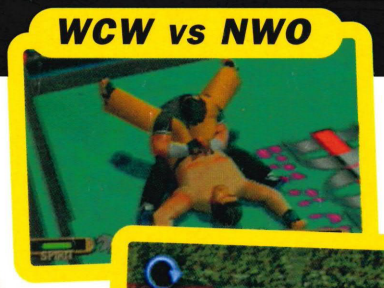
N64 Pro No. 4 February 1998

MAD FOR N64!

Issue 4 February '98
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N64 Pro



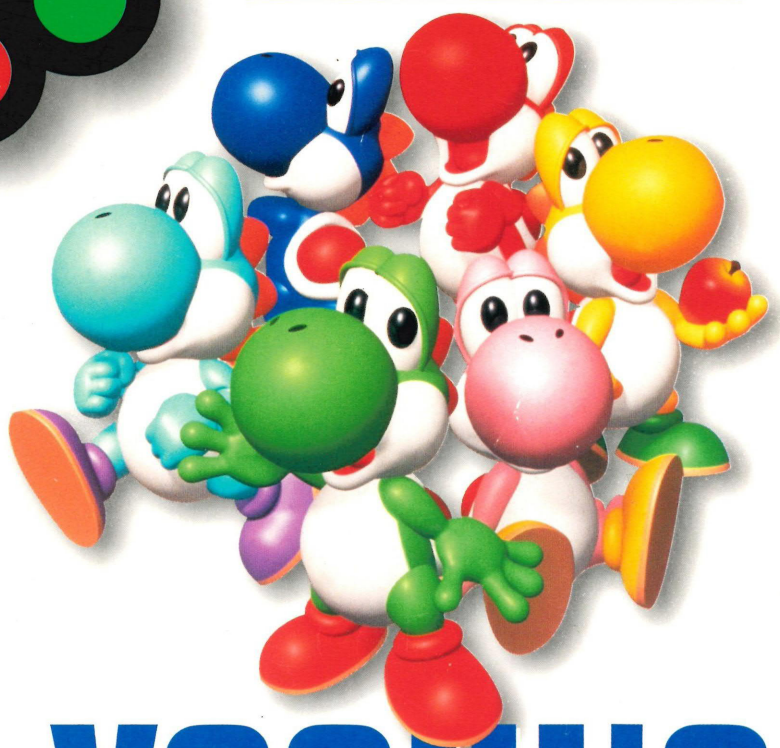




FREE BOOK!

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YOSHI'S STORY

Platform game of the year?

Inside:

Aero Fighters Assault
A flight sim to rival PilotWings?

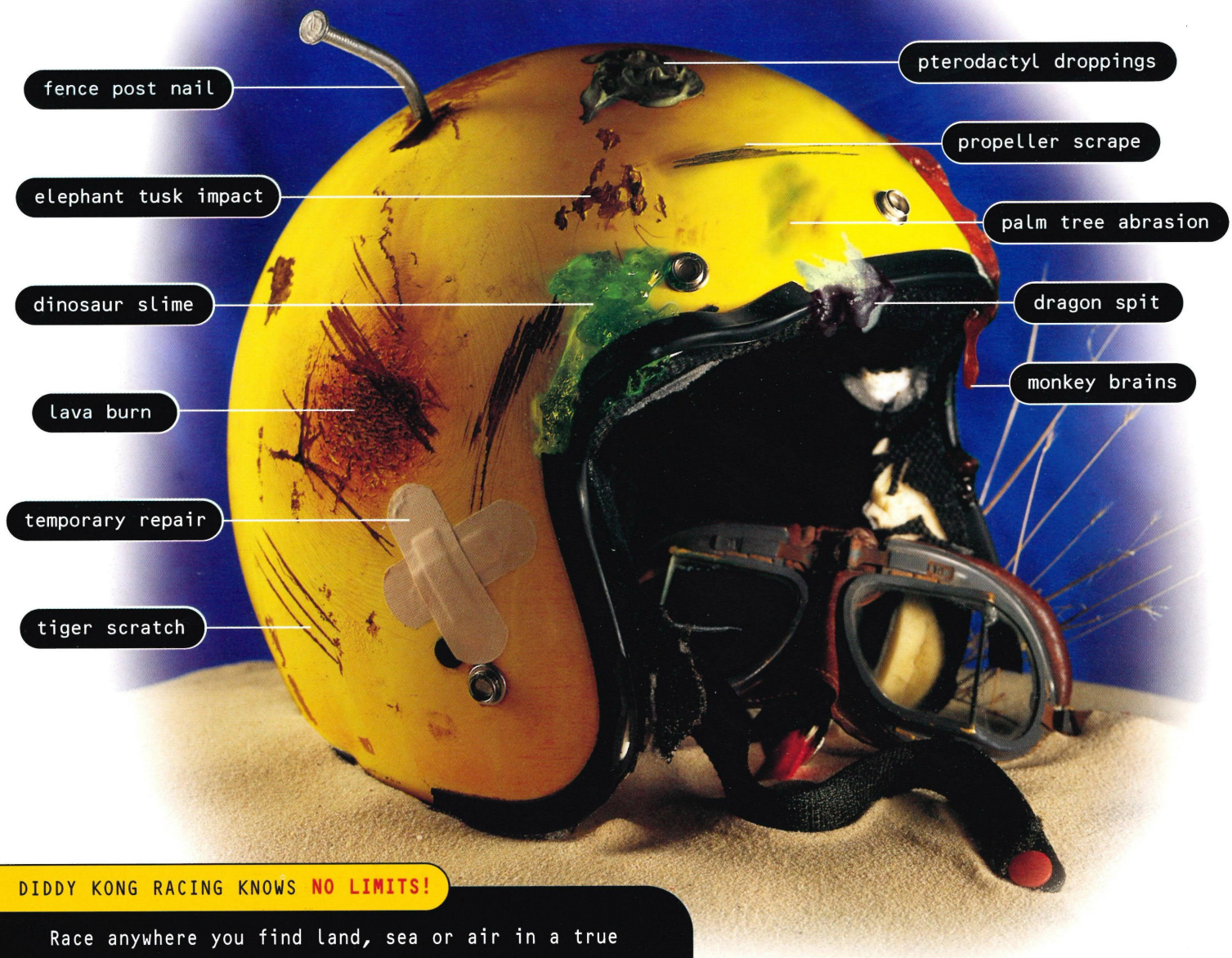
Mortal Kombat Mythologies
A beat'em-up with a twist – it could be good!

Tonic Trouble
Rayman's back! At least he's got a cameo role

Hints, tips, cheats & codes
All the new 'uns that you know you can't do without

PLUS: GoldenEye guide final part, Diddy Kong Racing guide, Pocket Monsters

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The team

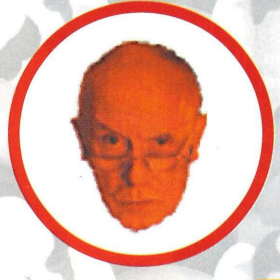
New Year's High Resolutions



Alex
Watch Sunderland more often/be better at DIY/re-write novel for fourth time/sort out irritable bowel syndrome once and for all/only drink coffee on a Saturday/find the perfect tea bag/be generally less sarcastic and laid back about everything

Jim
Buy loads of old vinyl records no-one's heard of (again)/give up smoking cigars/beat Alex at World Cup Cricket and give him back his Shawshank Redemption video and his copy of Streetfighter II Turbo/get a 100 break at pocket billiards/buy a car and stop cadging lifts all the time

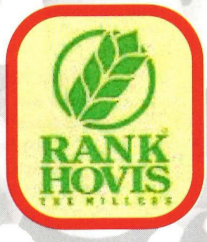




Steve
When asked about what his New Year's resolutions would be, miserable old Steve replied, 'I don't know, I haven't thought about it. I never make New Year's resolutions.' There's always one, isn't there? And do you know what? It's always Steve

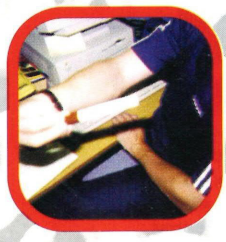
Noely
Have a hair cut/reach puberty/stop treating the office like a social club/trim fingernails/talk a little quieter/make sure I listen to what people say instead of overhearing snippets of conversation and repeating what's just been said a few seconds before/re-think predictable ISS64 tactics





Mark
Change brand of bread from Hovis to something else/stop drinking that awful coffee machine coffee/find some better artwork for the Talkin' Shop feature/try harder at ISS64/go to Manc elocution lessons so the rest of the lads can understand my accent

Lewis
Find out, once and for all, why all my mates think marriage is a nightmare/use my dictionary and thesaurus more often/get another pen for the office whiteboard that's a nicer shade of brown/sneak references to expensive clothing companies into the reviews in an attempt to get some freebies



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ISSUE 4 FEBRUARY 1998

N64 Pro



FIFA RTWC '98 – long title



Clayfighter – dirt

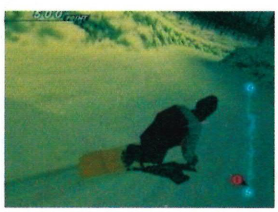


Aero Fighters Assault – planes



WCW vs NWO – spandex

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One of the games you'll be seeing a lot more of this year – 1080° Snowboarding

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90 *Feedback*
It's your letters! It's your letters! Everything printed here is written by you, our loyal band of articulate, educated readers. Apart from the replies, which are written by Alex

94 *A-Z Reviews*
Once again, the A-Z section provides you with an instant snapshot of which games you have to have, which ones you should consider buying and those that you shouldn't touch with a 90 foot barge pole with an enormous condom on the end

News Flash

More than 300 children in Japan were taken to hospital after feeling sick while watching Pokemon on television. Some suffered convulsions, others complained of eye irritation. They are reported to have fallen ill after seeing a cartoon monster (Pikachu) flash its eyes. The Yomiuri daily newspaper said the cartoon featured a scene in which a bright red explosion filled the screen. A doctor specialising in epileptic fits said that he believed the symptoms were similar to fits that some children were susceptible to when they play video games


Right: The dragon boss out of Diddy Kong Racing, called appropriately enough, 'Dragon boss'. Or Frederico as Noely prefers

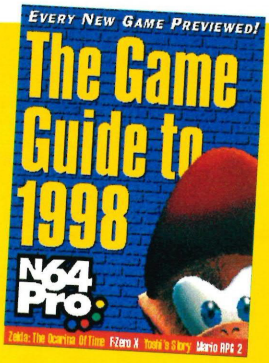
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Noely's back with a review of a load of the latest add-ons for your N64. This month's collection features Datel's new rumble back pack – the Interactor

Your free book...



In the free book this month there's a massive guide to the games you'll be playing this year. Our tips for the top are Yoshi's Story, Zelda: The Ocarina Of Time, Mario RPG 2 and F-Zero X. There are, however, many more games on the way and you'll find them all in here. There's also a special look at the 64DD and the recent Space Show held in Chiba, Japan.

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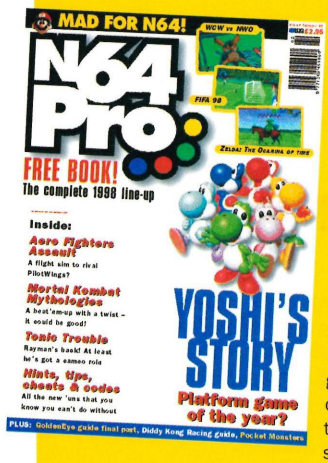
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British US Japanese Stamp of approval



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My goodness, Mark's been busy this month. Or is it just because he gets to review the games none of the rest of us like? Find out by turning to the right page now



Right: A weird robot thing out of the puzzler Tetrisphere

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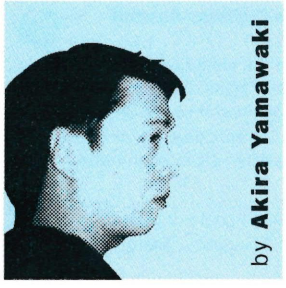
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Overseas feature

Space: the final frontier

Space World Show Report from Japan



by Akira Yamawaki

So the N64's dead in Japan then is it? Well, it is if you believe the propaganda being peddled by, shall we say, people with an ulterior motive. The tens of thousands who flocked to the Makuhari Messe Convention Centre near Tokyo for Space World '97 – Nintendo's annual showcase for forthcoming games - certainly didn't seem to think so. 'Johnny on the spot' for this massive event was our very own intrepid reporter Akira Yamawaki

I must admit to feeling a little nervous prior to this whole event. Nintendo have taken a bit of a battering in their home country of late, and a poor show here could easily have sent them tumbling over the edge into the abyss.

Typical Nintendo then, their backs are to the wall and they come out with all guns blazing, wowing the world's press, not too mention the masses upon masses of gamers who visited the show over its three consumer days (Nintendo even had to open up for an extra day to accommodate the extraordinary level of demand and interest) with some truly stunning software on display.

As with any show there were disappointments mixed in with the pleasures, but on this particular occasion the high points far outnumbered the lows, and everyone went home feeling more than satisfied that the N64 was finally beginning to get itself on an even keel.

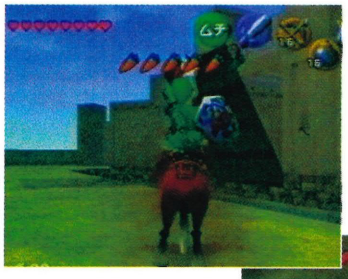


To be honest I was glad to be able to wander around relatively hassle free on the opening press day because the crowds that swarmed around anything and everything new on the following three days would have made things much more difficult and frustrating.

Anyway, here's my round up of the top games and news stories from the show.

Zelda: Ocarina of Time

What can I say? Having now played Zelda I can easily say that it's everything we were hoping for and much, much more. Shigeru Miyamoto has said, not immodestly, that this game will change the way people think of RPGs forever, and I have to say I agree with him completely.



I'm not going to give too much away here because I'm also busy beavering away at an in-depth four page preview for this very issue where I'll tell you everything you're all desperate to know.

For now, have a look at these screenshots and rest safe in the knowledge that a you've a real treat in store.



Without wanting to be a wet blanket though, it's not looking good for a speedy release in your part of the world. While the game is almost complete in its original Japanese guise, work hasn't yet begun on a translation, which will take at least a couple months. Although it's unconfirmed, I should imagine that the earliest you can expect an English language version is the early part of summer '98 and even then it'll be NTSC. Never mind, I promise it'll be worth the wait.



"I once took care of about 20 video games myself, but that was pretty much impossible. I am now concentrating on about five titles and I think all these five games make use of the N64's technology very well" **Miyamoto** on future N64 titles

1080° Snowboarding

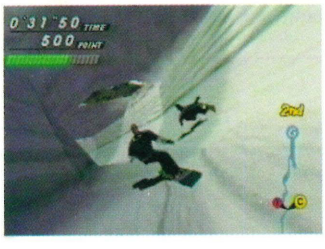
There were hundreds of little dents in the floor surrounding the 1080° Snowboarding stand, but it wasn't some sort of marketing gimmick, they were caused by people's jaws repeatedly hitting the floor whenever they saw this beautiful game.

Developed by the same team behind WaveRace, I think everyone was expecting something special, but I doubt anyone could have dreamed it would be this good! Now after having seen and played the game, even in an only 80% complete version, I can state without hesitation that it's awesome, and is easily the best snowboarding game ever.

Of course there were a few problems present in the graphics and speed department, and there were only three levels playable at present, but the feel of snowboarding was simply outstanding. It was like playing Wave Race on snowy slopes.

Graphically the game is possibly the most impressive N64 title to date. Snow blows up into the air when you pull wide turns and falling snow appears as you start the course. The snow appears in windy patterns that looked extremely realistic and varies on the slopes in a way that affects your speed and stability.

There are three racers you can choose from (a young snow bunny, a hot dogger kid, and a macho adult male), each with varying top speeds, weight and acceleration. The characters turn in really smooth movements and the arching of their bodies as well as the angle in which the boards cut into the snow is ultra realistic to say the least, with snow flying up from each side as you take the harder turns at speed.





The best thing about 1080° has to be its feel. Players use the analogue stick to move forward, the Z button to crouch to increase speed and the R button enables you to pull off tricks. The level of control you have over the racer feels great and, as in WaveRace, the game sets new standards in realism, convincing the player that they're actually in a race.



It's expected that more players will be added to the game along with several more courses and, bearing in mind that both of these aspects were the only things WaveRace was criticised for, you can bank on the developers sorting these problems out this time around.

The game just oozes quality. Speeding down the half-pipe snow tunnels, players crouch into a speedy low position to catch up with their opponents or manoeuvre along the middle ground to gain speed. The crouching position makes it harder to manoeuvre so it must be used in the straighter, steeper areas, but it can't be beaten for blasting past your opponents.

For those folks who love to pull off radical moves, you're in for a treat. The designers have created ledges and slopes you can board up onto, and slide across, or jump from. In one particular course a log leads from a high ledge down to the course, and you can ski onto the giant log and jump from it over your opponent. In other areas the game splits into two or even three paths and provides middle lanes with deep powder or wide stretches with ice or rock.

Gamers will especially love the ability to pull off stunts and cool moves. On the show floor the game enabled players to pull off frontal somersaults and 360° turns, but few other moves seemed programmed at the current state of development. Nintendo did say that there to be additional moves added to the game including off the lips, edge-grabs, flips and almost assuredly, there'll be 1080° spins.

As I'm sure you can tell I was very impressed with the smooth feel and large potential of 1080° Snowboarding and I'm sure the look and feel of this game will send chills down the spines of snowboard game competition developers Boss Game Studios and Imagineer.

Overseas feature

64DD Slips



Perhaps the biggest disappointment of the entire show came with the news that the 64DD Add On has had its release date pushed back still further. Nintendo Ltd. Co. Chairman, Hiroshi Yamauchi, announced in an hour long speech that the unit's Japanese launch was to be delayed until July 1998 – a good three months later than their last official release date .

This has been done to pursue Nintendo's policy of not releasing hardware until they've got the software right and is nothing to do with problems with the hardware itself which has been finished now for some time.

This obviously means that the machine will now not appear in the US in late spring as had been initially thought. A summer release at the earliest is now most likely and for you UK owners it looks like you may as well start writing out your Christmas lists for next year, because you're unlikely to see it much before then.

Software-wise the machine obviously played a much smaller role in the show than we had all anticipated it would, with titles being limited mostly to sketchy video sequences and the odd playable multimedia game. The machine will apparently have four titles available at launch, but only one of these was shown in full – Mario Artist, more on that later – but even that was not available to play. And neither were the expected playable versions of Mother 3, Pocket Monsters and Sim City 64.

The upcoming Pocket Monster 64 series – represented by Pocket Monster Snap (Pokemon Snap) and Pocket Monster Stadium – and the Mario Artist series, were two of the most prominently displayed games at the show. To the disappointment of many, Earthbound 64, shown in a few short large-screen video titbits, was kept to a minimum, as was Sim City 64. To see these two games, attendees had to watch a large screen video for about 10 minutes to see tiny clips of each one. A shame really considering that so many were eager to see those titles more than anything else.

F-Zero X



Another semi-surprise was that the sequel to what many consider to be the finest racing game ever (outside of an arcade) was also fully playable at the show. It's another game that was so good that we just had to dedicate more space to it (you'll be able to find my full impressions of it in the preview section), but just briefly I must say that it seems as though this game is all we are hoping for, and plenty more besides.

This awesome futuristic racer features one to four player races and manages to maintain a consistent 60-frame-per-second rate according to Shigeru Miyamoto, and who am I to argue with him? Not that I need to anyway, because I can say in somewhat less technical terms that this game is lightening quick.

Amazingly enough, the game's speedy frame-rate is matched by incredibly fast-paced feel amongst a throng of opponents which appear in groups of as many as 20 on-screen at the same time. Players need to stay clear of smashing into others as well as the walls, which also reduce power from your shield, just like in the original F-Zero.

With as many as 30 selectable vehicles and 24 courses from which to choose, the game already has a predictable flavour of quality hanging around about it. Tunnels evolve seamlessly into gravity-less tubes in which any surface is useable and coupled with massive jumps and consecutive speed boosts, this game is a sheer joy to play.

Keeping up such a blistering frame rate has a cost though, and Nintendo have been forced to pay it. The tracks





are extremely well designed, but they also hide much of the limited backgrounds with their girth and undulating nature.

Background detail and textures are at an extreme minimum as well, and the vehicles themselves are made up of an minimal number of polygons, which quickly decrease as they pass you on the screen. All this just goes to prove that you can't have everything I suppose?

On a related note, Nintendo have confirmed the 64DD track addition story that we mentioned a couple of issues ago, and even hinted that gamers might may not only be able to build new tracks, but new vehicles as well. Nintendo assistants at the show explained that this cartridge game is only 60% complete, and is to arrive in Japan in June 1998.

Jungle Emperor Leo

Chances are you've never heard of this one, but over the next 12 months or so you definitely will. It's Miyamoto's next big project and with his legion of fans in tow, it always seems to me as though anything he touches turns to video game gold.

To be honest I don't think anyone was expecting this to be on show, but a crowd soon gathered, staring in fascination at the video screen on which it was on display. Let me give you a bit of background. The game is licensed from one of Japan's most popular anime television series – Osamu Tezuka's Junguru Taitei (for those in the know in the West it translates as Jungle Emperor Leo) – which follows the plight of a white lion called Leo (also known as Simba). The game takes place in the same setting, although in this case the vast plains of Africa are made up of polygons rather than the usual more natural materials.

Unfortunately, the game wasn't available to play because it's still in the embryonic stages, but the video that was shown had a wonderfully animated Leo hopping and running through enormous environments, collecting



fruit and generally encountering other animals.

One memorable scene involved Leo's encounter with a skunk, but don't panic, he didn't sink his teeth into the little creature because in true Nintendo-style, Leo must be about the only vegetarian lion ever to have roamed the plains. Doesn't exactly sound action packed does it? I'm guessing it'll be a cross between Mario 64 and Pocket Monsters, but there's no real way to tell at this stage.

What was obvious is that the graphics are both clean and colourful and there's little or no masking of distances with that irritating fogging effect that dogged early N64 releases. Like much of the new stuff on show, its appeal to UK and US audiences will undoubtedly be questionable and I'm sceptical as to whether it'll actually get an official release outside Japan.



However, it will undoubtedly be lapped up when it's released over here on cartridge in late 1998. Keep an eye on the news section in future issues and we'll keep you up to date.

"I think when they see that the N64 sells, Enyx and Square will feel like making their role-playing games for the N64 too" Miyamoto

"I think that even though people will continue to play RPGs, they will eventually find something new, another generation of not quite RPGs."

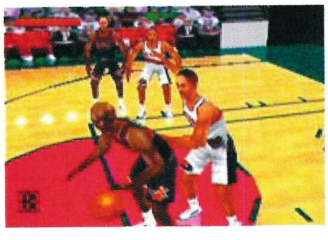
Miyamoto on Zelda

NBA Basketball

Another shock came in the form of Nintendo's much talked about, but never actually confirmed basketball title appearing in a playable form. Developed by California-based Left Field Developments, NBA Basketball (presumably this will turn out to be a working title, certainly for the US where NBA Courtside appears to be the favourite) looks like it's shaping up very nicely indeed.

It has a nice, realistic feel to it and is one of those video games that if you get four friends sat around your console, you're almost certainly guaranteed a good time. It's an official NBA licensed product and therefore features all the real players, playing kits, heights and weights of the participants, making this game a basketball fan's dream come true.

I only had time for a quick go on this one, but it was long enough to realise that the control system is very intuitive. B shoots on offense or blocks when defending, A passes or steals and the Z button is used for a quick burst of acceleration. The game may only be 50% complete, but already I'd say it's playing as well as anything else that's on offer on the N64.





Graphically the game is set apart from the rest by its enormous players who, from my limited knowledge of the real thing, appear to actually look like their real life counterparts (I recognised Shaq anyway) and their physique affects their mobility and speed in a frighteningly realistic fashion.

Like I said earlier, this game still has a long way to go before a simultaneous release in Japan and the US in July, so hopefully it should get even better before then!

Pocket Monsters Games

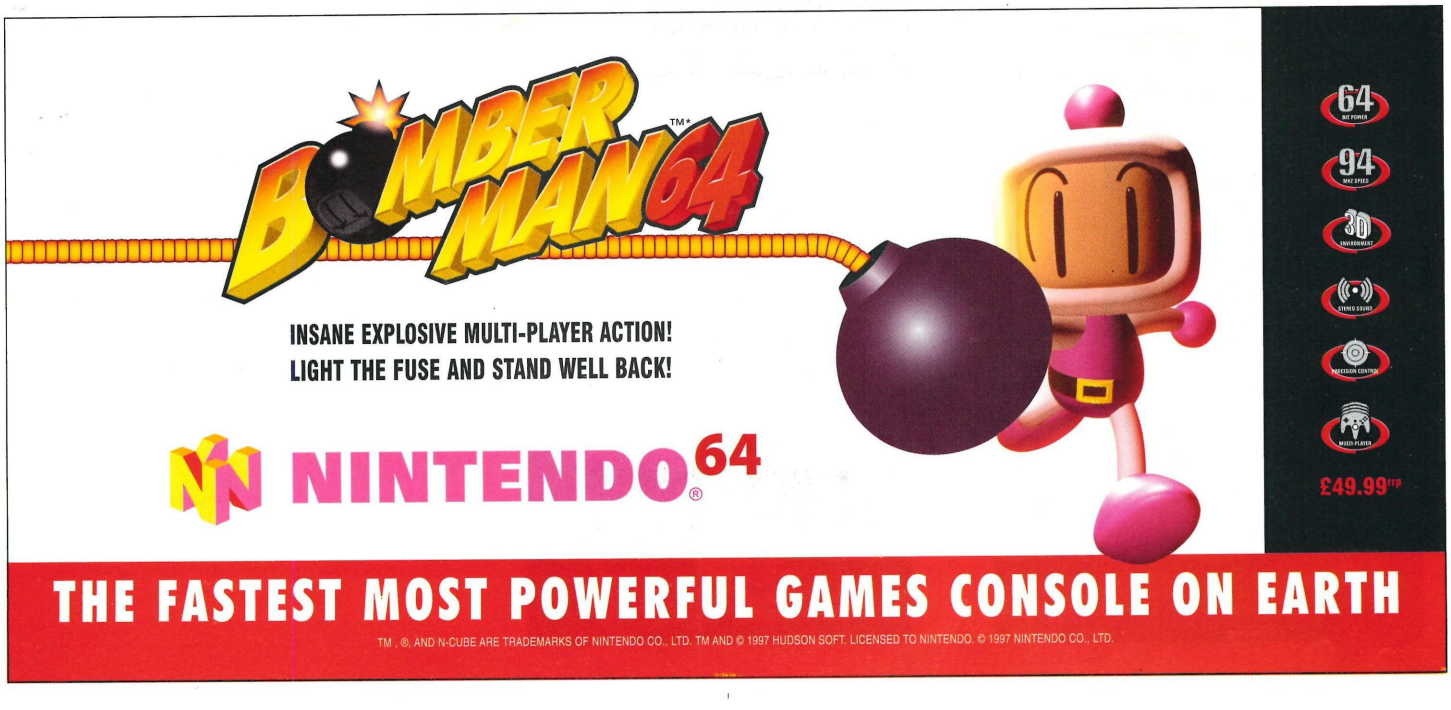




There are three very different games coming out based around the Pokemon license, and again each is detailed more thoroughly in the preview, but just briefly there's Pikachu Genki De Chu (the preview reveals the English translation of the name at last!) which is the one everyone's heard of. This is basically a Virtual Pet with knobs on that will make full use of Nintendo's new voice recognition technology enabling the players to issue simple commands by speaking out loud.



Secondly, Pocket Monster Stadium allows players to capture and train up monsters so that they can fight to the death against a friend's monster. And thirdly there's Pokemon Snap, a bizarre Pocket Monsters safari-style game where your sole goal is to photograph monsters in their natural environment. Sounds bizarre, but it looks truly intriguing. Check the preview for more info if this sounds like your bag.



Overseas feature

"There is too much trash software in the market. There is a big need to change the quality of the software." Nintendo President **Hiroshi Yamauchi**

Mario Artist

A bit complicated this one so you'll need to concentrate. Mario Artist, the sequel to Mario Paint on the SNES, is not just one program, but is actually a suite of four interlocking creativity products for the 64 DD featuring: Talent Maker, Picture Maker, Polygon Maker and Sound Maker.

Each of the four different applications will share a common data format which allows information to be shared and transferred between the different programs. By using parts from each application, the user will have creative ability rivalling the most powerful personal computer paint and modelling software. According to Nintendo, although each application will be sold separately, the individual costs will be much less than a regular game.

In addition to the four different applications, Mario Artist will also introduce the N64 Mouse and a video capture cartridge. The video capture cartridge will allow the user to capture still images from any media (television, video tape, etc.) and import that data into the different Mario Artist applications for image manipulation. If you have a video camera, you can take a video of yourself, capture your face from the footage, and then place your face on the doll in Talent Maker, or draw on it in Picture Maker.

Using the Mario Artist series, Miyamoto hopes you'll be able to see what it's like to actually develop Nintendo 64 games. Below you'll find a quick rundown on what each of the four different parts does, but quite what the audience for the Mario Artist series will be is yet to be seen.

Doubtless Mario Artist will be used to sway many a parent into buying an N64 for a manipulative child who manages to convince them that they only want it for educational purposes. It certainly seems like a strange addition to the N64's portfolio of software, but it's an equally intriguing one at the same time.

Talent Maker



Potentially the most interesting application in the Mario Artist series, Talent Maker lets you create and customise your own human figure. You can then make the figure engage in a variety of activities, including dancing, balancing on a ball as it rolls through an obstacle course and breaking boards karate-chop style.

In addition to being able to adjust the size, proportions and colour of the figure, you can also apply new texture maps to any part of its body to create new clothing or change its face. Using the capture cartridge you can import images from video, so you can put your own face or the face of a character from a movie onto the figure.

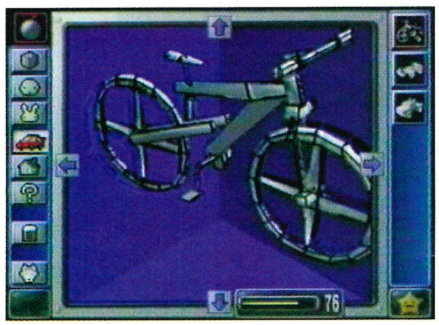


Picture Maker

Picture Maker is the paint program application for Mario Artist. Using this program you can draw a picture from scratch or import a picture from the capture cartridge and modify it. A wide variety of tools are available as well as clip art and three dimensional objects to paint. One to four players can work on a picture simultaneously too, although quite why you'd want to is beyond me I'm afraid.



Polygon Maker



It usually takes years of training and practice to learn how to use a three dimensional modelling program, but with Mario Artist's Polygon Maker application you can knock up a detailed three-dimensional model in no time. Using this application is a lot like using the actual tools used by Nintendo 64 game developers and in fact the development partner on this product, Nichimen Graphics, also develops modelling tools for Nintendo 64 software.



Sound Maker

Sound Maker was neither seen nor heard at Space World, but it will apparently enable users to import music into their creations. It will also be possible to capture sound using the capture cartridge and maybe even use a microphone to capture voice samples.

Banjo-Kazooie









Banjo-Kazooie has been called a 'Mario clone' since it was first unveiled at Atlanta's Electronics Entertainment Expo in June. It's playable now though, and while admitting that the two games are similar in design, it's now obvious that this game will do for Super Mario 64 what Diddy Kong Racing did for Mario Kart 64.

Rare has taken another excellent Nintendo game (this time Mario) and improved upon it with new characters and new worlds that are richer, fuller, and arguably better than the Miyamoto designed originals. Will the game please everyone? Certainly not. It's as cute as they come and gamers expecting something more serious will probably be turned off in next to no time, but all the same, it's already evident that this will be yet another Rare classic.

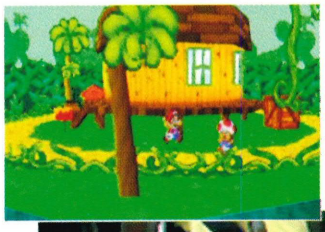
Check out the preview section for more in-depth analysis, but for the time being just whet your appetite with these new screenshots direct from the show.

Super Mario RPG 2

Many of the games shown at Space World were only present in the form of short video clips projected on the big screen and one such game was the eagerly awaited Super Mario RPG 2. There is little information about it, but we thought you'd be interested in seeing a couple of screenshots anyway.

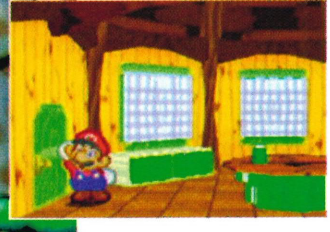
What is apparent is that while the game world is in glorious 3D, Mario himself is a 2D sprite in a very retro style. What's it all about? Miyamoto had this to say, "I think this (Super Mario RPG 2) will be the game that's friendly for game beginners and amateur players to start out. As you can see in Yoshi's Story, the idea of the three-dimensional picture book will appear in Mario RPG."

Frustrating I know, but that's all we know about it for the time being. Rest assured we'll tell you more as soon as we can.









Earthbound 64

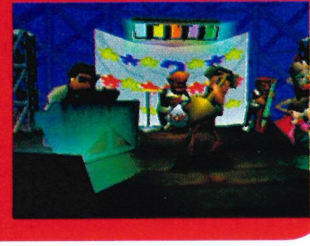


In spite of a strong showing by the cartridge titles making up for the lack of activity on the 64DD front, Nintendo didn't do much to convince sceptical Japanese gamers that RPGs will be much more prominent in the future of the N64. Nintendo's major role-playing game, Mother 3 (Earthbound), disappointingly only appeared in the form of a few seconds of video footage. Does it look any good? Check out the screenshots and judge for yourself.

Earthbound 64 (previously Mother 3) is the continuation of Nintendo's popular SNES RPG series. Back then it featured some pretty atrocious graphics, but the involving story line and underlying humour made it a classic loved on both sides of the Pacific. The sequel is a definite step up, with smooth polygon graphics and an ever-changing plot (thanks to the 64DD's capabilities) being just a couple of the many improvements in this eagerly awaited title.







"Without introducing unique new ideas, we can't persuade users to accept the 64DD, and that is why it's taking a long time to launch the system." **Nintendo President Hiroshi Yamauchi** on the irritating 64DD delay

Overseas feature

SimCity 64

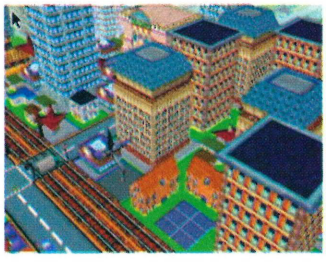
While it was disappointing not to be able to play the 64DD version at the show, this does look like it's progressing quite nicely. The game - which is published by Nintendo and is not to be confused with Imagineer's cartridge-based Sim City 2000 – will be fully polygonal and make use of the plug in architecture of the 64DD.

Not only will you be able to use the cities that have been constructed in other Sim games (SimCopter for example) you can also import data from other 64DD programs such as the Mario Artist packages. For example, you could take an image created or captured in Picture Maker and use it as the wall of a house in SimCity 64.

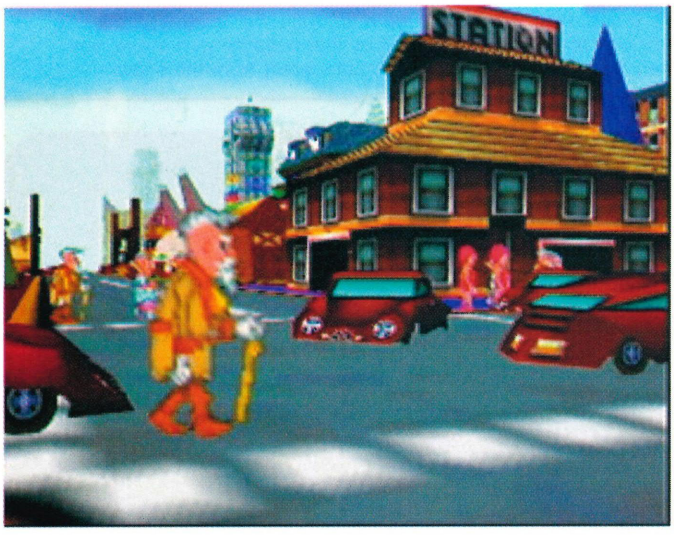
This is possible because although the cities are created in the traditional overhead or isometric perspectives, every object can be viewed in 3D as if you were driving around the streets of your new town. Check out these brand new screenshots and see what you think.















Derby Stallion

Hiroyuki Sonobe's million-selling horse racing game series, Derby Stallion, is coming to the 64DD. Ever since the announcement that the popular games creator had started work on a Nintendo 64 project, magazines in Japan have been speculating about the possibility of a Derby Stallion title on the N64. In his speech about the state of the gaming industry, Nintendo chairman Yamauchi not only confirmed the development, but also revealed that just like Pocket Monster Stadium for the 64DD, Derby Stallion would also make use of the 64GB pak. This way, players can swap data between the GameBoy and the 64DD versions and even continue playing their 64DD campaigns on the road. Good news for Japanese players who adore this game, and hopefully, given Yamauchi's comments about changing games to suit different countries, it could finally get a Western release too this time.

Bio Tetris

Another Tetris game? Not much to get excited about you may think, but this is no ordinary Tetris, this is Bio Tetris from Amtex. Imagine this – you grab the controller, only to find a new type of 'pak' plugged into the controller port – and before you know it, some secret Amtex guy attaches a little clip to your earlobe. You see, Bio Tetris actually uses "bio feedback" to increase or decrease the level of difficulty in the game.

For example, play Bio Tetris in the "relax" mode and the game measures your heart-rate and drops easy pieces when it senses stress. But for the real fun, you need to switch the game to the opposite "stress" gaming mode. As your heart beats faster, Bio Tetris actually cranks up the difficulty level and drops the pieces faster, which causes your heart-rate to go up, which makes the pieces fall faster and then you probably die.

Other than that, the game is completely like Tetris, but the novelty factor alone, plus the fact that you get the bio feedback sensor bundled with the game, should make sure this has at least some impact on the chart. Bio Tetris, which is about 90% complete, is slated for a March 1988 release in Japan with the spokesman for Amtex stating that a US release is possible.

"N64 overseas feedback (has) been highly regarded. However, in Japan, the feedback isn't as good as anticipated because, as some say, of the limited games so far. Maybe it's because there are no role-playing games"

Nintendo president **Hiroshi Yamauchi** finally accepting the obvious

"We like to do something others haven't. I'm talking with Mr. Yamauchi. I propose an idea and if he's never heard of the idea before, he will say, do it. It's interesting and that is his philosophy." Miyamoto

Aero Gauge

Aero Gauge was also shown, but I'll be honest, I didn't actually get around to giving it a go. I did pick up some new screenshots though, and here they are.



Konami

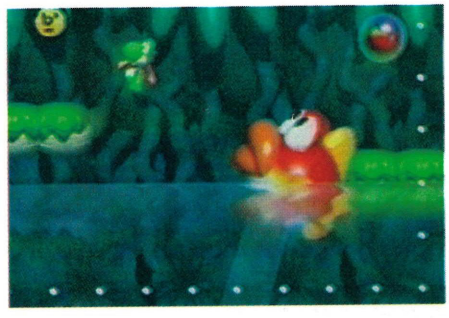
Not a total disappointment in that playable versions of Nagano (I'm still unconvinced about this being as good as we all hope it's going to be), NBA In The Zone (looking even better than the excellent PI**Station versions even at this early stage) and GASP (certainly the best N64 beat'em-up I've played so far) were there. But two of Konami's most eagerly awaited titles – Castlevania 64 and Hybrid Heaven weren't even on video, never mind in playable form, despite being shown previously at both E3 and the Tokyo Game Show.

It appears that Konami are getting into their N64 stride with these three games looking at least promising, and with strong rumours of a Suikoden conversion also being worked on, it can only be good news for fans of the console.

Yoshi's Story









This was perhaps the game that I found it most difficult to pull myself away from. Once you start you need much more time than you can ever get stood at a stand with a line of people behind you, all just as eager to get their hands on the controller as you. But at least we don't have to wait too long to get our hands on the finished version of this one.

The most striking part initially has to be the graphics. For a 2D game this really does look wonderful, with some of the most imaginative and well designed images ever seen in a platform game of this type. The game plays almost identically to the original Super NES game but for a couple of new crucial enhancements in the form of branching paths and much improved control via the analogue stick.

The objective is to pick one of six brightly coloured dinosaurs and find lots of Super Happy Tree Fruit (at least that's what they're called in the Japanese version, but we're told that this is likely to change), collect them all to solve each level. Simple as that, except it's not of course.

There's absolutely tons to like in Yoshi's Story. Even though it's not majorly different to the original, the graphics alone are almost enough to make this essential. Add in the playability on top of that and it's no surprise that this game is as eagerly awaited as it is. And the best bit is that the game should already be out in Japan by the time you read this and will be swiftly followed by a US release in February and a UK one around early April.

Akira's Awards

It can be overwhelming to go into a huge hall, be faced with wall upon wall of brand new games and then attempt to make some sort of sense out of what is essentially sensory overload. I should imagine it can be even more difficult trying to work it all out if you weren't actually there, so as a summing up I've come up with my very own awards for the best and worst games on display at the show.

Most Unusual Game
Pokemon Snap – Had to be really

Worst Game
64 Oozumo – Plenty of contenders, but Bottom Up's Sumo Wrestling sim just pinched it

Best Third Party Game
Fighting Cup – Imagineer's enthralling beat-'em-up (to be released as Fighter's Destiny in the UK)

Most Innovative Game
Bio Tetris – A fantastic idea that works really well thanks to bio feedback

Best Sports Game
1080° Snowboarding – Nintendo's surprise package is absolutely stunning

Best Game
Zelda: The Ocarina of Time – The game that will revolutionise the whole of videogaming

Overseas feature

Space World Game List

Here's the full list of all the games shown at Space World (a whopping 45 of them), in no particular order of preference:

Nintendo (playable games)

Yoshi's Story
F-Zero X (below)
Zelda: Ocarina of Time
Banjo-Kazooie
1080° Snowboarding
NBA Basketball
Diddy Kong Racing



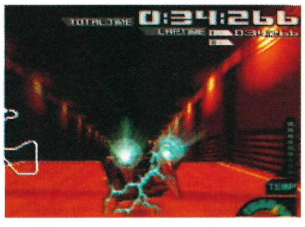
Nintendo (not playable)

Pikachu Genki De Chu
Pocket Monster Snap (below)
Pocket Monster 64
Pocket Monster Stadium
Mario Artist
Talent Maker





Polygon Maker
Picture Maker
Earthbound 64 (Mother 3)
Super Mario RPG 2 (above)
Jungle Emperor Leo
Sim City 64



Third-party (all playable)

Bio-Tetris *(Amtex)*
In the Zone *(Konami)*
Nagano Winter Olympics *(Konami)*
Gasp *(Konami)*
Aero Gauge *(Ascii)* (above)

Kiratto Kaiketsu *(Imagineer)*
64 Oozumo *(Bottom Up)*
Sonic Wings Assault *(Video Systems/Vic Tokai)*
Super Robot Spirits *(Banpresto)*
Chameleon Twist *(Sunsoft/Nehon System Supply)*
Augusta Masters *(T&E Soft)*
Lamborghini 64 *(Titus)* (below)



Top Gear Rally *(Midway/Kemco)*
Gretzky's 3D Hockey *(Mindway/Atari Games)*
Hexen *(GT Interactive)*
SF Rush *(Mindway/Atari Games)*
Gretzky '98 *(Mindway/Atari)*
ClayFighter 63 1/3 *(Interplay)* *(below)*
Extreme-G *(Acclaim)*





NFL QBC '97 *(Acclaim)*
FIFA RTWC '98 *(EA)* *(above)*
Famista *(Namco)*
Dual Heroes *(Hudson)*
Denryu Iralra Bou *(Hudson)*
Pachinko 356 Days *(Seta)*
Tamagotchi World *(Bandai)*
Morita Shogi *(Seta)*



Pro Yakkyu King 2 *(Imagineer)*
Eltale *(Imagineer)*
Snow Speeder *(Imagineer)* *(above)*
Sim City 2000 *(Imagineer)*
Fighting Cup *(Imagineer)*
Wild Choppers *(Seta)*
Rev Limit *(Seta)*
Space Circus *(Infogrames)*
Sim Copter *(EA/Maxis)*

There was the odd game that failed to appear at Space World '97, although it was easy to forget about them amidst the euphoria of playable versions of some of the most eagerly awaited games ever.



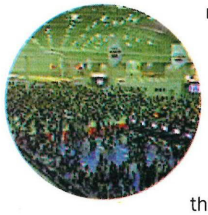
For example, what's happened to Kirby's Air Ride? Remember that? It was one of the first playable N64 games debuted at the Shoshinkai two years ago, but this time 'round it was nowhere to be seen. Sounds suspicious to me, but the character's creator – yes, it's another Miyamoto game – said "The same team is still working on Kirby, and it could appear on either cartridge or 64DD disk, we haven't decided yet." He also steadfastly refused to be drawn further. Hmmm.

Rare seemed to hope that the feeding frenzy surrounding their huge Banjo-Kazooie playable display would make us all forget about Conker's Quest which was only shown on video, but didn't appear in the expected playable form.

Also missing were DMA's long in development Body Harvest and the intriguing Silicon Valley (extensively previewed in N64 Pro Issue 1). The rumour mongers were out in force over this one, claiming that Nintendo had at the very last minute requested that the British developers add RPG elements to the second game. Nintendo then had a change of heart after seeing them implemented and asked for them to be taken out again. Madness.

Much less eagerly awaited stuff has also seemingly dropped off the end of the release schedules. Mindscape still reckon they're bringing Hudson's Last Legion UX to the US in '98, but while it was shown at the recent E3 it was missing in action at Space World.

So too was Ocean's Mission Impossible, amid rumours of blind panic at Infogrames who are struggling to get the game anywhere near a playable state. A fear perhaps partly induced by the stunning job that Rare did on the inevitably comparable GoldenEye. Whatever the reason it was certainly conspicuous by its absence.



There are many more that spring to mind including the Nintendo/Angel Studios collaboration Buggie Boogie. This has already been redone once already, but is still not right.

Gametek's Robotech is still dogged by speculation that it will never come out, and there's the laughable Cavalry Battle from Nihon Supply System – a game which was supposed to be released 15 months ago, but has yet to reveal a single screenshot.

Still, mustn't grumble really. The line up was nothing short of spectacular and I should imagine that just about everyone who was there came away with the same feeling I did – that 1998 will be the N64's year – because quite simply the competition haven't got anything that'll come anywhere near to touching it.

"I want people all over the world to play Pokemon. First in the US. But people in different countries have different tastes. So changes must be made, and we are working on that."

Nintendo President Hiroshi Yamauchi

Worldwide Release Schedule

1998

Robotron 64	Crave Entertainment/Player 1	January 6
Fighter's Destiny	Ocean/Imagineer	January 18
Nagano Winter Olympics '98	Konami	January 20
NBA In The Zone '98	Konami	January 27
Olympic Hockey '98	Midway	January 27
Jeopardy!	Take 2/Gametek	January
Aero Gauge	ASCII	February 20
Yoshi's Story	Nintendo	February 23
NHL Breakaway	Acclaim	February 28
Legend of Zelda: Ocarina of Time	Nintendo	February
Mystical Ninja 64	Konami	February
Snobow Kids	Atlus	February
Virtual Chess 64	Titus	February
Banjo-Kazooie	Nintendo/Rare	March 16
MLB featuring Ken Griffey Jr.	Nintendo	March 30
1080 Degrees Snowboarding	Nintendo	March 30
Bio Tetris	Amtex	March
Earthbound 64 (Mother 3) (64DD)	Nintendo	March
G.A.S.P.	Konami	March
Mario Artist (64DD)	Nintendo	March; TBA
Pocket Monster 64	Nintendo	March
Quake 64	Midway	March
Quest 64	THQ	March
Superman: The Animated Series	Titus	March
Yoshi's Story	Nintendo	March
Duke Nukem 3D	GTI	Q1
Megaman 64	Capcom	Q1
Mission: Impossible (Cart)	Ocean	Q1
Snobo Kids	Atlus	Q1
Space Station: Silicon Valley	BMG Entertainment/DMA	Q1
Cruis'n World	Midway	Q1-Q2
Street Fighter 64 (working title)	Capcom	Q1-Q2
Tetris 64	Capcom	Q1-Q2 1998
Unreal GTI/Epic	Megagames	Q1-Q2
Earthworm Jim 3D	Interplay	April 01
All-Star Baseball '98	Acclaim	April 01
Forsaken	Acclaim/Probe	April 30
Art of Fighting: Twin	Culture Brain	April
Mission: Impossible	Ocean/Infogrames	April
NBA Courtside	Nintendo	April
Quest 64	THQ/Imagineer	April
Tonic Trouble	Ubi Soft	April
UEFA Soccer	Ocean	April
Wetrix	Ocean	April
Forsaken	Acclaim	April
Wrecking Balls	Acclaim/Iguana	May 02
Twisted Edge Snowboarding	Midway	May
Ultra Soccer	Acclaim/Probe	June 01
F Zero X	Nintendo	June
GEX 2	Midway/Crystal Dynamics	June
All-Star Baseball	Acclaim	Q2
Andretti Racing	EA Sports	Q2
Body Harvest	Nintendo/DMA	Q2
Conker's Quest	Rare	Q2
Dual Heroes	Hudson	Q2
Jest	Ocean	Q2
Space Circus	Ocean/Infogrames	Q2
Turok 2	Acclaim/Iguana	August 30
Aeronaughts	Ocean	Q3
Bio Freaks	Midway	Q3
F-Zero X	Nintendo	Q3
Knife Edge	Kemco	Q3
Last Legion UX	Mindscape/Hudson	Q3
Cabbage (64DD)	Nintendo	Q3-Q4
Super Off-Road Challenge	Midway	Q3-Q4
Ultra Descent	Interplay	Q3-Q4
Mortal Kombat 4	Midway	October
Milo's Bowl-a-rama	Player 1	November
Shadowman	Acclaim/Iguana UK	November
BattleSport 64	Cyclone Studios	Q4
Castlevania 3D	Konami	Q4
Freak Boy	Virgin	Q4
GTI Club	Konami	Q4
Harrier Jet	Sim Video Systems USA/Paradigm	Q4
Micro Machines	Midway/Codemasters	Q4
NFL Blitz '98	Midway	Q4
Quest for Camelot	Titus	Q4
Raze	Interplay	Q4
VR Golf	Interplay	Q4

1998 (Specific Dates to be Announced)

64 Sumo	Natsume/Bottom Up
Acclaim Fighter	Acclaim
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 Honor	TecMagik
Diablo	Blizzard
Dragon Quest 7	Enix
Dual Heroes	Hudson Soft
Dynamite Soccer	Imagineer
Final Round 64	Konami
Fire Emblem 64	Nintendo
Fishing	Nintendo
Flights of the U.N.	Paradigm Entertainment
Grand Prix Race P	aradigm 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: The Ocarina of Time (64DD + Cart)	Nintendo
Let's Smash	Hudson
Lode Runner	Bandai
Looney Tunes	Infogrammes
Metroid 64	Nintendo
Mission: Impossible (Disk)	Ocean
MLB Strike Zone '98	GT Interactive
MLBPA Bottom of the 9th	Konami
Mr. Tank	GT Interactive
NHL Breakaway '98	Acclaim
Ogre Battle	Quest
Pachinko World 64	TBA
Pika Chu Genki Dechu (cart)	Nintendo
PilotWings 2	Paradigm
Pokemon Series (64DD)	Nintendo
Powerslave 64	Lobotomy
Powerslide	Emergent
Puyo Puyo Sun 64	Compile
Red Baron (Rumour)	Sierra
Roto Gunners	TecMagik
Shadow Warrior	GT Interactive/Apogee
Sim City 2000 (64DD)	Imagineer
Spooky	ICE
Super Mario RPG 2	Nintendo
Smurfs 64	Infogrammes
Tamagotchi 64	Bandai
Tonic Trouble (formerly Ed)	UbiSoft
Tornado	Factor 5
Turrican 64	Factor 5
UEFA Soccer '98	Ocean

1999 (Specific Dates to be announced)

Leo: Emperor of the Jungle	Nintendo
NFL Quarterback Club '99	Acclaim/Iguana
Project Cairo	Crave Entertainment 64DD
Rugrats	THQ
Star Wars	LucasArts

In Development (No date set)

7th Legion	Epic Megagames
Donkey Kong Country 64	Nintendo/Rare
Dragon Storm	MGM
Duke Nukem Forever	GT Interactive
Ghouls'n'Ghosts 64	Capcom
Hybrid Heaven	Konami
Kirby 64	Nintendo
Lego Racers	Lego/High Voltage
Looney Tunes 64	Ocean
Pilotwings 2	Nintendo/Paradigm
Magic the Gathering: Armageddon	Acclaim
Mario 64 2	Nintendo
Mario Artist: Picture Maker	Nintendo 64DD
Mario Artist: Polygon Maker	Nintendo/Nichimen 64DD
Mario Artist: Sound Maker	Nintendo 64DD
Mario Artist: Talent Maker	Nintendo 64DD
Megaman 64	Capcom
N64 Basketball	Z-Axis
Off-Road Challenge	Midway
Paperboy 64	Mindscape
Pocket Monster: Pikachu Genki Dechu	Nintendo
Pocket Monster Stadium	Nintendo 64DD
Pokemon Snap	Nintendo 64DD
Return Fire II	MGM
SimCity 64	Nintendo 64DD
SimCopter 64 Electronic Arts/Maxis	64DD
Smurfs 64	Infogrames
Zelda 64DD	Nintendo 64DD
Ultra Descent	Interplay

KEY:

Blue - American Release **Red** - Japanese Release **Green** - UK Release **Black** - No specific details

News

● Art of Fighting (known as Hiryu No Ken Twin in Japan) could be released in the US as early as April according to Culture Brain who are currently in negotiations with a publisher

● Banpresto's intriguing polygon-based fighter, Super Robot Spirits, is set to become only the second N64 game to use a 128mb cartridge, and the game is said to be in Square's Tobal mould.

Constant Craving

Codenamed 'Project Cairo', Square offshoot Crave's first RPG offering for Nintendo 64 promises a fresh look at the genre with interesting Americanised characters. The game is said to be in negotiations to use a major comic book license for both characters and background story, but no details are available yet. However, we have heard that a popular artist may also be involved with the creation of the title, so it looks like we can expect something that is substantially different from Square's anime RPGs, at least in appearance.

"If it was another anime RPG I don't think we'd be making it," according to Mark Burke – one of Crave's Vice President's. "We think the art in the game is as good as if not better than that in Final Fantasy VII." A bold claim indeed considering FFVII's lushly rendered backdrops and details. Project Cairo is still a long way off from its scheduled '99 release and is being developed to take full advantage of the 64DD add-on.

The Men With the Midas Touch

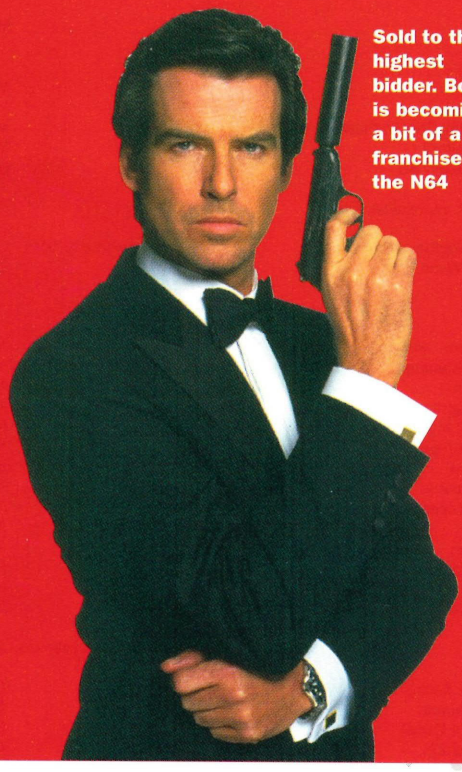
So sang Shirley Bassey, although not actually about programming gods Rare, but she may as well have done. Britain's finest have quickly built themselves a reputation for innovation, style and a flair for gameplay that the THQ's and Gametek's of this world can only fantasise about.

It was surprising to hear then that for once things haven't gone entirely their way. Given the phenomenal success and critical acclaim that GoldenEye achieved, it was widely thought by the entire industry that the logical next step would be a sequel based around the new Bond extravaganza Tomorrow Never Dies. Not so, for the simple reason that another development team – Black Ops – have been commissioned by license holder MGM Interactive to produce the game of the film.

While obviously we're disappointed by this, it's reassuring to know that the game is in the hands of another developer of high repute, and with a bit of luck it could mean another style of Bond game which could easily be judged as good.

Even better news is that Rare haven't given up on the idea, and the character will return in another of their games, it just won't be Tomorrow Never Dies. Following an older Bond movie is the most likely scenario, considering the fact that characters from classic Bond films such as Goldfinger, Moonraker, Never Say Never Again, and Live and Let Die made guest appearances in GoldenEye. Your guess is as good as mine as to what it will be though, all we do know is that it will be along similar lines to GoldenEye. And in a recent interview, Rare's Chris Stamper said "At the moment we're working to make some significant improvements to the engine, so I'm sure we'll come up with something exciting."

Rest assured that whenever it comes out it will be another massive seller for Nintendo's number one out of house developer, but don't expect it to make an appearance in much less than 18 months or so from now.

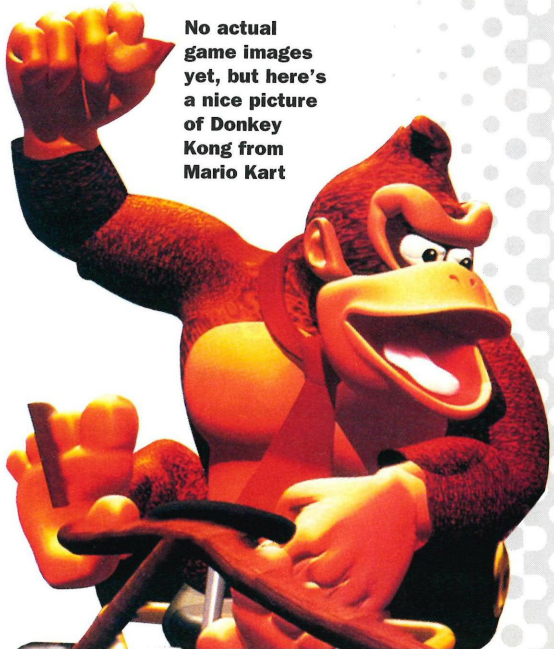


Sold to the highest bidder. Bond is becoming a bit of a franchise on the N64

Careless Talk Costs Lives

Rare's siege mentality never ceases to amaze me. It's the sort of arrogance that only the very best can ever afford to show in that while lesser programming teams are shouting from the rooftops about how good their new products are, Rare are quietly beavering away knocking out classic after classic with barely a whisper – at least until the game is almost complete. I mean, who else could have pulled Diddy Kong Racing out of nowhere merely to fill a hole in the release schedule?

Well, it looks like they're planning a similar thing with the eagerly awaited Donkey Kong Country 64 (also known as Ultra DKC in some corners. While it's never been a well guarded secret that the game was going to come out eventually, no one ever suspected that it's been in development for something like a year now. Sources inside the company say that the game is completely different from anything we've ever seen before, and are convinced that this will be Rare's biggest game of '98, despite strong competition from Banjo-Kazooie and Conker's Quest. Beginning to sound like an interesting year lies ahead wouldn't you say?



No actual game images yet, but here's a nice picture of Donkey Kong from Mario Kart

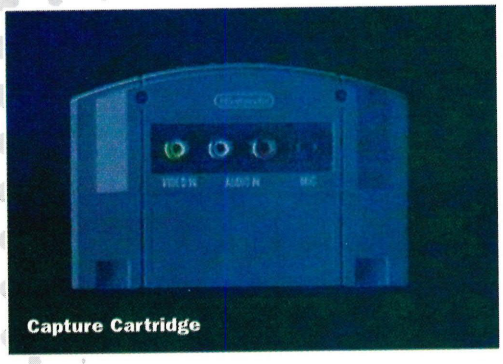
● Ascii's impressive racer Aero Gauge has had a release date of February set for the US with a UK release to follow within the month ● It's looking bleaker still for Mission Impossible if rumours are to be believed. After nightmare-ish production problems the game looks set to be put back to coincide with the release of the movie sequel – which is absolutely ages away yet! ***STEVE***

Add Ons

The launch of Nintendo's most high profile add-on may have been delayed, but that didn't stop hardware designers from whipping up five all new devices for the N64. Nintendo has often stressed that the N64's architecture and controller set-up are designed for 'growth' and it is now becoming clear that is exactly the direction Nintendo is interested in exploring.

First up is the capture cartridge. This low-cost device plugs right into the N64's cartridge port and enables you to capture images from a video, camera, or TV. The captured pictures can then be used as textures or backgrounds in the Mario Artist programs.

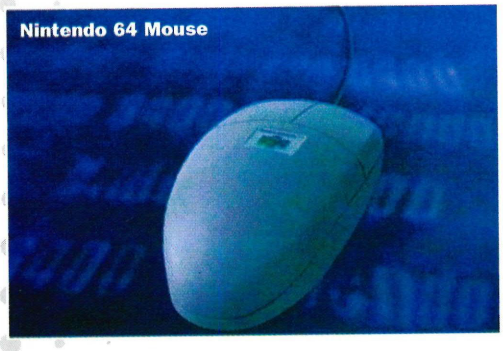
One of the demonstrations included the capturing of a person's face from video that was then used as a



Capture Cartridge

face texture on a virtual character in Nintendo's Talent Maker. The cartridge is apparently to be released at the same time as the 64DD in July '98, but we all know from experience that you take Nintendo's release schedules with a pinch of salt these days!

Secondly, there's a mouse. Again designed with Nintendo's Mario Artist series in mind, the Nintendo 64 Mouse allows for fast and accurate placement of the cursor, making designing your own pictures, movies, or polygon models a breeze. The mouse resembles a regular PC mouse with two buttons and plugs into the second controller port of the N64. All titles that support the mouse reportedly also allow for the use of a controller as well, so it really is an option-



Nintendo 64 Mouse

al device. Release date for this one again is July.

The most innovative device to be released must be the voice recognition headset. This add-on plugs directly into one of the N64's controller ports and allows players to directly talk to their games via a built-in microphone and proprietary voice recognition software. Currently, only the virtual pet sim Pikachu Genki De Chu supports the device, but you can bet that the number will grow significantly as the launch date rapidly approaches.

The 64GB pak has probably been mentioned in the SpaceWorld feature, but I'll cover it here as well because it fits in nicely and we've just received some new details on it. Just like a controller pak, the 64GB pak plugs directly into your controller and although it



64GB Pak

may look like a rumble pak, it actually builds a bridge between the GameBoy and future 64DD titles. The 64GB pak basically allows you to import data from GameBoy cartridges and use it in 64-bit games, and vice versa. The first game to use the 64GB is Nintendo's Pocket Monster Stadium, which is coming out in Japan in June '98.

Finally there's the Bio Feedback Device shown by third-party publisher Amtex. This small pak plugs into the controller port and connects to the player's earlobe with a small clip. So far the only game known to support this slightly bizarre add-on is Bio Tetris, which measures your pulse and increases the game's difficulty accordingly. But the possibilities are quite literally limitless and could realistically change the face of gaming ensuring that players can fully control the level of excitement they experience while playing a game. It also opens up avenues for relaxation products to come onto the market. The feedback device will ship with Bio Tetris in Japan in March '98, but additional units will also be available in retail for anyone who doesn't much fancy the game.



Pikachu Genki De Chu

UK Chart

1 - Diddy Kong Racing

2 - GoldenEye 007

3 - Madden '98

4 - Super Mario 64

5 - Lylat Wars

N64 Pro Chart

1 - Diddy Kong Racing

2 - ISS 64

3 - FIFA 98

4 - GoldenEye 007

5 - WCW vs NWO

Games most wanted Chart

1 - Yoshi's Story

2 - Zelda 64

3 - ISS 2

4 - Pikachu Genki De Chu

5 - F-Zero X

Review

● **PUBLISHER** ELECTRONIC ARTS ● **CONTACT** 01753 772468 ● **GENRE** SPORTS SIM

FIFA '98: Road To W

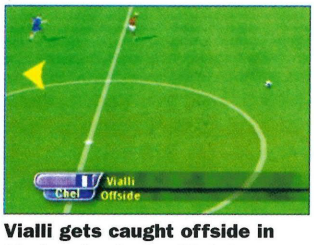
Under no circumstances get this game confused with FIFA 64



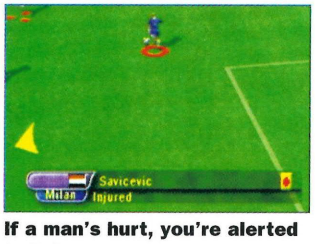
When I was young I had no sense/I bought a flute for fifty pence/The only tune that I could play/Was f* Dalglish and the toon army**



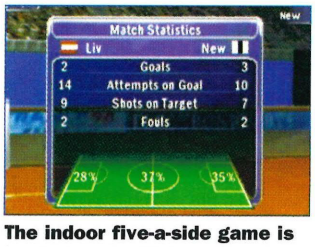
Chelsea's Poyet gets the close-up treatment as he celebrates



Vialli gets caught offside in Chelsea's clash with Inter



If a man's hurt, you're alerted to it by an on-screen message



The indoor five-a-side game is best played with injuries off

FIFA 64 was pants. Make no bones about it, it was a game that should never have been released. FIFA Road To World Cup '98 (RTWC), however, is a different matter altogether. Developed in Canada, you'd be forgiven for expecting another nightmare as, let's face it, a Canadian wouldn't want to buy a mountie sim from a British software house, would he? With invaluable English input, not least from the N64 Pros, the men in lumberjack shirts have done us proud this time. Afterall, ISS 64, the N64's benchmark footy game was developed solely in Japan by Japanese programmers and Japan isn't exactly a hotbed of soccer.

Initial impressions of RTWC are unfavourable. The players' physiques and their kits belong to a bygone age, but scratch ever so slightly at the surface and you begin unearthing what is a surprisingly involved, accomplished and most importantly addictive footy game. In single player mode the basic aim is simple – to progress through the qualifying rounds, get to France and ultimately win the World Cup.

Ron Manager

Management comes into it with your squad selection, training, transfers and individual player attributes which vary greatly. You'll have to pay particular attention to the 'keepers because they can be appalling. Road to the World Cup? Road to

Whatever the weather

A brief selection of just some of the conditions in which



It ain't half HOT, mum

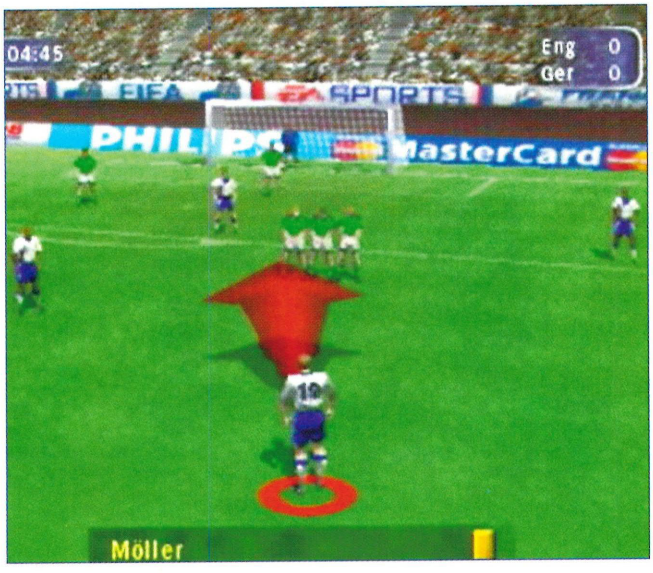


Singin' in the RAIN



SLEET petite

orld Cup



Around the grounds



England's home arena is, unsurprisingly, like Wembley



The French national stadium is a two-tier affair



A serious, sober, primarily concrete design for Germany



A tiny pitch set in a huge indoor stadium



Modelled on Feyenoord's Phillips-sponsored stadium



Presumably similar to Gothenburg's ground

the treatment table more like. They often retreat instead of advancing to narrow the angle and faced with a one-on-one, a swift tap of the shoot button beats them every time. Go to the controller options, however, and you'll find amateur, professional and world class skill settings. Unless you want to score 'cheap' goals over and over again, go straight to world class.

Having said all that, the 'keepers' lack of ability in the (default) amateur setting may have something to do with the often 'unusual' flight of the ball. You see, the ball has a severe identity crisis. One second it travels like a balloon, the next like a normal football, the next like a cannonball. Apart from these two niggles, however, FIFA is an enjoyable game with real long-term potential, particularly when you get the hang of having to change player so often when defending.

The art of defending is tougher than that of any footy game I've come across in my many years of playing and reviewing games (i.e. misspending my youth and ruining any chance I might have had of getting a decent, well-paid job with prospects). There are three different types of challenge – the block tackle, the slide tackle and the downright cynical studs in the gonads job. By double-tapping the right camera button, there's a further dirty option – the hip check or elbow!



There's nothing better than a frantic game of five-a-side



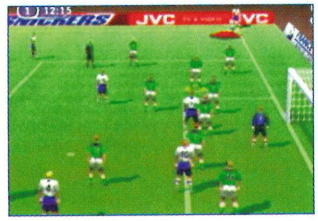
EA always gets the prime ad slot behind the goal

A cautionary tale

As a result, games can become littered with fouls, bookings, sendings-off, injuries and substitutions, but there is a way around this. Injuries and bookings can be turned off. What we've found at N64 Pro, the best solution is to just turn injuries off so dirty players get sent off, but your victims never get injured. This way, you learn to time your challenges. It's particularly annoying in the indoor mode if one of your players gets injured as you



There's a close up immediately before every dead-ball kick

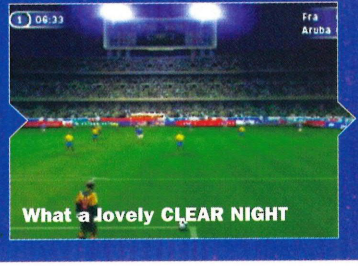


The corners are realistic, with plenty of men in the box

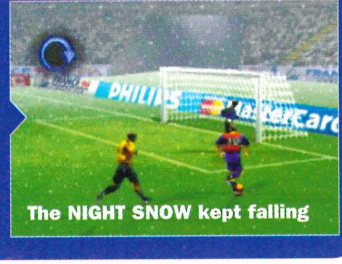
you can play



A CLEAR booking offence



What a lovely CLEAR NIGHT

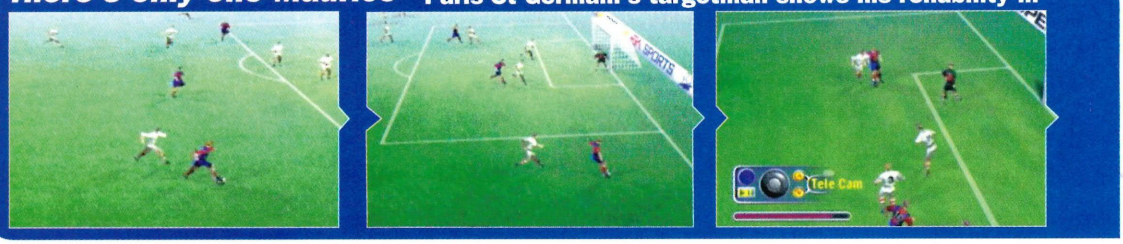


The NIGHT SNOW kept falling

Review

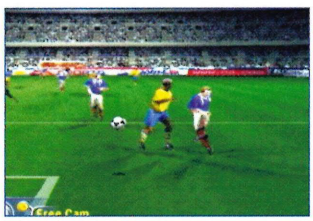
FIFA '98: Road To World Cup

There's only one Maurice Paris St Germain's targetman shows his reliability in





That beautiful moment after a goal goes in – one of many



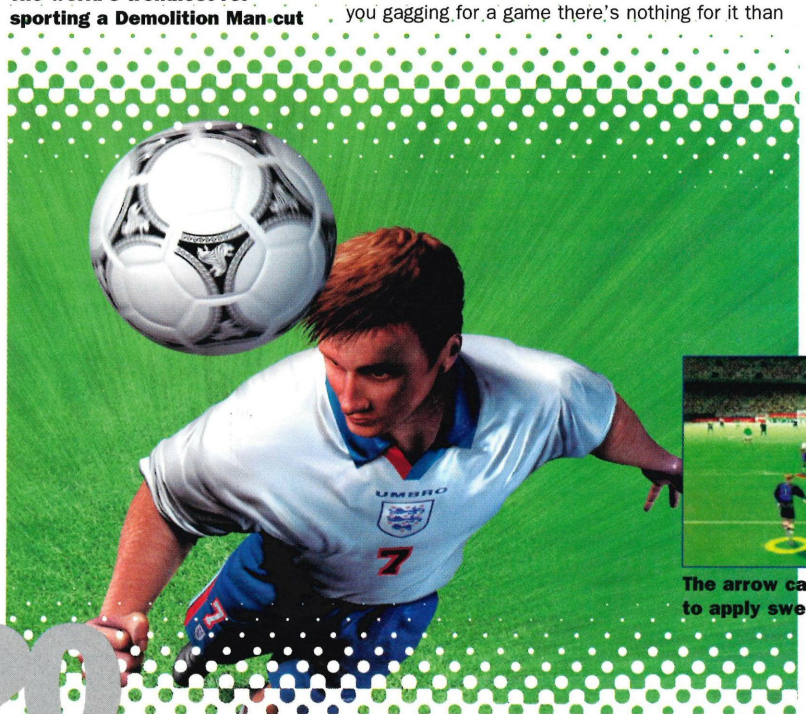
That shot looks goalbound to me – the defender's beaten

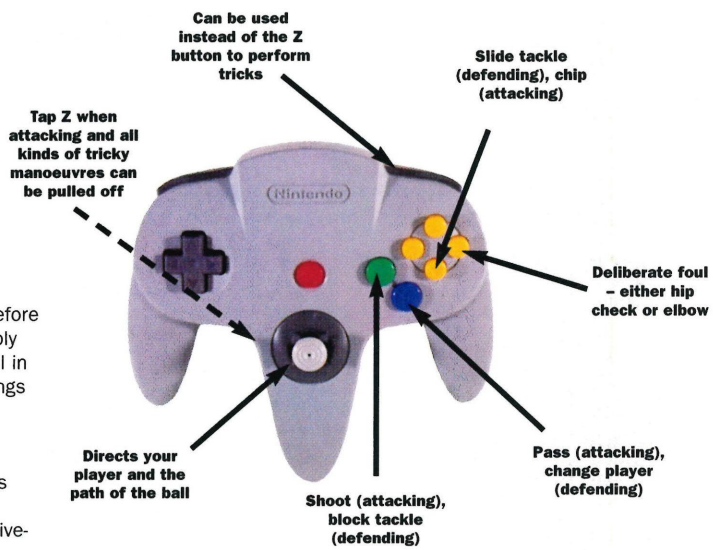


If a player's injured, it's up to you to choose who comes on



The world's trendiest ref sporting a Demolition Man cut





have to wait until someone scores before you can make a substitution. Inevitably it's your opponent who bangs the ball in as his five fit players start running rings around your four.

Let's take a look inside

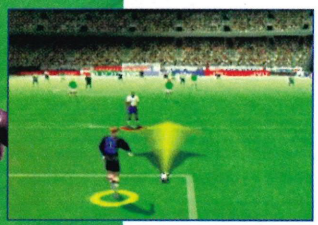
Indoor five-a-side footy, RTWC style, is brilliant. It's fast, frantic and mirrors reality in that the more you practice five-a-side, the more skill you end up acquiring on a full-sized pitch. The on-court action never lets up and is ideal in situations when there's a few of you who fancy a game.

Set the options to a four minute match and you're away. It's often almost as entertaining to watch as it is to play and it gives FIFA that little extra to contrast with the more studious single player World Cup option. That's not to say RTWC is no good as a two player eleven-a-side contest, because it gives ISS64 a reasonable run for its money, it's just that when there's more than two of you gagging for a game there's nothing for it than to step inside the indoor arena.

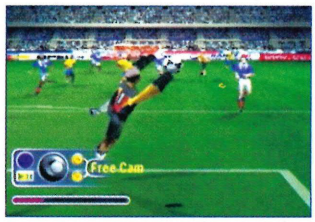
Looks-wise, the attention to detail that's sadly missing on the players' kits is spot on in terms of stadia design in and out. There are 20 outdoor grounds, each architecturally different both in design and size, including an accurate re-creation of AC & Inter Milan's home, the San Siro.

Feaky realistic

Not only is there a feeling of realism when visiting the various grounds of the world, the use of real player names gives RTWC an added string to its bow. There's nothing better than, say, using England and controlling Wrighty, Shearer, Gazza and co. and banging in a goal past the Germans or Brazil knowing exactly who was involved in the build-up and who supplied the finishing touch. The options, set-ups and configurations are as comprehensive as you could wish for apart from, and this is a criticism of every N64 footy game thus far, an option to set up your own league with your mates where the CPU works out the fixtures and tables. But let's finish on a good note. EA promised they'd get it right this time and, apart from the odd oversight, they have done



The arrow can be manipulated to apply swerve and distance



Has the 'keeper got it? No, it's on its way into the net

front of goal





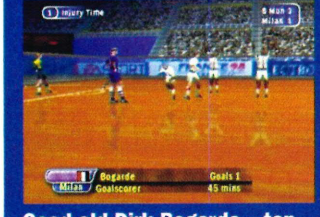
Five-a-side fun


Long shots are often plucked out of the air by the 'keepers


Milan's Rossi has a go at his defence early doors


No. 7 finds his awful haircut no handicap


Watching for rebounds is all part and parcel of the game



Good old Dirk Bogarde – top actor, fine footballer



It's a disaster for Germany as cap'n Sammer gets red carded

N64 Score

TO SAY I wasn't expecting much from this would be putting it mildly. With all due respect, the version I previewed two issues ago was a bag short of being a bag of shite. Notice how I didn't exactly go into detail about the game itself and concentrated on the history of football? That's because there was no detail to the game. In two short months, the development team have turned a pumpkin into, if not a chariot, certainly a good, reliable runner. This is a game that won't be stuck away in the back of a drawer never to be played again by the N64 Pros nor will it be stuck in the back of your drawer after you've bought it. Not an essential purchase by any means, but a good value for money product that proves that a company as big as EA can be honest enough to learn from its mistakes and listen to what us gamers really want *ALEX*

- ***MARK*** **Congratulations must go to EA. They've managed to take the Xmas turkey and turn it into a decent meal of a game. This is an enjoyable kick-about and I especially enjoyed the the five-aside option, but it's no ISS 64**
- ***STEVE*** **Knock about 10 percent off Alex's score and you're a bit nearer the mark in my opinion. It's a good game of footy let down by a couple of bad flaws – most notably the 'keepers. The indoor game's excellent though**
- ***NOELY*** **I have to agree with most of Alex's comments on this one. This is far from the abomination that was FIFA 64. However I think 87% is a tad generous (80% maybe). It's good, but still way short of lacing up ISS 64's boots**
- ***READER REVIEW*** **Not a patch on ISS, but a massive improvement over the last FIFA which was awful. Still not brilliant though and could have been so much better!**
  MARK RUSSELL, Dover

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:** alexl@idg.co.uk,

● **GAME** Clayfighter 63 1/3 ● **PUBLISHER** Interplay ● **CONTACT** 01628 423666 ● **GENRE** Beat'em-up

Clayfighter 63 1/3

Where are Wallace and Gromit when you need 'em?

It's not hard to see why Interplay held back review copies of this until it'd had a few review free weeks on the shelves...





Doesn't look all that bad really does it? Believe me it is



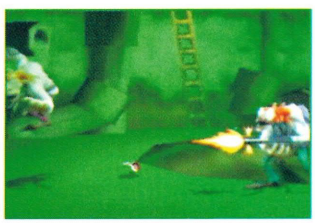
Some of the characters are truly characterful

IT LOOKS like Interplay have got themselves a nice new slogan. Emblazoned proudly on the Clayfighter game box is 'Interplay, by gamers for gamers'. Presumably they've missed out a few words by mistake, as in this case 'by gamers who wouldn't know a good game if it smacked them in the mouth for gamers who've either got too much money or have never played a game before' seems much more appropriate. But presumably they couldn't fit that on the box.

You see, we all knew this was going to be fairly dire (we all saw the preview footage on issue 1's video) but nothing could have prepared me for the horror that awaited me the first time the game was loaded up.

It had been in for a few days before I plucked up the courage to have a look (which I did simply because I knew it'd be passed from one team member to another for weeks on end if someone didn't take the initiative and agree to review it). During this time a couple of people had expressed a passing interest and one (our Art assistant Stu) had even got quite excited about it and played it to a finish. My hopes rose. It mustn't be as bad as I feared then?

How wrong can you be? It would seem that Stu must fall into the category of gamers I mentioned above because, as beat'em-ups go, this one ranks among the worst ever. Still, Stu steadfastly defends it to this day, so it must have some mysterious merit for some people.



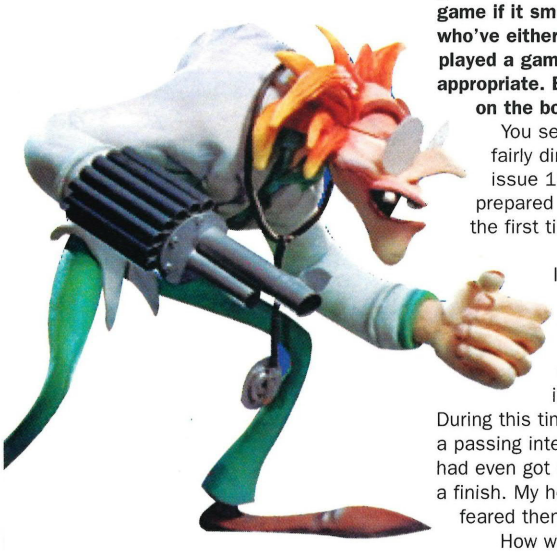
Be warned, the participants are not afraid to cheat!

So what's up with it then? Many, many things actually, so I'd better take them in some sort of order or I'm in danger of being swamped by negativity. Okay then, first thing that hits you is that the game doesn't look all that bad, but I couldn't get this nagging thought out of my head that it in some way reminded me of Scooby Doo. If Hanna Barbera were to design a game it would probably be something like this. The sound, which by the way is the game's second best feature, also reminds me of the wibbly music you'd find in a Shaggy and Scooby ghost fest.

Kiln at birth

Despite these interesting cartoon touches, I'm afraid it's all downhill from here. The novel use of Claymation to provide the game's animation just hasn't worked. There simply aren't enough frames, leading to a distinct jerkiness and a modest dip in the final score.

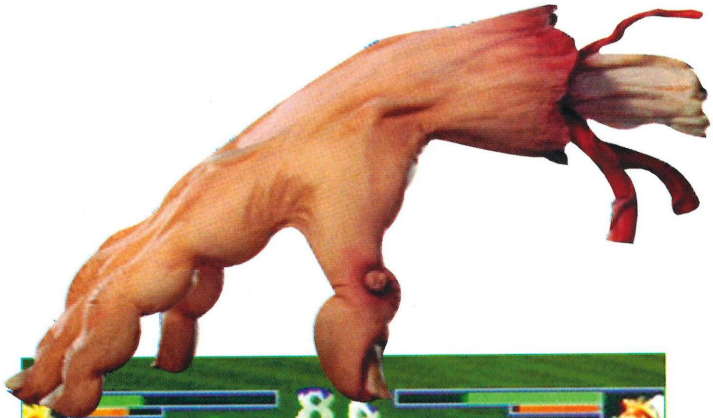
The humour is decidedly hit and miss, sadly with more misses than hits. Much of it comes from the racial stereotypes built into the characters. So if you're the type who finds Bernard Manning funny, you'll be in stitches (although you'll probably be unable to tear yourself away from your 'hilarious' Chubby Brown video collection for long enough to spend any significant time with the game).







Favourite character for most has to be Kung Pow







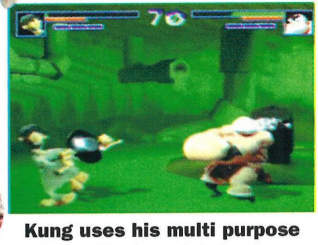
At least the game has some comedy value to it







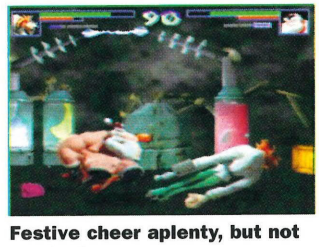
Finish it by randomly bashing buttons



Kung uses his multi purpose Wok to attack and defend



He's obviously a Big Daddy fan... Or should I say was?



Festive cheer aplenty, but not much else



If this Santa pops down your chimney call the police!

There's a Japanese martial arts character called Kung Pow and a voodoo witchdoctor that are both particularly offensive, alongside some truly weird characters including a pumpkin-headed thing, an unhappy clown, a sumo wrestler and a blob.

Putty in your hands

Each character has a number of individual moves, most of which are intended to have a comedic slant, but as a rule fail miserably in that department. However, if this was the only failing you could forgive this aspect of the game, but can you imagine feeling satisfied at paying £50 for a game that will almost certainly have been completed within an hour of unwrapping the cellophane? And the tactics employed in achieving this goal? – simply hit all the buttons as fast as you can and rotate the analogue stick at the same time.

Yes folks, Clayfighter 63 1/3 really is that easy (admittedly there are harder difficulty levels, I'm talking only of the default setting), and it was at this point that I realised that someone completing this game quickly isn't as impressive as I had first thought.

Okay, you don't have to use such simple tactics, but the mere fact that you can is enough to destroy the little shred of credibility that the game was clinging on to. Take this as a warning. If you choose to ignore the advice given here (and you can check the other mags if you must, you'll find that for once we're pretty much in agreement) that this it awful – then resist the temptation to take the easy route and try and work out the real fighting strategies that lurk within the game.

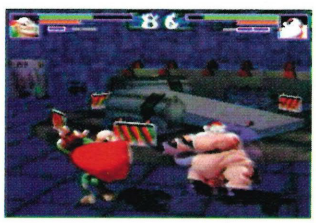
I can't go on. I was going to try and defend it for ▶



Review

Clayfighter 63 1/3

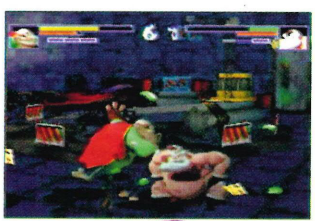




If you didn't have to actually play this it'd be alright



Ooh you can certainly tell who's hit who there!



▶ being a decent fighting game that's suffered the fatal mistake of opening up a back door to completion by accident, but I can't. Clayfighter 63 1/3 is a bad idea that has been poorly executed. It's as simple as that. And the sad thing is that I'm not convinced that this has happened through any lack of effort.

Play – Doh!

The professionalism of the cast providing the voice characterisation (listen out for Simpsons' voice supremo Dan Castellaneta) proves Interplay's deep commitment to make this work. I just get the feeling that no one had the bottle to stand up and say "look, I don't think we should release Clayfighter. It's not really working is it?" And that's a shame because it damages an otherwise solid reputation.

Gone are the days when N64 releases were so thin on the ground that you could release any old nonsense and guarantee a decent chart position. This just won't do. Little kids might go for its cartoony appeal, but hardened gamers should shun this like they would an approach from a tramp with leprosy ●



N64 Score

I PONDERED LONG and hard over what score to give this. My opinion lurched wildly between anything from five to 50%. I finally settled on 39% for the simple reason that Wargods got 38% and the office consensus is that Clayfighter is slightly more appealing than that. As a beat'em-up it's a total travesty, as a game it's a Les Dennis quality joke and as a purchase it just really isn't worth it. If you bought this you'd be distinctly unhappy to say the least (although apparently the rumours of Michael Hutchence having paid money for a copy are totally unfounded), and with the likes of the excellent Diddy Kong Racing now nestling on the shelves and Yoshi imminent, well, what's the point quite frankly? It's a complete waste of time and certainly not what anybody bought an N64 for. Surely you've got better things to do with your time than play this? *STEVE*

● ***ALEX*** **Not quite as bad as Steve says, but still pretty atrocious all the same. It's shoddy, the sprites break up (unintentionally) far too often and the 'breakthroughs' are laughable. Not even for fools (like Noely)**

● ***MARK*** **This is a truly appaling game. The graphics are dodgy, the sound is shoddy and the game plays like dirt. Only dirt is free and this will set you back fifty quid. For God's sake don't waste your money on crud like this**

● ***NOELY*** **I seem to be the only team member who truly appreciates this game. My sides almost split once or twice from laughing so hard at some of the jokes! Steve's mad, this is top beat'em-up action and no mistake bucko!**

● ***READER REVIEW*** **Terrible. There aren't enough negative words in the English language to describe just how bad it actually is! I feel ill quite frankly**
MARK RUSSELL, Dover

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

39%

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

NINTENDO 64

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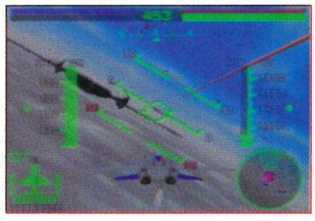
Review

● **PUBLISHER** Video System ● **CONTACT** 01485 570 256 ● **GENRE** Shoot'em-up

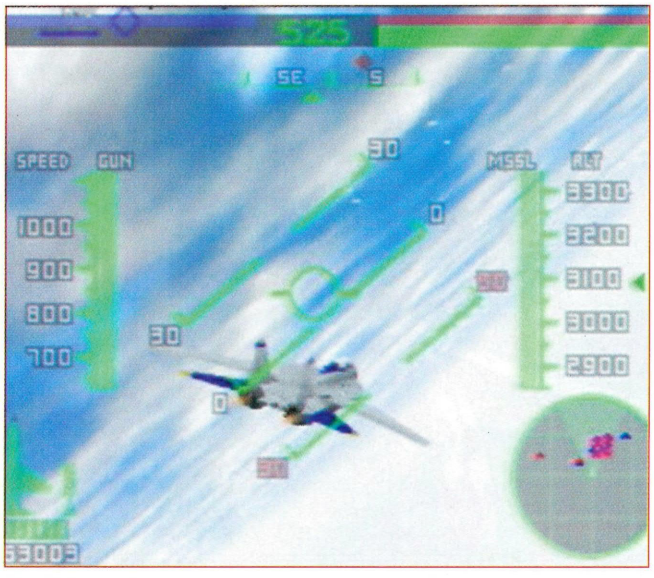
Aerofighters Ass

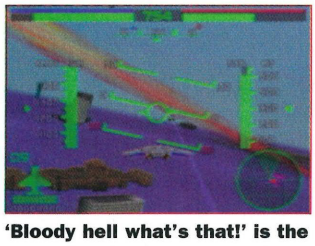
Is it a flight sim? Is it a shoot'em-up? Does anybody care?

Aerofighters Assault swoops onto the N64. Will it soar through the air or just twitch a little on the shelf?



The Stealth Fighter's not very stealthy. I'll make it disappear





'Bloody hell what's that!' is the usual reaction to the boss' gun



You have to save Tokyo from the robot monster

NOW ME and flight simulations aren't exactly bedfellows. Long ago when they were popular I always imagined they'd be great. I mean flying a plane is every kid's dream (well every normal kid anyway.) So, using your computer to do the nearest equivalent should be great fun. But it isn't and never was.

You see, flying a plane is tedious, awkward and boring. The only good thing about being a pilot is being able to chat up birds armed with your pilots licence. Remove the pulling power and you're left with the dullness that is the flight simulator.

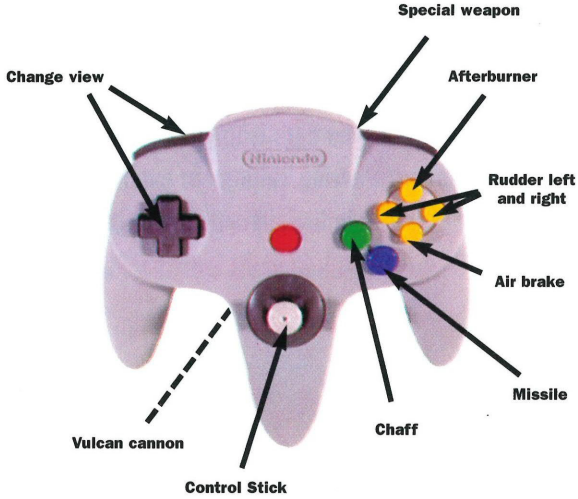
A few years ago a company (mentioning no names), decided to release a shuttle flight simulation. It had a real-time option for extra authenticity, which meant a nine hour wait whilst the shuttle was dragged from the hanger to the launch pad. If you persevered that far, you had the thrill of not smashing the thing upon launch to look forward to. And if you were lucky and got the thing off the ground, you then floated for 48 hours in space. It was around this time that people stopped buying flight simulations.

But with the horse's corpse still rotting on the floor, some companies have picked up the whip and began flogging it once more. Listen carefully and you can hear them thinking, "if we remove the boring bits such as flying and include more shooting we'll make a great game." A sort of flying, shooting game with the feel of a flight sim, but the excitement of a shoot'em-up. Which brings us neatly to Aerofighters Assault (AA). The PI**station has had several of these games forced upon it and now it seems to be the N64's turn to suffer.

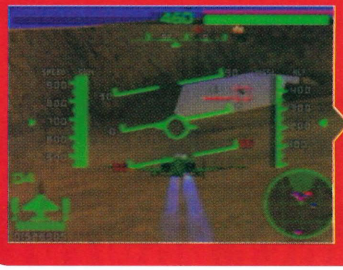
Flying High

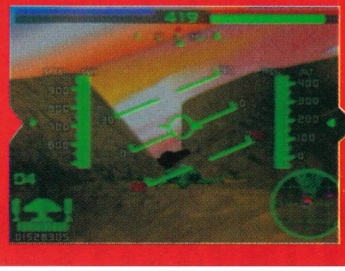
Let's start with the positives shall we. AA has four different types of plane to choose from including: the legendary F14 Tomcat (that's the one little Tommy Cruise flies in Top Gun), an A10 Thunderbolt, the Russian built SU-35 Super Flanker, and the FS-X (which I think is made up, but I could be wrong.) All of these have there own different weapons that are part based in reality such as the Vulcan Cannon, and part imaginary, such as the Ninja Beam special weapon.

There's no shortage of weaponry to throw at the enemy either. You have unlimited machine gun rounds and missiles and can use your special

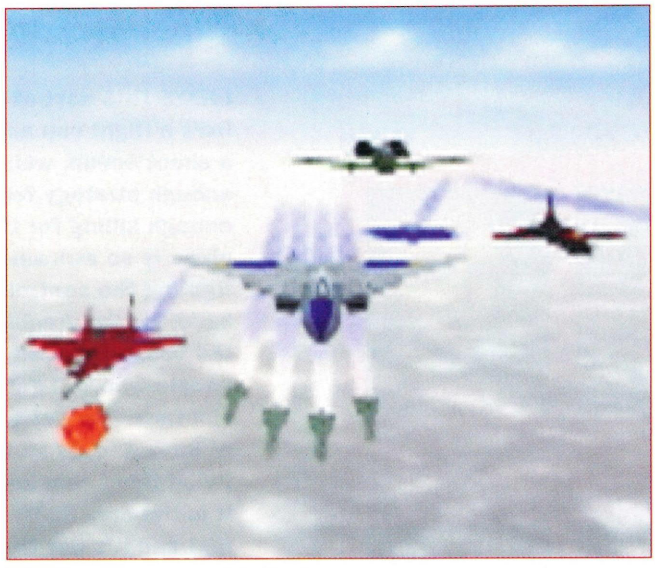


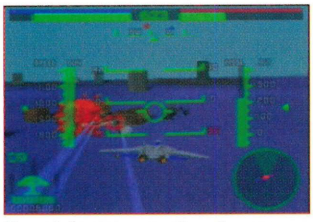
Bossfest: I sneak up from behind in the A10, fly through the





ault





Oops! An enemy plane's run into my four missile attack

weapon twice during combat.

Each level consists of a one large boss, who in true Godzilla-style is attacking a city. Usually the aim of the mission is to destroy the boss whilst taking out a few crack shot enemy pilots. Most of them are just buzzing around taking pot-shots at you whilst the large numbers of enemy helicopters hinder your progress, but are cannon fodder when you catch them on their own.

You have to make the decision between attacking the enemy aircraft or just heading for the enemy boss. If you head straight for the boss you have the smaller enemies attacking you whilst you are busy. On the other hand, if you go for the smaller enemies they slowly reduce your power whilst the Boss stays as strong as ever.

So there is a bit of tactics to be found in Aerofighters Assault. Although to be honest, I didn't spend much time thinking about it. This is a game in which you spot an enemy and then blow the crap out of them. That's what shoot'em-ups are about for me.

Fighting the Good Fight

The game plays like the all range mode in Lylat Wars, but with more realistic control of your plane. You have a set area to fight in and if you fly to far away from the combat zone your plane will automatically do a U-turn and head back into the fray. So there's no doing a 'brave Sir Robin' in this game. You have to fight until the boss is destroyed.

The four planes you can choose between each handle very differently. The A10 for example is slow but heavily armoured and can fire a continuous stream of bullets. It's great at attacking the boss head on with guns blazing, but it's cack at taking out enemy fighters. The FS-X is the complete opposite – it handles very well, but is weak and despite its boss-crunching special laser, it is best used to take out fighters and helicopters.

A nice touch is that the planes you don't select still enter the game. They are controlled by the computer and act as your wingmen throughout the mission. These wingmen continue to take out enemy jets and attack the opposition, but the bulk of the work still has to be done by you. Headquarters also gives you updates on their progress through numerous radio messages should you need to help them out. Unfortunately, they sound less like dedicated professionals and more like the Teenage Mutant Ninja Turtles, saying things like "bogus dude" and "gnarly," when you take out enemies.

Crash Landing

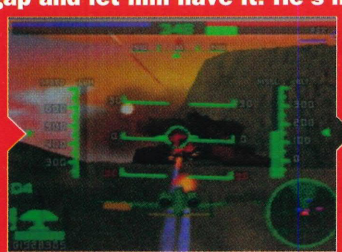
Okay, now that I've got all the good stuff out of the way, it's time for the downers. Basically, what you have here is a shoot'em-up with all the failings of a flight sim. The controls are sluggish and awkward and nowhere near as responsive as I'd like. Every so often you get disorientated and either crash or get shot to pieces whilst merely trying to level the plane out. There is a novice flight mode which makes the plane handle like the ship in Lylat Wars, but this is no substitute as it makes chasing enemy planes even more difficult.

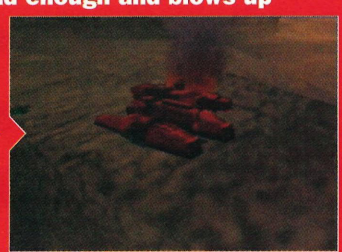
The graphics aren't particularly stunning either. The desert section is nice, but the rest of the backgrounds look desperately bland. The planes themselves are well designed, but again have a bit of a flat polygon look to them. And the bosses although being fairly large, don't have much animation to them. However, I think the real problem with AA is that for the most part you're doing battle from a distance. There doesn't tend to be much close-up dogfighting because you have an infinite amount of missiles and therefore have no real incentive to get in close.

Another problem that I have is that all the dials and display units are superimposed upon the screen. Although they do add to the realism, they can badly block your line of sight.

However, my main criticism must

gap and let him have it. He's had enough and blows up





Take out that Base



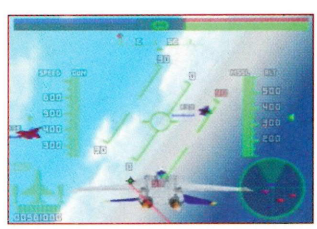
I soon run across the shield



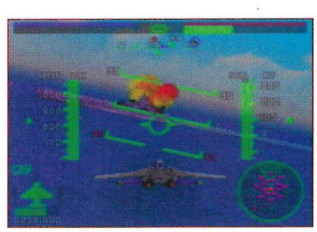
Take out the power generator



Don't be shy about firing back



Flying through the clouds and looking for a fight



That submarine will soon sink for the last time



A close-up of the sub and four of my missiles are away

Review

Aerofighters Assault

Meet the Team

The Aerofighters Assault team consists of the four best top gun pilots in the world or something. So they are all pretty nifty when it comes to flying a plane. You select one of them and go to battle in their chosen plane



Ellen: The chick in command. Good looking but wears a tie to work



Hawk: He's the all American kid. Eats apple pie and saves the world



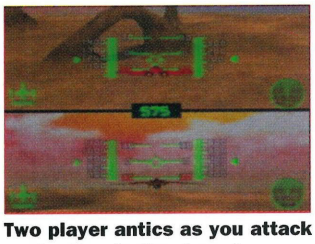
Glenda: Despite her elderly name, she is a kick-ass thirtysomething



Hein: A modern day ninja from Japan. Fast and mask wearin'



Volk: Slow and sturdy Russian. Fights to change his daft name



Two player antics as you attack each other in the desert



Flying close to the ground in the A10. Its more fun that way



More friendly fighting this time in the cold harsh ice level

be levelled at the gameplay. Now, remember I'm not a fan by any means of this type of game. I've already said why I hate all things simulated, but this isn't even a good example of this type of game. Despite being surrounded by enemies you never get the feeling of taking on a horde of opponents. It's more a question of just avoiding the missiles before you head for the boss.

Picking off Bogeys

If you're being chased by an opponent it's often easier to just ignore him and keep going for the main objective. And it's not that the bosses are particularly tough either. I managed to get to the end by ignoring all the attacking enemies (and other objectives) and just going after the main boss.

At the end of the day, I just plain don't like this sort of game. It's sitting on the fence between simulation and shoot'em-up and manages neither very well. There's not enough simulation to impress fans of that genre and there's certainly not enough action to impress me. All the time I was playing it I just kept thinking of Lylat Wars, which has far better graphics, more gameplay and more involving action.

The long range mode on Lylat Wars is so much better than this, and you get the rest of the shoot'em-up to go with it. So I suggest you go out and buy that and leave Aerofighters Assault sitting firmly on the shelf ●

N64 Score

I HATE THIS sort of game. It isn't a flight sim and it isn't a shoot'em-up, which means that there's not enough strategy for the thinkers and not enough killing for the psycho. Piloting the plane is so awkward that you'll find yourself fighting the controls more than you will the baddies. The graphics are incredibly bland and the bosses lack any real animation. The only people who will get any joy from this are flight sim fans. You get to fly the plane, but instead of having to do all the tedious landing and flying thing, you just get straight into the fight. It is the only flight sim/shoot'em-up on the N64 and it's not the worst game I've ever seen, but I'd recommend taking a good long look at this before you buy (and then only if you're desperate for a flight sim). If you're looking for a decent shoot'em-up then just go for Lylat Wars instead. *MARK*

● ***ALEX*** **When I was conceptualising this mag I dreamt of all the amazing 64bit games I'd be playing. Had this dropped onto my desk when I was Editor of Super Action I wouldn't have thought it was all that good. Know what I mean?**

● ***STEVE*** **I've barely even looked at this for two reasons; one is that I've been a bit on the busy side, the other is that it looks absolutely rubbish. This type of thing never works on a console. Stick to Pilotwings eh lads?**

● ***NOELY*** **I was planning on reviewing this game, but was busy with my Diddy Kong Guide. Needless to say Mark didn't have to wrestle the cart off me once I'd had a quick look at the poor physics, and dull and unexciting gameplay**

● ***READER REVIEW*** **I was looking forward to this but, I admit it isn't up to scratch. I don't think the graphics are that bad, but the gameplay sucks. Lylat Wars is a lot better**
Craig Donald, Doncaster

GRAPHICS

GAMEPLAY

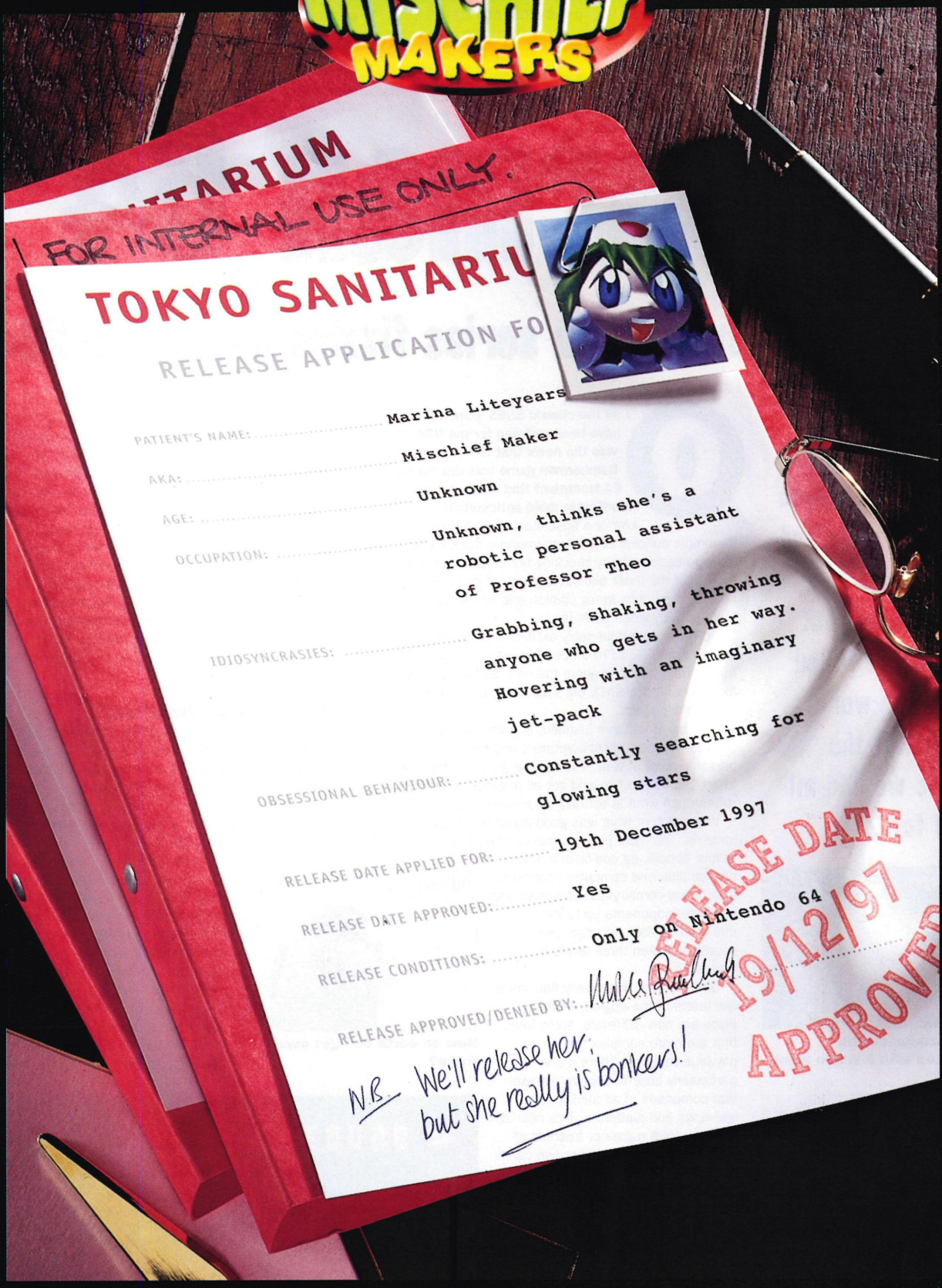
SOUND

LASTABILITY

68%

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

MISCHIEF MAKERS



64 BIT POWER

94 MHZ SPEED

3D ENVIRONMENT

STEREO SOUND

PRECISION CONTROL

MULTI-PLAYER

90%
N64 MAGAZINE

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

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Review

● **PUBLISHER** Hudson ● **CONTACT** 01703 653377 ● **GENRE** Multi player maze game ● **RELEASE DATE** Out Now

Bomberman 64

The classic Bomberman series fizzles out on the N64

Bomberman gets the inevitable N64 overhaul, complete with 3D action and an improved one player game, but somehow it failed to set our world alight. Not the classic we had all hoped for...

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

I for one absolutely loved the original. Its simple concept of running around a maze trying to blow up opponents by chucking bombs at them, made for one of the most addictive games of its time. Indeed, it remains in my opinion one of the finest multi player games there is.

So I was understandably excited when Bomberman arrived in the N64 Pro office. And yet I must admit that I had my doubts about the new 3D format (why fix what isn't broken?), but was willing to be proved wrong once again.

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

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

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

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

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

It's Just Me, Myself and I

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

These worlds are 3D environments with obvious comparisons being drawn between this and Mario 64. The single-player game sees you guiding a 3D Bomberman character around the environment. It all looks very nice. The levels are wonderfully bright and colourful and have the same cute charm, or sickly childish feel,(depending on your opinion) as found in Mario 64. But Bomberman's single-player game is nowhere near as



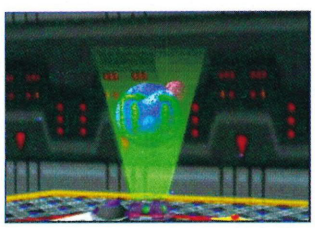
Most enemies can be dispatched with a single bomb



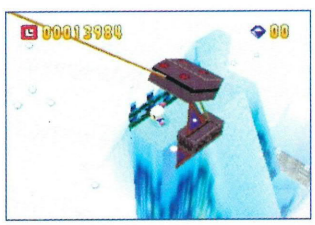
I've found this old shack in the Snow World, but can't get in



A scene from 'The Bomberman who came in from the cold'



Beam me up Scotty, I've landed in Blandsville USA



How on earth do I get over there?

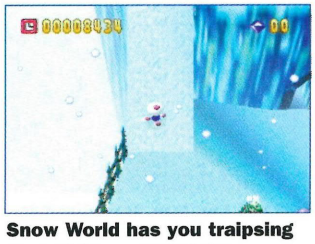


● **NO. OF PLAYERS** 1-4 ● **PRICE** £49.99 ● **SECRETS** Yes



involving as Nintendo's masterpiece.

I found the gameplay somewhat confusing at times and was left wandering the levels aimlessly with little idea what was required of me next. Even when I did figure out the next puzzle and the next secret, there just wasn't enough excitement within the game to fully capture either my imagination or my interest for very long.



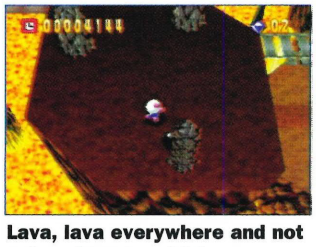
Snow World has you traipsing up and down mountains

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

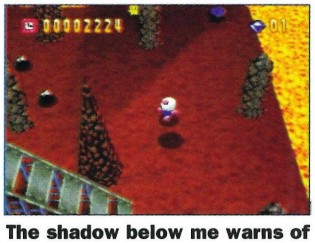
I know that the video game industry moves on apace and I've frequently been ribbed in the office for harking back to bygone days in which simplistic, but insanely addictive gameplay took precedence over flash 3D graphics. However, Bomberman is a classic example of how, in the rush to move with the times, modern developers frequently leave the gameplay behind. It is still playable in multi player mode but nowhere near as playable as it should have been ●



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



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



The shadow below me warns of an imminent falling rock

N64 Score

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

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

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

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

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

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

73%

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

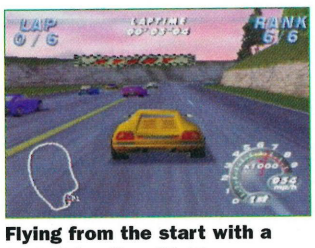
Review

● **PUBLISHER** Titus Interactive ● **CONTACT (FRANCE)** 143 321092 ● **GENRE** Racing Game

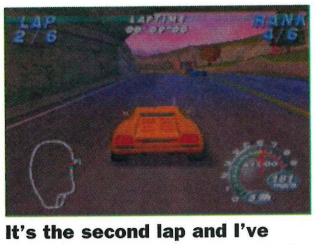
Automobili Lam

A posh sounding name alone does not make a good racing

You're going to sound like a fool when you try and buy it. But if you manage to pronounce it without sounding like Mario will you be glad you bothered? Read on to find out whether this racer is worth getting excited about...



Flying from the start with a tasteful yellow Diablo



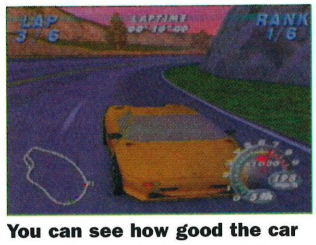
It's the second lap and I've already moved up into second



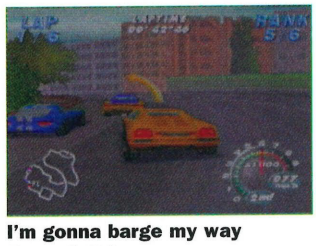
Four player antics as the N64 Pro team race around the track

FINALLY a copy of the long awaited Automobili Lamborghini has landed in our office. It's been a long time since we first heard about this game and it's been a long wait for it to arrive. A couple of issues ago we were moaning about the lack of decent driving games on the N64. Sure there was Mario Kart 64 and Wave race, both fine games, but they weren't car racing games. And Lamborghini looked like being the answer to all our prayers.

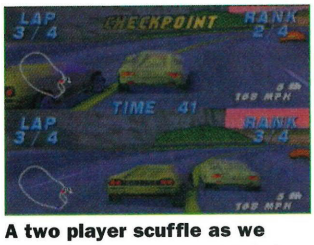
But that was way back then. This is now and there are some really good driving games appearing on the N64. So Automobili Lamborghini no longer has that air of expectancy about it. The hype and suspense of waiting has disappeared. So the question is: can it stand on its own feet (or should that be wheels?) or has it run out of fuel before it even enters the race?



You can see how good the car looks from this full frontal



I'm gonna barge my way through this corner



A two player scuffle as we fight for the glory of third place

Start Your Engines

There are six cars to choose from, split into two different types. The world famous Lamborghini Countach and the less famous, but much faster, Lamborghini Diablo. The Countach handles better whereas the Diablo is a speed beast that fails to take sharp bends with astounding regularity. But with a bit of practice you can use the Diablo to good effect, overtaking the opposition with ease.

The preview version had 24 different high performance cars to chuck around a track. These included cars from Porsche and Ferrari as well as Lamborghini. The cars are still in the game, but only as computer-controlled opponents. They've probably been removed because of the license deal, which is a shame because I would have liked more cars to race about in.

The first thing you notice is the fiddly control system. There is a lot of oversteer, especially at low speeds, making cornering difficult. This has to be the only racing game where it gets harder to drive the slower you're going. You have to get used to making small adjustments to the analogue stick rather than just throwing it to the left or right. But even with practice it can still be difficult to find the right amount of pressure to get around corners smoothly.

One thing I do like about Lamborghini is that it doesn't rely on the mythological invention of





Looks like I've tried to take that corner a bit too quickly



I'll have to fend off that neon Porsche tearing up behind me

borghini

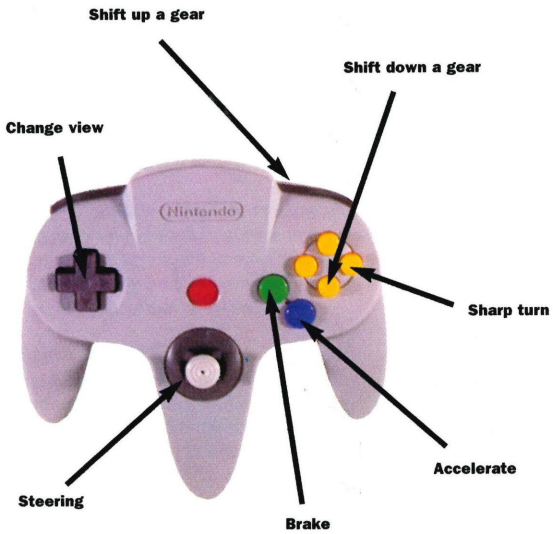
game



The in-car view looks about three inches above the ground



Tearin' around the bends in this fierce looking red Diablo



video games – powersliding. What real car allows you to press the accelerator on and off to slide around right angles at two hundred miles per hour? You can do a sharp turn by pressing the C-right button, but this slows you down considerably. Instead you must decide whether you should risk racing around a corner at full speed or take your foot (or should that be finger?) away from the accelerator and risk losing valuable time. It makes for a much more controlled race based on good judgement and track knowledge.

Another thing I don't like is the controller set-up. A tradition of using the R and Z buttons for the gear controls has emerged. But Lamborghini uses the R and C down buttons instead. It's a more fiddly combination which I don't like. I could forgive it if there was a controller set-up option, but there isn't and the controls are fixed on default.

But aside from all this, the thing I really hate about Automobili Lamborghini is having to use the D-pad to change the view. This means you have to take your hand away from the analogue stick and that's not a good idea during a race. To add to this annoyance, it seems you are unable to change views until the race begins. The view also changes to the default every time you complete a track, which means that you have to fiddle about at the start of each and every race.

Lookin' Good

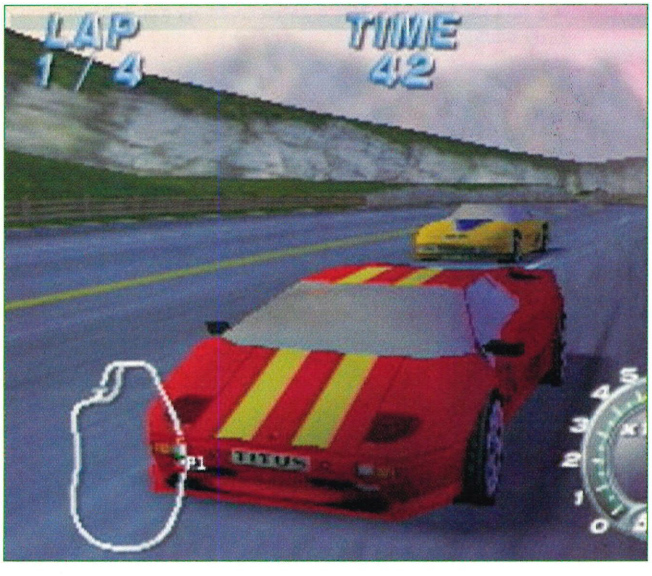
The graphics are crisp and clear if a little on the bland side and because of the low camera angle, the cars look somewhat squashed. At times it looks like you're driving a Humvee around the course rather than a high powered speed machine.

There are six courses in the game. Ranging from the open countryside through to inner city racing. Short cuts are present on the courses, but they seemed to either slow me down or make no difference at all which was disappointing.

In the tournament mode you have to make pit stops as your fuel runs out or your tyres become worn. You fill up by pushing the analogue stick and change the tyres by swirling the stick around in a circular motion. All very novel, but hardly an amazing addition. However, the inclusion of pit stops in the challenge mode does make the game more tactical than a lot of race games.

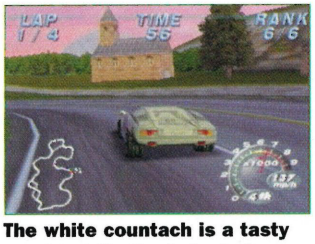
The arcade game offered the most challenge for me. There is a basic and a pro series with three tracks each. Even on the novice difficulty setting the pro series of tracks were difficult to finish and you can often find yourself in first place and still run out of time.

The artificial intelligence of the computer cars is quite good, although they do have a strange tendency to suddenly kamikaze into ▶



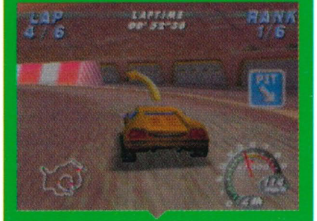


The road is looking crowded as I clock 100 miles per hour



The white countach is a tasty number. Pity I'm in last place

In The Pits



Notice the pit stop sign



Get a new set of wheels



And back into the fray

Review

Automobili Lamborghini

the walls at strange moments (they do this when flying down a straight road for example). But then again, thanks to the sensitive controls so do you. At least the computer cars don't just follow a set pattern of perfection like in many racers.



I've spun out on a corner by trying to take it too fast

Automobili Skoda Favorit?

The main problem with Lamborghini is that all the time it feels like your driving through mud. There's no real impression of speed in the game. The speedometer says 184 mph, but it's like talking a leisurely stroll on a Sunday afternoon.

Now I was still conscious of the Top Gear Rally incident, where we criticised a game for being too slow only to find out that (after an almost Herculean effort in dedication) faster cars eventually became available and the whole game became much better.

So, teeth gritted and armed with a copious supply of sugary coffee, I set about playing Lamborghini to find out if the same was true. After a considerable stint of playing I found out that it wasn't. The game is inherently and unforgivably slow, especially when more than two cars are on the screen. The multi player mode is even slower than the single player mode, even though only four cars enter the race rather than the usual six.

The Final Word

This is by no means the best racing game on the N64. It's far too slow for that. And it's not as if speed has been sacrificed for the graphics, which are bland at best. The game itself fails to cause any excitement, the control is fiddly and awkward and the courses are largely boring affairs.

It's a shame that this came in for review at the same time as Diddy Kong Racing, because Diddy really shows what the N64 is capable of both in terms of graphics and game design. If you're after a racing game with cars instead of karts, I'm advise you to go for San Francisco Rush or Top Gear Rally. But if you want the greatest racing game on the N64 so far, buy Diddy Kong Racing ●

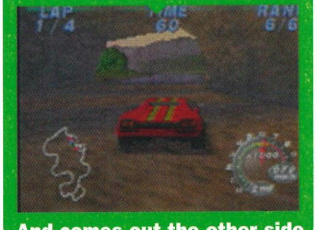
Cutting Corners



Notice the road to the right



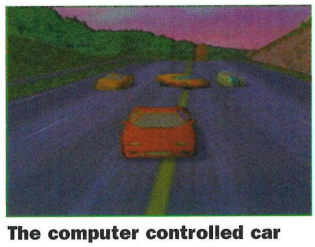
The tunnel goes through a hill



And comes out the other side



Slammin' through a chicane with no respect for other cars



The computer controlled car seems to be in trouble

N64 Score

LAMBORGHINI? YOU'VE got to be joking, it's more like a Russian built Lada than an Italian powerhouse. This is a slow and boring affair with ridiculously over-sensitive controls that send you hurtling towards the sides of the track whenever you try to take a corner. There are only six dull looking tracks to race on and only two types of car to choose from (okay you can change their colour, but so what?). The graphics aren't bad, but they're nothing special either and there's some horrendous slowdown on the four player mode. To its credit though it plays quite well once you get the hang of the sensitive controls and it does become quite a challenge for a while. Just how long it remains a challenge, with only six courses, depends on you, but I found it all too easy. This is a real disappointment which fails to live up to its expectations. *MARK*

● **ALEX** Fine license, but a good license doesn't always maketh a good game. It handles in a weird, unrealistic manner and with only two cars to choose from there's not enough in there for sustained interest

● **STEVE** Perhaps slightly over marked, but when you consider the score the awful San Francisco Rush got then perhaps not. Still a long way from the N64 classic racing game we're all gagging for I'm afraid

● **NOELY** I was half expecting Mark to cream over this since he and Alex thought so highly of the awful San Francisco Rush. But even they had to concede that this is a boring, slow and uninspiring racer

● **READER REVIEW** I thought this was good. But it's a bit hard to get used to. Never mind what all the others say this is a fine racing game. Not a patch on Diddy Kong though
Andy Wellsby, London

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

39%

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

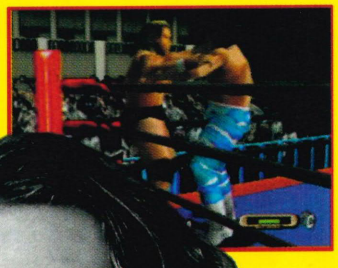
WCW vs. nWo
WORLD TOUR

ARE YOUR FRIENDS ALWAYS PICKING ON YOU?

UP TO 4 PLAYERS - HEAD TO HEAD

"IT MUST BE PLAYED, EVEN IF YOU'RE NOT A FAN. IT'S THAT GOOD!"
92% - TOTAL 64





THQ INC

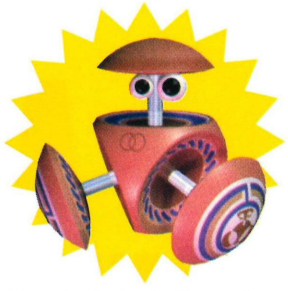
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NINTENDO 64

TM

● **PUBLISHER** Nintendo ● **CONTACT** Maderia Games, 01485 570256 ● **GENRE** Puzzle ● **RELEASE DATE** Out Now

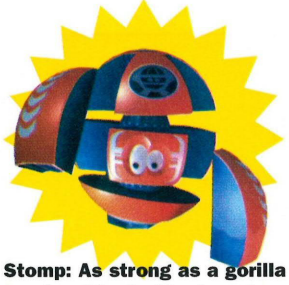
Tetrisphere



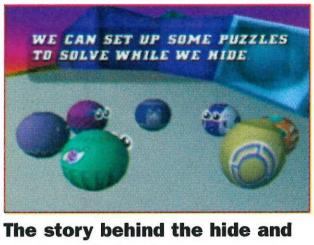
Wheels: A good all rounder and the first robot you use

Puzzle games have finally come full circle

Tetris has gone all spherical for its first outing on the N64. Is this is the definitive puzzle game?



Stomp: As strong as a gorilla on steroids. And just as dopey



The story behind the hide and seek mode is a stunner

TETRISPHERE is in a nutshell, Tetris in 3D. Now on this side of the world puzzle games are quite an enigma. Hardly anybody buys them, but they keep appearing nevertheless. In Japan however, it's a different story entirely. Our friends in the East seem to go more than a little bit crazy over their puzzle games.

In a way the Japanese have a point. Puzzle games can be some of the most entertaining and worthwhile games money can buy. They are easy to pick up and, if made properly, they are impossible to put down. They also last forever. Well... They last until you are thoroughly sick of them at least, and even then you often get the urge to return to them after a while.

So we come to Tetrisphere. Now the first thing that hits you are the graphics. They are lush with lots of bright neon colouring and the ball of blocks rotates around the screen smoothly. On the graphical front things are very slick indeed. There's a slightly trippy design to the backgrounds with swirling patterns hovering around behind the blocks. The music is also good, with a serene Techno chill-out feel to it. All in all, the presentation on Tetrisphere is very slick indeed.

Driven 'round the bend

When I was playing Tetris most people walking around the office looked at it with an impressed, but puzzled look on their face. Actually, it's fairly easy to play once you get your head round it. But you try explaining it to somebody...

Anyway here goes, so listen carefully. You start off with a circular ball completely made up of blocks. Inside the ball is a robot who you must free by removing enough blocks to make a big enough hole for it to get out.

Like Tetris, blocks appear in order. But unlike in the original game, here you have to drop your block onto a matching block on the sphere. Not only that, but the block on the sphere must be attached to an identical block. When you drop your block it removes the original blocks and any attached block (with me so far?) To make things easier you can now drag blocks around to match similar types up. It's also possible to attach ridiculous numbers of blocks together and remove large amounts at once. But you have to be careful as all the time the sphere is getting closer. Hit it and you lose a life. You get three lives and you also lose them for dropping blocks on unconnected or mismatched blocks. Did you get all that? Don't worry, nobody else understood me either.

It's a kinda magic

If you connect large numbers of pieces together before removing them you earn magic. This enables you to destroy lots of blocks at the push of a button. The more you earn the more powerful the magic and often a well timed attack will finish the game or at least get you out of severe trouble.

There are several different ways of playing the game. The main one is the rescue game where you go from level to level freeing robots. The levels get progressively harder. You start with a sphere made out of two different types of block. As you progress the blocks become more complicated and the number of different shapes increases.

Similar to rescue mode is the hide and seek mode, where you follow a storyline in which you may have to remove a certain number of blocks, make



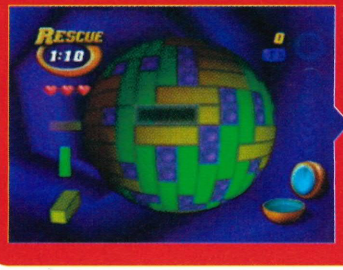


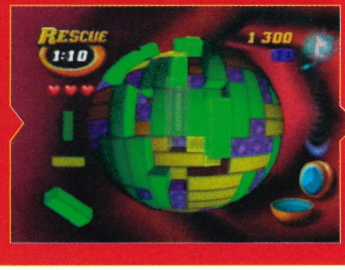
Turbine: A good mix between fast and strong

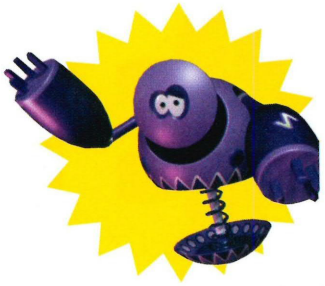


Rocket: The fastest bot in the game but a little weak

Taking a sphere apart from start to finish. Slide the blocks







Jak: He may look dumb, but Jak is one of the finest robots



Gyro: Slightly faster than stomp. But lacks his strength

several holes or just remove the sphere entirely.

There is also a puzzle mode where you have a limited number of drags and drops in which you must eliminate all the pieces. Finally, there is of course the ubiquitous time trial mode where you have five minutes to score as many points as possible.

If that isn't enough for you, Tetrisphere also allows you to play with a friend via several multi player modes. Two players can either take on each other or the computer.

Altogether the game claims over 300 levels spread over all the different modes. I've just had a solid stint on the rescue game and I'm at level 40. During that time I didn't fail to finish a sphere once, but if you do you can continue from the last position saved.

To round up I'd say that Tetrisphere is okay in a relaxing kind of way, but it fails to cause an adrenaline rush, and in comparison to the original's nail-biting mayhem, this is a major disappointment. For me, relaxation and repetition isn't really what videogames are all about. After a couple of hours I was starting to get exceptionally bored with the whole thing, and now that I've reviewed it I don't think I'll ever go back and play it again ●



Destroy your opponents balls in the multi player mode

The Puzzle Mode



You only get so many moves



Use the slide to move blocks



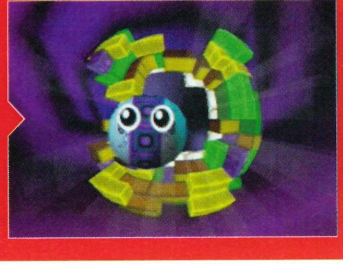
Use the drop to remove them



Gear: Not as fast as Rocket but still nippy and a bit stronger

around to create a hole big enough for the robot to get out





N64 Score

TETRISPHERE LOOKS pretty, but at the end of the day this is a slow and dull attempt to drag the granddaddy of all puzzle games onto the next generation of consoles. The graphics and sound are brilliant. It has a wealth of levels and several different ways to play the game, but they are all pretty similar and the challenge rarely varies from finding the middle of the sphere. After I reached level 40 and realised the game wasn't getting any harder I decided that enough was enough and switched it off. It's not a good sign when you turn a game off before reaching a game over sign. Tetrisphere was interesting to play for about half an hour, but then it became a mind crushingly tedious exercise. Instead of buying this why not get a Gameboy with the original version included? It'll be about the same price and offers a lot more excitement *MARK*

● ***ALEX*** **Let's face facts. Tetris was and still is a triumph of programming ingenuity – a true all-time great. The same cannot be said of Tetrisphere. It might even have fared better had it not been an attempt at 'updating' Tetris**

● ***STEVE*** **I never really found Tetris to be particularly exciting anyway, so Mark's main criticism isn't one I'd strongly agree with. There's a more innovative edition on the way (see the news for info) so I'd wait for that instead**

● ***NOELY*** **This didn't grab me the way the original Tetris did. Admittedly I didn't play it as much as Mark, but again that's because it didn't hold my attention long enough. Should you buy this or Diddy Kong Racing? Hmm a tough choice**

● ***READER REVIEW*** **I liked this more than the rest of the team. Sure, it's not fast paced shooting action. But I've always been a fan of Tetris and this is a good puzzle game**
George Sanderson, Rotherham

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

60%

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

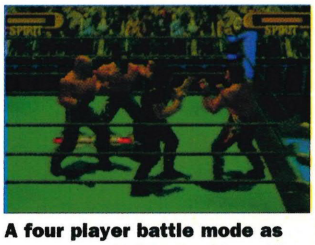
● **PUBLISHER** THQ ● **CONTACT** 1372 745222 ● **GENRE** Beat'em-up

WCW vs. NWO: W

American hard men or just guys in leotards? You decide!

It's not my favourite of sports. It's not a sport for starters and there's far too much groping for my liking. Still, it's a beat'em-up game so I'll give it a fair trial



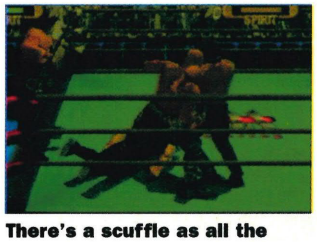


A four player battle mode as every man fights for himself

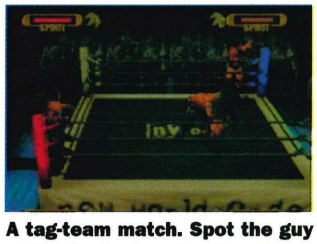


It may look like harmless fun. But it's illegal in Texas

Outside the ring is where the real fighting begins



There's a scuffle as all the wrestlers jump on each other



A tag-team match. Spot the guy at the back cheering the crowd

OH NO...NOT AMERICAN wrestling. Possibly the world's most stupid of sports and unintelligible to anyone outside America who's beyond puberty. 'Sportutainment' as the Americans call it. Where you have good guys and bad guys. But if it's a sport, how come you always know which side is going to win?

Long ago we too had wrestling in the form of Big Daddy vs. Giant Haystacks. Both looked like they had eaten one too many pies and they too were entertainers. But the Americans took the sport's light-hearted nature and made it ridiculously over the top in a way that only Americans can. And now thanks to the power of the N64 you too can be a wrestling wonder in your own home.

Now I'm not a fan of American wrestling, but I like beat'em-ups so I won't knock the game just because I think its subject matter is rather pathetic. Okay, so I'll knock it a little, but only because it's so easy to make fun of wrestling.

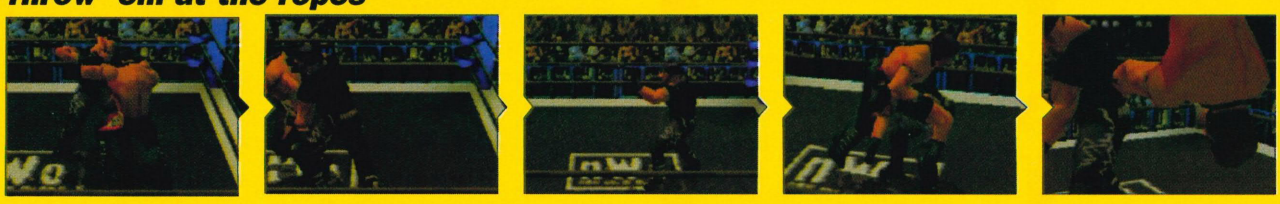
Anyway, onto the game. For those of you that don't know (or even care) about wrestling I'll explain the rules. You're supposed to fight in a ring and the basic idea is to hit and throw the opposition around in a variety of stylish ways. You win if the opponent gives up, or you pin him to the ground until the ref counts to three. You also win if the opponent is out of the ring for longer than 20 seconds. So the basic idea is to hit or throw the opponent to the ground and either pin him down, mangle him into submission or drag him back up for another pasting before chucking him out of the ring

It's violent, but in a cartoony kind of way that's full of stupid pretend violence where nobody really gets hurt. People are getting mangled, but you know that deep down it's all pre-planned and quite safe really. You cheer the good guys and boo the bad guys. Think of it as a pantomime that's wearing Lycra and has been on a course of steroids and you won't be too far from the mark.

The New World Order

When President George Bush announced the beginning of the new world order all those years ago, we all thought he was talking about American foreign policy. But no, it turns out he was introducing the latest

Throw 'em at the ropes



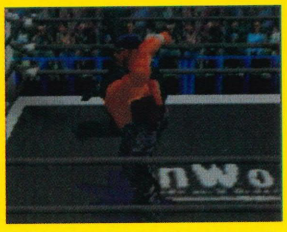
First you grab the opponent. Then throw him at the ropes. Stand around and casually waits for the rebound. Then send him flying

orld Tour

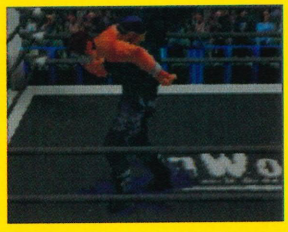




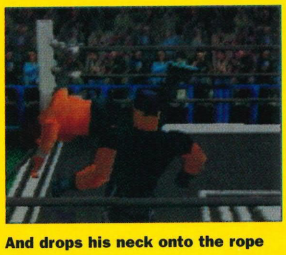
Rope Neck Throw



Hulk Hogan picks up the opponent



Then he carries him to the rope



And drops his neck onto the rope



organisation of wrestling weirdos.

The New World Order (NWO) is a group of 'bad guys' who, and I quote 'show a blatant disregard for the rules.' You can tell that they are bad guys because they wear black T-shirts and dark sunglasses.

Hulk Hogan, every kid's favourite wrestler has teamed up with this group of wrestling villainy. It appears that he's going through the mid-life crisis. So he's dyed his 'tash black and decided to become one of the bad guys. He's also changed his name to 'Hollywood Hogan.' Presumably due to his illustrious Hollywood career as a method actor.

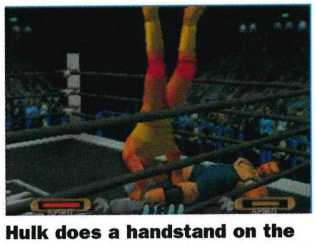
The WCW on the other hand are the good guys. Because they don't wear black, going for the more tasteful neon-coloured Lycra swimsuits. The fashion police should throw the lot of them in jail in my opinion, but hey... a million Americans can't be wrong (what am I saying?).

There are also two lesser organisations featured in the game, but I suppose they wouldn't fit into the title. These are Dead or Alive Wrestling – a bunch of cowboys keeping the spirit of the old West alive – and the Independent Union Wrestling– who are a bunch of very individual fighters who apparently answer to no-one but themselves.

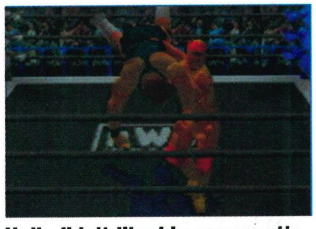
Looks Realistic for Once

Much as though I'd love to slate a wrestling game, I have to concede that WCW vs. NWO re-enacts the sport quite well. The graphics are good with large, detailed characters. The only character I've ever seen is Hulk Hogan, and then only because he did a cameo in The A Team. But the screen characters look a lot like they do on the box and there's enough attention to detail for all the wrestlers to stand out well from each other.

The characters move around the ring with a high degree of realism and appear to react to each blow. They look increasingly haggard if they're on the receiving end and if you hit them when they're down, ▶



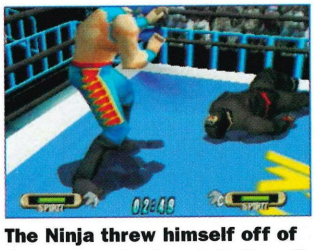
Hulk does a handstand on the opponent and smashes his leg



Hulk didn't like his opponent's remarks about his dress sense



Hulk Hogan and some other wrestler are locked in battle

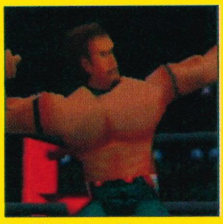


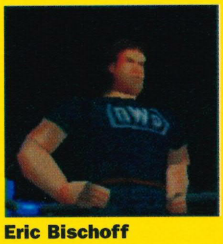
The Ninja threw himself off of the rope and missed. Daft sod!

Review

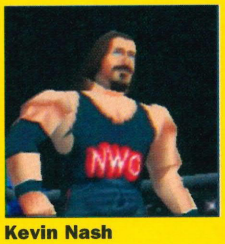
WCW vs. NWO: World Tour

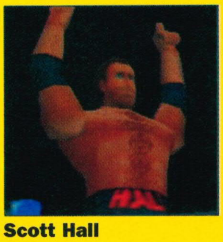
The NWO wrestling organisation

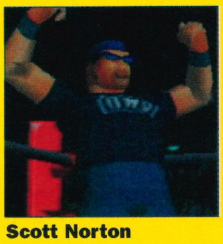

Buff Bagwell


Eric Bischoff


Hulk Hogan

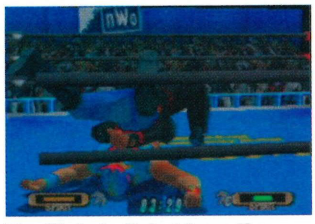

Kevin Nash


Scott Hall

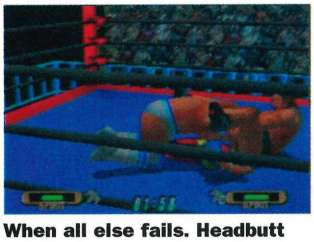

Scott Norton

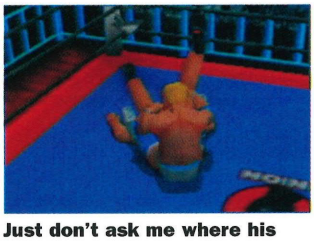

Sting


Syxx


The Ninja is flying from the turnbuckle. That's gonna hurt


Fashion tip. Never wear green trunks or yellow boots in public


When all else fails. Headbutt him in the balls. Works a treat


Just don't ask me where his head is! I don't want to know

they clutch parts of their body in a realistically painful way (well it looks as real as it does on the TV).

They also interact with the ring well, bouncing off of the ropes and jumping in and out of the ring in a realistic fashion. There's the occasional graphical glitch when the characters come into contact with the ropes, but it's minor and more than made up for by the overall quality of the graphics.

The game has five different modes to play in. Two types of league, a one-on-one match and a WCW vs. NWO tournament. But the office favourite goes to the battle mode where five wrestlers (four players and the computer) enter the ring in a free-for-all fight to the finish. With every man for himself, players gang up on each other and fight it out.

Throwing 'em Around

There are around 45 different wrestlers to choose from, so you have a wealth of choice and with each wrestler having his own special moves and crowd pleasing special attacks, it will be a long time before you've seen everything this game has to offer.

The controls are thoroughly excellent and very well thought out. The initial frantic button pushing is soon replaced by a more controlled approach as you learn all the controls. You mainly use the A and B buttons and occasionally reach for the camera buttons to perform special throws and holds. Depending on whether you do a short or long press of the button changes the power of the move you perform and so the game manages to squeeze a lot of moves into just these two buttons.

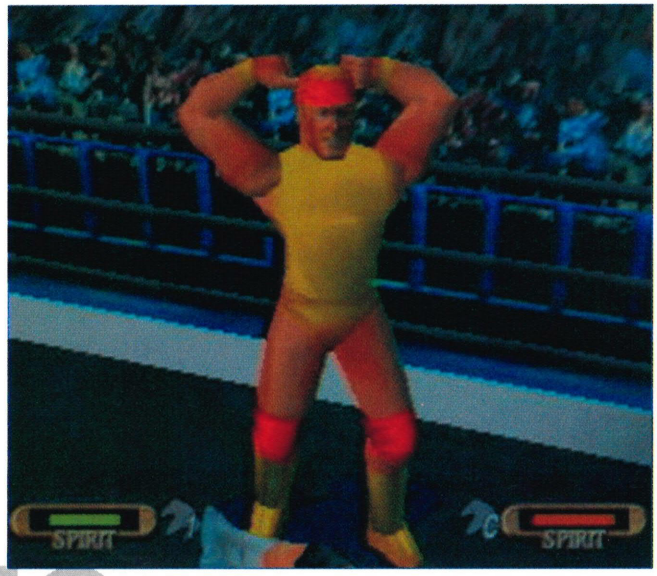
You use the digital pad to move your fighter around, which I'm not convinced is better than using the analogue stick. But it works well enough and at least keeps the controls tight.

WCW vs. NWO is a lot less complex to play than most of the fighting games I've come across, but the control system works surprisingly well. Part of this can be put down to the tightness of the controls. You don't feel any delay when executing commands and it's easy to get the special moves to work.

On The Spirits

The performance of your wrestler all depends upon his spirit, shown by a spirit meter at the top of the screen. This changes colour and length to let you know how good your wrestler is feeling. The better his spirit level, the better his moves are and the more likely he is to block moves and get up off his arse and back into the fight when he's knocked down.

You improve your spirit by hitting and throwing around the opponent. As the crowd cheers you feel better and your opponent feels worse. You can also boost your spirit by taunting your opponent or by showing off to the crowd, all by well timed use of

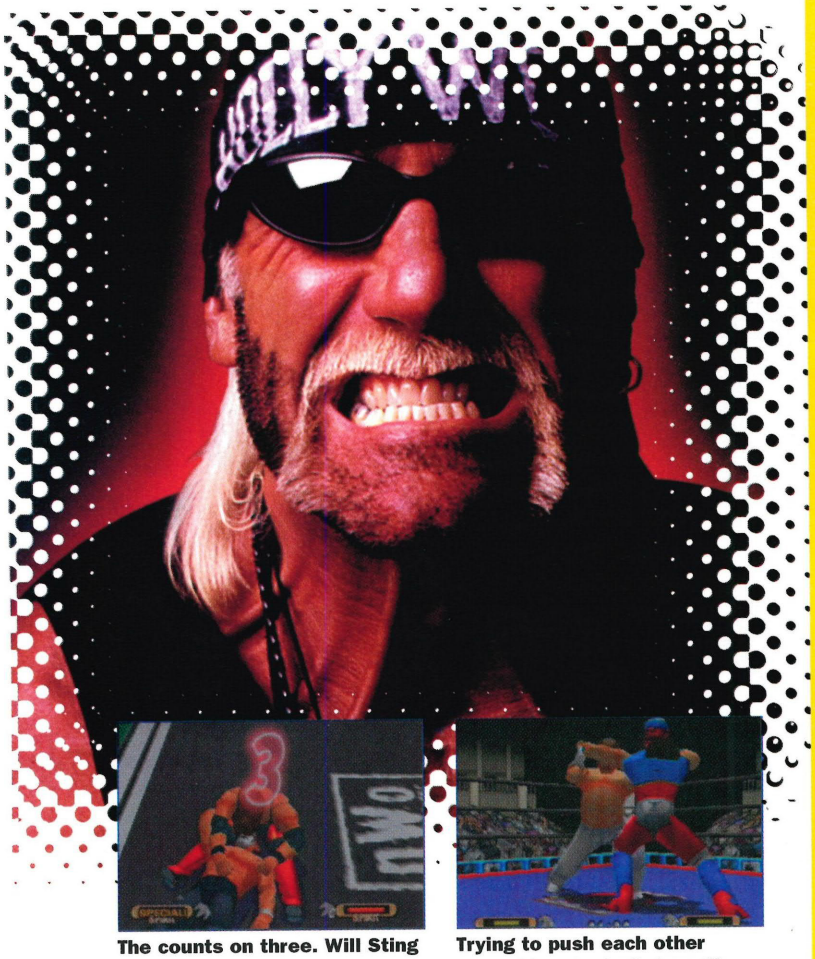



Sod the wrestling, let's have a game of twister instead

The Headslap: First hit him into a corner. Then







The counts on three. Will Sting get the kiss of life in time

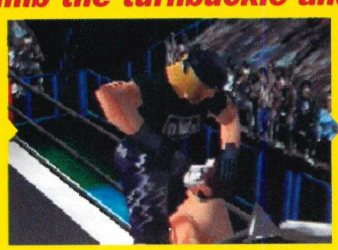
Trying to push each other around in a test of strength

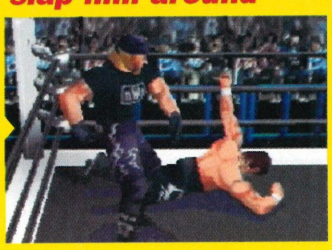
the analogue control stick. But if you're not careful the opposition will get up and crack you one before you've finished showing off. This extra element adds a lot of fun to the game. And, it re-creates not just the physical attacking part of wrestling, but also its entertainment nature. It's a lot of fun to throw your opponent in and out of the ring and then show off to the crowd. All the time raising your spirit level and making you that bit stronger at the same time.

The Final Hold

All in all WCW vs. NWO is a good game. It is entertaining to play and good fun. It plays well in single player and the multi player battle mode is treat. But it's a bad sport to begin with and I personally have no interest in wrestling. However, if you're into wrestling then I wouldn't hesitate to recommend this. It's certainly the best wrestling game I've ever seen and to be honest it's better than most of the beat'em-ups I've come across on the N64. But, if like me, you view wrestling with a certain disdain it doesn't matter how good the game is. To me it's still men in neon pink swimming trunks rolling around on the floor ●

climb the turnbuckle and slap him around





N64 Score

DESPITE BEING a wrestling game, and therefore worthy of instant derision, this managed to impress me. The graphics are good with large, well detailed characters that get thrown around in a realistic manner. The attention to detail makes the whole thing look great. The controls are well thought out as well and the game is instantly playable. Despite the simple controls there are a huge array of hits, throws and gropes to learn. And there are enough options and characters to select from to make the whole thing last long enough. I also like the idea of being able to taunt your opponent to help you win the fight. The four player battle mode, where it's every man for himself, is great fun. And the computer also puts up a good fight in the single player mode. If you're a fan of wrestling then you have my pity, but you should go out and buy this game. *MARK*

● ***ALEX*** **I can't think of a worse genre for a game, as I can't stand American wrestling (and Americans for that matter), but as it goes WCW vs NWO is the best wrestling game I've seen so far and is good value for its 80% mark**

● ***STEVE*** **Unlike Alex, I'm into wrestling, both 'real' and on consoles. I'm not sure whether it's any better than the best ones on the PI**Station however, although none of the 32bit age wrestlers had such a good four player mode**

● ***NOELY*** **Not my cup of tea at all really – the half hour's play time I gave it was quite enough. I won't be playing it again and nor will any of the other writers if they're going to be honest with themselves**

● ***READER REVIEW*** **I love American wrestling and this game is everything it is on the TV. It's fast and furious fighting action. Great stuff, I can't tell you to buy it often enough**
Edward Brenton, London

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

80%

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

Goal of the month



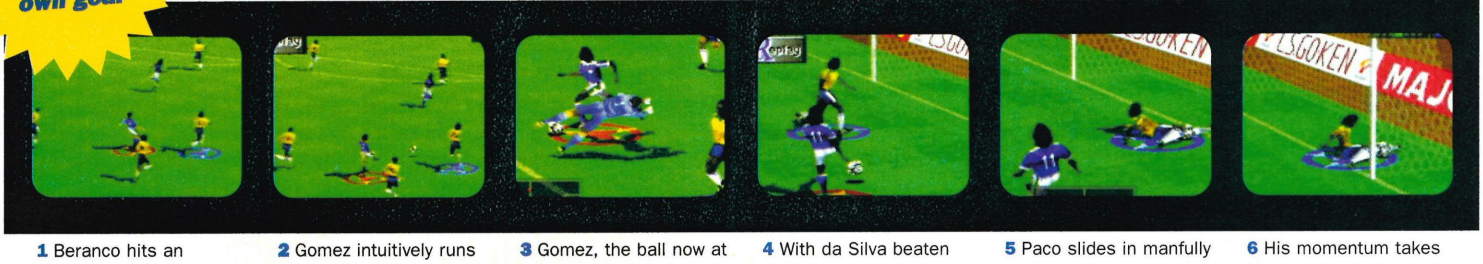
Six of the Best 2

By **Alex Lee**

Action Replay

Due to popular demand, we've brought back the Goal of the Month feature. How about sending some pics of your best goals in? We might just print 'em next time. If we think they're good enough, that is...

Goal A
Unfortunate own goal



1 Beranco hits an accurate through ball as the Brazil home team's defence backs off

2 Gomez intuitively runs into space, his understanding of Beranco's game complete

3 Gomez, the ball now at his feet, sprints inside the box and deceives da Silva

4 With da Silva beaten all ends up, Gomez bangs the ball goalwards

5 Paco slides in manfully in a last-gasp attempt to block the shot on the line

6 His momentum takes him and the ball over the goal line. Own goal!

Goal B
Bizarre follow-up



1 Roca, after receiving a through ball out wide, hits a hopeful swerving shot

2 The ball evades Pagani in the Italian goal

3 Allejo, like any good forward, follows up Roca's shot as it comes down from the bar

4 There's more than a suspicion of handball as he brings it under control

5 Pagani's slow to react as Allejo sweetly meets the ball on the half-volley

6 Gutted, Pagani stoops in shame, in admission of his mis-reading the flight of the initial shot

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

Top Ways To Score

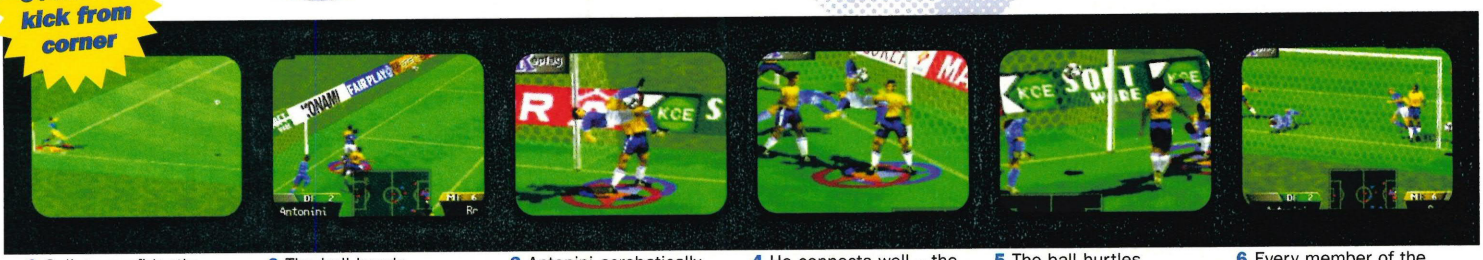
Parallel Run
Dribble the ball into the box, then run parallel using a boost to deceive the last defender. Bang it in with a tiny dab of aftertouch

Inswinging corner
Tap the corner arrow inwards one notch. Hit the corner at 80% power, swing it in using the analogue and volley it in at the near post

Outswinging corner
Tap the corner arrow inwards about three notches. Hit the corner at 90% power, swing it out with the analogue. The 'keeper'll probably punch. You can now boot it in

Long ball, short ball
Hit a long, high ball down the wing with in or out swing depending on how near you are to the wing. Latch onto the ball then play a short pass across the box to the striker

Goal C Overhead kick from corner



1 Coliuto confidently swings the corner across

2 The ball heads viciously towards the Brazil goal

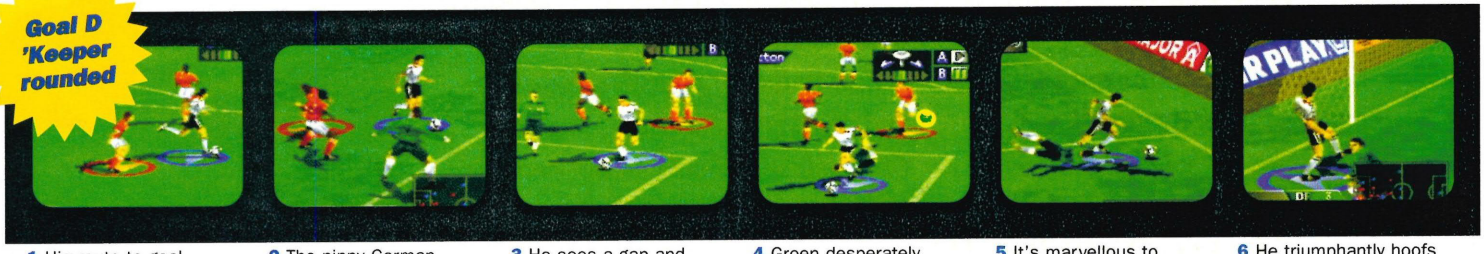
3 Antonini acrobatically attempts a high bicycle kick

4 He connects well – the defenders are mesmerised, but da Silva dives across to try and save the shot

5 The ball hurtles towards goal like a speeding bullet

6 Every member of the Italian forward line wheel away to celebrate as the ball nestles in the corner of the net

Goal D 'Keeper rounded



1 His route to goal blocked, Kuhnert turns away from Kadijk

2 The nippy German winger turns on a sixpence, simultaneously wrong-footing two Dutch defenders

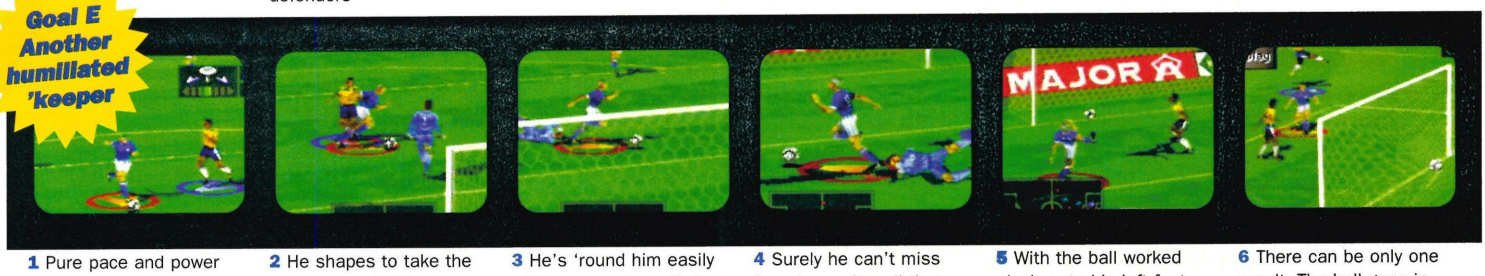
3 He sees a gap and accelerates into it, outpacing Holland's 'keeper Groen

4 Groen desperately dives towards Kuhnert

5 It's marvellous to watch as Kuhnert, the ball glued to his feet, glides onward

6 He triumphantly hoofs the ball high into the back of the net

Goal E Another humiliated 'keeper



1 Pure pace and power takes Carboni past Vincento

2 He shapes to take the ball around the 'keeper

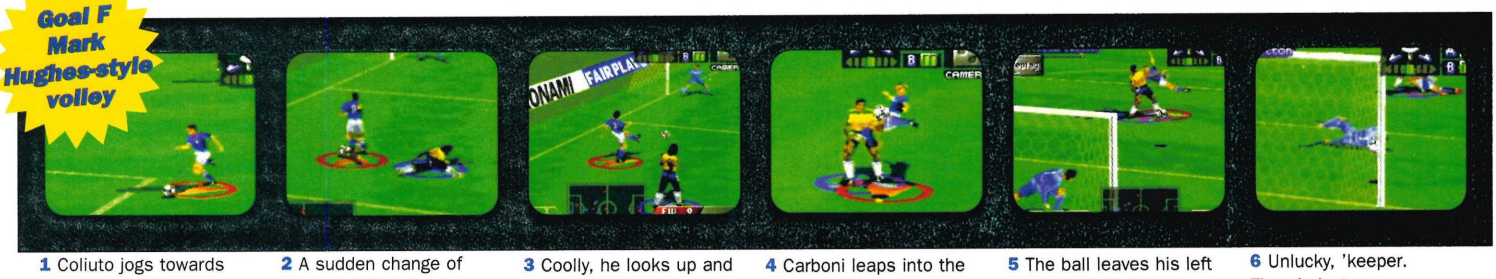
3 He's 'round him easily – it's a mere formality!

4 Surely he can't miss from here after all that skill

5 With the ball worked nicely onto his left foot, Carboni lets fly

6 There can be only one result. The ball goes in, it's a goal to Italy. Ferreira looks devastated

Goal F Mark Hughes-style volley



1 Coliuto jogs towards the corner of the penalty area

2 A sudden change of pace and direction sees him easily slip his marker Paco

3 Coolly, he looks up and crosses the ball

4 Carboni leaps into the air, contorting his body Mark Hughes-style and connects with a volley

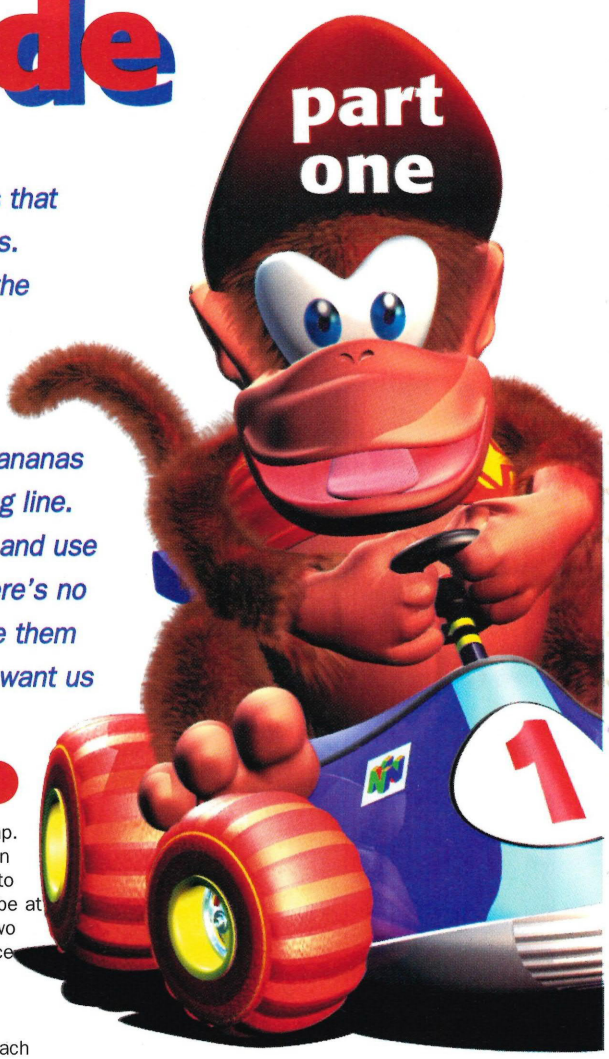
5 The ball leaves his left boot and whistles goalwards

6 Unlucky, 'keeper. There's just no legislating for that type of finishing

your choice! Write to: Goal of the Month January at the usual Freepost address before February 28

Cheat Zone

Diddy Kon Drivers' guide



Welcome to part one of our Expert Racing Guide to Diddy Kong. Inside these very pages you'll find all the information you'll need to achieve true mastery of the various courses in this fantastic game.

We've attempted to concentrate on the driving skills needed to master the courses. Although the maps do not detail every single item, they do show the most important ones. We've included all zippers, most bananas, and the key power-ups. Oh yes and the four hidden keys that open up the battle challenges.

Because we think a lot of the longevity in Diddy Kong Racing lies within the time trials mode, we've concentrated on amassing bananas and sticking to the true racing line. Obviously you should collect and use power-ups as you go, but there's no use us telling you how to use them to the letter. Anyway, do you want us to do all the work for you?

Racing Tips

Power-ups
The power-ups here are thankfully far less destructive than in Mario Kart. Therefore you should learn to use them wisely. For example, it's initially difficult to hit enemies with the standard missile so it's worth concentrating on the doubled up red balloons (homing missiles) to ensure you hit them. It's also occasionally worth avoiding bonuses to keep hold of a homing missile, for example, as a little insurance policy.

Bananas
Try to collect your maximum of 10 bananas as soon as possible. Aim to have 10 (or close to 10) by the start of the second lap. It's worth deviating from the racing line on your first lap (particularly on Time Trials) to get 'nana'd up' as it were, so that you'll be at your maximum speed potential for laps two and three. This will make all the difference to your top speed and overall times.

Characters
Learn the strengths and weaknesses of each character. While it's probably a good idea to learn the tracks using either TipTup or Pipsy (since they are the easiest to handle). Once you've learned the courses try out some of the trickier, but ultimately faster vehicles. As good as TipTup and Pipsy are, they will always end up slower on a Time Trial against Krunch or Banjo when racing the Ancient Lake track for example.



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

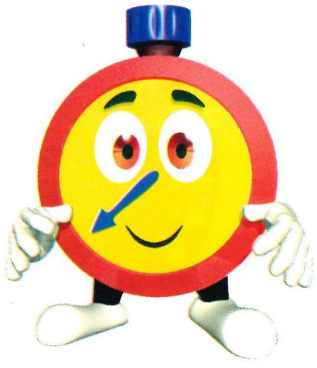


Name . . . . . Banjo (Bear)
Top Speed . . . . . High
Acceleration . . . . . Low
Weight . . . . . Heavy
Handling . . . . . Good
Dances . . . . . Like your Dad



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

g Racing



Know Your Vehicle

As well as learning the tracks and the characters, true mastery of Diddy Kong Racing comes by learning the strengths and weaknesses of each vehicle.

I like Driving in my Car
The car is obviously the easiest to control on most courses, although you'll struggle with the heavier characters such as Krunch and Banjo on the icy tracks and on those with lots of tricky bends.

Da Plane Boss, Da Plane
The Plane is initially tricky to handle because of its slow turning arc. However, the secret to controlling the plane is expert use of the shoulder buttons to make those last minute adjustments to avoid collisions. Once you've learnt to master the plane, Krunch, Banjo and Drumstick are the characters to plump for because of their superior top speeds.

It's a Lot Less Bovver with a Hover
The hovercraft's strengths are its hopping ability and the way it can skim over many obstacles. Once you've built up your speed you can hit a fair pelt with the hovercraft. However, its main weakness is the way you lose speed on corners and turns. You'll probably find that the lighter characters such as TipTup and Pipsy get bashed about too much on these courses. Go for an all-rounder such as Diddy or Timber.



Driving Techniques

Turbo Start
Turbo Starts are very important in Diddy Kong Racing. If you're slow off the mark your opponents will not only block your path, but they'll generally have snagged all the bananas making the job of catching them increasingly difficult.

Braking Turn
Practice the techniques that Taj gives you. The braking turn (where you balance on two wheels) though difficult to master is an essential skill, particularly if you are to control the more unwieldy characters such as Krunch and Banjo.

Super Zipper
Use the speed zipper by taking your finger off accelerate fractionally before you hit it.

Silver Coin Challenges
If there are any coins you are really struggling to collect, grab these difficult ones first and then make up any lost ground while collecting the easier ones on subsequent laps. Overall, be patient. There are three laps and it's not essential to collect all eight coins on the first lap.



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

Diddy Kong Racing

DINO DOMAIN

Ancient Lake

A gentle stage to ease you into the action. With its easy bends and long straights this is one of the few courses which is ideally suited for the unwieldy Krunch. On this track in time trials Krunch is simply unbeatable. While there is a shortcut across the grass, racing purists should learn to navigate the chicane

1 Turbo from the start line and collect the bananas here before taking the first left hand turn.

2 You should aim to come out of this corner so as to hit this zipper on the left side of the track.

3 From this zipper it's possible to boost over the track and collect the turbo over the grass, but on your first lap (and on time trials) it's better to navigate the chicane picking up some of the bananas bunched here.

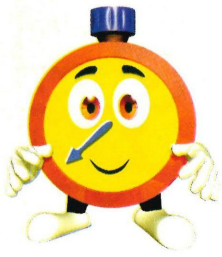
4 Move out wide before this last corner to collect a few bananas.

5 Steer into this final corner tightly to hit the final zipper and boost you across the finish line.





Diddy Kong Racing



Fossil Canyon



Quite a difficult little course this one. The toughest sections are the left turn just before the tunnel and the zipper on the tight right turn as you leave it. Master these and you'll have no problems

1 Collect a few bananas before hitting this first zipper and hug the left side of this turn tightly.

2 Steer over to the right to take this zipper. A strategically placed dropper here (oil, mine etc.) will hold up the opposition.

3 Using this zipper it's possible to boost over the lake cutting out this tricky bend. However, on your first lap (and on time trials) it's worth taking the bend to collect these bananas.

4a An extremely tricky turn this one so prepare for it by steering over to the left.

4b Then steer into the turn to make sure you catch this next zipper.

5 Two routes here. Generally the shortcut is the favourable route (particularly in time trials) as it's quicker and has a missile power-up. However, the longer bend has a handy turbo power-up in multi player games.

6 Finally, collect the bananas on the last straight by pulling down on the control stick as you go over the jump en route to the finishing line and victory.

Jungle Falls

A tricky course until you're familiar with it. Beware the bridge and the drop into water which will slow you down

1 From the start line immediately take a left turn to collect these bananas and the zipper on the far left wall.

2 Now steer back across to the right of the track to collect this turbo and hit the next zipper.

3 As you get your boost stay right to avoid going for a swim and head for the tunnel collecting a few bananas from the bridge on your way.

4 Ignore the bananas to the right of you as you exit this tunnel, they're a little tricky to get. Instead, hit the zipper straight ahead.

5 Take the next corner in a wide arc to collect the bananas here.

6 Take the last zipper hidden in this dinosaur skeleton for an extra boost.

7 Finally, collect a few bananas just before speeding across the finishing line.



Diddy Kong Racing

Hot Top Volcano

One of our favourite courses which really shows what Diddy Kong Racing is all about (particularly when using the plane in time trials). It's one for the speed merchants i.e. Krunch, Drumstick etc. and it's got brilliant music to boot

1 From the start take this first left corner fairly tightly then aim to stick to the right-hand side of the tunnel.

2 Head for this shortcut and collect the three bananas here.

3 Hit the next speed tunnel and then hug this left wall to collect the three yellow bananas on this corner.

4 On your first pass it's worth flying underneath the two speed tunnels to collect the five bananas here.

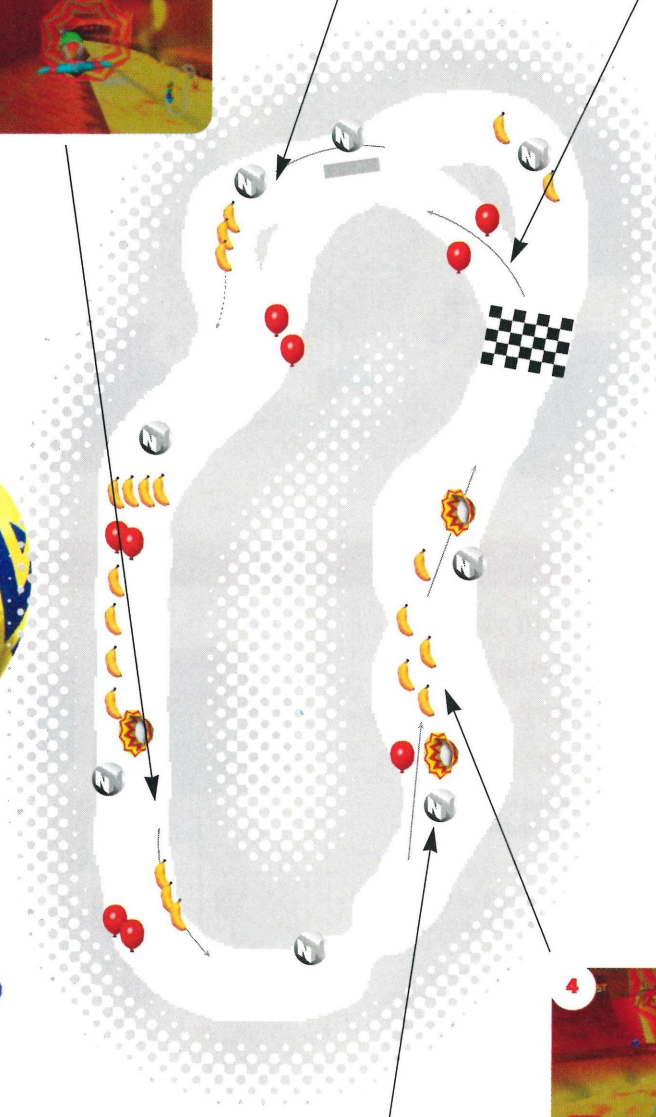
5 On subsequent laps you'll need to hit both tunnels on your way to the finish line.







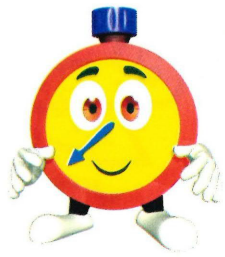








Diddy Kong Racing



Dino Boss

The main thing to look out for on this level is the shortcut through the mountain just before the dip in the track

This guy is a piece of cake. Once you've learned the tracks it's just a case of using your power-ups wisely. Concentrate on the missiles and even if you can't hit him with single missiles, doubling up on power-ups to get homing missiles will mean you can hit him at least twice to slow down his progress. Stay close to him to avoid the falling pillars, but not too close or else he'll trample you slowing you to a standstill. Remember also that he slows down right at the top, so if you're close behind at the line you should be able to pip him.



Snowball Alley

Getting a flying start and snagging the bananas on this course will help you no end. That aside the only major hazards on this course are the huge rolling snowballs. Stay wide (left or right) to avoid colliding with them

1 After the start line it's best to take the right fork particularly on the first lap to collect some of the many bunches of bananas along this straight.

2 On subsequent laps take the left fork collecting a couple of turbo power-ups as you go.

3 After the drop take this corner and then steer over to the right to hit the zipper and boost your way through this tunnel.

4 Go wide left or right in this area to avoid the snowballs and collect a couple of handy bananas in the process.

5 Steer left as you leave the igloo to catch the final speed zipper that will boost you around the final corner and onto the finish line.

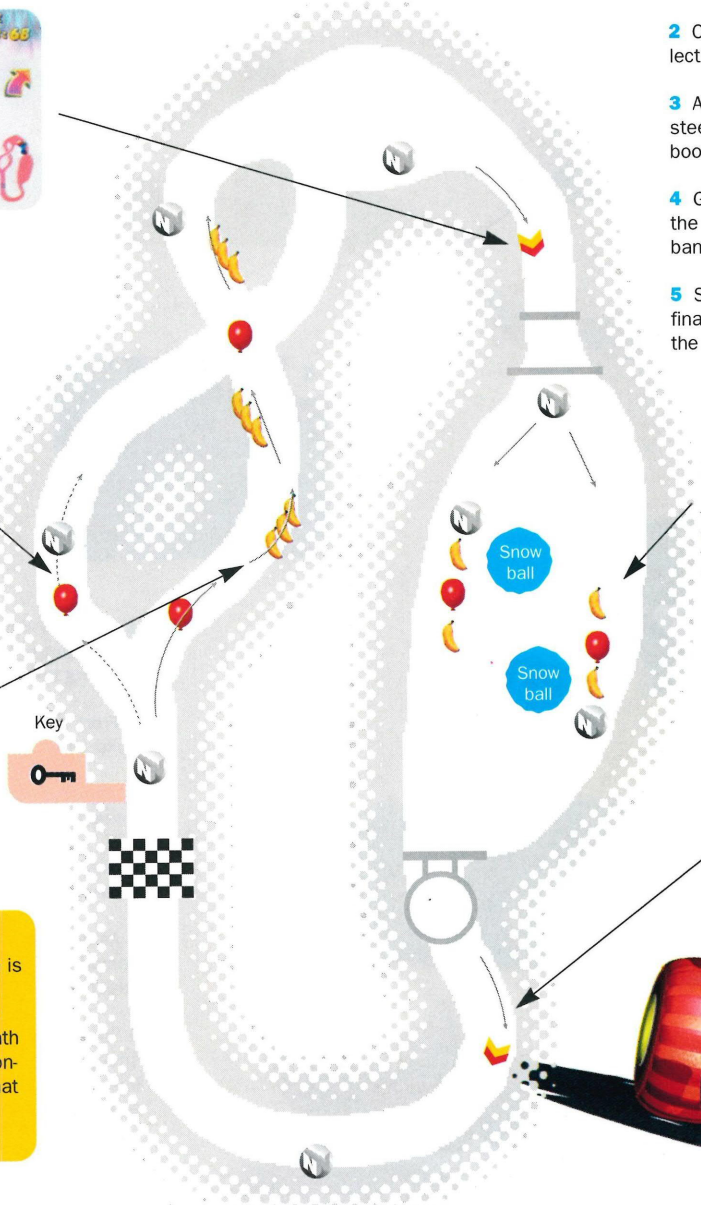












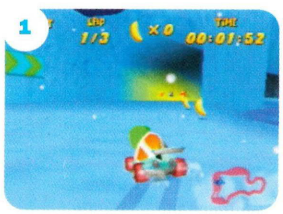


Battle Key
The key in Snowflake Mountain is located on this track. To find it steer immediately left from the start line and follow a small path here leading to a tiny alcove containing the required gold key that gives you access to the Icicle Pyramid battle challenge.

Diddy Kong Racing

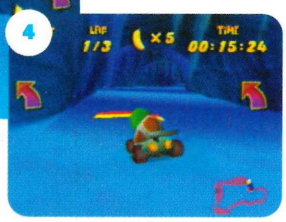
Frosty Village

Mastering the sharp right hander after the arches will see you pulling away from the pack. You'll also need to learn the best route for utilising the zippers behind the trees

















1 From the start line boost over to your right to collect the three bananas there before entering the tunnel.

2 From this zipper take the central arch to collect the bananas in the centre here.

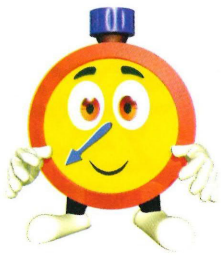
3 Take this right corner sharply to collect the bananas on the right of this tunnel.

4 Steer back to the left to hit the next speed zipper for a boost.

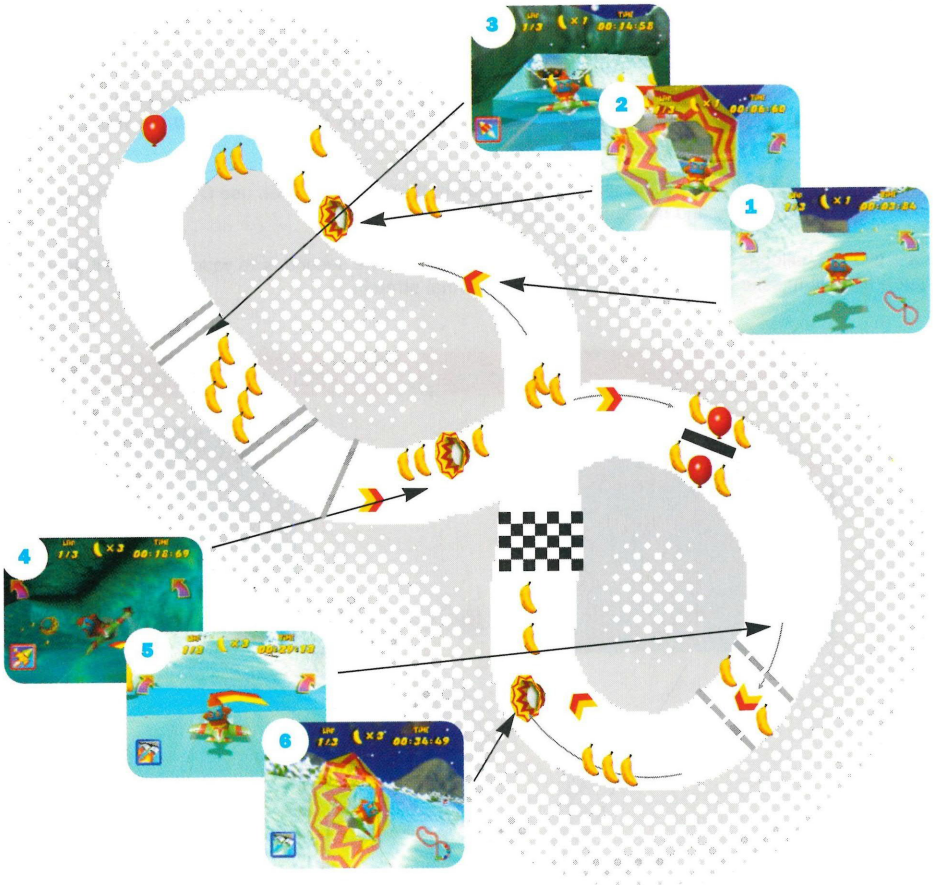
5 As soon as you exit this tunnel, steer left behind the trees to hit the first of four hidden speed zippers.

6 Powerslide to your right to catch this final speed zipper to boost yourself over the finish line. Be sure to steer hard left as you hit it to avoid falling into the water to your right.

Diddy Kong Racing



Everfrost Peak



Another office favourite this one, particularly on time trials. Just because you're in the plane don't just stick to the tunnels. Aim to hit as many zippers as you can as well to achieve record times

1 From the start line stay low to hit this zipper on the floor.

2 Now climb higher to reach the speed tunnel and to pass over the icy bank obstacles around the next left hand bend.

3 Fly low again beneath the overhanging beams to collect the bananas and power-ups here just before the tunnel.

4 It's possible (though very difficult) to hit both zippers and the tunnel. Whatever you do, make sure you at least aim to hit the tunnel.

5 Swoop down low here and hit the zipper beneath this arch. Then steer over to the left to collect the precious bananas near the left wall.

6 Approach this final tunnel in a wide arc so that you are facing the finish line as you enter. Otherwise you'll lose valuable ground on the final straight.

Walrus Cove

The major hazards on this course are the icy banks just before the fork in the track. Avoid hitting them at all costs

1 Take this corner wide picking up the bananas on the left wall as you go.

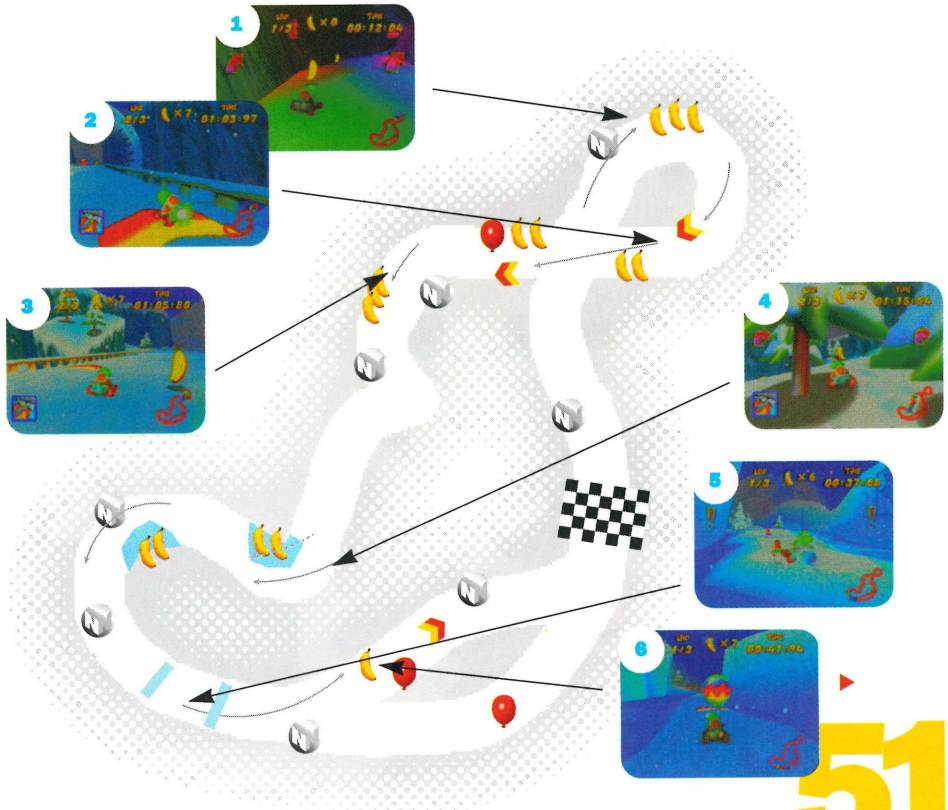
2 Take this corner quite tightly in order to hit the speed zipper on this long straight. Then immediately steer left to hit the second zipper on this straight. Any bananas picked up on this tricky section are a bonus.

3 It's worth swaying from the racing line to collect these three bananas here.

4 Racing purists should stick to the racing line and negotiate the chicane section here. However, it is possible with a turbo power-up to blast over either of the icy banks here collecting a couple of bananas in the process.

5 You need to get a good speed up to stop yourself from hitting the icy puddles across this track. If you have a turbo it's a good idea to make use of it here.

6 This left fork (although thinner and trickier) is by far the quickest route especially since it has a speed zipper to power you towards the finish line.



Diddy Kong Racing

Walrus Boss

Where possible try to remain in the centre of the course (pressing accelerate, brake and R button) to avoid climbing high up the banks

1 You'll want a turbo start and then aim for the missile power-up to your left beside a tree.

2 You should be able to fire off a shot at the Walrus just as he enters this tunnel.

3 As you leave the tunnel aim for this missile to your right, but instead of firing it, save it until you've collected a second from the right bank of this left hand turn. Now fire your homing missile at the Walrus to slow up his progress.

4 As you fly over the next rise aim for the blue turbo balloon in the centre and then use it to boost your way through the snowball filled alley and hopefully past the Walrus.

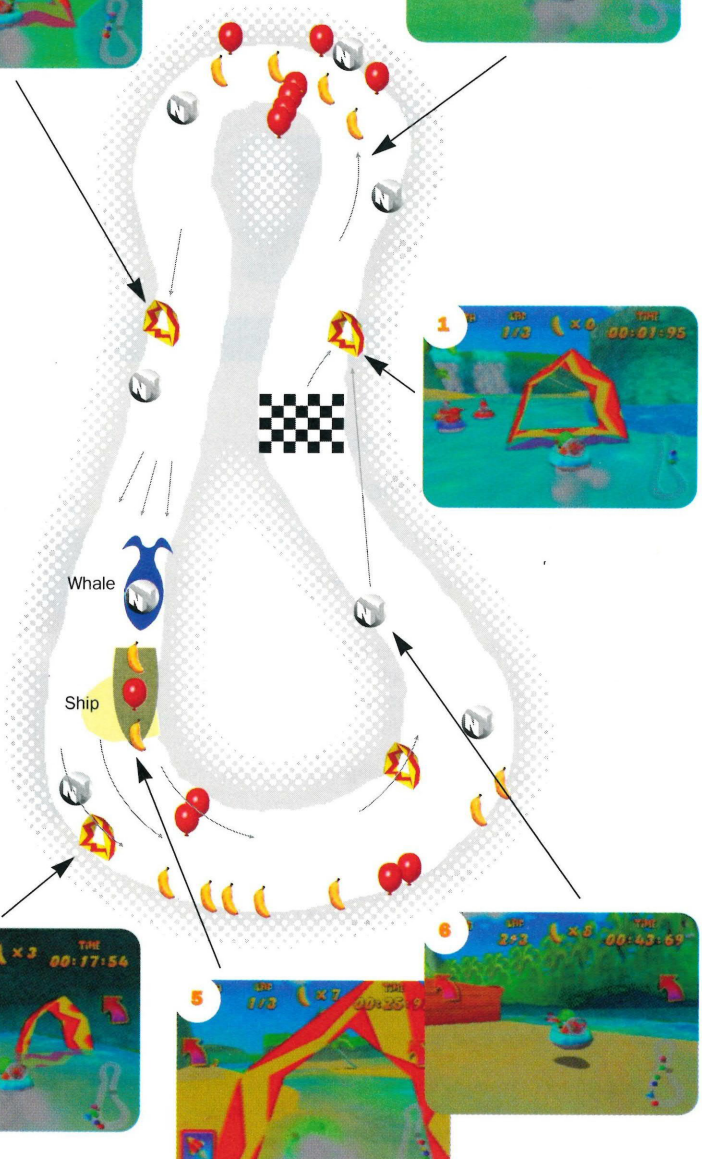
5 There are two red balloons remaining. The first is to your right and the second is to your right. You'll need both to get a homing missile to take out the Walrus on this final stretch.

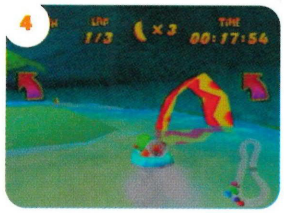
Sherbet Island

Whale Bay









1 From the start line steer right to hit this water tunnel.

2 On your first lap (or on time trials) it's worth taking this corner in such a way as to grab the four bananas here.

3 Be sure to hit this next water tunnel.

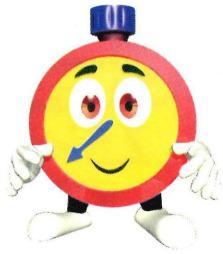
4 There are various ways to take this corner. On your first lap it's worth taking a really wide arc around this corner to collect some of the many bananas you'll find conveniently placed along the wall.

5 On subsequent laps, true Diddy Kong experts will skip over the ship using the whale as a ramp. However, if you struggle with this there's not much time lost by going around the ship. Aim for the bank and hop just before leaving the water to clear most of the sandbank.

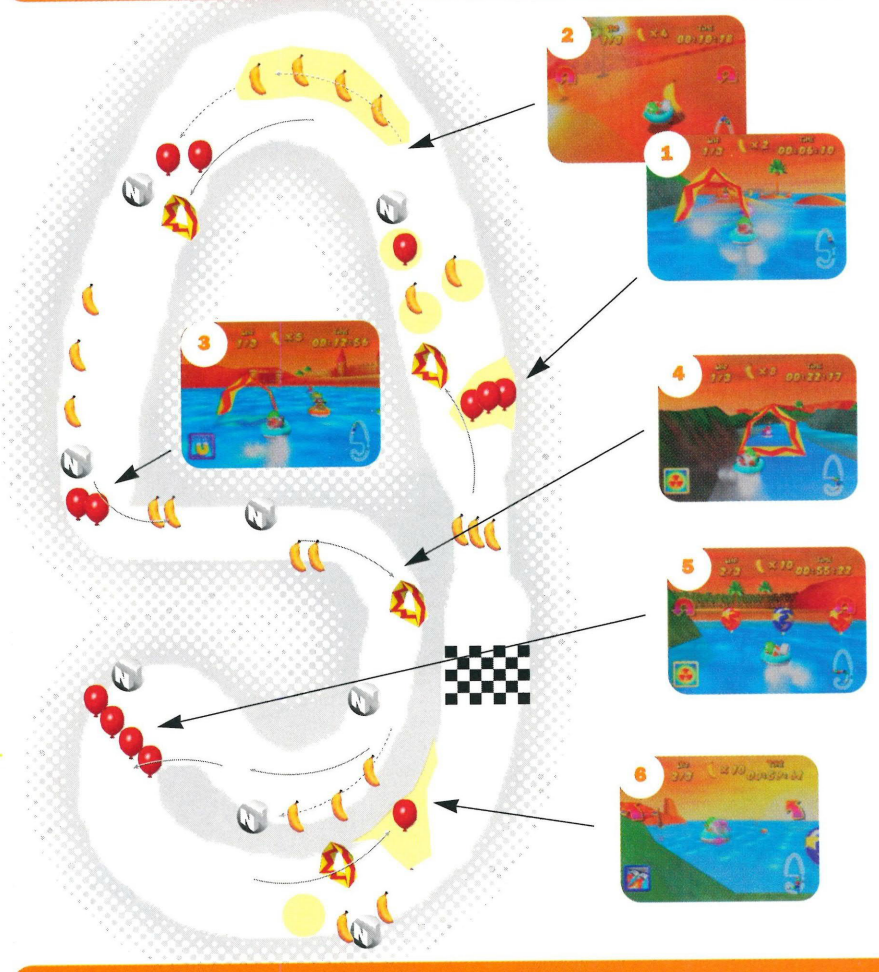
6 Aim for this the final water tunnel which will blast you over the line. You needn't actually go between the start/finish line so can head in a straight line towards the next water tunnel.



Diddy Kong Racing



Pirate Lagoon



Anticipating the corners on this track will prevent you from coming to a complete standstill. Also make sure you hit the ramp to cut out the slow final bend

1 From the start line collect a few bananas then head for the first water tunnel to the left to blast your way over these islands (collecting another couple of bananas on the way).

2 On the first lap at least it's worth going wide up this bank to get the four bananas on this bend.

3 Take the next zipper towards the castle and begin your sharp left turn early as you climb the jump to avoid hitting the wall ahead.

4 Take the next right hander wide to hit this water tunnel which will power you around to the penultimate (and rather tricky corner).

5 It's far too easy to lose speed and ground on this tricky hairpin. The best way is to stay wide as a tight turn will bring you to a standstill.

6 Take the jump over this outlet of rock to cut out this final bend and storm to victory.

Crescent Island

Learn the couple of shortcuts on this course to achieve pole position. The drop through the hold in the ship will earn you several bananas

1 On your first lap it's worth taking the right hand fork to collect the bananas here.

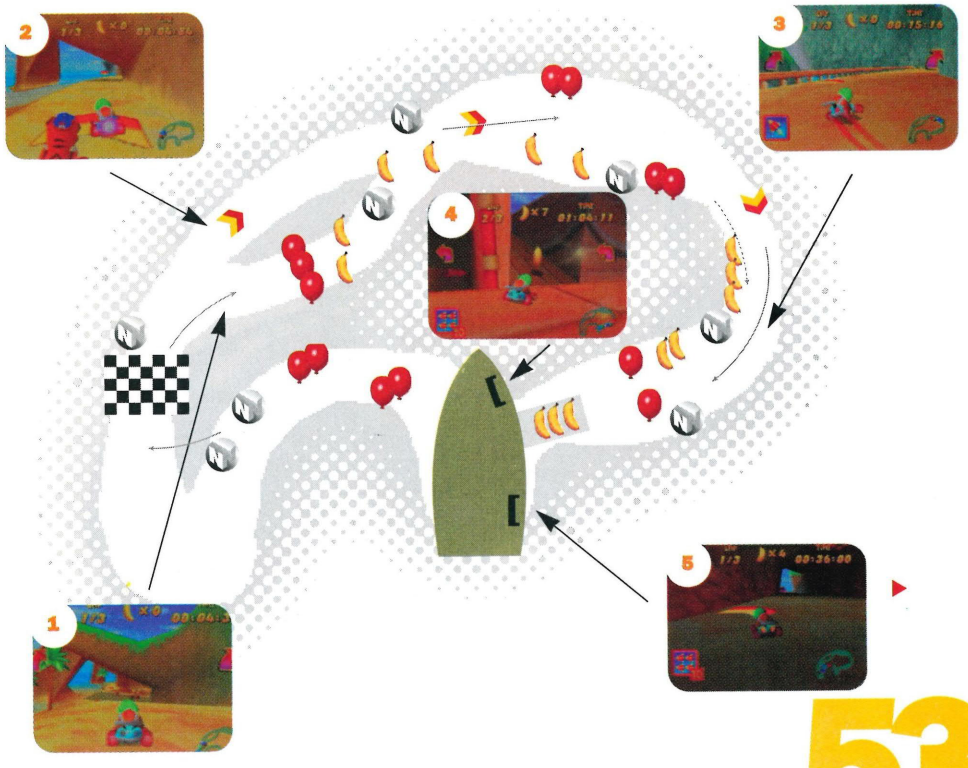
2 Subsequent laps should see you taking the left fork and using the zipper there.

3 Hit the next two zippers and then head for the ship. Hopefully collecting bananas along the way.

4 On your first lap it's worth taking this shortcut and collecting the bananas as you go up a ramp and through the square hole on deck that leads back to the track below.

5 On subsequent laps take this less hazardous (but still fairly tricky) long bend through the ship.

6 Perform a tight brake turn (brake and accelerate) to nip through this shortcut and cut out the long corner before crossing the finish line.



Diddy Kong Racing

Treasure Caves

This is a fairly straightforward track. The only tricky section being the chicane like section through the watery cave. Master that and the rest is a doddle

1 From the start line hit the zipper ahead on your right and then immediately steer to the left of the track to collect the bananas there.

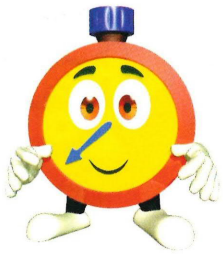
2 Round this next lazy left hand corner and then move out wide to hit this zipper on the far right of the track.

3 Carefully navigate this chicane. Hitting the two speed zippers offers the quickest and preferred route. However, on your first lap at least it's worth deviating first right and then left to collect the bananas.

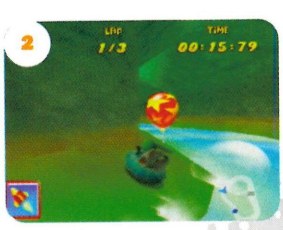


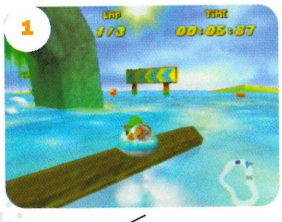


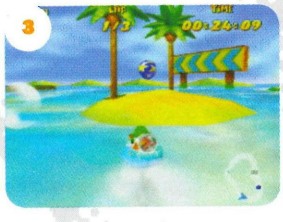
Diddy Kong Racing



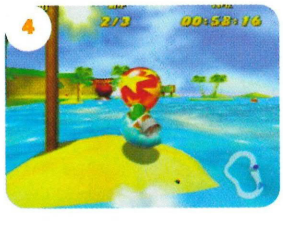
Octopuss Boss











It sounds like stating the obvious, but you must concentrate on avoiding the Octopuss bubbles. Pick your lane and route early as last minute readjustments are difficult in the hovercraft

1 Hop over this log and then go wide right to collect this missile.

2 Enter tunnel and steer up the left hand bend to collect a second missile power up. Then immediately fire your homing missile at the malevolent Octopuss.

3 Collect and use this turbo to make up any distance between Octo and you.

4 Collect this and the next missile power up just ahead of you.

5 Use the homing missile to take out Octo on the final straight. Repeat each lap to finally emerge victorious.



And that's that for now. Next month we'll be running you through Dragon Forest and Future Fun Land as well as tackling the mighty Wizpig

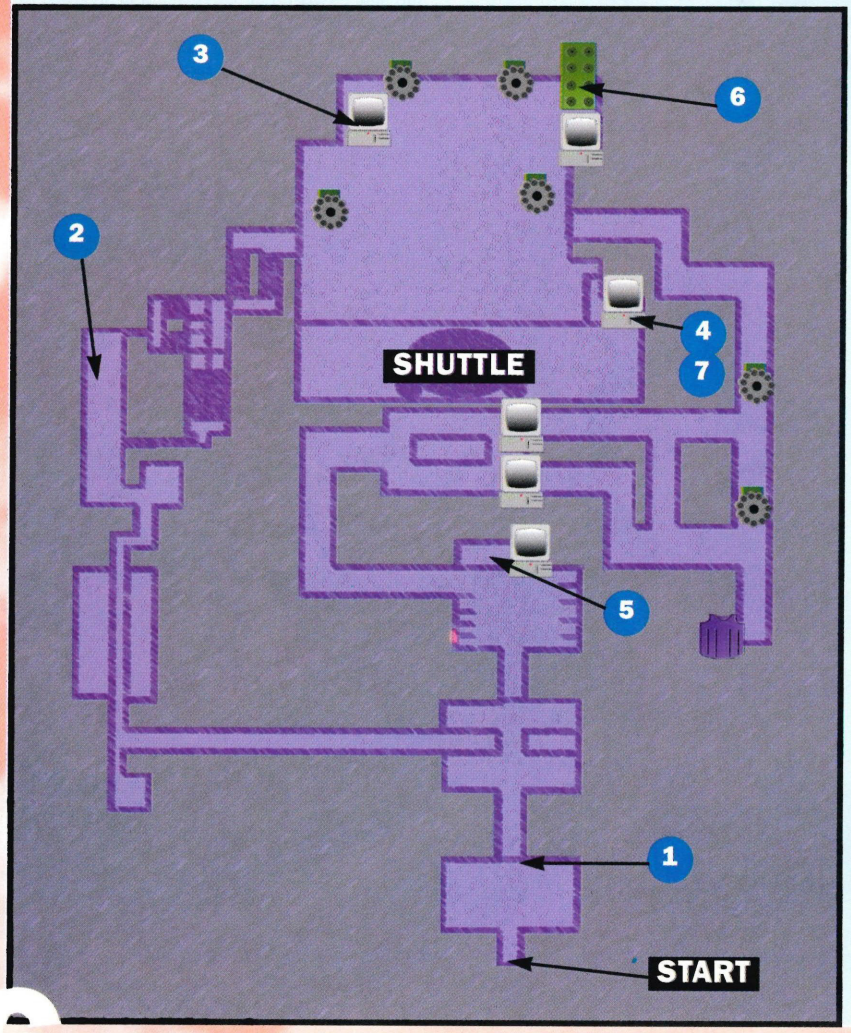
GoldenEye 007 experts' guide part 3

KEY

Armour | Computers | Machine Gun | Console | S Boss: Samedi

Mission 8: Teotihuaca'n – Part 1: Aztec Complex

Primary Objectives
1 Reprogram shuttle guidance
2 Launch Shuttle



1 Although the level's missions are straight forward to complete you will need to use a lot of stealth to stay alive as the enemy numbers are very high. To begin go forward and defeat the guards in the room then exit by passing through the door in the middle of the room, use B to open it.

2 Now quickly drop down the centre of the room to a passage below. Follow this to the end and turn right, walk across the thin bridge to meet with Jaws. As you'd expect he is tough to beat so don't stand still. Coax Jaws to the passages you've emerged from and shoot Jaws as he follows, aim for his teeth to destroy him quicker – even so he'll still take a lot of lead. Having killed him collect the security pass and continue forward.

3 Go up the maze of steps to enter the large room here there numerous guards and machine guns. Go to the end of the room opposite the shuttle to find two computers, destroy the left one without the console next to it and exit the room through a grill opposite to the side you entered.

4 Follow the passage to Exhaust Bay, collecting the body armour at the end. Having entered the bay the doors above will open, as soon as this happens return the way you came to the room with the Shuttle and climb the ladder to the left as you enter. Follow the path at the top to find a computer. Activate this to close the bay doors. Now return to the Exhaust Bay and continue through the door opened at the back.

5 The next passage has guards to pick off, at the end activate the computer to open the door. Turn left and, using the security pass collected from Jaws, open the glass door. In here collect the DAT tape and use the data disk you began with on the console to the left of the computer. Pause the game, select the disk, unpause the game and us the fire button to use the disk. The new guidance data should now be installed.

6 Return to the console to the back of the room with the Shuttle and use the DAT tape on the console.

7 Finally go to the computer at the top of the ladder next to the shuttle and activate it to open the Exhaust Bay doors, allowing the shuttle to take off and you to complete the mission.

Mission 9: El Saghira – Part 1: Egyptian Temple

Primary Objectives
1 Recover Golden Gun
2 Defeat Baron Samedi?

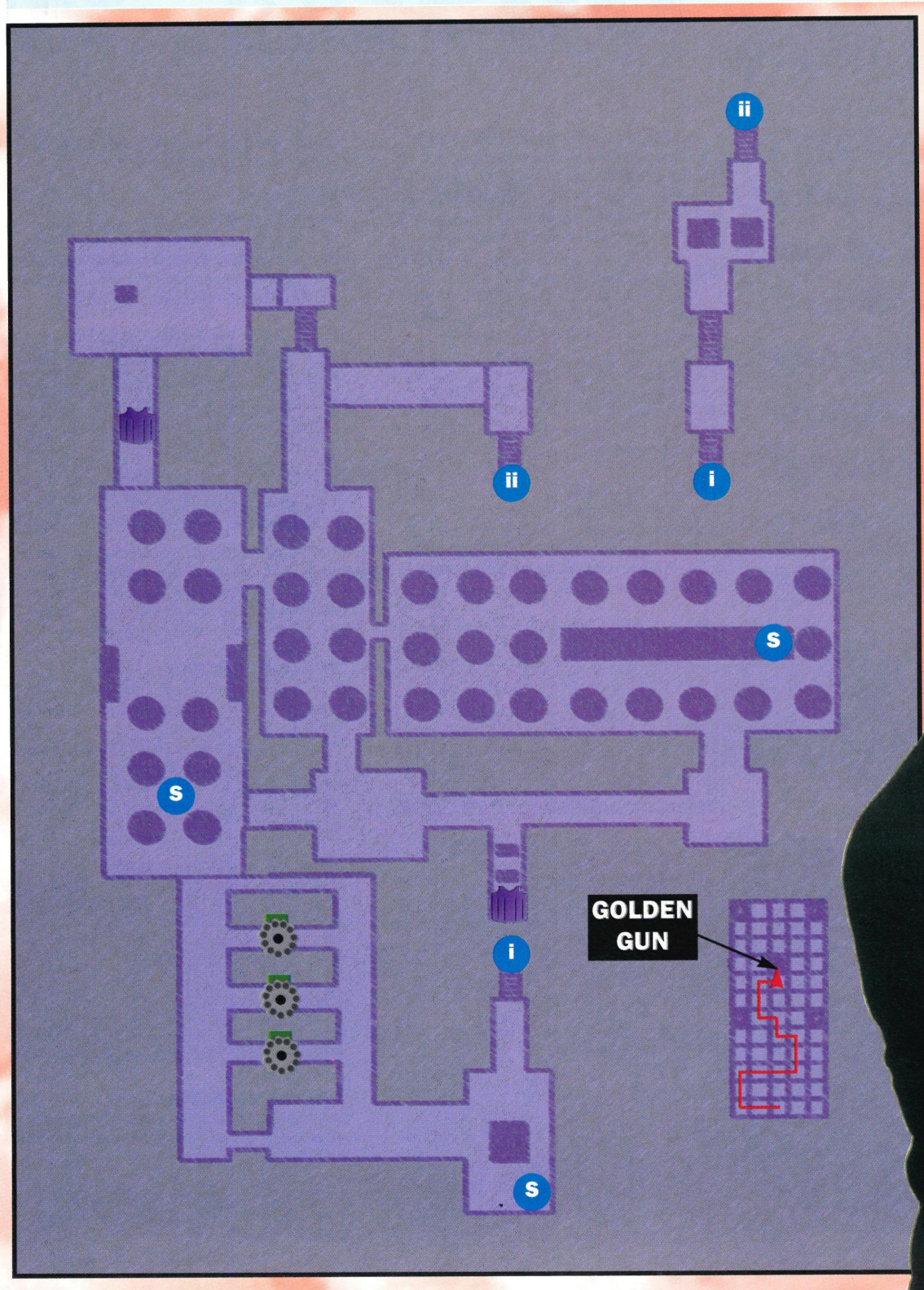
Your biggest problem here is how to stay alive. The guards on this level react with lightning speed and there seems to be an infinite supply of them. Waste no time and make your way to the Golden Gun.

Walk through the first pillar room and turn right at the end, go up the stairs to be at the entrance to the puzzle room. Use the special map we've supplied to reach the gun on the central pedestal. Follow the red arrow and be sure to keep to the route shown. If, for any reason, you take a wrong turn and tread on a wrong square get out quick. The four guns in the room will come alive and shred you in seconds if you don't get out quick. You won't need to return via the door you entered the room as there is a second door on the left of the room and near the opposite side, use this as there's also a handy body armour to collect. You can now return to the room with a little more protection.

Having obtained the Golden Gun you can now confront Samedi, you'll find him at the three locations indicated on the map. The first two battles with him are reasonably simple if you have the Golden Gun, so waste no time and dispose of the lanky boss.

The third encounter is a little more difficult as he will be armed with two light saber type weapons. Don't stand still and use the objects in the rooms as cover. Strafe left and right to keep moving whilst shooting, this is probably the best method enabling your shots to be more accurate – make sure you have full armour before confronting him.

As the level becomes so dark watch out for the three machine guns that will annihilate you if you're not careful.





You Cheatin' Bast@*%

If at first you don't succeed. Don't bother with all that try, try again lark. Just take a look at our cheats page instead and change a losing rash into a winning streak

Something new for this month's guide to gaming glory without all that tedious business of actually having to play the game. This month we include the long hidden codes for ISS 64, a veritable multitude of new codes for San Francisco Rush and lots, lots more.

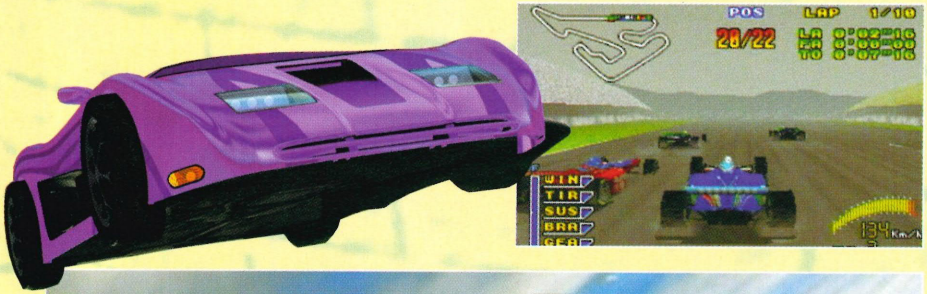
Aerofighters Assault

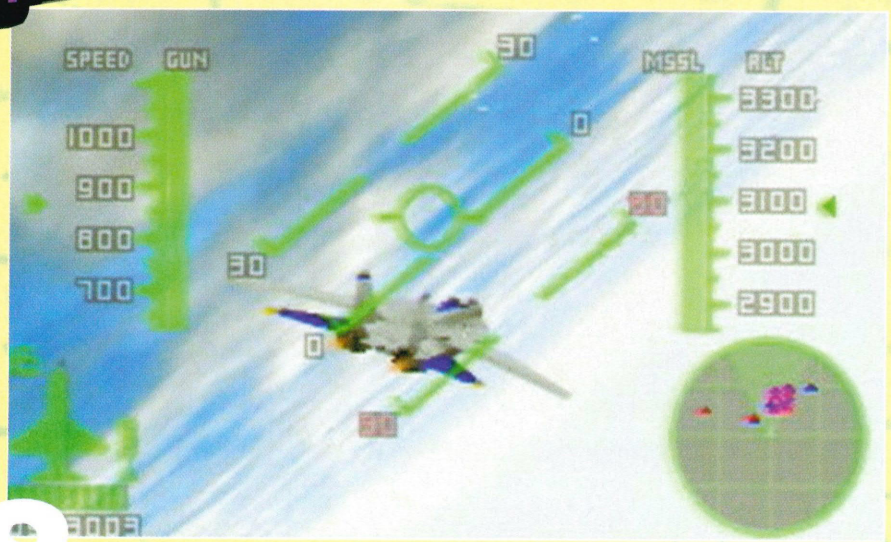
Change plane colour: fed up with those dull grey military colour schemes? Then press the **R button** on the plane select screen.

Hidden plane: when it says 'press start' tap in **left C, down C, right C, up C, left C, right C, down C.** You should now be able to choose the delectable F15 plane from the aircraft select menu.

F1 Pole Position

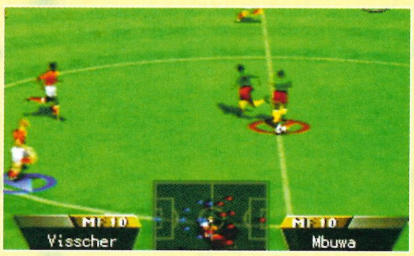
Secret car: finish the game as the No. 1 world champion and save the game to a control pak. Now restart the game and when it asks you to wait **press the A and B buttons.** Now when you go to the selection screen and there you should find a brand spanky new car to choose from.





ISS 64

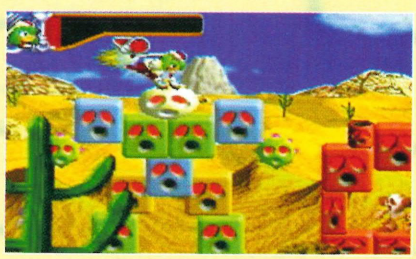
See All Stars: When you see 'press start' press **up, L, up, L, down, L, down, L, left, R, right, R, left, R, B, A, hold down Z and press start.** You should hear 'what an incredible comeback' if the cheat has worked.



Big heads: when you see 'press start' tap in **up C, up C, down C, down C, left C, right C, left C, right C, B, A, hold down Z and press start.** You should hear 'goal' letting you know you can play with big noggins.

Mischief Makers

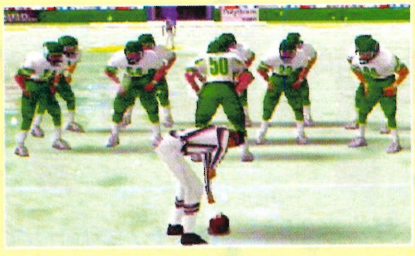
How to get through Aster's Maze: go to the right and jump onto the warp star, fall through the hole, head right and go through the green 3, now go though red 4, head to the Clancer and use the warp star, through Green 5, through Red 1, fall down the hole, through red 7, through green 8, Talk to the Clancer and get out.

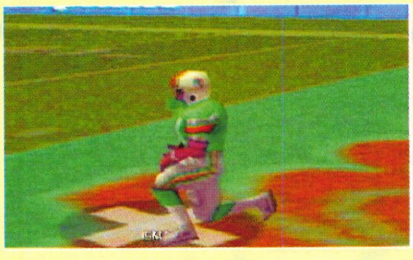


NFL Quarterback Club

Use the 'enter cheat' option on the menu to enter these codes. You can only use one at a time though.

Huge players: **GLYTHMD** 'Goliath Mode.'
Fast players: **MCHLJNSN** 'Michael Johnson.'
Arnold Schwarzenegger
(hard but slow players): **RNLDSWZNGR**





Tiny players: **SMLMDGT**
'Small Midgets.'
Sticky hands: **STYCKYHNDS** 'guess!'
Fumbling players: **GTNHNDS**
'Got no hands?'
Amazing running backs: **WLTRPYTN**
'Walter Payton.'
Chubby players: **JPNSMWR**
'Japanese Samurai?'
Skinny players: **BBMNTBL**
'I dunno?'
Unlimited downs: **DWNDRV**
'down something or other?"
Slippy surface: **SPRSLYD**
'got me there as well?'
Hidden teams: **STNTXTM**
'oh I give up.'

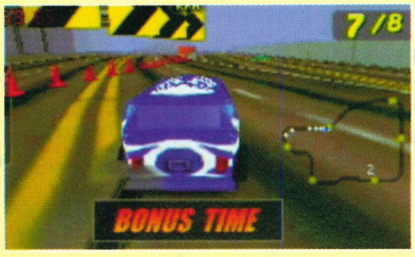
San Francisco Rush

Secret tunnel: on level 2 you come to an overpass with a gap. With practice you can make the jump. Instead of going back to the track veer to the left. If you time it right you will jump across the gap to a hidden loop where you will find two secret keys.

Hidden stunt course: on course 6 a hidden track is located at the bottom of one of the mountains. Follow the path which passes a white citadel. This leads to a dirt path. The stunt course is located directly over the cliff facing away from the citadel. It's right at the bottom next to the ocean, so practice and care are needed. Inside are loops and jumps aplenty.

Don't fly away after crashing: On the set-up screen **hold down Z and press left C, right C, right C, left C.**

Disable auto abort: on the set-up screen quickly press **up C, up C, up C, up C.**





Now you shouldn't fly away for just hanging around.

Huge back tyres: on the car select screen press **right C, left C, left C, right C.**

Huge front tyres: on the car select screen press **left C, right C, right C, left C.**

Change gravity: On the set-up screen **hold down Z and press up, down. Let go of Z and press up, down, up, down.**

Change viewing distance: **hold down L and press up or down on the control stick.**

Drive through opponents: on the set-up screen press **left, right, right C, up C, left C, down C, Z**



Race at night: on the options screen during the game **select extreme fog with all four C buttons held down.** This will give you the impression of racing at night.

Change fog colour: on the car select screen **hold Z and press down C, down C, down C.**

Disable timer: on the set-up screen **hold down Z and press down, C, up C, up C, down C.**

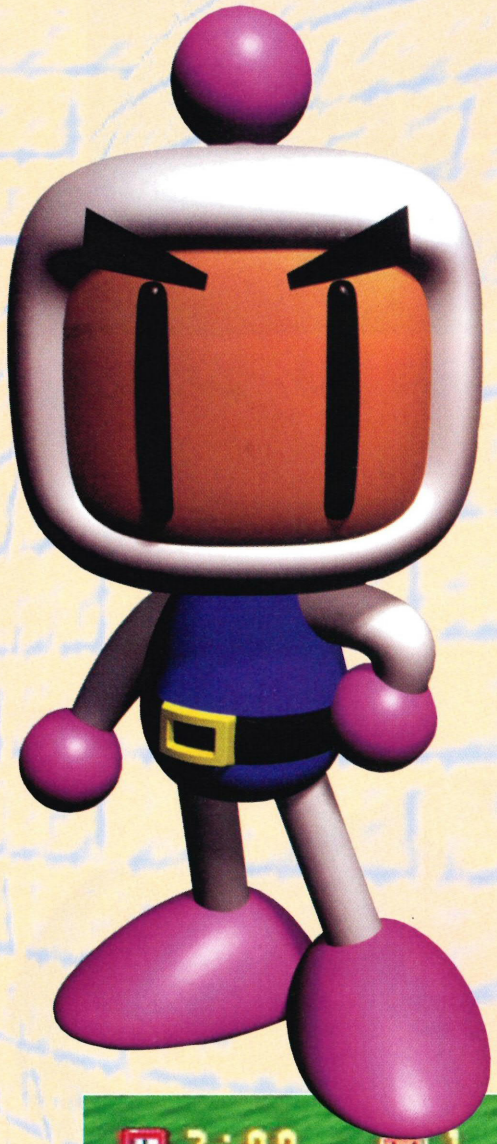
Race as a mine: on the car select screen press **right C, right C, Z, down C, up C, Z, left C, left C.**

PI**Station mode: on the set-up screen press **right C, L, Z, right C, L, Z.** To play the game without any textures.

Change car size: on the car select screen quickly press **down C, up C, up C, down C.**

Action Replay

Cheatin' for England



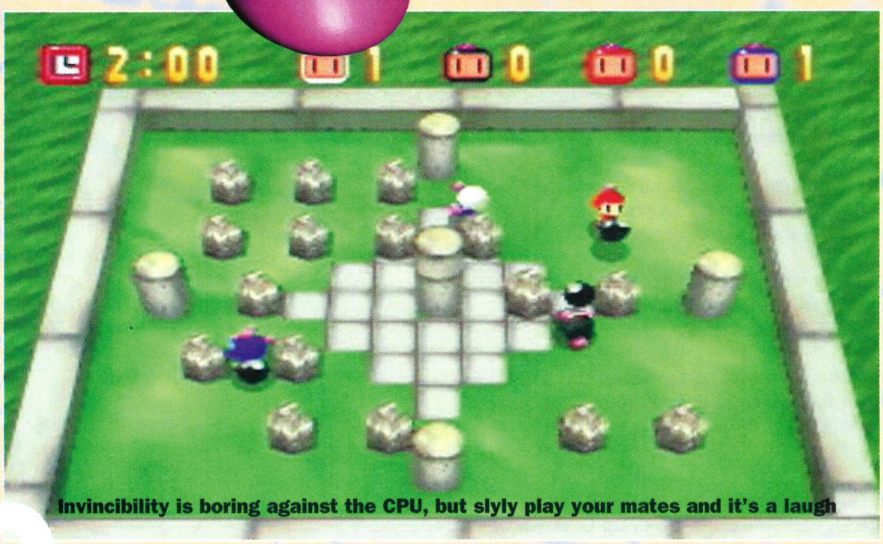
It has to be said, when it comes to cheating at games Datel are the business. For years their Action Replay series of add-ons have twisted and ripped apart video games, pulling cheats out of thin air. It can turn previously dull games into wild electric experiences. Or it can ruin the life-span of 50 pounds worth of plastic joy. Either way, if you're lucky enough to own one of these devious devices then you'll be needing some codes for it. From the seriously helpful to the insanely silly, here are all the cheats you could ever ask for.

Bomberman 64

Infinite lives
802AC617 0063
Stop timer
802AC633 0000
Infinite credits
802AC61B 0063
Press PAR Button for 99 Gems
882AC61F 0063

Extreme G

Infinite turbos
801651CB 0003
Gain 255 race points
80169837 00FF
Gain Roach bike
8016983F 0008
Gain Neon bike
8016983F 0009
Anti-gravity and fish eye lens
80097687 000A
Anti-gravity
80097687 0008
Boulder mode
80097687 0001
Boulder mode and fish eye lens
80097687 0003
Boulder and wireframe mode
80097687 0011
Extreme mode
80095F6E 0002
Fish eye lens
80097687 0002
Ghost mode
80097687 0040
Magnify mode
80097687 0004
Stealth mode
80097687 0020



Invincibility is boring against the CPU, but slyly play your mates and it's a laugh

GoldenEye

Dam
Infinite health
810BA3DC 3F80
Infinite ammo
800BAB97 0007

Facility
Infinite health
8109D7DC 3F80
Infinite ammo
8009DF97 0007

Runaway, surface A and depot
Infinite health
800C07DC 3F80
Infinite ammo
800C0F97 0007

Bunker A, bunker B and silo
Infinite health
8109AFDC 3F80
Infinite ammo
8009B797 0007

Frigate
Infinite health
810ADBDC 3F80
Infinite ammo
800AE397 0007

Surface B
Infinite health
810CCFDC 3F80
Infinite ammo
800CD797 0007

Statue
Infinite health
810AC7DC 3F80
Infinite ammo
800ACF97 0007

Archives, caverns and cradle
Infinite health

810CCC3C 3F80
Infinite ammo
800B4797 0007

Streets
Infinite health
810BDFDC 3F80
Infinite ammo
800BE797 0007

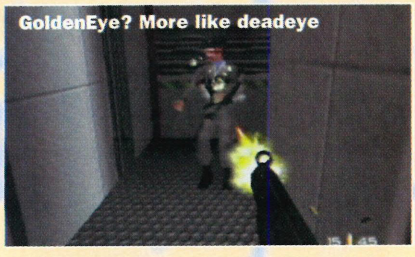
Train, jungle and control centre
Infinite health
810A77DC 3F80
Infinite ammo
800A7F97 0007

Lylat Wars
Infinite lives
80163C09 0063
Infinite bombs
80179F0B 0005

MRC
Infinite time
8009498F 003C
Always first
800A9107 0000

Pilotwings
Unlimited fuel rocket belt
803669A9 0081
Unlimited fuel gyrocopter
80366989 0081

Shadows of the Empire
Unlimited lives
800E2333 00FF









Unlimited missiles
800E1265 00FF

Super Mario 64
Press PAR button for 99 coins
883094D9 0063
Unlimited lives
803094DD 0064
Unlimited energy and oxygen
813094DE 08FF
Invisible Mario
803094E0 0020
Half Mario
803094E1 0000
Limbo Mario
8030961C 00C0
Mario runs backwards
8030961E 0080
Big fist Mario
8030961B 0010
Unlimited hat usage
813094E6 FFFF
No power display
803094E3 0001
Mario runs bent over
8030961C 0050
Strobe Mario
803094F0 0078
Rubber walls
81309434 FFFF
Crazy camera
81309263 0095
Flat Mario
803094E4 0078
Jumping hurts you
803094EC 0078
Die before you've moved
803094E2 0078



Wave Race 64
Super speed (xx= 00 to FF)
801C0077 00xx
Misses don't count
801C007F 0000
Infinite time stunt mode
801C020E 00FF

Web page
New codes regularly appear on the Datel homepage. You can check them out at www.datel.co.uk

Preview

Mortal Kombat Mythology

Just when you thought the kombatants had gone away they came back, but this time they're slightly

Love it or loathe it, Mortal Kombat just won't go away. Like the baddest of bad pennies, it keeps turning up in one form or another on virtually every format you can think of – even the Game Boy had its own version which, for the Game Boy, was an incredible programming achievement.

As bold as the brass section in the London Philharmonic, Mortal Kombat started off in the arcades about a century ago – or so it seems – it was actually only a short five years ago when the spine-ripping, sputum splashing beat'em-up first wowed us all in the arcades. In my days as editor of Super Action (best-selling dedicated SNES title) and GB Action (the only dedicated Game Boy mag in the world ever), I fielded countless calls from irate mothers whose sons had been exposed to the blood-spattered pleasures of Mortal Kombat.



Things change, however, and after five years of pretty much the same – albeit with some new characters and babality and animality knobs on – us gamers want something a bit new. A bit different. A bit, well... better. And thankfully Midway has answered our call with the all-singing, all-slashing Mortal Kombat Mythologies: Sub-Zero (MKM:S-Z). A strange genre mix of beat'em-up and adventure sees Sub-Zero pitted against the evil god Shinnock in a tale set prior to the first Mortal Kombat.

MKM:S-Z is to feature various techniques to display the characters within. Sub-Zero and many of the characters will be composed of digital sprites, which is the technology we're familiar with from all the Mortal Kombat games. However, there will be enormous real-time 3D guardians, every bit as imposing and impressive as Super Mario 64's nemesis Bowser.

The game perspective will mainly stay in the side-on mode, staying faithful to the old Mortal Kombat games, in order to appease the many gamers who are happy to settle for more of the same. As promised by Midway, MKM:S-Z will feature Scorpion, Raiden, Liu Kang, lots of Lin Kuei ninjas and tons of new characters that will also appear in Mortal Kombat 4. In addition to the fighting sequences, Sub-Zero will be able to climb up ropes, clamber over walls and crawl through confined spaces.

The N64 version will have better polygon display, anti-aliasing, and more detailed 3D backgrounds than ever seen before. The PI**Station version will have more frames of animation, more cinematic sequences and more 3D sprites than previous 32bit



Cold War

By **Alex Lee**





MK Mythologies is unique in the Mortal Kombat franchise in that it is the first to be developed exclusively for home systems. Blending the usual fighting style with a side-scrolling 2D engine and token RPG elements

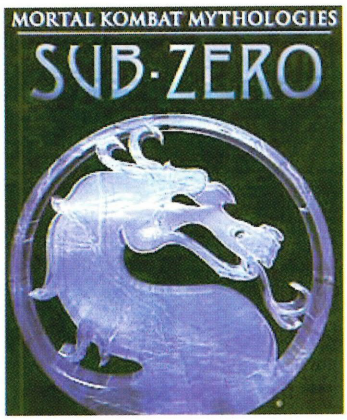
Source(s):	Midway, GT Interactive
Materials supplied:	Artwork and press releases
Extra information:	Various Internet sites
Development location:	USA
Playable version:	Yes
Percentage complete:	99%
Estimated release date:	April

different

incarnations. In fact, nowadays the N64 and PI**Station home consoles are actually a great deal better than the old MK hardware used in the arcades all those years ago.

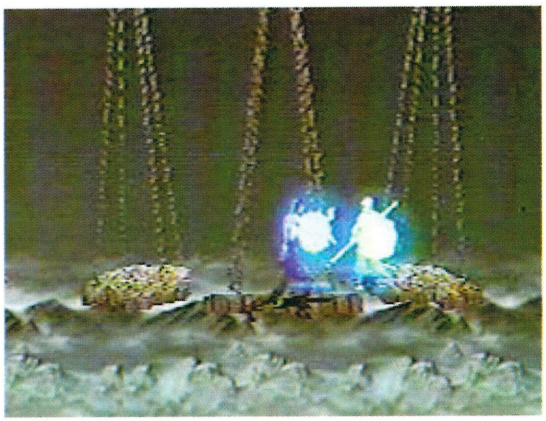
Mortal Kombat Mythologies: Sub-Zero is the type of game that John Tobias (who has been involved with the production of Mortal Kombat from the early days) wanted to make all along. The elements of the story and history of the character really brings out the best from the MK development team.

Depending on how this game sells (and let's face it, it's bound to go by the bucketload just like all the other MK games) we may be seeing more Mythology titles in the future, featuring each individual character's history ●

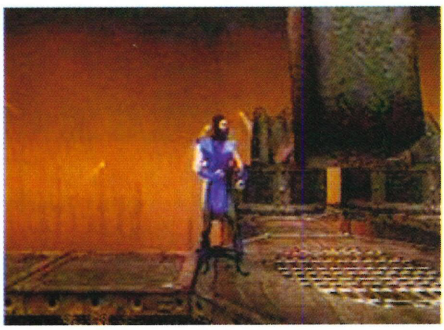


MK Mythologies promises to include all the OTT violence and gory death moves that have made the series such a hit

The lighting effects are quite spectacular, illuminating a character as they step closer to a light source



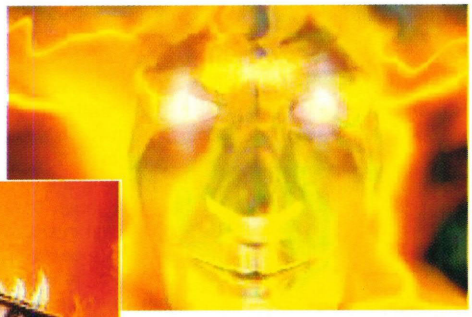






A fixed camera will capture the action from a preset view, occasionally zooming in to get a close up of the fighting action

The music and sound effects have been well implemented. The wind blows convincingly on high ledges and the ambient music adds to the atmosphere





Sub-Zero now jumps, kicks, punches, slide attacks and freezes his enemies as he negotiates the Shaolin temple in his search for the Map of Elements

MORTAL KOMBAT MYTHOLOGIES
SUB-ZERO

A bit about Sub-Zero

Sub-Zero, as you'd expect, has the uncanny ability to freeze his adversaries. This comes in handy more often than not and should stand him in good stead for his latest adventure which sees him attempting to steal a sacred Map Of Elements from a Shaolin temple hidden away in the Himalayas. Not only does the temple contain the map, it is also hiding Shinnock's amulet which, with the help of Raiden, could quite easily lead to the destruction of the Earth. Plots, eh? Can't beat'em.

Preview

Legend of The Ocarina

Our man in Japan has had a fiddle with Link when he was a young boy and seems to have got very

Legend in its Own Time

By **Akira Yamawaki**



Quite how they're going to squeeze everything on to a cartridge is a total mystery





I can't remember ever having so much to say about a game having played it for so little time. Every few seconds of play seemed to bring forward a new revelation, an extra technological step forward or another reason for you to take a sharp intake of breath at the wonder of it all. If Japan wasn't excited about Zelda before – as polls conducted in games stores seemed to suggest – they should be now.

People are constantly bemoaning the lack of N64 Role-Playing Games and pointing to Final Fantasy VII on the PI**Station as an example of the kind of stuff they'd like to see, but Nintendo have never seemed all that worried by it, sitting back smugly and asking people to wait. Given time, Nintendo promised to hand them the game they're all waiting for.

The only time they've been publicly drawn, company President Hiroshi Yamauchi expressed frustration in a speech at FFVII's massive success, calling it both 'slow and boring' – a comment which had even the most die-hard Nintendo fanatic cringing with embarrassment. But maybe he knew something we didn't.

After all, he'd played Shigeru Miyamoto's latest masterpiece and perhaps realised that the sands were shifting. Maybe he knew that in a very short time a game was going to appear that was going to knock our socks off, to provide a whole new genre of game – a genre Miyamoto clumsily called 'not quite RPGs' and now given a new buzz word title of 'Action RPGs'. And obviously that game is going to be Zelda 64.

I'm taking a slightly more reserved view, not on the game, but on the idea that the whole genre will change completely. Obviously it will alter to a certain degree as people clone and copy any little spark of originality in the games industry these days, but I'm not convinced there still won't be a massive market for Square's traditional style RPGs anymore. And personally I'd like nothing more than for them to change their minds and bring their programming and storytelling genius over to the N64.





The weapon system seems to be highly innovative, with the Z trigger locking on to your chosen target to prevent any camera nightmares

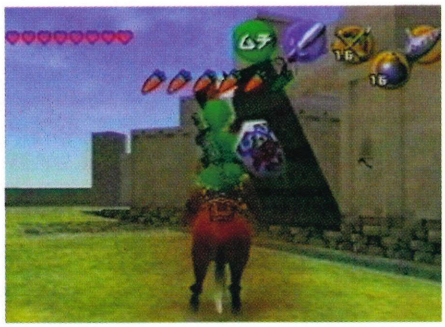


Zelda: of Time

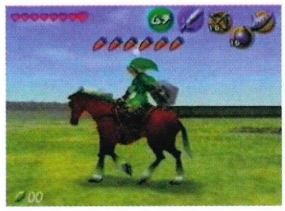
excited by the experience...

Source(s):	SpaceWorld Show
Materials supplied:	Video Footage
Extra information:	Nintendo
Development location:	Japan
Playable version:	Yes
Percentage complete:	About 75%
Estimated release date:	February

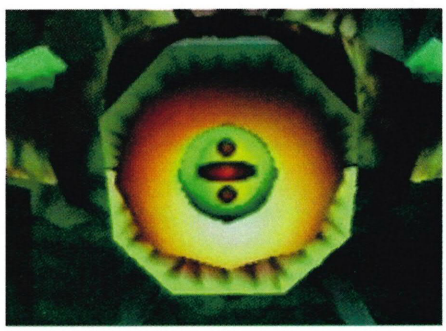




Link can traverse great areas by jumping on the back of a horse and having a bit of a gallop across Hyrule's vast, open plains







Twas Brillig

Anyway, I'd better crack on. Zelda 64 starts with Link in the rain – a cinematic cut-scene shows Link watching in fear as a stately knight leaves Hyrule Castle on horseback. Travelling with him is a young elven princess called Zelda. Link dashes to the lowered draw bridge and tries to cross the castle moat, but finds his path is blocked by a dark figure. There, in the middle of the pouring rain stands Ganondorf, a thief with a greedy grin and a very sinister air around him. And so begins Link's debut adventure on the N64, a tale of elves and dragons, of good and evil, and of course, an ocarina of time.

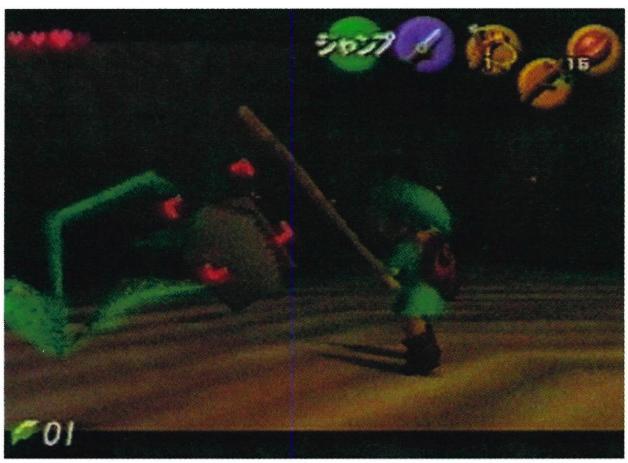
You should note that the playable version Nintendo showed off was merely a collection of test levels put together specifically for the show. This meant they avoided revealing too much information about the story amongst other things. And this certainly left everyone at the show wanting more!

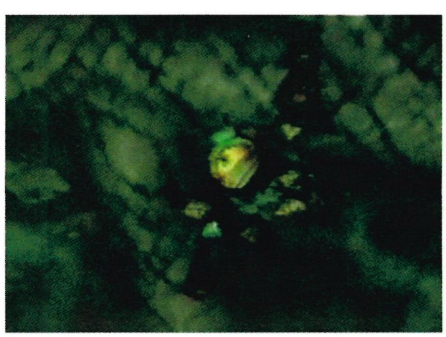
Gameplay wise it takes next to no time to get used to the radically new camera system (see Lights! Camera! Action box for more on this) and in no time navigating through the environments and fighting against enemies becomes second nature. Many of the (admittedly minor) problems that plagued Mario 64 in the camera and control departments are now a thing of the past, and there is virtually nothing that distracts from Zelda 64's totally immersive gameplay.

Being able to explore the wide environments, climb hills, fight monsters, pick up and use items and discover new areas is a real revelation. One thing that is absent from most RPGs is the ability to interact with all objects. Often only key objects can be picked up and used, and on many occasions they even stand out from the background to make them even more obvious. In Zelda 64, you can pull and push walls, open chests and drawers, hang from ledges, pull bowstrings, throw boomerangs and try to hit absolutely anything you see with your sword. It's a vandal's dream come true.

And That's not all. This time around Link can swim. If you thought Final Fantasy had a lot of atmosphere, then Zelda 64 with its 'in the game' perspective will definitely impress you. It's an adventure game, an exploration game, a role-playing game, beat'em-up, sword fighting and platform action all rolled into one. It's Doom with a bow, Final Fantasy in a fully 3D world and it's set to surpass Mario 64 as one of the most playable games ever.

Why? I suppose you want more specific details then? Well, the attack system for example – pressing the A button makes Link draw his sword, press it again to slash at the enemy once, press it three times to swing your blade in an upwards motion and you press Jump and A to slash downwards. Also if you turn the analogue stick in a circle Link will swing the sword over his head. There's





Chuck a bomb down an enemy's throat and it'll explode in his stomach, causing massive damage



Preview

Legend of Zelda: The Ocarina of Time

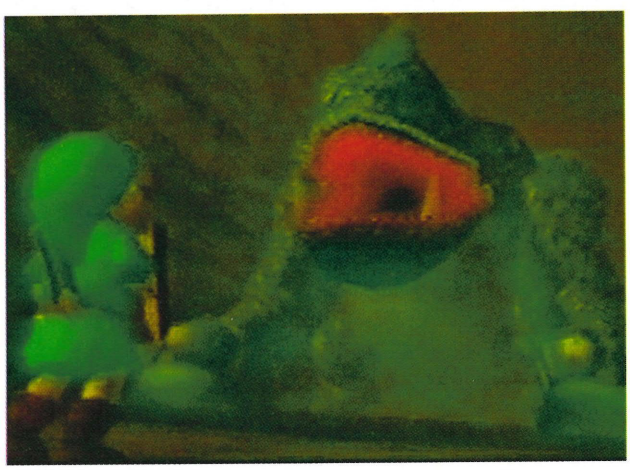


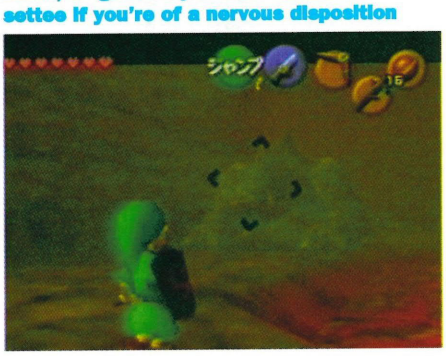
Battling enormous enemies is going to be commonplace in the latest installment of Zelda, so get ready to hide behind the settee if you're of a nervous disposition





Much emphasis has been placed on removing any of the camera related problems Mario 64 fans were forced to endure





far more to it involving special moves and magical powers of the sword, but it's all truly intuitive and is a fighting system most beat'em-ups, let alone RPGs would be proud to call their own. And that's just using his sword!

The best part though, indeed probably the game's crowning glory is the intelligent B button. This is your all encompassing action button and the context in which it is used changes depending upon Link's situation. The effect of the button is displayed at the top of the screen by a constantly changing icon. Stand next to a ladder and it changes to a climb/descend icon. If you come across a sign the icon will change so you can read it, and if you're running it'll give you the option to jump. In addition you can: open, push, pull, search, crawl and talk. Who would've thought one single button could do so much to aid you on your questing adventure?

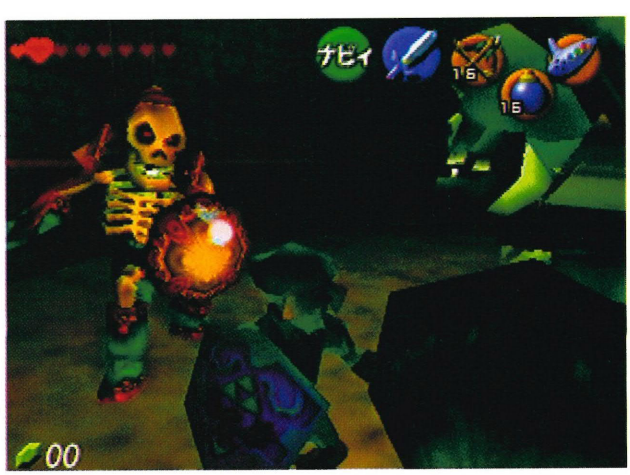


Let me explain Mr Chumley-Warner

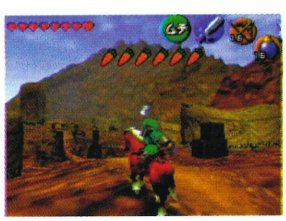
Zelda 64 runs at framerates between 24 and 30 frames per second, pushing enormous polygon environments populated by detailed creatures and non-player characters.

For the very first time, Nintendo is showing off real light-sourcing in one of its games and it looks beautiful. Both the enemy creatures and Link himself are lit according to the environment they are in, and even cast the correct shadows in the right directions.

This level of detail extends to unheard of depths. For example, if you carry your sword in one hand Link must swim using the other, or struggle a bit to climb up a ledge using



The equestrian animation has to be seen to be believed. This is truly an immersive experience











The detail used in the animation of Link is nothing short of stunning. This will be a totally revolutionary game with no equal

only his free hand to gain leverage.

The demo gave us the chance to explore some of Hyrule's overworld. The plains, hills and trees are all rendered to perfection and the animation is as smooth as could ever have been hoped for. There are huts, treasure chests, friendly and unfriendly characters, signs, and fairies that whizz through the air. Unlike in games like Turok or Doom, you can see for miles without even a hint of fog! But quite how this is all going to fit on a cartridge – no matter how big – is beyond me.

The demo also let you enter a vast city, displayed from a central camera angle. The best way to describe it is to imagine a camera that is fixed in the middle of a town square, following Link as he goes into the distance and you should get some idea of how this rather grand map screen works and fits seamlessly into the rest of the game engine. The graphics in these sections are very Final Fantasy-esque, although admittedly slightly more pixelly.

I realise now though that I can never possibly do justice to this game in only a preview. It's almost impossible to describe just how good it seems to be after a short play, and while flaws may well become apparent through prolonged gaming, I'm putting my money on this turning out to be another Nintendo masterpiece that rocks the gaming world to its very foundations.

Miyamoto says he feels confident that people will never look at RPGs in the same way again, believing that his brand new genre of Action RPGs will take over from the traditional style and I have to say I agree with him. My only question would have to be why's he being so modest? I'll be surprised if people look at any video game the same way again! ●





Below: It's unclear so far just what role the fairy will actually play in aiding Link to solve the puzzles, but it definitely will be in there for some reason

Lights! Camera! Action!

Perhaps the most (only?) irritating part of Mario 64 related to the camera angles. On occasion whole enemies would be obscured by a camera that even seemed to get stuck at times. Happily, Nintendo haven't rested on their laurels and have instead worked out a cunning solution to this problem. Only time will tell if gamers will actually take to it, although initial impressions are favourable.

The camera actually follows Link in a similar style to Tomb Raider, but now when you see an enemy or an object of particularly interest, you can hold down the Z trigger to bring up a target box that will lock the view onto it. Now as long as you hold down the Z trigger the camera will stay focused on that target whilst looking over Link's shoulder. This allows you to circle your enemies, slashing wildly whilst back-flipping, side stepping and generally defending yourself from the onslaught.



Lock on to your target with the Z trigger and you can circle around, picking him off at will





Preview: Pocket M

Culture is a wonderful thing. The Japanese love it while the Western world has remained so far

If Nintendo has a secret weapon in its back pocket that will kick start the N64 revolution in Japan, then it must be the whole Pocket Monsters phenomenon. Pocket Monster's Gameboy version has single-handedly revived the aged handheld in its home territory and hopes are high that the arrival of three games based on the license will send N64 sales rocketing skywards. And personally I'd say it's a fairly safe bet.

First up is the big one, and perhaps the most likely to get a release over in the West is Pikachu Genki De Chu. Apparently you're all dying to know what that means in English. Well I can tell you that it translates as Pikachu Is Feeling Great. Happy now? Anyway, this most unusual game is a bit on the unorthodox side to say the least. Featuring one of the most popular characters from the Gameboy, this gives players the opportunity to influence the little monster's life in his very own game!

Bark like a dog

With voice recognition (via the microphone in the new version of the rumble pak you can issue simple instructions to Pikachu, give him love and encouragement and all that sort of nonsense), slick polygon graphics and an ultra cute main character, means that this game should be a roaring success in Japan. Simply because hordes of lonely people with a whole truck load of love to give, but no one to give it to, are going to rush out and buy it. Strange but true, although it remains to be seen whether the UK and US markets will take him to heart in the way the Japanese one has.



Next up is Pocket Monster Stadium, another 64Bit edition of a record-breaking Gameboy title. This is even stranger and is a bizarre RPG/battle hybrid that essentially sees you capturing and training monsters to fight against other monsters that belong to your friends.

Sort of like an illegal cock fight, but with much cuter participants. This game will be the first to make use of the 64GB pak (also unveiled at the Space World show – see related news story for more details) allowing owners of Gameboy Pokemon to convert their shabby grey monsters into glorious 3D, full colour beasts the like of which they've never seen before.

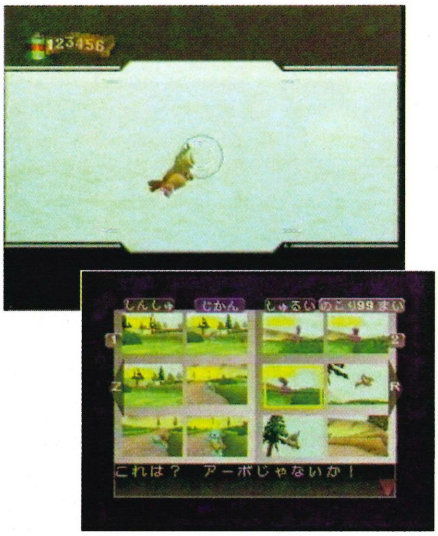
And I've saved the weirdest one for last. So unusual is it that Nintendo themselves have been unable to decide which genre it fits most neatly into and have actually classified it '?'. Fancy a stroll through lush, green landscapes in a Doom-style first-person perspective viewpoint taking pictures of the creatures who populate the plains and forests of the Pokemon universe? Well you can soon thanks to Pokemon Snap, a 64DD title that turns you into a budding David Attenborough, snapping creatures in their natural environment.

Catch a monster flick

Why? So you can put them in your virtual photo album of course which you can show to your friends when they come round for tea of course! I shouldn't mock though for two reasons. One is that it's almost guaranteed to be a million seller in Japan, and second is that the idea of a virtual world with intelligent creatures acting independently and going about their daily business (whether you are there or not thanks to the revolutionary 64DD real time clock), is actually a brilliantly innovative one.

The challenge comes from some monsters being harder to find than others and it'll take all of your safari skills to get a decent shot (photo, not buck). Once you've managed to track them down the monsters also react to

Rubbish Cat







Pokemon Snap is the most bizarre of the three. And even more strangely it seems to be the most appealing of the monster titles

onsters

Source(s):	SpaceWorld Show, Japan
Materials supplied:	Video footage
Extra information:	All three games are 64DD
Development location:	NCL Japan
Playable version:	No
Percentage complete:	50%
Estimated release date:	TBA

wholly indifferent. That could be about to change if developments at Space World are anything to go by

your presence in different ways. Some will be brimming with confidence and make faces at you, others will scurry away as soon as they spot you and the more laid back ones will simply ignore you. You need to remember though that the best photographs are always taken when the monsters haven't realised that you're there.

All in all it's difficult to see these games being as popular in Britain as they are in Japan. In fact I'd say it's almost inevitable that one, maybe even two will never see UK daylight. However, millions of people can't be wrong can they? And I'd personally say it'll be a shame if you don't get to see them for yourselves, if only for the game's novelty value alone ●

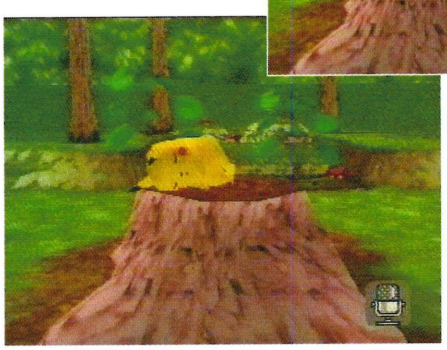




You wouldn't believe how popular Pikachu is in Japan, so I won't even attempt to tell you. Pikachu Genki De Chu is a guaranteed million seller already and should send N64 sales rocketing soon









Talk to the Animals

The character recognises several words from the user of the microphone rumble pak or headset and displays a series of emotions as well. Although the full library of words the game recognises is not yet certain, attendees at the Space World show received a glimpse of several that will definitely be included. Commands like "Wake up," "Catch the ball," and "Throw the ball," and other communications like "You're stupid," "Sorry," "Hello," "You're cute," "Let's play," "Here's an apple," "Mushroom," and "Pikachu". A truly remarkable experience.

Like Thing

By **Akira Yamawaki**

The 64GB pak give you the chance to import data from your Gameboy cartridge into the 64DD allowing you to take care of your monster in glorious 3D







Pocket Monster Stadium sees you pitting monster against monster in the ultimate fight to the death. Sounds a bit sinister to me though



Preview

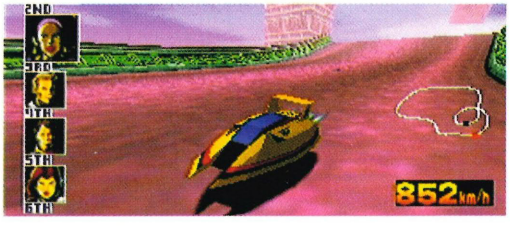
F-Zero X

Sounds like that Space World show was a bit of a good do. We wish we'd gone now instead of

Ride Like the Wind

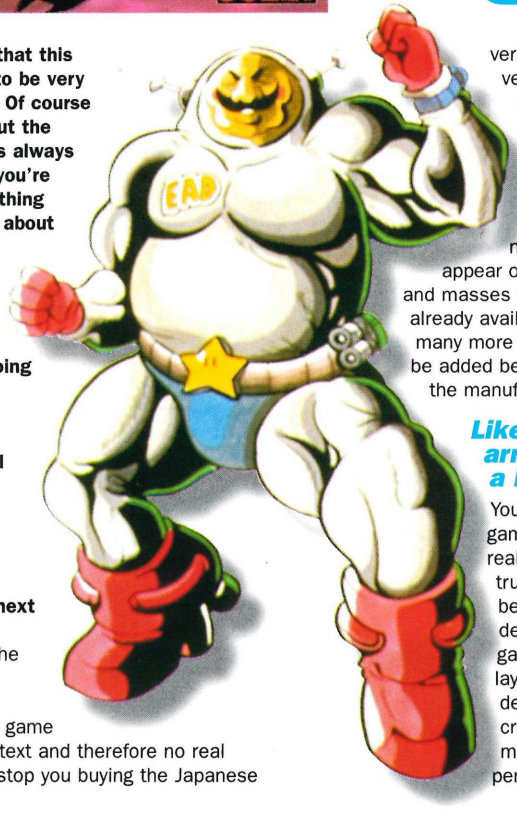


By **Akira Yamawaki**



I can tell you now that this preview is going to be very hard on me indeed. Of course I'm not talking about the writing part – that's always made easier when you're writing about something you're enthusiastic about – but waiting six months to get my hands on a finished version of this most amazing game is going to be agony. Unfortunately, the Japanese version won't be ready until then, with the US version following some three months behind (and I'd speculate at a UK release in time for next Christmas!).

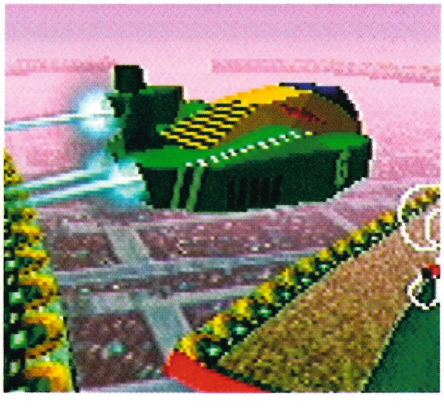
There is light at the end of the tunnel though, for import buyers at least. The game features little or no text and therefore no real language barrier to stop you buying the Japanese version. At SpaceWorld the version I played was only 60% complete, but was already wowing the crowds with its phenomenal 60-frames per second updating. In addition, there are large number of cars that appear on-screen at any one time and masses of tracks and cars already available, with the promise of many more spectacular features to be added before the game goes into the manufacturing stage.



Like a speeding arrow flashing from a bow...

You only have to look at the game for a few seconds to realise that its speed is truly mindblowing and has been achieved, without detracting from the gameplay, thanks to the layout of the very well designed courses. All the craft feel as if they're moving at about 500 miles per hour, and even with 19 other vehicles on screen at the same time, the speed does not alter one tiny bit. There's not even a hint of slowdown!

Even more amazing are the speed power-ups that send you accelerating to twitchingly high speeds, whereby the maximum is not fully realised until the speed power-ups appear in a row and are followed by jumps onto upcoming stretches of track. Hit all those well and you'll start to really appreciate just what can be done with the N64. Also, since the vehicles are hovercrafts, the cushion of air actually provides a shock-absorber effect and your craft bounces



Source(s):	SpaceWorld Show
Materials supplied:	Video Footage
Extra information:	Nintendo Japan
Development location:	Japan
Playable version:	Yes
Percentage complete:	60%
Estimated release date:	June (Japan)

palming all the work off on the mighty Akira Yamawaki. Here's his take on the new F-Zero X...

when landing from these jumps. This bouncing action gives F-Zero X a nice feeling of realism that is often lacking in race games.

The feeling of unmatched speed has been created by both the excellent frame rate and the superb course design. However, the course backgrounds are very plain at this point in development and are still being worked on, but when you're blasting along at such speed you don't have enough time to notice them. The vehicles are also made up of a small number of polygons and textures (which isn't to say they look poor, they're just not unnecessary complex), and also help to keep speed and frame-rate high.

There are several modes of play in the game: GP race, time attack, versus battle, and practice.



Each clearly indicates what that mode does, so there's no real need for detail at this stage, but at the show, only practice and versus battle were available. However, good news came from the unusual source of the options screen. This clearly confirms a 64DD disk add-on! Near the bottom of the selection screen is a section that reads course edit and machine edit which I was told by a Nintendo source was for the 64DD add-on.

Pick a card, any card

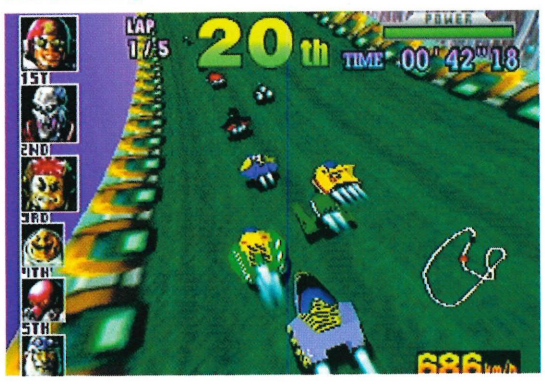
There are four course areas, each represented by a playing card – a joker, queen, king and a special area which is still being worked on. Each course gets progressively harder as you would expect. Other available choices are: record, an unspectacular screen which stores highest



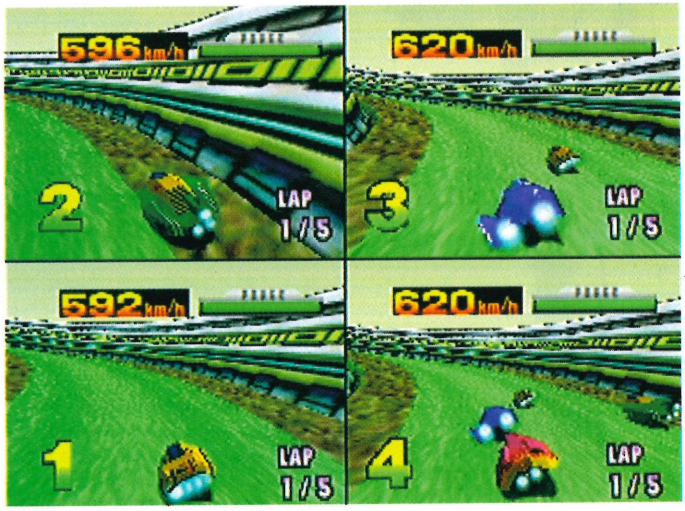
The polygons on the cars have been kept to a minimum in order to keep up the game's phenomenal 60 frames per second



Four player does suffer some slowdown, but nowhere near on the scale of the likes of Extreme G. There's also some reduction in graphical quality, but nothing particularly bad thankfully



As you can see, the speeds achieved in F-Zero X are nothing short of ludicrous. At least in today's terms they are anyway, but remember, this game is set way into the future



records, and options, enabling gamers to configure their controls, sound, etc.

The game is simple in terms of its graphics at the moment and to be honest I don't think that this is going to be the game's strongest area even when it's finished. I'm sure many will view this as disappointing, but personally I think it's nice to see someone brave enough to sacrifice visuals in order to make a better game.

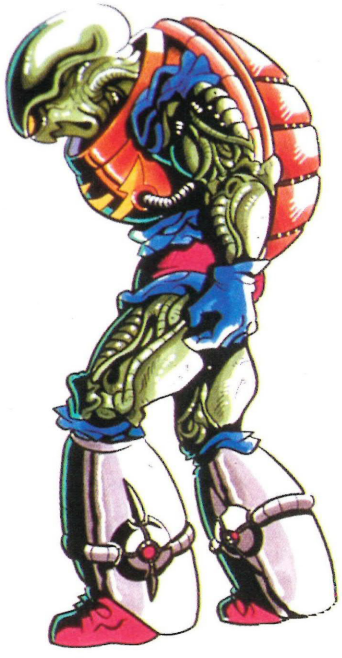
The only exception is the use of brilliant colours and neon lighting, which all look amazing. Nintendo's game master Shigeru Miyamoto said that it was vital that the game maintains its 60fps, and so with this as a priority, it's difficult to see how the graphics could be improved. Nonetheless, we're sure Nintendo will manage it somehow.

The multi player modes seem very good, although the four-player mode appears to have come down with a case of Extreme G since it suffers from a low polygon count and much slower frame-rate. Amazingly enough, however, unlike GoldenEye, Mario Kart and Extreme G, this four-player mode isn't nearly as slow.

Essentially, this mode provides gamers with an excellent chance to compete against one another, and two and three player modes don't suffer in any way from slowdown or frame-rate.

So, is F-Zero X the killer racing game we're all waiting for? Yes, undoubtedly. And no one will be disappointed by anything about it other than the fact that it's going to take so long to come out. I know it's only 60% finished, but when that 60% is so much better than most complete games, you can't blame me for wanting to get my hands on it straight away!

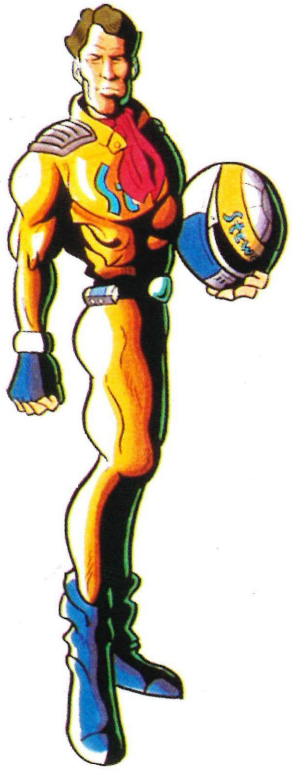








The backgrounds are a long way from finished – in fact they probably make up the majority of the work left to be done, but they're already looking quite promising we reckon







Some clever effects have been employed to mask any pop up that may otherwise have been apparent, with the track snaking off into the distance very conveniently covering large areas of the background

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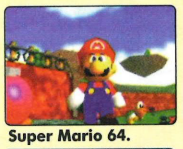
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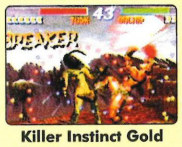

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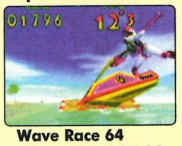

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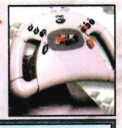
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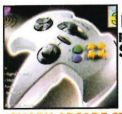
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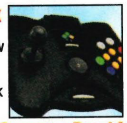
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Preview: Tonic Trouble

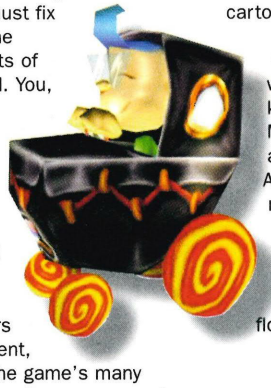
Watch out, Earthlings! An endearing alien named Ed is coming soon to N64s everywhere in a kooky

Bother With A Mixer

By **Alex Lee**

After numerous name changes, UbiSoft has decided to call its second N64 game Tonic Trouble. It's an action/adventure about a friendly violet-coloured extraterrestrial called Ed, who has to retrieve a mysterious can that he accidentally dropped from space onto Earth.

The contents of this can have provoked bizarre unnatural reactions on Earth, turning the planet upside down. Ed must fix the mishap and stop Grogh the Hellish from using the contents of the can to dominate the world. You, as Ed, must explore different worlds within the game, solve problems and avoid enemy traps and attacks.



The adventure takes place in a real-time 3D cartoon-like environment, and is expected to combine realistic 3D movement with richly detailed settings. Players have total freedom of movement, being able to explore any of the game's many areas. Add to that a vast array of power-ups and abilities that you acquire throughout the adventure, and you have a potential classic platformer on your hands.

According to UbiSoft, you can look forward to 15 detailed 3D worlds, 64 off-the-wall characters and eye-popping animations running at up to 60 frames per second, with more 3D characters on screen simultaneously than you've ever seen before.

Much in the vein of UbiSoft's PI**Station hit Rayman, Tonic Trouble features joint-less cartoon creatures that make Tonic Trouble look more like a modern comic than a game.

On his adventures, Ed runs into a CD-worshipping village (evil, evil!), strange killer vegetables (previously seen thriving in Mark's armpits), an open-air island prison, a desert of upside-down pyramids, an Atlantis-like underwater world and numerous other wonders. Luckily, Ed is endowed with some fine powers and the most dangerous bow-tie in the galaxy, in addition to a mysterious stick whose secrets are gradually revealed to him by a flower-loving samurai.

Like his Italian cousin Mario, Ed can jump, run, crawl, swim both on the surface and underwater, glide through the air, hang onto the edge of walls, climb up and down a rope, carry, push or pull a variety of objects and even don a series of disguises.

Some of the creatures featured in the game include a piranha who puffs up like a balloon when his stomach is full, an injured mammoth with a pilot's licence, a snail who commands an animal army, villain guards able to fly with the help of helium, and a geisha who must be rescued from the Land of the Dead. There is also a guest appearance by Rayman himself.

It's refreshing to see a company depart from the tried and tested 'must be realistic at all costs' approach and confront players with an





Left: How corn on the cob looks before the supermarket staff remove the eyes

Source(s):	The Deighton consultancy, UbiSoft
Materials supplied:	Artwork CD
Extra information:	Various Internet sites
Development location:	Paris, France
Playable version:	No
Percentage complete:	80%
Estimated release date:	April

action-adventure game – so UbiSoft reckon anyway

artistic, highly stylised look. The fact that the game's developed in France is obviously no coincidence...

Best of all, Ed won't be alone on his adventures. On top of its long one-player exploration mode, Tonic Trouble will also offer a multi player mode. UbiSoft says the N64 version is to feature 64bit graphics, CD quality sound and anti-aliased imaging, but even more interesting is that a 64DD upgrade disk is already planned. The fact that UbiSoft is also releasing a DVD PC version of Tonic Trouble shows that the company is anything but shy with regard to new technology.

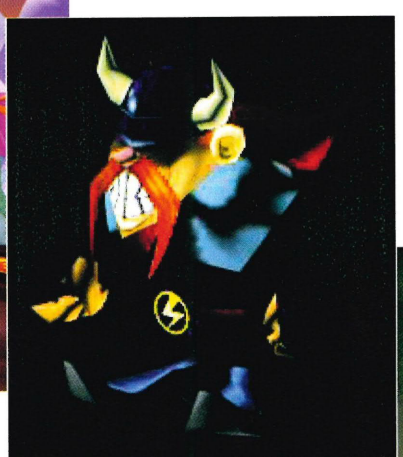
There are numerous bonus levels to explore, and new levels and characters will be made available periodically on UbiSoft's Web site (www.ubisoft.com). The N64 edition will feature the 64bit graphics, CD quality sound and anti-aliased imaging that have endeared the console to us all. It will also be released in the US early this spring, with a PAL version shortly after ●



A BIT ABOUT UBISOFT

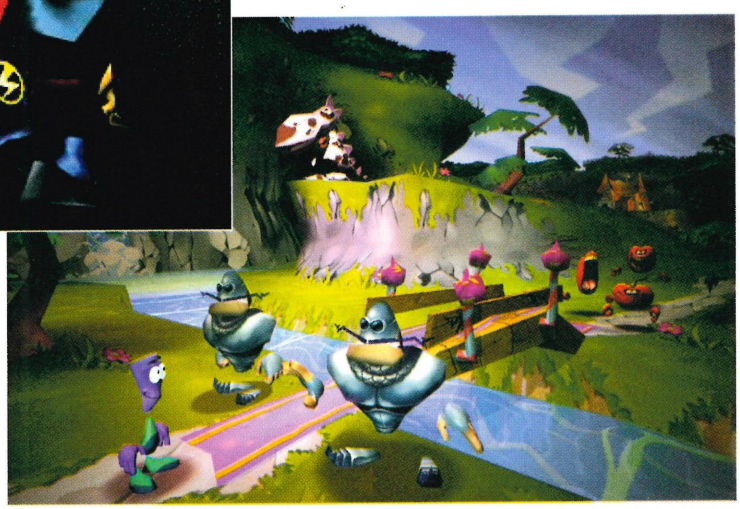
UbiSoft Entertainment, a $60 million France-based software publishing and distribution company, was founded in 1986. UbiSoft was known for a variety of titles including the first Unreal and Bureau of Astral Trouble Shooters (BAT) in the 1980s. UbiSoft entered the software development arena in 1993 and is now a leader in the distribution of all entertainment software to the French market. The company is best known in the US for Rayman and Rayman 2, a blockbuster action/adventure game for all ages that debuted in 1995. UbiSoft has most recently launched POD on the PC, a hypersonic, sci-fi racer thriller. POD has received widespread acclaim for revolutionising on-line multi player gaming possibilities by being the first racing game ever to offer the option to simultaneously link up to eight players directly over the Internet.





Right: A toaster with eyes, now there's a surprise. Bit too well done on the crusts for my liking





Don't expect the in-game action to look quite as spectacular as this, although with UbiSoft's platform pedigree it may not be completely out of the question

Preview

Banjo-Kaz

The Rare development team is currently working on the interesting theory that a bear and a bird is



Banjo-Kazooie uses a character swapping system first seen in some of Rare's earlier games on the SNES. This time, however, the two animals' characteristics are a lot more diverse



By **Alex Lee**

Flying fur fea

Formerly known as Dream, a version of the re-named Banjo-Kazooie was finally unveiled at the E3 in Atlanta last June. Banjo-Kazooie takes a page from Disney in creating a rich, animated world full of fun animals and great music. Except Rare goes one step further, letting you in on the action, controlling the destiny of two characters bristling with personality in a magical world. Yes, the revered Rare is back once more, with a game that encapsulates several popular game types including flying in the style of Panzer Dragoon (Satn) and 3D elements from Nights (also Sat**n) and Mario 64.**

Pleased To Meet You

On first impressions, you may think, 'Hold on, this is Donkey Kong Country 64'. But it isn't. The main characters are Banjo and Kazooie – hence the name. Banjo is a honey bear – already seen in Diddy Kong Racing – who runs around in yellow shorts and a blue backpack. Banjo's female friend Kazooie is a red crested

Meet Banjo and Kazooie

First came Laurel and Hardy, then Skinner and Baddiel and now, Banjo and Kazooie! Like these classic comedy duos, Banjo and Kazooie are also an eminently loveable pairing who must rely on each others' talents to complete their adventures with humourous results

Name: Banjo
Species: Male Honey Bear
Features: Big nose, blue backpack, yellow shorts
Abilities: Walking, running, jumping, swimming, climbing, claw swiping, running forward roll
Likes: Honey, his girlfriend Piccolo, sleeping, Kazooie carrying him around, flat surfaces, swimming, dancing the 'Jigsaw Jive'
Dislikes: Kazooie running fast, sliding on his rear-end, having to carry all of Kazooie's eggs, dark places, flying

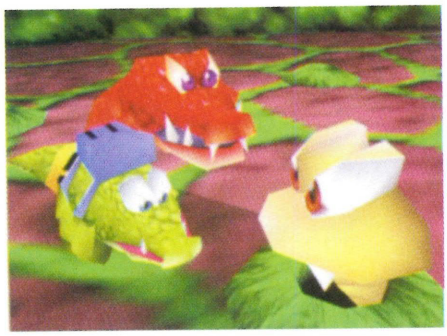
Name: Kazooie
Species: Female Red Crested Breegull
Features: Bright red and yellow feathers, long legs, long neck
Abilities: Barge Feathery Flap - extended jumping, Rat-a-Tat Rap - jump attacking, Flap Flip - backflipping, Shock Spring - high jumping, Beak - shoulder barging, Beak Buster - vertical air to ground attacking, Beak Bomb - fly and dive bombing, Talon Trot - Kazooie running, Turbo Talon Trot - faster Kazooie running, Stilt Stride - long legs walking, Egg firing from front and rear, invincibility, underwater swimming, flying
Likes: Running, flying, destroying things, screeching loudly, dive bombing, eggs, feathers, cheese, steep slopes
Dislikes: Quietness, facing backwards, carrying Banjo around, stopping for a rest, swimming underwater, Banjo's embarrassing 'Jigsaw Jive'



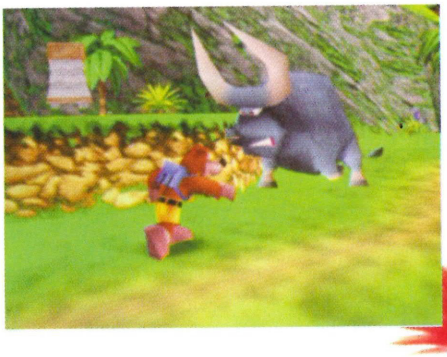
ooie

better than a bare bird

Source(s):	Rare, THE, Nintendo
Materials supplied:	Artwork and screenshots
Extra information:	Internet
Development location:	Twycross, England
Playable version:	Yes
Percentage complete:	75%
Estimated release date:	March 1998







Above: One of B-K's sub-levels sees Banjo morphing into a crocodile and having to eat as many moles which pop out of the ground as possible



'n' thers

breegull (whatever that is), who is permanently carried in his backpack. These two characters are capable of all sorts of physical actions, including: walking, jumping, running, climbing, swimming, flying and more.

Banjo and Kazooie are not the only characters in the game however, as there are further (unplayable) characters that you can interact with. One of the characters is Banjo's girlfriend. Most of the characters will interact with you the same way characters interacted with you in the excellent Donkey Kong Country on the SNES.

Nice Guy Eddie

Each character has specialised functions, so if you want to stomp ants you use Banjo and if you want to fly around a tower you use Kazooie. When you combine the abilities of bird and bear, you get the most versatile video game hero/heroes ever. But the world in which the duo travels is even more impressive than the innovative game design. Rich textures, creative lighting and the use of the N64's powerful anti-aliasing, LOD management and other features results in an almost cinematic image on the scale of something like the magnificent Lion King.

Statuesque

Combine this with music that changes subtly as you move through the world and animated characters who seems as alive as any Disney character, and you have a remarkable game. Banjo-Kazooie is slated for a November release in North America and is guaranteed to be a monster hit on the scale of DKC for SNES. From the beginning, when it was known as Dream, Banjo-Kazooie has proved itself to be the most eagerly anticipated of all 3D platform games. The game displays many qualities that blow away even a revolutionary game such as Super Mario 64.

So anyway, until March 16, we will all be kept anxiously awaiting the best 3D platform game ever. But the wait won't be so bad, as N64 Pro has got enough information, screen shots, movies and sound files to make less of a pain in the arse.

The game takes the co-joined pair through 16 brilliant, highly detailed, lushly textured worlds of adventure as they work together to search for missing puzzle pieces. The pieces, once collected, enable the partners to rescue Banjo's girlfriend, Piccolo, and defeat the giant who captured her.

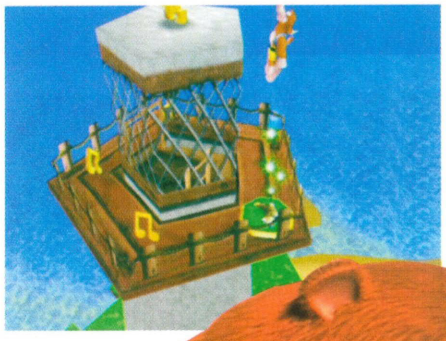
"Once in a while, a new videogame introduces characters so rich with personality, flair, and gameplay capabilities, they're destined to become industry celebrities," so says Peter Main, Nintendo of America's executive vice-president of sales and marketing. "Banjo-Kazooie does just that, and in the process, reaffirms Nintendo's place as ▶

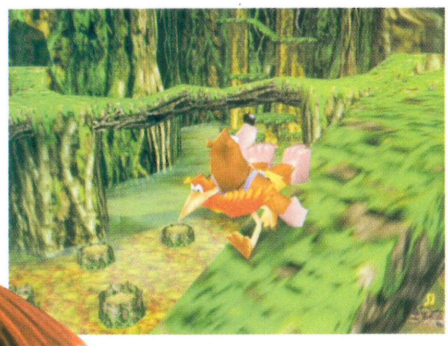
Preview: Banjo-Kazooie

the company that sets the standard by which others are judged."

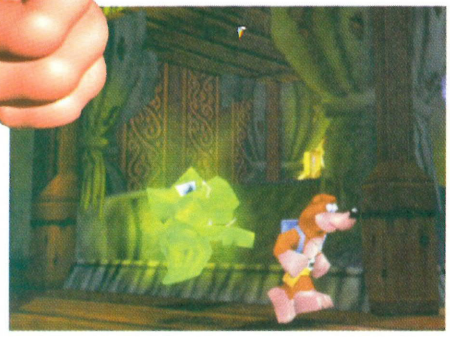
Banjo and Kazooie should confirm their place in video game history as the most versatile duo ever, having a combination of 24 different moves at their disposal. The moves come in handy as the couple encounters diverse challenges in snatching puzzle pieces, traversing mazes, racing against enemies, finding hidden items and helping others.

B-K's obvious influences are Super Mario 64 and Donkey Kong Country (it would be, as Rare developed that as well)







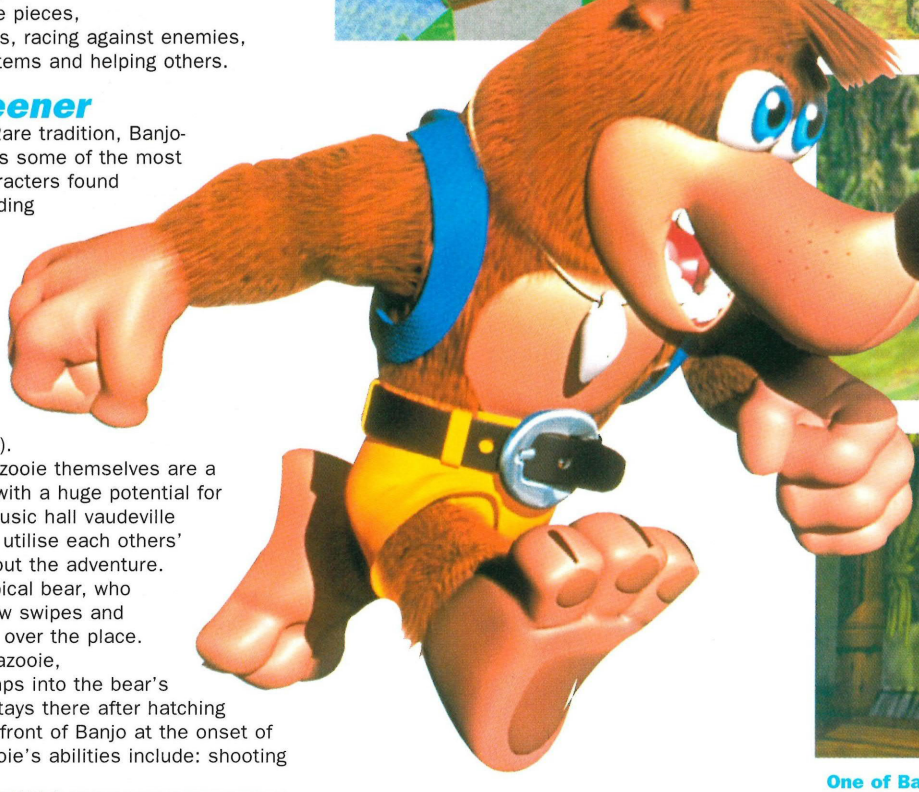


Inbetweener

In the famous Rare tradition, Banjo-Kazooie includes some of the most humourous characters found anywhere, including terrifying termites, a giant orange-throwing gorilla and a magical Shaman named Mumbo Jumbo (a distant relative of Mr C maybe?).

Banjo and Kazooie themselves are a pair of misfits, with a huge potential for old-fashioned music hall vaudeville humour as they utilise each others' talents throughout the adventure.

Banjo is a typical bear, who walks, runs, claw swipes and forward rolls all over the place. His side-kick, Kazooie, immediately jumps into the bear's backpack and stays there after hatching from her egg in front of Banjo at the onset of the game. Kazooie's abilities include: shooting eggs, flying, performing backflips and carrying Banjo around on her back.

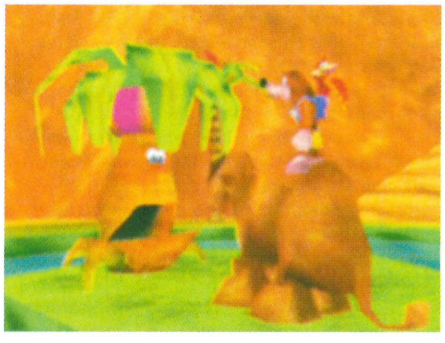


One of Banjo-Kazooie's many unique selling points is its sheer size. It's bloody enormous and signs are that it'll be even bigger than the colossal Super Mario 64



Banjo-Kazooie is a perfect example of new gameplay power being realised, and implemented, by designers. The graphic capabilities of the N64 are exercised as images are displayed with dazzling effect. Players travel through awe-inspiring landscapes, including Mumbo's Mountain, the lighthouse at the craggy peak of Hammerhead Beach, the crocodile-infested Bubblegloop Swamp, the volcanic eruptions at Mount Fire Eye and the giant trees in Fungus Forest.

Developed by the world-famous videogame designers Rare, this vibrant, exciting 3D adventure is set for UK release in March ●





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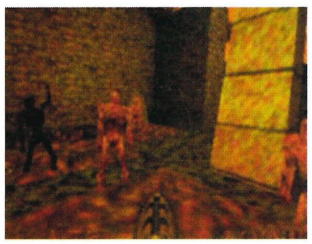
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Preview: Quake

Blood, blood, glorious blood. Those of you with psychotic tendencies will be pleased to hear that the







Another day, another Doom-clone. Well, not exactly a clone, more of a sequel this time. Quake was developed by the same people who brought us Doom and was intended to be a complete update on the original and arguably best shoot'em-up of all time.

And now it's heading for the N64. So what can we expect from the king of killing games? Well, looking at the PC version we'll get better graphics. Unlike Doom, everything including the monsters is created using 3D polygons. This gives the game a much more detailed and solid feel to it than Doom or Duke Nukem where they used 2D sprites over 3D backgrounds.

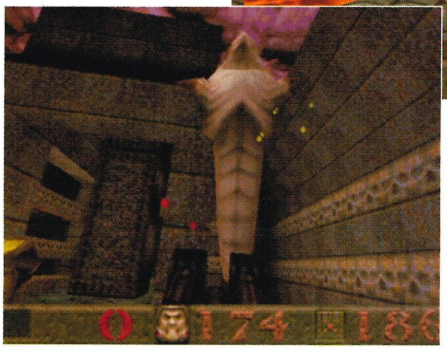
Monster, Monster, Monster

The game certainly looks a lot better than the other 3D shoot'em-ups on the N64 (perhaps with the exception of GoldenEye.) Quake has the same dark and moody atmosphere that made Doom such an experience. You run around squalid and dingy dungeons with monsters hiding behind every corner. Like Doom, Quake is based in a dark horror inspired world where you fight twisted Satanic monsters and demons. On the



Above: This season's look for Demons from hell is yellow teeth, blood soaked claws with the optional hole in the chest motif





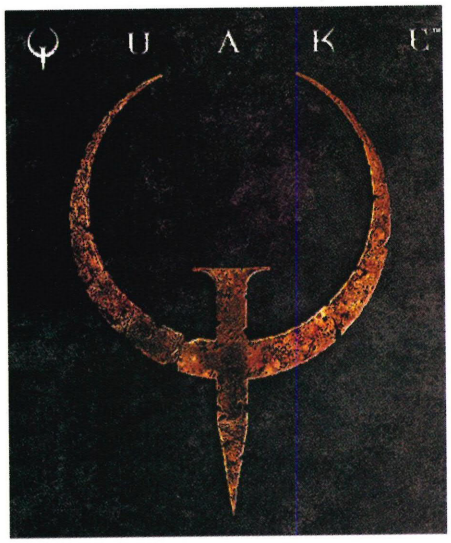
Above: Merry Christmas. Demons with chainsaws playing in blood coloured snow Left: You can really see the quality of the graphics

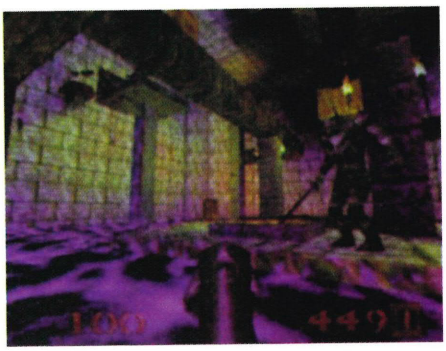
Quak in ye

64

master of massacres is heading for the N64

Source(s):	Internet
Materials supplied:	None
Extra information:	No
Development location:	Texas
Playable version:	No
Percentage complete:	80%
Estimated release date:	Spring 1998







Above: Running through the sewer water Left: That's the symbol to look out for

Above Right: Gore encrusted zombies Below Right: Use your shotgun to create a hole through the demon



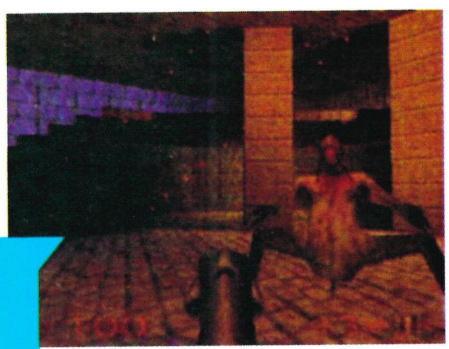
sound front things are pretty much the same with lots of grunts, groans and dying squeals giving the game a suitable atmosphere.

Quake has the same bloodthirsty action that we all know and love. You're armed with a variety of illegal, immoral and in some cases impossible weapons of mass destruction. And if mayhem is your thing, then it doesn't look like you'll be disappointed with Quake.

Originally the N64 version of Quake was to be released in America in time for Christmas. It was then delayed whilst the developers added a multi player mode. I think this was a smart move after the roasting I gave Doom for being single-player only. At least two-players should now be able to duel it out in a deathmatch mode which will greatly increase the longevity of the game no end.

Those of you who enjoy the PI**Station vs. N64 daily arguments will be pleased to hear that the PI**Station version has been completely canned. Apparently the little grey box was totally incapable of handling the complex nature of the graphics engine so the project had to be abandoned. Oh well, those of us who own decent machines have no such worries.

The networked PC version of Quake is still played daily in our office along to the tune of various swearwords and degrading insults. But as a single player game the PC version received a very cool reception indeed. Although the game engine was magnificent, it took so long to



ng r boots

By **Mark Hattersley**

perfect that the developers had very little time for game design. So it had a rushed feel to it, and the monsters weren't very well placed. I'm hoping that the N64 version will have been sufficiently tweaked to correct this, but we'll have to wait and see.

Quake has more of an outright bloodfest feel to it than the more tactical GoldenEye. Rather than stealthily sneaking around corners and picking off enemies from a distance, you're right in the middle of a gunfight. Running around at high speed, guns blazing, blowing them away left, right and centre is such fun.

Fighting The Good Fight

On the weapons front the obligatory pistol, shotgun and bazooka are included. Also thrown in for good measure will be grenade launchers, nail guns, super nail guns, and something ominously called the thunder staff which frazzles the enemy with a lightning bolt. And if none of these take your fancy you can always resort to a trusty axe to hack your opponents apart.

The game promises to be an enhanced port of the PC 3D card version. No bad thing as this was an impressive game to begin with. Also promised will be new effects such as enhanced shading, better lighting and special effects such as transparent water.

Quake should be arriving in the early spring of 1998. So next year you could have another cracking shoot'em-up to add to your collection. As soon as we get our hands on a copy we'll bring you the full low-down on the game. Personally, I can't wait

Give away



100% Relevant!

Win FIFA '98 carts and EA Sports baseball jackets



Reviewed this issue, FIFA '98 scored an impressive 87%. If you haven't read the review yet, then do so now. You'll find it's professionally written and meticulously laid out. Anyway, how about winning one of five carts or one of three baseball jackets (worth over £100 each) for all of you lot who moaned that the Brookside videos weren't 'relevant' to the mag.

Still interested? Okay, here's the deal. The first three names out of the hat get a jacket and a cart, the next two get a cart, everyone else gets jack. Entries in before 31 02 97 please.

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A shot from FIFA '98 – the game you could oh-so easily win



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Talkin' Shop

By **Mark Hattersley**

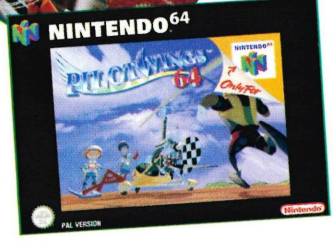
***N64 Pro** finds out what's going down on the shop floor*











Let's face it, video games are an investment these days. They aren't cheap by any means and you have to think carefully before exchanging hard currency for that little grey box of tricks. So we've done all the searching and looked at all the best deals currently available down the shops.

Machine Deals

First of all you need the box itself. So, change from a hundred quid isn't good enough for you, eh? Let's face it, the machine isn't expensive no matter where you buy it from. £150 quid will get you the machine and a world class game, but there are other deals out there for those who can be bothered to shop around.

Machine Deals

Game: A free carry case if you buy an N64 with a game of your choice.

Electronics Boutique: Discounts on games when you buy an N64. You can get a fiver off GoldenEye, Mario 64 and Mario Kart, several other games are priced at £39.99 and they will flog you FIFA for a mere 20 notes.

ToysRus: An N64 with Extreme G and FIFA for a paltry £149.99

For just over 220 quid you will still be able to afford plenty of beer when your mates come round to play two great games that managed to bring work in our office to a complete standstill. Amazing stuff and great value too!

N64 Pro
Best Buy for Xmas
N64 with ISS 64 including a free carry case for just £154.99 (Game)
Extra Official Joypad £29.99
Diddy Kong Racing £37.97
(ToysRus) Total cost = £222.95

Cash up Front

The most tried and trusted way of getting games. The good old fashioned method of going to a high street store and handing over a wad of cash. But even high street stores charge different amounts. Here are five games you really ought to couple with your N64. Decisions, decisions. But how much do they cost and where should you part with your cash? Ponder no more.

	ToysRus	EB	Game	Madera
DKR	37.97	49.99	49.99	49.99
GoldenEye	37.97	49.99	49.99	49.99
Mario 64	49.99	49.99	49.99	49.99
Lylat Wars	59.99	59.99	59.99	59.99
ISS 64	64.99	64. 99	54.99	54.99

ToysRus are doing some cut-throat pricing on the big titles at the moment. They aren't making much (if any) profit at that price so get'em while they last. The 10 pounds that Game has slashed off ISS 64 is also excellent value for money.

Buying imported games is a good idea if you can't wait the six months for the official ones to swim across the Atlantic. You'll need to buy a converter for about £15 for them to work though.

Buying new games

Uppers
Spend less time looking for bargains and more time in the pub
Get the latest games
Get brand spanking new games

Downers
Having bugger all beer money because you've spent it all down the high street

Mail Order

The mail order business has cleaned up a lot over the last few years. The more unscrupulous dealers have disappeared and there are some great mail order companies out there who have been around for a long time. Mail order companies can usually beat shop prices because they have lower overheads. That means they don't have to rent out space on the high street and fill it with spotty teenagers selling games.

A couple of words of warning. Check the additional costs such as postage and packing or membership fees. Work out exactly how much that game will cost and how much you're going to save. Often, if you're buying just one game, the savings aren't that great and sometimes it's worth paying that little bit extra just to get the game straight from a shop.

	Special Reserve	Gameplay	Excitement Direct
GoldenEye	£40.99	£40.99	£39.99
DKR	£40.99	£39.99	£39.99

Mail Order

The Uppers
Pay less for games
No wandering around the shops
Not having to talk to YTS shop assistants

The Downers
Waiting for the postman to get off his arse
Not being able to see what you're buying
Rising credit card bills

Something Old Something New

Shops selling second-hand games is another relatively new concept. Nintendo opposed this originally, threatening to use their well oiled legal department to give a firm kick up the arse to any shops dealing in second-hand software. But it seems that the big 'N' has chilled out a bit since then and you can now find shops up and down the country that deal in second-hand games.

Expect at least a third off the good titles and old and unpopular titles should be going for half price. The early titles such as Mario 64, Wave Race and Turok are particularly good deals and can be seen going for as little as £34.99 in some shops. However, remember that games like FIFA are cheap for a reason. In addition, make sure the game is boxed with instructions, but don't expect the box to be in pristine condition as the cardboard wears out pretty quickly.

Good deal mate
Pilotwings 64 £27.99
Not many people buy this game, which is a shame because it's totally brilliant (Steve thinks it's the best game made for the N64). But the limited interest means that it's available at a bargain bucket price. Seen going second-hand for as little as £27.99, you really must search this one out. You know it makes sense.

Second-Hand Deals

The Uppers
Pay less for your games
Get more games for your money
You get to barter

The Downers
Trawling around the shops looking through bargain bins for a certain game
Not being able to get brand new games
Having to wade through a crowd of 12 year olds to get to the shelf
You'll probably get games in tatty cardboard boxes with screwed up instructions

Swap Shop

Closely linked to buying second-hand games is the concept of trading in old games for different ones. Most shops that deal in second-hand games have a list of prices they will pay in exchange for software. Prices vary greatly and depend upon two things: the condition and popularity of the game you are trading in against the new one you want to get. It's worth shopping around to find the best deal. As a general rule expect to pay between five and 10 pounds extra for an old but good game, against a different old but equally good game.

Some high street shops are doing old for new deals. Electronic Boutique, for example, are doing a deal where you can take in two old carts, and pay around ten pounds to get any new cartridge. They will also do deals for trade in on old SNES machines. The deals vary depending on the store, so it's worth checking out. Quite a good deal if you have two naff games that you never play.

Rent Boys

Video game rental has appeared in a big way over the last few years. Like second-hand cartridges, renting was initially threatened with legal action by Nintendo's never sleeping legal eagles. Blockbusters is the major national video rental outlet. You can rent Lylat Wars or GoldenEye for two nights for £4.50 each. You'll also find that many local video rental stores carry N64 games at different prices.

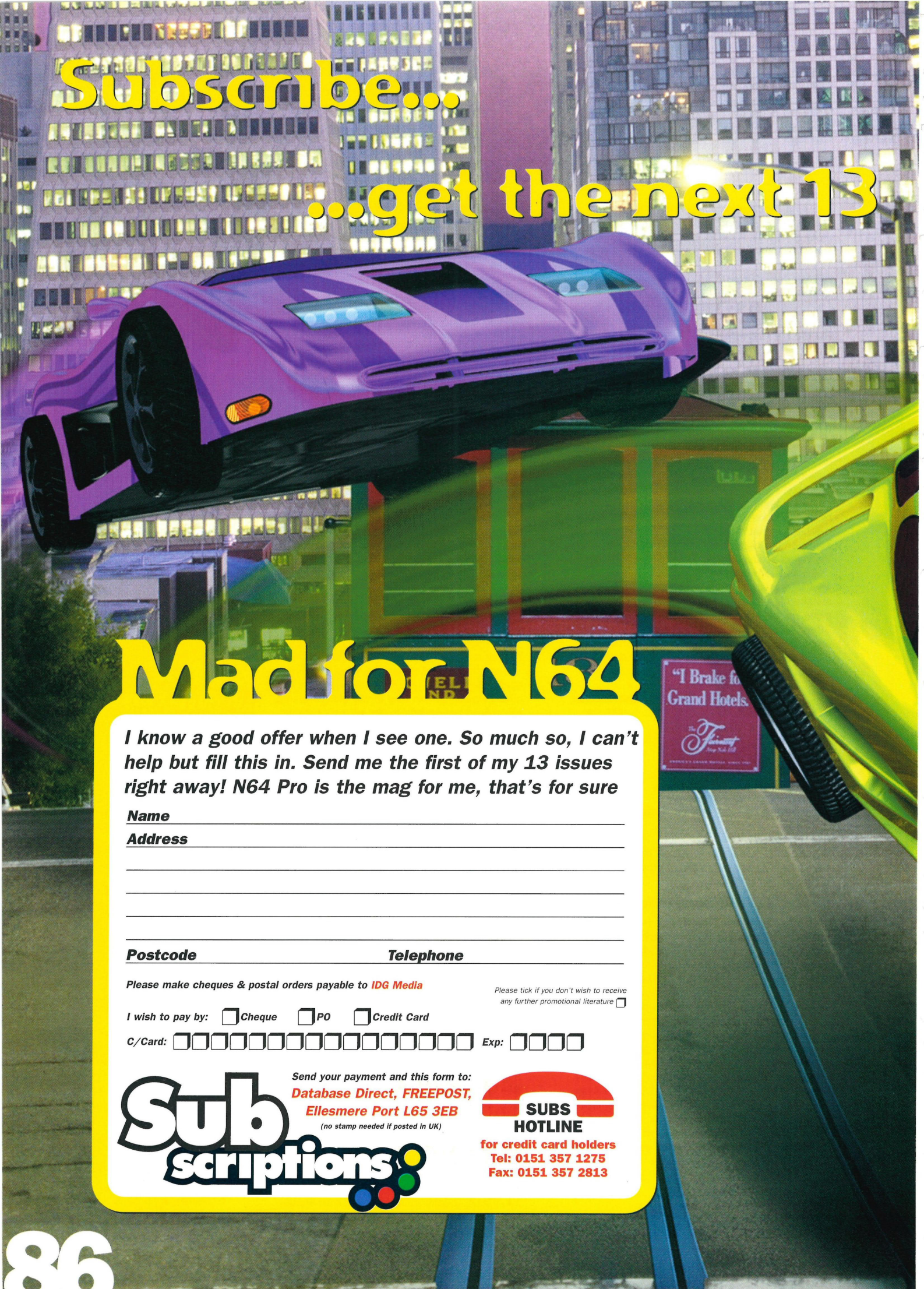
Opinion is divided on the merit of renting a game. Some people think it's great to be able to play games without having to pay full whack. Other people (like us) think that it's the equivalent of taking your cash and firmly throwing it into the wind, but then it does give you the opportunity to try before you buy.

Renting Games

The Uppers
Play games for next to nothing
See all the new stuff before your mates
Only waste a couple of quid on duff games
Finish a game over the weekend and still afford another one

The Downers
You're throwing your money away
You won't own any games
You'll have to take Diddy Kong back on Sunday night and rent it out again immediately
Buying GoldenEye after all ●





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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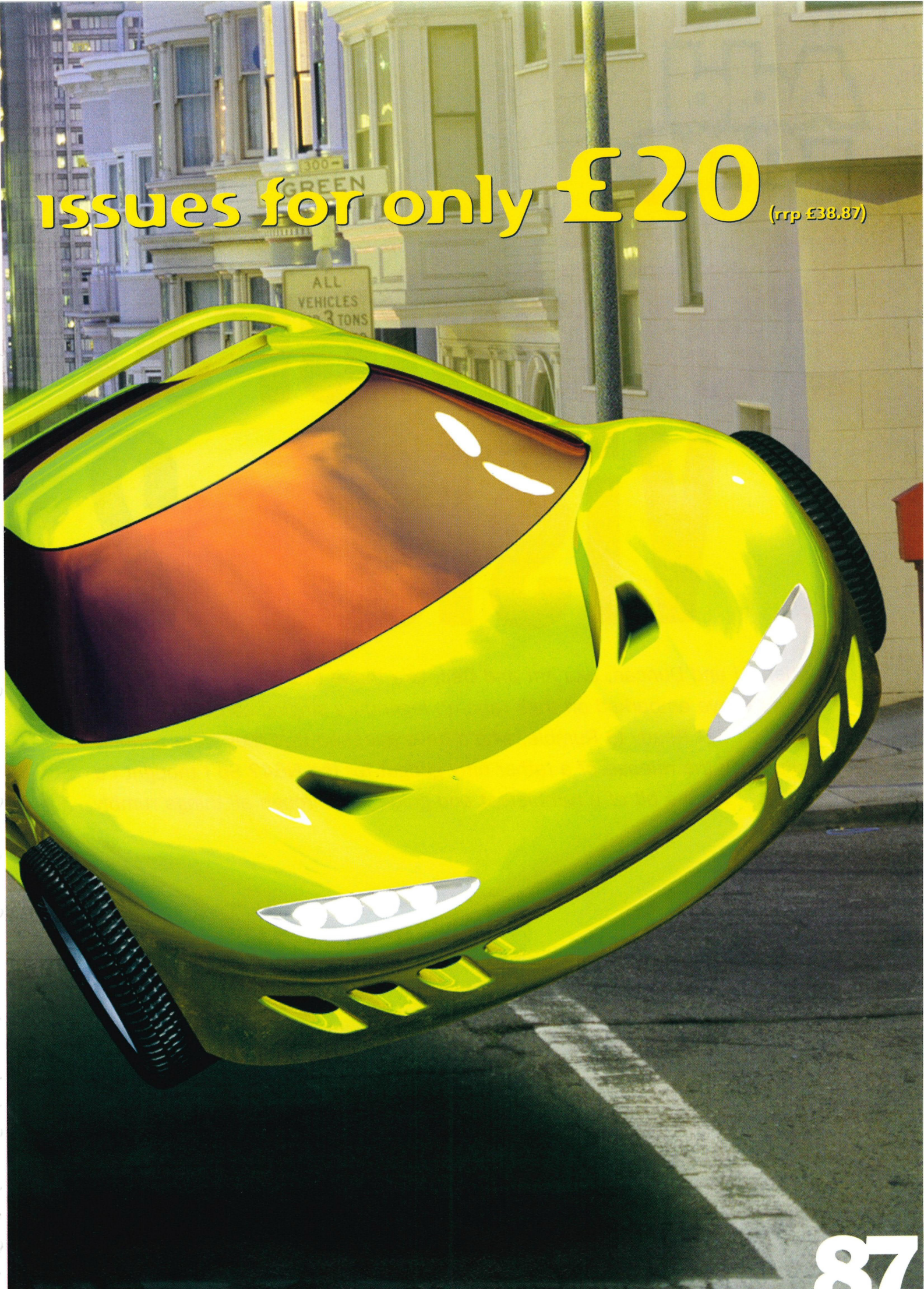
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When PJ and Duncan, aka Ant and Dec, aka those two Geordie losers from Byker Grove embarked on their (ahem!) legendary singing career with Let's Get Ready to Rumble, who'd have guessed that they were actually prophesying the release of a rather nifty gadget for the N64? So I thought I'd have a bit of a rumblefest and guide you through all things rumbly

ShockWave

Supplier **Datel**
Contact **01785 810 800**

The ShockWave stands out from the bunch in that it has its own sensor technology inside meaning that it effectively 'rumbles the parts other paks cannot reach.' The way it works is via an in-built microphone that picks up on sounds from your TV and then rumbles accordingly.

Effectively this means that the ShockWave adds a rumble to practically all games. While this does mean it rumbles much more than your average pak, the ShockWave is guilty of rumbling at the most bizarre times (such as when you cough or make loud noises eg. clapping or cheering etc).

At £25 this is at least a tenner more expensive than most. However the extra cost is balanced out by the fact that the ShockWave includes a 1 meg memory card. And of course this means there's no need for tiresome swapping between memory pak and rumble pak. That aside though this is a very nice piece of kit.



Jolt Pack

Supplier Joytech Europe
Contact 01525 371 769



Pro Rating 3/5

This is the cheapest of Joytech's two rumble packs and is in fact the cheapest of all the packs on the market at just £9.99. A fiver less than Nintendo's own it offers good value for those on a budget. That aside it rumbles just as well as the rest and even has a choice of two settings so you can decide just how subtle you want the rumble to be.

Rumble Pak

Supplier Nintendo
Contact 01703 653 377

The original, but not necessarily the best, in this case at least. Anyone who purchased Lylat Wars will be familiar with this little 'judder box'. That title perfectly showcased the gadget that attempts to add an extra dimension to your game by shaking, rumbling and jolting at appropriate points in the action.

Now available as a separate item for £15 you get your standard features and the Nintendo brand assurance of quality. The only gripe is that you must remove the pak in order to use a memory pak.

Pro Rating 4/5

LX4 Tremor

Supplier LMP
Contact 01992 503 133



Pro Rating 3.5/5

Though the smallest of all the packs tried you'd never notice much of a difference in the strength of rumble between this and most of the others (even though there is only the one rumble setting). What's more, unlike the others, this one doesn't require any batteries so consequently it's a lot lighter than many which is a good thing given the weight of some of the pad and rumble pak combinations we tested. At £12.99 this makes a fine buy.

Advanced Jolt Pack

Supplier Joytech Europe
Contact 01525 371 769

The same as Joytech's standard Jolt Pack (with high and low rumble settings) but with the inclusion of a 256k memory card at the higher price of £14.99. Even so this is only the same price as the official Nintendo pak and therefore this pack represents very good value for money and is one of the best on offer.

Pro Rating 3.5/5

TremorPak

Supplier Joytech Europe
Contact 01525 371 769



Pro Rating 4/5

A fairly standard rumble pak this one. It's a bit like Joytech's standard Jolt Pack in that it has two rumble settings but no in-built memory card. It's a little oddly shaped compared to the rest and is as good as most of the rumble packs reviewed here and erm... well to be honest after two pages of this I'm running out of things to say about rumble paks.

InterActor

Supplier Datel
Contact 01785 810 800



Pro Rating 4/5

And now for the surprise of the bunch. Not a rumble pak but a rumble vest (or rather a rumble backpack). This one came to us from Datel quite out of the blue.

It's essentially the old Aura InterActor backpack that was launched a while back for some ridiculously high figure of £90 or thereabouts. Well those techy bods at Datel have somehow adapted the technology so that it's compatible with the N64.

We road tested the InterActor and was surprised at just how effective it was. Admittedly the sight of me in a silly vest looking like I'd somehow got lost in the middle of a game of Laser Quest got some mocking comments from onlookers here in the office. However, when used with a relevant game (ie GoldenEye) it worked surprisingly well.

Another feature of the InterActor is the fact that it works with all manner of systems from the Super Nintendo, to the PC and even the PI**Station. But best of all, and the factor that's sure to swing it for the InterActor, is the price. At just £25 (a tenner more than most rumble paks) you've got a super duper rumble pak as it were. I have to say that at times the rumbling made me feel a little queasy, but then again I still get car sick sometimes.

Anyway, because we think the InterActors are a little bit smart we're going to give five lucky N64 Pro readers the chance to win one by answering the following question: Q. *Which two legendary boxers took part in the infamous Rumble in the Jungle?* Answers on a postcard to 'RumbleFest' compo at the usual address by no later than 5 February.

Pro post Feed

Write to: N64 PRO, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE or email: alexl@idg.co.uk

To be honest, we don't like people ringing us, cos it puts us off our work (which, as you know, amounts to nothing more than playing games all day). Receiving letters, now that's a different matter. Regardless how large the postbag is, we'll always find the most printworthy ones. Here's this month's selection ***ALEX***

Just Get Rid Of It

Congratulations on a great first mag. Your reviews were honest and informative which is what all readers want. At the moment I own a PI**Station which I will not be getting rid of for some time, but hopefully in the very near future I will be a proud owner of the great N64. I'm 38 years old and have had most games systems. You're never too old to play video games and hope when I do own an N64 that I will have the pleasure of being the reader review for one issue if not more. Keep up the great work. I hope to hear from you soon.

D. Bamford, Rotherham

You wouldn't believe the waiting list, D, but we'll certainly add your name to it. It's nice to know that there are a few gamers left that are actually older than us.

Up The Duff



I am a 31 year old N64 nut, I have just finished reading from cover to cover the second issue of your magazine. I used to have on a regular basis two other well known mags, but after severe earache from my moaning pregnant wife, I had to make a choice of one mag a month.

I was just about to subscribe to one of the others when I saw your first issue with the free video so I bought it to have a look. Let me say it's a good mag, the best thing is that it's obviously made for the more mature reader, please don't change this. The Freepost idea will leave the other mags rethinking their policy. All the other stuff is just about right. I have never written to a mag before, but I felt I had to because I have one big thing to moan about.

I did eventually subscribe to your mag partly because the cut price was excellent and being unemployed every penny counts. Also on the back page was the very eye-catching piece saying 'Groundbreaking Free Gift' next month, so I subscribed straight away and I have been waiting impatiently for this to arrive, so when it dropped through the door to my amazement out dropped a poxy, small, cheap paper bloody tips book. Surely this can't be the 'groundbreaking' free gift you promised, because a lot of people will be extremely disappointed.

I know this won't be the letter of the month or anything, but any chance of a freebie? I am looking forward to the other issues I will receive in the next few months, but please no more misleading words and pictures, just the facts and truth. Thanks again for a good mag.

J. Toseland, Alfreton

This is the last time I'm going to say this. So read carefully. We aren't timelords here at N64 Pro – we can't predict exactly what's going to happen in a month's time and at the time of writing the information we printed was correct. There was never going to be a free cart (you may have already seen the outro of last month's free Gamer's Bible – if you have I apologise for repeating myself), only a cart-shaped tips book. To put a free cart on the front of the magazine would instantly put us out of business unless we charged over £25 for it, in which case it obviously wouldn't be free. But I'm glad you subscribed – you won't regret it. After all, you want the this mag for what's inside it to read and not just for the free gift on the cover. Anyway, try buying a 68 page paperback book for less than £2.00.

Stop reading this and go and play some N64 games! Far more exciting...

Illegal



I am writing to you to get some answers to a few questions which I have about my N64. I am also writing to tell you that your first issue was brilliant and that the video was even better. But anyway, here are some of the questions I would like you to answer for me.

1) After reading your last issue about the Doctor 64 and the Wildcard 64 I just have to have one because it sounds great and will save me a lot of money. So tell me this: Which is better the Doctor 64 or the Wildcard 64?
How much will it be?
Where can I get one?

2) What is the 64DD for? What is the point in having it?

3) What is the difference between Super Mario 64 2 and Super Mario RPG?

PS I have to tell you that I think your magazine is the best and has all the latest news and reviews. Also the free goodies are great so keep them coming.

Andrew Aiken, Kilkeen

Answers as follows, Andrew.
1) Both are wildly illegal, so whether one's better than the other is not our concern, nor do we know how much they are or where you can get them from. Although Paul 'bloke in the pub' Noel might know.
2) The 64DD is the N64's forthcoming add-on disk drive which not only allows you to play more complex games, it means you can edit them yourselves or even add more characters, levels, teams or whatever as a kind of data disk in addition to your cart collection.
3) Super Mario 64 2 is, simply, the sequel to Super Mario 64 whereas Super Mario RPG is a Mario game in the style of Zelda, both of which incidentally are likely to be 64DD games.

Why So Late?

Hi, I am writing to you initially to congratulate you on an excellent magazine, my only question being, 'Why start it so late after all your competitors?' Anyway, down to business. I have just purchased the second issue of your mag

Back

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and find it just as compelling as the first, but I am interested in one main thing, Extreme G. I pinched my copy of this on import as soon as I could with such high hopes for the game, but I was disappointed.

After three hours of solid gameplay on the day I got it, I was forcing myself to carry on playing it and found myself slotting back in my copy of ISS 64. What I am basically saying is, yes, the graphics are breath-taking, but I found it lacking a little in the gameplay department. I thought it must be me, so I started lending it to two or three friends, and they agreed. Another thing, which is a fact, not opinion, is the slowdown in multi player is astronomical.

All this put together made me astonished when I read your review of the game. Tell me, am I and my friends going insane? Is it Extreme G really that good? Finally, I was wondering when does the 64DD come out in Japan (if ever) and will that version work on our crap PAL systems. Thanks a lot.
Adam Magrill, London



We came out later because we spent more time researching the market than our competitors and we didn't think it was necessary to launch any earlier than we did as the market wasn't big enough to justify us entering it – less than 140,000 N64s had been sold in the UK prior to our first issue. You'd be surprised how few copies the competitors have been selling. N64 Extreme has already gone bust. You will have noticed that the competitor titles have been repeating the same information over and over again because until the time of our launch there just wasn't enough software for us to pack into our magazine.

Moving on to Extreme G, I think my review score was one of the lowest scores in the specialist press. The Official Nintendo mag gave it one percent less purely because they were peeved that we got the exclusive review ahead of them. I do agree with many of your points, Adam, and I can't say I've played it since I reviewed it! What you've got to remember is that we sometimes only get a couple of days in which to review a game. It's certainly one of those games that has stunning initial impact, but after a while becomes a little tiresome unlike, as you rightly mentioned, the brilliant ISS 64.

Finally, the 64DD is out in Japan in July and won't be compatible with the PAL machine, although technical expert Steve McNally reckons it will be PAL compatible 'with a bit of fiddling – it's only the power supply that'll be different.'

Want to see your name in print? Write a decent letter to N64 Pro now

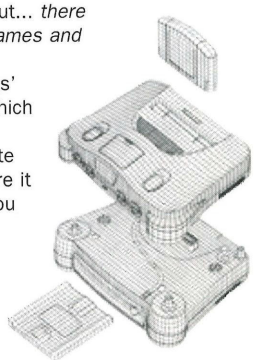
Small Complaint – Letter of the month

When I got issue two I decided to write in because I have a small complaint. In the A-Z reviews you give the other mags scores saying you won't have to buy another mag ever again. Well how come:

1) You don't give the Gamesmaster mag score? I don't get it, but surely you should put it in?

2) You don't give most of the other mags scores even though they are out? Okay, so you give some, but I get ONM (or NIN in your mag) and you don't give these scores which are out... *there followed a list of games and scores – Alex*





I'm sure other mags' scores are there which you don't have either. You may write this mag long before it is published, but you could change it before it goes on sale. I may sound as though I am having a go, but I just want to make the mag perfect, because you do say you won't have to get another mag again, so get it sorted.

PS Your mag is better than ONM already because you're not biased towards Nintendo games, but I can't understand the difference between your score 41% and ONM score 84% for KI Gold. Surely it isn't that bad?
Michael Wallace, Donaghadee

It's good to see a reader with such an eye for detail – I'm sure you'll be happy with the way the A-Z has developed since issue two. Our magazine goes to the printers three to four weeks before it hits the news-stands and once it's gone, that's it. There's no chance of changing anything. We don't put Gamesmaster scores in because it's a magazine in decline and isn't a specialist Nintendo mag.

We want the mag to be perfect as well, Michael, and your comments have been noted. KIG scored 41% in N64 Pro because none of the editorial staff liked it, nor did any of us think it was worthy for a 64bit system. As for the ONM score, you rightly pointed out in your letter that it's biased towards Nintendo – I rest my case.

Intrigued

I have bought both issues of your magazine so far and think that your mag is wonderful. I thought that the video as a free gift was brilliant and I'm very intrigued to find out what the 'groundbreaking' free gift will be.

I have a suggestion to improve your already fantastic mag. As many other mags already do, why don't you have a Q&A section. You can print and give out prizes for the best letters. A few months ago I read in a magazine that in Japan Sindou (rumble pak) versions of Super Mario 64 and Mario Kart were being released. Will they be released in England? If so, when?

Soon, after a long wait I will be receiving my N64. Which games do you currently recommend? Keep up the fantastic work.
Stephen Attenborough, Derby



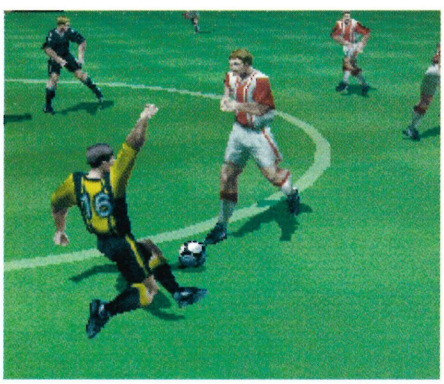
There's also a rumble pak version of Wave Race available in Japan, but sadly this title, nor Super Mario 64, nor Mario Kart 64 will be re-released as rumble pak compatible over here. As for recommending current games, look no further than the A-Z, although my two favourites at the time of writing are ISS 64 and Diddy Kong Racing.

Superlatives R Us

First I would like to say what an outstanding magazine you have going here, the free gifts where both great. In particular I liked the video, any chance of another one? Along with a few posters it would go down very nicely indeed. I'm at the moment reading through your brilliant magazine's letters section and decided to write ▶

Feed Back

to you hoping to become a part of it.
Here are my questions:
1) Any confirmed dates on the 64DD release yet? And how much will it cost?
2) Are there any Tekken-quality fighters coming out in the near future?
3) When is Lamborghini 64 coming out?
4) Any chance of a Lylat Wars 2 or even a Tomorrow Never Dies 007 game?
5) Is FIFA – Road To World Cup '98 looking as if it could be better than ISS 64?
Oh well. Hope you put my letter in your magazine. I'm off to sit in a dark gloomy corner now until issue three comes out.
Steve Matthews, Shrewsbury



Here are the answers to your questions, Steve. The 64DD is out in Japan in July
2) Fighter's Destiny – from Ocean – is looking superb and may well prove to be an all-time N64 great.
3) It's out now. Check out the review on page 32 for our view on the game.
4) Yes in both cases. Any videogame selling as well as these two inevitably gets the sequel treatment.
5) FIFA – Road To World Cup '98 is looking a lot better than FIFA 64, but it's doubtful it'll be as good as ISS 64.

Noely's One Person Fan Club

Please don't sack Noely (page 4 issue 2). We love GoldenEye! I am ashamed to say that after a year of my 10 year old son Brad begging for an N64, we finally gave in wondering if this five minute fad was going to last longer than the Teenage Mutant Ninja Turtles and Batman.

The first game we purchased was Mario Kart and after an hour of mounting the barriers and racing up the track on the wrong side, opposite direction I was hooked! My husband, daughter and even the dog would have played this game endlessly if we could.

Then we got GoldenEye and I as a parent am not ashamed to admit that the N64 is not a five minute fad, but a wonder for all ages (I am 31!). GoldenEye is a superb, fantastic and addictive game and excellent value for money. The storylines, plots and graphics are truly fantastic and long gone are the nights when we go to bed early. We pack the kids off to bed at night whilst two parents play on GoldenEye until the early hours of the morning!

As I am getting more and more into the N64 we now purchase all your issues eagerly reading up on tips and the new game releases, again excellent value for money, though please don't put up your prices now I've said this. Well done to Noely! Fantastic work. Must sign off, as I have to rescue hostages, shoot some men (I love it when they disappear), put a tracker on a helicopter and zoom off in my boat!
PS Keep up the excellent work!
Mrs Michaela Armstrong, Stockbridge

Your letter came in the nick of time, Michaela, as I was preparing Noely's marching orders just as your correspondence arrived on my desk. Fine parenting I must say, packing your kids off to bed so you can play GoldenEye 007. Beats fondu parties, games of bridge and other such middle-aged activities that's for sure...

Doesn't black text look lovely on yellow starbursts?

Honest? Us?

Seasons greetings and thanks for a mag with a good format and a good, honest approach. I missed out on the first issue. For some reason I didn't see it in the local newsagents. Is there any way of still getting my hands on a copy?

From reading the Feedback pages of #2 I got the gist of what was going on in the first mag and reading the response to your readers' survey was interesting. It's good to know that one magazine at least appreciates that there is an 'older' gaming generation. Now let's just hope that Nintendo remember this and remain loyal to those who can remember playing Super Mario Bros in the arcades!

Jaws the movie was a good film, right? But Jaws 2? Jaws 3 etc? Why are Nintendo hell bent on releasing updated versions of games that are already established classics? I know the 'Why change a winning formula' saying, but there must come a time when you're in the same flogging a dead horse league as FIFA games by EA and Capcom's Street Fighter series. Okay, Mario is breathtaking. The graphics and interactive play are unsurpassed, but when I played it I couldn't help the feeling of 'I've been here before' which spoiled it for me. The big N are the best developers in the world, but let's see them come up with something suited to the age of the people who have grown up playing their games. After all, that's why myself and thousands of others have put our faith in Nintendo and not their rival next gen consoles.

I think your magazine's format is very good. However, as you lot are based up north and one of you, Steve I think, made a comment about Factory Records, how about a page about the band/indie scene or even a music in general section. I think that this would tie in nicely with the magazine as Nintendo are committed to writing their own musical scores for their games instead of using gratuitous techno music by other artists. So why not do a feature on bands who write and perform all their own material?

One question – I've been thinking about buying ISS 64, but in an import ad in your mag there is an advert for Japanese games J-League II and J-League Dynamite Soccer. Does this mean that there will be two further editions of ISS 64 for the Euro market? Maybe if you've played these games you could tell me the differences.

A final question – Are you the same team that put together PlayStation Pro? If so, what happened?
Marcus Vass, London

Nintendo tend to update games as they know people are familiar with the titles and the characters featured within. Thankfully, they can't be accused on relying on this for sales as generally the new versions are nigh on faultless, namely Super Mario 64 and PilotWings 64. The intricacies of ISS 64 are such that there's no real point in buying any Japanese version. As for the Euro versions following the Jap ones, there's never any guarantee what will happen. There will be an ISS 64 sequel on PAL, but it won't be until March at the earliest. We're hoping that Konami will listen to the UK market's demands and include British league sides and a league set-up option. Steve, Jim and myself all worked on PlayStation Pro which is still thriving under the leadership of Jay Sharples and his band of merry 'men.' We jumped ship when we realised that the N64 was an all-round better and generally more exciting format. And we got offered more money. As for an 'indie' feature in the mag, it isn't completely out of the question ●

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IT'S NOT FOR WIMPS

Profile

Key to identifying those OTHER mags:

N64 = N64 Magazine
64 = 64 Magazine
NIN = Official Nintendo Magazine
TOT = Total 64 Magazine

The ultimate guide

Here it is. This month's guide to great games and the occasional stinker. Avoid the embarrassment of buying duff stuff and impress your friends by buying winners. We include all the official releases and a selection of imported games that we think you're likely to come across. And so you can be completists, we even include the ratings of other magazines. No matter how ridiculous they sometimes appear, you'll find them all in here. So stop wasting cash on trash and only buy N64 Pro from now on. ***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 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. A right good blast!

BAKU BOMBERMAN

Hudson 64 UK OUT NOW Our Rating 73% N64 50% 64 81% NIN N/A TOT 75%

Bomberman returns in an all new N64 outing. The usual multi player bomb-based mayhem joins a 3D adventure game. Good graphics, but it seems to have lost the gameplay of the original.

DIDDY KONG RACING

Nintendo UK OUT NOW Our Rating 96% N64 N/A 64 95% NIN 94% TOT N/A

A jaw-droppingly outstanding game that will keep you entertained for months. Diddy Kong Racing has made Mario Kart 64 redundant. With fantastic graphics and great gameplay you race karts, planes and hovercraft through a huge amount of tracks. Multi player battles are superb and the single player mode in which you must defeat the evil Wizpig is a real challenge. This is one of the best games ever made. You must own it. It's the law.



CHAMELEON TWIST

Sunsoft/ Ocean IMP UK TBA Our Rating 81% N64 N/A 64 N/A NIN 77% TOT N/A

A fine 3D platform game with a number of novel twists. Perfect your tongue action by licking up enemies and spitting them back out again. Whilst lacking the polish of Mario 64 this is still an enjoyable experience. Unfortunately it's all over far too quickly, but is still great fun while it lasts.


A food fight in Chameleon Twist

CRUIS'N USA

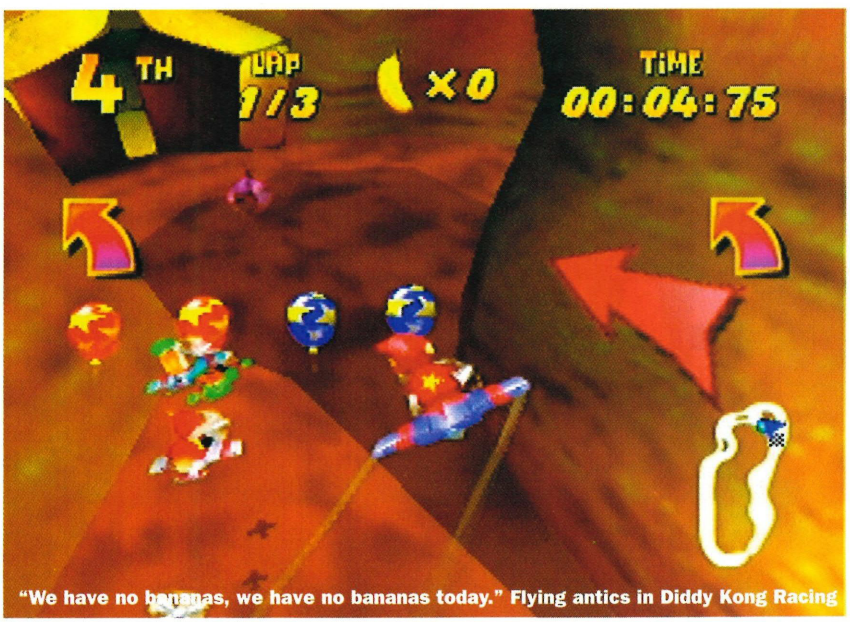
GT Interactive IMP UK TBA Our Rating 40% N64 34% 64 31% NIN N/A TOT 59%

An accurate conversion of a monumentally dull driving game. Thankfully, it looks like Cruis'n USA may never make these shores. Let's hope the sequel is infinitely better than this old claptrap banger of a racer.

DARK RIFT

Vic Tokai IMP UK TBA Our Rating 71% N64 72% 64 88% NIN N/A TOT 84%

As beat'em-ups go this looks the part. It's one of the better beat'em-ups on the N64, but having seen the competition that's not saying much. Dull and uninteresting gameplay mean that Dark Rift is unlikely to entertain you for any length of time.



"We have no bananas, we have no bananas today." Flying antics in Diddy Kong Racing

to N64 Gaming



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, and despite redesigned levels this is just the same old, same old. Get GoldenEye or Duke Nukem instead.

DUKE NUKEM 64

GT Interactive UK OUT NOW Our Rating 86% N64 N/A 64 90% NIN 91% TOT N/A

The first 3D shoot'em-up to really improve upon the Doom format. Duke Nukem is murderous mayhem in a fast and frantic style. Take out alien scum with an arsenal of weapons and high explosives. And all because they've stolen the girls. A wealth of levels and a four player deathmatch makes Duke Nukem a worthy cart for shoot'em-up fans. But be warned, GoldenEye pisses on it from a distance. Get GoldenEye first and if that's not enough, take a look at Duke Nukem.

EXTREME G

Konami UK OUT NOW Our Rating 91% N64 94% 64 91% NIN 90% TOT 94

Ride futuristic bikes in this blindingly fast racing game. It's certainly no slacker and is one of the fastest games we've ever seen. On the rare occasions it slows down you might have time to notice the amazing graphics. A fine game, complete with four player racing and battle modes.

F1 POLE POSITION

Ubi Soft UK OUT NOW Our Rating 70% N64 71% 64 86% NIN 75% TOT 80%

An average racing game that looks as though it was rushed. Previously available on import as Human Racing, it now sports a full F1 licence. It plays well enough, but is spoilt by visual dullness and 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 infinitely superior substitute ISS 64 showed up to replace it.

GOLDENEYE 007

Nintendo UK OUT NOW Our Rating 94% N64 94% 64 96% NIN 94% 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. It's addictive, challenging, action packed and is wonderfully faithful to the film. After a lean spell, GoldenEye arrives and restores faith in worried N64 owners. You must own this game.

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 garish graphics and tired gameplay. Doom 64 is better than this and even that has started to look a bit long-in-the-tooth in the wake of Turok and GoldenEye. This is just another 3D shooter has-been.



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 dream.

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 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?

LYLAT WARS

Nintendo UK OUT NOW Our Rating 91% N64 94% 64 95% NIN 93% TOT 91%

Despite its new preposterous name, Lylat 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 complement the brilliantly frenetic gameplay.

MACE: THE DARK AGE

GT Interactive UK OUT NOW Our Rating 78% N64 81% 64 76% NIN 89% TOT 89%

The most credible beat'em-up to date. Featuring stunning graphics and a good interface this beats the competition hands down. The interactive backgrounds and

detailed scenery take this above the competition. But it's still far from perfect and far better fighting games are just on the horizon.

MADDEN 64

Electronic Arts UK OUT NOW Our Rating 90% N64 N/A 64 N/A NIN N/A TOT N/A

The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a stamp of approval. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics, excellent gameplay and fantastic artificial intelligence to boot.

MISCHIEF MAKERS

Enix UK OUT NOW Our Rating 87% N64 90% 64 80% NIN N/A TOT 43%

A 2D platform game like you've never played before. The plot is incomprehensible in true Japanese-style, with stunning gameplay making up for the lousy graphics. Despite a horde of levels it seems too easy and ends all too soon.

MORTAL KOMBAT TRILOGY

Midway UK OUT NOW Our Rating 55% N64 34% 64 62% NIN 56% TOT 78%

The Mortal Kombat series has enjoyed a quite phenomenal success for what is a fairly limited beat'em-up. All of the original features and characters are here, however, on a 64 bit machine and after multiple instalments, surely even the most ardent fan will admit it's time Midway put the 2D formula out of its misery.

MARIO KART 64

Nintendo UK OUT NOW Our Rating 91% N64 91% 64 94% NIN 90% TOT 93%

A flawed genius. This builds on the original Mario Kart by allowing up to four players to compete over different courses. Great fun although the power-ups make the multi-player mode more a game of luck than skill. Despite being made obsolete by Diddy Kong, this is still an excellent game.

MRC

Ocean UK OUT NOW Our Rating 80% N64 81% 64 67% NIN 83% TOT 80%

One of the first true racing games for the N64. The action takes place Sega Rally-style over three courses (with a mixture of both on and off-road racing) Okay at first but once you get over the novelty of the short-cuts and secret bits though, this is a disappointing release.

NBA HANG TIME

Midway UK OUT NOW Our Rating 74% N64 52% 64 60% NIN 75% 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, which will undoubtedly put some people off, but the series' legions of fans are in for a real treat.

NFL QUARTERBACK CLUB '98

UK OUT NOW Our Rating 86% N64 N/A 64 80% NIN N/A TOT N/A

Another American football game joins Madden, but in our opinion just loses the battle. Graphically superb with exceptionally detailed characters and one of the few games to use the stunning high-res mode on the N64. Doesn't play quite as well as Madden 64, but is a great game nonetheless.

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, other times more frantic than a trolley dash through ToysRus.

SAN FRANCISCO RUSH

GT Interactive IMP UK TBA Our Rating 88% N64 N/A 64 N/A NIN N/A TOT N/A

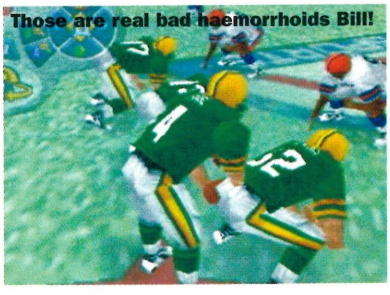
This one caused a few mixed opinions in the office. Alex and I think it's treat, whilst Steve and Noely think it's total crud. Whatever your opinion this is a fun little racer with garish graphics and total lack of realism. You'll spend more time

Top Rating Games – N64 Pro

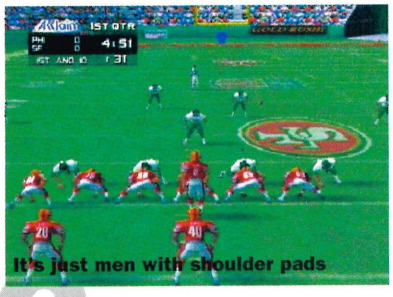
If anybody knows N64 games, it's us. After all our scores are taken into account, this is what we think are the top-ten best games available on the N64.

1	(NEW)	Diddy Kong Racing	96%
2	(1)	GoldenEye	94%
3	(2)	ISS 64	93%
4	(3)	Super Mario 64	92%
5	(4)	Lylat Wars	91%
6	(5)	Mario Kart 64	91%
7	(6)	Pilotwings	91%
8	(7)	Extreme G	91%
9	(8)	Wave Race	90%
10	(9)	Madden 64	90%

*Numbers in brackets denote last month's position



Those are real bad haemorrhoids Bill!



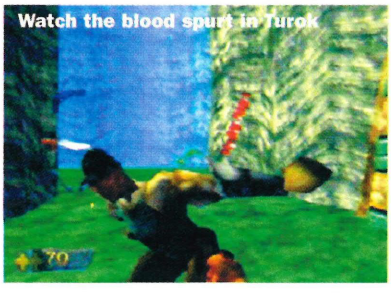
It's just men with shoulder pads



Grinding metal in San Francisco Rush, Lethal Weapon 2 anyone?



Freeing a cute robot in Tetrisphere. On second thoughts, let's leave it inside



Watch the blood spurt in Turok

in the air than on the ground as you fly over the hills of San Francisco.

SHADOWS OF THE EMPIRE

Nintendo UK OUT NOW Our Rating 60% N64 78% 64 88% NIN 86% TOT 61%

If ever there was a 10 pence mixed bag of a game, then Nintendo's Star Wars licence is it. It ranges from incredibly challenging (red liquorice shoelaces) to mind-numbingly dull (white mice). Bland graphics and too many boring Doom-style sections stop this from being a classic. However, there's enough in there to entertain most for a short time at least.

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. 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 UK TBA NOW Our Rating 60% N64 71% 64 77% NIN N/A TOT 84%

Tetris goes 3D in this brand new spherical version. It's hard to get to grips with at first, but the lush graphics make perseverance worthwhile. However, it fails to provide any adrenaline rush being a little slow and too easy and shows that the Tetris title is getting a little long-in-the-tooth for some people.

TOP GEAR RALLY

Kemco UK OUT NOW Our Rating 87% N64 89% 64 90% NIN 89% TOT 85%

We originally marked this at 67%, thinking it was too slow for its own good. In hindsight, we decided that we had been a little bit harsh and have now given it a much more acceptable mark. Slow at first, but given practice and time things start to speed up. Excellent car dynamics combined with lengthy tracks and a few short cuts make this a cut above the rest. Its still not the definitive racing game though.

TUROK

Acclaim UK OUT NOW Our Rating 87% N64 91% 64 82% NIN 95% TOT 93%

A visual tour-de-force that showcased the power of the N64. Turok's huge success was guaranteed. An over reliance on jumping sections and a scarcity of monsters was often overlooked in the hype surrounding its obviously impressive looks.

WAR GODS

Midway UK OUT NOW 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 which can't disguise the now ageing format. The characters are so bad that it's laughable. Combine all this with the preposterous special moves and mindless button-bashing and War Gods becomes instantly forgettable.



That lime green dress is tasteful

Top Rating Games – All Mags

Take all the scores from all the mags. Run them through the computer (well at least use the on screen calculator) and this is what you end up with. The most authoritative top-ten in existence.

1	(1)	GoldenEye 007	95.20%
2	(NEW)	Diddy Kong Racing	95.00%
3	(2)	Super Mario 64	94.80%
4	(3)	ISS 64	93.20%
5	(4)	Lylat Wars	92.80%
6	(5)	Wave Race 64	92.40%
7	(6)	Extreme G	92.00%
8	(7)	Mario Kart 64	91.80%
9	(8)	Madden 64	90.00%
10	(9)	Pilotwings	89.60%

*Numbers in brackets denote last month's position

WAYNE GRETZKY'S 3D HOCKEY

Midway UK OUT NOW Our Rating 84% N64 70% 64 84% NIN 84% TOT 90%

Lightning-paced ice hockey game that looks great and plays at 100 mph. With a good mix between arcade game fun and simulation based reality. The four player game is great fun. It's a logical progression from the classic NHL Hockey series with the added bonus that the analogue controller adds a subtlety not previously possible. Not on a par with ISS 64 for sport-based video entertainment, but 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 videogame. 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.

Next month...



Next month in **N64 Pro**
expect to see the following –

Zelda: The Ocarina Of Time
F-Zero, Mario RPG 2
Banjo-Kazooie, Silicon Valley
Conker's Quest, Mario Artist
64DD, Bio Freaks
Quake, Fighters Destiny

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reviews, previews, guides,
hints, tips, cheats
and features from
the **N64 Pros**



Contents subject to change – we're not bloody clairvoyants, you know

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In racing there is only one position

F1 POLE POSITION 64









The most authentic Formula 1 game ever is lined up on the grid. F1 Pole Position, based on the 1996 season, features 16 actual Grand Prix tracks, 22 accurate racing cars and 30 famous drivers. With realistic spinouts, skid turns and radio communication with the pit, F1 puts you right in the driving seat.

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