, you seem to be missing a release schedule for UK games. I usually find these quite handy (but inaccurate in many mags). Anyway, keep up the good work. I look forward to the next issue.
P.S. Sorry this letter's a bit of a mess, but I'm secretly writing it at work.
David Waller, Hessle, East Yorkshire

N64 Pro: We will be giving prizes to Star Letter writers, but unfortunately yours isn't. Check this month's free tips book for all you'll ever need to know about Killer Instinct Gold. The mini hints and tips we supplied last month obviously didn't quite quench your thirst for virtual blood. As you've probably already seen, we've added a release schedule to our News section. Just for you.
P.S. Sorry this reply's a bit of a mess, but I'm secretly writing it at work.

One Quid Cheaper

Thank-you for releasing your mag. It is so good to get a fresh new insight into the world of Nintendo, instead of all those other boring mags you have as 'competition.' I think it was a great idea to give away the free video, because I must admit I am easily swayed into buying things when you get great free gifts. I think in future issues you should give away more videos and I would also appreciate free posters. Another thing I have to praise is the price of your mag, one quid cheaper than some other rip-offs I could mention. Anyway, keep up the excellent work and continue to be the No. 1 magazine in the shops.
P.S. I like the idea of giving scores from other mags on the reviews so that we can have a good laugh at how wrong they can be.
Aaron Carroll, Sowerby Bridge, West Yorks

N64 Pro: Cheers for the words of encouragement. We've printed scores from other mags so you need never read another N64 mag again – some scores awarded may be very similar to ours, but at the end of the day the important thing is you save money by only having to buy N64 Pro for a truly representative look at how good or bad a game is. The whole idea of the mag is to appeal to the broadest range of N64 gamers we can as well as giving you, the reader, a say in how the magazine looks and reads. Rest assured there'll be plenty more great free gifts in the near future.

Letter of the Month

Firstly, I apologise for the size of this email, and thank-you for your time, a great mag and video!
1: Dream Game
Taking a leaf out of Sega's Fighters Mega Mix, my dream game would be a huge game, consisting of Street fighter, MKT, KI, Tekken, VF3, Fighting Vipers, Last Bronx, Dead or Alive and Marvel Super Heroes characters. It would have to be multi-format because of all of the different companies involved, but the N64 version would be best because of the ability to expand using the 64DD. There would be the usual one or two-player modes, with survival and group matches, but also tag-team and rumble matches for 1-4 players. There would be a choice of 2D/ 3D matches, with walls on or off in 3D mode. There would be loads of secret characters and an option that lets you tweak existing characters or create your own! How about the title 'Ultra Battler's Mix' for this gigabyte bloodfest?



2: Most Wanted
Zelda 64
GoldenEye 64
DKC 64
64DD
Modem Play
Yoshi's Story 64
Mario RPG 64
Mario 64 2
Driving around my Sim City levels in a cab (That's what SM said)
Ultra Mix (see below!)
A link-up Tamagotchi
A nice Sunday roast
3: My Top 5
Starfox 64 – Great game!
Wave Race – Wonderful visuals
Mario – A few small problems, but the sequel should be unbeatable!
Mario Kart – Great, but not as many tracks as the original. 64DD add-ons and a sequel?
Blast Corps – 'BackLash' is tedious, but it does have marvellous graphics
4: Questions
Are Dream and Banjo-Kazooie the same game?
If not, is there any news on Dream?
When is the 64DD out?
How large will the disks be?



Can they be made larger (e.g. 1MB controller packs) or be compressed?
What will the first upgradeable game be?
What others are planned?
5: Comments
I am very glad that I did buy my N64 in the US for the following reasons:
Speed – look at Kart/ Wave
Borders – Not very noticeable, but better all the same
Games – come out earlier and...
Cost – system and games are much cheaper...

Back

unless on import, which is the only problem. I am very pleased with my N64!

Once upon a time...

Now a question/ proposition for you. How would you like to have an ongoing story every week? A chapter could be published every issue, with the readers sending in their ideas! I already have a story half written on the adventures of Link and his Master Sword. The basic plot is that his son has turned evil and is destroying villages etc. He has a Dark sword which is much more powerful than Link's. Link teams up with this girl that was orphaned at a young age and they set off to defeat him.

Of course this could all change if you decide other stories/ chapters are better, but if you are interested, mail me back and I shall be glad to send you a copy. If you like, I would be glad to put forward the best story from a selection that you send me each month. Prizes, such as SharkPads could be issued as prizes...

Can't get no joy

I am now going to moan/ complain/ ask about the N64 joypad. It's great, isn't it, with its sexy three prong style and expansive hole in the back? But wait... there is something wrong!

If you are playing a great game such as the upcoming Turok 2 then you may well have a memory-pak (mem) plugged into the back. But, if you have a mem-pak in that slot... where does the rumble-pak go?

I think that Nintendo are going to start conning us honest folk by updating their pads and bring out a built in rumble-pak with the slot staying available for the mem. Or perhaps the mem will be updated to have a slot at the end for the rumble-pak. Third-party developers have already made one of these incorporating a 1MB mem-pak with a rumble-pak (and a mic too, to work with non-rumble games). I could of course be wrong. We could be forced to choose between one or the other.

On this one occasion, I would love to be wrong in thinking that you cannot change between the two during a game (i.e. pull out/put in a mem-pak while a game is running). At last I now have the Platinum stages on Blast Corps. I already have a few and can't wait to see if there are any more surprises in store!

The line up for the N64 is phenomenal. GoldenEye, Banjo-Kazooie, Body Harvest and all of the racers, (from F-Zero to Lamborghini). Just about every game is utterly brilliant on the N64, words can't express how good these games are and what they mean for Nintendo and its 64-bit monster. Mission: Impossible, Yoshi's Island, the list just goes on and on. N64 coders have outdone themselves!

Hear my cry

1) Are separate rumble-paks available in various colours to match the pads?

2) Could you please put a mention to my 'net site in your mag. I update regularly and have everything from N64 games to music, to links on it. (address below!) Thanx!

3) When will the next issue of N64 Pro be ready?

When I was a lad...

Ah, Nintendo. From primitive card game, to the splendid next generation of games that are to be blessed with the 64 suffix. It all becomes too much some times... (sniff)

I remember the days of the Game & Watch as if it were yesterday, sitting in an airport waiting lounge, trying desperately to rescue my primate father, captive to the early Mario. From those humble beginnings we now have the infinitely exciting prospects of Zelda 64 (oh how words cannot do justice to how good that should be. I cannot begin to imagine some of the surprises in store), the distant Mario 64 2 and RPG 2 – just how will Miyamoto improve upon perfection?

These games have a lot to live up to! And Yoshi's Island 64, just remember what the prequel did for the SNES, albeit a little later on in the system's life, with its huge levels, the replay factor (stars, red coins, flowers = bonus levels) and the utterly astounding effects that it pulled from the depths of the SNES, the likes of which had never been seen before (on a 16bit machine). Then we have four-player mayhem in games such as Mario Kart 64, GoldenEye and Starfox 64. And with peripherals like the rumble-pak, gaming keeps on advancing. All of this, coupled with the 64DD modem and the price cuts, the world is getting smaller!



P.S. How about a 'stars' system similar to that in the NMS mag, eh?

Thanx!

Ashley 'Ashman' Bennett, Upminster, Essex
user@ashman.softnet.co.uk

Before I reply, I must stress that this letter is an edited version of FIVE emails received a mere four days after the first issue hit the shelves. For sheer effort and enthusiasm, I'm awarding N64 Pro's first 'Letter of the Month' award to you, Ashley. Expect a large bag of N64 peripherals to arrive at your door in the near future.

Dream and Banjo-Kazooie are the same game. Dream was Banjo-Kazooie's working title when it was in its early development stages. The 64DD was scheduled to hit Japan just in time for Christmas, but as seems the case with the majority of Nintendo-related ware, it looks like early next year is more likely. It's doubtful that there'll be a UK version until Christmas '98 at the earliest. The disks will have a 64 megabyte capacity and that's their lot. It's probable that the first upgradeable game will be Mario 64, with the other 'early' N64 games following closely such as PilotWings, Mario Kart and Wave Race.

The 'ongoing story' thing is something I tried in an earlier mag of which I was Editor (PSX-Pro, formerly Sony Pro, latterly PlayStation Pro) and it didn't go down too well. Then again, I was the one who wrote it, so that might have had something to do with it... Tell you what, email me a 'sample' and if I think it's got mass appeal I'll give it a go.

Separate rumble-paks aren't thus far available in various colours, but if the history of the Game Boy is anything to go by then it shouldn't be too long before they are. The next issue of N64 Pro is out on December 18. Ashley's web site, for anyone who's interested, is http://www.angelfire.com/az/ashstuff/index.html.

Congratulations!

I've just bought the first issue of your mag and I'm writing to congratulate you on what was, for me, an extremely pleasant and surprising reading experience. I saw that it had the free video and thought, "Well I may as well just buy the first issue and see what it's like, although it'll probably be just a carbon copy of all the other N64 magazines available."

But wait! What's this? I actually missed the video the first time around because I was too engrossed by the masses of news, reviews, previews etc. Your mag really is great and if you can keep it up to the same standard every month, then you deserve to be extremely successful. I thought it was very good that you recognised the fact that not all N64 owners are 13 year olds, but that we come from all different age groups. You recognise that fact and I congratulate you.

Anyway, keep up the good work. I'll be buying your mag next month without any hesitation.
Matthew Marr, Middlesbrough, Cleveland

The reader surveys we've had back support your thoughts Matthew, with the majority of you being in your mid-twenties. We'll bust our collective (large) guts to bring you the same standard of mag on a monthly basis and if any issue doesn't measure up, write in and tell us why. We'll make the appropriate alterations.

Two Cents Worth

I saw your request for readers letters in N64 Pro magazine, so I decided to add my two cents worth...

A few questions first:

1) Why was issue one of N64 Pro dated December 1997 if the next issue is coming out

Pro post: Feed Back



at the end of October?
2) Do you guys actually like any other games or machines apart from Nintendo stuff? i.e. it is kind of hard to put a lot of faith in your game reviews if you don't have anything good to say about other consoles and products? So, have you any fave games from other formats? And if so, how do they compare?

A question of taste

As to the questions you wanted answered... yeah, I think the headings you used in the GoldenEye and Mario Kart pages are a good idea, if only to break the text up a bit. Any more videos free with upcoming issues? I thought that was a great idea I must say. It's a lot better to be able to see a game moving instead of just reading about it and looking at stills.

About your preview section. What was the Clayfighters preview about? Not exactly a lot of information about the game there! A bit pointless I thought. I'm getting a N64 next month for my birthday from my wonderful girlfriend. What games do you recommend for it? I mean, I'm only going to get one or two games for the time being. What would be worthwhile?

Also, any opinions about whether there'll actually be a good fighting game for the N64 any time soon? War Gods looked utter crap I must say... I'd be ashamed to have that on a SNES, never mind the N64 ! Anything like Tekken coming to grace our monitors and screens?

All in all I really enjoyed your magazine. Keep up the good work.

Kevin Doolin (eeikdn@eei.ericsson.se)

Issue one was cover dated December because we have to do 13 issues a year. As you know, this one's the Christmas issue (which was originally going to be out, like you correctly said, at the end of October, but got put back so the first issue could receive maximum exposure). The next one, actually out before the end of December, will be cover dated January 1998. The Clayfighter 63.33 preview was 'experimental' to get a reaction. All of us like other games on other formats, but we're all in agreement that no home console format comes near the N64.

Games-wise, I'm a big fan of Tetris on the Game Boy, Soccer '97 and Namco Smash Court Tennis on the PlayStation, SNES Mario Kart and Ultimate Soccer Manager on the Amiga. Steve likes Final Fantasy VII (PlayStation), Super Tennis (SNES) and Virtua Cop (Saturn). Mark likes Tomb Raider (PlayStation), Carmageddon and Command & Conquer (both PC). Jim likes Brian Lara Cricket (Amiga) and Asteroids (arcade). Lewis is keen on Soul Blade and Tekken 2 (PlayStation) and C&C2: Red Alert (PC).

Ream Night Out

Thanks for a 'ream' night out on Thursday, the hospitality will be returned the next time you're all down here.

See you soon,

Mark Ward, Bastion (Marketing & PR Agency of the stars)

No bother Mark, it was our pleasure. We're only sorry we couldn't play any steel band music for you.

Head Screwed On

I would like it to be known that I am writing this because, like you, I want this magazine to be the best and for it to succeed. I am going to voice my opinions on what should be kept, what shouldn't and what should be added to make the magazine better (than all the rest). I will start with what I think is good about N64 Pro.

Pat on the back

1) The reader's review is good, but don't use the same people for the games – otherwise it will begin to look like the 'reader' is part of the team anyway.
2) The profile section of the magazine is commendable for giving the scores other magazines gave the games.
3) The reviews should use sub-headings as in GoldenEye and concentrate on how the game plays as opposed to the storylines behind them.
4) The technical details at the top of the screen should be a regular feature, with more included, e.g. mem-pak compatibility.
5) Free gifts – the video on this issue really had an influence on me for buying the magazine because I always want to see games in motion instead of screenshots.
6) A competition is always a good idea, although I think the prizes should be more relevant to the N64 e.g. a peripheral, game or even a chrome N64 or the like.
7) I also liked the fact that writing to you is free. This really encouraged me to fill in the survey and write to you. I hope this will always be the case!

Kick up the arse

1) The obviously Mancunian attitude. E.g. in the tips' section for ISS 64 and FIFA 64, constant comments about how Man Utd is great and other teams are poor. Also, half the team seems to be from Manchester.
2) 'Round Yours. I found this totally uninteresting and tarnishes the magazine whilst killing trees unnecessarily
3) The portrayal of games in the 'News' section. For example, 'Hexe-llent'? I don't think so. From what I've seen (and played), Hexen is a really bad game, so why do you write what looks like an advert? Shouldn't you be informing us of its true nature and giving your opinions?
4) A few of the section titles need revising, such as 'Profile' and 'Contact.'

Why don't you...

1) Definitely a letters section, both for questions/problems and comments about the mag. A wide variety of prizes for the letters printed should be given out, e.g. a memory card, controller and a 'Letter of the month' could be rewarded with a game, perhaps. I realise this could be very expensive for a new mag, but I hope some of these can be given out.
2) UK updates and more reference to import games i.e. borders, speed and the like and simply more reviews on import games and whether it is likely they will be PAL optimised etc.

I'm sure I've missed many things out that others may include, and I realise that many people may not agree with my ideas. However, I do hope that at least some of my suggestions will be taken up and put into practice. Maybe then I'll fill in and send off that subscriptions form...

Andrew Jenkinson, Liverpool

Re: Pat on the back
1) We aren't using the same people – as you've seen
2) Thanks. We're the first mag to include it.
3) I agree – this is something we're striving to put into each article
4) These will stay, with any extra info added where relevant
5) When we can afford to, we always give away free gifts
6) Competitions are dictated by how generous our contacts are feeling – the profit margin on games is so tight that it's unlikely we'll be giving many of them away although there are prizes for sending us decent hints, tips and cheats and the 'Letter Of The Month'
7) The Freepost address will remain as long as N64 Pro continues to be published

Re: Kick up the arse
1) That's just Noely. He's the only Man Utd fan. As for us coming from Manchester, that's because our office is in Macclesfield. We feel that our attitude is more northern than particularly Mancunian. The majority of other games mags are done by cockneys and losers from the home counties – you can tell from their rubbish sense of humour
2) As you can see, there's no 'Round Yours this issue. Whether it returns or not, however, remains to be seen
3) When you read the Hexen review, you'll know the meaning of truthful. When the news piece you mentioned was written, none of us had played it for any length of time
4) Sorry, Andrew, we're happy with them

Re: Why don't you...
1) Here you are!
2) Delve deep and you'll find the information you're looking for
Finally, cheers for the comments. Just send off that subscription form now

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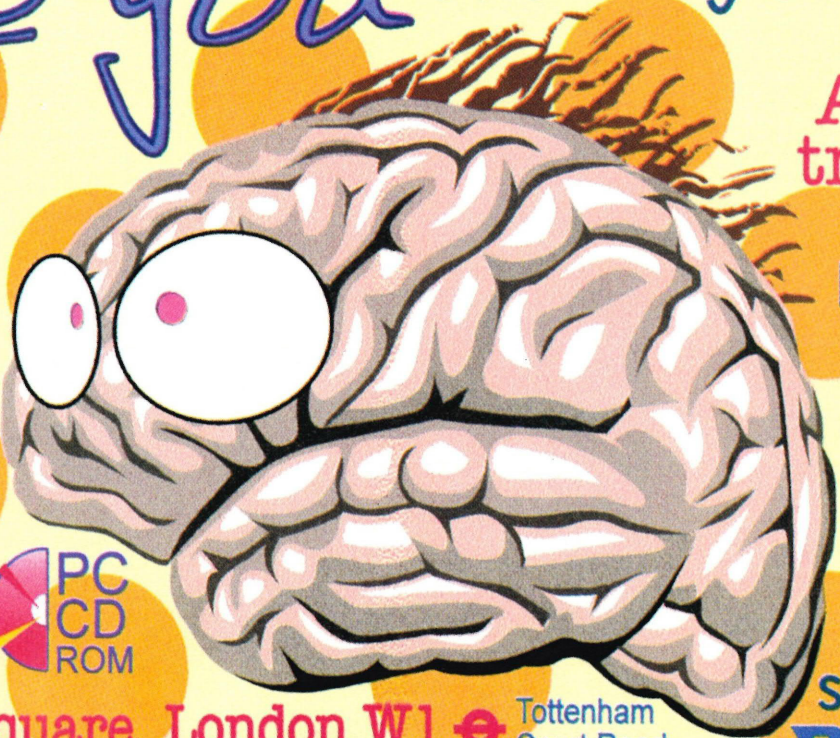
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Key to identifying those OTHER MAGS:

64 = 64 Magazine
NIN = Official Nintendo Magazine
EGM = Electronic Gaming Monthly (USA)
N64 = N64 Magazine

The A-Z of N64 reviews

Here it is! The definitive guide to gaming on your N64. If it's an official release or if we think there's the slightest chance you'll be playing it on import, then you'll find a listing here. We've included our own ratings alongside those of ill-informed lesser titles. So if you want to know the good from the crud, forget buying those other magazines, just read ours! **Mark**

BLAST CORPS

Nintendo UK ● OUT NOW ● Our Rating 89% ● N64 88% ● 64 88% ● NIN 87% ● EGM 8.6/10

Wanton destruction on a global scale. Pilot all manner of demolition vehicles as you clear a path for a runaway missile carrier by destroying absolutely everything in its path. Refreshingly original, and incredibly addictive, despite limited longevity.

BOMBERMAN 64

Jap ● OUT NOW ● Our Rating 73% ● N64 N/A ● 64 N/A ● NIN N/A ● EGM N/A

Bomberman returns in an all new N64 outing. As well as the usual multi-player bomb-based mayhem, there is now a 3D adventure game similar to Mario. Good graphics, but repetitive gameplay stops this from being a classic.

CRUIS'N USA

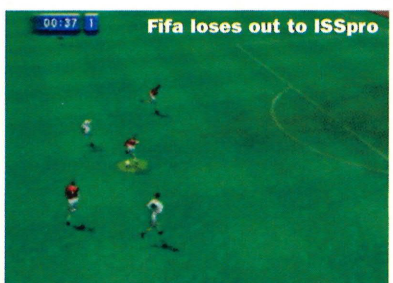
GT Interactive ● IMP UK TBA ● Our Rating N/A ● N64 34% ● 64 31% ● NIN N/A ● EGM N/A

An accurate conversion of a monumentally dull driving game. Thankfully it looks like Cruis'n USA may never make these shores. Let's hope the sequel is infinitely better than this old claptrap banger of a racer.

DARK RIFT

Vic Tokai ● IMP UK TBA ● Our Rating 71% ● N64 72% ● 64 88% ● NIN N/A ● EGM N/A

As beat'em-ups go this looks the part. However a pathetic AI and dull and uninvolving gameplay mean Dark Rift is unlikely to entertain you for any length of time. We still await the first credible beat'em-up for the N64.



Fifa loses out to ISSpro

DOOM 64

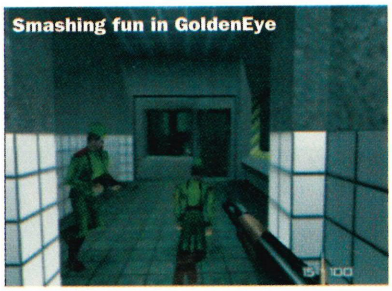
GT Interactive ● IMP UK SEPT ● Our Rating N/A ● N64 80% ● 64 81% ● NIN N/A ● EGM 7.4/10

The best version of Doom so far, but even so it's all beginning to wear a bit thin. Visually this can't hold a candle to Turok, and despite redesigned levels this is just the same old, same old. Wait for the absolutely fantastic GoldenEye.

EXTREME G

Konami ● IMP UK TBA ● Our Rating 91% ● N64 N/A ● 64 N/A ● NIN N/A ● EGM N/A

Race futuristic bikes on this blindingly quick racing game from Acclaim. It's certainly no slouch and that's for sure. This is the fastest racing game we've ever seen. And if it ever slows down enough for you to get a good look around, it's visually amazing too. Complete with four-player racing and battle modes, Extreme G is well worth the Stamp of Approval.


Smashing fun in GoldenEye

F1 POLE POSITION

Ubi Soft UK ● Out Now ● Our Rating 70% ● N64 N/A ● 64 N/A ● NIN N/A ● EGM N/A

An average racing game that looks as though it was rushed in order to meet the Christmas deadline. Previously available on import as Human Racing it now sports a full F1 licence. It plays well enough, but is spoilt by not enough detail and too much pop-up. It also loses marks for being one-player only.

FIFA 64

Electronic Arts UK ● OUT NOW ● Our Rating 38% ● N64 39% ● 64 29% ● NIN N/A ● EGM 5.2/10

A tired GM Vauxhall conference-like attempt at emulating our beautiful game. We showed FIFA a red card long before its infinitely superior substitute ISS 64 showed up to replace it.



Enjoy blowing things up with Bomberman



Hacking 'em apart in Killer Instinct

GOLDENEYE 007

Nintendo ● IMP UK ● OUT NOW ● Our Rating 94% ● N64 N/A% ● 64 96% ● NIN N/A ● EGM 9.5/10

Turok meets Virtua Cop meets James Bond in a superb film tie-in and one of the best first-person perspective Doom-style games ever. It's addictive, challenging, action packed and wonderfully faithful to the film. After a particularly lean spell, GoldenEye arrives and restores faith in worried N64 owners. You just have to own a copy of this game.

HEXEN

GT Interactive ● IMP UK OCT ● Our Rating N/A ● N64 69% ● 64 N/A ● NIN 60% ● EGM N/A

I doubt whether you bought your N64 to play ports of average PC games with blocky garish graphics and tired gameplay. Doom 64 was already better than this and even that is starting to look a bit long-in-the-tooth in the wake of Turok and GoldenEye. Not even the four-player split-screen deathmatch mode can rescue this from the realm of Blandsville.

ISS 64

Konami ● UK OUT NOW ● Our Rating 93% ● N64 92% ● 64 91% ● NIN N/A ● EGM N/A

Konami scores a blinder with an absolutely superb representation of our beautiful game and one that consigns the opposition to relegation. Superbly realistic, beautiful looking and with a huge array of moves and ways to score. ISS 64 is a football fan's dream.


Drivin' a tank in Lylat Wars

KILLER INSTINCT GOLD

Nintendo ● UK OUT NOW ● Our Rating 41% ● N64 62% ● 64 75% ● NIN N/A ● EGM 6.9/10

The least impressive game in Rare's otherwise immaculate Nintendo portfolio. This is an accurate conversion of an extremely limited beat'em-up. How much more life can be squeezed out of the dinosaur, that is 2D beat'em-ups? In every way this is far inferior to the Streetfighter 2 game I was playing five years ago.

LYLAT WARS

Nintendo ● Out Now ● Our Rating 91% ● N64 94% ● 64 95% ● NIN ● EGM 9.1/10

Despite its new preposterous name, Lylat Wars (or Starfox 64 to you and I) is an absolutely stunning game. Nintendo have breathed new life into the shoot'em-up genre. Excellent cut scenes, breathtaking graphics, and tons of atmospheric speech and sound effects, all complement the brilliantly frenetic gameplay.

MARIO KART 64

Nintendo ● UK OUT NOW ● Our Rating 91% ● N64 91% ● 64 94% ● NIN N/A ● EGM 9.3/10

A flawed genius. This builds on the original Mario Kart by allowing up to four players to compete over considerably less flat courses. Some drab tracks and an over reliance on weapons however, lessen the skill factor somewhat, but even so, this is excellent fun and arguably the best multi-player console game around.

MISCHIEF MAKERS

Enix ● IMP UK TBA ● Our Rating 87% ● N64 90% ● 64 80% ● NIN N/A ● EGM N/A

A 2D platform game like you've never played before, due to some clever little touches and a uniquely Japanese-style. It's best not to ask too many questions about the plot, as it follows the best Manga traditions by being totally insane. If you get past the 2D graphics you'll find Mischief Makers to be entertaining, innovative, highly imaginative and great fun while it lasts. Unfortunately that isn't very long.



MORTAL KOMBAT TRILOGY

Midway ● UK OUT NOW ● Our Rating N/A ● N64 34% ● 64 62% ● NIN N/A ● EGM 8.1/10

The Mortal Kombat series has enjoyed a quite phenomenal success for what is a fairly limited beat'em-up. However, on a 64 bit machine and after multiple instalments, surely even the most ardent fan must admit it's time Midway put this 2D formula out of its misery with an ultimate finishing move.

MRC

Ocean ● IMP UK OUT NOW ● Our Rating N/A ● N64 81% ● 64 67% ● NIN N/A ● EGM N/A

Aside from Mario Kart this is the first true racing game for the N64. The action takes place Sega Rally-style over three courses (with a mixture of both on and off-road racing). Once you get over the novelty of the short-cuts and secret bits though, this is a disappointing release. It's still undoubtedly fun with the added bonus of a two-player mode. However, it's to be hoped that Rev Limit, Lamborghini 64 and San Francisco Rush fill the niche of a classic N64 racer.

NBA HANG TIME

Midway ● UK OUT NOW ● Our Rating 74% ● N64 52% ● 64 60% ● NIN N/A ● EGM 7.8/10

What this latest edition of NBA Jam lacks in technical innovation it more than makes up for in terms of gameplay. More of the same fast and frantic two-on-two basketball madness, and that will undoubtedly put some people off, but the series' legions of fans are in for a definite treat.

PILOTWINGS 64

Nintendo ● UK OUT NOW ● Our Rating 91% ● N64 89% ● 64 89% ● NIN N/A ● EGM 8.4/10

Arguably up there alongside ISS 64 as the N64 PRO team's most enjoyed game so far. Pilotwings offers countless hours of gaming pleasure. Sometimes relaxed, other times more frantic than anything else

Profile

we can ever remember playing. Pilotwings is the go anywhere, do anything, gameplay fans dream come true!

SHADOWS OF THE EMPIRE

Nintendo ● UK OUT NOW ● Our Rating 60% ● N64 78% ● 64 88% ● NIN N/A ● EGM 7.9/10

If ever there was a mixed bag contained in the same game, then Nintendo's Star Wars licence is it. It ranges from incredibly challenging to mind-numbingly dull. However, there's enough in there to entertain most for a short time at least and it certainly maintains the flavour of the Star Wars series.

SUPER MARIO 64

Nintendo ● UK OUT NOW ● Our Rating 92% ● N64 96% ● 64 95% ● NIN N/A ● EGM 9.5/10

The best videogame ever? It's certainly up there as one of the finest ever videogame moments. A true classic in every sense of the word and one that takes all the best bits from previous Mario games and beautifully adapts them for this sublimely detailed 3D world. If you're into games you haven't lived until you've played Mario 64.

TETRISPHERE

Nintendo ● Imp US OUT NOW ● Our Rating N/A ● N64 N/A ● 64 77% ● NIN N/A ● EGM N/A

Tetris goes all 3D in this brand new spherical version. It's hard to get to grips with at first, but lush graphics and rewarding gameplay make it worthwhile. But these days the Tetris title is getting a little long-in-the-tooth for some people.

TUROK

Acclaim ● UK OUT NOW ● Our Rating N/A ● N64 91% ● 64 82% ● NIN N/A ● EGM 6.9/10

A visual tour-de-force that showcased the power of the N64. Turok's huge success was guaranteed. An over reliance on



jumping sections and a scarcity of monsters was often overlooked in the hype surrounding its obviously impressive looks, but whilst it may not have deserved the high 90% scores it received in many magazines, it's certainly an impressive, entertaining and challenging update of the Doom-style genre.

WAR GODS

Midway ● IMP UK DEC ● Our Rating 38% ● N64 46% ● 64 59% ● NIN N/A ● EGM 5.3/10

Midway attempt to bring Mortal Kombat kicking and screaming into the 3D arena. It's a tired attempt though that can't disguise the now ageing Mortal Kombat format. Some preposterous special moves, and a distinct lack of any sense of skill during bouts, make War Gods an instantly forgettable beat'em-up.

WAVE RACE 64

Nintendo ● UK OUT NOW ● Our Rating 90% ● N64 90% ● 64 94% ● NIN N/A ● EGM 9.3/10

One of the finest racing games ever to grace a home console and certainly the most realistic water effects ever seen in a game. A challenging championship mode, an excellent two-player mode and a highly original stunt mode make Miyamoto's Jet



Hanglider frolics in Pilotwings



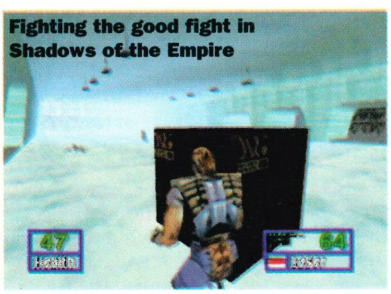
Come spank me, baby

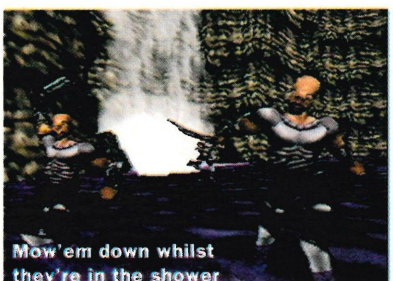
Ski race game a grade above the rest. An unheralded champion of the N64 and a true classic.

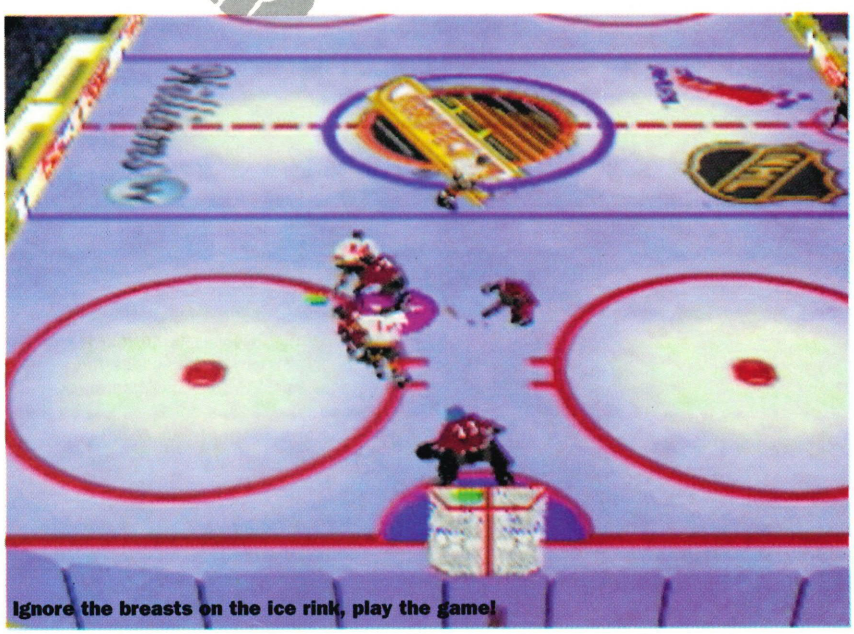
WAYNE GRETZKY'S 3D HOCKEY

Midway ● UK OUT NOW ● Our Rating N/A ● N64 70% ● 64 84% ● NIN N/A ● EGM 8.3/10

Lightning-paced ice hockey game that looks great and plays at 100 mph. The four-player game is great fun. It's a logical progression from the classic NHL Hockey series with the added bonus that the analogue controller adds a subtlety not previously possible. Not on a par with ISS 64, but certainly worth a look.


Fighting the good fight in Shadows of the Empire


Mow'em down whilst they're in the shower


Ignore the breasts on the ice rink, play the game!

Give away



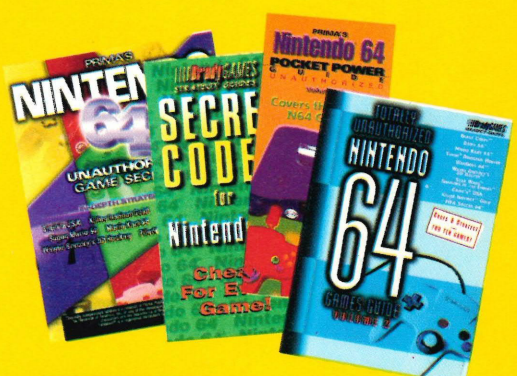


Guide Books and Brookside Vids in Give-away Shocker!

Win Four Relevant Things and Six Not So Relevant

Computer Bookshops Ltd's latest range of quality N64 guidebooks comprises the following - the Nintendo 64 Pocket Power Guide (RRP £6.99), the Nintendo 64 Unauthorised Secrets (RRP £9.99), the Nintendo 64 Games Guide Vol 2 (RRP £10.95) and Secret Codes For Nintendo 64 (RRP £7.50). All of which represent peculiarly good value-for-money, although obviously nothing like the VFM you get from N64 Pro month in, month out. If you'd like to win the lot, just answer the simple question at the bottom of the page and send it back to us before December 31.

Not quite so relevant, but arguably just as entertaining, is the new Brookside video from Polygram Video. Entitled Brookside: The Lost Weekend, the video is available to buy for £14.99 from November 15. To win one of six scousetastic vids starring all your robbing, heroin-addicted yet hilariously funny salt-of-the-earth favourites, just answer the (other) simple question at the foot of the page. Again, get your answer back to us before the year's out to stand a chance of owning this specially commissioned, feature length video...



Questions –

Win Four Guide Books
What is the male equivalent of the girl guide?

Win one of six Brookside videos
Which of the following is least applicable to scousers?
1) Shellsuit, curly wig and moustache
2) Petty theft
3) Talking as if you're on a walkie-talkie
4) Man Utd football club

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More games than you can shake a fist at!



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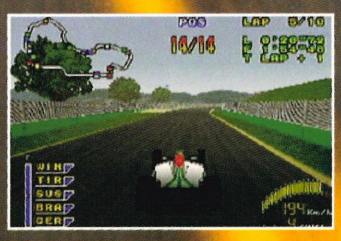
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