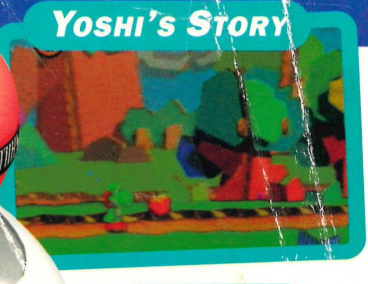
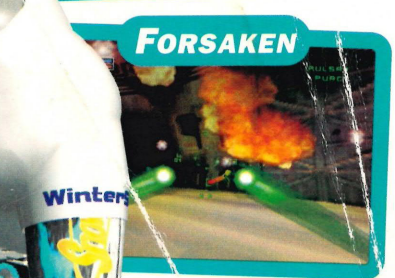
N64 Pro No. 5 March 1998

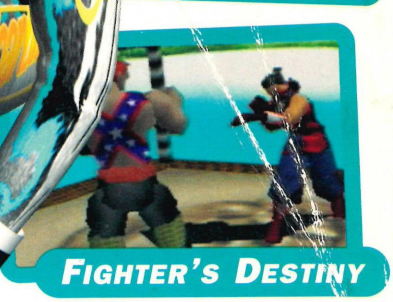
MAD FOR N64!

# N64 Pro

FREE BOOK
All the latest hints, tips & cheats







## NAGANO Winter Olympics

## Chill out with the N64's best sports sim

Exclusive! How to win at FIFA '98

Inside:

**Dual Heroes**
A beat'em-up game that's fit for heroes?

**Robotron X**
The classic arcade game with a 3D twist

**Fighter's Destiny**
Don't play this if you've got mad cow disease

**NBA Pro '98**
There's just no stopping Konami at the moment

No free book?
See your Newsagent now!



**Zelda**
HOTTEST NEWS, LATEST SHOTS ON THE BIGGEST GAME EVER...

ISS 2 & Turok 2 • THE definitive Diddy Kong guide completed

9 771369 451000 03
Issue 5 March '98
£2.95

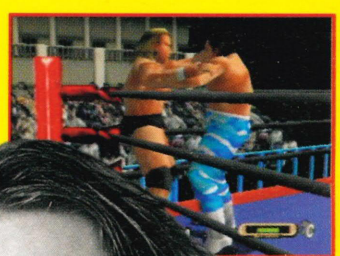
WCW VS. nWo
WORLD TOUR

# 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







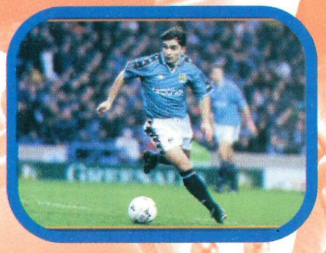
THQ INC

WCW VS. THE WORLD™ ©1997 ASMIK/THQ INC. HULK HOGAN™ IS A TRADEMARK OF MARVEL ENTERTAINMENT GROUP, INC. AND IS USED UNDER LICENSE OF WORLD CHAMPIONSHIP WRESTLING. 1997 WORLD CHAMPIONSHIP WRESTLING™ ALL RIGHTS RESERVED. NINTENDO, NINTENDO 64 AND THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO CO., LTD. ©1996 NINTENDO CO., LTD. LICENSED BY NINTENDO.

NINTENDO 64

# The team

*In the words of Julie Andrews, 'These Are A Few Of Our Favourite Things'*

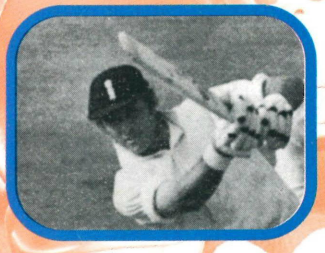


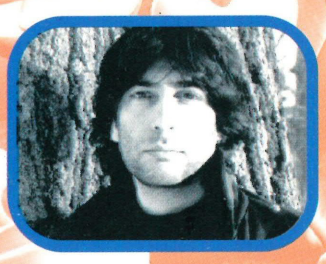
### Steve

Dragonfly/Gio Kinkladze (pictured)/ham & beetroot/John King/mug/Steve Coogan/City magazine/Scrabble

### Jim

Lacewing/Geoff Boycott (pictured)/Mediterranean ham/Ernest Hemingway/toby jug/Paul Whitehouse/Arena/Trivial Pursuit



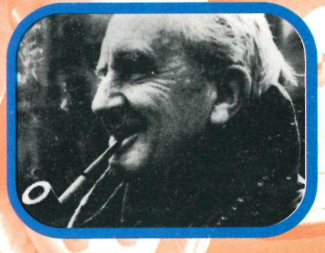


### Mark

Ant/Shaven Daley Thompson/BLT/Neil Gaiman (pictured)/glass Les Dennis/Mixmag/Neighbours — the board game

### Noely

Stick insect/Muhammed Ali/cheese & pickle/Tolkien (pictured)/wine glass/Billy Connolly/Beano/Cluedo





### Lewis

Bumble bee (pictured)/Marvin Hagler/Cheese (in a bagel)/John Steinbeck/Pint glass/Harold Lloyd/Empire/Monopoly

### Alex

Pupa/Lionel Perez (pictured)/anything with tomato sauce/Douglas Adams/tankard/Paul Zenon/FHM/Hummbug

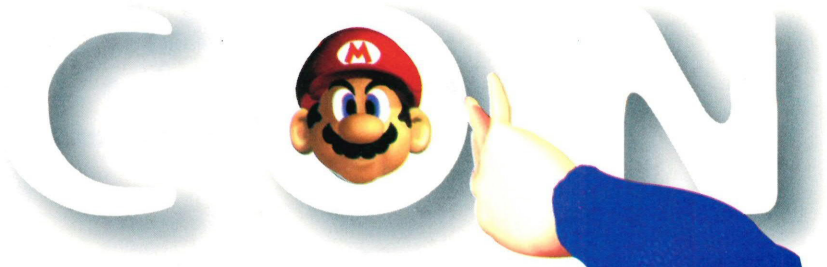


*N64 Pro* was created by: **Editor:** Alex Lee **Art Editor:** Jim Eagers **Deputy Editor:** Steve McNally **Reviews Editor:** Paul Noel **Staff Writer:** Mark Hattersley **Art Asst:** Stuart Cripps **Prod Editor:** Lewis Pek **Managing Director:** Ian Bloomfield **Publisher:** Robin Wilkinson **Circulation Director:** David Wren **Sales Director:** Carol Ann Barrett **Ad Manager:** Lisa Jo Oliver **Classified Sales:** Sue Horsefield **Marketing Manager:** Steve Tagger **Scanning:** Mark Forbes **Production Controller:** Barbara Newall **Prod Manager:** Alan Capper **Systems:** Nic Moran **N64Pros @** IDG Media Freepost, Macclesfield SK10 4YE **Tel:** 01625 878888 **Fax:**

IDG MEDIA

ISSUE 5 MARCH 1998

# N64 Pro






Nagano – *snowy*




Dual Heroes – *villains*




Fighters Destiny – *having a cow*




Yoshi's Story – *'saur thumbs*

## PREVIEWS



You too can be Dennis Rodman

**66 *A Sporting Chance?***
Alex Lee assesses the chances of a number of different national sports from around the globe ever making an appearance on the world's greatest console

**68 *NBA Pro 98***
Konami's pedigree in the sporting simulation field is as reputable as Pedigree Chum is in the dog food arena, so expect good things from this all-new basketball cart

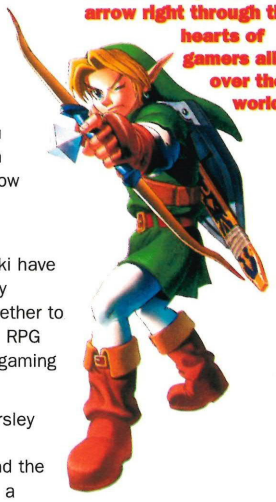
**70 *Wrecking Balls***
The development of Acclaim's latest forthcoming N64 release has been so secret, rumour has it that all the programmers, artists and play testers have been ordered to wear blindfolds

**76 *Forsaken***
Acclaim's Forsaken is best described as an underground 3D shoot'em-up on bikes. Only time will tell if the in-game bikers are 'gaye' and 'on acid' or not

**82 *THQ Competition***
Once again, a competition somehow makes its way onto the previews list. This time all manner of WCW vs NWO goodies are up for grabs

## FEATURES

Below: Zelda 64's Link shoots that poison arrow right through the hearts of gamers all over the world

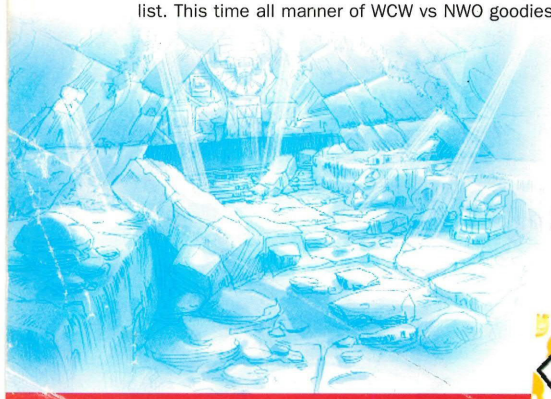


**56 *Six Of The Best III***
This month's selection of brilliant goals is taken from FIFA RTWC '98. You get the chance to vote in and tell us which goal you thought was best. If it tallies with our selection, you win a game! Now that can't be bad

**62 *Zelda Special***
Steve McNally and Akira Yamawaki have joined forces, put their immensely knowledgeable gaming heads together to bring you the latest report on the RPG that's gonna re-write the laws of gaming

**84 *Talkin' Shop***
Roving reporter Mark 'Roy' Hattersley checks out the bargains and the rip-offs in console shops all 'round the country with charisma, verve and a borrowed polaroid camera

**88 *Peripherals***
Noely's back with a review of a load of the latest add-ons for your N64. There's no stopping the lad – he's rock hard. The other day he took a piece of 'hard'ware outside for a 'rumble'



Left: Forsaken, from Acclaim, is a 3D shoot'em-up a bit like Descent. The graphics – based on this sketch – are looking lush

## Your free book...

*In the free book this month there're hints, tips and cheats on all the important N64 games. You'll find helpful advice on Diddy Kong Racing, Extreme G, Aero Fighters Assault, Automobili Lamborghini, Duke Nukem, GoldenEye, Madden 64 and many more. Noely's been beavering away like a curly-permed beaver to get it just right, so give it a read and don't chuck it away. He'd be gutted*







Zelda – *legendary*




A shop, yesterday – *blurred*

# CONTENTS



Vanna White, American 'starlet', appears in all her kitsch glory in the 'fabulous' Wheel Of Fortune




A goal – *one of the best?*



## COVER STORY

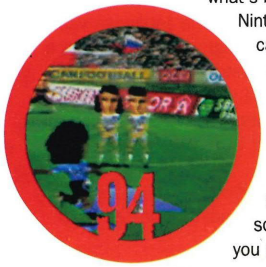



**NAGANO WINTER OLYMPICS**
**Exclusive British PAL review of the greatest multi-player console sports game ever. So good, in fact, that we've put a picture of a skier on the back of the magazine as well**

## REGULARS


**06 *News***
Exclusive info on Acclaim's All-Star Baseball from the same development team that brought us NFL Quarterback Club. Also – GT's Bio Freaks, the further reduction in US game prices, three new charts and so much more

**90 *Feedback***
These are your pages where you get the chance to tell us your reactions to what's been going on in N64 Pro and the world of Nintendo in general. Say it like it is because you can be sure that Alex will reply like it is. Or something like that




**94 *A-Z Reviews***
The A-Z gives you a snapshot of which games you must own, which ones to consider buying and those you shouldn't touch with a nuclear war proof suit. All the scores from the other mags are here too, so you need never buy anything other than N64 Pro

ISS 64 – *still being played*


## REVIEWS

British US Japanese Stamp of approval


**18 *Nagano Winter Olympics*** *by Alex*
N64 Pro's first-ever six page review and it's worth every column millimetre. Get your snow boots on for some fantastic freezing fun from the land of the rising sun

**18 *Dual Heroes*** *by Noely*
Why is it that every single issue of N64 Pro seems to be tainted by a review of a beat'em-up game that would embarrass any self-respecting bargain bin?

**22 *Wheel Of Fortune*** *by Steve*
'The full horror of being an American citizen hits you straight in the ging-gangs here as you play this microcosm of consumerist society at its most grotesque' – The Times (allegedly)

**26 *Aero Gauge*** *by Mark*
Lightning fast futuristic hover-racer thing that goes a little way to proving not all Japanese import games are shit

**30 *Tetrisphere*** *by Mark*
As Mark said last month, 'puzzle games have finally come full circle' which we all agreed was the best thing he's ever written

**32 *Fighters Destiny*** *by Mark*
Mark's destiny is to be a fighter. Why? Cos we all wanted to kick his head in after we saw what a ludicrously high mark he'd given this! No, but seriously, he needs a good kicking anyway!

**36 *Yoshi's Story*** *by Steve*
This is a story. A very special story. It's about Brian Jones – one of the Rolling Stones. Well Actually, it's not. It's about Yoshi, you know, that dinosaur thing from the Mario games

**40 *Snobow Kids*** *by Noely*
Noely ties back his hair, dons his shiny helmet and garish skin-tight suit... just another normal day at the office for him really


## CODES, TIPS & GUIDES


**44 *Diddy Kong Racing – Final Part***
The man who can hold a tune (in his mouth when he's got a cold that is) sings his way through the final part of the world's most detailed Diddy Kong guide. It would have to be – it took him beards

**58 *Hints, Tips and Cheats***
A brand new batch of the most necessary hints, tips and cheats for everyone's favourite 64bit console from our very own Hovis-munching madman – Mark Hattersley






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

# News

● Tiburon, makers of Madden 64, are getting their hands dirty on a new sports game. Considering the quality of their first title, this could be a big one. Also, Stormfront Studios is busy but we can't say what on, other than to whisper NASCAR quietly in your ear

## King Monkey

**Midway have finally confirmed that Rampage: World Tour is definitely coming to the N64. The side-scrolling wrecking game puts you and two other players in control of three classic movie monsters: Lizzy, George, and Ralph, (basically King Kong, Godzilla and, er, some other thing) who tour the world smashing buildings, eating people and swatting down aircraft. And it's always been a hugely popular in the past, so there's no reason it won't be on the N64. Like the arcade Rampage, the game is likely to include over 100 standard levels, bonus rounds, hidden levels and match stages. And as soon as we get some screenshots we'll show them to you!**

# Are you ready Tu-rok?



Details of the sequel to the most successful third party game ever seen on N64 are beginning to filter out from Iguana's headquarters. Obviously I'm talking about Turok 2, and obviously you're going to be very, very excited about it.

Again you'll play Turok, stepping back into the incredibly dangerous Lost Lands, once more battling dinosaurs both big and small at every turn, all with one aim in common – to separate your head from your shoulders.

Like its predecessor, Turok 2 will be a first-person shooter based on Acclaim's comic-book series – but with thankfully less emphasis on jumping and more on action and exploration than last time. This time around it will also be necessary to go back into certain levels, look for more items and open up new passages, which should make Turok 2 a less linear adventure.

The graphics engine has also been radically revamped. Acclaim promises smooth framerates, eye-popping special effects (if you've seen Turok's explosions, you know this is no idle threat) and advanced real-time lighting.

In addition to working on eliminating Turok's biggest problem, the fog, Iguana is using 'skinned' characters that don't show polygon seam lines. A similar system to the one used in the flashy looking NFL Quarterback Club in fact.

The game will be packed full with over 40 different creatures and continues the tradition of having different types of the same enemies (adult dinosaurs are a real problem, their younger offspring less so). In addition, it will include a more diverse cast, adding different outfits and weapons to its 'intelligent' enemies.

There is no word yet on whether Turok 2 will have a multi player mode, but there is good news at least that Iguana has already confirmed rumble pak compatibility, letting you feel every T-Rex footstep as well as the kick-back of Turok's guns.

With an epic soundtrack that puts every other Acclaim game to shame, the cartridge size is probably going to be 96 megabits, some 50% larger than Turok 1. And combined with new compression routines that can fit 40% more data into the cart, Turok 2 promises to become one huge adventure.

> ***"We're pleased with the sales in general, but we're very pleased with [QBC] Football. From what I understand, it's outselling Madden by about six or seven to one. We're very pleased with the sales and I think they will continue to be great."***
>
> **J. Moon, Iguana's Development Support Manager**

## Konami's coming home

Konami Japan recently confirmed the sequel to what is undoubtedly the best soccer game ever made. Major A, the developer of both J-League Perfect Striker and Jikkyo World Soccer (an update to the original Perfect Striker with an international license), is already working on Jikkyo World Soccer 2 in Japan.

The great news is that the plan is to release the game to coincide with the World Cup in France, although it's sad that EA seemingly have the license for the competition tied-up, leaving ISS 2 with fictitious player names, which is a massive shame. How about an English League version though? Now that would be nice...

Surprisingly there is some talk of the Japanese version being a 64DD product, although problems with the release dates mean that the Western editions will definitely be on the cartridge format, potentially with 64DD options allowing for much greater in-game flexibility (updating squads, creating your own players and all that sort of nonsense).

Rest assured we'll be keeping our finger well and truly on the pulse of this one, mainly because we can't wait for it ourselves.

● The sequel to the awful Bomberman 64 is already in development, with Hudson promising to have learnt from the mistakes they made with the last one. It's hoped the game - called Bomberman Hero: Queen Milian's Rescue – could be released in Japan as early as spring '98

# Sale starts Monday

As the Nintendo marketing machine gears itself up to wrestle control from Sony's grasp in '98, the first shots were fired when it was announced that in America at least, game prices are falling.

Seven of the most popular Nintendo 64 titles of last year – Super Mario 64, Mario Kart 64, Star Fox 64, Cruis'n USA, Wave Race 64, Star Wars: Shadows of the Empire and Turok: Dinosaur Hunter – had their prices slashed to an ultra low $39.95 (around £32) from January 26. The new prices are intended to attract new Nintendo 64 owners and those sceptical of the previous $50-70 price tags associated with the classic games.

The price drops are, as of right now, exclusive only to the seven titles mentioned above so far, but Nintendo admits that may change in the future. Now all that's fine for Americans, but we've been hearing rumblings that a similar scheme is set to start in the UK around Easter time, along with the slightly less believable whisper of yet another cut in the price of the hardware itself!

If the hardware cut does happen it will surely further enrage the early adopters of the N64 who already feel bitter about the £250 they paid for their console. So to make sure you're not stung, check out Talkin' Shop on page 84 for the latest news on in-store prices.

> ***If we can't break out of the conventional ideas, everyone will agree, it will be the end of the video game business***
> Nintendo President Hiroshi Yamauchi

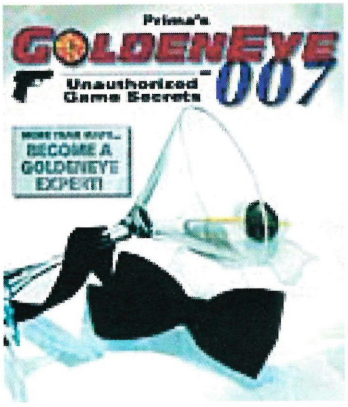
# Objection!!!

Skirmishes in an American court between Nintendo and guide book supremos (no not Noely!) Prima Publishing ended surprisingly with the Japanese gaming giant nursing a bloody nose.

Nintendo charged Prima with infringing on copyright material found in its Nintendo Power Magazine and its authorised GoldenEye strategy guide. However, Judge Dwyer, who was presiding over the case, stated that Nintendo failed to prove Prima's GoldenEye guide had infringed upon copyright material, adding that much of the maps were entirely factual.

The injunction, had it been enforced, would have immediately prohibited the sale of Prima's 'GoldenEye 007 Unauthorised Game Secrets' strategy guide. The ruling would also have had serious implications within the games industry (including our very own beloved N64 Pro) on a similar scale to the Bosman ruling in football. Just think, no more maps in game guides. Nightmare!

"We are pleased, but not surprised by Judge Dwyer's decision," said Prima's President Ben Dominitz. "When initiating their action for a preliminary injunction, Nintendo came out, guns blazing and made wild accusations concerning Prima. We said then, and we still believe today, that Nintendo's action was prompted primarily by their displeasure over Prima's growing pre-eminence in the strategy guide area, where our two companies sometimes compete." Dominitz added: "In the software industry, legal challenges are used to intimidate. Prima is not easily intimidated."




Nintendo maintains that the suit wasn't filed for intimidation purposes, but because the law had been broken, "We can't see a more clear case of copyright infringement, and all we are doing is attempting to enforce our copyright laws," explained Rick Flamm, Senior Managing Counsel for Nintendo.

Though Nintendo's request for a preliminary injunction was denied, Prima's troubles are still a long way from being over. Nintendo is still seeking monetary damages and a permanent injunction against Prima's GoldenEye strategy guide.

"Prima saying they won round one was premature. Round one will ultimately go to Nintendo," states Flamm. And the most worrying thing of all is, you know they're probably right...

## Light-Gun seeks game for Friendship and Fun

Hardware developer Innovation Technologies has confirmed a kick-back light-gun for the Nintendo 64. The question now is "what game is it going to work with?"

Despite the popularity of the genre and the abundance of willing hardware developers, no company has come forward to release a light-gun shooting game on the N64. Which makes you wonder who's going to actually buy the damn things!

Innovation's gun (no name as yet) will rumble whenever you pull the trigger and features programmable auto-reload and auto-fire functions. Unfortunately, there is no set release date for the gun yet either, but given the state of affairs regarding software support, I wouldn't hold your breath.

## Acclaimsports Soccer



**We've got some early screenshots of Acclaim's first N64 soccer game, Acclaimsports Soccer. Originally called Ultra Soccer, the Probe-developed soccer sim is currently set for a late '98 release in both Europe and the US.**

**Acclaim says that Probe (the developer of Extreme-G) went back to the drawing boards after seeing Konami's International Superstar Soccer 64 and won't release the game until it surpasses ISS64 in gameplay and graphics. A bold claim indeed. Unfortunately for them, they might have to go back to the drawing board again when they see ISS 2, which is due for release much earlier than expected (see related story on page 6).**

# News

● A slight technical hitch last month resulted in the Automobili Lamborghini review receiving an incorrect score. Instead of 76% we actually printed 39%. Sorry and all that... ● Konami have sneakily slipped their new puzzler Susume! Taisen Puzzle Dama onto their Japanese release schedule. It'll be out on March 26

## Charts

### UK Chart

**1** - FIFA: RTWC
**2** - Diddy Kong Racing
**3** - Super Mario 64
**4** - Mario Kart 64
**5** - GoldenEye

### N64 Pro Chart

**1** - Nagano
**2** - Diddy Kong
**3** - ISS 64
**4** - Yoshi's Story
**5** - Madden '98



*Most wanted: Zelda 64*

### Games Most Wanted

**1** - Zelda 64
**2** - ISS 2
**3** - Banjo-Kazooie
**4** - F Zero X
**5** - Pikachu Genki DeChu

## Land of the giants

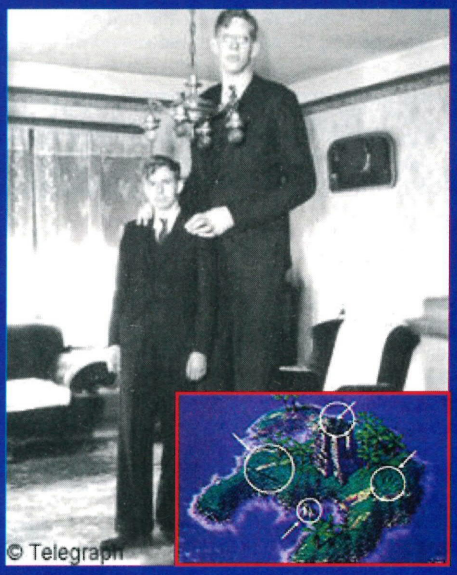
**Arguably Japan's wackiest game creator (and some cynics would say worst), Kazutoshi Iida has finally revealed information on his first N64 game. Tentatively titled 'Kyojin no Doshin' (Stomp of the Giant), this odd 64DD title will be an exploration game in line with Iida's first two creations, Tail of the Sun and Aquanaut's Holiday for the PI**Station.**

**Iida, who is part of a development group called Marigul, says that the 64DD's writability features, make it ideal for his style of adventures, which offer unlimited possibilities and a never-ending quest. Both Tail of the Sun and Aquanaut's Holiday can't really be described as games and don't fit very well in pre-set genres, but are closer to 'life sims'. In Kyojin no Doshin, you slip into the role of a giant who explores an island populated by people and animals. Again, Iida stresses 'experience' and 'strolling' over a pre-set quest. And no doubt 'no gameplay' should be included in that list as well.**

**Although Iida has only published two games so far, his unique style has already made him a celebrity in the Japanese gaming industry. Shigeru Miyamoto, is claiming the 'credit' for Iida, touting him as a prodigy he once taught at a games seminar a long time ago:**

**"Kazutoshi Iida is a young and talented game creator, and he is now making games under Marigul, a company that Nintendo and some other companies are funding together. Marigul helps talented programmers that didn't have enough money in terms of funds to make the games they wanted to make. Iida is a member of one of the teams under Marigul management, making games for the 64DD," said Miyamoto. "But he doesn't tell me what he's working on. All he is saying is that he doesn't want to make conventional video games."**

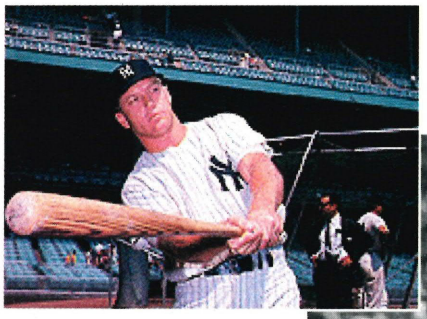
**Despite the little information Marigul has leaked out about Kyojin, it's already clear that the game will be very unconventional. Let's hope that Nintendo will look over Marigul's shoulder to make sure that the game is also technically up to par, something Sony obviously never did when it came to Aquanaut's Holiday!**



© Telegraph

## Bases Loaded

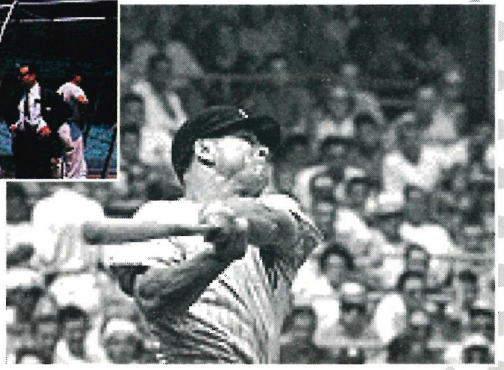
If you thought Acclaim's NFL Quarterback Club's hi-resolution graphics looked a rare treat, you'll be happy to hear that their All-Star Baseball '98 will run in the same beautiful hi-res mode as the football title. Acclaim have stated that the graphics of All-Star Baseball are displayed in a resolution of 640x480 pixels, which should make the game much sharper and potentially more detailed than the majority of N64 games available.



Most N64 titles run in the 320x240 (low-res) mode, which allows the Nintendo 64 engine to run slightly faster graphics. The better-looking hi-res is ideal for less-action oriented games, such as simulation and sports games like baseball or football.

Apart from NFL Quarterback Club '98 and All-Star Baseball, other known hi-res games are Imagineer's SimCity 2000, Titus' Virtual Chess 64, and the Japan-only Mah-jongg 64. Although often falsely named as 'hi-res games,' some titles, such as FIFA '98 and NHL Breakaway run in a 'half-way house' medium-resolution of 512x240 (interesting eh?).

We'll have the very first screen-shots of All-Star Baseball soon and we'll print them as soon as we can. For the release date you should keep checking the worldwide schedule for updates.



● Rumour has it that Crystal Dynamics have a pretty exciting line-up of games in development alongside the N64 version of their popular platformer Gex, but they're staying tight-lipped for the moment, promising to reveal all we could ever what to know at the imminent E3 (Electronic Entertainment Expo) in Atlanta

# Books with bite

It's been a busy old month for graphic novel fans, with Titan publishing no less than five brand new titles in the space of four weeks! First, linking in with the recent release of the blockbuster movie, is Starship Troopers the official book of the film.

This is a fast-paced, action-packed tale that has plenty of rotting corpses and blood dotted around the place and is therefore only recommended to our less squeamish readers. Second is the historic Superman: The Wedding and Beyond, marking down for posterity possibly the most historic event in comic book history – the joining in holy matrimony of Lois and Clark. Best to have a sick bag at the ready when you're reading this one though.

There's also the excellent Batman: Aliens, with the Caped Crusader taking over Ripley's role and doing battle with Giger's grisly creation. Another big movie critter will rear its ugly head in Predator: Kindred, featuring yet more antics with everyone's favourite human hating aliens. And finally there's Spawn: Angela, with the latest and greatest comic anti-hero coming face-to-face with his greatest foe - the angel Angela. Nasty.

All five are essential reading for comic lovers and they're all available now at your local shop that sells that kind of thing. If you're a bit skint though fear not, because on page 93 we're giving away all five graphic novels to three lucky readers for nothing! Aren't we nice...




# Virtual Flipper

Move over Pikachu – a second N64 pet is already on the way. Following in the footsteps of Pikachu Genki DeChu, Hudson and Fujitsu have announced a second game making use of Nintendo's innovative microphone system.

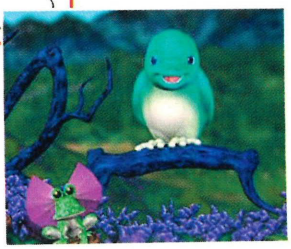
The game, currently only known as "Teo 64DD," lets players talk to a flying dolphin named FinFin (and whoever said the Japanese were strange?). Using the Marigul-developed microphone that plugs into one of the N64's controller ports, players can directly speak and listen to their virtual pet. It's likely that there will be certain obstacles, puzzles, riddles and quests to fulfil, but as yet Hudson isn't talking about what form FinFin will take on the N64

It has been announced that Pikachu Genki DeChu) will ship with the Headset that takes the virtual pet concept to a new level, and Teo is just the second of many games that will undoubtedly support this intriguing new peripheral.

The headset allows players to communicate with the game's character based on a unique voice recognition program. The device, which resembles professional telecommunication headsets, is made up of a microphone and earpiece connected to a small processing unit. Demo's of the headset at the Space World Show proved successful, as Pikachu understood and responded to several voice commands given by both male and female voices. But obviously the games only understand Japanese so far so do not buy any such game on import unless you're either fluent in Japanese or want to seriously waste some money!

Since the headset is initially included with Pikachu Genki DeChu when it comes out in Q3 '98, this must put Teo's release even further back. The cost and the chances of the headset coming to the UK are still unknown. Unlike Pikachu, which is a cartridge game, Teo 64DD will only be available for Nintendo's upcoming disk-drive add-on, the 64DD, so you'll have to be patient!





**Pictured above is the headset that will be used by Teo. Rumour is that although it's initially bundled with Pikachu, chances are it will be sold separately too**

## Bub Taylor Bites the Big Apple

**Not much happening in the States at the moment as companies hold back for E3, but I have picked up the odd bit of interesting info over the last couple of month's. For instance, I hear Midway's upcoming 3D fighter, Bio Freaks, is in the final stages of completion and could possibly hit stores as early as April '98. The game was originally planned as an arcade title, but is now being developed for home systems only (which, by a more negative writer could be taken to mean that it wasn't good enough for the arcades. But not me. Oh no!).**

**In addition to combos and throws, fighters can also pull off an average of 22 special moves and even carry firing weapons. Midway says Bio Freaks is definitely aimed at an older audience, since the game features buckets of gore and will probably earn a more 'mature' classification rating.**

**April '98 certainly looks set to become the month with the most diverse game line-up for the N64 yet. Next to Bio Freaks, gamers will hopefully also see the system's first RPG – Quest 64, Ocean's intriguing puzzler Wetrix, Acclaim's All-Star Baseball and Nintendo's NBA Courtside. That's assuming that all the developers hit their deadlines, and in my experience there's about as much chance of that happening as there is of Oasis performing live in IDG's car park!**

**Also, Virgin Interactive's Freak Boy has been put on 'indefinite hold', confirming basically what we've all suspected now for a long time.**

● Despite vowing never to publish an N64 game ever again after F1 Pole Position flopped quite spectacularly, Human have done a complete U-turn and unveiled Air-Turbo 64 for the console, promising it will be out in the summer and it will be better than F1. Apart from that, no details yet I'm afraid! ***STEVE***

**The game followed the adventures of Freak Boy, a weird-looking humanoid character whose body is split into three different sections. He can fill any of these sections with the resources that are littered throughout the game, which essentially change his characteristics.**

**The game was looking excellent the last time I saw it, with great graphics and really innovative play mechanics. But obviously the problems were too deep, and Virgin decided not to continue with the project for the time being. Disappointing because it was nice to see a bit of innovation, but if it just wasn't working out then it's probably for the best Finally I hear that Electronic Arts has exciting plans for 1998. Although there will not be any EA published titles for at least the next three months, EA told me that it is planning to release between four and five N64 games this year (although I can't understand how they're going to manage four and a half games. Or am I taking it all much too literally?).**

**This comes as good news for N64 owners worried about a steady stream of sports titles for the console. After the high-quality mark set with Madden 64 and FIFA '98, Electronic Arts' upcoming titles could be the cure for the current lack of sports sims.**

**No specific details as yet, but expect EA to announce its line-up as soon as it has signed all licensing contracts and equally expect it to include the likes of Madden, NHL, NBA and possibly even PGA Tour. I'll keep you posted of course. See you next month!** ●

# Deed Poll

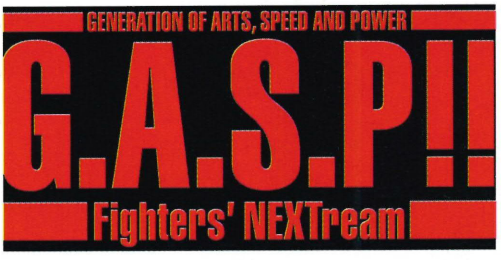
Konami's upcoming atrociously named beat'em-up – G.A.S.P. Fighter's NEXTream – is finally getting its deserved name-change. Say goodbye G.A.S.P, hello the much more appealing Deadly Arts!

Featuring 12 fighters from different martial arts backgrounds, interactive arenas, and even a player creation mode, Deadly Arts is slowly beginning to take a very pleasing shape, and could well be the fighting game we've all been waiting for.

Originally known as the appalling Battle Dancers, then as the equally poor G.A.S.P., Konami has been looking for a new name for Deadly Arts for a while, and this one seems to suit it quite nicely in our opinion. Deadly Arts is currently scheduled for a late March release, and amazingly it's looking as though it will meet its target. It should be reviewed next issue with a bit of luck...






> ***Yes, games are selling, but it is a narrow group of game enthusiasts, avid comic lovers. Games should be something for the whole family and neighbourhood.***
>
> **Legendary games designer Shigeru Miyamoto**

## Mixed Bag

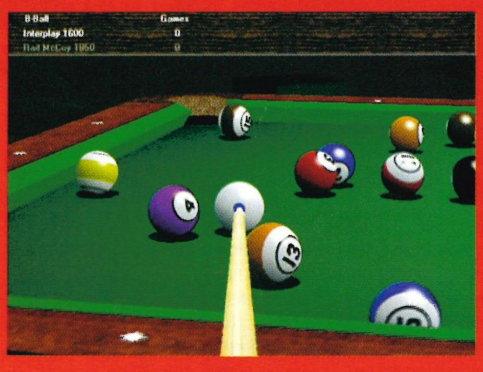
Crave Entertainment have released further details of their initial N64 releases (they've already snapped up and released Robotron 64 in the US). Bursting forth onto the release schedules are a number of alternative games bearing the Crave logo. Instead of flooding the console with more racers or fighters, Crave is banking on parlour games, bowling, and pool to broaden the N64's line-up.

Caesar's Palace, which should be ready by August of '98, enables players to stroll through a 3D polygonal casino, playing with various slot machines, trying their luck at Poker, Black Jack, Roulette, Baccarat, and Craps (stop sniggering at the back! It's a card game).

The second title, VR Pool 64, is the 64bit upgrade of Interplay's popular 3D pool game. The graphics will be fully polygonal as you'd expect, with varying view points and realistic effects. Look for it in stores around November of this year.

Both Caesar's Palace and VR Pool 64 should sell for a lower price than most N64 titles, due to the fact that they are targeted at a smaller niche market. And surprisingly, Interplay plans to release both of these games in Europe.

Crave is also readying Milo's Bowl-a-rama for a late '98 release. Milo looks to be an impressive bowling game with interesting characters and unique analogue control, but as yet no one's picked this up for a UK release, which could force Crave's hand into dipping their toes into the murky UK market waters.



# Worldwide Release Schedule

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

## 1998

| | | |
|---|---|---|
| Snowboard Kids | Atlus | February 15 |
| Virtual Chess 64 | Titus | February 15 |
| NHL Breakaway | Acclaim | February 19 |
| Aero Gauge | ASCII | February 20 |
| Cruisin' USA | Nintendo | February |
| Legend of Zelda: Ocarina of Time | Nintendo | February |
| Mystical Ninja 64 | Konami | February |
| N64 College Basketball | Z-Axis | February |
| Tetrisphere | Nintendo | February |
| Yoshi's Story | Nintendo | March 9 |
| Banjo-Kazooie | Nintendo/Rare | March 16 |
| Quake 64 | Midway | March 23 |
| 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 |
| Pocket Monster 64 | Nintendo | March |
| Quest 64 | THQ | March |
| Rampage World Tour | Midway | |
| Snow bow Kids | Nintendo | March |
| Superman: The Animated Series | Titus | March |
| Duke Nukem 3D | GTI | Q1 |
| Megaman 64 | Capcom | Q1 |
| Mission: Impossible (Cart) | Ocean | Q1 |
| Space Station: Silicon Valley | BMG Entertainment/DMA | Q1 |
| 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 |
| NBA Courtside | Nintendo/Left Field | April 27 |
| Forsaken | Acclaim/Probe | April 30 |
| Art of Fighting: Twin | Culture Brain | April |
| Biofreaks | Midway | April |
| Mission: Impossible | Ocean/Infogrames | April |
| Quest 64 | THQ/Imagineer | April |
| Tonic Trouble | Ubi Soft | April |
| UEFA Soccer | Ocean | April |
| Wetrix | Ocean | April |
| Yoshi's Story | Nintendo | April |
| Wrecking Balls | Acclaim/Iguana | May 02 |
| MLB featuring Ken Griffey Jr | Nintendo/Angel | May 25 |
| Twisted Edge Snowboarding | Midway | May |
| Striker '98 | Rage | June |
| Acclaim Sports Soccer | Acclaim/Probe | June 01 |
| Cruis'n World | Nintendo | June 29 |
| Mortal Kombat 4 | Midway | June 30 |
| F Zero X | Nintendo | June |
| GEX 2 | Midway/Crystal Dynamics | June |
| 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 |
| WWF Warzone | Acclaim | July 01 |
| Banjo-Kazooie | Rare | July 27 |
| Turok 2 | Acclaim/Iguana | August 30 |
| Caesar's Palace | Crave | August |
| Turok 2 | Acclaim | August |
| Aeronaughts | Ocean | Q3 |
| Castlevania 3D | Konami | Q3 |
| F-Zero X | Nintendo | Q3 |
| Knife Edge | Kemco | Q3 |
| LastLegion UX | Mindscape/Hudson | Q3 |
| Cabbage (64DD) | Nintendo | Q3-Q4 |
| Super Off-Road Challenge | Midway | Q3-Q4 |
| Ultra Descent | Interplay | Q3-Q4 |
| VR Pool 64 | Crave | November 26 |
| Shadowman | Acclaim/Iguana | UK November |
| Milo's Bowl-a-rama | Player 1 | December 19 |
| BattleSport 64 | Cyclone Studios | Q4 |
| Freak Boy | Virgin | Q4 |
| GTI Club | Konami Q4 | |
| Harrier Jet Sim | Video Systems USA/Paradigm | Q4 |
| Loderunner | Bandai | 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 Honour | 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 | Paradigm Entertainment |
| Golf | Nintendo |
| Golgo 13 | Vic Tokai |
| Joust 64 | Midway |
| Jungle Strike 64 | EA |
| Jurassic Park 2: the Lost World | Dreamworks |
| Kindaichi Shonen no Jikenbo | Hudson |
| Kirby's Air Ride | Nintendo |
| Legend of Zelda (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 | |
| 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 |
| Wayne Gretzky 3D Hockey '99 | Midway |

## 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 |
| Magic the Gathering: Armageddon | Acclaim |
| Mario 64 2 | Nintendo |
| Mario Artist: Picture Maker | Nintendo 64DD |
| Mario Artist: Polygon Maker | Nintendo/Nichimen 64DD |
| Mario Artist: SoundMaker | 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 |
| Ultra Descent | Interplay |

## Rumours

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

● **PUBLISHER** Konami ● **CONTACT** 01895 853000 ● **GENRE** Sports Sim ● **RELEASE DATE** Out Now

# Nagano Winter

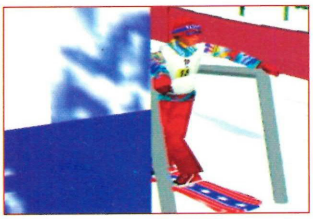
## Why bother getting cold, humiliated and broken-legged when




**Hoy! Hoy! Hoy! Hoy!**
**Hoy! Hoy! Hoy! Hoy! Hoy! Hoy!**
**Hoy! Hoy! Hoy! Hoy! Hoy!**
**Hoy! Hoy! Hoy! Hoy! Hoy!**
**Hoy! Hoy! Hoy! Hoy! Hoy!**
**Hoy! etc...**

**BECAUSE OF Nagano Winter Olympics' varied, events-based nature, this review is something of a departure from what you've come to expect from an N64 Pro review. Instead of the usual format, I'll be dealing with each event separately, giving them individual ratings from a maximum of five points. The comment and final score format, however, will remain exactly the same. I hope you like the way I've tackled this review – don't hesitate to write in to the usual Freepost address with your opinion on it. Cheers for reading...** ●

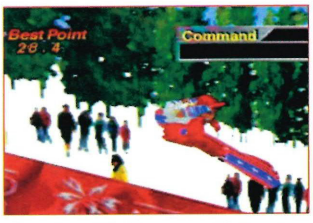
### Event: Snowboard, Halfpipe



**Skiing is for geeks, so this dude opts for snowboarding**



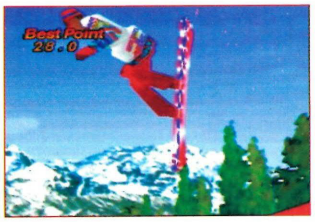

**With 22 stunts, there's no chance you'll be 'board stupid**




**The appreciative crowd gasps in collective astonishment**




**The 3D crippler double-hand grab is hard to say and do**




**Anyone got any idea how to land one of these?**

One of the best events in the game, the snowboard halfpipe discipline is, as a film reviewer might put it, "quite simply a triumph." Based on the gameplay of late seventies/early eighties electronic family-orientated game Simon (or, for the younger reader, the PI**Station's Parappa The Rapper), the snowboard halfpipe event is great fun and a decent hand-eye co-ordination challenge.

**Graphics:** ●●●●○
**Gameplay:** ●●●●●
**Difficulty:** Hard
**Enjoyment:** ●●●●●
**Overall:** ●●●●●

There are a total of 22 different stunts, each becoming increasingly tougher. You need to pick eight from this list and then determine the order in which you attempt them. The easiest, for example, is the basic air (up, A, A), with the hardest being the 3D crippler double-hand grab (left, 360° analogue, B, left, A, left, B). Five judges award you points on technique, rotation, amplitude, landing precision and execution.

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

# Olympics

## you can do it, N64-style, in the comfort of your own home?




### Event: Alpine Skiing, Downhill

Graphics: ●●●○○
Gameplay: ●●●○○
Difficulty: Average
Enjoyment: ●●●○○
Overall: ●●●○○

Downhill skiing is a timed event with each competitor donning their sleek, psychedelic suit ready to hammer down the hill faster than the rest.

The controls, as we've come to expect from Konami over the years, are intuitive and simple – the analogue pad moves the skier from side to side, with the A button doing the 'edging,' which is the pro term for leaning so that only the edge of the skis are touching the slope to allow a tighter turn.

Like in the real thing, a split time is given at a checkpoint so you know what you're up against, and a second later the CPU calculates exactly how many seconds ahead or behind you are.



Legs spread, arse high – this is known as the 'pro' stance



The sensation of speed is just as great on the replays



As in all events, the controls flash up before you start



A bit of skillful edging for the cameras and the chicks



How am I meant to go when I can't even see myself?



A poor time of 1:34.41. If only I'd watched where I was going

### Event: Bobsleigh, Four-man

The four-man bob (don't ever say 'bobsleigh', it's a Winter Olympics social faux pas) works in much the same way as the luge, apart from one or two important differences. Hammering the A button gets the team off to a flier and four separate taps of the B button sees each team member jump into the bob in turn. Once they're all in, it's a steer-fest just like the luge.

Handling the bob is slightly easier than the luge – it isn't as prone to flying off course as the lighter one-man vehicle, but the sensation of speed is every bit as intense.



Try playing this without swearing and see how you do



Forget the top right map, just rely on your instincts



Get in the ****ing bob, you ****ing ****s!

Graphics: ●●●●○
Gameplay: ●●●●○
Difficulty: Average
Enjoyment: ●●●●○
Overall: ●●●●○



Woeful power – perhaps the gauge'll rise if I swear a bit?



Yes, I've won! And, yes, he looks exactly like me!

# Review

# Nagano Winter Olympics

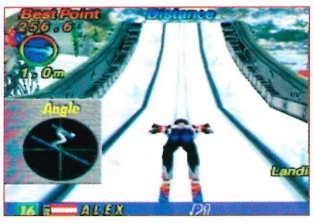
**Event: Ski jumping, K120/K90 individual**

**Graphics:** ●●●●●
**Gameplay:** ●●●●●
**Difficulty:** Hard
**Enjoyment:** ●●●●●
**Overall:** ●●●●●

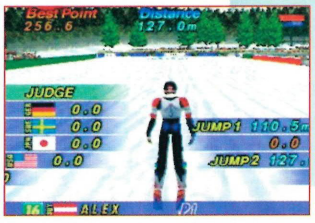
Hands up all of you who remember Eddie The Eagle? That fat, bespectacled loser with a death wish who embarrassed us all with his stupid grin and rubbish ski jumping technique? Well if you can, forget him because this event is a stupendous simulation of one of the world's riskiest legitimate sporting events. Give this a decent try and you can become a graceful and skillful winner.

One of the best control systems in the game sees you delicately handling the analogue pad from take-off onwards, keeping your skis as level as you can. Use the gauge on the left of the screen to hold your position until you're near the deck, then you need to check the landing gauge on the right. Hit the A button when the indicator is in the green and you've done it! That's if there's no wind buffeting you about, in which case you need to gently manipulate the control stick against the side the wind's coming from. Now it's time to work on your distance...




**Alex once again prepared to avoid talking to the ad dept**




**Good distance – rubbish style marks. Story of my life...**




**Forget Eddie The Eagle, here comes Alex The Albatross**

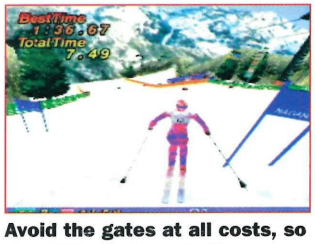



**Landing gauge? No-one told me about a landing gauge**

**Event: Alpine Skiing, Giant Slalom**




**The scores to beat are displayed in this table**




**Avoid the gates at all costs, so say Bill's timid underlings**




**Now isn't that a nice looking little starting box thing?**

The giant slalom, like downhill skiing, is also a timed event. The controls are exactly the same as those employed for the downhill, but the giant slalom calls for quicker reactions and a greater use of the 'edge' button, making it marginally tougher.

As with the downhill, collisions with the gates which mark your course add seconds to your time and skiing outside the designated course results in instant disqualification. Like in real-life skiing, the sensation of speed is breathtaking and when your skier inevitably takes a tumble, due to an error of judgement on your part, it looks every bit as spectacular and death-defying as it does on Ski Sunday.

**Graphics:** ●●●○○
**Gameplay:** ●●●○○
**Difficulty:** Average
**Enjoyment:** ●●●○○
**Overall:** ●●●○○







**Learn from your mistakes by watching the full action replay**



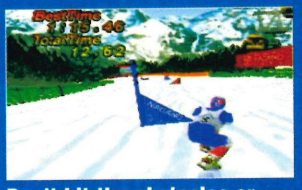
## Event: Snowboard, Giant Slalom

The snowboard giant slalom is a variation on the skiing giant slalom, i.e. it's a giant slalom except on a snowboard. The controls are exactly the same as those employed for the timed skiing events. Graphically, the only real difference between the snowboard giant slalom and the skiing one is that the gates are solid, triangular ones rather than flexible two-poled flags and, obviously, your bloke's on a snowboard.

Realism comes nicely into play here as although it's a noticeably slower event than its skiing equivalent, it's still a true test of gaming skill to attain anything like a decent time.



Crouch down, stick your arse out, this won't hurt a bit...



Don't hit the obstacles or you'll increase your time



A bit of an edge is necessary to cut a few corners



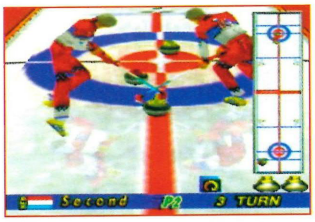
Crap judgement results in your 'boarder taking a tumble



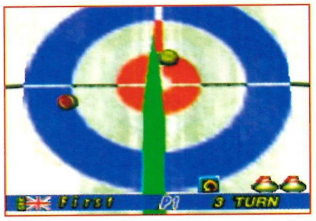
Can I regain a normal posture yet, sir?

**Graphics:** ●●●●○
**Gameplay:** ●●●○○
**Difficulty:** Average
**Enjoyment:** ●●●○○
**Overall:** ●●●○○

## Event: Curling



A bit of furious polishing here and we'll 'sweep up' the points



Take the bird's eye view to aim your stone at the target



The Brit team thanked the Bay City Rollers for their outfits

Another one of the best events in the game, curling is also by far the most bizarre. Picture the scene... a lane marked out on an ice rink with a big circular red and blue target drawn at the bottom. Now imagine a three-man team, one of whom slides a 'stone' down the lane followed by two other idiots who, armed with long, household-style brushes, furiously polish the ice in front of the stone to try and speed it up on its way to the target.

Scoring is similar to that in bowls – the closest stone to the target scores a point and if a stone slid down by the same team is placed second, another point is awarded. A total of four points can be scored on each turn, with four turns being the match length. If scores are level after four turns, there's a special play-off to determine the winner.






After a gruelling Olympics I blew it in the final. Damn...




I'm no good at sport. I know, I'll invent curling

**Graphics:** ●●●●●
**Gameplay:** ●●●●●
**Difficulty:** Average
**Enjoyment:** ●●●●●
**Overall:** ●●●●●

Review

# Nagano Winter Olympics

## Event: Speed skating 500/1500 metres




A bit quicker and I'll shake off that Christopher Dean...




Like park pond skating, except without the drowning

Graphics: ●●●●●
Gameplay: ●●●●●
Difficulty: Hard
Enjoyment: ●●●●●
Overall: ●●●●●




Get a rhythm going, now keep an eye on the stamina bar




He's in my sights and I'll be on the inside lane in no time

Another beautifully re-created event, speed skating is frustratingly tough initially but eventually becomes a joy to play due to the unusual rhythmic technique you need to employ. As in real speed skating (from my limited knowledge of the sport garnered through vedging out in front of the telly, watching just about any 'sport' from Swiss horn-use to kabbadi), it's all about getting a fast start then getting a decent rhythm for the middle of the race, before sprinting to the line.

Like the luge, speed is built up by tapping the shoulder buttons, although it's far less frantic. Watch that stamina bar too, as over-pressing prematurely wears out your skater – good judgement is vital on the more gruelling 1500 metres course.

## Event: Luge, single

Graphics: ●●●●○
Gameplay: ●●●○○
Difficulty: Hard
Enjoyment: ●●●●○
Overall: ●●●●○

The luge is best described as the nearest thing to sledging. This is one of the few events in Nagano that relies upon furious button tapping for success, except there's no choice but to use the two shoulder buttons. This alleviates any chance of cheating by using a coin, sleeve or similar to slide across the buttons.

The shoulder button tap only comes into play right at the start of the event when your luge rider is leaving the starting position – the maximum speed attainable is an index finger-stretching 30 mph – after that it's simply a case of concentrating on steering around the highly-polished windy chute of a course.

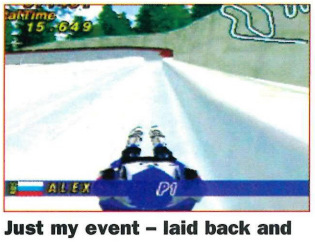
Although it's more or less a set path, accurate steering knocks those all important seconds off your time by avoiding being bashed against the walls.



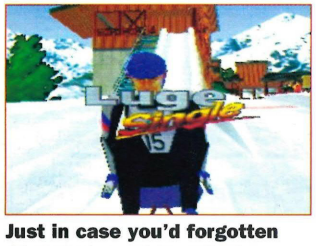

The human catapult considers the error of his ways




Awesome power! Surely I can't fail to win this time




Just my event – laid back and as cool as ice




Just in case you'd forgotten what the event is called







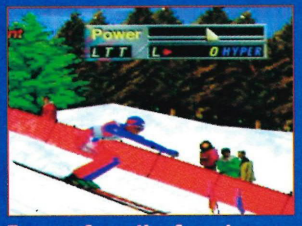
I still think a bin lid would be just as quick



## Event: Freestyle skiing, aerials

A pseudo-disappointment this one, if only because of the high standard set by the other events. One of the few mad button-tappers of the Nagano collection, Freestyle skiing aerials involves nothing more than a furious single-button (A) tap followed by a well-timed press of the B button.

You have to choose any two from 10 different three-stunt technique combinations, perform them in mid-air and then land. And that's it. Points are based on manoeuvre selection (the last two being the toughest ), form (how well each one's pulled off) and landing.




Tramps from the forest sneak past security to watch

**Graphics:** ●●●●●
**Gameplay:** ●●○○○
**Difficulty:** Average
**Enjoyment:** ●●○○○
**Overall:** ●●○○○




As usual, a landing 'mare. Try pressing half a second later




Not a bad landing, but not as good as the one in my house




Never light your farts after having sushi for breakfast




How could I possibly have tapped the A button faster?

# N64 Score

STAMP OF APPROVAL

**ONE OF A RARE breed of games that's difficult to fault. Nagano proves that Konami, like development kings Rare, are totally justified in taking their time over game development and only releasing quality titles – a lesson to be learnt by all. Like Konami's previous official British release, ISS64, Nagano is a game we'll be playing for a good few months to come, finding out its nuances and hidden depths and enjoying competing while marvelling at its faithful re-creation of the many and varied events. Avoiding (too much) crazy button-tapping for the most part, this is the best Track and Field-style game since International Track and Field – arguably the PI**Station's finest multi player effort. Apart from the over-simplistic aerials event, each discipline requires skill, concentration and good reflexes – qualities that all us N64 gamers need. *ALEX***

● ***MARK*** **This is the best multi player game I've seen on the N64. Nagano has so much depth to each of its games you get hooked on trying to improve your scores. And you'll never believe how much fun curling can be, just ask Noely**

● ***STEVE*** **Only really let down by the weak aerials event in my opinion. Everything else is just about spot on, with the snowboard halfpipe and curling being singled out for particularly high praise**

● ***NOELY*** **One of the finest multi player games. It looks great but only by playing it can you appreciate the speed of the graphics or the skill of the gameplay. Buy it, get some mates round and you'll be walking in Nagano Wonderland.**

● ***READER REVIEW*** **Takes me back to the days of Track & Field in the arcades. It's topper! I'm 31 and the lads had to drag me off it to get on with their magazine!**
***Keith Johnson, Whitburn***

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

# 93%

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

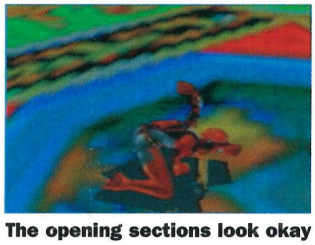
Review

● **PUBLISHER** Hudson Soft ● **CONTACT** Madeira Games 01485 570256 ● **GENRE** Fighting Game

# Dual Heroes

## Power Rangers + Beat'em-up = Pile of Shite

**With a distinct lack of N64 fighting games over in Japan, or anywhere for that matter, Hudson Soft is ideally placed to fill the gap with their new beat'em-up. But alas, Dual Heroes is simply not man enough for the job**



**The opening sections look okay until the action starts**



**Ooh look. This guy's got no genitals, he's called Mark**





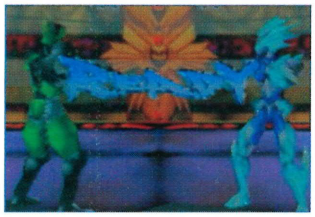
**If you're not familiar with Japanese you'll struggle here**



**The virtual gamer lets you choose a persona to fight**




**Twice the fun with the twins in Dual Heroes**



**You won't quite be ready for a beat'em-up as dire as this**



**Power Ranger meets Power Ranger in bloody crap er... scrap**

**PICTURE THE scene... Young Asumi Honda lives in Tokyo. He knows that he owns undoubtedly the finest games console on the planet and believes that the ultimate fighting game can't be very far away. However, after 18 months of ownership and many dire and mediocre beat'em-up releases later, he finds that he is still waiting for his fighting fantasy to be fulfilled. So when Dual Heroes is released, he leaps with boundless enthusiasm to his local game store with cash in hand.**

Our friend little Honda sees the resplendent box screenshots of rendered superheroes fighting it out in large futuristic arenas, with treacherous drops, electrical barriers and the like, and without the chance to read our game review (oh the fool), he buys it and rushes home to plug it in. And that I'm afraid is where our little Asumi's fun is likely to come to an end.

### Cash and Hara-Kiri

Quite frankly, if I had bought this cart with my hard-earned cash (rather than having it supplied by our friendly import contact) I'd be feeling almost suicidal right now. There is almost nothing in Dual Heroes content or looks that suggests that it is 64bit next generation software.

My first impression of the game is that it looks awful. The characters are all futuristic post apocalyptic superheroes who (for reasons known only to themselves) meet in precarious locations (ie the top of tall buildings) in order to kick the shite out of each other. These backdrops all follow the same theme, they are futuristic, uninspiring and very badly drawn (so at least there's a level of consistency there I suppose). And the colours are not so much rich and vivid as bright and garish headache inducing colour schemes that at times make you want to vomit.

### Batteries not included

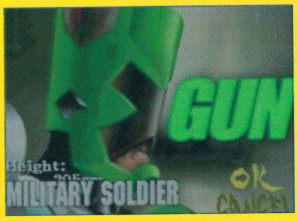
There are eight Power Ranger-like characters to chose from, including a brief biography on each (as if we care). We're imaginatively introduced to Retsu the Super Ninja, Gun the Military Soldier, a couple of obligatory females in Kumo the Dancing Lady and Hana the Cutie Chaser. There's also Gai the fire hero, Zen the dirty fighter and Hoe, a dragon kung-fu artist. And not forgetting of course the obligatory E.T. in Juie the Alien Beast (yawn).

Bouts of Dual Heroes consist of frantic jumping and button pressing to activate the rather limited number of disjointed and uninspiring moves.

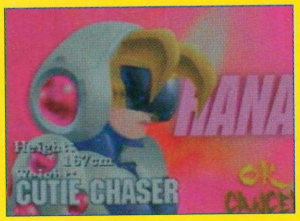
## The Heroes...




Lex's character is a Fire Hero, twisted Fire Hero.




If this guy's got a gun that's hardly fair is it?



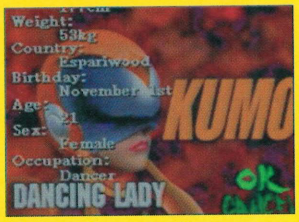

Cutie Chaser? Erm probably chases cuties I guess?




The most feared Kung-Fu master in all of Pong Kong



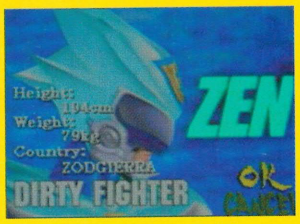

This tail flailing Bionic Beast is not to be trifled with




Noely's favourite Kumo should dance less, fight more

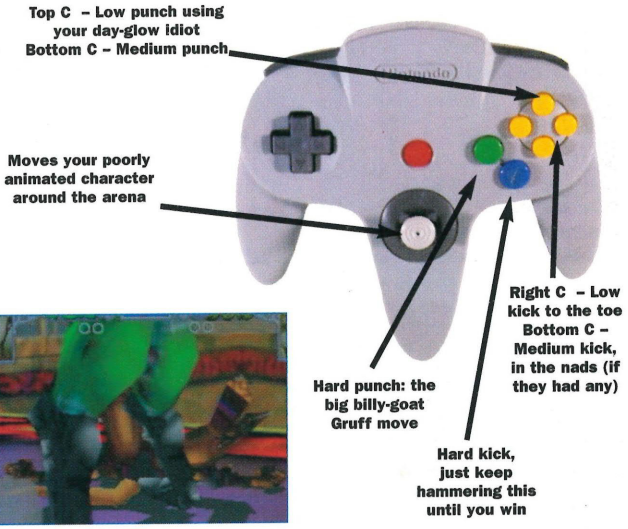



Steve's a bit like Retsu, the silent Ninja Warrior type




Mark's Zen is a no holds barred, low-down dirty fighter








Gun throws his opponent to the floor in disgust

There's the odd special move and graphical special effect, but even these are quite uninspiring. These are those fancy swooshes and trails, the likes of which we saw in Dark Rift recently and on Toshinden on the PI**Station yonks ago.

Though the fighting action is in 3D, it is so badly implemented that you'll often find yourself facing the wrong way. Frustratingly, you'll spend a lot of your time on the deck because you failed to connect properly with your opponent who always faces the correct way.




Choose your arena from a whole host of crap arenas

### Bashing my button

The animations and moves do look fluid and fairly realistic, but they soon become superfluous during the battles which are largely frantic button bashing affairs. Add to this some poor transitions between one move and the next and the result is a confused mish-mash of fists and feet.

But it wouldn't be fair to conclude without listing some of some of Dual Heroes plus points. There's a mirror mode where you fight an opponent who, when you attack him with a combination, will mimic your attacks and remember combinations for later use against you.

Best of all though is the virtual gamer mode. Here you can assign a persona to each character from the five computer gamers who play in using a certain style. So one character may resort to an all out attack, another will rely on speed, while yet another will concentrate on defence.

This is an excellent feature and it's a shame that this great idea is lost on such an awful game. In any case, future beat'em-ups would do well to utilise this innovative feature and include it in a decent beat'em-up with a proper game engine. Now that would be a game that I would like to play.

Okay, the bottom line is that I hardly experienced any enjoyment from playing this ▶



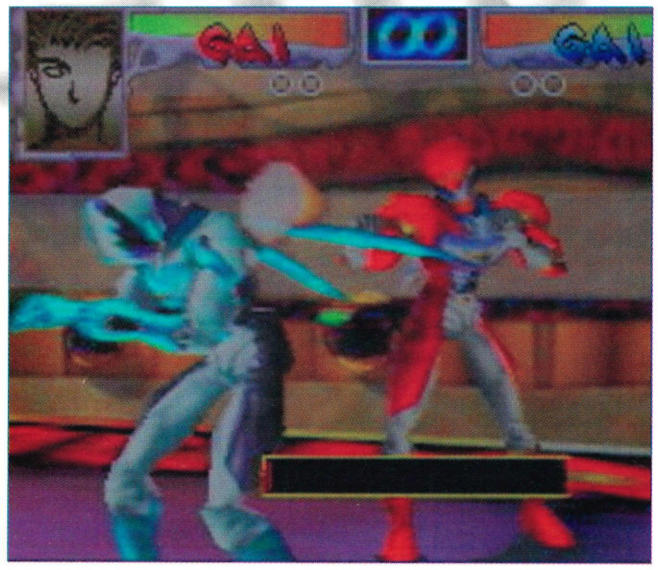

This is the robot mode where you teach him some moves



The camera pans the arena but often misses the action

Review

# Dual Heroes





Choose your character from this decidedly motley crew

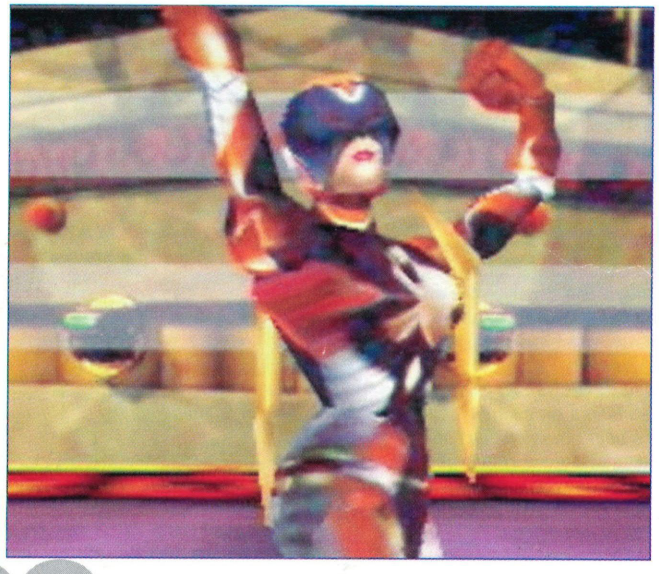


Hana kicks Kumo's head for no other reason than she can

game and I very much doubt that you will either. If you are a really avid fan of beat'em-ups and their ilk and gleaned enjoyment from Killer Instinct Gold, raved about Mortal Kombat 64 and creamed over War Gods, then you might find a small, minuscule, modicum of enjoyment here. But I sincerely doubt it.

### Put me out of my misery

This isn't the worst beat'em-up I've ever played (that prize goes to the appalling Pitfighter on the MegaDrive), Dual Heroes is however, a million miles away from what I expect from my beloved N64. I only hope that the clamour for more titles (and especially a decent beat'em-up) for the N64 doesn't result in such distinctly unimpressive software hitting the shelves such as this very sorry effort from Hudson Soft ●



## N64 Score

**IT'S BEEN SAID (and quite rightly) that it's games that sell hardware and not the other way around. Well this kind of shabby software is likely to encourage a roaring trade in hardware sales, but unfortunately of the PI**Station variety. You might argue that I've been overly harsh here, since Dual Heroes is not the worst fighting game available. Certainly it's not as laughably bad as Clayfighter for instance, with at least a tad of originality in terms of the virtual gamer and mirror mode option. However, I would be doing you a great disservice if I didn't warn you against forking out for yet another below par beat'em-up. My only hope is that Dual Heroes isn't released over here so that you discerning Pal owners need never be subjected to such uninspiring, bland and quite frankly crap releases. Take this away from me now, I feel sick. *NOELY***

● ***ALEX*** **For once, I'm in complete agreement with Noely. This sort of game should never be released and with a bit of luck will never darken our official PAL door. Not good enough for anyone's N64 collection**

● ***STEVE*** **Do you honestly think I've got nothing better to do with my time than play garbage like this? Five minutes of over the shoulder watching was enough to convince me that actually playing the thing wouldn't change my opinion**

● ***MARK*** **I actually don't think this stinks like everyone else does. If like me you quite enjoy beat'em-ups such as the excellent Killer Instinct, then you might want to take me on at Dual Heroes. I'm unbeatable.**

● ***READER REVIEW*** **No, no, no, no, no, no, don't make me play it any more. What do you mean I can keep the cart? I don't want it. Take it away please. Arghhhhhhh!**
***T Norman, Dudley***

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

# 35%

**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

N64

# JOLT PACK 256

BLAZE

## 2 in 1 Jolt Pack & Memory Card

FOR NINTENDO 64™

- COMPATIBLE WITH ALL "RUMBLE PACK™" GAMES
- BUILT IN MEMORY CARD FOR ALL COMPATIBLE GAMES
- EASY TO USE 2-WAY SWITCH ALLOWS EASY ACCESS TO EITHER JOLT PACK OR MEMORY CARD FUNCTIONS
- NO NEED TO CHANGE MEMORY CARD/RUMBLE PACK™ MID-GAME!

SSP £14.99

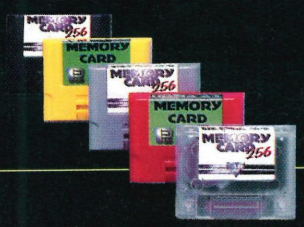
AVAILABLE FROM ALL GOOD RETAIL OUTLETS - PLEASE CALL FOR DETAILS OF YOUR NEAREST STOCKIST

FORCE FEEDBACK

ALSO AVAILABLE FROM BLAZE:-



VRF1 X-Cellerator - superb for driving games - 3 in 1 version also compatible with Playstation & Saturn



N64 Memory Cards - 256K & 1MB versions available

FIRE

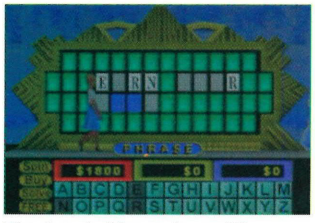
Fire International Ltd, Nacap House
46-48 Silver Street, Doncaster
England, DN1 1HT
Phone 01302 321905
Fax 01302 322061
Email - blaze@fire-international.ltd.uk

● **PUBLISHER** Gametek ● **CONTACT** Madeira Games, 01485 570256 ● **GENRE** Quiz

# Wheel of Fortun

## Yes folks, it's time for Wheel! Of! Fortune! Yay

**It's alright churning out these ropey US gameshows, but where's N64 Blankety Blank, eh Gametek?**



**The lovely Vanna is multi talented and turns the letters**



**Round and round the wheel goes, where it stops, etc.**

**How the hell do you review this? It's N64 Wheel of Fortune for God's sake! Quite what possessed Gametek and Take 2 to think this would ever work is beyond me. Although that's probably why their high paid executives are so well paid, because this does actually work, (admittedly in a horrifically embarrassing, please don't tell anyone I'm playing it, kind of a way). And as one of the oddest choices of games to bring to the machine, this is actually quite good fun to play, but let's just keep that between me and you shall we?**

In case you're not familiar with the TV show (now don't you try lying to me) it's basically a game of Hangman with a wheel – although sadly, Bradley Walsh isn't the fall guy on this particular occasion, and (the surprisingly popular around the office) Jenny Powell has been replaced by 'America's most popular gameshow hostess,' the oh so sickly Vanna White. Shame.

### The Rotary Club

Up to three human players get to spin the wheel (of fortune), but if you just can't get enough and there's no one around, Mr N64 is happy to step forward and take on the roles of the other two contestants for you. Whatever number the wheel lands on determines how much money you'll get for each letter that you guess correctly.

Pick an R when the wheel has landed on $500 dollars and you'll get that amount of cash for each occasion the letter appears in the answer. And I've explained that more ineptly than anyone's ever explained how Wheel of Fortune works before.



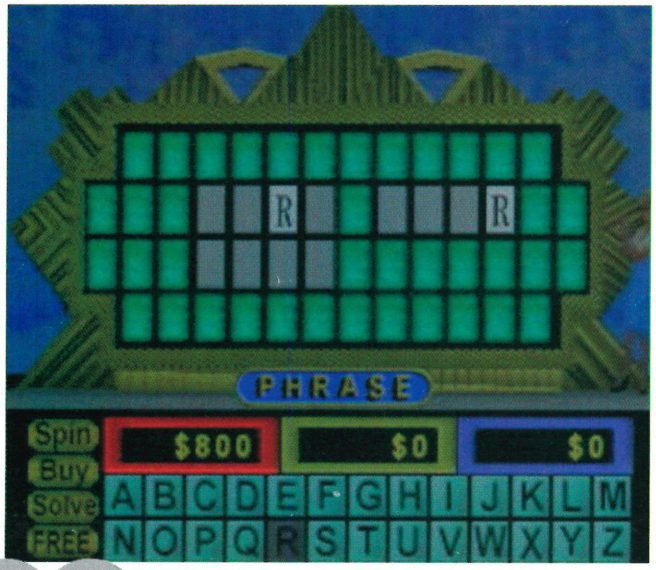

Even I'm confused now and I knew perfectly well up until then! Anyway, I'll just presume you've all seen the show and move on...

### Revolve and Solve

The object of all this spinning and letter picking is to slowly decipher one of over 4,000 word puzzles. Just like in the show, you try to solve as many puzzles as possible, buy vowels and try to gain money while avoiding bankruptcy (which is, amusingly, something that GameTek didn't manage to do). In the third round you also get to compete for a special $10,000 cash prize, just to add that little extra bit of tension which essentially means that any player can still win no matter how badly they've done in the earlier rounds.

The wheel is made up of 24 sections. If you hit a cash section, the noted amount will be multiplied by how many times the letter chosen comes up in the puzzle (have I just said that?). You only get the cash if you solve the puzzle correctly, so you could spend ages filling in all the blanks even though you already know the answer. This allows you to build up a healthy pile of cash, but beware, cock it up and you'll let your opponents nip in and steal the round. See, tactics! Who said this was shallow?

Other wedges on the wheel have less pleasing effects, such as lose a turn and bankruptcy, but there's

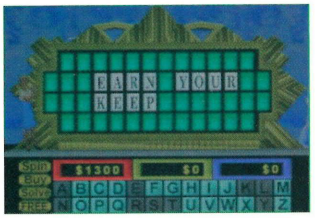




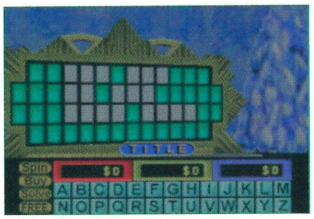

**The puzzle is filling out. If you can't get it by now you're thick**



**Was there really any need to buy a vowel?**




**And there it is, complete with exciting flashing board**



**A clean board means a clean slate for the contestants**

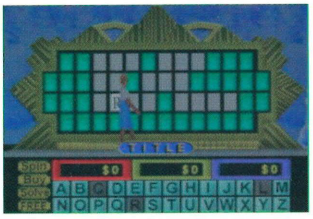
**To be honest, Wheel of Fortune probably makes less use of the N64's controller than any game to date. Anyway, here are the limited details in the form of one of our lovely little joypad diagrams**



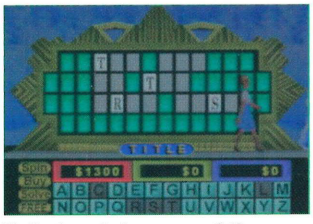

**The analogue stick spins the wheel and moves around the letter choosing board**

**Selects what letters you will choose after you've spun the wheel. It can also be used as a less exciting method of spinning the wheel**





**You're given a not exactly cryptic clue for each puzzle**




**Unfortunately some of the answers are Americanised**




**Can you figure it out readers? Answers on a postcard!**




**Ooh dear, it's not looking good for this particular spin**

also a free spin, a sort of joker that you can keep for when you mess up.

The controls in Wheel of Fortune are simplicity itself. You spin the wheel by using the analogue 3D stick and enter the letters by selecting them from a list. It's all very intuitive and works as well as it should, or indeed could.

Graphics wise, considering that this is only a 32-megabit (4MB) cartridge, GameTek should be commended on some impressive programming. The show is reasonably well presented with the help of a 3D polygon studio, but although the sprite-based contestants are certainly adequate, they are dreadfully low-res and let the otherwise impressive presentation down quite badly.

It's not the prettiest game, but its limitations are mostly caused by the fact that it tries to copy the show to a tee. And yes, GameTek did manage to pull off a respectable job duplicating the cheesey feel of the show, with smooth camera pans and a colourful spinning wheel.

## The American Revolution

The only downers in Wheel of Fortune are the cheesy Vanna White animations when she walks across the board, seemingly turning the letters around with her head, (or maybe her presence?) and the lack of a visible audience – although they do whoop it up in true gameshow fashion. But get this: There's FMV! Not too much I grant you, but a little window does pop up every so often to show a cool little video clip of 'the lovely Vanna' making an announcement as only she can.

In terms of aural pleasure there are several voice clips from the contestants announcing what they're doing next (I'll spin! I'd like to solve the puzzle!) all spewed out in predictably excitable fashion, along with which letter they want to pick in addition to Vanna's commentary. Realistic applause and convincing wheel and gong noises make this just about as authentic as the show, so there can be no real complaints there, but an option to switch off the voices would have been nice.

Amazingly the game is rumble pak compatible. You can laugh all you want, but it works really well. You can actually feel the wheel spin and the buzzer buzz, and once you've played the game with one it just doesn't feel the same without it. We know, we've tried it, and Gametek should be applauded for the most unique use of the old shaker we've ever seen.

So I come back to my original problem. How do you rate a game like Wheel of Fortune when comparing it to something like Mario 64 or Top Gear Rally? Well, let's face it – you can't. Wheel of Fortune for the N64 is probably as close to the real show as most people will ever get, and ▶

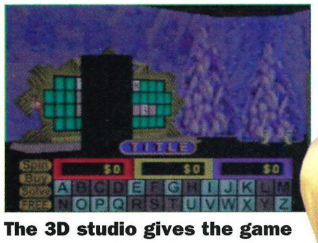
## Spinning that wheel




**The tension mounts. Will you end up bankrupt or rake in a fortune? Bung in a rumble pak and it gets even more tense...**

# Wheel of Fortune

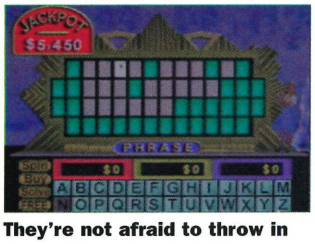




The 3D studio gives the game a real televisual feel to it



You're given various prizes depending upon where it stops



They're not afraid to throw in the odd apostrophe either!

GameTek really crammed the essence of it into this tiny cart. But in a strong line-up of games like GoldenEye, Mario 64, or Wave Race, Wheel of Fortune naturally struggles to compete in either gameplay, graphics, or in terms of lasting depth – and I therefore feel compelled to give it a relatively low rating.

## Do your Party turn

However, if you're looking for a fun party game, Wheel of Fortune won't disappoint you. It's pretty much the only N64 game so far that absolutely everyone will be able play, and it's certainly the best way to get your mam or auntie hooked on the N64. Perfect for those occasions when all the family is gathered together. Such as Christmas or a birthday party. Or maybe a funeral. Well, perhaps not a funeral, but you get the picture...




# N64 Score

**JUDGED ON WHAT it is you can't really knock this. It's an N64 version of an immensely popular television gameshow that faithfully recreates its counterpart, is quite well presented and has enough questions to keep you going for an age before they start to repeat. However, it does nothing innovative at all, and there's a great big question mark over whether this is the type of thing that a sizeable number of people want to see on a 64bit console. All I can say is that we've played it in the office and all had a laugh with it, but you have to realise its severe limitations. Like I said in the review, this is the type of thing you can whip out when your Gran and Grandad are round for Christmas and everyone's guaranteed a cracking good time! Just don't expect to be playing it much at any other time of the year and you're laughing. *STEVE***

**MARK Hmmm... I'm not convinced about the merits of this at all. Sure, we all sat down and played it, and people wandered in from other parts of the office and ended up staying for a game. But we all knew it was rubbish really**

**ALEX As a single player game you might as well forget about it altogether, but as a multi player there is some (albeit limited) fun to be had. The fact you don't win 'real' money is a bit of a bummer, though**

**NOELY Glad I wasn't round at the McNally household to see Steve 'whip' it out this Xmas. But seriously, this is a novelty game that's okay for a bit of a laugh, but one that most will soon tire of. It will appeal to crinklies though.**

**READER REVIEW This really is a terrible N64 game. If I'd actually paid money to play it I'd be extremely annoyed. This should be avoided by everyone at all costs!**
***Stuart Goddard, London***

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

# 59%

**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

# MADEIRA GAMES

US N64 **Specialists** –
LOWEST PRICES GUARANTEED

US N64 £149

ALL THE LATEST US GAMES – IN STOCK NOW
Yoshi Story, Legano Olympics, Aerogauge,
Robo X, Touken Road Wrestling

**Lowest Prices on Games**

N64 Video CD Player – PSX Decode Chips *CALL NOW*

*UNIVERSAL PLAYSTATION – Plays all Games*

*Controllers, Memory Cards, RGB Leads, Transformers*
*WE SELL THEM*

Check out our Web Site www.madeiragames.com

*GUARANTEED*
*NEXT DAY DELIVERY*

All the Latest
Playstation Games

***TOSHIBA DVD PLAYERS + FILMS NOW AVAILABLE***

MADEIRA GAMES, Lynn Road, Heacham, Norfolk, PE31 7JF
Tel 01485 570256 – 0831 444041 Anytime Fax 01485 570501
Email sales@madeiragames.com

VISA MasterCard



# WILD IMPORTS

TEL:01908 640040 TEL: 0468 403341 FAX: 01908 640162 EMAIL: IMPORTS1@AOL.COM
US Nintendo 64, 240v psu, RGB converted £Call for latest price

**PLAYSTATION CONVERSION**
Have your Playstation converted to run UK, US and JAP Games.
US & JAP Games run full screen (no borders) and full speed.
Only £17.99 prewired with full fitting instructions
("FREE" Fitting Service, call for details.)
PSX RGB Scart Lead only £5 when bought with conversion kit

U.S. DVD Players & Movies £Call

**UNIVERSAL PLAYSTATION** (Plays UK, US and JAP Games) £159.99
(Includes 2 Joypads, Memory Card, Scart Lead & FREE next day Delivery)

| | | | |
|---|---|---|---|
| Duke Nukem 64 (US) | £39.99 | Mace (US) | £44.99 |
| Robotron X (US) | £49.99 | Mission Impossible (US) | £Call |
| WCW vs NWO (US) | £54.99 | Diddy Kong Racing (US) | £54.99 |
| Lamborgini (US) | £44.99 | Doctor V64 | £Call |
| N64 Official Pads (all colours) | £22.00 | N64 Universal Adapter | £14.99 |

Next day delivery available on all products. Transax: Cheques cleared instantly.
WILD IMPORTS, PO BOX 3503 MILTON KEYNES, MK3 7ZS
*We will try to beat any advertised price!!!* OPEN MONDAY-SATURDAY 10am-7pm



**To Advertise in Classified contact Linda Henry on 01625 878888**



# PLAY ONLINE "QUAKE"

with

# zetnet

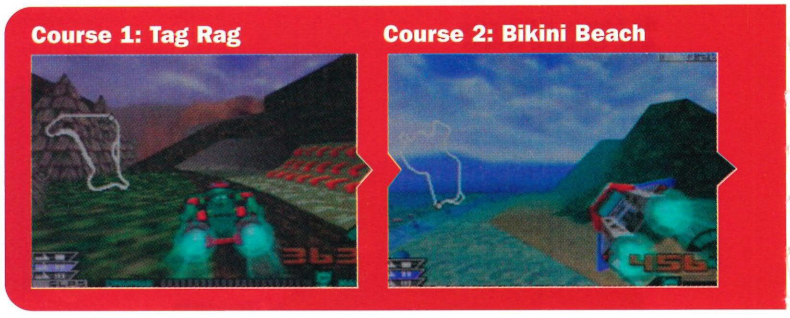
internet service

# CALL 0800-938638

# IT'S NOT FOR WIMPS

Review

# Aero Gauge








I've banked too steeply trying to make a turbo and blown it



The truck has a big engine, but is too clumsy for this course



This course has a real futuristic Chinese feel to it



I'm heading straight at a horizontal barrier at 300 mph



You can really see all the detail on the ships after a race

means up to the highly detailed standard of Diddy Kong Racing, they certainly look good when you're tear-arseing around at the speed of sound.

Admittedly, there is a lot of fogging being used to cover up the backgrounds in the game. But the fogging doesn't interfere with the gameplay. You can always tell where you are going and realistically, I think it's a fair trade to reduce the backgrounds to increase the speed of the game.

## Sonic Boom

The sound is nothing special, but having said that it's not particularly bad. The music on the menu screen begins to annoy you after a startlingly short period of time, but the in-game music is okay and the sound of the engines is great and really adds to the game.

Like many racing games the ability to turbo is vitally important in Aero Gauge. The way to increase your speed is to drift around corners and accelerate out of them. These power slides are quite difficult to do at first, but with a bit of practice you can do them with ease. The Z trigger is the drift button, which when held down makes your craft slide instead of turn. When sliding you have to release all the controls and quickly press accelerate. If you do it properly your ships gains a massive power increase. Unfortunately, this over-heats your engine so you have to wait for it to cool down before you can do another turbo. This is the aero limit of your ship and different ships cool down at different rates. The main thing is to keep control of your craft when doing a turbo because it's quite easy to fly straight into an obstacle because of the high speeds created by the boost.

## Choose Your Own Race

There are several ways to play Aero Gauge. If you choose a single race you can select whatever track you want. You always have to qualify for a position and on the harder difficulty levels getting a good start becomes increasingly important.

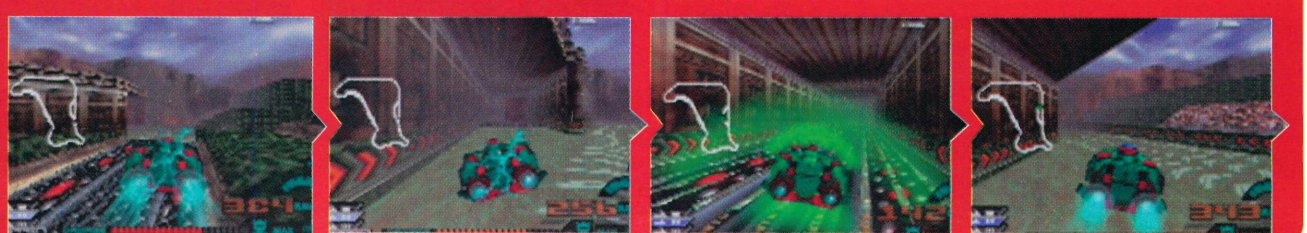
You can also do a full grand-prix against all the other racers where you go from one track to the next. You must come within the first five racers to progress onto the next course. It's quite a challenge, even with the full limiter slowing down the race. On the fastest level it becomes an intense race to get through the grand-prix.

You can also choose a time-attack mode where you race against the clock. You get a course ghost of your last attempt so you know how you are doing. But the best bit is that not only can you save your best times, but also the course ghost to a mem-pak. So you can return at a later date and still have a crack at beating your previous attempt.

Aero Gauge also has a great two player mode.

## In The Pits

**You don't have to stop for repairs. Just fly straight through and the damage is fixed**






and narrow tunnels. In the tunnels you often end up clinging to the walls and flying down them like a bobsleigh. You can gain some real speed by going through the tunnels properly, but get it wrong and you start to damage your craft.

Like F-Zero you sustain damage by crashing into the walls. Too much damage and the race is over for you. You can repair your craft by going to the pits. You don't stop in the pits, but fly straight through and your ship gets repaired.

There are five different craft to choose from, each one with its own pilot. All of the craft have a ridiculous techno name and each of them handle differently. A circular gauge on the selection screen shows you all of the craft's abilities. The abilities range from the usual speed, acceleration and steering of the craft to the shield and ability for it to recover from an aero limit (more on that later). There is a noticeable difference to the way each craft handles which makes your decision more important than just a cosmetic one.

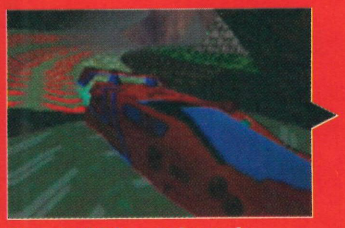
## Looking good. Odd... but good

But speaking of cosmetics. Some of the craft are strange looking affairs. The design is great, but you do feel like your driving a car that's had its wheels nicked and a rocket shoved up its arse. I'm not complaining, but I'll just warn you that one of them looks like a flying pick-up truck.

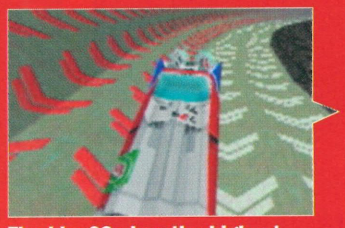
There are four tracks to begin with, although more are hidden in the game. The tracks are fairly diverse affairs and the original four include a canyon, a futuristic metal course, the streets of Tokyo, and a seafront where you fly down a clear tunnel underwater.

The graphics on the craft are excellent and have a lot of detail. As you race around you see parts moving as you steer around the course. The tracks are also quite pleasant to look at. Although by no

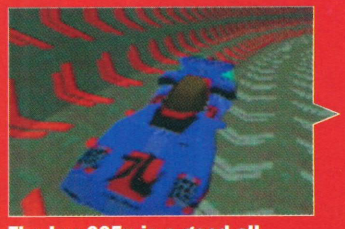
## Tasty Motors



The at-g02 has extremely powerful turbos



The bbq-03a has the highest top speed, but is a bit fragile



The Iwc-005x is a good all rounder, but nothing special



Is it a bird, is it a plane. No it's rocket truck. The RST-18

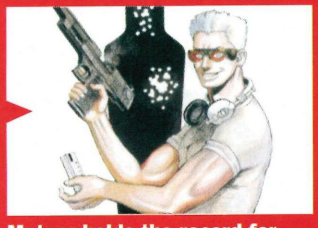


The ww-9R has great stability and turns well, but is slow

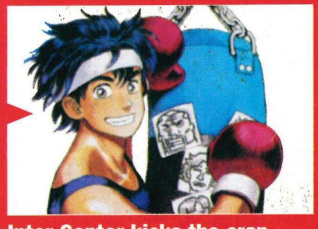
## Speed Freaks



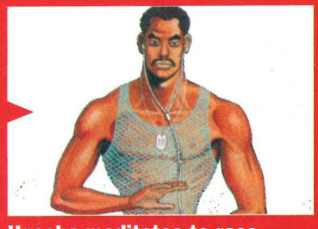
Guezzpecs enjoys deep-sea diving and high speed racing



Meteor holds the record for the fastest drive-by-shooting



Inter Cepter kicks the crap out of pictures after losing



Husaha meditates to race. 'Become one with the truck'



After a race Groove Rider enjoys playing with her pussy

**slide. Then quickly let go and accelerate... straight into a wall**





Oh dear! I hit one too many walls and ending up on the mat



Just to rub your face in it you are shown who the winner was

● **PUBLISHER** ASCII/Locomotive ● **CONTACT** Madeira Games 0841 444041 ● **GENRE** Racing

# Aero Gauge

## Can't wait for F-Zero? Then feast your eyes on this!

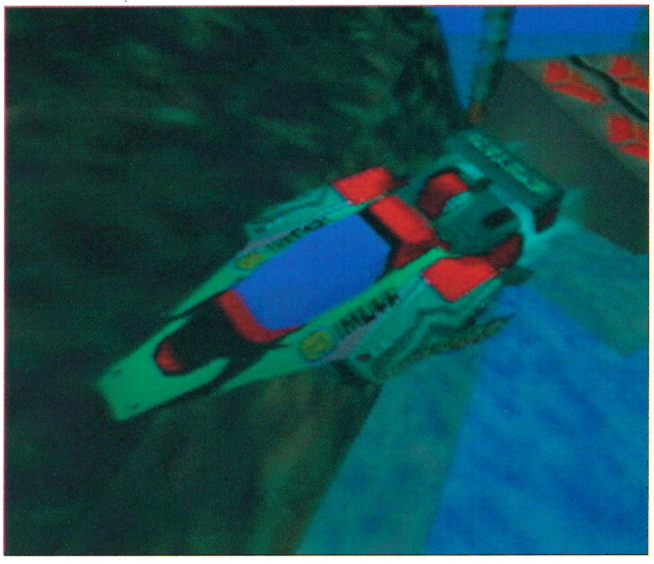
**Fast? You've never even seen fast until you've played this. Aero Gauge is so quick you'll get jet-lag by just watching it. Definitely not for the faint of heart, Aero Gauge should come with a health warning. Speed kills!**



**It's a good job you can fly as that's a pit of fire down below**



**Two player frantics as Mark and Lewis fight it out**





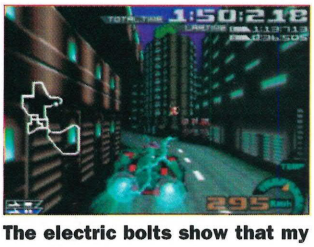
**Heading up a hill and I'm hot on the tail of the other racers**



**It's a close thing with two players trying aiming for first**



**I'm only going at a mere 339 kph. I'll have to pick up speed**



**The electric bolts show that my ship is badly damaged**

**THIS one has come as a bit of a surprise. Here we all are, waiting with bated-breath for F-Zero X to come and blow us away with its mind boggling speed, while in sneaks Aero Gauge to pip it to the post.**

**Now I'm a bit of a speed freak when it comes to racing games. As far as I'm concerned the faster they are, the better they are. A couple of racing games on the N64 have really shown some promise, but most have been, not to put too fine a point on it, slow as a Sunday drive in a funeral procession with a flat tyre.**

### Less Speed, more Freak

This game shifts like there's no tomorrow. When I started my first game the mania inducing speed fully bowled me over. We all knew the N64 could shift graphics around at a fair pace, but the first time you actually play the game it's breathtaking.

But that's not the half of it. In fact it's only a third. You see, on the options screen I found the difficulty level. On most games this means the other opponents are faster, cleverer and things are generally a bit harder. But not Aero Gauge. This game just gets faster. Here I was racing at what I thought was a ludicrous speed when I discovered that I'd been using the full limiter. In other words, my speed was limited to a mere 420 kph. You can also choose a partial limiter, but I opted to crank it up to no limit whatsoever.

What this does in effect is take the most blindingly fast game you've ever seen and triples it. It shifts like nothing you've ever seen in your life and makes the previously amazing Extreme G look like a pot-smoking hippy meandering around on his Dad's push-iron.

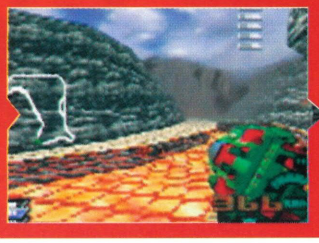
If you ever played F-Zero on the SNES or wipeOut on the PI**Station, then you'll pretty much know what to expect from Aero Gauge. You race futuristic rocket powered vehicles around a variety of tracks at speeds in excess of 600 kph. Where Aero Gauge differs from these two games is that you aren't limited to racing on the ground. Rather than flying a rocket car you are racing an aircraft. So not only do you have to concentrate on taking the corners, but also keep an eye out for obstacles that have to be flown over, under or through.

The courses tend to be split into open spaces

### Turbo them corners

**Heading into a corner I use Z to**





**Course 3: Sinowa Police**



**Course 4: Earth Cream**






This really shows off the power of the N64, not only has it got the fastest video game we've ever seen, but it can also keep up the pace in the split screen mode. Sadly, there's no four player mode, but I think that would be asking for a bit too much.

Also, there doesn't seem to be any rumble pak support. This is really surprising considering that since its introduction the rumble pak has become a standard addition to just about every game released for the N64. I've started to like the rumble pak and it has really added a lot to most of the games that have supported it. It's not a major problem to forget about the rumble pak, but it would have been a nice inclusion.



**I seem to be having trouble with the water level**

## Flying in First Place

The only real problem with Aero Gauge is that it is still only available on Japanese import. But the official version is on its way and should be here next month. Be warned that the instructions are in Japanese, so you aren't told how to do the power slides and turbo starts. Also, with most of the text in the game being Japanese you're never really sure what the game is going on about. So it may be worth the wait to get the official UK version.

The official release of F-Zero X isn't until September, so this will be great for all you speed freaks who can't wait for an adrenaline rush. And don't be fooled into thinking this is F-Zero X's poorer cousin. Aero Gauge is a fine racing game that can fly without any help from the hype surrounding F-Zero X

# N64 Score

**I CAN'T EVEN begin to tell you how fast Aero Gauge is. The still shots on this review can never do the game justice. And the great thing is, even at these ludicrously high speeds, you still feel in control and can take corners without crashing. This is a brilliant racing game that gets your adrenaline rushing. If you can put up with the slightly bland graphics you will find a great game in here. No longer do N64 owners have to put up with racing games that feel like a ramble through sludge on a rainy day. Let's face it, F-Zero X is a long way away and already it's got some severe competition. In the meantime, if you want to see what your N64 is really capable of then buy Aero Gauge, crank the speed up to full, get a mate round for a two-player game (preferably one who owns a PI**Station) and show him what a fast racing game is really like. *MARK***

**ALEX** Reminiscent of both Nanotek Warrior (PI**Station) and Extreme G, Aero Gauge is fast and playable. One of the few Japanese imports actually worth buying, it's a race game that'll certainly fill the void until F-Zero X comes out

**NOELY** Mark's mum must be putting hallucinogenics in his Hovis butties. Ok, it's fast, but the clipping is appalling, the control system's just plain weird and the graphics are garish and ugly. Avoid like a sheep avoids a Yorkshire man

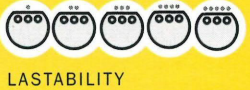
**STEVE** Have to disagree with both Alex and Mark here and sadly agree with Noely. If you buy this expecting it to even come close to providing a stop gap until F Zero X, you'll be seriously disappointed. Buy Snobow Kids instead!

**READER REVIEW** Phew! This is fast stuff and no mistake. The graphics aren't that good, but the racing action is top notch. I'm not too keen on all the Japanese text though *Chris Jones, London*

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY

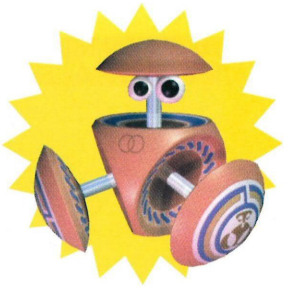


# 86%

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

● **PUBLISHER** Nintendo ● **CONTACT** THE Games 01703 653377 ● **GENRE** Puzzle ● **RELEASE DATE** Out Now

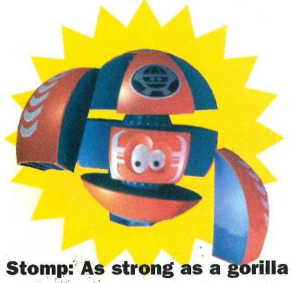
# Tetrisphere



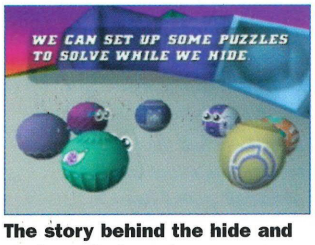
**Wheels: A good all rounder and the first robot you use**

## 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



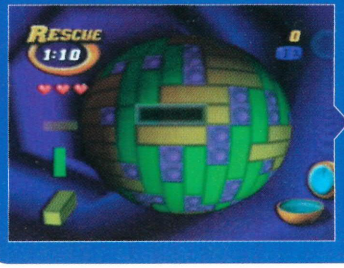


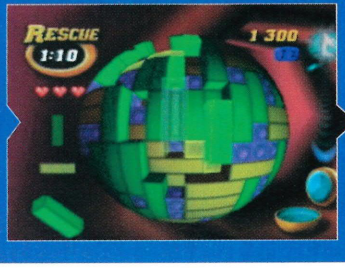

**Turbine: A good mix between fast and strong**



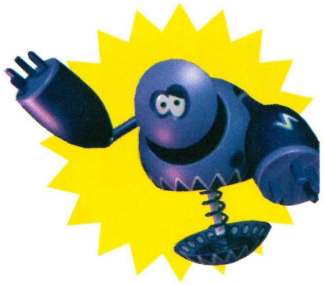
**Rocket: The fastest bot in the game but a little weak**

**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

● **PUBLISHER** Ocean ● **CONTACT** 0161 827 8000 ● **GENRE** Beat'em-up ● **RELEASE DATE** Out Now

# Fighter's Destiny

## It's the N64's destiny to have a decent fighting game

**Up until now, the N64 has had sand kicked in its face by fighting games on other consoles. Now this looks set to change. Great graphics, fluid gameplay and of course, a fighting cow. What more could you ask for?**

**I HAVE TO admit that I've been looking forward to this one for quite a while. We first saw a preview copy of Fighter's Destiny several months ago, and even in its unfinished state it looked far better than any other fighting game available on the N64.**

The first thing that hits you is the graphical quality of Fighter's Destiny. There is an almost arcade quality feel to the graphics, with large well-rounded characters moving quickly and smoothly thanks to the fluid animation. While not having an incredibly detailed or realistic feel, the fighters are bold and the action is all well defined.

The backgrounds do look a little flat and bland, especially when compared to the quality of interaction that was achieved by Mace. But this little gripe aside, Fighter's Destiny is by far the best fighting game to appear on our beloved console.

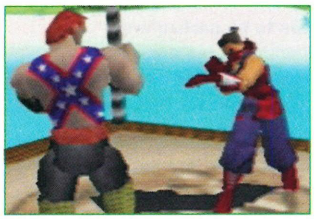
The sound is excellent with lots of sampled speech and a ridiculously over-enthusiastic voice commentates on each match. Instead of detracting from the action, the hyper-active commentary actually adds to the atmosphere and makes the whole thing gel together extremely well (unlike the cringeworthy speech found in other fighting games). Perhaps it's because the game is so good that you enjoy the stupid speech rather than let it get on your nerves.

### Power is Nothing without Control

Controlling your character is also well implemented. You use the D-pad to move your fighter and the A and B buttons to punch or kick. Press both A and B to perform a throw or to escape from being thrown and the R button to defend yourself against attacks.

You can change any of the buttons and use the analogue stick if you prefer, but at the end of the day there are still only two buttons – A and B for punch and kick. That's not many considering most beat'em-ups go for at least three buttons. Tekken uses four and Street Fighter uses six. The first question that everybody asks is how many moves can you achieve with only two buttons? It would appear, to our surprise, that the answer is quite a lot actually.

There is a heavy emphasis on using the D-pad in conjunction with the A or B buttons to perform different moves and altogether this makes for a

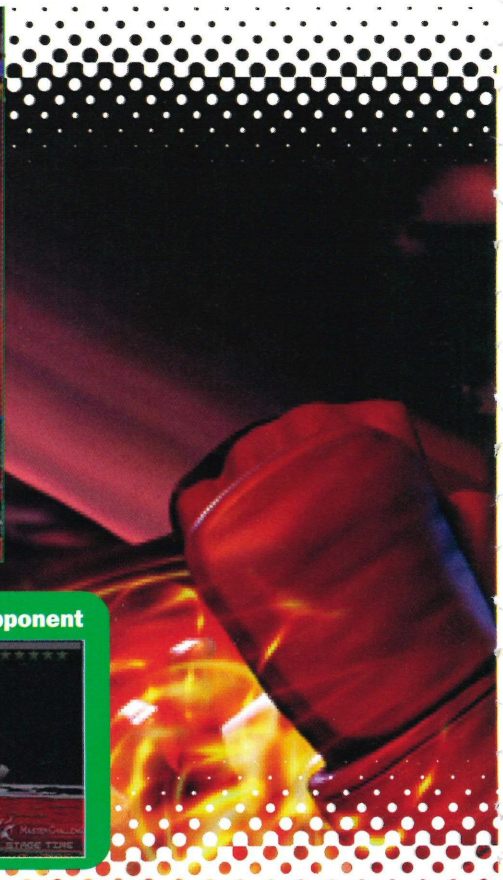


**Come and have a go if you hate my cross-over bra**



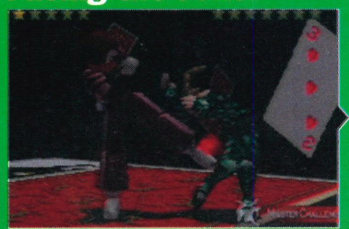

**You don't usually see many bullfighters on Saturday night**



### Facing the Joker

**He make look an idiot, but the Joker is the hardest opponent**

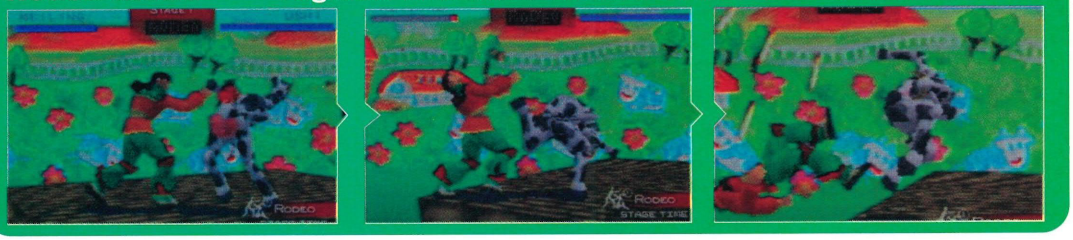






## Rodeo mode

**I fight the invincible Ushi. But she kicks me in the nads. The cow!**



surprisingly effective system of fighting. In the past I have criticised beat'em-ups on the N64 for having to use the C buttons, which are too small and fiddly for the accurate button bashing that a beat'em-up demands. Thankfully, Fighter's Destiny steers clear of these fiddly finger taps and allows you to concentrate on the fight rather than on the exact whereabouts of your fingers.

### It's the Little Differences

Without a doubt, beat'em-ups are possibly the most tired and worn out of all video game genres. Hundreds of identical fighting games are released every year. Most of them are suffered by our weary friends working on PI**Station Pro. But even the fighting games released for the N64 have shown very little in the way of imagination.

Fighter's Destiny isn't exactly a complete departure from its predecessors, but it does have a number of original touches that give it an advantage over the tired-out repetitions of Virtua Fighter.

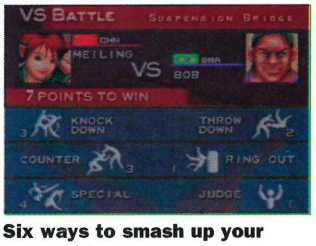
The biggest departure is the all new points system. In Fighter's Destiny you win points by beating the opponent. The amount of points vary depending on exactly how you finish them off. You get one point by knocking them out of the ring, two points for throwing them down, three points for knocking them down and four points for a special move. Take too long and the time runs out and one point is awarded by the judges to the best fighter. The first player to get seven points wins the match outright.

The strength meter is still in the game, but instead of automatically losing when it's depleted the player is just stunned. You can still move around the ring, albeit in a drunken fashion, and you can't attack or defend yourself. Fail to avoid the inevitable onslaught and you get knocked out. If you manage to dodge your opponent's attacks for long enough your strength meter fills back up and you can start fighting again.



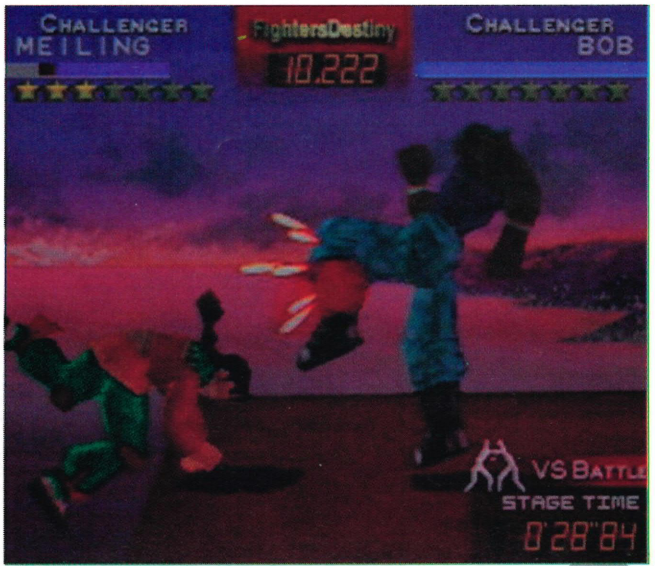

Throws play a big part in Fighter's Destiny. Throw your opponent to the floor and you get two points, regardless of how much strength they have left. At first this sounds unfair, but there's a system of escapes and counter-throws to even the balance.

As you grab your opponent a yellow meter appears on the screen which quickly diminishes. This meter shows the length of time your opponent has to




**Six ways to smash up your opponent and score points**



Review

# Fighter's Destiny

**The Cunning Throw** Boro gets knocked off the edge



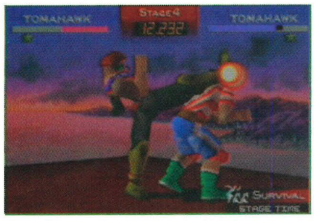


**Tomahawk grabs Leon to throw him. What goes up and all that**

escape or attempt a counter-throw. If they try a counter-throw another meter appears, this time half as long the first. And so this continues, every time the meter getting smaller, until someone backs off or ends up on the deck. It's a great touch and adds a completely new element to the game. Throws and escapes have been seen before, but counter-throws have never really been implemented with any real success, and no other fighter can match this element of Fighter's Destiny.

Due to the addition of the throws as an integral part of the game, you're never sure how the fight is going to end. Even when you've sapped your opponent of virtually all their strength they can still be in with an outside chance of winning by coming back with a throw. And the same goes for you, rather than feeling despondent at being almost out of the match, you start to go for desperation moves such as throws and counter-attacks. So throughout the fight you constantly give your best, knowing that the match can be won in an instant.

The rings are raised above the ground so when you fall you really fall. But if you narrowly miss the edge of the ring, instead of falling you'll find your character gripping the edge of the ring by their fingertips. You can then shimmy around the ring and choose where to enter. Better still, if your opponent wanders too close you can try to grab their legs and pull them over the edge.



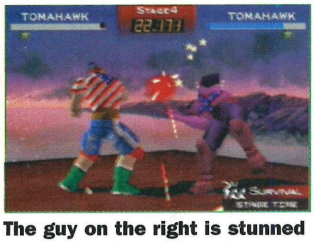
**What are lookin' at eh. Look at this. Oh the joys of fighting**

## Crusties and Karate Kids

The character design is interesting to say the least. You have your standard Ryu and Chun Lei types, but added to these are a variety of bizarre rave club inspired characters. Including clowns, Spanish bull-fighters and a new age traveller-type girl that looks like a female version of Swampy. Not your usual fare when it comes to death-dealing fist-fighters, but an interesting mix nonetheless.

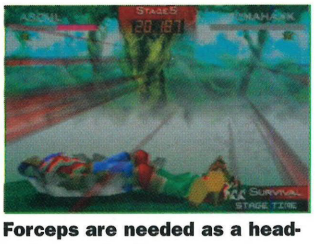
There are several different ways to play Fighter's Destiny. The main one is the obligatory one player knockout against the computer or two player competition. Finish the one player game and you will now get secret moves unlocked for that player, but you don't get them automatically.

In Fighter's Destiny you earn special moves by fighting against the master. Here you are randomly pitted against either the Master or the Joker. Beat the Master and you will gain one of eight special new moves. But if you lose against the Joker you will lose all of the moves that you have gained so far and have to start all over again. This is made even more difficult by the fact that the Joker is by far the hardest character in the game, so it will take a lot of effort to gain those eight special moves for each character.

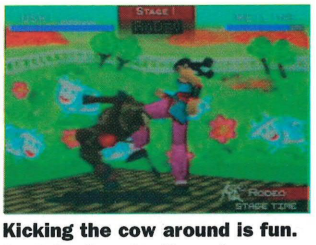


**The guy on the right is stunned by the number of punches**



**Forceps are needed as a head-butt goes terribly wrong**



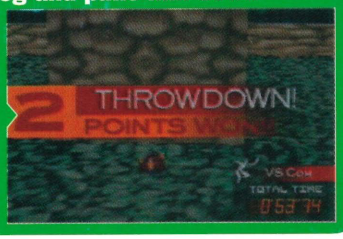
**Kicking the cow around is fun. Just don't make it mad**

**The Throwdown** Bob smacks Meiling up Prodigy-style and throws her to the floor



of the ring. But grabs Leon's leg and pulls him down

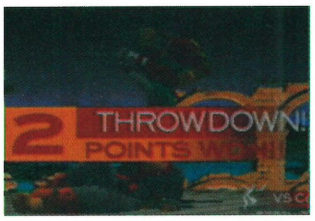





There are also three special modes for you to play with. The first is the survival mode where each player only gets one star and you must defeat opponents without losing a point. Apparently if you defeat a hundred (yes one hundred) opponents without losing, you will unlock the Joker as a secret character.

### Just an Everyday Cow-poke

The second mode is a time attack where you see how fast you can defeat opponents. But by far the best mode of all has to be the Rodeo mode. In this mode you have to attempt to stay in the ring for as long as possible against Ushi the fighting cow. Her strength never goes down, so your only hope is to stay in the ring for as long as possible. In the preview version Ushi was selectable as a character and it was this that first made me warm to the game. A fighting cow for Christ's sake! There is almost certainly a cheat so you can get Ushi in the main game, but I haven't come across it yet.




**The winning graphics are big and bold with an arcade feel**

There is a wealth of ways in which you can change the game to suit your every whim and inadequacy. Included are options to alter the ring size, the number of points needed for a win and even the number of points awarded for different types of move.

This is a very impressive fighting game. It's certainly better than any other fighting game I've come across on the N64 so far. It's original and playable and doesn't look out of place on the next generation console. So what more can I say, other than if you're a fan of fighting games then this, and only this, is the one you should buy ●




## N64 Score

**AT LAST THERE is a decent fighting game available on the N64. The graphics are crisp and clear and the animation is fluid. The controls are sharp and responsive and by squeezing as many moves as possible into just two buttons for punch and kick, this game avoids the problem of having to use the fiddly C buttons. A lot of thought has gone into this game and into ways in which it can set itself apart from other fighting games on the market. I'm giving this bonus marks for originality and for Ushi the fighting cow. This only just misses out on a stamp of approval because the graphics, despite being clear and well animated, still aren't that amazing and it just isn't in the same league as games like Diddy Kong and GoldenEye. But at the end of the day, if it's a fighting game you're after, then head to the shops and buy this one. *MARK***

● ***ALEX*** **It's a toss-up between this and Mace for the top N64 beat'em-up as far as I'm concerned. There's nothing new here, but it's better fare than the likes of the more well-known Mortal Kombat Trilogy and Killer Instinct Gold**

● ***STEVE*** **Can't get my head round the unusual control system, but it does look as though this is the most promising N64 beat'em-up so far. A little more attention to the graphics and the controls would improve this no end**

● ***NOELY*** **Mark's been a bit generous here. Fighters Destiny is a bit of a Virtua Fighter 2 wannabe, and although the point scoring system adds a touch of variety, it's not in that league. Still, it's the best beat'em-up on the N64**

● ***READER REVIEW*** **This is a great fighting game. And it's about time one came out. Fighters Destiny puts all the other fighting games on the N64 to shame**
***Paul Oldham, Surrey***

GRAPHICS

GAMEPLAY

SOUND

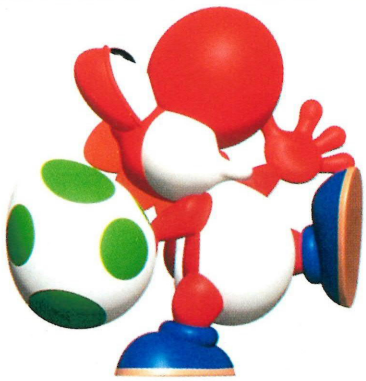
LASTABILITY

# 89%

**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

● **PUBLISHER** Nintendo ● **CONTACT** Madeira 01485 570256 ● **GENRE** Platform ● **RELEASE DATE** Out Now

# Yoshi's St



## Barf-bags at standby. Sickeningly cute character alert!

**Yet another 16Bit classic updated, but unfortunately eager importers are going to be disappointed because Yoshi's first N64 outing is not quite the game everyone hoped it would be. At least not yet it isn't anyway...**



**The whole 3D Storybook concept is one that I'm sure we're all going to see a lot more of in the near future**



**You select your lucky fruit at the very start of the game**





**Collect the Super Happy Tree Fruit to finish the level**



**WOULD YOU ALL think I'd lost my mind if I gave a game a high score, but told you that you shouldn't buy it under any circumstances? What about if I gave a lowish score to a game that I said ranked up amongst my favourite N64 games to date? Would you think me equally mad? Of course you would, it stands to reason and I certainly wouldn't blame you for doing so.**

Well, you'd better get ready to cart me off to the loony bin then readers because that's exactly what I'm about to do. Which option to plump for I haven't quite decided yet, but choose one I must because perhaps the cutest bunch of dinosaurs ever to roam the earth (or wherever it is they roam) have got me between a rock and a hard place. And from where I'm standing there's absolutely nowhere to run to. Damn you Nintendo!

### *Won't you Take me Down...*

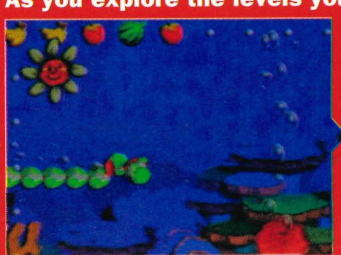
You see, recently I've been whiling away countless hours munching on 'super happy tree fruit', leaping from platform to platform, defying death at every turn and even doing battle with giant smiling clouds. And when I haven't been doing that I've been playing an import copy of the long awaited Yoshi's Story, which by an incredible coincidence features many of the same activities. Only it's in Japanese...

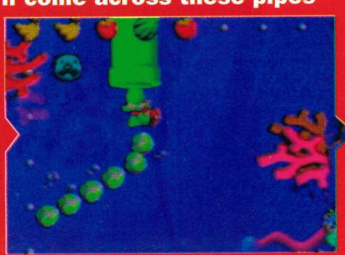
And it's this game that's put me in this impossible situation, not my 'unusual' lifestyle. On the one hand you've got one of the most innovative, enjoyable, colourful and puke-inducingly cute platform games on any system. But at the same time on the other, wholly less positive and slightly grubbier hand, you also have one of the easiest (yet most difficult to comprehend because of the foreign language), shortest and most unsatisfying games I've ever played in any genre. See how the pluses and minuses even themselves out almost perfectly?

I know this is going to come as a body blow to many Nintendo loyalists who were pinning their hopes on this kick starting '98 for the N64, but before you all break out the nooses and I get done for inciting a mass suicide, I'll have to cry 'stop!' Just hang on a second, because all is not lost for young Yoshi and his army of devotees.

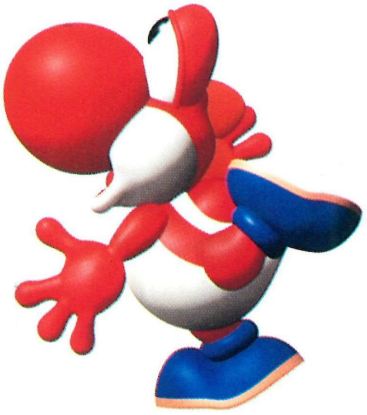
You see there are already strong rumours coming out of Nintendo of America that almost every one of the criticisms I'm about to make about the game will be sorted before the game hits Western shelves. Yoshi's Story's US and PAL releases will be tougher, and of course will be

**As you explore the levels you'll come across these pipes**





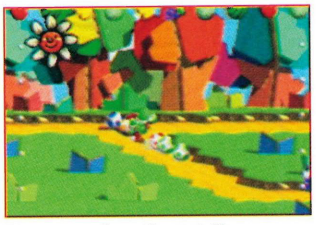
# ory



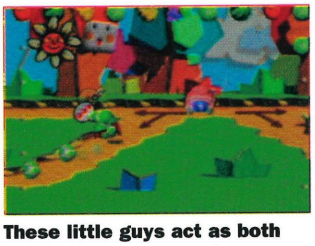




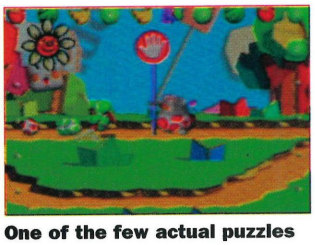
The white blocks give you advice on what to do next



You occasionally get the chance to choose your path



These little guys act as both continue and warp points



One of the few actual puzzles in the game is shown here



The levels are superbly designed and highly varied

translated into English. This will obviously make the game easier to understand for all but the most remedial of readers (which incidentally, is why you'll notice we let Noely review the majority of Japanese imports!).

So it's not actually bad news for anyone. Sure you can waste your money on an import copy right now if you want, but if you can bring yourself to hold off for about another six weeks then you'll be getting a much better game for the same amount of, as Alex puts it, 'daberama'.

## Karate sop

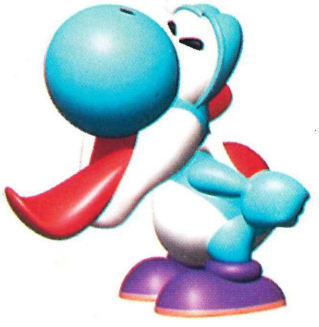
If you read the last issue you'll have been treated to Akira waxing lyrical in his preview about how he couldn't wait to get his hands on a finished copy because, after playing it at the SpaceWorld show he was convinced that it was going to set the gaming world on fire. And I'm not going to disagree with him – partly because he's probably a master of some obscure Eastern martial art and he's coming over to visit soon – but mostly because initially I felt the same way.

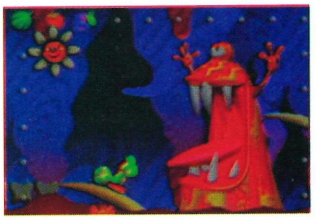
Once you're over the initial confusion stage of not having a clue what you're supposed to accomplish, Yoshi's Story takes a firm grip and doesn't let go until you've finished the game. A seemingly bold claim I know, but I can safely say that if you haven't finished the game within your first three hours of play, then you must be the N64 gaming equivalent of Eddie 'The Eagle' Edwards. And the nasty rumours that our very own Mark is still plugging away a few weeks down the line are ones on which I couldn't possibly comment.

I suppose that technically I'm not really being fair to Yoshi's Story. Finished is perhaps the wrong word in some ways. Put it this way, you'll probably see the end sequence on your very first session with the game, but you'll actually only have played a quarter of the levels the game has to offer.

You'll have to forgive me if, in the fullness of time, it turns out that I've got some of the game's technicalities slightly wrong. That's because it's almost impossible to figure out precise details when you're faced with line after line of incomprehensible symbols that form Japanese writing, but I'll have a bash.

As far as I can work out there are 24 levels in all, divided into six sections – or six pages in the game's 3D pop-up storybook to be more precise – each of which is in turn split into four stages. However, to complete the game you only have to do one section in each of the stages, leaving 18 untouched. And to see them all it's not just a matter of playing through four times, selecting a different stage each





Big scary monster alert! Well, not that scary really...



which will whisk you off to previously unreachable areas





# Review

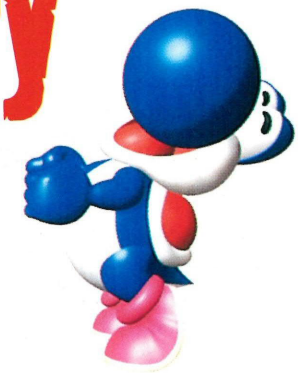
# Yoshi's Story

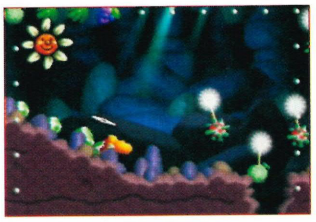


The underwater levels are perhaps the most tedious



The analogue stick works really well even in 2D!





As far as we can tell each colour of Yoshi is the same

### Who goes there?



An elephant blocks your path



He's determined to stop you



But he's easily overcome

time, because a virgin cartridge only has one level in each stage available to play (except the first page which has all four already open). And you open up the others as follows (I think).

As you play through a level you'll occasionally come across a big, friendly looking heart thing. Collect one of these and you'll have access to another level on the next page. Therefore, if you manage to find two hearts, then three out of four will be selectable, and so on. So there's a bit of work to do there.

The main object of each level though is to collect 30 super happy tree fruits. Do that and you'll have completed that stage and be able move onto the next. However, this latest edition of Yoshi's adventures – the first being the excellent Yoshi's Island on the SNES – tries to hark back to the golden age of gaming when the incentive to play was to get a higher score than before.



Wake one of these up and if you die you'll restart here



It may look pleasant, but some foes pack quite a punch

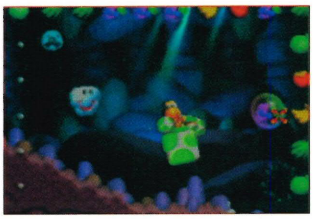
### My Melons are completely Bald

An attempt has been made to reintroduce this long lost element by awarding more points for collecting your designated lucky fruit (allocated at the very beginning of the game by a one-armed bandit reel system) or every Yoshi's favourite fruit, watermelon. But it hasn't really worked all that well. Manage to collect 30 melons and you'll get maximum points, but I'd be surprised if merely getting a good score will be enough to satisfy most gamers in these fancy, FMV cut-scene soaked days.

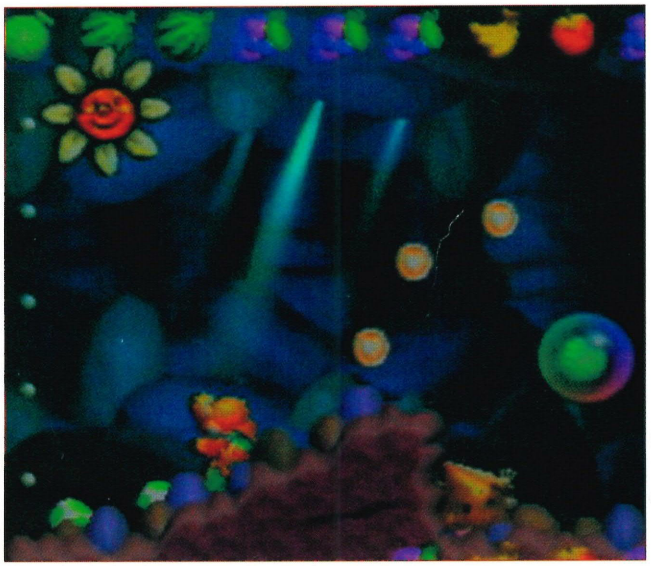
This is where it becomes really obvious that this game is aimed fairly and squarely at gamers with much less 'body hair' than any of the N64 Pros have had for at least 10 years (and in most cases more like 15). There is absolutely loads of fruit knocking about the level and collecting 30, is quite frankly, a doddle. However, if you steel yourself and decide only to go for the melons then you've got a real challenge on your hands. It's sort of a willpower-based difficulty level setting I suppose, but believe me, when you're down to your last drop of energy, you're strongly tempted to grab anything that's going to try and finish the level!

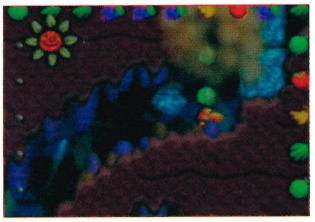
I'm no games designer, but surely it would have been a good idea to put in an option that allowed the older player to turn down the amount of fruit in each level? That would have made for a much greater challenge even for the hardened gamer and would have made this a much, much better game (please don't let that option already be in there. I don't think it is, but I'll look a right dick if I'm wrong! There's no way to tell in Japanese though. You try it!)

Your Yoshi collects fruit by lashing it with his extra long tongue (ah, maybe that's why he's so popular with 'the ladies') which can also be used to despatch enemies and grab onto platforms if the little fella's misjudged his jump. Enemies can also be killed by 'bottom bouncing' on them in true platform tradition, as well as death by projectile. This happens whenever Yoshi has laid an egg which can then be fired at enemies, temporary walls, or bubbles which contain fruit or bonuses of some kind. Eggs are collected either by finding them



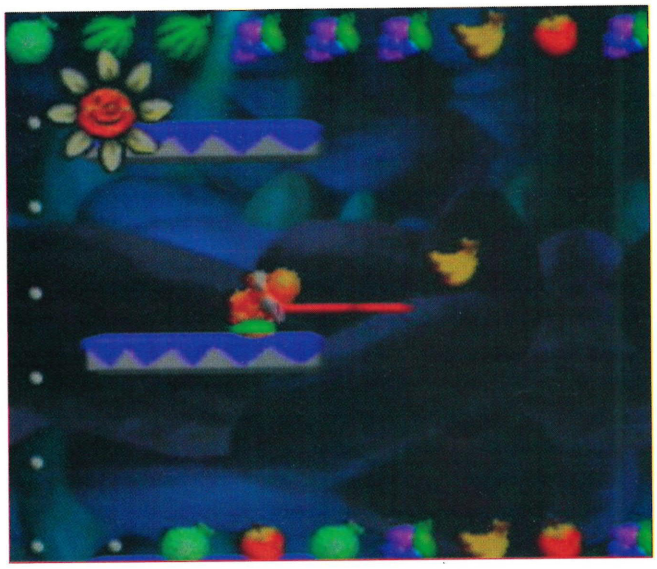
The green blocks deliver eggs that you can throw around





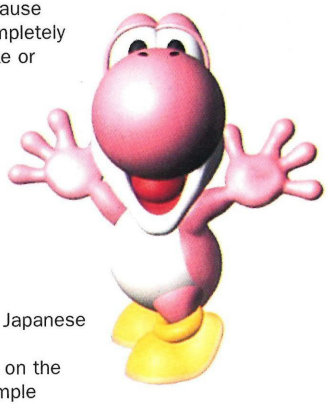
The eggs will follow you around everywhere





dotted around or by eating an enemy which causes egg-layage to begin.

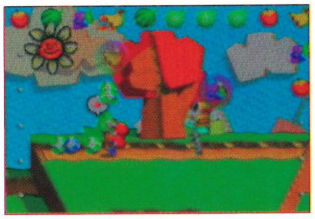
And that's basically it as far as control goes I think. Quite simple isn't it? There are a few bosses dotted around the place which at the moment are far too easy to beat – because although each boss does require a completely different strategy, it only takes a minute or two to figure out what it is. Plus there are a few bonus levels, including one truly hilarious one in which you have to balance a massive stack of crates in your arms and make your way from one flag to another without allowing them to topple over, which is great fun.



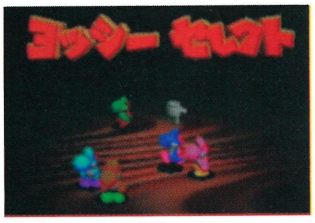
## Ha-ha, He-he, Ho-ho

All in all though, I have to say that the Japanese version of Yoshi's Story is quite a big disappointment (although certainly not on the Bomberman scale of things) for the simple reason that it's too short, far too easy and contains too much faffing around for my liking due to the general Japaneseyness of it all. Do yourselves a favour and wait for the British release, or the very least get the Yank edition instead...

Hang on a minute, there's somebody banging on the N64 Pro's office door. Blimey! It's the proverbial 'men in white coats' come to take me away. You've grassed me up! You bastard! I'll get you back for this, you mark my words... ●



**If you come across a White Shyguy you get an extra life!**



**At the start of the game you choose from six Yoshis**



# N64 Score:

**YOU CAN THINK me madder than a tea party guest in Wonderland if you want, I don't care. As it stands at the moment Yoshi's Story simply isn't worth buying. The potential is massive and with the few minor tweaks that are likely to occur during translation, this could easily morph itself into a classic in next to no time at all. At the moment though it's ludicrously easy, pocket worringly short, and to top it all, it's in Japanese (so you're never entirely sure what it is that you're supposed to be achieving in the first place). However, there are some fine ideas in there and it's also perhaps the best looking 2D game ever made, so it's not without it's merits. It's just that if you wait for a later version I have a sneaking suspicion that you'll actually get much more for your money. Watch out for a thorough re-review in an issue or two down the line. *STEVE***

● ***ALEX*** **A platform game that brings back memories of Rayman on the PI**Station and the previous Mario incarnations before he became all 3D. Playable and fun, but not the lasting challenge we'd all hoped**

● ***MARK*** **I completely agree with Steve on this one. Despite being the best 2D platform game I've ever seen, this is just a bit too easy. Hang on for the official version and the difficulty level may get sorted out. The wait will be worth it**

● ***NOELY*** **Not played this as much as i'd have liked. However, if it's got nearly as much depth as the SNES original (which was fantastic) then it should be great, but I think the UK version will be the ultimate yardstick**

● ***READER REVIEW*** **I really enjoyed playing this a lot. It does seem a bit short though and I'm not sure whether I'd have been quite so pleased if I'd bought it!**
***Paul Oldham, Surrey***

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

# 79%

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

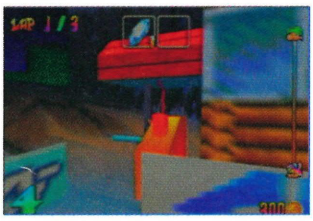
● **PUBLISHER** ATlus ● **CONTACT** Computer Exchange 0171 636 2666 ● **GENRE** Racing

# Snobow Kid

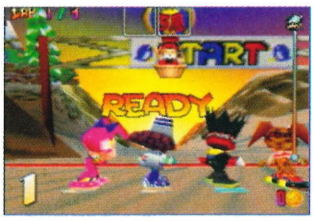
## There's no business like Snobow business....

**Straight after the delights of Nagano we're jumping on our boards again for Snobow Kids**





**This is the turnstile where you queue to get on the chairlift**




**Press your A button at just the right time to hop into the lead**



**A poor start sees your opponents steam into the lead**

**SNOBOW KIDS is one of those games that's just kind of sneaked up on us. We'd seen screenshots of it with its cute and humourous characters and to be honest I was expecting it to be a little limited. How wrong can I be? (Oh come on, will you let Top Gear Rally lie!).**

The game lets you choose from five snowboarders. However, instead of looking realistic they are all (super-deformed) Gundam characters. You've probably seen these extremely stylised Japanese caricatures before, with their huge heads, bulging eyes and pint-sized little bodies. The result is terrific, because all the characters look excellent and their exaggerated comic-like features add greatly to their appeal.

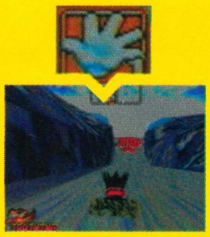
Not only are the characters well drawn, they're also extremely well animated. Whether they're speeding along, performing stunts or falling over obstacles, their animations are all excellent and entirely in keeping with the nature of the game.

### Multi-coloured Popsicle

The visual treats of the game don't stop there though. The landscapes are all highly detailed and varied on each of the courses. You might think that one downhill snowboarding course would look much the same as any other. But not here, the developers have clearly taken time to make sure that all the courses are instantly recognisable and they've managed it splendidly. The colours throughout are rich and bright giving all the graphics a vivid look only previously seen in the likes of Diddy Kong Racing.

Admittedly, Snobow Kids is not quite up to the graphical standards of Diddy Kong Racing with it's RDA (Real-time Dynamic Animation) enhanced beauty.

### Those Snobow power-ups explained



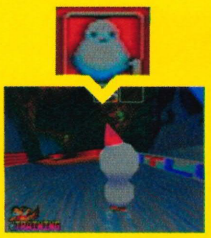
**Glove – Shoves your opponent over**



**Parachute – Glides you to earth slowly**



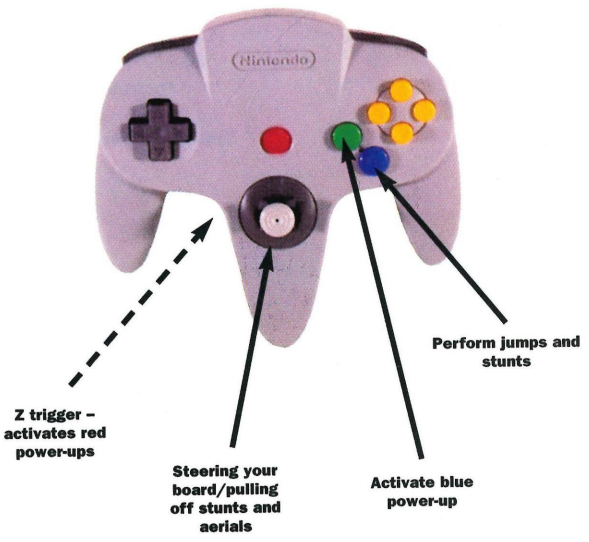
**Icicle – Freezes your opponent (literally)**



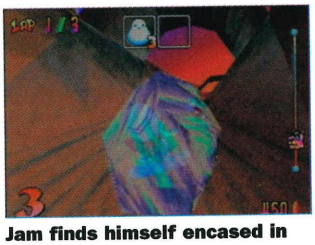
**Snowman – Turns you into a snowman**

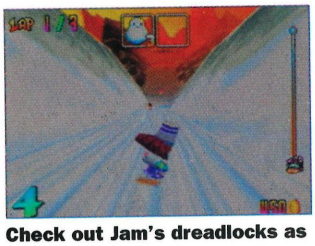


**Bomb – Lets others go out with a bang**







Jam finds himself encased in ice after an icicle attack


Check out Jam's dreadlocks as the wind rushes through them


Linda Maltine is about to be taken from behind


Jam takes a tumble and loses his first place position

However, in its own way Snobow Kids is almost as impressive looking. Certainly the characterisation in Snobow Kids is arguably more impressive than in Diddy. Okay, there is some clipping on some of the courses and a touch of fogging here and there can't totally hide it. However, in comparison to some of the abhorrent clipping (and wholesale pop-up) that's become the norm in most PI**Station racing games, the clipping here is so slight as to hardly warrant more than the briefest of mentions. So consider it forgotten already.

### I've got Jam in my Kuehnemund

As for the courses, initially you have access to six (with more accessible later). These are in order of difficulty: Guru Guru Mountain, Big Snowman, Sunset Rock, Night Highway, Grass Valley and Dino Park. And just to illustrate my point about them being varied, Sunset Rock is a bizarre desert scenario (with a snow course obviously), and Grass Valley for instance is exactly that and sees you boarding on grass instead of snow.

So essentially, Snobow Kids is a cute snowboarding game that sees you racing down mountains. But that's not all. Each of these mountains and valley courses has a number of jumps. As you go over these jumps you can perform various stunts and aerial manoeuvres such as board grabs, flips and 360s. You are awarded points for each of your stunts which are added to your total score.

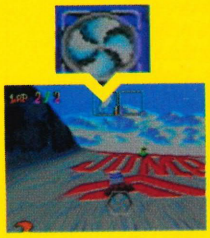
At the start of the game you get to choose from five characters. Not only do each of the characters in the game have different top speeds and handling performance, they can also do different tricks depending on their individual trick skill. Nancy Neil and Jam Kuehnemund for example can perform more tricks than Tommy Parsy.

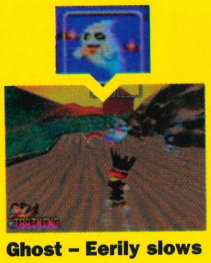
### I get knocked down, but I get up again...

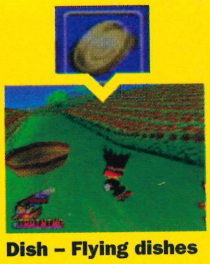
In addition, the courses in Snobow Kids are littered with power-ups which can be collected and used against your opponents. These range from gloves which shove opponents over, icicles which you can fire, parachutes that hit your opponent in the air and then delay them as they slowly float back to earth,

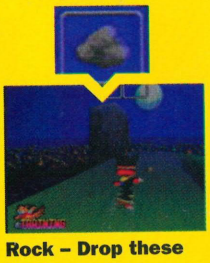

The graphics pelt along at a fair old speed


This screen shows the parachute power-up in action ▶


Fan – A motorised burst of speed


Ghost – Eerily slows down opponents


Dish – Flying dishes that flatten others


Rock – Drop these rocks as obstacles


Mouse – Gives you some valuable coins


Invisible – Now you see me, now you...

# Snobow Kids

## The Characters

**LINDA MALTINE – Age 11**
**Speed 2.5, Corner 1.5, Tricks 1.5**





**NANCY NEIL – Age 10**
**Speed 1, Corner 3, Tricks 3**

**TOMMY PARSY – Age 10**
**Speed 3, Corner 1, Tricks 1**



**SOME OLD MYSTIC DOG**
**Age – 100+ in doggy years**
**Doesn't Compete**





**JAM KUEHNEMUND – Age 10**
**Speed 1.5, Corner 2.5, Tricks 2.5**

**SLASH KAMEI – Age 10**
**Speed 2, Corner 2, Tricks 2**





**You are awarded points for each trick you complete**



**The red dog pillar in front holds the red power-ups**



**A nasty tumble just before this jump is not what I needed**

motors that give you a boost of speed and many, many more (see power-ups boxout on page 40).

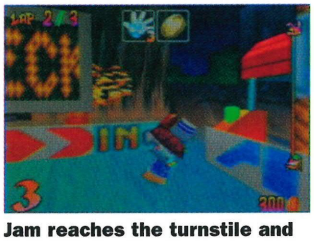
The power-ups come in two colours, either red or blue and at the top of the screen are a couple of boxes in which power-up icons appear. The left one tells you which red power-up you currently have and the right one which blue. If all this sounds a little confusing, don't worry, there is a training section that runs you through each of the power-ups and shows you exactly how each one works. Again, this is an excellent inclusion that shows just how much thought has gone into the implementation of the game.

Speaking of implementation, the game's control system is simple and yet immaculate. You use the analogue stick to steer your boarder left and right, with bottom left and bottom right producing a more severe turn. The Z trigger activates your red power-ups and the B button your blues. Meanwhile the A button activates your stunts. A quick tap performs a little hop forward, used to get you going again after falls as well as from the start line.

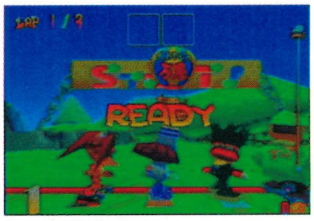
To complete a proper aerial stunt however, you must hold the A button down, complete a certain sequence with the analogue stick (ie left, right, up, down or whatever) and then release the A button as you hit the jump. Do it correctly and you'll pull off all manner of radical stunts, amassing points, the respect of onlookers and the admiration of beautiful (large-headed) women in the process.

Not content with simply including a race section in here, Atlus, the game's developers, have included a number of different game modes which all add not only to the variety but also to the longevity of the game. There's also speed cross and time attack modes that see you completing each of the courses against the clock. There's even a bizarre shoot cross mode that gives you a number of bullets and requires you to shoot up to 30 snowmen during one descent of a course. Weird.





**Jam reaches the turnstile and is set for his next lap**




**The competitors get ready to check out the Grass Valley**




But best of all there's a trick game similar to that in Wave Race which requires you to perform all your favourite stunts, aerial manoeuvres and even rail slides within an allotted time. The course is a special one with jumps, halfpipes and rails and you are awarded points according to how well you performed.

### On the Right track

Each of the tracks in Snobow Kids are of different lengths and consist of a different number of laps. Now you might think it rather odd to have laps in a downhill snowboarding race, but there are. As you reach the bottom of the hill to complete each lap you go through a turnstile and get on a chairlift. This takes you up to the top of the hill where you jump off and begin your next lap. This is a brilliantly unique idea and very often you'll get into scraps at the turnstile as you jostle your opponents to be next onto the chairlift. Brilliant stuff.



**Even in tunnel sections the lighting is brilliant**

As if all this wasn't enough, Snobow Kids features a superb multi player game. The two player split screen seems to run faster than the full screen one player game (though admittedly with a slightly reduced frame rate). Even the four player game pelts along at a considerable pace.

In all my excitement at how nice, cute and well designed this game is I've mentioned little about how well it plays and the answer is: like a dream. The control of your snowboarder is brilliant, the power-ups are varied as well as being original, and throughout it all there's a wonderful sense of humour and fun.

And don't be fooled into thinking that this is a kids' game either. Cute though it may look there is a considerable challenge in here particularly on some of the later courses which are decidedly tough, and then there's the extra tracks. Oh and did I mention that there's a shop where you can upgrade your boards? No, well there is.

Oh and I almost forgot, there's also a paint shop where you can customise your board. Oh and it's rumble pak compatible. Look just buy it will you. I've spent enough time trying to convince you that this is a great game, now I'm off to play it ●



**Just look at the lush scenery on the Grass Valley**

## N64 Score

STAMP OF APPROVAL

**SNOBOW KIDS IS LIKE a breath of fresh air – crisp, wintry, morning air. It looks beautiful, plays well and is literally crammed full of inventive ideas, from the brawls to get on the chairlift to the imaginative use of power-ups such as snowmen and parachutes. Not only is it challenging to play as an out-and-out race, there's also lots of hidden depth in there too. Some of the signature stunts really take practice to pull off with regularity. Add to that the various modes such as the trick game (complete with halfpipes and rails) and time attacks and you have a game with lots of replayability. Above all Snobow Kids is fun to play and there's an excellent multi player game for up to four players. The game does have awful sound and the occasional clipping, but aside from these, Snobow Kids will go to the top of the class. *NOELY***

● ***ALEX*** **At first I thought 'pack it in with this snowboard fad', but I'm a reasonable man, so I gave it a fair crack of the whip. To my amazement and delight I found it was just as good as Mario Kart. And top marks for the control system**

● ***STEVE*** **I reckon if this had been by Nintendo or Rare you'd have heard a lot more about it by now than you have done. A great game, and it's nice to see a third-party developer other than Konami getting plaudits for a change**

● ***MARK*** **At first I was underwhelmed by this game. But after a few laps the playability really shone through. Snowboarding games are usually rubbish, but the cutesy characters and fun gameplay make this excellent stuff**

● ***READER REVIEW*** **If this is the kind of thing we can expect on the N64 just imagine how good 1080 will be. Snobow Kids is fast, cute, clever and most of all fun. Jon Hoeksma, Southampton**

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

**91%**

**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

Cheat Zone

# Diddy Kong Racing

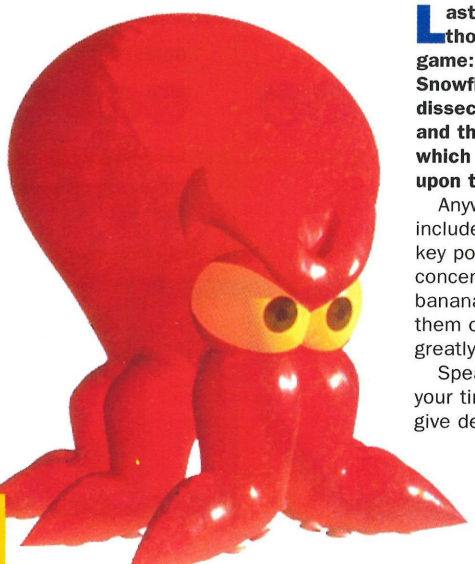
## Drivers' guide

## part two

*Here it is. The concluding part of our massive Diddy Kong Racing Guide*





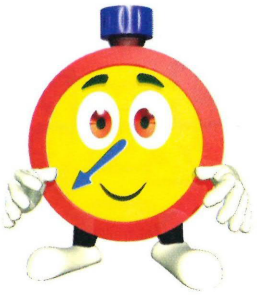


**Last issue we showed you how to breeze though the first three sections of the game: Dino Domain, Sherbet Island and Snowflake Mountain. This time we've dissected Dragon Forest, Future Funland and the extremely tricky Wizpig levels which open up Adventure section 2, whereupon the action begins again. What a game!**

Anyway, as mentioned last issue, we've included all Zippers, most bananas and the key power-ups. Once again we've concentrated on amassing your maximum 10 bananas as quickly as possible and favoured them over power-ups since this will help you greatly on time trials.

Speaking of which, we'd like to know what your times are on Diddy Kong Racing and will give details later of how you can win a prize by sending us your best times.

Anyway, hope you like the guide. It took us (for 'us' read Noely) long enough to do, but we think it was worth the effort.



# Diddy Kong Racing




## Greenwood Village

*Quite a tricky course this one especially on the coin challenge where the coins near the well section are difficult to get. Aim to take the well shortcut where possible and be careful to aim directly for the centre or else you may clip the edge and bounce over the gap*

**1** Try and turbo to the front of the pack for this first corner and then use a dropper to slow up the chasing pack.

**2** Aim for this Zipper to speed you towards the well.

**3** Drop down the well and hit the Zipper to shoot you out of the alley and through these bananas.

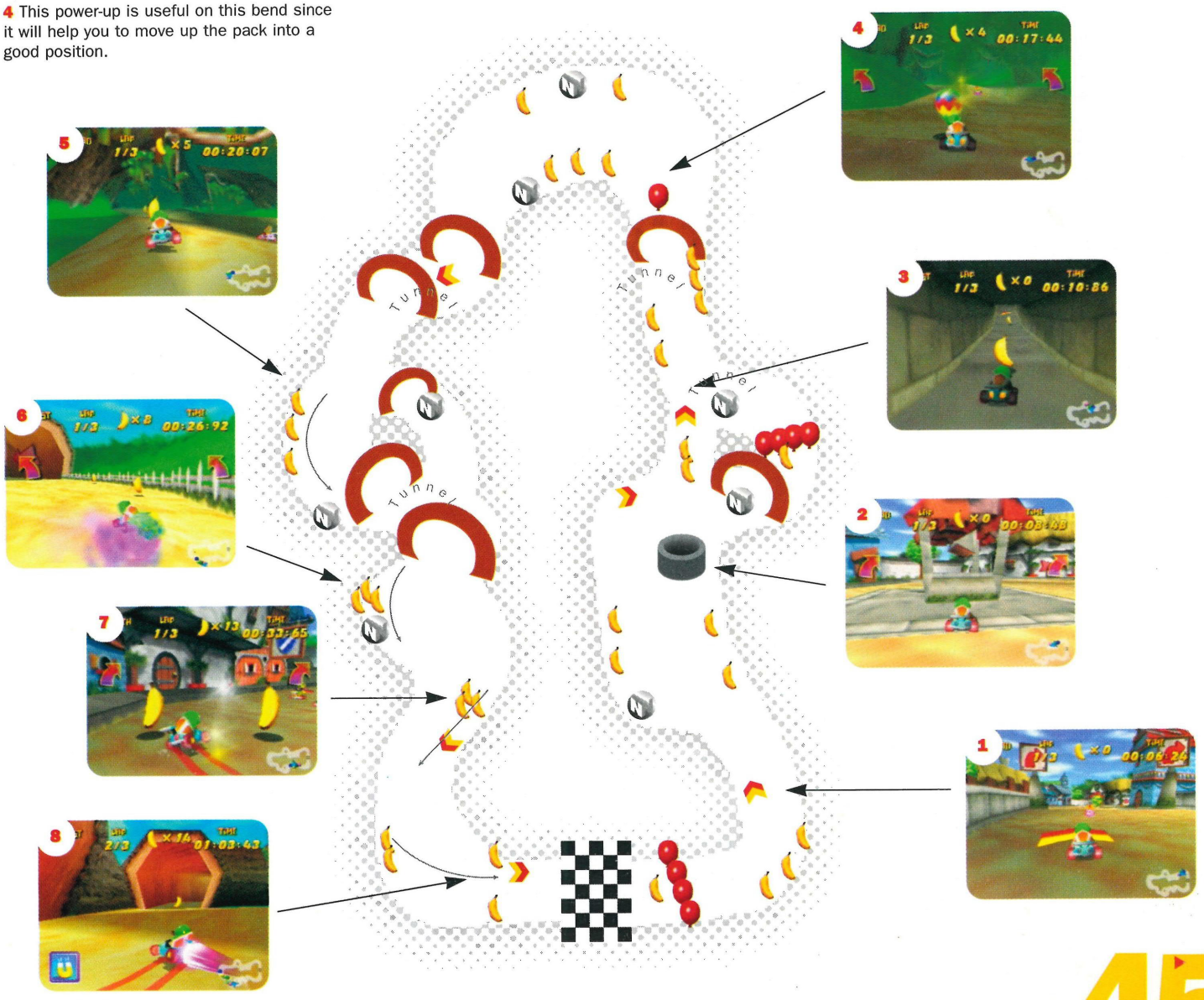
**4** This power-up is useful on this bend since it will help you to move up the pack into a good position.

**5** It's easier to take this corner wide right allowing you to grab the bananas here. However, on the Coin Challenge it's necessary to take this sharp left turn to the left of the tree.

**6** After leaving the tunnel collect the group of bananas on the bend immediately ahead.

**7** Then steer left to collect these bananas and hard right to hit the Zipper

**8** You need to be to the left of the track as you leave this final bend to hit the Zipper and then power over the finish.



# Diddy Kong Racing

## Boulder Canyon

*The secret of this course, and indeed all the hovercraft levels, is not to take the corner too tightly thereby losing vital speed which is difficult to regain in the hovercraft*

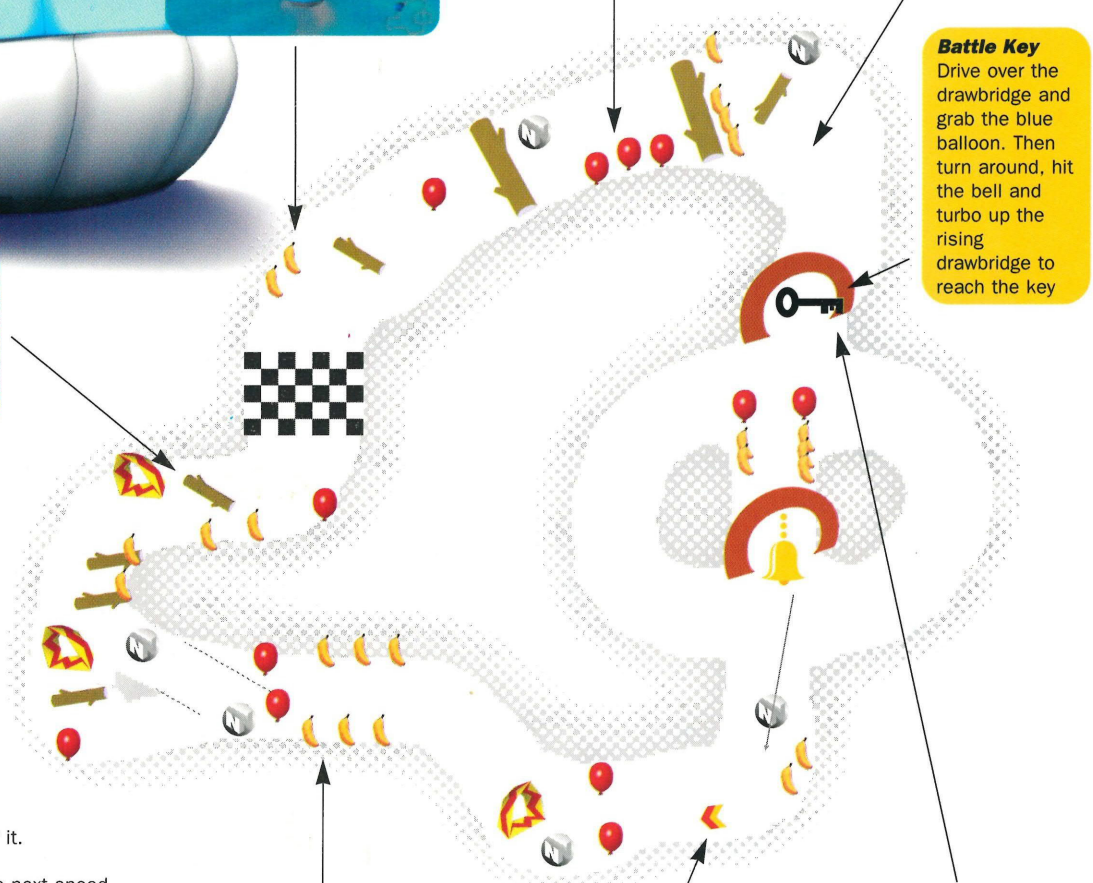




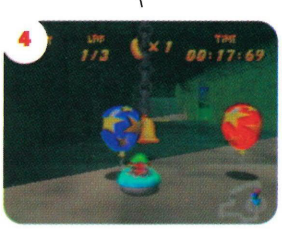




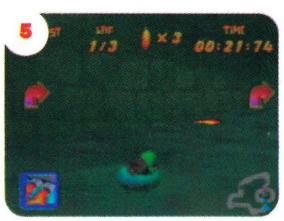




**Battle Key**
Drive over the drawbridge and grab the blue balloon. Then turn around, hit the bell and turbo up the rising drawbridge to reach the key







**1** From the start, collect the bananas to the left of the first log.

**2** Steer over to the right and collect up to three of the turbo balloons here.

**3** Use your turbo to blast up the hill just before the drawbridge.

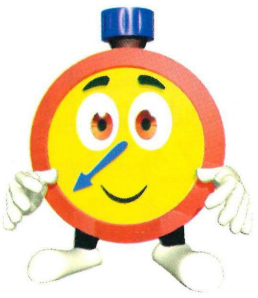
**4** Drive through the bell to raise the drawbridge and then hit the Zipper immediately after it.

**5** Begin your turns into both the next speed Zipper and Water Zipper to avoid hitting the left wall of the course.

**6** Collect a few bananas from this section then take the left fork. As you leave the tunnel steer hard right to cut out the long right corner.

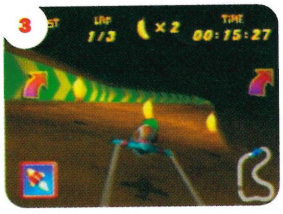
**7** This final corner is extremely tricky. After hitting the final speed Zipper it's essential to take the last corner by doing a tight turn without losing speed or else you'll be frustratingly caught on the last bend.

# Diddy Kong Racing



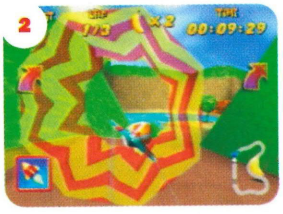
## Windmill Plains

*If you can fly really low to successfully navigate all the speed Zippers underneath the windmills, you shouldn't have too many problems here*



























Tunnel

Waterfall

Tunnel

**1** Ignore the windmill immediately to the left of the starting line, instead grab a blue balloon and speed through the second windmill directly ahead of you.

**2** Ignore the 'nanas here, instead hit this first Air Tunnel before heading towards the first canyon

**3** Grab a banana here then take a good racing line on this long hairpin bend.

**4** As you leave, grab a dropper and use it here. Go through the Air Tunnel and go through the windmill immediately after this point to stay in front.

**5** Collect the bananas here and then head towards the next air Tunnel hidden behind some trees.

**6** Move over to the left to catch this final Air Tunnel before entering the final tunnel and collecting these last three bananas.

**7** Collect the rocket power-ups in this canyon section to take out any enemies ahead.

**8** On subsequent laps you should aim for the windmill to the left of the track immediately after the start line.

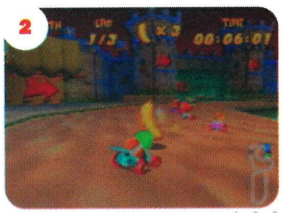
# Cheat Zone

# Diddy Kong Racing

## Haunted Woods

*Quite an easy course this one. If you learn where the Zippers are and collect enough bananas, you should be able to easily bag a first place even on the coin challenge*









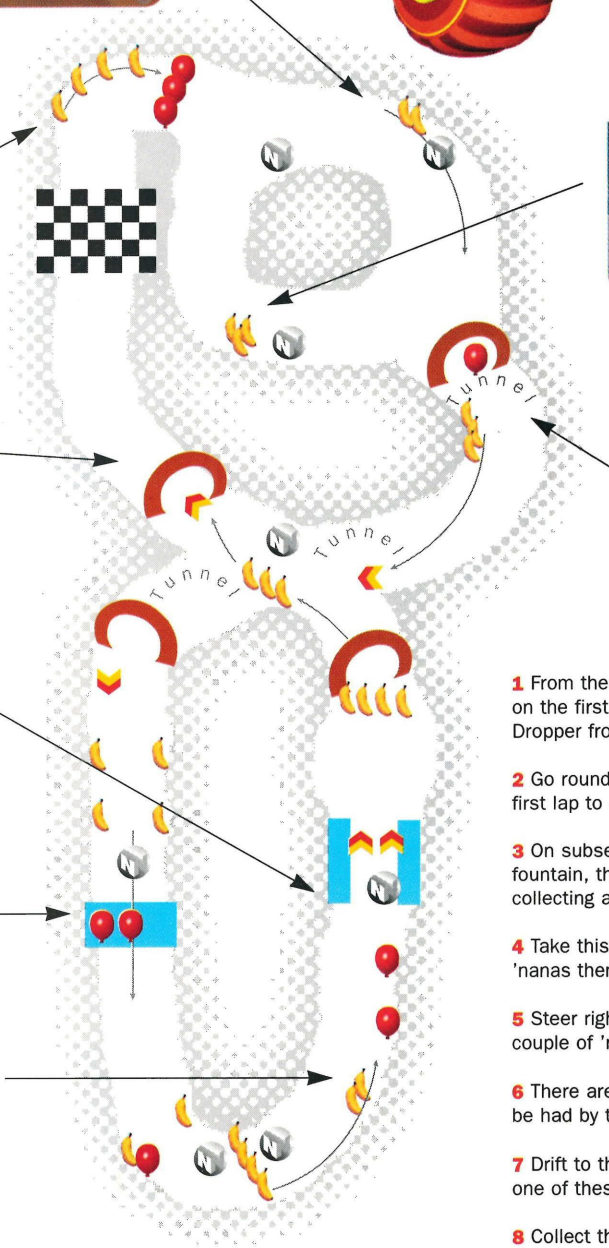













**1** From the start line, collect a few bananas on the first bend and then collect and use a Dropper from the power-ups here.

**2** Go round the left of the fountain on your first lap to collect a few more bananas

**3** On subsequent laps go to the right of the fountain, thus avoiding the traffic and collecting another three bananas.

**4** Take this right bend sharply to grab a few 'nanas then steer left to hit the speed Zipper.

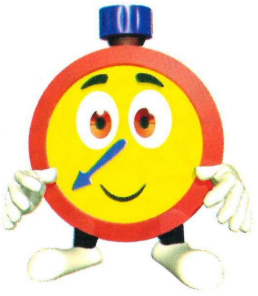
**5** Steer right to hit this next Zipper and bag a couple of 'nanas here.

**6** There are useful power-ups and 'nanas to be had by taking a good line on this bend.

**7** Drift to the left or right on the bridge to hit one of these Zippers.

**8** Collect the bananas as you enter the tunnel then steer over to the right to hit this final Zipper.

# Diddy Kong Racing



## Dragon Boss

*A tricky level until you learn exactly where the rock pillars are. After that, the secret is to take the lead and use turbos to stay there*

**1** The first two power-ups are rockets. Collect both of them and fire a homing missile at the dragon to slow his progress.

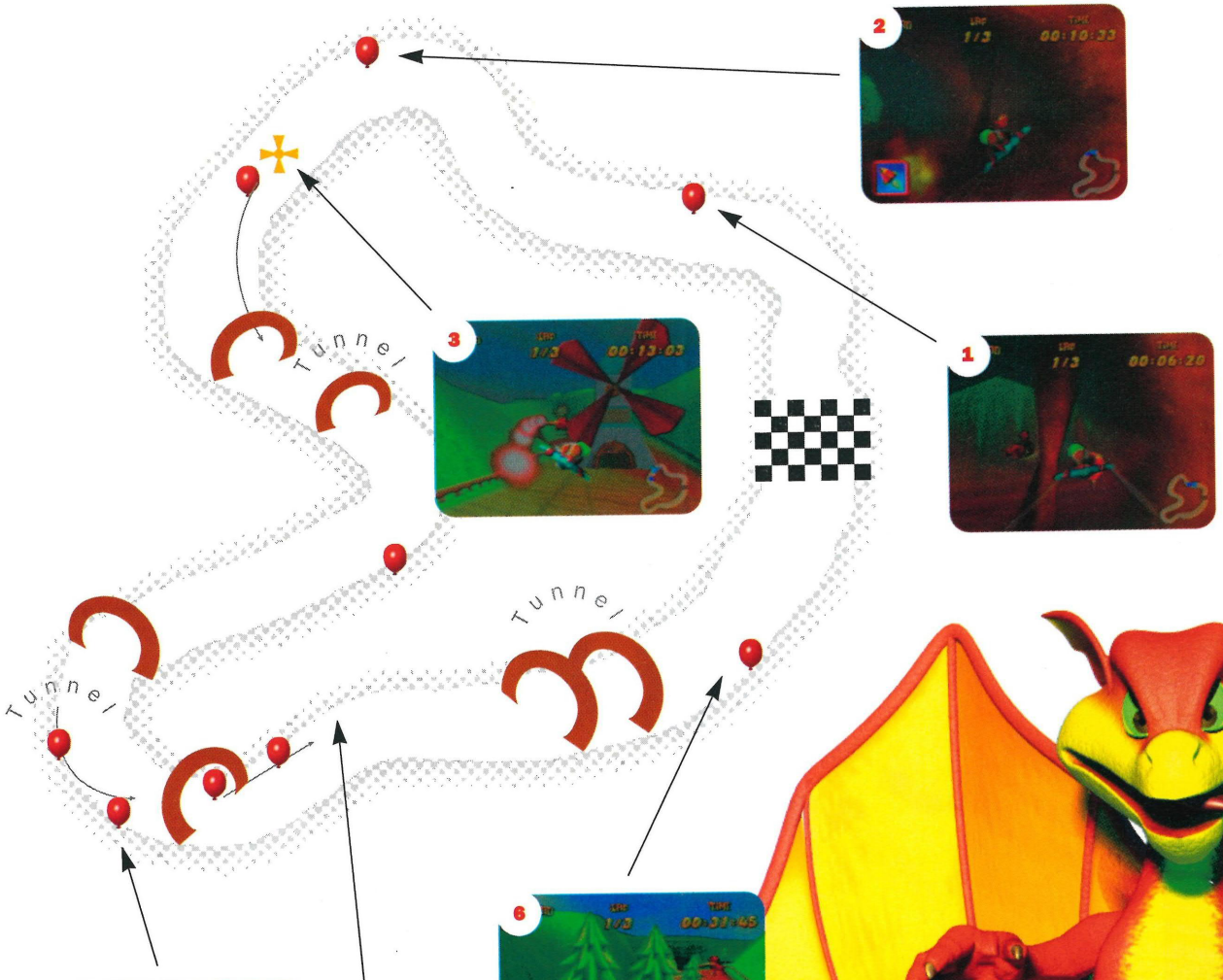
**2** Collect this first turbo power-up beneath the windmill, but don't use it yet.

**3** In the first race there's another turbo here. Collect it.

**4** On the second race collect this turbo here.

**5** There's a final turbo balloon here.

**6** Use your collective turbos to boost past the dragon in this area just before the finish line. Once you are past him it's merely a case of not crashing into anything to maintain your lead.






# Diddy Kong Racing

## Wizpig Race 1



*This is by far the trickiest section of the game. If you thought the previous bosses and coin challenges were tough, then just wait until you meet Wizpig. The problem is that the track is partly submerged, which really slows you down. Wizpig, on the other hand, is able to fly over these gaps and thus the odds are overwhelmingly stacked in his favour. Not only does he cheat, he'll also stamp on you if get in his way*

The first time you tackle Wizpig you'll be convinced that it's hopeless. Don't be disheartened though, it is possible. Firstly, you'll need to learn the track to such an extent that you can hit every Zipper.

**1** Get a turbo start so that you reach the bridge first. Stay in the middle of the track so that if Wizpig catches up with you, chances are he'll kick you forward giving you a handy boost. (**NB** It's actually possible to repeat this process by continually staying on Wizpig's racing line so that if you're lucky he kicks you forward. However, this is extremely risky and if you're unlucky he'll boot you off the racing line into water or possibly even just stamp on you, bringing you to a complete halt.)

**2** Stay to the right of the track and hit this easy first Zipper.

**3** Then drift left to hit the second Zipper.

**4** This section is probably the trickiest because it's difficult to navigate without hitting the left wall. The secret is to begin a powersliding right turn before you actually hit the Zipper. This means that by the time you hit it you are facing away from the left wall.

**5** You'll need to hit both the next two Zippers to stay in touch with Wizpig. First this one to the right.

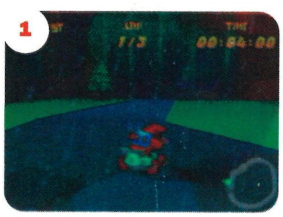
**6** Then immediately drift to the left to catch this penultimate Zipper. Chances are Wizpig will fly over you into the lead, but don't panic.

**7** Catch this last Zipper in the centre of the track and you should zoom back into the lead. Repeat the above procedure for laps two and three. Ha, ha! Easier said than done eh?









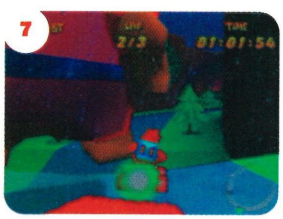


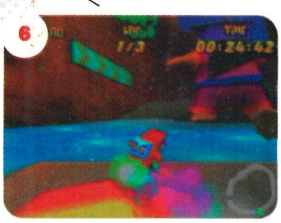






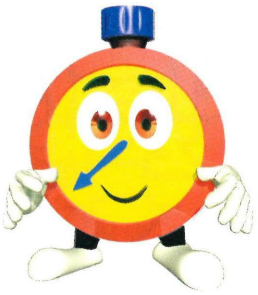





**NB** As you can see from the screenshots, I used Banjo to beat Wizpig. I recommend that you also give this section a go with Banjo. He's got a much greater top speed than TipTup and Pipsy and he's still fairly easy to handle, unlike the unwieldy Krunch

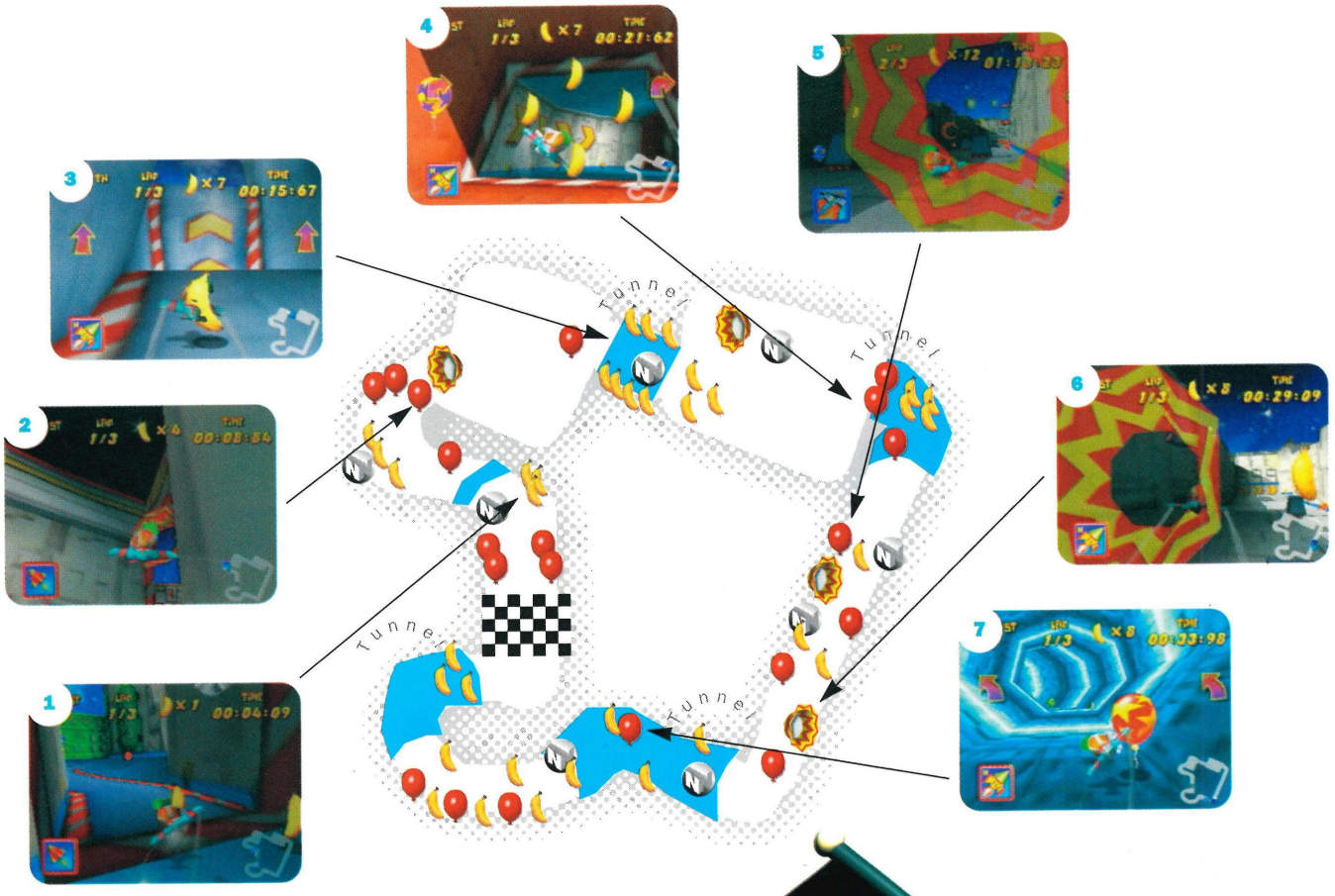
# Diddy Kong Racing



FUTURE FUNLAND

## Spaceport Alpha

*One of the most impressive looking courses in the game, this Star Wars-like setting isn't too difficult once you've mastered the air vent and the laser-filled outside strip. Make sure you've collected the required number of bananas to keep up the pace and you're laughing*




**1** Get a turbo start to beat the pack to this corner and snag a couple of these bananas on this first bend.

**2** As you take this right hander, grab a couple of bananas then climb upwards to catch this high Air Zipper.

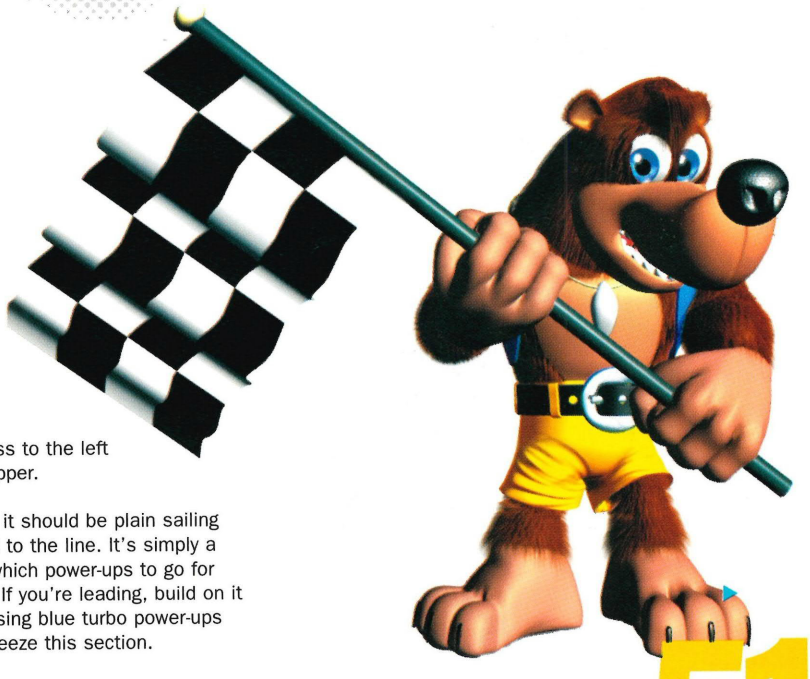
**3** The way to navigate this tricky air vent section is to dive low and then pull back hard on the stick to climb up the vent and get out (use the shoulder button to get a tighter turn if needed).

**4** The Air Zipper in this open area is one of the few I choose to avoid because it's rather tricky (coming as it does straight after the vent). Instead, fly straight across then grab and use a dropper while gathering a couple of 'nanas on this bend.

**5** Stay low as you enter this Star Wars-like section. Head for the first Air Zipper on the right.

**6** Then steer across to the left for this final Air Zipper.

**7** From here on in it should be plain sailing all the way around to the line. It's simply a case of deciding which power-ups to go for on the final bend. If you're leading, build on it by grabbing and using blue turbo power-ups and you should breeze this section.



# Diddy Kong Racing

## Darkmoon Caverns

*Slightly tricky in places this one. Some tough turns particularly the chicane. Even so, seasoned DKR racers by this point shouldn't struggle too much*

**1** Take this first left hander fairly wide to snag a few bananas and then make sure you catch this Zipper.

**2** Take the next right hander at quite a tight angle to bag another few 'nanas.

**3** Drift wide right as you take this bend and grab and use a dropper.

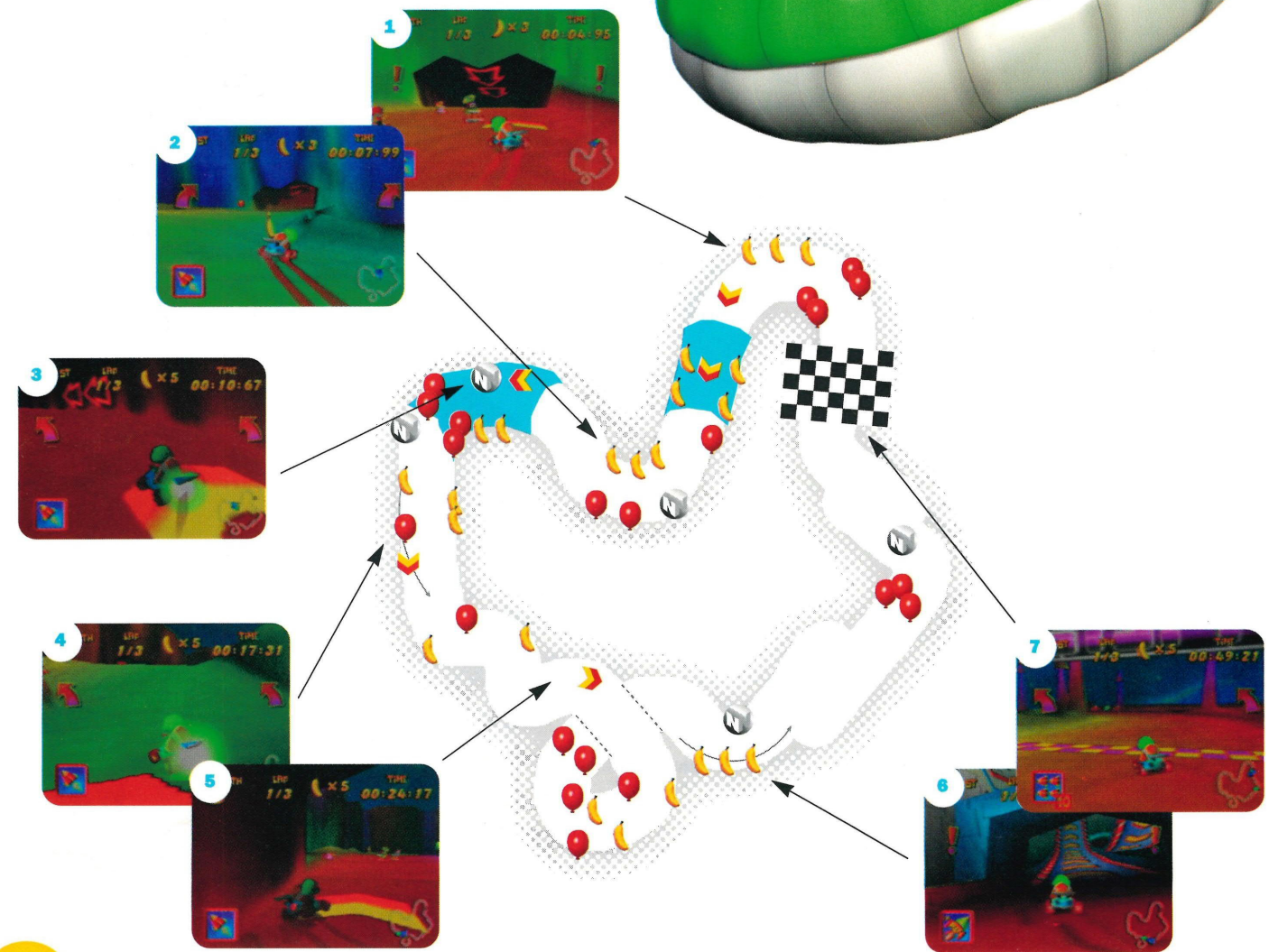
**4** Except on the coin challenge, stick to the right of the track here to grab the Rocket power-up and catch the Zipper to the right of the track.

**5** Navigate this chicane and then drift wide left to catch this Zipper to gain a boost of speed for the very long right-hand bend.

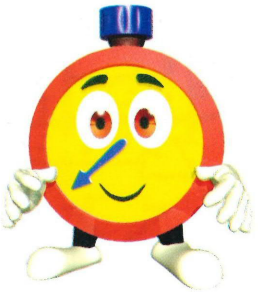
**6** Drift wide right on this last left hander before the loops to grab some more precious bananas.

**7** By now you should have enough bananas to stay in front. If you're in any doubt, grab a few missiles as a bit of an insurance policy.





# Diddy Kong Racing



## Spacedust Alley

*Because it's quite a fast track with easy bends, this is one for the speed merchants. For this reason it's essential to gain your maximum of 10 bananas as soon as possible to make sure you stay with the pace*



**1** Swoop low to grab these three bananas and a power-up before this right hander.

**2** Catch this Air Zipper and then aim for the next Air Zipper.

**3** You've a choice of Zipper and Air Zipper here, but the latter is probably the safest choice overall.

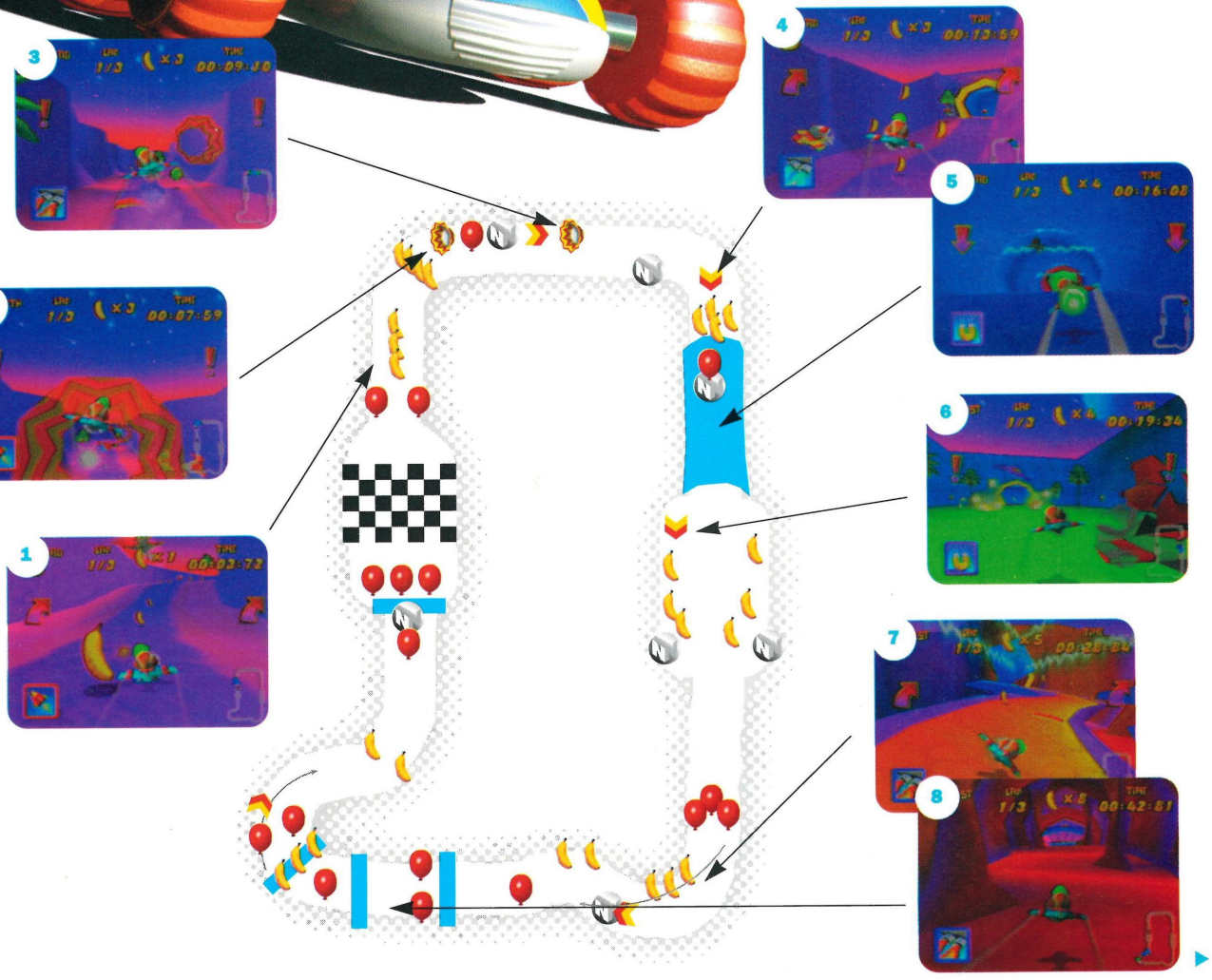
**4** Yet more precious bananas can be bagged here.

**5** Stay low to avoid the electrical currents that'll slow you down.

**6** Steer hard right to catch this Zipper and grab a few bananas on the way.

**7** Yet more bananas can be collected before the shortcut.

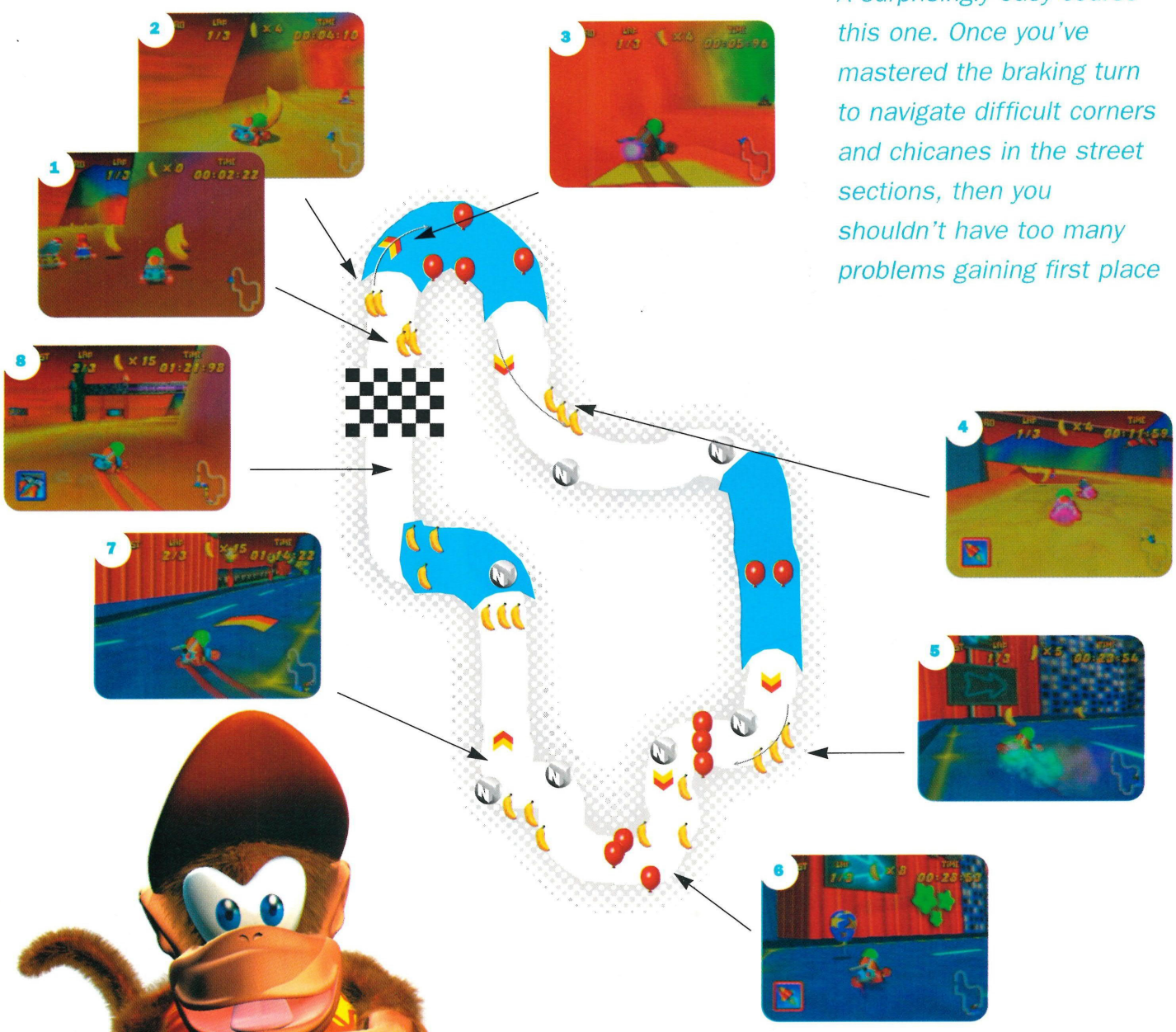
**8** This is quite a tricky section until you learn exactly where the rock pillars are. Then it's plain sailing.



# Diddy Kong Racing

## Star City

*A surprisingly easy course this one. Once you've mastered the braking turn to navigate difficult corners and chicanes in the street sections, then you shouldn't have too many problems gaining first place*





**1** From the start, drift right to grab some bananas.

**2** Immediately steer left to grab the bananas here.

**3** Then hit the Zipper on this right-hander.

**4** Drift to the right as you come out of this corner, hit the Zipper and immediately steer left to collect a few more bananas.

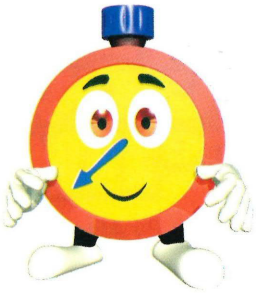
**5** Hit this Zipper then take the bend wide right for yet more bananas.

**6** You'll need to take this bend wide to catch this Zipper to the right of the track.

**7** A few tight turns (using shoulder buttons) are needed to navigate this chicane.

**8** After that it's an easy coast through to the finish line.

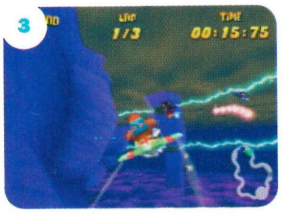
# Diddy Kong Racing

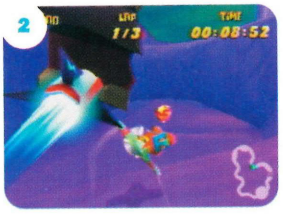


## Wizpig Race 2

*Though tricky, once you get used to the course, this is nowhere near as difficult as Wizpig race 1. The secret, as with most boss levels, is to try and get in front early and then use the blue turbo power-ups to stay in front*









**1** Take this first corner tightly to avoid the hazardous pillars of rock here.

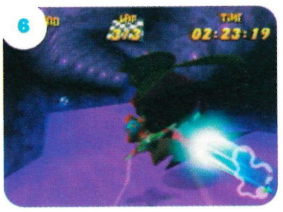
**2** Fly low beneath this arch for the red rocket power-up then immediately climb to grab a second one above a pillar further along the track.

**3** Fire a homing missile here to slow up Wizpig, then fly over the statue's nose to collect a turbo power-up. Use it immediately and you should take the lead.

**4** There's another turbo high up near these electrical charges.

**5** Climb high here to avoid the lasers in this room and then use your turbo to keep up the pace.

**6** There's yet another turbo here which can be used to power you over the finish line. Keep your nerve on all three laps and victory is assured.

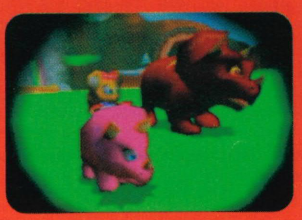






***Let the partying begin!***









***Fresh from kicking Wizpig's butt, Diddy Kong and his pals start the celebrations. That's the last we'll hear of Wizpig. Or is it?...***

# Goal of the month

By **Alex Lee**



## Action Replay

# Six of the best 3

*For the third time, due to popular demand, we're bringing you the Goal of the Month feature. This time, however, there's a major difference. All the goals are taken from EA's surprisingly good FIFA '98*

**Goal A**
**Robbing the centre half**



**1** Mitchell prepares to clear the ball long into the opposition's half

**2** The centre half is odds-on favourite to reach the ball first

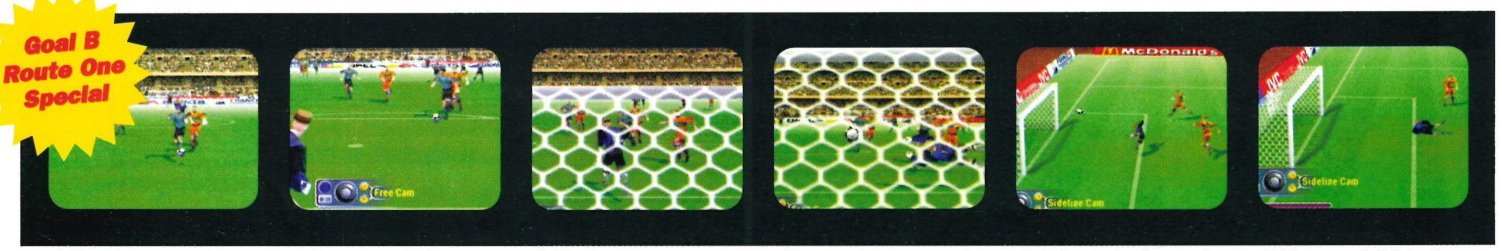
**3** He collects the ball and turns, rather than opting to boot the ball safely into touch

**4** Suddenly, Lee appears from nowhere and robs him just as he's about to make his clearance

**5** Lee slams the ball goalward before the central defender can recover from his mistake

**6** The ball nestles in the back of the net and the 'keeper is beaten all ends up

**Goal B**
**Route One Special**



**1** The nippy central midfielder Lopez latches onto the long through ball from the back

**2** He outpaces the centre half, who's now devoid of confidence after his error leading to goal A

**3** The 'keeper comes out to narrow the angle, staying on his feet as long as he dares

**4** Lopez elects to put the ball to the 'keeper's left, confidently striking it side-footed

**5** At least the 'keeper's dive wasn't in vain! Well actually it was...

**6** It's a goal! 2-0 to the all-conquering New York!



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

# Top Ways To Score

**Side-footer**
Dribble the ball into the box at an angle of about 45 degrees to the goal. When you're in the clear, tap the shoot button swiftly and watch the ball skid under the 'keeper

**Far post corner**
Hit the ball with enough power to reach the far edge of the six yard box. If you mistime your header, you'll chest it down for a shot on goal. Time it right and it's in

**Clearance, flick on**
Clear the ball with your 'keeper or any defender using the shoot button, glance a header onwards and your striker'll have a clear run on goal (see goal C)

**Overhead Kick**
Take the ball wide and towards the corner, cross with aftertouch to take the ball away from the goal. When the ball nears the 'keeper, hit the shoot button for an overhead kick into the net

## Goal C Headed flick-on converted



**1** Again, it's Mitchell who provides the long-distance clearance

**2** Johnson goes up to challenge for the ball in mid-air

**3** He wins the aerial battle and gets a useful flick-on towards Taylor

**4** Taylor runs onto the ball without having to break stride

**5** He takes the ball coolly into the box, expertly slipping a last-gasp tackle...

**6** ...And slips it calmly under the advancing 'keeper

## Goal D Direct free kick



**1** Bustling midfielder Menzo gets cynically tripped, near the area

**2** Taylor and Johnson mill around the ball to confuse the defence

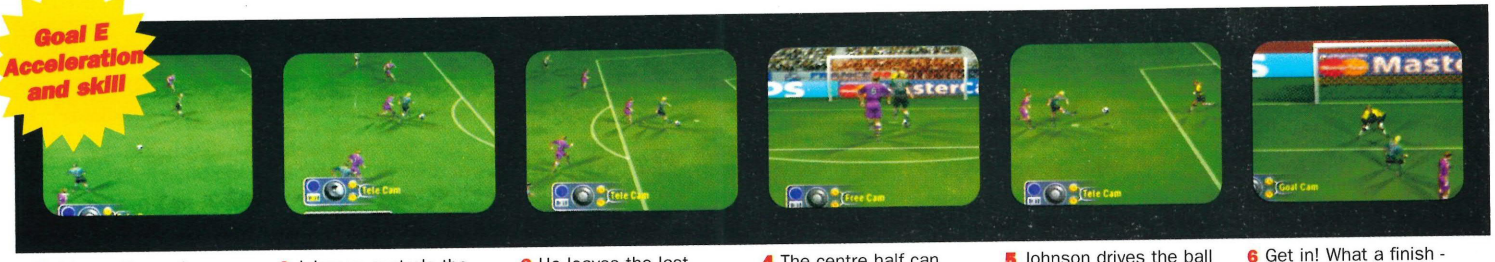
**3** It's only a three-man wall – there must be some goal to aim at

**4** Taylor steps up and lets fly towards goal with his trusty left peg

**5** Sure enough, the ball whistles goalwards

**6** The 'keeper can't believe his luck as the ball squirms under his body and over the line

## Goal E Acceleration and skill



**1** A long, diagonal pass is struck by Arveladze, New York's recent signing from Ajax

**2** Johnson controls the ball and accelerates towards goal in one flowing movement

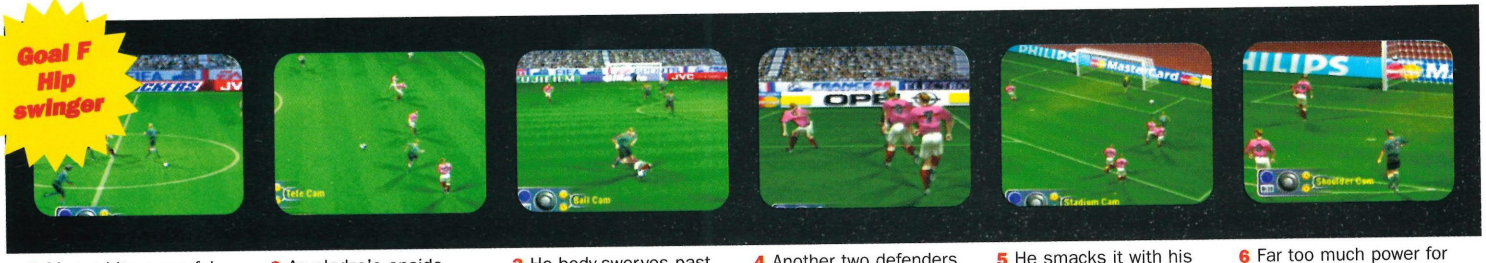
**3** He leaves the last defender for dead

**4** The centre half can chase all he wants, but this is one race he's never gonna win

**5** Johnson drives the ball towards the top corner with his favoured right boot

**6** Get in! What a finish - the 'keeper's left motionless

## Goal F Hip swinger



**1** Menzo hits a careful side-footed pass from just inside his own half

**2** Arveladze's onside – it's clear that there's at least three defenders playing him on

**3** He body-swerves past the left full back, making him look a right carthorse

**4** Another two defenders are left booting thin air as Arveladze drops his shoulder and cuts inside

**5** He smacks it with his instep, hard and high

**6** Far too much power for any 'keeper to handle

your choice! Write to: Goal of the Month March at the usual Freepost address before April 30

Cheat Zone

Sponsored by INTERACT

# You Cheatin'

*Hello and welcome to this month's comprehensive list of cunning cheats, tricky tips and erm... hiding hidden bits. Oh well, it almost worked! On the following pages you will find the most up-to-date list of devious cheats available for the N64. We have cheats that would make Dick Dastardly twirl his 'tache clean off in excitement. And if you think you can do better then read on to find out how to cheat and prosper!*

## Duke Nukem 64

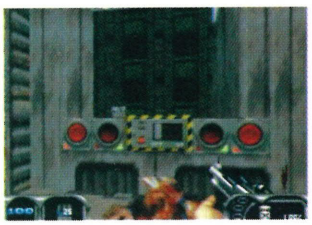
**Cheat Menu**
Press **left, left, L, L, right, right, left left** on the main menu to reveal the cheat menu.

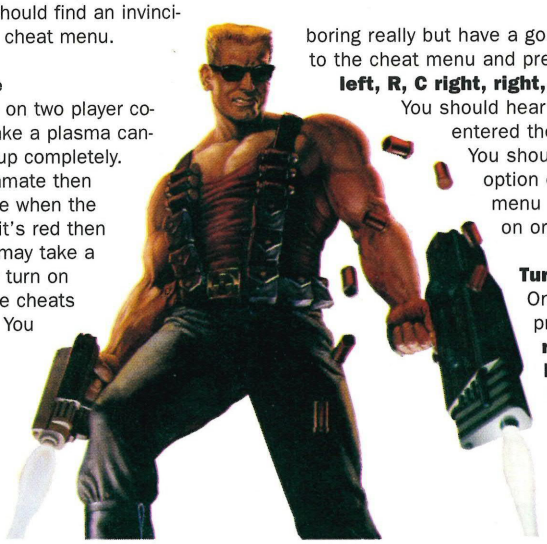
**Invincibility**
To get the invincibility code, enter the cheat menu and hit the R button several times followed by left on the D-pad. When you've done it correctly a sound will tell you that it's worked. Now you should find an invincibility option on the cheat menu.

**Living Dead Duke**
This must be done on two player co-operative mode. Take a plasma cannon and charge it up completely. Fire it at your teammate then quickly press pause when the screen is white (if it's red then it's too late.) This may take a few attempts. Now turn on invincibility from the cheats menu. Hey presto! You look like a zombie from 'Day of the Dead.'

**Switch off monsters**
Kind of makes the game a bit boring really but have a go if you want. Go to the cheat menu and press **L, C left, left, R, C right, right, left, left, right.** You should hear a siren if you've entered the code correctly. You should now find an option on the cheat menu to turn monsters on or off.

**Duke Nukem is a lot more fun when you you can shoot the pigs but they can't shoot you back**





**Turn items on**
On the cheat menu press **R, C right, right, L, C left, left, C right, right**. You should now be able to toggle items on or off.

## Extreme G

*These excellent Extreme G cheats come courtesy of Joe Hawkins from Rathfarnham in Ireland. Thanks a lot mate, they're treat.*

**Hidden bikes and tracks**
Type **81GGD5** on the password screen.

**Infinite nitroboosts**
Type **NITRO** on the password screen.

**Race upside-down**
Type **ANTIGRAV** on the password screen.

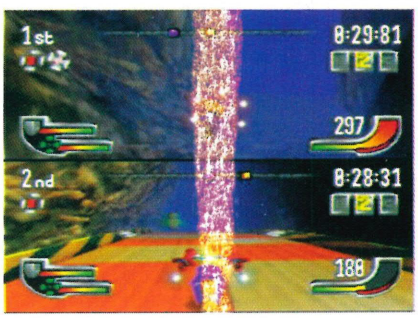
**Race a rock**
Type **ROLLER** on the password screen.
*Race the Roach bike:* Type **71GGC5** on the password screen.

Here are some extra cheats from N64Pro:
**Quit and still win**
Enter your name as **RA50**. If you quit at any point in the race you'll finish in that position.

**Race as the Extreme team**
Enter your name as **XGTEAM**. Then go back and change it to the first name of a programmer. You can find them on the credits, but include Ash, Greg, John and Shawn. The team faces will now be on top of the bikes.

**Shoot the director**
Enter your name as **FERGUS**. Now the drones will turn into Fergus (The director of Probe.) You can now shoot him.

**Drive the Neon bike**
Enter the password **61GGB5**. Now, all the tracks will be open and you can ride the ultra-fast Neon bike.



# Bast@*%

**Send your stuff to**
Cheat Zone, N64 Pro, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE

**Or E-mail:** markh@idg.co.uk

## Tetrisphere

**Hidden characters**
Go to the name entry screen and hold down **L, down-C and right-C**. You should now be able to select the hidden characters.

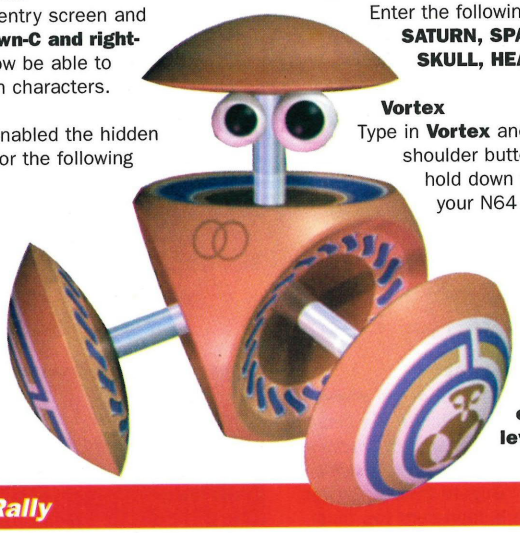
You must have enabled the hidden characters first for the following cheats to work.

**Extra music**
**G (Aliens Head) MEBOY**

**Secret game**
Type in **lines**

**Level select**
Enter the following symbols:
**SATURN, SPACESHIP, ROCKET, SKULL, HEART**

**Vortex**
Type in **Vortex** and hold down the shoulder buttons. Now press and hold down the **reset** button on your N64 to start the cheat.





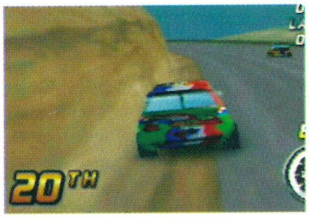

**You can get a lot of hidden robots on Tetrisphere. We also have a cheat for choosing whatever level you desire**

## Top Gear Rally

**Remove bi-linear filtering**
When playing the game press **B, left, right, up, left, Z, right**.

**Rainbow mode**
When playing the game press **C down, Z, B, up, up, right**.

**Fed up with the way Top Gear Rally looks? Then use our cheats to change the graphics. You still have to work to get the faster cars though!**

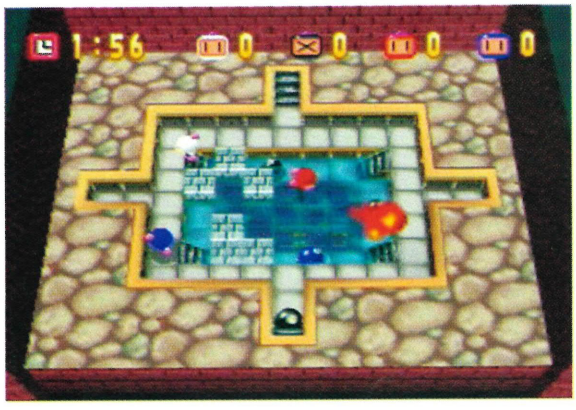



## Bomberman 64

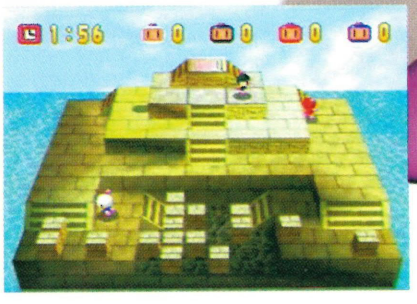
**Sound test**
Finish the game in adventure mode with the difficulty set to normal and you should be able to access a sound test option.

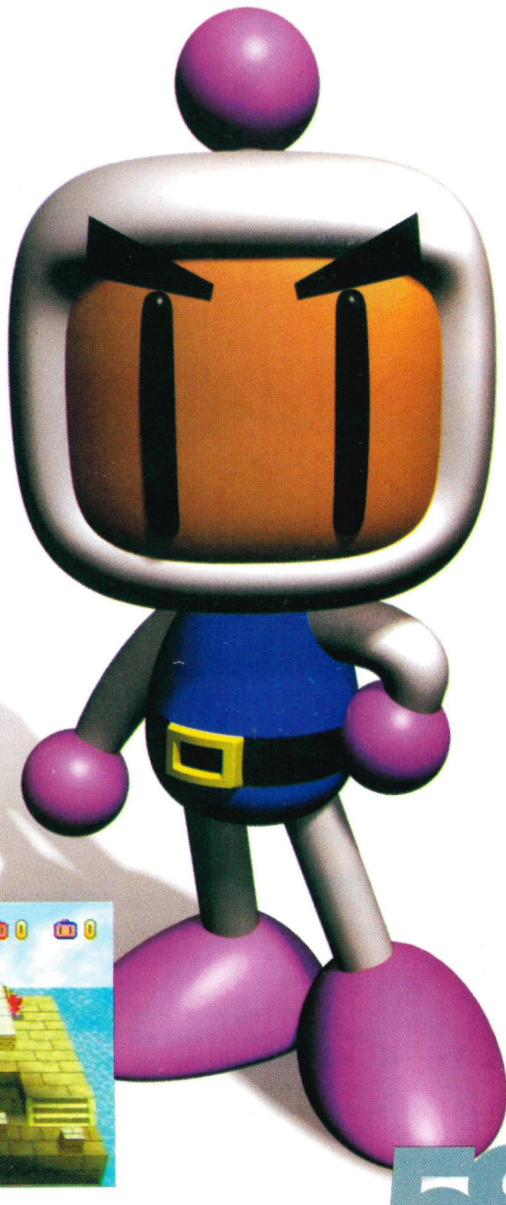
**Secret battle stages**
First of all go to the game selection screen.

Now if you have a controller with a slow motion switch, turn it on. If you don't then repeatedly press start as quickly as possible. After about five seconds you should hear a chime. Now, on the battle mode, you should have four extra levels to choose from.




**Had enough of blowing up your mates on the same old levels? Use our cheat to get some new ones**



# Cheat Zone

# You Cheatin' Bast@*%



## Diddy Kong Racing



**Big characters**
type **ARNOLD** on the magic codes screen.

*Thanks to Mark Conroy from Edinburgh for sending in that cheat. To see the complete list of all the cheats for DKR take a look at the racing guide.*

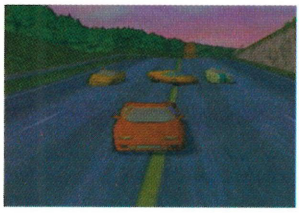


**We have loads of cheats for Diddy Kong Racing. A reader let us know how to make the characters big. All the other cheats can be found in Noely's racing guide**

## Automobili Lamborghini

**Hidden cars**
Drive bonus cars in the game. They include the Ferrari Testarossa, Porsche 959, Dodge Viper and Bugatti EB110. To get the hidden cars you must beat the basic or pro series on the arcade mode. Each time you beat the series you will receive a new set of cars. You will get even more cars for beating the arcade mode with the difficulty set to normal or expert.



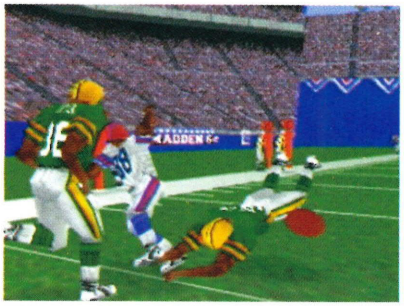
**Reverse tracks**
Beat the championship mode with the difficulty set to novice or expert. You should now be able to race with reversed tracks.

**Get all the cars you ever wanted! Well, at least the hidden ones in Automobili Lamborghini**

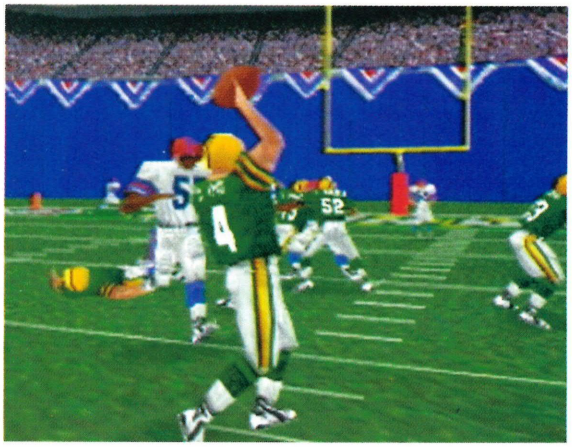
## Madden 64

**Secret EA stadium**
Type in **SAN MATEO** at the create player screen. For those that are interested, San Mateo is the EA hometown.

**Hidden teams**
Type in the following on the create player screen and you will be able to unlock the hidden teams.
**SIXTIES**: team of the '60s
**SEVENTIES**: team of the '70s
**EIGHTIES**: team of the '80s
**HOWLIE**: AFC Pro Bowl '96-97



**Anybody into retro American football teams? Oh well, the two of you can now play with teams from other decades. I wonder if the 70s team wear flares and crushed velvet armour?**



## MRC

**Hidden car**
Finish the world championship in first place. Now save the game to a control pak and restart. When the game says "please wait while loading," press and hold the A and B buttons. Now go to the car selection screen and there should be a secret car.

**Ghost car**
Establish a standard time in the time trial mode to race against a ghost car.

**Match race**
To open up the match race mode you must get first place in the championship mode on all of the difficulty levels.

**More hidden cars**
You must beat all of the courses in match race. When you've done this you will get the first of two hidden cars called Satan and God. Defeat Satan and the car is yours and you can race against God. Defeat God and both cars will be yours and you will have finished the match race mode.

**Mirror course**
After you have finished the match race mode you will open up the mirrored courses mode.




**Hidden cars, extra modes and mirrored tracks on MRC. All in a days work at the cheat zone. Cheating is our business!**

## FIFA '98

Go to customize squad and choose the player edit menu. Choose the following teams and enter the code as a players name. The player should jump in the air to show that the cheat has worked.

**Ghost players:** Slovakia, "LASKO"
Tiny and very fast players, Vancouver, "KERRY"
**Unlock round 1:** Vancouver, "ANATOLI"
**Unlock round 2:** Japan, "YUJI"
**Unlimited player attribute points:** Vancouver, "DAVE"
**Chipmunk commentary:** Tottenham, "DESMOND"
**Underground commentary:** Iraq, "OMAR"
**Invisible walls:** Wales, "WARREN"
**Silly moves:** England, "JASON"
**Crazy ball:** Canada, "KIERAN"
**Dive is a foul:** Los Angeles, "OSCAR"
**Hot potato:** Republic of Ireland, "SPUD"
**Alternate hot potato select:** Malaysia, "CHRIS"
**No stadium and super high frame rate:** Any team, "CATCH22"
**Invisible players:** Sheffield Wednesday, "WAYNE"
**Fullscreen stadium select for league/world cup:** Vancouver, "MARGE"
pencil and paper — Canada, "MARC"
**Rainbow radar:** South Korea, "ORILEY"
**Feedback preview:** Japan, "NORIE" (then Z+Cleft+Cup from RTWC round select)
**Invisible ball:** Vancouver, "JAYE"
**Australia camera:** Vancouver, "GAIVAN" or "TED"
**Alternate Australia select:** Australia, "NWODEDISPU"

## WCW vs NWO

**Count out-trick**
Exit from the left side of the ring and pull your opponent out too. Sometimes it takes a while, but you'll get him out eventually. Punch him out if you have to. Then knock him down and run (with down C) up and around to the right side of the ring. Knocking him down gives you some time, but you don't have to do this. Get in from the right side of the ring and stay there. You can even get on the apron once you're on the other side to reduce your chances of getting counted out also.

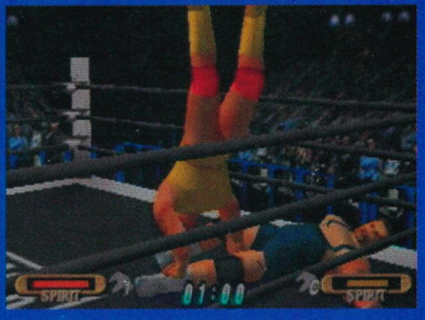
**View wrestlers**
Use the analogue stick when choosing your wrestler to enlarge and turn the character.
**New characters**






You can get secret wrestlers on WCW vs NWO, but there are no shortcuts in this game. I'm afraid you're gonna have to work for the secret wrestlers. Each league has a secret boss that you can play once you have defeated him. When you've defeated all the leagues a new tournament will appear called World Wide Wrestling. Defeat this league in the cruiser and heavyweight division and you will get another two characters.
Here's a list of hidden characters and how to get them:

**Diamond Dallas Page**
Finish the heavyweight or cruiser-weight division of the WCW league




**Macho Man Randy Savage**
Finish the single division of the NWO league
**Wrath**
Finish the heavyweight or cruiser-weight division of the DOA league
**Glacier**
Finish the single division of the Independent league
**Black Widow**
Finish the cruiser-weight division of the World Wide Wrestling league
**Joe Bruiser**
Finish the heavyweight division of the World Wide Wrestling league

## It's your cheats

Got a cheat, trick or tip and feel like sharing it with the world? Then share it with us and we'll do the rest. Or even better, write a guide to your favourite game and send it in. In return we'll hand out an Interact Steering Wheel for the best guide or cheat and a Sharkpad Pro for the runner-up. So this month Joe Hawkins gets the wheel and Mark Conroy gets the pad. Well done lads!



# The Full Monty

by ***Steve McNally***
***& Akira Yamawaki***

*Absolutely everything you could wish to know about Zelda 64 – potentially the biggest game ever – is right here...*

The anticipation surrounding this game is something the like of which none of us have ever seen before. Every single snippet of information, masterfully released in drip-feed fashion from within Nintendo's development labs, has served not to satisfy the hunger but increase the appetite for a game that all who've played it swear will revolutionise the way we look at video games.

With the Japanese release drawing ever closer, we feel that the time is right to pull together everything we know about Legend of Zelda: The Ocarina of Time and present it to you in a handy one-off form. A bit like one of those Readers Digest condensed books in many ways (but without the crap prize).

There was simply no way that this was going to be anything but stunning. Rarely is there such a perfect mixture of graphics, sound and gameplay that even the most cynical players will admit that Zelda 64 is poised to shape the action-RPG genre for the foreseeable future.

In a nod to prior Zelda installments, Zelda 64 starts with Link in the rain. A cinematic cutscene shows Link watching in fear as a stately knight leaves Hyrule Castle on horseback – with him, a young Elven Princess, Zelda. Link runs to the lowered drawbridge and tries to cross the castle moat, but 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 nose as big as Barry Manilow in platform heels. Thus begins Link's adventure on the N64, a tale of Elves and dragons, of good and evil, and of time.

## Through the Looking-Glass

Do you remember getting annoyed at losing sight of your enemies or a certain object in Mario 64? Witnessed too many backside shots or camera stuck-in-wall incidents? Nintendo has pioneered an interesting solution that is guaranteed to be incorporated into this type of game for years to come.

You see, now the camera follows Link, in a style similar to Tomb Raider, but when you see an enemy or an object that interests you (or you're being attacked by an enemy), you press and hold the Z-Button. This will bring up a cursor that locks on to your target. Now, as long as you hold down the Z-Button, the camera will stay on your target, retaining its over the shoulder position. This allows you to circle your enemies and slash at them while side-stepping, back-flipping and shielding yourself from the onslaught (R-Button). Simple, yet very effective.

While you are locking on to a target, the screen will also become slightly letterboxed to let you know that the target mode is active. To help you keep track of your attackers, Navie, your fairy, will hover over the target's head. Release the Z-Button at any time to break the target lock. The upper C-Button will let you either switch to an alternate camera angle (inside houses or cities), or zooms in to let you look around.

## The Old Swinger's Back in Town

The attack system is equally impressive. Pressing A will make Link draw his sword. Press it again to slash at your enemy once. Press it three times to swing the blade from the bottom to the top. Press jump and A to slash downward.

Turn the 3D stick in a circle to swing your sword over your head once. Press and hold A to charge your sword and make it glow, then unleash a nice helicopter slash that's sure to turn any stinking skeleton into a bag of bones.









## Beauty is in the eye of the N64 owner

**Look at the pictures. Surely you don't still need convincing? It's like Mario 64 taken a step further, with endless landscapes, gorgeous cities and dank dungeons. Zelda 64 runs at framerates between 24 and 30 frames per second, pushing vast polygon environments populated by detailed creatures and copious non-player characters (NPCs).**

**For the first time, Nintendo shows off real light-sourcing in one of its titles. Both the enemy creatures and Link himself are lit according to the environment they are in and even cast varying shadows in the appropriate directions. And how about this: if you carry your sword in your hand (the left one, of course), Link will swim with only one hand, or struggle a bit to climb up a ledge encumbered by his weapon.**

**The SpaceWorld demo presented players with the opportunity to explore some of Hyrule's Overworld. The plains, hills and trees are all rendered to perfection and the animation is as smooth as can be. 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 now see for bloody miles!**

**The demo also let you enter a city, displayed from a central camera angle. The view is a central one of the town square, with the camera following Link as he goes into the distance. The graphics here are very Final Fantasy-esque, albeit a little more pixelated.**





**Each screen shot in this feature is brand spanking new!**



**Some of the scenery is very reminiscent of FFVII**



**Find out in this issue the point behind Navie the Fairy!**

Similar controls are available for the other items, which can be distributed over any of the lower three C-Buttons. Press the corresponding key once to draw the weapon or item, then press it again to use it.

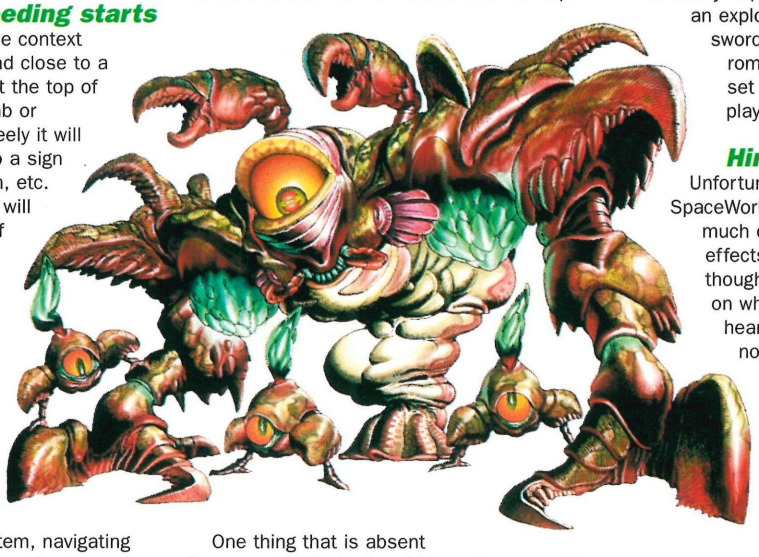
### Just hold till the bleeding starts

But the crowning feature is the context sensitive B-Button. If you stand close to a ladder, the B-Button display at the top of the screen will change to climb or descend. If you run around freely it will change to jump, stand next to a sign and it turns into a read option, etc.

Simply pressing the button will activate the function. Some of the available functions include open, pull, push, check, talk and crawl. There is also a nice auto-jump feature that prevents you from falling from platforms when attempting to jump across a crevice.

### Kicking Doom in the 'nads

Once you get used to the radically different camera system, navigating the environments and fighting against enemies becomes second nature. Many of the problems that plagued Mario 64 in the camera and control department are a thing of the past, and there is virtually nothing that distracts from Zelda 64's 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 trip.



One thing that is absent from most RPGs is the ability to interact with all objects. In Zelda 64, you can pull and push walls, open chests and drawers, hang from ledges and try to hit anything you see with your sword, bow, boomerang, hammer, or stick. And yes, Link can swim. If you thought Final Fantasy has 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, sword fighting and platform action romp – it's Doom with a bow and it's set to surpass Mario 64 as the most playable 3D game ever.

### Hiryu No Ken

Unfortunately, it was pretty noisy at the SpaceWorld show, so you couldn't hear much during gameplay. The sound effects are seemingly brilliant too though. According to Akira, depending on what you hit with your sword, you hear a cool metal clank or a crunch noise. The bow and arrow are also as convincing as the real thing, and the screams of the NPC's are downright scary.

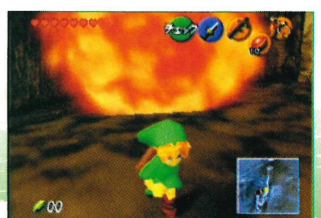
Although the demo didn't have much music implemented yet, the Overworld was alive with sounds, bird calls, animal noises and footsteps.

It's a shame that the typical Zelda theme music wasn't present, but if it's as good as the ambient soundtrack, we're in ▶









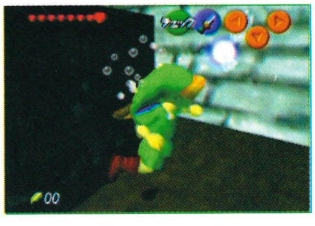




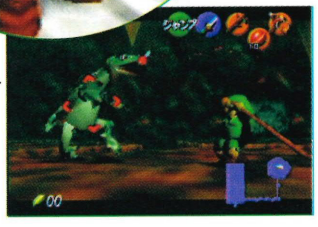


**The vast open spaces within the game really help to give it a more realistic feel than any video game has achieved in the past**









▶ for a real gaming treat.

### Up from the Depths

In addition to the Octorocs and skeletons we've seen before, the Zelda 64 demo also featured new enemies and three bosses. Link encounters several strange creatures in the fields, among them are stones that come to life, man-eating plants and jumping spiders.



You could also try out three different boss battles. The first one pits you against two pretty tall and scary skeletons in a round arena and both attack you at the same time. When you kill them, they crumble to a heap of bones. The other two bosses, a 'Ghoma' spider creature and a huge dragon are some of the most impressive enemies there's been in an N64 game.

Ghoma crawls along the ceiling and drops little spiders that attack you, before it descends and faces you eye to eye. Its weak spot is all too obvious though. Whip out the trusty old bow and arrow and show the nasty spider that Robin Hood is not the only green-shrouded hero with good aim.

After watching a cinematic scene where you see Link staring in fear at 'something big' from the monster's perspective, you encounter Dodongo – a dragon that would make Turok's dinosaurs whimper in fear. The battle takes place in a cave with a glowing lake of lava at its centre.

True to its environment, Dodongo breathes fire (which is a jaw-dropping effect) and also rolls itself up into a ball in an attempt to crush Link. If Link gets hit by the flames, it literally sweeps him off his feet! Luckily, there is a bark that comes with the bite. Whenever Dodongo lets out a scream or prepares to let rip, you should chuck a bomb into its mouth.

The ensuing explosion weakens the dragon and brings it to its knees. Whereby you can attack its head. Slay Dodongo and you will be treated to a stunning (real-time-rendered) cutscene where the slain creature sinks into the flaming lava pit.

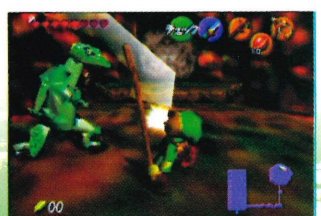
### Mild and Green

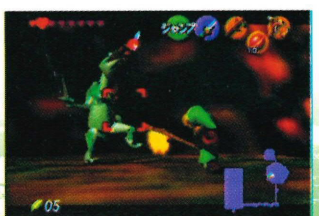
Last month we weren't entirely sure what the fairy did when I was writing the captions for Akira's preview and got the rounds of the kitchen from our Production Editor, Lewis, for not finding out. Well, this month I've done my job properly for once and can now tell you at least some of the details.

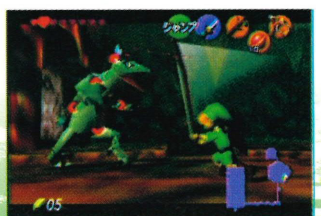
Link's fairy hovers over his head and greets non-player characters with a friendly "konnichi-wa" (which I'm told means 'hello' or 'good-day'). Also, when locking on to an enemy with Z, Navie flies over to the target and points out its location while assuming a red colour. Navie is so far the only 'talking' character in the game, and she often shouts advice as to what to do while battling.

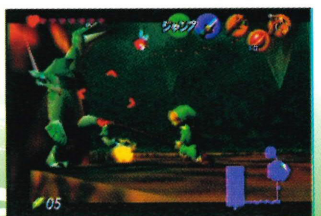
### Tally-ho

You jump on to the horse with the B-Button. With the 3D stick Link can ride off in any direction at varying speeds depending on how far you're pushing the control stick. The

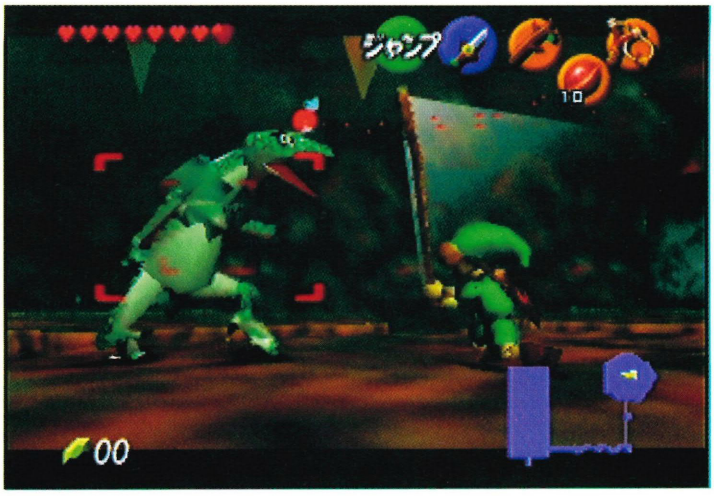











**Link takes a whack in the face during close combat with one of Zelda's many enemies**

animation and sound effects are great at this point, really creating the feeling of riding.

The horse can be whipped to run faster, but each time you do that you deplete one carrot from the 'carrot meter.' The need for this meter is currently unknown (sorry Lewis!), but it's likely that there will either be some sort of race, or you'll have to be careful not to overwork the horse in case it goes lame or dies (or whatever it is horses do in those kind of situations).

## I've got Magic Nuts

**Sword:** When you press the A-Button, Link draws his sword and carries it in his left hand. Press the button again and he swings the blade horizontally. Pressing the button three times performs two swings and one downward slash. Press B (when it is in the jump-mode) and A and Link lurches forward and attacks with his sword. Pressing and holding the A button makes the sword glow. When you release the button, Link swings the blade around himself with a cool helicopter slash.

You can also turn the analogue stick in a full circle and press A for a similar, but less powerful attack. Note that some of these moves are apparently slightly different for the younger version of Link, who carries a dagger rather than a sword.

**Shield:** Press the R-Button and Link blocks enemy attacks with his shield. While he is protecting himself he cannot swing his blade.

**Bombs:** You can assign the bomb function to any of the three yellow buttons. When you press the button in question, Link takes out a bomb and ignites it. He can still walk around while brandishing it (local youths on Salford Precinct are known to prefer this method), but it's probably wise to get it out of his hands as soon as possible. There are two actions he can perform - either put down the bomb on the floor in front of him, or walk in a certain direction to toss it. It is likely you will be able to buy bombs in stores, but there are also some weird plants in Hyrule that produce bombs and offer an unlimited supply.

**Bow and Arrow:** There are two ways to shoot arrows at the enemies. From the lock-on mode simply press the appropriate C-Button and Link sends an arrow whizzing through the air. But if the button is pressed during regular gameplay, the camera zooms in for a behind the bow perspective. Link can now aim accurately and fire at will.

**Hammer:** Belt things into the ground. It works as a weapon, too, but you have to get right in close.

**Magic Nuts:** I suspect the name of this one will be changed before it reaches an American audience for obvious reasons. Anyway, if you press the appropriate C-Button you'll throw a magic nut that explodes in a flash of light and blinds your enemies. Link can now easily attack them without getting hurt. A bit like a stun grenade in many ways.

**Boomerang:** The boomerang leaves a nice trail when it's thrown and it comes flying back to Link (whether it hits its target, or not). But be careful, if he's in the middle of a jump and not ready to catch the boomerang, it may actually hurt him.

**Gems:** Just like in the old Zelda games. Link can collect green and red gems that are left over whenever he vanquishes an enemy.

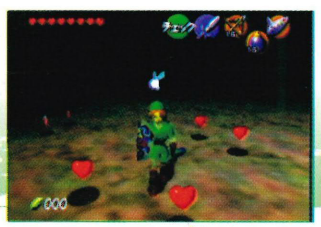
**Map:** In some areas you can bring up a map in the lower left corner by pressing the L-Button. This will obviously help you navigate your way around the stunning 3D environments that have been created for Link's new adventure.




**These new screenshots have really whet our appetite for this fantastic looking game. We just wish we spoke Japanese now**

And there, as they say, you have Zelda 64 in a lovely four page nutshell. If you plump for the import version when it comes out in a few weeks we reckon this little lot will help guide you through at least some of what's going on! Personally, I'd still advise coming down on the side of caution and waiting for an Anglicised edition, but then I could never understand how people managed to work out what they were supposed to do in the Japanese Mario 64...




## Slightly less interesting stuff

***Menus:*** **There are several menu screens, that you can bring up by pressing start. For example, there is an extensive map system as well as an item and an equipment screen. Choosing your items is really easy. Simply highlight the object in question and press the C-Button you want to assign it to. There is also a special item screen that shows you items that can only be used at certain key moments in the game.**

***Data Management:*** **The Zelda 64 cartridge comes with a built-in EPROM (Erasable PROgrammable Memory) that lets you save three different files. This means that there is no need for a separate memory pak.**

*The Future of N64 Sports...*

by **Alex Lee**

# A Sporting Chance?

*Sports sims are, to date, few and far between on the N64. Alex Lee investigates the possibility of some of the world's daftest sports ever appearing on official PAL N64 carts*

## Sumo Wrestling

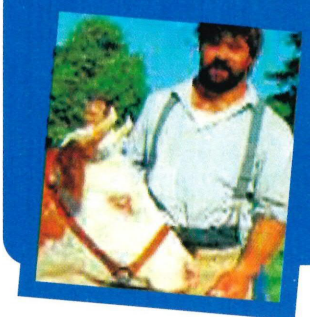
**Country of origin:** Japan
**Description:** Two fat blokes dressed in uncomfortable-looking thick loin cloths rub chalk/flour/resin stuff that weightlifters use on their hands, stare each other out, stamp their feet then enter a circular sand pit. The first one to be decked or forced out of the ring loses. Each bout lasts an average of about six seconds. So it's certainly worth eating elephant portions of rice every day all your life...
**Likelihood of a PAL release**
A game called Osumo is already out in Japan, by Bottoms Up – we may even review it next issue

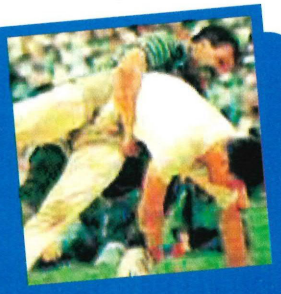


**Stupidity:** ●●●●○
**No. players:** ●●○○○
**A bit like:** Gut barging
**Potential:** ●●●○○
**Overall:** ●●●○○

## Swiss Wrestling

**Country of origin:** Switzerland
**Description:** Two ruddy-cheeked men dressed in lederhosen sporting beards fight each other using various weapons such as daggers fashioned from Emmental and Gruyere cheeses, throwing stars made out of Swiss chocolate and of course the ubiquitous Alp horn. The winner is presented with a traditional Swiss clock, the loser a glockenspiel.
**Likelihood of a PAL release**
Swiss wrestling exists, but the style described above is a 'naughty' national stereotype for which I apologise



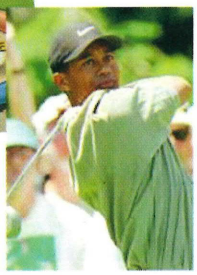


**Stupidity:** ●●●○○
**No. players:** ●●○○○
**A bit like:** WCW vs NWO
**Potential:** ●●●●○
**Overall:** ●●●●○



## Floodlit Golf

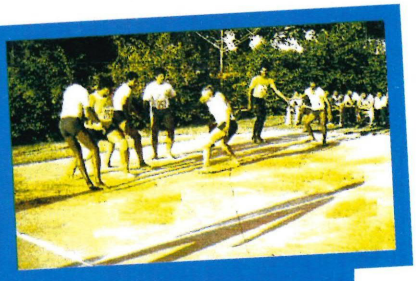


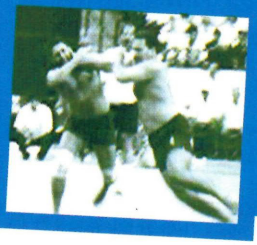
**Country of origin:** Austria
**Description:** As in 'normal' golf, you get to spoil a good walk, except this time at night under the glare of powerful halogen lamps. Dress code isn't as strict as the 'day' variety i.e. you have the option not to wear plus fours, spats and ludicrous lemon v-necks. Having said that, the more garish the clothes, the more likely you are to dazzle your opponents.
**Likelihood of a PAL release**
Undoubtedly, Electronic Arts'll do a golf game in the near future for the N64, but the most we can hope for is a cheat which allows floodlit play

**Stupidity:** ●●●○○
**Players:** ●●●●○
**A bit like:** 'Normal' golf
**Potential:** ●●●●○
**Overall:** ●●●●○

## Kabaddi

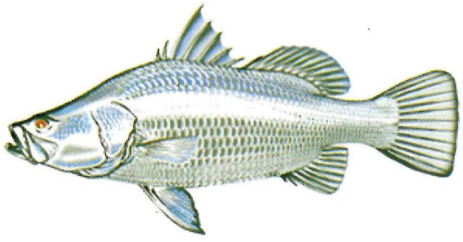


**Country of origin:** India
**Description:** Played on a dirt court, two teams of seven, alternating between defence and offence, compete for higher scores by touching or capturing the players of the other side. The game consists of two 20 minute halves. The raider, a member of the offensive team, enters the opponents' court to touch seven opponents one by one with hands or feet and returns to his original position to score points. The raider must hold his breath and keep calling 'kabaddi' during the offence. If the defensive team captures the raider and interrupts his call, the raider must leave the court and the offence ends. Defending players try to stop the raider by tackling and holding. If this is successfully done, they win a point.

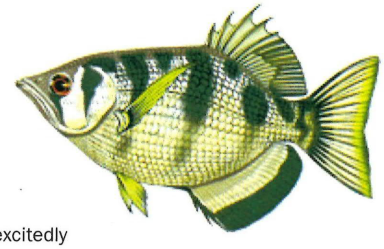


**Likelihood of a PAL release**
Although this would make a marvellous N64 game, unfortunately chances of a development team bringing us a kabaddi sim are as slim as a sumo wrestler dying of anorexia

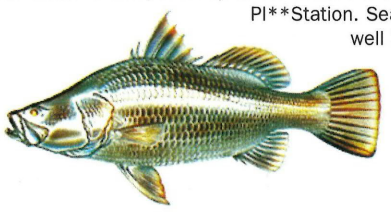
**Stupidity:** ●●●●○
**Players:** ●●●●○
**A bit like:** British bulldog
**Potential:** ●●●●●
**Overall:** ●●●●○



## Fishing



**Country of origin:** England
**Description:** Sit alone for hours on end looking like an overgrown garden gnome in the forlorn hope that you might catch a fish, rather than some boredom-related disease. Different types of rod, bait and waders can be used, depending on the type of water you're next to and the fish you're trying to catch. The best part is when you've given up and you go to the pub, chatting excitedly about the 'one that got away'.
**Likelihood of a PAL release**
Bizarrely, fishing games of all kinds have tainted consoles since the dawn of time, even up to the 32bit era on the S*turn and Pl**Station. Sea Bass Fishing sold well in America on Nintendo's very own Game Boy. So don't be surprised if one 'slips out' on the N64



**Stupidity:** ●●●●●
**No. players:** ●○○○○
**A bit like:** Torture
**Potential:** ●○○○○
**Overall:** ●○○○○

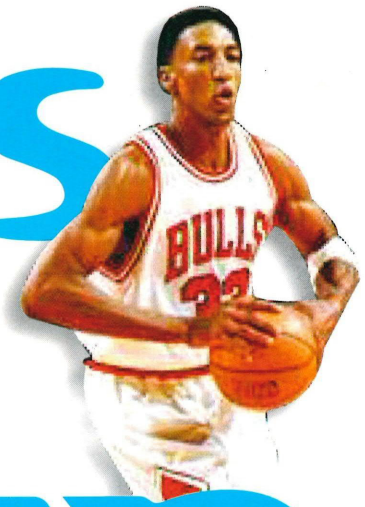


Preview

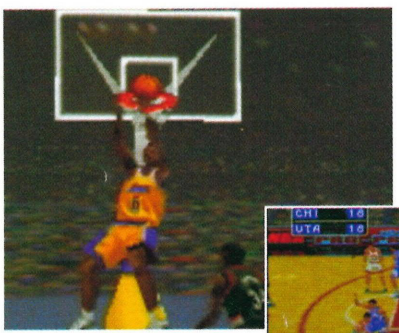
# NBA Pro

*Konami are gearing up to release another treat sports game. Will it be to basketball what ISS 64*

# Baskets of Fun



By **Mark Hattersley**

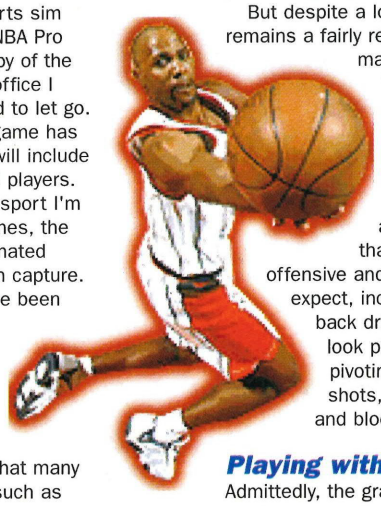




**Above: A stunning dunk**
**Right: I'm trying to find a way through the defense**

After impressing us all with the amazing recreation of football in the form of ISS 64, our hopes are high for Konami's latest sports game. So will Konami pull a double blinder and release another definitive sports sim later this year in the form of NBA Pro '98? Well, when a preview copy of the game landed in the N64 Pro office I eagerly grabbed it and refused to let go.

The best news is that the game has an official NBA licence, so it will include all the official NBA teams and players. Welcome news to fans of the sport I'm sure. Along with their real names, the players are all excellently animated thanks to clever use of motion capture. Over 300 different moves have been motion captured and the end result is some mighty fluid looking animation.



### His hair's on Fire

The animation is even more impressive when you realise that many of the more famous players (such as office favourite, the mad barnet tosser Dennis Rodman) have their own signature moves faithfully captured for the game. So the NBA Pro '98 promises to have wads of different dunk shots and impressive ways to put the ball in the basket. And the dunk shots look pretty impressive with players spinning around, doing ridiculous twirling over-arm throws and performing impressive hanging basket jumps.

But despite a lot of entertaining moves, this remains a fairly realistic simulation, unlike its main competition, NBA Hang Time. In the same way that Konami's football hit, ISS 64, captures the essence of the sport, NBA Pro '98 emulates the game of basketball with an air of authenticity. Konami promise that the game will have all the offensive and defensive moves you'd expect, including behind the back dribbling, no look passing, pivoting, fake shots, stealing and blocking.

### Playing with Fuzzy Felt

Admittedly, the graphics do look a bit drab, especially the court and the crowd. There is a distinct lack of reflections and a lot of blurring. This is puzzling because Nagano arrived at the same time from the same company, and that's got



some of the best graphics we've ever seen on a home console. But then again, ISS 64 isn't exactly pixel sharp and that doesn't stop it being played repeatedly in our office. The gameplay's what counts and NBA Pro '98 promises to have playability by the bucketload.

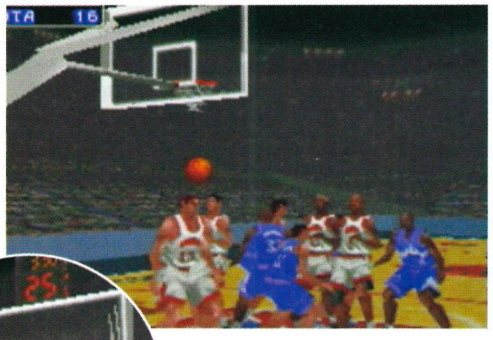
The preview version I played was easy to get into and had many of the playability factors of ISS 64. It's smooth and responsive and you get the feeling that you have complete control over your players. I also began to take control of the game, getting comfortable with the passes, shots and

# '98

| | |
|---|---|
| **Source(s):** | Tony Mott, Konami |
| **Materials supplied:** | Rom Cart |
| **Extra information:** | Internet (www.konami.com) |
| **Development location:** | Japan |
| **Playable version:** | Yes |
| **Percentage complete:** | 80% |
| **Estimated release date:** | Jan 27th (US) |

*was to football? We took a sneak peek to find out*

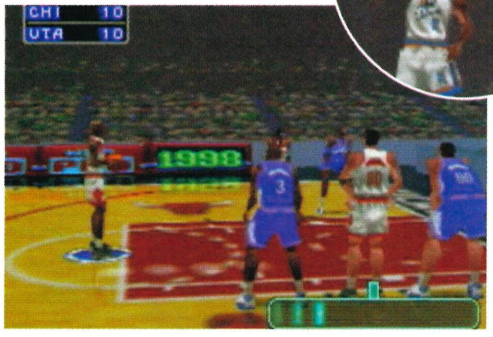


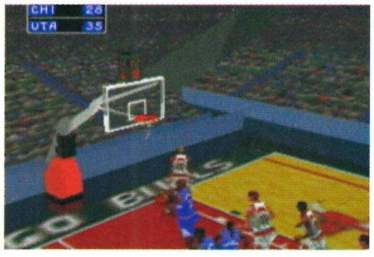


**Above: STOP BUNCHING!**
**Centre: Now that's just showing off**
**Below: Dennis Rodman takes the free shots after being blatantly fouled**

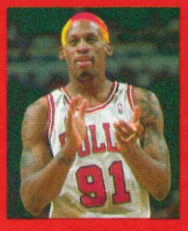


**Above: Dennis Rodman has just planted the ball through the basket from way out.**
**Below: Utah Jazz retaliate as my defender is caught facing the wrong way**





## The Menace



**Education:** Dennis Rodman, nicknamed 'the Worm' as a kid because of the way he wiggled while playing pinball, never played high school basketball. Instead he began at college, playing for South Eastern Oklahoma State.
**Achievements:** He then became a member of the 1989 and 1990 NBA Champion Pistons and went on to win a two time All-Star, a two time Defensive POY, and a six time NBA All-Defensive team member.
**Employment:** In 1979 he was arrested for stealing 50 watches from the airport where he was a janitor.
**Best Quote:** "I can go out to a salon and have my nails painted pink, and then go out and play in the NBA, on national television, with pink nails..." Coo, what a rebel.

moves, and I even started to develop my own tactics for the game.

The sound is crisp, clear and amazing. A junglist hip hop track kicks in as soon as you switch on the cart. It's the best N64 music I've heard so far and it's a clear sign that programmers are getting to grips with the N64's midi chip. You can now look forward to great sounds emitting from your N64 in the future.

### Suits you Sir, suits You

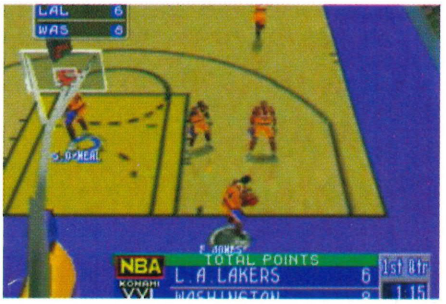
Americans do like their statistics in sports and NBA Pro '98 is no exception in pandering to their lust. You get in-game and end of season statistics. In all you get enough stats to drive you insane. All very well if you understand them I suppose. I find them all a bit irrelevant (there's only one statistic that counts for me and that's the score), but those of you who like lists packed with information about the player's inside leg measurements, you'll be overjoyed with this.

Each team has five players on the court at once. You're full team consists of 12 players and you can substitute at will and at any point in the game. It's a good job really because the players get wiped-out by the pace of the action and several times I spotted a gap in the opponent's defense and tried to charge, only to find my player has the enthusiasm of a tortoise.

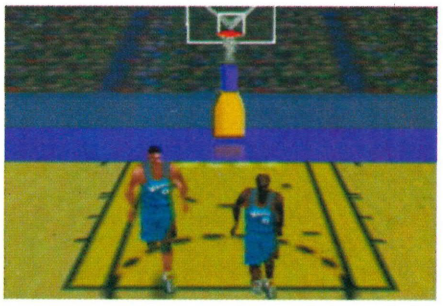
There are 10 different camera angles and perspectives to view all the action. But as is often the case, the first angle seemed to be the best. But the options are quite varied, including an original option to view the action from directly behind your player. This really shows off the player animation, but unfortunately it means that you can't see any of the other players except those directly in front of you.

Up to four players can play at once with two players on each side. Like all sports games it only really comes into its own when playing against another human opponent. Having said that, the computer does a fairly good job of impersonating one of your friends (except it doesn't bring any beer round. Hold on, that is just like my mates). And for those of you who like to really feel that basket shudder, the game has rumble pak support.

NBA Pro '98 should be available on American import by the time you read this. The official UK version will follow, hopefully, this spring ●




**Above: You can play at any of the team's home courts. Each court is different**
**Below: The players are highly detailed when seen up close. The animation is good as well**

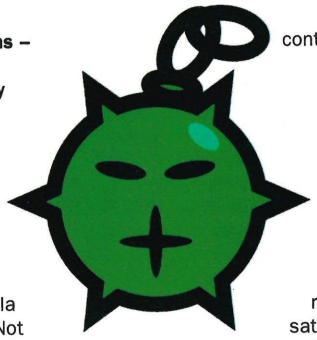


# Preview: Wetrix

*Take the classic game Tetris, mix with water and twist into 3D shapes for the latest in puzzle game*

**Good news for all puzzle fans – a waterlogged version of Tetris will be heading your way going by the name of Wetrix.**

Tetris was a classic game given away free with the Gameboy where you had to guide different shaped falling blocks to make horizontal lines. It was an incredibly addictive game. Wetrix takes this classic formula and updates it in many ways. Not least of which is the inclusion of gallons of water.



## Water, Water, Everywhere

The first thing you notice is that the flat 2D version of Tetris has been transformed into a lush 3D landscape. This starts off as a flat square and has to be turned into dams to contain and trap the water.

Like Tetris, different types of blocks fall from the sky. Some blocks raise and lower the ground and by effectively guiding them you can turn the flat land into dams that will contain water. Next, water blocks fall from the sky. Guide these into the dams and it turns into lush rendered water that satisfyingly sloshes around. That's if you managed to finish the dam, make a mistake and the water will leak into the abyss. As you lose water a gauge fills up on the screen. When the gauge is full you've lost too much water and it's game over.

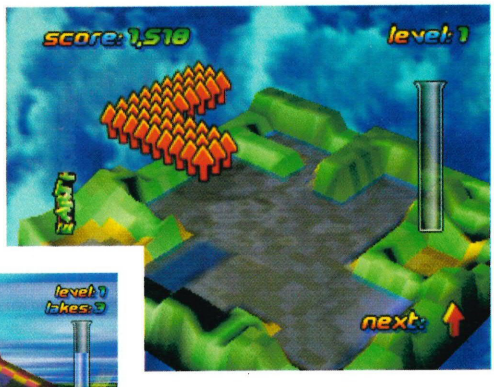


You can get rid of the water when sun blocks begin to fall. Drop these into the water and it evaporates.

Sounds simple doesn't it? But like Tetris it sounds easy but soon becomes a manic game where you are desperately trying to get the blocks to fall in the right place. The ground is constantly changing shape and you will have to keep your wits about you to prevent the water from flowing out your grasp.

An interesting thing about Wetrix is its return to a scoring system of play. You score points by evaporating water. The larger the amount of water the more points you score.

But you can multiply the number of points you score by performing certain tasks. Build a huge dam and fill it with water and a




**Right: The red arrow blocks build up the land. You use them to make dams that contain the water**

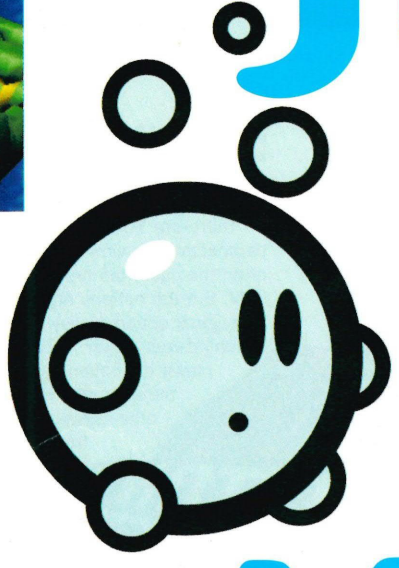



**Left: The explosion could spring a leak in my dam. Damn!**




**Left: Somewhere over the rainbow, way up high...**

By **Mark Hattersley**



Jus
A
Wa

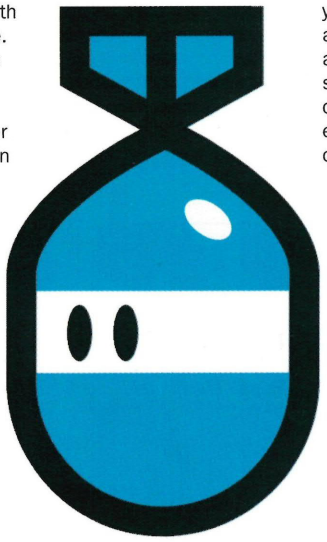
| | |
|---|---|
| **Source(s):** | Zed Two |
| **Materials supplied:** | Development Rom, Artwork, Screenshots |
| **Extra information:** | www.zedtwo.com |
| **Development location:** | Manchester |
| **Playable version:** | Yes |
| **Percentage complete:** | About 95% |
| **Estimated release date:** | Feb 13 |

rainbow will appear. Now all the water you evaporate will score double. Build a very deep dam and a rubber duck will appear on top. Now all your points will be multiplied by the duck.

## Give it Some Wellies

You can start to earn ludicrously high scores by combining these tasks. For example, build a huge dam for a rainbow and around it build deep dams for ducks. Then all your points will get multiplied several times, and the score counter starts to spin around giving you astronomically high scores.

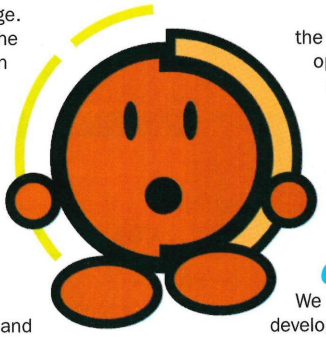
Wetrix will also come complete with a two player game. Each player starts with exactly the same pieces. But the quickest player gets their pieces in place first and has the advantage.



Like the single player game the aim is to evaporate water. But in the two player game you get weapons instead of points for evaporating water.

You can use the weapon against your opponent, but the longer you wait, the more water you evaporate and the better your weapon becomes.

You start off with a water attack, which is at best a hindrance, but evaporate water and you'll soon get more destructive attacks at your disposal. The attacks range from ice attacks that freeze your opponent's water stopping him from evaporating, bombs that damage his land, and work all the way up to an earthquake that completely destroys your opponent's landscape.



But the longer you wait to attack the more likely it is that your opponent will attack you. So the two player game becomes a real psychological battle of wits where, as well as concentrating on evaporating all the water, you have to decide the best time to unleash your destructive power on your opponent.

## Golden Showers

We first saw Wetrix whilst it was in development and even then it looked like a fine puzzle game. Now, after just two months, it is looking even better. The graphics have been improved and the original problems have been ironed out. The finished game should be hitting the streets in February. Rest assured, we will be giving this a review as soon as the final version heads our way

t

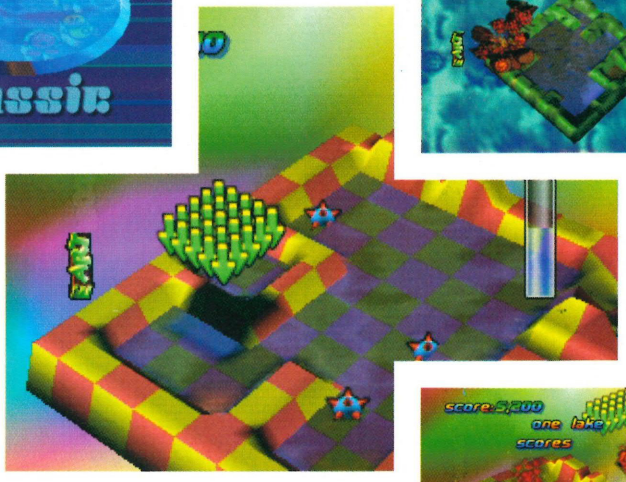
da

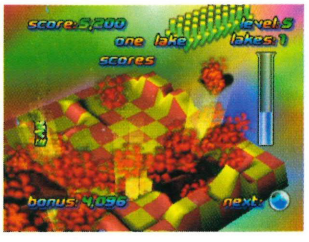
ter!

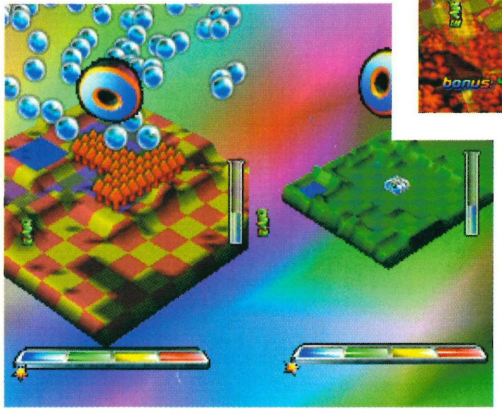










**Right: Watch out for the green blocks. They lower your landscape. Those mines will explode causing damage if you try to drop a block on top of them**

**Above: Things are getting pretty hectic. Those explosions are causing holes to appear in the landscape**
**Left: A two player game in full swing. Player one is undergoing a severe water attack**

# Gameplay

A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD

NOW ALSO YORKSHIRE'S MOST EXCITING RETAILER!

# PRICE! CHOICE!

## THESE HAVE MADE US ORDER SUPPLIER



## THE WORLD'S MOST POWERFUL CONSOLES AT BRITAIN'S LOWEST PRICES!

**N64 ONLY: £91.99**

All Nintendo 64 consoles come with one pad & an RF cable

PRICES INCLUDE **FREE 48hr DELIVERY** TO MOST AREAS IN THE UK *SUBJECT TO STOCK

**UNBEATABLE SERVICE GUARANTEE** All machines bought from Gameplay are fully guaranteed by Nintendo and we offer full after sales support. Unlike some of our competitors, we only sell official UK consoles backed up by genuine British warranties. If your machine develops a fault within the guarantee period, we are the ONLY mail order company who will **COLLECT IT FROM YOUR DOOR AND REPLACE IT FREE OF CHARGE!!**

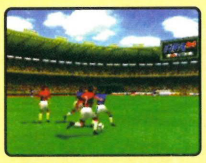
| | |
|---|---|
| Nintendo 64 Console | £91.99 |
| Nintendo 64 Console + Mario Kart or Mario 64 | £129.99 |
| Nintendo 64 Console + Lylat Wars | £137.99 |
| Nintendo 64 Console + Diddy Kong | £129.99 |
| Nintendo 64 Console + Int'l Superstar Soccer 64 | £129.99 |
| Nintendo 64 Console + Goldeneye | £129.99 |
| Nintendo 64 Console + Turok | £131.99 |
| Nintendo 64 Console + Wave Race or Blast Corps | £130.99 |
| Nintendo 64 Console + Extreme G | £131.99 |

**SAVE EVEN MORE WHEN YOU BUY THE FOLLOWING AT THE SAME TIME AS A NEW NINTENDO 64!**

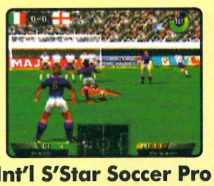
| | |
|---|---|
| Top Gear Steering Wheel | £52.99 |
| Official Grey or Coloured Joypad | £22.99 |
| Fire Rumble Pack including 256K Memory card | £10.99 |
| 1 MB Memory Card | £10.99 |
| RGB/S-VHS Scart Cable | £6.99 |
| Carry Case | £11.99 |

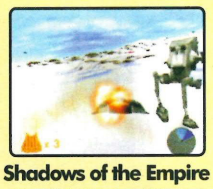
**PLUS GET £1.50 OFF EVERY GAME BOUGHT AT THE SAME TIME AS YOUR BRAND NEW NINTENDO 64!!**

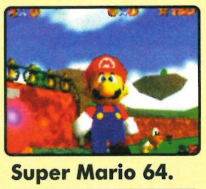
## UK NINTENDO 64 GAMES

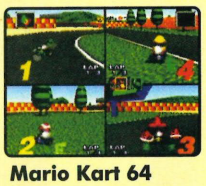

FIFA Soccer 64

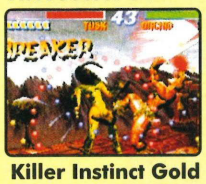

Pilot Wings 64

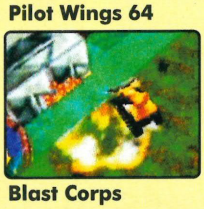

Int'l S'Star Soccer Pro

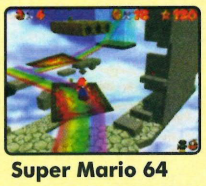

Shadows of the Empire

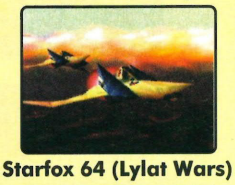

Super Mario 64.

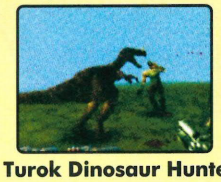

Mario Kart 64

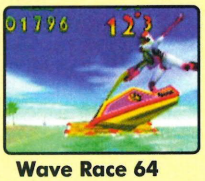

Killer Instinct Gold


Blast Corps


Super Mario 64


Starfox 64 (Lylat Wars)


Turok Dinosaur Hunter

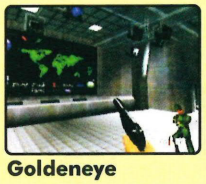

Wave Race 64

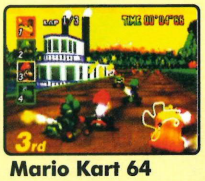

Doom 64


Multi-Racing Champ


Pilot Wings


Hexen


Goldeneye


Mario Kart 64

| | |
|---|---|
| Blastcorps | £40.99 |
| Bomberman | £39.99 |
| Clayfighter 63 1/3 | £44.99 |
| Diddy Kong Racing | £39.99 |
| DOOM | £45.99 |
| Duke Nukem 3D | £45.99 |
| Extreme G | £42.99 |
| F1 Pole Position 64 | £43.99 |
| FIFA Road to the World Cup | £44.99 |
| Goldeneye | £40.99 |
| Hexen | £45.99 |
| International Superstar Soccer 64 | £40.99 |
| Killer Instinct Gold | £44.99 |
| Lamborghini 64 | £39.99 |
| Lylat Wars & Jolt Pack | £48.99 |
| Mace | £45.99 |
| Madden 64 | £45.99 |
| Mario Kart 64 | £39.99 |

| | |
|---|---|
| Mischief Makers | £39.99 |
| Mission Impossible | £LOWEST - CALL |
| Mortal Kombat Trilogy | £47.99 |
| Multi-Racing Championship | £44.99 |
| NBA Hangtime | £44.99 |
| NFL Quarterback Club '98 | £45.99 |
| Pilot Wings | £39.99 |
| Rampage World Tour | £46.99 |
| Robotron 64 | £48.99 |
| San Francisco Rush | £46.99 |
| Shadows of the Empire | £48.99 |
| Super Mario 64 | £39.99 |
| Top Gear Rally | £43.99 |
| Turok Dinosaur Hunter | £47.99 |
| Wargods | £46.99 |
| Wave Race 64 | £43.99 |
| Wayne Gretzky's Hockey | £46.99 |
| WCW vs NWO: World Tour | £44.99 |




SPECIAL OFFER!!! MARIO KART 64 & TOP GEAR STEERING WHEEL **£89.99**

**WE DO NOT CHARGE YOUR CREDIT CARD UNTIL YOUR ORDER IS DESPATCHED, SO YOU CAN RESERVE YOUR NEW RELEASES TODAY!**

## IMPORTED US NINTENDO 64 GAMES



**SFX 64 UNIVERSAL GAME ADAPTOR**
Allows imported games to be played on UK N64 consoles and UK N64 games to be played on imported consoles
**£14.99**

| | |
|---|---|
| Aero Fighter Assault | £56.99 |
| Dark Rift | £54.99 |
| DOOM 64 | £56.99 |
| Doom 64 Absolution | £57.99 |
| Extreme G | £56.99 |
| F1 Pole Position | £56.99 |
| Fighters Destiny | £57.99 |
| Forsaken | £57.99 |
| Goldeneye | £56.99 |
| Lamborghini 64 | £56.99 |
| Mace: The Dark Ages | £56.99 |
| Mission Impossible | £56.99 |
| Mortal Kombat Trilogy | £59.99 |
| Multi-Racing Champ | £57.99 |
| Nagano Winter Olympics | £57.99 |
| NBA Power Forward | £59.99 |
| NHL Breakaway '98 | £57.99 |
| Quake 64 | £57.99 |
| San Francisco Rush | £56.99 |
| Star Fox 64 & Jolt Pack | £59.99 |
| Super Mario 64 | £54.99 |
| Top Gear Rally | £57.99 |
| Wheel of Fortune | £56.99 |
| Yoshi's Island | £57.99 |

Gameplay only supplies official products. All products guaranteed by Gameplay and Nintendo or their respective manufacturers. Gameplay is Britain's largest mail order supplier of computer games. All rights reserved. All trademarks recognised.

# QUALITY! SERVICE!

## 'S BRITAIN'S LARGEST MAIL OF COMPUTER GAMES!

**0113 234 0444**
**SALES HOTLINES** (7 days a week)
**0113 234 0999**
**TECHNICAL SUPPORT** (Mon - Sat, 10-6)
**0113 234 0666**
**CUSTOMER SERVICE** (Mon-Fri 9am-6pm)
email: GameplayUK@aol.com

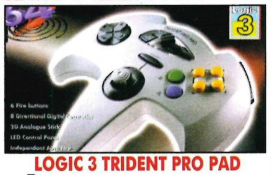
## JOYPADS



**OFFICIAL NINTENDO JOYPAD**
THE BEST QUALITY JOYPAD AVAILABLE
£24.99 OR £22.99 FOR 2 OR MORE



**OFFICIAL COLOURED JOYPADS**
EXACTLY THE SAME AS THE GREY OFFICIAL PAD BUT AVAILABLE IN BLUE, GREEN, RED, BLACK, & YELLOW
£24.99 OR £22.99 FOR 2 OR MORE



**LOGIC 3 TRIDENT PRO PAD**
REPLICA PAD WITH INDEPENDENT AUTO-FIRE AND SLOW MOTION FEATURES, MEMORY CARD SLOT AND LED DISPLAY
£19.99
AS ABOVE WITH 256KB MEMORY CARD BUILT-IN
£22.99



**SHARKPAD PRO 64**
REPLICA PAD WITH AUTO-FIRE AND SLOW MOTION FEATURES AND MEMORY CARD SLOT. COOL SEE-THROUGH DESIGN.
£24.99 OR £21.99 FOR 2 OR MORE

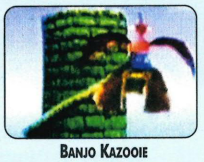


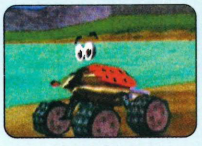
**SHARK ARCADE STICK**
ARCADE-STYLE JOYSTICK WITH AUTO-FIRE AND SLOW MOTION FEATURES PLUS MEMORY CARD SLOT. INTERCHANGEABLE JOYSTICK
£34.99

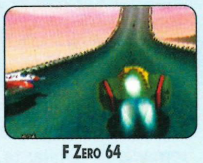
JOYPAD EXTENDER CABLE - 1.5M EXTENSION LEAD. ATTACHES TO ALL CONTROLLERS ..£7.99
PACK OF 2 EXTENDER CABLES .....£12.99
OFFICIAL JOLT RUMBLE PACK ..£12.99
FIRE RUMBLE PACK INCLUDING 256KB MEMORY CARD .....£12.99

**0113 234 0444**
**SALES HOTLINES**
OPEN SEVEN DAYS A WEEK

## COMING SOON ON THE NINTENDO 64


BANJO KAZOOIE


BUGGY BOOGIE

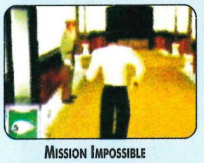

F ZERO 64


FIST OF THE FLYING DRAGON

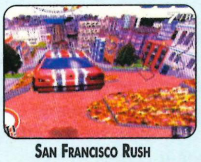

CLAYFIGHTER 63 1/3

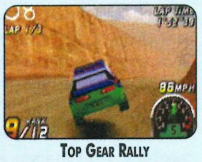

HEXEN

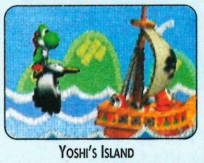

LEGEND OF ZELDA 64


MISSION IMPOSSIBLE


QUAKE


SAN FRANCISCO RUSH

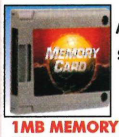

TOP GEAR RALLY


YOSHI'S ISLAND

## Nintendo VIRTUAL BOY

**Original RRP £199.99 NOW ONLY £44.99**
**VIRTUAL BOY games all just £15.99 each.**
**Choose from:** Panic Bomber, Virtual Boy Golf, Galactic Pinball, Teleroboxer, Vertical Force, Tetris 3D & Wario Land

## OTHER ACCESSORIES

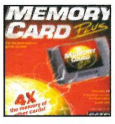


**256KB MEMORY**
ALLOWS YOU TO SAVE HIGH SCORES, GAME POSITION, REPLAYS, ETC.. SLOTS INTO CONTROL PAD FOR EASE OF USE.
£7.99



Gameplay "Adrenalin Rush" Mouse Mat
£2.99

**1MB MEMORY CARD**
WORKS IN THE SAME WAY AS THE 256KB MEMORY CARD BUT 4 TIMES BIGGER. CHOICE OF COLOURS
£11.99



COMPOSITE SCART CABLE - IMPROVES PICTURE AND SOUND QUALITY WHEN CONNECTED TO A SCART INPUT ON YOUR TV .....£8.99
S-VHS SCART CABLE - EVEN HIGHER QUALITY THAN THE RGB SCART BUT REQUIRES SVHS COMPATIBLE TV OR VIDEO .....£8.99
REPLACEMENT RF LEAD .....£13.99
ACTION REPLAY PRO - 100S OF BUILT-IN CHEATS FOR ALL GAMES, PLUS YOU CAN ADD NEW CHEATS (FOR FREE!) AS NEW GAMES ARE RELEASED£38.99
STANDARD CARRY CASE .....£13.99
DELUXE CARRY CASE.....£24.99



**4MB MEMORY CARD**
20 TIMES BIGGER THAN THE 256KB MEMORY CARD! LED DISPLAY INDICATES CURRENT PAGE AND DATA STATUS
£24.99

**GAME KILLER**
PACKED WITH CHEATS FOR ALL THE LATEST N64 GAMES INCLUDING MARIO 64, PILOTWINGS, WAVE RACE, MARIO KART 64, CRUISIN USA, SHADOWS OF THE EMPIRE AND KILLER INSTINCT GOLD
£24.99





**SFX 64 UNIVERSAL GAME ADAPTOR**
Allows imported games to be played on UK N64 consoles and UK N64 games to be played on imported consoles £14.99

**FAX ORDERS ON 0113 234 0770**
(24 HOURS A DAY)

## FIRE VRF1 WHEEL

TRUE ANALOGUE WHEEL COMPLETE WITH FOOT PEDALS AND PROGRAMMABLE BUTTONS. SUITABLE FOR USE WITH MARIO KART, DIDDY KONG, TOP GEAR RALLY, MRC, ETC.

**£49.99**



**SPECIAL OFFER !!**
BUY A FIRE VRF1 STEERING WHEEL AND GET £1 OFF ANY DRIVING GAME!!

## NEWS FLASH!!

DID YOU VISIT OUR STORE OPENING DAY IN LEEDS ON NOVEMBER 29TH?? WE GAVE AWAY 10 CONSOLES AND OVER £4,000 WORTH OF GAMES AND ACCESSORIES. AND WE COUNTED OVER 2600 PEOPLE VISITING US ON THE OPENING DAY! DON'T WORRY IF YOU MISSED IT - THERE'LL BE LOTS MORE STORES OPENING THIS YEAR. LOOK OUT FOR THE NEXT ONE OPENING NEAR YOU!

## TOP GEAR STEERING WHEEL



Steering Wheel & foot pedals with working gearstick. Works on N64, PSX & Saturn..£54.99

## TOP GEAR PRO STEERING WHEEL



Also with LCD display, programmable keys, throttle hold & dynamic cornering
£64.99

PLEASE RING TO CONFIRM AVAILABILITY BEFORE ORDERING AS SOME SPECIAL OFFERS ARE LIMITED STOCK & SOME GAMES MAY NOT HAVE BEEN RELEASED AT TIME OF PUBLICATION

## 2nd Games

Gameplay has just started stocking pre-owned games in addition to our new games and we intend to ensure that these are the best quality you can find anywhere.

- ✔ All games must pass a 10 part examination before being resold to ensure 'nearly-new' quality.
- ✔ All 2nd hand games are guaranteed for 3 months.
- ✔ Extremely competitive prices for buying and selling.

This is how you can sell us a game:
1. Your game must be in nearly new condition. We cannot accept anything with torn or stained manuals or damaged boxes and you must clean the cartridge before sending it to us. Remember that all games are tested when we receive them. If your game doesn't work, we will not buy it and you will have to pay a £4.00 charge to get it back.
2. You must ring us before sending your game in as prices for 2nd hand games can change quite regularly. You will be given an authorisation number which will be valid for three days.
3. You will receive a credit for the agreed amount which you may use against other games, either new or used.

If you would like to buy a 2nd hand game, simply ring sales for the current price. If your choice is not in stock, you may book a copy and it will be sent as soon as one becomes available. Remember, we do not charge your card until your game is sent!

ALL PRICES LISTED IN THIS ADVERT ARE FOR NEW GAMES ONLY - PLEASE RING IF YOU WOULD LIKE 2ND HAND PRICES.



**PSX - £104.99!!**

## PLAYSTATION GAMES

| | |
|---|---|
| ACTUA GOLF 2 | £29.99 |
| ACTUA SOCCER 2 | £29.99 |
| BROKEN SWORD 2 | £29.99 |
| COMMAND & CONQUER RED ALERT | £34.99 |
| COOL BOARDERS 2 | £29.99 |
| CRASH BANDICOOT 2 | £34.99 |
| FIFA ROAD TO THE WORLD CUP | £32.99 |
| FINAL FANTASY 7 | £36.99 |
| FORMULA 1 '97 | £38.99 |
| INTERNATIONAL S/STAR SOCCER PRO | £35.99 |
| MICRO MACHINES 3 | £28.99 |
| ODDWORLD: ABE'S ODYSSEE | £31.99 |
| RAGE RACER | £28.99 |
| RALLY COSS | £29.99 |
| RESIDENT EVIL DIRECTORS CUT | £26.99 |
| SOUL BLADE | £33.99 |
| TOCA TOURING CARS | £36.99 |
| TOMB RAIDER 2 | £35.99 |
| V RALLY | £34.99 |

WE ARE ALSO BRITAIN'S LARGEST MAIL ORDER SUPPLIER OF PLAYSTATION GAMES. PLEASE CALL FOR MORE PRICES!

- ✔ **SALES LINES OPEN:** MON-FRI 9am - 8pm, SATURDAY 10am - 7pm, SUNDAY 10am - 4pm
- ✔ **NO QUIBBLE EXCHANGE POLICY** IF YOU ARE UNHAPPY WITH YOUR PURCHASE FOR ANY REASON, SIMPLY RETURN THE ITEM IN PERFECT CONDITION WITHIN 48 HOURS OF RECEIPT BY RECORDED DELIVERY AND SUBJECT TO A FEE (10% OR MINIMUM £4), WE WILL SWAP IT FOR ANOTHER ITEM.(THIS OFFER APPLIES ONLY TO ITEMS LISTED IN OUR MOST CURRENT ADVERTS. WE RESERVE THE RIGHT TO REFUSE EXCHANGE IF THE ITEM IS NOT RECEIVED BACK IN PERFECT CONDITION)*.
- ✔ ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH BY REGISTERED POST FOR YOUR OWN PROTECTION). SORRY, NO CASH ON DELIVERY.
- ✔ **ORDER WITH CONFIDENCE** FROM ONE OF THE LARGEST SUPPLIERS IN THE COUNTRY! OVER 700,000 SOFTWARE ITEMS SUPPLIED SO FAR!
- ✔ **1ST CLASS DELIVERY FREE OF CHARGE** TO U.K. MAINLAND. WE PROVIDE THE **FASTEST** DELIVERY SERVICE AROUND: 1-3 WORKING DAYS MAX ON STOCK ITEMS. (PLEASE ALLOW 8 DAYS FOR CLEARANCE IF SENDING A CHEQUE). NEXT DAY DELIVERY FROM £4. ORDERS PLACED BEFORE 3PM ARE SENT THE SAME DAY (SUBJECT TO STOCK).
- ✔ **1000'S OF TITLES AVAILABLE.** WE ALSO STOCK GAMES & ACCESSORIES FOR PSX, SATURN, PC CD ROM AND APPLE MAC.
- ✔ OTHER COMPANIES MAY TAKE YOUR **MONEY** IMMEDIATELY BUT WITH GAMEPLAY YOU WILL BE SAFE KNOWING THAT **YOUR CREDIT CARD WILL NOT BE DEBITED UNTIL YOUR ORDER IS DESPATCHED!**

*YOUR STATUTORY RIGHTS ARE NOT AFFECTED

Skiing backwards is not good fun

Gameplay

Cut out this order form and post to:
GAMEPLAY, ENTERTAINMENT HOUSE,
CROSS CHANCELLOR STREET, LEEDS, LS6 2TG

NAME:.....HAVE YOU ORDERED BEFORE? YES / NO
ADDRESS:.....
.....
POSTCODE:.....SIGNATURE:.....
TEL:.....FAX:.....

| ITEM DESCRIPTION | PRICE |
|---|---|
| | £ |
| | £ |
| | £ |
| | £ |
| | £ |
| OPTIONAL EXPRESS CHEQUE CLEARANCE. IF YOU ARE PAYING BY CHEQUE BUT DO NOT WANT TO WAIT FOR IT TO CLEAR PLEASE ADD £2.00 HERE FOR EXPRESS CLEARANCE | £ |
| Postage is FREE for all games shipped within the U.K. Optional NEXT DAY DELIVERY available: £4.00 for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 per software item. P&P | £ |
| TOTAL | £ |

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐ ACCESS VISA DELTA SWITCH
Cheques payable to 'Gameplay'.
Prices may be subject to fluctuation. E & OE.

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ SWITCH ONLY

164(3)

# Preview: Wayne Gretzky's Hockey 98

*The fastest team sport in the world gets an N64 update – but is it any different?*

# Ice, Ice Baby

By **Alex Lee**




The answer to the question posed in the blue bit above is – 'No'. Actually, it's slightly different inasmuch as the individual player stats have all been updated, as have the team kits, but to be honest, this is exactly the same game except for one vital, welcome alteration – the 'keepers, sorry 'netminders', are far better than the ones in last year's effort.

This adjustment enhances the game no end and without making too many value judgements, for this is a preview not a review, I can say with confidence that Wayne Gretzky '98 will be well worth a look when it's released. When it will be out is as yet unconfirmed as both the NHL and NHLPA both need to check it out and approve it before the release date is finalised. I can't see either body having any problems with it as this version is undoubtedly better than, but remarkably similar to, the first Wayne Gretzky which was given both official seals.

Everything you'd expect to see in an ice hockey game is included, such as icing, fighting, slapshots, speed-ups and deliberate fouls. As with all decent sports sims there's loads of options to configure the game from the no-holds barred hyper-fast arcade mode to the full rules stoppage-fest and everything in-between. Up to four players can have a bash simultaneously and for the loner there's the full season option where you can pit your wits against the cream of American ice hockey.

I have to admit that the Yanks have found a pretty good balance when it comes to their sporting preferences. For the soft lads there's basketball, where if you so much as breathe within three feet of an opponent you get booted off the court. And then for the rough, tough, have an arm wrestle down the malt shop on a Saturday night-type of bloke, they've got (American) 'football'. For the absolute psychopaths, however, there's ice hockey. A game so incredibly violent at times that you'd have to be completely mad to play it.

Let's face it, any sport where you get to leather the other team's members with a big stick is alright by me. Last year's Gretzky sneaked out with hardly a murmur, certainly in terms of N64 releases as they're as rare as pigs heads on vegetarian menus.

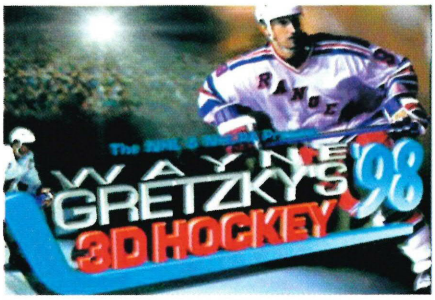
Whereas GT's other sports game – NBA Hangtime – maintained the playability of the 16bit and 32bit attempts but didn't really bring anything new in terms of 64bit-ness, Wayne Gretzky's 3D Hockey '98 looks better and more importantly plays better than any other ice hockey game you'll ever have played outside the arcades – including, as I said earlier, last year's Gretzky. The arcade game is played on a smaller rink with only three players per side and the action gets so fast that you eye couldn't follow the puck without the handy arrow above it and the speed trail that follows when a pass or shot is unleashed towards goal.

**Have a few exhibition games with the arcade settings to familiarise yourself with the controls, then have a bash at the arcade league and see how you get on in that**




In Wayne Gretzky '97 it wasn't unusual for both sides to notch up double figures at the end of an arcade match. This won't happen in Gretzky '98 as the netminders are so much better – and more realistic. A few minutes fiddling with the options enables you to set-up a game with the correct number of players on each side, a proportionately sized rink with all the rules faithfully enforced.

Wayne Gretzy's 3D Hockey '98 should satisfy ice hockey purists and hard-core gamers equally

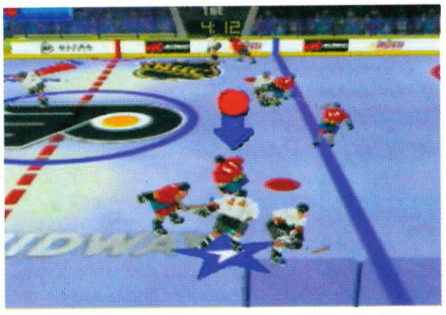



***Just put Wayne holding his big 3D stick, said Stu. So I did, cos he works as a bouncer at a bar in Congleton***

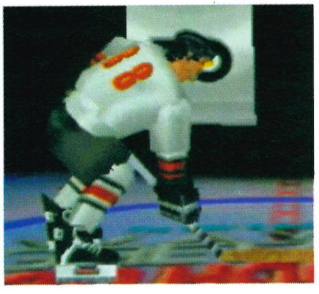
# s 3D

| | |
|---|---|
| **Source(s):** | Matt Broughton, GT Interactive |
| **Materials supplied:** | Pre-production cart |
| **Extra information:** | Various Internet sites |
| **Development location:** | USA |
| **Playable version:** | Yes |
| **Percentage complete:** | 99% |
| **Estimated release date:** | TBA (likely to be before June) |

well. It looks good, moves fast and plays how an accomplished ice hockey game should. With a bit of luck, both the NHL and NHLPA should get their fingers out and approve Gretzky '98 so gamers who don't have the benefit of preview carts can enjoy it for themselves ●



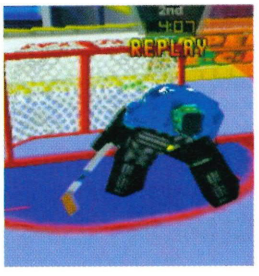
**You can hook or trip your opponents with your stick, smash them into the boards and even send them flying several feet into the air with the power charge. Treat them too roughly and they'll lose their rag and a fight could well break out. But don't worry, if you're a committed pacifist you can turn the fights off in the options screen**



**Gretzky '98 looks after both ice hockey purists and adrenaline junkies alike**

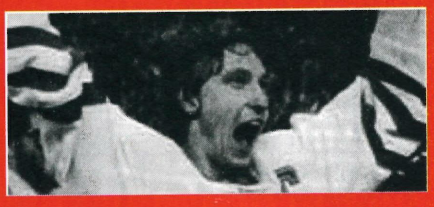



**In arcade league mode it's much more difficult to score and the periods are much longer. You have to be more tactically aware as it's now no longer possible to tear down the length of the rink on a dazzling solo mission before nonchalantly knocking the puck past the netminder**




## Wayne Gretzky – Mini biography

**Born: Jan. 26, 1961, Brantford, Ontario**
**Height: 6 foot**
**Weight: 180 pounds**
**Position: Centre**
**Shoots: Left**



**Ontario Hockey League**
***1976-77:*** Peterborough Petes, three assists in three games.
***1977-78:*** Sault Ste. Marie Greyhounds, 70 goals & 112 assists in 64 regular-season games. Six goals & 20 assists in 13 playoffs. OHA Rookie of the Year & 2nd-team all-star World Hockey Association. Signed multi year contract with Indianapolis Racers in '78. Three goals & three assists in 8 games for the Racers before being traded to Edmonton Oilers. 43 goals & 61 assists in 72 regular-seasons games for Oilers & 10 goals & 10 assists in 13 playoff games. WHA Rookie of the Year & 2nd team all-star.
**National Hockey League**
***1979-80:*** Reclaimed by Edmonton. Ineligible in 1980 for the Calder Trophy, but won Hart Trophy as NHL's MVP. 2nd team all-star. Became youngest player in NHL history to score 50 goals in a season. Scored first NHL goal in 3rd game.
***1980-81:*** Top scorer – won Art Ross Trophy. Named to 1st all-star team. Won Hart Trophy
***1981-82:*** Set NHL record for goals, assists & points in regular season. First player to score 200 points in a season. Won Hart Trophy, Art Ross Trophy & named to 1st-all star team.
***1982-83:*** Set record for assists & broke record for playoff assists & points. Won his fourth Hart Trophy & third Art Ross. 1st team all-star.
***1983-84:*** Set NHL record for longest consecutive points streak from start of season. Set record for most goals in a season, including playoffs & most short-handed goals in a season. Captained Oilers to Stanley Cup. Won Hart & Art Ross Trophies. 1st team all-star.
***1984-85:*** Set NHL assist record. Set NHL playoff assist record & points & won Conn Smyther Trophy. Set NHL records for points in a season, inc. playoffs. Won Stanley Cup, Hart Trophy & Art Ross Trophy. 1st team all-star.
***1985-86:*** Set NHL records for assists & points. Set NHL record for assists in a season, including playoffs. Won Stanley Cup, Art Ross, Hart Trophy. 1st team all-star.
***1986-87:*** Scored 500th goal. Won Stanley Cup, Hart Trophy, Art Ross. 1st team all-star.
***1987-88:*** Became NHL's all-time assist leader. Won 2nd Conn Smythe Trophy. Won Hart Trophy, Art Ross. 2nd team all-star.
***1988-89:*** Traded from Edmonton to Los Angeles Kings. Tied NHL record for most 50-goal seasons. Scored 600th goal. Won 9th Art Ross Trophy. 2nd team all-star.
***1989-90:*** Became NHL's all-time leading scorer. Won 8th Art Ross. 2nd team all-star.
***1990-91:*** Broke own NHL record with 23-game assist streak. Scored 2,000th career point. Scored 700th goal. Won ninth Art Ross, & 2nd Lady Byng Trophy. 1st team all star.
***1991-92:*** Moved to 2nd place on all-time NHL goal scoring list with goal 732. Recorded career assist 1,500. Won 3rd Lady Byng.
***1992-93:*** Played 1,000th game. Had 16-game goal drought – longest of career. Recorded point 2,300. Led NHL in play-off scoring. 1st player to score 100 career play-off goals.
***1993-94:*** Became all-time leading scorer. Won 10th Art Ross, 4th Lady Byng. 2nd team all-star.
***1994-95:*** Recorded career point 2,500.
***1995-96:*** Traded from Los Angeles to St. Louis for Roman Vopat & Patrice Tardif, centers; Craig Johnson, left wing & a 1997 1st-round draft choice.
***1996-97:*** Signed by New York Rangers





**You can skate around the rink with a precision never experienced before thanks to the analogue controller, and use a combination of buttons to pull off the many varied moves**

# Preview: Forsake

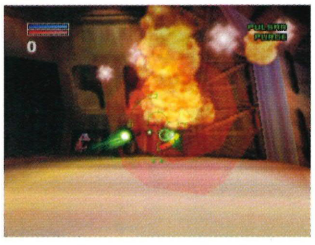
Another 3D shoot'em-up will soon be flying towards us! But this one looks set to be a stunner



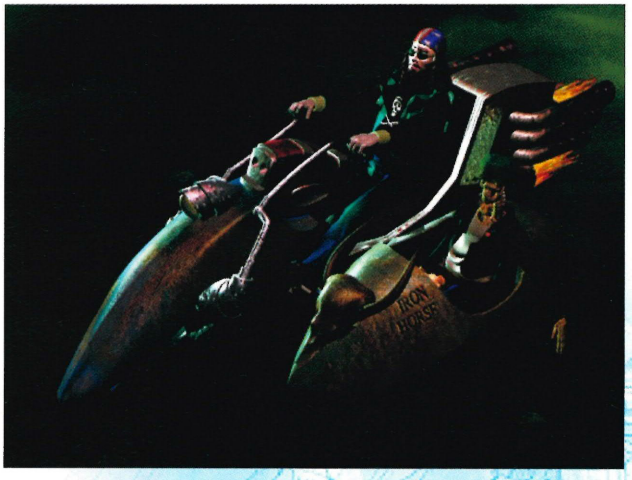
Above: A beautiful render of one of the pioncycles you fly in the game. Makes a change from running around a least

**Oh joy! Another 3D shoot'em-up is heading our way. But even I, having reviewed several first-person blasters recently, have to admit that this one looks set to be something really rather special.**

Set in the future (aren't they all) where the Earth lies in ruins after a disastrous experiment into sub-atomica, you find yourself playing a mercenary who's raiding the planet for loot and glory, whilst all the time fighting off thousands of ruthless mechanoid adversaries.



You are equipped with an anti-gravity pioncycle and a formidable array of weapons. Let's face it, the game wouldn't be much fun if you were armed with a scooter and a bunch of



## For 'Goodness' S

### Renounce thy weapons of mass destruction

**Pulsar:** Standard laser
**Transpulse Cannon:** Fires pulsars in a wave pattern for wide dispersal
**Pyrolite Rifle:** Incendiary device that shoots plasma gas and petrol gel
**Beam Laser:** Three separate pulses fuse into a single beam
**Trojax Weapon:** Rain gun barrels which upon activation shoot plasma spheres
**Suss-Gun:** Shoots 'smart' tipped projectiles
**MUG Missile:** Straight flying rockets
**Assasin:** Homing rockets
**Scatter Missile:** Deprives enemies of their weapons
**Gravgon Missile:** Explodes and distorts gravity dragging opponents into the point of the blast
**Spider Mine:** Bouncing mines
**Pine Mine:** A spherical missile launcher

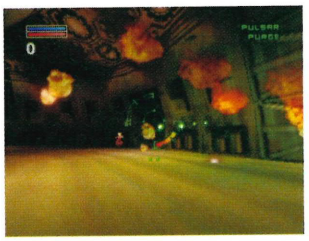
| | |
|---|---|
| **Source(s):** | Simon Smith-Wright |
| **Materials supplied:** | CD Rom, Video, Press Release |
| **Extra information:** | www.forsaken.com |
| **Development location:** | New York |
| **Playable version:** | PC Demo Only |
| **Percentage complete:** | 30% |
| **Estimated release date:** | April 1998 |

# Forsaken

By **Mark Hattersley**

**Below: Some of the in-game explosions look stunning. Those green lasers look mean as well**



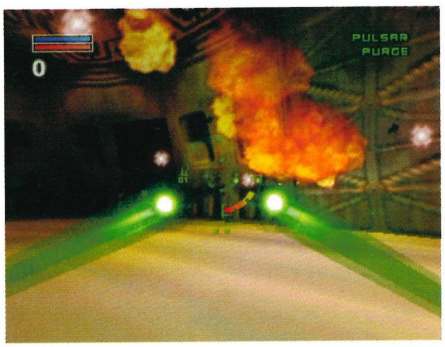

African violets now would it?

Thankfully, Forsaken takes a different approach to the standard 3D blaster (with the exception of Aerofighters Assault which doesn't count) in that it offers full 360 degree movement. So unlike GoldenEye, you can now go up, down and fly around with complete freedom. Those of you who played Descent on the PC will get the general idea. It's like Doom, except you fly around in the air instead of walking across the floor. And instead of having a flat layout, the tunnels in Forsaken can spiral off in any direction.

The levels are built like labyrinths, so we can expect enormous and complicated affairs. Like Doom, you advance through the levels by destroying enemies and solving complicated puzzles. If Descent is anything to go by, the introduction of a vertical element in Forsaken will make the whole game far more confusing than Doom or GoldenEye. In Descent you tended to get lost very quickly which was annoying at first, but when you got used to the fighting system and the 3D layout, the level of freedom offered became highly addictive. All in all, Descent was enjoyable on the PC and we're hoping that Forsaken will be a similar experience on the N64.

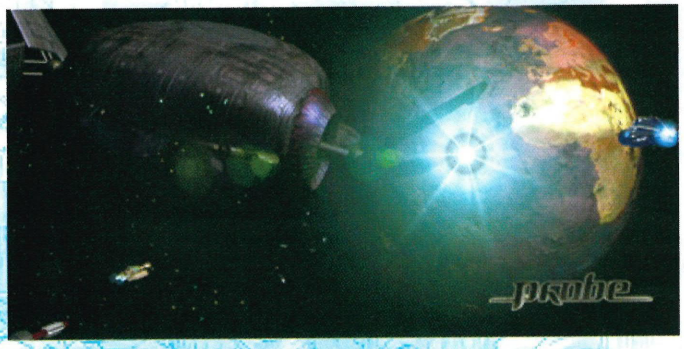
**Here we have some in-game shots. Check out the detail and lighting-effects on those walls**




## Turok's flying chopper

Acclaim (the makers of Turok) promise that the game will look stunning. It looks like Acclaim are going to push the graphic capabilities of the N64 pretty hard. At the moment the graphics look absolutely mint with highly detailed backgrounds and lots of animation. The explosions in particular are looking spectacular and the levels themselves also look extremely detailed.




**Left: The graphics in Forsaken are beginning to look really special. Let's hope it moves and plays as good as it looks**

Forsaken seems to have the dark and gloomy look that is Doom's trademark. But the game also promises to incorporate some stunning lighting effects. When you fire your weapons the light from them bounces off the walls in an incredibly realistic manner. It looks particularly stunning when a missile is fired down a long tunnel, lighting up the area around it as it flies to meet the enemy.

Acclaim are promising that the framerate will never drop below 30 frames per-second. This means that you shouldn't see any slowdown in the gameplay. Best of all, the framerate will stay that high even in the split-screen multi player mode. Sluggish gameplay when more than one player is involved has cursed many multi player games and it looks like Acclaim have taken this to heart and are ensuring the ▶

game stays silky smooth, no matter how frenetic the action becomes.

There are also some interesting views being used in the game. The majority of the time you use an in-game view seeing the action from the controls of the bike, but other views that will come into play include a missile cam which follows your missile to its target, giving a spectacular view of the carnage that follows. You also have a mine-cam which allows you to drop a mine and then decide when is the best time to detonate it for maximum effect.






## Live and let die

The music is promised to be a drum and bass soundtrack that, to quote from the game, will be 'pumping' throughout the action. The N64 sound chip has given game developers a lot of hassle in the past, mainly because they grew a bit lazy with the introduction of CD-ROM. But recent games have shown a distinct upturn in the quality of music and sound-effects, so we will wait to see just how great Forsaken's music really is.

The game will allow 15 different types of bike, each controlled by a different mercenary. I think it's safe to assume that they will each have different capabilities. There will also be 25 types of weapon and 30 special items to choose from. All are very hi-tech affairs and the ensuing explosions look very impressive. Apparently the game includes a high gore factor. Although just how gory exploding robots can be remains to be seen.

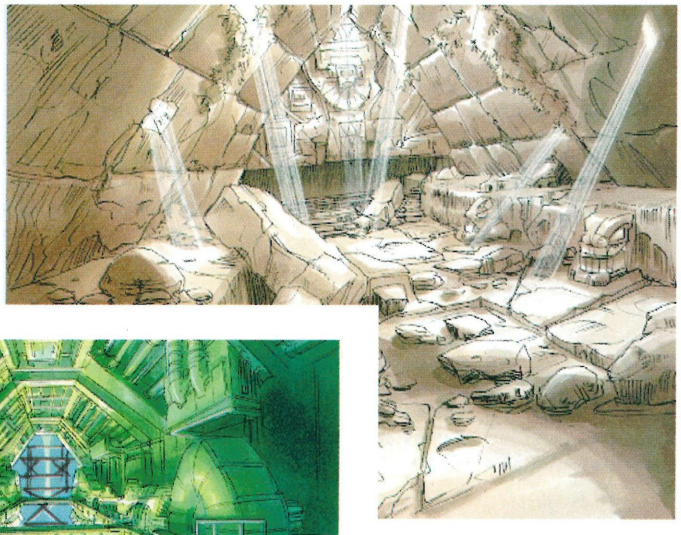
**The multi player action is amazingly frantic. I reckon that's going to be Noely, bottom right**

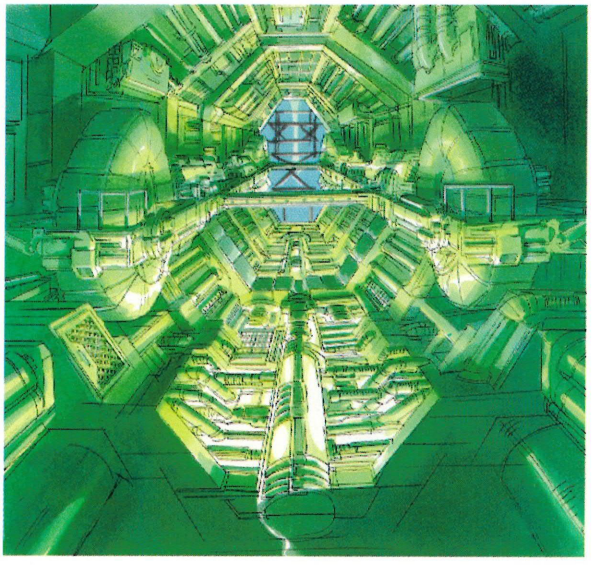



When it arrives, the game will also be making full use of the rumble pak. At first we thought the pak to be a gimmick, but it has really added a lot of enjoyment to some of the games that have supported it. And if used intelligently, the rumble pak can add that extra bit of atmosphere to a blast'em-up game that could put Forsaken in a different league.

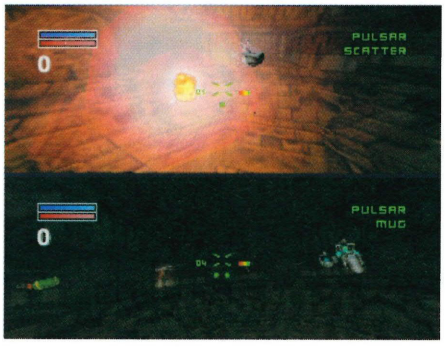
Happily, there looks set to be a month of heated arguments and recriminations heading into the N64 Pro office. Four player split-screen battles are a favourite with the team, and this looks set to be a great opportunity to gang up on Noely and waste him once again ●

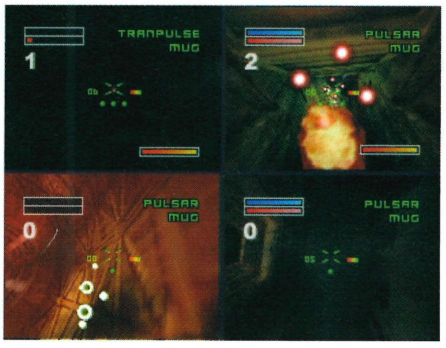
**This artwork shows a few early tunnel designs. From these you see the attention to detail that Acclaim have put into the game so that Forsaken looks absolutely amazing**





**Check out the dynamic lighting on the walls coming from that explosion. It gives the game a much more realistic feel**






Give away

# Wheels on fire

## Ultra Racer 64 Competition

**It may look like a Star Trek phaser, but it's actually a game controller. Nevertheless, Interact are set to stun N64 gamers with their revolutionary, futuristic looking hand-held steering wheel (see Peripheral Vision 3 on page 80 for a full review).**

**And because we think that it's just the kind of gizmo N64 readers will crave to impress their friends and send PI**Station owners green with envy, we thought we'd give you the chance to win one of them.**

## How to enter

Looking at the shape and general size of the Ultra Racer, we got to thinking about how the Ultra Racer could have a number of alternative uses. To be in with a chance to win one of the 10 we have on offer, tell us just what else we could do with our Ultra Racers. Answers on a post-card at the usual address to:

***"You can stick the Ultra Racer..."***

***N64 Pro, FREEPOST, IDG Media, Media House, Macclesfield, SK10 4YE***

Entries to be received by 30 3 98



Add-ons

# Peripheral Vision 3

*There's a confusing array of third party controllers out there on the market. We've taken a look at the good, the bad and the just plain ugly to give you the verdict on exactly which are worthy of your hard earned cash*




## LX4 Controller

**Supplier** LMP **Price** £24.99

The LX4 Joypad from Gamester is one of the most unique looking pads we've seen for the N64. Essentially it's done away with the three prongs and instead there are simply three stubs.

There was a bit of disagreement between us at N64 Pro concerning this controller. The fact that there's no middle prong makes it feel slightly uncomfortable for those with large hands (the hairy-palmed Mark for example), while those with child-like digits (baby-mittens Noely) didn't seem to mind too much. Advanced features include auto fire and turbo fire buttons conveniently located just above the start button.

**VERDICT** All in all, not a bad little controller.

## MakoPad 64

**Supplier** Interact **Price** £24.99

This controller is similar in design to Interact's SuperPad 64 Plus (reviewed in Peripheral Vision – Issue 2), but features turbo fire and slow motion buttons. The case is see-thru which makes it look much nicer than the standard black design.

The main difference of the MakoPad is that the Z trigger has been moved from its central position to the left of the pad where it's accessible to your middle finger. This now means that you can easily reach both the L shoulder button and the Z trigger. However, although it's a robust and well built joypad, the unsymmetrical design can feel quite uncomfortable after a while.

**VERDICT** A little awkward to use.




## Did you know?

The Blue Nintendo controller is outselling all other colours. Is this some sort of anti-Man United protest or what?

## Ultra Racer 64

**Supplier** Interact **Price** £29.99




This is by far the most revolutionary controller we've seen on the N64. Looking for all the world like some kind of Star Trek phaser, this is essentially a mini hand-held steering wheel. You hold it as you would a gun with one hand gripping the handle whilst you operate the trigger with your index finger. The other hand is used to operate the circular wheel mounted on top of the unit.

Obviously this controller has been specifically designed to be used for racing games, therefore it won't be appropriate for every game. However, on games such as MRC, Top Gear Rally, and Diddy Kong Racing (on the car sections) it works fine.

The unit makes getting to grips with steering fairly easy, in fact the trickiest thing is getting used to the Z trigger being on the top of the unit. That's because the trigger can be pushed both forward and backward and acts like the Y-axis (up and down to you lot) on a normal controller. There's a switch on the side of the unit used to alternate between the Y-axis and A and B buttons for the trigger (all of this sounds a lot more confusing than it actually is). In sum, the Ultra Racer works surprisingly well, but it does take some getting used to as you would expect.

**VERDICT** A viable and considerably less expensive alternative to a wheel.

Your chance to win the Ultra Racer 64
(See page 79)

## NS 64

**Supplier** Competition Pro **Price** £24.99

This control pad is very similar in style to Nintendo's own official controller. It's grey with three prongs, although the outer prongs feel a little angular and are therefore not quite as comfortable as the official pad.

The stick has some advanced features which are essentially turbo and auto fire switches. These are housed above the control stick where the start switch is usually located. The start switch has in turn been moved over to the left which feels very natural and comfortable. The shoulder buttons are rubber and there are two on either side (L and R, plus a couple of turbo L and R buttons). That aside, everything else on the stick is where you would expect them to be.

The control stick is a little stiff and sticky, but generally feels okay and is fine for playing most games. The D-pad feels very flimsy, but since few games use it this isn't too much of a problem.

**VERDICT** Okay, but a little lightweight.




## SuperPad

**Supplier** Interact **Price** £24.99




This pad is similar in style and shape to the SharkPad Pro (see Peripheral Vision – Issue 2), also from Interact. However, instead of having a clear see-thru case, the SuperPad comes in various bright primary colours including yellow, red, green and blue.

Unlike the SharkPad Pro, this controller has no advanced features such as auto or turbo fire. However, there are few games that demand such so-called advanced features and the SuperPad is considerably cheaper than the SharkPad thanks to their absence.

The stick and the buttons are all reassuringly sturdy and solid feeling, but perhaps there're a little too solid. One of the slight criticisms of the SharkPad was that it was a little heavier than usual and unfortunately this Sharkpad has gained even more weight. Perhaps coloured plastic weighs more, who knows? This becomes even more noticeable when you insert a rumble pak and the weight threatens to snap your wrists or topple you over. If it weren't for this the SuperPad would be quite a good controller.

**VERDICT** If you like to exercise whilst you play video games, get this. If not, it's just average.

# Peripheral Chart

Here's our list of the top five peripherals as voted for by N64 Pro.

Charts

**1 Nintendo Joypad** . . . . . A gameplayer's dream
**2 Rumble pak** . . . . . It shakes, it rattles, it rolls, it rocks
**3 Action Replay** . . . . . Infinite health, ammo, lives and attraction to the opposite sex
**4 Top Gear** . . . . . The finest wheel yet seen for the N64
**5 Ultra Racer 64** . . . . . A unique attempt at something different that actually works

# Winners:

# Everyone's A Winner

## (apart from 10 runners-up)

**Finally we've got 'round to sorting through the thousands of entries we've had to the competitions printed in the first two issues. If your name's here, you're in luck. If it's not, don't worry as we'll be printing more winners next month (although there's no guarantee your name will be there either)**







### ISSUE ONE

WCW v NWO

Kingpin195@aol.com







### ISSUE ONE

SURVEY WINNERS

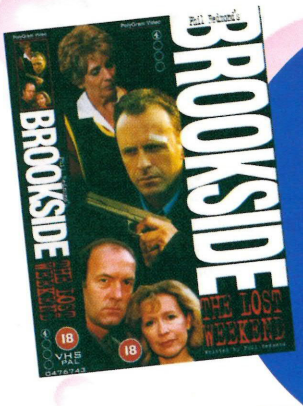
Alan Fortt, Bath
Robert Grimer, Herts
Adrian O'Reilly, Dublin
Sivaram Sukumar, Surrey
Michael Diamond, Middlesex










### ISSUE TWO

GUIDE BOOKS & BROOKSIDE VIDS

Arnold Nicholas, Surrey
Grant Smith, Wales
Keith Tout, Exeter
Barry Brown, Newcastle
Alan Torkington, Brighton
Frank McNee, Edinburgh
David Neilson, Manchester

### ISSUE THREE

MAY THE FORCE BE WITH YOU

Richard Elson, Birmingham
Simon Norton, Eastleigh
Aaron Black, Herts









### ISSUE ONE

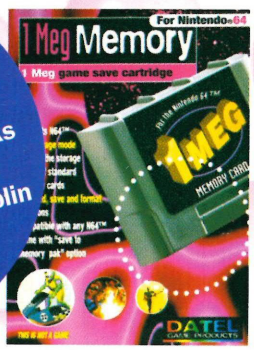
SURVEY RUNNERS-UP

Jamie Constaninou, Winchmore
Daniel Wilkin, Cambs
Ben Oakes, Shouldham
Paul Goodwin, Hornchurch
Robert Lock, Dartford
Dave Boyson, Staffs
MW Kammeyer, Cheltenham
Lee Morris, Catterick
Alex Churchill, London
Brent Rawlinson, East Sussex

### ISSUE TWO

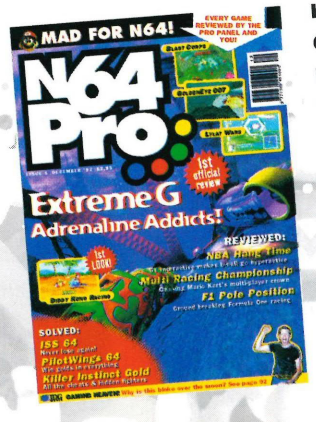
DATEL

MJ Stobbart, Wirral
Aaron Carroll, West Yorks
David Myring, Bristol
Eagham McCarthy, Dublin
G. Gubby, Bucks

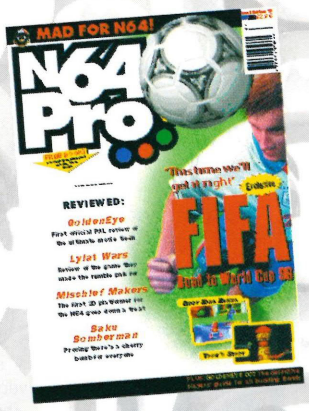


# Back issues

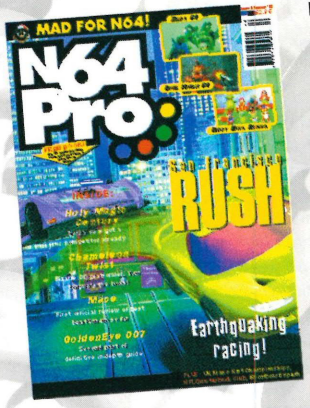
**You wanted 'em and now you're** gonna get 'em. Strictly limited numbers of the **last few issues of N64 Pro can now be** bought directly from us for only £3 per copy



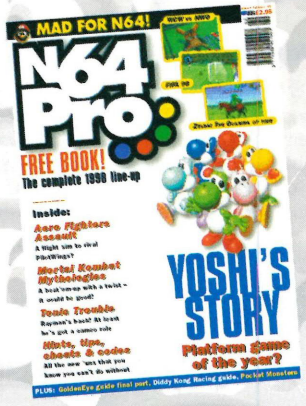

**Issue One** December
**Cover:** Extreme G
**Free Gift:** Video
**Inside:** Extreme G, PilotWings, Killer Instinct Gold, Super Mario 64, Mario Kart 64, Shadows Of The Empire




**Issue Two** Christmas
**Cover:** FIFA RTWC '98
**Free Gift:** Cheats Number One
**Inside:** FIFA RTWC '98, War Gods, Top Gear Rally, Dark Rift, Mischief Makers, Bomberman 64, Lylat Wars




**Issue Three** January
**Cover:** San Francisco Rush
**Free Gift:** Gamer's Bible
**Inside:** San Francisco Rush, Zelda 64, Duke Nukem 64, Diddy Kong Racing, GoldenEye 007, Mace: The Dark Age




**Issue Four** February
**Cover:** Yoshi's Story
**Free Gift:** Guide To 1998
**Inside:** Yoshi's Story, Tonic Trouble, Pocket Monsters, Aerofighters Assault, Mortal Kombat Mythologies: Sub-Zero

*Write, enclosing a cheque or postal order for the appropriate amount, to:*
*N64 Pro Back Issues, Freepost, IDG Media, Media House, Adlington Park, Macclesfield SK10 4YE*

## Back Issues order form

☐ Issue 1 £3 ☐ Issue 2 £3
☐ Issue 3 £3 ☐ Issue 4 £3
£ Total

*Please make cheques & postal orders payable to IDG Media*

*I wish to pay by:* ☐ *Cheque* ☐ *PO* ☐ *Credit Card*

*C/Card:* ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ *Exp:* ☐☐☐☐

**Name** _____

**Address** _____

_____

**Postcode** _____ *Please tick if you don't wish to receive any further promotional literature* ☐

# Talkin'

***N64 Pro** goes window shopping on the streets of sunny Manchester to find out what*

Diddy Kong returns to the shelves after selling out

Christmas is over, the trees and tacky decorations have come down and the Christmas shoppers are skint and in hiding. This month I took a wander 'round our home town, Manchester, to see what the shops were up to in the post-festive season. Armed with my new accent "ay like N64, init, init, sorted" from my Manc elocution lessons, I discovered the deals, the bargains and the good news.

Will Turok be coming down in price? Read on for more information

## Diddy Kong's Back In Town

N64's flew off of the shelves over Christmas with many people realising that the best console system was the one for them. So hurrah to all you that bought the machine and a big yah boo to everyone who thought it wasn't going to sell.

Diddy Kong sold like a hot-banana this Christmas. In fact most shops sold right out and the shelves lay bare. Good news for Nintendo and Rare, but bad news for all those people who didn't manage to get a copy. Anyway, the good news is that most shops have got Diddy Kong Racing back on the shelves and they're now selling famously.

GoldenEye has also sold out, but shops are expecting copies back in very soon. By the time you read this they may already have copies for sale. So if you want some Bond action go and check out the shops.

## ISS 64 Price Drop

Good news for football fans. Most high street stores have dropped the price of ISS 64 to £49.99. Considering that it used to cost £64.99 this is great news for football fans. The new more palatable price is probably a result of FIFA '98 entering as the new contender. Although both are good games, we still consider ISS 64 to be the better of the two. Even after all this time we still play it daily in the office and at this price it's a bargain not to be missed.



## Dixons 'Pick and Mix' Prices

**N64 + mem pak + controller + 1 Game = £189.99**

**N64 + mem pak + controller + 2 games = £219.99**

**N64 + mem pak + controller + 3 games = £259.99**

# Shop

by Mark Hattersley

*bargains are hiding in the shops*

### New Price for Turok?

According to industry bible CTW, Acclaim are re-pricing their older games. Turok will now sell for the ridiculously low price of £39.99 whilst Extreme G will be priced at £49.99. When we checked the shops they were both still being sold at the old price of £59.99, but keep your eyes peeled for these top games going for rock bottom prices.

### Superpad 64

Cheapest pad in town has to be the Superpad 64, selling in most stores at the comfortably affordable price of £14.99. The pad is by no means as ergonomic as the official pad, but at half the price it's great to make multi player games an affordable option.

### Machine Deal

Dixons are doing a good N64 deal at the moment. They call it 'pick and mix' and what it boils down to is a package deal that includes: the N64 machine, an extra joypad, a mem pak and between one and three games.

You choose the games to go with your new system from a selection. The good thing about the Dixons deal is that the games you choose from are first class. Instead of the usual 'buy an N64 and this rubbish game', you can choose from Mario 64, Mario Kart, Blast Corps, Bomberman 64 or GoldenEye. Take a look at our A-Z of games to find out which ones are for you.

### Leading by Example

Here's a letter that one of our readers sent in concerning my favourite subject – saving cash. This is a great example of how a bit of shopping around and some bloody-minded bargain-hunting can work wonders for your pocket

### Dear N64 Pro...

I saw the N64 game Extreme G in a high street toy shop for £30 (normal price is £59.99). Now this game was also £49.99 in the high street computer games shop across the road and so I asked them to price match the toy shop price, which they did.

I then asked if I could use a £5.00 money-off voucher, which they also said yes to and so I got Extreme G for £24.99, that means I paid less the half price.

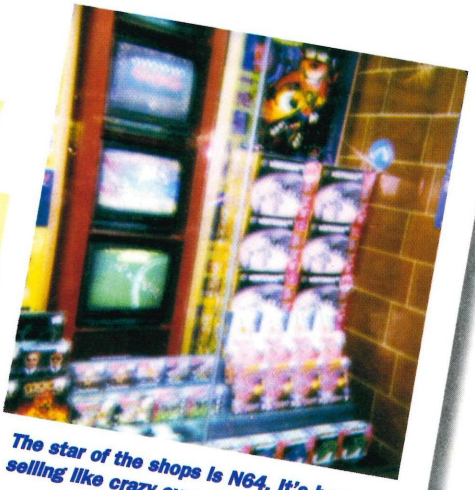
Now if one shop can sell a Nintendo Cart at half price and then another store can undercut this, I just wonder what the mark-up is on these Nintendo carts?

*Tosh*

**N64 Pro replies...**

Nice one Tosh! Getting Extreme G at that price was a real bargain. It just shows that if you shop around you can pick up a really good game for a truly great price.

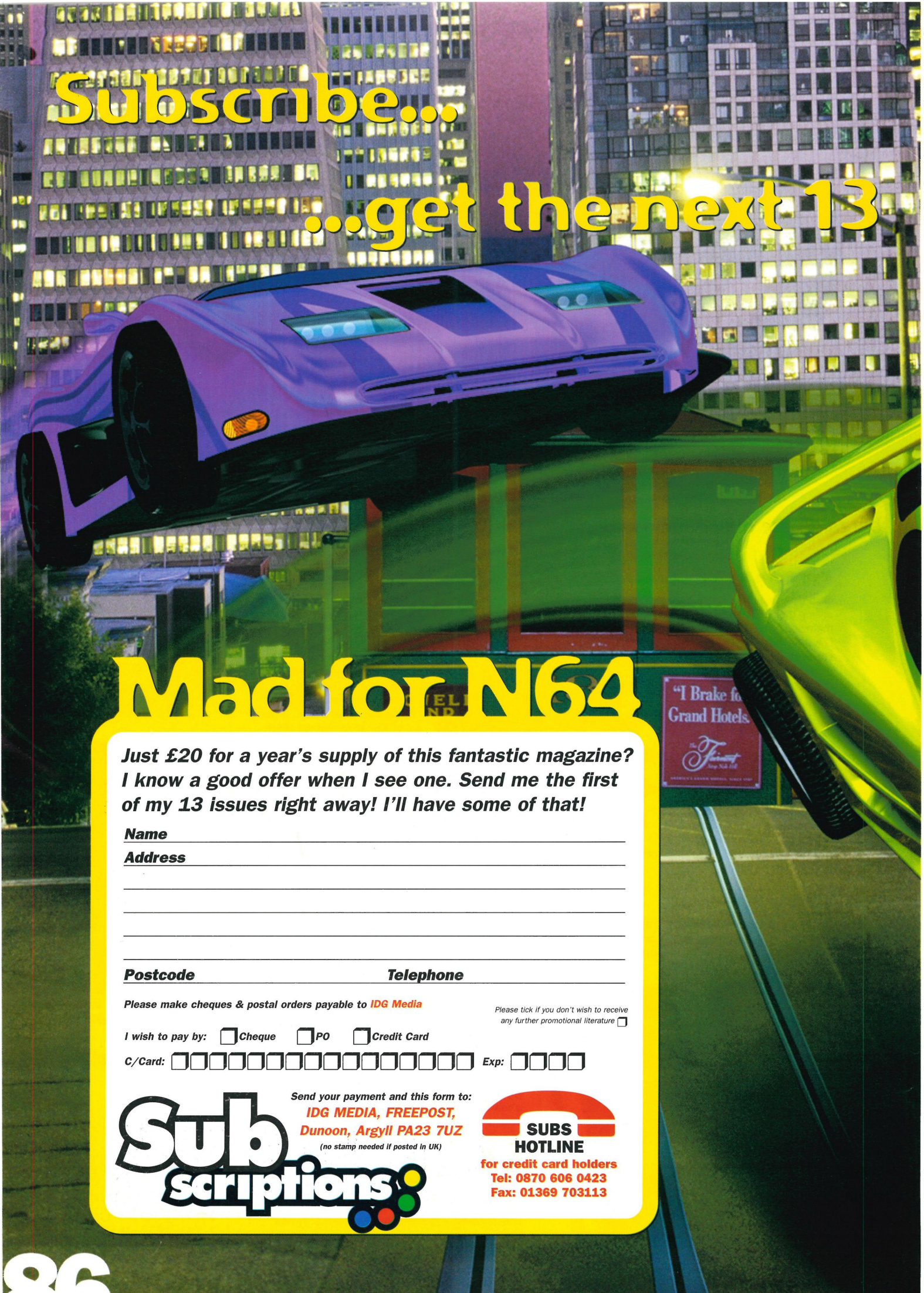
As for the mark-up on N64 games, we can pretty much guarantee that someone lost money on that sale. For the shop to make a profit on your deal they would need a mark-up of over 100 per cent. The exact mark-up varies and shops are understandably reluctant to discuss exactly how much they are making. But as a rough guide, the mark-up on a cartridge is around 20/30 per cent ●



The star of the shops is N64. It's been selling like crazy ever since the cut in price




The Dixons deal offers an N64 with good games and you can save a bit of money




***Just £20 for a year's supply of this fantastic magazine? I know a good offer when I see one. Send me the first of my 13 issues right away! I'll have some of that!***

***Name*** _____

***Address*** _____

_____

_____

_____

_____

***Postcode*** _____ ***Telephone*** _____

***Please make cheques & postal orders payable to IDG Media***

*Please tick if you don't wish to receive any further promotional literature* ☐

***I wish to pay by:*** ☐ ***Cheque*** ☐ ***PO*** ☐ ***Credit Card***

***C/Card:*** ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ ***Exp:*** ☐☐☐☐

**Subscriptions**

***Send your payment and this form to:***
***IDG MEDIA, FREEPOST,***
***Dunoon, Argyll PA23 7UZ***
***(no stamp needed if posted in UK)***

**SUBS HOTLINE**
**for credit card holders**
**Tel: 0870 606 0423**
**Fax: 01369 703113**




# issues for only £20 (rrp £38.87)

Reader offer

# WELCOME TO EUROPE'S BIGGEST

# EXPERIENCE THE THRILLS AND

## Special offer exclusive to N64




## Spend an unforgettable day out with family and friends

What better way to beat those post Christmas blues than to spend an unforgettable day out with your family and friends? Well now thanks to N64 Pro magazine you can... at Granada Studios in Manchester.

**See Tomorrow's Technology Today – take a look into the living room of the future!**

As the proud sponsor of Granada Studios' Futurevision attraction, IDG Media, publisher of N64 Pro, is offering you this exclusive deal – half price tickets and a FREE copy of N64 Pro (rrp£2.95)!

**The future at your fingertips!**

We want all our readers to have the fantastic opportunity to gaze into the future of technology, which is why we sponsor Futurevision.

*Offer valid until 31st March 1998

**Futurevision offers you a unique hands-on experience of 21st Century technology. The vanishing workplace, 2-Way television, the future of the Internet and VR sound are just a few of the many enthralling concepts you can discover for yourself in the stunning interactive presentations.**

Once you've experienced the future for yourselves, the fun doesn't stop there, because there are a whole host of other amazing attractions in store when you spend a day out at Granada Studios. For more than four decades Granada Television has brought the magic of television to your home. Today, the many spectacular themed attractions at Granada Studios give you the opportunity to spend a fascinating and unforgettable day in the glamourous world of TV past, present and future.

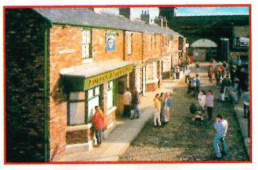
# FILM & TELEVISION ATTRACTION

# SPILLS OF GRANADA STUDIOS

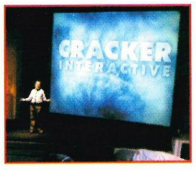
## Pro readers - all tickets ½ price*

***From exploring the world of 17th Century England with 'Moll Flanders' right through to a glimpse of tomorrow's technology today at Futurevision, Granada Studios has something to offer everyone, young and old.***

### There's only one Coronation Street



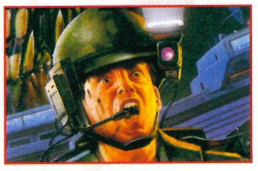
Walk in the footsteps of Ena Sharples, Hilda Ogden and Ken Barlow and relive some of the momentous events that have made 'The Street' a British institution and the world's longest running drama series. What's more you can even appear in an episode of your very own!




### Play Fitz in the world's first interactive detective show

The award winning 'Cracker' series comes to life as never seen before in this unique, multimedia 'whodunit'.

### Take on the most terrifying creature in the universe!!



Take part in the blockbuster movie Aliens™ when you climb into your computer controlled motion simulator and join forces with a squad of crack space marines to face the razor teeth and acid blood of the Alien brood.

### Find out how it feels to be a TV Star

It's a side of broadcasting most people never experience, but at Granada Studios you can discover exactly what it's like to be on the sets of such hit TV shows as 'This Morning', as well as finding out just how the show is put together.

***These are just a handful of the amazing sights you can take in when you visit Granada Studios.***

**EXTRA OFFER: FREE MAGAZINE WITH EVERY ORDER**

Only IDG Media brings you this fantastic day out at half price, that's only £7.50 per person (£5 for children)* But to tie-in with our sponsorship of Futurevision you'll also receive a FREE copy of N64 Pro, the definitive mag for the definitive console. The only N64 mag you'll ever need!

To order your tickets and receive your FREE copy of N64 Pro, all you have to do is fill in the coupon and mail it, with payment, to the following address:

**IDG Media, Futurevision Offer, FREEPOST SK3038, Macclesfield SK10 4YE (no stamp required in UK)**

**Alternatively you can phone through your order on our Futurevision Order Hotline: 01625 878888**

**EXCLUSIVE OFFER TO READERS OF N64 PRO! Half price tickets to Granada Tours! Now only £7.50 per person!**

Yes! I would like to order ☐ adult ☐ child ☐ free child ticket(s) for Granada Studios + Futurevision at only £7.50 and £5 each. The total cost is .....

☐ Please send me my free copy of N64 Pro worth £2.95

Surname (Mr/Mrs/Ms/Miss) .....

First Name .....

Address .....

.....

Postcode ..... Telephone .....

I would like to pay by:

☐ Cash

☐ Cheque/postal order made payable to IDG Media

☐ Credit card

Card Number ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expiry date ...../.....

Signature.....

☐ Tick here if you do not wish to recieve any promotional material from other companies

Free admission to children aged under 5 only. All children under 12 will need to be accompanied by an adult. Not to be used in conjunction with any other promotional offer. We reserve the right to refuse admission to any party or parties. Granada Studios reserve the right to close any rides or attractions without prior notice.

Please send to: IDG Media, Futurevision Offer, FREEPOST SK3038, Macclesfield SK10 4YE (no stamp required in UK)

**Order Hotline: 01625 878888**

*Dates valid: until 31 March 1998

# Pro post: Feed

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

*Ever thought-provoking, ever-controversial, the N64 Pro letters pages continue to serve as Europe's premier N64 debating chamber. As more games gradually make their way into the shops, the wider the subject matter becomes. Never a mag to shy away from the burning issues, N64 Pro is here to serve you.* ***ALEX***

## Not quite everything

Congratulations on two excellent issues so far. The video was great and I also liked the way in issue one that you reviewed games which had already been on the market for a few months. I have only owned my N64 for about two months so I only have two games – Mario Kart and FIFA 64. I do not think Mario Kart is as good as it's made out to be. Diddy Kong Racing is what Mario Kart should have been. As for FIFA, it's disappointing, it's slow and it's too easy. I found myself after a few minutes moving the skill level to Pro. It's unrealistic and the commentators are annoying. Going by your screenshots in issue two, I can now relax in the knowledge that FIFA will once again be great with the arrival of FIFA RTWC '98.

I am going to buy a new game. Which of the following do you recommend – GoldenEye, Lylat Wars or Diddy Kong Racing? I also welcome the move by Nintendo to drop the price of N64 games to £49.99 and also the price cut to £99.99 should encourage more people to buy the N64.

Overall, the first two issues of N64 Pro have been good with excellent reviews and previews. I like the way you are not afraid to give your true views on games. The staff on the Official Nintendo Magazine are obviously scared to give their honest opinion on games. Either that or they are crazy.

One thing which puzzled me about your mag was the last page of issue one which said that you would have 'everything on the following games' and there was quite a long list. However, upon reading issue two I noticed that only a fraction of these games were mentioned in any depth. I would hardly call a world-wide release schedule 'everything on' each of the following games. Apart from this error on your part, the magazine so far has definitely been worth the £4 I pay, so I hope you keep up the good work.

*Stephen Harrington, Cork*



**'I'm the one with a vastly more powerful console. Not you'**

**N64 PRO: All of the three games you want are 'must buys' as far a we're concerned, but not everyone has an unlimited budget, so it's got to be Diddy Kong Racing – equally as good in single player and multi-player mode. The 'everything on' thing would have happened had there been enough information available at the time – we thought it would be better not to feature some of the games mentioned rather than just fabricate news stories about them.**

## Totally Unbiased

Once again I've bought N64 Pro and once again it's no disappointment. It's great how you review each game with four members of the team and include a reader review, so the review is not one-sided and biased.

My mates, I'm ashamed to say, are all PI**Station owners and as I'm the only N64 owner, they all have this weird idea that the PI**Station is way more powerful and has better graphics.

The N64 wins hands down on graphics and speed and you don't have to wait for a little bar along the bottom of the screen to fill up. So my message to all PI**Station owners is, ha! I'm the one with a vastly more powerful console. Not you.

On a completely different matter now, why has the V3 steering wheel got the square, triangle, circle and cross buttons if it's for the N64? Also, I have a message for Daniel Faltor, the guy who wrote about Killer Instinct Gold (KIG). I think the review of KIG was generous giving it 41% and I'm most definitely not a wimp! In the words of Thumper and Bambi, "If you can't say something nice, say nothin' at all." Or something like that.

I would also like to support Philip Kelly, from Sutton, concerning 'Quality vs Quantity.' Many a time I've heard that I should have got a PI**Station, As there are more games out. But, quite frankly, I'd much rather spend a few more quid and get better games. Anyway, well done and my subscription form should be through within the next week. It's good to see originality, great reports and news all in one magazine.

*Kevin Norman, Swindon*

P.S. Check out Total 64 magazine – you have no competition!

**N64 PRO: The V3 wheel has PI**Station markings because it's compatible with Sony's console as well as the N64 – at the time of writing there are more PI**Stations and PI**Station games out there than N64s and N64 games so it makes sense to the makers of the V3. Thanks for the Christmas card as well – even though it was a bit on the surreal side. Nazareth cheese company? What's all that about Kevin?**

# Back

Sponsored by SPOOK

## Realistic

I have now bought the first three N64 Pro magazines, and I think they are absolutely brilliant. Never before have we experienced such an in-depth view of the N64 (or any other lesser games consoles) without making the reader feel patronised. The reviews are realistic and full of the information that we want to know, and not a load of old garbage that nobody cares about.

The news is totally up to date, and the other various features are very good and often quite funny. You also understand that not everyone is rich and can afford the insane prices we are expected to cough up for the games (even if they are amazing). One of the best new items, not yet seen in any other computer magazine, is the Profile section which shows us every other score given by all the other well known N64 mags, which is basically a good wide range of opinions. Who needs to buy another mag again?

Anyway, I was always a dedicated Mortal Kombat fan (and I mean dedicated). I had every game on the SNES, including UMK3 and had every move and cheat you could imagine. But now I've bought an N64 (great move) and according to your release schedule, MK4 won't be released in the US until October 1998. I really miss Mortal Kombat and don't want to have to wait until then. I am seriously considering buying Mortal Kombat Trilogy, but all my mates tell me it's a load of crap. You haven't yet given a full review of this game, so what do you advise?



*Zak Leavold, Lowestoft*

**Don't buy Mortal Kombat Trilogy – we didn't review it because there wasn't room in issue one and it would have been far too late if we'd reviewed it after that. Check the mini-review and score in the Profile section. That's all you need to know. Your mates are right, Zak.**

## Top Notch

First of all, I would like to congratulate all of you at IDG Media for producing a top-notch magazine. If only all magazines were up to this standard! The main reason that I bought this magazine (and I am sure that this was the same for many others) was because of the attached video. I think that a good way to carry on selling this magazine is to give a free supplement away with most (if not all) of your issues. This encourages many people into buying N64 Pro instead of numerous other magazines such as 64 Magazine, 64 Extreme and Total 64.

Secondly, I think that you should have all reviews under sub-headings, since sometimes a large chunk of writing on its own is too hard to digest. It also helps to distinguish certain parts of the game which the reader might be particularly interested in.

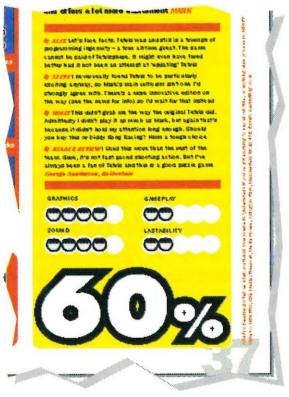
Thirdly the Profile is another good section you must keep in! It provides people who have not bought the magazine before with a brief summary of all the games released in the UK and often helps them decide whether to purchase the game or leave it on the shelf.

**'GT Interactive's War Gods is another crap fighting game'**

Next I like the way the magazine is directed at all ages and not just young kids or young adults as many of the other magazines are. It is, as you probably know, extremely frustrating to buy a magazine then find that the writers try and treat you like a four year old.

One way how you could improve this already great magazine, is to include a peripherals page, since there are many new and old accessories for the N64 that we ought to know about. Another is to include information on imported games and release dates for forthcoming ones.

The reader review is very useful, perhaps as important as the reviewer's. This is because that these feelings are that of the common guy, the majority who are going to play the games. So, we are likely to buy based partly on the reviewer, but maybe more on the reader's opinion. It would also be a good idea to include one or two more reader's opinions in the N64 score column.




*Karim Jetha, Hemel Hempstead*

**We've now introduced a regular peripherals section Karim, and are considering giving you and the rest of our loyal readership even more control in shaping the future of the magazine. Watch this space!**

## Obvious School Project #1

As a current PI**Station owner, I'm sick and tired of people slagging off PI**Stations, especially N64 owners. Some of the PI**Station's vast number of games are really more superior than N64 games, i.e. Tekken 2 (super game), Formula 1 '97, Crash Bandicoot 2, Time Crisis. I could go on all day. There are some good games for the N64 i.e. GoldenEye, Lylat Wars, DKR. But as I was saying, has the N64 got ANY decent racing games (apart from DKR)?

I'm quite sure there is nothing on the lines of F1 '97. War Gods is another crap fighting game and even Tekken 1 kicks it in the pants and puts the excrement back where it came from. All I am saying is, please, all N64 owners, don't slag our beloved piece of plastic (PI**Station) because from what I have seen the N64 isn't all that good.

If the N64 was all that good, don't you think it would have held its price with the big boys (PI**Stations and Saturns). If you lot at N64 Pro (twats) are hard enough print this in your mag...

*Robert Gray, Sanquhar, Scotland*

**As I said in issue three, "I've long since lost count of the number of times I've told people to invest in an N64 and they've replied, 'There aren't many games for it are there?' So what? How many games do you want?**

**Not many people can afford to buy more than one cart a month, so as long as decent games continue to come out there'll always be at least 'one more' cart that you haven't yet bought. Undeniably, the PI**Station has over 250 official games to choose from, but only about a dozen classics. The N64 has, at the time of writing, less than 40 official games to pick from, but already there are at least 12 that can be instantly deemed 'must buys'."**

**The N64 has got some decent race games – Extreme G, Mario Kart 64 and Top Gear Rally are as good as any the PI**Station has to offer. DKR is the best race game I've seen on any console. We're not twats, by the way, and you'll feel a bit of a twat when your headmaster gets a copy of your email.**

## Obvious School Project #2

Hello wonderful persons at N64 Pro. May I start off with the usual flattering technique adopted by so many mail senders. What a great mag you have and what a great piece of ▶

# Feed Back

innovation the N64 is. Blah blah.

However, just a couple of fine points I would like to point out;

1) Wouldn't a free cart with some of the best demos increase the popularity of your mag? I don't know much about the cost of it, but it would be greatly appreciated by many people and many people would therefore buy your mag and possibly cover the costs...

2) Also (as it is the reader's magazine) I think, as one of your readers, you should include jokes in some of the captions under screenshots. More people would therefore read the magazine and it may even attract younger readers, about my age which is 16.

How about an example of a joke as you obviously need some help. Why did the hedgehog cross the road? To get a Mars bar. Did you get it? Neither did the hedgehog! After you have split your sides open with this hilarious joke, print this under the title, 'Letter Of The Month' and send those peripherals cos if you don't I know where you live...

*Bruce Tinman, Sanquhar, Scotland*




**N64 Pro: To put a free cart on the front of the mag would instantly put us out of business unless we charged £25+ for it, in which case it wouldn't be free. We'll include jokes, so long as they're good ones, but in your case Bruce it's a case of stick to your studies. You don't know where any of us live, but we know which school you go to...**

## Kartin' kontroversy

I was reading the January issue of your mag when I flicked onto your 'Competitive Kartin' article, but I couldn't help but laugh at Craig Gee-Clough's poor time on Mario Raceway. No offence mate, but my Staffordshire bull terrier could do better than 'lightning fast' 1:43:50. Sorry, but that's crap.

I went over to my best mate, Chris Arnolds' house and showed him the article and like me, he pissed himself laughing. So we set up my N64, put Mario Kart in the slot, went to time trial and whizzed around the track. Taking no shortcuts or other cheats, we both got times of around the 1:40 to 1:41 mark. I'm sure that if we weren't playing as the two fat gits (Bowser and Donkey Kong), we could have got more respectable times, but knowing that we were already two seconds under the best time that your competition had to offer, we didn't bother.

***'If you require proof, we'll be there to kick some kartin' arse'***

If you require proof, then you tell us the place and we'll be there to kick some kartin' arse. One of the rules was that it had to be 150cc.

Because we weren't sure if that was a misprint, we did Grand Prix as well. We got times of 1:40 to 1:41 and to add insult to injury neither of us used the items and I skidded on the last lap. Are you sure that the 10 people chosen were any good? I bet half of them haven't even discovered the extra tracks!

We don't mean to offend anyone, but we do believe that we are considerably better than you lot! So if you wouldn't mind putting Chris Blowers and Chris Arnold in the Guinness Book of Records because we are the best and there is no doubt about it.

*Chris Blowers, Essex*

**N64 Pro: As it says in the article, 'Nintendo loaded a bus with N64s and toured the country holding local competitions... Each of the contestants represent the best player found in their region'. None of the N64 Pro team entered, so you're not considerably better than us, just marginally better than a few lads who'd entered a competition and got to the final, competing under pressure. Respect for being good at Mario Kart, but you strike me as being one of those people who shouts at people on TV quiz shows, but has never made the effort to get on one.**

## No Porn Nukem

May I just start by saying how cool your mag is. FREE videos. FREE cheat books etc. Right now that's done I'll get to the point... why oh why oh why is Duke Nukem 64 an 18?

It's had all the porn and rude bits taken out... and it's still 18! On a review show I saw on TV they said "They have taken all the naughty bits out, for younger viewers." For younger viewers... yer right, does that mean now all those 17 year olds can get a copy knowing they won't be subjected to rude parts? Oh sure!

Anyway, I thought Duke likes nudes! I don't know, what's the world coming to? Duke Nukem without his porn and the teletubbies at No.1 in the pop chart. More like the po chart!

My five most wanted games – Doom 64, Duke Nukem (even if it hasn't got the naughty bits in!) GoldenEye 007, Diddy Kong Racing and Creator.

Why is everyone rating Top Gear so badly? I have a copy and it's the best racing sim that's out. It's not slow (unless you're in the snow) it's got great graphics and sound. The short cuts are really hard (well some of them are) so that means you can't just wipe everyone else in the game out of the race. Overall, I'd give it a smacking great 85%. More tracks would have been nice though.

Thanks a lot for giving us a chance to put our views forward. Keep up the good work.

*Ben Ling, Nottingham*

**N64 Pro: Duke Nukem's got an 18 basically because the censors can't handle sick(ish) black humour. Your opinion on Top Gear pretty much tallies with ours. When it came in on import and we didn't have long to review it, it seemed that it wasn't much cop. However, when we had sufficient time to give the official copy a decent play we ended up giving it 87%.**



Give away

# The Price is Right




## Win a set of five of the latest and greatest graphic novels ever to hit the shelves!

If you've already read the News section, not only will you be ludicrously well informed about all the latest happenings in the world of Nintendo, but your mouth will also be watering at the prospect of reading about the latest adventures of Batman, Predator, Spawn, Superman and those manic Starship Troopers, courtesy of the latest releases from the ever lovely people at Titan Books.

Of course you'll all want to rush out and buy them, and so you should, but we can save three of our luckiest readers that expense because we're giving away three sets of five! Literally hours of reading pleasure will be yours to enjoy time and time again.

## How to enter

We thought we'd do something a bit different than just ask you a simple question. So what we want you to do, in true Bruce Forsythe fashion, is guess the price of this real (honest!) item available from HomeFree Home Shopping catalogue.

The three entries closest to the actual price which arrive in the office before 30 3 98 will win, and a set of five stunning graphic novels will be yours, if the price is right! Or at least near enough...

Write on the back of a postcard (or stuck down envelope): I think the actual price of the revolutionary toning Chin Strap is £??.?? (obviously replacing the ?'s with the figures that you think make up the price!)

And send your answers to:
***Ooh it Works! Competition, N64 Pro, FREEPOST, IDG Media, Media House, Macclesfield, SK10 4YE***

*"Tone your chin and facial muscles while you relax or sleep with this revolutionary chin strap! Simply attach the chin strap with its adjustable strapping and let it do the hard work for you! It fits comfortably around your face to help tighten facial muscles and can help smooth wrinkles!"*



# Profile

# THE ULTIMATE GUIDE

## Charts

### Top Rating Games – N64 Pro

If anybody knows N64 games, it's us. So here's our definitive top-ten 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% |

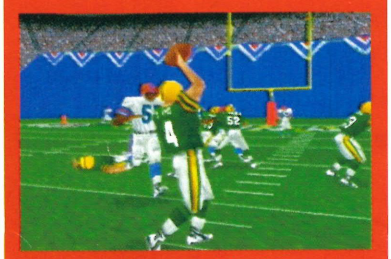
*Numbers in brackets denote last month's position

### Top Rating Games – All Mags

Take all the scores from all the mags and run them through the computer (okay so I admit it, I used the onscreen calculator) and this is what you end up with – the most informative top-ten in existence. Period.

| | | | |
|---|---|---|---|
| 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



**Madden looks set to fall off the bottom of the charts next month**

*Here's this month's guide to the good the bad and the just plain ugly. As ever we've got all the official releases and a fair few import games. Alongside our own scores are those from the other mags, but just remember, we know what we're talking about. They know nothing. Two games even begin with the letter A this month. Now I just need Zelda to come out so I can call this an A-Z without whistling and quietly hoping nobody will notice.* ***Mark***

### KEY

**Key to identifying those OTHER mags:**

**N64= N64 Magazine**
**64 = 64 Magazine**
**NIN = Official Nintendo Magazine**
**TOT = Total 64 Magazine**

### 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.

### AUTOMOBILI LAMBORGHINI

*Titus UK OUT NOW Our Rating 76%*
*N64 67% 64 80% NIN N/A TOT 72%*

More racing shenanigans. This time the French company Titus bring us a game with an Italian flavour and a truly embarrassing name. Unfortunately they seem to have been more inspired by the Citroen 2CV than a Lamborghini. Slow gameplay (especially in multi-player mode) and twitchy controls make this an awkward and unrewarding experience.

### AEROFIGHTERS ASSAULT

*Titus UK OUT NOW Our Rating 68%*
*N64 60% 64 61% NIN N/A TOT 48%*

The flight sim cum shoot'em-up that completely fails to be good at either. Slow and uninteresting gameplay is combined with dodgy graphics in an attempt to entertain you. Top Gun this certainly isn't and if it's a shoot'em-up you're after, get Lylat Wars instead.

### BLAST CORPS

*Nintendo UK OUT NOW Our Rating 89%*
*N64 88% 64 88% NIN 87% TOT 89%*

Cause more wanton destruction than a pyromaniac in a fireworks factory with this smashing game from Rare. Drive all manner of demolition vehicles as you clear a path for a runaway missile carrier, and destroy absolutely everything in its path. Refreshingly original and incredibly addictive. A right good blast!

### BOMBERMAN 64

*Hudson UK OUT NOW Our Rating 73%*
*N64 50% 64 81% NIN 80% TOT 75%*

The original video game urban terrorist. Run around dropping bombs in the path of your fellow man. Bomberman returns in an all new N64 outing. The usual multi player mayhem joins a 3D Mario-style adventure game. Good graphics, but I'm afraid the gameplay of the original seems to have gone missing along the way.

### CHAMELEON TWIST

*Sunsoft/ Ocean IMP UK TBA Our Rating 81%*
*N64 70% 64 N/A NIN 77% TOT N/A*

A fine 3D platform game with a number of novel twists (ahem). Not least is having to perfect your tongue action to play the game. 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.

### CLAYFIGHTER 63 1/3

*Interplay UK OUT NOW Our Rating 39%*
*N64 24% 64 13% NIN N/A% TOT N/A%*

Oh dear! What's this doing on a super console? Clayfighter is a deeply poor game with flat 2D characters, poor animation and sluggish controls. This is a dubious and frankly unfunny attempt at cartoon humour that's been bolted onto extremely poor gameplay... I could go on, but let's just say that it's almost on a par with the atrocious WarGods and leave it at that.

# TO N64 GAMING by Mark Hattersley




### 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. The only good point is... Lets face it, there are no good points to this game. We all hoped it wouldn't get a UK release but it's on the way as we speak. Even at the bargain bucket price of £34.99 this will still be a long, long way away from representing good value.

### DARK RIFT

*Vic Tokai IMP UK TBA Our Rating 71%*
*N64 72% 64 88% NIN N/A TOT 84%*

An early attempt at a beat'em-up which is by no means the worst, but certainly not the best. The graphics are quite good and the character design is interesting but the gameplay is shallow and uninvolving. Go for Mace or Fighters Destiny instead.

### DIDDY KONG RACING

*Nintendo UK OUT NOW Our Rating 96%*
*N64 90% 64 95% NIN 94% TOT 95%*

A jaw-droppingly outstanding game that will entertain you 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 number of tracks. Multi player battles are superb and the single player mode in which you must defeat Wizpig is a real challenge. This is literally one of the best games ever made. You must own it. It's the law.

### DOOM 64

*GT Interactive UK OUT NOW Our Rating 71%*
*N64 80% 64 81% NIN 85% TOT 92%*

The original first person shoot'em-up makes it's almost oligatory appearance on the N64. Doom is considered by many to be one of the best games ever made. Despite numerous enhancements this still has an old feel to it though and you're better off with the more recent GoldenEye.

### DUKE NUKEM 64

*GT Interactive UK OUT NOW Our Rating 86%*
*N64 86% 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. A wealth of levels and a four player death-match makes Duke Nukem a worthy cart for shoot'em-up fans. But be warned, nobody does it better than Bond. Get GoldenEye first and if that's not enough action for you, then 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 as you fly around like a cheetah on heat. On the rare occasions it slows down you might have time to notice the amazing graphics. A fine game racing game, complete with four player action.

### 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 bland and has all the interest of a manic depressive at a crown green bowling tournament. Horrendous pop-up, lousy commentary and a general shoddy feel keep this racer in the pits.

### 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.

### FIFA '98: ROAD TO WORLD CUP

*Electronic Arts UK OUT NOW Our Rating 87%*
*N64 83% 64 85% NIN 90% TOT 78%*

A vast improvement on its predecessor. FIFA 98 is the footy game that FIFA 64 should have been. Improved controls, better graphics and a host of neat touches. Not mention the official FIFA licence and more official teams than you could shake a stick at. FIFA 98 still doesn't quite beat ISS 64, but it's definitely a welcome alternative. Great stuff and deserves every success.

### GOLDENEYE 007

*Nintendo UK OUT NOW Our Rating 94%*
*N64 94% 64 96% NIN 94% TOT 98%*

Turok meets Virtua Cop meets the smoothest secret agent of all time in this 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. An essential purchase for N64 owners.

### 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. But that's exactly what you get with Hexen. A tired 3D shoot'em-up that wanted to be the sequel to Doom, but it just isn't up to scratch. The graphics are blocky and the gameplay lacks the violent mood of its predecessor. Doom 64 is far better than this and even that is starting to look a bit long-in-the-tooth on the all powerful N64. Just get GoldenEye and leave this alone.

# Profile

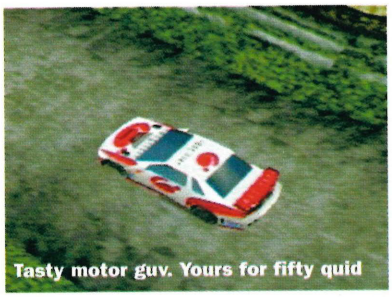
### ISS 64
*Konami UK OUT NOW Our Rating 93%*
*N64 92% 64 91% NIN 93% TOT 97%*
Konami scores a blinder with a superb representation of our beautiful game and one that consigns the opposition to relegation. Superbly realistic, beautiful looking with a huge array of moves and ways to score. The more you play the better it gets. 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%*
One of the least impressive beat'em-ups on the N64. A 2D fighting game that looks more suited to the SNES than the 64 bit powerhouse. The gameplay is ropey as well relying far too much on complex combos. Leave this one alone!

### LYLAT WARS
*Nintendo UK OUT NOW Our Rating 91%*
*N64 94% 64 95% NIN 93% TOT 91%*
Despite its new preposterously effeminate 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 compliment the brilliantly frantic gameplay.

### MACE: THE DARK AGE
*GT Interactive UK OUT NOW Our Rating 78%*
*N64 81% 64 76% NIN 89% TOT 89%*
A hack 'n' slash fighting game with enough dungeons and dragons inspired characters to keep even the most ardent warlocks happy. Despite the dodgy character design the graphics are stunning and the interactive backgrounds are innovative and definitely the way forward. Other than that this is a fairly limited beat'em-up. Check out Fighters Destiny instead.

### MADDEN 64
*Electronic Arts UK OUT NOW Our Rating 90% N64 92% 64 80% NIN 89% 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 in one silky shoulder-padded package.


Tasty motor guv. Yours for fifty quid

### 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. A great racing game that has been overtaken by the similar (but better) Diddy Kong racing. This is still a great game though and worth looking at, especially if found at a bargain price.

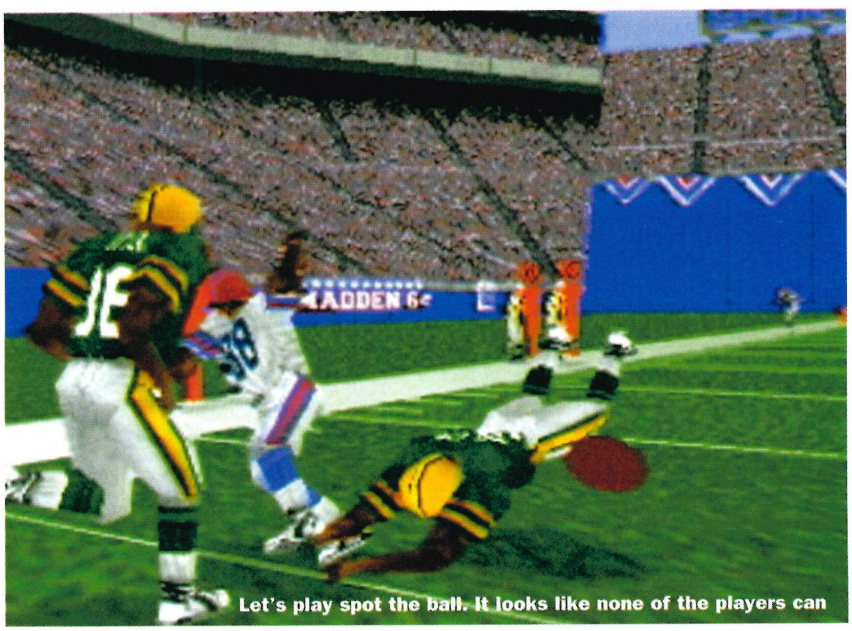
### MISCHIEF MAKERS
*Enix UK Dec 12th Our Rating 87%*
*N64 90% 64 80% NIN N/A TOT 43%*
A wonderful 2D platform game like you've never played before. Take control of Marina, a deranged robot schoolgirl who has to rescue a kidnapped scientist. One of the most incomprehensible Japanese plots we've come across. But it complements the wonderfully surreal nature of the game. The gamplay is stunning, which is a good job really because the graphics are terrible.

### 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 was a fairly limited beat'em-up. All good things must come to an end though. This now looks out of date and out of place on an N64. Even the most ardent fans must admit that it's time for something new.

### 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). By no means the worst N64 racing game we've seen, but still far from the best. Get Diddy Kong racing for multi-player thrills. If you really want a car racing game then get San Francisco Rush instead.

### 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. Not realistic at all but great for arcade game enthusiasts.

### NFL QUARTERBACK CLUB '98
*UK OUT NOW Our Rating 86%*
*N64 86% 64 80% NIN 91% 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 hi-



Let's play spot the ball. It looks like none of the players can

res mode on the N64. Doesn't play quite as well as Madden though, but it's a great game in its own right.

### PILOTWINGS 64

*Nintendo UK OUT NOW Our Rating 91%*
*N64 89% 64 89% NIN 84% TOT 95%*

Up there alongside ISS 64 as the N64 Pro team's favourite N64 game. Pilotwings offers countless hours of gaming pleasure as you perform missions in a hang glider, rocket belt and gyrocopter. 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 74% TOT N/A*

This one caused mixed opinions in the office. Alex and Mark think it's ream, whilst Steve and Noely think it's rank. A fast racer with garish graphics and a total lack of realism. A pure arcade game where you spend as much time in the air as you do on the ground, as you fly over the hills and through the tunnels 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 (boiled mints). The flying sections are okay but the Doom-clone sections are duller than Dave Lee Travis. It's a shame that such a good licencse has gone to waste. Don't get carried away with the Star Wars vibe, it soon becomes tedious.

### SUPER MARIO 64

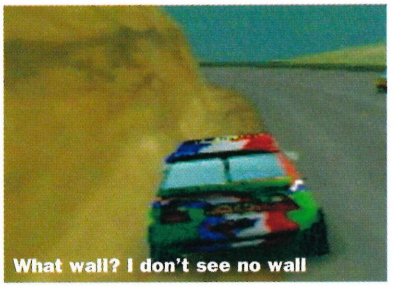
*Nintendo UK OUT NOW Our Rating 92%*
*N64 96% 64 95% NIN 95% TOT 96%*

The best video game 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 you persevere. There are no adrenaline rushes to be found here with a somewhat sedate pace to the puzzles. We seem to have lost all interest in Tetris but fans may find this appealing. Check before you buy.



What wall? I don't see no wall

### TOP GEAR RALLY

*Kemco UK OUT NOW Our Rating 87%*
*N64 89% 64 90% NIN 89% TOT 85%*

An interesting rally racer with some excellent car dynamics. The suspension is incredibly realistic and the car responds to every slight bump in the road. It feels a bit sluggish at first but as you earn faster cars the game becomes a real speed challenge.

### TUROK: DINOSAUR HUNTER

*Acclaim UK OUT NOW Our Rating 87%*
*N64 91% 64 82% NIN 95% TOT 93%*

The bloke from Doom pays a visit to Jurassic Park in this dinasour slaying extravaganza. Great graphics complement the violent gameplay as you run around hacking, shooting and generally killing everything in sight. Making dinosaurs extinct is great but there are slightly too many jumping and platform style sections.

### WAR GODS

*Midway UK OUT NOW Our Rating 38%*
*N64 46% 64 59% NIN N/A TOT 76%*

A tired attempt at a fighting game with some preposterous special moves and a distinct lack of any sense of involvement. Following a War Gods vs. Clayfighter heated debate we decided that this is still the worst fighting game on the N64. Not only that, it's a definite contender (alongside FIFA 64) to take the N64 wooden spoon award for the outright worst game on the console. Just say no!

### 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 video game. A challenging championship mode, an excellent two player mode and a highly original stunt mode. A unheralded champion of the N64 and a true classic in every sense.

### 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 over 100 mph. An intersting mix of sports simulation and arcade gameplay which works really well. The single player game is great fun but for a real treat get some mates 'round for the four player game. It's still not on par with ISS as a sports sim but few games are.

### WCW VS. NWO

*THQ Out Now Our Rating 80%*
*N64 70% 64 85% NIN N/A TOT 92?*

Wrestling action hits the N64 with this fine beat'em-up. I can't imagine a more pointless sport, but admittedly the game is a lot of fun. Some great animation, loads of moves and clever touches recreate the fun atmosphere of American wrestling. We're no fans of the sport, but the four player free for all was enjoyed by practically everyone in the office. Great stuff for fans of wrestling and even the numerous haters of Hulk Hogan will enjoy the mindless mayhem that this offers. Better than most beat'em-ups we've seen.




His pits and groin are chaffing badly

# Next month...



**Q)** *Which console will you (still) be playing next month?*

**Q)** *Which magazine will you (still) not be able to do without next month?*

**Q)** *What will be in said magazine?*



**A)** If your answers are, in the following order, 'N64', 'N64 Pro' and 'I've no idea cos of the crazily unpredictable world of N64 gaming' then you've obviously got a lot in common with us*. Although having said that, we do have a vague idea about what's going in. For example, there'll be more on **Zelda: The Ocarina Of Time**, a review of the PAL version of **Yoshi's Story** (which we have on good information that it'll be much better than the disappointingly easy Japanese release) and either news, previews, reviews, hints, tips, cheats, guides or features on **Cruisin' USA** (PAL style), **Quake**, **Snobow Kids**, **FIFA 98: RTWC**, **Diddy Kong Racing** and lots more. Such as something free. Probably.





But why idly speculate when you can go straight to the newsagents on March 2 and buy the brand new N64 Pro? In fact, why not subscribe? It's only £20 for 13 issues, you'll get the mag a week before any shops have it in stock and, most importantly, you'll be bang up-to-date with everything N64 and generally more likable and popular. The form's on page 86. Fill it in. You won't regret it. See you next month.





*If you got any of the answers wrong, then don't worry. So long as you buy next month's N64 Pro you'll feel a lot better about yourself

**Issue six** on sale 2 March

# SPECIAL RESERVE DISCOUNT MAIL ORDER - 01279 600204

**Market leaders in mail order home computing, established 10 years, great web site and six amazing shops**
**See us on the web at http://special.reserve.co.uk for masses of information and loads of prizes to win**

Special Reserve
Live @ http://special.reserve.co.uk

Officially approved for Nintendo

If you don't fancy our Membership offers you can take a Trial Membership for just 50p

## Nintendo 64 - only 99.99 less £10

### Nintendo 64
with 3D Controller
**99.99 less £10** off any other item*
Official UK Nintendo 64 complete with Nintendo 3D controller and RF lead.

### Nintendo 64 Fire Pack
**132.99 less £10** off any other item*
Official UK Nintendo 64 with Nintendo 3D controller and RF lead **PLUS extra Nintendo 3D Controller and 1 MB Memory Card**



*Deduct £10 off the price of any one item bought at the same time as a Nintendo 64 and PAY LATER if your total purchase is over £250, subject to status

BEST

**SCART LEAD** - N64 to scart TV ...7.99
**HI-FI AUDIO LEAD** - N64 to stereo ...9.99
**TV LEAD** - N64 to SVHS TV or video ...9.99

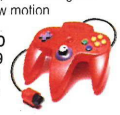
**OFFICIAL 256K MEMORY CARD** 123 pages (12 slots) 14.99
**4 MB MEMORY CARD** (192 slots) ...25.99
**8 MB MEMORY CARD** (384 slots) ...19.99

**NINTENDO 64 DELUXE CARRY CASE** ...24.99
**NUGEN ADVANCED JOLT PACK** Includes a 256K memory card and a rumble pack all in one ...15.99
**OFFICIAL RUMBLE PACK** ...14.99
**JOLTPACK (RUMBLE PACK)** Design may vary ...9.99

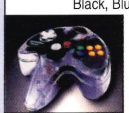
### Nintendo 64 Controllers



**ARCADE SHARK STICK** ...34.99
5 fire buttons, view control, analogue and digital directional controls, inter-changable joystick, auto-fire and slow motion



**OFFICIAL 3D CONTROLLERS** ...25.99
Available in many different colours: Black, Blue, Grey, Red and Yellow



**SHARK PAD PRO** ...21.99
5 fire buttons, 4 way view control, analogue and digital directional control, auto-fire function, slow motion function



**MAD CATZ STEERING WHEEL & PEDALS** ...55.99
True analogue progressional steering, accelerator and brake



**TRIDENT PAD** ...16.99
8 way directional thumb controller, 3D analogue stick, 9 fire buttons, autofire & slow motion

**STICKER KITS FOR NINTENDO 64** ...9.99
Change the colour of your Nintendo 64 with these great sticker kits. Available in Carbon look, Gold, Silver and Saint George

### Nintendo 64 Games

| | |
|---|---|
| BLAST CORPS | 40.99 |
| CHAMELEON TWIST | 45.99 |
| CLAYFIGHTER 63 1/3 | 47.99 |
| DIDDY KONG RACING | 40.99 |
| DOOM | 46.99 |
| DUKE NUKEM 64 | 45.99 |
| EXTREME G | 48.99 |
| F1 POLE POSITION | 44.99 |
| FIFA 98 - ROAD TO WORLD CUP | 49.99 |
| FIFA SOCCER | 29.99 |
| FIGHTERS DESTINY | 45.99 |
| GOEMON | 44.99 |
| GOLDENEYE | 40.99 |
| HOLY MAGIC CENTURY | 44.99 |
| INT'L SUPERSTAR SOCCER 64 | 44.99 |
| KILLER INSTINCT GOLD | 44.99 |
| LAMBORGHINI 64 | 44.99 |
| LYLAT WARS WITH RUMBLE PACK | 48.99 |
| MACE | 46.99 |
| MADDEN 64 | 49.99 |
| MARIO KART 64 | 40.99 |
| MISCHIEF MAKERS | 40.99 |
| MULTI RACING CHAMPIONS | 48.99 |
| NAGANO WINTER OLYMPICS 98 | 44.99 |
| NBA HANGTIME | 44.99 |
| NBA PRO 98 | 44.99 |
| NFL QUARTER BACK CLUB 98 | 45.99 |
| PILOT WINGS 64 | 40.99 |
| RAMPAGE WORLD TOUR | 46.99 |
| SAN FRANCISCO RUSH | 46.99 |
| SHADOWS OF THE EMPIRE | 47.99 |
| SUPER BOMBERMAN 64 | 41.99 |
| SUPER MARIO 64 | 40.99 |
| TOP GEAR RALLY | 43.99 |
| TUROK - DINOSAUR HUNTER | 49.99 |
| WARGODS | 46.99 |
| WAVE RACE 64 | 44.99 |
| WAYNE GRETSKY | 46.99 |
| WCW VS NWO: WORLD TOUR | 44.99 |
| WETRIX | 44.99 |

### PlayStation Value Pack
**129.99 ... less £10***
with **TWO Sony Controllers**, a **Sony Memory Card**, RF Lead and Playable Demo CD

*Deduct £10 off the price of any one item bought at the same time as a PlayStation

### PlayStation Peripherals

| | |
|---|---|
| MEMORY CARD (720 SLOT) | 29.99 |
| NUGEN CONTROLLER. Many Colours | 9.99 |
| OFFICIAL MEMORY CARD | 14.99 |
| OFFICIAL ANALOGUE CONTROLLER | 24.99 |
| PREDATOR LIGHT GUN | 17.99 |
| SCART LEAD - PLAYSTATION RGB | 9.49 |

### Top 5 PlayStation Games
**From our range of 250 PlayStation Games**

| | |
|---|---|
| FINAL FANTASY 7 | 37.99 |
| TOMB RAIDER 2 | 36.99 |
| TOCA TOURING CARS | 35.99 |
| TIME CRISIS + LIGHT GUN | 48.99 |
| ACTUA SOCCER 2 | 29.99 |

### Cheat Books

| | |
|---|---|
| MARIO 64 OFFICIAL PLAYERS GUIDE | 9.99 |
| MARIO KART 64 OFFICIAL PLAYERS GUIDE | 9.99 |
| MARIO KART 64 UNAUTHERISED SECRETS | 9.99 |
| NINTENDO 64 UNAUTHERISED SECRETS | 9.99 |
| SECRET CODES FOR NINTENDO 64 | 7.99 |
| SUPER MARIO 64 SURVIVAL GUIDE | 11.99 |
| TUROK OFFICIAL GUIDE | 10.99 |

### Super NES Games

| | |
|---|---|
| DISNEY'S JUNGLE BOOK | 29.99 |
| DISNEY'S LION KING | 29.99 |
| DISNEY'S PINOCCHIO | 29.99 |
| DISNEY'S TOY STORY | 29.99 |
| DONKEY KONG COUNTRY 2 | 29.99 |
| DONKEY KONG COUNTRY 3 | 41.99 |
| KIRBY'S FUN PACK | 29.99 |
| PGA TOUR GOLF | 19.99 |
| PILOT WINGS | 23.99 |
| RETURN OF THE JEDI | 29.99 |
| SECRET OF EVERMORE | 29.99 |
| SUPER INTERNATIONAL CRICKET | 17.99 |
| SUPER MARIO KART | 25.99 |
| SUPER MARIO WORLD | 19.99 |
| SUPER SOCCER | 19.99 |
| SUPER STAR WARS | 19.99 |
| SUPER STREET FIGHTER 2 | 26.99 |
| TERRANIGMA | 41.99 |
| THE EMPIRE STRIKES BACK | 29.99 |
| ULTIMATE MORTAL KOMBAT | 24.99 |
| YOSHI'S ISLAND | 22.99 |
| ZELDA 3 - LINK TO THE PAST | 19.99 |

### Pocket Gameboys
(AS SEEN ON TV)
New 30% smaller and 50% lighter Gameboy. Compatible with all Gameboy games

| | |
|---|---|
| GAMEBOY POCKET (SILVER) | 45.99 |
| GAMEBOY POCKET (BLACK) | 40.99 |
| GAMEBOY POCKET (BLUE) | 40.99 |
| GAMEBOY POCKET (CLEAR) | 40.99 |
| GAMEBOY POCKET (GREEN) | 40.99 |
| GAMEBOY POCKET (RED) | 40.99 |
| GAMEBOY POCKET (YELLOW) | 40.99 |

### Gameboy Games

| | |
|---|---|
| DISNEY'S HERCULES | 25.99 |
| DISNEY'S JUNGLE BOOK | 22.99 |
| DISNEY'S THE LION KING | 22.99 |
| DISNEY'S TOY STORY | 25.99 |
| FIFA 98 - ROAD TO WORLD CUP | 25.99 |
| GAMEBOY GALLERY | 12.99 |
| JURASSIC PARK - LOST WORLD | 25.99 |
| RETURN OF THE JEDI | 14.99 |
| TAMAGOTCHI | 26.99 |
| TAZ-MANIA | 14.99 |
| TUROK: DINOSAUR HUNTER | 19.99 |
| WORMS | 16.99 |
| ZELDA | 16.99 |

### Sony KV14-M1
**14" FST colour TV ...179.99**
- Remote control
- Trinitron picture
- Rear scart input
- Tilt & swivel stand
- Loop aerial

SAVE £20

### Special Reserve ZZAP.net Pentium P200 MMX ...999.99 INC VAT



- Complete Multimedia System
- Intel P200 MMX CPU
- Internet ready with fax/modem
- 16x speed CD ROM
- Diamond Stealth 3D 2000 graphics card
- 30 great games

ANNUAL MEMBERSHIP

## ALL FOR £6.00

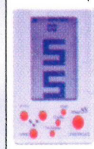
It's easy to join, just phone 01279 600204 or send in the order form. There's no obligation to buy anything, you can be any age, and it only costs £6.00.



1. Thousands of products to choose from - all at big discounts, many at below trade price or under half price. There is no obligation to buy & you can join at any age.
2. Members receive 10 issues of our colour **Club Magazines** per year, including our full catalogue of over 2,000 discounted products and great prizes to be won.



3. **Special Reserve Book of 2001 Cheats.**
4. Over £200 worth of XS saver coupons for extra discounts.
5. AND choose any one of the **FREE GIFTS** below if you buy just one item at the same time as you join. All of our gifts are worth the membership fee or much more. You can extend (renew) your membership for £5.50 just to get more gifts if you want them.



**FREE MINI BOY KEYRING CONSOLE**
Miniature hand-held console with 55 variations of 4 classic games



**OR FREE VIRTUAL MEGA PET**
8 electronic virtual pets in one. Choose to look after a Chicken, Bird, Dog, Cat, Dinosaur, Crab, Fish or Butterfly. Pets may vary



**OR FREE PERSONAL STEREO WITH HEADPHONES AND CARRY CASE**
Personal stereo cassette player with headphones plus a padded carry case for tapes & accessories

**OR EIGHT GAMES FREE FOR PC**
Desert Strike, Jungle Strike, Actua Soccer semi-final edition, Normality Inc playable demo, Zool 2, Lotus 3, Toyota Celica GT Rally and Team Suzuki.
ALL 8 GAMES ABSOLUTELY FREE





**OR FREE NINTENDO 64 256K MEMORY CARD**
256K memory card. 120 slots. Slots into controller

Other offers available. Offers subject to stock availability. Overseas members add £2 postage

## PAY LATER - 0%

NEW

**6 months interest free when you spend a total of over £250 on ANY goods from our entire range**

Ask at our shops or phone 01279 600204 - subject to status
20% deposit. Pay the balance after 6 months or commence payments from £9 per month @ 29.8 APR. Either way there's no interest for the first 6 months - that's 0% APR.

## Special Reserve
## 01279 600204

OR FAX YOUR ORDER ON 01279 726842 - WE'LL FAX BACK TO CONFIRM
OPEN 9.30AM TO 8PM (MON-SAT) 10AM TO 5PM (SUN & BANK HOLIDAYS)

**Members only - Join as you order - no obligation to buy anything**
**TRIAL MEMBERSHIP JUST 50P (ONE MAGAZINE, ONE ORDER)**
**OR ANNUAL MEMBERSHIP £6 (UK), £9 (EC) £12 (WORLD)**
**Annual Membership includes 10 Club Magazines and our Book of 2001 Cheats. AND there's a choice of fabulous free gifts if you buy just one item when you take out a £6 Membership.**
All prices include VAT and carriage to MOST UK mainland addresses.

(BLOCK CAPITALS please) N64 PRO

Name & Address _____

Postcode _____ Phone No _____ Machine _____

Enter membership number (if applicable) or NEW MEMBERSHIP FEE (ANNUAL UK £6.00)

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £

CREDIT CARD EXPIRY DATE _____ SIGNATURE _____ SWITCH (ISSUE NO _____)

OVERSEAS CREDIT CARD ONLY, PLEASE ADD SURCHARGE £2.00 PER ITEM
**Immediate cheque clearance. Cheques payable to**
**Special Reserve at**
**PO Box 847, Harlow, CM21 9PH**

## SPECIAL RESERVE BIG CLUB SHOPS

**Visit one of our great shops for massive selection at rock bottom prices**
**We guarantee the lowest price in town - by a full £2**

### BRISTOL
**351 Gloucester Road (A38), Bristol.**
1 ½ miles from the City Centre and just up from Kwik Save
**Tel: 0117 924 5000**



### CHELMSFORD
**43 Broomfield Road, Chelmsford, Essex.**
Just around the corner from the bus station
**Tel: 01245 348777**

### EGHAM
**168 High Street, Egham, Surrey.**
Near Windsor and Staines
Just 1 mile off junction 13 on the M25
**Tel: 01784 473444**



### NOTTINGHAM
**164 Derby Road, Stapleford, Nottingham.**
2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut
**Tel: 0115 949 1000**

### SAWBRIDGEWORTH
**The Maltings, Station Road, Sawbridgeworth, Herts.**
Not far from the M11, just around the corner from the train station
**Tel: 01279 600399**



### UPMINSTER
**209/213 St Mary's Lane, Upminster, Essex.**
2 miles from junction 29 of the M25. Opposite Somerfield Supermarket
**Tel: 01708 225544**

It's easy to park

Inevitably some products listed may not yet be available and prices may change. Please phone 01279 600204. Some items carry a £1 surcharge in our shops. SAVE = Saving off full recommended price. Sent to press 14/01/98 Errors & Ommisions Excluded. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG




# N64 PRO

IDG MEDIA

Freepost: Media House, Adlington Park, Macclesfield SK10 4YE * Tel: 01625 878888, Fax: 01625 879967