N64 Pro No. 3 January 1998

MAD FOR N64!

N64 Pro

Issue 3 January '98
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INSIDE:

Holy Magic Century
Zelda 64's got a competitor already

Chameleon Twist
Bizarre 3D platformer. Your tongue's the boss!

Mace
First official review of best beat'em-up so far

GoldenEye 007
Second part of definitive in-depth guide

San Francisco RUSH

Earthquaking racing!

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The team

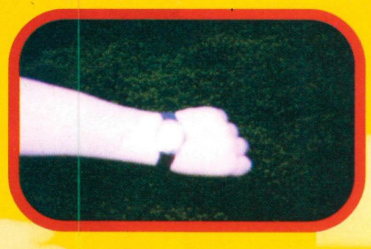
This month, the message is simple. 'Watch' out for N64 Pro

Alex

Often mistaken for a Tag Heuer, Alex's watch is actually an Accurist with a Tag Heuer-style small hand (he'd never be able to afford a Tag Heuer). It's quite a chunky, silvery thing - a bit like Betty Boo on her 'Where Are You Baby?' video and keeps good time, although changing the date can be a bit of a fiddle when there's less than 31 days in a month

Jim

Not a watch wearer, it's a long story... "Everyone I know who wears a watch is a real stress cake. I've got a big clock at home and a clock on my Mac screen at work. I'm normally Johnny Reamtimekeeper. Besides, not wearing a watch is a good excuse to ask chicks the time. I'd be more stressed than I normally am if I wore one"



Steve

Steve McNally's watch is a Billabong which he got from Harpoon Louie's in Affleck's Palace about a year ago, just before he went away to Australia. He denies that he bought it in attempt to curry favour with Australians and refuses to change his story of "I bought it because I like it"

Noely

Noely got his Storm watch in Edinburgh as a going away present from a Canadian chick he'd been seeing. She bought him it on the premise that he'd never sing 'The Storm' by World Of Twist in a high pitched voice over and over. He keeps in touch with her and still writes to her from time to time. Always on time. Cos of his ream Storm watch

Mark

Mark tried to buy a watch the other day, but the shopkeeper couldn't understand his stupid south Yorkshire accent. Only joking... but seriously, his watch is a tasteful affair which changes colour as it reacts to heat. Which is why it's always blue, as he never switches his fire on at home to save money to buy rolling tobacco

Lewis

Being the owner of the world's poshest watch, Lewis is constantly off to the repairer's to get it fine tuned. His watch repair bills are often higher than the cost of an average timepiece. He reckons the reason for this is that he won't go anywhere other than Harrod's for 'a service.' Exactly. It's because the woman in the watch department gives him 'extras'

IDG MEDIA

N64 Pro was created by: **Editor:** Alex Lee **Art Editor:** Jim Eagers **Deputy Editor:** Steve McNally **Reviews Editor:** Paul Noel **Staff Writer:** Mark Hattersley **Art Asst:** Stuart Cripps **Prod Editor:** Lewis Pek **Managing Director:** Ian Bloomfield **Publisher:** Robin Wilkinson **Circulation Director:** David Wren **Sales Director:** Carol Ann Barrett **Ad Manager:** Lisa Jo Oliver **Classified Sales:** Sue Horsefield **Marketing Manager:** Steve Tagger **Scanning:** Mark Forbes **Production Controller:** Barbara Newall **Prod Manager:** Alan Capper **Systems:** Nic Moran **N64Pros @** IDG Media Freepost, Macclesfield SK10 4YE **Tel:** 01625 878888 **Fax:** 01625 879967 **Issue 4 on sale 13/01/98**, **Thanks to:** Sausage, Rare for DKR, the open window, deadline madness, Raul Poundell, unnecessary harshness

N64 Pro

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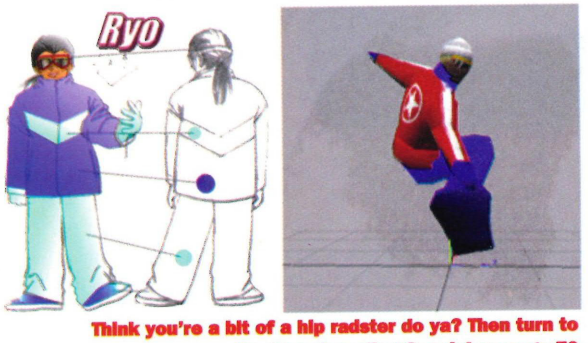
A game for men with small, ahem... willies, this Italian stallion of a race game should make all players feel big and hard while impressing bimbo chicks who can't see further than a bloke's conspicuous consumption

76 *Snowboarding Special*
All so-called 'lifestyle' mags have been running big snowboarding features recently, so we thought we'd have a bit of a go seeing as coincidentally there's four snowboarding games on the way for the N64



Think you're a bit of a hip radster do ya? Then turn to the Snowboarding Special on page 76

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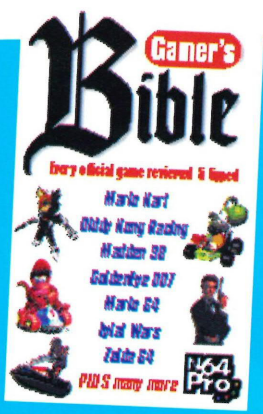
Lamborghini – Italian

Snowboarding – rad

Your free book...



In the ground-breaking free book there's a review and a tip for every official N64 game. Chart busters Diddy Kong Racing, Mario 64, Multi Racing Championship, GoldenEye 007, Lylat Wars, ISS 64, Top Gear Rally and Mario Kart many more are all here. There's also a special preview of what to look out for in 1998 and an add-ons guide. Remember, if you don't read this you may find yourself being ripped off for 50 bar. Which isn't a good thing

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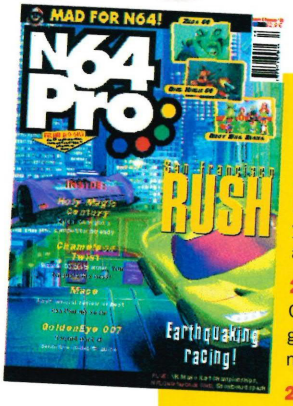

REGULARS

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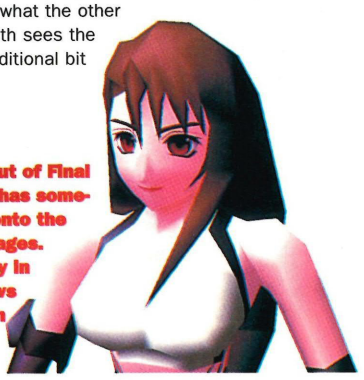
Not only is the N64 Pro news section packed with the most informative and the latest N64 tidings from Akira Yamawaki, Bub Taylor and Steve McNally, there's also a bang up to date worldwide release schedule and a special competition in which you can win a load of Alien: Resurrection movie tie-ins

90 *Feedback*
More feedback than the world's largest speaker could handle! Use our Freepost address and email to contact 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 buy this minute and those you should steadfastly avoid. The A-Z also reveals what the other mags thought. This month sees the introduction of a special additional bit which we know you'll all love



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REVIEWS

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Bet you a million pounds this steering wheel and pedals combo isn't as good as an official hand controller

3D SHOOT'EM-UP SPECIAL

Diddy Kong Racing – simian

Chameleon Twist – tongues

Madden 98 – gridiron

San Fran Rush – Steve McQueen

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

News

● Datel have brought out a new rumble-pak that they claim adds force feedback even to games that don't have it built in. It does this by sensing changes in the game's sound ● Robotron is finally ready for release. It should be hitting US games store's shelves any day now

For Fox Sake

More good news this month as it has been announced that Fox Interactive has acquired a license to publish games for N64. The media giant's games label has been going from strength to strength on PC and PI Station and we suspected that it was only a matter of time before they shifted their publishing weight over to the 64bit market.**

They recently published the Argonaut (remember them? StarWing on the SNES anyone?) platformer Croc to rave reviews from just about everyone and speculation is rife that this will be the game chosen for their first foray into the market.

A source at Fox USA, Christopher Kingy said, "Yes, it's true, we do have a license to publish for the Nintendo 64, but we have nothing planned yet." Yeah right Chris mate, of course you don't...

Fox of course also hold the rights to numerous movie titles like Die Hard, the Alien license and Independence Day, along with TV cartoon favourites The Simpsons, so the possibilities are quite literally limitless. It's certainly nice to see the big guns falling into line behind N64 at last, now all we need is some firm details on actual releases and we'll be rocking. Roll on Christmas '98 we reckon! ●

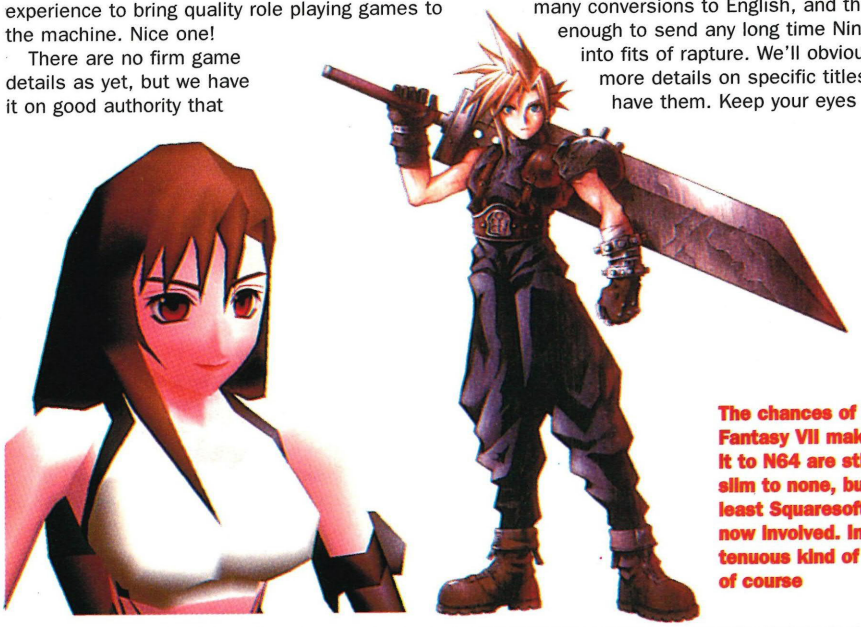
It's hip to be Squaresoft

The news everyone's been waiting to hear has happened. Well pseudo happened at least. There was a collective groan when Squaresoft - Nintendo stalwarts and developers of the massive selling Final Fantasy VII – announced that they'd jumped into bed with Sony and embarked on a monogamous relationship with the Japanese giant. No Square RPGs on the N64! Disaster!

Well now a breakaway company made up of ex-Squaresoft Seattle development staff, along with their former president, have formed a breakaway company called Crave Entertainment and they're dead set on using their knowledge, expertise and experience to bring quality role playing games to the machine. Nice one!

There are no firm game details as yet, but we have it on good authority that they have at least four in development, with an additional one currently under serious consideration. Are they all RPGs? Doubtful, but when questioned whether the company was currently on the look out for that type of game to add to their portfolio, Mark Burke, Vice President of Acquisitions for the new company said, "Absolutely. No question about it. We think we have a phenomenal group of artists and a number of key projects."

This is great news for Nintendo despite the fact that most of Square's output comes from Japan. The people involved with Crave have intimate knowledge of how the Japanese division work through many many conversions to English, and the name alone is enough to send any long time Nintendo devotee into fits of rapture. We'll obviously bring you more details on specific titles as soon as we have them. Keep your eyes peeled.



The chances of Final Fantasy VII making it to N64 are still slim to none, but at least Squaresoft are now involved. In a tenuous kind of way of course

Scrap On!

With even the most hardened N64 devotees prepared to declare that the PI Station was 'cock of the year' (to use an old school related analogy), everyone was surprised to see the new kid come out fighting. And to carry this a step further (and probably a step too far), is even challenging the bigger kid to a fight in the playground at half past three. Sega's Saturn will doubtless be reduced to standing on the sidelines chanting 'fight', and occasionally spitting on the back of whichever protagonist he feels will come off second best.**

The result of the N64's brand new shiny cut price trousers has been to give the machine, and distributor THE Games a new found, and much needed ebullience. Sales of the machine have rocketed since the price drop after what can only be described as a set of appalling figures – the PI**Station was selling nine machines to every one N64. That gap has now all but disappeared, and with the likes of Diddy Kong Racing hitting the shelves coupled with the simultaneous reduction in game prices, it could be a much closer run thing over the festive season than was previously forecasted by the pundits.

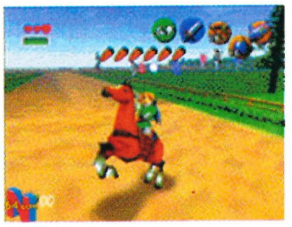
If we were pushed into a prediction we'd say that Sony will probably just about sneak it this time, but watch for the N64 to charge ahead when the PI**Station fades due to anticipation for its follow up machine. But then what do we know?

It's unfortunate though that the dramatic move has stepped on the toes of Nintendo's most loyal customers. Remember, it's only eight or nine months ago that people were being asked to lash out £250 for the machine and it's understandable that a price reduction of this scale has left some people with their fingers badly burnt and feeling more than a little pissed off.

However, while we agree that people have every right to feel aggrieved at these developments, we must say that it's for the greater good. In the long run the more owners there are the more worthwhile it is to program games for the system, and that has to be good news for everyone. Every cloud has a silver lining and all that nonsense!

● Inside info leaking out of Capcom seems to suggest that their big named games are definitely on the way to the N64. Although they still deny the existence of all but one Disney related puzzle title. Watch out for Ghouls 'n Ghosts, Street Fighter and the Res Evil style all to show their faces in '98

Why Why Why? Delay-la!



The ludicrously improbable hopes I'd been harbouring that we'd all be attempting to decipher Japanese text over the Christmas break were finally dashed when it was revealed that the Japanese release date for Zelda 64 had slipped some two months or so to February '98. Suspicions were first aroused when the Yoshi's Story release date was pushed back, meaning that there would have been little more than a week between two such high profile games appearing on the shelves – a situation that the shrewd marketing types at Nintendo of Japan were very unlikely to allow to happen. And then the news we all feared was confirmed soon afterwards.

There are some plus points though. This new date ties in with what most informed industry pundits are predicting as being very close to the possible Japanese launch of the 64DD, meaning that the add-on disk could follow within weeks rather than months. Also it should provide a welcome boost in sales should they start to dip after what looks like being a phenomenal Christmas period for the 'big N'. We shall see.

Amazingly, sources within Japan are reporting that interest in the game isn't as originally predicted. In a poll conducted in one Japanese N64 magazine it was said that Mother 3 – being released as Earthbound 64 in the US and Europe – scored almost twice as many votes as Zelda in the 'Most Eagerly Awaited N64 Game' category. This massively flies in the face of our own research for the UK, with respondents to our issue 1 reader survey voting the game to be overwhelmingly the most eagerly awaited future release (see page 82). Cultural differences eh? Don't you just love'em...

Also, we promised last issue that as soon as we knew we'd tell you when a decision had been taken on a name for this much drooled over game. Fortunately we didn't make rash promises about whether you'd like it or not because, quite frankly we reckon it's pretty appalling. So brace yourselves. The official name is now Legend of Zelda: The Ocarina of Time. What's that all about then? The Ocarina of Time? And we thought Lylat Wars was bad! Fingers crossed it gets changes for the PAL release eh readers!

Quarterbacks To the Wall

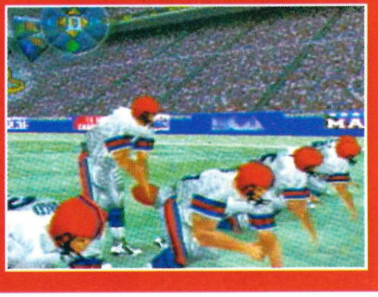
You could be forgiven for thinking this story is related to celebrity commentator and convicted sexual felon Marv Albert, but it isn't. Well, not strictly anyway, although it does involve the game he's associated with – Acclaim's NFL Quarterback Club '98.

In America, Acclaim and EA Sports met in a head-on clash involving Madden 64 and QB Club (both games were rush released within a couple of days of each other) and surprisingly, Stateside gamers gave an incredible thumbs up to Acclaim's effort, outselling Madden by a ratio of 4:1. This is unexpected because most reviewers have found it difficult to separate the two and on the whole, those who have expressed an opinion (myself included) came to the conclusion that Madden 64 was the marginally better game of the two.

This could point to one of two things. Worringly it could be a rejection of EA Sports by a gaming public that felt cheated by the appalling FIFA 64, or it could also illustrate a desire for noticeably better graphics in N64 games – the one area where QB club stands head and shoulders above Madden.

The fact that both games have sold in very high numbers would suggest it's the latter and it's good news for everyone that standards are being driven upwards by developers with a bit of vision – indeed, we already have news of other games being developed taking advantage of the console's resident hi-res mode (see It's Gettin' Better (Man!!) story for more information). If it's the former however, then the backlash could be carried on against the imminent FIFA: Road to the World Cup, and that could be quite frightening news for EA.

In turn this could spell trouble for any publisher who in the past has ditched quality control, safe in the knowledge that the brand name alone will guarantee massive sales. The times are changing? Possibly, and it's a situation we'll be monitoring closely...



It's a good job Marv Albert only commentates on the game or he could really put the offensive linemen off

Akira Yamawaki's Japanese Eye

At the time of writing, preparations are in full swing for this year's Spaceworld show at Chiba, Japan, and I'll be there taking a first look at Nintendo's new titles for the coming year. It's been quiet over here recently as software companies hold back in order to announce their big titles at the show and try to outshine the competition. The most exciting development recently was when Nintendo published the list of confirmed titles to be shown over the three days and it makes interesting reading to say the least! Here it is:

- **ASCII: Aero Gauge**
- **Asmik: Virtual Pro Wrestling 64**
- **Athena: Pro Mah-jong Kiwame 64**
- **Atlus: Snobow Kids**
- **Bandai: Tamagotchi 64**
- **Banpresto: Super Robot Spirits**
- **Bottom Up: 64 Oozumo**
- **Culture Brain: Hiryuu No Ken Twin**
- **Hudson: Denryu Iraira Bou, Dual Heroes, Shin Nihon Pro Wrestling: Toukon Road**
- **Imagineer: Choukuukan Fighter, Pro Baseball King 2, Eitale (possibly), Fighting Cup, Kiratto Kaiketsu!, 64 Tanteidan (Detective Team), Sim City 2000,**

● Dunno whether Mark's picked up on this in his review but the censor hasn't been quite as busy with his cutting scissors in Duke Nukem as we all expected him to be. There's stuff still in there which we thought was certainty going to be hacked out. But you'll have to find out for yourselves

▶ **Snow Speeder**

•Japan System Supply: Chameleon Twist

Konami: G.A.S.P! Fighters' NEXTream, Hyper Olympic In Nagano 64, NBA In The Zone '98

•Namco: Famista 64

Nintendo: Banjo to Kazooie no Dai Bouken, Diddy Kong Racing, F-ZERO X (working title), NBA Basketball (working title), Snowboarding (working title), Yoshi's Story, Zelda no Densetsu: Toki no Ocarina

•Seta: Morita Shogi 64, Rev Limit, Wild Choppers

Titus: Automobili Lamborghini 64

•T&E Soft: Harukanaru Augusta: Masters '98

•Video System: Sonic Wings Assault

Interestingly, Nintendo have also said that additional titles will be added to this list during the show, leading to speculation from the press that the 64DD will be revealed along with all of its launch games. There is also talk that Capcom may put in a surprise appearance, although they're strongly denying it at the moment.

I'll be back next issue with a full report on the thrills, the spills and the shocks of Japan's biggest Nintendo event. See you then ●

You're Not Fit to Wear the Shirt!

Or so sing the fans of Man City on a regular basis these days, and I was trying to think of a football related headline, but couldn't get that out of my head and therefore couldn't come up with a better one. Sorry. Anyway, it's pseudo-related so it'll do. I've used worse in the past. Much worse...

Enough with the rambling! In the near future we can no doubt expect to be deluged with an avalanche of footy games all hoping to cash in on World Cup fever (bollocks, I could have had 'I Got The Fever' as my headline and been all trendy with my knowledge of fabulous pop supergroup Oasis. Damn!), and leading the charge will be French developed UEFA Soccer 64 from another group of famous Mancunians – Ocean Software.

The game will feature 48 UEFA affiliated national teams (including Scum United PLC, no doubt), five non-UEFA teams, and three hidden ones, as well as 17 different stadiums. In the graphics department, UEFA offers motion-captured character animation, texture-mapped polygon characters and fully 3D rendered stadiums.

Ocean is confident that the game will be a "genre-defining product" and surpass any other N64 soccer title with better gameplay, more frames of animation, and the best AI to appear in any football game. A staggering boast considering we already have ISS 64. There are several modes of play, different camera angles, varying weather and pitch conditions, and of course digitised audio commentary.

The game is still at a very early stage of development (all screen-shots are from the PC version), and is currently scheduled for an April '98 release in Europe, meaning that we should get it before both the Yanks and Japanese for a change. Sorted.

About Time Too

The first tennis game is on its way to the N64. Amid strong rumours of a Nintendo developed version of Super Tennis 64, developer Hudson, the Japanese software house best known for the Bomberman series, has stolen a march on them by unveiling Let's Smash, a simulation of the ever popular sport in polygonal form.

The game comes loaded with a number of selectable players, one or two player singles and up to four player doubles, and an extended training feature that teaches beginners the basics of the game. Sounds just like every other console tennis title, right? Don't be daft. Would I have asked the question if it wasn't leading somewhere? This is good old Hudson we're talking about after all!

Firstly, you can customise your players. Select from different shoes, gloves, rackets, faces, bodies, hands, and hats. Not wacky enough for you crazy kids? Why not play in a wedding dress, a Santa Claus costume, or how about trying on some devil's wings for size? Outrageous.

The matches take place on the usual tennis courts around the world of course, but if you're sick of playing in England or France, how about knocking about a couple of lobs on top of a skyscraper (watch your step though! You can fall off the edge apparently!). And if your opponent isn't hot enough, why not take the match into the centre of a volcano? Why not indeed...?

Sounds like a right laugh to us and traditionally tennis games rank among our favourites, so we're suitably excited about this one. It's not scheduled to come out until the middle of next year at the earliest, but we're hoping Hudson showed a playable version at the recent Spaceworld, show so check out Akira's column next month for an update on how this one plays.

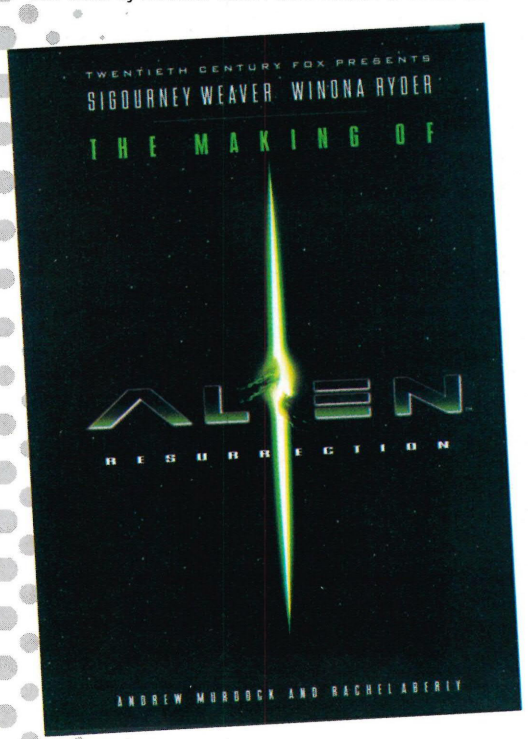
Clash of the Titans

If you've been down the old 'picturehouse' recently then there's a good chance that your trip was made in order to see the pant-dampeningly scary Alien: Resurrection. And if you have seen it already you'll know why it's billed as one of the greatest science fiction events of all time.

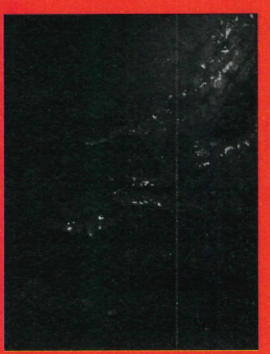
Never ones to miss an opportunity, Titan have brought out a set of three accompanying books to make the whole experience just that little bit better. First up is the excellent 'Making of the Movie' (priced at a very pocket friendly £8.99). Written by Rachel Aberly (veteran of both Spawn and Independence Day titles in a similar vein) it's jam packed with inside information about the production along with tonnes of fantastic full colour photographs and is an insight that no self-respecting sci-fi fan should be without.

Next there's something called Alien: Resurrection Script Book (The Original Screenplay) written by Joss Wheldon. This is an indispensable companion to the movie and contains the exact dialogue and set direction used by Director Jean-Pierre Jeunet to make the film. Perfect for re-living those fantastic scenes of cinematic suspense and for developing a deeper understanding of the character and plot development. And as if that wasn't enough there's also a collection of black and white photos bunged in at the back for good measure. That one's £10.99.

Finally there's a postcard book featuring a selection of 30 superb scenes from the movie which can be kept together as a collector's set or sent out to friends with the added bonus of nearly scaring the postman to death! £5.99 you say? Bit of a bargain that one!



Competition



Being such lovely people over there at Titan, they've given us three sets of these stunning Alien: Resurrection books to give away to you, our loyal readers! Top prize eh? If you want to win one all you have to do is send your answer to 'Mummy, I'm Scared!', N64 Pro, IDG Media, Media House, Adlington Park, Macclesfield SK10 4NP, before the appropriately terrifying date of Friday 13th of January. Oh, better ask a question hadn't I... er, I know, whose artwork inspired the idea behind the original Alien? Easy eh?

Bub Taylor Bites the Big Apple

All sorts going on Stateside this month. Confidence in the N64 is skyrocketing, and previously cautious publishers are now much more eager to get in on the act, meaning the release schedule is blossoming with each passing day. Many developers are being decidedly cagey about what they're actually working on, saying nothing more that "Yes, we are working on several things," mainly because much of it is a long way down the track.

An example of this comes from Battle Arena Toshinden developers Takara who have confirmed that they are working on two games – a racing game and a 3D fighter. All we could get out of them was that both games would be completely different to anything we've seen before.

News has leaked out about ▶

● On a related note, reports coming out of Japan suggest that Quest is shaping up very nicely indeed, and could even potentially be the surprise RPG package ● First Quake 64 shots have been released, but we haven't used them because they're too dark. Apparently the game is going to be a vast improvement over the PC original and should hopefully make up for the truly appalling Doom 64. ***STEVE***

▶ **Acclaim/Iguana's secret project. The Turok and QB Club programmers have been busy beavering away on a cartoony platformer tentatively entitled Wrecking Balls. Gameplay is said to be similar to an ancient Amiga game called Putty Squad (if anyone remembers that?). Apparently, there'll be a four player battle mode, but quite how that will work is anyone's guess. Wrecking Balls is being worked on alongside NHL Breakaway and Forsaken, so don't panic because neither of these titles has been scrapped.**

Argonaut – developers of the original StarFox and Stunt Race FX – have also announced that they're joining the party with what's described as a strong action title entitled Buck Bumble. For once it looks as though you guys over in Europe will see this first. A deal has been signed and sealed with Ubi Soft to publish the game in mid '98, but they haven't made a decision on taking up the US option yet, although I'm assured it's only a question of time (I hope!).

Oops, out of space! See you next month... ●

Political Hot Potato

As a result of our constant striving to keep you, our beloved readers fully up to date with all the happenings in the N64 world we've been copping a bit of flack since our story in issue 2 about copying devices (refer to 'Ha Har Jim Lad!'). It seems the light-hearted way in which we covered the piracy topic has been taken the wrong way by certain uptight individuals, and we were even accused of encouraging this 'despicable' act by one irate caller who used, how shall we say, colourful language to stress his point.

Just to set the record straight (and I must point out that this is in no way an apology) N64 Pro does not condone, let alone encourage the use of devices such as the Doctor 64 and Wildcard. However, because we don't feel the need to deny all knowledge or pretend they don't exist, this doesn't mean that we're sending out subliminal messages giving our readers the green light to go out and break the law. This is the News section of the magazine, therefore, if it's news worthy we'll put it in. We are not the moral guardians of our readers and we'll never do anymore than report the facts and leave it up to the conscience of the individual as to whether they act upon that information.

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 rip 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, lawbreaking 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 sits 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!

Tonic Schmonic

Tonic Trouble is a promising looking 3D platformer from UBI Soft – the company behind Pl**Station 2D launch hit, Rayman. We don't know much about this at all yet, but we've got our hands on some new screenshots and they look so damn good we just couldn't wait for next month's in-depth preview to show you at least one of these beauties...

It's Gettin' Better (Man!!)

Now that Acclaim have shown the way by proving that it's possible to use the N64's built in higher resolutions while maintaining an acceptable frame rate, other developers are already starting to jump on the bandwagon.

EA's FIFA: Road to World Cup '98 for example, is using the medium-res option. While not completely hi-res like QB Club, FIFA '98 runs in an improved horizontal resolution of 512x240 pixels rather than the standard 320x240. Fascinating that eh? No, I don't understand it either, but you'd be amazed how many people find that sort of stuff impressive, so it's always worth bunging in. Suffice to say it makes it all look much nicer.

NFL Quarterback Club was the first title to be released outside of Japan to display graphics in the N64's resident hi-res mode, which draws four times as many pixels on screen than a regular low-res title (I must admit this story's not turning out to be as exciting as I'd hoped. Still, I'll soldier on with it). Since it is difficult to maintain a high framerate while in higher resolutions, developers usually opt for the basic low-res mode. The only exception to this rule has been Mah-Jong 64, a Japanese-only board game which takes home the honour of being the first hi-res game on the N64.

The next confirmed hi-res title to come out will be Virtual Chess 64 from Titus (Ooh! Excitement), but some developers are reputed to be working on "hybrid" displays that lie somewhere between the standard N64 graphics modes and enable fast-paced action in higher resolutions.

This means better looking games all round so that's good news... Oi! No nodding off at the back there! It gets more interesting from here on in...

Zzzttttt!

If you've already heard this noise when fiddling with your N64's power supply and felt a sharp tingling sensation coursing through your body that threw you 20 feet across the room, then chances are this piece of news has come too late to save you from a potentially fatal accident. Shame.

Now if I were you, I'd take a look at your AC power adaptor. If it's made by Hitachi with a model number of HE-25 then you are the proud owner of a very special limited edition, dangerously faulty power supply! You lucky thing! All you need to claim your free prize of a brand spanking new, perfectly safe adaptor is get in touch with THE Games on 0500 030 030 (seven days a week until 10pm) and they'll be more than happy to oblige you (after all, it's much less hassle than costly litigation).

I'll probably get in trouble for making light of this as well, but if you can't laugh in the face of adversity then what's the point eh? (I await the angry and colourful phonecalls).

Anyway, how did this happened? Well, as far as we know, the problem seems to be limited to adaptors used in the UK and Hong Kong and the suspicion is that cheap and nasty plastic has been used to mould the casing at the bottom of the plug. This casing can easily snap to reveal a bare wire which, if touched, will at the very least make your hair stand on end. Nice.

We've heard an unconfirmed rumour that a special deal is being offered to affected UK owners (buying your silence? How could you even think such a thing!). For risking your life whilst playing Mario, you're being offered the chance to buy the latest games at a reduced price (with anything between a £10 and £20 reduction). From what we've heard, GoldenEye will be offered for £36 and Lylat Wars for £40. Not bad eh? Shame it took such an unfortunate event to bring games down to something like an acceptable price level.

Deep Breaths

The fighting game with no name, still tentatively called G.A.S.P., is progressing very nicely indeed. Apart from large fighting arenas, Konami's 3D fighting game offers a unique fighter customisation feature. If you don't like the look of a character, you can simply build your own by selecting from a number of different faces, hairstyles, torsos and even adjust height and weight. The game is still months from completion, but the graphics and presentation are already coming together. As you can see here it's already improved since our preview in the last issue of N64 Pro ●

UK Chart

1 - Diddy Kong Racing
2 - GoldenEye 007
3 - Super Mario 64
4 - NFL Quarterback Club '98
5 - Lylat Wars

N64 Pro Chart

1 - Diddy Kong Racing
2 - ISS 64
3 - Madden 64
4 - Pilotwings 64
5 - Duke Nukem 64

Games most wanted Chart

1 - Zelda: Ocarina of time
2 - Nagano Winter Olympics
3 - ISS 2
4 - F-Zero 64
5 - A decent beat'em-up

Coming soon...

Worldwide Release Schedule

1997

Bomberman 64	Nintendo	December 1
Yoshi's Story	Nintendo	December 12
Legend of the Mystical Ninja 64	Konami	December 15
Body Harvest	Nintendo	December
Blade and Barrel		December
F1 Pole Position		December
FIFA: Road to World Cup '98	EA	December
Jeopardy 64	Gametek	December
Last Legion UX	Mindscape	December
MK Mythologies: Sub-Zero	Midway Home Entertainment	December
Wayne Gretzky Hockey '98	Midway	December
Wheel of Fortune	Gametek	December
Wild Choppers	Nintendo/Seta	December
WCW Vs. NWO: World Tour	THQ	December
64 Oozumo	Bottom Up	Q4
Art of Fighting Twins	Culture Brain	Q4
Mahou Seiki Eruteiru	Imagineer	Q4
Rev Limit	Nintendo/Seta	Q4
Soccer 64	Hudson	Q4
Tokon Road	Hudson	Q4

1998

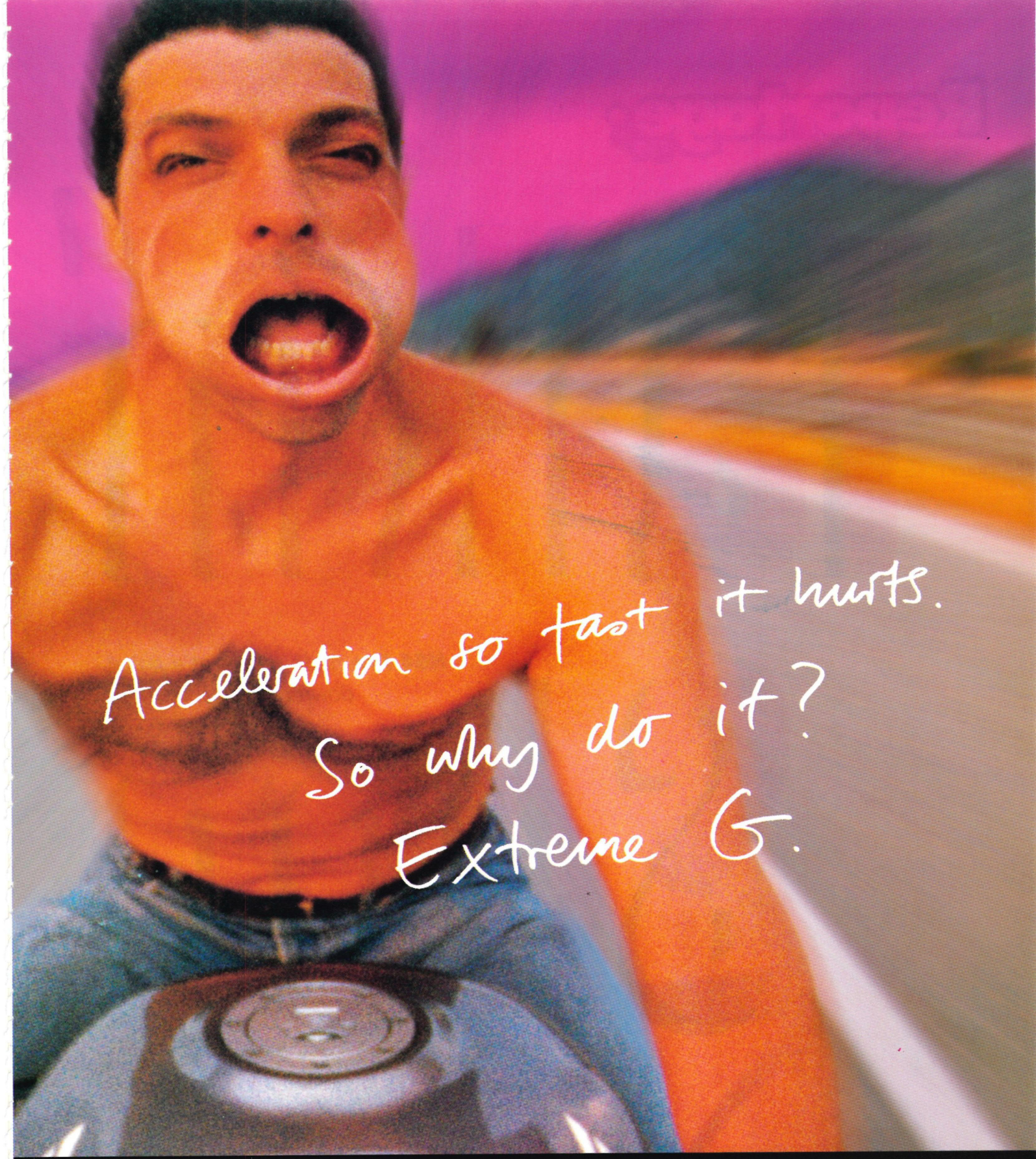
NBA In the Zone '98	Konami	January
Olympic Hockey '98	Midway	February 4
Yoshi's Story	Nintendo	February 9
Duke Nukem 3D	GT Interactive	Q1
F-Zero 64 (cart/64DD)	Nintendo	Q1
Ghouls and Ghosts	Capcom	Q1
Megaman 64	Capcom	Q1
Mission: Impossible (Cart)	Ocean	Q1
Virtual Chess	Titus	Q1
7th Legion	GTI/Epic Megagames	Q1/Q2
Conker's Quest	Rare	Q1-Q2
Cruis'n World	Midway	Q1-Q2
G.A.S.P.	Konami	Q1-Q2
Legend of Zelda 64 (Cart)	Nintendo	Q1-Q2
NFL Blitz	Midway	Q1-Q2
Quake 64	Midway Home Entertainment	Q1-Q2
Resident Evil-style game	Capcom	Q1-Q2
Street Fighter 64 (working title)	Capcom	Q1-Q2
Tetris 64	Capcom	Q1-Q2 1998
Unreal GTI/Epic	Megagames	Q1-Q2
All-Star Baseball	Acclaim	Spring
Banjo-Kazooie	Nintendo/Rare	March 16
MLB Featuring Ken Griffey, Jr.	Nintendo	March 30
Earthbound 64 (Mother 3) (64DD)	Nintendo	March
Mario Artist (64DD)	Nintendo	March; TBA
Pocket Monster 64	Nintendo	March
Quest 64	THQ	March
Forsaken	Acclaim	April
Freak Boy	Virgin	Q2
Superman 64	Titus	Q2
Bio Freaks	Midway Home Entertainment	mid-1998
Quest for Camelot	Titus	Q3
Aeronaughts	Ocean	Q3-Q4
Cabbage (64DD)	Nintendo	Q3-Q4
Super Off-Road Challenge	Midway	Q3-Q4
Ultra Descent	Interplay	Q3-Q4
Mortal Kombat 4	Midway Home Entertainment	October
Dracula X (Castlevania 64)	Konami	Q4
Micro Machines	Midway/ Codemasters	Q4
Raze Interplay		Q4
Robotech: Crystal Dreams	TBA	Q4
VR Golf	Interplay	Q4

1998 (Specific Dates to be Announced)

Acclaim Fighter	Acclaim
Actua Golf	Interplay
Buggie Boogie	Nintendo
Body Count	Nintendo
Cavalry Battle 3000	Japan Supply System
Climber	Nintendo
Condemned	Acclaim
Command & Conquer 3D	Westwood Studios
Creator (64DD)	Software Creation
Cu-On-Pa	T&E
Daikatana Ion	Storm
Dead Ahead	Optical Entertainment
Deadly Honour	TecMagik
Diablo	Blizzard
Dragon Quest 7	Enix
Dual Heroes	Hudson Soft
Dynamite Soccer	Imagineer
Earthworm Jim 3D	Interplay/Vis
Final Round 64	Konami
Fire Emblem 64	Nintendo
Fishing	Nintendo
Flights of the U.N.	Paradigm Entertainment
Grand Prix Race	Paradigm Entertainment
Golf	Nintendo
Golgo 13	Vic Tokai
Joust 64	Midway
Jungle Strike 64	EA
Jurassic Park 2: the Lost World	Dreamworks
Kindaichi Shonen no Jikenbo	Hudson
Kirby's Air Ride	Nintendo
Legend of Zelda 64 (Disk)	Nintendo
Lode Runner	Bandai
Looney Tunes	Infogrammes
Metroid 64	Nintendo
Mission: Impossible (Disk)	Ocean
MLBPA Bottom of the 9th	Konami
Monster Dunk (rumour)	Mindscape
Mr. Tank	GT Interactive
NHL Breakaway '98	Acclaim
Ogre Battle	Quest
Pachinko	World 64
Pika Chu Genki Dechu (cart)	Nintendo
PilotWings 2	Paradigm
Pokemon Series (64DD)	Nintendo
Puyo Puyo Sun 64	Compile
Red Baron (Rumour)	Sierra
Roto Gunners	TecMagik
Shadow Warrior	GT Interactive/Apogee
Silicon Valley	BMG
Sim City 2000 (64DD)	Imagineer
Space Circus	Ocean
Super Mario RPG 2	Nintendo
Super Mario 64 II	Nintendo
Smurfs 64	Infogrammes
Tamagotchi 64	Bandai
Tonic Trouble (formerly Ed)	UbiSoft
Turok 2	Acclaim
Turrican 64	Factor 5
Ultra Donkey Kong 64 (64DD)	Nintendo
WWF War '98	Acclaim

Rumours

Contra 64	Konami
Hardwood Heroes	Midway
POD	Ubi Soft
Suikoden	Konami
Vandal Hearts	Konami
Streetfighter	Capcom
Super Tennis 64	Nintendo
Tekken 3	Namco



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probe™

NINTENDO 64

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Talkin' Shop

***N64 Pro** finds out what's going down on the shop floor*

By **Mark Hattersley**

Lets face it. If you want advice you already know where to come. But after us, the best people to ask about videogames are those who flog them for a living. So we decided to harass shops around the country into letting us know what's happening in the wheeling and dealing world of N64 games. Offering their two cents to all and sundry were the following people:

- **Richard Summers**, *Shop Manager of Game in Liverpool*
- **Rainford Williams**, *Sales Assistant at Electronics Boutique, Bristol*
- **John MacQueen**, *Assistant Manager of Virgin Megastore, Newcastle*
- **Employees** from the Toys R Us corporation

I paid 300 bloody quid for mine!

Nintendo sent a shiver down our spines by reducing the price of our beloved N64 to an earth shatteringly low £99.99. Faced with the prospect of a swanky new super-console and a penny change from a hundred quid how many people are grabbing up those N64s?

Richard: "They are flying out the door... it's just what the N64 needed. Everton footballer Danny

Cadamarteri was just in the shop and spent 500 quid on an N64 and loads of games."

According to the daily rags, Cadamarteri is celebrating a new five year pay deal with Everton which will treble his currently paltry (by footballer standards) £700 per week. After bonuses, sponsorship and other blags, he could now earn as much as £3,000 a week. Lucky Sod! Want to know the games he's spending his new-found wealth on? Danny bought ISS 64 (smart move!), Mario 64, Mario Kart, Doom, MRC and Pilotwings. Top bloke, he knows it makes sense.

Rainford: "We knew about the price drop in advance and were telling people to wait. So our sales were a bit low for a while. But now the price drop has come through the N64's selling better than ever before."

John: "Sales on the N64 have certainly picked up. Demand was so high that we had stock shortage. Things have been sorted out though and we should have plenty of N64s in stock for Christmas."

Toys R Us, Anonymous Salesperson: "You need to speak to our head office."

So what's flying off the shelf?

Richard: "Lylat Wars was doing well, but it seems to have steadied down a bit now. Everyone is really looking forward to the big Christmas releases."

Rainford: "Mario 64 and Mario Kart are still going extremely well."

John: "Mario and Mario Kart are doing well again. It's due to the new lower price of £49.99. As far as we know all the new games will be coming out at that price, so the future looks bright."

Toys R Us, Hardware Division: "You need to speak to the software division." (More lousy telephone music to listen to whilst being connected).

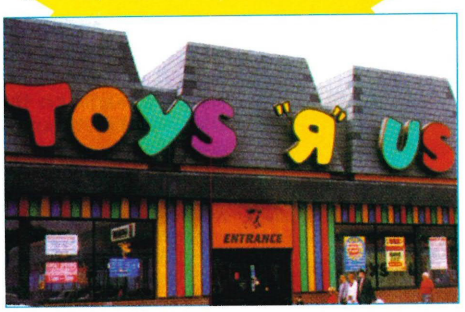
Go on, do a Mystic Meg and predict what's going to be number one on the N64 this Christmas

Richard: "GoldenEye is the game everyone is waiting for. That and Diddy Kong Racing as well."

Rainford: "GoldenEye. It's absolutely brilliant. I completed the American version yesterday."

John: "I couldn't really say." (staying out of this argument).

Toys R Us, Software Division: "You need to speak to the press office" (It's only a bloody feature for Christ's sake, it's not as if I'm doing the Cook report!)



It's bright, it's happy, it's the all American friendly shop. Unless you're from the press

Nice place, shame about the name. Sounds like a hairdressers

"Have you got it in yet?" What game are you most weary of being asked for?

Richard "GoldenEye, GoldenEye, GoldenEye."

Rainford: "GoldenEye's the one everybody is waiting for. We've had a few people asking about Extreme G as well. So far only my cousins asked about Diddy Kong Racing."

John: "GoldenEye."

Toys R Us, Press Office: "Only the Managing Director can give press information." (So what exactly are you being paid for?)

On a personal note. What are you waiting to get your greasy paws on?

Richard: "GoldenEye's on my shopping list." (You and everyone else who hasn't got it on import).

Rainford: "I've finished GoldenEye so I'm now looking forward to Top Gear Rally."

John: "I don't own an N64 so I'm not looking forward to anything. That also. But we get all the electronic assistants at Virgin are looking forward to Lylat Wars, GoldenEye."

Toys R Us, Managing Director's office: "You need to talk to the press office." (Or just forget it!)

Game	59.99	59.99	49.99	49.99
Electronic Boutique	59.99	59.99	49.99	49.99
Virgin	59.99	59.99	49.99	49.99
Toys R Us	47.97	59.99	49.99	37.97

You can contact these shops at:

Toys R Us *(don't bother!)*

Virgin Megastore, Newcastle *(0191 230 5959)*

Game, Liverpool *(0151 7079355)*

Electronic Boutique, Bristol *(0117 921 1661)*

Price Comparison

	Lylat Wars	MRC	Mario Kart 64	GoldenEye 007
Game	59.99	59.99	49.99	49.99
Electronic Boutique	59.99	59.99	49.99	49.99
Virgin	59.99	59.99	49.99	49.99
Toys R Us	47.97	59.99	49.99	37.97

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 the start of the reviews section, we thought we'd better explain exactly how our reviews work. So don't turn the page just yet

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

Review

Wave Race 64

Water, water everywhere ... looks good enough to drink

Nintendo release a race game with a difference [the difference being it's on water] for the N64 and cause a splash in the process.

N64 Score

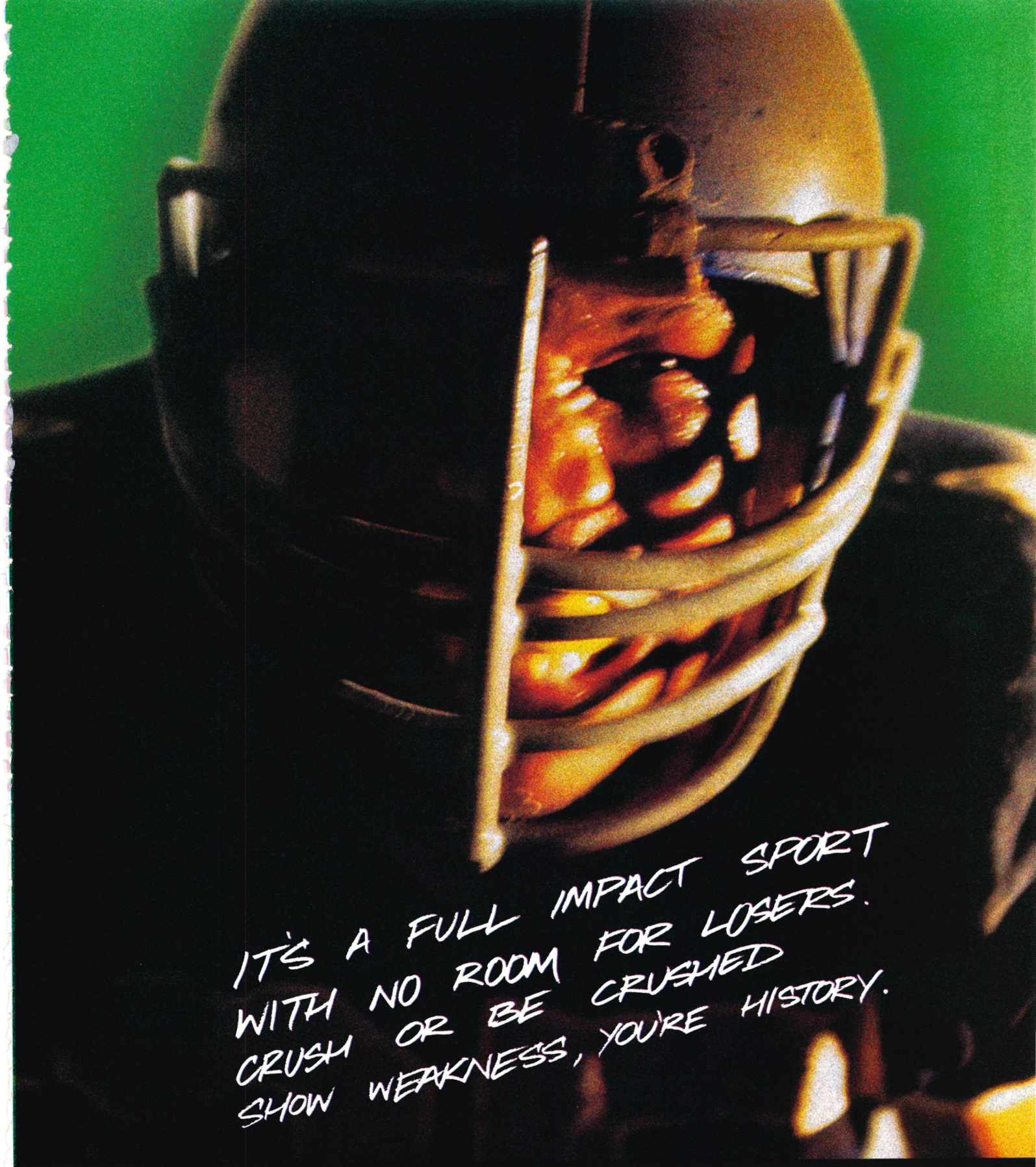
90%

47

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



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NINTENDO64

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Review

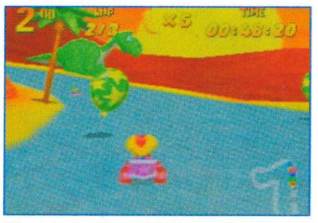
● **PUBLISHER** Rare ● **CONTACT** 01703 653377 ● **GENRE** Driving Game ● **RELEASE DATE** Out Now

Diddy Kong Racing

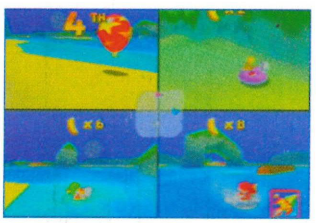
Rare's cheeky monkey tackles Mario Kart head on and wins

No sooner do I tag GoldenEye as the best N64 game this year, than along comes another (from Rare again for goodness sake) to steal its crown. DKR takes everything good about Mario Kart 64 and improves on it. Sheer brilliance!

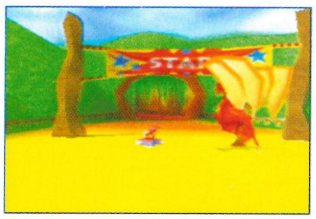
Another couple of bananas and Diddy will be at top speed



Pipsy's in second place, but needs to watch out for Bronty



This is Darkwater Beach, one of the challenge/battle arenas



This is the dragon who you must race in Dragon Forest

The dragon is pulling away. Time to get a move on

I KNOW WHAT you're thinking so just stop it. Besides you'll go blind. No... you're thinking that Diddy Kong Racing is just another Mario Kart clone. I must admit that having seen the few screenshots that filtered onto the Internet, I thought that too. We all did. An MK 64 clone brought forward to hide the slippage of a number of proposed key Christmas releases and intended to clean up over the lucrative festive season. Well you're wrong. We all were.

Diddy Kong Racing (or DKR) is obviously going to be compared to MK64. In fact after a few minutes play you'll wonder whether you've been conned into buying Mario Kart 64 in disguise, because DKR certainly borrows heavily from MK64. However, to suggest a clone is to suggest a laziness, a lack of originality and imagination, and quite simply a second rate copy.

DKR is anything but a second rate copy. In fact it absolutely beats the crap out of MK64, particularly in the single player game. It does so by expertly taking everything that was good about the disappointing MK64, adding a few things that were dropped from the original SNES title and even includes some brilliant inventions of its own. Combine all this together with smatterings of Super Mario 64 and some of the magic of Wave Race 64 and you've got the ingredients for a rare treat indeed.

DKR uses RDA

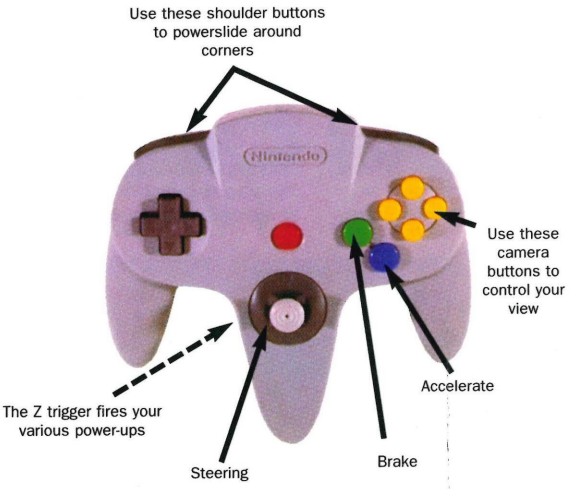
One of the things Rare have been 'bashing on about' is DKR's use of RDA or Real-Time Dynamic Animation. This technology is supposed to produce kinematic data rather than wire-frame polygon data which allows for unique alterable generalised polygons.

What this means to you and I, is that DKR looks superb. Almost all the objects are polygons and there is little if any pop up despite several huge polygonal objects such as the massive brontosaurus in Dino Domain. Nor will you find any fogging in DKR whatsoever.

These cutesy medieval houses are the entrances to the tracks in the rather tough Dragon Forest

This is Drumstick, one of the secret characters in the game

Diddy Kong pushes himself to the limit on Everfrost Peak



Fresh from victory in Greenwood Village. Now time for the boss

This is the excellent TT level where you must beat TT's ghost

Pipsy sets off to discover Sherbert Island

Name . . . Krunch (Crocodile)
Top Speed . . . . . High
Acceleration . . . . . Low
Weight . . . . . Heavy
Handling . . . . . Difficult
Dances . . . . . Aged Twister

Name . . . . . Pipsy (Mouse)
Top Speed . . . . . Medium
Acceleration . . . . . High
Weight . . . . . Light
Handling . . . . . Excellent
Dances . . . . Like Your Mum

Name . . . . . Timber (Tiger)
Top Speed . . . . . Medium
Acceleration . . . . . Medium
Weight . . . . . Medium
Handling . . . . . Good
Dances . . . . . A True Raver

Name . . . . . Banjo (Bear)
Top Speed . . . . . High
Acceleration . . . . . Low
Weight . . . . . Heavy
Handling . . . . . Good
Dances . . . . . Like your Dad

What an Adventure

Apart from the obvious inclusion of a choice of three vehicles, the car, hovercraft, and plane, DKR's other major departure from MK64 is the racing/adventure aspect of the game. The single player adventure mode (which Rare were keen to trumpet) begins in a central area much like the castle lobby in Super Mario 64. It is from this central area that you access each of the four (and later a hidden fifth) worlds.

As you begin the game you are met by Taj, an Indian elephant and genie of the island (of course!??). He acts as a guide, conjures up the vehicle of your choice, presents you with the all important balloons for winning the tracks, occasionally gives you driving tips, and even challenges you to the odd race around the island.

The four worlds that are initially accessible are Dino Domain, Snowflake Mountain, Sherbert Island and Dragon Forest. Each of these expansive worlds contain four thrilling race tracks, a challenge track (or arena), a trophy race (much like in Mario GP), a TT (or time trial section), and a Boss who must be raced and beaten twice.

It's here that the similarities to Super Mario 64 become apparent. Each time you win a race Taj awards you a golden balloon. The doors to each individual track in these worlds are numbered and the numbers correspond to the amount of balloons needed to enter that particular level. This is very much like the power stars in Super Mario 64 and makes a welcome addition in DKR and an interesting departure from most games of this ilk. The choice of vehicles in DKR is varied and well thought out. All handle markedly differently, but with practice are all excellent racing craft (even the frightening tricky hovercraft).

New additions in DKR include all new power-ups in the form of missiles, shields, droppers (ie oil slicks), and turbos. These are picked up from balloons at set places on the track and can be upgraded by collecting multiples of each. The beauty of these new power-ups is that they are if anything a little on the lightweight side, putting the emphasis on out and out driving skill. Thus increasing the enjoyment and longevity of the game no end.

Come here... there's more

Where the standard feature is to offer a few tracks and maybe a couple of difficulty levels to increase the longevity, DKR does things differently. Get a first place on each track and then beat the boss of the world in a race and you are immediately invited to take up the silver coin challenge. Now it gets really hard as you must race on all the tracks again and must pick up eight coins during your three laps of the track as well as finishing in first place. This wouldn't be so bad if the coins weren't deliberately scattered in such tricky places.

Success in each of the silver coin challenges (no mean feat on some tracks I assure you) then allows you access to the trophy race. This requires you to race all the four tracks in that world again in a Tournament with points awarded for a placing in the top five. Win the Trophy Race outright to earn yourself a gold trophy to adorn the cabinet of that world. As if that wasn't enough there are challenge areas (one per world) which are accessed by finding a large key hidden somewhere on one of the tracks within each world. Find this key to take part in the challenge stages which are essentially ▶

Review

Diddy Kong Racing

Name. . . . . Diddy Kong
. . . . . (Cheeky Monkey)
Top Speed. . . . . Medium
Acceleration . . . . . Medium
Weight . . . . . Medium
Handling . . . . . Good
Dances . . . . . Bit Reserved

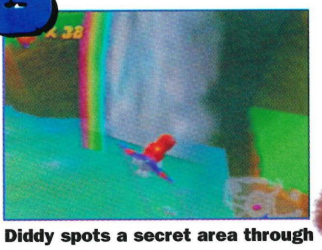
Name . . . . Bumper (Badger)
Top Speed . . . . . Medium
Acceleration. . . . . Medium
Weight . . . . . Medium
Handling . . . . . Good
Dances . . . . . Thigh slapping
. . . . . Hillbilly Stomp

Name . . . . . Tiptup (Turtle)
Top Speed. . . . . Medium
Acceleration . . . . . High
Weight . . . . . Light
Handling. . . . . Excellent
Dances. . . . . Like a Fool

Name . . . . Conker (Squirrel)
Top Speed. . . . . Medium
Acceleration . . . . . Medium
Weight . . . . . Medium
Handling . . . . . Good
Dances Like a Tracy or Shaz

Pipsy pushes for first place in the water-based Pirate Lagoon

The player select, where each character struts their funky stuff



Diddy spots a secret area through this rainbowy waterfall

Diddy struggles in eighth place as he tries to get to grips with the extreme weather of the Snowball Valley track

Diddy takes a shortcut down the well in the Greenwood village

This is the central area and that blue guy is the genie Taj

slants on the battle arenas in MK64.

Because the game is so excellently paced just as you think you've mastered a course you are presented with the silver coin challenge, wherein initially you'll struggle to collect all eight coins and still finish in anything other than last place. And even then, once you've sweated blood and tears to complete the coin challenge you must then tackle the Trophy Race and emerge victorious. Each challenge forces you to push yourself and your nerves even closer to the limit.

That's the way to do it

Unlike Mario Kart 64, the tracks in DKR are largely immaculately designed. Some feature shortcuts which have been cleverly implemented, all are themed and in keeping with the particular world from whence they came. But more importantly they all feel good to race upon. There is a real emphasis on skill no matter what particular vehicle you choose and there is a definite learning curve to each track with most being easy to race, but difficult to master.

All that not enough for you? Well how about a secret fifth world only accessible once you've completed all the challenges on the normal four worlds? Still not satisfied? Well we understand that once you've completed absolutely all the tasks on all five worlds, you gain access to adventure two, with silver balloons in place of gold ones, mirrored tracks, and of course, unfeasibly good opposition.

While it's the adventure aspect that initially engrosses you in the game. Each track discovered in this adventure game can then be tackled in the multi player tracks mode.

Multi player Still Rocks

Thankfully the adventure mode in DKR is not included at the expense of the multi player game. Not only does the game allow two players plus four computer racers (a total of six instead of the usual eight), it also allows for four player head-to-head action with considerably reduced detail. Never the less, no matter what mode you play DKR in, the game runs as smoothly as the proverbial baby's bum. With never a hint of slowdown or frame skipping to be seen.

Remember the coins you had to collect in the original SNES Mario Kart and how they were strangely absent in MK64? Well Rare has taken note and included a similar system. Littered about each track are bananas (this is Diddy Kong's game after all). Each banana collected allows you to achieve a slightly higher top speed up to a maximum of 10. However, you'll lose a couple of each time you're hit by a missile. Fortunately, you can carry more bananas as a bit of a buffer.

Another welcome re-introduction is the speed arrows (or Zippers as they're called here) that feature on all the tracks. Driving over these gives you an extra boost. This puts the emphasis again on learning the tracks because as the challenges get more difficult, you'll need to navigate them in such a way as to hit all the zippers just to stay in touch with the leaders.

Diddy Kong on Trial

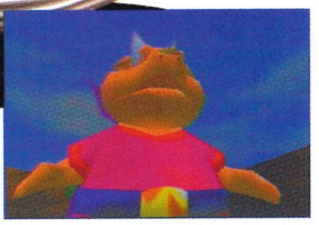
One of the best (and considerably under-rated) aspects of MK64 was the single player time trial (or time attack) section where you simply raced against the clock with three turbos per race. In Diddy Kong the time trial is absolutely

superb. We actually ended up playing just one track (Hot Top Volcano) for almost a day solid. Each of us shaving vital fractions of a second off previous times. As in Mario Kart, get under a certain time and you'll be challenged by the course ghost. In this case it's TT whose times are a bit tasty to say the least.

Mario Kart 64 for Sale. Offers Please?

In all departments DKR wipes the floor with MK64. So much so that my advice to you if you own the latter is to flog it immediately because pretty soon it's going to be gathering dust. DKR is a better game in absolutely every respect.

It's the reason you and I bought an N64. In fact games as good as this remind me of exactly why I got into videogames in the first place. The term 'classic' is an oft abused phrase, but DKR is destined to go down as an all-time classic. It's insanely addictive, amazingly playable and almost endlessly replayable and a true successor to the original SNES Mario Kart ●



Collect four pieces of the amulet and it's time to tackle Wizpig

Another TT. This time Diddy aims to hit a zipper on Everfrost Peak

Timber gloats victoriously as he earns gold in the Trophy Race

N64 Score

STAMP OF APPROVAL

If you want an engrossing, incredibly challenging, top notch racer in the Mario Kart mould DKR is the game you're after. If it's multi player thrills and spills you're after, where winning and losing is dependent chiefly on the skill of the drivers, then DKR is the game you crave. If you want to own the best game released on the N64 this year (that includes GoldenEye) then DKR is the game for you. If you want a game that recreates the excitement, the finely crafted playability and the sheer brilliance of the original Mario Kart, with state of the art visuals that blow away anything else yet seen on the system, then DKR is the game for you. To miss out on DKR would be like staying in watching television when everyone else is busy partying to celebrate the end of the millennium. Take my advice. Don't do it.
NOELY

● ***ALEX*** **After a few hours' play, Steve and I were urging Noely to give this 100%! Okay, so that's a slight over-reaction, but three weeks later we're still saying the same**

● ***MARK*** **We haven't stopped playing this since it arrived. A truly brilliant game that beats Mario Kart 64 in every respect. Miss this and you're missing the game of the year**

● ***STEVE*** **I was never taken with Mario Kart 64, but Diddy Kong Racing has more than made up for that disappointment. And it took a British developer to do it**

● ***READER REVIEW*** **I bought Mario Kart 64 but was disappointed that it didn't live up to the brilliance of the original. Finally here's a game that's great in every respect** ***Peter Jarvis, Chester***

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

96%

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,

Review

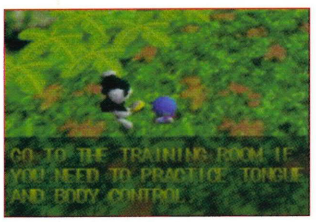
● **PUBLISHER** SunSoft/Ocean ● **CONTACT** 0161 827 8000 ● **GENRE** 3D Platform ● **RELEASE DATE** Out Now

Chameleon Twist

He's small, he's cute and a definite hit with the ladies

Like the reptilian tongue of the character on whom this game is based, my opinions underwent several twists and turns. I didn't like it, then I did, then I loved it, but was a bit disappointed. Confused? You soon will be...

This is you before you foolishly enter the warpgate



But I've never had any complaints before now

You can use this fallen tree as a bridge to cross the chasm

FIRSTLY, I was most disgruntled to find that after a day's holiday I had been unanimously voted as the best man to review Chameleon Twist. In much the same way as a man volunteers for Kamikaze duty I figured I had drawn the short straw and grudgingly set about the task (with deadlines drawing ever closer) of reviewing the game.

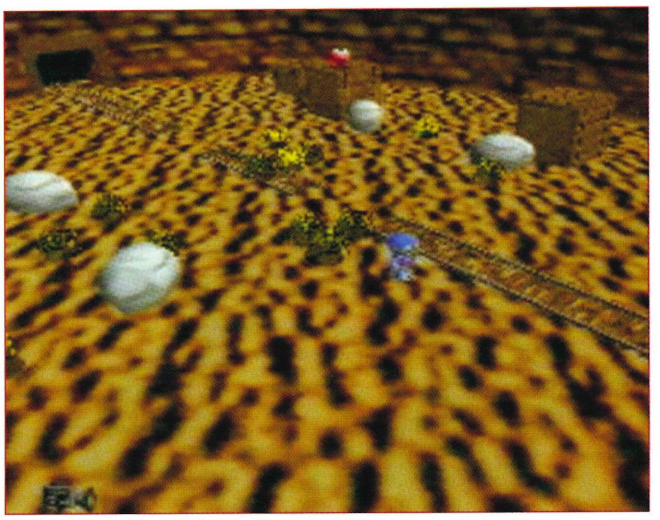
It came as no surprise to me that after 10 or 15 minutes of play I was completely nonplussed by the game. Initially it looks very similar to the single player Bomberman game I reviewed (and disliked) recently. A similar looking 3D environment (even a character that looks like Bomberman), and initial slow pace meant that my first impressions were not favourable.

However, after playing the game for some time, something strange happened. As though lassoed by the chameleon's tongue, I suddenly and quite unexpectedly found myself drawn into the game.

A Bit of a Tongue Lashing

In Chameleon Twist you play a chameleon that finds itself transported into a magical world wherein you are transformed into some kind of superhuman chameleon with all manner of tongue related superpowers. The intro shows you going about your business, preening yourself with your unfeasibly long tongue, rolling your independently moving eyes in the direction of nicely coloured female chameleon's, er... changing colours, and just generally getting up to all those hi-jinx that chameleons are renowned for. Anyway, you spot a white rabbit in a bit of a hurry (yes, he's lifted straight out of Alice in Wonderland) and inquisitively (and as it turns out rather foolishly) follow him through a warpgate and into some strange magical world complete with all manner of enemies who need a damn good licking, quite literally.

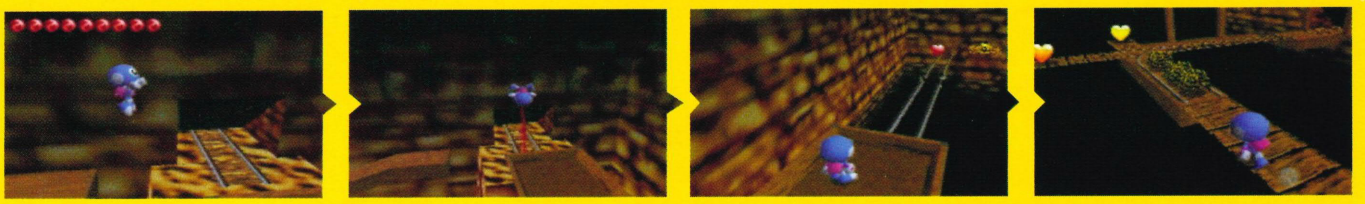
On first impressions Chameleon Twist looks as though it's destined to be another 3D romp in the mould of Super Mario 64. But Chameleon Twist departs from the standard jumping on enemies heads routine so often found in platform games of



Take out these pods to stop them releasing more spiders and if you can, try and reach that heart for more health

Your tongue abilities stop short of cutting down trees

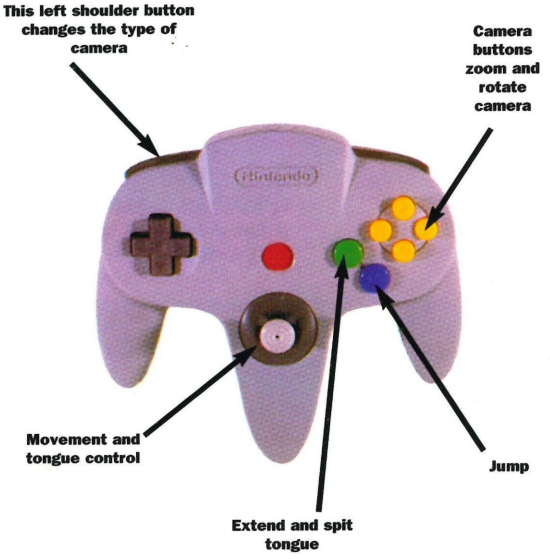
Lost in the mines



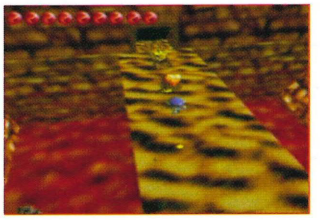
Another cleverly designed mine level sees our hero utilising a mine cart to navigate his way safely to the exit

This final boss is made up from household junk items

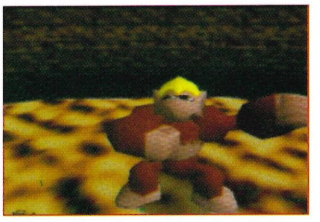
Our chameleon hero ends up flat on his chameleon-like back



Beating this delicious lookin' end of level boss should be a real piece of cake with a cherry on top

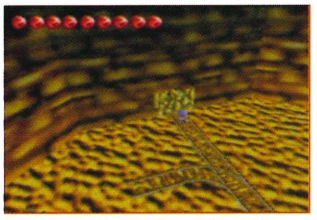


Hot lava antics. Mind you don't burn your tongue



This is the first boss – a right cheeky monkey

this ilk. The difference is that your character uses his tongue to despatch enemies. Sony icons Crash Bandicoot and Parappa the Rapper, cool as they may be, never had tongue control like Chameleon Twist. Hell, even Lara Croft would be extremely impressed with your character's tongue technique.



Take a look at the railway from Miami to Canada

No Madonna, I Won't!

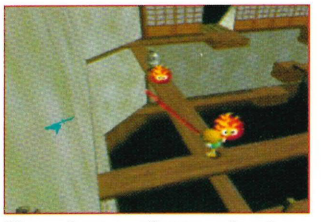
First and foremost your tongue can extend to lash out at your enemies, reeling them in Yoshi style on the end of your sticky muscle. They can then be spat out to eliminate foes. Your tongue can actually extend to a quite considerable length taking in multiple enemies and then spraying them around at any remaining foes, and once you get used to this it's a pretty smart ability.

Other cool usages are the tongue stand and the tongue vault. The former sees you sticking your tongue to the floor then balancing upon it to reach high up places. Or even better still is the tongue vault, wherein you use your tongue like a pole vault to reach raised ledges.

An even smarter use of your tongue is to use it as a kind of grappling hook. It need not necessarily extend in a straight line either, since it can snake outwards lashing onto pegs and poles. This technique allows you to swing across yawning chasms and gaping holes. This is cleverly implemented and makes Chameleon Twist at times a quite novel and unique slant on the platform game genre. I particularly liked the unique way you despatch some of the large foes . For example, some can be taken out by lashing your tongue onto the central pole and using that to trip your enemy and send them crashing to the floor. In this vulnerable state they can then be readily despatched.

The game looks quite nice, particularly later on. It has bright and colourful characters, some big end of level bosses and lots of large polygon constructed environments and many well themed, fine looking levels. I particularly liked the ant world with its rows and rows of never ending armies of ants to contend with.

But as enjoyable as Chameleon Twist was to play (and I did find it extremely good fun), I began to sense that I was romping through the game's levels far too quickly. Sure enough my suspicions were confirmed when after just a few hours play I was congratulated for reaching the game's sixth (and FINAL!) level. Less than an hour later and I'd completed the game, granted with lots of continues, but even so it was all too easy. Admittedly, you can go back and collect crowns previously missed, but there's little incentive to do this once you've been through the game already.

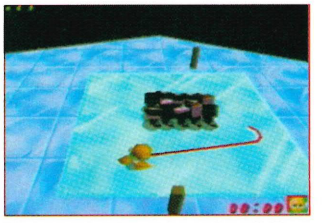


Chameleon performs a tongue lash to fend off the flames

Choose from chameleons Jack, Fred, Linda and the gang

Battle of the Tongues

Chameleon Twist has a rather entertaining battle mode for up to four players. This consists of two different modes: battle royale and time trial. The former is a last man standing contest, while in time trial the victor is the person who at the end of the contest spent less time outside of the ring.

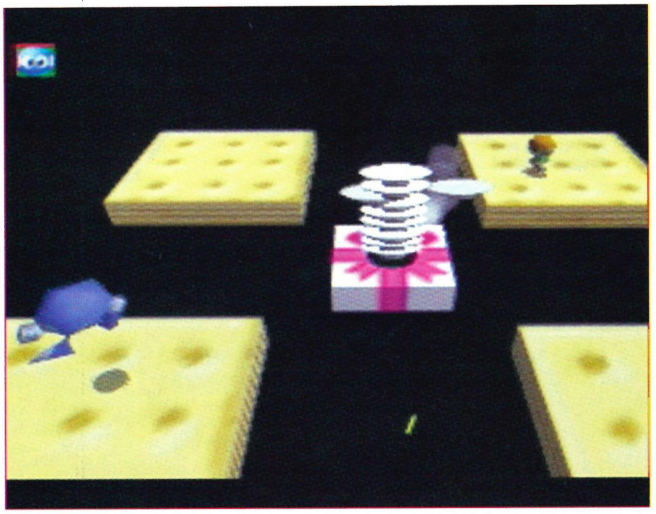


A wayward tongue swipe fails to snare these liquorice foes

Review

Chameleon Twist

A sweet infested free-for-all in battle mode



This fun battle level involves some precarious fights on suspended platforms and some crazy crockery throwing

Yet more sweet filled mayhem in a liquorice battle level

If he's not careful he'll burn his tongue here

Tongue related acrobatics continue with a nifty vault

This battle mode is good fun rather than being outstanding. However, it certainly helps to increase the game's longevity.

In many ways Chameleon Twist bears similarities to the equally entertaining, but ultimately all too short Mischief Makers. In its favour, Chameleon Twist does look far superior with its state of the art 3D visuals, and an entertaining multi player game that adds to the lasting appeal of the action.

Ultimately, how much you think Chameleon Twist is worthy of your cash depends on how long you expect your single player thrills and spills to last and how challenging you expect a game to be. If it's more than a day, then any reasonably competent gamer should make light work of this and feel a little disappointed. As did I.

However, I could see, both in terms of its looks and the difficulty level, how Chameleon Twist might appeal to a younger audience. But then even youngsters are surprisingly adept at games of this type and there's a severe danger of underestimating them. Had this game been longer and more challenging we might have been talking about one of the surprise hits of the year. As it is it's a very entertaining, but ultimately short lived diversion. Shame that

N64 Score

A FINE GAME while it lasts, but unfortunately Chameleon Twist is over all too quickly. I loved the unique use of the tongue, the inventive level design, some fine end of level bosses and the fun multi player game. However, it's an all too brief affair rather than the more fulfiling long term relationship I had hoped for (and experienced with the likes of Super Mario 64). If only the length of enjoyment was directly related to the length of your tongue then Chameleon Twist would be in business. But as we all know this isn't the case. Had I still been playing Chameleon Twist a week or so after starting it, I'd have been raving over this title. However, I can't give Chameleon Twist a severe tongue lashing over the speed at which I completed the game, because throughout the admittedly short challenge I was completely engrossed by it. *NOELY*

- ***ALEX*** **Obviously inspired by Mario and Yoshi, this doesn't scale the heights that it might have done although it's a fine 3D platformer it its own right until the abrupt ending**
- ***STEVE*** **Chameleon Twist's innovative, charming and most of all a right laugh. Ocean have done a fine job in getting this in the shops so quickly. Repay them by buying it**
- ***MARK*** **I thoroughly enjoyed this. Whilst not as good as Mario, it's still a great platform game. And the multi player battle mode almost makes up for the Bomberman fiasco**
- ***READER REVIEW*** **The way you kill enemies with your tongue is excellent, particularly the bigger bosses. But the way it's possible to complete the game so quickly isn't**
  Trevor Joyce, Bradford

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

81%

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

NINTENDO 64

BUCKLE UP

Five tracks, four racing modes, variable weather effects and multi-camera views plus an action replay mode, make Top Gear Rally a radical driving experience!

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"The best racing simulation for the N64". Nintendo Magazine

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90% 64 MAGAZINE

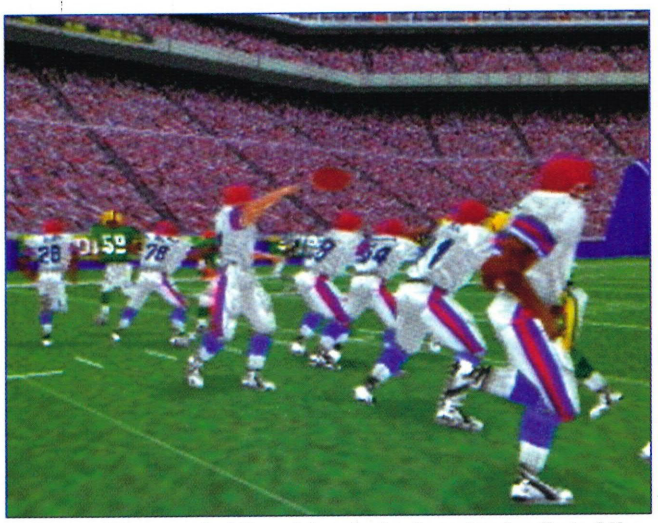
THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

Review

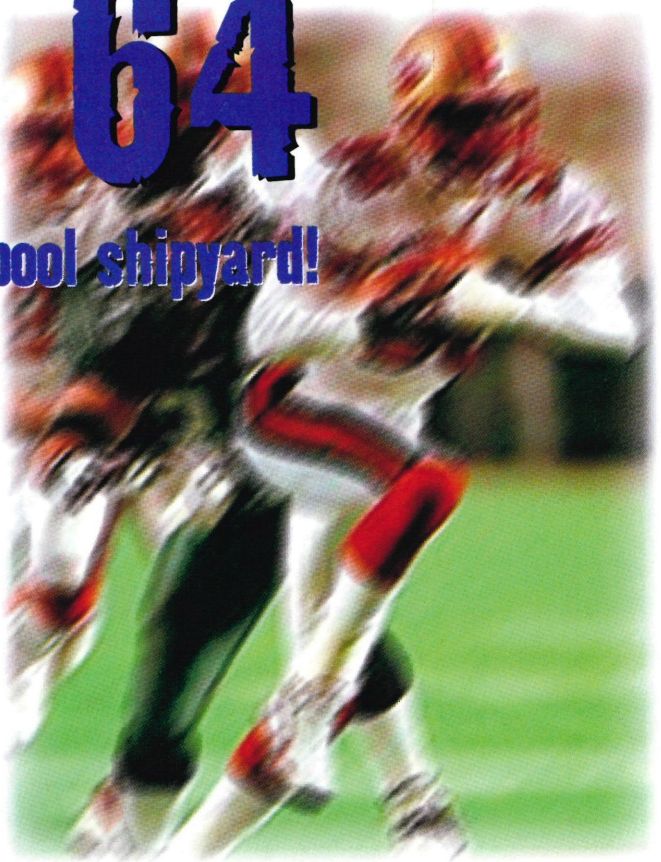
● **GAME** Madden 64 ● **PUBLISHER** Electronic Arts ● **CONTACT** 01753 549442 ● **GENRE** Sports

Madden 64

More sackings than a Liverpool shipyard!



Vision, agility, speed of thought and a basic understanding of the rules and methods of the real thing are a big advantage



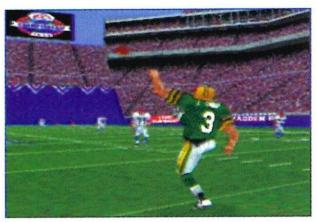
An American Footy game at last shows its face on the N64 in the shape of the legendary Madden series

BEING A LONG time Madden devotee has been hard over the last few years. The series reached such enormous heights in the early nineties through its MegaDrive incarnations that it set itself a standard that EA have found hard to achieve since the demise of Sega's 16bit console. Personally I never felt they fully got to grips with the Super NES and while their PlayStation attempts have been an improvement, I still didn't get the same impression of near perfection that I got from say Madden '92 (you know the one where they brought the ambulances in and, if memory serves, introduced the revolutionary 'pass window' quarterback system). Thankfully, my wait is over.

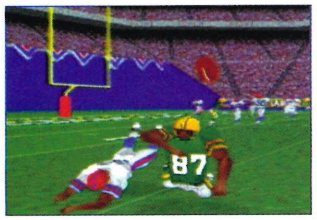
Hopes were obviously high when it was announced that EA signed up for a license to produce for the N64, but with Acclaim's Quarterback Club looming large with its hi-res graphics, and the fact that EA developed their game virtually shrouded in secrecy didn't seem to bode all that well, and I must admit, I suspected another FIFA-esque rush job. But how very wrong I was.

You need to bear in mind that I'm writing this review without yet having played NFL Quarterback Club (it's in the post apparently) so it's impossible to give a definite opinion as to which is better at this stage (I'll come back to you in my second opinion for QB Club and tell you what I think). However, I will say that I'll be very surprised if Acclaim's effort manages to better this in any other department other than graphically. And I'd better get on with telling you why, because I rarely have so much that I want to say about a game, and even with four pages to do it in I'm sweating on whether it'll be enough.

Before I get onto the gameplay I'll deal with the slightly less impressive issues. Soundwise, well I suppose you could say it's a slight disappointment, especially if you've played Madden '98 on the PI**Station. Obviously it's not possible to have hours of commentary like you can on a CD so we're limited to Pat Summerall's generic playcalling – Incomplete! Batted Down! They've Scored! – that type of thing. And there's also the odd 'Maddenism' thrown in following a big play, be it a QB sack,

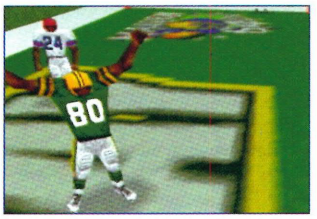


No real teams, but all the players are still in there



Some of the tackles are real bone crunchers

This play has it all. Good call of a running play close to the goal line, well executed by both



The players aren't exactly reserved when they score

The Helmet Cam can never be done justice in a screenshot

blockbusting run or touchdown pass. Not bad, but not really good enough either. The crowd is also a bit of a let down. They'll chant 'Defence! Defence!' when the home team is on the rack, but they don't seem to get all that excited when they score either which is a shame.

I've also heard people criticise the graphics, but I'll stoutly defend the game on this issue (although I again must point out the fact that I haven't played the graphically stunning QB Club yet). Out have gone the sprites that have featured in every single Madden game to date (yes, even the PI**Station version!), to be replaced with superbly animated, realistic looking polygon players. Now you'll see them crease up when they get hit in the stomach, flip over in the air and even leap for one handed catches in the endzone. As you can see from the screenshots this is certainly no graphical slouch, especially in the fantastic replay mode, which I'll come onto in a minute.

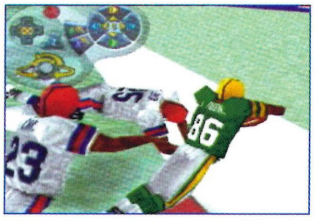
View wise (we're getting onto the majorly impressive stuff now by the way) Madden 64 has an unprecedented number of choices along with one of the most innovative and exciting developments in sports games for a long, long time. You can watch the action from any number of televisual style angles, most of which are equally playable, or you can choose the intriguing helmet cam. Now admittedly it's quite difficult to play the game in this view, I'd say it's more a pointer of things to come down the line, but essentially what this does is allow you to actually play the game ▶

Wide Open!

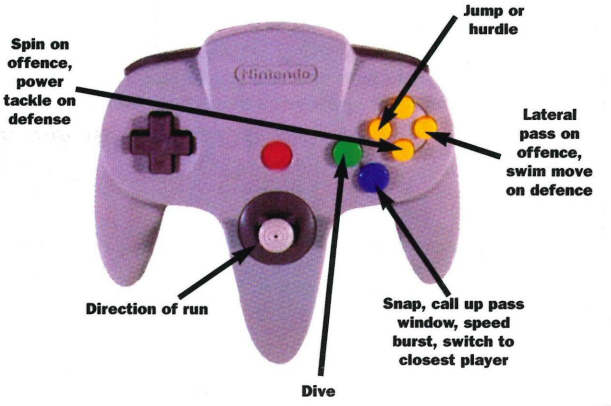
Learning to pick open receivers is the key to being a good QB

Some of the replay angles make truly incredible viewing

The animation detail level is stunning, as you can see here



Even the names of the players are on the back of their shirts



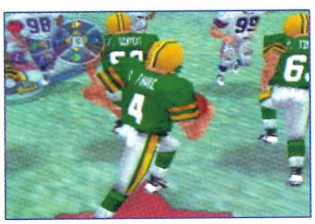
QB and Running Back, and superbly defended to save the TD

Review

Madden 64

Don't worry, this is all perfectly legal and above board!

The game is played from this angle for the most part



Ah, the old Quarterback Sneak move eh? I have you now!

▶ through the eyes of the player! The view moves in exactly the way it would if you were actually running up the field (your head rocks from side to side with each step, and you almost feel the impact of a head on tackle as your view changes from the opposing endzone to looking straight up at the sky).

The only problem is that it's fully disorientating most of the time and of course you can't see or hear the other team's Corner thundering up behind you and take the necessary evasive action. It's a fantastic achievement though, and is probably the only time I've thought that Virtual Reality could actually be ready to take a step forward.

Quickly on to the replay mode before I elaborate on the gameplay. All developers should take note because, given the power of the N64, this is how all such modes should be done in the future. You can literally view the replay from any conceivable angle and from any distance ranging from ludicrously close to the view from the Goodyear blimp. Incredible stuff (and the method used to take most of the screenshots you can see on these pages).

Right then, gameplay. Basically, what you get for your money is the best version of Madden ever on any system, and QB Club allowing, the best American Football game too. Anyone who knows anything about American Footy, or even American Footy games will be instantly impressed will how faithfully EA have managed to simulate the game. Linebackers behave as they do in the real thing as indeed do all of the players. They'll intelligently block in front of you should you break through, wide receivers will jostle for position, twisting and spinning in order to steal that extra yard to give them room for the catch.

This is a new system called 'Liquid Artificial Intelligence.' so named because it's so smooth. I've not seen a single instance so far where a player has reacted in anything but a realistic manner, and that's a tribute to the Madden programming team. Computer controlled defences will suss out your tactics and there are no so called 'big money plays' because if you do one that pays off big time, the defence will be much more wary should it happen again. In the same way, if you're susceptible to the run up the middle you'll find plays along those lines being called against you more and more often.

There's also a new passing system replacing the MegaDrive's old pass windows. The A button snaps the ball and another press will put a symbol under all of the potential receivers which corresponds to one of the joypad buttons. This enables you to watch for open receivers and, should you spot one you have the choice of lofting the pass to him by tapping the associated button or hurling it towards him – bullet fashion – by keeping it pressed down.

Much has been made of the fact that Acclaim nipped in and pinched the official NFL license from under EA's noses, but you really shouldn't let that put you off. All the real players are in there, as are the the teams, you'll just find that the Green Bay Packers are now just Green Bay and their uniform will be a slightly different colour. Nothing major.

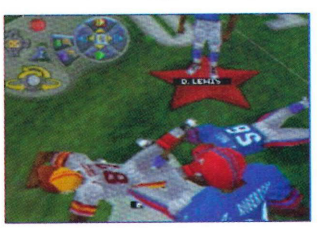
I'm really pushed for space now so I'll just briefly mention the options. You can choose to play a full season, custom season, tournament or exhibition match. There's also an interesting multi player tournament called Fantasy Draft where each player gets to select their dream team from a pool of all the NFL players. Fine for aficionados of the sport, but I get the feeling it'll be a little lost on most British gamers. You can also tweak just about every aspect of the game environment, from playing matches indoors or outside in daylight or at night in varying weather conditions.

Best of all is the option to set the level of harshness on each penalty call. For example, turn the pass interference down to minimum and you can really rough up the receiver without fear of a flag, turn it up and

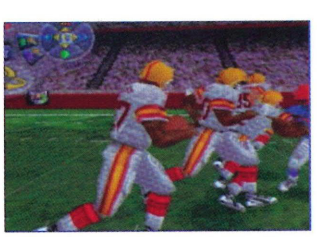
Perhaps the most enjoyable part of a two player game is when the ball is knocked from your opponent's grasp by a tackle

Check this out for a totally unplayable camera angle!

You can really see the N64's potential beginning to show

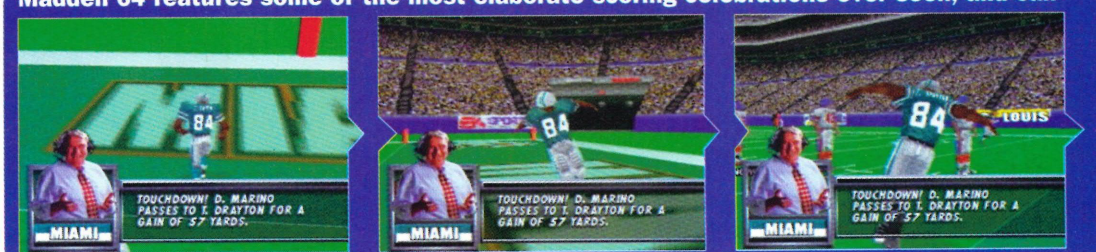


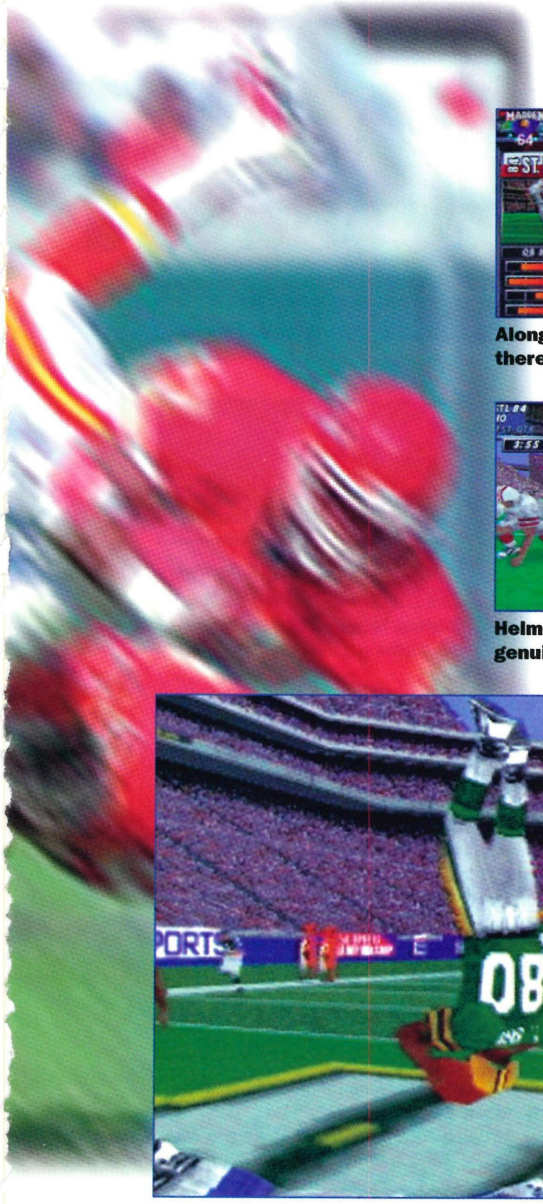
Reaching out for that extra few inches could be enough



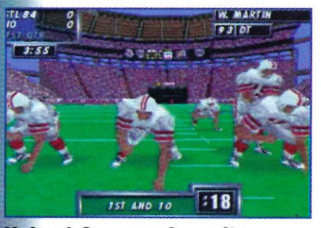
You'll need to rely on your offensive line's pass coverage

Madden 64 features some of the most elaborate scoring celebrations ever seen, and can

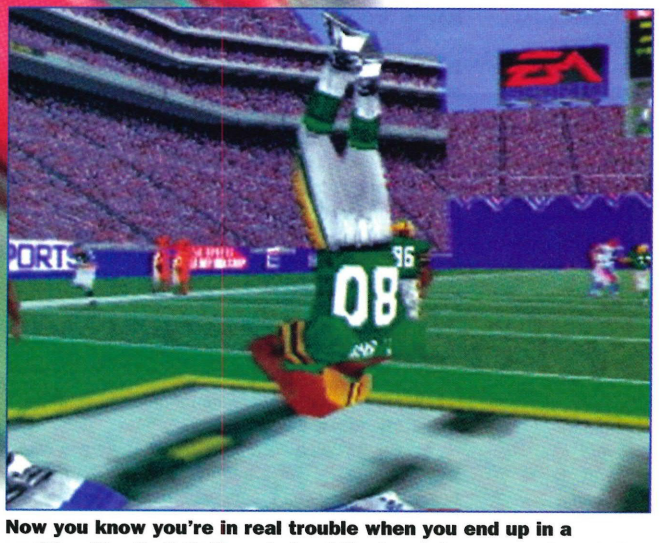




Alongside the normal teams there are a few classic ones



Helmet Cam can be quite genuinely scary at times

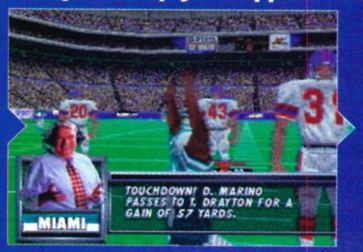


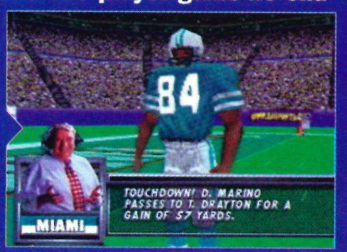
Now you know you're in real trouble when you end up in a position like that! Bothered about the touchdown now eh mate?

you'll get called for the slightest physical contact.

As it stands at the moment, Madden 64 is easily the best American Football game on any console. Its AI system, ultra realistic polygon players and John Madden's excellent playbook selections see to that. But with QB Club looming so large on the horizon, it's impossible to say that it won't be bettered almost immediately. I can't see it myself, but only time will tell. Fortunately for you lot, all you have to do is turn a few pages to find out more. See you at the comment box on page 37 then... ●

really wind up your opponent in a two player game no end





N64 Score

ONE OF THE most popular game series of all time comes up trumps again, and it's easy to see why many, myself included are reluctant to accept a substitute when it comes to American Football games. It plays exactly how you would imagine the real thing to play (without the risk of serious injury) and if you don't make the effort to figure out when's best to call the ideal play you'll find yourself getting creamed time and time again by the frighteningly good computer opponents. The artificial player intelligence is fantastic, the game looks gorgeous – the replay mode making you feel like you're actually watching the game on TV – and with better sound you'd be looking at just about the perfect NFL game imaginable. Acclaim's Quarterback Club has really got its work cut out to match this, flashy hi-res graphics or not! *STEVE*

● ***ALEX*** **American football winds me up, if only cos it means all yanks now call proper football 'soccer'. But even I have to admit this is a simulation polished to dazzling point**

● ***MARK*** **Exactly like the real thing. A tiring, dull, slow, boring, boring, boring excuse for a game. Only buy if you are more interested in American Football than I am**

● ***NOELY*** **Oh Mark what are you on about now? Anyone who knows a quarterback from a stickleback (or their arse from their elbow) can see this is a superb American footy game**

● ***READER REVIEW*** **I've always loved the Madden series so obviously I was in heaven when I got the chance of playing the best ever version! Unbelievable stuff!**
C. Plummer, Middlesborough

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

90%

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

PUBLISHER Nintendo ● **CONTACT** Game On, 0374 723349 ● **GENRE** 2D Platform ● **RELEASE DATE** Out Now

Mischief Maker

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

It may only be 2D, but don't dismiss it out of hand. Do we really need flashy imagery with gameplay this good?

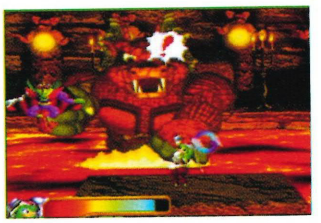
Only two dimensions? Surely that won't do! I mean, all the impressive bits come in that extra dimension. Everyone knows that don't they? Well, I'm sorry, but that's bollocks, and Mischief Makers is proof positive that just because technology has moved on, and in my opinion it doesn't mean that you have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

No more than a year ago, we were all 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 dimensions simply isn't good enough.

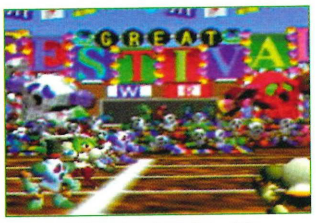
It even happened in our office. You wouldn't believe the number of derisory comments that flew over my shoulder from onlookers who weren't even prepared to pick up the joypad and give it a chance, they were that disgusted. It's their loss though, because Mischief Makers is jam packed with innovation. 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.

As you already know it's 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 harder. 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 (be they tricycles, cats and 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.

The bosses are ingenious, with varying strategies to beat each



Marina turns out to be quite hard (for a girl, that is)



One of the most enjoyable parts is the Olympics section

The level design is varied throughout the game

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 novels than a copy of this rather off-the-wall game.

As well as being surreal, Mischief Makers is also very clever in the way it has been designed. Certain puzzles will have you tearing your hair out when you finally complete them, mainly 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.

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. The addiction is so great that it gets quite difficult to put the controller down.

During the game, your character has numerous ways to protect herself 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 most of the time you'll end up relying on the standard

Some levels are just a race, others require more delicate methods of puzzle solving to be employed

Marina has a number of special moves she can pull off

Ms Hint is sadly offering game advice, not sexual favours

● NO. OF PLAYERS 1 ● PRICE £49.99 ● SECRETS Yes

PREVIOUSLY REVIEWED ON USA IMPORT

A general rule is to avoid all things spikey, because, well they're all sharp and could do you a nasty injury

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.

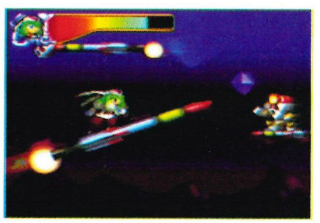
The bad points then, and I'll take these in the chronological order. Firstly, it's easy to be put off when you first start to play. This is far from the most easily accessible game I've come across, and to be honest for the first half hour or so I absolutely despised it. This is one game that you'll have to stick at, but I guarantee it will grow on you.

Secondly, the sound effects and graphics are pretty appalling. You can see what it looks like from the screenshots, but what you can't appreciate is the grating sound – especially the bit of speech you get when performing the shake move.

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 were 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.

Altogether I'd say that 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 N64 Pro 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 a good game ●

Mastering the slider jump is also essential



You can grab or ride almost everything in the game

N64 Score:

MISCHIEF MAKERS has good and bad points, but I'm pleased to say that the good far outweighs the bad. Okay, so it looks a bit ropey, has awful sound, an almost incomprehensible plotline and is perhaps a touch easy for a hardened platform fan's liking, but all 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 even hesitate. This is a hugely enjoyable game to play. *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%

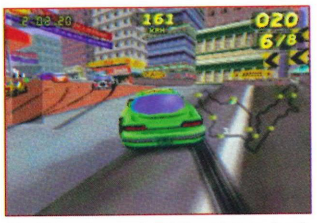
N64Pro Feedback! Tell us what you think! Over marked? Underrated? If you've got anything to say about this, or anything else you see in N64 PRO, positive or otherwise then we want to hear it! Write to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** stevemc@idg.co.uk.

● **PUBLISHER** GT Interactive ● **CONTACT** 0171 258 3791 ● **GENRE** Driving game

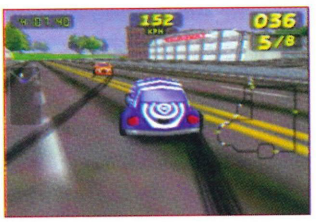
San Francisco

More exciting than watching 'What's Up Doc?' any day

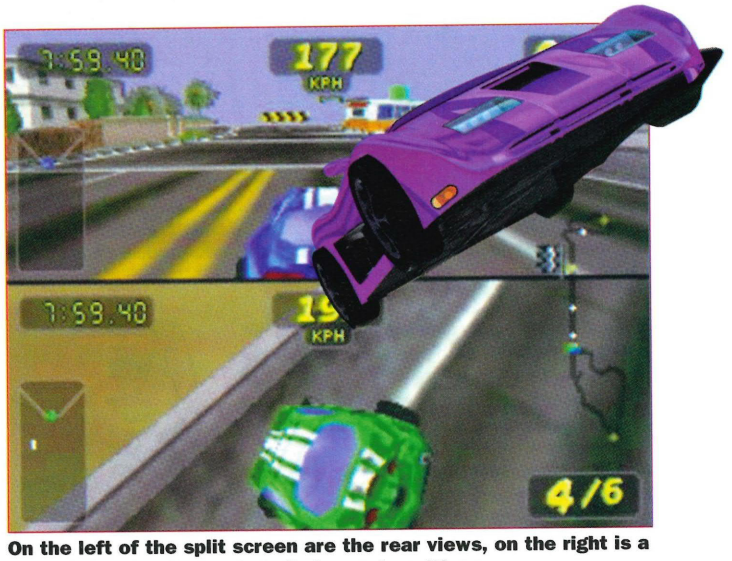
Those of you who got excited about Ford's Puma ad with Steve McQueen will become particularly hot under the collar about GT's debut N64 racer. This title will go some way to quashing GT's reputation as a shoot'em-up only company



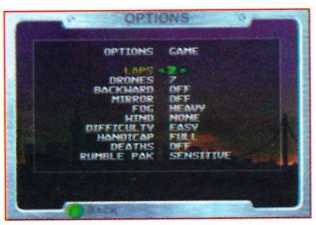
Sixth out of eight isn't too bad with the others in sight



The VW Beetle handles well although it's not to fast



On the left of the split screen are the rear views, on the right is a map of the circuit showing all six cars' positions



SFR is fully configurable, from fogginess to number of laps

Lime green Herbie goes to San Francisco

Alcatraz Island is never the most pleasant of places to visit, what with its rancid stench of ex-murderers and nonce cases, but on a rare non-foggy day you can see San Francisco Bay and the Golden Gate bridge from there. The great thing about GT Interactive's San Francisco Rush (SFR) is that you don't need to visit Alcatraz to play it.

One of the first things you notice about this skid-marked racer is the superb re-creation of San Francisco's dramatically sloping road grid system and the shambolic architectural style of the houses and shops unique to the US's gay capital. Residents live in old fashioned, tall and narrow town houses built in a modern, shoddy American way and painted using the contents of B&Q's end of season bargain bucket.

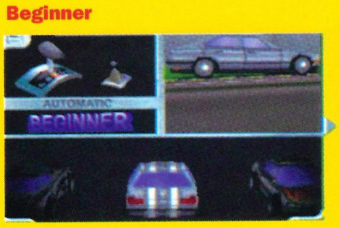
SFR, however, is not a bargain bucket racer by any stretch of the imagination. From the insistent, pumping soundtrack which instantly grabs your attention to the inventive course designs, curious choice of vehicles and unpretentious graphical style, SFR attacks the race genre from a refreshingly new angle.

There are six styles of accompanying music which, if not exactly destined to force The Prodigy into early retirement, goes a long way towards championing the cause of the oft-ignored videogame musician. One track especially sticks in the mind – a wailing, jumpy techno tune that'll make you wonder why you've had to put up with so much tinny synthesized dross for so long.

The Streets of San Francisco – it's okay, I'm not leading up to a speech about the pros and cons of retro American cop shows – are the setting for the races. Initially, six different courses are available, but skilful driving opens up another 18. Emulating the classic Ridge Racer formula (SFR is also an arcade conversion – of the exhilarating Atari coin-op), by negotiating the courses backwards, mirrored and backwards and mirrored simultaneously, progressively tougher challenges are constantly being set.

To meet these challenges you need to first

Beginner

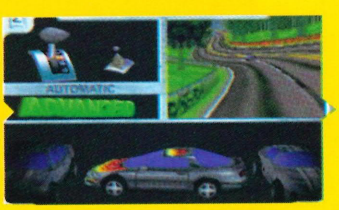


BMW – *pretty sedate to drive, but looks good*

Volkswagen camper van – *passion wagon for the outdoor type*

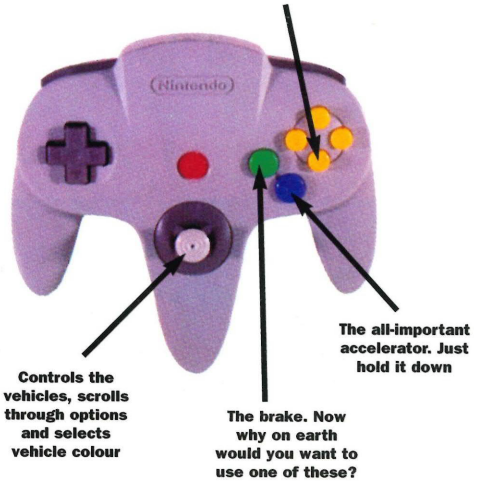
Advanced

Dodge Viper – *it's a little bit whoa, a little bit whaaay*

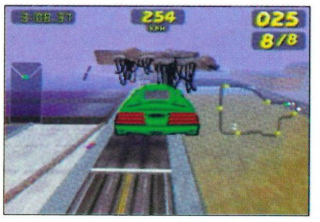


Pontiac Firebird – *flame design on the bonnet for the boy racer*

Rush

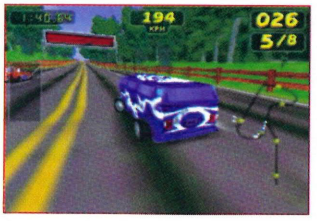


Which driving school did you go to, son?

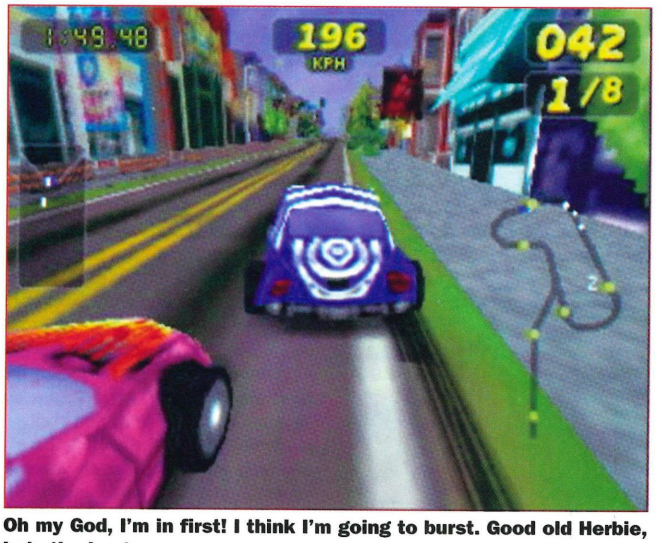


One of the many short cuts involves jumping the freeway

A fine view of a chassis just prior to going up in flames

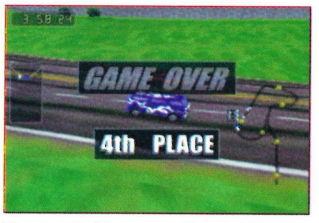


And we'd have done it as well if it wasn't for those damn kids



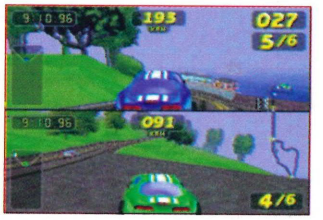
Oh my God, I'm in first! I think I'm going to burst. Good old Herbie, he's the best

pick a vehicle. There are eight to choose from – some of which I'll admit to being unsure of their make. This is one of the perils of getting an exclusive review – at the time of writing, the instruction manual hasn't even been done yet! The four vehicle pairings make unlikely pit-fellows: for the beginner there's a BMW and a Volkswagen camper van, an advanced driver can select from a Dodge Viper and a Pontiac Firebird, the expert has to toss up between a Volkswagen Beetle and a Toyota Supra and for the extreme motorist there's a Ford GT 90 (although it could prove to be a MacLaren F1 when the game hits the shelves) and a Bugatti.



Respectable enough position for a VW camper van

Reaching speeds of around 200kmh on San Francisco's famous slopes causes your chosen mode of transport to head spectacularly skyward – in fact it often seems that you're airborne as much as you're hugging the road, leaving skid marks literally everywhere. Put death mode on and you're in serious trouble if you take a tumble. In normal circumstances your car can sustain all sorts of damage and still limp along, but over-accelerate just before a sudden drop or misjudge a corner in death mode and it's game over. Unlike MRC, for example, SFR can't be tamed by banging into track surrounds from start to finish. To be a contender in the fog (of which four levels can be chosen!), you need to hit the racing line and avoid the annoying drone drivers ▶



Check out Alcatraz! It's the island on the top right

Expert **Extreme**

Volkswagen Beetle – *currently in vogue for 'extreme sports' fans*

Toyota Supra – *they're well made those Japanese motors, you know*

Ford GT 90? – *whatever it is, it goes like shit off a stick*

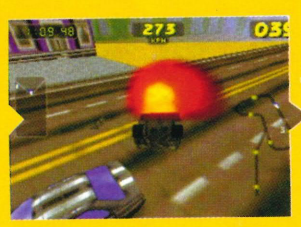
Bugatti – *for the wannabe demon driver in everyone*

San Francisco Rush

You Go Way Too Fast...

Don't slow down you're gonna crash

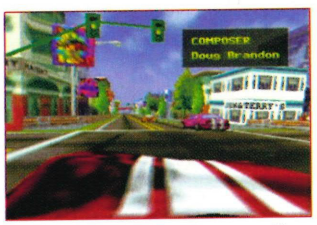
You don't know what's been going down



You've been running all over town

So shut your mouth cos I'm not listening any more

It's official. I'm the world's fastest driver



Doug Brandon needs a mention for his superfly tunes

of which there are up to seven in total.

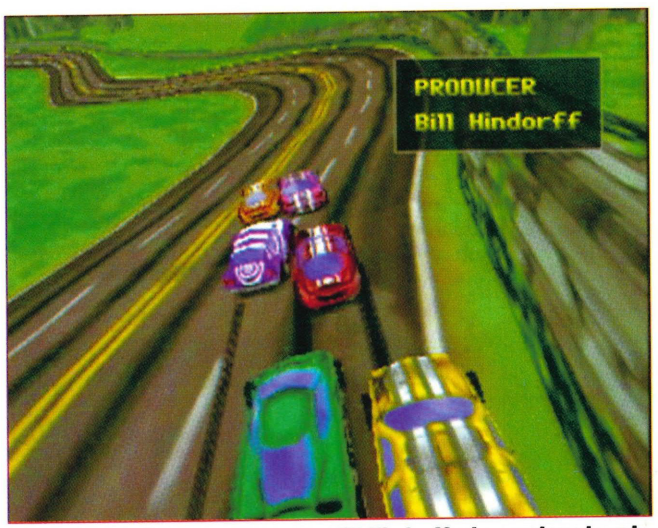
Although there are only up to four drone cars in the horizontal split-screen two player mode, the implication of the four skill levels is that two players can compete on reasonably equal footing regardless of their experience, as the finer side of driving is more or less taken care of for you if you're a beginner. Once you've gained confidence you can soon move up a ranking or two and then slip into death mode once you've got it sussed.

In fact, the two player death mode is one of best recent N64 experiences – ram your opponent off the road and you've won. Similarly, beat him 'fairly' and you're the champ too – anything goes. Even when you've built up a commanding lead, you need to drive with your wits about you. It doesn't matter how far you're ahead if you crash. You've still lost. Incidentally,

the two player option isn't noticeably slower or less detailed than the single player option, which is a bonus for us all.

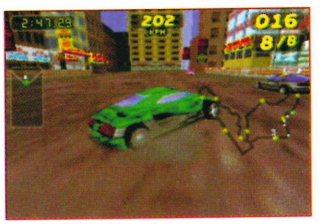
Effects-wise, SFR is on the basic side with nothing new to shout about. The graphical style is reminiscent of Road Rash (3DO, PI**Station) and Twisted Metal (PI**Station), but the attention to detail is precise enough to warrant a few words. Your vehicle is capable of scattering road cones, sending sandwich boards flying and smashing through glass-fronted shops. Each of the 24 tracks contains spectacular hidden shortcuts. You can rip through open fields, leaving muddy tyre tracks in your wake (which is mint with a rumble pak), soar over rooftops, sneak through narrow back alleys, powerslide (with the aid of one of the camera buttons) through underground sewers or catch some serious (non-NBA) hangtime off a suspended freeway!

A glimpse of Alcatraz Island can be seen on

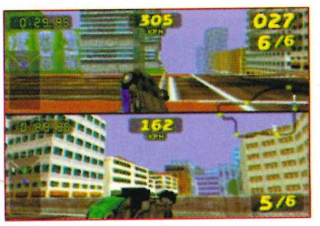


And let's all raise our glasses to Bill Hindorff who produced such a wonderful race game

I'm gonna need that bonus time if I'm gonna stand a chance

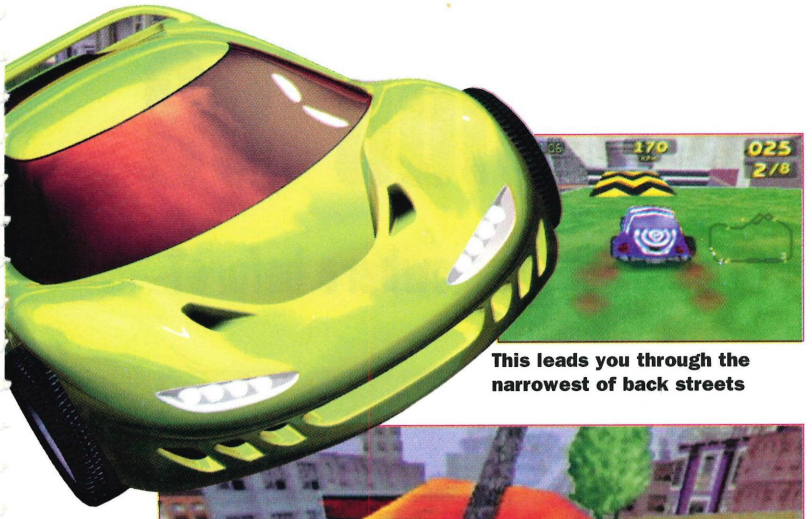


No use doing 202 kph when you're in last place



That must have been a particularly difficult corner

There's not much in it here, as the green indicator shows



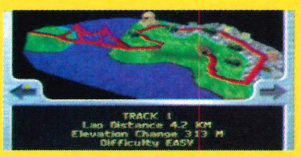
This leads you through the narrowest of back streets

It's another exclusive for N64 Pro! Try this circuit out if you buy the game, it's a beauty

one of the outer-lying circuits and certain short-cuts reveal San Francisco's very own Chinatown. So what are you waiting for? Put your pedal to the metal and power round the streets of San Francisco all day and night – there's a frustrated seventies yank cop show fan in all of us. You won't regret it and neither will GT Interactive for taking the plunge into the race genre – it represents much better value for money than certain other games from its N64 stable reviewed elsewhere in this issue

The Tracks Of My Tears

Without revealing them all, here is a small but perfectly formed selection of SFR's many and varied circuits. Each track can be driven backwards and mirrored



N64 Score

PLACED in its genre context, San Francisco Rush (SFR) is up there with the best. Comparing it to Top Gear Rally, F1 Pole Position and MRC is like comparing the sun to a candle, although Extreme G and Mario Kart remain the benchmark racers due in no small way to their four player race and battle modes. As I stated in the main body of the review, it's good to see a race game that relies on skill rather than firepower to win. The more you 'interact' with the background, the more the performance of your vehicle suffers. MRC, Extreme G and Mario Kart have all charted in the top three, there's no reason why SFR shouldn't do the same. Driving a VW camper van through a 3D model of San Francisco is a refreshing change from hurtling around in an indestructible F1 car or missile-launching craft from some daft fantasy land or other. *ALEX*

- ***MARK*** **I honestly think this deserved a stamp of approval. As far as I'm concerned it's the best racing game on the N64. And yes, that includes Mario Kart 64 and Extreme G**
- ***STEVE*** **I'll have to disagree with both the above comments I'm afraid. SFR is both tedious and frustrating in my opinion, leaving both MRC and Extreme G as safer bets**
- ***NOELY*** **No way Jose. This is unrealistic, annoying and not a patch on either Top Gear Rally or MRC. You don't want to waste your money on this. You really don't**
- ***READER REVIEW*** **As this is the first N64 game I've ever played, I couldn't help but be impressed. Beats driving my company car around Lincoln that's for sure**
  Neil Herbert, Lincoln

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

88%

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:** alexl@idg.co.uk

Review

● **PUBLISHER** Acclaim ● **CONTACT** 0171 344 5000 ● **GENRE** Sports ● **RELEASE DATE** Out Now

NFL Quarterback Club '98

More sackings than... hang on, haven't I used that somewhere before?

What a treat it's been. Two eagerly awaited American football games hit the N64 Pro tackle bags in the same week. But which stole the glory, and which came off suffering from a concussion? Find out right here, right now

The replay mode is so complex there are two separate menus

A nice touch is the player photographs alongside the stats

The weather effects are as realistic as the rest of the game. Snow, wind, rain, heat and cold are all accurately recreated

The coin toss. What else can I say about something like that?

The snap. From here it could all go wrong so easily

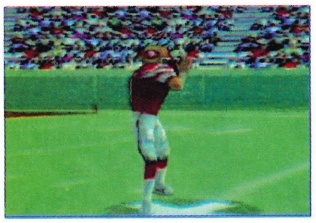
I suppose it's not fair really, but I'm sure that had NFL Quarterback Club '98 been the first N64 American Football game to be reviewed I'd have been absolutely gobsmacked by it. But it wasn't. Madden 64 performed a Quarterback sneak on its rival and having creamed over that for the last couple of days, it was obvious that Acclaim's graphical showcase had an incredibly tough act to follow.

To use a pop concert analogy, this is the equivalent of Oasis doing the support slot for Hanson. I'm afraid the star of the show in this case is a bit of a let down after what we've just seen. Actually, that's probably too harsh because the gulf isn't anywhere near as wide as I've just made it sound, it just feels like it at times.

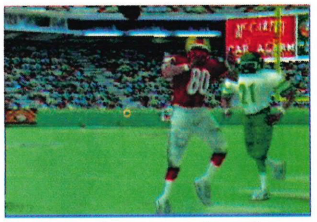
As I said in the news, this game has been outselling Madden handsomely in the US, and on the surface it's easy to see why. It's a truly fantastic looking game and if you were making a buying decision solely on the screenshots on the back of the box, then I can imagine it'd be all too easy to be swayed Acclaim's way. I urge you not to be so hasty. Read the reviews of both games, weigh up each game's good and bad points and if even then the look is the overriding factor that swings it for you, then go for it. You won't be disappointed. But it has to be said, apart from on a couple of minor points this is the only area where NFL QB Club has an edge over Madden.

Let me explain. This game is blighted by what American Footy game veterans call 'money plays' – something which Madden has all but completely eradicated. For the uninitiated a money play is move that pays off more often than not and can be used to get you out of trouble on far too many occasions. I had heard that the computer's defence against the run was phenomenal (in fact, I'd been told that it was a bit too good), but within the first quarter of my very first game I'd stumbled across a play that seemed to get me a first down more often than not. Which was an uninspiring start to say the least.

Of course there's a way around this, and that's simply not to use them, but for some people it's far too tempting when things aren't going well, and

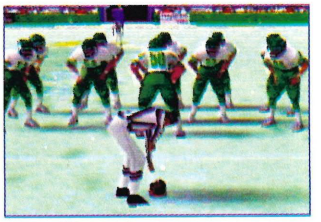


Good pass coverage allows a happy situation such as this



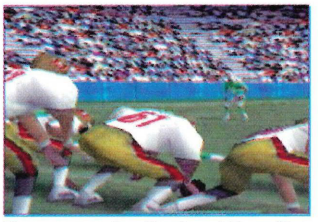
Picking out open receivers is an essential skill to learn

You can turn the referee animations off if you really want

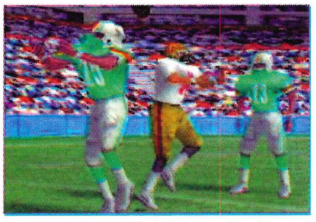


When it's cold you can even see the player's frosty breath

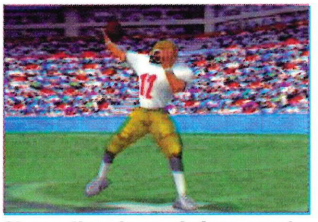
The NFL license has enabled the correct team names to be used



The snap animation's a bit on the dodgy side actually

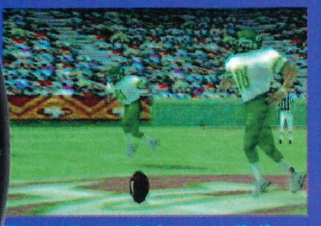


One-handed catches are perhaps the most spectacular part



Shame there's no obvious way to do a bullet pass like in Madden

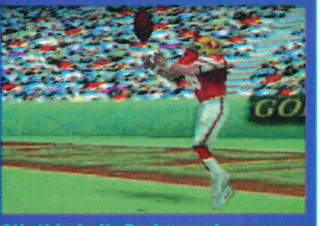
Just like on telly...



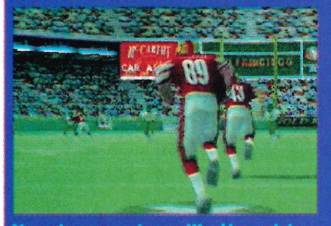
The replay mode is so realistic you can almost feel the tackle

The teams kick off and the game is under way at last

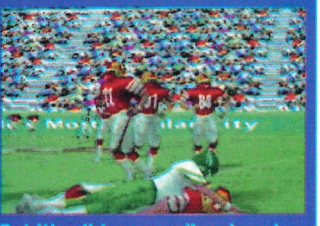
He looks remarkably calm considering what's coming at him



OK, this is it. Dodge and weave and you may find a way through



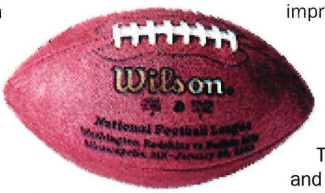
Your team mates will attempt to block and help you out



But it's all to no avail and you're brought crashing to the floor

for those people it really will ruin the game. It's up to the individual's conscience, but when there's a game already out there that has no such flaw, then it automatically becomes a bigger problem.

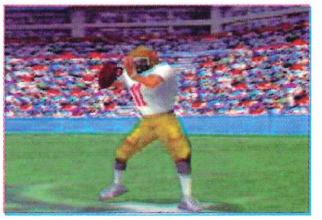
Also annoying is the inevitable payback for having such stunning visuals. The machine at times seems to struggle with shifting the images around and I suspect that on occasion it resorts to cheating by skipping frames of animation. The game's quite slow paced as it is (although not badly so), but there were definitely times when there was a noticeable jump in the animation when it should have been flowing smoothly. Hit the replay to see what happened and mysteriously the missing frames have shown up and all's well in animation land again. Not a massive problem in itself but, and I hate to keep hammering on about it, when you've played the super smooth Madden 64 it's a difficult thing to accept I'm afraid.



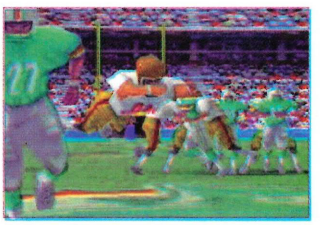
Right, this has been a negative review on the whole so far. Let's change that around a bit shall we. I know I haven't given the impression so far, and you may be shocked when I say this, but NFL QB Club is still one of my favourite N64 games. Okay, so it's not as good as its only competitor, but with standards set so high it's certainly harsh to condemn it for that. And this is massively impressive in most departments.

The artificial intelligence for instance is good, with the computer controlled players behaving realistically enough to easily fool all but the most informed NFL pundits. The playcalling system is both intuitive and comprehensive. The in-game control system has moves which are all masterable in a relatively short space of time (although I did find myself yearning for the choice between a lobbed or bullet pass as in what shall be from now on referred to only as 'the other game'), and both offence and defence are easy to control and don't become frustrating.

Graphically the game is phenomenal. The hi-res ▶



The quarterback animations are simply stunning

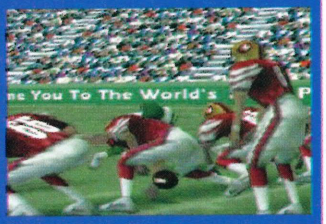


A last ditch dive for a hopelessly overthrown pass

NFL QuarterBack Club '98

Straight down the middle

Okay, we reckon they're open up the centre. Hut, and all that...

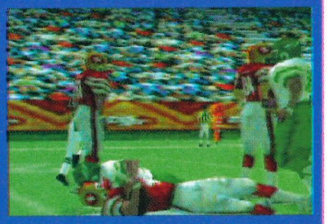


Quick hand off to the running back and we're in the clear!

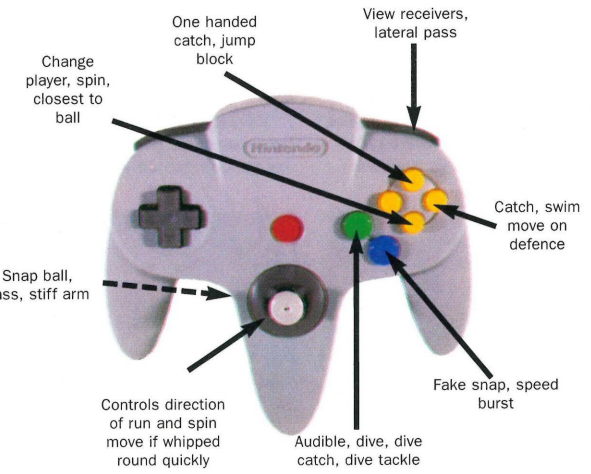
Hmm, it's a bit more crowded in there than I'd hoped

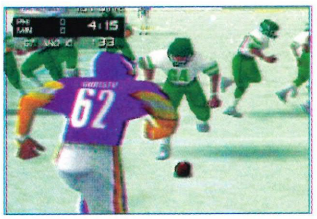
Get your filthy hands off me mate. Have my fist in your mush

Where did he come from? Looks like I'm going down

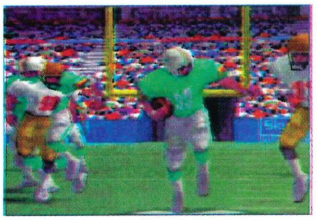


Why didn't I sign up for John Madden instead?





Fumble! Next step, mad scramble for the loose ball



The stiff arm is great if you can get the hang of it

mode is used to fantastic effect and while the actual playing graphics are jaw dropping enough, it's only when you access the replay mode that you can really appreciate the true wonder of the N64's capability. Zoom in and out to just about any distance, view the action from any conceivable angle and advance the action frame by frame.

I promise you'll be amazed at the realism. Players clutch at shirts to make the tackle, bodies contort with the impact and hands grasp desperately for balls that are agonisingly out of reach.

Of course the other game also has a top replay mode, but it's only in boring old lo-res so who's interested in that eh? Certainly not the American games buying public if sales figures over there are anything to go by. In addition, NFL QB Club can wave the official NFL license proudly above its head.

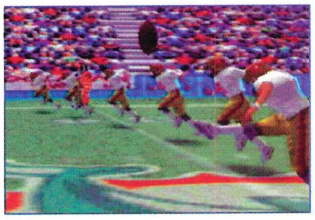
If you want realism then this is the game to go for. Correct player and team names, uniforms and stadia could well be the deciding factor for many Americans. It certainly helps with the whole escapism and makes you feel like you're actually out there playing in the 'the show.' At least it could if you're a bit of a sad soul with no friends or outside interests.

My own personal favourite though is the scenario mode. Sure you can have regular season games, preseason games, playoffs and such like, but you can have those in the other game. Scenario mode is different. Here you're presented with a choice of 50 historical situations and you have the chance to alter the history books. Basically, what this entails is dumping you in the middle of a game of note and seeing if you can change what actually happened.

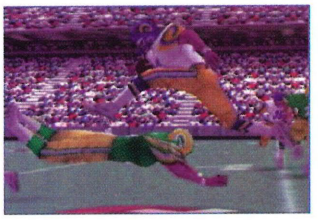
An example should clear up any confusion. Hypothetically speaking you could be placed in charge of the Pittsburgh Steelers, 14 points down to the Dallas Cowboys midway through the 3rd quarter of the Superbowl and you could be asked to see if you can pull off the impossible and win the game for them against all the odds.

Most of them are very tricky indeed, and you won't have much of a chance until you're at the very least competent, but it adds incredible longevity to the game. Why? Because the game stores how many of them you have successfully attempted and rewards you with game secrets every so often. Brilliant,

Scoring is initially very hard. In one game I played, no one scored until the fourth quarter. And even then it was a field goal!



The one thing you can't knock is the incredible visuals



This is even more impressive when it's actually moving

innovative and much more exciting than just faxing out a list of codes to the magazines and hoping they'll print them. EA Sports programmers should take note of this innovation!

But at the end of the day you just have to face up to the fact that Quarterback Club itself is just not as good as the other one. It's actually quite difficult to pinpoint why unless you've actually played both games for a reasonable length of time, but NFL QB Club just doesn't get the blood pumping in the way a close game of Madden 64 does. It's obviously got the looks, but the tired old cliché is right – beauty really is only skin deep. Scratch beneath the surface and it's not difficult to come to the conclusion that, for this year at least, NFL QB Club comes off second best by the shortest of distances.

It has still got a lot going for it though. For instance, if you just want to show off about how powerful your N64 is to your PI**Station owning mates, you're not all that bothered about having the best simulation or even are a bit on the shallow side, then this is probably the game for you. If, like me however, you'd find it difficult to feel comfortable with settling for second best and can look beyond the admittedly stunning visuals then, unfortunately for Acclaim there's a better option sitting right next to this on the shelf.

Having said all that, I'm looking forward to next year's edition immensely. Let's hope Acclaim have tweaked it sufficiently by then...

N64 Score

I GET THE FEELING I'M fighting a losing battle here. No matter what I say most of you will probably discard it and go for 'the pretty looking one.' Thankfully, I won't lose too much sleep over it because both NFL QB Club and Madden 64 are phenomenal American Football videogames. However, for the discerning gamer who actually likes to make the right choice before paying such a sizeable amount of cash, I say that if you're only going to buy one of these two, then it's got to be Madden 64. It's got a slight edge in every department except graphically, but it's a fairly close call on each and every one. Not quite as slick as its deadly rival, and EA's wealth of expertise has obviously ensured that they pinch first place this time. I'm sure that this is a battle that will run and run for many years and personally I can't wait for the next edition of both. *STEVE*

- ***ALEX*** **To be honest, both American footy games reviewed this ish look brilliant. I haven't played either long enough, so I can't justify saying one is any better than the other**
- ***NOELY*** **Looks the part, but something about both the animation, and the weight and feel of the players is not quite right. A great game, but I'd plump for Madden**
- ***MARK*** **I couldn't care less about either this or Madden, they both bore me to tears. But at least NFL looks better and has a convicted sex offender doing the play by play**
- ***READER REVIEW*** **I had to play both of these for a short time in quick succession and I have to say that Madden seems like the better game, but this does look fantastic** ***Jamie Sallow, Dorset***

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

86%

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Review

● **PUBLISHER** GT Interactive ● **CONTACT** US ● **GENRE** Beat'em-up ● **RELEASE DATE** Out Now

Mace: The Dark

Swordplay from Midway! This time they mean business

Not another bunch of soft-arsed pansies having a pillow fight in pseudo 3D? Midway promise that Mace is different, but Is it an ear-tearin' Tyson or a panto' performin' Bruno? Read on to find out how hard Mace really is...

Takeshi is the one in armour on the right. He's lightning fast

UNTIL RECENTLY the outlook for hand to hand fisticuffs on the N64 looked very bleak. Despite a wide selection of fighting games being released by third parties, they were all (with perhaps the exception of Dark Rift) total cack!

Fighting its way through this crowd of dirge comes Mace: The Dark Age. Now I have to admit it, I get a sinking feeling in my stomach when a new fighting game comes in. You think this time it will be brilliant, it will be the N64's Tekken, but after 30 seconds you pull the cart out of the machine, throw it back in the drawer, swear and go back to playing ISS 64.

So the question is, does Mace change all this? Well no actually it doesn't, but it does come within a whisker. Mace: The Dark Age is so close to being a classic fighting game, that after all the other attempts, it deserves a round of applause just for not being shit.

After sticking the cart in the slot, the first thing you notice is the quality of the graphics. Gone are the blocky creations of earlier fighting games. Mace has stunning full 3D graphics that look cinematic. And it's not just the characters, the backdrops are absolutely, jaw-droppingly gorgeous too. At least in terms of visual quality, Mace has the upper hand on any fighting game I've ever seen on a console.

The fight arenas are a vast improvement over previous fighting games. Gone are the rather bland flat squares. In Mace you fight in highly detailed 3D levels. The combat takes place in and around objects such as pillars, statues and fountains.

The attention to detail is excellent. You can jump in water, on top of walls and your characters can even pick up objects and throw them at the opposition.

This level of interactivity between the fighters and the background adds a completely new dimension to the the fighting, and really sets Mace apart from the competition. Parts of the background (spikes for example) cause damage and have to be avoided. Alternatively, you can really hurt your opponent with a well aimed throw.

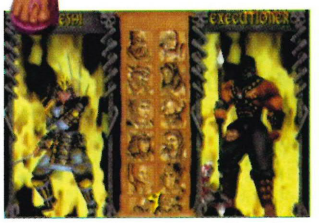
The gameplay isn't half bad either. At first you think it suffers from the curse of many fighting games – sluggish controls. But once you get a feel for the Mace:The Dark Age, you realise that the game speed is an intentional part of the design. After all, I remember how sluggish Tekken felt at first after years spent playing the StreetFighter series.

The only real problem I can find with the graphics is that the animation is not as fluid as we are used to on the N64. Although no major glitches exist, it does stutter a bit at times. But this isn't really a hindrance and the more than beautiful scenery makes up for it.

I know it's nit picking, but another thing that bothers me about Mace is the fighters. Whilst not as comical as the ones in War Gods, they still come from the Heavy Metal meets Dungeons and Dragons school of character design. I suppose somebody out there must be into Vikings and sorcerers. Personally I prefer the kind of imaginative character design shown in Dark Rift.

Like most decent fighting games the gameplay takes place on rails. But unlike many games that are trying to work towards true 3D, the R button in Mace acts as a dodge move. This works infinitely better than the 3D button used in War Gods and responds quickly enough for it to be actually useful. Mace has the look of

Koyasha is the one in red bondage gear. When she's not going to fetish clubs she likes nothing better than killing people



The Executioner is another fan of fetish clothing

Both characters are getting hurt by the electric water

Here Taria takes on the Hellknight

● NO. OF PLAYERS 1–2 ● PRICE £59.99 ● SECRETS Yes

Age

Xiao Long is knocked back by Lord Deimos' huge red chopper

Takeshi is my favourite. You can see the speed of his blade from the trail. Xiao Long is preparing a special attack

true 3D without losing the instinctive playing feel of a 2D fighter.

The fighting style is weapons-based combat rather than hand-to-hand fighting, so you get to hit each other with a variety of sharp swords and large sticks. There is a plethora of combos, special moves, throws and long range attacks. All of which mean that the fights remain fairly intense with little room for escape.

From the insults you get to learn about each character

Mace employs a three button control system in a similar vein to Virtua Fighter. Basic moves include a high attack, a mid-range attack and a kick. This is slightly less intuitive than the four button (one for each limb) system used in the Tekken games. But saying that, the game is easy to get into and given a bit of practice you will find yourself performing combos and special moves with ease.

So what is it that prevents Mace from being a great game (apart from having a character called Ragnor Bloodaxe)? Well, despite its visual looks and fun gameplay, it's just lacking that vital something. Although the controls are infinitely better than War Gods, or even Dark Rift, they still don't feel precise enough. You can be forced into going for the 'hit and hope' option over controlled execution.

Despite the fact that Mace is leaps and bounds ahead of the competition, it's still not as fast as Street Fighter, nor as precise as Tekken. In short, it's not as good as it could, and indeed should be on the N64. But having said that, it's still a great little beat'em-up that will have you thanking your lucky stars that you didn't buy War Gods on impulse. If you're after a fighting game on the N64 then Mace is the game you want ●

N64 Score

THIS HAS BEEN a tricky one to mark. On the one hand it's way better than any other fighting game on the N64. The graphics are stunning and the fights are fast and interesting. On the gameplay front its easy to get into but soon turns into a real challenge. It has all the combos and special moves that you expect. So why the fairly average mark? Well, on the other hand, it still lacks that special something that makes a game a classic. Mace hits where it hurts, but deep down you know it's only because the competition is complete balls. It isn't particularly bad in any department, it's just that despite being a graphical fest, Mace fails to amaze. There are more and probably better fighting games on the horizon, but in the meantime, if you're a beat'em-up fan, you should be pleased with this one.

MARK

● ***ALEX*** **So far the best beat'em-up on the N64, although there's still a wide margin for improvement. The true interaction with the 3D scenery is, however, a great feature**

● ***STEVE*** **For once I agree with Mark. If Mace appeared on a 32Bit console no one would even look twice, and that's a sad indictment on the state of N64 beat'em-ups**

● ***NOELY*** **Much better than Killer Instinct, War Gods and the like, but that's not saying much. Not a bad beat'em-up by any means, but certainly no Virtua Fighter 2**

● ***READER REVIEW*** **I think this is totally brilliant. Unlike all of you lot, I love Mortal Kombat and this is a full 3D version with all the blood and gore included. Amazing!**

Peter Grant, Bristol

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

78%

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

Doom 64

Blood by the bucketload and countless corpses. It's Doom

Regarded by many to be the finest videogame ever made, Doom strolls onto the N64 with the graphical equivalent of expensive plastic surgery. Has it stood the test of time or aged like Keith Richards. Read on...

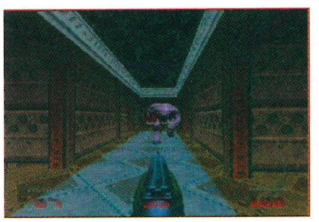
JUST IN CASE anyone has been smoking pot on a mountain in Tibet for the last five years and hasn't heard of Doom yet, I'll explain. This game caused a storm when it was released on the PC, oh so many years ago. It was a lightning fast first-person shoot'em-up where you ran around a maze finding keys to open doors, all the while viewing demons down the barrel of a gun.

The combination of a dark and moody atmosphere, puzzle solving and above all, violent bloody mayhem, ensured that Doom became an instant classic. It spawned several sequels, a multitude of imitations and created a whole new type of videogame, referred to as the Doom-clone. Let's put the Doom phenomenon into perspective, without this game the stunning GoldenEye would never have seen the light of day. Praise indeed, but Doom has earned it.

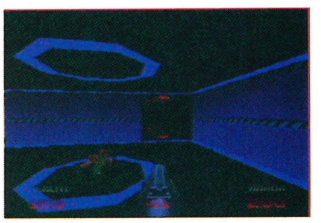
You may be getting the impression I'm a fan of Doom. Well you're right! I was at university when it came out and the multi-player mode wasted more of my time than cable television. It was only when my computer got completely knackered by a virus, that I got any work done at all. I read in a newspaper at the time that the network version of Doom was costing businesses millions of pounds in wasted employee time, and I can understand why.

But that was several years ago and the flip side of this is that Doom is a fairly old game. All right so it's not a complete dinosaur, but it's still been around for a while and has since been superseded. You see, videogames don't age like vintage wine. Given time they turn into crap. Anyone who's played the God-awful retro collections put out by companies on other systems (thankfully they haven't arrived on the N64 yet!), will tell you that games that were amazing 10 years ago are surprisingly cack these days.

But given their credit, the programmers have put a lot of effort into updating the N64 version of Doom. The graphics have been improved and the level of detail is now better than ever before. The monsters have also been improved and are now highly detailed (until they move that is, then a severe lack of animation takes over and they



He's got a long way to run and I've got lots of shot-gun shells



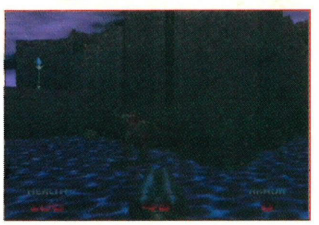
The detail on this level is excellent. Check out the neon

A rocket launcher should shut his mouth

Here I'm testing the awesome power of the chain-gun

Nine out of ten Doom owners said the shot-gun was their preferred choice for mass slaughter

A pitiful pistol. But it should be alright to shoot him in the back



Get the shot-gun out for wide-spread carnage

Firing random rockets at buildings is useless, but fun

The spider-robot was all happy till it met me. It's a cruel world

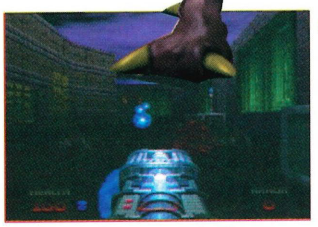
wobble around the screen in a wholly unconvincing manner).

The levels are completely new, which is a bonus if you've played Doom before as there are new puzzles to solve. All the levels were sanctioned by ID (the company that originally made Doom) and they have the same feel to them. As a rule they are much, much bigger than the original levels and have a more realistic appearance.

All the original weapons are back, plus a brand new laser with which to maim and destroy your enemies. The guns now have fine detailing, but again lack the animation of the original. For example, you don't see your hands loading shells into the double barrelled shotgun and as for the punch! It looks like you're giving them a cheeky clip round the ear in an effeminate manner.

But these are petty comments. Doom has one mother of a problem. Whilst Steve and I were having a two player game on Hexen, we decided to do the same with Doom, so we could compare the two. However, after searching through the menu system we were unable to find the deathmatch option. Why? Because there isn't one. It's a one player game only. Those of you who played the networked PC version will realise the enormity of this. The N64 is a social machine, hence the fact that it has four joystick ports. So why the hell didn't the programmers use them?

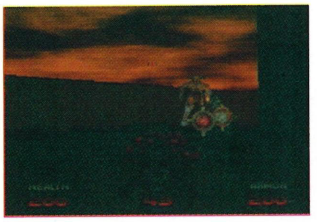
After pondering over what mark to give Doom I finally settled on 71%. Why? Partly because I'm still seething about the lack of a multi-player mode and partly because it's a mark that says 'not perfect by a long shot.' But the main reason is that I've played the preview for Duke Nukem which is going to be released soon. When that came out on the PC it was the first shoot'em-up to beat Doom into a bloody pulp. And from what I've seen it looks set to do the same on the N64 ●



The plasma cannon looks better than ever

Doom retains its dark and moody atmosphere

Using the shot-gun to draw blood is extremely satisfying



He's big, he's bad and he's got rocket launchers for arms

N64 Score

IT'S DARK, it's violent, you run around trying to open doors, and the floor gets increasingly covered in blood and corpses. Doom has finally arrived on the N64. The graphics are better than ever before but the animation looks like Mr Benn going to the magic costume shop. There's nothing wrong with the one-player game other than it's old and I'm sick of seeing it, but there's something seriously wrong with the multi-player game. It doesn't sodding exist! Perhaps the programmers put it down and forget where they left it? Due to this oversight I've knocked a lot of marks off Doom for being one-player only, so if you only ever wanted to play with yourself, then you should have no problem with this game. Otherwise, I would wait for the infinitely better Duke Nukem.

MARK

● ***ALEX*** **He's marked this too high! Don't get me wrong, I loved Doom on the PC and PI**Station, but this version doesn't do the N64 justice**

● ***STEVE*** **To me, Doom's completely worthless. GoldenEye's single player is a million times better, and even Hexen has the advantage of a good multi player mode**

● ***NOELY*** **For fanatical Doom fans only and even then it's showing its age. But if you can handle its retro look, the redesigned levels are as hard as nails**

● ***READER REVIEW*** **I've never really played Doom before and I like the N64 version. Sure, it's not the best game ever, but it's worth looking at all the same**
Mike Chapman, Wolverhampton

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

71%

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● PUBLISHER GT Interactive ● CONTACT 0171 258 3791 ● GENRE Shoot'em-up ● RELEASE DATE Out Now

Hexen

We're in heaven. Oh we are

The monsters become more unusual the further you get

The four player mode works surprisingly well

Oh joy. A Doom clone. They're my absolute favourites they are. I just can't get enough of them...

The best Quake style deathmatch on the N64

Magic plays a big part later on in Hexen. Learn to use your spellcasting skills well and you'll do much better

Attacking him with just your fists isn't a good idea

Three different character classes are selectable

Much of Hexen takes place away from gloomy dungeons

You could be forgiven for wondering why there's an N64 port of a two-year-old PC game featuring hardly any improvements over the original. I know I did. Well, to be quite honest, Hexen would be (ahem) 'doomed' on the Nintendo 64 if it weren't for one thing - multi-player action. Amazingly, Hexen's closest N64 competitor (and I'm talking about Doom obviously) is lacking a two player option, a fact which has lowered its mark considerably. Hexen is a different story. It supports 1-4 players using the traditional split screen-style made popular by the likes of Mario Kart and Lylat Wars, whilst maintaining a surprisingly good frame rate.

As a one player game though, I'm sure Hexen won't really be able to hold a candle to Doom 64 for most people, but I have to admit that personally I've always preferred its more puzzle-based action to Doom's splatterhouse gorefest-style. True, the game is more perplexing and difficult, which by rights should attract fans of more adventure based games, but these things are generally judged on more violent levels and the body count in Hexen is nowhere near as high.

It's questionable as to whether this variety will be enough to satisfy the more bloodthirsty gamers. However, there's no question that the below-par graphics and sloppy control system in the N64 version will hinder your enjoyment somewhat. What has been Hexen's saviour is its multi player option. With a group of people taking part, Hexen becomes one of the most rewarding games available on the N64.

Another monster despatched by your 'fist of doom'

Anywhere from two to four players can participate in the co-operative or deathmatch modes. The two-player co-operative mode being one of the best ever seen. One player can flip a switch while the other can wander off to find out what it does. Playing the co-op mode with three or four players is not that rewarding as the extremely limited view makes it difficult to navigate the levels. However, the tables are turned in the deathmatch mode. While the two player deathmatch can be boring, put three or four players into this mode and you'll have a blast, literally. Despite what others may say, the quad screen and speed are not bad at all once you get used to them, with the frame rates suffering only marginal drops.

It's these multi player modes that are perhaps

A View to a Kill

Single player obviously

Two player split screen mode

Frantic four player action

Most puzzles involve sort sort of lever operation

● NO. OF PLAYERS 1-4 ● PRICE £50 ● SECRETS Yes

Smashing stained glass windows is all part of the fun

Noely's got a pair of driving gloves just like those

the only reason for buying Hexen. If you want a game in this style, but aren't bothered about playing with your mates, then the office consensus suggests that Doom 64 is the better option (although personally I don't think there's that much to choose between them). However, I'd go as far as to say Hexen's multi player games are even better than GoldenEye's, and due to the Doom programmers' oversight, there's not that much in the way of competition.

Looks like we need a key. Better have a look around then

Graphically, Hexen is quite unimpressive by N64 standards. Nevertheless, the game still looks quite a bit better than the PC version (it can look a bit blurry when you get up close to some monsters, but they don't seem to turn into a mass of pixels thankfully). Oddly enough, the one player mode features a less than perfect frame rate. Also, although you can see quite far in the one player mode, the horizon becomes limited in the two player mode and is even less detailed in the three and four-player modes.

As for the gameplay and control, it's pretty much as you'd expect it to be. Hexencan obviously be likened to Doom, except it has a lot more emphasis on huge puzzles which involve finding items in one level to use in another level. Overall, Hexen can be commended for providing the best deathmatch on the N64. As a one-player game, it's debatable whether it'll go down well, but adventurers and people who like their senseless violence to have a bit of sense thrown in, should find some worth in it ●

Gargoyles spit flaming fireballs at you with alarming accuracy

First thing you should concentrate on is upgrading your weapon. Your bare hands won't keep you alive for long!

N64 Score

HEXEN'S CERTAINLY far from a classic, but it's also not as bad as some people have made it out to be either. The one player mode, for me is marginally preferable to Doom's, but I realise I'm probably in the minority, and let's face it, with GoldenEye knocking around there's no real need to bother with either. Where Hexen does score well is in the multi player mode. It's obviously better than Doom (since it hasn't got one), and it even surpasses GoldenEye's tediously slow deathmatches by some distance in my opinion. It's the first and only time I've seen the worth in the four player split screen phenomenon, and both co-operative two player mode and head to head deathmatches can get quite frantic at times. At the end of the day though, whereas GoldenEye is a must-have game, Hexen can only ever be a poor second best. *STEVE*

● ***ALEX*** **There's not much to choose between this and Doom. Graphically, Doom has the edge but gameplay-wise, Hexen takes the honours, although I'm not wild on either**

● ***MARK*** **I think Steve has over-rated this game. Ignore his "not bad" comment. Hexen is a terrible game. Even the multi-player mode can't save this piece of trash**

● ***NOELY*** **To be honest I think Steve's wrong about GoldenEye's multiplayer mode, but he's right in saying that there's more point to this than the awful Doom 64**

● ***READER REVIEW*** **Why should I buy this when I can get a copy of GoldenEye for the same price? Do they think I'm mad or something?**
RONNY DILS, GLOUCESTER

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

66%

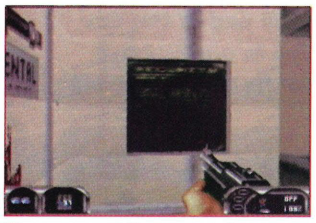
N64Pro Feedback! Tell us what you think! Over marked? Underrated? If you've got anything to say about this, or anything else you see in N64 PRO, positive or otherwise then we want to hear it! Write to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** stevemc@idg.co.uk

● **PUBLISHER** Gt Interactive ● **CONTACT** 0171 258 3856 ● **GENRE** Shoot'em-up ● **RELEASE DATE** Feb 14

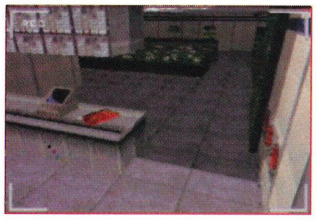
Duke Nukem 64

The Duke finally smashes his way onto the N64

It has be said, when it comes to 3D shoot'em-ups, Duke Nukem reigned supreme for a long, long time on the PC. But how will the Duke fare on the N64, especially now that Bond has taken all the glory?



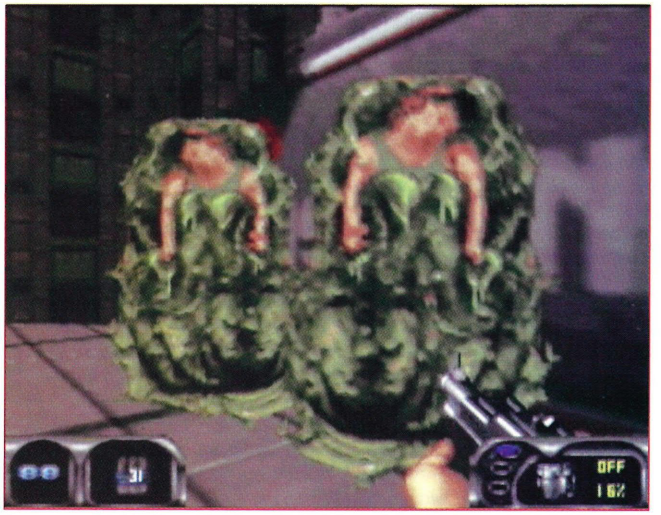
The screen allows you to access the security cameras



A view from one of the cameras shows that it's safe

A QUICK HISTORY lesson. In the beginning there was Doom, and everybody agreed that it was good (except for Mary Whitehouse and The Daily Mail who thought it was the spawn of Satan). After Doom came a thousand imitations and they were all bad. And in the fullness of time there came Duke Nukem and it was not only good, but far better than Doom ever was.

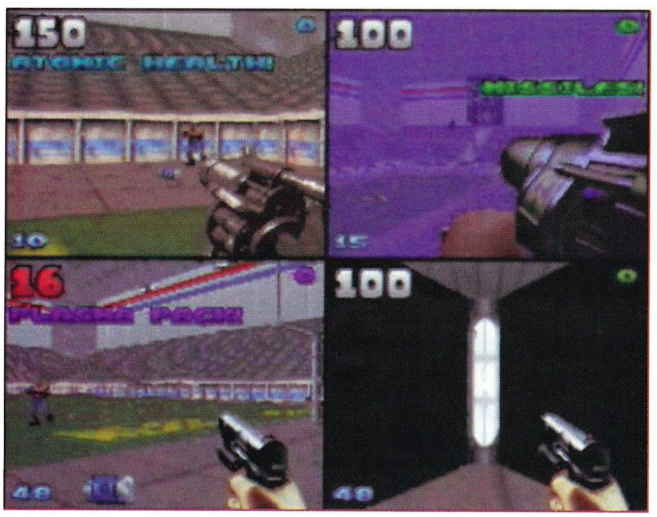
Duke Nukem was the first 3D shoot'em-up to truly kick Doom up the arse and out of the window. It had all the fast and frantic action that made Doom a classic, but with better graphics, realistic levels, more depth, better weapons and enough blood and gore to fill an abattoir working overtime. The moralists hated it even more than Doom, but that only made it all the more desirable. So to see it on the N64 brings a toothy smile to my face.



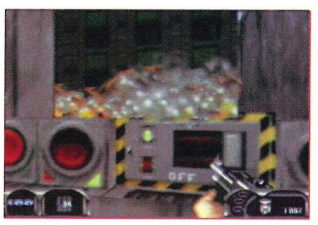
Here are the babes in goo. You can't shoot them anymore, but you can save them. They're eternally grateful so it's a good idea

I'd like to tell you a story...

Now plots have never really been one of the strongest points in videogames. And it has to be said that Duke's plot isn't going to win the Booker prize for literature, but it goes like this: it's the future and Duke's been in space for sometime. He returns to Los Angeles only to find that aliens have stolen all the 'Earth babes.' So he decides to kill the thieving basts! The aliens that is, not the girls (but I'll talk about that later!).



A four player deathmatch inside a football stadium. Look at the grenade flying from player one to player three. It's gonna hurt



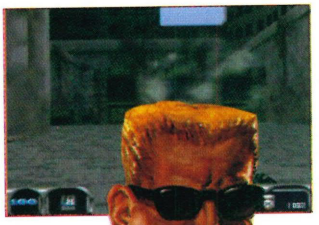
Flick the switch to destroy the entire building

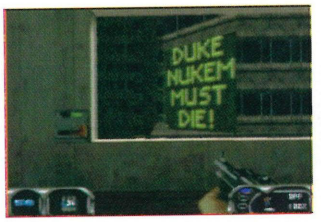
You can just about see an alien through the window

Let me at 'em!

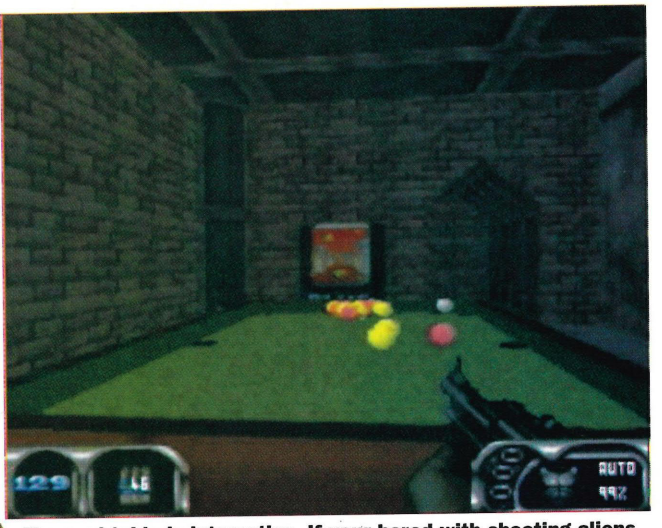
So what we have here is essentially your first person 3D shoot'em-up. You see the action from behind the barrel of a gun as you run around blowing away anything that moves. Throughout the game there are new weapons and special items to find and use. And to stop things becoming monotonous there are also puzzles to solve. But there's nothing too difficult to distract you from the main task in hand of smearing the walls with aliens.

The control system follows the example set by Turok, which itself was er... interesting. The joypad diagram on page 49 shows what each button does, but despite its apparent complexity it works extremely well. You use the analogue stick to look around and the C buttons to move. At first I





A friendly welcome message from the resident aliens



The pool table is interactive. If your bored with shooting aliens go shoot some pool. Then go shoot some more aliens

A guard hides behind the door to the shop

A two player deathmatch. Player one is planting a bomb

hated it, but given practice you have an unsurpassed level of control. It allows you to side-step around corners or from behind blocks with complete ease, and then duck back when you're shot at by the aliens.

There are 30 levels in all, and none of them are small affairs. So Duke Nukem offers a substantial challenge for any level of gamer. You're not going to finish them quickly at any rate.

In the eye of the beholder

The graphics are looking better than ever before. All the detail of the original is in there with some new levels and sections. The graphics are smooth and the whole thing shifts quickly enough to provide a frenzied amount of gameplay.

Duke Nukem's world is a futuristic version of Los Angeles. The detail is high and you run around highly detailed locations such as streets, shops, car parks and bars. A lot of the background can be interacted with or gets caught in the crossfire.

The explosions are spectacular. Instead of the rather lame looking duds in Doom, now you get full screened action movie explosions that truly are a joy to view. And those of you with pyromaniac tendencies can use the pipe bombs, grenade launchers, and rocket launcher to set the whole world (well LA at least) on fire.

The only minor down side is that the Aliens still look a bit blocky. But then again, you don't look at them for very long before blowing them away. And given the speed the whole thing runs at, I'm prepared to forgive and forget a little minor blockiness here and there.

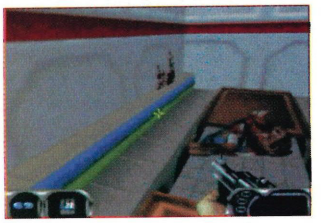
The Mary Whitehouse experience

Society's moral guardians were not impressed by Duke Nukem. What I saw was a finely tuned shoot'em-up combining excellent gameplay with large doses of black humour. What they saw was a corrupting mix of senseless violence and well... more senseless violence. Which in a way is what it is, except for the bit about being corrupting.

But this is Nintendo, with their world famous quality control, so to expect the gore and violence of the original to be included would be ludicrous. So it comes as a very bloody surprise to find out that most of it remains!

Duke's one liners

- Damn! Those alien scum are gonna pay for shooting up my ride
- I ain't got time to bleed.
- Well, I guess you didn't feel so lucky... punk!
- Ahhh, does it hurt?
- Hey, you're the disease and I'm the cure
- It's time to make tracks (after walking through bloody remains)
- In a perfect world you'd already be dead
- Ewww.. who's your plastic surgeon?
- I'm gonna get you suckas
- It's time to kick ass and chew bubble gum. And I'm all outta gum!



And this little piggy went – gurgle, gurgle, gurgle...

Review

Duke Nukem 64

Tools of the Trade

The stamp of disapproval

Grenade launcher

SMGs (Sub-Machine Guns)

Pipe bombs

Pistol

Plasma cannon

Rocket launcher

If you press the right switches you reveal a detonation box

You can just about see an alien through the window

The shotgun is particularly good at taking out aliens

Their backs are turned and I've got the grenade launcher

Notice that I used 'most.' So what's be extracted from the N64 version? Let's return to the Earth babes. In the original they were cocooned in green junk in the style of aliens crying "shoot me." Which you, being a conscientious and concerned human being, promptly did! Not so in the N64 version, now you save them from their fate. No big deal! Also missing is the strip joint where dancing girls got caught in the crossfire. And some general toning down of the girls has taken place, although only if you had played the original and were looking for these details (okay so I'm a pervert) would you ever notice. So don't worry about it.

On the positive side, everything else is intact. The aliens are still there waiting to be shot. They still blow apart when you hit them with explosives. The bloody remains still begin to fill the level, and if you run through them you still leave a trail of bloody footprints behind you. And for those of you who like details. The aliens look suspiciously like boars (wild pigs), and still have LAPD written on their backs.

Not only is the detail level incredibly high, Duke Nukem has a four player mode as well. Now I'm a stickler for multi player games. You have to have a good reason (which Doom didn't) not to be able to play against a friend on a videogame.

In Duke Nukem you can play up to four players on a split-screen. If you want, the computer will even take control of the missing players. The computer fighters are stupid and easy to dispose of, but on large levels they serve their purpose by stopping two players from wandering around in circles looking for each other. The multi player is the frantic game it always was on the PC and makes Duke Nukem a great game.

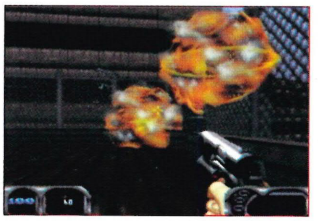
The name's Nukem, Duke Nukem

The only real problem with Duke Nukem is that the competition on the N64 has just got better. Of course I'm talking about GoldenEye, which is finally out on official release and is already storming the charts. Duke's arrived just a bit too late. In the time we've been waiting, GoldenEye came out and shifted the goalposts, actually it picked them up and danced around the pitch, laughing loudly in an attempt to annoy the competition.

Unfortunately, Duke just can't stand up to GoldenEye. Sure it's faster, and the multi player mode's probably more fun, but at the end of the day you know it's second best. Having said that, Duke's better than Doom and Hexen put together so, if you're a fan of first person shoot'em-ups, get GoldenEye, then get Duke Nukem and you'll be blasting'em away for months

I've used the jet-pack to get on top of the skyscraper. Now you can pick off any aliens that are roaming around on the ground

Inside the cinema are posters from famous films


Here you can see the stylish explosions in full effect

The pistol is messing up this guy's face. He was ugly anyway

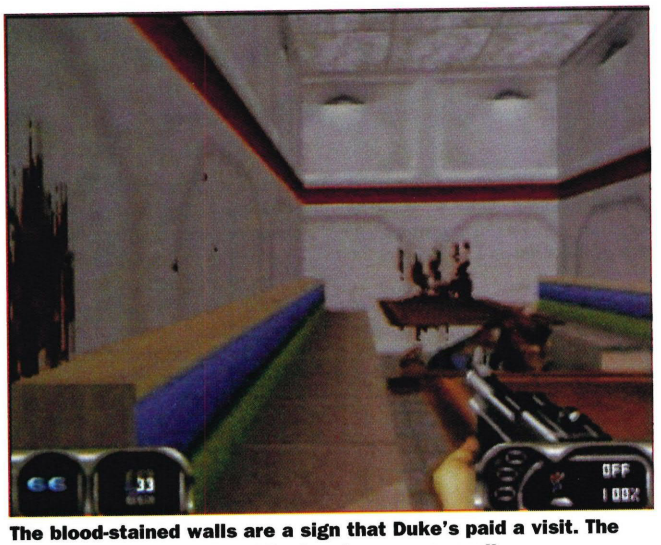
Shotgun

Shrinker/ Expander

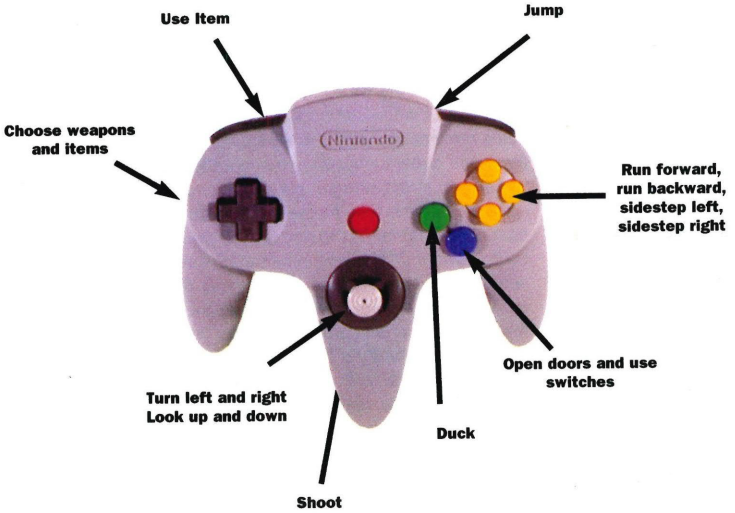
Laser Trip Bomb

"Check weapon at door." I don't think so sonny

Serving death from behind the counter of a burger joint



The blood-stained walls are a sign that Duke's paid a visit. The corpse in the corner is a bit of a giveaway as well



N64 Score

DUKE NUKEM'S a total blast. It has more violence and mindless mayhem than any other N64 game on release and is every bit as much fun as it was on the PC. The graphics are detailed and the levels are interesting. It's nice to be able to run around real locations rather than imaginary dungeons. The single player game is huge and it will be a while before you get the better of it. The multi player option is great and adds a lot to the game, since It's always more fun to shoot your friends. Developers should keep this in mind (that's you Doom!). Duke Nukem is better than Hexen and Doom put together, the only problem is that GoldenEye trounces upon the lot. That said, Duke is still a good shoot'em-up and has lots to offer. This is frenzied, gore filled video entertainment and you could do much worse than add this to your collection. *MARK*

- ***ALEX*** **Certainly the best of the three first person perspective shoot'em-ups – all from GT – reviewed this issue, but it's still no ground breaker**
- ***STEVE*** **I was going to review this, played it for an hour and soon realised it wasn't for me. 86% seems ludicrously high for what is little more than Doom with knobs on**
- ***NOELY*** **If you can forgive Duke's dated PC looks there's undoubtedly lots of enjoyment to be had here. But after playing GoldenEye this just doesn't compare**
- ***READER REVIEW*** **This is great fun although nowhere near as good as GoldenEye. There's nothing wrong with a bit of mindless violence on your computer screen. Good stuff**
  Paul Chapman, Leicester

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

86%

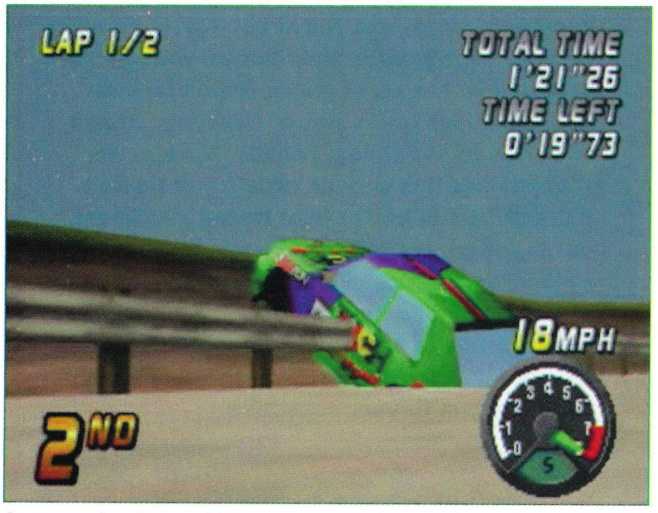
N64Pro Feedback! Tell us what you think! Over marked? Underrated? If you've got anything to say about this, or anything else you see in N64 PRO, positive or otherwise then we want to hear it! Write to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** markh@idg.co.uk

Review

● **PUBLISHER** Nintendo ● **CONTACT** 01703 653377 ● **GENRE** Driving game ● **RELEASE DATE** Out Now

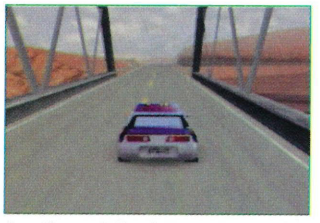
Top Gear Rally

Kemco cruise into the UK with Top Gear Rally



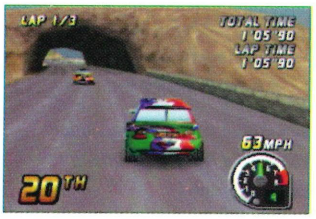
An example of one of the various glitches in the game. Faults like this are what caused my initial disdain for Top Gear Rally

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



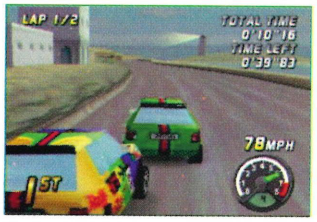
Another of the intro scenes as the game demos the course

As Top Gear Rally hits the UK, Noely reviews the PAL version and proves that you can get a second chance to make a first impression



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

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

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 – that's how I described Top Gear Rally in my US import review and initially that is what strikes you about the UK version. Because no matter what version you play, Top Gear Rally is awfully, awfully slooooooooow! As your car stutters like a Robin Reliant from the starting grid, you'll wonder whether you're playing a racing game or travelling in a funeral car procession.

I know it's very often customary when reviewing a game to list the features and good points before criticising and if needs be, attacking the game for 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 commentary 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 a job interview for a job he doesn't want. That'll give you some indication of Top Gear Rally's pace. I began to check that the accelerate button on my control pad wasn't playing up, until I realised that player two was driving equally 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 and the smart two player game in particular.

Disappointingly though the two player race is the poorest aspect of the game. The cars drive 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 incarnations. Immediately this detracts from the enjoyment of Top Gear 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 your 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.

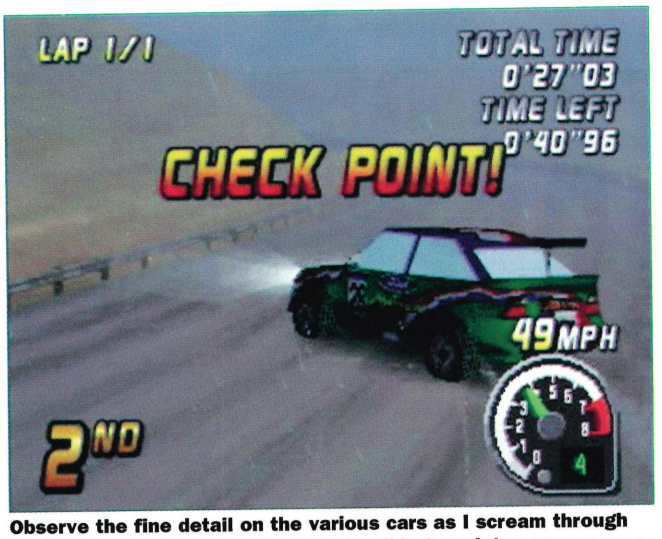
Fortunately, the championship still exists in one player mode. This lets you race against the opposition through a season with qualification allowing you to race on the later tracks and as you progress you are awarded new and improved cars. The single player championship mode runs noticeably quicker 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 here is that the initial sluggish pace means that few will endure the game for long enough to discover this fact. In any case, even the low performance cars should begin by being reasonably nippy. You should get the idea that these are super cars rather than get the impression that they'd struggle to out perform a Lada.

As well as the first impression of a chronic lack of speed, another initial criticism of Top Gear is the control system. Despite the fact that your car never seems to want to leave first gear, most of the car's are terribly sensitive. Just the merest touch is needed to steer your car and anything heavier will see your vehicle veering wildly off the road. Some of the cars you'll be awarded later on in the game do handle better, but initially, newcomers will struggle with the handling of the cars. I suspect that this brick-wall like learning curve will dissuade many prospective buyers from shelling out their cash for this game..

The courses which include Jungle, Coastline,

● NO. OF PLAYERS 1-2 ● PRICE £49.99 ● SECRETS Yes

PREVIOUSLY REVIEWED ON USA IMPORT



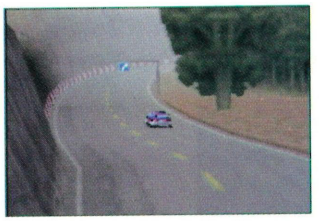
Observe the fine detail on the various cars as I scream through one of the checkpoints. It's even possible to paint your own cars

Desert, Mountain and hidden Mine, for example, are well laid out. There are various shortcuts, as seen in MRC and they all look realistic. However, even here the big mistake is that most are too long and too sparse. Much of the scenery is drab in colour and bland looking. It's almost as though they've used a palette consisting only of brown.

Despite all the above criticisms, ultimately Top Gear Rally isn't all that bad. It's initially slow I'll admit. It's drab looking and to begin with it'll frustrate the hell out of you with its wildly sensitive handling. But somehow, as you're busy slagging it off for all the above reasons, you find yourself wanting to have just one more go. Little by little you begin to like this game the more you play it, but I can't quite understand why?

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

I used to lament 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. Aside from Wave Race – MRC is currently the best example to date of an out-and-out racing game and while not up to the lofty standards set by V-Rally or Sega Rally – in MRC and Top Gear Rally there is now a choice between two good, if not spectacular racers.



The opening scene shows a car zooming about the course

In my earlier review I said that MRC was miles better than Top Gear Rally, but after further play I have found that this is not the case. To be fair, there isn't a lot between them. Personally, I think both games miss the mark somewhat. While MRC is far, far too easy to complete and will leave most hardened gamers feeling cheated, Top Gear Rally on the other hand is too difficult to get into and some will struggle to get beyond its drab looks, initial slow pace and difficult handling. Those take the plunge will find a challenging game that showcases the N64, while simultaneously annoying the hell out of you.

For a simple arcade racer go for something like MRC. But for an enjoyable racer with more longevity that's a true test of skill (if you can handle the frustration that goes with it) go for Top Gear Rally ●

N64 Score

IF THAT WHINING git Andrei Kanchelskis is big enough to admit that he was wrong to leave the mighty Man Utd, then I'm man enough to concede that I was unduly harsh on Top Gear Rally when I first reviewed it on US import. The essential element of any racing game is a feeling of speed and initially Kemco seemed to have overlooked this fact. However, persevere and you find that beneath the bland looking tracks and the early sluggish cars lurks a fairly good racer of surprising depth. The handling of the cars is initially extremely frustrating and takes some getting used to. However, once you're used to the controls you'll find yourself compelled to keep at the game and discover those faster cars and there's a real challenge in doing so. Ultimately Top Gear Rally is a good game. Not quite a Xmas cracker. But certainly not the turkey I first thought it was. *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 If you like driving games you'll love Top Gear Rally. With a steering wheel it's one of the best games on N64. Up there with Ridge Racer on PI**Station**
C. Plumer – Middlesbrough

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:** noely@idg.co.uk

Feature

Competiti

*The **Dr Pepper Nintendo 64 challenge** (catchy title eh?)*

By **Mark Hattersley**

The time: 4pm October 30. The place: Sports Cafe, London. The event: a competition to find the best Mario Kart 64 player in the country. The magic words: free beer. Did we go? Did we ever...

Not long ago Nintendo loaded a bus with N64s and toured the country holding local competitions. Some of you may have heard about this and even wandered along to pit your kartin' skills against the rest of country.

In the end only 10 were chosen to come to the Sports Cafe in the Piccadilly Circus area of London to battle it out. Each of the contestants represent the best player found in their region of the country. So there are no losers here. But by the end of the day there could be only one...

The Host

The event was hosted by a Dale Winton on acid look-a-like. Going by the name of DJ Lee, he was sporting a blue crush velvet suit with matching orange shirt. It's a living... I suppose.

Big smiles from all the competitors. Even Mario's 'tash is on the up

The Competitors

A quick chat to the competitors found a high degree of pre-match nerves. They had only found out a week before that they had been entered into the final and had consequently spent their remaining time glued to their N64 shaving seconds off their fastest times. The youngest was 12 and the oldest was 18. They were (in no particular order) Charles McGarry, Paul Telling, Phil Sutcliffe, Carl Smith, Greg Newton, Craig Gee-Clough, Shane Morgan, Chung Wong, Simon Humberstone and Laurence Poster.

Round one

The contestants were given a five minute warning that the competition was about to begin. Highly strung nerves combined with enough Dr Pepper to drown a horse, immediately caused a mass exodus to the toilets.

After copious bladder emptying the first round took place on the Mario Raceway. All the contestants were paired off and raced against each other. The five winners were to go thorough to the next round.

The rounds were unsurprisingly hectic with plenty of powersliding and power-ups being used. Very little swearing was present, which makes a change from our own office competitions.

At the end of the racing bouts, five people went through to round two with the others picking up bonus prizes and commiserations from the insanely grinning DJ Lee.

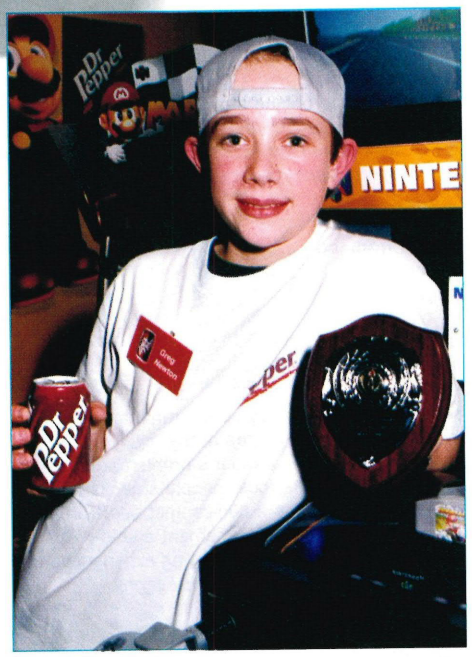
Round Two

The five that made it through to round two were Paul Telling, Carl Smith, Gregg Newton, Chung Wong, and Laurence Poster.

Another bout of furious practicing and bladder emptying signalled the start of round two. This round was a series of time trials to discover the fastest racers as opposed to those with the best aim with a power-up.

The races took place on the Luigi Raceway amidst the sounds of cheering from supportive parents. Some seriously fast times were amassed, but in the end only two could go through to the final round. So congratulations to

ve Kartin'



Congratulations to Gregg Newton, the winner. Seen here wondering what to do with a year's supply of Dr Pepper

Chung Wong and Gregg Newton for their times of 1:46:00 and 1:45:51 respectively.

Final Round

The final round was the square-off between the two fastest players from round two. And after a brief break and yet more practicing the final nail-biting race began.

It was a furious competition with frequent changes of race leader. But eventually Gregg took the lead and despite furious efforts and some stunning use of powersliding by Chung, he managed to stay in front until the finish line.

So well done to Gregg Newton for taking on the competition and showing them how it's done. For his effort he won a colour television, an N64, a copy of Mario Kart 64 and a year's supply of Dr Pepper. Not exactly the most appropriate prize for somebody who's obviously spent the best part of the last six months playing the game to death, but nothing to be sniffed at and Gregg seemed well chuffed. Second prize for Chung was an N64 and Mario Kart 64, whilst the runners-up received a bag of goodies including a colour Gameboy and a can of Dr Pepper.

Record Breakers

"Dedication oooh dedication. That's what you need..." Apart from the main competition there was also an attempt to beat the world record for the fastest lap on Mario Raceway. With the prize being an entry in the Guinness book of records.

The same rules as before held true and the time to beat was an insanely quick 1:07. This time became increasingly dubious as the night wore on as the best players in the country were missing the mark by a good thirty seconds.

Eventually it turned out that this time was 'unconfirmed.' In other words it was complete bollocks. A representative from the Guinness book of records turned up and laid down the law. Apparently the time had to be recorded at a public event and confirmed by several reliable (and sober) witnesses.

That means that if you do a blindingly fast lap in your bedroom with two pissed up mates watching, you're not going to get your name beside the person who sat in a bath of baked beans for the whole world to see for six weeks.

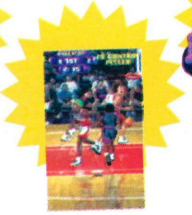
The entry will go into the book of bizarre facts in a year's time, so if you think you're in with a chance, keep your eyes open for any other Mario Kart 64 events taking place. The fastest time clocked at the event was a lightning fast 1:43:50 by Craig Gee-Clough and if nobody beats it, then it's his name that will be entered.

It's the Law! Rules of the Competition

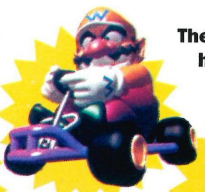
150cc engine to be used
Any character can be used
Powerslides are okay
No short cuts
No cheating (that includes you Schumacher!)

LAST MAN

Bull Demon – gruesome monster (Doom)



Dennis Rodman – cool as ice (NBA Hangtime)



Wario – Mario's arch enemy (Mario Kart 64)

The Executioner – head chopper (Mace)

Da Silva – Brazil's goalkeeper (ISS 64)

Diddy Kong – simian star (Diddy Kong Racing)

Warhead – bat chucker (Mace)

Blue Bomberman – arsonist (Bomberman 64)

There are many unanswered questions in life. Here at N64 Pro we feel it's our duty to answer them, just for you obviously. This month, the question is, 'Who is the hardest N64 character? Find the answer now in a battle to the death as N64 Pro stages a no-holds barred tournament of pagga to decide who will win the honour of 'World's Hardest N64 Character.' Let's sit back and watch the action with our ring-side commentator Alex Lee live from Media House, Macclesfield

Round One

Seconds away, round one! Sixteen contestants made it through the gruelling preliminaries held in disused warehouses and working mens' clubs all over provincial Britain. A lot of blood and pixels were shed, but it's all been worth it to get to the big money stages. Tonight's tournament is sponsored by ACME bandage co.

Bull Demon Vs Chicago Ice Hockey Team

The Bull Demon looks big and hard enough with his enormous fangs and hideously ugly face. Stinks of stale bread as well come to think of it, but he's no match for the entire Chicago ice hockey team. Professional brawlers the lot of them, they make short work of giving the bull demon a right proper kicking. The bout's over after a horrendous thirty seconds of untidy, mindless brawling using big, long sticks. Having only two frames of animation doesn't help the bull demon's cause either.

Winner: Chicago Ice Hockey Team – mass brawl

Da Silva Vs Ettin

Bookies' favourite Ettin looks a confident fighter, resplendent with two heads, hundreds of spikes and a big mace in his hand. Da Silva, in the red corner, just sits there with an arrogant smirk on his face. The bell rings for the start of round one and before Ettin can strike a single blow, half a dozen heavies from the Brazilian drug cartel currently alleged to be behind the recent spate of match-rigging, appear from the ring-side and set about brutally leathering Ettin. To his credit, he takes a lot of stick before Da Silva nonchalantly strolls up and knocks him out with a single sickening boot to the head. While he's down.

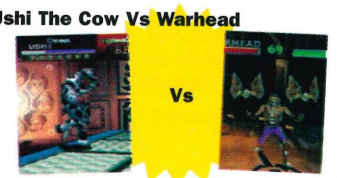
Winner: Da Silva – kick to the left temple

Fat wrestler Vs Dennis Rodman

An odd contest, this one. Grossly overweight and over-paid satellite TV star pits his wits against the bloke who refused to get 'erotic' with Madonna. Rodman's laid back attitude almost proves his undoing initially as the random wrestler repeatedly bounces off the ropes and lunges at the highly-paid basketballer's neck. Which is just the wrestler's problem. Rodman's over seven foot tall and his midriff is where most people's necks are. Sick of being shoved in the belly - basketball is a non-contact sport after all - Rodman swiftly sidesteps and boots the tournament's sole WCW representative up the arse with his size 16s. Having experienced real pain in the ring for the first time, the wrestler runs away crying.

Winner: Dennis Rodman – kick up the arse

Ushi The Cow Vs Warhead



What on paper looks a reasonably well-matched contest turns out to be a bit of a one-sided affair. Admittedly, Warhead's repeated use of 'magicking' bats out of nowhere causes consternation for Ushi, but as Warhead can only move in two dimensions, Ushi's more solid 3D frame proves the bat-fancier's eventual undoing. Which just goes to prove that someone dressed in a cow's costume shouldn't ever be taken too lightly. Ushi finally silences the crowd with a bovine finishing move that leaves Warhead feeling distinctly 'udder' the weather.

Winner: Ushi – rain prediction belly flop

Mario Vs Wario

The toughest battle of the first round lives up to all expectations with all manner of atrocities going on. Both fighters try every trick in the

STANDS...

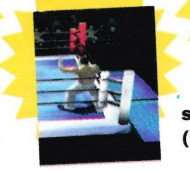
18 CERT

Ettin – spiky, two-headed nutjob (Hexen)

Spanky – general whipping boy (Mace)

Super Mario – moustachioed marvel (Mario 64)

Unnamed wrestler – fat (WCW v NWO)



Chicago – ice skating brawlers (Wayne Gretzky)

Ushi – bizarre pantomime cow (Fighter's Destiny)

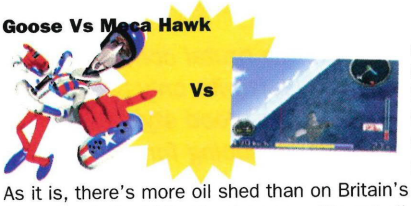
Goose – Yankie pilot (PilotWings)

Meca Hawk – metal nemesis (PilotWings)

book to gain an advantage and the crowd lap it up. There's arm-twisting, stamping, moustache pulling and eye gouging before Mario decides enough is enough and makes an extraordinary leap for some coins floating above the ropes. Wario just isn't quick enough to react as Mario pulls his arch enemy's hat over his eyes and finishes him off with a shocking gypsy's kiss to the bridge of the nose and adds insult to injury by getting the crowd to join in with a raucous chorus of, 'You should've stayed on the Game Boy.'

Winner: Mario – Brooklyn butt

Goose Vs Meca Hawk



Ace pilot Goose comes up against his nemesis Meca Hawk in what would have been the bloodiest battle of the competition had Meca Hawk not been made out of metal. As it is, there's more oil shed than on Britain's worst beaches as Goose gives Meca Hawk the hiding he deserves. It's not all one-way traffic however, as the metallic marauder sends Goose reeling with a harsh goggle-snap, followed up by a double Chinese burn to the wrists. Riled by this affront to his brash American brand of toughness, Goose launches into a windmill-like attack, arms flailing everywhere. He moves so swiftly that no-one notices that he's dismantling Meca Hawk bit by bit, using a spanner he had hidden on his person 'for protection.' Soon, the ring's covered in oil and various metal limbs, with the upper torso of Meca Hawk looking like a poor man's C3PO.

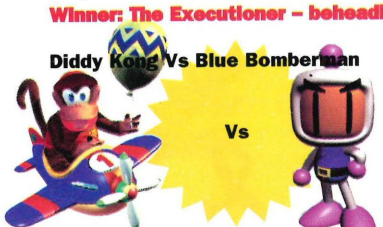
Winner: Goose – dismantling

Spanky Vs The Executioner

Wild card entry Spanky can't believe his bad luck when he's drawn to fight The Executioner in the first round proper. The happy-go-lucky WB gets the crowd on his side early doors as he adopts a cocky 'come and have a go if you think you're hard enough' stance, but the attitude of his new-found fans quickly changes when The Executioner performs the first beheading of the night. There's blood everywhere and more than one pool of vomit as some of the people in the expensive seats get a good old crimson spattering.

Winner: The Executioner – beheading

Diddy Kong Vs Blue Bomberman



The simian star of Christmas's smash hit DKR takes on Blue Bomberman and it's not pretty. Monkeys have strength ten times that of humans, whereas Bombermen rely on underhand bombing tactics to destroy their opponents, so it's not long before the bombs start flying. Narked by getting clipped by a stray piece of shrapnel, Diddy freaks in the way only monkeys can, yelling in that annoying, high-pitched manner. Finding it grossly off-putting, Blue Bomberman mis-times the length of one of his flame trails and finds himself being frazzled. In his haste to avoid another of his own timed incendiary devices, Blue Bomberman fails to notice the banana skin Diddy's just dropped. He slips on it and before he can get up again the cheeky monkey bites half his face off, followed by a celebratory 'moon'.

Winner: Diddy Kong – face bite

So, after an entertaining first round, there's only eight fighters left standing. We'll take a break here to clean up the ring a bit, but don't touch that dial, we'll be back soon! Seconds away, round two!

Round Two

Chicago Ice Hockey Team Vs Da Silva

Da Silva's heavies come back for more after their demolition job on Ettin, but this time they meet their match in the shape of Chicago. Looking like a special showing of five Friday the 13ths, Chicago go about their business in a workman-like manner punching, elbowing and biting their way through the Brazilians. Da Silva, to his credit, is the last left standing – until he's decked by an ice hockey stick across the back of his legs. The job's finished off with a quick slash of a skate blade across his mouth, leaving him with an unstitchable facial gash and a permanent grin.

Winner: Chicago – ice skate smile

Dennis Rodman Vs Ushi

Visually the most comical pairing, Ushi's udders getting marginally more laughs than Rodman's lime green hair, these two scrappers are clearly in it for the enjoyment. A good, clean fight ensues with attempted strangle-holds and roundhouse kicks the order of the day. An entertaining bout in which Rodman holds the upper hand throughout because of his distinct height and reach advantage is brought to an abrupt end when Rodman spots Madonna ring-side. His ensuing sharp exit to avoid the sex-crazed Evita star results in a default win for the pantomime cow.

Feature

LAST MAN STANDS...

Mario Vs Goose

Theoretically the softest second round pairing, this brawl sees the form book - and indeed Mario - being thrown out of the window. Odds-on favourite Mazza comes out all guns blazing, throwing bombs, mushrooms and the odd green shell he's kept in his pocket from Mario Kart and initially Goose seems to have no reply to the tricky Italian's onslaught. After a full minutes' pummelling, Goose decides enough is enough. Sneakily switching on his hover boots, he quite literally rises to the occasion, gripping Mazza by the scruff of his neck and lifting him Darth Vader-style out of the ring before hurling Brooklyn's most famous plumber out of the nearest window.

Winner: Goose – defenestration

Diddy Kong Vs The Executioner

Having watched Diddy Kong's previous bout ring-side, The Executioner approaches Diddy with utmost caution. Diddy adopts a similar attitude, circling The Executioner, pausing every now and then to jump up and down and beat his chest. The Executioner attacks first, swishing his pole axe in a wide arc in an attempt to inflict the most damage possible. Kong back-flips away, chatters for a bit and smiles a toothy grin. Mace's toughest tough guy again goes in for the kill, but this time he's even further away from his intended target as Kong somehow performs a tight-rope walk around the ring. Eventually, after an hilarious chase sequence, Kong leaps onto The Executioner's head and rips his ears off. Appalled by the sight of his own blood, The Executioner beats the canvas in submission. Diddy calmly walks back to his corner and sups on a celebratory cup of PG Tips.

Winner: Diddy Kong – double ear rip

Semi Finals

It's semi final time! There's been a few upsets on the way, but you can bet your bottom dollar that there won't be any punches pulled at this vital stage of the tournament. If you're under 18, don't read on – it's not going to get any more pleasant

Chicago Ice Hockey Team Vs Ushi

Ushi, as surprised as anyone to have got this far goes out gloriously, all hooves blazing. Battering three of the brutes from Chicago simultaneously with a fine, speedy rearing-up combo the rest of the side rush to the aid of their felled team-mates with a well-worked pile-on. Ushi struggles cowfully for a good thirty seconds before blacking out under the combined weight of the Chicago offense.

Winners: Chicago Ice Hockey team – pile-on

Diddy Kong Vs Goose

The battle of the ace pilots is a superb spectacle, with Goose flying high above the ring in his gyrocopter and Diddy Kong entering the fray in his 'plane. Kong's 'plane proves to be the most manoeuvrable as he wows the crowd with some spectacular airborne stunts. Unfortunately for him, there's no power-ups for him to collect, so he can't fire anything at Goose bar his cap and banana which he duly does, causing nothing more than slight chafing to the side of Goose's neck. Goose realises Kong's a spent force and although Diddy manages to avoid the first barrage of missiles, he's living on borrowed time. After finally being hit squarely in the face, Goose flies right up to him, clipping his wing and sends the simian stuntman canvas-wards. Sadly, there are no survivors from this particular 'plane crash.

Winner: Goose – air-to-air missile

The Grand Final

It's been a gruelling and sometimes brutal contest, but from 16 contestants we're finally left with only two. They've brawled their way to the final good style – let's hope this is the spectacle we're all hoping for

Chicago Ice Hockey Team Vs Goose

An all-American final sees the Chicago Ice Hockey Team enter the arena to a pumping house tune, whereas Goose's arrival is far more laid back. He hovers in gracefully accompanied by some seventies porn music. It's obvious from the start that Chicago want the bout over with as soon as possible, so they can start celebrating on piss-weak American beer. They go about their task with gusto, but their attacks are skilfully avoided by Goose's expert use of his hover boots. His fuel, however, isn't unlimited and Chicago sense this, rallying together once more to charge in for the kill. Goose, however, knows exactly what he's doing and takes off towards the ceiling where he's cunningly hidden his hang glider. Before Chicago know what's hit them, they're all on their backs courtesy of one fell swoop of the hang glider. They don't take this lying down, however, and the net minder recovers just in time to grab one of Goose's flailing legs and punch him hard in the knackers with his other hand. As Goose battles to regain control, Chicago re-group beneath him, but in a last gasp adrenaline rush, Goose somehow grabs the Chicago net minder by both his arms and uses him as a human baseball bat to calmly swat the rest of the team away. Upon landing, Goose deals out a few slaps to those that still want to know and takes the acclaim from a packed house as one by one he performs a vicious back-breaker on each ice hockey player.

Winner: Goose – back breakers

All hail Goose – the toughest of the tough, the hardest of the hard

FRANTICALLY SILLY HIGH-SPEED GAME-PLAY ACROSS 50 LEVELS...IT'S BONKERS!

NINTENDO®64

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

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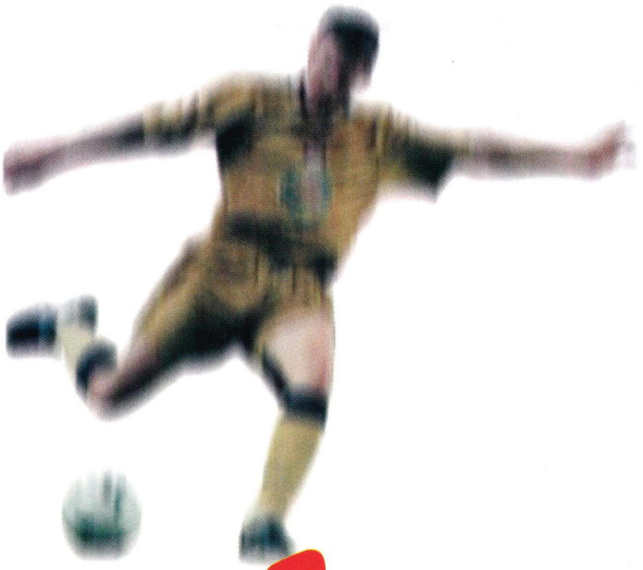
Goal of the month:

Six of the Best



Action Replay

By **Alex Lee**

Action Replay's a new feature where we show you the highlights of our gaming over the past month. This issue, we're featuring by far our favourite game of the moment – ISS 64

Goal A
The short reverse through ball

1 Allejo has the ball glued to his feet – he veers away from the nearest defender

2 Switches ball to his right foot and starts to bear in on goal

3 Now surrounded, Allejo once again turns away from the chasing pack

4 Allejo's cunning reverse pass finds Gomez lurking on the edge of the box

5 A burst of pace sees Paco trembling in his boots

6 In an instant it's in the bottom corner of the net. The 'keeper had no chance

Goal B
Dribble, lure, pass

1 Beranco tears into the box diagonally from the right wing

2 Enters the box and the 'keeper's slow to leave his line

3 Cicero gets in a strong challenge just inside the penalty area

4 But Beranco's tough enough to withstand the pressure as the 'keeper comes out

5 Beranco spots Gomez's late run and slips the ball to him

6 The ball hits the net before the 'keeper hits the deck

Vote for Goal of the Month! Tell us which goal you thought was best and win an N64 game of

Favourite ways of scoring...

Steve's speciality
Formation: *4-4-2*
Team: *Italy*
Long, high diagonal ball into the corner, cross, header

Alex's attempt
Formation: *5-2-3*
Team: *Brazil (away)*
Outswinging cross, near post scissors kick

Mark's 'mare
Formation: *4-3-3*
Team: *Holland*
Somehow muddle through into a shooting position, then fire tamely into the 'keeper's midriff

Noely's know-how
Formation: *4-2-4*
Team: *Brazil (home)*
Through ball, through ball, shoot, rebound, shoot. Works every time

Goal C
Cross, bullet header

1 Gomez easily outpaces Premoli on his way towards the area

2 But no, the defender finds an extra burst of speed to catch up

3 Gomez, however, is only taking the piss. He accelerates away towards the by-line

4 The deadly accurate left footed cross is floated over

5 Beranco climbs above the defence to get in a powerful header

6 The net bulges and the crowd are on their feet. What a beauty!

Goal D
Ye olde one two

1 Keegan advances on goal, body swerving around Kadijk

2 Just to take the piss, he beats him one more time

3 Kadijk's left sprawling on the deck as Regis runs into position inside the box

4 Keegan plays a superb one-two with fellow striker Regis

5 The ball comes back to Keegan at just the right pace in just the right spot

6 Keegan's thumping shot hits the roof of the net

Goal E
The six yard cut back

1 Allejo gets a head of steam up, running at the Italians

2 He easily outpaces Premoli at the heart of the Italian defence

3 His burst of speed gets him to the edge of the six yard box

4 Seeing Gomez's run out of the corner of his eye, he works the ball onto his left foot

5 Allejo pulls the ball back for Gomez who just gets to the ball ahead of his marker Antonini

6 Pagani's valiant attempt isn't enough to keep out this close range blast

Goal F
Far post first time volley

1 Dutch left winger Bergsen has a look and there's no-one near him

2 His electric pace takes him towards the corner flag

3 Adams makes a desperate attempt at cutting out Bergsen's run

4 Bergsen whips it over at pace to the far post where striker Koppers is tearing in

5 Koppers hits it full on the volley back across the 'keeper

6 No 'keeper in the world could have stopped that shot!

your choice! Write to: Goal of the Month January at the usual Freepost address before January 31

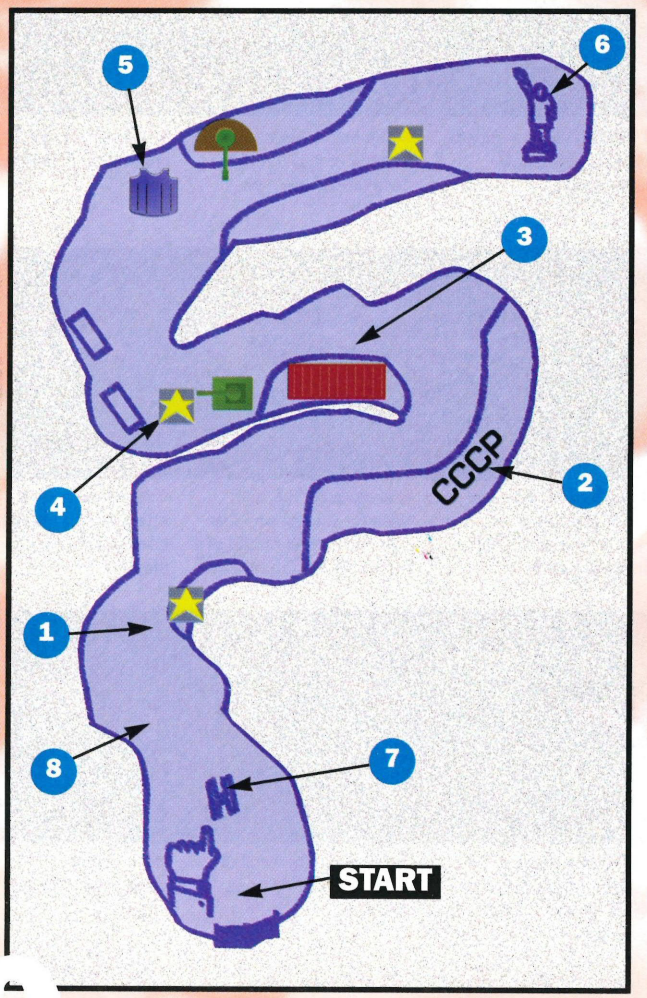
GoldenEye 007

experts' guide part 2

KEY

- Brake
- Guard tower
- Armour
- Abandoned car
- Computers
- Gold star
- Gun turret
- Machine gun
- Mine field
- Tank
- Red container – Valentin is inside

Mission 6: St. Petersburg – Part 1: Statue Park



Primary objectives
1 Contact Valentin
2 Confront and unmask Janus
3 Locate helicopter
4 Rescue Natalya
5 Find flight recorder

1 Stay to the left side of this area (eliminating any guards on the way) until you pass by this gold star.

2 Stay over to the left as you pass under a couple of arches. Look out for this CCCP sign to your right and continue hugging the opposite left wall.

3 Eventually you'll come to this red container. Go inside and speak to Valentin (aka Robbie Coltrane). Kill the enemies who will attack as you emerge into the open.

4 From the trailer turn left and then turn right at this hammer and sickle and follow the red fence to your right around the corner.

5 You may stop to pick up this armour here if needed.

6 Continue on up the centre of this path and you'll eventually get to a dead end with a large Lenin statue. Janus will arrive and tell you to put your gun away. Do so immediately.

7 When Trevelyan leaves the clock will countdown. Take out Trevelyan's four henchman then leg it back to the helicopter near where you started. Once you're at the helicopter, Natalya will wake up. Draw her away from the chopper by running away from her.

8 After the explosion you must find the flight recorder which should be around this area.

9 After grabbing it, head toward the fence at the beginning of the level. Don't try any heroics here. Disarm yourself again to allow yourself to be captured and complete this stage.

Mission 6: St. Petersburg – Stage 2: Military Archives

Primary Objectives
1 Escape interrogation room
2 Find Natalya
3 Recover helicopter black box
4 Escape with Natalya

1 Though tempting to grab the gun and shoot both guards. The best way is to quickly slap both of them unconscious. This will stop hordes of guards hearing the commotion and pouring into the room .

2 Grab all the weapons and ammo and run across the hallway into this large warehouse room full of crates and ammo. Don't hang about. Grab the armour then leg it through the door on the far side.

3 Stand at the bottom of these stairs and plug any guards who were silly enough to chase you from the last room. Also watch for guards descending the stairs from the level above.

4 At the upstairs corridor intersection kill the guards to your right and then head left, using the crates for cover. Go through these two doors and you'll be in a large library.

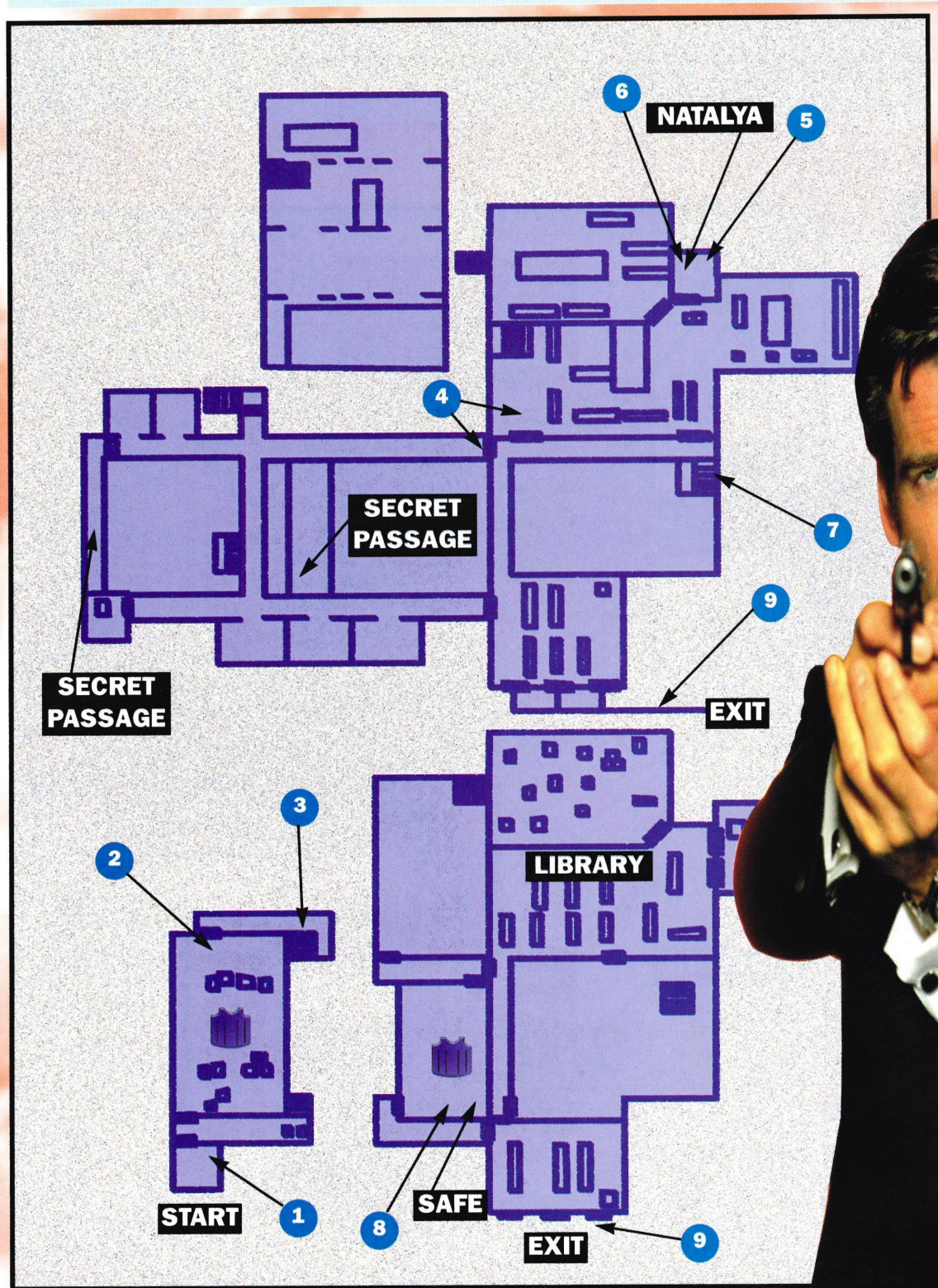
5 Kill the guards here then enter this room to find Natalya.

6 Press the wall opposite the door to discover a secret area.

7 From there, make your way down these steps and follow the arrow (on our map) to location 8 to find Mishkin.

8 Get the safe key from Mishkin, recover the black box from the safe.

9 Exit through the window to complete the mission.



GoldenEye 007 experts' guide

Mission 6: St. Petersburg – Stage 3: Streets

Primary objectives
1 Contact Valentin
2 Pursue Ourumov and Natalya
3 Minimise civilian casualties

1 Head for the tank and kill all the surrounding troops. Don't get in the tank.

2 Exit this area and hang a left. Follow this path for a while and enter this door to find and speak to Valentin.

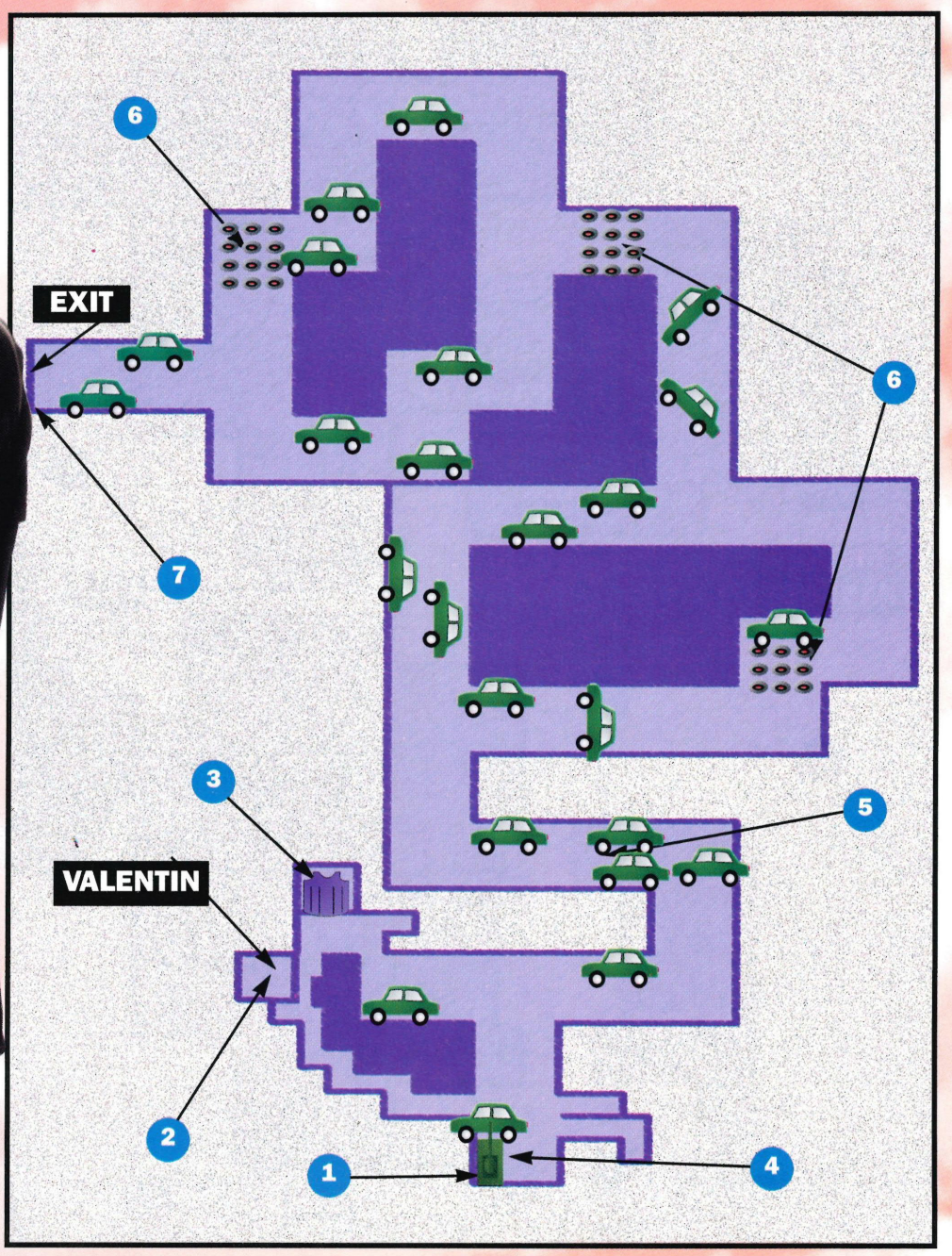
3 You may now enter the other building outside and to your left to wipe out the guys shooting at you through windows. Grab all the stuff then leave.

4 Head back to the tank, hop in, and go right, left, left, right, right, left, left, left, right, left, right, and left to exit.

5 On your way, avoid running over civilians, but blow up cars if they're in your way and fire lots of rockets at the troops that are launching rockets at you.

6 Beware these minefields. Clear them by shooting one rocket into the patch of mines to set off a chain reaction. Wait until the explosions die down before passing through.

7 Exit here to complete the mission.



Mission 6: St. Petersburg – Stage 4: Depot

Primary objectives

1 Destroy illegal arms cache
2 Destroy computer network
3 Recover helicopter blueprints
4 Locate Trevelyan's train

1 Head left, through the gates, and right to this second warehouse. Destroy the arms cache.

2 Exit this warehouse, go left, and head out to this warehouse all the way down on the right. On the way, drop some mines in a few choice places to wipe out the guards who will later try to ambush you.

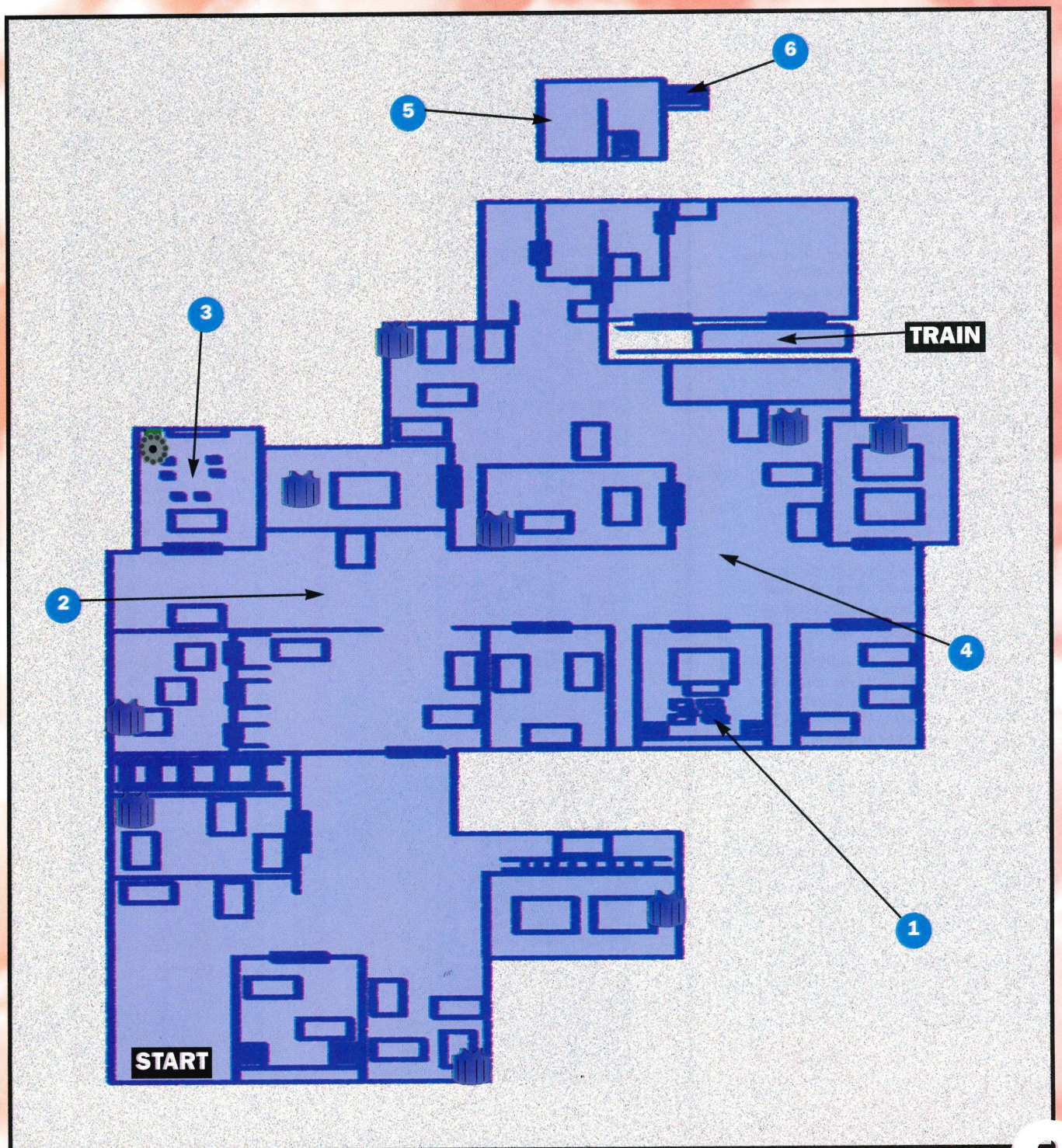
3 Once inside, dispatch the guards while watching out for turret fire, then lean out and fire a rocket at the turret. Grab the key off the desk and shoot the screen and the two computer mainframes.

4 Follow the arrow (on our map) to this building.

5 Enter the building. Go upstairs and open the safe.

6 Go down the stairs through the double doors and into Trevelyan's train to exit.

NB. After entering warehouses it's a good idea to close the door behind you to avoid having any remaining troops sneak up behind you.



Cheat Zone: GoldenEye 007 experts' guide

Mission 6: St. Petersburg – Stage 5: Train

Primary objectives

1 Destroy brake units
2 Rescue Natalya
3 Locate Janus secret base
4 Crack Boris' password
5 Escape to safety

NB. As you make your way through the train cars you must destroy all the brake units which are at either the front or rear of the cars.

1 Use the crates for cover in this first train and employ leaning technique to kill the guards here. Collect the D5K Deutsch and then knock out the brake system to the right of the door.

2 Use the grey metallic crates here for cover (they won't blow up) and again use leaning technique to eliminate the enemies. Then destroy the brake to the right of the door.

3 As you enter this passenger car you are confronted by guards. Stay near this entrance. Lean out and kill the guards further along the carriage.

4 Once you pass this toilet door a guard will emerge so be ready to spin around and pop him.

5 Blow up this brake box and immediately the car will fill with guards. Take them out then head through to the next car.

6 Immediately enter this toilet then turn around to get a nice safe shot at this brake unit. Then continue up the train.

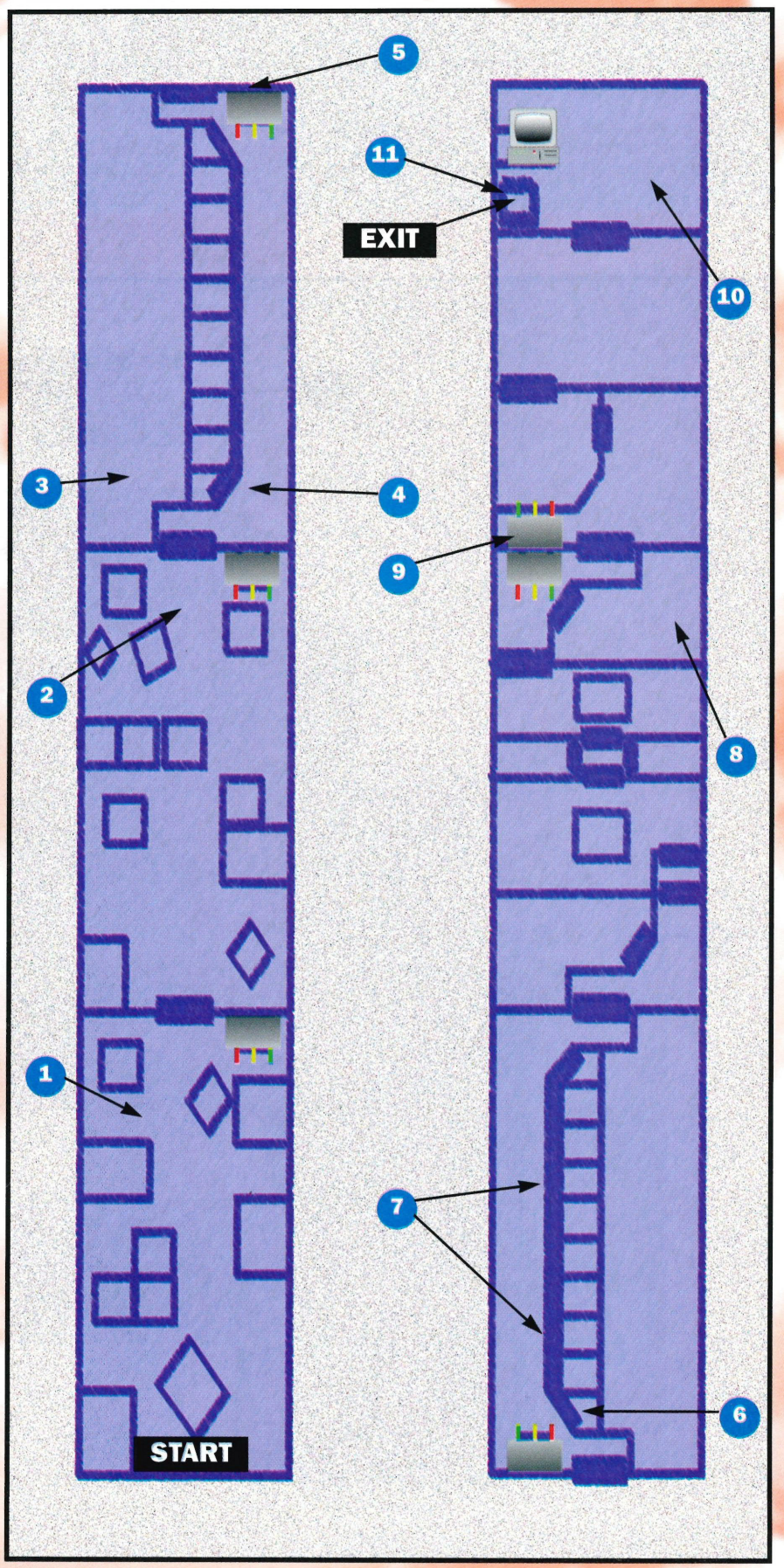
7 Watch out for the guards in passenger rooms two and five of this car and also remember to kill the two guards right at the end of this carriage.

8 This next car has four small green compartments. Kill all the guards here and look out for ones hidden in bathrooms as well. Be sure to collect the 9mm ZMG. Destroy the brake unit to the left of the door before leaving.

9 Destroy this final brake unit.

10 Enter this last train car slowly. Ourumov will have Natalya at gunpoint. Quickly shoot him (if you're quick you can shoot Xenia as well to gain time). Then as the shutters close use your laser watch to cut through the bolts on the trapdoor.

11 Once Natalya has done her stuff on the computer, leg it through the trapdoor and run to safety.



Mission 7: Cuba – Stage 1: Jungle

Primary objectives

1 Destroy drone guns
2 Eliminate Xenia
3 Blow up ammo dump
4 Escort Natalya to Janus base

1 Using the trees for cover, work your way slowly through this level. Use your scope to sniper troops and your leaning technique from behind trees to take out gun turrets.

2 Keep a look out for armour behind these gun turrets.

3 When you reach the bridge, do not cross or else you come under serious fire from Xenia and the gun turret. Instead, go up to the bridge and throw mines across it. Then wait until she crosses and detonate them to do her some serious damage. Do this correctly and you and Natalya should be able to finish her off without too much bother. Make sure you collect Xenia's RC-90 and grenade launcher.

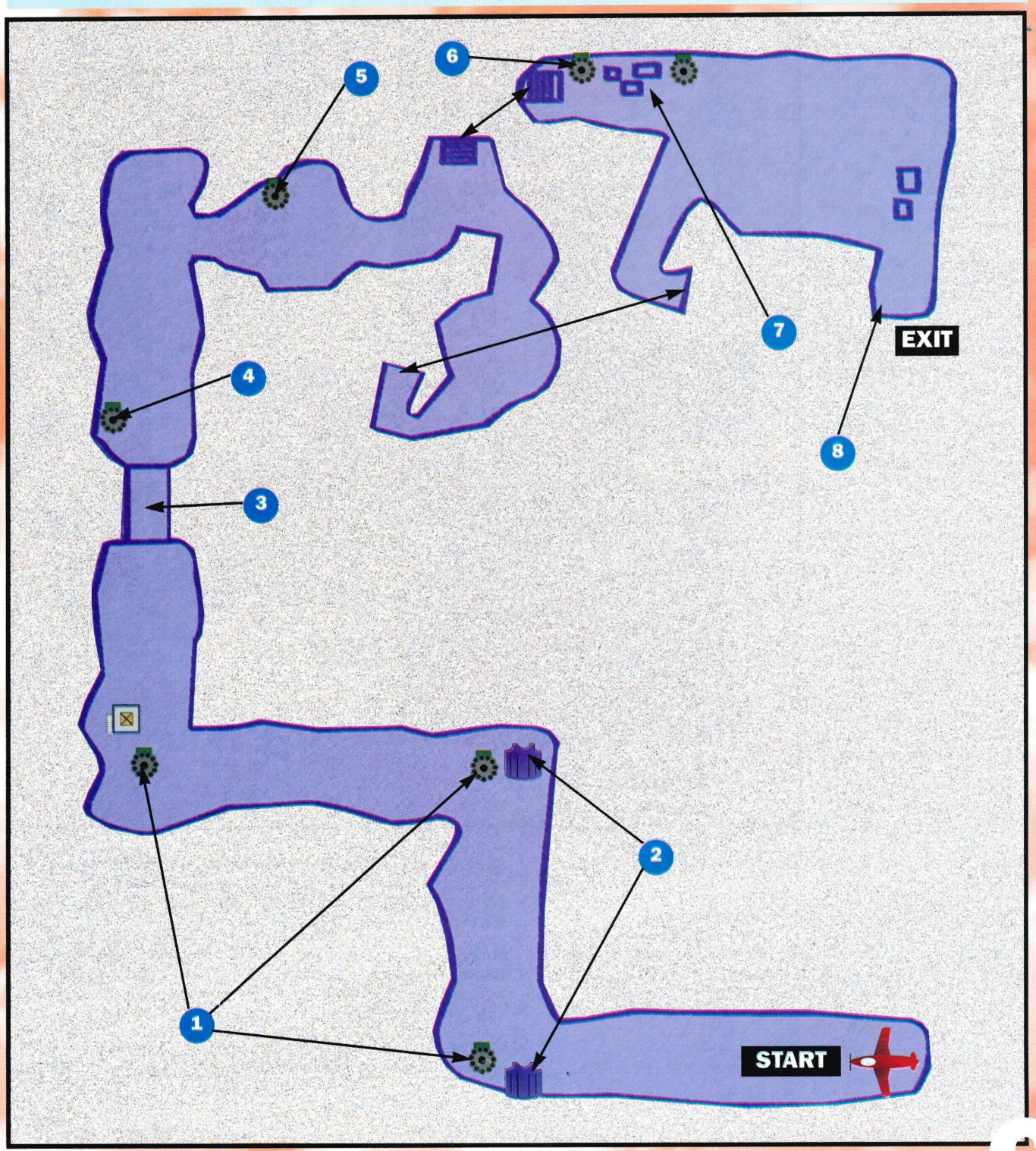
4 Then cross the bridge and take out this gun turret.

5 When you reach this cave shoot into it to draw out the troops. Kill them, then inch your way along until you can see and shoot the turret.

6 Make your way up the slope killing the guards on the way. Inch slowly up the ladder until you can just see a gun turret, then shoot it.

7 Fire a few grenade launcher shots at the arms cache and you should blow up the boxes and most of the soldiers there. Finish the rest off with your RC-90. Now sneak around the corner and take out the last turret.

8 Now follow a path to your right that leads to your exit, killing any soldiers who are misguided enough to get in your way as you go.

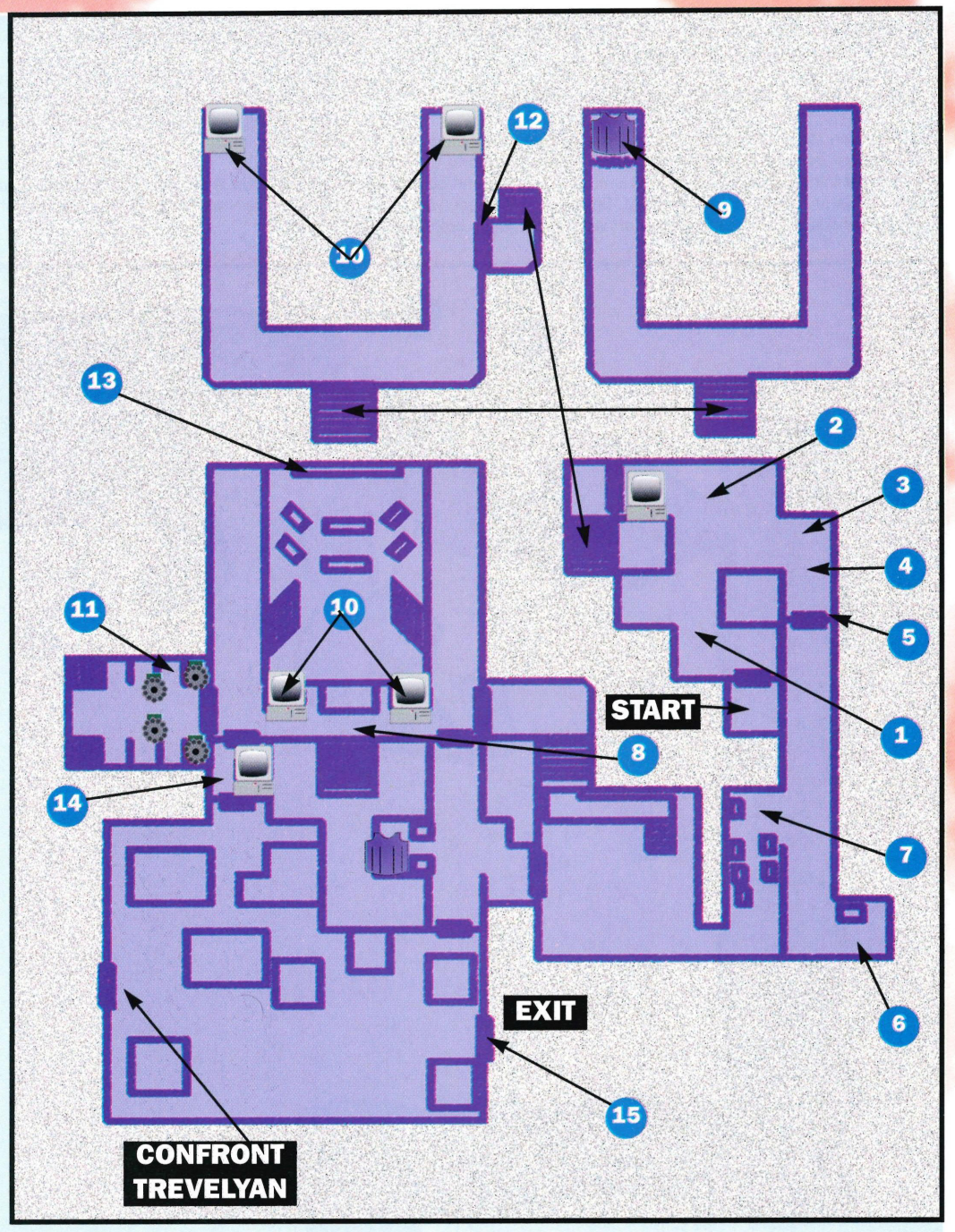


Mission 7: Cuba – Stage 2: Control Center

Primary objectives

1 Protect Natalya
2 Disable GoldenEye satellite
3 Destroy armoured mainframes

This time out, there's no armour at all, though all the turrets are still there.



1 Exit the elevator and duck to your left for cover. Ignore the turret that was shooting at you and lure the three guards around the corner to take them out one by one.

2 Lean out from the wall and shoot the turret down the hall in front of you, without being shot yourself.

3 Lean around the corner to the right and shoot the turret in front of you.

4 Then head slowly towards the turret and watch for another turret high up on the ceiling to your right.

5 Kill off any remaining guards then get Natalya who will go to the computer and open this door.

6 Shoot the guys at the end of this corridor from long distance. Then go and collect the box of mines.

7 Hopefully, as you run past, the soldiers here will launch a few mines. Stay well back and very often they'll do themselves damage. It's possible to launch a few mines of your own into the crates and then stand well back as you detonate them.

8 Head towards this computer room and you'll meet Boris. Don't shoot him.

9 Let him run away and follow him upstairs to this room to collect armour.

10 Place mines on the four mainframes.

11 Open this door and then back off so the turrets can't shoot you. Take out the turrets and any advancing soldiers. Now quickly duck inside the room and lean out from the compartments inside to take out the next two turrets either side of the door. Place a mine on the mainframe before leaving.

12 Now go to this door and get Natalya then return to the main computer room.

13 Stand with your back to this screen and protect Natalya as she hacks into the computer. Guards will come down both stairs. Kill them all and watch out for some breaking through the panes of glass.

14 Once Natalya finishes disabling the satellite, head to this previously locked room and plant a mine on the mainframe behind a glass case. Stand well back and detonate it along with the others if you haven't already done so.

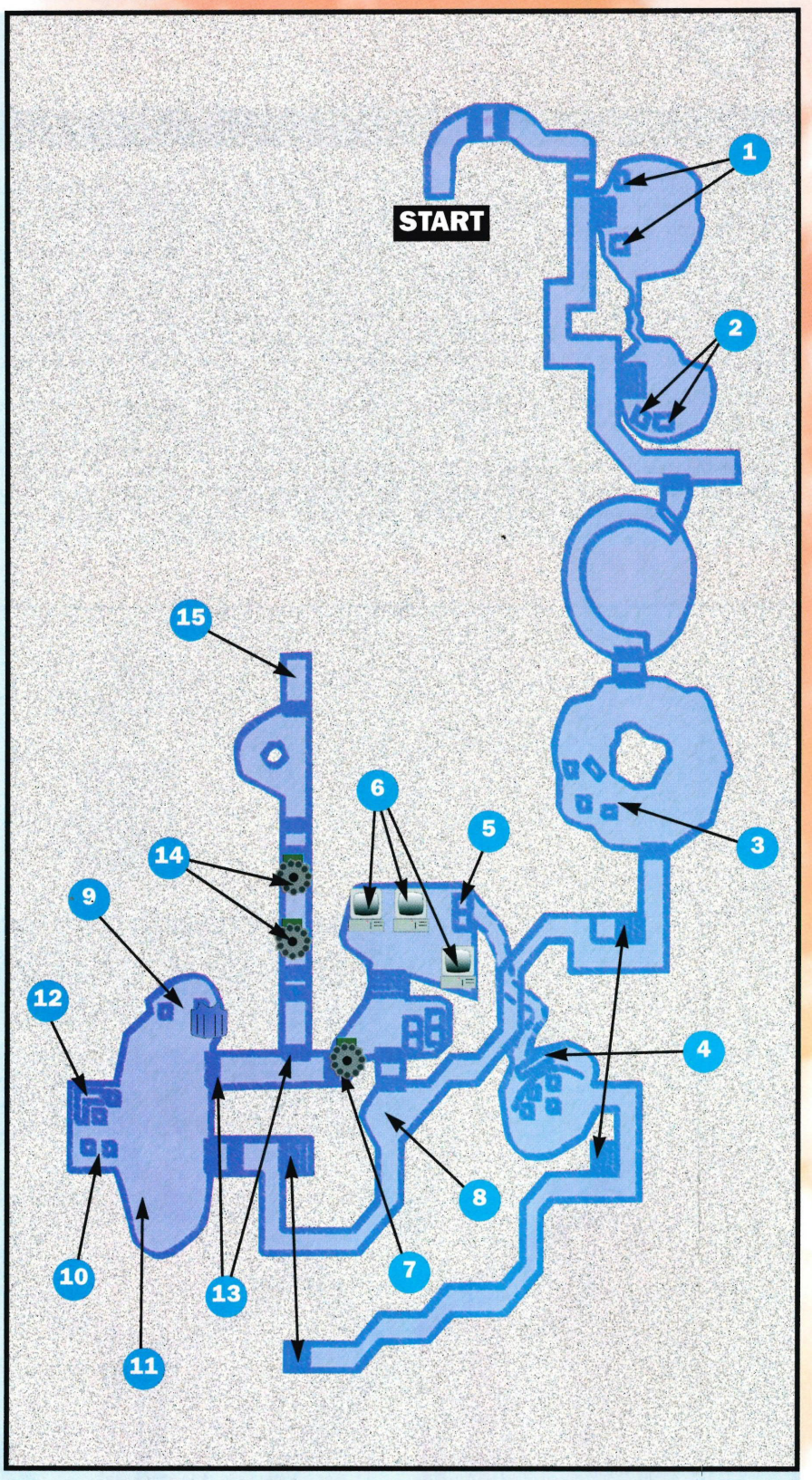
15 Enter this room and confront Janus who will escape. Then kill a few soldiers on your way to escaping from the exit.

Mission 7: Cuba – Stage 3: Water Caverns

Primary objectives

1 Destroy inlet pump controls
2 Destroy outlet pump controls
3 Destroy master control console
4 Use radio to contact Jack Wade
5 Minimise scientific casualties

NB. Throughout this level are computer outlets that need to be destroyed to clear the first three objectives. Make sure you scare off the scientists before blowing them up by firing warning shots near them.



1 Climb down the stairs to this area. Kill the guards, scare off the scientists then blow up the inlet computers here.

2 Follow the path to this similar area and take out the guards before destroying these inlet computers.

3 Make your way to this circular room and collect the ammo from the boxes here.

4 Follow the path ahead until you reach a set of stairs. Climb down them and then turn about face to enter this room. There are a set of lockers on a ledge to your right. Shoot them to reveal a hidden passage.

5 Follow the secret passage until you reach the end. Then shoot these lockers (which block the exit) and enter the computer room.

6 You will immediately be attacked by guards so kill them and watch for any coming down the stairs. Once the coast is clear, blow up all three consoles in this room before heading back up the stairs the way you originally came .

7 Move slowly to the top of the stairs then dodge out and jump back again to lure any guards in there down the stairs. Kill them as they descend then slowly inch back up the stairs and lean out to shoot the gun turret.

8 Ignore the locked door behind the gun turret for now. Instead go through the doors to your left and you'll find yourself back on this walkway. Now clear the path of guards on your way to location 10. By the time you reach the next location you should have a couple of keycards.

9 You are now in the radio room.(NB. BE VERY CAREFUL HERE! Any stray shots could cause an explosion among the crates here which will damage the radio and prevent you completing your mission.) Enter the room a couple of times to lure out any stray guards. Then tackle the guy (with an RC-P90) to the right of you. Stand against the wall near where he was stood to make sure you're out of the range of the guards in location 10.

10 This is the tricky bit. In the distance are the radio, a number of scientists, and three soldiers who are using explosive crates as cover.

11 Run to this side of the wall and then use the leaning technique and your sight on your rifle to shoot each soldier in turn.

12 Do this correctly and you are free to use the radio to contact Jack Ward. Get it wrong and hit one of the crates and the whole lot will explode destroying the radio (thus failing objective 4). Once you've radioed intelligence you must put a timed bomb on the explosive crates to complete objective 5.

13 By now you should have three keycards A, B and C. These will allow you to open these two doors.

14 You'll need a fast firing weapon such as the AR33 rifle here. Once you pass through the doors you'll be bombarded with fire. Trevelyan is here again, but soon scarpers. Immediately kneel to avoid the gun turrets and take them out along with the guards. Easier said than done I know.

15 Once you're past the guns follow the corridor through a couple of doors and then exit via this elevator.

GoldenEye 007 experts' guide

Mission 7: Cuba – Stage 4: The Cradle

Primary objectives
1 Destroy control console
2 Settle score with Trevelyan

1 Turn 180 degrees and collect this armour.

2 Run along this arm of the cradle and immediately fire upon the first guard you see. If you're lucky you'll have killed him and can steal his weapon. Keep running and kill the enemies who appear here.

3 Head for the main staircase by which time Trevelyan will have initiated the countdown.

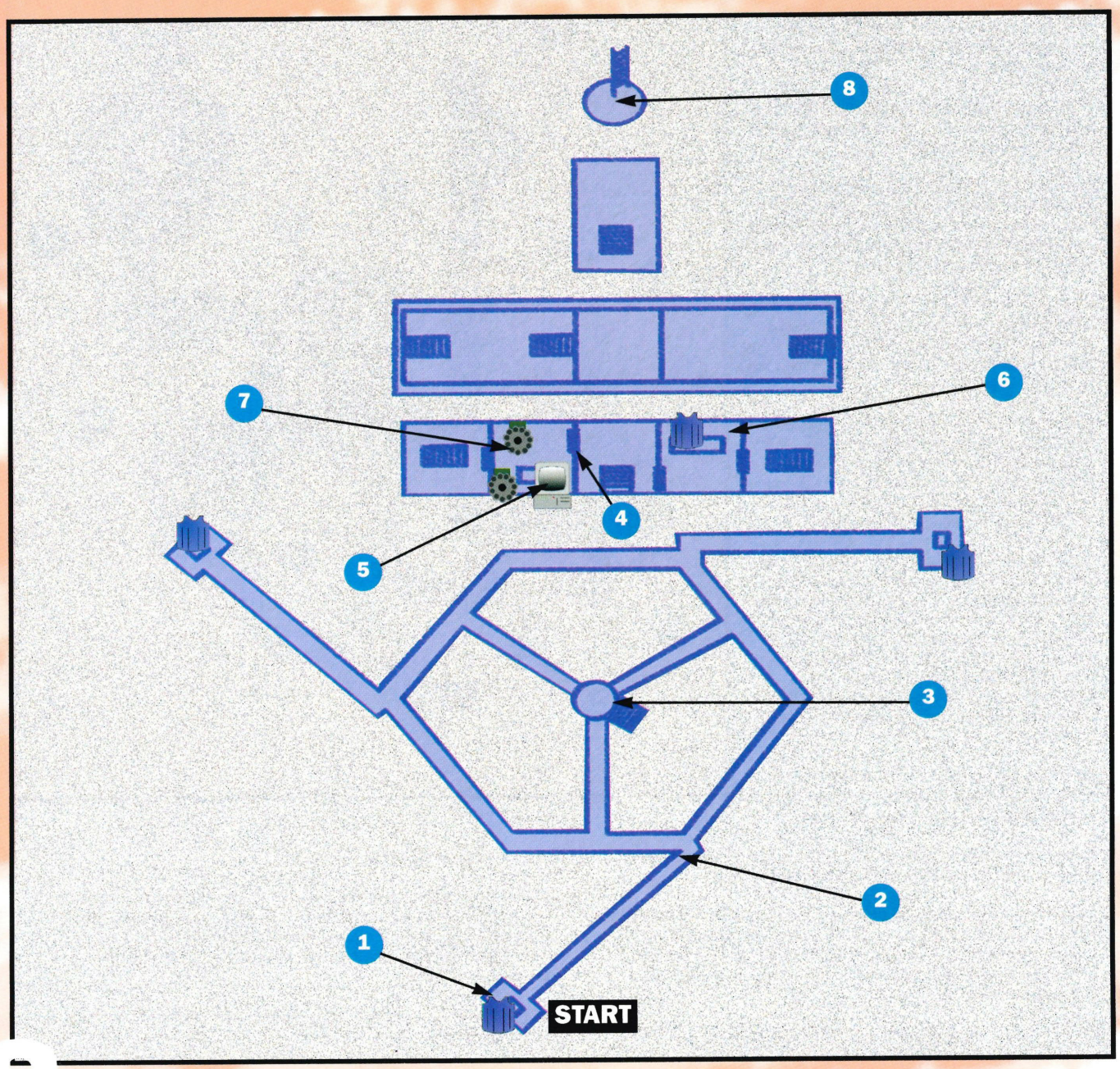
4 Open this door then lure the guards out (by dodging in front of the door and then stepping back again) killing them one by one. Finally when they are eliminated lean into the room and take out this gun turret.

5 Take out the second turret before destroying the computer console to stop the countdown and prevent the cradle from blowing up.

6 Head to this building and collect the armour.

7 Return to this building and tackle Trevelyan. He will shoot you a couple of times then leg it. This is tough particularly on the later levels. However, the trick is to follow him closely. (NB. Remember that there are still a couple of body armours on the other cradle arms if needed).

8 After you've followed Trevelyan and damaged him sufficiently he will tell you to 'finish the job.' From there you should change to your biggest and baddest weapon (e.g. ZMG) and then follow him to this platform at the bottom of the antennae (being careful not to fall off as I did the first time. Doh!). Then shoot him several times to knock him off the platform thus killing him and ending the mission.



General tips

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. Crouching behind the scenery using R and Down C and leaning 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 PP7 where possible) or short, sharp, single bursts of fire to avoid attracting the enemy. This is particularly important on some 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 prepared.

Check your watch inventory frequently. At the beginning of most levels you are given new stuff 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. Listen for the metallic clink of a thrown grenade and use it as a cue to leg it.

Level cheats

For those of us who may have missed our massive tips book, here are the level codes and cheats for what has been hailed as the greatest shoot'em-up on any platform – GoldenEye

The following is a list of the required completion times and difficulty levels for all 20 stages and the resultant cheat that will become available:

Level	Cheat	Difficulty	Time
1 - Dam	Paintball Mode	Secret Agent	2:40
2 - Facility	Invincibility	00 Agent	2:05
3 - Runway	DK Mode	Agent	5:00
4 - Surface	Grenade Launcher	Secret Agent	3:30
5 - Bunker	Rocket Launcher	00 Agent	4:00
6 - Silo	Turbo Mode	Agent	3:00
7 - Frigate	No Radar (Multi)	Secret Agent	4:30
8 - Surface	Tiny Bond	00 Agent	4:15
9 - Bunker	Throwing Knives	Agent	1:30
10 - Statue	Fast Animation	Secret Agent	3:15
11 - Archives	Invisibility	00 Agent	1:20
12 - Streets	Enemy Rockets	Agent	1:45
13 - Depot	Slow Animation	Secret Agent	1:30
14 - Train	Silver PP7	00 Agent	5:25
15 - Jungle	Hunting Knives	Agent	3:45
16 - Control	Infinite Ammo	Secret Agent	10:00
17 - Caverns	RC-P90	00 Agent	9:30
18 - Cradle	Gold PP7	Agent	2:15
19 - Aztec	Lasers	Secret Agent	9:00
20 - Egyptian	All Guns	00 Agent	6:00

Don't miss the concluding part of our GoldenEye guide in the next issue of N64 Pro

You cheatin' Ba

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

This month's guide to ignoring the rules and scamming your way through games. Ah... if only there was a 'skip work' cheat for real life.

Those of you with enough sense to own last month's issue with its free tips book will already have more than enough cheats for their N64 games. With this in mind, this month's cheat section is dedicated to providing wads of tips for the big Christmas releases

Diddy Kong Racing

Turbo Start: As with most N64 racing games there's a turbo start. Press the accelerator as the get ready sign fades. The later you press it the faster you will start. Leave it too late and you will be left standing, so practice makes perfect.

Magic Codes: On the options screen is a magic codes option. You use this to enter the codes. Use the code list option to see which codes have been entered and to turn them on or off accordingly.

All balloons are green: TOXICOFFENDER

All balloons are rainbows: OPPOSITESATTRACT

All balloons are red: BOMBSAWAY

All balloons are yellow: BODYARMOR

Change horn sounds: BLABBERMOUTH

Computer can't use weapons: BYEBYEBALLOONS

No bananas in multi player mode: NOYELLOWSTUFF

Speed burst from bananas: BOGUSBANANAS

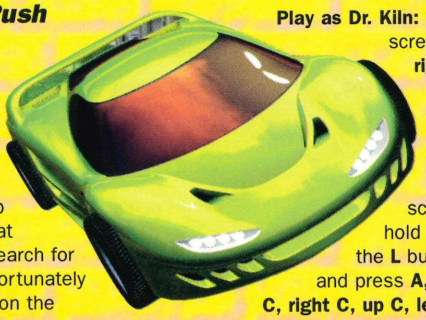
Two player adventure: JOINTVENTURE

No limit to bananas: VITAMINB

Play as Drumstick: In the adventure mode find all of the amulets, the WizPig and the TT amulets. Now go to the central area with the red spot and squash the frog.

San Francisco Rush

Drive the cab: On each track their are between six to eight secret keys to find. Get half of them on a track and you will unlock the cab. The cab can only be used on that track, so you have to search for keys on each course. Fortunately the keys can be saved on the controller-pak.

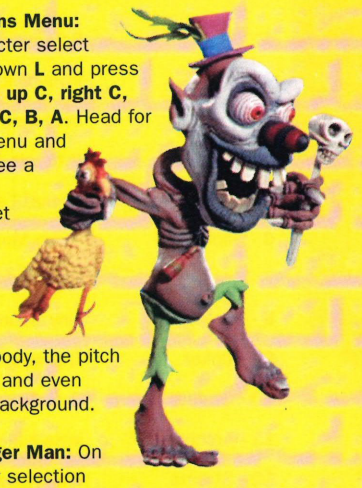


Drive the hot-rod: If you acquire all of the keys on any race you will unlock this ZZ Top-mobile. Again it can only be used on a track where you have found all the keys.

Turn cones into mines: On the set-up screen quickly press **L, R, L, R, L, R**. Now all the cones turn into huge mines that blow apart anything that touches them.

Turn tracks upside down: If you are fed up with standing on your head to make San Francisco Rush harder, then enter this code. On the set-up screen press **up, right, down, left, down, right, up, left**. Now play the game upside down.

Clay Fighter 63 1/3

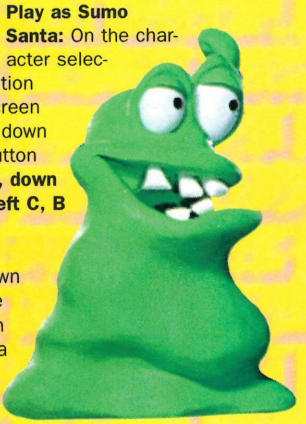


Secret Options Menu: On the character select menu hold down **L** and press the following: **up C, right C, left C, down C, B, A**. Head for the option menu and you should see a new addition marked secret options. Amongst other things you can change the size of your body, the pitch of your voice and even choose the background.

Play as Booger Man: On the character selection screen hold the **L** button and press **U, R, D, L R, L** on the D-pad.

Play as Dr. Kiln: On the character selection screen press **B, left C, up C, right C, down C, A.**

Play as Sumo Santa: On the character selection screen hold down the **L** button and press **A, down C, right C, up C, left C, B**



Random character selection: Hold down the **R** and **L** on the character selection screen to choose a random fighter

st#*@

Top Gear Rally

You can change the car colours without having to visit the paint shop. Hold down the **L** and **R** buttons and a C button of your choice. Then press up or down on the D-pad to change the car colour. Using different C buttons will enable different colour choices.

Bonus track: The bonus track is the strip mine. To get this you have to come first in all of the races from the sixth season. If you do the same thing in year two you will get a mirrored version of the strip mine.

Bonus vehicles: The game includes several bonus vehicles most of which look insane, but drive surprisingly well. Unfortunately, the only way to get them is by a concerted effort.

Milk truck: To get the milk truck finish all six seasons, including spring, summer, autumn, winter, professional and expert. You now get to drive the surreal milk truck. The licence plate says moo and your speedometer is now a milk bottle! Confused?

Helmet car: Finish all six seasons for the second year and you will be able to drive around a helmet on wheels.

Cupra car: Finish all six seasons on the third year and you will get another surreal car. This time it's an ice cube on wheels.

Beach ball: Finish all the seasons on the fourth year and you will get to race around in a giant beach ball. You get the impression that the hallucinogens were flowing freely amongst the programmers one day.

Mirror cars: Only those players with a fierce addiction to this game will ever see this mode. Finish the fifth year and you can toggle your cars from normal to mirror mode by using the **down-C** button. In mirror mode your car has the same sort of surface that metal Mario has.

Madden 64

See ending sequence: Here's a tip. Play proper football and not this stupid wear armour and throw the ball nonsense. But if you want to see the end sequence to Madden without going through all the usual nonsense then hold down **Z L** and **R** when you turn on the machine.

Play as Tiburon: There is a hidden team in Madden 64. To use the Tiburon team go to the season mode and then to the front office. Select create player and then enter ▶

Cheat Zone

You cheatin' Bast#*@

your name as Tiburon. Then go down to continue and save the name. Go back to the main menu using the **B** button and in exhibition mode will be the team of giants.

GoldenEye

Okay, so we printed these cheats in last month's Cheat Book. But I figure that some of you may have been wandering in the wilderness last month and have only just heard that we're the best N64 mag around. And since Santa will be heaving crate loads of copies in time for Christmas, I thought what the hell... let's print'em again.

GoldenEye makes you work for your cheats. Instead of learning fiddly button combinations, cheats only become available if you complete levels within a certain time and on a certain difficulty setting. In the table below is a compete list of the times and the cheats that will be activated by each.

Level	Cheat	Difficulty	Time
1 - Dam	Paintball Mode	Secret Agent	2:40
2 - Facility	Invincibility	00 Agent	2:05
3 - Runway	DK Mode	Agent	5:00
4 - Surface	Grenade Launcher	Secret Agent	3:30
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9 - Bunker	Throwing Knives	Agent	1:30
10 - Statue	Fast Animation	Secret Agent	3:15
11 - Archives	Invisibility	00 Agent	1:20
12 - Streets	Enemy Rockets	Agent	1:45
13 - Depot	Slow Animation	Secret Agent	1:30
14 - Train	Silver PP7	00 Agent	5:25
15 - Jungle	Hunting Knives	Agent	3:45
16 - Control	Infinite Ammo	Secret Agent	10:00
17 - Caverns	RC-P90	00 Agent	9:30
18 - Cradle	Gold PP7	Agent	2:15
19 - Aztec	Lasers	Secret Agent	9:00
20 - Egyptian	All Guns	00 Agent	6:00

Cheatin' Sod ????

Have you got any tips or special tricks for your favourite games? Perhaps you're good enough to write a complete guide! If so, we want to hear all about it. Send your tips to:

I'm a cheatin' sod and proud of it
Cheat Zone,
N64 Pro,
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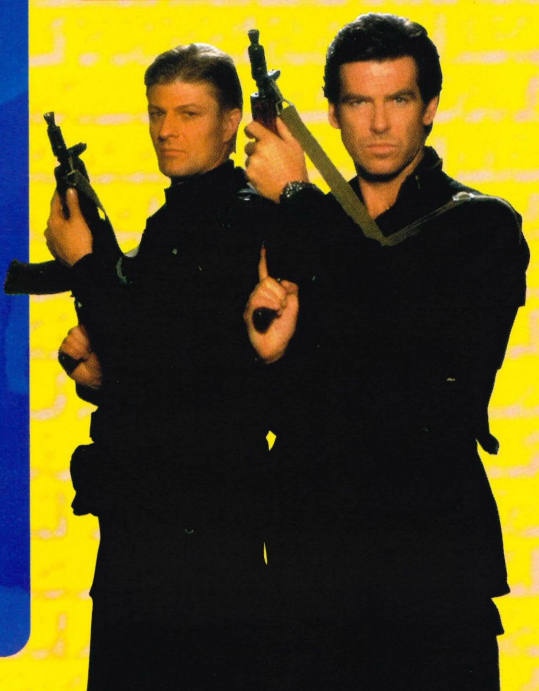
Or e-mail me on
Markh@idg.co.uk



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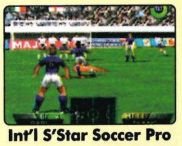
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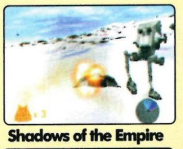
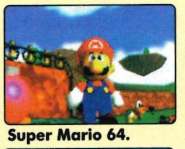
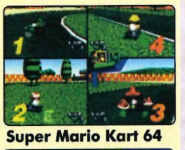
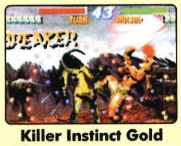

Shadows of the Empire


Super Mario 64.


Super Mario Kart 64


Killer Instinct Gold

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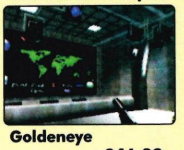
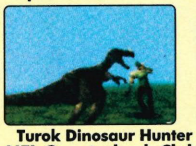

Goldeneye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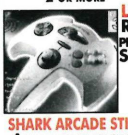

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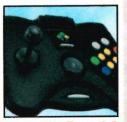

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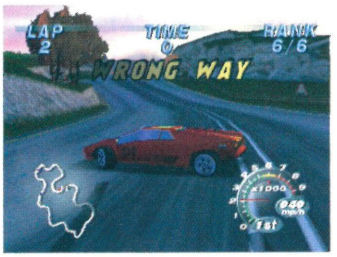
164(1)

Preview

Automobili Lamborghini

Another game, another stupid name. This time one intended to capture the Italian flavour of the



Automobili Lamborghini, developed by Titus, is the latest driving game to hit the Nintendo 64 and with a bit of luck, it will make up for the disappointment that has so far surrounded one of the most popular styles of game. While the likes of Extreme G, MRC and San Francisco Rush have given us good, solid games, it's fair to say that none have caused our collective jaws to drop to the floor or even fall just a few inches if truth be told. Hopefully Lamborghini will change all that.

It now looks as though a final decision has been taken and that the game will indeed be able to support up to four players at once in a fast and frantic multi player racing experience. Titus had initially said the game "would not feature the ability to race against other players," but in a change of heart decided to include it. And then once again decided to remove it. And now we're back to a 'yes' vote and it looks (thankfully) as though that's going to be the final decision.

More good news emerging from the programming camp is that while the game will be released on cart, it will be compatible with additional tracks appearing in the form of 64DD disks when the add-on device is released. Obviously this will aid lastability, but also if this game sells as well as Titus hope in the UK, it'll be a useful little nudge for Nintendo in getting the 64DD released in a PAL compatible format as soon as possible.

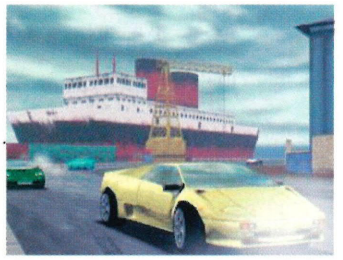
In the game you will have the option of racing in five different modes ranging from arcade, tournament and championship to time trials and a secret mode. Arcade is your basic racing mode, consisting of reaching checkpoint after checkpoint before your time runs out. The number of laps are limited and the first player to cross the finish line wins. In tournament mode, players race with the sole aim of finishing in as higher position as possible without checkpoints to pass through. Championship mode is basically tournament mode over several circuits, then there's time trial and an intriguing secret mode which has yet to be disclosed.

There are currently eight cars which are ready to race, but the final version will come with a quite staggering 24 cars in all, although

By **Steve McNally**

Mama

Surely the driver of this car would fare much better if he drove forwards instead of sideways



Lamborghini is perhaps the most graphically impressive N64 racing game to date

Source(s):	Titus and Internet
Materials supplied:	Nowhere near enough
Extra information:	None
Development location:	USA
Playable version:	Not yet
Percentage complete:	95%
Estimated release date:	January 1998

automobili Lamborghini

subject matter. Ooh it does...

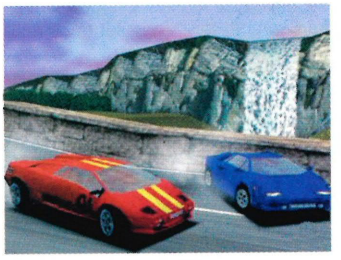
technically this is a bit of a blagged statistic. Car obsessed losers will be ecstatic to hear that beasts such as the Dodge Viper and Porsche will feature in addition to the Lamborghini Diablo, but there are only eight different makes of car in the game - different colours, textures and attributes of the eight are used for the grand total of 24. Still not unimpressive though it has to be said.

The game takes full control of the analogue joystick as you'd expect, so prepare to be able to make some very tricky turns throughout your races with something approaching pinpoint precision. Acceleration and braking is optionally forwards and backwards on the analog joystick or by using a special button combination (which for me personally will be preferable I think), along with full rumble pak support, which will come into play every time your car collides with another, and will give the game that extra dimension.

You can choose to burn the rubber off your tyres using a number of different setups including a choice of manual transmission or automatic (in which case the player is given a selection of several button combinations used for gear changes), and the ability to tweak all manner of ratios and other such tedious nonsense.

Initial impressions seem to suggest that at the moment the game is impressive, but not massively so. Frame rates are steady, even with four players, but the sense of speed you might expect from such high performance cars is sadly missing at the moment. Hopefully Titus can put this annoyance right before the game is completed and sent off for duplication. The way it has come on since the E3 show earlier in the year would suggest that a position of optimism would be a good one to adopt. In the short space of time since that exhibition, major changes now include textures that are much cleaner and noticeable upgrades like real-time skidmarks and smoke, though the cars still do not take damage.

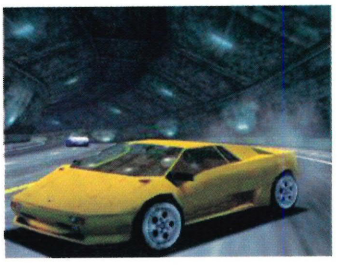
Lamborghini is on schedule for a November 22 US release date and assuming Titus can make a few minor tweaks here and there before then, the game should be a top contender for first place when it gets a PAL release ●

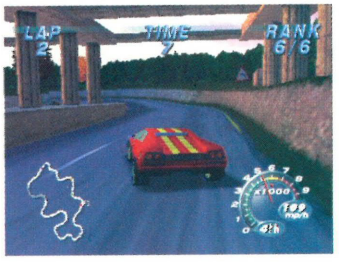


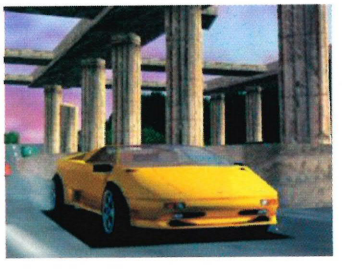
It's that special red 'crab' car again. Actually, is it just me or does it look much more ropily drawn than the others seen on this page?

Mia!

It all looks highly promising at this stage and you can look forward to a full review in our very next issue to tell you whether it fulfils that potential or not





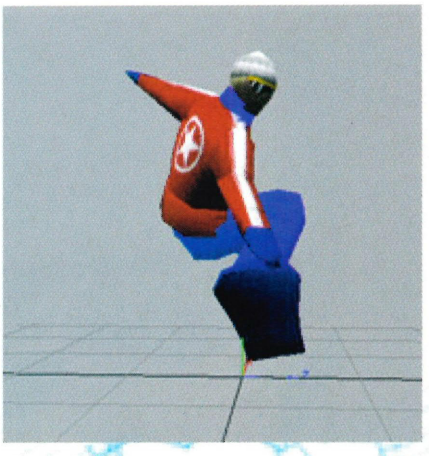


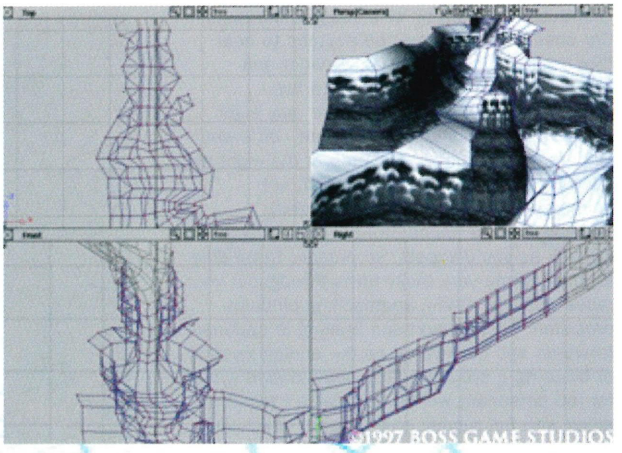
Preview

Snowboarding

Just how rad is snowboarding these days? The world's raddest I should imagine judging by the number

Over the last couple of months, every 'style' mag I've come across has devoted a big section to snowboarding. Each mag has showed 'rad' rich kids skidding around on the snow, wearing all the latest gear, which from what I can see consists of large, multi-coloured sunglasses, large baggy trousers worn miles too long and large iridescent padded jackets. Oh yes, and the obligatory daft key-chain thing that goes from belt loop to back pocket. God knows what that's all about. Maybe they have key fights as a way of deciding who has performed the best half-pipe or whatever it is they do.



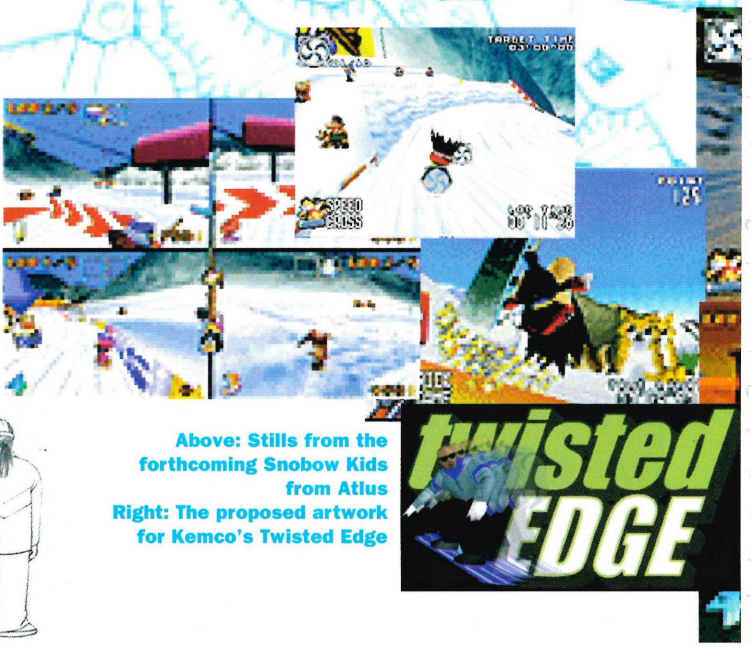


Anything that's hip and trendy soon makes its way onto the console formats, particularly if it's linked to sport. The PI**Station has Sony's own Cool Boarders, and the N64's about to have a whopping four snowboarding games. Talk about jumping on the bandwagon. Two of the snowy quartet are way off seeing high street console dealers' interior lighting, namely Nintendo's Vertical Edge Snowboarding and Imagineer's Snow Speeder 64. Imagineer, the company involved in the making of MRC is also developing Quest 64, a traditional RPG which is set to be released in Japan in January. Atlus's Snobow Kids and Kemco's Twisted Edge Snowboarding, however, are both near to completion, with the latter title scheduled for a British release in March.

Taking a look at Snobow Kids first, this one appears to take a more light-hearted approach to this suddenly popular sport, although gameplay-wise, it follows the style of Cool Boarders, with both trick game and speed cross options. N64 Pro can also reveal that Snobow Kids can be played by up to four players a la Mario Kart and is to be rumble pak compatible. The US branch of Atlus currently has no plans to launch Snobow Kids, but by the time you read this the game may already be released in Japan as it's scheduled to appear on December 19. Atlus Co, Ltd is based in Tokyo, Japan with a US branch in Irvine, CA. The company has just celebrated its 10th anniversary in the video game/amusement business. Atlus Corporation Limited is a multi-million dollar supplier of amusement centres, coin-operated video games, and a third party licensee for Nintendo, Sega and

There's no boarding

By **Alex Lee**



Above: Stills from the forthcoming Snobow Kids from Atlus
Right: The proposed artwork for Kemco's Twisted Edge

Special

of forthcoming snowboarding games

Source(s):	Internet
Materials supplied:	Info & screenshots
Extra information:	No
Development location:	See main body text
Playable version:	No
Percentage complete:	See main body text
Estimated release date:	See main body text

MIDWAY

Imagineer

ATLUS

BOSS GAME STUDIOS

like Snow boarding

Sony. Releases from Atlus Co, Ltd Japan includes big hit in the amusement sector Print Club as well as its top RPG in the consumer series – Megami Tensei.

That's right

Other consumer hits have been GP-1, Pieces, Crusader of Centy which won the Sega award for best adventure game, Virtual Hylide, Space Griffon and High Velocity which won the Sega award for best driving game on Saturn.

Twisted Edge Snowboarding (TES) by Midway/Boss/Kemco (I'll explain later!), on the other hand, is aimed more at the 'hardcore' snowboarder, i.e. it looks a lot grittier than the manga-style that Atlus has opted for with Snobow Kids. Midway and Kemco co-published Top Gear Rally and that was developed by Boss – it looks like it will be exactly the same case for TES.

Boss Game Studios is an independent offshoot of Boss Film Studios, the academy award winning company that created the special effects for Die Hard, Ghost, Species, Ghost Busters, Multiplicity, Air Force One and more. Boss Game Studios was responsible for Top Gear Rally, the racing game published jointly by Kemco (of the original classic race hit Top Gear for the SNES) and Midway. Previous titles include Spider for the PI**Station.

A handful of publishing companies negotiated with Kemco to share distribution rights for Boss Game Studios's newest game. Although Psygnosis denied any involvement with Nintendo 64 development or publishing, rumours had it that they were. This was before Midway Home Entertainment, after it acquired rights to publish and distribute Top Gear Rally (TGR), also negotiated with Boss Game Studios and Kemco for the TES deal, so it looks certain that TES will have the same companies behind it as TGR.

Whatever happens, it's unlikely that it will be available to buy anywhere in the world before Autumn 1998. The first 'true' snowboarding game for the N64, Twisted Edge Snowboarding will appear in full 3D form with numerous courses and a handful of modes to race in. Cool Boarders 2, currently on the way for the PI**Station, looks to be Boss's biggest competitor on the home consoles at least, with no other N64 snowboarding title to have been announced. Nagano Winter Olympics, however, can't be completely ruled out as it can boast a polished snowboarding section as well as several other cold weather disciplines.

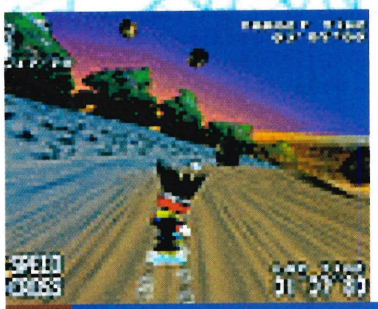
So far, TES is in the early stages, and features a range of female and male racers, each with their own style, strengths and weaknesses. Ryo, Nieno, and Tokarev are the first characters, and at least three courses have passed the conceptual design stage. The courses will have multiple paths, including underpasses and overpasses, each ranging in gradient and a number of obstacles.

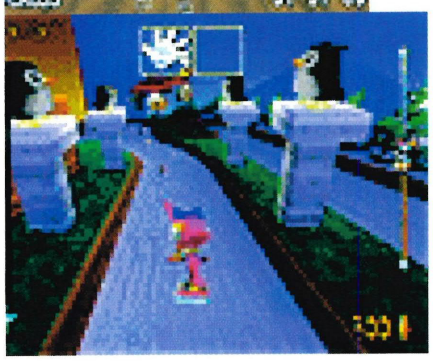
Other Imagineer N64 games

Fighting Cup
J-League Dynamite Soccer 64
Kiratto Kaiketsu! 64 Tanteidan
Mahjong Hourouki Classic
Mahou Seiki Eltale
Multi-Racing Championship
Pro Baseball King
Pro Baseball King 2
Sim City 2000
Snow Speeder 64

Time in lieu

Gameplay will incorporate a number of elements to make each race fun and challenging. Like Wave Race 64, TES asks gamers to learn tricks on their single snowboards, but in a move to outdo Wave Race, the tricks will probably count towards gamers' points total during a race. There's no denying that snowboarding is a huge and growing sport, and in many cases, people are taking to snowboarding – a sport for dudes – rather than skiing – a sport for squares. Kemco and Boss are confident that the sport's now mainstream enough to warrant the enormous development costs that go into N64 games, and if TES can accomplish the graphic sophistication and racing feel anywhere near the only other non-car based racing game, Wave Race 64, then TES'll go down a (snow) storm ●





Below: Five of the cute cartoon characters from Snobow Kids, presented on a black background

Left: Nagano Olympics' snowboarding event promises to be all rad

Other Kemco N64 games

Knife Edge
Top Gear Rally (co-published with Midway)
Twisted Edge Snowboarding (co-published with Midway)
Note: Snobow Kids is Atlus's first N64 release - you should all know what the other Nintendo N64 games are by now!

Preview: Wetrix

The game's forecast is heavy rain and Tetris-shaped blocks falling from the sky

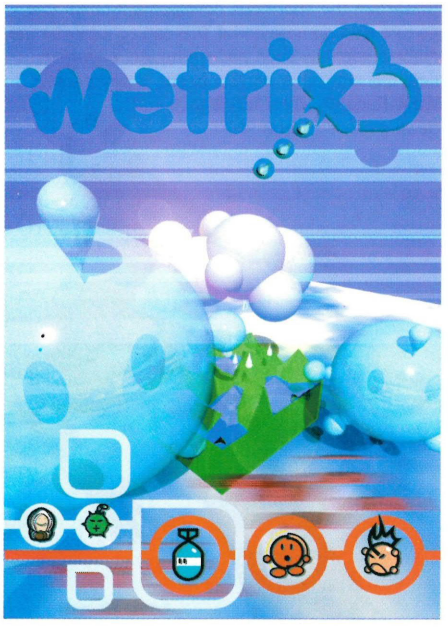
Take the greatest puzzle game ever, stick it in 3D and add bucketloads of water. Hang on... Tetris with water? We just had to find out what was going on here!

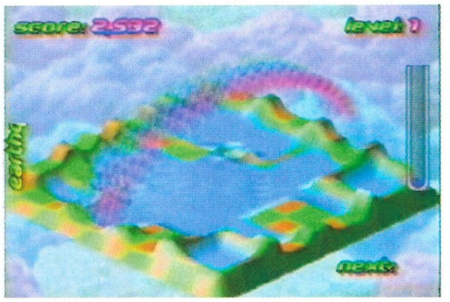
And as luck would have it the game is being developed up here in sunny Manchester by local developers Zed Two. Obviously the northern weather has had a huge influence on their ideas for games. So after a quick jaunt over to Manchester city centre we arrived in Zed Two's office to see what a soaking wet version of Tetris looks and plays like.

Playing with puddles

The game is based on the old classic puzzler Tetris (hence the name Wetrix!). Just in case you don't know, Tetris is an old game where you guide different shaped blocks and try to make horizontal lines.

In Wetrix the aim of the game is to guide the blocks into circular walls to form valleys. There are two types of blocks that either raise or lower the level of the ground (anyone out there played Populous?). Water blocks also fall and you try to guide these into the valleys where they slosh around as animated lakes. After you have collected water, sun blocks begin to fall. Drop these into the pools to evaporate, and remove the water. You score points by evaporating water, since if too much flows out of the valleys and off the side of the land, then it's game over.

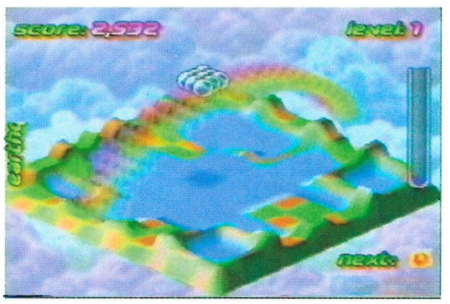




Sounds easy enough doesn't it? But like most puzzle games it quickly becomes fiendishly difficult. All you have to do is to catch water and then evaporate it. Simple! Well... no not really. Like Tetris the idea itself is deceptively simple, but the gameplay becomes increasingly frantic as you try to place blocks in good positions, and stop the H^2O from piling up.

You get nothing for a pair!

"Scoring seems to have disappeared so we thought it was time to bring it back," explained Zed Two's creative director, John Pickford. "We've used a lot of influence from the pinball method of scoring in the game." The way pinball machines work is that you get a score for everything you hit. But if you achieve certain goals (such as placing the ball up a ramp three times) the scores start to multiply. So you can start to achieve really ridiculous scores.



On Wetrix you score points by evaporating water, but if you build a huge dam of water a rainbow appears over it. The rainbow doubles everything you score. In addition, if you build really deep lakes, ducks will start to appear

You can see how colourful the game is from these shots. Notice the rainbows that appear over large pools of water. You evaporate the water with the fire block

Singin' in

Source(s):	Zed Two
Materials supplied:	Artwork, Screenshots, Development version
Extra information:	Zed Two Website (www.zedtwo.com)
Development location:	Sunny Manchester
Playable version:	Yes
Percentage complete:	About 80%
Estimated release date:	Feb 13 1998

the Rain

By **Mark Hattersley**

and your points will be multiplied. The aim is to get both rainbows and ducks together. Then points are doubled for the rainbow and multiplied by each duck giving you astronomically high scores.

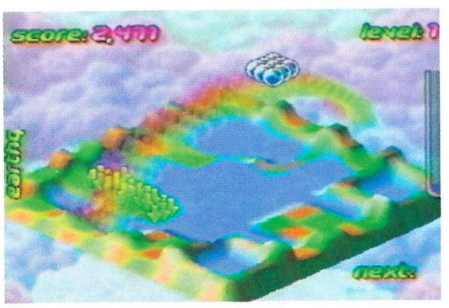
Let's have a water fight

The single player game was looking smooth and almost complete and an unfinished two player version of Wetrix was also up and running. Like the one player game the aim is to collect water and then evaporate it. Only now, evaporating water allows you to use special weapons against your opponent.

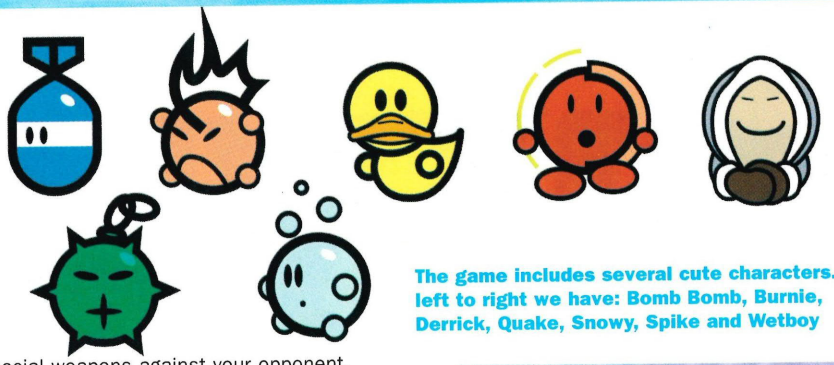
Another old idea has been revived – the special weapon power bar. What happens is that you can launch a weapon at any time. But each evaporation increases the power of your weapon allowing different attacks on your opponent. You start off with a water attack which is little more than a hindrance. Then as you move up you get a host of different attacks. Some of the ones I saw included ice, bombs and opponent-destroying earthquakes.

To stop the two player game spilling over into a real fight, both opponents start with the same pieces in the same order. "We had to make it fair," said John. "But what happens is that the faster player gets through the pieces quicker and gets to evaporate water and attack first." So in the two-player mode there is a real emphasis on speed. But the more you rush the more mistakes you make, so it becomes a battle of wits.

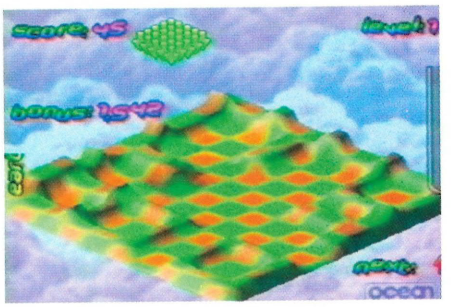
"We would like a four player version, but we'll have to see if it's possible" said John.



Right: The rainbow has appeared because of the water. You can also make out the block that lowers land to the left of the screen. When the meter on the right is full it's game over



The game includes several cute characters. From left to right we have: Bomb Bomb, Burnie, Derrick, Quake, Snowy, Spike and Wetboy



Nevertheless the two player game is a lot of fun and after you get used to the game then the tactics really begin.

Heavy clouds but no rain

The Zed Two development team was in good spirits the day we went to visit. The reason? They had just been given an official developers licence by Nintendo. This licence was granted purely on the strength of Wetrix, which suitably impressed the big 'N' of Zed Two's blossoming development skills.

Wetrix should be out on February 13. You can rest assured that as soon as the game is finished we'll be getting our grubby mitts on a copy to review for you ●

Electronic surfing

You can check out more information about Wetrix on the Zed Two website on www.zedtwo.com

Preview: Virtual Hiryu

Okay, so the name doesn't exactly trip off the tongue, but how many English-named games can

Hiryu no evil, see no evil

By **Alex Lee**

Hiryu no Ken, the distinguished fighting game series first came to prominence on the 16bit SNES. Thankfully, publisher and developer Culture Brain, the company responsible for classics such as Kung Fu Heroes, Little Ninja Brothers and the Flying Dragon series, has listened to the demands of the 64bit gamer and is currently working on an N64 version which resembles Tekken 2 and Virtua Fighter 2 in terms of both graphical style and gameplay.

It runs at 60 frames per second with convincing, chunky 3D characters. The smooth animation, highly detailed texture-mapping and light-sourcing effects make this potentially the most visually stunning beat'em-up for the N64. When the final version appears there will be 14 fighters available, with five of them being updated from the past 2D series, including roguish Ryuhi and menacing Minmin.

Fighting game fans from the days of the 8bit NES and 16bit SNES will no doubt remember the fighting/action game Hiryu No Ken and developer/publisher Culture Brain with great fondness. Hiryu No Ken, for the non-import fan's benefit, was also known as Golden Fighter.

Culture Brain looks to be making the daunting jump to the N64 with the confidence of an on-form Jonathan Edwards with this release which leaves the 2D arenas of Golden Fighter behind. Their new game brings us brand new 3D rendered playgrounds that shine with arcade quality. The development team has certainly been doing its homework, steadfastly avoiding the '2D masquerading as 3D' style of versus beat'em-up that has so far plagued the N64 in the shape of Killer Instinct Gold and Mortal Kombat Trilogy.

Culture Brain claims that 1,000 texture mapped polygons are used for each of the game's 15 pugilists. From the looks of it, this boast could easily be a statement of fact. The detail of the scenarios also serve as an attractive backdrop to the carnage and designer violence in the forefront.

Hiryu No Ken (HNK) obviously looks great, but praise must also be given to the animation

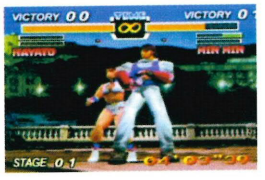
No Ken

Source(s):	The Internet
Materials supplied:	Valuable textual info & screenshots
Extra information:	None
Development location:	Japan
Playable version:	Yes
Percentage complete:	70%
Estimated release date:	Spring (Japan only)

Japanese people pronounce?

The scrappers look as big and hard as any other new arcade fighting game cast

Ryuhi is Virtual Hiryu No Ken's answer to Street Fighter II's Ryu. Min Min, however, is more of a Chun Li

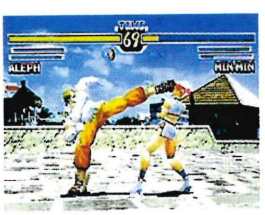


quality. The motions and moves of the fighters are fluid and flow beautifully. Explosive Tekken-style sparks, glowing illumination and rings of power are the order of the day when you smack or kick someone with extra force. Ryuhi, for example, can kick with a fiery explosion that causes a boiling crimson cloud to erupt in his local vicinity. Ryuhi, incidentally, is HNK's answer to Street Fighter II's Ryu. He is the lead protagonist/antagonist and has been featured in all of the Hiryu No Ken incarnations since the 8bit NES era.

The latest Hiryu No Ken game follows the convention set by the previous ones in that Culture Brain has once again enhanced the gameplay by giving each fighter an Achilles heel. If you are able to find the relevant vulnerable body part, the character loses a lot of his hit points and/or hits the deck immediately. When the pagga reaches boiling point however, it is doubtful that you would have time to search out a soft spot when your opponent is charging at you with hatred in their eyes.

It has to be said that in an already crowded fighting game market, Culture Brain should make quite an impact with its first N64 beat'em-up. The cart should attract a sizeable fan base with its two types of gameplay style. First up is the real mode, which is what you'd expect from all versus beat'em-ups. You just go ahead and have a serious row. The alternative is the super deformed mode which features comical gameplay and deformed characters. In the game, you can obtain more than 150 items which enhance your character's ability. You can then save them on a controller pak and swap them with your friends - if you're feeling particularly obliging. HNK is rumble pak compatible as well.

Now for the bad news. There may not be a PAL version. Apparently super-deformed characters don't seem to be a big hit with British and US publishers which seems a bit of a shame - where's your sense of humour? The chances are you'll have to search this one out on Japanese import if you want to experience HNK in its full gory glory ●

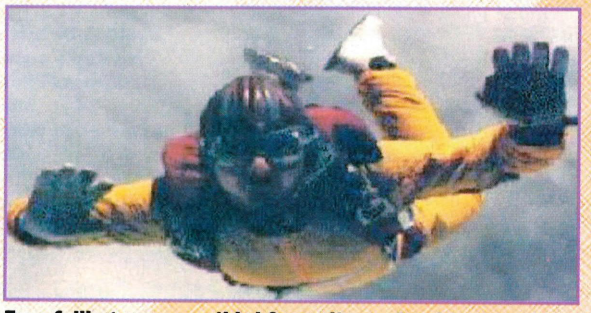


Feature:

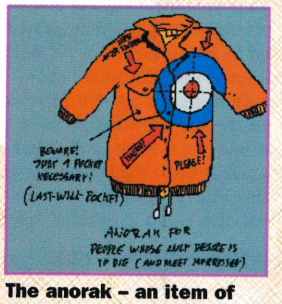
Q&A... Q&A... Our Survey Said....

By **Alex Lee**

Here's the results of the survey we printed in issue one

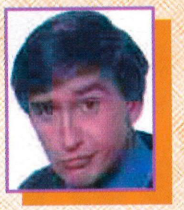


Free falling was your third favourite mode of transport on your way to the shop to buy N64 Pro



The anorak – an item of clothing not worn by any of N64 Pro's readers

A... Q&A... Q&A.



Where bought
Major retailers 35%
Small newsagent. 53%
Games retail. 12%
Mode of transport to shop to buy N64 Pro?
Car 55%
Bus 42%
Free fall 2%
Levitation 1%
Quality
Much better 36%
Better 42%
Same as other mags 19%
Not as good as other mags 3%

Ratings

News
Liked 85.5%

Intro
Liked 57.7%

Competition
Liked 68.8%

Pro tips
Liked 81.8%

Pro guides
Liked 76.8%

Round yours
Liked 45.5%
Not bothered 39%

SNES
Liked 14.5%
Not bothered 63.6%

Extreme G
Liked 75.5%

NBA HangTime
Liked 31.4%

GoldenEye
Liked 89.5%

BlastCorps
Liked 74.1%

FIFA v ISS
Liked 66.8%

StarFox
Liked 82.7%

Mario Kart
Liked 76.8%

Wave Race
Liked 68.6%

Mario
Liked 73.1%

Shadows
Liked 49.54%
Not bothered 40.5%

Killer Inst
Liked 40%
Not bothered 43.6%

PilotWings
Liked 55.5%
Not bothered 27.7%

WCW v NWO
Liked 38%
Not bothered 41.3%

Silicon Valley
Liked 51.3%
Not bothered 32%

Zelda
Liked 75.5%

A-Z Reviews
Liked 76%

Comments
30% wanted less of **Round Yours**
26% wanted less **Interviews**
Main item you want more of was **cheats and tips (64.5%)**, followed by **news (61.4%)** and **previews (60.5%)**, then came **reviews (58.6%)** and **competitions (54.1%)**

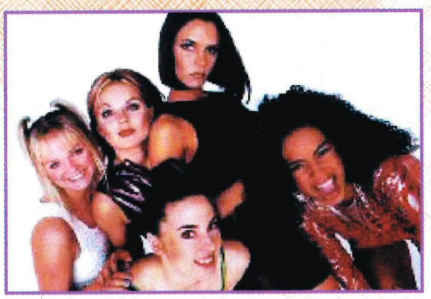
Freebies
92% wanted a video again, **63.6%** wanted cheat books with posters being the next popular at **37.7%**

VFM
77.7% said N64 Pro was value for money

Other mags
32.3% of you read the Official Nintendo mag every issue, with another **15.5%** reading it most issues and a further **15%** reading it occasionally

28.6% read N64 magazine every issue, with another **18.2%** reading it most issues and a further **15.5%** reading it occasionally

Do you show your N64 Pro to your friends?
31.3% . . . . . let another read it
33.6% . . . . . share with two others
16.4% . . . . . share with three others
18.6% . . . . . let four or more read it
95% . . . . . will keep it for reference



The Spice Girls – no talent, can't sing, but they look nice (apart from Sporty)

Other consoles
SNES/Super Famicon 43.1%
Gameboy. 40.5%
UK N64. . . . . 74.1%
N64 US. 6.3%
N64 Jap 2.27%
PI**Station 17.7%
PC 26.3%

42% will continue to buy software for other console/machine

Who is the sexiest newsreader?
Kirsty Young (Channel 5) 90%
Simone Bienne (ITV) 5%
Moira Stewart (BBC1) 5%

How many games do you own?
1-2 . . . . . 11%
3-5 . . . . . 35%
6-9 . . . . . 40%

How many games do you intend buying?
1-2 . . . . . 12%
3-5 . . . . . 60%
6-9 . . . . . 18%

How often do you buy games?
Monthly 18%
Bi-Monthly 27%
Quarterly 29%
Six Months. 19%

What is the most hyped pop group ever?
Spice Girls 98%
Bros 1%
Take That. 1%

How old are you?
Under 15 . . . . . 18%
15-19 . . . . . 38%
20-24 . . . . . 14%
25-29 . . . . . 11%
30-39 . . . . . 15%
40+. 4%

What is your employment status?
Full-time work 15%
Part-time work 7%
Student 13%
At school 62%
Retired 1%
Other. 2%

Favourite chat show host?
Alan Partridge. 100%

What is your income?
Those who are working generally get more money than us. We'll leave it there, shall we?

Preview: Holy Magic

The RPG war is well and truly on. Zelda: The Ocarina Of Time, Ganbare Goemon and now Holy Magic

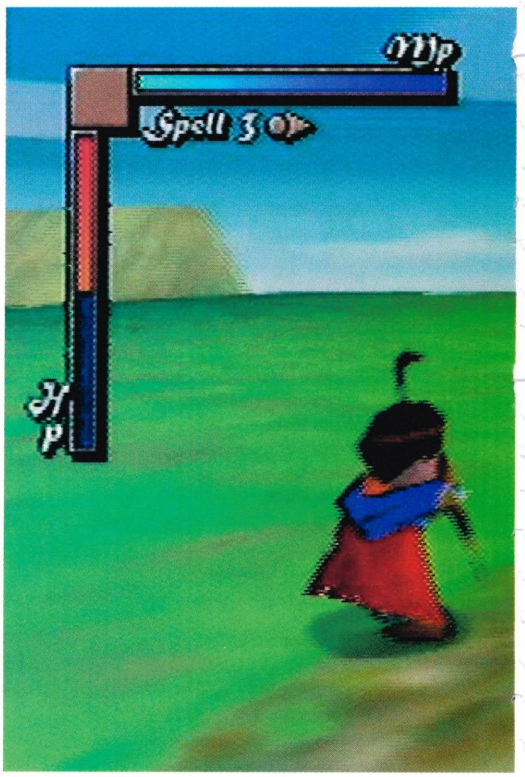
Holy Magic Century Batman!

By **Alex Lee**

The definition of holy, magic and century are as follows – Holy: Consecrated, sacred; belonging to, devoted to, God; of high moral or spiritual excellence. Magic: (Of) the supposed art of influencing course of events by occult control of nature or of spirits. Century: (Period of) 100 years, esp. reckoned from birth of Christ. So what are we to deduce from the rather grandiose-sounding title of Konami's forthcoming N64 RPG? Will it be all Godly? Will it somehow influence our lives by evoking the power of something beyond the control of us mere mortals? Or will it simply take 100 years to complete?

The answer is simply, 'None of the above.' Konami's Holy Magic Century (HMC) is an RPG which unfortunately looks like clashing with the European release of Nintendo's eagerly awaited Zelda 64 in spring. Which is a bit of a shame,

The game looks like a twisted nursery rhyme, with wolves blowing in and little pigs swelling out



Century

Source(s):	Konami's PR department, the Internet
Materials supplied:	Screenshots
Extra information:	Press release
Development location:	Japan
Playable version:	No
Percentage complete:	70%
Estimated release date:	Spring

Century are about to cast their spells on the wonderful world of the N64

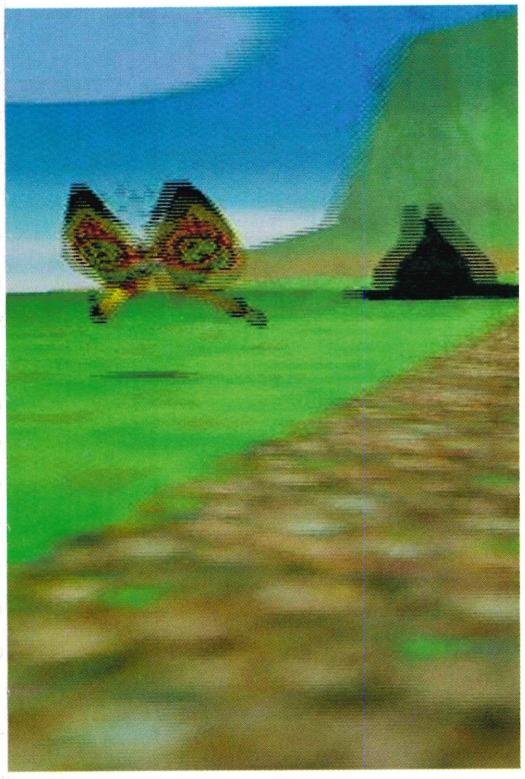
because it seems like a charming game, featuring a highly detailed world with some truly beautiful locations, three superbly designed characters to control, and an intricate magic system. The only potential problem is the size of the gaming world, as all the rooms and buildings are true 3D (unlike Zelda, which has a fixed camera angle for some of the rooms' interiors in order to save valuable cart space).

HMC is being developed by the Japanese company Imagineer, of whom we've been hearing a lot lately due to its involvement with the likes of Snow Speeder 64, Dynamite Soccer, Mah Jong Diary Classic, MRC, Pro Baseball King and Sim City 2000. Needless to say, with a pedigree such as this, Konami has had to fight off stiff competition from other publishers to secure the exclusive rights to publish the title in Europe on the game's sole format, the N64.

Imagineer settled on Konami as its partner after consideration of Konami's proud heritage and continuing success in the European market. Holy Magic Century will be one of the first role playing games for the machine following closely on the heels of Konami's own Goemon title (previewed last month).

Set in a semi-mystical medieval European kingdom, Holy Magic Century follows the tale of a young apprentice wizard and his two companions as they search the realm of Highland for three mystical swords. The Pope of Highland has despatched the group on this vital mission as the swords were once used to banish an evil force which has risen once more.

Little red riding hood continues on her merry way after slaying the wolf and using his head as a hat

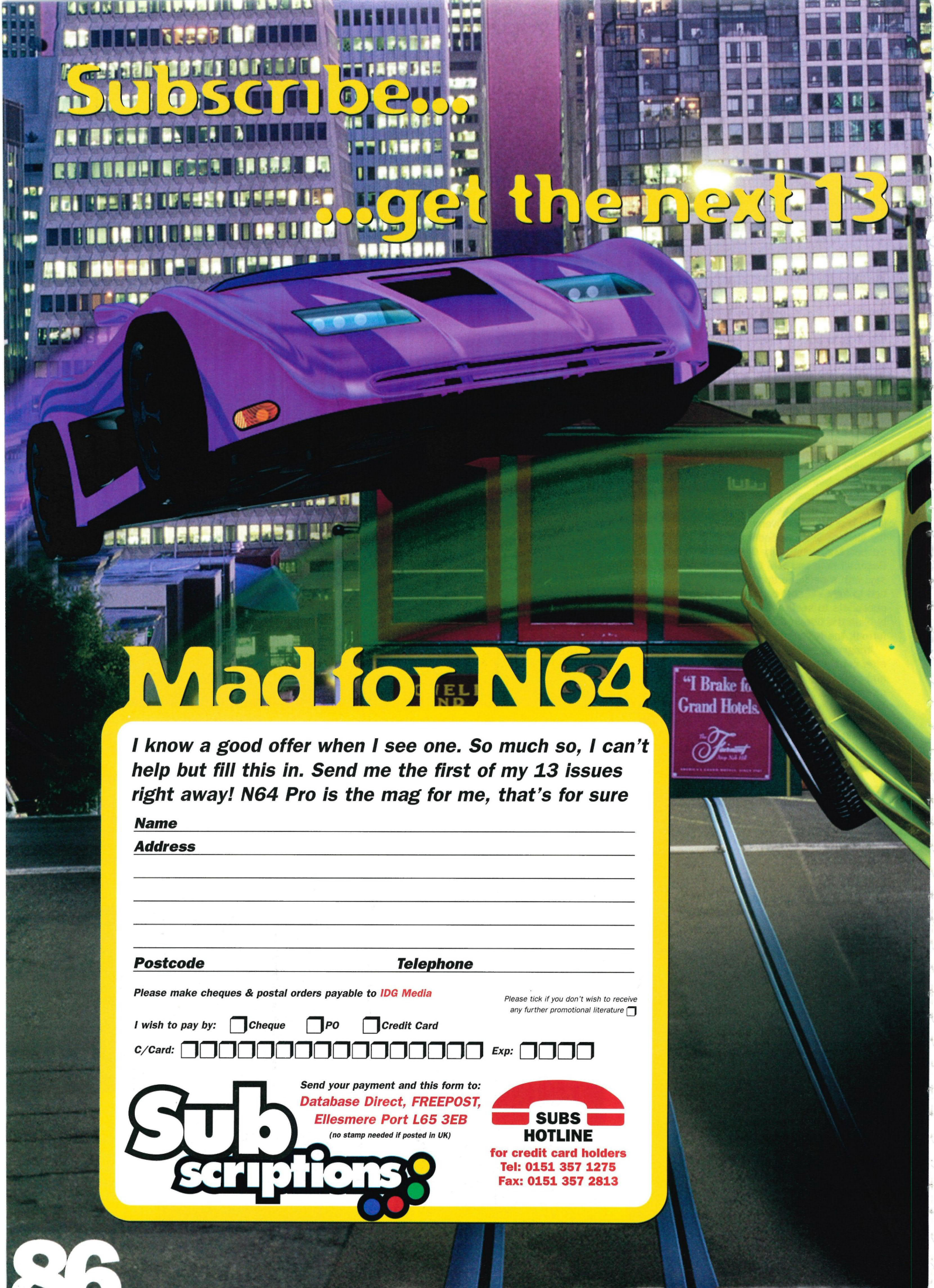


As the apprentice wizard, the player's task will be to find the artefacts whilst mastering control of the four elemental powers - earth, wind, fire and water – to gain magnificent and spectacular magic abilities. Pitted against the unlikely heroes is a dark magician, Larva, who has unleashed the evil force on the land. He plans to take control using a magical army of monsters which breed and empower themselves by feeding on man's seven deadly sins.

"We're pleased and excited to have signed this deal with Imagineer," said the unfortunately named Kunio Neo, head of Konami's European Consumer Business. "We knew as soon as we saw the sample version, that this game was going to be big. Now, by combining the technical skills of Imagineer and the professional skills of Konami's European marketing team, Holy Magic Century will become one of the most successful N64 titles released."

Confident words indeed, and with possibly the grandest name of any console game ever, Holy Magic Century has a lot to live up to. N64 Pro will be the first to bring you the PAL review and you can rely on it being magic, although it won't be particularly holy nor will it take 100 years to read ●

Our hero loves the wild woods of Cumbria, but swimming in the Sellerfield outflow pipe has left him with a porridge-filled glow



I know a good offer when I see one. So much so, I can't help but fill this in. Send me the first of my 13 issues right away! N64 Pro is the mag for me, that's for sure

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Peripheral Vision 2

The recent influx of driving games on the N64 has prompted several companies to release steering wheels all aimed at getting the most from your race games. We thought Noely was the ideal man to have in the drivers seat since he doesn't have a car and hasn't passed his test yet. Doh! So join him as he takes you on a test drive through the winners and losers of N64 wheels

Pro Rating 5/5

Top Gear - Logic 3

SpectraVideo (0181) 900 0024

The Top Gear is another three-in-one steering wheel (compatible with the N64, PSX or Saturn). At £69.99 it represents exceptionally good value, especially if you have more than one of the above consoles.

Unlike the other wheels featured here, this one has a gear shift stick. This is a digital stick and although its microswitches are a little noisy it works particularly well. The pedals are reasonably sturdy, although as with all of them they're a little light.

The Top Gear's unique feature is the way you are able to reconfigure the wheel to suit your needs. It's possible to relocate any of the buttons from the wheel to the stick and pedals. Although quite bizarrely, I found it unable to find a reverse function on Top Gear Rally, purely because of that game's strange system of pressing accelerate and down on the control stick. However, I doubt whether this will be a problem on any other racing game.

Another smart feature of the Top Gear wheel is the fact that it is rumble pak compatible. Although this rumble is less subtle than usual, it works surprisingly well on games such as Top Gear and MRC. The wheel itself has a rather lightweight feel to it, although I imagine it would need to be like this for the rumble pak to take effect. In any case, prolonged use and much frantic wrenching of the wheel proved it to be as sturdy as any of the others.

The Top Gear also has a PVC leather look steering wheel cover which, though nothing more than a gimmick, is bound to impress the chicks.

Of all the wheels I tried, the Top Gear was the one I most preferred. If I was going to buy a wheel I'd go for a three-in-one, and of all those the Top Gear is the best, the easiest to configure, the one that most smacks of quality and ultimately the one I'd lash the cash on.

And because we've been so impressed by the Top Gear we've sorted out a few to give away to lucky N64 Pro readers who want to sample that realistic driving experience.

What is the connection between Siouxsie and the Banshees and Absolutely Fabulous, Julie Driscoll, Brian Auger and the Holy Trinity?
Answers on a postcatrd to ***Top Gear Compo*** *at the usual address by no later than January 31st*

Per4mer Turbo Wheel - Platinum Sound

SC&T Europe 01705 200700

This wheel is the cheapest wheel and to be honest it really is the pauper of the bunch in most respects. It looks....well I'll be kind and say less impressive looking than the rest (ugly is a little too strong a word). It has a couple of dials on the wheel unit which are essentially just stickers of a speedometer and rev counter.

There are only four buttons mounted on the actual wheel itself with a further five mounted on the base unit (or dashboard). This makes steering with two hands and switching to these buttons a little tricky.

However, the wheels on this unit are so lightweight (resulting in them sliding about a lot) that I preferred using just the wheel itself and a couple of the buttons to accelerate and brake rather than attempt the pedals.

Another criticism of the Per4mer is that the turning circle of the wheel is far too tight. The wheel can only be turned about 30 degrees either way and there is no option to alter the sensitivity of the wheel.

This is far from the best model I tried, but even so it's not a bad wheel and if cash is an issue then at £50 it might be worth a look.

LX4 Steering Wheel - Gamester LMP

LMP (01992) 503 133

This wheel is the standard wheel with a design as seen in the Mad Katz for the PI**station.

It's a reasonably sturdy unit, as are the buttons. The wheel is robust and has quite a wide turning circle. It's also got a D-pad on the wheel which is handy.

The LX4 also has a Formula 1 style gear lever underneath the wheel (on the right hand side only) that is quite novel, even if it feels extremely flimsy and lightweight.

All in all this is sturdily built and functional wheel, but at £79.99 it's a tad over priced.

VRF1 X-Cellerator - Fire Int

Fire Int (01302) 321 905

The VRF1 X-Cellerator is a three-in-one steering wheel and pedals device from Fire International's Blaze Range. The three-in-one refers to the fact that it is compatible with the N64, PSX, and Saturn, although why anyone would want to play on the latter two inferior machines is beyond us.

The VRF1 is a semi-circular wheel made of a light grey plastic. Among its features are an adjustable steering column that can be tilted and then locked into place in one of three preferred angles.
The lowest angle is particularly comfortable, allowing you to still see over the wheel on the desk unlike the V3. The wheel unit also has suckers on the base to enable you to attach it firmly in place.

The foot pedal unit was a little flimsy in comparison to the V3 and the Top Gear, but nowhere near as fly away as the Per4mer pedal unit. At £69.99 this represents a fairly good buy.

V3 Steering Wheel - InterAct

InterAct (01204) 862 026

The V3 is a steering wheel solely for use on the N64 (though versions are available for other game consoles).

The V3 has an adjustable steering column which allows you to tilt the wheel to one of three angles, although the lowest one doesn't tilt down nearly far enough for my liking. This means that if you are using the V3 on a desk, you end up peering over it like some infant playing in their parents' car. Rather bizarrely though this wheel has been designed with the option of allowing you to secure it beneath your legs. Although this does work, it's so ridiculous looking as to make it fairly unlikely that you'll use it in this way.

Mounted on the centre of the wheel is a D-pad which is helpful for navigating options menus and the like. The wheel also has a button that allows you to alter the steering wheel sensitivity to suit.

The V3 is a pretty good purchase. It has a sturdy feel and represents reasonably good value at £79.99. It's certainly among the best of the bunch.

Pro post Feed

Write to: N64 PRO, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE or email: alexl@idg.co.uk

Welcome to your very own Feedback pages where you can have a rant and a rave about any topic under the sun. There's a Spook peripheral for the sender of the letter of the month. So what are you waiting for? Put pen to paper now! ***ALEX***

Quality v Quantity – Letter of the Month

I have never written to a games magazine before, but after being told that you don't accept telephone calls from readers, I felt it necessary to put bubblejet printer to paper and air my views. The first comment I have is that your publication is certainly the best of its kind today. As a long-standing (and current) PI**Station gamer, I feel overwhelmed by the avalanche of badly written, ill-informed tripe which masquerades as this machine's press. I am more than aware that there is an increasing amount of competition for coverage on the N64, but if you keep up the good work (and do not have 'coming in 2005 on import only' previews/reviews), hopefully your mag will not fall into the same traps.

To set the scene, I have owned literally every games machine since the Commodore 64, but I can honestly say that after first plugging in my N64, I have not looked back. The evolution in gameplay from my rusty old PI**Station to my shiny new machine can be likened to what I experienced when moving from my SNES to my PI**Station, i.e. awe inspiring!

The N64 is still very much a fledgling machine in this country, with the understandable initial drought of software constantly being attacked by the editorials of rival machines' popular press. It must be remembered, however, that the PI**Station had very little software available of any quality during its first year and was plagued by chronic slippages (I remember this frustration very clearly, being one of the original owners).

I suppose the point I am trying to make is that N64 owners should not worry about this apparent lack of software, because Nintendo seem to have it right with their quality control policy. Even now, the N64 has arguably a similar number of 'must have' titles in its collection with more to follow.

I feel, however, that for the N64 to really make its mark, Nintendo must change its attitudes to UK gamers, specifically its target audience. I am a 25 year old financial adviser, earning the sort of money that puts me in the category Sony wisely decided would be more beneficial than the traditional user base of 12-16 year old boys. Young adults cannot earn enough to be able to afford the 'game a month' attitude older gamers can justify (birthdays and Christmas come but once a year).

If Nintendo could produce games of the quality we have seen so far, but with a slightly more 'gritty' feel (imagine what G-Police/Colony Wars would look and play like), this could tip the scales well and truly in their favour. Another unfortunate by-product of this corporate standpoint is that we always get the short straw with releases (dates and whether they come out in this country at all). Possibly the 12-16 group can accept bad service, but older gamers can really get quite frustrated!

Please do not get me wrong, I love my N64 and feel I will have it for a very long time, but to make me very happy, I would like two versions of Banjo-Kazooie - one with fluffy cuddly animals and another 'in the style of' GoldenEye.

PS I loved 'Round Yours. You lot can come round my place any time. Reason - I drink too much beer, smoke too many fags and spend too much time playing games.

Philip Kelly, Sutton

N64 PRO: Yes. I've long since lost count of the number of times I've told people to invest in an N64 and they've replied, 'There aren't many games for it are there?' So what? How many games do you want? Not many people can afford to buy more than one cart a month, so as long as decent games continue to come out there'll always be at least 'one more' cart that you haven't yet bought. As you rightly said, at the beginning of any console's life span there tends to be only a small number of worthwhile purchases. Undeniably, the PI Station has over 250 official games to choose from, but only about a dozen classics. The N64 has, at the time of writing, less than 40 official games to pick from, but already there are at least 12 that can be instantly deemed 'essential games for your N64.'**

Your comment regarding Nintendo's target audience is spot on. The console is almost as much part of the furniture as a TV or video for so many of us these days. If only more of us 'mature' gamers could admit to being N64 players, then maybe Nintendo would upwardly re-jig their marketing strategy. What I want to know is what's that 'man on the moon' ad all about?

Oh it works

During your first issue you wrote that in ISS 64 there was not a way to definitely score. However there is. If you pass the ball into the box and get one of your players to run up to the six yard line and when the keeper comes out keep on running and then shoot. This is a sure way to score against almost every goalkeeper (except the Brazilian level five keeper).

On Mario Kart 64, on Wario Stadium at the very start on the first bump, run into the wall and press jump. This will make you skip half the course! Now from there turn and run into the wall behind the finishing line and press jump. This will cause your kart to skip the other half of the track meaning you can do laps in 10 seconds or less.

Philip Creed, Newcastle

N64 PRO: I've got some idea of what you're on about in ISS 64, but you'll find that any half decent human opponent will wise up to this move straight away, thus forcing you to try other methods. Cheers for the Mario Kart tip, though.

'Mario Kart is Rubbish' Shocker

Brilliant first issue. I thought the video was well good. GoldenEye and Extreme G look amazing. As for Clayfighters, I don't think it was worth the play DOH! (as in true Homer fashion) it was made with. I have a couple of questions for you:

1) When you review a game, you get a reader to review the game as well (good idea) will you always ask the people from 'Round Yours to do the review or was it just because it was the first issue of N64 Pro?

2) Will there ever be a good fighting game like Tekken 2, Street Fighter Alpha 2, Marvel Super Heroes (worth buying a Saturn for the last two)

Back

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or will they be shit wannabes like KIG and MK3.

You will probably like to string me up by my testicles for what I'm about to say, but I don't think Mario Kart is as good as everybody says. But let me finish before you condemn me forever, the background graphics are brill and the sound is excellent, but why do the karts look so pixelly and blurry and when you get a trophy the camera spins around them and they jerk more than a 13 year old who's just found his Dad's porno stash. Anyway, good mag. Keep it up.

PS More pictures of birds please (Louise, Carmen Electra to name but a few).

PPS Is it me or does everybody else's joypads dog up with shit in the stick bit? I've had two joypads that have done that to me now and they're both unplayable as they scrape and are unresponsive.

PPPS Keep the subheadings and I love the 'Round Yours. Hope to be filling in the form with the next issue. Keep the A-Z please.

G M, Colne, Lancs

N64 Pro: 1) You're right, although it's obviously easier for us to get opinions from the people partaking in 'Round Yours as they needn't come to the office to sample the games.

2) Yes! Mace: The Dark Age although not fantastic is certainly 'good.' Better than the games you mentioned anyway.

Mario Kart is a fine game, although the random bonus element goes a long way to ruining the skill factor in the multi player options and that's why we didn't go completely overboard when we marked it. When relevant, we will use pictures of 'birds' to spice up the pages. As for your joypad problem, we've noticed this as well, although the analogue controller hasn't suffered in terms of responsiveness. The A-Z and the subheads in reviews will stay and 'Round Yours will make a return shortly.

(Sic)

I want to talk you about your review of KI Gold. 41% my backside! In the review all you did was moan about it not being in 3D and that (sic) the fact that it's in 2D makes it crap. Not once did you tell us why you feel the gameplay is (in your sad opinion) poor. OK, so you said a bit about the combos 'getting in the way' but that's about it. The rest of the review was full of moanings (sic) about its looks.

Obviousley (sic), the ridiculous 41% came from the fact that you think the gameplay stinks. Sad saps! The reason why people including you slag KI Gold off, is because they find it hard. They prefer the SF/MK style where you can learn everything just by reading the manuel (sic) and get a flash combo just by bashing the buttons. They are not used to gameplay which requires skill and dedication to master. In short, you only slag KI Gold off because your (sic) pants at it!

You got your arse kicked by the computer, you couldn't do a decent combo to save your life so you ran away screaming 'crap game' afterwards. People like you have clearly not played the game long enough to see that it is good. You found that it was hard to get a good combo at first and then you just wimped away. So people who slag off KI Gold are just wimps! I rest my case.

Daniel Faltor, no address supplied

N64 Pro: It wasn't a case of 'wimping away' because the combos were too hard, it was a case of the game relying far too hard on combos for entertainment value. Whether I'm any good at it or not makes no difference whatsoever – a few hours' gameplay was quite enough for me. Had it excited me in any way I would have played it a lot more obviously. I'm excellent at ISS 64 and I like it, although I'm only average at PilotWings and Mario 64 yet I like them equally. What I don't like are games which don't do the N64 or the buyer justice. Killer Instinct on the SNES – a 16bit console – was a better game. I just expect more from 64bit software. So long as you enjoy it and get your money's worth I'm happy. In my – and the rest of the team's (even the artists) – opinion it's poor value for money and a title that will soon be forgotten.

Suggestions

Congratulations on a brilliant first issue. N64 Pro is certainly one of the better magazines around and seems not to focus on the younger readers but on every N64 owner in the land.

I would just like to know what kind of new features you plan on using. Personally I think that you should get rid of the cheats and solution pages or at least cut down. I think that a Classified adverts page would be much more useful to the readers. They would then be able to reach thousands of other N64 owners to swap/sell/buy their Nintendo goods. It would give your readers a place to go when they need help/advice on games or their hardware. I hope that you will consider my suggestions and maybe print my letter.

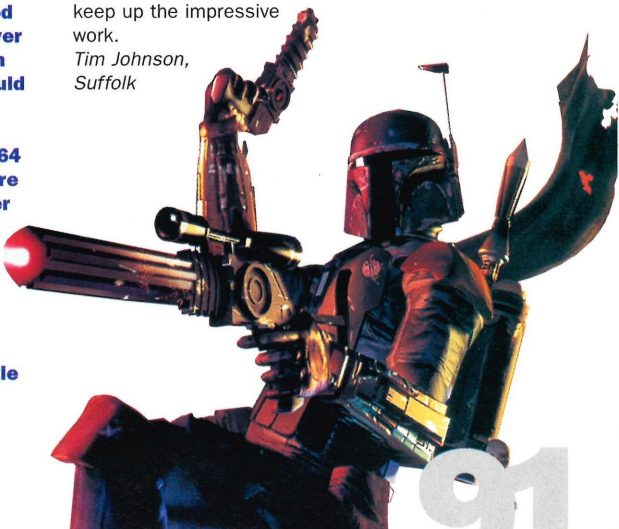
Robert Johnson, Coventry

N64 Pro: When the N64's been around for long enough, so there are more owners and more games on the market, then we'll run a Classified ads page along the lines you suggested. It's a bit too early in the N64's life span to run such a feature just yet. The Feedback pages (i.e. these) are effectively Q&A pages already, although when we start getting the same sort of questions in over and over, which invariably happens, we'll devote a column within Feedback specifically for that.

Gorgeous Presentation

Congratulations on a stunning magazine, a great video, informative reviews, exciting previews, gorgeous presentation. Oh, I could go on forever. I will definitely continue to buy you each month. However, I have a firm point to make – Star Wars (SOTE) is a great game and though not up to the standards of the other launch titles, it thoroughly deserves the 78% star game status that N64 magazine gave it. Don't be so harsh! Anyway, keep up the impressive work.

Tim Johnson, Suffolk



Pro post

Feed Back

Generally, other N64 mags tend to mark higher than ourselves. One, two or all three of the following reasons could apply –
1) Their critical faculties aren't as honed to perfection as ours.
2) They've bowed under pressure from software houses to give them good marks in return for exclusives.
3) They simply can't differentiate between good and bad games.
Placed in its true context (i.e. within a mag that generally marks highly apart from when it gets an import game in, so there's no British software house PR rep to answer to) 78% is effectively no better a score than the 67% we gave it.

Stupidly Shafted

A good start with your new magazine. I thought the game reviews were spot-on in both layout and information given. I liked the use of small pictures with bits of info underneath. And the comments put in with the scoring were extremely interesting.

Please don't go down the 'full of cheats' road as it's what all your competitors do. And don't forget, not all of your readers will be teenagers. Being a thirty-something I should know, although I wasn't bright enough to wait for the price drop and felt stupidly shafted when it happened. And finally what a crap name Lylat Wars is. Surely to God they could have come up with a better name. Looking forward to issue 2.

PS What a fine piece of virtual totty inside the back page.
Mark Braham, Featherstone

To get N64 Pro just right, we undertook extensive (and expensive) research, asking gamers of all ages what would appeal to them in a new console magazine. If we ever get anything badly wrong, tell us straight away and we'll do something about it. As stated in issue one, it's your magazine.

Bargain!

Thanks for your video and mag. I went out the same week and bought an N64 with Super Mario and Mario Kart. Me and my wife and our three teenagers love both games. I also think your first issue was a bargain at the price. The video will give many people an insight to how good N64 games are. The contents in your mag are just as good. Could you please answer a few questions?
1) Will there be any tips or players' guides for Mario Kart and Mario World?
2) Do you require two memory cards for two control pads?
P.S. Look forward to your next issue.
A. Dodd, Ashton-under-Lyne

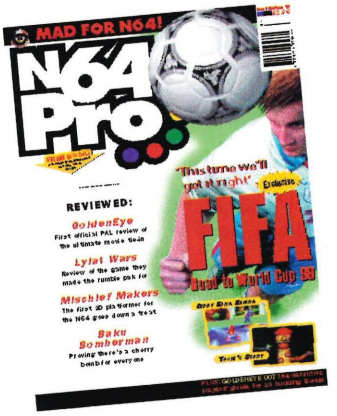
Last month's tips book featured Mario Kart and Mario World. We'll print more hints, tips and cheats for the two titles as and when we uncover them. You don't require two memory cards for two joypads. At least not yet.

Correspondence from a Convert

As soon as I saw your mag resting on the shelf of my local newsagent's I knew it was going to be good. This is not just because of the free video but as a former PI**Station owner I used to read PlayStation Pro. All 13 copies I have in my possession (you could go as far as saying I was an avid fan) because it was the best PI**Station mag money could buy.

But now I have gone up a step and acquired an N64 and sadly had to look on the market for a new mag to guide me through the new range of up and coming games. This new mag is just as thorough as the PI**Station version and I assure you that many people will write in and tell you this. I shall buy your mag as long as I have an N64 and shall enjoy every issue.

By the way I am not trying to suck up. I just feel that you provide a valuable service to N64 games players with your honest reviews and



scores. Thanks for taking the time to read this poor excuse for a letter.
PS Is the new Zelda 64 any good?
Dave Sayer, Slough

Like yourself, we've graduated from the PlayStation to the N64 and are more than glad to have made the transition from the 32bit era to the 64bit age. Yes, Zelda 64 will be incredible when it's finally released in the spring.

Is 18 enough?

Although the N64 surpasses the PI**Station on graphics, speed etc, the PI**Station does have some great software notably Resident Evil, Street Fighter Ex, Tomb Raider plus one or two others and I think the continual slagging off as seen in other mags should not be repeated in N64 Pro. No, I am not a PI**Station owner but I think that the more competition there is for Nintendo the harder they will have to try and keep us gamers loyal, resulting in price cuts, more top games and hardware.

Oh I forgot, the reason I wrote is to ask whether 18 levels is really enough for GoldenEye? I for one don't want to pay £60 and complete it in a couple of days like I did with Shadows of the Empire. Is there a decent challenge or should I stick to Doom?
Craig Melia, Bingley

I'm sure you welcomed the news that the N64 has dropped to £100 and the games to £50 as warmly as we did. As far as the Doom v GoldenEye debate is concerned, there's no contest. GoldenEye's 18 levels are enough for any gamer. There are actually 20 levels in all if you hammer your way through the three difficulty settings and obviously the multi player option adds to the enjoyment and longevity. Doom is a decent game, but it just doesn't have the same variety.

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Key to identifying those OTHER mags:

N64 = N64 Magazine
64 = 64 Magazine
NIN = Official Nintendo Magazine
TOT = Total 64 Magazine

The ultimate guide

Here is our complete list of those carts we think are worthy of your hard earned beer money. If the game has had an official release or if you're likely to buy an imported cart from that dodgy bloke down the market, then you'll find a rating here. Not just our rating, no sir, we include the ratings from the other magazines as well. You only ever need one magazine, and that's N64 Pro! **Mark**

THE STAMP OF APPROVAL

There are many high quality games on the N64, but only the best of the best receive the N64 Pro Stamp of Approval. Throughout the A-Z you will see games inside a box like this with a boot stamp symbol. That's just our way of telling you that a game's completely knocked us over and in our opinion is an essential purchase.

BLAST CORPS

Nintendo UK Out Now Our Rating 89% N64 88% 64 88% NIN 87% TOT 89%

Wanton destruction on a truly 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.

BAKU BOMBERMAN 64

UK Out Now Our Rating 73% N64 N/A 64 N/A NIN N/A TOT 75%

Bomberman returns in an all new N64 outing. The usual multi player bomb-based mayhem has lost its way in the conversion to 3D. There is now an adventure game similar to Mario included. 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 TOT 59%

An accurate conversion of a monumentally dull driving game. Thankfully it looks as though Cruis'n USA may never make these shores. Let's hope the sequel is infinitely better than this old clapped-out banger of a racing game.

DARK RIFT

Vic Tokai IMP UK TBA Our Rating 71% N64 72% 64 88% NIN N/A TOT 84%

As beat'em-ups go this looks the part. However, dull and uninteresting gameplay means that Dark Rift is unlikely to entertain you for any length of time. N64 owners are going to have to wait a little longer for their definitive beat'em-up.

Multi player frolics in Bomberman

DOOM 64

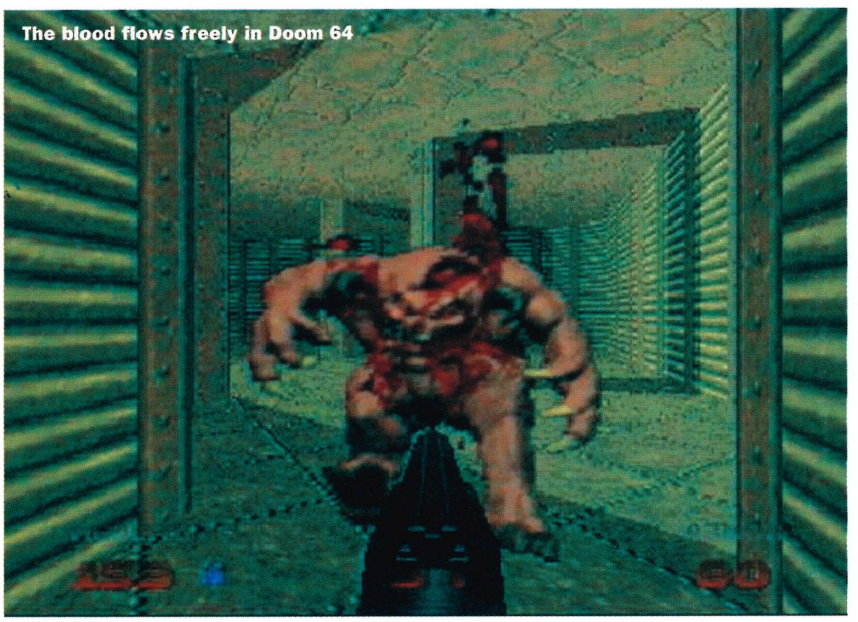
GT Interactive UK Out Now Our Rating 71% N64 80% 64 81% NIN 85% TOT 92%

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,

EXTREME G

Konami UK Out Now Our Rating 91% N64 N/A 64 91% NIN N/A TOT 94%

Race futuristic bikes in this blindingly fast racing game. It's certainly no slacker and is the fastest racing game we've ever seen. On the rare occasions it slows down you notice that the graphics are visually amazing. Complete with four player racing and battle modes, Extreme G is well worth the stamp of approval.


The blood flows freely in Doom 64

and despite redesigned levels this is just the same old, same old. The game also lost a lot of marks for lacking a multi player option. Get GoldenEye or wait for Duke Nukem instead.

F1 POLE POSITION

Ubi Soft UK Out Now Our Rating 70% N64 71% 64 N/A NIN 75% TOT 80%

An average racing game that looks as though it was rushed through 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 a lack of 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 67% TOT 76%

A tired GM Vauxhall conference-like attempt at emulating our beautiful game. We showed FIFA a red card long before its

to N64 Gaming

Robot Marina in Mischief Makers

infinitely superior substitute ISS 64 showed up to replace it. Don't be daft, buy ISS 64 instead.

GOEMAN 5

Konami IMP UK TBA Our Rating N/A N64 N/A 64 70% NIN N/A TOT 89%

Carrying on the great tradition of the original Goeman series on the SNES, this retains a very Japanese-style and sense of humour. This time round your character is controlled in a fully 3D world. Comparisons with Mario 64 are inevitable, although the action RPG nature of the game make it similar in style to the Zelda series. Difficult to play (though not impossible), due to the Japanese text, so it may be worth hanging on for an English-language version if one ever emerges.

GOLDENEYE 007

Nintendo UK Out Now Our Rating 94% N64 94% 64 96% NIN N/A TOT 98%

Turok meets Virtua Cop meets James Bond in a superb film tie-in that's one of the best first-person perspective Doom-style games ever made. It's addictive, challenging, action packed and wonderfully faithful to the movie. After a particularly lean spell GoldenEye arrives and restores faith in worried N64 owners. You must own this game.

Sharp shooting in GoldenEye

HEXEN

GT Interactive UK Out Now Our Rating 66% N64 69% 64 N/A NIN 60% TOT 63%

I doubt whether you bought your N64 to play ports of average PC games with blocky 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.

KILLER INSTINCT GOLD

Nintendo UK Out Now Our Rating 41% N64 62% 64 75% NIN 84% TOT 69%

The least impressive game in Rare's

ISS 64

Konami UK Out Now Our Rating 93% N64 92% 64 91% NIN 93% TOT 97%

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 wet dream.

Gratuitous babe shot

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 inferior to the Street Fighter 2 game I was playing five years ago.

MISCHIEF MAKERS

Enix UK Dec 12th Our Rating 87% N64 90% 64 80% NIN N/A TOT 43%

A 2D platform game like you've never played before, due to some clever little touches and a uniquely Japanese-style. The plot is incomprehensible in a way that only the Japanese can understand and the stunning gameplay makes up for the lousy

LYLAT WARS

Nintendo Out Now Our Rating 91% N64 94% 64 95% NIN 93% TOT 91%

Despite its new preposterous name, Lylat 'with dry weave top sheet' Wars 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 compliment the brilliantly frenetic gameplay.

Profile

▶ graphics. Despite a horde of levels it is perhaps too easy and ends all too soon.

MORTAL KOMBAT TRILOGY

Midway UK Out Now Our Rating N/A N64 34% 64 62% NIN N/A TOT 78%

The Mortal Kombat series has enjoyed 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 long-running 2D formula out of its misery with an ultimate finishing move.

MARIO KART 64

Nintendo UK Out Now Our Rating 91% N64 91% 64 94% NIN 90% TOT 93

A flawed genius. This builds upon the original Mario Kart by allowing up to four players to compete over hill and dale. Some drab courses and an over reliance on weapons lessen the skill factor somewhat, but even so, this is excellent fun and until Diddy Kong Racing showed up, was the best multi-player console game around.

Top rating games – all mags

This has to be the most authoritative top-ten ever. We've taken all the scores from all the mags and worked out the overall top ten highest scoring games, along with the average score they received. The perfect chart to rate N64 games.

GoldenEye 007	96%
Super Mario 64	94.8%
ISS 64	93.2%
Lylat Wars	92.8%
Wave Race 64	92.4%
Extreme G	92%
Mario Kart 64	91.8%
Turok	90.25%
Pilotwings 64	89.6%
Blast Corps	88.2%

Those are funky green leg-warmers

A still shot of a fast game

One of Lylat Wars incredible levels

MRC

Ocean UK Out Now Our Rating 80% N64 81% 64 67% NIN 83% TOT 80%

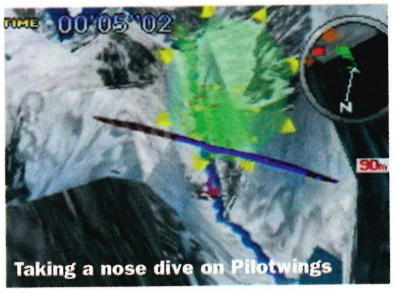
Aside from Mario Kart this is the first true racing game for the N64. The action takes place Sega Rally-style over three courses (with a mixture of both on and off-road racing). Once you get over the novelty of the short-cuts and secret bits though, this is a disappointing release. It's still fun with the added bonus of a two player mode, but it's hoped that Rev Limit, Lamborghini 64 and San Francisco Rush will fill the classic N64 racer niche.

NBA HANG TIME

Midway UK Out Now Our Rating 74% N64 52% 64 60% NIN N/A TOT 51%

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 real treat.

Tearin' away on F1 Pole Position

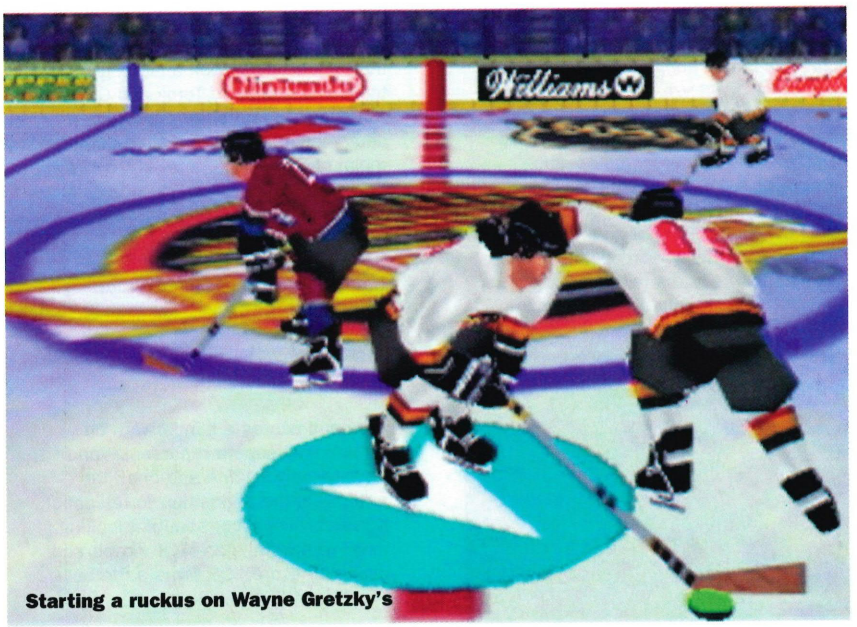


Taking a nose dive on Pilotwings

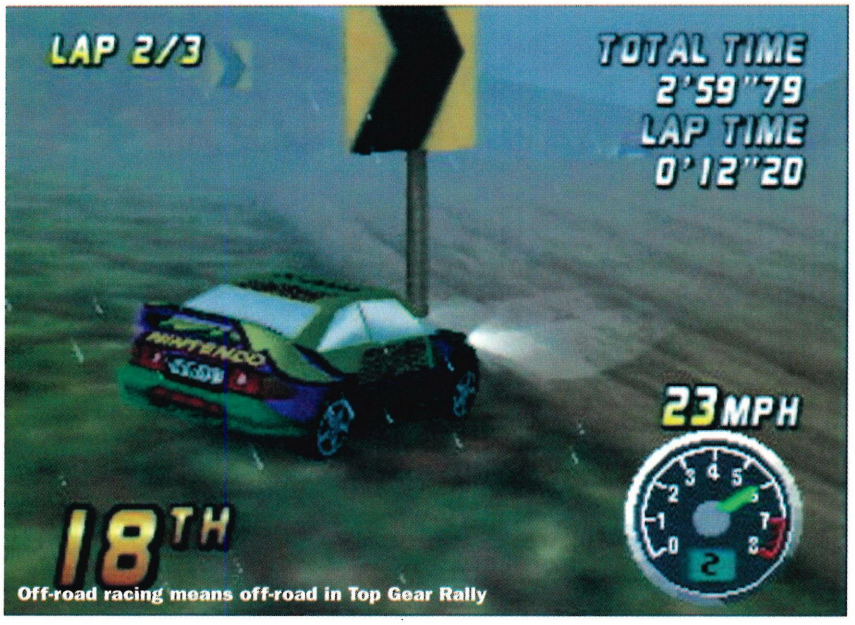
PILOTWINGS 64

Nintendo UK Out Now Our Rating 91% N64 89% 64 89% NIN 84% TOT 95%

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, at other times more frantic than anything else we can ever remember playing. Pilotwings is the go anywhere, do anything, gameplay fans' dream come true!



Starting a ruckus on Wayne Gretzky's



Off-road racing means off-road in Top Gear Rally

SHADOWS OF THE EMPIRE

Nintendo UK Out Now Our Rating 60% N64 78% 64 88% NIN 86% TOT 61%

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 95% TOT 96%

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 71% 64 77% NIN N/A TOT 84%

Kim's gonna punch him in the pods

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.

TOP GEAR RALLY

THE Games UK Out Now Our Rating 87% N64 N/A 64 N/A NIN N/A TOT 85%

A good looking, well designed racer which is initially as slow as slow can be. However, perseverance proves this to be a challenging and entertaining racer that requires a great degree of skill to master. This is an MRC beater for sure and comes highly recommended.

TUROK

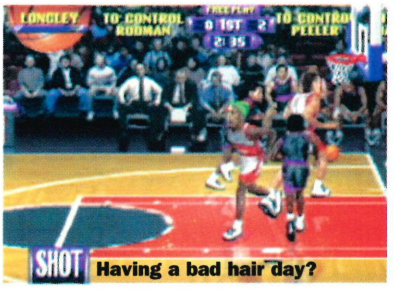
Acclaim UK Out Now Our Rating N/A N64 91% 64 82% NIN 95% TOT 93%

As visual tour-de-force that showcased the power of the N64, Turok's huge success was guaranteed. However, 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 mags, 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 TOT 76%

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.



SHOT Having a bad hair day?

Top rating games – N64 Pro

GoldenEye	94%
ISS 64	93%
Super Mario 64	92%
Lylat Wars	91%
Mario Kart 64	91%
Pilotwings	91%
Extreme G	91%
Wave Race	90%
Madden 64	90%
Blast Corps	89%

WAYNE GRETZKY'S 3D HOCKEY

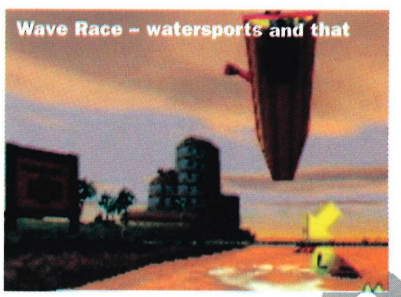
Midway UK Out Now Our Rating 84% N64 70% 64 84% NIN N/A TOT 90%

Lightning-paced ice hockey game that looks great and plays at 100 mph. The four-player game is also good 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 in earlier incarnations of the sport. Whilst not on a par with ISS 64, it is certainly worth a look.

WAVE RACE 64

Nintendo UK Out Now Our Rating 90% N64 90% 64 94% NIN 92% TOT 96%

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 ski race game a grade above the rest. An unheralded champion of the N64 and a true classic.


Wave Race – watersports and that

Next month...

Have you **enjoyed** N64 Pro January '98 edition? If so, you'll **love** N64 Pro February '98 edition – a **fun-filled, totally insane** publication full of **N64** news, reviews, previews, **hints, tips**, cheats, guides and features. It's **impossible** to describe – **buy it** instead. Available from a newsagent **near you** from January 8

Hi,
I'm Diddy Kong and I'm gonna be the eponymous hero (whatever that means) of next month's full, unexpurgated guide with all the tracks, all the tactics and all the tips. See you there!

Issue four on sale 8 January

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