N64 Pro No. 14 December 1998

FREE BOOK

Hints, tips & cheats for all your favourite games

N64 Pro

Turok 2: Seeds of Evil

We've played the most frightening game of all time

V-RALLY EDITION '99

FIRST PLAY!

WE TELL YOU WHY IT SHOULD TOP YOUR XMAS LIST

ISS Brit Champ

Check him out inside!

Rayman 2

World exclusive first look!

NFL Blitz

GT's first stunner reviewed

Zelda 64

Top new screenshots

Extreme G 2

World exclusive preview!

Silicon Valley

Potential Banjo beater! Honestly!

ISSUE 14 DECEMBER 1998 £2.99

IDG MEDIA Global Vision Total Knowledge

9 771369 451017 12

BANJO-KAZOOIE & GOLDENEYE 007 TIPPED! EVERY N64 GAME REVIEWED

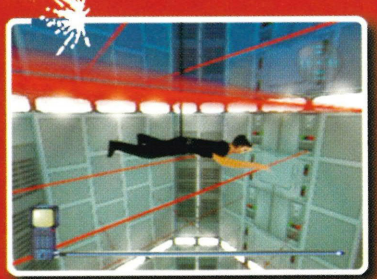
NINTENDO 64

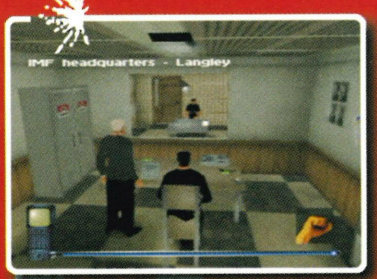
MISSION: IMPOSSIBLE™

"EXPECT THE IMPOSSIBLE"

YOUR MISSION STARTS SEPTEMBER 25TH...

...DARE YOU ACCEPT IT?







Paramount
A VIACOM COMPANY

ocean

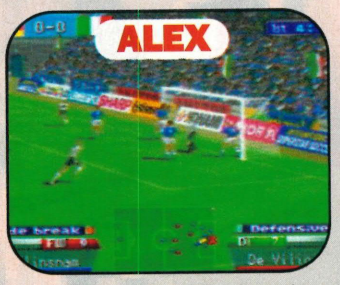
w.w.w.missionimpossible-game.com

MISSION IMPOSSIBLE TM & © 1998 PARAMOUNT PICTURES. All rights reserved. Ocean Software authorised user. Ocean is a registered trademark of INFOGRAMES UNITED KINGDOM LIMITED.
NINTENDO®, NINTENDO 64, AND ARE TRADEMARKS OF NINTENDO CO., LTD.

The team

ISS 98 – what a bargain at £39.99! We can't stop playing it. Here's how the footy game of the year's been affecting us all lately

ALEX



Alex is still smarting from three depressing defeats in the ISS 98 British championship, however, his favourite 'real life' team Sunderland are looking hot favourites for promotion to the Premier League. We'll have to wait a good few months before he cracks his face with a smile, though

STEVE



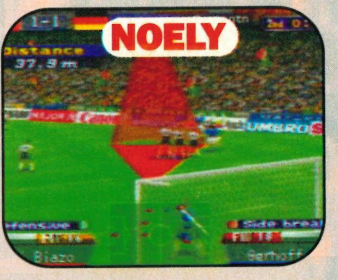
Steve finished top of his ISS group after tumbling to defeat in his first game. It's all smiles for the boy from Salford at the moment as the club he follows, Man City, are creeping up Division Two and are set to move into a brand, spanking new stadium in the year 2001

MARK



When it comes to footy, Mark's a bit clueless. Funny that, cos he's a bit clueless in general. He doesn't really follow footy but will always give it his best shot in ISS 98 - a rubbish, weak back-pass strength dabble straight into the 'keeper's midriff

NOELY



Although Noely won his ISS group with a 100% record, even this idle bragger admits that his four matches weren't the toughest he's ever played in. The smile was soon wiped off his face when he heard that Man Utd had been taken over by Rupert Murdoch - the only fan power at Old Trafford comes from the air conditioning in the Executive boxes

JIM



Jim's main sporting passion has to be cricket and as he was in Gran Canaria at the time of the ISS Championship, he missed out on all the fun. To make matters worse, he was under the illusion that England might have scraped a draw against Sri Lanka until two days after the match had finished when Tuesday's English papers finally arrived

LEWIS



The Pekster's injured knee effectively put paid to his promising career with crack Italian side Juventus. A full international by the age of three, Lewis was truly a child prodigy at the art of scoring spectacular goals. What he doesn't tell anyone is that he broke his knee tripping over a joypad lead and that he only played for Juve in FIFA 98

You can see how the whole ISS 98 British Championship went in a special four page feature inside this issue

Editor: Alex Lee **Art Editor:** Jim Eagers **Guest Art Editor:** Phil Booth **Deputy Editor:** Steve McNally **Reviews Editor:** Paul Noel **Staff Writer:** Mark Hattersley **Art Asst:** Stuart Cripps **Prod Editor:** Lewis Pek **Art Director** Dean Wilson **Managing Director:** Ian Bloomfield **Pub Director:** Robin Wilkinson **Circ Director:** David Wren **Associate Publisher:** Carol Ann Barrett **Group Ad Manager:** Lisa Jo Oliver **Console Account Manager:** Carrie Nash **Promotions Manager:** Michelle Harris **Scanning:** Mark Forbes **Production Controller:** Barbara Newall **Prod Manager:** Alan Capper **Systems:** Nic Moran **Contributors:** Bub Taylor, Akira Yamawaki **N64Pros @** IDG Media Freepost, Macclesfield SK10 4YE **T:** 01625 878888 **F:** 01625 879967 **Issue 15 on sale 12 November. Thanks to:** Peter Reid, Dwight Yorke

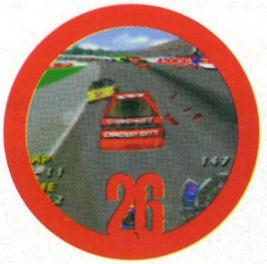
IDG MEDIA

N64 Pro

ISSUE 14 DECEMBER 1998 – LAST



NFL Blitz
– Yes it's good and yes it's by GT



NASCAR
– Good old oval race tracks



Gex 64
– 'Scale' the heights



Right: A girl's backside. Yesterday

NEWS

6 *Hot off the press N64-related gear*
Gaming giants Nintendo dominate the news this month as they scoop three awards at the ECTS, bring out a brand new piece of hardware and reducing the price of all their games, PI**Station publishing giants Eidos announce their plans for an April N64 release of Michael Owen's World League Soccer and much more!

COMPETITIONS

8 *Win Bits and Bobs!*
Because of the number of games we've had to squeeze in the mag this month, there's no room for a dedicated competition page, so we've littered a few around the News for all you fans of free stuff

FEATURES

50 *Every Christmas Time it Snows*
The recent European Computer Trade Show was bigger, brasher and better than ever before. Among the 21,000 attendees were the N64 Pros, sniffing out N64 news like sniffer dogs at a cannabis convention

50 *ISS 98 British Championship*
This year's premier gaming event was a scorching success. See how the readers got on against the N64 Pros at Konami's marvellous ISS 98

PREVIEWS

68 *The skids: into V-Rally*
Because our publisher has finally got himself an industry 'contact' by default he's decreed that we do a preview and a cover on Infogrames' **V-Rally Edition '99**

72 *Everybody Shoot The Dinosaur*
Apart from Zelda, this has to be the most eagerly-awaited forthcoming N64 release. **Turok 2** has got us all excited as there's an animal murderer lurking in the subconscious of all of us

74 *Miss Muffet's Biggest Nightmare*
Spiders and aliens are scary. Big spidery aliens are scarier still. What's really scary is that they've invaded Earth and destroyed mankind in what can only be described as a **Body Harvest**

76 *I feel the need for More Speed*
It's a sequel. It's got mega-fast bikes. It's got weapons. It's got daunting hazard-ridden tracks. It's got a heart beat-doubling techno soundtrack. It can only be **Extreme G 2**

78 *Virtual Bestiality*
If you're unsure about the title, don't ask someone from the next generation up. Particularly if you're used to calling them 'Mam' or 'Dad'. It's just a daft play on words to describe **Silicon Valley**

REGULARS

16 *Software House League Tables*
This month's SHLTs feature an update on which game has scored what, so you can keep in touch with how your predictions are getting on

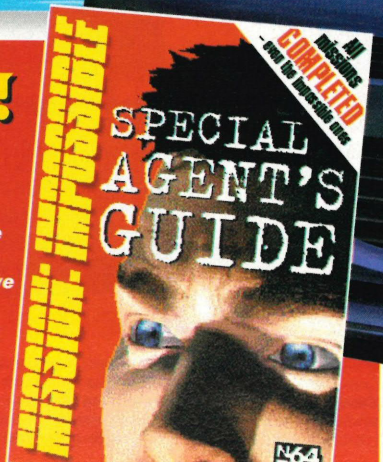
86 *Feedback*
The pages that are almost entirely written by yourselves i.e. discerning magazine buyers with a feeble grip on reality





FREE 68 page book!

STUCK ON THE FRONT OF THE MAG IS *the Mission: Impossible Special Agent's Guide that we've hurled together for you. All the maps, all the tips, all the cheats and all the tricks are right in here. Next month we're going back to the 200 page format that you all know and love from last issue, so don't feel too gutted when you get to page 68 of this one. It'll take you beards to work through the game anyway. Buy the game first – we can assure you that you'll love it or give the book away to a friend who's already got the game. He/she'll hold you in their highest regard forever and a day. And you'll feel all good about yourself.*





Left: The ISS British Championship trophy is handed over



Right: Turok 2: Seeds Of Evil boasts a special hi-res mode that'll make you shriek with terror



Pokemon Stadium
– Trumped-up trump game with monsters



Super Robot Spirits
– It certainly raised our spirits



Alice's Trump World
– But you're just a pack of cards

CODES, TIPS & GUIDES

58 *Banjo-Kazooie*
Now this is finished, it'll be interesting to hear Noely's new excuse for his quite frankly appaling page rate

50 *Cheats Encyclopaedia*
Thank your lucky stars we're still employing Mark. It could be worse, we almost took on an Italian/American cheats dragon called Frederico



REVIEWS

British US Japanese Stamp of approval

22 *NFL Blitz* by Steve
In typical argumentative, controversial fashion, Steve doesn't give NFL Blitz a score in the nineties, instead plumping for a slightly lower mark, but still insisting on giving it a stamp of approval

28 *NASCAR* by Noely
Just how exciting can racing a car around a single oval track get? It makes you wonder sometimes how Electronic Arts ever made a name for itself in the world of gaming

28 *Gex 64* by Mark
Steve was going to review this until aliens started incubating in his stomach. The lad from Salford finally called a doctor after 23 years of doing without. Something had to give...

32 *Pocket Monsters Stadium* by Noely
Looks-wise, this can't be faulted. And 50 zillion Japanese gamers can't be wrong. Hold on, aren't these the same people that accept Mah Jong and Fire Electric Pen as forms of entertainment?

34 *Super Robot Spirits* by Mark
A 3D Tekken-esque robot beat'em-up that features Godzilla-style monsters and huge, lumbering BattleMech types. Reminiscent of Zero Divide on the PI**Station. Except, ahem... miles worse

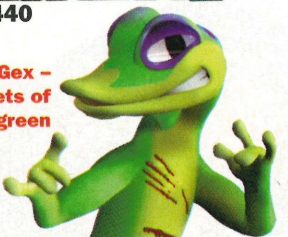
36 *Alice Trump World* by Noely
Unless you're rich, lazy or stupid, don't buy this game. Read all about it and have a giggle certainly but ultimately go out and buy a packet of cards if you want to play the games this cart offers



V-RALLY
We're the first mag to have actually played it, so we know the score. It's full title is V-Rally Edition '99 which no-one else knows either. Fasten your seatbelt on...
PAGE 68

Games supplied by
Department 1
0171-916 8440

Right: Good old Gex – created by nuggets of the purest green



Standard Subscription Rates: UK: *13 issues £20.00*, Europe: *13 issues £55.40*, World: *13 issues £75.40*, **ABC:** *30,209*

IDG MEDIA
Global Vision Total Knowledge

IDG Media, publishers of PC Home, PC Advisor, Windows Expert, PlayStation Pro, PC Basics, PC Games Solutions, PlayStation Zone, N64Pro, Acorn User and Mac World.

IDG worldwide informs more people about information technology than any other company and is the leading global provider of IT services, publishing over 285 computer publications in 75 countries, 500 book titles and exhibitions including E3, Plus research from International Data Corporation.

News

by **STEVE, ALEX, BUB** and **AKIRA**



Underneath: Michael Owen gets down to some serious training with the England squad prior to the Argentina game

World League Scouser

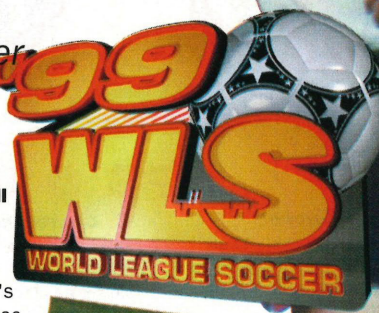
Eidos think he's a world-beater

IN THE WAKE of the disappointing news that Eidos' Fighting Force won't be released over here, the company best known for Tomb Raider (PI Station) have announced that Michael Owen's World League Soccer will definitely be coming out on the N64 next year.**

The 32bit version of the game endorsed by Liverpool's hottest property (bar the warehouse some scallies are currently burning down) has gone down a storm with PI**Station owners and judging by what we've seen so far, the N64 version should easily surpass it. Still way off in terms of an official release, N64 Pro will keep you updated as soon as there's anything more to know.









Left: Some very early screenshots of Michael Owen's WLS 99 – don't worry, it'll look better than this!

N64 Hat-trick

Three pots and in for Nintendo

NINTENDO SWEPT THE board at the annual ECTS (European Computer Trade Show) Video Games Awards ceremony, held at Stamford Bridge, home of Chelsea FC on Sunday September 6 and walked away with three out of a total of four awards that they were eligible to win.

For the second year in a row Nintendo beat the opposition into the ground to pick up the coveted Console Game of the Year award for GoldenEye 007. With the legendary Zelda: the Ocarina of Time soon to be launched it looks like Nintendo are planning to hang on to this award for a third year!

In addition to the phenomenal sales success of GoldenEye 007, Nintendo also received recognition for the marketing effort invested in the title by picking up a Silver Marketing Award. Developers Rare were also rewarded for their phenomenal dedication to this title with Developer of the Year.

Proving that the masters of gaming haven't lost their touch, Nintendo also beat Sony to the post for Publisher of the Year.

Dick Francis, Managing Director of THE Games, Nintendo's exclusive distributor for the UK and Ireland, speaking about the awards, said, "We are delighted to have won these top awards in a market place that has never been more competitive. Despite a relatively slow start to the year, these Awards recognise standards of excellence that Nintendo will continue to strive for in the future. With our best ever pre-Christmas software line-up we are confident that the industry won't be disappointed! Thanks to all those in the games trade who voted for us and watch this space for the most exciting games still to come – Zelda: The Ocarina of Time, F-1 World Grand Prix, 1080° Snowboarding, and Star Wars: Rogue Squadron among others!"

"These awards recognise standards of excellence that Nintendo will continue to strive for in the future"



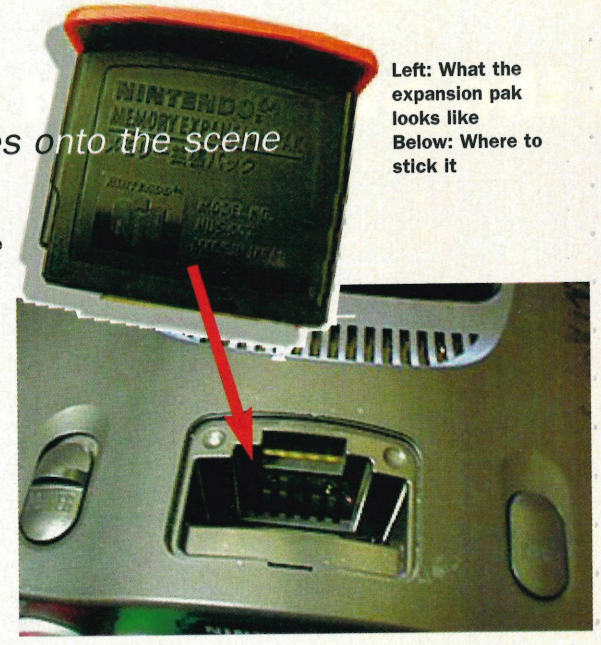


Right: A frantic fight scene from the forthcoming Zelda: The Ocarina Of Time

● **Ultra Racer Winners** *(Answer: various filth)* J Britton, Manchester, S May, Essex, M Lancashire, South Wirral, B Savage, Berks, M Prior, Norwich, J Taylor, Worcs, N Ali, Oxford ● **Godzilla vs King Ghidora vids** *(Answer: castrated male bull)* MJ Lawson, Leeds, D McAtee, Newport, C Wood, ChathamJ Rowley, Worcester, J Philbey, Enfield, S Errington, Doncaster ● **Vampire Wars vids** *(Answer: stake, garlic, running water, sunlight, or decapitation)* M Iqbal, Halifax, R Hammond, Loughborough, R Delany, Liphook, N Jacobs, Goudhurst, J Norman, Preston, S Redpath, St Boswells ● **Psychic Wars vids** *(Answer: mind)* D McAtee, Newport, K Clements, Twickenham, C Smith, Fife, A Swift, Wendover, D Buckley, Co. Cork P Coates, Wiltshire, M Townsend, Edinburgh, T Patton, Humberside, M Wales, Frodsham, G Jenkins, Swansea

HI-RESult

Expansion cartridge explodes onto the scene



Left: What the expansion pak looks like
Below: Where to stick it

AS NINTENDO CONTINUE to work to produce the best video games going, they now have a great addition to the N64 - the N64 Memory Expansion Pak. This 4Mb Random Access Memory (RAM) cartridge will allow game players to enjoy the new wave of N64 games using a high resolution option. High-res mode graphics are crisper and more defined than the already brilliant N64 graphics.

The official expansion memory cartridge will be available in the US in November and in Europe in December. The US unit will have a manufacturer's suggested retail price of $29.95 and will be sold separately. The cartridge fits into the so far unused Memory Expansion slot on top of the N64.

The unit will be compatible with games developed in high-resolution mode, such as Rogue Squadron, Turok 2: Seeds of Evil and other titles scheduled for release next year. We've already received Datel's own scarlet version, which is out now, priced at £29.99 - check out next month's bumper new-look issue to see just what it's capable of. See also Noely's ECTS On The Periphery this issue.

Tohkon Play that game



WRESTLING FANS HAVE had plenty of call to rejoice of late, with a veritable flood of titles both imminent and already out on the N64. Hudson, developers of obscure Japanese only wrestler Tohkon Road have added to the party by announcing a sequel. Due out in December, Tohkon Road 2 will be a guaranteed hit as it features all of Japan's megastar pro-wrestlers and a quite a few improvements over its predecessor. The number of wrestlers is now 20 compared to 16 in the original, with each character now able to learn and become stronger as the game progresses. There's also all-new entrance sequences with the combatants making their way to the ring in their garish costumes, and two mysterious new game modes have been added as well - MVP mode and Shuffle mode. So far it's only down for release in Japan and chances that it will come out over here are slim to none, due to the Japanese wrestling license and also strong competition by Acclaim, EA and THQ. One to watch out for down the import emporium though...

Game Prices Slashed!

Affordable new N64 carts!

N64 GAMES ARE now cheap - it's official! Blockbuster titles such as F-1 World Grand Prix and 1080° Snowboarding will now be launched at £39.99.

"This is great news, N64 gamers have now got a double whammy - the best games at the best prices" said Dick Francis, Managing Director of Nintendo's UK distributor, THE Games.

Eight existing classic titles, including Mario Kart 64 and Diddy Kong Racing, will also be reduced to £39.99.

This bullish move comes at a time when Nintendo are presenting the best games line-up in their history on the N64. A dozen blockbuster N64 titles will be released between now and Christmas including the awesome 'The Legend of Zelda: The Ocarina of Time which will hit the streets at £49.99.

Price reductions have also been announced on N64 hand controllers which have been cut from £29.99 to £19.99.

Below: F1 World Grand Prix only £39.99!



Games to be launched at £39.99

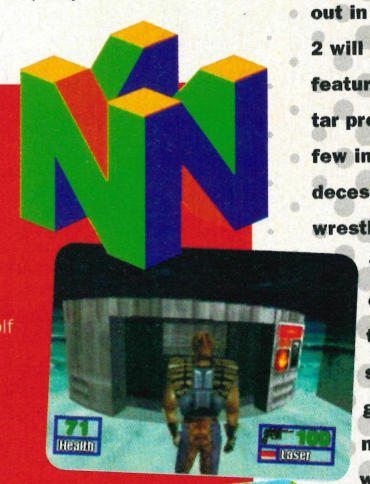
- F1 World Grand Prix
- 1080° Snowboarding
- F-Zero X
- Waialae Country Club Golf
- Turok 2 *(Acclaim)*
- ISS '98 *(Konami)*
- Mission: Impossible *(Infogrames)*
- V Rally 64 *(Infogrames)*

Games reduced to £39.99

- Star Wars: Shadows of the Empire
- Wave Race 64
- Mario Kart 64
- Diddy Kong Racing
- Top Gear Rally
- Yoshi's Story
- PilotWings 64
- 1080° Snowboarding

Games reduced to £29.99

- Blast Corps
- Mischief Makers
- Tetrisphere
- Cruis'n USA
- Kobe Bryant in NBA Courtside





Above: Wave Race 64 and Shadows Of The Empire – both reduced to £39.99

● We've been playing the hi-res version of Turok 2 for the last few days and it doesn't disappoint. Believe us when we say that the 4meg memory expansion is going to be as essential to an N64 owner as a joypad by Christmas! ●

Up above the Streets and Houses...

Tom Clancy's one of the biggest names in the literary world. Imagine the possibilities now he's branching into games...

Rainbow Six is absolutely massive on the PC. It's easily one of the biggest new games of the year, as the constant playing by the entire staff of our sister magazine PC Home will no doubt testify. Why should you care? Because an N64 version is on the cards, with the final decision merely requiring a rubber stamp from the publishers before work can commence.

So what's it all about? Well, it's based on Tom Clancy's epic tome of the same name and sees the player taking control of an eight man squad of crack SWAT team agents sent into trouble spots to sort things out.

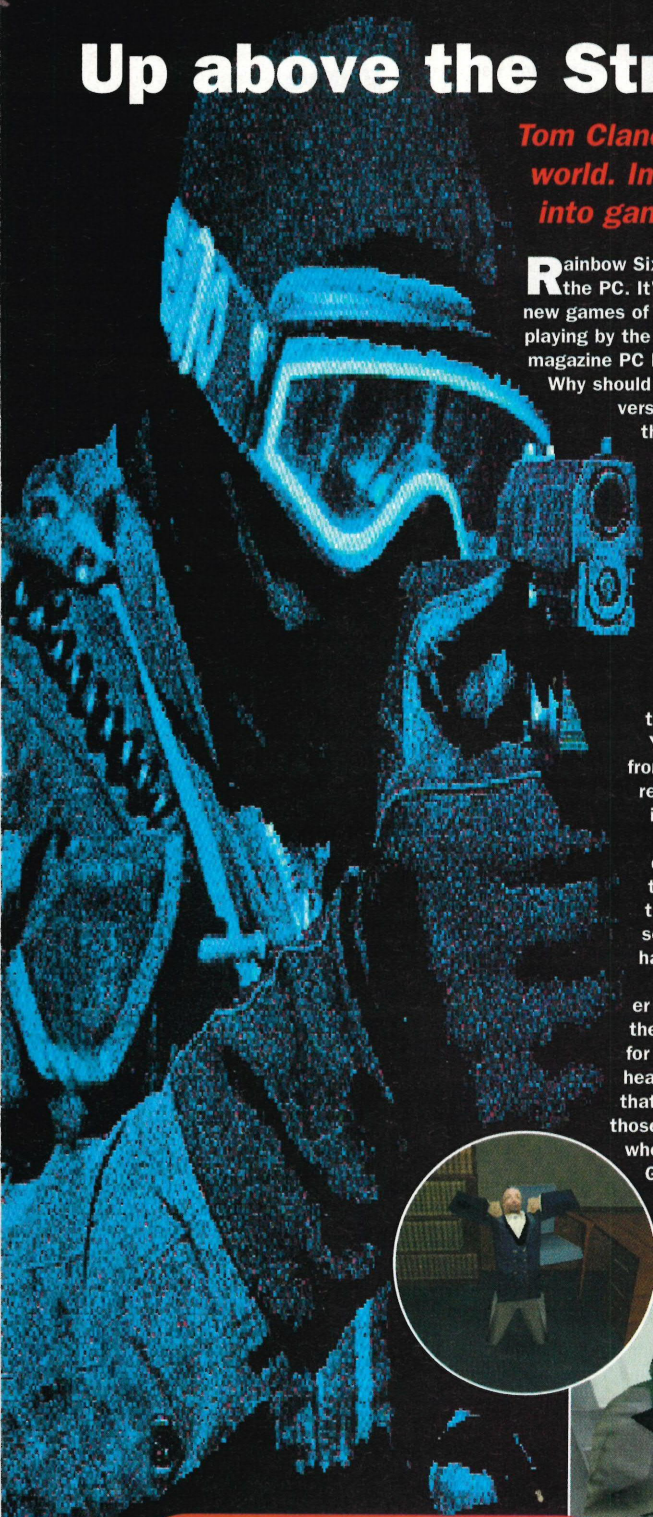
You could be sent anywhere from a foreign embassy to rescue hostages to steaming jungles where your orders will be to take out drug barons. Basically, anything you'd expect the SAS to be called in for is the sort of assignment you'll be handed in Rainbow Six.

It's essentially a 3D shooter in the GoldenEye mode but the teamwork aspect makes for a much more involved and heavily strategic affair that should satisfy those (myself included) who were turned off by GoldenEye's distinct lack of a challenge for anything but your reflexes.

The only stumbling block according to Red Storm (the company behind the game, which is incidentally founded by Clancy himself) would be if Nintendo were to put their collective feet down and insist that the game's graphic nature be toned down. Apart from that Red Storm reckon that a port is certainly possible – the Nintendo armed with a memory expansion will easily be capable – and at last, N64 owners can look forward to the very real prospect of a potential GoldenEye beater other than Perfect Dark!

Just to give you some background on how well the game has been received by the PC press, it should be enough to say that in about a dozen review scores that we've seen it hasn't been given a score less than the equivalent to a 91% in our very own mag. And that's coming from the conservative hacks who staff up the PC magazines of the world.

This is a game to get excited about that's for sure. Even though it's not yet 100% confirmed, even the possibility that this ground breaking game could appear on the N64 is enough to get your average 3D shooting fan worked up into a sizeable lather. If it does happen then you shouldn't expect to see it much before Christmas next year I'd have thought, but believe me, when it does come it should have been more than worth the wait.





"You can take people out from miles away. If only it was real – I'd love to be an assasin"
Stuart Cripps, Office nutter

● Not content with just making one game based around the popular Xena TV series, Titus have started work on a second. This one – a fighting game currently know as Xena Fighter – should compliment the adventure game nicely. Both are due out around the same time next year ●

Judgement Day Approaches

The wait's almost over. The game's almost here. We might be sick to death of writing about it, but you lot can't seem to get enough. How about a compromise? 50 new pictures do you?

Zelda 64 is almost here. After an almost endless wait Miyamoto is at last putting the finishing touches to his masterpiece, and while the world waits with baited breath we've got hold of what will probably turn out to be the last batch of new shots before the game itself hits Japan. Everyone's predicting record sales on import even though the game will be largely unplayable to those that don't speak the language. No one seems to care though, and for once it won't just be us who'd forced to wade through screen upon screen of incomprehensible text characters, it'll be you lot too. Nintendo and THE Games are still promising that the English language version will hit UK stores before Christmas. It could be tight though so don't start panicking if it still hasn't appeared on the shelves by the middle period of December. One piece of advice that you could do well to follow though – rest assured that everyone, and we mean everyone, is going to want to get their grubby little hands on this as soon as it comes out, and if the GoldenEye experience is anything to go by there's a good chance that supply won't come anywhere even close to meeting demand. Order your copy just as soon as your local shop will allow you to do so. If you don't you could well end up disappointed.

News

● Capcom have finally set up a European base, which should mean increased coverage of all their forthcoming products in UK magazines. Based in London, they're hoping to take an even bigger stride towards world domination ●

Charts

UK Chart

1 – Mission: Impossible
2 – ISS '98
3 – Banjo–Kazooie
4 – GoldenEye 007
5 – GT 64

N64 Pro Chart

1 – NFL Blitz
2 – ISS '98
3 – Turok 2
4 – NASCAR
5 – XG2

Games Most Wanted

1 – Zelda 64
2 – Silicon Valley
3 – Body Harvest
4 – V Rally Edition '99
5 – South Park 64



Follow your dreams – you can reach your goals. I'm living proof. Beefcake! Beefcake!

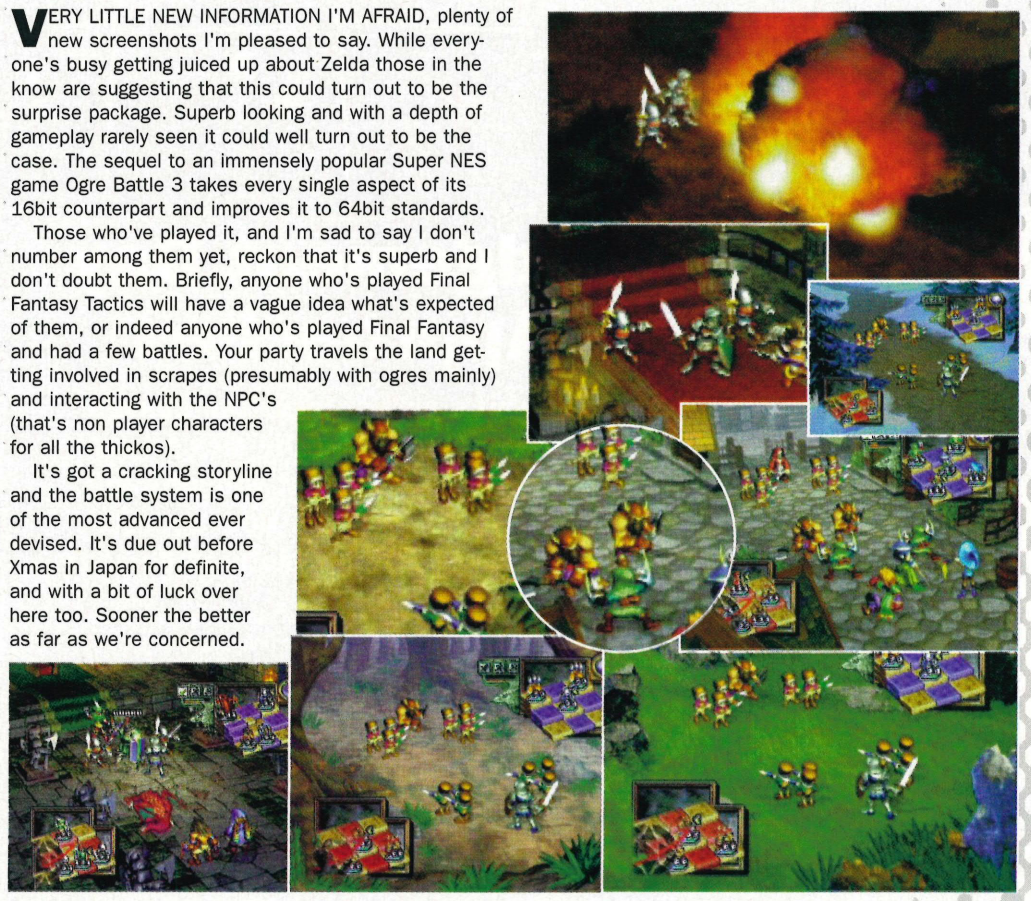
64bit Beasts – Ogre Battle 3

Yet more new shots of Nintendo's much talked about strategy RPG. And even more impressive than the last lot too!

VERY LITTLE NEW INFORMATION I'M AFRAID, plenty of new screenshots I'm pleased to say. While everyone's busy getting juiced up about Zelda those in the know are suggesting that this could turn out to be the surprise package. Superb looking and with a depth of gameplay rarely seen it could well turn out to be the case. The sequel to an immensely popular Super NES game Ogre Battle 3 takes every single aspect of its 16bit counterpart and improves it to 64bit standards.

Those who've played it, and I'm sad to say I don't number among them yet, reckon that it's superb and I don't doubt them. Briefly, anyone who's played Final Fantasy Tactics will have a vague idea what's expected of them, or indeed anyone who's played Final Fantasy and had a few battles. Your party travels the land getting involved in scrapes (presumably with ogres mainly) and interacting with the NPC's (that's non player characters for all the thickos).

It's got a cracking storyline and the battle system is one of the most advanced ever devised. It's due out before Xmas in Japan for definite, and with a bit of luck over here too. Sooner the better as far as we're concerned.



World AIDS Day

Support WAD and win a T-shirt!

NOW AN ESTABLISHED ANNUAL EVENT, World AIDS Day (WAD) serves both to strengthen the global effort needed to face and overcome the challenges of HIV and AIDS, which continues to spread in all regions of the world. This organised effort is designed to encourage public support for the development of initiatives to prevent the spread of HIV infection and to provide education and awareness of issues surrounding HIV and AIDS.

N64 Pro is supporting World AIDS Day and you can too by entering this simple competition. Ten lucky winners will receive a T-shirt with the famous World AIDS Day ribbon on the front. When you enter, please remember to state whether you want a small or a large T-shirt.

Question: What does AIDS stand for? Answers to be in by November 20, so if you win we can send out your T-shirts in time to wear on World AIDS Day.

Send your entries to: WAD T-Shirt, N64 Pro. Freepost. IDG Media, Adlington Park, Macclesfield SK10 4YE.



● Exciting news for deathmatch fans is that Koei's superb looking Winback will cater heavily for multi player addicts. Our tip is that this game is going to massive, so watch out for more coverage in the very near future ●

A Very Messy Christmas

South Park deathmatches will be happening all over the UK this Christmas. Sod all that goodwill to all men nonsense!

It's the biggest cartoon since the Simpsons, and previously stylish grown men are literally falling over themselves to look stupid by wearing the T-shirt. It's depraved, it's disgusting, it's definitely offensive and it seems everyone loves it. Time for a game anyone?

We've known for a while that Acclaim had got the license and were planning on creating a game using the super advanced Turok 2 engine, and now we've got the very first screenshots and information on it just for you.

It's played from a first person perspective and has an unnecessarily convoluted story about a comet threatening civilisation as we know it.

Being South Park though it was never going to be that simple.

It's not that the comet is actually on a collision course, it's just that its close proximity has caused the local turkeys to go a bit loopy. And that's where you come in. Taking the role of one of the Park regulars – Kyle, Stan, Cartman and of course Kenny – you must bring the situation back under control. Oh, and Cartman's mother's been kidnapped by aliens as well, but that's just a side plot to the turkey story.

We'll have a full preview next issue, but for now just gaze on in wonderment at the first ever screenshots of South Park 64.



Pick a Chu. Any Chu.

GAMES BUNDLED with hardware are usually saddled with restrictive costs, and the fear was that the much awaited (well, in this office at least if nowhere else) Pikachu Genki DeChu, would suffer the same fate due to the necessary inclusion of the equally eagerly awaited voice recognition headset system. Not so it seems. According to top Japanese magazine 'The 64 Dream,' Nintendo's PR chief, Yoshio Hongo, has promised that the whole caboodle – game, headset and all that malarkey – will hit the shops at a low, low price of under 10,000 Yen (a quick, and very rough conversion to Sterling prices it at around fifty quid!). Bit of a bargain that eh? There's a possibility that the UK price will be hiked upwards – they usually are – but even £60 doesn't sound all that unreasonable to us. But then, we are high flyers round these parts... ●



Jim's Japanese pen-pal can't wait to play Pikachu Genki DeChu at an extremely affordable price

Figure it out

Turok's taking over this winter as Acclaim's merchandising machine steps up a gear



VIDEO GAMES are big business these days, and the absolute cream of the crop are deemed worthy of their own range of additional merchandise. Turok, being the biggest name to hit the games world since Lara Croft is one such example, and Acclaim have teamed up with American toy giants Playmates to develop a whole range of action figures based around the characters in the game.

Due out in America by October the range is expected to include Turok, obviously, along with numerous types of dinosaur, Adon – his sexy female companion, and the Primagen – a cockroach-like mutant monster who confronts our heroes at the end of the second game.

As you can see from these shots they look quite impressive, but it's doubtful they're ever be released, officially at least, in this country.



However, with more and more importers carrying this sort of thing these days they shouldn't prove too difficult to get hold of. No details on price yet, but speculating wildly we'd say they'll probably come in at around a tenner a piece. All depends on where you get them from really.

News

● Hot on the heels of news that a limited edition number of Zeldas will be on gold carts, comes the revelation that Acclaim are planning to do the same with the excellent Turok 2. No details yet as to how limited they'll be, but we'll let you know as soon as we find out more ●

Everybody loves Kung Fu Fighting

Good news for fans of the Mystical Ninja games. As expected, Konami have just confirmed that Mystical Ninja: Goemon 2 will be coming to the West. A spokesperson for Konami even went as far as to state that the game would most likely be released early to middle next year in all territories. The game, to give it its Japanese title, Ganbare Goemon: Deoro Dero Douchu Obake Tenkomori, returns to the 16bit roots of the series by offering simultaneous two-player gameplay with 2D characters and 3D backgrounds. If Konami's past Goemon efforts are any indication, the graphics and music are sure to be spectacular, and hopefully this change of gameplay will be an improvement over their last tedious effort. Look for more news on Goemon 2 just as soon as we have it. Well, next time we publish an issue after we have it.

After a crash diet, Goemon returns to the N64 a fitter and more rounded game character



Catch of the Day

If there was an award for most bizarre gaming concept, this would win hands down. Prepare yourselves for the N64's first fishing RPG

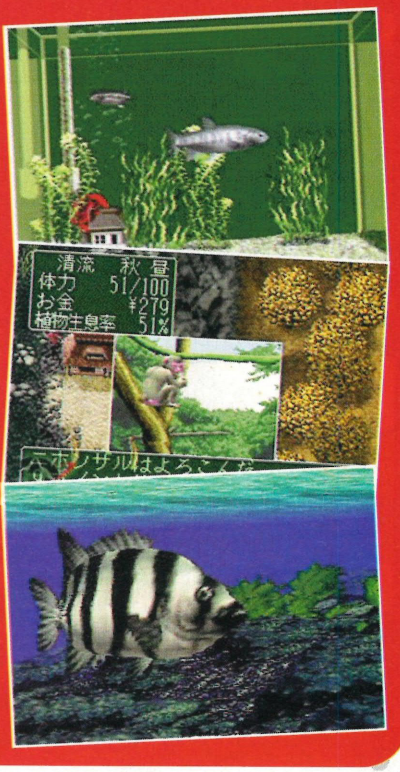
WE'VE MENTIONED IT BEFORE, BUT SEEING as it's dragging its heels (or should that be gills?), we reckon it's time for an update of Pack-In Soft's intriguing looking hybrid RPG/fishing game, Legend Of The River King.

Gameplay is divided into two distinct parts, one being action – this entails doing battle with a hooked fish in full polygonal 3D in an attempt to reel it in, while the second is roleplaying – the game weaves an intricate story around this premise in the form of a quest to locate, and catch, a legendary fish known as the River King. Bizarre? I know, but given the distinct lack of RPG's, who cares?

The combination of roleplaying and fishing is unique, to say the least. While the RPG part is viewed from an overhead perspective, much like the old Square classic's, the fishing part is fully polygonal – and very impressive to look at. The developers claim to be using about 500 polygons per fish, resulting in very smooth, extremely realistic looking models (wow, I can hear you say).

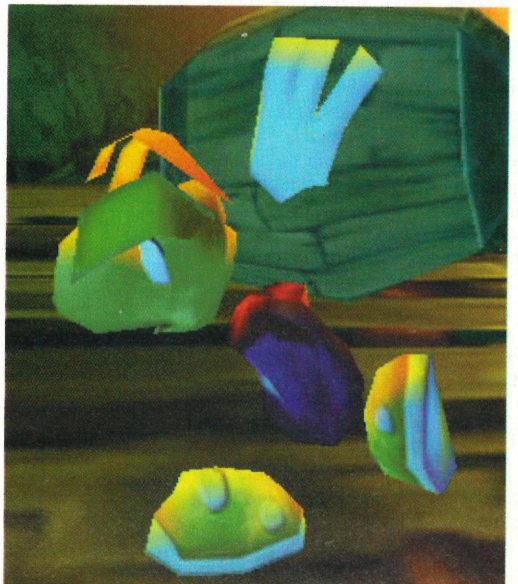
The fishing engine currently runs at the rate of 30 frames per second (you could say smooth as an eel), and the aim is to have around four or five fish on screen at any one time, the size of which scales (pardon the pun) from pretty small, up to a single fish filling around half the screen.

Legend Of The River King is slated for a November release in Japan and Natsume is bringing the game to the US early in '99. A European release will almost certainly follow that, and the developers are currently negotiating with publishers to fix a date. As soon as we know it, we'll give you a shout, but until then, have a goosey at these brand new shots.



Le Second Coming

The famous French platform hero returns in a visually stunning 3D romp. We sent Noely to Paris to get an Eiffel



No, it's not a reincarnation of the super cool Steve McQueen as 'The Cooler Kid'. Instead it's another outing for Ubisoft's 'Even Cooler Kid,' Rayman, in his latest game Rayman 2: The Great Escape.

Yes, the colourful Gallic character that bounced, swung and leapt his way to success in the original Rayman is back in an all new 3D action adventure. And so proud are Ubisoft of their little limbless fellow that they treated N64 Pro to a trip over to Paris for a special sneak peek of Rayman's latest escapades in development.

The storyline sees Rayman travelling through his magical homeworld rescuing his friends. If you were to bracket the game it's very much in the Mario 64 mould. However, Ubisoft are keen to point out that this game has a style very much of it's own.

As the subtitle 'The Great Escape' suggests, Rayman 2 is a more up tempo romp rather than some of the more sedate 3D exploration games. Ubisoft accept that tackling Mario 64 head on would be a tad futile. Instead, they've opted for a far more upbeat ▶

● It seems like everyone's jumping on this memory expansion bandwagon, the latest to do so being LucasArts for Rogue Squadron. No actual screenshots yet, but we've seen a mock up and it looks like it'll be wet dream material for Star Wars fans! ●

Le Second Coming







style and pace in Rayman 2.

One of the most memorable scenes, for example, requires Rayman to navigate a series of suspended platforms and walkways in a large cavernous area. The platforms, under fire from a huge ship, buckle and give way as you go. You've really got to be quick thinking, not to mention nimble footed, to avoid falling.

The colourful visuals of the original Rayman made it appeal to youngsters and a first look at these screenshots might suggest that this is a cutesy kiddie game. But don't let the cute graphics fool you, even a hardened gamer such as myself found some of the levels extremely tough. And the sight of Rayman going through one of numerous death throes animations was not uncommon.

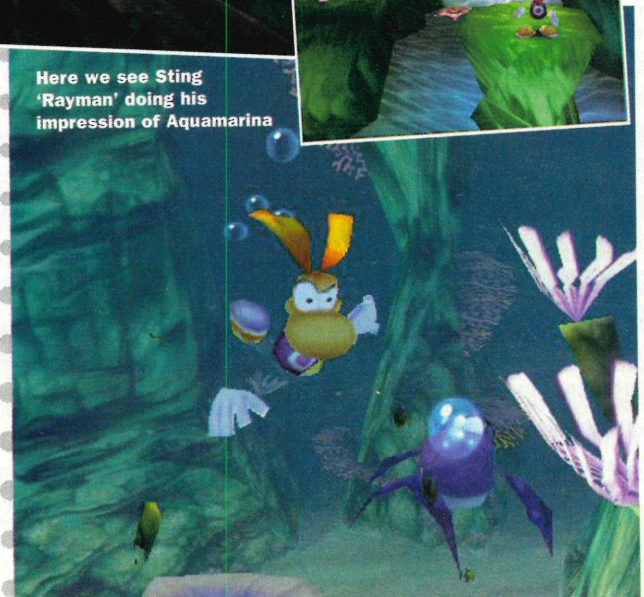
But it's not only traditional platform antics that Rayman gets up to. Other levels see him using exploding barrels to propell him through the air, water skiing behind a giant fish, and riding a horse made of exploding barrels. Yes, it's trippy stuff proving that the French pharmaceutical industry is still in full effect.

At the moment the game is no more than 60% complete, but already it's looking extremely impressive. We'll be returning for a look at the game in more depth in the coming months. For now though, just imagine the wonderful characterisation of Ubisoft's cute Rayman transplanted in a wonderfully detailed 3D fantasy world. In fact, don't just imagine it. Take a look at our never before seen screenshots and see for yourself just how sumptuous these visuals look.









Here we see Sting 'Rayman' doing his impression of Aquamarina

EVERY N64 GAME REVIEWED

MAGAZINE MONTH

To ensure you receive every issue of N64 Pro, the magazine that gives you the truth about N64 gaming, use this form to place an order with your local newsagent

DON'T MISS A THING

TO MY NEWSAGENT

Please reserve/deliver* me a copy of every issue until further notice

*delete as appropriate

N64 Pro

Title/Mr/Mrs/Ms .....

First name .....

Surname .....

Address .....

.....

.....

.....Postcode .....

Telephone No. .....

Take this form to your local newsagent *NOW!*

N64 Pro – the finest mag since the last issue

Stats:



Software House

WIN

a subscription to N64 Pro for a year with your suggested Dream Team

The moment you've all been waiting for – the Pools update – is here, along with some pretty static Leagues this month...

To be played this month

NFL Blitz – *GT Interactive*
NASCAR – *Electronic Arts*
Gex 64 – *GT Interactive*
Pokemon Stadium – *Nintendo*
Super Robot Spirits – *Banpresto*
Alice Trump Collection – *Bottom Up*

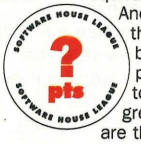
League points from these games will be awarded next issue

Last Month's results

F1 World Grand Prix – *Nintendo* **3 pts**
Cruis'n World – *Nintendo* **-2 pts**
Off Road Challenge – *GT Interactive* **-2 pts**
ChoroQ 64 – *Takara* **-2 pts**
WWF Warzone – *Acclaim* **1 pt**
Buck Bumble – *UbiSoft* **0 pts**
Rakuga Kids – *Konami* **0 pts**
Iggy's Reckin' Balls – *Acclaim* **0 pts**
Waialae Golf – *Nintendo* **0 pts**

What's it all about?

THIS month sees an update on our phenomenally popular Pools competition - the score's so far are on the right hand page so you can check your progress so far - along with the League Tables themselves which, although the N64's still in its relative infancy are the only guide you can trust as to who's got to grips with our favourite machine so far and who's still struggling. Basically, those near the top are the names whose games you should be getting excited about, while the ones at the bottom should be avoided by all but those who enjoy the pain that comes with frittering away 50 quid on the gaming equivalent of a Hanson concert.



And to recap, it works like this. Each game that is released is assessed by every member of the N64 Pro team and is awarded points on a scale ranging from 3 points for a top class effort, right down to -2 points for a great steaming turd of a game. These points are then totalled up for each publisher and they will either climb or drop down the league tables accordingly. It all works a bit like the football really, only with an ever so slightly more complex scoring system. Anyway, you should be getting the hang of it by now. Even Noely's got it sussed these days...

Key: **R** = Games Released **E** = Number of games rated excellent (3 points) **G** = Number of games rated good (1 point) **A** = Number of average games (0 points) **S** = Number of games rated shite (-2 points) **Pts** = Total number of points scored

N64 Pro Premier League

	Publisher	R	E	G	A	S	Pts
1	Nintendo	23	10	9	1	3	25
2	Acclaim	9	3	5	1	0	14
3	Konami	9	3	2	4	0	11
4	Ocean	6	2	4	0	0	10
5	Rare	5	3	1	0	1	8
6	Namco	1	1	0	0	0	3
7	Electronic Arts	4	1	0	2	1	1
8	Human	2	0	1	1	0	1
9	THQ	2	0	1	1	0	1
10	Titus	2	0	1	1	0	1

N64 Pro Division One

	Publisher	R	E	G	A	S	Pts
1	T&E Soft ▲	2	0	1	1	0	1
2	Bottom Up ▼	1	0	1	0	0	1
3	Crave	1	0	1	0	0	1
4	Culture Brain	1	0	1	0	0	1
5	Ubi Soft	2	0	0	2	0	0
6	Seta	1	0	0	1	0	0
7	Take 2	3	0	0	2	1	-2
8	Ascii	1	0	0	0	1	-2
9	Video System	1	0	0	0	1	-2
10	Athena	1	0	0	0	1	-2
11	Takara **New Entry**	1	0	0	0	1	-2
12	Hudson	6	0	1	3	2	-3
13	Interplay	2	0	0	0	2	-4
14	GT Interactive	18	0	6	5	7	-8

Note: Where two or more publishers point totals are the same the number of games released will be used to separate them, with the more prolific producer being given the advantage. In cases where records are identical personal preference among the members of the team comes into effect.

Stats



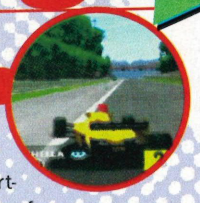
Leagues

Star Player

ISS World Cup France '98 – Konami

For the first time ISS' status as our Star Player came under threat with the emergence of Rare's new prodigy Banjo. We decided it should hang on for the time being though for two reasons. Firstly, that the new ISS is even better than the old one, and secondly, that Banjo's stamina for the long haul remains unproven.

Hall of Fame



F1 WORLD Grand Prix's excellent score handily counterbalances a surprising slip up in the shape of Cruis'n World and keeps Nintendo comfortably ahead of the pack - they're still 11 points clear of nearest challengers Acclaim - but with the third parties lining up some massive releases over the next few months Nintendo will be lucky not to have that lead slashed very soon indeed. Watch specifically for Acclaim and Ocean putting in a spurt followed by a late surge from Konami around the turn of the year. Then again, it's not like Nintendo themselves aren't up too much. Did I hear somebody say Zelda 64? Or Pocket Monsters?

Hall of Shame



NOT MUCH to talk about again in the shame stakes this month other than GT who again struggled with another appalling minus scoring game in Off Road Challenge. Others languishing in the lower reaches were largely inactive or brought out average stuff, leading to stagnation. Takara make a debut appearance in the lower reaches in what's hopefully a false position. ChoroQ 64 scores so badly mainly due to our inability to read Japanese, and with a bit of luck any future western version will turn out to be a bit of a treat. Apart from that it's as you were down the bottom.

Overall Picture

WE'VE PAINSTAKINGLY broken down the numbers from all the games we've ever reviewed and it throws up some interesting stats indeed, most notably that we think almost 60% of all games released have been above average!. And given that we're all writers and rubbish at maths you'd better damn well enjoy them because they were a right pain in the arse to work out. And we certainly didn't print the wrong ones entirely last issue. Oh no, definitely not. As if we'd ever make a mistake like that...

GOOD OLD STATISTICS:

- *23 Excellent (22%)*
- *35 Good (33.7%)*
- *25 Average (24%)*
- *21 Shite (20.2%)*
- *55.8% Above Average*
- *44.2% Below Average*

Pools Competition Update



Just room for a quick update on Issue 11's Pools Coupon competition. We were absolutely inundated with entries all vying to win every official Nintendo game for a year, but unfortunately, if you didn't enter originally then it's much too late to do so now. THIS IS NOT AN ENTRY FORM. Please don't send it back to us. Okay, here goes with the scores so far. Keep your fingers crossed everyone...

Keep your own score...

To help keep track use this table. Predicted score first, actual next...

Body Harvest	/	NFL Quarterback Club '99	/
Buck Bumble	/0pts	Pokemon Stadium	/
Choro Q64	/-2pts	Super Bedaeman: Phoenix Battle 64	/
Cruis'n World	/-2pts	Superman: The Animated Series	/
Earthworm Jim 3D	/	Super Robot Spirits	/
F-Zero X	/3pts	VR 3000	/
Gex: Enter the Gecko	/	Waialae Golf Classics	/0pts
Iggy's Reckin' Balls	/0pts	WCW/NWO Revenge	/
Mission: Impossible	/3pts	F1 World Grand Prix	/3pts
NFL Blitz '98	/	WWF: Warzone	/1pt

N64 Pro Pools Coupon

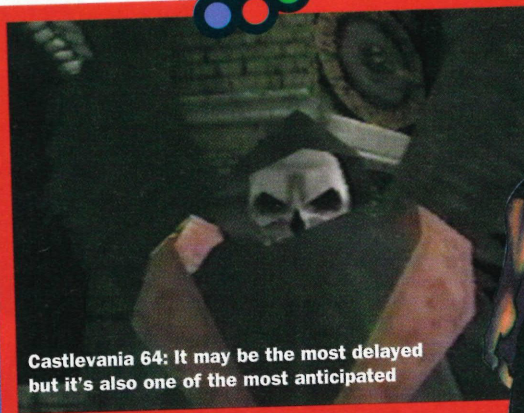
Games	Points predicted 3	1	0	-2
01 **Body Harvest** – Gremlin				
02 **Buck Bumble** – Ubi Soft			X	
03 **Choro Q64** – Takara				X
04 **Cruis'n World** – Nintendo				X
05 **Earthworm Jim 3D** – Interplay				
06 **F-Zero X** – Nintendo	X			
07 **Gex: Enter the Gecko** – GT Interactive				
08 **Iggy's Reckin' Balls** – Acclaim			X	
09 **Mission: Impossible** – Ocean	X			
10 **NFL Blitz '98** – GT Interactive				
11 **NFL Quarterback Club '99** – Acclaim				
12 **Pokemon Stadium** – Nintendo				
13 **Super Beadaman: Phoenix Battle 64** –Hudson				
14 **Superman: The Animated Series** – Titus				
15 **Super Robot Spirits** – Banpresto				
16 **VR 3000** – Ubi Soft				
17 **Waialae Golf Classics** – Nintendo			X	
18 **WCW/NWO Revenge** – THQ				
19 **F1 World Grand Prix** – Nintendo	X			
20 **WWF: Warzone** – Acclaim		X		

Release Schedule

Featured Software House
KONAMI

The Japanese giants must rank as one of the most prolific console producers around today, across multi formats, with a seemingly unrelenting wave of N64 and PI**Station releases. Perhaps their most eagerly awaited title N64 wise is Castlevania 64 – the latest in a long series, this time brought up to date in glorious 3D.

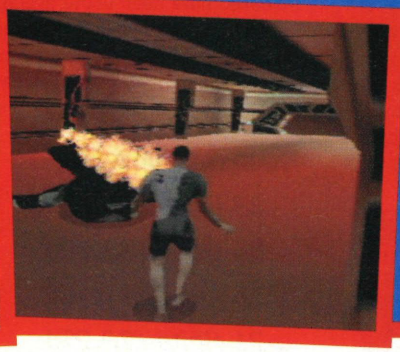
It seems to be taking forever to be finished, suffering constant delays and having its release date pushed further and further back. However, Konami assure us that it's only to allow them extra time to put new features in and tweak the gameplay. They assure us that the wait will be more than worthwhile. Expect to see it over here in the first quarter of '99.



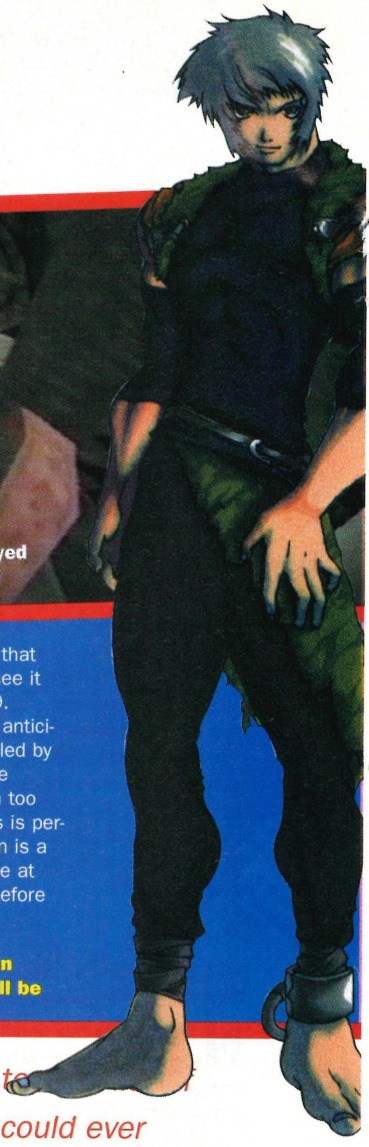
Castlevania 64: It may be the most delayed but it's also one of the most anticipated

Coming in a close second in the anticipation stakes is Hybrid Heaven. Billed by many as an N64 compromise to the unworkable Metal Gear Solid (much too big to fit on anything but a CD), this is perhaps a little harsh as Hybrid Heaven is a game in its own right (and a fine one at that). Don't expect to see it much before March though.





Survivor Day One: Not much been said about this yet, but there will be

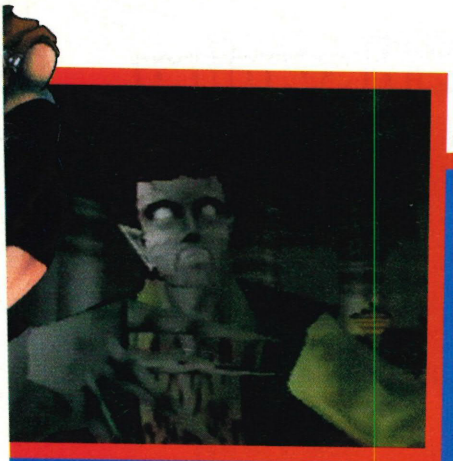


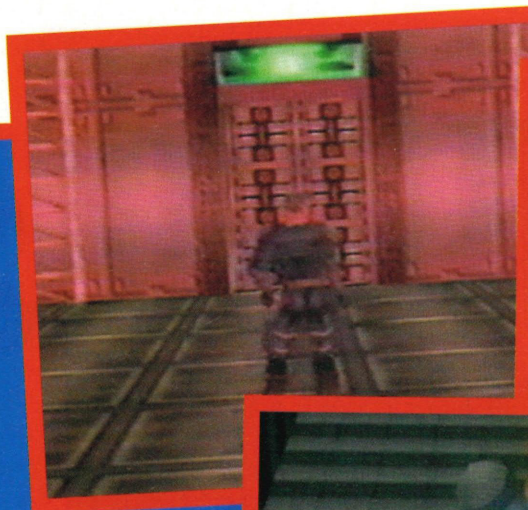
Our Release Schedule remains the most comprehensive and up to important N64 dates around, and is packed with everything you could ever need to know about what's coming out when and who's doing it. There's also another Featured Software House – this month it's Konami – along with the usual best buys and imminent releases... ***STEVE***

Key: ● - *UK Release* ● - *American Release* ● - *Japanese Release* **DD** - *64DD Game*
Black - *No Specific details* **Q1** - *January to March* **Q2** - *April to June* **Q3** *July to September* **Q4** *October to December*

1998

●	SD Hiryu No Ken 64	Culture Brain	September 25
●	SimCopter 64	EA/Square	September 25
●	Cruis'n World	Nintendo	September 26
●	Madden NFL '99	EA Sports	September 26
●	NFL Quarterback Club '99	Acclaim	September
●	Buck Bumble	Ubi Soft	September
●	F-Zero X	Nintendo	September
●	Madden '99	EA Sports	September
●	SimCopter 64	Maxis	September
●	Twisted Edge Snowboarding	Midway	September
●	WCW/NWO Revenge	THQ	September
●	Banjo & Kazooie's Adventure	Nintendo	Q3
●	Bio Tetris	Amtex	Q3
●	Bust-A-Move 3	Acclaim	Q3
●	Knife Edge	Kemco	Q3
●	Jinsei Mezase! Resort King	Taito	Q3
●	Last Legion X	Hudson	Q3
●	NHL '99	EA Sports	Q3
●	Ogre Battle Saga	Nintendo	Q3
●	Robotech: Crystal Dreams	Gametek	Q3
●	SCARS	Ubi Soft	Q3
●	Space Circus	Ocean	Q3
●	Twisted Edge Snowboarding	Kemco	Q3
●	1080º Snowboarding	Nintendo	October 01
●	VR Pool 64	Crave Entertainment	October 02
●	Extreme G 2	Acclaim	October 06
●	Let's Smash	Hudson	October 09
●	Fighting Force 64	Eidos	October 12
●	Body Harvest	DMA Design	October 13
●	NFL Quarterback Club '99	Acclaim	October 15
●	Glover	Hasbro	October 20
●	NHL 99	EA	October 20
●	Turok II: Seeds of Evil	Acclaim	October 21
●	Space Station: Silicon Valley	Take-Two	October 23
●	Buck Bumble	Ubi Soft	October
●	Fox Sports College Hoops '99	Fox Sports	October
●	F-Zero X	Nintendo	October 26
●	Knife Edge	Kemco	October
●	Penny Racers	THQ/Takara	October
●	WCW/NOW Revenge	THQ	October
●	NFL Blitz	GT Interactive	November 13
●	Legend of Zelda: Ocarina of Time	Nintendo	November 23
●	64 Oozumo 2	Bottom Up	November
●	All Star Tennis '99	Ubi Soft	November
●	Charlie Blast's Challenge	Kemco	November
●	King Hill 64 Extreme Snowboarding	Kemco	November
●	Milo's Astro Lanes	Crave	November
●	NBA Jam '99	Acclaim	November
●	Onegai Monsters	Bottom Up	November
●	Rat Attack	Mindscape	November
●	Rayman 2: The Great Escape	Ubi Soft	November
●	Roadsters '98	Titus	November
●	Rush 2: Extreme Racing	Midway	November
●	S.C.A.R.S	Ubi Soft	November
●	Survivor Day One	Konami	November
●	Tonic Trouble	Ubi Soft	November
●	V-Rally Edition '99	Ocean	November
●	WCW Nitro	THQ	November
●	WipeOut 64	Psygnosis	November
●	Duke: Time to Kill	GT Interactive	December 18
●	Bokojou Monogatari (Harvest Moon 64)	Victor	December
●	Doraemon 2	Epoch	December
●	Monaco Grand Prix Racing Simulation	Ubi Soft	December
●	In-Fisherman Bass Hunter 64	Take 2	December
●	Legend of Zelda: Ocarina of Time	Nintendo	December
●	Nightmare Creatures	Activision	December
●	Quake 2 Activision		December









Hybrid Heaven: Another potential blockbuster from Konami

There's plenty of other stuff too in the form of several top notch sports games. There's hockey simulation Blades of Steel 2, a baseball game called Bottom Of The Ninth '98, and the latest NBA In The Zone, this time the '99 edition (which may again masquerade under the name NBA Pro in this country, as '98 did).

Finally, there's Deep Blue. You probably know as much about this one as we do. All we've heard is that it features lots of water and is totally groundbreaking. 1999 promises to be a very good year for Konami.

Shadowgate 64 - Trial of the Four Towers	Kemco	December
Star Wars: Rogue Squadron	LucasArts	December
Turok 2: Seeds of Evil	Acclaim	December
Akumajou Dracula 3D (Castlevania 64)	Konami	Q4
Air Boardin' USA	Human	Q4
Battle Tanx	3DO	Q4
Chameleon Twist 2	Sunsoft	Q4
Dual Heroes	Hudson	Q4
Fighting Force 64	Eidos	Q4
Legend of the River King 64	Natsume	Q4
Lode Runner 64	Big Bang	Q4
Magic Flute	Sunsoft	Q4
Micro Machines V3	Codemasters	Q4
NBA Live '99	EA Sports	Q4
ODT	Psygnosis	Q4
Rayman 2	Ubi Soft	Q4
Top Gear Overdrive	Kemco	Q4
SanRio Time Net World	Imagineer	Q4
Survivor Day One	Konami	Q4
Winback	Koei	Q4

1998 (specific dates to be announced)

Blades of Steel 2	Konami
Bottom of the Ninth '98	Konami
Cabbage	Nintendo DD
Command and Conquer 3D	Westwood Studios
Chameleon Twist 2	Japan Supply System
Dragon Storm	MGM
F1 Simulation '98	Ubi Soft
Flight Sim (Aces of the UN)	Video System
F-Zero Expansion Set	Nintendo DD
Hiryu No Ken Twin 2	Culture Brain
Jest	Ocean
Magic Flute	Sunsoft
Mario Artist: Picture Maker	Nintendo DD
Mario Artist: Polygon Maker	Nintendo DD
Mario Artist: Talent Maker	Nintendo DD
Mother 3 (Earthbound 64)	Nintendo DD
Need for Speed 64	EA/Paradigm
No Man's Island	Imagineer DD
Pokemon Stadium DD	Nintendo DD
Powerslide	Emergent
Puzzle Bobble 64	Taito
SimCity 64	Nintendo DD
Snowspeeder	Imagineer
Soccer	Parity Bit
South Park 64	Acclaim/Iguana
Spooky	ICE
Super Robot Battle	Bandai
Tetris 64	Nintendo
Tonic Trouble	Ubi Soft
Turok 2	Acclaim
Ultra Donkey Kong 64	Nintendo DD
Wayne Gretzky 3D Hockey '99	Midway
World Grand Prix	Video System
WaZelda (Zelda DD)	Nintendo DD

1999

Looney Tunes: Space Race	Ocean/Infogrames	January
Hybrid Heaven	Konami	March
Blades of Steel '98	Konami	Q1
Caesar's Palace	Crave	Q1
Carmageddon 64	Stainless	Q1
Castlevania 64	Konami	Q1
GT World Tour	Boss	Q1
Harrier 2000	Paradigm	Q1
Harvest Moon 64	Natsume	Q1
Hype - A Time Quest	Ubisoft	Q1
Jeff Gordon Racing	ASC Games	Q1
Jungle Bots	Titus	Q1
4x4 Mud Monsters	Take 2	Q1
NBA In the Zone '99	Konami	Q1
Road Rash 64	THQ	Q1
Rugrats	THQ	Q1
Shadowgate - Trial of the Four Towers	Kemco	Q1
Wild Metal Country	DMA Design	Q1
Winback	Koei	Q1
Blues Brothers 2000	Titus	Q2
Duke: Time to Kill	GT Interactive	Q2
Nuclear Strike	THQ	Q2
Tasmanian Express	Infogrames	Q2
Army Men 3D	3DO	September
Duck Dodgers in the 3rd 1/2 Dementia	Infogrames	Q3
Hercules: Legendary Journeys	Titus	Q3
Quest for Camelot	Titus	Q3
Xena: Warrior Princess	Titus	Q3
Daikatana	ION Storm	Q4

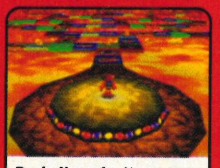
1999 (specific dates to be announced)

Looney Tunes: Space Race	Ocean/Infogrames	January
Hybrid Heaven	Konami	March
Blades of Steel '98	Konami	Q1
Caesar's Palace	Crave	Q1
Carmageddon 64	Stainless	Q1
Castlevania 64	Konami	Q1
GT World Tour	Boss	Q1
Harrier 2000	Paradigm	Q1
Harvest Moon 64	Natsume	Q1
Hype - A Time Quest	Ubisoft	Q1
Jeff Gordon Racing	ASC Games	Q1
Jungle Bots	Titus	Q1
4x4 Mud Monsters	Take 2	Q1
NBA In the Zone '99	Konami	Q1
Road Rash 64	THQ	Q1
Rugrats	THQ	Q1
Shadowgate - Trial of the Four Towers	Kemco	Q1
Twelve Tales: Conker 64	Rare	Q1

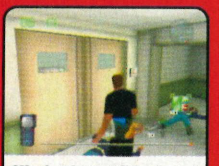
Release Schedule

Must Buys

Recommended recent releases



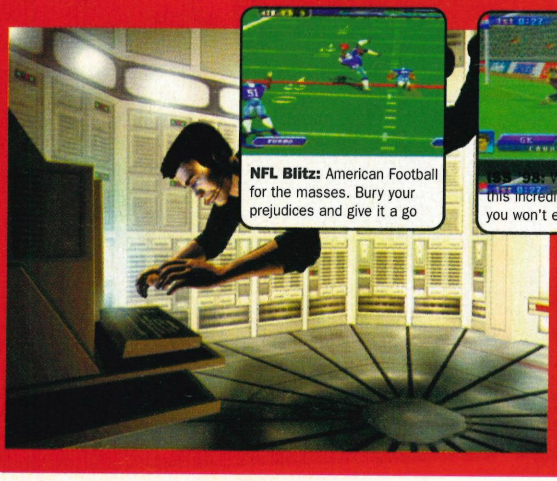
Banjo Kazooie: No contest, the N64's finest hour to date. It has it all. Superb



Mission Impossible: Dogged by undeserved criticism, but a winner all the way in our opinion



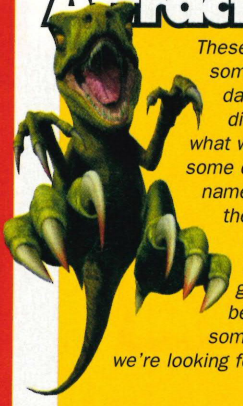
F1 World Grand Prix: Best F1 game ever? Easily. On any format



NFL Blitz: American Football for the masses. Bury your prejudices and give it a go

Mission: Impossible: The finest adventure on the N64

Forthcoming Attractions



These are some important dates for your diaries as they're what we think will be some of the biggest names in games over the next few months. They're not definitely all going to be world beaters, simply some of the ones we're looking forward to...

- **1080° Snowboarding** – Nintendo (October 1st UK)
- **Extreme G 2** – Acclaim (October 6th US)
- **NHL '99** – EA (October 20th US)
- **Turok II: Seeds of Evil** – Acclaim (October 21st US) *Pictured above*
- **Zelda 64: Ocarina of Time** – Nintendo (November 23rd JAP)

Wild Metal Country	DMA Design	Q1
Winback	Koei	Q1
Blues Brothers 2000	Titus	Q2
Duke: Time to Kill	GT Interactive	Q2
Nuclear Strike	THQ	Q2
Tasmanian Express	Infogrames	Q2
Army Men 3D	3DO	September
Duck Dodgers in the 3rd 1/2 Dementia	Infogrames	Q3
Hercules: Legendary Journeys	Titus	Q3
Quest for Camelot	Titus	Q3
Xena: Warrior Princess	Titus	Q3
Daikatana	ION Storm	Q4

1998 (specific dates to be announced)

LightBlaster 64	InterAct	Q2
Nintendo 64 Mouse		July
64DD	Nintendo	Q3
Capture Cartridge		Q3
64 GB Pak	Nintendo	TBA
Voice Recognition Headset	Nintendo	TBA
64 Oozumo 2		Bottom Up
Cavalry Battle 3000		Nihon Supply System
Derby Stallion		Parity Bit DD
Doubutsu Banchou		Saru Brunei DD
DT		Game Studio
Elftale (Quest 64)		Imagineer
Emperor of the Jungle		Nintendo
Exhumed 64		Crave/Lobotomy
Fire Emblem 64		Nintendo
First Samurai 64		Vivid Image
Fishing		Nintendo
Fushigi no Dungeon		Chunsoft
Gauntlet 64		Midway/Atari
Golf		Nintendo
Hashire Boku no Uma		Culture Brain
Hybrid Heaven		Konami
Jissen PachiSlo Hissyouhou		Sammy
Jungle Taitei (Emperor Leo)		Nintendo DD
King of Pro Baseball 2		Imagineer
Kiratto Kaiketsu! 64 Tanteidan		Imagineer
Kirby 64		Nintendo
Kyojin no Doshin		Param DD
Macross (Robotech)		Tomy
Mario Artist: Sound Maker		Nintendo DD
Makaimura 64 (Ghouls 'n' Ghosts 64)		Capcom
Mickey's Tetris		Capcom
Namco RPG		Namco
Nushi Tsuri 64 (River King)		Pack-in Soft
Perfect Dark		Nintendo/Rare
Pikachu Genki DeChu		Nintendo
Pokemon Snap		Nintendo DD
Project Cairo Crave		Entertainment DD
Pro Shinan Mah-jongg		Culture Brain
Rockman Dash (Mega Man)		Capcom
Shadowman		Acclaim/Iguana UK
SimCopter 64		Electronic Arts
Snowspeeder		Imagineer
StarCraft		Nintendo
Star Wars Prequel Game		LucasArts
Street Fighter		Capcom
Super Mario 64 2		Nintendo DD
Super Mario RPG 2		Nintendo DD
Suu		Imagineer DD
Teo		Fujitsu DD
Thornado		Factor 5
7th Legion Epic		Megagames
Acclaim Sports Soccer		Acclaim/Probe
Aeon Flux		GT Interactive
Bio Tetris		Amtex
GT Racing		Midway
California Speed		Midway/Atari
Deadly Honour		TecMagik
Deep Blue		Konami
Destruction Derby 64		Psygnosis
Donkey Kong World		Nintendo/Rare
Earthbound 64		Nintendo DD
F-Zero X Expansion Set		Nintendo DD
Ghouls 'N' Ghosts 64		Capcom
Golden Nugget 64		Virgin
Jet Force Gemini		Rare
Kirby 64		Nintendo
Legend of Zelda DD		Nintendo DD
Lego Racers		Lego/High Voltage
Magic the Gathering: Armageddon		Acclaim
Mario 64 2		Nintendo DD
Mario Artist: Picture Maker		Nintendo DD
Mario Artist: Polygon Maker		Nintendo DD
Mario Artist: Sound Maker		Nintendo DD
Mario Artist: Talent Maker		Nintendo DD
Mega Man 64		Capcom
Mission Impossible 2		Ocean
NBA Fastbreak 64		Midway
Paperboy 64		Mindscape
Pokemon Stadium		Nintendo
SimCity 64		Nintendo DD
Smurfs 64		Infogrames
Space Bunnies Must Die		Take 2/Ripcord
Super Mario RPG 2		Nintendo DD
ToeJam & Earl 64		TJ&E Productions
Ultra Descent		Interplay

Hardware

LightBlaster 64	InterAct	Q2
Nintendo 64 Mouse		July
64DD	Nintendo	Q3
Capture Cartridge		Q3
64 GB Pak	Nintendo	TBA
Voice Recognition Headset	Nintendo	TBA

Gameplay

PRICE! CHOICE! QUALITY! SERVICE!

THESE HAVE MADE US BRITAIN'S LARGEST MAIL ORDER SUPPLIER OF COMPUTER GAMES!

A DIVISION OF *INTERACTIVE COMMERCIAL ENTERPRISES LTD*

0113 234 0444 SALES HOTLINES
0113 234 0999 TECHNICAL SUPPORT
0113 234 0666 CUSTOMER SERVICES
email: GameplayUK@AOL.com



WHY NOT VISIT OUR NEW CLUB SUPERSTORE WHICH HAS JUST OPENED IN LEEDS AT THE ADDRESS ON THE ORDER FORM! PLEASE NOTE THAT THERE IS NO CHARGE TO BUY BY MAIL ORDER BUT A ONE OFF MEMBERSHIP FEE OF £5 IS PAYABLE IF BUYING FROM OUR SUPERSTORE.

FREE POSTER WITH EVERY ORDER! Please ask when ordering!



THE WORLD'S MOST POWERFUL CONSOLES AT BRITAIN'S LOWEST PRICES!

PRICES INCLUDE **FREE 48hr DELIVERY** TO MOST AREAS IN THE UK

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!!**

N64 Console	£90.99
N64 Console + Mario Kart or Mario 64	£129.99
N64 Console + Lylat Wars & Rumble	£137.99
N64 Console + Diddy Kong/Yoshi	£129.99
N64 Console + Int'l S/Star Soccer Pro	£117.99
N64 Console + Goldeneye	£129.99
N64 Console + Turok	£121.99
N64 Console + Wave Race/Blast Corps	£130.99
N64 Console + Banjo Kazooie	£130.99
N64 Console + Forsaken	£131.99

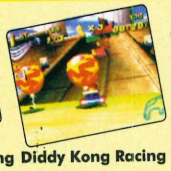
SAVE MORE WHEN YOU BUY THE FOLLOWING AT THE SAME TIME AS A NEW N64!

Top Gear Steering Wheel	£47.99
Official Grey or Coloured Joypad	£22.99
Rumble Pack	£6.99
1 MB Memory Card	£7.99
RGB/S-VHS Scart Cable	£6.99
Logic 3 Carry Case	£14.99

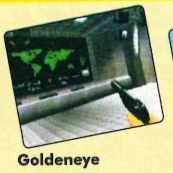
PLUS GET £1.00 OFF EVERY GAME BOUGHT AT THE SAME TIME AS YOUR NEW N64!!

UK NINTENDO 64 GAMES


1080 Snowboarding


Diddy Kong Racing


Super Mario 64


Goldeneye


F1 World Grand Prix


Mario Kart 64


Banjo-Kazooie

1080° Snowboarding	£34.99	F1 World Grand Prix	£34.99	Micro Machines 64 Turbo	£LOWEST	Rampage World Tour	£29.99
Aero Fighters Assault	£24.99	FIFA Road to the World Cup	£35.99	Mischief Makers	£22.99	Robotron 64	£42.99
Allstar Baseball '99	£36.99	Fighters Destiny	£26.99	Mission Impossible	£32.99	San Francisco Rush	£27.99
Banjo-Kazooie	£40.99	Fighting Force 64	£29.99	Mortal Kombat 4	£39.99	Shadows of the Empire	£34.99
Bio Freaks	£39.99	Forsaken	£29.99	Mortal Kombat Mythology	£32.99	Snowboard Kids	£33.99
Blastcorps	£24.99	F Zero X	£34.99	Mortal Kombat Trilogy	£39.99	Super Mario 64	£40.99
Body Harvest	£35.99	G.A.S.P	£39.99	Multi Racing Championship	£25.99	Tetrisphere	£25.99
Bomberman	£40.99	Goldeneye	£40.99	Mystical Ninja	£44.99	Top Gear Rally	£26.99
Bomberman Hero	£34.99	GT Racing 64	£34.99	Nagano Winter Olympics	£34.99	Turok Dinosaur Hunter	£30.99
Buck Bumble	£40.99	Hexen	£19.99	NASCAR Racing '99	£45.99	Turok 2	£34.99
Bust A Move 2	£34.99	Holy Magic Century	£44.99	NBA Courtside	£25.99	Virtual Chess	£39.99
Chameleon Twist	£26.99	Iggy's Reckin' Balls	£34.99	NBA Hangtime	£24.99	Waialae Golf Classics	£34.99
Chopper Attack	£39.99	Int'l Superstar Soccer 64	£24.99	NBA Pro '98	£39.99	Wave Race 64	£34.99
Clayfighter 63 1/3	£24.99	Int'l Superstar Soccer '98	£32.99	NFL Quarterback Club '98	£43.99	Wayne Gretzky's Hockey	£30.99
Cruisin USA	£25.99	Killer Instinct Gold	£27.99	NHL Breakaway '98	£39.99	Wayne Gretzky's Hockey '98	£36.99
Cruisin World	£34.99	Lamborghini 64	£25.99	NHL Hockey '99	£45.99	WCW vs NWO:World Tour	£38.99
Dark Rift	£31.99	Lylat Wars & Jolt Pack	£40.99	Off Road Challenge	£39.99	Wetrix	£33.99
Diddy Kong Racing	£34.99	Mace	£24.99	Pilot Wings	£34.99	World Cup '98	£34.99
DOOM	£24.99	Madden NFL 64	£37.99	Quake	£27 .99	WWF Warzone	£40.99
Duke Nukem 3D	£24.99	Madden NFL '99	£45.99			Yoshi's Story	£34.99
Extreme G	£27.99	Mario Kart 64	£34.99			Zelda 64	£40.99
F1 Pole Position 64	£29.99						

WE DO NOT CHARGE YOUR CREDIT CARD UNTIL YOUR ORDER IS DESPATCHED, SO YOU CAN RESERVE YOUR NEW RELEASES TODAY!

2nd Games

Gameplay also stocks pre-owned games in addition to our new games but we ensure that these are of the highest quality.

- ✔ All games pass a 10 part examination to ensure "nearly-new" quality.
- ✔ All 2nd hand games guaranteed for 90 days
- ✔ Extremely competitive prices.

This is how you can sell us a game:

1. Your game and packaging must be in nearly new condition and you must clean the cartridge before sending it to us. All games are tested when we receive them. If your game doesn't work or the packaging is damaged, we will not buy it and you will have to pay £4.00 to get it back.
2. You must ring us before sending your game in to be given an authorisation number.
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.

ALL PRICES LISTED IN THIS ADVERT ARE FOR NEW GAMES ONLY - PLEASE RING IF YOU WOULD LIKE 2ND HAND PRICES.



LOGIC 3 CONSOLE CARRY CASE
CUSHIONED INTERIOR, PARTITIONS AND POCKETS, DURABLE LIGHTWEIGHT AND WATERPROOF.
£15.99

SFX 64 GAME ADAPTOR
Allows most imported games to be played on UK N64 consoles. Ring for more details.
£14.99



Gameboy Emulator
Play Gameboy games on your N64
£33.99

FIRE VRF1 WHEEL & PEDALS
TRUE ANALOGUE WHEEL COMPLETE WITH FOOT PEDALS AND PROGRAMMABLE BUTTONS.
Special offer! Get £1 off every driving game bought at the same time!
£39.99



ASCIIWHEEL 64
The only officially endorsed wheel for the N64 £41.99



TOP GEAR STEERING WHEEL
Steering Wheel & foot pedals with working gearstick. Fully programmable with leather steering wheel cover. Works on N64, PSX & Saturn. Rumble facility.....£49.99





LOGIC 3 RUMBLE PACK WITH TWIN SPEED SELECTOR
£7.99

AS ABOVE BUT WITH 1MB MEMORY £12.99
256KB MEMORY £10.99

SHOCKWAVE - UNIQUE SENSOR ADDS RUMBLE TO ALL GAMES
£22.99



DATEL ACTION REPLAY
CONTAINS LOADS OF BUILT-IN CHEATS FOR ALL N64 GAMES. YOU CAN ADD MORE CHEATS AS NEW GAMES ARE RELEASED
£38.99

FIRE XPLORER CARD
THE SAME AS THE DATEL CARD BUT CHEAPER! £25.99



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



GAMEBOY POCKET (CHOICE OF COLOURS) £40.99



GAMEBOY CAMERA £36.99

GAMEBOY PRINTER £46.99



We now also stock Gameboy games at the cheapest prices in the country! Please ring for details.

JOYPADS



OFFICIAL N64 JOYPAD
THE BEST QUALITY JOYPAD AVAILABLE
£17.99 OR £16.99 FOR 2 OR MORE

OFFICIAL COLOURED JOYPADS
EXACTLY THE SAME AS THE GREY OFFICIAL PAD BUT AVAILABLE IN BLUE, GREEN, RED, BLACK, & YELLOW
£17.99 OR £16.99 FOR 2 OR MORE





LOGIC 3 TRIDENT PAD
REPLICA PAD AVAILABLE IN GREY, RED, YELLOW OR BLUE
£14.99

ARCADE SHARK STICK
COMPETITION JOYSTICK WITH AUTO-FIRE, SLOW-MOTION & EXTRA LONG CORD. PERFECT FOR BEAT 'EM UPS! £29.99





SHARKPAD PRO 64²
"STINGRAY" SHAPE FOR EASY CONTROL. LONG CORD.
£21.99

JOYPAD EXTENDER CABLE - 1.5M EXTENSION LEAD. ATTACHES TO ALL CONTROLLERS ..£7.99
PACK OF 2 EXTENDER CABLES £12.99

MEMORY CARDS



256KB MEMORY
ALLOWS YOU TO SAVE HIGH SCORES, GAME POSITION, REPLAYS, ETC..
£6.99

1MB MEMORY CARD
4 TIMES BIGGER THAN THE 256KB MEMORY CARD. CHOICE OF COLOURS
£8.99





8MB MEMORY CARD
40 TIMES BIGGER THAN THE 256KB MEMORY CARD.
£17.99

HINT BOOKS

1080° Snowboarding Secrets	£10.99
Blast Corps Unaut'd Secrets	£10.99
Bomberman 64 Unaut'd Secrets	£10.99
Diddy Kong Unauth'd Secrets	£10.99
Doom 64 Official Game Secrets	£10.99
Goldeneye secrets, strats & sols	£10.95
Killer Instinct Gold Handbook	£10.99
Lylat Wars secrets, strats & sols	£10.99
Mario 64 secrets, strats & sols	£10.99
N64 Secrets, strategies & sols	£14.99
Quake 64 Unauthorised Guide	£11.99
Shadows of the Empire Secrets	£10.99
Turok Official Guide	£11.99
Yoshi's Story Unofficial Guide	£10.99

CABLES

COMPOSITE/RGB SCART CABLE - IMPROVE PICTURE/SOUND QUALITY WHEN CONNECTED TO A SCART TV £8.99
S-VHS CABLE - EVEN HIGHER QUALITY THAN THE COMPOSITE SCART BUT REQUIRES SVHS COMPATIBLE TV OR VIDEO ..£8.99
REPLACEMENT RF LEAD £13.99
HI-FI AUDIO LEAD - PHONO LEAD TO ALLOW YOU TO CONNECT YOUR N64 TO YOUR HI-FI SPEAKERS FOR AMAZING SOUND QUALITY £9.99

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 750,000 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 SEGA SATURN & OTHER CONSOLES AND CD ROM

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

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 ☐

Cheques payable to 'Gameplay'.
Prices subject to fluctuation. E & OE.

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ (SWITCH ONLY)

164(12)

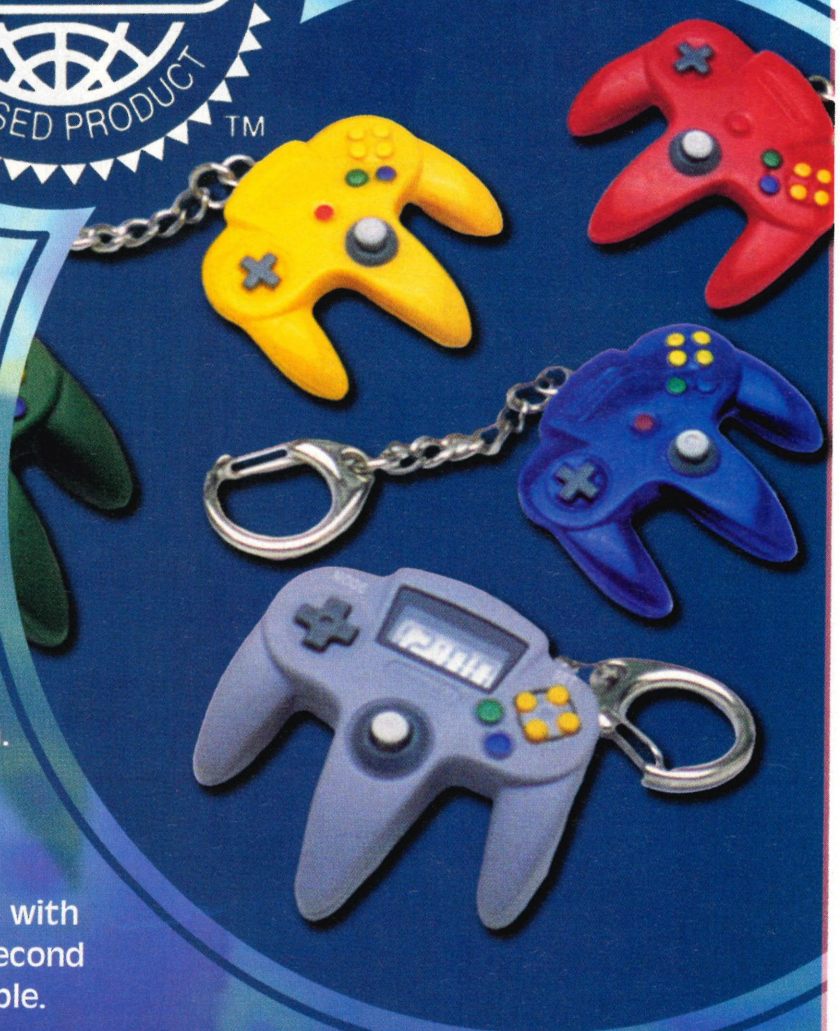
Please note - express cheque clearance cannot be used with Building Society cheques or bank drafts.

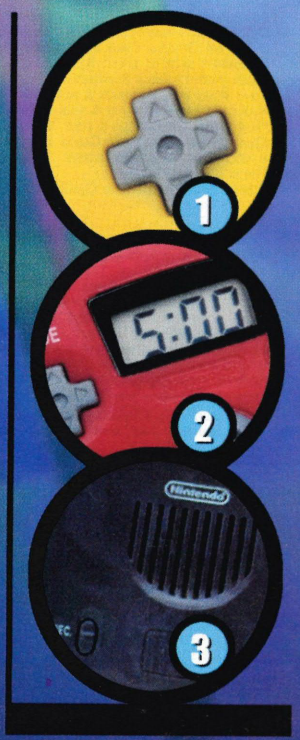
Sent to press 16/9/98

Official Licensed keychains

TM & © 1997 NINTENDO
ALL RIGHTS RESERVED







N64 controller keychain.
5 colours available.
£2.99 rrp

N64 controller keychain with LCD clock. Time, date, second display. 5 colours available.
£3.99 rrp

N64 control deck voice memo record and play functions.
£6.99 rrp

BLAZE

Available from all leading games stores

Fire International Ltd., Nacap House, 46-48 Silver Street, Doncaster, England, DN1 1HT
Telephone: +44 (0)1302 325225 Fax: +44 (0)1302 322061 Email: sales@fire-international.ltd.uk

Games supplied by
Department 1
0171-916 8440

Reviews



Remember this, games scoring over 90% should be bought straight away, games scoring under 50% should never have seen the light of day

The breakdown...

Icons

Official release

Japanese Import

US Import

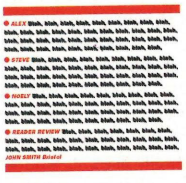
Stamp Of Approval

Anything scoring over 89% is basically a must buy and **we don't give out nineties lightly**! These are the games that grace the N64 console, will entertain you for months and are well worth the money, hence being awarded with N64 Pro's own unique boot-print Stamp Of Approval



Four Pro Reviewers

Four expert video game journalists' opinions with over 80 years' gaming experience between them are squeezed in at the end of every review – the email address of the main reviewer is printed along the edge for **instant reader response**

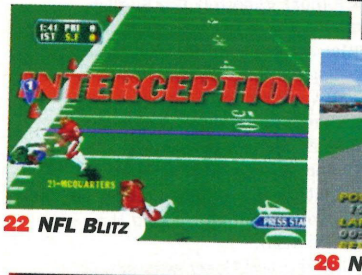


Your Opinion

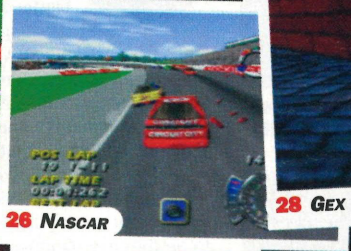
There's one opinion from a reader who gets an all-expenses paid trip to see just what goes on in the N64 Pro office for a day. This person could, of course, be you. Write to **Reader Reviews, N64 Pro, IDG Media, Media House, Adlington Park, Macclesfield SK10 4NP** telling us why it should be you and we might just be in touch

This issue...

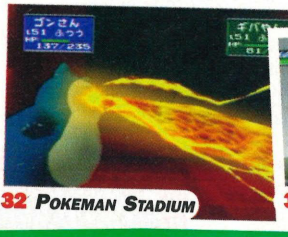
22 GEX 64
Introducing GEX, the scaly star of his very own 3D platformer. He's facing up to stiff competition in the shape of Banjo and Mario, but the lovable lizard reckons he's got what it takes



22 NFL BLITZ


26 NASCAR


28 GEX 3D


32 POKEMAN STADIUM


34 SUPER ROBOT SPIRITS


36 ALICE'S 64 TRUMP COLLECTION

Turn the page NOW for this month's reviews

N64 Pro Team's Gaming Preferences

Alex: Likes two-player competitive games, particularly sports sims. Favourite N64 game – ISS World Cup France 98. Hates RPGs. Looking forward to Rogue Squadron

Steve: Likes American sports games. Favourite N64 games – PilotWings 64 and Banjo-Kazooie. Hates beat'em-ups. Looking forward to Madden '99

Noely: Likes adventure games and RPGs. Favourite N64 game – Banjo-Kazooie. Doesn't hate any genre in particular. Looking forward to Zelda 64

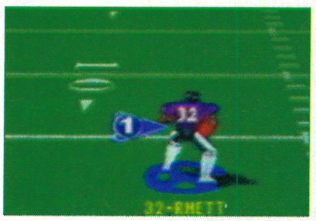
Mark: Likes shoot'em-ups. Favourite N64 game – Banjo-Kazooie. Hates SimCity type games. Looking forward to Silicon Valley

● **PUBLISHER** GT Interactive ● **CONTACT** Madeira Games, 01485 570256 ● **GENRE** Sports

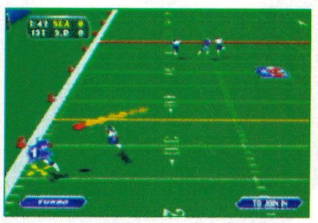
NFL Blitz

Rougher than a Salford house party...

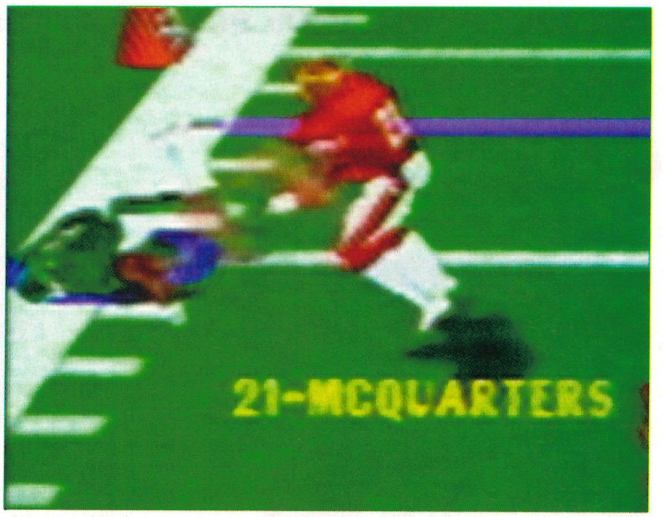
An American Football game may not seem the most appealing product on the shelves, especially when it's got GT's logo on the box. But then life's full of surprises, and this is certainly one of the better ones...



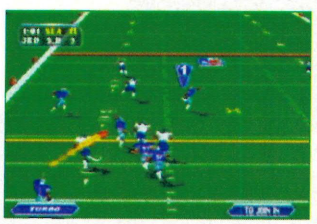
A clear field is something you won't see often in Blitz



He's wide open, but as soon as he catches it he's hammered



There's nothing quite as satisfying as sending your opponent sprawling. Especially if he drops the ball in the process



Big yards on here, but you need to make 30 not just 10 in Blitz



Yet another bone crunching challenge comes flying in



There's no time at all between plays, so don't hang about

THERE'S NO denying that football is the sport of choice for N64 Pro's editorial team, but unfortunately it's most definitely the English variety. You'd think that would hinder the chances for any game attempting to recreate the transatlantic version wouldn't you? Well it doesn't. Long time readers who were around for last year's head-to-head battle between EA Sports' Madden 64 and Acclaim's Quarterback Club '98 will know that there's a 'fifth column' of American Football devotees lurking around the fringes of the magazine staff.

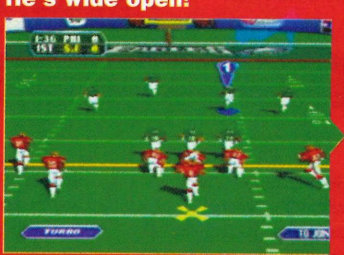
I'm not saying that me and Noely (who seem to be the only members to be honest) have covert meetings where we do nothing but play endless games of Madden – it's a bit more open than that – but opinions are certainly set in stone and seem to be unwavering to be quite honest. However, Blitz is something of a whole new ball game, so I had high hopes of converting the other team members and maybe even one day setting up an 'office league' like we have for ISS.

Midway's NFL Blitz, originally designed for the arcades, is an all guns blazing, intense and always brutal football game that doesn't hesitate, stutter, or even slow down long enough to let players catch up. The game is all about speed and power, with only a smidgen of finesse thrown in to tip the scales in its favour. It screams arcade style action at the top of its voice, and given that arcade is something that the N64 does so well, it's no surprise that Blitz's release has been so eagerly anticipated.

Apparently Blitz's arcade cousin, with its smooth framerate and crisp graphics, is a tough act to follow. I wouldn't know, I've not been in an arcade for about a decade now, but if arcade Blitz is better than this then I could well be tempted back into those dingy havens of heroin addicts, drug pushers and rent boys (so presumably I could still get a two player with Noely in there then?).

Blitz for Nintendo 64 is an undeniably brilliant football effort that is the perfect alternative to the likes of Madden or QB Club. Proof positive is that Alex actually likes it, whereas you'd struggle to get him near a joypad when any of the more simulation based games are in the slot. Its undoubted beauty

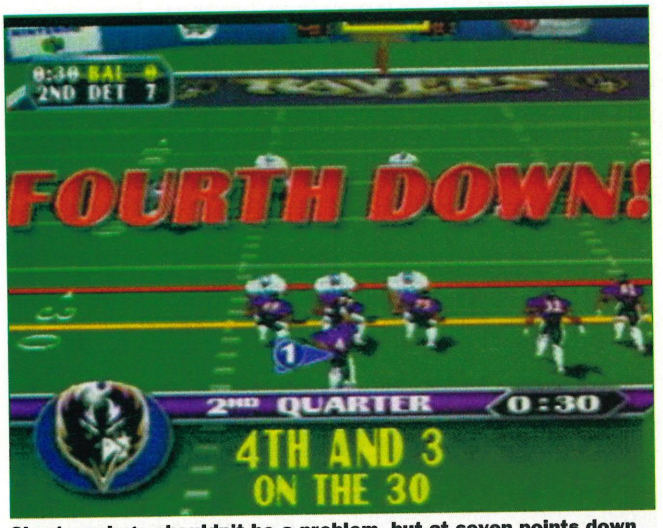
He's wide open!



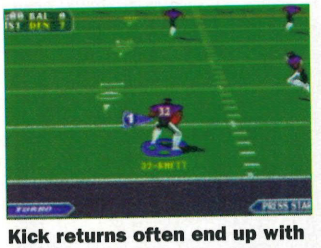
The snap to the quarterback sets each play in motion



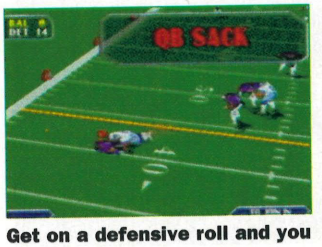
The QB scans the backfield, looking for an open receiver



Short yardage shouldn't be a problem, but at seven points down do you dare take the risk of turning over without a point?

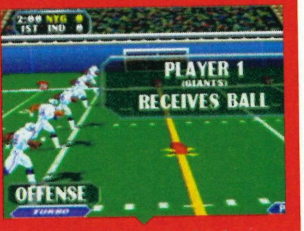


Kick returns often end up with you at the bottom of a heap



Get on a defensive roll and you can really hustle the QB

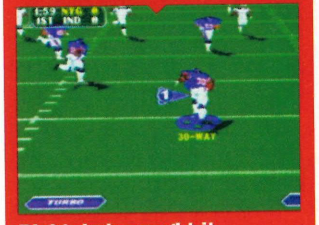
Can I Kick It?



Course you can. In fact, you have to or we'll never start



Steady, here it comes. Watch the ball into your hands...



Right, he's caught it, everybody get him!

lies in its simplicity, and the fact that you can literally pick up a pad and start to play.

Before reading any further you need to know that Blitz plays nothing like the competition. The emphasis here is placed squarely on action, not realism. If you fancy a full-on American football game equipped with all the minuscule details and strategy then you'd be better advised to hang on for the latest additions to the Madden and QB Club series' (both of which are vast improvements on last year's already excellent efforts). That said, if you're looking for unsurpassed football intensity that just doesn't ease up, then you simply can't do any better than NFL Blitz. Fact.

Blitz is one of the easiest games to get to grips with ever, as this joypad diagram proves



The main defensive button. Used for all manner of tackles

Turbo

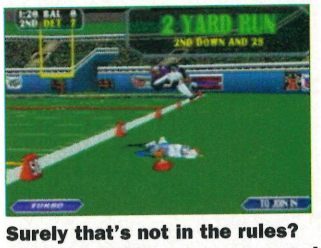
The main offensive button. Snaps the ball, brings up receivers and passes in conjunction the analogue stick. Also changes players on defense

Import-ant decision

Here's the scenario: you arrive home from the import shop with your shiny new copy of Blitz. You eagerly rip off the cellophane, plug in a couple of joypads and slam the cart into the slot and settle back for a few hours of trying to get to grips with all the moves and controls. A couple of minutes and four touchdowns later you can't help but realise that this is a little different to the norm.

Okay, so it's about as realistic as Mark's chances of a three-in-a-bed romp with a couple of the All Saints girls – you need to go 30 yards for a first down for instance - but believe me, when you're playing it you won't care (about realism I mean, not that you'll prefer it to the threesome, because you won't. It's good, just not that good).

From the opening kick-off it's easy to see that Blitz is not like other football games. Everything transpires so quickly and with such force that it's almost comical. In fact, it is comical, especially when you get to have a second go even after the tackle's already complete. It 's a perfect way to ▶

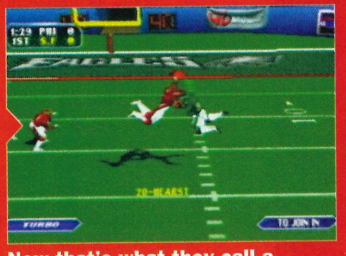


Surely that's not in the rules? Off the ball hits are encouraged





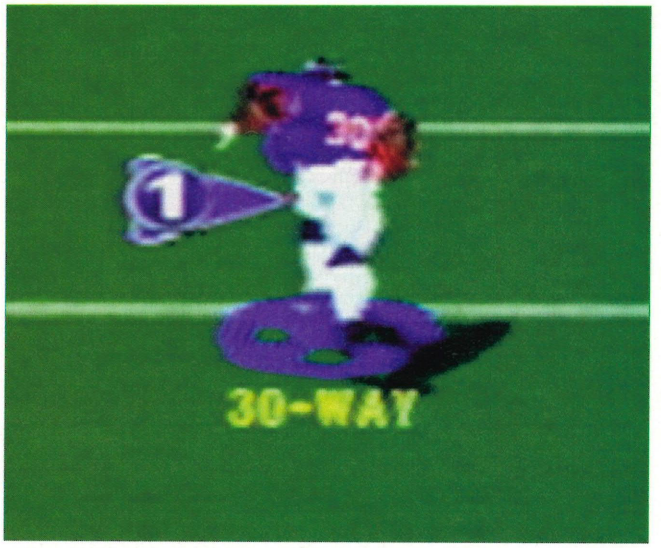
looks like a bad choice. The defense are already in his face



Now that's what they call a hospital pass in the trade

NFL Blitz





Interception



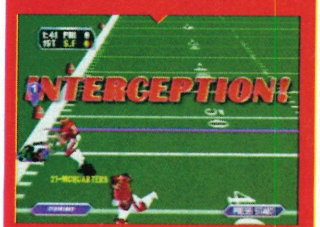
Looks simple enough. Bullet pass to the left receiver



All going well so far. Your man looks favourite for the catch



A quick shove in the back could cause a problem

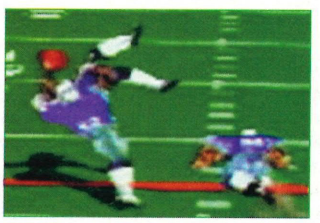


What should have been a simple pass turns the ball over

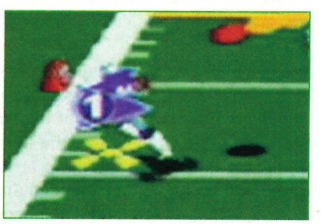
relieve any frustrations you may have, and is guaranteed to wind your mates up no end.

Interceptions and fumbles are not only much more common, but a vital part of the game. Slamming tackles, bone jarring QB sacks, leaping touchdowns, stiff-arms, spins – they're all in the game, and they're all an absolute doddle to master. I found the best tactic when you've got the ball is to keep your thumb over the A button as this controls most of the attacking moves (along with the Z trigger for turboing of course), and over the B button when you're defending. That's all you need to know to master the Blitz basics. Obviously there's much more to it than that – timing will play a massive part in your success – but for once it doesn't require you to memorise mind numbing button sequences or attempt finger twisting acts of manual dexterity.

Imagine hitting a receiver so hard that he flips over in the air and then fumbles the ball and you've got a good idea of a typical tackle. Then imagine picking up the ball from the fumble and charging all the way down the field, taunting your pursuers in the delightful expectation of six points to come, only to be hauled down on the line and see the ball stripped from your grasp and turned over again to the opposition. Now you've got a good idea of about Blitz's gameplay. Obviously, there's a fair share of bread and butter 10 or 12 yard gains, but where this scores highly is through



Bone-crunching challenges frequently knock the ball loose



He needs to catch this before his feet hit the line



I don't think he's worried about the loss of seven yards. More likely about the loss of life!

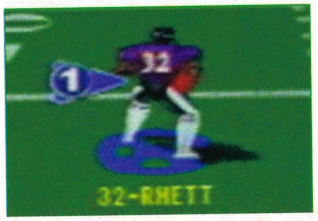
the spectacular, and there are enough of those to take your breath away.

I've heard some complaints that, in the one player game the computer will cheat to keep the scores close. I'll admit this does seem to happen on occasion, and I can see why it would frustrate, but I can't quite decide whether I personally feel that it's all that bad a feature. I see Blitz ideally as a multi player game- if you play it on your own you really will be missing out on a genuinely great experience - but even so, it's a feature that ensures excitement right throughout almost every game you'll play. An option to turn it off would definitely have been a plus, but you can't have everything I suppose.

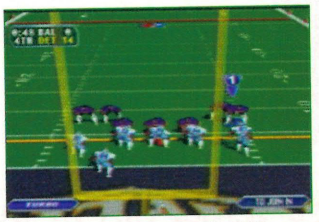
Pro-ball wizard

All this praise means I'm running out of room already and I've only really mentioned one pseudo-negative point so far. Good job for me then that there aren't really any others. There are plenty of plusses I haven't covered, like the full NFL licensing – surprising for a game that touts itself so openly as non-simulation – or the arcade and full season modes for instance which are self explanatory, but I haven't really got time now.

I suppose I should mention the novel arcade compatability feature with NFL Blitz '99, where you can take along your Controller Pak saved record to the arcade and put it on the line against all comers, and then there's the Play Editor to keep the strategists happy and give them the chance to design and test out their own moves, tricks and plays in a hostile environment. And I should point out that this is N64 exclusive. Yes, that's right, exclusive! There's definitely no room for me to go into the excellent sound effects and commentary,



The game is fully NFL licensed with real player names



With the ball on the 4yd line you'll have to be careful

so I'll just have to hope that there are no audio devotees out there who simply won't even contemplate a purchase until it's been described in detail.



The red line shows clearly how far you need to go

Shut it, Noely!

There's been a bit of controversy over the mark I've given this, but I don't care. The dispute came over my decision to award it a Stamp of Approval even though it's not quite reached the dizzy heights of 90% (that's been the requirement in the past). My thinking though is that while Blitz does everything it tries to do just about perfectly, I don't feel that it actually attempts enough to warrant such a massive score, especially not with the much more ambitious titles that are imminent.

I'm not prepared to withhold a wholehearted recommendation though – this makes no pretence to be anything other than all out arcade game – and is therefore pitched at a different market. Doubtless all but the stiffest of American Footy aficionados will forgive its lack of depth and lose themselves in an action frenzy, but where GT will pick up extra sales is from the fact that they've managed to produce a game that even the most ardent haters of the sport will find it difficult to dislike. And to my mind that kind of cross genre appeal is something that very few games in the past have managed to achieve. They may be languishing at the bottom of our Software House League tables, but maybe there is hope for them yet. There certainly is if they can consistently maintain this sort of quality. ●



N64 Score

OKAY, I know, American football isn't for everyone, but you write this off at your peril. In a bizarre way it's so much more, yet so much less than most sports games. Let me explain. While NFL Blitz lacks the depth that the likes of Madden have in abundance, it has so much more action, speed and brutality that it can't fail to set the heart racing of just about anyone who picks up a joypad. I've never come across a game with so much 'pick up and playability' before, and along with the fast action, vicious hits and sneaky attacks it's safe to say that Blitz is a game that should appeal to just about everyone. Personally I'm still eagerly anticipating Madden '99 for a true fix of NFL action, but until that arrives this'll plug the gap nicely. And for non-believers it's a case of suck it and see. Try it, you'll like it! At last, a decent effort from Midway and GT. Excuse me while I go for a lie down... *STEVE*

● ***ALEX*** **I'd really like to get into American football as I'm big on the stats and tactical side of most sports. However, as Steve's been playing American footy sims since he was three, all I can say is, "Great game, but leave me out"**

● ***MARK*** **The best rendition of American football I've ever seen. Sure, it may not have the unrivalled realism of Madden, but the gameplay is fast, furious and fun and the over-the-top violence is great. Check this one out.**

● ***NOELY*** **A great rendition of American Football but I'm not sure if I like its arcade feel over the more realistic approach of a game like Madden. Perhaps slightly overmarked and I'm not sure about its lastability**

● ***READER REVIEW*** **NFL Blitz shows all other American Football games the way forward. It's a high impact sport and at last there's a high action simulation of it!**
BERNIE GATSBY, Birkenhead

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

SOFTWARE HOUSE LEAGUE 3 pts SOFTWARE HOUSE LEAGUE

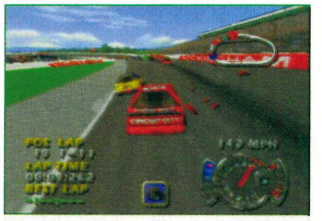
89%

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:** stevemc@idg.co.uk

Review

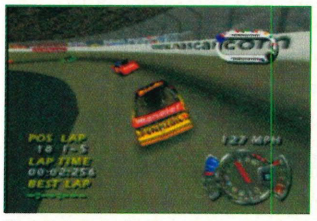
● **PUBLISHER** EA ● **CONTACT** Madeira 01485 570256 ● **GENRE** Racing sim ● **RELEASE** US out now

NASCAR



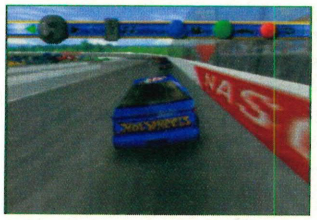
EA do their best to create an exciting game out of America's dullest form

Repeat the mantra: I must not compare this to F1 World Grand Prix... I must not compare this to F1 World Grand Prix...



The Bristol night circuit offers rudimentary lighting effects





The replay facility allows you to review the action from all over

NASCAR IS, in a nutshell, 20 souped up saloon cars driving around oval circuits for hours on end. Whooppee! Okay, so as a born and bred Englishman I admit I haven't been brought up to appreciate this type of thing, much as Americans still haven't really grasped of the joys of football (sorry, soccer) and cricket. Over the shoulder comments have included, 'NASCAR's the dullest type of motor racing going' – Mark – and 'The tracks are about 200 miles wide' – Art Assistant Stu.

Oh, how they both helped fuel my excitement levels! Faced with a racing simulation based on an event that's largely ignored outside the US and a growing number of people in the 'public gallery' freestyling away behind me with comments ranging from the critical to the downright cynical, reviewing this was always going to be an uphill battle.

Given a rolling start, however, I was soon away, oversteering into the track surround and back onto the grass in the middle. Not much fun this at all, to be honest. Ten minutes later, however, I found myself enjoying it. Honestly! Mark and Stu had got back to their Stench/Beast war of words which is an integral part of office life these days (Stu yells 'Stench' at the top of his voice and Mark retorts with 'Beast'. Over and over. Sometimes Stu'll even sing famous songs, substituting the odd important noun with the word 'stench'. I dare say we've all done similar things before).

Damage limitation

With 25 car/drivers to choose from and over a dozen tracks (some of which are proper winding ones) to race on there's plenty to keep you occupied – it's just a shame there's no two-player option. You can go as deeply into the car set-up side of things as you fancy and do a gruelling, real-time 80 lap race if you've got a few hours to spare. Alternatively, the damage can be turned off and you can hammer 'round for three laps causing as much mayhem as you see fit.

On the plus side, the car liveries are nicely detailed with all of last season's trimmings

"Gentlemen, start your engines"

One thing you can't beat about Americans is their names. Judging by the NASCAR competitors, the dafter your name, the dafter looking car you get. See what you think...



Dale Earnhardt | Jeff Gordon | David Green | Bobby Hamilton



Terry Labonte | Sterling Martin | Mark Martin | Jeremy Mayfield | Steve Park | Kyle Petty

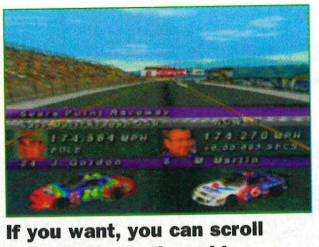


Kenny Wallace | Rusty Wallace | Derrell Weltrip | Michael Weltrip | Johnny Benson | Geoff Bodine





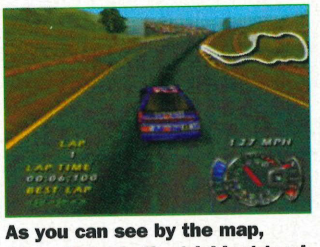
of motor racing



If you want, you can scroll through the entire grid

complete with the right drivers. On the minus side, they look a bit too much like the cars from the PI**Station's Destruction Derby for my liking. Some of the textures on the surrounding buildings and landscapes are a little rough and the night race effects (thankfully, there's only one, held in Bristol) are functional to say the least.

It would be cruel to say that the only thing going for NASCAR is that as well as being able to race in Texas and California, you can also plod around tracks in Darlington and the aforementioned Bristol because, after another ten minutes or so, I liked the game even more! But I couldn't put my finger on why...



As you can see by the map, Sears Point is the trickiest track

It's Just Not Formula One

I've got it. The handling of each car is so varied that it somehow makes up for the fact that in the 'car and driver description' menu there's absolutely nothing on the car – just a recent biog of each driver's career. As I'm on deadline I'll have to assume (which is always a very dangerous thing) that all the cars in NASCAR are fairly well matched. Stu reckons they're all 'big American ones with four or five litre engines'.

Mark, not wanting to be outdone, came out with the nonsensical classic, 'It's really dull – the cars aren't even Formula One ones'. Maybe that's why it's called NASCAR and not Formula One, then... He added, '...and they trundle 'round at about 60 mile an hour' when I was quite clearly doing an impressive 190mph on the straights. As Stu would say, 'Good old stench'. To which I'll have to add, 'reasonable old NASCAR' ●


Kenny Irwin Jnr


Dale Jarrett


Bobby Labonte


Kenny Schrader


Hut Stricklin


Dick Trickle


Jeff Burton


Ward Burton


Ricky Craven

N64 Score

WORTH A DABBLE – the steering's not as ridiculously sensitive as Top Gear Rally, the car physics aren't as far-fetched as San Francisco Rush and it's a better overall package than MRC. Although NASCAR can't hold a power-assisted steering wheel to F1 World Grand Prix, nor has it as many hidden tricks up its sleeve as DKR, it just about stands up as a half-decent racer. A middle of the road racing sim that just about achieves what it sets out to do. It won't win any laurel wreaths, but should keep solo racers happy over a reasonable period of time. One piece of advice, turn the 'commentary off' – it's about two lines of hillbilly/redneck inbred speech that sounds like it's been sampled from '70s action comedy The Dukes of Hazzard. *ALEX*

● ***MARK*** **NASCAR is duller than Steve's mid-morning discussions about Man City. You plod around a circular track whilst over-zealous Yanks yabber on about how exciting the race is. But it isn't, it's bland and boring**

● ***STEVE*** **It's not all that bad, but the oval tracks get a bit boring after a while, and the handling is appalling on the cars initially unless you're prepared to put some work in. The words 'average racer' fit this like a glove**

● ***NOELY*** **I hated NASCAR to start with, but Lex mithered me into giving it another go. I don't like the oval tracks, but the three or four more complicated ones are good fun to drive on. Not bad, but no F1-beater**

● ***READER REVIEW*** **As a race games fan, I couldn't believe my luck when asked to review this! I really enjoyed it – some of the cars handled very true-to-life and I beat Alex!** ***David Langley, Widnes***

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

78%

SOFTWARE HOUSE LEAGUE 1 pt SOFTWARE HOUSE LEAGUE

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 GT Interactive ● CONTACT 0171 258 3791 ● GENRE Platform

Gex: Enter the

it's a brave game that takes on Mario and Banjo

It was a smash hit platform game on the Pl Station. But then again... that isn't saying too much is it! Will N64 owners take to a Mario clone designed for an inferior machine? Somehow we just don't think so...**



Jumping green thing



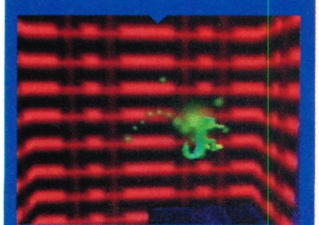
Gex runs through the spark



And glows green with energy



Now you can jump on the pad



And reaches new heights



On the Kung-Fu level gex wears oriental fighting attire

You've got to admire the bottle of some programmers. Faced with making a game for the most advanced console on Earth I'd probably plump for something simple like a 2D puzzle game. If I were a hotshot programmer I'd probably go for a fighting or racing game. But you'd need pods the size of cannonballs to attempt a platform game on the N64. You're instantly taking on both Rare and Nintendo with the type of game that the big 'N' knows better than anybody else on Earth. And faced with the prospect of trying to make a game better than Mario 64 and Banjo-Kazooie, I'd probably have a nervous breakdown.

Which is why we shouldn't be too hard on Gex, just because it isn't actually that good. Try to remember that you're spoilt on the N64 because when it comes to platform games the N64 is king and despite the cutesy look and feel of Banjo and Mario, in terms of game design they represent very, very serious competition.

Lounge lizard

So what does Gex have to offer? Well it's got a sense of humour and a lot of style. The main character Gex has a huge variety of different costumes and spends time running around dressed in whatever seems appropriate to the level he's in, all the time dropping obscure wisecrack remarks.

The story is that Gex's arch-enemy, Rez, is in the media dimension and Gex has to stop him. Essentially this means that every level is based upon a popular TV or film theme including the

● RELEASE DATE Out Now ● NO. OF PLAYERS 1 ● PRICE £39.99 ● SECRETS YES

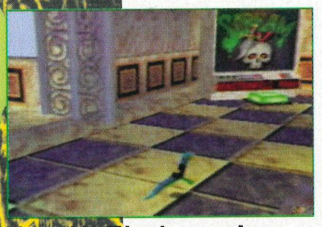
Gecko



Witness Gex in all his glory. As you run through the game he changes his costume to whatever fits the level. So on one level he's dressed like a Stormtrooper and on another he looks like Kane from Kung-Fu

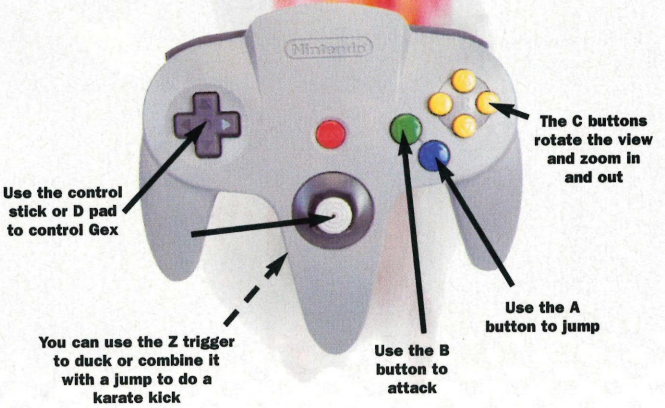


The animation on Gex is quite impressive at times



Those big TV sets are where you enter each level





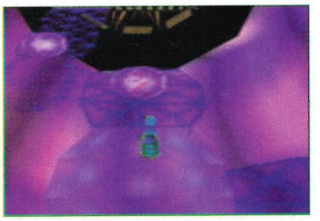
Western, Sci-fi, Cartoons, Horror, Kung Fu and so on. I've counted a whopping great 25 different levels to roam around and every one of them is well put together.

Basically, the plot is a thinly veiled excuse to poke fun at every TV show and film known to man. Which Gex does admirably as he drops satirical remarks whilst bombing around the levels. Example joke: on the Kung-fu level Gex says "I'll beat this level, but in an hour I'll be hungry for another." (cue drum roll and cymbal crash).

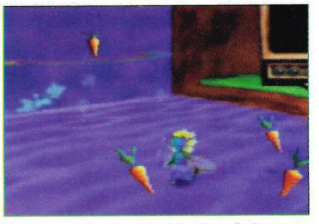
It's hardly ground-breaking comedy, but the wisecracks are entertaining. There's one problem though, Gex tends to repeat himself and you know how a joke stops being funny after you've heard it a couple of times? Well, Gex stops being funny and starts being annoying very quickly.

32bit Chameleon

Gex started life as the PI**Station's answer to Mario. When Mazza first appeared on our beloved console all those PI**Station owners cried out for something similar to play on their machines. The poor fools bought Crash Bandicoot (which despite ▶



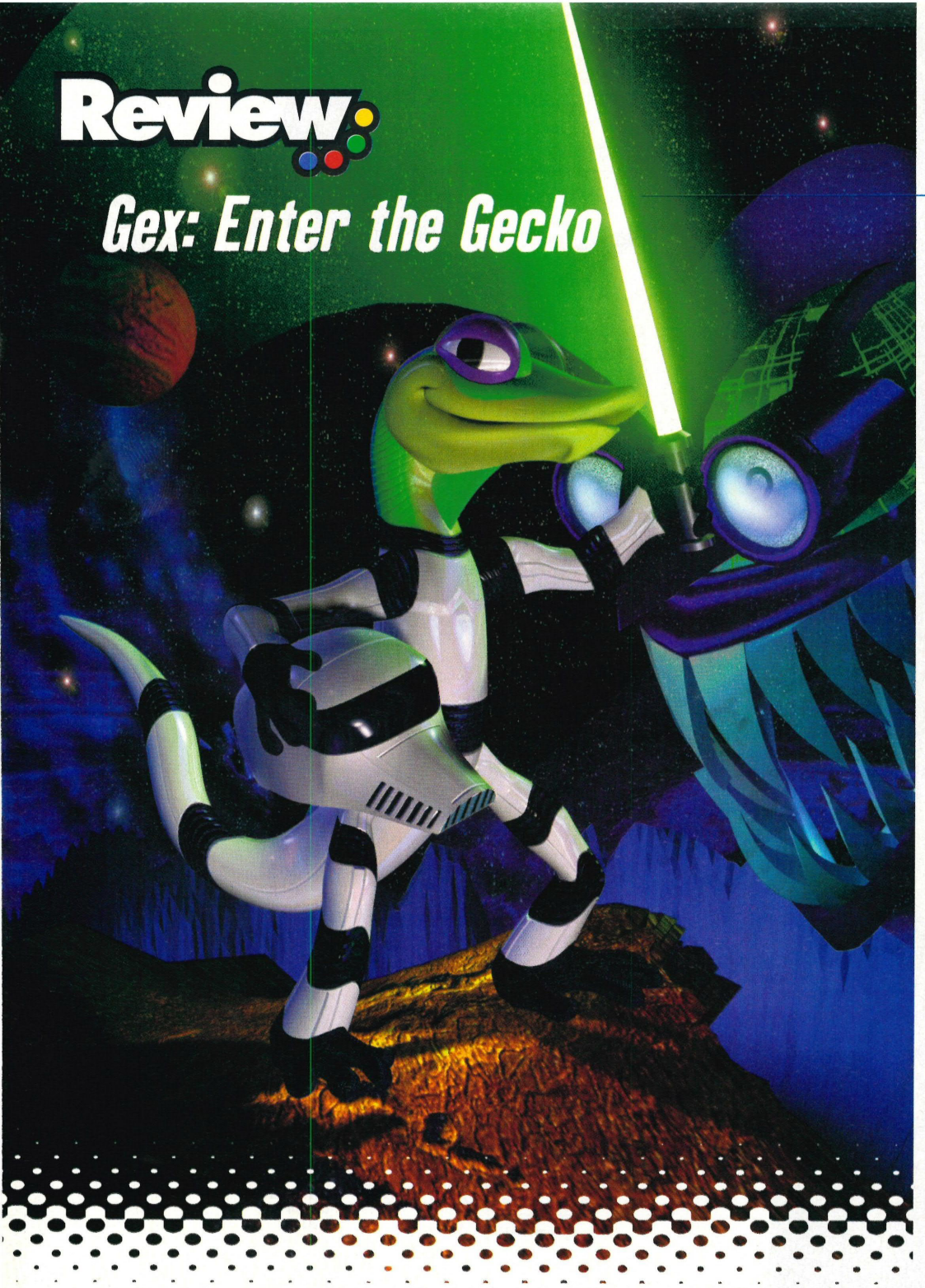
In this level I'm running around the inside of a computer

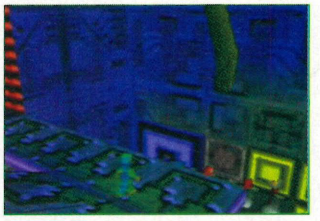


You can jump up that rainbow next to the waterfall

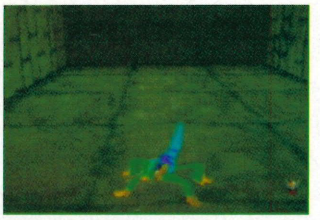
Review

Gex: Enter the Gecko





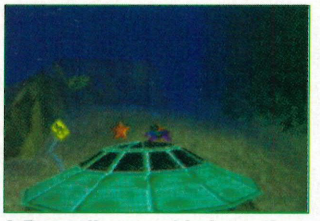
I won't be able to jump across that big a gap



Gex can climb straight up some walls to reach new heights



That monster is coming to get me in the horrorshow channel



A Roswell spaceship is on the seabed next to the Titanic



Here Gex seems to be wiping his feet on the mat



That big Samurai keeps attacking me with his sword

▶ looking good had a fixed camera), followed by Croc and then Gex 3D. At least Gex had a full camera system like Mario 64, but it still wasn't a patch on Mazza's superb gameplay. But PI**Station owners were desperate for a platformer and Gex filled the gap quite nicely and sold well. Thus prompting the makers to convert the game to the N64.

So here's the problem: If Gex on the PI**Station wasn't as good as Mario 64, which has since been bettered by Banjo-Kazooie, where does that leave Gex on the N64? Answer: Up a certain creek without a certain paddle and heading for a long fall. No matter which way you look at Gex, it isn't a patch on the outright kings of N64 platforming – Mario and Banjo.

The graphics are essentially an updated version of the PI**Stations using the N64's special technology (ie: just as naff as they were on the little grey box, but now they're fuzzy as well). It has to be said that when you see a PI**Station game that has been ported to the N64, the graphics are hopelessly inadequate.

I'm also totally unconvinced by the control system and the camera. You see, despite using the analogue stick, Gex retains its system designed for use with the PI**Station's digital control pad. Analogue control changed the face of 3D platforming forever by allowing you precision control over Mario so he could walk in any of 360 different directions at different speeds. In Gex you can walk at different speeds, but you're still limited to the eight different directions allowed by the digital pad. A control system which feels hopelessly inadequate after you've played with the precision control offered by Mario and Banjo.

Like a lizard in a tin

The camera also lacks the intelligence of Mario and Banjo. It also doesn't allow you the same sense of control as Banjo and often the view gets stuck behind objects leaving the game obscured. The camera system is the bane of many 3D platformers and represents the biggest single challenge facing developers of modern platform games. Banjo-Kazooie tackles this problem exceptionally well, unfortunately Gex doesn't.



The big evil Rez is Gex's main rival in the game. You have to follow him through all the different types of film and television before meeting him in the final showdown. He's a nasty little blighter!

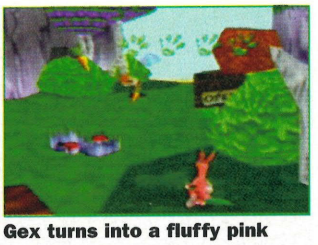
Fly in the ointment

Another thing that bugs me is the sound that the N64 makes whenever you move the camera. It's a loud clicking sound like a camera going off, and in this sort of game where you're constantly moving the camera and therefore continually hearing this noise, it eventually drives you up the wall.

The sound in general is quite good and the number of samples is impressive (even if the game does repeat them too often). But the sound levels seem wrong to me with some noises drowning out others and certain sounds (especially the speech) being obscured by the music.

At the beginning of the review I said we shouldn't be too hard on Gex because on the N64 it's up against the greatest platform games on earth. Having said that, Gex failed to impress me and I just kept thinking the word 'average' whenever I played it.

I wouldn't bother shelling out 40 pounds to play a game that doesn't even come close to Mario 64 (which is now over a year old). If it's platform action you're after then you must buy Banjo-Kazooie and leave Gex out in the cold ●



Gex turns into a fluffy pink rabbit on the cartoon level



Those big mechanical traps keep trying to snap me up

N64 Score

GEX MAY HAVE been a hit on the PI Station, but grey box owners are suckers for anything that looks remotely like Mario. N64 owners are a bit more discerning when it comes to their platformers and know quality when they see it, and you're sure not looking at it here. Gex just isn't up to scratch on the N64 and when squaring up to Banjo-Kazooie the little green lizard has to bow before a superior game. The graphics in Gex are average, the sound varies between good and bad, the control system isn't up to scratch and the camera doesn't work well enough. On the upside though, the sharp sense of humour is a welcome change after the unrelenting dumb cuteness found in many Nintendo games, but it's the heart of the game that counts not the style and Gex just can't cut it against the big boys of Nintendo platforming. Mario and Banjo stomp all over Gex and leave him splattered all over the floor. Messy! *MARK***

● ***ALEX*** **Comparing Gex with Banjo is like comparing Cruis'n USA with F1 World GP. Gex is above average, but is competing against games far better than itself. Where's the detail? Where's the vast number of characters?**

● ***STEVE*** **I was just about to review this when I suddenly contracted a mysterious illness meaning Mark had to do it. Can't say I was gutted to be honest because if this is N64 material then I'll eat my joypad!**

● ***NOELY*** **I've been playing Banjo so much that you'd think I'd welcome the change. Well, you'd be wrong! This sort of stuff might be alright for PI**Station owners, but N64 players deserve so much better. Rubbish!**

● ***READER REVIEW*** **I liked all the different levels, but it isn't a patch on Banjo. I also couldn't understand most of Gex's comments. Only take a look if you're desperate**
Lee Hetherington, Leeds

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

SOFTWARE HOUSE LEAGUE 1 pt SOFTWARE HOUSE LEAGUE

75%

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** Pokemon ● **RELEASE DATE** UK March

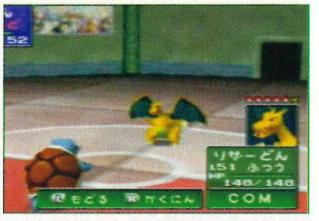
Pokémon Stadiu

Is that a Monster in your pocket? Or are you pleased to see us?

Such is the furore surrounding the Pokemon phenomenon in Japan that anything even vaguely Pokemon related is guaranteed to sell like the veritable hot cakes. Often such crazes are all too frequently dismissed as being down to 'those crazy Japanese'. Judging by the success of Tamagotchi though it's possible that 'we' in the UK are almost as crazy as 'they' are about raising virtual pets.



Upon choosing to attack you'll be asked to confirm with R



This tortoise-shelled monster tackles a big yellow dragon

FOR ANYONE who has been living in a darkened shoebox (or in someone's pocket) for the past year or so and doesn't exactly know what Pokemon Stadium is all about, you're about to find out. The idea is to fight your monsters (previously raised on GB Pokem games) in a one-on-one duel to the death. The game comes bundled (in Japan at least) with the GB pack. This allows owners of the current Gameboy pocket monster games to transfer their monochrome monsters from the small screen of the Gameboy onto your N64. This lets you battle it out on your TV screens in full glorious colour.

However you arrive at your line up, whether you've lovingly hand reared them yourself from GB titles, traded them with your friends, or else just gone for the monsters already on the cart, the basic gameplay is the same. Use your chosen monster to 'beat the shite' out of a CPU controlled or friend's monster.

As your monsters enter the arena you're immediately hit by how impressive the visuals are. The Polygonal characters are all colourful, fairly detailed and extremely varied in their appearance. They all make truly theatrical entrances, as they stomp, or fly, or shuffle into the arena. They holler, stare and scream at each other. It's like a monster version of the WWF wrestling federation (or as is increasingly becoming the case, the WBA, WBC boxing federations).

The arena is like a huge Sumo wrestling ring (naturally given its origins), and once the posturing is over, it's time to get on with the fighting. The controls are simple enough. You attack with the A button, confirm your selection with the R button and then choose one of the camera buttons to select an attack. These can be either offensive (solely aimed at reducing the enemies Hit Points) or defensive attacks (that heal and recharge your own HPs).

It's at this stage that Pokemon Stadium really impresses. The visuals are nothing short of breathtaking, and the lighting effects are quite literally jaw-dropping. Some attacks shudder and then split the ground beneath your opponent's feet. Others fill the air with sheets of flames, or with streaks of thunder and lightning. If you've seen the spectacular battle sequences in Final Fantasy VII you'll have some idea of exactly what to expect. At times the entire screen is a mass of colours as yet another psychadelic explosion hits its target.

Throughout the action the monsters' attacks are accompanied by some suitably impressive sound effects. Whack the sound up full blast and it sounds like a fight between Godzilla and half the cast of Jurassic Park is going in your own living room.

This process continues with opponents taking turns to hurl attacks at each other until one 'gives up the ghost' and passes out. At that point his place is taken by another monster from your line-up. The first person to wipe out his opponent's monsters is the winner and gets to taunt his opponent, flick the Vs or whatever.

It's a simple enough concept and in truth the game is very simple to play. Imagine an animated version of a Top Trumps game on your N64 and you'll have some idea of exactly what to expect from Pokemon



Yellow bird up high in banana tree. Yellow bird etc.....



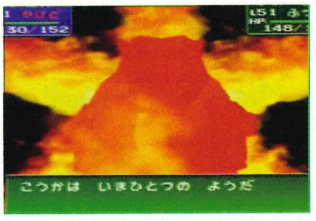
Flash...ahh ahh. Saviour of the universe. Flash ahh ahh!!





Stadium's gameplay. The monsters all have different stats that represent their abilities and each has its own attacks and special powers. The secret is knowing which monster to pit against which opponents.

Even with all the Japanese text, any old fool can get the hang of things. The complexity only really comes with the GB compatibility. But, and here's the rub (if you excuse the Americanism), so does most of the enjoyment. As entertaining as the Pokemon Stadium battles are (and they are), the real buzz is to be found in lovingly hand-rearing your own creation. This aspect involves wading through masses and masses of menu screens of Japanese text so it's not practical for most.



Some of the explosions are so spectacular they fill the screen

Not only can you play pocket monster games on TV via the N64, but there's a wealth of options specific to the GB compatibility. Apart from Battle Mode and Tournament mode, Pokemon stadium lets you view, collect, register, store and catalogue various monsters.

Only those with a very good (and I mean very good) grasp of Japanese are likely to get the full enjoyment from all these options (hence the score or lack of it). As it stands, the Japanese version is a visually and sonically impressive, but ultimately merely a mildly entertaining distraction. As such my recommendation to you is to wait for the English version and the various GB releases which will inevitably start the Pokemon craze going over here in the West. Let's put it this way, the first time a Nintendo PR guy arrives in the office with a UK version of this cart in his pocket, lots of us will be pleased to see him ●



Imagine pitting your own creations against these foes...



..well by early next year you will be able to. I can't wait.

N64 Score

IF I WAS WRITING for a games mag in Japan (if only), I'd be wholeheartedly recommending that you get down to your local games store and spend your yen on this title immediately. In fact, judging by its popularity over in Japan, it appears that kids there haven't even waited to be told. It's selling by the bucketloads. However I'm not in Japan. I write on a UK mag, read and bought by English speaking kids who have not yet had the privilege of the full Pokemon experience. Wait for the US or even the UK version is what I'm telling you, because it will be brilliant. As for the Japanese version? Well, if you're not fluent in Japanese then you should avoid because 'Kore wa chotto musukashi desu yo'. Otherwise, rush to your local games store and tell the shopkeeper 'Sono Pokemon Stadium no gamu o misete kudasai' (or something like that). *NOELY*

● ***ALEX*** **Please don't accuse me of xenophobia, but when I see games like this it makes me glad I'm not Japanese. I'd quite happily drink saki and hang around with geisha girls all day, but Pokemon? Iie domo, Nintendo san**

● ***STEVE*** **You can't fault Nintendo's ambition with this title. It looks and sounds fantastic and shows the scope of what Nintendo are attempting since this couldn't happen on any other console. I'll hang on for the UK version though.**

● ***MARK*** **While this looks and sounds treat, it's appeal in it's current form is severely limited. Playable for a while but pretty soon you'll find yourself turning to a game which you can actually understand. PAL conversion please**

● ***READER REVIEW*** **Fun for a while but most of this was double dutch to me (double Japanese even) but I can't wait to have a go on the English speaking version.**
HARRY CANNON, OLDHAM

GRAPHICS

GAMEPLAY N/A

SOUND

LASTABILITY N/A

SOFTWARE HOUSE LEAGUE N/A pts

N/A%

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, stevemc@idg.co.uk, noely@idg.co.uk or markh@idg.co.uk

Review

● **PUBLISHER** Bandai ● **CONTACT** (01485) 560 256 ● **GENRE** Beat'em-up ● **RELEASE DATE** Jap – Out Now

Super Robot Sp

Goddammit Gundam! Stop being in such a rubbish game!

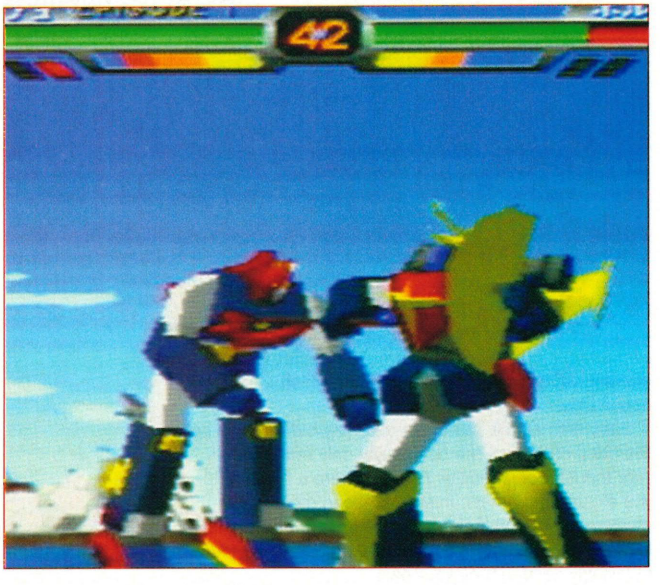
Huge robots beat each other up, but in my opinion the whole lot deserves a good hiding after appearing in this travesty. Check out what went wrong with the mighty Gundam beat'em-up and why they should have remained incognito...



All the storyline is in Japanese making it kinda hard to follow



I jump into the air only to get shot down by his gun, damn!





It's a tense stand off as we size each other up



A mid-air fight ensues, so someone is heading for a fall



My robot is getting his feet wet by standing in the ocean



Check out the bulding in the background. That's a big robot!



The robots look quite good, even if they are a little bland

ANYBODY OUT there remember Transformers (robots in disguise)? Then you'll instantly recognise the similarity between those plastic classics and this Japanese Manga-inspired beat'em-up. In this game you take control of a Godzilla-sized robot in an attempt to smash up other equally enormous mechanoids.

All these robots have little people sitting inside their heads telling them what to do. Unfortunately, they don't seem to be telling the robots quickly enough as a pretty slow reaction time is just one of the many, many faults with this game.

Based upon the manically popular Japanese series of robots and including Gundam (the most famous of all), this game has a pretty good license behind it. Okay, so hardly anybody in England has ever heard of Gundam, but even so the popularity of copycats like Power-Rangers should be enough to flog some copies down the market. And the general premise of transforming robots kicking seven shades of metal out of each other does show a lot of potential.

Unfortunately, Super Robot Spirits doesn't take advantage of its license and ends up being a rather lacklustre beat'em-up. When you first power up the cart things seem pretty good. The opening graphics are heavily influenced by Japanese animation and are, in general, a fair treat. The sequence that shows your robot transforming into a mean kicking machine is really impressive. But after that it all goes horribly, horribly wrong.

Without being completely terrible, the graphics in the main game are bland. The characters are well defined (if nothing special), but the backgrounds are desperate for more detail. The animation is smooth but the several special effects aren't that special. Everything about the visual style of this game is just plain and I can't decide whether it's a conscious decision on behalf of the designers or just a general lack of skill and effort. If you like your Japanamation then maybe you'll like the look of Super Robot Spirits, but I like my Manga and even I felt that this was a bit too basic for a videogame.

It is I, Maximus Prime

The actual game is as basic as the graphics. Like most beat'em-ups you have straightforward moves and special moves. The special attacks can almost all be done by either double tapping forwards and an attack button or doing a quarter-circle and attack combination. But that's about it for the special moves and Super Robot Spirits lacks the

irits



Get down soft boy. My roving robot kicks some butt

combos and counter-attacks found in more complex (and better) beat'em-ups.

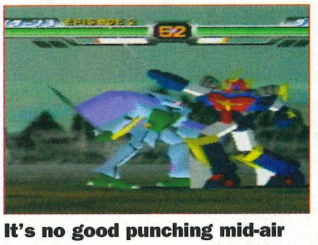
One thing that sets Super Robot Spirits apart from other beat'em-ups is the inclusion of aerial combat. Your robot hits the booster rockets and launches itself skywards. It's similar to the system used by Bio Freaks, only this time your robot doesn't fall back to Earth after a few seconds.

Instead you sit in mid-air and carry on fighting. It's as though this beat'em-up can be fought on two different levels. It's an idea which could have worked really well but I preferred Bio Freaks where you hurtled around the level out of control when you took to the air

Beat'em-ups aren't exactly the N64's strong point, but even so there are games that do the job better than this. Fighters' Destiny is a more complex game with better graphics. Mortal Kombat 4 (for all its brain-dead showmanship) has plenty of blood as a bonus. Even Bio Freaks and GASP manage to put up a better attempt than this.



This robot is going for the huge shoulder pads style



It's no good punching mid-air when your enemy is small



That glow signals the start of a special move so back off

Sticky-back Robots

Super Robot Spirits represents a horrible waste of a good license. Gundam and the others are interesting characters who could have been in a beat'em-up that outclassed all the competition. Instead this looks like it was cobbled together at the last minute so that Japanese fans would be suckered into buying it. But I doubt if anybody in England could care less about this poor quality beat'em-up. I'm still waiting for the definitive N64 beat'em-up to arrive, and it could be a long wait ●



N64 Score

MONSTROUS ROBOTS LIMP around your telly in a half-arsed fashion in this haphazard attempt at impersonating a beat'em-up. Occasionally the screen turns black as Manga special effects kick in and one of the robots gets smashed by a bolt of over-styled light (ooooh) and that's about as exciting as this pile of Japanimation gets. To tell the truth, I'm getting sick and tired of waiting for a decent beat'em-up to hit 'the most powerful console in the world.' Surely it can't be that hard to do something with more punch than this on the N64? In the meantime, my advice is to give this game a very wide berth and go for either Mortal Kombat 4 or Fighters' Destiny. Super Robot Spirits is a last minute rush-job of a beat'em-up that won't fool anybody in this country because most of us either haven't heard of Gundam and for the most part we couldn't care less. *MARK*

● ***ALEX*** **As a lapsed beat'em-up fan, I enjoyed this a lot more than the rest of the team. There's nothing wildly wrong with it, it's just that people (rightly) expect a lot more from the N64 – I'd have given it a much higher score**

● ***STEVE*** **Not for me this one. I don't like most fighting games at the best of times, so it stands to reason that one that I can't even understand thanks to the Japanese text won't go down all that well with me**

● ***NOELY*** **Was I in the office when this came in? I don't remember it. No, hang on it's that bland samey beat'em-up. Trouble is that average fighting games of this ilk are so common they're quickly forgotten. Super Robot who?**

● ***READER REVIEW*** **I liked this more than Mark, but it's not the best beat'em-up I've ever seen. Why don't Namco just make Tekken 4 for the N64. That would shake the world!**
David Leigh, Preston

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

SOFTWARE HOUSE LEAGUE -2 pts SOFTWARE HOUSE LEAGUE

47%

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

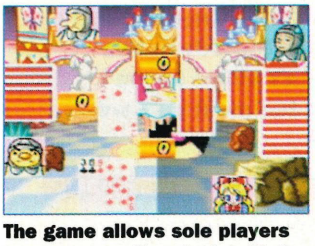
● **PUBLISHER** Bottom Up ● **CONTACT** 01485 570256 ● **GENRE** Card Game ● **RELEASE DATE** UK Unlikely

64 Trump Collection: Alice

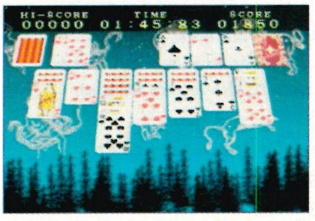
Alice, Alice? Who the F*** is Alice?

Or perhaps more appropriately you may be inclined to ask Alice, Alice 'What the f*' IS Alice no Wakuwaku Trump World?'**





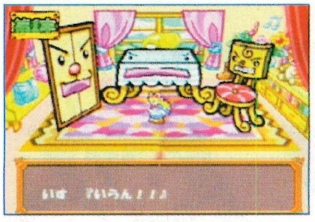
The game allows sole players to play more than just solitaire



And Solitaire's the only game in town – dah..dah..dee..dee..etc.



'Cos for 24 years i've been living next door to Alice



Scoff mushies & space cakes and you'll talk to furniture too

THE SIMPLE answer to this question is that it's a card game? Or rather it's lots of card games all rolled into one neat little N64 cartridge. Anyway, 'playing cards'. You remember those things. You probably still own a set dumped away in a cupboard somewhere. How long since you last played with them? And do you remember how much fun they can be? Well several hours playing this is a timely reminder of just how much fun they are.

The game has an Alice in Wonderland theme throughout and its storybook mode sees Alice taking part in card games against all the various characters from Lewis Carroll's surreal tale. This may sound a bit odd, but it's no stranger than a baby turning into a pig, conversing with a grinning Cheshire cat or chasing after a white rabbit with a pocket watch.

Trumping the colours

Visually the game is very basic. It could almost be a SNES game, such is the rudimentary nature of the graphics. N64 owners raised on such graphical stunners as Banjo Kazooie and Turok are understandably entitled to question why they should settle for such graphically stunted games, and the answer is I suppose that they shouldn't. The game has no pretensions to be anything other than graphically functional.

The sound in the game is just about the cheesiest music you'll ever hear. All 'plinky plonky' music the likes of which I haven't heard since Jim tortured us all with his 'Cool – Hard/Bop' Jazz music. However, this helps to create the mood of being in some kind of glitzy casino where these tunes are played as background music, in what is clearly an attempt to distract the attention of potential winners.



The bars on the window are to stop these little freaks escaping into the outside world

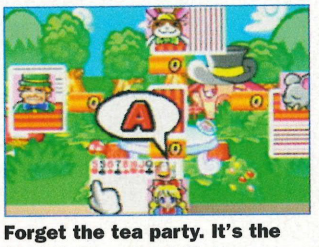
There are several games available. Many of which are vaguely familiar. Among the games are variations on Rummy, Black-Jack, Poker, Bridge, Hearts, Pairs, Cheat and Solitaire to name just a few. In all there are about 12 (or more) games that are all varied. I enjoyed the majority of them and found several hours slipping away as I skipped from one addictive card game to the next.

It's a shame that there aren't more multi player games, with the limitation of everyone looking at the same screen making it impractical. Although there is a fine two player game requiring quick reactions that was great fun. Disappointingly, the poker and bridge games appeared to have a rather low ceiling on the limit of your bet, and I guess this

no Wakuwaku Trump World



This geezer appears to tell you the story of Alice's adventures



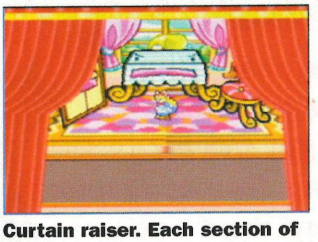
Forget the tea party. It's the Mad Hatters Card Club

was a conscious decision to make the amounts nominal so as not to encourage youngsters to set up their own gambling schools in the playground.

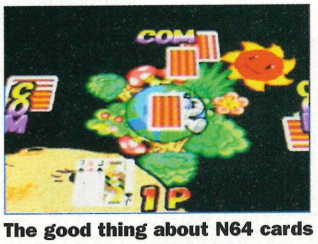
Call my bluff

Despite the basic graphics and cheesy music I actually enjoyed 64 Trump Collection. The games featured are all varied and entertaining and it's a testament to the universality of card games that (despite the text being entirely in Japanese) the rules of most of the games featured can be worked out fairly quickly after observing a round or two being played.

At the beginning of this review I said that 64 Trump Collection: Alice no Wakuwaku trump world, was not just a card game, but lots of card games all rolled into one neat package. But this prompts the obvious question: why do I need to buy this game when I could buy a pack of cards for a quid or two and save myself 'forty odd' quid?



Curtain raiser. Each section of the game is part of a story

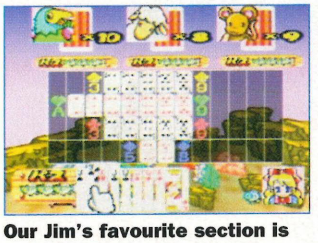


The good thing about N64 cards is there're no cards up sleeves

One hand shuffle

The main difference and advantage of course of this game over a deck of cards is that it provides you with several ready made opponents (in the form of computer players) eager to pit their skills against yours. So the 'Billy no mates' brigade can 'play with themselves' as it were.

That aside though you probably already own a set of cards, whether you have a standard deck, or (like Jim) a 'porno' set of Poker Sexy that you bought in Spain. They've probably been stashed in the loft somewhere along with all the other 'real' games you used to play before computers came along and made you forget about board games and the like. I'd suggest you go and find them, along with your bike, your scooter, those roller skates and your Monopoly set ●



Our Jim's favourite section is playing with these animals

N64 Score

IT'S A STRANGE situation I find myself in, because whilst I thoroughly enjoyed playing this game, I don't feel that I can really recommend a purchase. Yes it's lots of fun, but whether it's worth the £50 or so that you'll have to fork out on import is questionable, and I'd have to say that it isn't. At the end of the day this is just cards' and it simply made me hanker to root out a actual deck of cards and play for real in the 'good old' old fashioned way with a few mates. If you're a fan of card games and want a game that'll appeal to all ages then it's worth a look. However, since there's a good deal of Japanese text to wade through, even then I'd suggest hanging on to see if an American or even a UK version ever materialises. Just don't hold your breath. *NOELY*

● ***ALEX*** **Like all quiz games, a card game on a console is a bit of a waste of time and money. A pack of cards is about £1.00 nowadays and you'd struggle to buy this game for less than £50. I rest my case and get out my cards**

● ***STEVE*** **I watched in horror as Noely spent far too long reviewing this seemingly SNES title. And then moments later I found myself strangely drawn to solitaire on my PC. Playable but you don't really need it in your collection.**

● ***MARK*** **I started playing this game and began to lose interest immediately, that was until I looked in the mirror and realised what a shocking resemblance I have to Steven Spielberg's beloved alien ET!**

● ***READER REVIEW*** **Can't think of anything I'd less like to spend my money on than a card game. Having said that I found myself getting a little engrossed in it**
Janet Bingham, Bournemouth

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

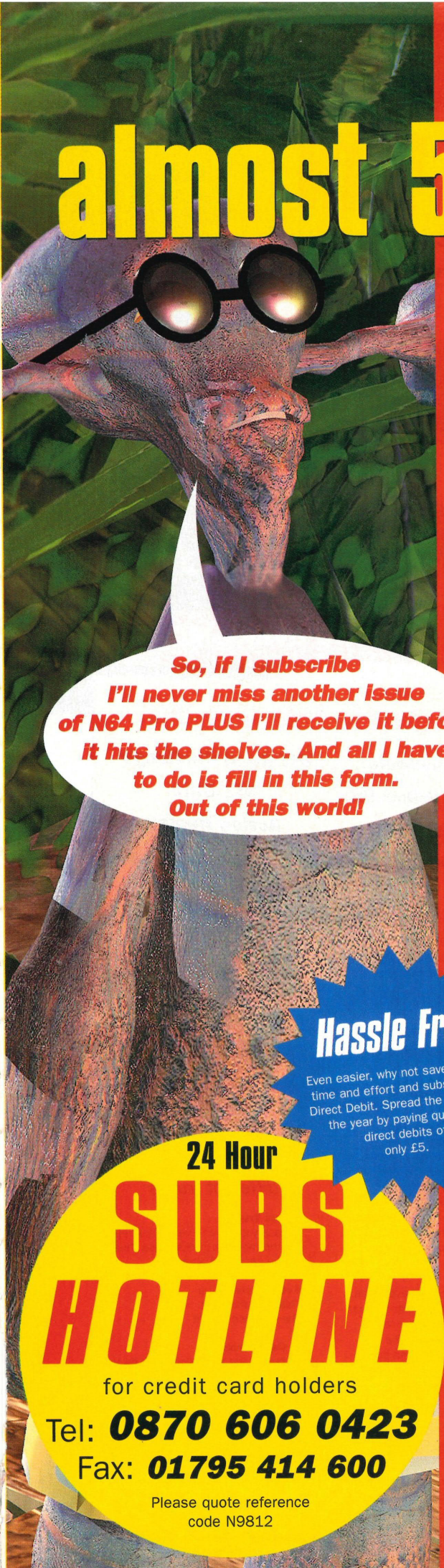


N64Pro Feedback! Tell us what you think! Over marked? Underrated? If you've got anything to say about this, or anything else you see in N64 PRO, positive or otherwise then we want to hear it! Write to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** markh@idg.co.uk


Subscriptions
Wow! Save
Guess what, Subscribe to N64 Pro, save almost 50% and get the next 13 issues of N64 Pro for only £20. That's the equivalent of only £1.54 per issue. Amazing!
Wow, that's cosmic, but did you know that when you subscribe you get the magazine delivered to your door free of charge? They do all the hard work and you don't get charged a penny!

almost 50%

Subscribe...
...and get the next 13 issues for only £20. That's a enormous saving of £18.87!



So, if I subscribe I'll never miss another issue of N64 Pro PLUS I'll receive it before it hits the shelves. And all I have to do is fill in this form. Out of this world!

Hassle Free

Even easier, why not save yourself time and effort and subscribe by Direct Debit. Spread the cost over the year by paying quarterly direct debits of only £5.

24 Hour SUBS HOTLINE

for credit card holders

Tel: **0870 606 0423**

Fax: **01795 414 600**

Please quote reference code N9812

N64 Pro Subscription order form

I know a good offer when I see one. So much so, I can't help but fill this in. Send me the first of my 13 issues right away! N64 Pro is the mag for me, that's for sure

Subscribing couldn't be easier

Complete the form and post it to us at:

N64 Pro, Freepost SEA6332, PO Box 296, Sittingbourne, ME9 8BF

or call the Subscription Hotline:

0870 606 0423

Fax the order form on: **01795 414600**

E-mail: **n64pro@galleon.co.uk**

Please quote reference number N9812 when telephoning or e-mailing your order.

13 issue subscription rates

13 issues UK (direct debit)	£5.00 per qtr
13 issues UK (cheque/PO/Credit card)	£20.00
13 issues Europe (including Eire)	£55.40
13 issues Rest Of The World	£75.40

Please make cheques & postal orders payable to IDG Media

I wish to pay by: ☐ Cheque ☐ PO ☐ Credit Card

C/Card: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Exp: ☐☐☐☐

Title _____ Name _____

Address _____

_____ Date of birth _____

Postcode _____ Please tick if you don't wish to receive any further promotional literature ☐

Quarterly Direct Debit Instruction

AUTHORITY TO YOUR BANK/BUILDING SOCIETY TO PAY DIRECT DEBITS

Direct Debit

Your subscription will continue until you cancel.
You cannot subscribe for Direct Debit by Telephone or fax.

N64 Pro, Freepost SEA6332, PO Box 296, Sittingbourne, ME9 8BF

Name of bank/building society .....

Address .....

.....Postcode.....

Name of account .....

Your account no. ☐☐☐☐☐☐☐☐ Sort code ☐☐ ☐☐ ☐☐

Signature(s) .....

Date.....

Your instructions to the bank or building society:

Please pay IDG Media Direct Debits from the account detailed in this instruction subject to the safeguard assured by the Direct Debit Guarantee. I understand that this instruction may remain with IDG Media and, if so, details will be passed electronically to my Bank/Building Society

FOR OFFICE USE ONLY
Originator's Identification No.
Ref No..... 8 5 1 4 1 2
N9812

How many times a month do you visit a newsagent to buy/look at N64 mags? ○

How many N64 mags do you buy each month? ○

How regularly do you buy your mag? _____

How many people read your copy of N64 Pro? ○

Which day do you usually purchase your mag?

○ Weekday ○ Pay day ○ Weekend ○ Not purchased

Other (please specify) _____

☐ Please tick here if you do not wish to receive promotional information from other companies

N9812 This guarantee should be detatched and retained buy the payer

The Direct Debit Guarantee

- This Guarantee is offered by all Banks and Building Societies that take part in the Direct Debit Scheme. The effiency and security of the scheme is monitored by your own Bank or Building Society.
- If the amounts to be paid or the payment dates change IDG Media will notify you 14 working days in advance of your account being debited or as otherwise agreed.
- If an error is made by IDG Media or your Bank or Building Society, you are guaranteed a full and immediate refund from your branch of the amount paid
- You can cancel a Direct Debit at any time by writing to your Bank or Building Society. Please also send a copy of your letter to us.



the Cheats encyclopaedia

WIN £20 if we use your cheats!



ALL the best cheats for ALL the best games UPDATED EVERY MONTH



The Cheats Encylopaedia keeps on getting better and better. **Every month we bring you the best new cheats** *as well as the cream of the crop for older games. If it's cheats you're after then you've come to the right place. And* **if you know a cheat that I've never heard of then send it to me and if it's good enough to print, I'll give you £20** – *Mark*

New cheats this month...

- Banjo-Kazooie
- F1 World Grand Prix
- Cruis'n World
- Off Road Challenge
- NFL Blitz
- Action Replay

All Star Baseball '99

A couple of cheats for this for this stunningly realistic baseball game. We've got two and they make the players look decidedly silly. Go to the 'cheat codes' option and type in:

PRPPAPLYR
Paper Players (Parrapa the Rappa?)

GOTHELIUM
Big Heads, Bats and Feet

Cheat Against the Computer
This one's sneaky. Wait until you're batting then hit the ball anywhere you like. Quickly pause the game and switch your controller to the other team. Now you can control the fielding and make it as bad possible. Wait until your player has run around then change back. Dirty tactic that one!

Alien Players
One of the best cheats I've ever seen. Type in ATEMYBUIK at the enter cheats menu. Start a game and choose the all new Alienopolis stadium. The second team will be the aliens but (looks aside) will play with the same ability as the team you choose.

Ball Trail Effect
To get a speed trail effect on your baseball, type in GRTBLSFDST at the "enter cheat" menu.

Big Baseball
Enter BBNSTRDS at the "enter cheat" menu and you can play with a ball.

Off Road Challenge

New entry

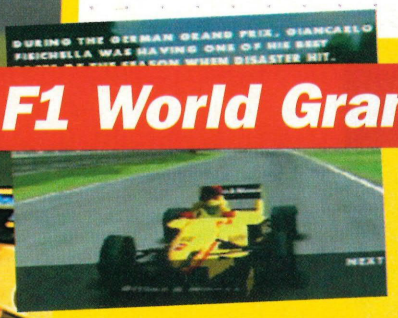
Race along a new track and play with an all-new series of different trucks

Bonus Trucks
In case you haven't yet worked out how to get the monster trucks press these buttons on the car select screen.
Punisher: C-down
4x4 Monster: C-up
Thunderbolt: C-left
The Crusher: C-right

El Cajon Track
To race along the Cajon track go to the level select and press the L, R and D-up buttons and you should hear a drill sound. Now highlight El Paso and press A.

F1 World Grand Prix







It's easily the best car racing game on the N64 and we've uncovered some pretty fine cheats including two new drivers and an excellent bonus track

New entry

Silver Racer
Go to the exhibition mode and select the Driver Williams. Edit his last name to CHROME and back up to the start screen by using the B button. Re-enter the exhibition mode and you can race as the Silver Driver. Cool eh?

Gold Racer
Race over to the exhibition mode and select the Driver Williams racer. Edit his last name to PYRITE and exit back all the way to the Start screen. When you re-enter the exhibition you'll find a new Gold driver to race.



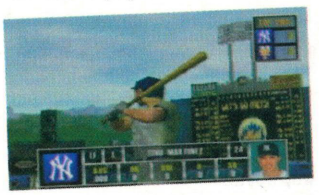
Bonus Track
Pull back into the exhibition mode and select the Driver Williams. This time edit his last name to VACATION and exit back to the start screen by using the B button. This time when you enter you'll find a brilliant new track set in Hawaii with bridges and even a tunnel going through a volcano.

Slow Motion and Freeze Frame
For this cheat to work you need to have a controller plugged in that's not being used by any team. Go to the options and pick manual camera. Now press D-left on the extra pad to freeze the game or D-right to put the game into slow motion.

Fix Stats Bug
There's a bug in ASB that occasionally messes up the team stats when loading. To correct it you simply have to load the stats twice.

Pick off Opponents.
If you ever want to be able to play a serious game against the computer either stop reading now or learn some serious self control. You can pick off any computer opponent that's at second base. Select your pitch and wait for the fool to edge past the umpire. Now pick him off by throwing to second base. This works every time and will ruin any game if you misuse it.

Fat and Skinny Players
Type in ABBTNCSTLO at the "enter cheat" menu and you can play with the thin and fat players.



Banjo-Kazooie

Make Banjo big-headed or turn him into a washing machine. Make sure you check out the new Banjo cheats to get infinite lives or be invincible with unlimited gold feathers.

Treasure Trove Code
All of the cheats involve typing codes on the lettered floor in the sandcastle on the Treasure Trove Cove level. First you have to fix the bucket of water by filling him up with eggs (use the Z and C-down buttons). Then you'll be able to stomp on the letters by pressing A and then Z. Before the codes will work though you have to earn them in the game by playing Bottle's jigsaw challenge. Each time you complete a jigsaw you'll get a new code from Bottles that you can enter in on the Sandcastle floor

Big Head Banjo
Go into Banjo's home (right at the start) and use the C-up button to look at the picture of Bottles above the fireplace. You should enter Bottles' jigsaw game. Each time you complete a jigsaw you'll get another code of bottles. The first is BOTTLESBONUSONE ,type it in on the floor of the sandcastle in Treasure Trove Cove to play with a big noggin.

Big Hands and Big Feet
After getting the first cheat go back and play the second Bottles jigsaw game. This time you'll be given a cheat called BOTTLESBONUSTWO. Type it in at Treasure Trove Cove for great big flapping hands.

Big Head and Wings Kazooie
Go and play the third Bottles jigsaw game and he'll give you the code: BOTTLESBONUSTHREE. Type it in at Treasure Trove Cove to have a big bird on yer back.

Tall Skinny Banjo
Beat the fourth puzzle game and Bottles will give you the code: BOTTLESBONUSFOUR. Type it out at Treasure Trove Cove to get a lanky kind of Banjo.

Big Hands, Big Feet and Skinny
Keep going through the puzzle games until you complete the fifth one and Bottles will give you the code: BOTTLESBONUSFIVE. Spell this code out at Treasure Trove Cove to get a very odd looking Banjo indeed.

Giant Banjo-Kazooie
Complete the sixth Bottles jigsaw and he'll give you the final (or so he claims) cheat called BIGBOTTLESBONUS. Enter this cheat at the Treasure Trove Cove to get a massive Banjo and Kazooie.

Washing Machine Banjo-Kazooie
Yes, I also thought I was being wound up when I first heard about this one. But it's true I tell ya! Bottles is lying when he says you've found all the codes. Go back and complete the seventh Jigsaw game and you'll get this code: WISHYWASHYBANJO. Enter it on the floor of the sandcastle on Treasure Trove Cove and you can play the game as a spin-dry washing machine. It's a weird experience!

Cancel All Codes
To turn any of the codes off you have to go back to the Sandcastle at Treasure Trove Cove and Spell out: NOBONUS. This will turn you back to normal. Well as normal as Banjo and Kazooie can get.

20 Goldfeathers
Go to the entrance for the Rusty Bucket Bay and to your right you'll see a cave with three pipes. Smash the one in the middle and head inside. Hit the switch to raise the water level and jump out of the water and quickly head to your right. In the cave you will find the third spellbook which gives you the code: GOLDFEATHERS. You must enter the code at Treasure Trove Cove for it to work.

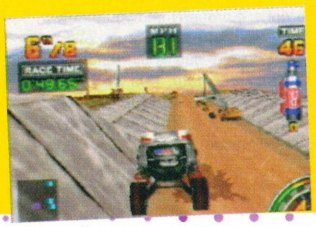
200 Blue Eggs
Go to Bubblegloop Swamp and get turned into a crocodile. Exit the level and turn left and head into the pipe that leads to the snow world. Go through the pipe at the top of the hill and you'll find the spell book. He will give you the code: BLUEEGGS. Type the code in at Treasure Trove Cove and you'll be able to carry up to 200 eggs at once.

100 Red Feathers
Go to Mad Monster Mansion and have ▶

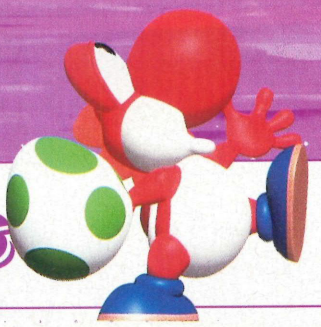
Flagstaff Track
To race along the Flagstaff track go to the level select and press R and D-left and you should hear a drill sound. Now highlight Mojave and hold the Z and A buttons down.

Guadalupe Track
To race along the Guadalupe track go to the level select and press the R and D-down buttons to hear the drill sound. Now highlight the Vegas stage hold down Z and press A.

Quick Start
To get a turbo boost at the start press accelerate just after it says "set".

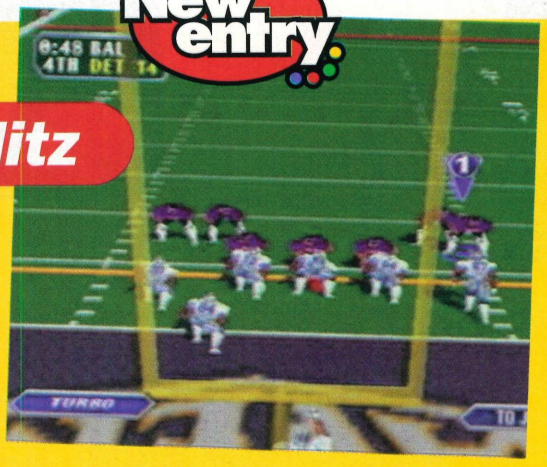


the Cheats



New entry

NFL Blitz



The best American footy game we've seen in ages and it's even better once you start entering these cheats. Check out the big head team!

Cheat Codes
To enter these codes you have to tap the right buttons on the Matchup screen (the screen just before the game starts.) As you hit the buttons you'll notice the icons changing at the bottom of the screen.
The codes consist of three numbers and a direction. The first number is the amount of times you have to tap the R button, the second is the C-down button and the third is the C-right button then you tap the D-pad in the required direction to activate the cheat. So if the code is 1-2-3 Right you tap R once, C-down twice and C-right three times then press D-right and the code will be activated. Don't worry you'll soon get the hang of it.

Big Head Team	2-0-3 Right
Bullet Passes	2-5-0 Left
Fast Passes	2-5-0 Left
Fog On	0-3-0 Down
Headless Team	1-2-3 Right
Hide Name	1-0-2 Right
Huge Ball	0-5-0 Down
Huge Head	0-4-0 Up
Hyper Blitz	5-5-5 Up



Mumbo Jumbo turn you into a pumpkin. Now head out of the level and go up the winding path towards the volcano. You'll now find the red spell book.

Talk to the book and you'll get the code: REDFEATHERS. Now head to Treasure Trove Cove and type the code in on the Sandcastle floor and you'll be able to carry up to 100 flying feathers. Now you can spend much more time flying around the game

Infinite Lives
Go to the sand castle in Treasure Trove Cove, empty the water by filling up the bucket with eggs and spell out "CHEAT" followed by "LOTSOFGOESWITHMANYBANJO". You won't hear anything to let you know you're hitting the right letters so be careful.

Infinite Air
Go to the sandcastle floor and spell out "CHEAT" followed by "GIVETHEBEARLOTSOFAIR" and you will get an infinite amount of air making underwater swimming much, much easier.

Maximum Energy
Go to the sandcastle and spell out "CHEAT" followed by "ANENERGYBARTOGETYOUFAR" and you'll get eight pieces on your honeycomb (energy) bar. Please note that if you already have extra honeycombs this code will take them away and you have to retype in the code every time you play the game.

Infinite Eggs
Go to the sandcastle and type in "CHEAT" followed by "BANJOBEGSFORPLENTYOFEGGS" and you'll have lots of eggs.

Infinite Mumbo Tokens
To get an unlimited supply of tokens go to the sandcastle and type in "CHEAT" followed by "DONTBEADUMBOSEEMUMBO" and your Mumbo tokens should increase to an incredible 99.

Infinite Red Feathers
Go to the sandcastle and type in "CHEAT" followed by



"NOWYOUCANFLYHIGHINTHESKY". And you should be able to fly for as long as you want.

Infinite Gold Feathers
Go to the sandcastle and type in "CHEAT" followed by "AGOLDENGLOWTOPROTECTBANJO". You can now run around using your gold feathers to protect you.

Get all Items.
Once you have got all three of the spell books you can fill up on items by going to the Sandcastle and stamping out this code:
BLUEREDGOLDFEATHERS

Skip Text
The ultimate in ignorance. Try playing the game whilst completely ignoring everything that's said to you. If you don't want to read something that's being said press the L, R and B buttons all at once to skip the text.

Transform For Free
This trick will let you transform without having to give Mumbo any tokens. Start a new file and get at least five tokens to start with. Now access Treasure Trove Cove and get the sandcastle Jiggy. Now change into a washing machine (see the other set of Banjo codes) and head into Mumbo's hut and you can transform for nothing. It's a bit long winded but it's more sneaky than just entering the infinite Mumbo Tokens code

Bio Freaks

We've got plenty of cheats and tips for this carnage-infested beat'em-up. Let the bloodsports begin!

Key Guide:
LP: Left Punch (**C-left**)
RP: Right Punch (**C-up**)
LK: Left Kick (**C-down**)
RK: Right Kick (**C-right**)
AW: Press away from your opponent
TW: Press toward you opponent

Fatalities (one hit kills!)
Minatek's Headspit: **TW, AW, LP + LK** (up close)
Zipperhead's Buzzcut: **TW, AW, Aw +RK** (up close when opponent's arms are shot off)
SSapo's Headevour: **TW, AW, AW +RP** + RK (up close)
Psyclown's Cut in half: **TW, AW, AW + LP + LK** (up close)
Sabotage's Decapiblast: **TW, AW, AW + RP** (1 to 3 steps away once opponent's arms are gone)
BullzEye's Backhandecap: **TW, AW, AW + RP** (up close)
Delta's TorsoShears: **TW, AW, AW +LK** (up close)
Purge's Mutilator: **AW, TW, TW + RP +RK**

Taunt
To taunt your opponent press **LP** and **RK** at the same time.

First Person View
To change the view to first person press and hold **D-left** and press the start button during a fight. To switch back press and hold **D-down** and the **Start** button.

Creation Date
Fancy knowing when your copy over Bio Freaks was created? Then quickly press the C-left button as soo as you turn your N64 on. You may have to tap it a few times to get it work and you'll hear the sound of someone laughing if you've done it correctly.

F-Zero X

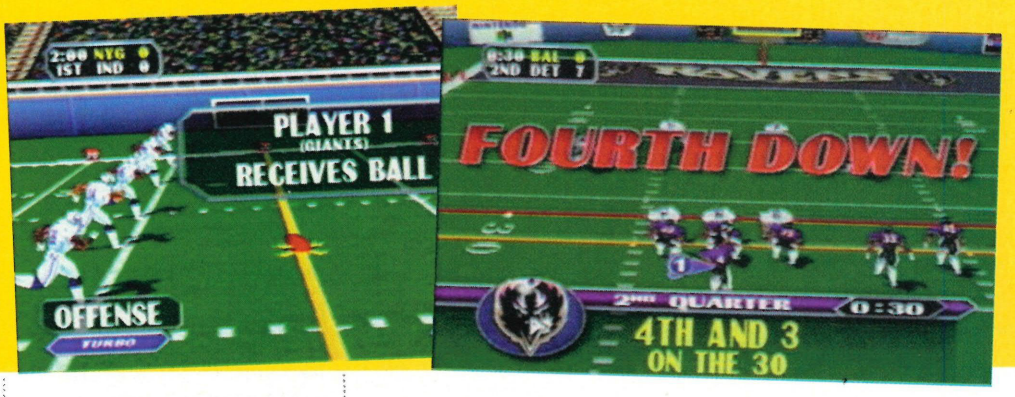
Still one of the favourite office racing games and now you don't have to work for those special hidden secrets. Get your mates round and have a race on the special X-Cup to race around randomly generated tracks

All Tracks and Cars
The big 'N' have always refused to put button tappin' codes in their games. So what's this all about then! Go to the "mode select" screen and press L, Z, R, C-up, C-down, C-left, C-right and Start. You should hear a chime if you've done it properly and you'll now be able to access all cars, cups and tracks (even the X-cup which randomly creates tracks for you). This works on the Japanese version and we can only hope that it works on the UK version when it's released.

encyclopaedia



No Punting	1-5-1- Up
No Random Fumbles	4-2-3 Down
Power Blockers	3-1-2 Left
Power Defense	4-2-1 Up
Powerup Blockers	3-1-2 Left
Powerup Defense	4-2-1 Up
Powerup Offence	3-1-2 Up
Powerup Speed	4-0-4 Left
Powerup Teammates	2-3-3 Up
Random Players	1-1-5 Left
Show Field Goal %	0-0-1 Down
Show More Field	0-2-1 Right
Smart Cpu	3-1-4 Down
Thick Fog	0-4-1 Down
Tiny Players	3-1-0 Right
Tournament Mode	1-1-1 Down
Turn Off Stadium	5-0-0 Left
Unlimited Turbo	5-1-4 Up



Invisible	4-3-3 Up
Invisible Quarterback	3-4-2 Left
Late Hits	0-1-0 Up
More Speed	4-0-4 Left
Night Game	2-2-2 Right
No Cpu Assistance	0-1-2 Down
No First Downs	2-1-0 Up
No Fumbles	4-2-3 Down
No Head	3-2-1 Left
No Interceptions	3-4-4 Up
No Out Of Bounds	2-1-1 Left

Super Small Vehicles
On the vehicle select screen press L, R and all four C buttons and you'll be able to race with small ships. They still pack a fair speed though!

Change Vehicle Colour
When you're on the vehicle customisation screen press the R button to change the colour of your ship.

Rotate Vehicle
You can spin the vehicles around on the vehicle select screen by using the four C-buttons. So take a good look!

Forsaken

Fed up with working through this great game? Then pick any level with our stunning cheats.

Level Select
Want to skip most of the game and head towards the end levels. Then go to the screen where it says "press start" and tap in: **A, R, Z, D-up, D-up, C-up, C-down, C-down**. Now choose where you want to go.

Skip Boring Stuff
Fed up with sitting through advertisements whenever you start this game? Then hit **reset** as soon as the opening screen starts. When the N64 reboots you'll be able to skip them with the '**Start**' button.

Gore Mode
To play the game in Gore mode go to the start screen and press **Z, D-down, C-up, C-left, C-left, C-left, C-left, C-down**. Blood aplenty should now flow.

Psychedelic Mode
To make the game look like a bad attack of the sixties, go to the 'press start' screen and press: **A, R, D-left, D-right, D-down, C-up, C-left, C-down**. Er, trippy, or something!

Infinite Nitros
To get infinite nitros go to the 'press start' screen and press: **B, B, R, D-up, D-left, D-down, C-up, C-left**. Now you can blast around the game.

Wireframe Mode
Fed up of those lovely textures? Then go to the 'press start' screen and press: **L, L, R, Z, D-left, D-right, C-up, C-right.**

Invincibility
Go to the "press start" screen and tap in A, Z, Z, D-up,

FIFA '98: Road to the World Cup

FIFA's storming comeback! This great footy game can be made even better with our brilliant cheats.

Go to customise squad and choose the player edit menu. Select one of the following teams and enter the code as any player's name. The player should jump in the air to let you know that the cheat has worked.

Cheat	Team	Code
Ghost players	Slovakia	**LASKO**
Unlock round 1	Vancouver	**ANATOLI**
Unlock round 2	Japan	**YUJI**
Tiny players	Vancouver	**KERRY**
Chipmunk voices	Tottenham	**DESMOND**
Underground	Iraq	**OMAR**
Invisible walls	Wales	**WARREN**
Silly moves	England	**JASON**
Crazy ball	Canada	**KIERAN**
Dive is a foul	Los Angeles	**OSCAR**
Hot potato Rep.	Ireland	**SPUD**
Alternate hot potato	Malaysia	**CHRIS**
No stadium	Any team	**CATCH22**
Invisible players	Sheffield Wed.	**WAYNE**
Fullscreen stadium	Vancouver	**MARGE**
Rainbow radar	South Korea	**ORILEY**
Invisible ball	Vancouver	**JAYE**
Australia camera	Vancouver	**TED**
Alternate Australia	Australia	**NWODEDISPU**
Pencil and paper	Canada	**MARC**

Banjo-Kazooie

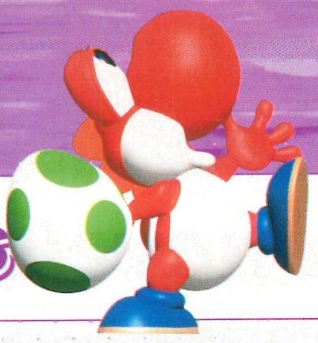
This month's Banjo-Kazooie cheats include all of the spell books and double energy

Spell Books
The spell books give you codes to enter in on the sandcastle floor. here's instructions on how to find them all easily.

Cheato's First Spell Book
Go to Mumbo's Bubblegloop Swamp and turn into an crocodile. Exit the level and head behind the entrance to come across the first book.



the Cheats



D-left, C-left, C-left, C-down. You should now be invincible.

Fast Titan
You can get the Titan to fire as fast as a mug by using your Nitro boost then firing the beast of a bomb at your enemies. Keep holding the nitro for half a second after firing and it'll fly towards your enemies at turbo speed.

GoldenEye 007

Use our cheat and the cradle level (and Trevalyn) will fall with ease.

Easy Cradle
Go down to the platform with the two huts and shoot any guards. Now stand with your back to the shed with the console inside looking directly at the bottom of the stairs and the door to the opposite shed.

Shoot the guards that come down the stairs or through the door of the opposite shed. Keep your ears open for the door of the shed you're stood next to and turn around to shoot any guards that come out. After several seconds you should hear a grenade go off inside the shed.

If you've done it right, Trevalyn should have blown himself up. Now you just have to Finish objective A to complete the level.

More Characters on Multi-player
Head for the character selection screen and enter this code to get tons of new characters to play with.

Hold **L** and **R** and Press **C-Left**
Hold **L** and press **C-up**
Hold **L** and **R** and press **D-left**
Hold **L** and press **D-right**
Hold **R** and press **D-down**
Hold **L** and **R** and press **C-left**
Hold **L** and press **C-up**
Hold **L** and **R** and press **D-right**
Hold **L** and **R** and press **C-down**
Hold **L** and press **D-down**

Multi player Awards
It's not the winning that counts, it's how you play the game (yeah right!). When you finish a multi player game and your score comes up, press left. The screen will scroll over and give you an award for your game playing technique. The award best describes your fighting personality.

Regeneration Pattern
Players regenerate in one of five places on each level. The N64 goes through these places in order.

The best way to find each regenration point is to go on a two player game by yourself and keep shooting the players and noting where they reappear. You'll learn the five points for each level.

Now note where the second player starts and when you kill him he'll reappear at the next point on your list. Make sure you head for this point straight away and by the time he's reappeared you should already be ready and waiting.

To help you on your way here's the five restart points for the bunker level:

1: As you walk down the steps to the main room, your opponent will be up the stairs on the right.
2: In the cell where you start on Bunker two (1 player game.)
3: At the top of the stairs by the helicopter pad.
4: In the small room where one of the documents is (1 Player game.)
5: As you exit the room with both cells, go straight on and it's the first door on the left.

MOST WANTED

- WWF Warzone
- Yet More Banjo-Kazooie
- Buck Bumble
- Nascar
- Gex
- ISS 98

Old Fashioned Lives Trick
When you find a level with an extra life pick it up and abort the mission. You won't lose a life for aborting and the extra life will re-appear when you start again. Repeat until you have enough lives to take on the world and head to the next save level to keep them all.

Iggy's Reckin' Balls

We're fast off the mark in bringing you these cheats. See every world on this racing platformer.

Cheat Screen
To open up the cheat screen press R and Z at the same time on the start screen.

All Worlds
Type in THEUNIVERSE at the cheat screen to get all worlds

All Characters
Type in HAPPYHEADS at the cheat screen to get all the characters.

ISS 64

The best footy game ever is even more fun with big headed action.

New teams
Go to the title screen and enter the following: **D-up, L, D-up, L, D-down, L, D-down, L, D-left, R, D-right, R, D-left, R D-right, R, B, A**, Hold down **Z** and press **Start.**

Big Noggins
On the title screen press **C-up, C-up, C-down, C-left, C-right, C-left, C-right, B, A,** hold **Z** and press **Start.**



New entry

Banjo Kazooie

Cheato's Second Spell Book
Go to the Mad Monster Mansion level and change into a pumpkin. now exit the level and head up to the platform with Brentalinda. Go through the small gap to find the cheat book.

Cheato's Third Spell Book
To find Cheato's third spell book you have to find the switch in Gruntilinda's lair that raises the water level for thirty seconds (it's in one of the rooms near the entrance to Rusty Bucket Bay.

Hit the switch and swim through the exit shaped like a devil's face. Head straight up and jump up the staircase.

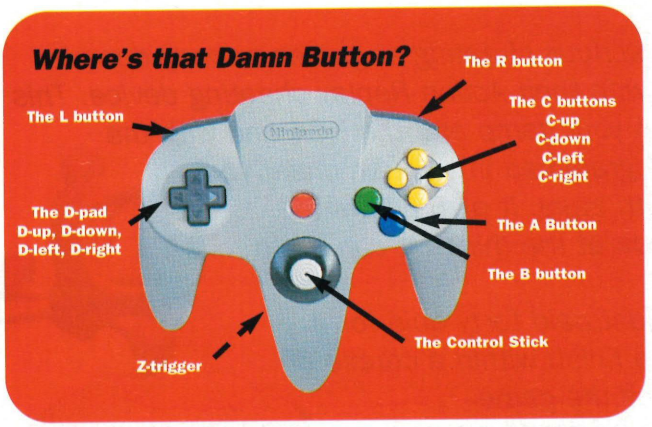


Double Energy
Before taking on Gruntilinda try to get 882 notes to open the note door. Behind the door is a picture that needs four jiggys. Complete the picture and your energy bar will turn red and you'll have twice as much energy.

Banjo thinks no one's looking and decides to take a dump away from prying eyes. Little does he know we have a 3D roaming camera to get the action from every angle

encyclopaedia

Where's that Damn Button?



Kobe Bryant in NBA Courtside

We're quick off the mark as ever, bringing you some great tips for Nintendo's fantastic new basketball game featuring Kobe Bryant.

Hidden Teams
Hold the **L** button and press **A** on a pre-season game. Scroll through the teams and you'll find three new teams: Nintendo, Leftfield and N64.

Disco Dancing
Start a game and press **Start** to pause. Now enter this code: **Z, C-up, D-down, D-up, R, R, B, C-right, C-right, Z**. Your game of basketball should now be much funkier.

Big Feet Mode
To get the clown sized feet go to "level select" screen and press C-down, R, Z, C-right, C-left.

Kid Mode
To play with small characters go to the "level select" screen and press C-down, C-up, R, L, Z.

Turbo Mode
To run around like a crazy thing go to the "level select" screen and press C-up, Z. C-up, Z, C-up. You'll hear a horn sound if the cheat has worked.

Rocket Launcher
Press R, L, C-left, C-right, C-down at the "level select" screen and you will get a mini rocket launcher and 30 rounds to play with.

7.65 Silence Pistol
At the "level select" screen press C-up, L, C-right, C-left, C-up to get a silenced pistol with 30 rounds of ammo.

High Power 9mm
At the "level select" screen press R, L, C-down, C-up, C-up and you'll get this killer weapon.

Uzi
The machine gun is available in the game with this cheat. Press C-right, C-left, C-right, C-down, R at the "level select" screen to cause some damage.

Madden 64

This classic American footy game also has some good cheats.
Secret EA stadium
Type in **SAN MATEO** at the create player screen.
Hidden Teams
Type in the following on the create player screen to unlock the hidden teams:
Sixties: team of the sixties
Seventies: team of the seventies
Eighties: team of the eighties
Howlie: AFC Pro Bowl '96-'97

Mission Impossible

These cheats are great and really make this game more fun. Check out the kid and turbo mode combined.

Big head mode
To get a big head press C-down, R, C-up, L, C-left at the "level select" screen.

Giant Head Mode
To give Ethan an even bigger noggin press C-down, L, C-up, C-right, L at the "level select" screen. If you've done it properly you'll hear Ethan say "that's better."

NHL Breakaway '98

An excellent game that has some great little cheats for you to play with. Anybody fancy playing with huge players that are made of fire?
Cheat menu
Go to the main menu screen type **C-left, C-right, C-left, C-right, R, R**
Cheat menu options include big, tall, thin, fat players and the ability to make the ref the size of King Kong. Great stuff!

Extra Teams
Go to the team selection screen and press **C-up, L and C-left**. You should hear the slap-shot sound and there will be three extra teams to choose.

Random Team
Are you so indecisive that you can't even choose a team? If so, press **L + R** on the team selection screen and the team will be chosen for you.

Perfect Player
Select the 'create a player' option and enter the name as 'Jim Jung.' You should get a perfect player and still be able to change the features such as name, weight, size.

Bonus Points on Season Mode
At the main season menu press **C-left, C-left, C-right, C-right, C-left, C-left, C-right, C-right then R**.

Yoshi's Story

Eat as much fruit as you can handle and never, ever die with this cheat.

Infinite Yoshi's
When your last Yoshi is being taken away to the castle quickly hit **reset.** When you restart you'll be able to continue with your last Yoshi

LEAST WANTED

- GoldenEye
- Mario 64
- Doom 64
- Quake 64
- FIFA 64
- Beasts

Quake 64

No great shoot'em-up is complete without a God mode. And Quake 64 is no exception.

Debug mode
Go to load game and select 'do not use pak.' Now enter the password as **QQQQ QQQQ QQQQ QQQQ**. It should say 'incorrect password', but if you go to the options screen you'll see an option called 'debug mode.'

This one sounds a bit suicidal but it's a really useful trick.

Rocket Jump
When you've got the rocket launcher, if you aim it at your feet and fire it knocks you upwards. Combine this with the jump button and you can hop up to otherwise unreachable places. You'll lose a fair bit of energy though so using the god mode (invincibility) from the debug menu is a good idea.

Send me your stuff!

Do you have a cheat that I've never heard of? If you send in some cheats and they're completely new then I'll send you £20 (only if I've never heard of them before though!). Make sure you **mark your envelope Cheat Zone and write the name of the game next to our address**. *You could be in the next Cheat's Encyclopaedia and £20 could be yours – Mark*



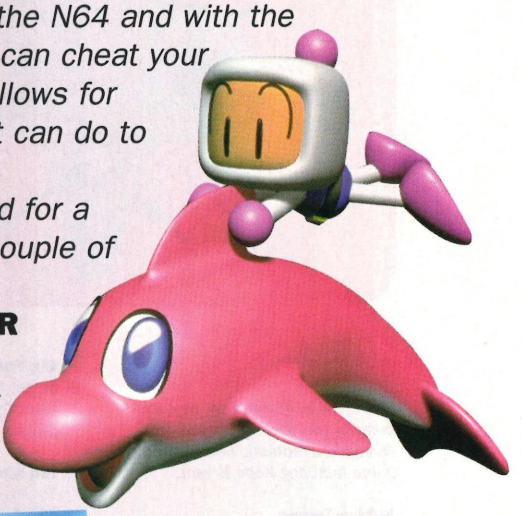
Action Rep



When it comes to serious cheating at games nobody does it better than Datel with their Action Replay cheating device. This cart sits between your game and the N64 and with the correct codes programmed in you can cheat your way through games with ease. It also allows for humorous cheats (take a look at the things it can do to our Mazza if you fancy a laugh).

But first a word of warning – If you've just paid forty quid for a game, you don't want to cheat your way to the finish within a couple of hours, so resist the temptation or you could spoil the game.

And **YOU MUST OWN AN ACTION REPLAY CARTRIDGE FOR THESE CHEATS**. *They will not work without one, so don't bother trying to type them into the game or anything because that won't do you any good at all. You can buy an Action Replay from most good shops, so there's no excuse to get stuck, ever.*



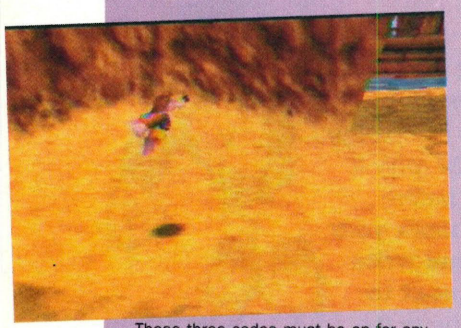
Bomberman 64

Bomberman becomes much easier with infinite lives

Infinite lives:	**802AC617 0063**
Stop timer:	**802AC633 0000**
Inf credits:	**802AC61B 0063**
PAR button for 99 gems:	**882C61F 0063**
Plr 1 Infinite energy:	**800AEE17 0002**
Plr 2 Infinite energy:	**800AEEDF 0002**
Plr 3 Infinite energy:	**800AEFA7 0002**
Plr 4 Infinite energy:	**800AF06F 0002**
Plr 1 Can't get hearts:	**800AEE17 0001**
Plr 2 Can't get hearts:	**800AEEDF 0001**
Plr 3 Can't get hearts:	**800AEFA7 0001**
Plr 4 Can't get hearts:	**800AF06F 0001**

Banjo-Kazooie

At last we've got some serious cheats for Banjo-Kazooie. Don't ruin this fine game by using them to finish it quickly though.



These three codes must be on for any of the cheats to work:

DE000400 0000
8124C628 1700
812874C4 1700

Infinite lives:	**8038696B 0009**
Infinite health:	**80386963 0008**
	80386965 0001
Infinite red feathers:	**8038694F 00FF**
Infinite gold feathers:	**80386953 00FF**
Infinite eggs:	**80386947 00FF**
Infinite notes:	**80386943 00FF**
Infinite air:	**8038696E 000B**
Infinite jiggys:	**803869AB 00FF**
Infinite skulls:	**803869A7 0008**
Total notes all areas:	**803869D1 0064**
	803869D3 0064
	803869D5 0064
	803869D7 0064
	803869D9 0064

Note: due to the limits of the Banjo-Kazooie cartridge not all of the codes can be switched on at once.

Clay Fighter 63 1/3

Get all of the characters for this surprisingly popular beat'em-up.

All characters	**801A86A1 000F**
Plr 1 can't be stunned	**801F766B 0000**
Plr 1 Infinite energy	**801FD1CB 00AA**
Plr 1 full super bar	**811F767A 0200**

Diddy Kong Racing

Check out the all cheat codes as it includes cheats that aren't available any other way. And it lets you race with the incredibly fast TT character. Beware: the 50 balloons will be permanently saved to your cart.

Action Replay version 1

Have this code on:	**DE000400 0000**
50 balloons	**8020807D 0032**



Activate all cheats:	**810DFE2E FFFF**

Action Replay version 2

Have this code in:	**DE000400 0000**
50 balloons	**8020886D 0032**
Activate all cheats:	**810E03AE FFFF**

Duke Nukem 64

Get all the weapons then kick some in this fine shoot'em-up.

Inf armour:	**812A5AC2 0064**
Inf vitamin K:	**818A5AC0 0190**
Inf jetpack:	**812A5ABE 0640**
Inf scuba gear:	**812A5ABC 1900**
Have all keys:	**802A5A77 000F**
Inf pistol ammo:	**802A5A31 00FF**
Shotgun:	**802A5AEB 0001**
Inf shotgun ammo:	**802A5A33 00FF**
Machine gun:	**802A5AEC 0001**
Inf machine gun:	**802A5A35 00FF**
Grenade launcher:	**802A5AED 0001**
Infinite grenades:	**802A5A37 00FF**
Pipe bombs:	**802A5AEE 0001**
Infinite pipe bombs:	**802A5A39 00FF**
Have shrinker:	**802A5AEF 0001**
Infinite shrinker:	**802A5A3B 00FF**
Expander:	**802A5AF0 0001**
Infinite expander:	**802A5A3D 00FF**
Missile launcher:	**802A5AF1 0001**
Infinite missiles:	**802A5A3F 00FF**
Plasma cannon:	**802A5AF2 0001**
Infinite plasma:	**802A5A41 00FF**
Laser trip bom:	**802A5AF3 0001**
Infinite trip bombs:	**802A5A43 00FF**

Forsaken

Forsaken is great with all these cheats to play around with.

Infinite bikes:	**8004020C 0063**
Infinite shield:	**D014E710 0001**
	8014E710 0010
Infinite hull:	**D014E712 0001**
	8014E712 0011
Infinite powerpods:	**8814E740 0004**
Transpulse:	**8814E765 0001**
Trojax:	**8814E767 0001**
Beamlaser:	**8814E768 0001**
Infinite MUG's:	**8814E76D 0063**
Infinite Solaris:	**8814E76E 0063**
Infinite Scatter:	**8814E770 0063**
Infinite Titan:	**8814E771 0063**
Infinite Gravgon:	**8814E772 0063**
Infinite MFRL:	**8814E773 0063**
Infinite Purge:	**8814E774 0063**
Infinite Pine:	**8814E776 0063**
Infinite Quantom:	**8814E777 0063**
Infinite Spare 0:	**8814E778 0063**
Infinite Spare 1:	**8814E779 0063**



lay Codes



GoldenEye

Open up all those levels on GoldenEye by using our infinite health and ammo cheats. And check out the Line Mode cheat which is only available with an Action Replay.

Dam - inf health:	810BA3DC 3F80
Dam - inf ammo:	800BAB97 0007
Facility - inf health:	8109D7DC 3F80
Facility - inf ammo:	8009DF97 0007
Run, Surface A and Depot health:	810C07DC 3F80
Run, Surface A and Depot ammo:	800C0F97 0007
Bunker A, B and Silo health:	8109AFDC 3F80
Bunker A, B and Silo ammo:	8009B797 0007
Frigate infinite health	810ADBDC 3F80
Frigate infinite ammo	800AE397 0007
Surface B inf' health:	810CCFDC 3F80
Surface B inf' ammo:	800CD797 0007
Statue infinite health:	810AC7DC 3F80
Statue infinite ammo:	800ACF97 0007
Archives, Cavern Cradle and Egyption infinite health:	810B3FDC 3F80
Archives, Cavern Cradle and Egyption infinite ammo:	800B4797 0007
Streets inf' health:	810BDFDC 3F80
Streets inf' ammo:	800BE797 0007
Train, Jungle and Control infinite health:	810A77DC 3F80
Train, Jungle and Control infinite ammo:	800A7F97 0007
Aztec health:	810973DC 3F80
Aztec Ammo:	80097B97 0007

You must have the cheat menu already active to use these cheats

All guns:	80058593 0001
Bond invisible:	8005859A 0001
DK mode:	8005859C 0001
Enemy rockets:	800585AC 0001
Fast animation:	800585AA 0001
Infinite ammo:	8005859B 0001
Invincible:	80058592 0001
Line mode:	80058597 0001
No radar:	800585A7 0001
Paint ball mode:	8005859F 0001
Slow animation:	800585AB 0001
Tiny Bond:	8005859E 0001
Turbo mode:	800585A8 0001

Lylat Wars

Two cheats to make this game much easier. An endless supply of lives and plenty of bombs to give the enemy.

Infinite lives:	80163C09 0063
Infinite bombs:	80179F0B 0005

Mario Kart 64

Mazza racing is more fun with these cheats for the classic kartin' game.

Stop lap time (tt):	8018CB43 0000

Only use 1 of these codes

Single bananas:	80165FBD 0001
Multiple bananas:	80165FBD 0002
Single green turtle:	80165FBD 0003
Mult-green turtles:	80165FBD 0004
Single red turtle:	80165FBD 0005
Mutli-red turtles:	80165FBD 0006
Spiked turtles:	80165FBD 0007
Lightening bolt:	80165FBD 0008
Exploding blocks:	80165FBD 0009
Invincibility:	80165FBD 000A
Invisibility:	80165FBD 000B
Turbo boost:	80165FBD 000C

Mystical Ninja Starring Goemon

Get all the items with ease and breeze through this adventure.

Chain pipe:	8015D3BF 0002
Medal of flames:	8015D3DF 0001
Ebisumaru:	8015D3A3 0001
Meat saw-hammer:	8015D3C0 0001
Sasuke character:	8015D3A4 0001
Fire cracker bomb:	8015D3C4 0001
Kunai of severe cold:	8015D3D4 0001
Yae:	8015D3AB 0001
Bazooka:	8015D3CB 0001
Flute:	8015D3DB 0001
Magic mermaid:	8015D3FB 0001
Magic impact:	8015D3EC 0001
Magic mini-ebisu:	8015D3F2 0001
Magic flying:	8015D3F4 0001
Japanese sombrero:	8015D2F7 0001
Metal helmet:	8015D2F7 0002
Gold helmet:	8015D2F7 0003



Note: use only one of these codes

Shell:	8015D3FC 0001
Brown item:	8015D402 0001
Brown round item:	8015D40F 0001
Gold key:	8015D412 0001
Blue sausage:	8015D417 0001
Pink item:	8015D41B 0001
Gold item:	8015D41C 0001
Blue item:	8015D422 0001

Quake

It's the enemy who'll be quaking if you use these cheats.

Debug mode:	8006C4E3 0001
Infinite ammo:	8016426B 00FF
Gold and silver keys:	80164229 000F
Infinite armour:	81164184 42C8

Super Mario 64



Make Mazza look decidedly foolish by using these codes.

Par button for coins:	893094D9 0063
Unlimited lives:	803094DD 0064
Unlimited energy:	813094DE 08FF
Unlimited hat usage:	813094E6 FFFF
No power display:	803094E3 0001
Invisible mario:	803094E0 0020
Half mario:	803094E1 0000
Limbo mario:	8030961C 00C0
Mario runs back:	8030961E 0080
Mario runs bent:	8030961C 0050
Strobe mario:	803094F0 0078
Flat mario:	803094E4 0078
Rubber walls:	81309434 FFFF
Crazy camera:	81309263 0095
Jumping hurts you:	803094EC 0078
Die before you move:	803094E2 0078
Big fist mario:	8030961B 0010

Top Gear Rally

Use the funny cars cheat to race some peculiar vehicles.

Only race 1 lap:	8031EBDB 0002
Extra cars:	8032690D 00FF
Extra funny cars:	8032690C 000F
Extra tracks:	8032690F 00FF
Level 1 points:	8032685F 0064
Level 2 points:	80326861 0064
Level 3 points:	80326863 0064
Level 4 points:	80326865 0064
Level 5 points:	80326867 0064
Level 6 points:	80326869 0064

WCW vs NWO

Wrestling becomes more fun with hidden characters

Time always zero:	800F171F 0000
Hidden characters:	800606D5 00FF
Infinite time out:	800F16F4 0014
Plr 1 maximum spirit:	800F0831 0064
Plr 1 minimum spirit:	800F0831 0000
Plr 2 maximum spirit:	800F0BD1 0064
Plr 2 minimum spirit:	800F0BD1 0000
Plr 3 maximum spirit:	800F0F71 0064
Plr 3 minimum spirit:	800F0F71 0000
Plr 4 maximum spirit:	800F1311 0064
Plr 4 minimum spirit:	800F1311 0000
Plr 1 baseball bat:	810F1C50 0000
	800F1C52 0000
Plr 1 has chair:	810F1C50 0202
	800F1C52 0000
Plr 1 table piece:	810F1C50 0303
	800F1C52 0000
Plr 2 baseball bat:	810F1C70 0000
	800F1C72 0001
Plr 2 has chair:	810F1C70 0202
	800F1C72 0001
Plr 2 have table:	810F1C70 0303
	800F1C72 0001

Wetrix

Flush water away to your hearts content with these cheats.

Always empty drain:	801BF991 0000
	811BF992 0000
	811BF994 0000
Bezerk mode:	801BF9AF 00FF
Stop level timer:	801BF9B2 00FF

World Cup '98

Check out the classics mode without having to play through the game.

Home score 9 goals:	800478BB 0009
Home score 0 goals:	800478BB 0000
Away scores 9 goals:	800478BF 0009
Away scores 0 goals:	800478BF 0000
Cup classic mode:	8003CC6F 0001
Finish instantly:	80048EA3 00F0



Yoshi's Story

It's not that hard anyway but if you're having trouble then use these cheats.

Infinite health green:	800F954F 0008
Infinite health yellow:	800F9557 0008
Inf' health light blue:	800F955F 0008
Inf' health dark blue:	800F955B 0008
Infinite health red:	800F9553 0008
Infinite health pink:	800F9563 0008
One fruit to finish:	800F916B 001E



BANJO-KAZOOIE

Experts' Guide Final Part

Okay, so you've scaled the frosty heights of Freezeezy Peak, slushed your way through the murky slime of Bubblegloop Swamp and clambered through Click Clock Woods. (Hopefully, you've collected all the notes and Jiggys to make your job here that much easier). But ready or not, it's now time to brave the fires of Grunty's Furnace Fun, rescue your sister Tooty, and then tackle Gruntilda in the final showdown.

But beware! This is a real gamer's boss. Without the double health bar (awarded by gaining 882 notes), Grunty is as hard as nails. Harder than a rock, harder even than the lumps in the mashed potatoes they serve in your school canteen. Yes, she's that hard!

Welcome to Grunty's

The entrance to the final battle with Gruntilda is just before the entrance to Click Clock Wood. Jump up the leaves then head through the 765 note door. Now it's time to play the Boardgame.

The board is made up of lots of different squares. The key ones are as follows:

The Final Showdown

You'll be treated to an ending sequence after the boardgame, but that's not quite the end. Return (cross the board picking up 1UPs as you go) and climb the stairs up to your right.

Now it's time to Battle Gruntilda one final time. If you have 882 notes this final battle is miles easier since you can enter the 882 note door and double your lifebar. Don't worry though, it's possible (though trickier) without this many. However, you'll need at least 828 to open the door containing 100 eggs.



Experts' Guide

Furnace Fun

Witch Squares
Hopefully you wrote down the wobbly words spoken to you by Bruntilda. If you did, you should have no problem getting the answers to the witch's tricky trivia questions.

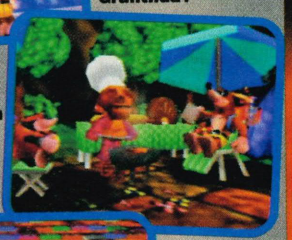
Joker Squares
Each of these gives you a Joker which allows you to pass on a question square

Stopwatch
This watch gives you a timed task. Avoid if possible

Skull
Getting one of these questions wrong means sudden death. Avoid at all costs.



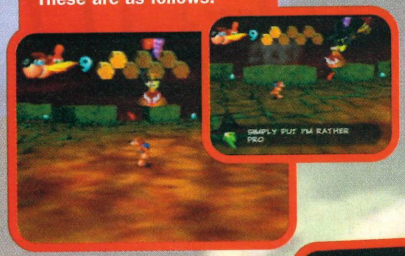
With Tooty home safely the party begins. But hang on a minute, aren't you going to go and sort out Gruntilda?



Navigate the board game section and you're free to claim your prize. Umm... which one should I choose?



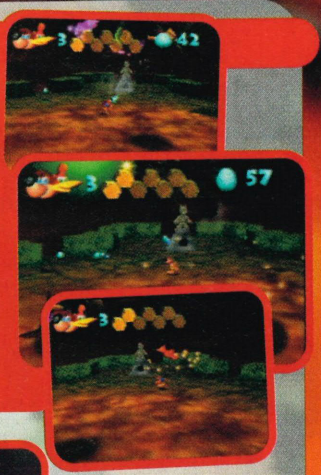
Battlements
This bit's really tricky. You'll be attacked by Grunty in various waves. These are as follows:



Ground Attacks
Wait for Grunty to dive bomb you and run to either side to avoid her. Wait until her broomstick stalls then pelt her with eggs. Eventually, she'll resort to fireballs.

Fireball Attack
Grunty will pelt you with fireballs from outside the battlements. Jump onto the battlements, hit her three times (she'll squeal like a pig). Turn 90 degrees right, leg it to the middle battlement and repeat the process.

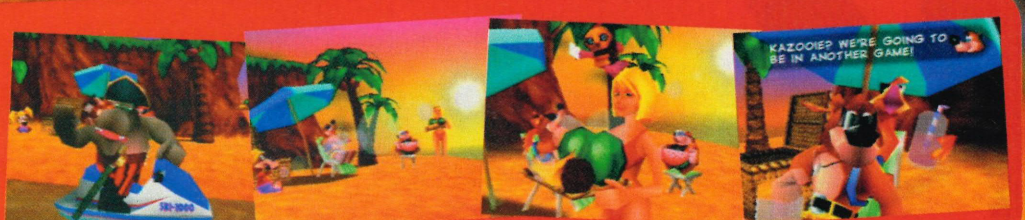
Jinjos
Land as soon as Grunty enters her bubble and dodge her fireballs. Eventually four Jinjo statues will emerge. Fire three eggs into each to release the Jinjos who will then attack Grunty.



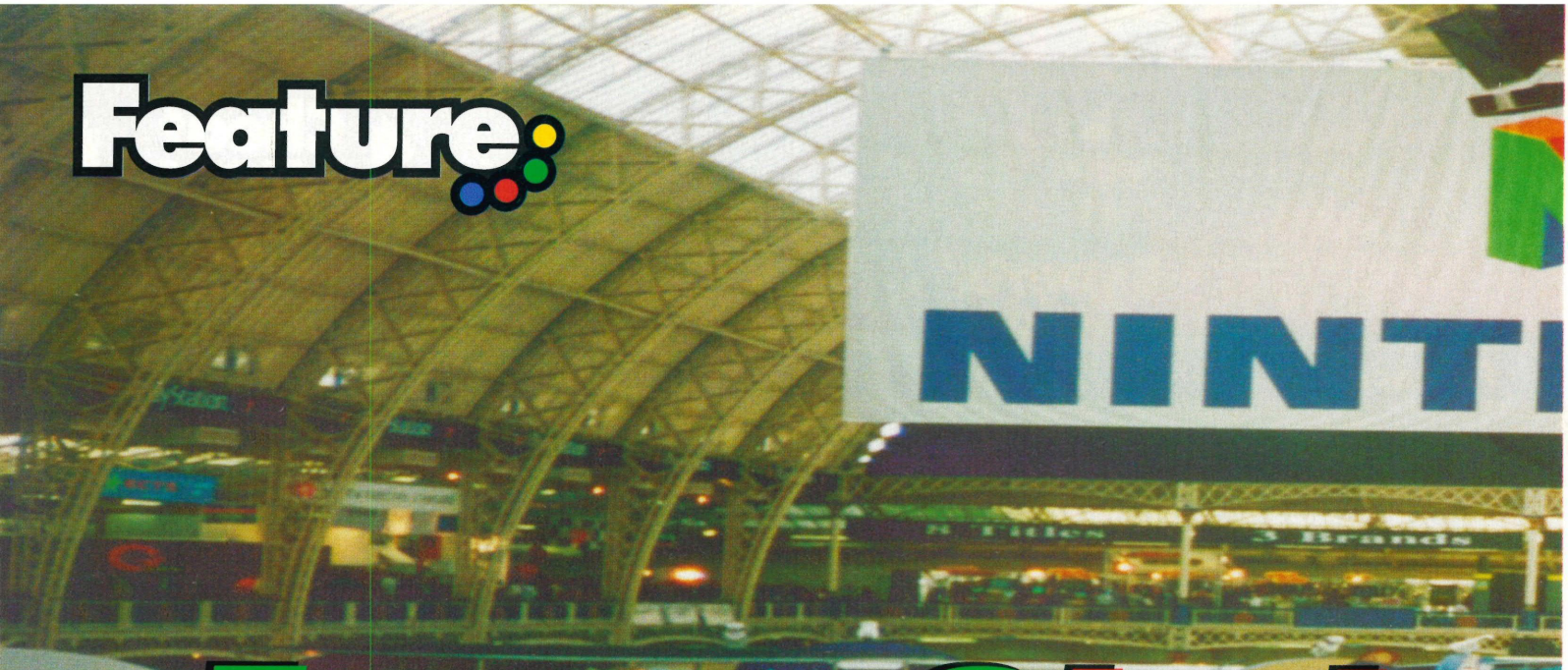
Final Jinjo
Now it gets really tricky. A huge Jinjo statue appears. Dodge the fireballs while firing eggs into each of the four holes around the statue's base. You'll uncover the blue Jinjo who will dispose of Grunty in the most wonderfully dramatic manner.



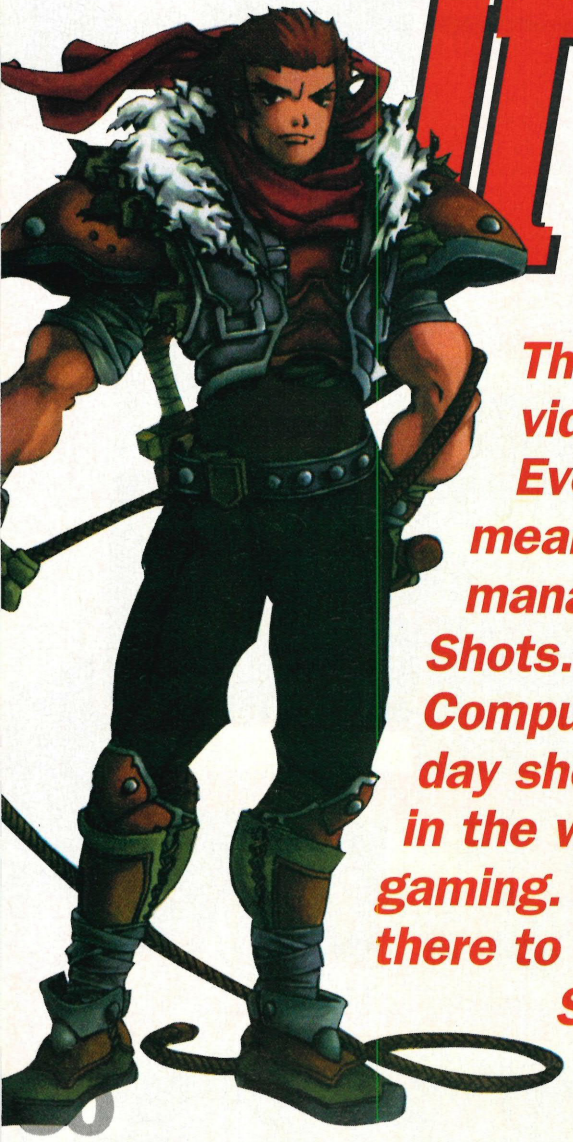
The End! Or is it?
Kill Grunty and you're treated to a fine ending sequence with Banjo and co. kicking back on a beach. The End. Or is it? You'll need all the notes and Jiggys before Mumbo will show you pictures of Banjo Tooie and the secret areas that can be unlocked in the first game. Time to go back and finish all those levels I'm afraid.



Feature



Every Chris it Snows!



The ECTS, contrary to the belief of some video games journalists, doesn't stand for Every Chick There is Sexy nor does it mean, as many software house PR managers reckon –Excuse to Call The Shots. It's an abbreviation for the European Computer Trade Show – Britain's yearly three-day showcase for all that's new and upcoming in the wonderful world of video and computer gaming. As you'd expect, the N64 Pros were there to Extract Crucial information on Top Software. Here's what they saw... by Alex



tmas Time

Hallelujah, it's snowing N64 games!

INTREPID ALEX was there for the first day and had 12 software houses to see – here's who he saw, what he saw and what he thought. Check the floor map on the next page for his travels, starting 11am Sunday morning...

VISIT No 1

Software house
Gremlin
Time of appointment
11am
N64 games on show
Body Harvest
PR dress code
(i.e. what each software company's welcoming committee was wearing)
Black Gremlin polo shirts with gold gremlin pin badge
Quote
"Next year we're doing loads on the N64 – Actua Soccer, Actua Golf, both with brand new game engines - all sorts of stuff. That's top secret at the moment, though" – *Martin Bramall, PR manager*

VISIT No 2

Software house
Ubisoft
Time of appointment
11:30
Duration of appointment
8 minutes
Time spent 'talking N64'
2 minutes
N64 games on show
Buck Bumble, Tonic Trouble, SCARS, Rayman 2: The Great Escape, Hype – The Time Quest, Monaco Grand Prix Racing Simulation, All Star Tennis '99
PR dress code
Grey three piece suit, yellow shirt, no tie
Quote
"Yeah, I have been known to go out with models" – *Keith Sloan, PR manager*

VISIT No 3

Software house
Codemasters
Time of appointment
12:00pm
N64 games on show
Micro Machines Turbo 64
PR dress code
Smart/casual
Quote
'It's looking really good... whoops, it appears that the power supply's blown – you'll have to come back later... I can send you a ROM within the next ten days" – Richard Eddy, Rocket PR

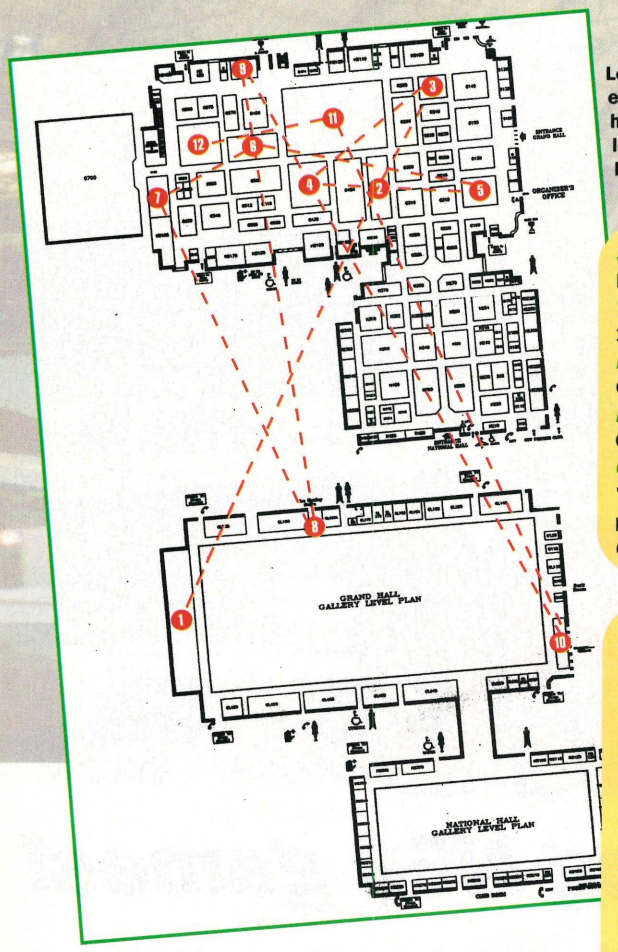
VISIT No 4

Software house
Interplay
Time of appointment
12:30pm
N64 games on show
Earthworm Jim 3D
PR dress code
Smart(ish)
Quote
"This is the bit where you have to go around collecting golden udders. Obvious, really" – Ralf, Vis Entertainment









Left: The gigantic Kensington Olympia exhibition centre as covered by Alex Lee on his travels – the numbers correlate to the locations of the stands visited, the red broken lines show how he got to them

VISIT No 7

Software house
Hasbro Interactive
Time of appointment
2:00pm
N64 game on show
Glover
PR dress code
Casual/smart
Quote
"I'm getting married where Oasis did their photo shoot for their third album" – *Charlotte Glynn, Bastion PR*

VISIT No 8

Software house
GT Interactive
Time of appointment
2:30pm
N64 game on show
Duke Nukem: A Time To Kill/Zero Hour (title still unconfirmed)
N64 game not on show
40 Winks, NFL Blitz
PR dress code
Loud/green
Quote
"You're the first journo in the world to see this version of Duke" – *Matt Broughton, PR manager*

VISIT No 5

Software house
Konami
Time of appointment
1:00pm
N64 games on show
Hybrid Heaven, ISS 98, Castlevania 3D, Rakuga Kids, Survivor Day One, Holy Magic Century, GASP
PR dress code
Suited and booted
Quote
"This intro (of Hybrid Heaven)'s well slow, but at least it's not blurry. The developers spent three months working out how to stop it being blurry"– *John Murphy, PR manager*

VISIT No 9

Software house
THQ
Time of appointment
3:00pm
N64 games on show
WCW/NWO Revenge, Penny Racers
N64 games not on show
Nuclear Strike, Road Rash
PR dress code
No jacket required
Quote
"When I get you the Prima guide books, make sure you re-write them, cos they're copyright" – *Asam Ahmad, PR manager*

VISIT No 11

Software house
Nintendo
Time of appointment
4:00pm
N64 games on show
F-Zero X, Zelda 64, Banjo-Kazooie, F1 World Grand Prix, Bomberman Hero, Cruis'n World, 1080 Snowboarding, Waialae Golf Classics
PR dress code
Horrible purple polo shirts advertising the colour Game Boy
Quote
"Put the best N64 game of its genre against the best PlayStation game in its genre and the N64 game will win every time except in the beat'em-up genre, but we're working on that" – *Jeremy Dale, Marketing and Communications manager, THE Games*

VISIT No 6

Software house
Eidos
Time of appointment
1:30pm
N64 games on show
None (!)
PR dress code
Wear 'em tight
Quote
"It doesn't look like Fighting Force will get a UK release, but it will come out in the States. I've tried telling my bosses the British magazines'll just review it on import anyway" – *Susie Hamilton, PR manager*

VISIT No 10

Software house
Take 2
Time of appointment
3:30pm
N64 games on show
Silicon Valley
PR dress code
Smart
Quote
"I've got a cat called Baked Beans cos he looks like a tin of baked beans" – *Amy Curtin, PR manager*

VISIT No 12

Software house
Lego
Time of appointment
4:30
N64 games on show
Lego Racers
PR dress code
Pseudo-smart
Quote
"I'd rather you didn't preview it just yet" – *Helen Nicholas, Marketing manager*



A Bit About The Games on Show

Ubisoft

● **BUCK BUMBLE**
reviewed last month (70%)

● **HYPE – THE TIME QUEST**
Ubisoft's first release in its Playmobil Action Games line. Designed specifically for those who enjoy challenging and complex computer games, Hype – The Time Quest takes gamers on a real 3D journey through time in the form of Hype, a brave knight who had been exiled to another age and turned into a statue. Once the spell is broken, Hype battles through time to seek revenge on the evil Black Knight who expelled him. His journey takes him to different levels in his kingdom's history and through ever changing Playmobil worlds where he is confronted with riddles and a cast of over 50 characters.

"Playmobil is not only a game, it's a passion; and with the introduction of our interactive Playmobil software, we're sure to attract a lot more kids and adults into the Playmobil world," said Tina Hicks, UK Product Manager for Ubi Soft Entertainment. "With the extensive Playmobil environments, including the popular castle, a lively cast of characters including magicians, sorcerers and dragons and activities such as tournaments and jousting, we're predicting Hype – The Time Quest is going to be one hot game."

Out – early 1999

● **S.C.A.R.S.**
S.C.A.R.S. (Super Computer Animal Racing Simulation) is ready to rip the road to shreds.

The year is 3000 A.D. and supercomputers have designed nine hyper-charged vehicles based on some of nature's most ruthless killers. The Lion LK, Tiger Shark and Rhino Roadster may be built for speed, but they also share the animalistic nature of their ancestors.

You are thrust into a race where you can either be at the top of the food chain or somebody's lunch. Car performance is determined by three attributes – speed, acceleration and grip. Yves Guillemot, president of Ubi Soft, said, "Technical excellence and attention to playability make this game a real tour de force."

S.C.A.R.S. has nine tracks complete with surprises. You can skid round blind corners, scream over the crest of rolling hills and descend into uncharted terrain, such as an underwater world, complete with all the physical challenges you might – and might not – expect. Light sourcing, special effects and the mirror mode complete your journey into this fantasy world. Four difficulty levels increase the challenge and three lighting phases – day, dusk and night – will stretch gamers to the limit. S.C.A.R.S. features four-player combat.

Out – Q4

● **ALL STAR TENNIS '99**
UbiSoft has licensed eight top-ranked tennis players for All Star Tennis '99. This high-powered game takes players to a new level of interactive excitement with amazing 3D effects and extended motion capture that bring the subtle details of the game into play on eight different courts from around the globe, including the Mediterranean, England, France and California. All-Star Tennis '99 boasts a sophisticated simulation engine based on real-life physics. Players can recreate all of the strategic slams, shots and volleys and place the ball with a precision that has otherwise been unseen in a tennis game to date.

"We've got eight sensational world class tennis players bringing all the excitement of tournament tennis to the Sony PlayStation and N64," said Yves Guillemot, president, Ubi Soft Entertainment. "The powerful 3D effects, special shots and hidden bomb tennis really take this game to an all new level of simulation tennis gameplay."

The All Star Tennis '99 pro-player roster includes – Jonas Bjorkman (Sweden), Michael Chang (USA), Amanda Coetzer (South Africa), Richard Krajicek (Holland), Gustavo Kuerten (Brazil), Conchita Martinez (Spain), Mark Philippoussis (Australia) and current Wimbledon champion Jana Novotna (Czech Republic).

Out – November



Interplay

● **EARTHWORM JIM**
Earthworm Jim 3D sees our hero in a bad way. A severe blow to his head has left him trapped, unconscious, in a world of make believe. Jim must repair his cerebral cortex in order to revive himself from the nightmare. Unfortunately, this involves journeying through all the different areas of his psyche – built from phobias, memories and fantasies – to repair his brain.

Jim has total freedom of movement within the game's environment. Making breathtaking use of new technologies Earthworm Jim 3D blends advanced voxel techniques – a smoother graphics display system that avoids the harshness of most 3D routines – with polygons to construct both the characters and worlds, ensuring a fast and fluid playing environment at all times.

The characters are a crazy bunch, including Psycrow, Evil the Cat, Professor Monkey-For-A-Head, Number 4, The Bovine Special Elite (mad gun-toting cows), Rabid (a manic scooter-riding rabbit) and the Disco Zombies.

Jim's brain plays host to six massive worlds – comprising 32 levels – each devoted to an area of Jim's personality. In Happiness, Jim is surrounded by many of his favourite things that have somehow warped into hazards. Jim's adventure also contains loads of sub-games – from pocket rocket rides to breakneck snowboard-style pigslide races. *Out –November*

Feature



Left: UbiSoft's All-Star Tennis 99 is set to become the first serve and volley'em-up on the N64 later this year

unduplicated gaming experience," said Yves Guillemot, president, Ubi Soft Entertainment.
Out – November

● TONIC TROUBLE

It's time to battle killer vegetables in the funniest, wildest 3D action adventure of the year! Ed's cool but clumsy – and that's what makes him endearing. Your job is to get accident-prone Ed out of some pretty sticky jams. The kind you might spread on Flying Toast, one of the enemies you'll have to dodge in Tonic Trouble!

After dropping this unusual tonic from his dinky space ship Ed is charged with rescuing the can from the hands of Grogh the Hellish, who has found the tonic and declared himself Master of Earth. Bringing the type of humour that is rarely seen in games, Tonic Trouble takes you through 10 eye-poppingly opulent levels, plus bonus levels all loaded with wacky but intelligent players.

This brilliant title for N64 and PC features cartoon-like animation, blinding speed and gameplay that is addictively fun. "Tonic Trouble introduces a whole new cast of lovable, comical characters living in unimaginable 3D worlds by using the very best technology for an

● MONACO GRAND PRIX RACING SIMULATION (working title)

UbiSoft challenge you to control a 700 bhp car over a whole season or for just one race. Arcade mode enables you to gain experience and to tear 'round one of the circuits. Time Attack mode lets you defy the stopwatch and improve your time against the ghost car. Three levels are available (amateur, pro and expert).

The visual effects (smoke sparks, rain, grit etc), the accidents (three levels of damage), the rules (flags, police chiefs for example), the fine adjustments (tyre selection suspension, wheel camber and more) all add detail to the game. A brand new car and team editor allows for complete customisation of the tracks, cars and drivers. Ubisoft claim that "the artificial intelligence of each competitor is unequalled."

Features include – true to life regulations (such as flags and marshals) and car telemetry which may be thoroughly analysed after the race. There are two new modes available – Career mode, where you begin as a new driver in a small camp and can progress all the way to the top and the Scenario mode allows you to not only relive your past victories or mistakes but re-run the action at any time. Was that crash your fault? Could you have done something to avoid it? You can only find out in Monaco Grand Prix Racing Simulation (working title).
Out –December

● RAYMAN 2: THE GREAT ESCAPE

UbiSoft's whirling-dervish hero is fighting fit and ready to make his N64 debut, leading you on a quest that's full of amazing stunts and dazzling developments. Rayman enters his wackiest adventure yet when robot pirates imprison him and his friends in a strange intergalactic zoo.

Rayman escapes, but must free his friends and collect all the ingredients for miraculous soup that opens the doors to great power. Only then will the mysterious robot pirate guild be defeated. But pirates aren't the only enemies players will encounter. There are two-footed missiles, zombie chickens and Piranhas to avoid on the way to battle the end-of-level bosses.

With animation sprinting at 30fps, a host of new enemies circulating and percolating under a suspenseful plotline, 75-minutes of heart-pounding original music and stunning, whimsical environments, Rayman 2: The Great Escape is set to redefine the state-of-the-art.

In Rayman 2 our hero develops new skills and relies on the powers of his friends to make headway against his evil foes. He walks, runs, climbs, swims, swings from vines, slides on ice, and uses his hair to fly like a helicopter. Rayman also uses his magic fist as a torch and grapnel to grab objects, flip levers, tap enemies on the back to surprise them and then pop them head over heels.
Out - Q1 1999

Konami

● HYBRID HEAVEN

One of Konami's most eagerly anticipated games was, until recently, shrouded in secrecy. Hybrid Heaven's action takes place in a futuristic setting. The story opens with the President of the United States being taken hostage by an unknown force. Main character John Slader, is part of a Special Ops team charged with rescuing the President.

As usual, the authorities neglect to inform Slader of the pertinent history. It seems that they would rather cover up the genetic experimentation on an orbital space platform and its subsequent malfunction – which led to a number of test subjects escaping.

With a character that grows in ability as the game develops, a host of organic and cybernetic enemy lifeforms and the most amazing graphics yet to be seen on this platform, Hybrid Heaven guarantees to be one of the biggest N64 games for 1999.
Out – Q1 1999

● HOLY MAGIC CENTURY

already reviewed on import as Quest 64
Out - Q4

● SURVIVOR, DAY ONE

Waking from a cryogenically induced sleep is no easy matter, even for a genetically-engineered bioform like yourself. This time it's made harder by the colonisation ship slowly sinking into the ocean of the planet you were supposed to populate.

Somewhere within the hulking superstructure, you must also find your friend before they become hors d'oeuvres for the newly awakened lifeforms and their creators, each struggling to reach the same limited number of lifepods before the ship sinks.

Of course, stealing that arm-mounted cannon from a recently-deceased guard should help your quest too... It's going to be tough going all the way, and only razor-sharp reflexes, a fist full of meat mangling weaponry and an iron will to survive can help you get through this frantic 3D adventure.
Out – 1999

● CASTLEVANIA

You can normally tell how good something is by how much it sells. The Castlevania series is one of the longest running game series in the world, with over 12 million sales to date. And the latest in the series sports a glorious 3D environment populated by an array of some familiar, and some not so familiar baddies. But this time you can play up to four characters and swap between them using their varying skills in your battle against the denizens of Castlevania.

Utilising advanced 64-bit graphics has enabled Konami to further heighten the realism of the Castlevania series. This is partly achieved by displaying the passing of time with subtle lighting effects. For example, vampires do prowl during the day, but in a weakened state, hugging what shade they can find. But, come the night, they blossom into full power and plague your progress at every step. *Out – 1999*

Gremlin

● BODY HARVEST

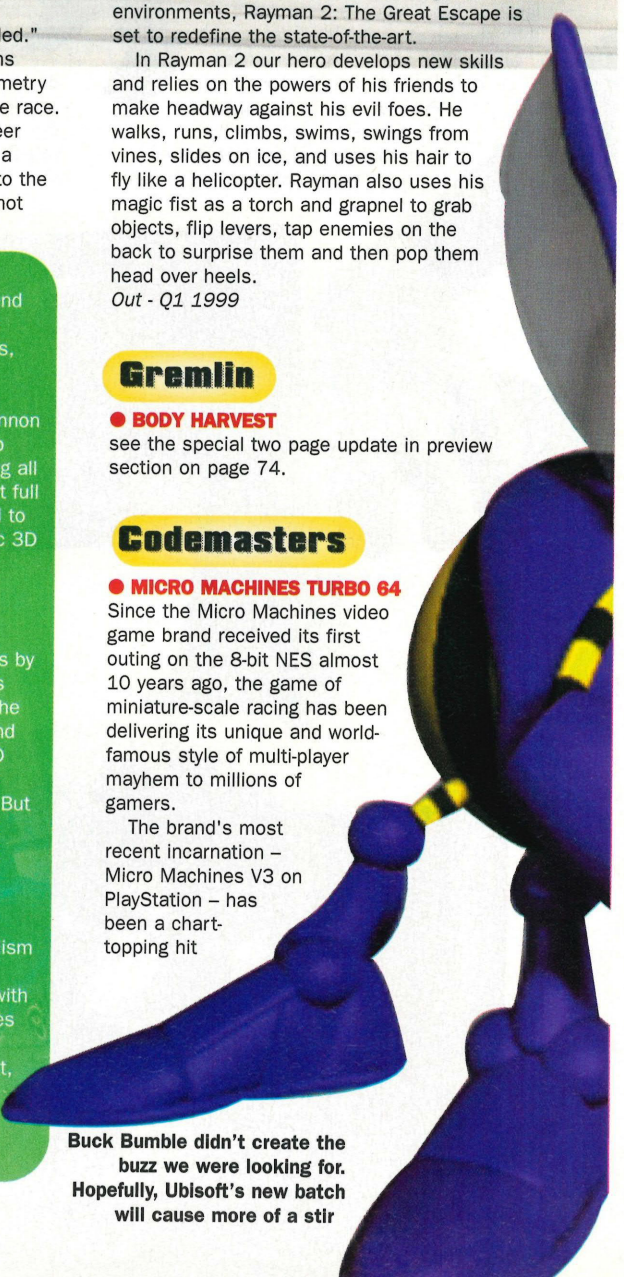
see the special two page update in preview section on page 74.

Codemasters

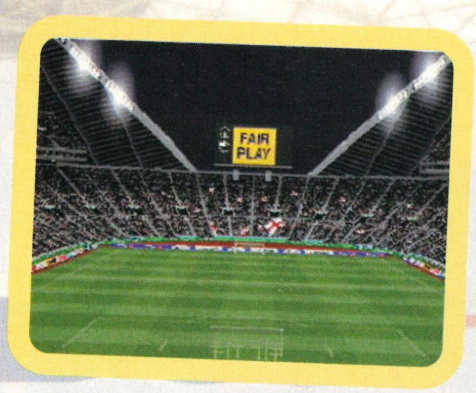
● MICRO MACHINES TURBO 64

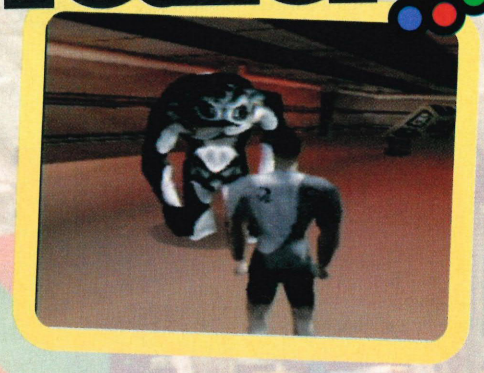
Since the Micro Machines video game brand received its first outing on the 8-bit NES almost 10 years ago, the game of miniature-scale racing has been delivering its unique and world-famous style of multi-player mayhem to millions of gamers.

The brand's most recent incarnation – Micro Machines V3 on PlayStation – has been a chart-topping hit



Buck Bumble didn't create the buzz we were looking for. Hopefully, Ubisoft's new batch will cause more of a stir





Warwickshire-based development team can use the N64 to its full potential.
Out –October 21

since its Easter 1997 launch and is universally acclaimed as the best multi-player game for the format. Micro Machines 64 Turbo is played around the Micro Machines house and garden where players race miniature cars, tanks, boats and Ice Cream Vans, hurtling around wicked circuits packed with hazards and obstacles.

Micro Machines 64 Turbo takes the classic gameplay mechanics of MMV3 and makes use of the N64's enhanced graphics technology. Gameplay is frenetically fast and packed with new Micro Machines features, options and some very special, never seen before, racing speed settings.

Graphically detailed in super-fast 3D and offering simultaneous 8-player action, Micro Machines 64 Turbo is set to become the ultimate multi player and party-play game for the N64. Feature-wise and as far as track layouts are concerned, the N64 version is very similar to the PI**Station, so it'll be interesting to see whether the Warwickshire-based development team can use the N64 to its full potential.



Eidos

● **FIGHTING FORCE**
previewed last month – looks like it's gonna be a US-only release

Hasbro

● **GLOVER**
Taking the role of a wizard's lucky glove, the player is given a crystal to kick off with – literally, as the initial crystal has been turned into a magic ball – and has to set of in a quest to find the remaining six.

The other glove, however, has been thrown into a vat of evil and its sole purpose is to hinder the player in any way it can. Glove #2 is a nasty shade of grey and wears a snarling expression whenever it appears to force the player to think of innovative ways of using Glover and his crystal/balls to progress.

Developed in the UK by Interactive Studios – of Dizzy fame – Glover challenges N64 gamers to make the best possible use of both glove and ball and solve every problem encountered on a magical trip through six themed worlds. Each world contains three levels plus a 'boss' level and a bonus area, opening up a total of 30 fully 3D environments to explore and conquer. Power-ups, puzzles and enemies call for and enable inventive use of the magic ball – such as changing it into a ten-pin bowling ball or a ball bearing. More will be revealed in the review next month.
Out – October 31

GT Interactive

● **DUKE NUKEM: A TIME TO KILL/ ZERO HOUR** (title unconfirmed)
The aliens that Duke dispatched in L.A. decided that Duke is just too damn cool to be beaten head-to-head and formulated a new plan. Using their superior technology to develop time portals, the vicious fiends are now hopping through time picking on humans throughout history.

Duke must travel through modern times armed with the his famous arsenal of pipe bombs, missile launchers et al – fight Centurion Pig Cops with knives in Ancient Rome, take on Pig Cop Knights in Medieval times with catapults and crossbows, and try to stay out of Boot Hill when he enters The Old West, complete with jangly spaghetti western soundtrack.

Duke's back as you've never seen him before! Travel through various time zones, encountering period-sensitive enemies – including seventies' disco dancers – and making use of chronologically-correct weapons. A revolutionary third-person perspective 3D engine that shifts at speed with an incredible level of detail – such as random bullet hole damage on walls – and dynamic lighting effects far superior to any other N64 game yet seen. Totally interactive and realistic environments can be explored. Water splashes, trains run, electricity flows, bullets ricochet and lots more. The biggest levels Duke Nukem players have ever seen!

● **GEX 64**
Having already conquered the PI**Station and Saturn, everyone's favourite gecko is about to be unleashed onto the N64! Ported over to the N64 by Realtime Associates, this Crystal Dynamics classic contains all the elements that made it so popular on previous formats, along with new levels exclusive to the N64 version. Yes, the renaissance lizard has finally made it into the world of motion-capturing and polygons, and once again must make his way through TV themed worlds, all in glorious 3D. Don a Bugs Bunny-esque suit as you make your way through the cartoon-inspired Toon TV, taking on Elmer Fud look-a-likes and all manner of other cartoon foes. Gex himself takes on a variety of level-specific guises. Is he Indiana Jones, James Bond or a deadly Kung Fu master? The answer... he's ALL of them!



Trademark Gexisms are still high on the agenda, he sticks to walls, thwacks enemies with a vicious flick of the tail and makes full use of his ever-sticky and extraordinarily long tongue! Thanks to a highly intelligent and completely user-friendly camera system, all the action is always viewed from the best position.

● **MORTAL KOMBAT 4**
already reviewed

● **OFF-ROAD CHALLENGE**
already reviewed

Take 2

● **SILICON VALLEY**
see Mark's preview in the preview section

Feature

THQ

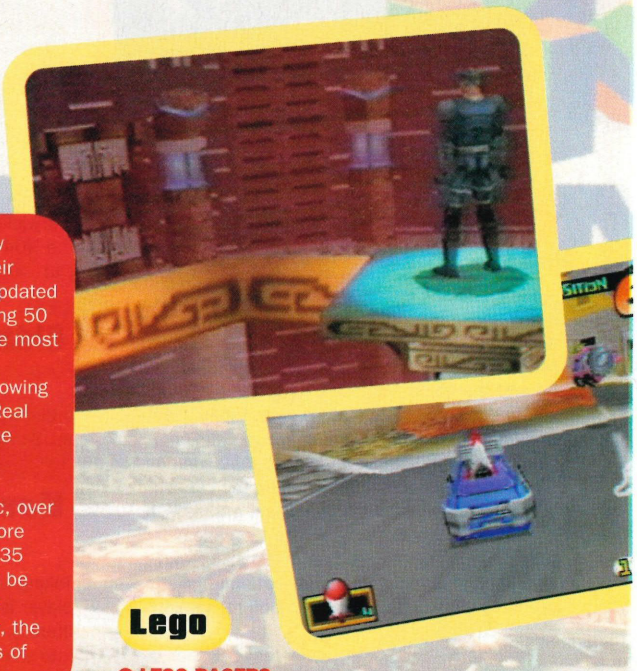
● PENNY RACERS
reviewed last month on import as Choro Q

● WCW/NWO REVENGE
WCW/NWO Revenge, the sequel to WCW vs. NWO: World Tour, boasts the largest assortment of WCW and NWO superstars ever seen in a wrestling title. This massive 128 MB cartridge also allows players to save vital statistics on an individual wrestler's win/loss record and the belts he holds. Armchair grapplers control their favourite wrestler's destiny with a complete costume edit feature – switching wrestlers from WCW to NWO. A new and improved Battle Royale mode adds unrelenting action, allowing a player to fight his way to the top, in a 40-man, all out war.

As weaker wrestlers are defeated, new challengers come running out to take their places. Revenge features a completely updated roster of more than 80 wrestlers, including 50 WCW and NWO wrestling superstars – the most ever in any console game.

There's a new Championship mode allowing players to win the different WCW belts. Real Pay-Per-View arenas, including Bash at the Beach, Souled Out, Halloween Havoc, Starrcade and more.

Wrestler entrances, WCW theme music, over 700 frames of animation per wrestler. More than 300 unique wrestling moves – over 35 per character. All the real WCW belts can be won, and you can join in a 40-man Battle Royale mode. To wrap the whole thing up, the game features the voice and the likeness of official WCW referee Mark Curtis.



Lego

● LEGO RACERS
Using 'actual' Lego pieces you can build your car and nick other cars' pieces as and when you beat them. The final N64 version will have a horizontal split-screen racing option and will feature tracks and environments made completely of virtual Lego!
Out Q2 1999

Nintendo

● F-ZERO X
reviewed issue 12

● ZELDA 64
Mario 64 inventor and all-round all-time games guru Shigeru Miyamoto was supposed to be turning up at the ECTS, but he was too busy working on finalising Zelda back in Japan. The biggest game ever will be ready just in time for Christmas, with 200 lucky N64 Pro readers getting free copies on the day of release!
Out – December

● BANJO-KAZOOIE
final part of guide this issue

● F1 WORLD GRAND PRIX
reviewed issue 13 – see A-Z Profile

● BOMBERMAN HERO
reviewed issue 9 – see A-Z Profile

● CRUIS'N WORLD
reviewed issue 13 – see A-Z Profile

● 1080° SNOWBOARDING
reviewed issue 12 – see A-Z Profile

● WAIALAE GOLF CLASSICS
reviewed issue 13 – see A-Z Profile

Alex concludes...

As revealed in this month's News section, with the exception of the massive Zelda, every N64 game, both new and old, has undergone massive price reductions.

With 100 brand new games coming out in Britain in time for Christmas, the argument that goes 'the games are dead expensive and there's hardly any of them' is officially null and void.

The N64, one year old, is here to stay – the future is 64bit black, not 32bit grey. Check out the next five pages for Mark and Noely's views on the ECTS



Below: Hollywood Hulk Hogan, one of the 80 wrestlers to 'grace' WCW/NWO Revenge from THQ

The N64 Pro ECTS Awards

STAND OF THE SHOW

Acclaim almost took the honours purely because of their scantily-clad, high-kicking dancing girls. However, as N64 Pro isn't sexist and does not condone any form of female exploitation, the award has to go to Konami for having the biggest range of software for the N64 outside Nintendo themselves. And what a fine troupe of camouflage-clad dancing chicks, eh? Phwooaaarrr... etc

MOST PROMISING GAME OF THE SHOW

Hybrid Heaven – Konami

FASTEST TRANSFORMATION FROM THE SHOPKEEPER OUT OF MR BENN TO BASIL FAWLTY

Adrian 'Dealing what? Drugs? guns? software?' Cale, Take 2

BEST GAME OF THE SHOW

Zelda 64 – Nintendo

ONLY FUTURE STAFF WITHOUT THEIR HEADS UP THEIR OWN ARSES OF THE SHOW

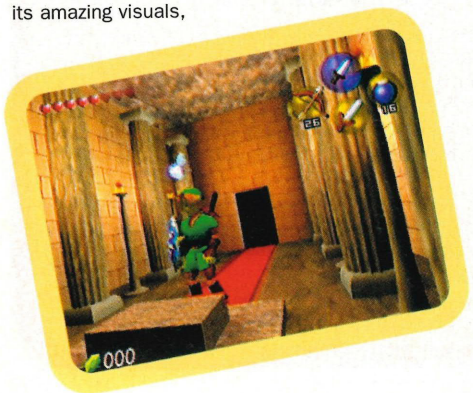
Martin Kitts and Tim Weaver

the Greatest Show on Earth

by Mark Hattersley

NINTENDO pulled no punches this year as they arrived at the European Computer Trade Show (ECTS) with 150 N64s and enough new games to floor anybody and everybody who walked into Nintendo's and THE Games' stand. N64 Pro was there to probe deeply into the big N's forthcoming blockbusters

THE stand consisted of four large black pyramids topped by a glass dome that was surrounded by huge N-cubes and televisions showcasing all the latest games. But the real stars were inside where none other than Zelda 64 was on display for the first time to a UK audience. Zelda didn't disappoint with its amazing visuals,



huge playing areas and a wealth of innovative ideas (see Star Performers for more info).

Unfortunately, Shigeru Miyamoto (the designer guru behind both Zelda and Mario) wasn't able to make it to ECTS. Despite wanting to attend the show, Miyamoto had to keep working in Japan to make sure that Zelda is finished by the time Santa is packing his sledge.

Miyamoto's a bit of a legend to Nintendo fans and I was looking forward to seeing him. But he speaks through his games and Zelda says much about Nintendo's lauded 'quality over quantity' policy. You may not like having to wait for Zelda to arrive, but trust me when I say that this one will have you plugged into your N64 for months.

Zelda was far from alone on the Nintendo stand. Hovering around Link was a horde of new Nintendo games waiting to be unleashed upon the public. Games like Star Wars: Rogue Squadron and Turok 2 were busy pulling in the crowds with their stunning visual effects and unrivalled gameplay.

After the new games the main news of the show was the announcement that Nintendo was going to drop the price of games to £39.99. ▶





Jeremy Dale, Commercial and Marketing Director THE Games (the people who distribute the big N's products in the UK), let us know how Nintendo felt by saying "from our point of view this removes any price differential between the N64 and the PI**Station. The only grounds between our line-ups is the quality of software."

And it has to be said that the difference in quality between the N64 and its grey competitor is astounding. The new games on display really showed off the potential of the N64 and the PI**Station is starting to look way too dated in comparison. It's not all a bed of roses though as Jeremy stated "there's some way to go in terms of breaking an outstanding beat'em-up, but in every other genre we have a strong title."

When asked about the quality of third party software (games not made by Nintendo and Rare), Jeremy was keen to point out that things weren't as bad as they might appear. Games made by Nintendo are always good, but don't forget that there's been "six triple AAA (an industry term for a damn good game) releases from N and six from third parties. This has been the strongest year for third party publishing. We're really pleased with the support from third parties." From what I saw from third party companies at the ECTS, they seem to be getting to grips with the N64 and producing better and better games.

On the thorny subject of the 64DD, things didn't seem quite so rosy. When asked (rather bluntly) whether the add-on device had been axed, Jeremy all but confirmed that it wasn't going to see the light of day. The official announcement is that Howard Lincoln (from Nintendo of America) said that the 64DD is indefinitely delayed in America and won't be launched in Europe until an American date has been set up.

Jeremy stated that, "whatever happens in the States, Europe will follow suit soon afterwards." So if it comes out in America (very unlikely), the 64DD will come out in the UK (equally unlikely.) Still, not to worry, the expansion pak has survived the massacre and it promises to make future games bigger and better than ever (see its special section for more info).

It's no secret that the first half of 1998 was slow for Nintendo. I've spent many a long month with only a couple of new games to play (admittedly they were damn good games though). All this time I've defended Nintendo because I knew they were working on a huge selection of massive games that would rock the console world. From what I've seen at the ECTS, Nintendo haven't let any of us down.

Whilst the Sony stand was marked by endless sequels, identical clones and woeful Mario impersonators, the Nintendo stand was bursting with new ideas and innovation. And when you see Zelda, Rogue Squadron and Turok 2 on the shelves, you'll have a real problem in deciding which one to buy. As for Perfect Dark, well... that's just going to blow the competition away.

Star Pe

THOUSANDS of people packed into the Nintendo stand to take a look at the big N's stunning new line-up. All the N64s were packed with people trying to get a look at the latest releases. I was one of those lucky people who got to play all the games that will be storming the shelves from Christmas and beyond. Here's a list of just some of the stunners that pulled the biggest crowds at ECTS.

Zelda 64

It's has been talked about, discussed, wildly speculated upon and infamously delayed. Now Zelda 64 is all but upon us and I'm the lucky one who spent the best part of one afternoon hogging an N64 with a copy of Zelda slapped in the top (right up until the point where I was asked to stop playing because they didn't want to give too much of the game away).

The graphics truly are awesome with incredibly smooth animation and beautifully designed characters. The control system is revolutionary, the plot's wonderful and it's simply one of the most perfect games I've ever seen. Zelda stole the show with people crowding around the N64s hoping to get a play. It's looking like one of the greatest games of all time and even though being in a crowded room did the game no justice, I can safely say that Zelda's going to be a winner in every respect. I just can't wait for this to come out.



Star Wars: Rogue Squadron

Second only to Zelda as a crowd puller was Star Wars: Rogue Squadron (SWRS). Based on the best-selling Star Wars series of books, SWRS sees you flying under the watchful eye of Wedge Antilles (the only other character besides



A Rare Affair

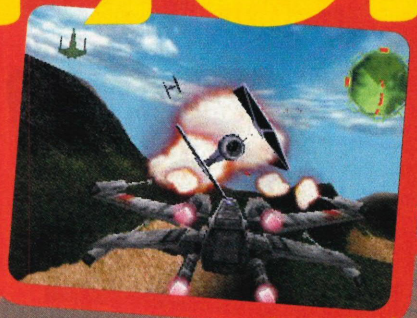
AFTER Zelda, the most eagerly awaited games are the latest in Rareware: Perfect Dark, Jet Force Gemini and Twelve Tales: Conker 64. Hidden behind a black curtain these games were kept out of sight and could only be seen by special invitation.

Jeremy Dale from THE Games explained that "Perfect Dark (PD) is still shrouded in a lot of mystery. in terms of all the details and whether it's going to use the expansion pak." He refused to be pressed into releasing any major information, although a copy of PD was seen using an expansion pak at E3.

He went on to mysteriously add that "there's some really good stuff in it [PD] that is very new and revolutionary and Rare didn't want their competitors to be able to see it." One secret that did leak was that Perfect Dark will feature a two player co-operative mode where you and a friend team up against the computer. You heard it here first!

It's becoming clear that Perfect Dark is going to be more than just a feeble update of GoldenEye. But many of these new and revolutionary aspects still remain a secret.

rformers



Star Wars will be making a welcome return to the N64 in the form of Rogue Squadron. And yes... the game is as good as it looks

Luke Skywalker to make it through both Death Star attacks - but that's enough trivia).

Rogue Squadron sees you flying across planet landscapes taking out the Empire's machinery and keeping your rebellion forces safe. It's confirmed to use the expansion pak to enhance the graphics (which are brilliant anyway) and is going to be released in time for Christmas.

Turok 2: Seeds of Evil

Getting enough money for Zelda and Star Wars may be hard enough, but then you're going to have to contend with Turok 2: Seeds of Evil sitting on the shelf just begging to be bought. With stunning hi-res graphics (that 4 meg expansion cart at work again) and an awesome array of weapons, this game grabbed the gaze of anybody who passed by.



Quake 2

Fighting Turok 2 for the crowds was an early version of Quake 2. This game currently holds the crown on PC as the best first person shoot'em-up ever made. The N64 version looks every bit as good as the PC 3D enhanced game. Expect a blood-soaked fight to ensue between these two games this Christmas.



Castlevania 64

A very early version of Castlevania was also drawing a lot of attention. With a similar look to the classic games on the NES and SNES, Castlevania 64 places all those familiar elements into a 3D world.

You still have a trusty whip and sword to take apart the undead, and you must still negotiate perilous platforms in spooky Transalvanian castles. It's too early to tell yet, but if it has the gameplay of the old classic platformers Castlevania will be one to watch.

V Rally

Racing games were out in force as well with V Rally putting in a respectable appearance as an N64 update of the old PI**Station game. It was an excellent racer on the little grey box and with improved graphics and the precision of the control stick this looks to be a fine racing addition to the N64.

Top Gear Overdrive

Top Gear is about to make a welcome return as it sheds the realism of Top Gear Rally in favour of power-ups and turbo boosts. The graphics have been improved no end and the return to an arcade format should please fans of the old SNES versions.



The update of the old NES classic Castlevania is still in development. But it's starting to look good already

Twisted Edge Snowboarding

And finally, Twisted Edge Snowboarding went head to head with 1080º in the battle to be the most 'rad' game this Christmas. Visually Twisted Edge looks slightly less impressive than 1080º, but it does have more than two snowboarders on the track and boasts a novel use of tricks to gain speed. Whichever way you turn, you'll see nothing but N64 games this Christmas ●



Expansion Pak

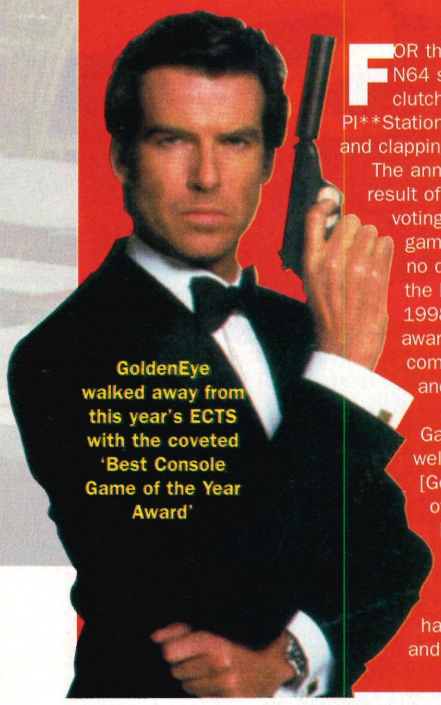
ITS release was possibly the worst kept secret in Nintendo's history. Right from the moment when Perfect Dark was seen using a memory expansion pak at the E3 until Acclaim announced that Turok 2 would use the pak for better graphics.

This add on slots into the front of your N64 and doubles the memory from 2 meg to four meg allowing for bigger, faster and better games to be developed. When asked about the pak Jeremy Dale of THE Games said that 'the pak has been announced in America and we hope to make a statement in the next three weeks regarding Europe." It looks like the big N' will almost certainly have a pak released by Christmas.



The memory expansion pak has been officially announced and we should be able to buy them this Christmas. It makes new games look a whole lot better

Nintendo steals the Show



GoldenEye walked away from this year's ECTS with the coveted 'Best Console Game of the Year Award'

FOR the second year running the N64 strolled away from the ECTS clutching awards, whilst PI**Station games stayed sitting down and clapping politely with forced smiles.

The annual CTW awards are the result of the entire computer industry voting for the stars of video gaming. And this year there was no doubt as to what should get the Best Console Game award of 1998. GoldenEye easily took the award, smoothly brushing away competition from Gran Turismo and Final Fantasy VII.

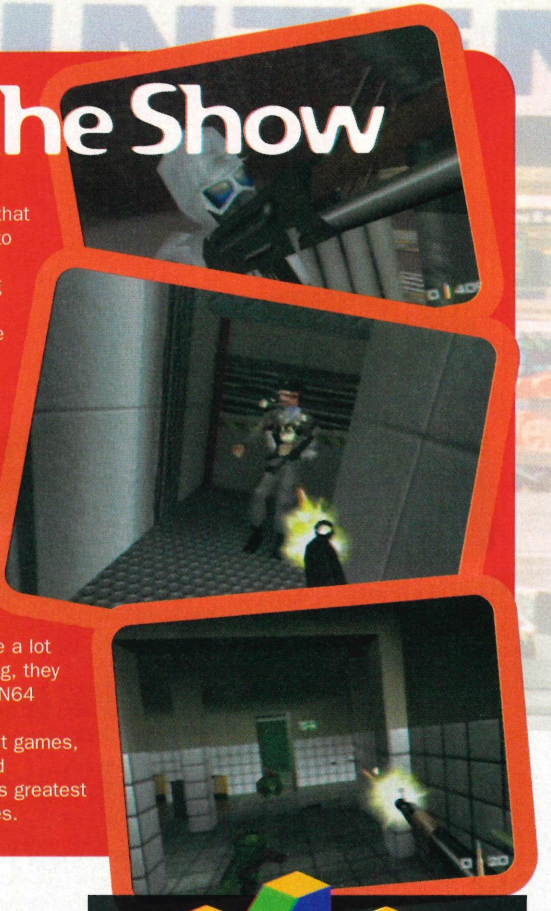
Jeremy Dale from THE Games proudly stated that "as well as the quality of the title [GoldenEye] has won on terms of sales. It has kept selling long after most of the other games have disappeared from the charts."

This prestigious award was handed to Mario 64 last year and Jeremy Dale of THE games confidently announced that "next year we're going to have Zelda and Perfect Dark...and we're hoping to pick up the award again." It now looks like Nintendo will pull a hat-trick and win the award for three years running. A fact that must gall PI**Station owners everywhere.

Rare also walked away with the award for Best Developer and Nintendo was given the award for Best Publisher.

Whilst these awards are a lot of industry back-slapping, they do highlight what most N64 owners already know.

The N64 has the best games, the best developers and Nintendo are the world's greatest publisher of video games.



Colour Gameboy

THERE seems to be no stopping the Gameboy, which has had a bit of a renaissance following the Japanese frenzy surrounding Pocket Monsters. In a surprising coup the ECTS saw the worldwide launch of the Colour Gameboy, which until now has never been seen outside of the development labs in Japan.

Jeremy Dale announced that this displayed "tremendous respect that Nintendo have for the European market." Although we shouldn't read too much into it as the machine wasn't ready in time for the E3 in America and the next major show in Japan isn't until next year. Still it does show that Nintendo are taking note of Europe as an important market.

Six games will be launched with the machine including Quest for Camelot, Pocket Tales Conker, Harvest Moon, New Tetris and Pocket Bomberman. A copy of Zelda: Links Awakening was also seen running in colour.

The pocket marvel boasts 56 colours which brightens up the games completely. It will also run the entire back catalogue of Gameboy games and adds colour to them so they look much better (although they don't look as good as the new games coded especially for the colour machine.)

The Colour Gameboy boasts a long battery life (a problem that tripped up colour portables before) and its no bigger than the original Gameboy was. The launch is scheduled for November the 23rd, when it will be selling for £69.99 (but doesn't include a game.)



Hurrah! It's going to be out by Christmas. Gameboy games look magnificent in full colour and it's every bit as portable as the original gameboy

Nintendo's Stand

- 1000 sq ft
- 180 Employees attending the event (but no Miyamoto.)
- 150 N64s
- 40 Friendly staff on hand to help
- 12 Colour Gameboys
- More games than you could shake a stick at
- One curtained off section showing Perfect Dark and Conker 64 for special guests (that's us that is)

NOELY'S No-Show Report

Next to Alex's bulging appointment's schedule I had less actual games companies to cover. Even so, I've called my section the No-Show report, since of the few companies I had to see, ther weree a few disappointing let-downs

VISIT No 1

Software House
Psygnosis
N64 games on show
Wipeout 64 (Nintendo stand)
N64 No Show
Wipeout 64 (not on Psygnosis stand)
Duration of Appointment
1 min
Quote
'Haven't you heard? We're not publishing Wipeout 64 any more. So consequently we're not showing it' *Jonathon Fargher, Psygnosis PR.*



VISIT No 2

Software House
Activision
No Show
Quake II
Duration of appointment
10 mins
N64 Games on Show
Quake II (On Nintendo stand)
N64 Games not on Show
Quake II (Not on Activision stand due to technical problems)
PR Dress code
Formal (Elvira aside)
Quote
'Hello Curly! You've been a very naughty boy haven't you' (While stroking my hair). Fortunately it was a scantily clad Elvira from 'Sin' who reprimanded me not Janine Johnson, European PR Manager
One to Watch:
Quake II
This was looking suitably dark and foreboding. Expect the N64 version to do an admirable job of the Quake II one player game if not quite as specatacular in the looks department. As for multiplayer it's not exactly clear what multiplayer options will be present. It currently has a fun two player mode and a four player mode is under consideration. If this port is half as good a conversion as the originals N64 incarnation then Quake II looks like it could be one to watch.



XG 2's Rhonda looks almost as good as the game itself

Software House
Acclaim
No Show Last Year - Semi Show this year
Simon Smith-Wright
Duration of appointment
Simon Smith-Wright (1 min, then 30 secs, then 20 secs)
Various other Acclaim employees (20 mins)
Time Spent 'talking N64'
All the time
N64 games on show
Turok 2, XG2, NFL QB Club 99, Shadowman, Funny Remote Control Car game.
PR Dress code
Black polo shirts
Dancers Dress code
Not a lot in the way of dress. (Little black skimpy numbers).
Quote
'I'm busy at the moment doing a photo shoot' *Simon Smith-Wright, PR Manager/Vogue model.*

Ones to Watch (all of them but check these out especially):

NFL QB Club 99
No surprise to find that the visuals on the latest update of QB Club 99 were nothing short of superb. The players are all wonderfully detailed and players come in all shapes and sizes. Your Offensive Line for example look like a gaggle of Sumo Wrestlers while your nippy receivers have whippet-like frames.

The biggest revelation though was the news that NFL QB Club 99 (and not Turok 2) will be the first game to support the 4MB expansion pack (See From the Periphery for more details). This will allow the already high-res graphics to run in a faster framerate and with a greatly enhanced action replay feature.

Shadowman
Like Turok another comic book that's been adapted into a game is Shadowman. The game which is as dark and moody as its name suggests is a 3D action adventure. You play Michael LeRoi who must save the world from an underground cult of lunatics and murderers. Not only is your quest a matter of life and death, it's also very much a matter of light and dark, as you travel between the light and dark worlds of Shadowman's eerie locations.

Your powers include various items of weaponry as well as some extremely creepy voodoo magic. Speaking about the games sinister adult theme, Iguana UK's Simon Phillips claimed "You can't make people laugh easily in a game... but you can scare the shit out of them." Expect this one to give you nightmares when it's released early next year.

Turok 2 (See Alex's Stuff on page 72 of this issue – it's ream)

VISIT No 3

Software House
Titus
Duration of appointment
10 mins
N64 games on show
Superman, Roadsters
PR dress code
French style and sophistication
Quote
'I shouldn't actually be demo-ing this product'. *Steve Tagger Digital Integration (filling in for a very busy Melanie thang from Titus)*

VISIT No 4

One to Watch:
Superman
Yet more comic book adaptations, this time in the more familiar guise of everyone's favourite curly forelocked man of steel, (no not me) Superman. The game which sees you pitted against your old arch enemy Lex Luthor is yet another 3D action adventure with flying sections, ground exploration and combat. Plus there's a four player deathmatch mode involving Superman fighting his adversaries in spacecraft.

Software House
Infogrammes/Ocean
N64 Games on show
V Rally, Space Circus, Wetrix
PR Dress Code
MIB's. Men (and women) in Black
Quote
'V Rally is easily the best racing game on the N64, as I told you in the office yesterday' Jay Sharples, Infogrammes Specialist Press PR (and ex IDG employee).

VISIT No 5

One to Watch:
V Rally 64 (See preview this issue p68)



Mike LeRoi, hero of Acclaim's eagerly anticipated Shadowman, which is due early next year

ECTS: on the Periphery

by Noely

Interact



As ever, Interact had a whole host of peripherals to show us. Among the more regular joypads, memory paks and the like, Interact was able to show off a particularly ground breaking little gadget.

The Dex Drive is a data uplink device that Interact is claiming will mean 'you need never buy another memory pak again.' This device allows N64 memory card data to be transferred to a PC, where the data can then be stored and catalogued. Not only will this allow you to free up space on your memory pak, but it also means you can email data (ie hidden characters, secret levels and so on) to other Dex Drive users.

The Dex Drive will allow PC owners to fill their hard drives full of game saves (should they wish)



Fire International

Fire's stand was quite literally a 'blaze' of colour. From their Blaze range of N64 products, of most interest was the Hyper 64, a controller with a difference and a handily mammoth memory card.

The Hyper 64 is a rather nifty looking controller. It's three-way multi stick allows it to double as an analogue control stick with two set-ups, or even as a miniature steering wheel. Also on show was a gargantuan 8MB memory card with a digital memory display that means you need 'never buy another memory card again'. Now where have we heard that one before? Also of interest was their full range of keychain gadgets including a normal keychain, an LCD clock keychain and a Voice memo keychain.



Look at the size of that thing. A whopping 8MB memory card



Datel

Strictly speaking Datel weren't actually at the show, nonetheless this news was too hot to sit on until next month. Never one to let the grass grow under their feet with regards to games peripherals, Datel has announced its forthcoming 4MB Ram Expansion Pak. In fact, since we've already seen it, it looks as though they've even beaten the big N to the punch on this one.

For those who aren't in the know, we'll fill you in (as it were). Not only does it double the power of the N64 from 4MB of ram to 8MB, but it also allows for future N64 releases to have increased graphic capabilities, frame rates, viewing depths, and even for enhanced hi-resolutions. Games already confirmed as using the 4MB expansion pak are NFL QB Club 99, Turok 2 and Zelda among others.

This 4MB will make hi-res games an absolute doddle to produce



Guillemot

While we've looked at some of 'new kid on the block' Guillemot's stuff already, we've not yet seen their Trilogy 64. Billed as 'the ultimate vibration accessory pack' this is basically Guillemot's standard controller, plus a dual speed rumble kit and a 1MB memory card. Not bad for the bargainous price of £19.99.

Feature

KONAMI.

ISS 98 British Champio

Back in issue 10 we challenged you to send in your best ISS 64 goals on video, but only six of you were judged good enough to compete against the N64 Pros in the first-ever ISS British championship, sponsored by Konami. Here's what happened on what was a great day for console footy



Above: Italy and Germany were popular choices with the contestants, although ultimately Brazil was the choice of the champion (and the runner-up)

EACH reader was given a practice match to get used to ISS '98 before the tournament began – the championship took place a day before the game came out in the shops, so none of the readers had had any prior experience of ISS '98 although all the N64 Pros had been playing it for about a month!

The group stage

Group A proved to be the toughest group, as Alex found out to his cost. After coming back from 1-0 down against Gary to win his first match 2-1, he then slumped to defeat against Carl, Steve and Jing. Steve ended up winning the group on goal difference, with Gary finishing second. Group B saw N64 Pros Noely and Mark walk all over the opposition, with the pair of them winning every game apart from of course when they played each other – Noely ▶

nship

The Readers/Contestants



CARL
A 15 year old lad from Cardiff in his final year at school doing his GCSEs



NEIL
Also 15 from Cardiff in his final year at school doing GCSEs – yes, he's a mate of Carl's



IAN
From Streatham, London – a 32 year old about to start college studying electronics



JING
15 from Harrow, Middlesex, doing GCSEs – he wore an England top & played as England



GARY
19 year old from Midlothian, a second year student studying Maths at Edinburgh university



GORDON
A 17 year old Stockport fan from Poynton, which is just a mile down the road from IDG!



Above: Our very own Mark takes on Neil and Carl plays Jing, watched by a thoughtful Gary

ISS BRITISH CHAMPIONSHIP RULES

- Games five minutes each half
- Pick any team – it doesn't matter if you're the same one as your opponent
- Score after 90 minutes counts as final score in the group stage – no extra time to be played until the semi-final stage, in which case it's golden goals followed by penalties
- Three points for a win
- One point for a draw
- Top two out of each group progress to the semis
- In the event of a tie at the end of the group stage, goals scored comes into being, then goal difference
- If the second and third placed teams in the group stages finish exactly level, a penalty shoot-out between the two will decide who goes through to the semis
- All games to be played with a starting line-up of eleven, condition on random and the keepers set on five
- No replays of goals allowed, until the semis
- No substitutions to be made in open play - only in 'dead ball' situations
- Group Stage Fixtures
  1 v 2, 3 v 4
  1 v 5, 2 v 3
  4 v 5, 1 v 3
  2 v 4, 3 v 5
  1 v 4, 2 v 5

  Top reader of Group A plays 2nd reader of Group B
  Top reader of Group B plays 2nd reader of Group A

Group Stage Results

Group A

Jing 2	Steve 1
Alex 2	Gary 1
Jing 1	Carl 4
Steve 3	Alex 1
Gary 2	Carl 1
Jing 2	Alex 0
Steve 0	Gary 0
Alex 2	Carl 5
Jing 0	Gary 2
Steve 6	Carl 2

Table

	P	W	D	L	F	A	Pts
Steve	4	2	1	1	10	5	7
Gary	4	2	1	1	5	3	7
Carl	4	2	0	2	12	11	6
Jing	4	2	0	2	5	7	6
Alex	4	1	0	3	5	11	3

Group B

Neil 1	Ian 1
Noely 5	Gordon 1
Neil 2	Mark 3
Ian 0	Noely 1
Gordon 1	Mark 3
Neil 0	Noely 2
Ian 4	Gordon 1
Noely 3	Mark 2
Neil 1	Gordon 1
Ian 0	Mark 3

Table

	P	W	D	L	F	A	Pts
Noely	4	4	0	0	11	3	12
Mark	4	3	0	1	11	6	9
Ian	4	1	1	2	5	6	4
Neil	4	0	2	2	4	7	2
Gordon	4	0	1	3	4	13	1



Gordon's face is a picture of concentration, but all eyes are on Jing's match against Gary (out of picture)

▶struggling to a scrappy 3-2 victory

Goal of the tournament no. 1

Carl dribbled his goalkeeper all the way past Jing's entire team to score in his 4-1 win

Goal of the tournament no. 2

Gordon's amazing cross, then volley which thundered in off the bar in his match against Noely

The semis

The highest placed reader from group A, Gary, took on the second-highest placed reader from group B, Neil. The other semi was between group A's Carl and group B's Ian. Both semis were won by the group A boys, Carl marching to a 4-0 win and Gary cruising through 3-1 – Neil's goal coming as nothing more than a late consolation effort.

Mad Moment

When Ian's goalkeeper threw the ball into his own net under pressure from Neil's Brazilian forward

The grand final

Both players chose Brazil, with Carl's team wearing the familiar yellow and Gary's wearing the blue away kit. Carl played a traditional 4-4-2, with Gary employing a very spread out 5-3-2 formation.

The first half was very evenly balanced with Carl's goal just before half time separating two fine players. After a goalmouth scramble which seemed to go on forever, Gary poked home his deserved equaliser halfway through the second half – it looked for a moment that Carl's brave diving header on the line had saved the day. Carl, however, hit back strongly and was soon a goal up again.

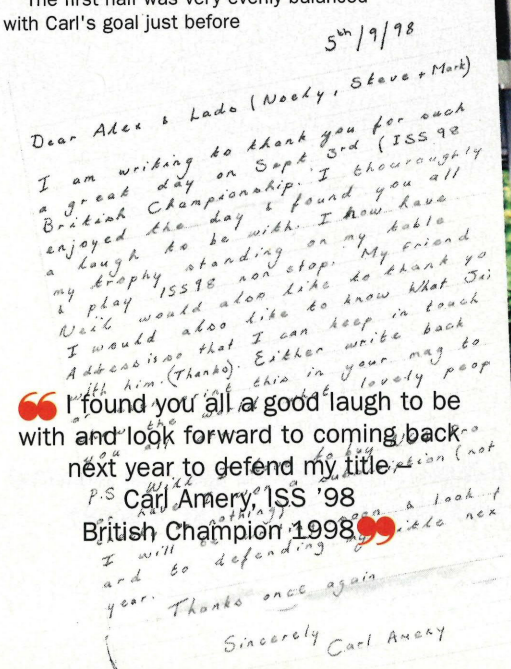
From then on it was end-to-end stuff with Gary's last attack of the match culminating in him taking the ball wide of Carl's 'keeper only to see his shot come back into play off the post. Carl hung on for the remaining 20 seconds to win a gripping final! Must have been glad he wore his Kickers – his victory helping him forget his farcical six-hour train journey from Cardiff the day before! ●





The Winner!

Carl Amery receives his trophy from Alex Lee



5th/9/98

Dear Alex & Lads (Noely, Steve + Mark)

I am writing to thank you for such a great day on Sept 3rd (ISS 98 British Championship). I thoroughly enjoyed the day & found you all a laugh to be with. I now have my trophy standing on my table & play ISS 98 non stop. My friend Neil would also like to thank you I would also like to know what Jai Address is so that I can keep in touch with him (Thanks). Either write back to this in your mag to you lovely poop

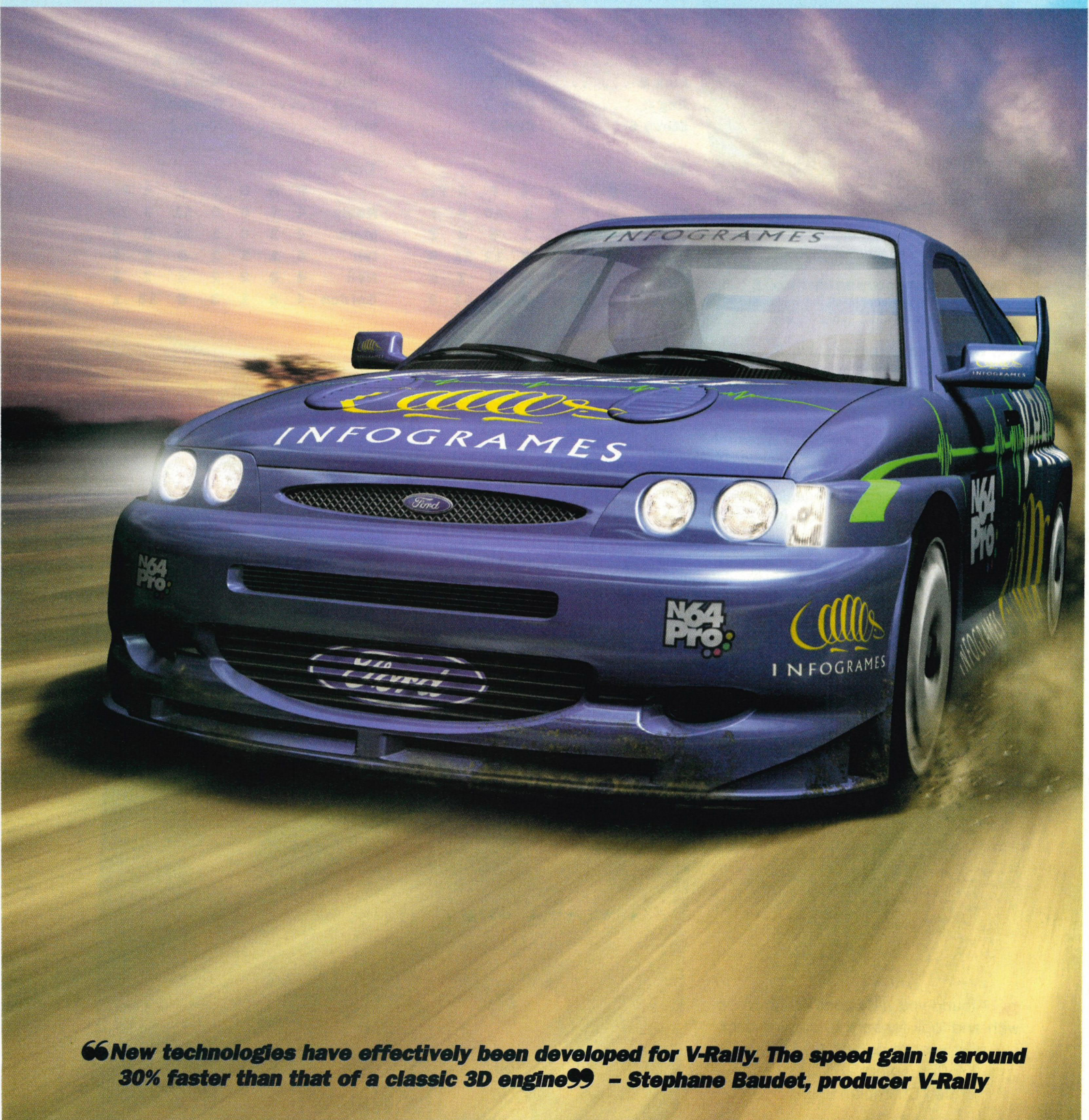
P.S Will [illegible] a look [illegible] I will [illegible] defending [illegible] year. Thanks once again

Sincerely Carl Amery

> "I found you all a good laugh to be with and look forward to coming back next year to defend my title"
> Carl Amery, ISS '98
> British Champion 1998

Preview: V-Rally Edit

V-Rally demonstrates the awesome power of Nintendo's machine, with a major overhaul for N64



"New technologies have effectively been developed for V-Rally. The speed gain is around 30% faster than that of a classic 3D engine" – Stephane Baudet, producer V-Rally

ion '99

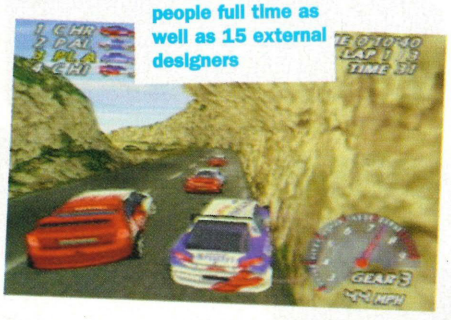
Source(s):	Nick Clarkson, Jay Sharples
Materials supplied:	Flash cart, CD with artwork
Extra information:	Interview with Stephane Baudet
Development location:	Eden Studios, Lyton, France
Playable version:	Yes
Percentage complete:	90%
Estimated release date:	Christmas

The Skids Into V-Rally

Good bits
Alex
Rubbish bits
Noely



V-Rally's dev team, Eden Studios, is composed of 20 people full time as well as 15 external designers





Ari Vatanen, pro rally driver, worked as consultant on the project. He ensured the realism was spot-on

If the N64 was a schoolkid, then its school report for 'driving games' classes would say 'Much improved, but could do better'. True it recently excelled itself with the marvellous if a little serious piece of work that was F1 World Grand Prix. Prior to this though there's only really Top Gear Rally that's even hinted at its potential. Teacher comments of 'The N64 has the potential to do much better if only it would apply itself properly' would not have been unkind. This is all the more galling when Nintendo's rival school mate PSX is currently teachers pet for producing such gems as TOCA, Gran Turismo and Colin McRae Rally.

But that's all set to change with the release of V-Rally Edition '99. If the name rings a bell that's because V-Rally was the acclaimed PI**Station hit of last year, but now it's had a major tune-up, and a respray and is all set to deliver edge of your seat, driving thrills and spills to adrenaline junkies eager for their next post Top Gear Rally driving fix.

With MRC, and GT 64 already under their belts, Infogrammes are making a bit of a name for themselves in the N64 driving market. However it looks as though this has the potential to leave all rival driving games for dust.

Marvellous

Rally car fans will be pleased to hear that Infogrammes has acquired the license for 12 1998 cars by Toyota, Ford, Mitsubishi, Subaru, Nissan, Peugeot, Renault, Seat and Skoda with N64 exclusive cars including a Citroen, Volkswagen and Hyundai.

The cars are all marvellously detailed and varied with realistic looking and handling cars. The cars are separated into two classes of World Rally cars and Kit cars with the former being Four Wheel Drive and the latter two. In addition, there are hidden cars which can be found by expert gamers.

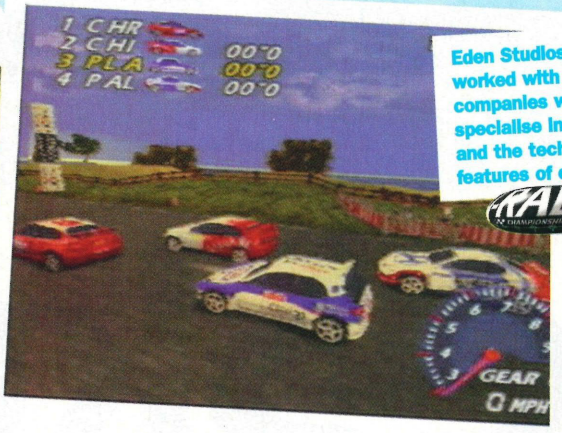
V-Rally has four separate game modes Arcade, Championship, Time Trial, and Rally Mode, plus a multi player mode. Arcade mode sees you working your way through 16 themed tracks on



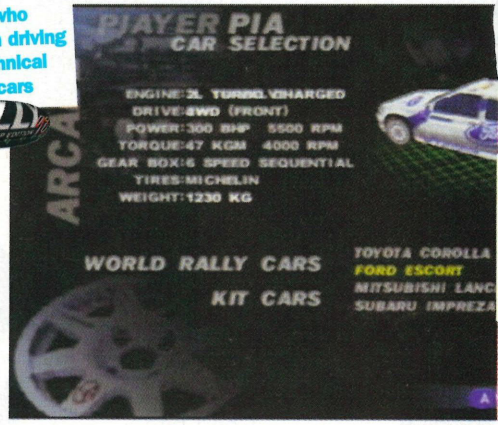
Preview

V-Rally Edit





Eden Studios worked with companies who specialise in driving and the technical features of cars



any of three difficulty settings. The Championship mode sees you competing for the V-Rally cup through a full season that takes place in eight territories. Countries include England, French Alps, Spain and New Zealand and each have their own unique terrain conditions and track types (Indonesia for example has poor visibility and muddy patches as characteristic of a tropical rainforest-type setting, and contrasts starkly with the tortuous bends of the French Alps course).

From Dusk till Dawn

As you would expect there are also random weather conditions to consider such as rain, snow, fog and so on. In addition, there are changeable light conditions to cope with which mean you may begin a stage at dusk and finish it at night.

The Time Trial as ever is a race against the clock with best times recorded for posterity and there's even a course ghost to compete against. By way of a bonus though, N64 owners have been blessed with an extra mode called the Rally mode (it's a little reward for owning the best games console in the world). This mode lets players race one by one against the clock as gamers attempt to post world beating (and friend trouncing) times. And if leaving your friends for dust is your ideal pastime then you'll be pleased to hear that V-Rally Edition '99 will feature a four player multi player mode.

The in-game action looks very Sega Rally-ish with arrows flashed to the top of the screen to indicate an approaching turn or bend. A green arrow indicates an easy bend, yellow a sharp turn and red a really tight hairpin bend. In addition, you'll receive helpful prompts from your co-pilot as he hollers 'Left, easy left' or 'Left into right'. It all helps to build up the atmosphere as do the numerous driving views. One of the in-car views is a particularly hairy edge of the seat, cold sweat inducing experience.

Adrenaline Junkies

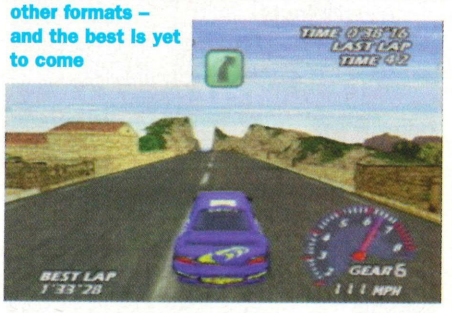
On the subject of edge of your seat driving thrills, the action in V-Rally is a pure adrenaline rush. The cars are extremely fast, the screen update is super quick and the animation smooth.

Whereas the likes of TOCA go for a more realistic simulation of the driving experience, V-Rally is very much in the arcadey mould. Your car slips and skids around 'all over the shop' (I believe 'all over the shop' is a rallying term). You'll need to concentrate throughout as the slightest slip up will see your car hit a wall, spin out, or flip onto its roof.

A look at the screenshots on these pages should give you an idea of just how good this one is looking. Well we've played it and can confirm V-Rally's speed, playability and all round pedigree. Expect to see the PSX sat in detention over the next few months as the N64 is all set to storm to the top of the class with V-Rally Edition '99 ●



V-Rally has sold almost 2,000,000 units worldwide on other formats – and the best is yet to come





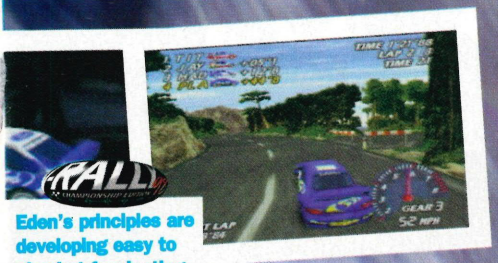


Due to the geographical differences of the stages, the drivers have to deal with snow, rain and sun

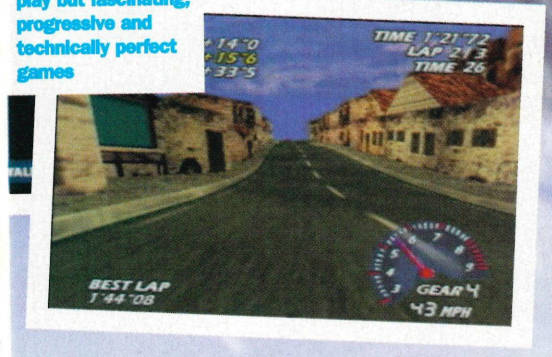


"The total distance of a professional rally must not be anything more than 2000km, with each stage being 450km"

ion '99



Eden's principles are developing easy to play but fascinating, progressive and technically perfect games





V-Rally Vital Statistics

- Four modes – arcade, time trial, championship and rally
- Horizontal or vertical split screen
- 12 of the official 1998 rally cars
- Eight countries
- 39 tracks
- Compatible with Mad Catz steering wheel and rumble paks
- Save option via mem pak allows transfer of fastest times
- Changeable weather conditions
- Special night time conditions (i.e. it gets dark and the cars' lights come on)
- Up to four players simultaneously

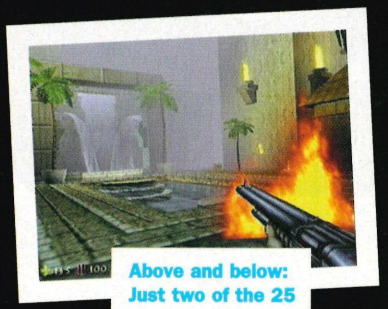


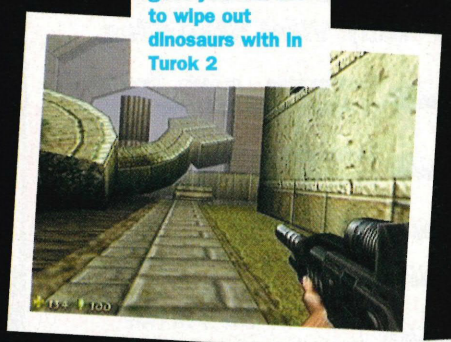


Each championship rally is followed by more than 400 TV, radio and newspaper journalists

Preview: Turok 2: Seeds of

For the second time, Acclaim show us just how dinosaurs became extinct - and it's not pleasant







Above and below: Just two of the 25 guns you can use to wipe out dinosaurs with in Turok 2

Evil

Source(s):	Simon Smith-Wright, Acclaim
Materials supplied:	Press CD and playable ROM cart
Extra information:	Multimedia CD
Development location:	Texas, USA
Playable version:	Yes
Percentage complete:	95%
Estimated release date:	Late November

Everybody SHOOT the Dinosaur

By **Alex**

"Let's face it, if a massive dinosaur came up to you, you'd shoot it"

Reinforcing their position as one of the industry's most innovative and influential N64 games publishers, Acclaim unleashed a more potent software line-up than ever before at the recent ECTS at Olympia. The flagship game, without a shadow of a doubt, had to be Turok 2: Seeds Of Evil.

Turok 2, although already reviewed by a certain esoteric multi-format games mag, isn't quite ready for public consumption yet. The highly anticipated sequel to the legendary Turok: Dinosaur Hunter was previewed exclusively at the ECTS. What we saw were all-new levels, each with totally unique geometry and mapping. What this means to gamers such as you and I is that although Turok 2 is essentially the same sort of game as its best-selling forerunner, it's basically bigger and better.

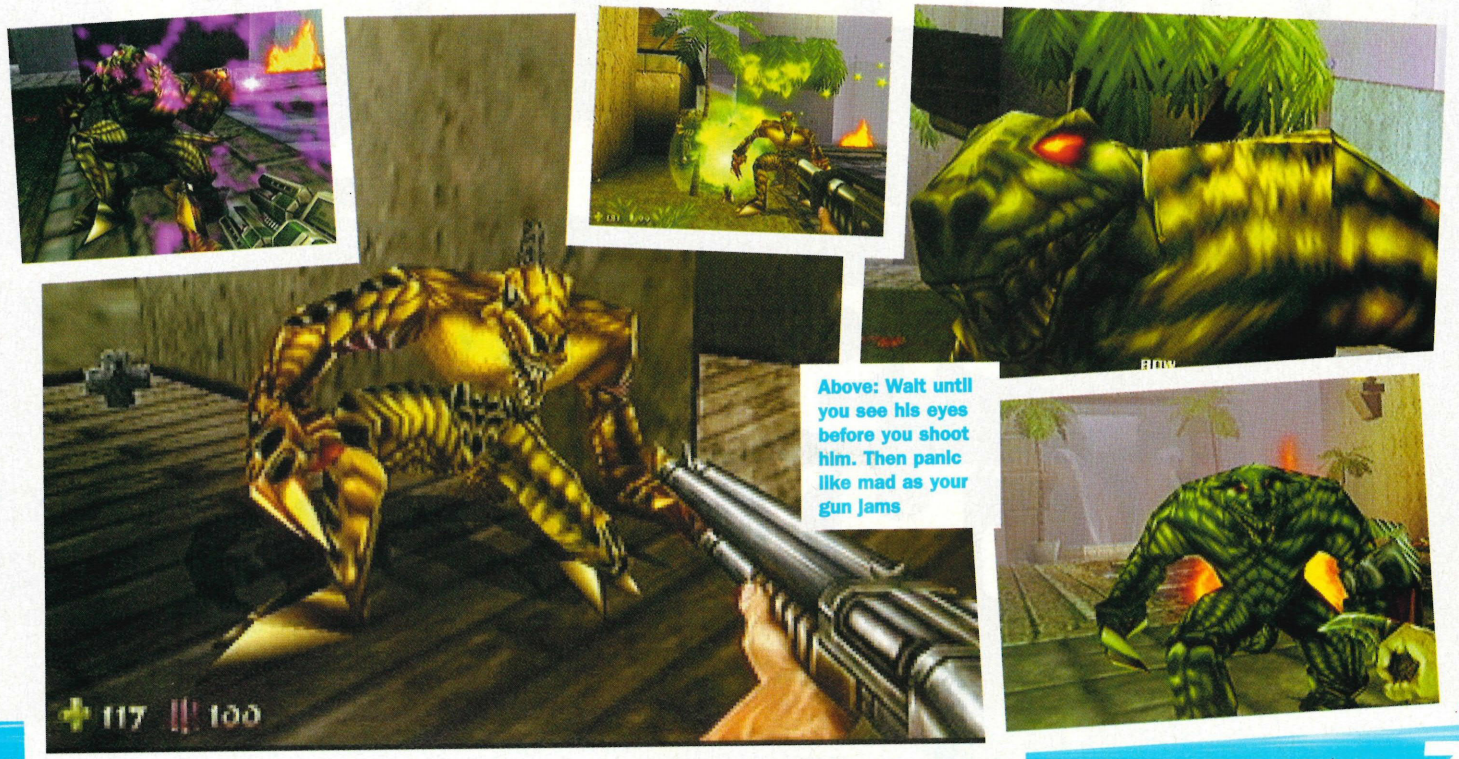
Destroy the Dinos or Die

What Turok 2 will deliver when it's released at the end of November is the outer-limits of hunting gameplay, a battle against creatures with realistically bulging eyes and hideously wrinkled reptile skin. Real time-body impact physics make the 30 new enemies flinch when you hit them with whatever weapon you have at hand. You can choose a deadly weapon from your arsenal of 25 different tools of destruction to compete in a range of single and multi player modes. With terrifying new creatures, devastating weaponry, awesome environments and pounding relentless action every step of the way, Turok 2: Seeds of Evil will no doubt surpass its predecessor in terms of sales and could easily prove a worthy alternative to the likes of GoldenEye.

Let's face it, if good old James Bond was faced with a huge great Tyrannosaurus rex, he'd run a mile!

Helium beast

See Noely's piece of the show report for info on Acclaim's other forthcoming products such as Shadowman, South Park, NBA Jam 99 and NFL Quarterback Club 99 ●

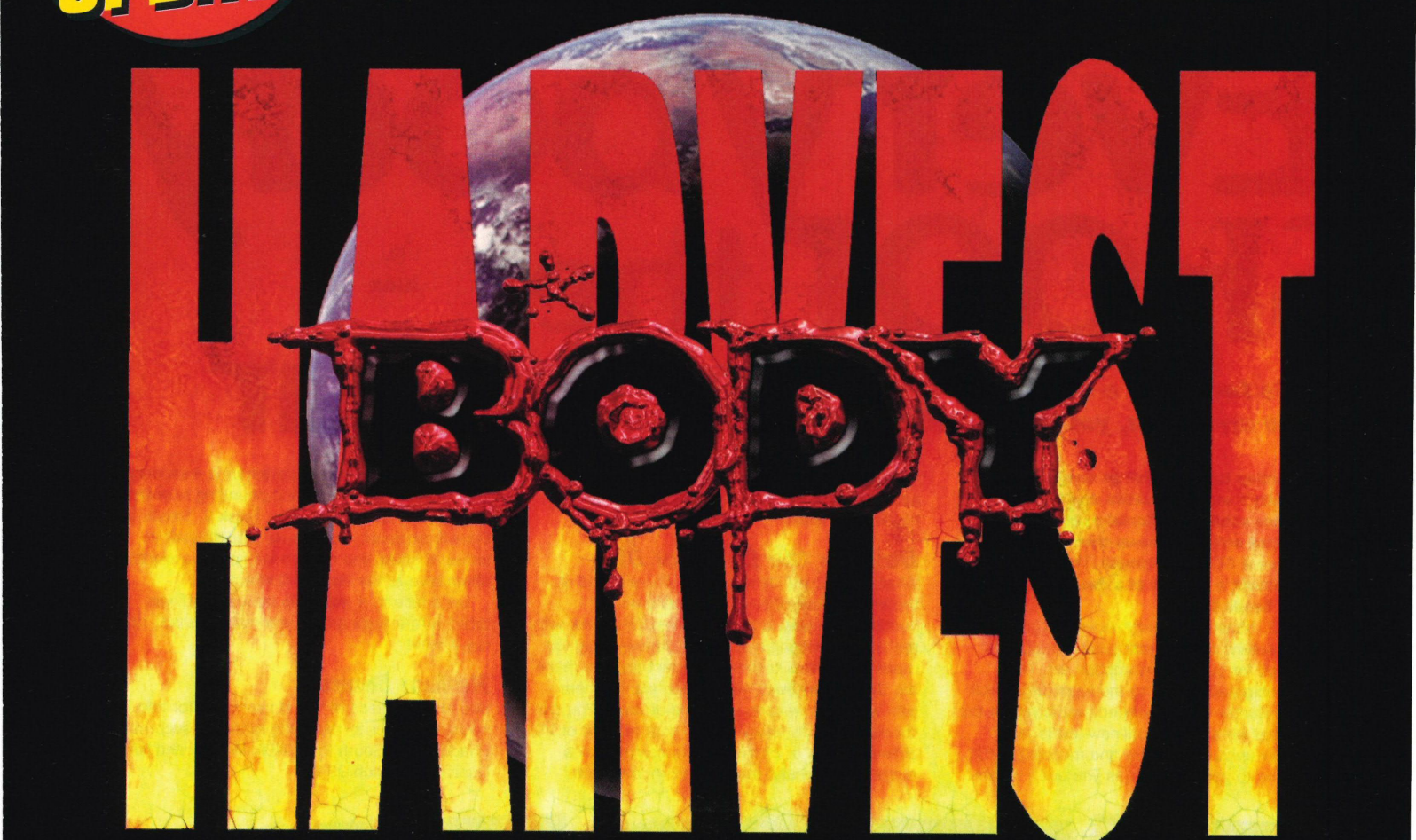


Above: Wait until you see his eyes before you shoot him. Then panic like mad as your gun jams

SPECIAL UPDATE

Body Ha

Huge spidery aliens come over to our manor and start taking liberties



Miss Muffet's Biggest NIGHTMARE

By
Alex

rvest

Source(s):	Martin Bramall, Gremlin
Materials supplied:	Flash cart, artwork and press CD
Extra information:	Brian Baglow, DMA
Development location:	Dundee, UK
Playable version:	Yes
Percentage complete:	95%
Estimated release date:	November

The action in Body Harvest takes place in a vast 3D world. Starting in Greece, circa 1916, Adam Drake, the game's main character, must stop a swarm of voracious aliens harvesting and devouring the local inhabitants of Greece's many islands and villages. Adam can use any means at his disposal to navigate around the landscape. Each era contains cars, motorbikes, lorries, vans, taxis, emergency services and military vehicles that can be commandeered and used.

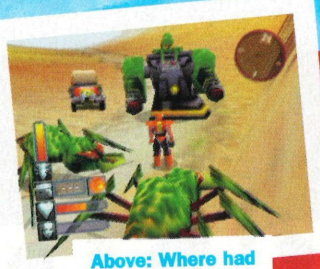
It's not only land-based vehicles that are present in the game. Every level also contains different types of boats, ships, planes and helicopters that can be controlled and used by the player. Each type of vehicle has a unique control system that must be mastered and different weapons to inflict upon the ravaging alien insects. For the more casually dangerous player, there's even an opportunity to control a real-life nuclear weapon.

Obviously Adam's not being sent in un-armed. There are over a dozen different types of weapon available, from the ever reliable shotgun and machine gun to grenades, dynamite, a sniper's rifle and several hidden weapons developed from alien technology, capable of blowing down a house.

Metallic Arachnaphobia

The player can also interact and converse with the locals too. Body Harvest features over 50 characters who can offer the player advice, give clues, reveal hidden areas and bonuses and even insult the player's dress sense.

An action-adventure game on an epic scale, unrivalled on any other platform, Body Harvest takes DMA's founding principles of originality and playability and creates a game unlike any seen before on the N64 – although admittedly it does look a bit like Twisted Metal and the driving sage in Die Hard Trilogy on the PI**Station. The depth of gameplay, and the explosions for that matter, in Body Harvest however, easily surpass those of the aforementioned titles ●



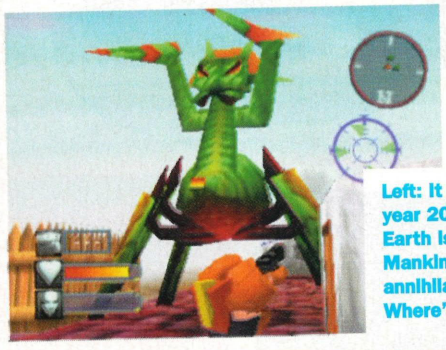


Above: Where had the creatures come from? Where would they appear next? How can they be stopped?









Left: It is now the year 2016. The Earth is dead. Mankind has been annihilated. Gulp! Where's Adam?





Preview: Extreme

Acclaim are officially suffering from sequelitis, but judging by the improvements made in Extreme G

I feel the need for

By **Alex**



Left: Apparently the glow emanating from the sides of this bike was made by the purest green

G 2

Source(s):	Simon Smith-Wright, Acclaim
Materials supplied:	Press CD and playable ROM cart
Extra information:	Multimedia CD
Development location:	Texas, USA
Playable version:	Yes
Percentage complete:	95%
Estimated release date:	Mid November

2, it's one contagious disease they can happily live with

"There's nothing better about previewing a game than when you see the artwork and there's a girl with a tattoo on her bum"



Left: Each bike's qualities are portrayed in a circle around it in the selection screen



MORE SPEED



Left: The bikes' names are the same as the original, but their designs have been updated





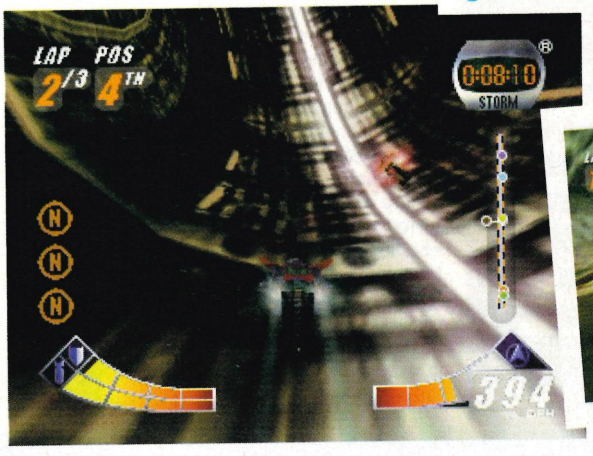
Right: 474GPH. Wow! That must be fast! Then again, how far's a G? An inch? A million miles?





Left: The bar on the right hand side of the screen indicates your position in the field against the others







The fastest racing game for the N64 was originally Extreme G (91% in the very first issue of N64 Pro). It took almost a year for F-Zero X to hurtle along and take its mantle. A further month down the line, however, and it looks like Nintendo's quickest racer will have to hand over the title before it's even out in the UK as Extreme G 2 comes roaring in.

Impressive numbers and that

So much more than a sequel, this surreal cyber-cycle dash for survival has 15 brand new bikes (complete with human characters), 25 all-new tracks, six secret bikes, 10 weapons and 30 environments, including deathmatch and multi player features, thus making every race a different outing into a world of extremes.

Extreme G-2 has more intensive weaponry and fire power than ever witnessed in a racing game - including DKR, Wipeout and Mario Kart 64. One of the few criticisms levelled at the original was that it was, well, lacking in character. This has been addressed by Acclaim so for the first time each bike is piloted by its own detailed rider. The fireworks set off on Guy Fawkes day will be nothing compared to the action in Extreme G 2 as it bursts onto the scene to satisfy N64 speed freaks everywhere ●

Preview

SPECIAL UPDATE

Space Station Silicon Valley

Grab your chips and cause havoc in a mechanical animal kingdom. Strange?



"On Friday and Saturday nights you would find us on top of the mountain range throwing sheep off the edge to check their aerodynamics. And yes, we eventually found some that floated – DMA Design"

As far as strange games go, this is up there with the best of them. I've sat down and played the story mode in Alice Waku Waku Trump 64, I've followed the plot in Mischief Makers and I've even listened to the commentary in Fire Electric Pen. But these all pale in comparison to the sheer lunacy involved in Space Station: Silicon Valley (SV). I don't know what they've been feeding them up in Scotland, but it's certainly had an effect on DMA design who've created a game so insane its makers should beware the men in white coats.

Fortunately, its not a case of all Dali ideas and no gameplay as the preview rom we've just received shows a game bursting with originality and invention. Throughout SV you'll come across bizarre creations like the Tortoise Tank (a tortoise shell with tracks for feet and a cannon sticking out the front of its shell), or the dog with heat seeking missiles or even a sheep on a very bouncy spring (capable of leaping tall buildings in a single boing).

The story goes that an experimental space station called Silicon Valley was launched in the future. It contained nanorobots capable of

tion:
ley

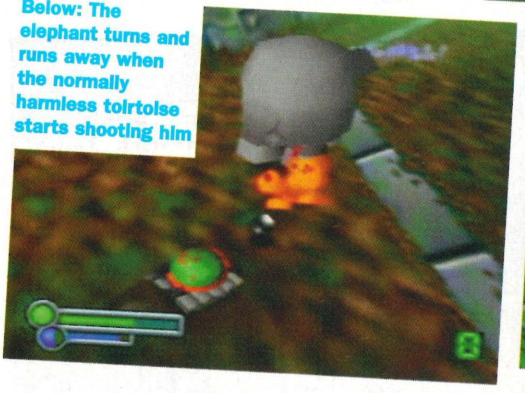
You'd better believe it

Source(s):	Brian Baglow (DMA Design)
Materials supplied:	Playable Rom, Artwork on CD
Extra information:	It's now being published by Take 2
Development location:	Dundee, Scotland
Playable version:	Yes
Percentage complete:	99%
Estimated release date:	Oct 23rd

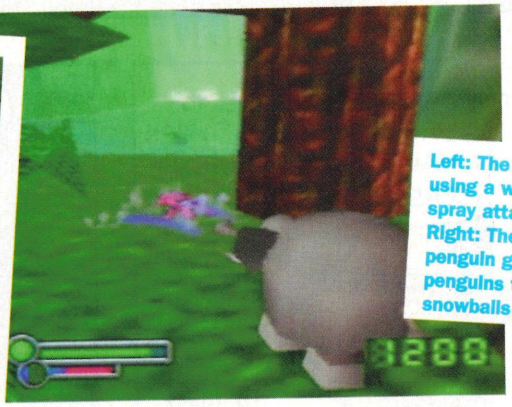
rtual Bestiality



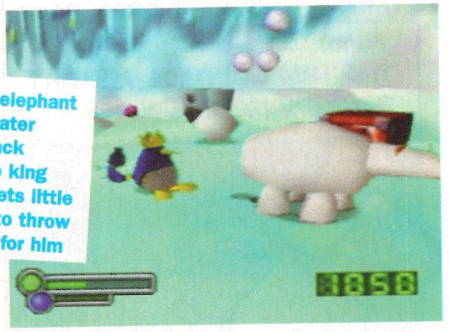
By **Mark**



Below: The elephant turns and runs away when the normally harmless toirtoise starts shooting him



Left: The elephant using a water spray attack Right: The king penguin gets little penguins to throw snowballs for him



evolving over time like real animals. They were supposed to be closely monitored, but as luck would have it the station disappeared. A hundred years later and Silicon Valley is back and the nanorobots have evolved beyond control into these hideous (and slightly comical) animal machines. Worse still, anybody that dares to venture inside ends up dead.

Danger's my surname

Which is where our two heroes Dan Danger and EVO step in. Dan's a superhero and EVO's a highly advanced robot. But owing to a terrible set of circumstances Dan Danger is stuck outside Silicon Valley and EVO is reduced to a tiny chip (with legs) and stuck inside the Space Station.

You take control of EVO and can roam around the Valley in what looks at first like a Mario-clone. But this game is no simple platformer it's more of a puzzle game with a very neat twist. Your tiny chip doesn't stand much of a chance against such huge adversaries, which is where your ability to possess the dead comes into play.

After an animal has been destroyed you (as the chip) can jump inside it and raise it from the dead. At which point you control the mechanical animal and can run around causing mayhem to your heart's content.

In Silicon Vally you're not limited to a single character. Everything, and I mean absolutely everything, in this game comes under your control. If you can kill it, you can control it. So you steadily work your way up the evolutionary ladder, destroying everything in your sight as you head towards the top of the food chain.

But Silicon Valley is more than a shoot'em-up and has a wide variety of puzzles to solve. Each level has a set of objectives to complete. On the first level you're told to herd some hovering sheep into a pen. To do this you must take control of a dog and chase them around. Later levels see the objectives becoming more and more complex as you take over a variety of creatures and perform multiple tasks as well as fending off the vicious mutant animals.



Quality controller

Regular readers of N64 Pro may well remember hearing about this game before. SV was actually previewed in the first issue of N64 Pro way back in December 1997. We predicted that the game would be released within three months.

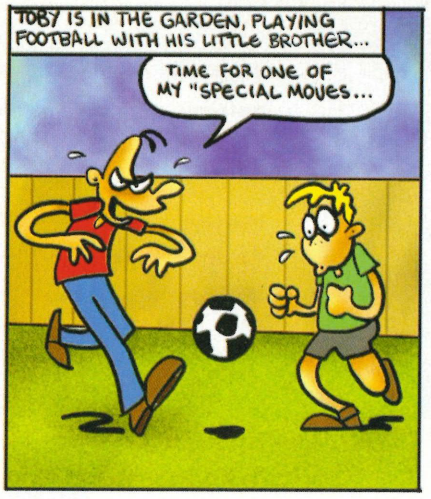
So what went wrong? Allegedly, DMA design sent it to Nintendo's quality control and the big N' said it would be a better game with RPG elements in it. Later they changed their minds and asked DMA to remove the RPG bits making the game slip past its deadline.

The official line though is that the game is now better because of the amount of time spent on it. Keep your eyes peeled for a full review of this one.

Computer Exchange

Presents...

Here's TOBY



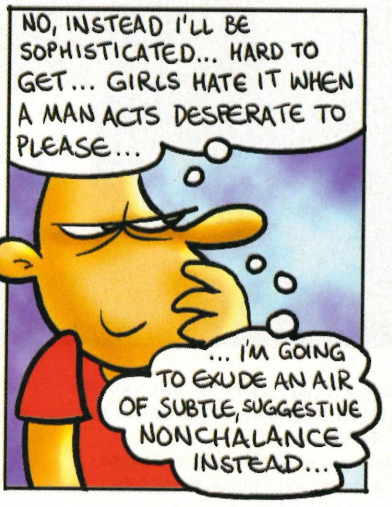




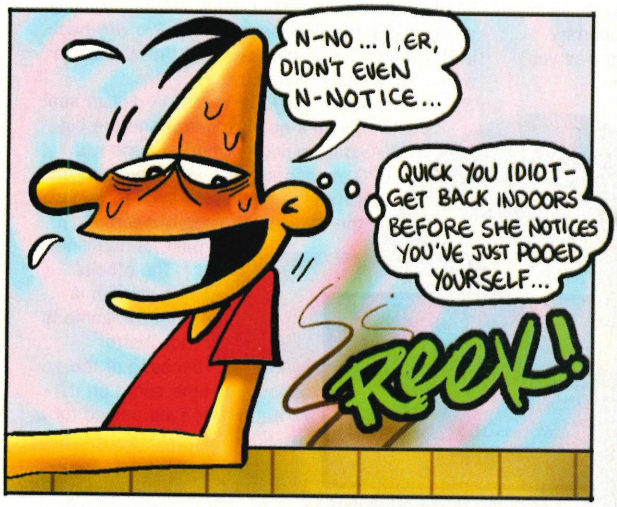


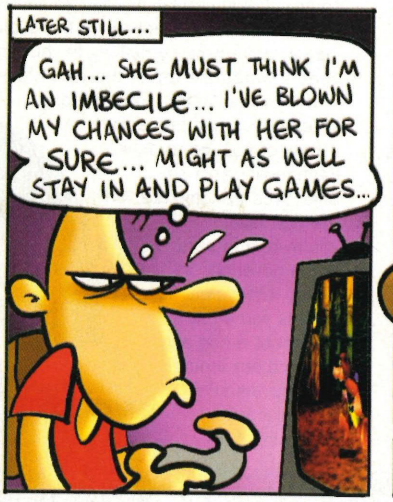


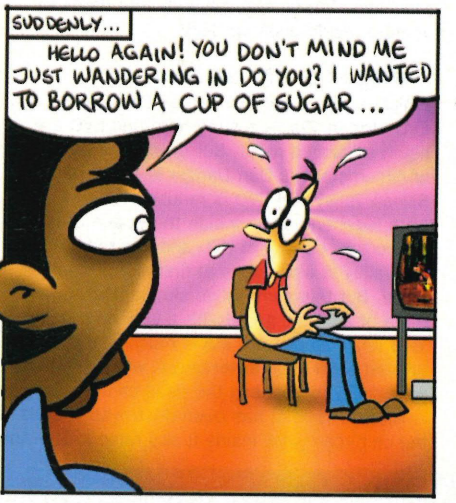




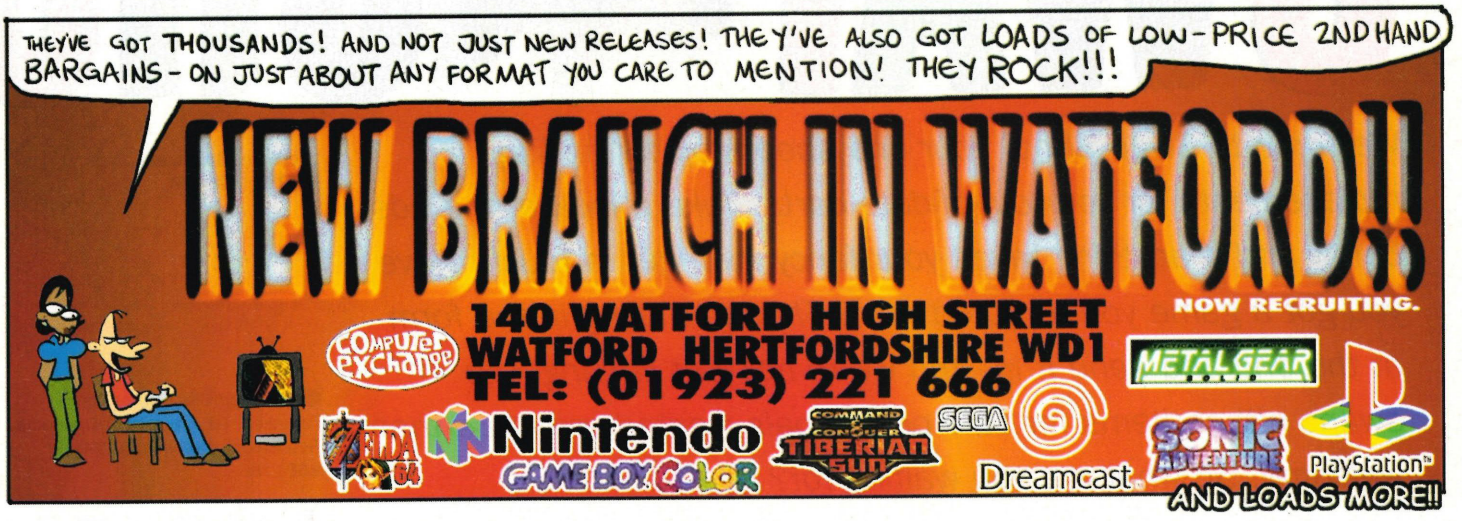








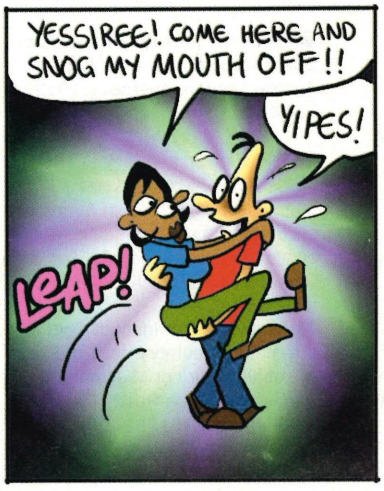


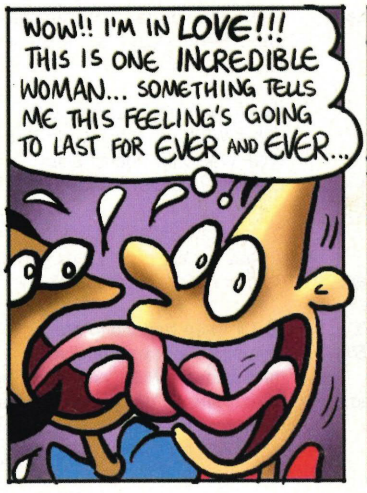






CHARLIE BROOKER..







Swap Shop



SWAP SHO

Welcome to Swap Shop. Your one shop stop for finding replacements for your out-of-date carts. Take a look at the ads below and if anything takes your fancy then get in touch. Have you got a game you're bored with? Then get filling in the form at the end and send it in. And we're not just limiting it to swaps either, items for sale or pen pals wanted are more than welcome. So what are you waiting for? **MARK**

● I will swap Duke Nukem 64 for F1 98, or All Star Baseball or GT 64 or Nagano Olympic Hockey. Please, and I'll throw in a cheat book or sell it for £40. Seamus Lyoon. Park Rd, Carraroe, Co Galvay. Ireland.

● I'll swap Snowboard Kids for Banjo-Kazooie or All Star Baseball '99 or I'll sell it for £30. Snowboard kids will come boxed with instructions and it's in good condition. Graeme MacGilchrist, Edinburgh. (0131) 667 1780.

● I'll swap Fighter's Destiny for Forsaken or Nagano Winter Olympics. Dean Chapman, Kettering. (01536) 502593.

● I will buy WCW vs NWO for £5 plus Blast Corps, almost complete (I'm on Neptune.) Andrew Eaul, West Bromwich (must live locally) (0121) 601 0498.

● I'll sell San Francisco Rush (USA) and USA adapter £35. Box and manual for game and adapter or any reasonable swap considered. Tim Milligan, Truro. (01209) 890015.

● I'll swap my Mario 64, DKR or Wave Race for Mission: Impossible, Snowboard Kids or 1080º. Boxed and including instructions, good condition. Freddie Matthews, Gerrards Cross, Bucks. (01753) 887632.

● I'll swap Turok: Dinosaur Hunter or FIFA 64 with Wayne Grezky's Hockey, GoldenEye 007, NFL Quarterback Club or FIFA RTWC '98. Please! Kieran Brimson, Hayle, Cornwall. (01736) 754455.

● I'll swap DKR for Banjo-Kazooie, WCW, WWF Warzone or GT64. Thank you. Tom Page, Dorking, Surrey. (01306) 886395.

● Swap Shadows of the Empire for Snowboard kids, Lylat Wars or Banjo-Kazooie. Martyn Hawkins, Tiverton. (01884) 252945.

● I will sell Star Wars for £30.00 ono. Graham Cropley, Bognor Regis. (01243) 829 342.

● I will swap my Mario 64 for your Banjo-Kazooie. I also want your Game Booster for a reasonable price. Deren Olgun, St Albens. (01727) 875 166.

Swap of the month

● Banjo-Kazooie £35, ISS64 £30 and Mario 64 and DKR £25 each. All boxed with instructions in perfect condition. Swaps considered. Mr Martin Bartlett, 15 Woodcroft Avenue. Whitehall, Bristol, B55 9AS.



● I would swap Clayfighter (ex con hardly used) for Yoshi's Story or NBA Hangtime. Michael Scarie, Bulkington. (01203) 643 078.

● I'll swap Nagano Winter Olympics for Mystical Ninja, Snowboard Kids, Forsaken, MK4 or ISS 98. Alex Bones, Wintney. (01252) 842126.

● I'll swap Clayfighter, Mario Kart 64 both with instructions please for Lylat Wars, WCW vs. NWO, F1 Pole Position or games above 75%. Both games only one month old. Nigel Davis, 72 Wordsworth Road, Camels Head, Plymouth, Devon.

● I'll swap Top Gear Rally for either WCW vs. NWO World Tour or WWF Warzone. Robert Ellis, Liphook. (01428) 725099.

● I will swap DKR or Mario Kart for any decent game. Alex Purssey, Cobham. (01932) 863959.

● I'll swap Nagano Winter Olympics (unboxed) or Turok (unboxed) for WCW vs NWO or best offer. Please!! It's not as bad as it looks, or I'll sell it for £30. Aaron Wickham, Southgate, Crawly. (01293) 426428.

● Swap or sell Doom (USA with passport) or Blast Corps. Swap for either DKR, Lylat Wars or Banjo-Kazooie. Other games considered. Matthew Lowes, Lingfield. (01242) 826876.

● I'll swap Blast Corps for Forsaken, GT 64 or NBA Courtside. Ben Baldry, Norwich. (01603) 868178.

● I have Lylat Wars, I know you want it, so I'll swap it for Fighter's Destiny, GT 64, MRC or I'll sell it for £30. Chris Bibby. (01273) 689398.

● I'll swap my Star Wars (SOTE) for your Extreme G. Alan Lindsay, Dunfermline. (01383) 881752.

● I'll swap Mystical Ninja for Wetrix or Fighter's Destiny. Any offer considered esp M:I, ISS 98, 1080. Sell for £35 or thereabouts. Richard Thomas, 01923 237571.

● I will swap Clay Fighter 63 1/3 for Star Wars or Mario 64 or sell for £25. Matt Kaye. 42 High Street, Metheringham, Lincolnshire.

● Sell ISS 64 £20. Boxed, instructions, good condition. Alistair Robinson. 0114 235 0173.

● Swap my DKR for Pilotwings or Banjo-Kazooie or sell for £25. Andrew Burden, Aberdeen. (01224) 781464.

● I'll swap Star Wars for either GoldenEye or MK4 or sell for £35 and possibly I'll throw in a memory cartridge if it's in real good condition and with cheats. David Al, Corwen. (01490) 440 261.

● I'll swap Killer Instinct Gold for a rumble or memory pack or Doom or Yoshi's Story or Mission Impossible. Chris Rudd, Peterborough. (01733) 203937.

Swap Shop

● I'll swap Doom 64 for Forsaken or Mission Impossible or Bomberman Hero, boxed and including instructions. Christopher Newlands. Buckie Baffshire. (01542) 834446.

● I'll swap or sell Pilotwings for Lylat Wars, DKR, Banjo-Kazooie, Mystical Ninja or any good racing game or £30. Game nearly new. Grant James, Birmingham. (0121) 478 0438.

● I have Fighter's Destiny and Rampage World Tour. I'll swap for MK4, Star Wars, World Cup '98, Blast Corps. Please! Lee Chadowitz, Manchester. (0161) 773 1894.

● I'll swap Doom 64 for Mario Kart 64 or Diddy Kong Racing. Please! Thanks. Dean Raines, Leicester. (0116) 224 6298.

● I will swap Nagano Winter Olympics for All Star Baseball, Wetrix or Banjo-Kazooie or sell for £35 each. Matthew Dickman, 132 Guernsey Road, Liverpool, Merseyside, LI3 6RY.

● I'll sell Shadows of the Empire for £30 O.N.O. Fully boxed and with instructions. Richard Hayhurst, Carnforth. (01524) 735 948.

● I've got NBA Courtside, NHL Breakaway, Lylat Wars, Mario Kart, and many more. I want WWF Warzone, Mission: Impossible, and All-Star Baseball 99. Kayum Roy, Nottingham. (0115) 9677 731.

● Swap Diddy Kong Racing or Lylat Wars for F-Zero X, Mystical Ninja, MK4, Mario 64 or any other decent game (instructions, no box.) Or sell for £25 each or £40 both. Sophie Malone, Warwick. (01926) 540165.

● I'll swap GoldenEye for Mission: Impossible or I'll swap Top Gear Rally for a decent game of I might sell for £35. Go on, you know you want to. Robert Gilliland, Lisburn. (01846) 679225.

● I would like to swap Super Mario for Mission: Impossible, Diddy Kong Racing or ISS 64. Adam Moate, Devon. (01626) 889 899.

● I'll swap Lylat Wars or Mario Kart both with box and instructions for Quake or ISS 64. Kaz O'Niell, London. (0171) 437 8051.

● Swap Turok (no box, no instructions) for either FIFA: RTWC or Mario 64. Matthew Bullman, 18 Queens Road, Airedale, Castleford, West Yorks. WF10 3EQ.

● I'll swap GoldenEye with every cheat or ISS 64 for Mission: Impossible. Matthew Rix, Doncaster. (01427) 872578.

● I'll swap Lylat Wars, Mario 64 or US Sub Zero for any good games. I'll sell as well. (Please don't write with a neon green pen in future - Mark) I will also sell my action replay for a good price. Simran Bedi, Southall. (0181) 843 0733.

● **I'll sell World Cup '98 and an eight meg memory card both for £35. I'll swap for Banjo-Kazooie or GoldenEye. Boxed with instructions. Phone in evenings please. Vijay Sampla, Aldershot. (01252) 653204.**

● I will swap ISS 64 or F1 Pole Position for 1080 Snowboarding, Banjo-Kazooie, Mission: Impossible, WWF: Warzone, World Cup '98, Forsaken or F-Zero X. Games boxed please mine are. Kevin Bruce, Sunderland. (0191) 529 2520.

● **I will swap World Cup '98 for Diddy Kong Racing or Mario Kart 64 or GoldenEye. Please! Anthony England, Walton. (01932) 885647.**

● I will swap a Superpad 64 and official rumble pak for ISS 64, Mission: Impossible, World Cup '98 or Mario Kart 64. And other offer considered. Martin Troon, Ayrshire, (01292) 311170 after six.

● **I will swap Blast Corps for WCW vs NWO or MK Trilogy. Blast Corps is in brilliant condition, one week old. It was an unwanted gift. Daniel Kapp, Mottingham, London. (0181) 325 8635.**

● I'll swap my car for your wife/ girlfriend/ mother. Brian: FERRET17 @BTINTERNET.CO.UK

Top Swap

WANTED!

The top five most asked for N64 games

1 Banjo-Kazooie
The Bear and Bird win the popularity contest
2 Mission: Impossible
High up on many wish lists
3 FIFA '98
A surprising comeback for this game
4 WWF Warzone
Lots and lots of wrestling fans want this
5 Forsaken
A great game that deserves its attention

NOT WANTED!

The top five most offered N64 games

1 Diddy Kong Racing
Top of the flops for yet another issue
2 Super Mario 64
Banjo's stolen the limelight
3 Blast Corps
This blast has fizzled out
4 ISS 64
Lots of people are after the sequel
5 Mario Kart 64
A surprising new entry from Mazza

N64 Pro Swap Shop

Fill in this form with details of your games to swap or items for sale and send it in to 'Swap Shop' at the usual address

Swap or sell details (in no more than 30 words)

Would prefer us to print your address ❑ or telephone number ❑

Name:

Address:

Telephone number:

Post Code: **Age:**

Date of birth

Signature

How many times a month do you visit a newsagent to buy/look at N64 mags? ●

How many N64 mags do you buy each month? ●

How regularly do you buy your mag?

How many people read your copy of N64 Pro? ●

Which day do you usually purchase your mag?

● Weekday
● Pay day
● Weekend
● Other (please specify)

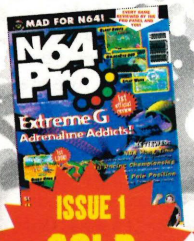
● Not purchased

● Please tick here if you do not wish to receive promotional information from other companies

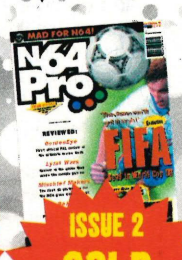
Back issues

ONLY £3 PER COPY

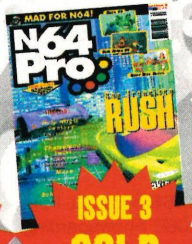
You wanted 'em and now you're gonna get 'em. **Strictly limited numbers** of every issue of N64 Pro **can now be bought** directly from us!



ISSUE 1 SOLD OUT



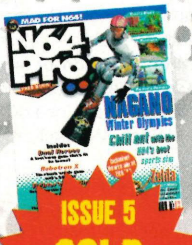
ISSUE 2 SOLD OUT



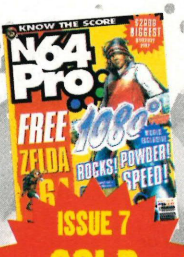
ISSUE 3 SOLD OUT



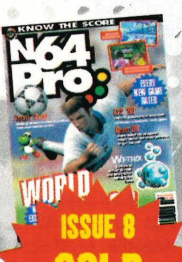
ISSUE 4 SOLD OUT



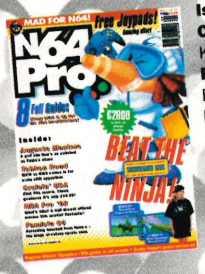
ISSUE 5 SOLD OUT



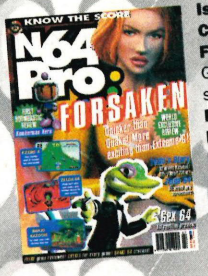
ISSUE 7 SOLD OUT



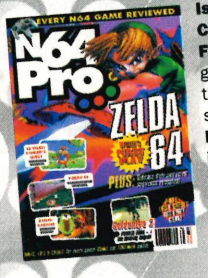
ISSUE 8 SOLD OUT



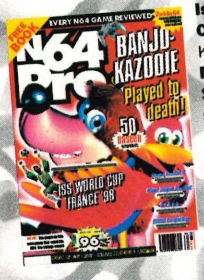
Issue 6 April
Cover: Snowboard Kids
Free Gift: Guides Part 1
Inside: Famista 64, Rampage Augusta Masters, NBA Pro '98, Tohkon Road, Virtual Hiryu No Ken



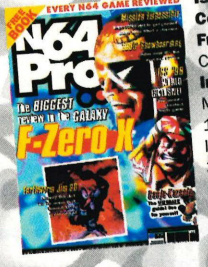
Issue 9 July
Cover: Forsaken
Free Gift: Footy Guide book, Free stickers
Inside: Forsaken, Bomberman Hero, Powerful Pro Baseball, NBA Courtside, Rampage World Tour, Gex 64, Earthworm Jim 3D



Issue 10 August
Cover: Zelda
Free Gift: 50 new games book, plus the final set of free stickers
Inside: E3 special issue: featuring all the games you'll be playing over the next 12 months. Plus, All Star Baseball



Issue 11 September
Cover: Banjo-Kazooie
Free Gift: Know the Score book (Gamer's survival guide)
Inside: Banjo-Kazooie, ISS World Cup '98, Mortal Kombat 4, Virtual Chess, MLB Starring Ken Griffey Jr.



Issue 12 October
Cover: F-Zero X
Free Gift: N64 Pro Challenge book
Inside: F-Zero X, Mission: Impossible, 1080° Snowboarding, ISS '98, Dezaemon 3D, Star Soldier, Castlevania 3D, Gex 64, Glover, Earthworm Jim 3D and Part 1 of the Banjo guide

Issue Thirteen November **Cover:** Body Harvest
Free Gift: Massive 200 page 'How To Win At....' book
Inside: F1 World Grand Prix, Buck Bumble, Iggy's Reckin' Balls, WWF Warzone, ChoroQ, Off-Road Challenge, Cruis'n World, Rakuga Kids, Waialae Golf



Back Issues order form

- ☐ Issue 1 £3 SOLD OUT
- ☐ Issue 2 £3 SOLD OUT
- ☐ Issue 3 £3 SOLD OUT
- ☐ Issue 4 £3 SOLD OUT
- ☐ Issue 5 £3 SOLD OUT
- ☐ Issue 6 £3
- ☐ Issue 7 £3 SOLD OUT
- ☐ Issue 8 £3 SOLD OUT
- ☐ Issue 9 £3
- ☐ Issue 10 £3
- ☐ Issue 11 £3
- ☐ Issue 12 £3
- ☐ Issue 13 £3

Please make cheques & postal orders payable to IDG Media

£ Total

I wish to pay by: ☐ *Cheque* ☐ *PO* ☐ *Credit Card*

C/Card: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ *Exp:* ☐☐☐☐

Name _____

Address _____

_____

Postcode _____ *UK orders only. Block capitals please*

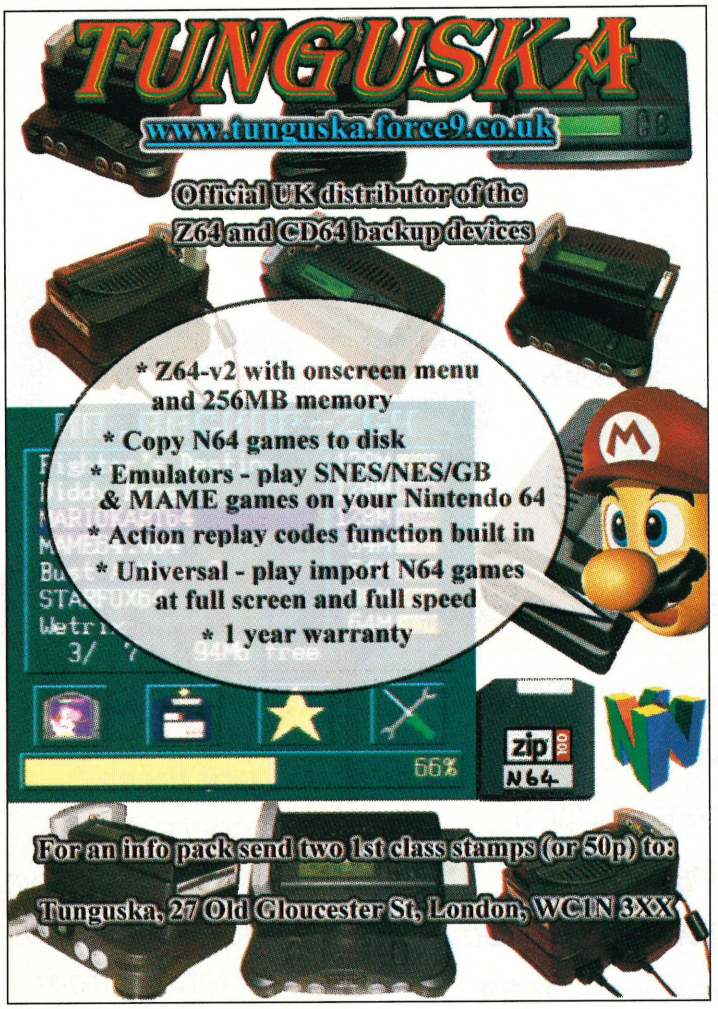
Signature _____

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

TUNGUSKA

www.tunguska.force9.co.uk

Official UK distributor of the Z64 and CD64 backup devices



* Z64-v2 with onscreen menu and 256MB memory
* Copy N64 games to disk
* Emulators - play SNES/NES/GB & MAME games on your Nintendo 64
* Action replay codes function built in
* Universal - play import N64 games at full screen and full speed
* 1 year warranty

For an info pack send two 1st class stamps (or 50p) to:

Tunguska, 27 Old Gloucester St, London, WC1N 3XX

Nintendo 64 Cheats & Tips

Racing Games
1080 Snowboarding
Aero Gauge
Air Borders 64
Automobili Lamborghini
Blast Corps
Cruisin the World
Cruisin USA
Diddy Kong Racing
Extreme G
F1 Pole Position
F1 World Grandprix
F-Zero X
Mario Karts 64
Multi Racing Championship
Off Road Challenge
Pilot Wings
San Francisco Rush
Snowboard Kids
Top Gear Rally
Wave Racer

Sports Games
All Star Baseball '99
Fifa '98: Road to the World Cup
I.S. Soccer 64
Madden 64
Major League Baseball
Mike Piazzas Strike Zone
Nangano '98
Nagano Olympic Hockey
NBA Courtside
NBA Hangtime
NBA Zone '98
NFL Quarterback '98
NHL Breakaway '98
Perfect Striker
W. Gretsky's '98
WCW vs NWO
World Cup '98
WWF War Zone

Platform Games
Banjo-Kazooie
Bomberman 64
Bust a move 2
Chameleon Twist
Jeopardy
Mario 64
Mischief Makers
Puyo Puyo Sun
Rampage World Tour
Tetrisphere
Wetrix
Yoshi's Story

Beat'em Ups
Bio Freaks
Clayfighter 63 1/3
Dark Rift
Fighters Destiney
Killer Instinct Gold
Mace
Mortal Kombat 4
Mortal Kombat: Sub Zero
Mortal Kombat: Trilogy
Mystical Ninja
War Gods

Shoot'em Ups
Aero Fighters Assault
Chopper Attack
Doom 64 (UK)
Duke Nukem
Forsaken
Golden Eye
Hexen
Lylat Wars
Mission Impossible
Quake 64
Robotron 64
Shadows of the Empire
Turok

Calls cost 50p per minute at all times, average call time is 2.2 minutes, automatic cut off at 6 minutes and please seek permission of the bill payer.

A simple call and you've got the cheat!

Tel. 08900-396997

HotLine P.O. Box 50 PL25 5YQ

STOP



monkeying around.

To advertise in this space call Carrie Nash on

01625 878888

You'd be nuts if you don't

WILD IMPORTS

TEL:01908 613337 TEL: 0468 403341 FAX: 01908 216246 EMAIL: IMPORTS1@AOL.COM

U.S.A. DVD MOVIES

THE WEDDING SINGER	U.S. MARSHALLS	MR MAGOO
MERCURY RISING	LOST IN SPACE	BOOGIE NIGHTS
PRIMARY COLOURS	THE JACKEL	COP LAND
DARK CITY	FACE OFF	GODZILLA
ENTER THE DRAGON S.E.	MAN IN THE IRON MASK	CITY OF ANGELS
REPLACEMENT KILLERS	SCREAM 2	SPHERE
WAG THE DOG	BLUES BROTHERS 2000	GATTACA

MOVIE POSTER	£CALL	TEKKEN 3 KEYCAINS	£2.99
DVD/CD CLEANER	£9.99	MAD CATZ N64 PAD	£14.99

U.S. DVD PLAYERS

TOSHIBA 2008	£349.99
PANASONIC A110	£399.99
PIONEER 606 (ALL REGION)	£529.99
PIONEER 414 (ALL REGION)	£429.99
ALL REGION DECODING	£BEST PRICE
170" LCD PROJECTORS	£CALL
JORDAN F1 STEERING WHEEL	£39.99
N64 GAMES FROM £15	CALL
REPLACEMENT N64 PSU	£19.99
N64 PASSPORT ADAPTER	£19.99

ALL THE LATEST U.K., U.S. & JAP PLAYSTATION & NINTENDO 64 GAMES AVAILABLE AT UNBEATABLE PRICES

Nascar 99 (US)	£49.99	Hybrid Heaven (JAP)	£CALL	1080 Snowbording (US)	£49.99
Mortal Kombat 4 (US)	£49.99	F Zero X (JAP)	£49.99	Quake 64 (US)	£39.99
Mario Kart 64 (UK)	£29.99	NFL Blitz (US)	£CALL	Kartia (US)	£49.99
Turok (UK)	£24.99	NHL Breakaway 98 (US)	£29.99	Crash Bandicott 3 (US)	£CALL
Iss 98 (UK)	£37.99	Gex 64 (US)	£CALL	NFL Gameday 99 (US)	£44.99
WCW/NWO Revenge	£CALL	F1 World Grand Prix (US)	£CALL	Pocket Fighters (US)	£39.99
Quest 64 (US)	£39.99	Turok 2 (US)	£CALL	R.E. Directors Cut (Duel Shock)	£24.99
V3 Universal Adapter	£12.99	V64	£CALL	Spyro The Dragon (US)	£39.99

Next day delivery available on all products. Transax: Cheques cleared instantly

"NEW SHOP NOW OPEN"

Wild Imports, 120 High Street, Newport Pagnell, Bucks. MK16 8EH

We will try to beat any advertised price!!! OPEN MONDAY-SATURDAY 10am-6pm

Dreamstore

The Online Games Store

Fed up of queueing, paying for car parks, pushing through crowds, paying the full retail price! Then try a new way of shopping! Log on to Dreamstore for really low prices with a minimum of effort!

www.dreamstore.co.uk

Just take a look at some of these awesome offers!!

N64

N64 + Control	£96.99	Lylat Wars + Rumble Pack	£45.99
Official Control	£18.49	Goldeneye 007	£42.99
Kobe Bryant NBA Courtside	£26.99	Diddy Kong Racing	£35.99
Mission Impossible	£32.99	Tetrisphere	£27.49
F1 WGP	£34.99	Wave Race	£34.99
1080° Snowboard...	£36.99	Yoshis Story	£36.99
Banjo and Kazooie	£39.99	Top Gear Rally	£34.99
F-Zero X	£35.99	Virtual Chess	£39.99
ISS 98	£35.99	Fighters Destiny	£27.99
G.A.S.P	£44.99	Super Mario 64	£42.99
Blast Corps	£27.49	Mario Kart 64	£36.99

Prices include UK P&P. See online store for full listings of games for N64, Playstation, PC & Gameboy ...www.dreamstore.co.uk

Payment accepted by cheque or credit/debit card. Order securely online or by contacting us at the address/contact no.s below:

Dreamstore Online Limited, 18 Gravel Hill, Leatherhead, Surrey, KT22 7HG.

E-mail: sales@dreamstore.co.uk / Fax: 01372 377378

Pro post

WIN An N64 game of your choice

Feed

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

*There's nothing better than seeing your name in print in your favourite mag, especially when it's free to write in. The Feedback pages give you the chance to be famous for a month which, let's face it, is better than being a nobody forever. Even if your letter scrapes into Ye Olde Curiosity Box, you'll have something to make your mates jealous – **ALEX***

Ye Olde Curiosity Box

Check these snippets, then question your own sanity. These are real letters from real N64 Pro readers – just think, next month it could be you



Look Kazooie! The text grows when placed in speech marks

My Idea

You may remember me, I wrote in last month, well rather emailed with this letter – I'd like to ask a question, why must we be forced to pay £10 and even £15 more for a game on the high street than if we bought it mail order or over the net? It can't be because of the storage costs as cartridges are small and easy to stack etc.

Nor can it be that there's no demand for them as could be argued for the Saturn and so they're sold quickly. The overheads would be slightly more than a mail order company as they don't have to provide shops to sell from, even this can't justify an extra £10 to £15 mark up though, can it? Some shops do offer loyalty cards, Electronics Boutique for example, these are almost pointless though as you have to spend (in the case of EB) £100 to get just £2.50 worth of discount. We should all buy from mail order until the shops learn they cannot set ridiculously high prices.

Now that I've got that off my chest, I'd like to say what a great mag this is and how honest I think the reviews are. I'd also like to say thanks for telling me to buy Banjo Kazooie as it's such a great game and I'd like to tell anyone who hasn't already got it to go and buy it. Just one suggestion as to how to improve this already great mag. You should add a new section where readers write in describing the game of their dreams, I have a game to start called 'Scream Spice, Scream!' in this game the winner is the one to make a Spice Girl scream the loudest using just a sharp, pointy stick!

Near the end of the letter (the underlined section) I suggested that you ought to add a new section for reader's games of their dreams and so it was with delight that I read at the beginning of the letters page that you were inviting readers to write in with their 'ideal game.' I thought that because I had suggested to do this that I would get a mention, yet nowhere

"Thanks for telling me to buy Banjo-Kazooie as it's such a great game"



Above: Banjo discovers how to turn base metals into nuggets of the purest green

Below: The sponsor of these pages is Gameplay, i.e. it's these guys who cough up for the game that the sender of the Letter Of The Month wins

Back GAMEPLAY

Q Your mag is great, and as a mature gamer I appreciate reading a magazine that isn't aimed at two year olds – unlike some magazines I could mention... I was relieved to find that Banjo-Kazooie was huge so at least lasted a bit longer than usual and we all have our fingers crossed in the hope that Zelda will have a decent difficulty level. But we should look on the bright side as without a doubt we do have the best games system on Earth!
Michael Clynes, Leeds

A **True stuff there. Zelda will undoubtedly be massive in every conceivable way.**

Q I just thought I'd mention that letter from Mr X in issue 9. Do us all a favour and never print s**t like that again in a top quality mag. You could have printed it to show readers what trash some people think nowadays. I don't know, but if you didn't then my advice is that if any more letters come that state exactly the same comments as he did, then send the authors private letters back home telling them where to stick their pathetic little 'console wars' comments. It's only a pity that good old Mr X didn't leave his address, isn't it?
PS An excellent mag with a very professional style. Keep it up.
David Napier, Doncaster

A **If Mr X ever 'came out of the closet' there'd be several hundred irate N64 Pro readers waiting for him to give him a good leathering.**

Q You know the boos in Mario 64, downstairs outside? Well, in my garden there's a bird which makes the exact sound they do in the game. Do you know what bird this is? Did Nintendo get the Boo's sound from this bird?
Robert Bailey, Leigh-On-Sea

A **Apparently what happened was that Shigeru Miyamoto was walking through Leigh-On-Sea and he heard this wonderful sound coming from your garden. Luckily, he had a load of top quality recording equipment on him so he climbed your fence and sneakily sampled the said bird to use in Mario 64. Simple as that.**

Q PS Please print this letter as I have a bet on with my ONM reading brother which if I lose I have to buy him Banjo-Kazooie, but I trust you.
Nick Taylor, Woodford

A **Will just printing the PS in the mag do?**

Q One of my friends reads one of those lesser mags and as I was looking through its awful contents I realised that their reviews have a problem – they don't tell you how many pages a save takes up on a memory card. Imagine my surprise when I opened N64 Pro and found out that you don't either. I think that this would be a great idea for your mag.
Steven Stretton, Warrington

A **Any other readers bothered about this shortfall? Write in and we'll do something about it.**



was there one! Now I may have got this wrong, but you've got to admit that it looks a bit sus...

I still reckon that your magazine is the best about and to prove this I'm about to subscribe. If it was my idea do you reckon that you could give me a mention next issue? Is my ideal game, the Spice Girl one good enough to be published? If I am wrong, do you think that you could write back to set me straight about this?
Matt Davis, via email

N64 Pro: Extra costs in high street stores are generally down to overheads, such as rent, electricity, taxes, paying the staff etc. Internet businesses are generally run from home, have fewer staff and, I'll stick my neck here, a lot more open to unreliability. When you hand your money over in a shop, at least if the good's faulty you can take it back to the same place, or another shop in the same chain. Once you hand your money over to (some) Internet ordering services, you may never even see what you shelled out for! To be honest Matt, I hadn't even read your original email, I'd just earmarked it to read along with a load of other correspondence when I had time. I've printed your letter, however, for your own peace of mind. As for your idea of a game – might be okay as a rubbish two minute cut scene of the sort that regularly appear on the Internet.

Banjo-Tooie

After reading issue 12 I thought that I'd write to you. The first point was about Banjo-Tooie. You mentioned in the News about the mystery areas revealed that you can't get to. I think that this is a great marketing strategy and would be a definite hit, even if it was crap, which it's unlikely to be. This little secret will have everyone flocking to buy Banjo-Tooie so that we can see that tiny bit. Rare/Nintendo have a very good marketing strategy for this game and I'd like to congratulate them on being so cunning.

The next thing is how will the secrets in Banjo-Tooie be accessed? I think that Banjo-Tooie will be a DD disk. This would mean that it would work as a game on its own, but also as an add-on disk when Banjo-Kazooie is in the cart port. This would mean that the DD would finally get its launch with a good game.

> *"Nintendo should have done Zelda for the DD first – it would have worked out better"*

My next point is that Nintendo should have launched the DD in the same way as the N64 – one or two games etc. By now the DD would have had a good selection of games. Also Nintendo should have done Zelda for the DD first – it would have worked out better. PS I've read in another mag that the DD launch game in Britain will be Perfect Dark – is this true?
Justin James, Hereford

N64 Pro: Interesting... It's undecided as yet whether either Tooie or Dark will emerge as DD games as it's too early for Rare/Nintendo to make a decision on it. The mag you got your information from is doing nothing more than speculating. The chances are, however, that Dark will make use of the N64's forthcoming 4Mb memory extension

Ideal Game

I am writing to you about my ideal game. I have a variety of games in my collection from ISS 64 to GoldenEye to the superb Banjo-Kazooie. Just before I start to tell you about my ideal game I would like to tell you three brill things about your mag. The first is that you give proper reviews and ▶

Pro post

Feed

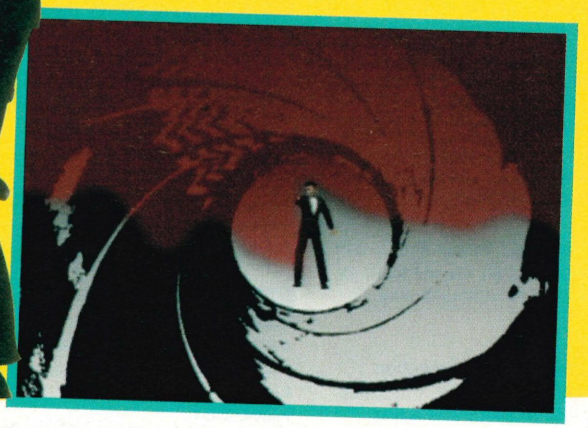
Key konundrum

In response to Davy James' letter in issue 11, the main reason that the vast majority of your readers choose N64 Pro is because they are more than happy with the present format compared to rival mags (although more scantily clad females would be appreciated – sorry K Hutcheson, also issue 11).

I am sure I am not alone in feeling that the blend of articles N64 Pro produces attracts not only the youthful, but also the more mature gamesplayer to your pages. After all, over 30,000 people are buying your mag every month, so you must be doing something right! Now, to more serious matters, – GoldenEye. Having followed your 'easy cradle' cheat and got the gold PP7 and progressed through the silo until reaching Uromov I promptly shot him dead, whereupon he left behind a suitcase and a key. Can you tell me what the hell they are for?

Nick Lewis, Solihull





N64 Pro

The key and the suitcase have no use, so GoldenEye expert Mark reckons. They're just something Rare have left in the game which may have once been of use at some stage in GoldenEye's development cycle

scores. For example, you gave World Cup 87% and not like other mags who gave it 95% just because it was official and came out at the time of the World Cup.

Secondly, your mag is so well laid out and every page is clear and easy to read unlike other N64 mags that cram every available space on each page full of 'information' when most of it is pants anyway. Thirdly, thanks for not stuffing half your mag full of advertisements.

Now for my ideal game. It would contain a bit of the GoldenEye type game and a bit of the PI**Station game Gran Turismo type – which I must say is better than any racing sim on the N64). What you would have to do, let's say, is complete a mission on the GoldenEye-type game then to be able to complete your next mission you would have to race a certain number of races and win prize money before you could enter your next mission.

It would be like getting Jiggys on B-K before you could enter new worlds, but it would be prize money to enter new missions instead. The further you get through the game, the harder the missions would become and the races would be harder to win and the cars would get faster. Plus, you would get two types of game for your £50!

Mark Williams, Lincs

> ***"Your mag is so well laid out and every page is clear and easy to read"***

N64 Pro

Your game idea sounds like an update of the classic arcade race/shoot'em-up Spy Hunter. Cross-genre games tend to fail because each genre included tends to be watered down a little in order to accommodate the others. Incidentally, give F1 World Grand Prix a go. You'll find it hammers Gran Turismo in practically every department.

No Ass Kiss

There is not a lot to complain about in your magazine, however I am not writing to kiss your arse like so many of your grovelling readers. I enjoyed the layout of your magazine so, back in June, I began my subscription and at the same time filled in a survey. One of the questions asked was whether there was anything else I would like to see in your magazine. Indeed there was and I promptly



Letter of the month

Veiled Begging

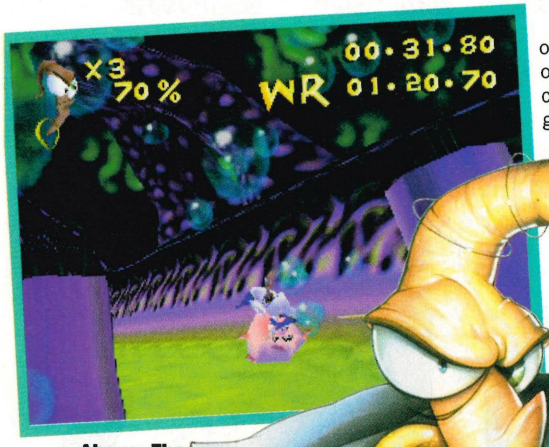
I am writing to say a big 'Thank-you'. Since my younger brother has had his N64, he has rushed out every month to buy your magazine. Why, you may ask, am I thanking you for this? Well, it's simple. Each month when your new issue comes out, my little bro never seems to have enough pocket money left to buy his beloved mag, so each month he goes round each member of our family asking to do small jobs in return for payment.

So naturally I find small jobs for him to do. Such as cleaning my car, tidying my house, washing my dirty socks, I've even had him changing his baby niece's dirty nappy (not a job for the faint-hearted).

The best job ever was when I dropped a ring down the toilet, and being the true little gent that he is, he retrieved it for me, not to mention the fiver from my purse. So with all this in mind, I am dedicating this letter to my brother and if some stroke of good luck you think my letter is worth a free game,

I would like it to go to him to show that I do have a heart (besides that, I've a few more jobs needing

Back



Above: The already legendary pig-slide stage of EWJ3D

offered the suggestion of having individual charts for each genre of game, to make purchasing easier. I was pleased to see that you took notice of my idea under the title of 'Top Marks' but as I read on I realised that I had not been given any recognition for my inspiration. I understand that it was not patented but I would like some appreciation and thanks and perhaps some sort of reward for my efforts to make your magazine better and more popular than it is already.

PS Excuse me for being forward, but if you were thinking of sending me a game I wouldn't mind waiting for a US version of Earthworm Jim 3D or Turok II: Seeds of Evil when they are released in September.

George Allen, London

> ***"I wouldn't mind waiting for a US version of Earthworm Jim 3D"***

N64 Pro: Before N64 Pro was even launched we decided that as soon as there were enough games out we would re-structure the A-Z accordingly. However, as you're obviously a loyal N64 Pro reader you deserve the chance to see your name in print. But you don't deserve a free game. Sorry

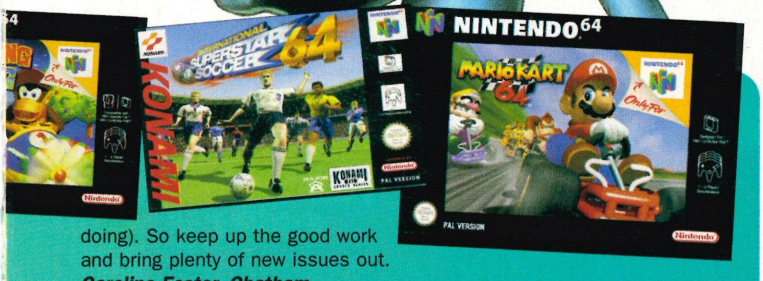
Impossible perhaps? Do you have any more information about Tonic Trouble or Shadowman as I want to buy both. Anyway, about RPGs, what are the big N playing at? Because of games like FF7 my sister wants to sell our beloved black box and buy a PlayStation. Wouldn't it be a good idea to release more RPGs to combat forthcoming PI**Station games like Final Fantasy VIII?

Finally, did you know that on Banjo-Kazooie when falling from great heights and you've already flapped your wings press Z just before you hit the ground and you will land unscathed.

Alex Revitt, Halifax

N64 Pro: Check elsewhere this issue for more on Tonic Trouble and Shadowman. As far as RPGs are concerned, Goemon and Holy Magic Century (Quest 64 on import) more or less fall into that category.

Nintendo's Ogre Battle 3, which is more of a strategy-fest, might be what you're looking for however, and it's out sometime next year. Cheers for the Banjo advice – both Mark and Noely are claiming that they already knew.



doing). So keep up the good work and bring plenty of new issues out.

Caroline Foster, Chatham

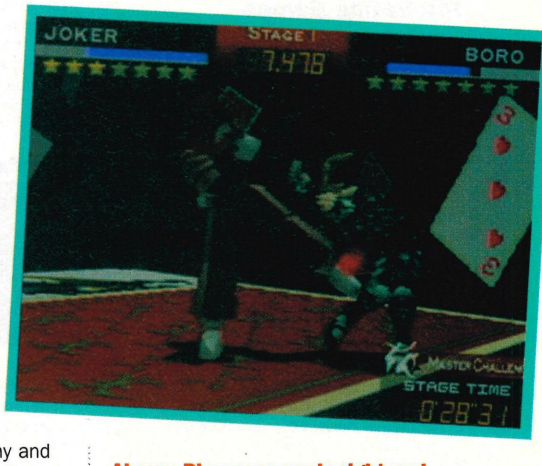
Above: Any official N64 game is yours for free Caroline

N64 Pro: Anyone prepared to clean someone else's child's dirty nappy in order to keep in touch with the world of the N64 deserves a free game. So have one – you've earned it.

The Finest

As a subscriber to your magazine I would like to congratulate you on producing a magazine that beats any other on the market. This is mainly due to the fact that your magazine has a personal feeling to it i.e. including your names, making jokes around the magazine and including The Team page in every issue.

Also, yours isn't full of s**t like the others. I now own three top class games – GoldenEye, Fighters Destiny and the best game ever – Banjo-Kazooie. However, I'm at a loss as to which game to buy next, Mission



Above: Play your cards right and you could win one of tonight's star prizes

Profile

The ULTIMATE

Charts

Top Rating Games – N64 Pro

If anybody knows N64 games, it's us. So here's our top ten highest scores.

1	(1)	**Banjo-Kazooie**	96%
2	(2)	**ISS World Cup '98**	96%
3	(1)	**Diddy Kong Racing**	96%
4	(2)	**GoldenEye 007**	94%
5	(3)	**1080° Snowboarding**	93%
6	(4)	**Nagano Olympics**	93%
7	(5)	**ISS 64**	93%
8	NEW	**Mission Impossible**	92%
9	(8)	**Forsaken 64**	92%
10	(9)	**Super Mario 64**	92%

*Numbers in brackets denote last month's position. The following games also received scores above 90%: All Star Baseball F-Zero X, Famista 64, Madden 64, Mario Kart 64, NHL Breakaway, Pilotwings, WaveRace and Wetrix

Top Rating Games – All Mags

GoldenEye has beaten Banjo by a whisker to keep the coveted top slot. Will there ever be a better game?

1	(1)	**GoldenEye 007**	95.2%
2	(3)	**Banjo-Kazooie**	95%
3	(2)	**Super Mario 64**	94.8%
4	(3)	**ISS '98**	93.5%
5	(5)	**Diddy Kong Racing**	94.0%
6	(6)	**ISS 64**	93.2%
7	(7)	**Lylat Wars**	92.8%
8	(8)	**Wave Race 64**	92.4%
9	(9)	**Extreme G**	92.0%
10	(10)	**Mario Kart 64**	91.8%

*Numbers in brackets denote last month's position

Welcome to the best guide to N64 games you can find. These pages are crammed with information on every official release and every import that counts. Always use this guide before buying games and you can't go wrong – ***Mark***

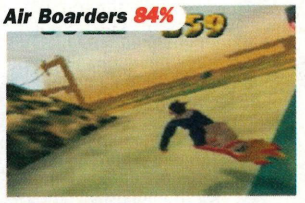
1080° Snowboarding 93%



Rare UK Out Now
N64 89% 64 80%
NIN N/A TOT 89%

Strap a plank of wood to your feet and hit the snow filled piste with this thoroughly wonderful snowboarding game. A flawless reproduction of the wet white stuff with beautiful scenery and some of the finest animation we've ever seen.

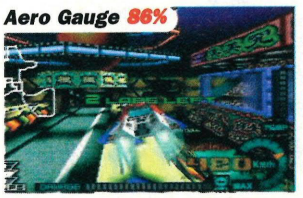
Air Boarders 84%



Human US Out Now
N64 58% 64 80% NIN N/A TOT 78%

Swap realistic skateboards for Back To The Future II style hovering jet boards and head to the stunt park. Excellent graphics with well animated characters and the huge tracks are lush with lots of detail. Good fun, but lacks a race option which limits its longevity. Worth looking at, but not a patch on 1080°.

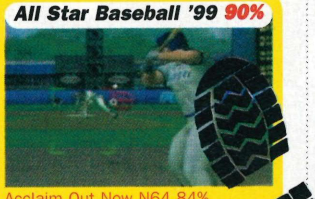
Aero Gauge 86%



ASCII/ Locomotive US OUT NOW
N64 10% 64 47% NIN 51% TOT 58%

Tear around futuristic courses in this F-Zero wannabe. Fast gameplay, but the speed has been bought at the expense of the graphics. The tracks are a bit bland and there is a lot of fogging and pop-up. Aero Gauge has possibly the most argued about score to date, so take a good look before you buy.

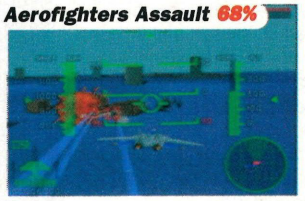
All Star Baseball '99 90%



Acclaim Out Now N64 84%
64 89% NIN 90% TOT 87%

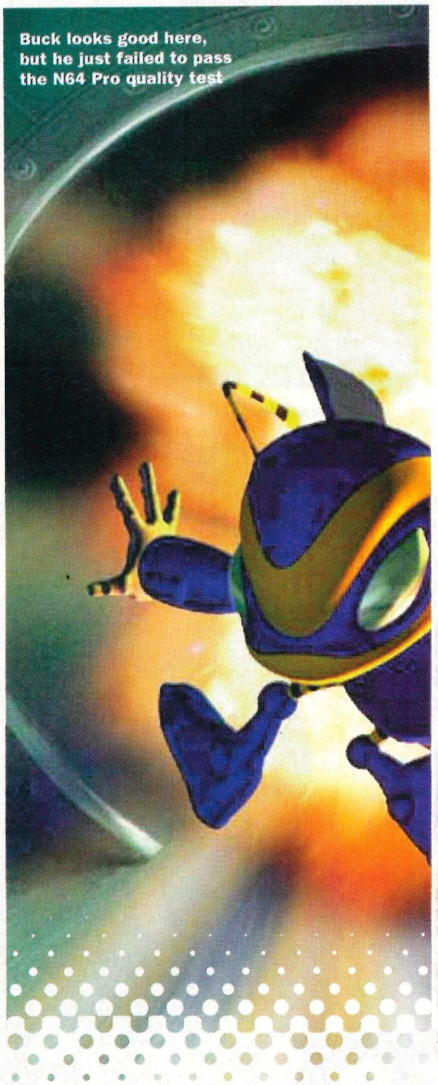
Serious baseball action reaches the N64 with the best graphics ever seen. Everything is in crystal clear, super sharp hi-resolution earning All-Star Baseball a well deserved stamp of approval. But, it was a bit too serious for some of the team who prefer Ken Griffey's game of ball.

Aerofighters Assault 68%



Titus UK OUT NOW
N64 58% 64 61% NIN 54% TOT 48%

This is a strange blend of flight sim cum shoot'em-up that completely fails to be good at either. It's slow and uninteresting gameplay is combined with dodgy graphics in a hapless attempt to entertain you. Top Gun this certainly isn't. Be sensible. Forget buying this and get a copy of Lylat Wars instead.



Buck looks good here, but he just failed to pass the N64 Pro quality test

Buck Bumble 70%

New entry

UBISOFT Out Now
N64 N/A 64 N/A NIN N/A TOT N/A

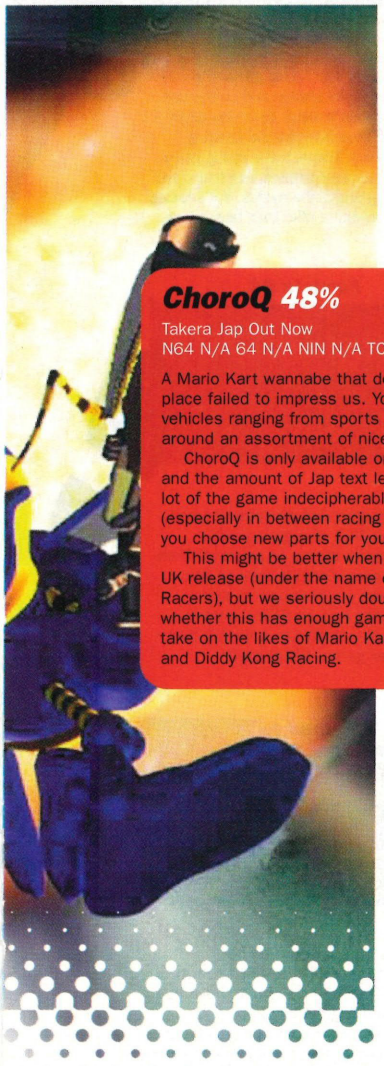
A disappointing shoot'em-up that despite having a wealth of good ideas and plenty of novelty value fails to deliver the goods. You take control of a cybernetic bumble bee on a quest to rid a garden of the villainous herd (chemically altered killer insects).

To its credit Buck Bumble takes the shoot'em-up genre away from the stale old style of spaceships and injects some much needed originality. But all the good work is lost amongst the terrible amount of fogging.

Buck just doesn't have enough sting in his tail to take on the leading N64 shooters like Lylat Wars, Forsaken and GoldenEye. It's a shame that this wasn't better!



GUIDE to N64 gaming



The Stamp of approval

Separating those games that you absolutely need to own from those that deserve a good kicking is this symbol. If a game has our stamp of approval then it's an absolute must-buy that you should get

KEY

N64 = *N64 Magazine*, **TOT** = *Total 64 Magazine*, **64** = *64 Magazine*, **NIN** = *Official Nintendo Magazine* **N/A** = *Score not available at the time of going to press.* **Please Note**: *A few magazines alter the scores each month. To prevent discrepancies all scores here are the original (or UK update) mark awarded to each game.*

ChoroQ 48%

New entry

Takera Jap Out Now
N64 N/A 64 N/A NIN N/A TOT N/A

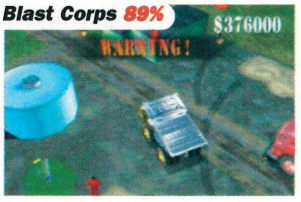
A Mario Kart wannabe that despite having its heart in the right place failed to impress us. You choose a variety of squashed-up vehicles ranging from sports cars to dumpster trucks and tear around an assortment of nicely designed tracks.

ChoroQ is only available on Japanese import at the moment and the amount of Jap text leaves a lot of the game indecipherable (especially in between racing where you choose new parts for your car).

This might be better when it gets a UK release (under the name of Penny Racers), but we seriously doubt whether this has enough game in it to take on the likes of Mario Kart 64 and Diddy Kong Racing.



Blast Corps 89%



Nintendo UK OUT NOW
N64 88% 64 88% NIN 87% TOT 89%

Cause wanton destruction on a global scale with this smashing game from Rare. Use demolition vehicles to clear a path for a runaway missile carrier, and destroy absolutely everything in its way. Refreshingly original, manically tense and incredibly addictive. Altogether this is a right good blast!

Top Marks: Racing Games

Top Notch	
Diddy Kong Racing	96%
F1 World Gran Prix	94%
1080° Snowboarding	93%
Mario Kart 64	91%
F-Zero X	90%
Wooden Spoon	
Off Road Challenge	23%

Banjo-Kazooie 96%



UK Out Now N64 92% 64 95% NIN 96% TOT 96%

This game is a work of genius and you simply won't believe your eyes when you see the graphics. Take control of a bear and bird on a quest to save Banjo's sister from the clutches of an evil witch. Like Mario 64 but better (need we say any more). Just go straight out and buy it!

Cruis'n World 54%

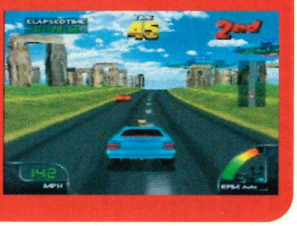
New entry

Nintendo Out Now
N64 N/A 64 N/A NIN 83% TOT N/A

This is far better than its predecessor (Cruis'n USA), but still a long way away from actually being any good. Reminiscent of the old classic Sega game Out Run, you choose from a variety of cars from the serious sportsters to the ludicrous milk float and burn rubber all over the world.

The graphics are a vast improvement over the original, but this only highlights the poor gameplay.

Cruis'n World is firmly based in an arcade-style that places entertainment above reality with wheelies and jumps. This wouldn't be a problem if the game itself was entertaining, but Cruis'n World is dull to play and too easy to finish. Just avoid it!



Automobili Lamborghini 76%



Titus UK OUT NOW
N64 67% 64 80% NIN 76% TOT 72%

More racing shenanigans, this time Titus give us a game with an Italian flavour and an embarrassing name. Unfortunately, they seem to have been more inspired by the Citroen 2CV than a Lamborghini. Desperately dull gameplay and twitchy controls make this an awkward and unrewarding experience.

Bio Freaks 82%



GT Interactive Out Now N64 76% 64 82% NIN N/A TOT 84%

An absolute bloodbath of a beat'em-up from Midway. Up to two players can hack each other apart limb from limb in Monty Python-esque Black Knight fashion. This beat'em-up got a cheer from most of the N64 Pro crew along with shouts of 'none shall pass' and 'tis but a flesh wound.' Not perfect, but great fun anyway.

Bomberman 64 73%



Hudson UK OUT NOW
N64 50% 64 81% NIN 80% TOT 75%

The original video game urban terrorist returns in an all new 3D outing on the N64. Run about dropping bombs in the path of your fellow 'man and avoid blowing yourself to smithereens. The N64 version has a new adventure mode but the manic gameplay of the original seems to be missing.

Bomberman Hero: Queen Milian's Rescue 83%



Hudson Jap Out Now
N64 66% 64 52% NIN N/A TOT 63%

Bomberman is back with a blast in a new N64 3D platform game. For the first time ever, Bomberman can jump around a variety of levels turning the traditional run and bomb game into a 3D mario-esque platfomer (with lots of explosions.) Much better than the muddling Bomberman 64, but not as good as Super Mario 64.

Profile

Top Marks

Beat 'em-ups

Top Notch

Fighters Destiny	89%
Mortal Kombat 4	83%
Bio Freaks	82%
Virtual Hiryu No Ken	80%
GASP: Fighters NextReam	80%

Wooden Spoon

War Gods	38%

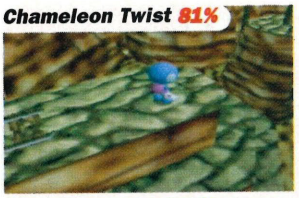
Bust-A-Move 2 85%



Acclaim UK Out Now N64 80% 64 91% NIN 84 TOT 60%

The absolute classic puzzle game makes its appearance on the N64. Take control of two cute dinosaurs as they aim and throw coloured bubbles up the screen in an attempt to get three of the same colours touching so they burst. Simple enough and looking a bit old, but it's still one of the best puzzle games ever made.

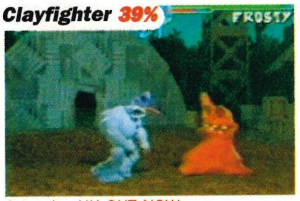
Chameleon Twist 81%



Sunsoft/ Ocean IMP UK TBA N64 70% 64 72% NIN 77% TOT 51%

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 for the average gameplayer, but it's great fun while it lasts.

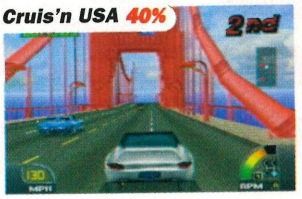
Clayfighter 39%



Interplay UK OUT NOW N64 N/A 64 13% NIN 25% TOT 13%

Oh dear! What's this doing on a super console? A deeply poor game indeed. Flat 2D characters, poor animation combined with abysmal gameplay and sluggish controls make this a dubious and frankly unfunny attempt at a humorous beat'em-up.... I could go on, but let's just say it should have been kiln at birth.

Cruis'n USA 40%



GT Interactive UK Out Now N64 24% 64 31% NIN 59% TOT 59%

An incredibly dated game with bland graphics and jerky animation. The sluggish and unpredictable gameplay ruins any fun factor the original arcade game had and the steering is hyper-sensitive, making controlling your sports mobile nigh-on impossible. Race past this game when you see it in the shops.

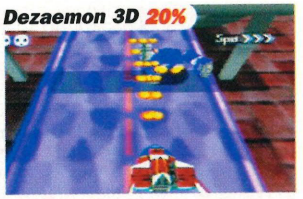
Dark Rift 71%



Vic Tokai IMP UK TBA N64 72% 64 88% NIN 73% TOT 84%

An early attempt at a beat'em-up which is by no means the worst, but certainly not the best. The characters are fairly interesting, but the graphics are bland. The gameplay is shallow and uninvolving and playing this soon feels like a waste of time. If you're looking for a beat'em-up, go for MK4 or Fighter's Destiny instead.

Dezaemon 3D 20%



Athena Jap Out Now N64 82% 64 N/A NIN N/A TOT N/A

Building your own shoot'em-ups is the premise here. You can design absolutely everything including the graphics, sound, levels and throw in plenty of bad guys to blow to pieces. However, the amount of Japanese text makes the whole exercise pointless. So the jury's still out until an Enlish text version arrives.

Diddy Kong Racing 96%



Nintendo UK OUT NOW N64 90% 64 95% NIN 94% TOT 95%

Jaw-droppingly outstanding, DKR takes the crown for multi player racing. With fantastic graphics and great gameplay you race karts, planes and hovercraft through a huge variety of tracks. The single player mode is a real challenge too. Buy it – it's the law.

Doom 64 71%



GT Interactive UK OUT NOW N64 80% 64 81% NIN 85% TOT 92%

The original first person shoot'em-up makes its almost obligatory appearance on the N64. Doom is considered by many to be one of the best games ever made. But we think it's well past its prime and despite numerous enhancements this still feels like the old man of videogames. Get GoldenEye instead.

Dual Heroes 35%



Hudson Soft US OUT NOW N64 28% 64 28% NIN 52% TOT 28%

Power Ranger look-a-likes do battle in this uninspiring beat'em-up. The graphics are garish, the design is pug-ugly and the fights are weird and disjointed. The game has some okay ideas, such as the mirror mode where the CPU learns your moves and uses them against you, but it's not enough to rescue this dire effort. Get MK4 or Fighters Destiny instead.

Duke Nukem 64 86%



GT Interactive UK OUT NOW N64 86% 64 90% NIN 91% TOT 90%

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, so get GoldenEye first.

Extreme G 91%



Konami UK Out Now N64 94% 64 91% NIN 90% TOT 94%

Ride futuristic bikes in this blindingly fast racing game. It's certainly no slacker and on the rare occasions it slows down you might have time to notice the amazing graphics. This is a fine racing game that comes complete with four player racing and battle modes. If it's racing action you're after then take a look.

Famista 64 90%



Namco Jap Out Now N64 68% 64 N/A NIN 92% TOT 78%

Big-head baseball action comes to the N64 and gets a well deserved stamp of approval from the team. Despite lacking the realism of other sports sims, Famista has all bases loaded with playability. An amazing two-player game. Great stuff!

FIFA '98: Road to World Cup 87%



Electronic Arts UK OUT NOW 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 with better graphics, improved controls and a host of neat touches. It's also got the official FIFA license with more official teams than you could shake a stick at. A great game that deserves every success.

F1 World Grand Prix 94%

New entry

Nintendo Out Now
N64 N/A 64 N/A NIN N/A TOT N/A

Finally the N64 gets a serious racing game that truly deserves to be running on the best console on earth. F1 WGP is astounding, and puts all the other racing games we've ever seen to shame. The graphics are almost photo-realistic and on the replays you feel like your watching a race on TV.

The game itself is also excellent with realistic handling and an attention to detail that is almost sinister.

Every race from the 1997 season has been recorded with events taking place mid-race in exactly the same way as they did in real life. If you're after a racing game then steer past all the others and buy this one.





Iggy's Reckin' Balls 68%

New entry

Acclaim UK Out Now
N64 56% 64 83% NIN N/A TOT N/A

A mixture of platform game and multi player racing where you take control of a ball and roll around a 3D course trying to make your way to the end before the competition.

Despite having an original premise this game failed to spark any interest in the N64 Pro team. Originality is generally rewarded with praise from us, but in this instance the actual game turned out to be a dull affair with a very limited lifespan.

The one player game soon becomes tedious. The multi player is slightly better but still seems to lack any real competiton or excitement. A nice concept, but this is one idea that should have been canned.



F-Zero X 90%



Nintendo JAP OUT NOW N64 91% 64 90% NIN N/A TOT N/A

Nintendo's remake of their SNES classic gets off to a flying start thanks to its unrelenting pace, wonderful controls and amazing four player mode. The only downer is the graphics which are decidedly bland. But the gameplay more than makes up for it. A good buy!

Hexen 66%



GT Interactive OUT NOW N64 69% 64 45% NIN 60% TOT 63%

I doubt whether you bought your N64 to play ports of average PC games with blocky garish graphics and tired gameplay. Doom 64 was already better than this and even that's starting to look a bit long-in-the-tooth on the all powerful N64. Just get GoldenEye and leave this ancient blaster in the Middle Ages.

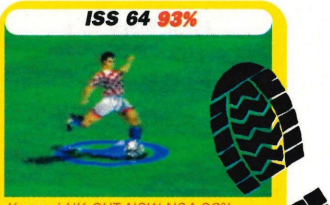
G.A.S.P. Fighters NEXTream 80%



N64 52% 64 70% NIN N/A TOT 89%

An interesting beat'em-up which manages to put up a reasonable fight. The graphics are excellent with some of the smoothest looking characters ever seen and the backgrounds are gorgeous. Despite all the positive stuff, GASP still manages to be a disappointment. The animation is sloppy and the gameplay isn't anything special.

ISS 64 93%



Konami UK OUT NOW N64 92% 64 91% NIN 93% TOT 97%

Konami scores a blinder with a superb representation of our beautiful game and one that consigns all the opposition to relegation. Superbly realistic, beautiful looking with a huge array of moves and ways to score. The more you play it the better it gets, making this is a footy fan's dream.

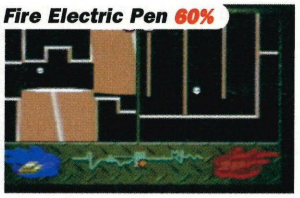
FIFA 64 38%



Electronic Arts UK OUT NOW N64 39% 64 29% NIN 67% TOT 76%

A tired GM Vauxhall conference-like attempt at emulating our beautiful game. The graphics are drab, the players wobble around like weebles and the game itself is dull and lifeless. We showed FIFA a red card long before its infinitely superior substitute ISS 64 showed up and sent it off for bad sportsmanship.

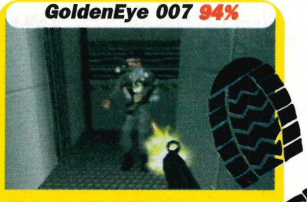
Fire Electric Pen 60%



Hudson Jap Only N64 65% 64 N/A NIN N/A TOT 30%

Possibly the strangest game to have passed through the N64 Pro office. Guide a ball down a tube without touching the sides or a buzzer goes off. To add to the distractions a commentator screams at you in Japanese and all the time a counter is ticking down. Fun in a odd sort of way, but by no means a stunner.

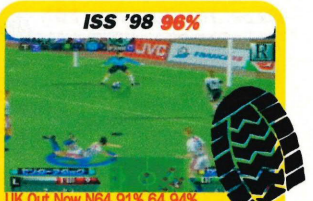
GoldenEye 007 94%



Nintendo UK OUT NOW N64 94% 64 96% NIN 94% TOT 98%

The smoothest secret agent of all time comes to the N64 with the best first-person perspective shoot'em-up ever made. Control Bond through 20 massive levels that require ingenuity, sharp shooting and a cool head. Go out and buy this game right now!

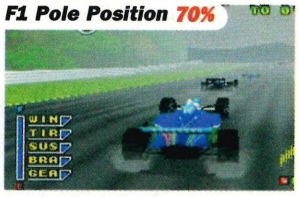
ISS '98 96%



UK Out Now N64 91% 64 94% NIN 93% TOT N/A

No game has caught our attention and sucked up our time more than ISS 64 and its sequel. An almost perfect rendition of footy, with a wealth of features. You and yourmates will be constantly finding new tactics and ways to score. The best footy game ever made. Games don't come better than this.

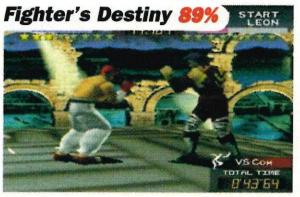
F1 Pole Position 70%



Ubi Soft UK OUT NOW N64 71% 64 86% NIN 75% TOT 80%

This was an average racer to begin with and the recent release of F1 WGP only highlights how much better a F1 racing game can be. The graphics are bland and the controls are wholly unrealistic. F1 Pole Position sits in the pits whilst F1 WGP takes lead and goes on to win the race. Don't confuse the two!

Fighter's Destiny 89%



Ocean UK Out Now N64 86% 64 92% NIN 90% TOT 93%

A fairly decent fighting game that whilst having a nice arcade look and feel still isn't a match for the kings of the arcade. The graphics are a bit bland but apart from that this is one of the best beat'em-ups you can buy for the N64. Mortal Kombat 4 is slightly preferred in the office but even that isn't up to scratch. We're still waiting for the ultimate fighter.

GT 64 78%



Ocean UK Out Now N64 67% 64 64% NIN 85% TOT 90%

An average racing game that falls short in almost every aspect. The graphics are okay until they move then everything jerks around like film from the 1920's. The handling is plain wrong and you end up crashing around the walls of the tracks. We're still waiting for a realistic racing game to do the N64 justice, but in the meantime buy something else.

Jeopardy 38%

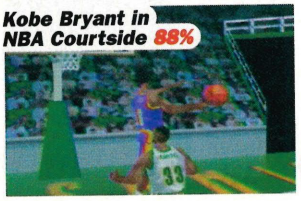


Gametek US IMP N64 9% 64 30% NIN N/A TOT N/A

A US quiz show that makes precious little sense to anybody in good ol' Blighty. Jeopardy tries to be a game show with a difference with the chirping robotic host giving answers and then asking you to give the appropriate question. The graphics are terrible and it has all the action of a graveyard. Avoid!

Profile

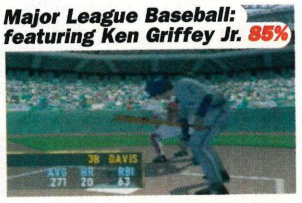
Kobe Bryant in NBA Courtside 88%



Gametek UK Out Now N64 90% 64 30% NIN 89% TOT N/A

The first game to appear under the Nintendo Sports label finally gives basketball the treatment it deserves. More serious than Hangtime and less fuzzy than NBA Pro, this is a fun, action packed and easy to play basketball that balances serious sport with playability. If you're into basketball then take a look at this.

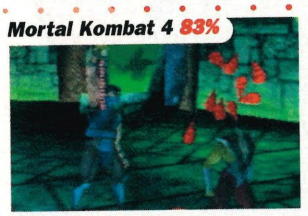
Major League Baseball: featuring Ken Griffey Jr. 85%



Nintendo Sports US Out Now N64 74% 64 N/A NIN N/A TOT N/A

Another baseball game storms into the Pro office and joins the long line of N64 games depicting the game of bat and ball. Less serious than All-Star Baseball (its main competitor), and the graphics aren't as good. But in many ways this is much more fun to play. The gameplay shines and has won Ken Griffey many admirers.

Mortal Kombat 4 83%



Midway UK Out Now N64 84% 64 86% NIN N/A TOT 90%

Mortal Kombat finally goes 3D and turns out to be one of the better beat'em-ups on the N64. Take control of one of 15 ludicrous nut-jobs and try to disembowel all the other psychos. The trademark blood and gore is splattered through-out the game and now looks better than ever. Well worth looking at.

Top Marks — Puzzle games

Top Notch	
Wetrix	91%
Bust-A-Move 2	85%
Susume	77%
Puyo Puyo	70%
Wooden Spoon	
Tetrisphere	60%

Lylat Wars 91%



Nintendo UK OUT NOW N64 94% 64 95% NIN 93% TOT 91%

Despite its new preposterously effeminate name, Lylat Wars is an absolutely stunning game that breaths new life into the shoot'em-up genre. Excellent cut scenes, absolutely breathtaking graphics and tons of atmospheric speech and sound effects. Amazing!

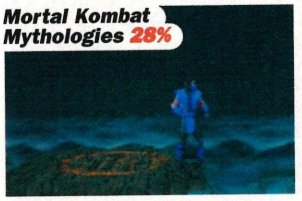
Mario Kart 64 91%



Nintendo UK OUT NOW N64 91% 64 94% NIN 90% TOT 93%

A flawed genius, that 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. Diddy Kong Racing is a better game these days.

Mortal Kombat Mythologies 28%



GT Interactive UK Out Now N64 N/A 64 75% NIN 36% TOT 31%

A horrible mixture of beat'em-up and 2D platform game that leaves a sour taste in the mouth. The graphics are ridiculously sub-standard and the gameplay is nothing short of horrifying. Even die-hard Mortal Kombat fans have to admit that asking 50 quid for this is fraud. Do yourself a favour and steer clear.

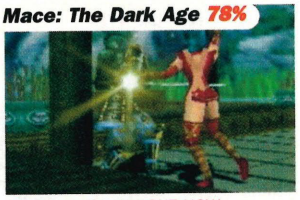
MRC 80%



Ocean UK OUT NOW 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 ever seen, but still far from the best. Take a look at F1 WGP if you're after a serious car racing game.

Mace: The Dark Age 78%



GT Interactive UK OUT NOW N64 81% 64 76% NIN 89% TOT 89%

A hack 'n' slash fighting game with enough dungeons 'n' dragons inspired characters to keep even the most ardent warlocks happy. Despite the dodgy character design the graphics are quite good and the backgrounds are fully interactive. But Mortal Kombat 4 has made this look very dated so get that instead.

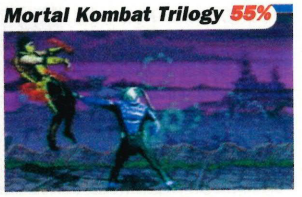
Mischief Makers 87%



Enix UK Out Now N64 90% 64 80% NIN 82% TOT 43%

A wonderful 2D platform game like you've never played before. Control Marina, a deranged robot schoolgirl who has to rescue a kidnapped pervert scientist. The insane plot complements this wonderfully surreal game. The gameplay is stunning, which is a good job really as the graphics are terrible.

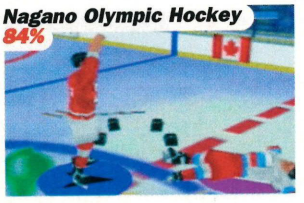
Mortal Kombat Trilogy 55%



Midway UK OUT NOW N64 34% 64 62% NIN 56% TOT 78%

The Mortal Kombat series has bludgeoned its way through videogaming history with all the finesse and style of Noely at a Miss World competition. MK was always a bit clumsy but these days it looks completely out of place on the N64. With MK4 on the scene buying this is a complete waste of money.

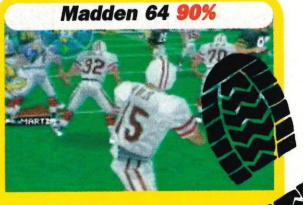
Nagano Olympic Hockey 84%



Midway US IMP N64 60% 64 75% NIN 81% TOT 75%

Wayne Gretzky's hockey makes its third appearance on the N64, this time with all the official teams from the Nagano Olympics. It's just as good as it ever was, but we're getting a bit tired of seeing the same game appear every couple of months with just a few tweaks. Good fun but NHL Breakaway '98 is better.

Madden 64 90%



Electronic Arts UK OUT NOW N64 92% 64 80% NIN 89% TOT 89%

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 and excellent gameplay.

Mission: Impossible 92%



Ocean UK Out Now N64 75% 64 N/A NIN 84% TOT 83%

After countless delays this game sneaked out of high security and was exposed as surprisingly good after all. But it's not a bit like GoldenEye so don't get too excited. This adventure that will tax your mental ability more than your trigger finger. Take a look.

Mystical Ninja Starring Goeman 86%



Konami Out Now N64 90% 64 85% NIN 90% TOT 84%

A weird one this and no mistake. Guide Goemon around a surreal 3D area (much like Mario) whilst talking to people about the large peach-shaped UFO that has invaded their world. The Goemon series has often been praised for its inventiveness and the wealth of mini-games mean that this is no exception.

Nagano Winter Olympics 93%



Konami OUT NOW N64 32% 64 77% NIN 84% TOT 69%

Track n' Field heads north. Compete in 10 different events ranging from snowboarding to speed skating. If that's not enough, you'll never believe how much fun multi player curling can be (honest). This is a great game that held up work in the office for days. Brilliant stuff!



That mean looking box should have checked our guide before buying a game. Then he'd have bought Banjo-Kazooie and look much happier

Off-Road Challenge 23%

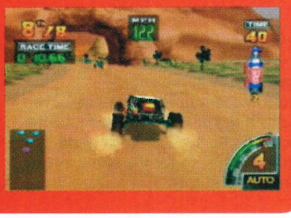
New entry

GT Interactive Out Now
N64 21% 64 27% NIN N/A TOT N/A

Oh dear! What an unfortunate mistake it was to ever release this game on the N64. A truly terrible racing game that takes all the worst bits from Cruis'n USA (and believe me they weren't short of bad bits to choose from), and then removes everything remotely good about video games (like graphics, sound, playability) and spits out this pile of bilge.

The result is a truly horrendous game that is unrelenting in its attempts to find the lowest standard of quality known to man and N64.

If you end up buying this the only challenge will be taking the game back to the shop and trying to get a refund from the shop assistant.



Top Marks — Platform games

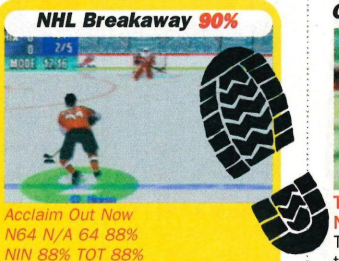
Top Notch

Banjo-Kazooie	96%
Super Mario 64	92%
Yoshi's Story	88%
Mischief Makers	87%
Bomberman Hero: Queen Milian's rescue	83%

Wooden Spoon

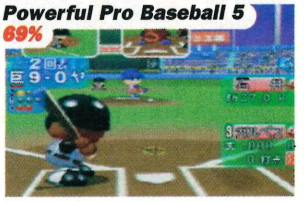
Mortal Kombat Mythologies 28%

NHL Breakaway 90%



Acclaim Out Now
N64 N/A 64 88%
NIN 88% TOT 88%
The fast, frantic and violent combination of ice skates and wooden sticks is brought to life on your N64. Amazing graphics and great gameplay make this play like a dream. Easy to get into, but difficult to master. Great stuff!

Powerful Pro Baseball 5 69%



Konami Jap Out Now
N64 N/A 64 N/A NIN N/A TOT 82%
Big head baseball makes yet another appearance on the N64 and is caught out by the N64 Pro team who've seen far better competition. There's nothing particularly bad about PPB 5, the graphics are okay and it's great fun to play. The problem is that Famista, All Star and Ken Griffey are all far better games.

Quest 64 68%



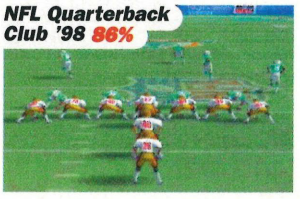
THQ US Out Now
N64 71% 64 56% NIN N/A TOT 70%
The first RPG to appear on the N64 turned out to be something of a disappointment. Take control of (the life of) Brian and guide him through his quest to find his father. Using the four elements of earth, wind, fire and water you can cast a wide variety of spells. Good graphics but the story is duller than dullness itself.

NBA Hang Time 74%



Midway UK OUT NOW
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. Great for arcade enthusiasts with gravity defying moves and exploding baskets.

NFL Quarterback Club '98 86%



Acclaim UK OUT NOW
N64 86% 64 80% NIN 91% TOT 90%
Another American football game joins Madden 64, but just fails to go the whole nine yards. Graphically superb with exceptionally detailed characters and one of the few games to use the stunning high-res mode on the N64, NFL QC '98 just doesn't play as well as Madden.

Pilotwings 64 91%



Nintendo UK OUT NOW
N64 89% 64 89%
NIN 84% TOT 95%
Up there with ISS 64 as the N64 Pro team's favourite N64 game. Hours of pleasure as you perform hang-glider, rocket belt and gyrocopter missions. Sometimes relaxed, other times as frantic than a trolley-dash through ToysRus.

Puyo Puyo 70%



Compile JAP IMP
N64 80% 64 87% NIN N/A TOT 71%
Blobby Tetris makes its way onto the N64 with this cute puzzler from Compile. Guide falling blobs so they connect with balls of the same colour. It may look cute, but this is one of the fiercest puzzlers we've ever seen. The pressure really mounts up thanks to the frantically manic gameplay. Only really any fun with two players.

NBA Pro '98 70%



Konami OUT NOW
N64 71% 64 70% NIN 85% TOT 70%
The second basketball game is dunked onto the N64 and unlike NBA Hangtime, this is a decidedly serious affair. All the teams and players are fully represented but the graphics are so blurry that any detail is lost in a sea of fuzz. A realistic but very tedious game.

Oozumo 75%



Bottoms Up Jap Out Now
N64 90% 64 N/A NIN N/A TOT 39%
Big-headed, pot-bellied, head slappin' fun is to be found in this game depicting the most noble of martial arts, sumo wrestling. Take control of one of 40 lardy slappers and use a combination of skill, judgement and frantic button tappin' to whack or throw your opponent's fat arse out of the ring. Great fun but a bit basic.

Rakuga Kids 53%

New entry

Konami Out Now
N64 N/A 64 N/A NIN N/A TOT N/A

A baffling beat'em-up that takes Japanese eccentricity to new levels. You take control of Parrapa The Rapper-style characters and slug it out using a variety of increasingly bizarre special attacks.

For example: DDJ Kat is a rap-style cat who attacks using a special set of speakers that fly on from the side of the screen and hit the opponent whilst Kat makes a mix.

Similar in style to the awful Clayfighter, this does have quite a decent sense of humour, but is very shallow in terms of gameplay.

Worth renting out for a night so you can have a good laugh with your mates but I wouldn't recommend buying a copy.



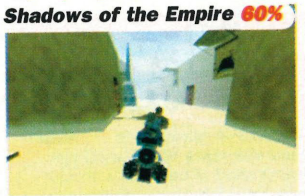
Profile

Quake 64 88%



GT Interactive UK Out Now
N64 79% 64 88% NIN 92% TOT 90%
Quake is the true sequel to Doom and has the same dark and moody atmosphere. Run around mazes filled with creatures waiting to be blown to smithereens with a variety of large guns. Every bit as good as the 3D enhanced PC version, but still nowhere near as good as GoldenEye

Shadows of the Empire 60%



Nintendo UK OUT NOW
N64 78% 64 88% NIN 86% TOT 61%
A desperate hotch-potch of different game styles that fails to hang together and deliver any entertainment quality whatsoever. If you're a fan of Star Wars wait for the upcoming Rogue Squadron game that will show this up for the cheap imposter that it is.

Snowboard Kids 84%



Atlus UK OUT NOW
N64 88% 64 80% NIN 81% TOT 80%
A truly wonderful racing game that appeared out of the blue and took the N64 Pro office by storm. Race down varied and cunningly designed ski slopes, all the time pulling stunts and collecting weapons. At the end you scramble onto a ski lift that takes you back to the top, making laps possible in a downhill race.

Tetrisphere 60%

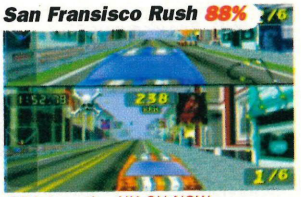


Nintendo UK OUT NOW N64 69% 64 77% NIN 86% TOT 84%
Tetris comes full circle in this brand new spherical version. It's hard to get to grips with at first, but the lush graphics make you persevere. There are no adrenaline rushes to be found here with a somewhat sedate pace to the puzzles. We seem to have lost all interest in Tetris, but ardent fans may find this an appealing game.

Top Marks: Shoot 'em-ups

Top Notch	
GoldenEye 007	94%
Forsaken 64	92%
Lylat Wars	91%
Quake 64	88%
Duke Nukem 64	86%
Wooden Spoon	
Dazeamon 3D	35%

San Fransisco Rush 88%



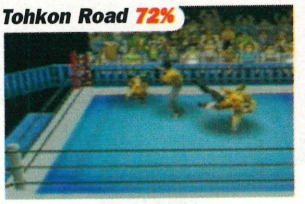
GT Interactive UK OU NOW
N64 N/A 64 75% NIN 74% TOT 57%
This one caused mixed opinions in the office. Alex and I think it's ream, whilst Steve and Noely think it's rank. Realism is abandoned in favour of gravity defying jumps and ludicrous shortcuts. The graphics are garish and the sound is laughable, but it's one of the better racing games and is definitely worth checking out.

Star Soldier: Vanishing Earth 86%



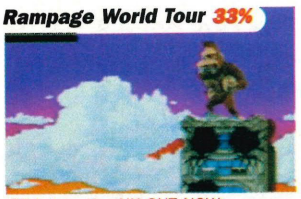
Hudson Jap Out Now
N64 62% 64 N/A NIN N/A TOT N/A
A tepid 2D shoot'em-up that failed to impress us in any way whatsoever. The reasons for this getting a bad mark will be obvious to anybody who plays the game for longer than 20 seconds. Terrible graphics and flat gameplay aren't what you want to spend your money on. Get Lylat Wars and leave this well alone.

Tohkon Road 72%



Hudson Jap Out Now
N64 49% 64 70% NIN N/A TOT 25%
A Japanese wrestling game that dares to take on the mighty WCW vs. NWO and WWf Warzone, and in our opinion just ends up in a submission to its American counterparts. You don't get any of the famous fighters such as Hulk Hogan and Sting, and as a result Tohkon Road just feels lacking on the enjoyment front.

Rampage World Tour 33%



GT Interactive UK OUT NOW
N64 54% 64 80% NIN 53% TOT 54%
Up to three players take control of George, Ralph and Lizzie to run around causing as much mayhem as possible when you're a 30 foot high Noely look-a-like. Whilst this game was 'monster' in the eighties it now has all the charm of a drunken flesh eater with bad breath. Blast Corps is a far better game of destruction.

Super Mario 64 92%



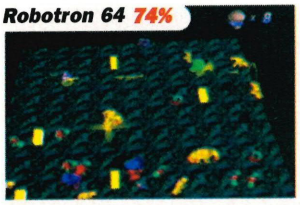
Nintendo UK OUT NOW N64 96% 64 95% NIN 95% TOT 96%
The best video game ever? It's certainly up there as one of the finest. A true classic in every sense of the word and one that takes all the best bits from previous Mario games and beautifully adapts them for this sublimely detailed 3D world.

Susume 77%



Konami JAP OUT NOW
N64 78% 64 80% NIN N/A TOT 86%
Blob bashing fun in this Tetris-style game that is virtually identical to Puyo Puyo Sun 64. Great fun in two player but the single player game is too random and the computer trashes you every time. The neat little sub-games make up for the simplicity of the main game and the ten pin bowling game is great stuff

Robotron 64 74%



Crave Entertainment US Out Now
N64 N/A 64 82% NIN 80% TOT 82%
A classic shoot'em-up from 1982 is revamped and thrown onto the N64 for a new generation. The graphics look a bit basic but the action is as much fun as it ever was. Run around a square blasting everything in sight to smithereens. A bit too basic for some but good fun for everyone who remembers the original.

WWF War Zone 85%

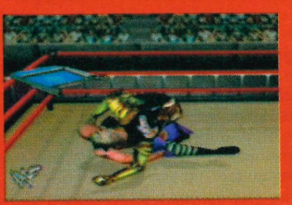
New entry

Acclaim Out Now
N64 N/A 64 N/A NIN N/A TOT N/A

Wrestling comes out fighting with the third representation of the 'sport' on the N64. The graphics are a distinct improvement over WCW vs. NWO and the gameplay is a bit better to boot.

WWF Warzone has plently of little touches that are sure to keep you amused (and I'm not just talking about the Lycra pants). As well as the slug-fest, you can play in a cage mode or go for a royal rumble. You can even design your own wrestler in a terrifying mixture of beast-creator meets Barbie clothing simulator.

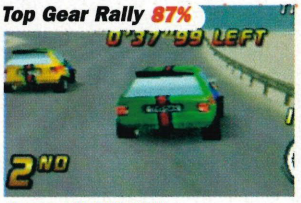
Jokes aside, this is a seriously good wrestling game. Take a look.





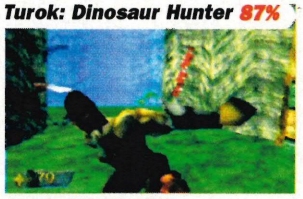
Steve 'Stone Cold' Austin has no qualms about sharing his armpits with the world

Top Gear Rally 87%



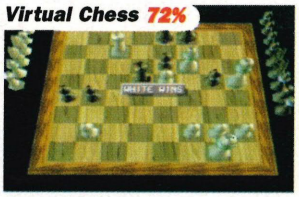
Kemco UK OUT NOW
N64 89% 64 90% NIN 89% TOT 85%
An interesting rally racer with some excellent car dynamics. The suspension is incredibly realistic and the car responds to every slight bump in the road. The graphics are a bit bland and it feels sluggish at first, but as you earn faster cars the game becomes a real speed challenge. One of the better racing games.

Turok: Dinosaur Hunter 87%



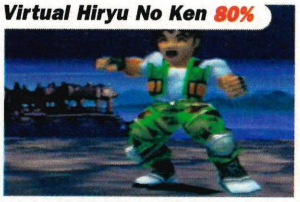
Acclaim UK OUT NOW
N64 91% 64 82% NIN 95% TOT 93%
The bloke from Doom pays a visit to Jurassic Park in this dinosaur slaying extravaganza. Great graphics complement the violent gameplay as you run around hacking, shooting and generally killing everything in sight. Making dinosaurs extinct is great, but there are too many jumping and platform style sections for our liking.

Virtual Chess 72%



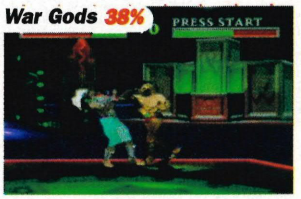
Titus Jap Out Now
N64 76% 64 N/A NIN 64% TOT 54%
Chess hits the N64 and unsurprisingly fails to change our lives. Animated pieces hack each other apart until the novelty wears thin and you switch to the 2D mode – which is identical to every other chess game. It does have an excellent training mode though and your N64 plays a mean game.

Virtual Hiryu No Ken 80%



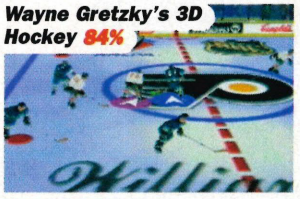
Culture Brain US OUT NOW
N64 78% 64 78% NIN N/A TOT N/A
A mighty beat'em-up that looks stunning even in its Japanese form. Fight in two different modes: normal mode bears a remarkable similarity to Virtua Fighter, and super deformed (SD) mode where the fighters have big heads and squashed bodies and the game plays like a quasi-3D Street Fighter. Not quite MK4 but still good.

War Gods 38%



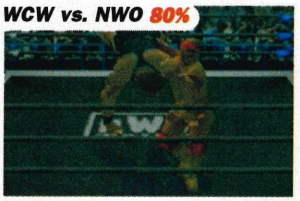
Midway UK OUT NOW
N64 46% 64 59% NIN N/A TOT 69%
Midway aren't going to win many friends with this tired attempt at a beat'em-up with preposterous special moves and a distinct lack of involvement. Following a War Gods vs. Clayfighter heated debate we decided that this is still the worst fighting game on the N64. Become a pacifist atheist and just say no!

Wayne Gretzky's 3D Hockey 84%



Midway UK OUT NOW
N64 70% 64 84% NIN 84% TOT 90%
This is a lightning-paced ice hockey game that plays at over 100 mph. An interesting mix of sports simulation and arcade gameplay that works really well. The single player game is great fun, but for a real treat get some mates 'round for the four player game. Still not on par with ISS 64, but few games are.

WCW vs. NWO 80%



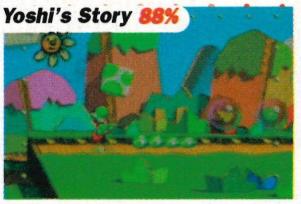
THQ UK Out Now
N64 70% 64 85% NIN 86% TOT 92%
Wrestling action hits the N64 with this fine beat'em-up. Some great animation, loads of moves and clever touches recreate the fun atmosphere of American wrestling. The four player free-for-all was enjoyed by practically everyone in the office. Great stuff for fans of wrestling and even haters of Hogan would enjoy this beat'em-up.

Wheel of Fortune 59%



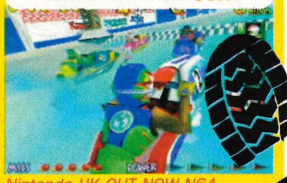
Gametek US OUT NOW
N64 17% 64 45% NIN N/A TOT N/A
You're spinning the wheel of luck if you buy this, but will you feel fortunate to own a copy? Somehow we don't think so. It's a fair enough rendition of the American quiz show, but some of the answers are a bit Americanised and often obscure. Good for playing with your grandparents at Christmas, but it's no fun as a single player game.

Yoshi's Story 88%



Nintendo JAP Out Now
N64 86% 64 85% NIN 88% TOT 84%
Our favourite hungry dinosaur returns in an all new N64 eating fest. Yoshi hasn't made it into 3D, but this has to be the most beautiful 2D platform game we've ever seen. It's very easy to complete, but the huge amount of hidden objects and special ways to score enhance its longevity. Take a look if you're into platformers.

Wave Race 64 90%



Nintendo UK OUT NOW N64 90% 64 94% NIN 92% TOT 96%
Don your wet suit and go jet-ski racing on one of the finest racing games ever to grace a home console with the most realistic water ever seen. A challenging championship mode, an excellent two player mode and a highly original stunt mode. Brilliant stuff!

Waialae Golf 69%

New entry

Konami Out Now
N64 N/A 64 N/A NIN 64% TOT N/A

Despite a general love of golf games in the office, this failed to deliver a round good enough for us to play.

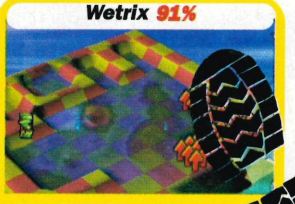
Waialae is by no means terrible, but the general shoddy feel of the game lowers its score. The graphics are very flat and there're too many glitchs (such as players standing on water.)

The controls aren't particularly gripping either and with only one course available you soon run out of new holes to play.

We played a good few rounds, but eventually tired of its sloppishness and consigned Waialae to the drawer.

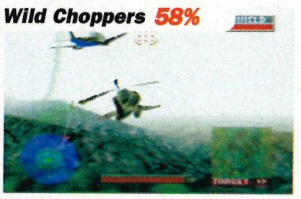


Wetrix 91%



UK OUT NOW N64 78% 64 86% NIN 90% TOT 93%
You'll have lots of fun if you get this splashing game. Guide falling Tetris-style blocks to build circular dams and wait for the heavens to open. Then everything becomes manically tense as you try to guide new blocks and water so that nothing is spilt over the sides. The best puzzle game since Tetris.

Wild Choppers 58%



GT Interactive UK OUT NOW
N64 72% 64 N/A NIN N/A TOT 72%
Take your chopper out for an airing with this odd little combat game. 'Borrowing' a lot of ideas from the old classic Desert Strike, this 3D shoot'em-up could have been really good, but ends up disappointing. The graphics are bland and blurry and the helicopters look like Jimbo and the Jet-Set. Leave well alone.

World Cup '98 87%



Electronic Arts UK OUT NOW N64 73% 64 93% NIN 93% TOT N/A
The latest instalment in the FIFA series kicks off on the N64. It's almost identical to its predecessor, FIFA: Road To World Cup, so we have doubts about buying the same game twice. It looks good and has a realistic feel thanks to the official license with all the teams and players. Good, but still not ISS 64.

Top Marks – Sports sims

Top Notch

ISS World Cup '98	96%
ISS 64	93%
Nagano Winter Olympics	93%
Madden 64	90%
All Star Baseball '99	90%

Wooden Spoon Award

Fifa 64	38%

Next month...

Body Harvest

Exclusive review of Gremlin's spectacular(ly gory) N64 debut

Zelda: The Ocarina Of Time

We count down the weeks to the biggest game release ever

Perfect Dark

But will it be perfect? We reveal all

ISS '98

How to win EVERY TIME!

Plus MORE PAGES than ever before and an all-new look!

Plus Massive 200 page FREE book

Plus Revealed: The TOP 50 Nintendo Games of All Time *that YOU voted for*

Plus EVERY official release reviewed!

Everything you need to know about – ● Turok 2 ● Extreme G 2 ● V-Rally 64 ● Castlevania 3D ● Space Circus ● Jest ● and much more!

It's the end of an era, but the beginning of a new dawn! Or something. Just buy the next issue for God's sake or we'll all get sacked

Issue 15 on sale 12 Nov 1998

Special Reserve Discount Club

Market leaders in mail order home computing, established 10 years, great web site and six amazing shops. Visit the UK's top games store at http://special.reserve.co.uk.

Officially Authorised for Nintendo and for PlayStation. Trial Membership for just 60p. 0% PAY LATER (subject to status).

£2* LESS

Deduct £2 extra discount off the price of any game if you buy any other item at the same time. e.g. Buy one game and one peripheral and take £2 off the game or buy two games and get £2 off of one of them. This offer does not apply to membership fees and cannot be used in conjunction with any other special discounts. Claim your extra discount when you order by post, FAX or phone, quoting N64 PRO

Offer ends December 31st 1998

Special Reserve 01279 600204

OR FAX YOUR ORDER ON 01279 726842 AND WE'LL FAX BACK TO CONFIRM
OR BUY IN STORE FOR JUST A FEW QUID MORE AT A SPECIAL RESERVE CLUB SHOP
OPEN 9.30AM TO 8PM (MON-SAT) 10AM TO 5PM (SUN & BANK HOLIDAYS)
OPEN ALL HOURS @ HTTP://SPECIAL.RESERVE.CO.UK AND HTTP://WORLD.GAMELINKS.COM

(BLOCK CAPITALS please)
Name, Address and Postcode

Phone No Machine



ALL FOR £6.99

SPECIAL RESERVE ANNUAL MEMBERSHIP FEE

We only supply members but you can order as you join (from 60p). There is no obligation to buy anything and you can be any age.

£6.99 Annual Membership includes 10 issues of the Club Magazine plus the Special Reserve Book of 3000+ Cheats. AND tick a FREE GIFT from below if you buy any item at the same time as you join.

ENTER MEMBERSHIP NUMBER IF ANY

PLEASE ENTER MEMBERSHIP FEE IF APPLICABLE AND PLEASE REMEMBER TO TICK YOUR CHOICE OF GIFT BELOW

ANNUAL MEMBERSHIP £6.99 (UK), £9.99 (EC) OR £12.99 (WORLD)
OR TRIAL MEMBERSHIP 60P (ONE MAGAZINE, ONE ORDER, NO GIFT)

item
item
item
item

Deduct any £2 Discounts as described above*

Please add 50p per game for UK First Class Post (£2.00 overseas)

ALL PRICES INCLUDE UK 2ND POSTAGE & VAT

Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £

CREDIT CARD EXPIRY DATE CARD ISSUER SWITCH (ISSUE NO)

SIGNATURE

Overseas orders must be paid by credit card.
Overseas surcharge £2.00 per item

Hardware items (mains or battery) are only supplied to the UK mainland

Immediate cheque clearance

Cheques payable to Special Reserve at PO Box 847, Harlow, CM21 9PH

FREE GIFTS

Please tick your choice of gift when you join for a year (£6.99) at the same time as buying any one item. If joining by telephone please ask for your gift at the time.

- FREE 1 MB MEMORY CARD FOR NINTENDO 64
- OR FREE RUMBLE PACK FOR N64. Sends vibrations through the controller
- OR FREE MOUSE FOR PC 2 buttoned mouse
- OR FREE COMPETITION PRO JOYPAD FOR PC 4 fire buttons & turbofire
- OR FREE YEAR 2000 TEST DISK FOR PC
- OR FREE 1 MB MEMORY CARD FOR NINTENDO 64
- OR FREE RUMBLE PACK FOR N64 Sends vibrations through the joypad
- OR FREE PREMIERE FOOTBALL. Full size, PVC coated football. Includes adaptor. Design may vary
- OR FREE 1 MB MEMORY CARD FOR PLAYSTATION
- OR FREE 24 CAPACITY CD WALLET. Stores CD's in individual compartments
- OR FREE NUGEN JOYPAD FOR PLAYSTATION With turbofire function.
- OR FREE PERSONAL STEREO CASSETTE PLAYER + HEADPHONES
- OR EIGHT GAMES FREE ON PC CD ROM. Desert Strike, Team Suzuki, Actua Soccer semi-final edition, Premier Manager 2, Jungle Strike, Toyota Celica GT Rally, Zool 2 & Normality Inc demo. All games 8 FREE. Seven games free for PC CD ROM also available.



Offers subject to stock availability. Overseas members add £2 postage

Nintendo 64 ... £99.99 less £6*

Official UK Nintendo 64 complete with Nintendo 3D controller and RF lead.

*Deduct £6 off the price of any one item bought at the same time as a Nintendo 64. 0% PAY LATER - See below.

Nintendo 64 Fire Pack ... £119.99 less £8*

With Nintendo 3D controller and RF lead PLUS extra 3D Controller and 1 MB Memory Card

*Deduct £8 off the price of any one item bought at the same time as a Nintendo 64 Fire Pack. 0% PAY LATER - See below.

Nintendo 64 + Goldeneye £129.99 less £10*

With Nintendo 3D controller and RF lead PLUS Goldeneye game (Reviewed at 98%)

*Deduct £10 off the price of any one item bought at the same time as a Nintendo 64 + Goldeneye. 0% PAY LATER - See below.

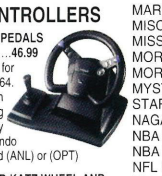
NINTENDO 64 DELUXE CARRY CASE ...17.99
ACTION REPLAY PRO CARTRIDGE FOR N64 ...37.99

PAIR OF EXTENDER CABLES FOR NINTENDO 64 ...9.99
SCART LEAD - N64 to scart TV ...7.99
HI-FI AUDIO LEAD - N64 to stereo ...9.99

OFFICIAL 256K MEMORY CARD - 12 slots ...14.99
1 MB MEMORY CARD - 48 slots ...7.99
8 MB MEMORY CARD - 384 slots ...18.49

INTERACTOR RUMBLE VEST ...22.99
OFFICIAL RUMBLE PACK FOR NINTENDO 64 ...14.99
JOLT PACK FOR NINTENDO 64 (RUMBLE PACK) ...7.99
JOLT PACK WITH 1 MB MEMORY FOR N64 ...12.99
2 SPEED RUMBLE PACK WITH 1 MB MEMORY ...15.99

NINTENDO 64 CONTROLLERS



TOP DRIVE WHEEL AND PEDALS FOR CONSOLES ...46.99
Steering wheel and pedals for PlayStation, Saturn or Nintendo 64. Programmable buttons, 9 button control, stick shift, self centering technology. Also includes memory card and rumble pack slot for Nintendo 64 users. Look for games marked (ANL) or (OPT)



MAD KATZ WHEEL AND PEDALS FOR N64 ...39.99
True analogue progressional steering, accelerator and brake. 8 digital buttons



OFFICIAL JORDAN DUAL RUMBLE STEERING WHEEL & PEDALS ...44.99
Dual force feedback, F1 racing wheel design, Semi-automatic gear change



OFFICIAL NINTENDO 64 3D CONTROLLERS ...17.99
Available in many different colours: black, blue, green, grey, red & yellow



JOYTECH CONTROLLER ...14.99
8 fire buttons, analogue and digital directional control, turbofire function, slow motion function & LED display



COMPETITION PRO N64 CONTROLLER ...17.99
5 fire buttons and view control, autofire and turbofire, slow motion, 8 way superswitch & analogue joystick



NUGEN MANTA RAY CONTROLLER ...15.99
Available in many different colours. 5 fire buttons and view control, auto-fire and turbo fire, slow motion, 8-way superswitch, analogue joystick

WE STOCK OVER 15 CONTROLLERS FOR N64 - PLEASE CALL 01279 600204 FOR DETAILS

Nintendo 64 Games

1080 SNOWBOARDING (RUM)	32.99
AERO FIGHTERS ASSAULT	38.99
ALLSTAR BASEBALL	34.99
BANJO-KAZOOIE 96%	39.99
BIOFREAKS	41.99
BLAST CORPS 89%	25.99
BODY HARVEST	34.99
BUCK BUMBLE	39.99
BUST A MOVE 2	34.99
CHOPPER ATTACK	42.99
CLAYFIGHTER 63 1/3 87%	29.99
CRUIS'N WORLD	30.99
CRUISIN USA	25.99
DIDDY KONG RACING 97% (RUM)	32.99
DOOM 92%	26.99
DUKE NUKEM 64 91% (RUM)	27.99
EARTHWORM JIM 3D	40.99
EXTREME G 2	42.99
F-ZERO X	32.99
F1 RACING 98	49.99
FIGHTERS DESTINY 93%	38.99
FOOTBALL!	43.99

SAVE £2 MORE - SEE OFFER TOP RIGHT

FORMULA 1 WORLD GRAND PRIX	32.99
FORSAKEN 93%	27.99
GEX 64	39.99
GOLDENEYE 98% (RUM)	39.99
GT 64	37.99
HEXEN 85%	24.99
HOLY MAGIC CENTURY	46.99
IGGY'S RECKIN BALLS	34.99
INT'L SUPERSTAR SOCCER 64 97%	29.99
INT'L SUPERSTAR SOCCER 98 94%	33.99
KILLER INSTINCT GOLD 88%	42.99
LAMBORGHINI 64	42.99
LEGEND OF ZELDA	39.99
LYLAT WARS 95% + RUMBLE PACK	39.99
MADDEN 64 92%	44.99
MARIO KART 64 94%	32.99
MISCHIEF MAKERS 90%	25.99
MISSION IMPOSSIBLE	33.99
MORTAL KOMBAT 4	42.99
MORTAL KOMBAT MYTHOLOGY MYSTICAL NINJA	46.99
STARRING GOEMON 90%	42.99
NAGANO WINTER OLYMPICS 98 84%	35.99
NBA COURTSIDE 85%	25.99
NBA PRO 98	38.99
NFL BLITZ	39.99
NFL QUARTER BACK CLUB 98 90% (RUM)	42.99
NHL BREAKAWAY 98	40.99
OFF ROAD CHALLENGE	39.99
OLYMPIC HOCKEY 84%	26.99
PENNY RACERS	32.99
PILOT WINGS 64 91%	32.99
QUAKE 92%	29.99
RAMPAGE WORLD TOUR	37.99
SAN FRANCISCO RUSH 90%	37.99
SHADOWS OF THE EMPIRE 90%	32.99
SNOWBOARD KIDS (RUM)	32.99
SPACE CIRCUS	32.99
SUPER BOMBERMAN 64	39.99
SUPER MARIO 64 100%	39.99
TETRISPHERE 96%	25.99
TOP GEAR RALLY 90% (RUM)	32.99

SAVE £2 MORE - SEE OFFER TOP RIGHT

TUROK - DINOSAUR HUNTER 97%	27.99
TUROK 2 - SEEDS OF EVIL	32.99
V-RALLY	32.99
VIRTUAL CHESS	38.99
WAIALAE COUNTRY GOLF	32.99
WARGODS	29.99
WAVE RACE 64 92%	32.99
WAYNE GRETSKY ICE HOCKEY 90%	29.99
WCW VS NWO: REVENGE	38.99
WCW VS NWO: WORLD TOUR + FREE RUMBLE PACK 92%	39.99
WETRIX 93%	33.99
WIPEOUT 64	39.99
WORLD CUP 98	34.99
WWF WARZONE	40.99
YOSHI'S STORY 86% (RUM)	32.99

Super NES Games

DISNEY'S LION KING	29.99
DONKEY KONG COUNTRY 2 97%	19.99
DONKEY KONG COUNTRY 3	39.99
KIRBY'S DREAMCOURSE	19.99
PGA TOUR GOLF	6.99
PILOT WINGS 91%	9.99
RETURN OF THE JEDI	29.99
SUPER GHOULS & GHOSTS 94%	24.99
SUPER INT'L CRICKET 89%	9.99
SUPER MARIO KART 94%	27.99
SUPER MARIO WORLD 92%	19.99
SUPER SOCCER	19.99
SUPER TENNIS	9.99
TETRIS ATTACK 87%	9.99
TWIN PACK - TETRIS & DR MARIO	12.99
ULTIMATE MORTAL KOMBAT	19.99
WINTER GOLD	19.99
YOSHI'S ISLAND 97%	19.99
ZELDA 3 - LINK TO THE PAST 95%	19.99

Pocket Gameboys



(AS SEEN ON TV) New 30% smaller and 50% lighter Gameboy. Compatible with all Gameboy games

GAMEBOY POCKET (BLUE) ...40.99
GAMEBOY POCKET (CLEAR) ...40.99

OFFICIAL CAMERA (BLUE) ...37.99
OFFICIAL CAMERA (GREEN) ...37.99
OFFICIAL CAMERA (RED) ...37.99
OFFICIAL CAMERA (YELLOW) ...37.99
Turns any Gameboy into a digital camera. Adjust and modify your pictures with the built-in software. Ideal for use with Gameboy Printer (available separately)

OFFICIAL PRINTER FOR GAMEBOY 46.99
Allows you to print the images taken with your Gameboy Camera. Supplied with batteries and a roll of sticker paper

OFFICIAL PRINTER PAPER FOR GAMEBOY PRINTER ...6.99
Three coloured rolls of paper

Gameboy Games

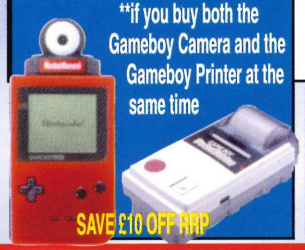
SAVE £2 MORE - SEE OFFER TOP RIGHT

BATMAN	16.99
BATMAN - RETURN OF THE JOKER	16.99
BUST A MOVE 2	17.99
DONKEY KONG LAND 96%	19.99
DR MARIO	9.99
GAMEBOY GALLERY	9.99
GODZILLA	19.99
GRAND PRIX	16.99
JAMES BOND 007	24.99
KIRBY'S BLOCKBALL	9.99
LOONEY TUNES	16.99
MARIO AND YOSHI	9.99
POCKET BOMBERMAN	19.99
STREET FIGHTER 2	14.99
SUPER MARIO LAND 1 94%	19.99
TAMAGOTCHI	19.99
TAZ-MANIA	14.99
TENNIS 92%	9.99
TETRIS	12.99
V - RALLY	23.99
WARIOBLAST 93%	14.99
WARIOLAND 2	19.99
WAVE RACE	9.99
WORMS	17.99
ZELDA 96%	14.99

PlayStation Top Games

COLIN McRAE RALLY	34.99
GRAN TURISMO 98%	37.99
POINT BLANK + LIGHT GUN 84%	45.99
PREMIER MANAGER 98 + JOYTECH MOUSE & MAT	37.99
TEKKEN 3	36.99
WWF WARZONE	31.99

GAMEBOY CAMERA 37.99
GAMEBOY PRINTER 46.99
Less £5**
**if you buy both the Gameboy Camera and the Gameboy Printer at the same time



SUPER NES + 5 GAMES 49.99
Includes Super Mario 1, 2, 3, lost levels and Super Mario World



Key Dates

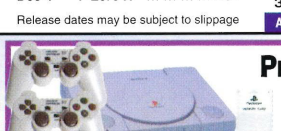
Oct 28	Brian Lara Cricket	PSX
Oct 30	Actua Soccer 3	PSX
Nov 13	Tomb Raider 3	PSX
Nov 6	Zelda	N64
Nov 10	Turok 2	N64
Dec 4	F-Zero X	N64

Release dates may be subject to slippage



MAXX P2 300 £949.99 inc VAT
Intel Pentium II Celeron 300 15" Adi Monitor
64 MB SDRAM DIMM 8.0 GB Hard Drive
8 MB AGP 3D Graphics AWE 64 Wave
300 Watt Subwoofer Win98/Works/Encarta

Ask about MAXX 3DII.net56 DVD RWCD TV XS P2 300



PLAYSTATION FIRE PACK
116.99 less £8*
PLAYSTATION, DUAL SHOCK CONTROLLER & RF LEAD PLUS EXTRA DUAL SHOCK CONTROLLER & 1 MB MEMORY CARD

*Deduct £8 off the price of any one item bought at the same time as a PlayStation Fire Pack

SPECIAL RESERVE BIG CLUB DISCOUNT SHOPS

All our shops have PC Upgrade & Repair Facilities. £12 to Fit or £30 to Fix or Configure. Prices listed here are for mail order but you can buy in store for just a few quid more. We'll beat any locally advertised price!

IT'S EASY TO PARK



209/213 St Mary's Lane, UPMINSTER, ESSEX. 2 miles from junction 29 of the M25. Opposite Somerfield Supermarket. 01708 225544

43 Broomfield Road, CHELMSFORD, ESSEX. Just around the corner from the bus station. 01245 348777

164 Derby Road, STAPLEFORD, NOTTINGHAM. 2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut. 0115 949 1000

351 Gloucester Road (A38), BRISTOL. 1 ½ miles from the City Centre and just up from Kwik Save. 0117 924 5000

168 High Street, EGHAM, SURREY. Near Windsor and Staines. Just 1 mile off junction 13 on the M25. 01784 473444

The Maltings, Station Road, SAWBRIDGEWORTH, HERTS. Not far from the M11, over the road from the train station. 01279 322 399

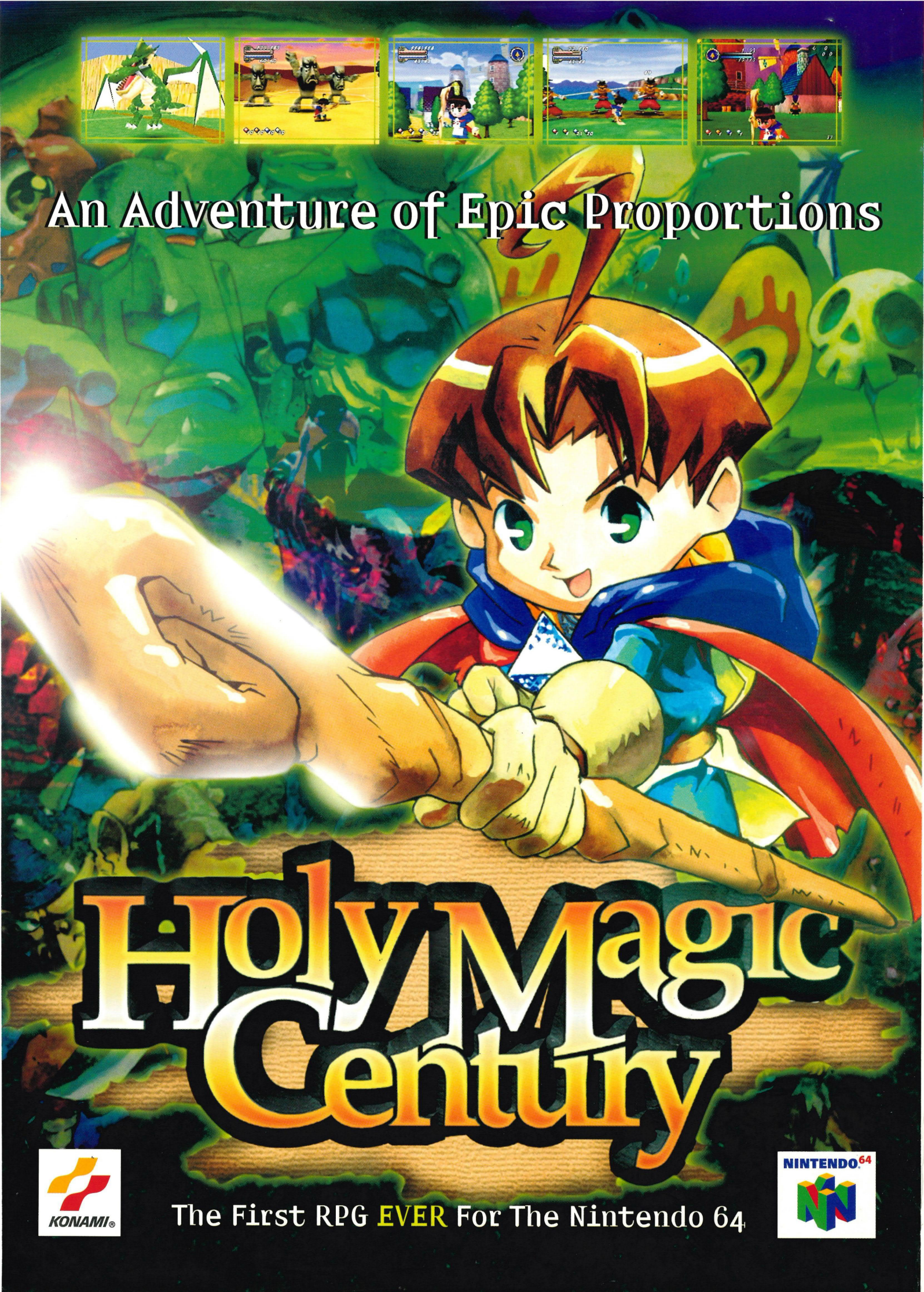
0% PAY 9 MONTHS LATER

DEPOSIT ONLY 10%

with 10% deposit and no interest, subject to status. You can buy anything from our catalogue or shops this way, providing your total purchase is over £200. 0% APR if the balance is paid in full after 9 months or 29.8% APR extended loan. Special discounts do not apply.

GREAT WEB SITE **There's lots more at http://special.reserve.co.uk** MASSIVE CONTENT

Inevitably some products listed may not yet be available and prices may change - please phone. SAVE = Saving off full recommended price. Sent to press 24/09/98 Errors & Ommisions Excluded. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG.


An Adventure of Epic Proportions
Holy Magic Century
KONAMI®
The First RPG EVER For The Nintendo 64
NINTENDO 64