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N64 PRO

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ISSUE 16 JANUARY 1999

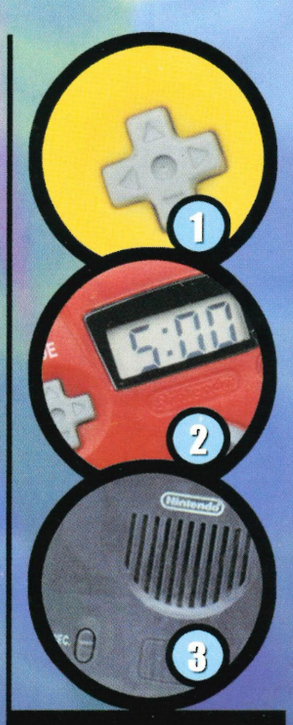
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OFFICIAL! WORLD'S BIGGEST N64 MAG

N64 PRO

1999: Year of the N64

BET you're all glad you got that N64 now eh? Not only has the best mag in the business got a whole lot better recently, but the machine itself has started spewing out some of the best games of all time at the rate that an active volcano spits out molten rock! Alex has disappeared off up the promotional ladder to do some fancy new job, leaving me to take up the reigns and carry on from where he left off.

Not that I'm complaining, I couldn't be taking over at a better time as far as N64 Pro or the N64 are concerned! The golden age of the Nintendo 64 starts here, and everything you need to get the most out of it is on the next 116 pages!



I'm looking forward to the challenge, hope you all enjoy the ride!
Steve

The lads We've all made resolutions for '99, wonder how long they'll last?



Mark
Committed to buying new trainers before his old ones fall off his feet



Jim
Plans to finally ditch his pea-green snorkel and get a new coat



Noely
To become fluent in Japanese after his 'That says Dadda Kong!' translation nightmare Mark



Dan
Vows to stop stalking geese



Tip-X
Intends to evade capture by the Feds for another year



Scoop
Wants to cut back on his daily string of sausage intake



Lewis
Reckons he'll be the first person in the country to finish Zelda



James
Hopes to review something that's not a futuristic racing game

The 8 Commandments

N64 PRO: will always review games dead honestly, and we'll always ask at least one of you lot for your opinion too!

N64 PRO: will be bang up to date with the latest reviews, finest previews and most up to the minute news in every single issue

N64 PRO: will scour the galaxy to find each and every new cheat possible for every single N64 game, even if it kills us!

N64 PRO: team members will never talk down to our readers - even the really thick ones!

N64 PRO: will always be written by experts who live and breathe N64 gaming

N64 PRO: will always give the most coverage to the best games, and not waste our time - or yours - rambling on about the rubbish ones

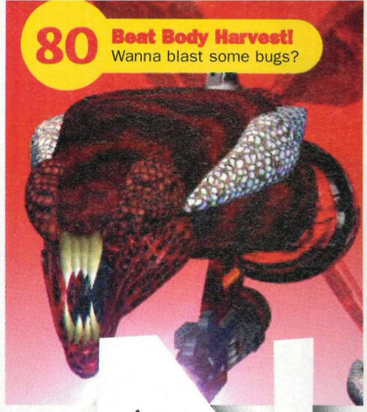
N64 PRO: will always be the most reader-interactive N64 mag around - giving you the chance to have YOUR say in many different ways

N64 PRO: will never say the lads have played a game that they actually haven't. Even though it goes on in other mags we won't do it here!

OFFICIAL! WORLD'S BIGGEST N64 MAG

N64 PRO

Issue 16 January 1999



80 Beat Body Harvest!
Wanna blast some bugs?

55 Perfect posters!
Silicon Valley, Zelda & loads more!



Free Posters

CD WIN!



5 Colour gameboys up for grabs!

10 Porta-compo!

A games machine so tiny it'll fit in your pocket! And you could be one of the first to get one!

Feature



76 Beginner's Guide to Zelda
We guide you through those tentative first steps in Link's home town - Hyrule

Regulars

8 News
All the hottest stories!

18 Coming Soon
Plan your gaming for the next year with all the dates you need to know!

20 Leagues
More Dream Team tomfoolery

72 Tips, Codes & Cheats New extraterrestrial team member Agent Tip X shows you how to cheat like a Man U player!

95 Subscriptions
Every issue guaranteed at a bargain price! What are you waiting for?

FREE 1999 Calendar



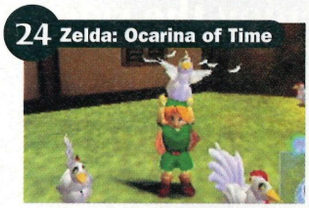
BRIGHTEN UP YOUR BEDROOM! *We've selected only the cream of the N64's games to feature in our calendar, and only the best pictures would do. The end result? A freebie you can feel proud of hanging on your wall for a full 12 months! Now that's value for money for you! And if of course, you feel you'd like to send birthday presents to the team on the indicated dates, well, that's entirely up to you...*

22 Reviews

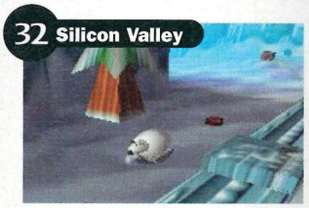
REVIEW

Top game overload! If this is the way 1999's going to go the N64 Pro's thumbs will probably have dropped off by the millennium!

24 Zelda: Ocarina of Time



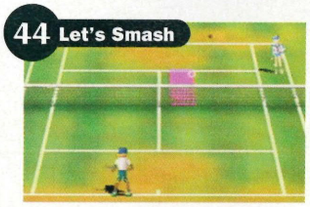
32 Silicon Valley



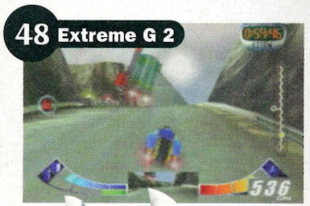
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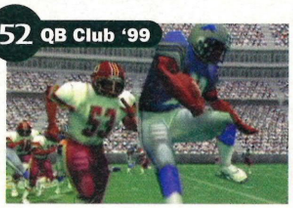
44 Let's Smash



48 Extreme G 2



52 QB Club '99



64 WipEout 64



68 S.C.A.R.S



BLUEPR

86 Konami Spesh!
Castlevania is here, along with Mystical Ninja 2 and Hybrid Heaven!

16 **Scoop's Gallery of Games**
Red hot shots of Perfect Dark!

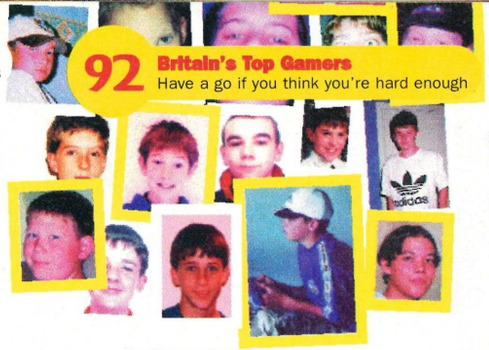
72 **Cheat Zone**
Agent Tip X sorts out your problems

92 **Britain's Top Gamers**
Have a go if you think you're hard enough

106 **Database**
DO NOT buy a game 'til you see this!









CONTENTS

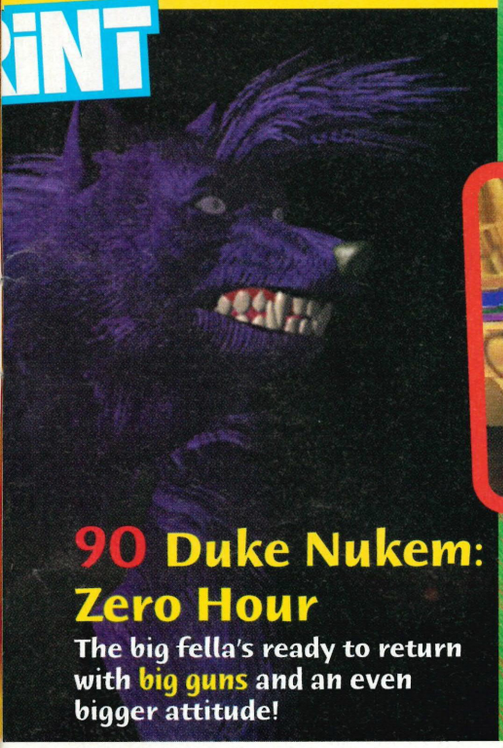


REVEALED:
HOW TO SQUASH THE BODY HARVEST BUGS!

P80

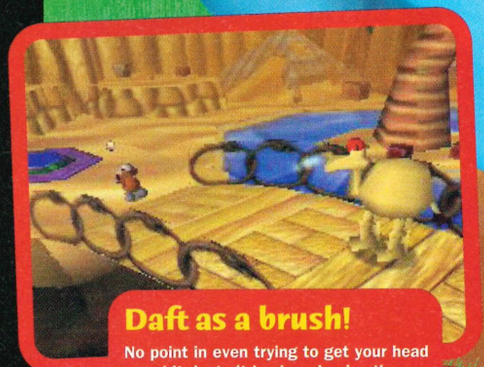
CHEAT ZONE

102 You reckon?
Letters and pictures from readers. So that's what you lot look like!

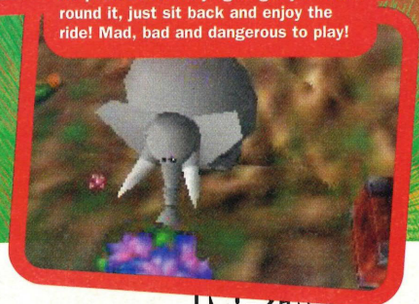


90 Duke Nukem: Zero Hour
The big fella's ready to return with big guns and an even bigger attitude!

32 Cover Story: Silicon Valley



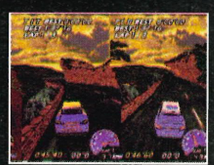
Daft as a brush!
No point in even trying to get your head round it, just sit back and enjoy the ride! Mad, bad and dangerous to play!



GAMES just don't get much better than this. Simple as that. Sit down and play Silicon Valley and you'll be instantly hooked on one of the most insane, inspired and unnervingly sinister videogames ever! Beneath a ludicrous exterior lurks a gaming experience not too be missed!



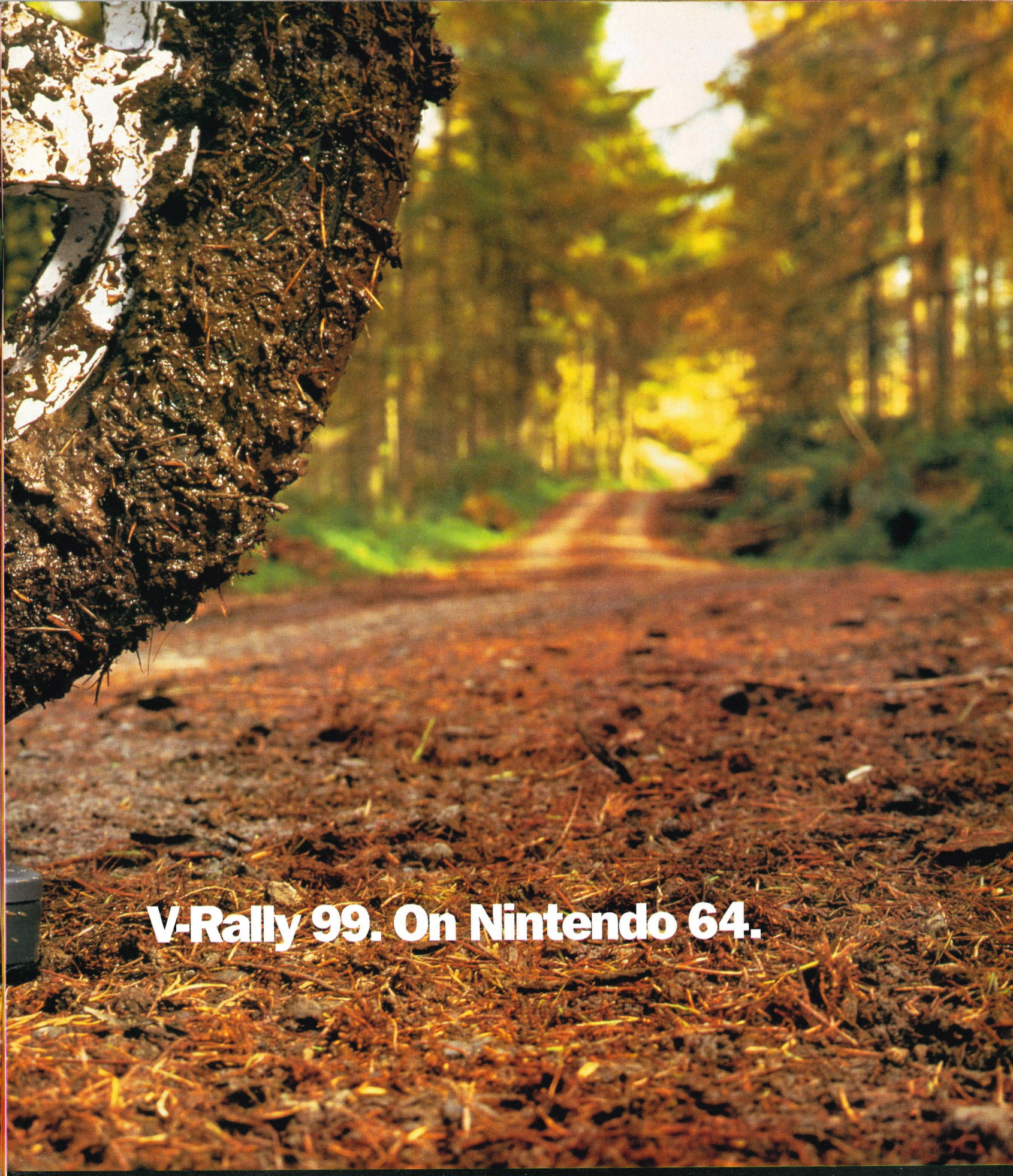






The all new V-Rally '99 is now on Nintendo 64. And only on Nintendo 64. Twelve official WRC 1998 rally cars battle it out against time and each other on 48 gruelling tracks spread across eight countries. And you can't trust the weather; with erratic conditions and punishing night-time stages. V-Rally99. On Nintendo 64.

You can't beat it.



"It aces all the other car driving games out there." **N64 Magazine – 90%**
"It is a game that Nintendo owners have been crying out for." **Total Control**
"A fantastic racing game that you should add to your collection." **Total 64 – 90%**
"The action in V-Rally is a pure adrenalin rush." **N64 Pro – 90%**

INFOGRAMES

NINTENDO 64

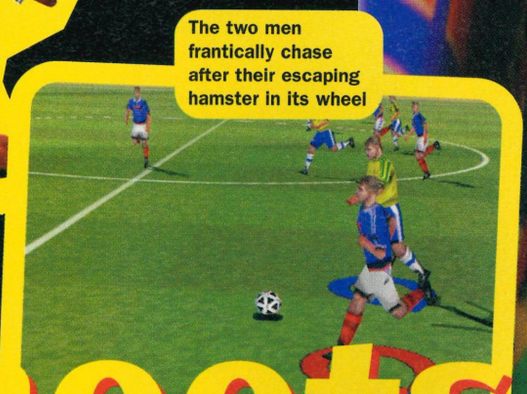
V-RALLY 99 EDITION

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The lads were so impressed with my canine efforts last month that they thought a little more of a reward than just a few pats on the head was in order! So check me out, I've been promoted and I'm now N64 Pro's lead newshound! I'll be sniffing out the hottest news every month from now on, and you can guarantee I'll never bark up the wrong tree!



We've got a real doggy bag of treats for you, including some good news for footy fans and a chance to win a Colour Game Boy!



The two men frantically chase after their escaping hamster in its wheel

NEWS

He Shoots!

Scoop takes the lead in extra time with this cracking 25 yard screamer of a news piece flying straight into the top corner of the value for money net. And the other magazines are gutted! Alan.

As a young pup there was nothing I liked more than going along to the football and running on to the pitch to chase the ball. Only downer was I'd always get chased off by those pesky stewards (hopefully not before tripping up a Man U player or two first though!). Ah, the good old days. Of course all that changed when they banned me from every stadium in the country for causing too much disruption!

These days I have to content myself with playing N64 recreations of the beautiful game, and with the likes of ISS and FIFA, I've had some real corkers to mess around with. Looking finer than a flowing passing move from one end of the field to the other (a bit like watching Man City then? - Steve) is Michael Owen's World League Soccer '99.

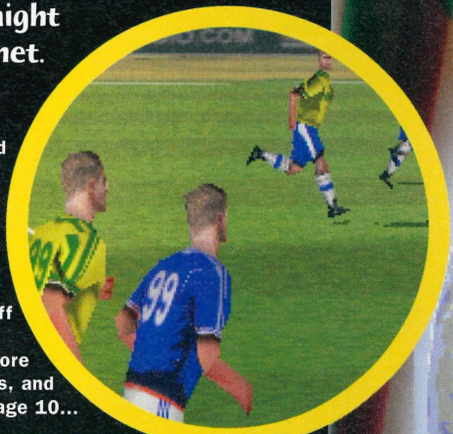
Alright there la?

Billed as 'world class action with a world class football star' there's no reason to doubt that it'll be anything short of brilliant!

Far more than just a conversion of the PlayStation version, N64 WLS will feature a ton of graphical improvements and major gameplay tweaks. And it keeps just as much as it bins from the original though - hanging on by its paws are features such as the legendarily intuitive control system, which is now complimented by additional fancy moves, more speed and hi-res graphics!

There's loads more I could go on about, but I've just spotted a fine looking Red Setter jogging past my window and I fancy a bit of a sniff around.

If you want to know more check out Footy Features, and I'll be back in time for page 10...



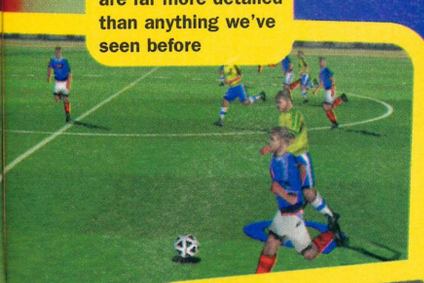
Footy Features

Michael Owen's WLS has loads to get excited about! These are just some of the major points...

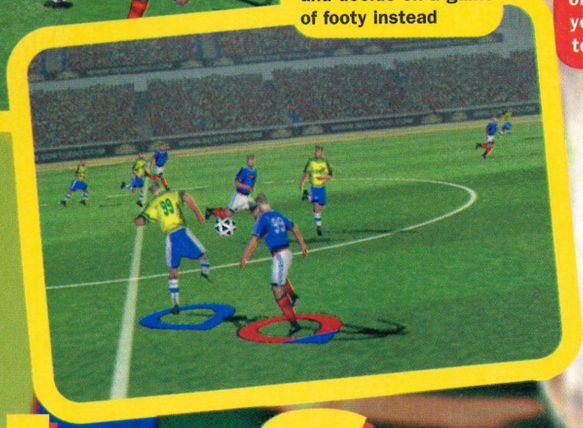
- No fuzz! Guaranteed! Only 640x512 hi-resolution splendour for this game mate!
- Choose from over 200 teams. Both International and league sides from England, Scotland, Italy, Germany, France and many more
- Improved AI for goalies and outfield players make them behave just like the real thing (without the getting pissed, getting treated for depression etc.)
- Fully 'skinned' players to stop that awful breaking up of the polygon joints
- Players have more bones than ever before, making animation even more realistic!
- The chance to create and design your own league
- Real player names

He Scores!

The player graphics are far more detailed than anything we've seen before

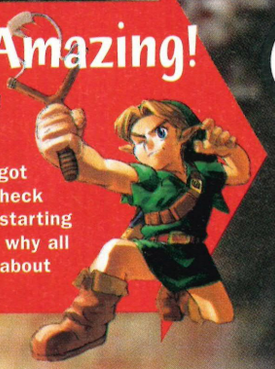


The players abandon hula hoop practise and decide on a game of footy instead



Doggone Amazing!

Call off the dog wardens! I'm not foaming at the mouth because I've got rabies, it's because I've got Zelda 64! And it rules! Check out Noely's epic review (starting on page 24) and find out why all your gaming dreams are about to come true!



"Having played most football games and WLS was the game I most enjoyed, I'm delighted to now be associated with it"

The game promises to be just as exciting as watching the boy himself!







Fancy footwork such as this will be second nature in next to no time



Impressive as these shots are already, there's still loads of work to be done yet!



Charts



Here's a bloke we'll all be seeing more of in the coming months!

UK Chart

1 - Zelda: Ocarina of Time
2 - Turok 2: Seeds of Evil
3 - Body Harvest
4 - Space Station: Silicon Valley
5 - V-Rally: Edition '99



The little fella gets everywhere! But deserves all the attention!

N64 Pro's Most Played

1 - Zelda: Ocarina of Time
2 - Turok 2: Seeds of Evil
3 - Space Station: Silicon Valley
4 - Let's Smash
5 - F-Zero X



Not long now! Make sure you check out our review next month!

Games Most Wanted

1 - South Park 64
2 - Star Wars: Rogue Squadron
3 - Jet Force Gemini
4 - San Francisco Rush 2
5 - Perfect Dark

Win one of FIVE Colour Game Boys! With TWO games!



Scoop lives up to his name once again by sniffing out some top Nintendo niceties to give away. To you! And you...

WHEN there's the chance of a trip to a fancy French company on the cards, this here hound don't need asking twice! More poodles than you can shake a stick at and all of 'em choking for a bit of Scoop's very own down home doggy dog style! Dog-gone it though if the team hadn't stitched me up royal with a visit to Infogrames' UK office in not-so-French Manchester, but not to worry - there's plenty of lamp posts on the road from Macc and less chance of rabies in the bargain!

Through the front door with hardly a pause to sniff some slop and in no time at all I was chewing on the trousers in all the right places and coming up trumps with the treats.

Trouser bulge

Woof! Out came a Game Boy - and a colour one at that. Not enough! Snarl! Out came another and the Scoop was on a roll, but I could see the bulge in those Frenchie pockets and it wasn't just pleasure to see me (though I could understand it if it was - arf!). This mag doesn't give up until we've got you what you want and that's why now we stand before you on all four legs with not one, not two but FIVE colour Game Boys to give away... and even that lot isn't all! As well as five of these spanking new machines, the dog-loving dudes at Infogrames are giving TWO FREE GAMES to each lucky winner in a move that smacks of generosity overload. So, if you wanna get your paws on a colour Game Boy and two top games, have a gander at our not so crossword (it's easy, it really is!) and send it in to the address on the coupon! There's even extra clues for loyal readers - could we make it any easier?

Check back next issue when N64 Pro will be delving deep into the world of the Colour Game Boy. Reviews, news and previews all coming your way soon!

How To Enter...

How easy could it be!? Read the clues opposite and decide which characters or words fit into the space provided. There're extra clues for regular N64 readers so if you needed another reason to buy the mag, now you have one! Fill in the crossword, fill in the form and bang it in the post to this here address: N64 Pro, Freepost 3038, Macclesfield, SK10 4YE. If you work for Infogrames you're barred – but everyone else is in with a shout!

Name _____ Age _____

Address _____

_____

Postcode _____ Telephone _____



ACROSS CLUES

4. Crappy scrapper not quite up to the 64 standard (issue 4 page 22)
6. PlayStation owners can't 'bear' the truth - the Banjo boy's mate's the best in the business! (issue 11 page 20)
7. Explosive hero of loadsa treat Nintendo games (issue 9 page 28)
8. A gorilla racer that leaves the plumber in the pits (issue 3 page 20)
10. This kind of Kombat is about as entertaining as a pile of Scoop's poop - no myth! (issue 6 page 44)
11. Rhymes with Smelda but this game won't stink (Hmm... what could it be?)

DOWN CLUES

1. Mario's mate tells a story (issue 5 page 36)
2. Better than average robot spirits (issue 14 page 34)
3. Beardy Edmonds runs this shop - use it well to change your plop! (loads of issues!)
5. There's no Cruise control for this hard mission (issue 12 page 26)
9. Top, top, top, top TOP game Miss Moneypenny'd luuuurve (You need a clue? You need taking outside and leathering is what you need!)



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GIVEAWAY



A View to a Thrillkill











BLIMEY, WE'RE GIVING AWAY a lot of stuff these days aren't we? And cos we're worried that you spend all your time playing games (which of course, there's nothing wrong with doing!) we've sorted you out a bit of classy reading matter to bury your noses in while you're on a break in between sessions of Zelda and Turok (not to mention keeping yourself in the good books of any suspicious parents that may be watching!)

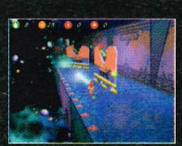
What we've got on offer is again from those ever so generous lads and lasses over at Titan Books, and it's the latest in the highly acclaimed Elseworlds series from DC Comics called Batman: Thrillkiller. We've got five of 'em to give away and it's a cracking good read believe us! The Dark Knight has never looked so good either!

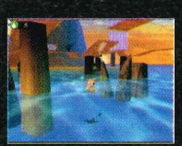
This is just the thing to lose yourself in over the long winter nights, and getting hold of one couldn't be simpler! Just write to Thrillkiller Competition, N64 Pro, Freepost, Macclesfield SK10 4YE and tell us who played Batman in the movie Batman Forever! Get your entries to us before January 7th and you could be broadening your mind very soon indeed!



The universe has a new hero.
And this one juggles.

And flys. And swims. And he's set to become the biggest star since Super Mario. He's Starshot, the ace star juggler. And the only one who can save Space Circus from the rival Virtua Circus. To succeed, he must collect new circus acts and rides before the evil Virtua Circus. Seven unbelievable planets to explore. Over 300 weird extraterrestrial characters to meet. All in glorious 3D graphics. This has to be the best game in the universe.




NINTENDO 64

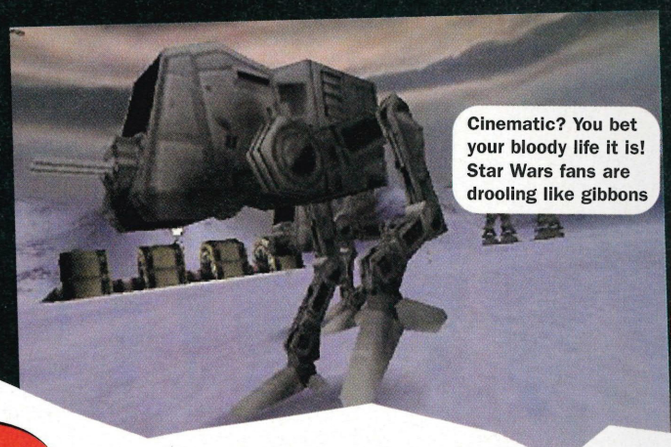
INFOGRAMES

Starshot
Space Circus fever

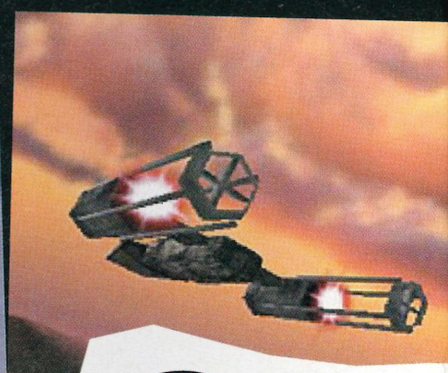
Nothing on earth will prepare you

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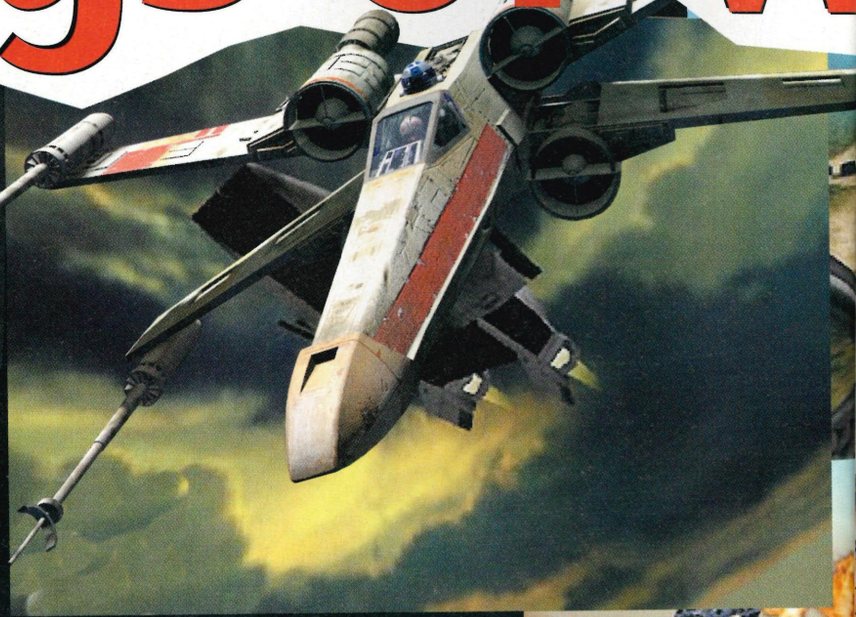


Cinematic? You bet your bloody life it is! Star Wars fans are drooling like gibbons



Dogs of W





The wishy-washy multi style gameplay of Shadows of the Empire is dumped in favour of all out dogfighting! My money's on the alsatian! Hang on, that's not right...

STAR WARS: Rogue Squadron is almost upon us. And like the jaws of a Rottweiler locked around the jugular of a burglar N64 fever is gripping the nation with the force of about ten vices (and I mean the woodworky kind, not beer and fags type vices!).

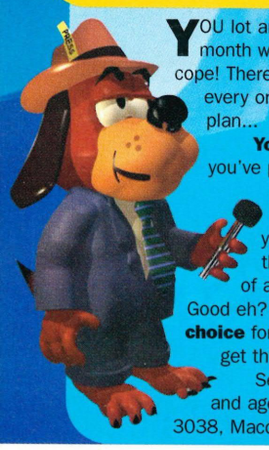
When I got my paws on these top quality screenshots I got so excited that the lads were on the phone to the vet booking an appointment for me to have the snip! Luckily, when I showed them the piccies they understood my mania and cancelled it! Phew!

Postman Pat

Every morning now we're awaiting the arrival of the postman. Partly because the review cart's due in any day, but largely because I get this undeniable urge to chase the tubby tosser down the road! Anyway, barring a major disaster of earth shattering proportions the review will be in the very next issue of N64 Pro (on sale 7th of January folks, mark it in your new 1999 diaries!) and we'll be telling you whether you should buy it or not. Until then, have a butcher's at these beauties and wipe the drool off your chin!



N64 Pro needs you!



YOU lot are desperate to be Reader Reviewers aren't you? Every month we're swamped with requests, and we're struggling to cope! There just aren't enough games in the month to feature every one of you, however much we'd like to! So here's the plan...

You pick a game, any game (as long as it's N64 and you've played it enough to have an opinion) whether you love it or hate it and **write up to thirty words about it** in on the coupon thingy. Bung a recent photograph of yourself with the form and very soon we'll be printing them in a brand new section called, er, well, we'll think of a title when the time comes (probably Reader Reviews!). Good eh? Oh yeah, and there'll be a **prize of a game of your choice** for the funniest or most well written one each month! So get thinking!

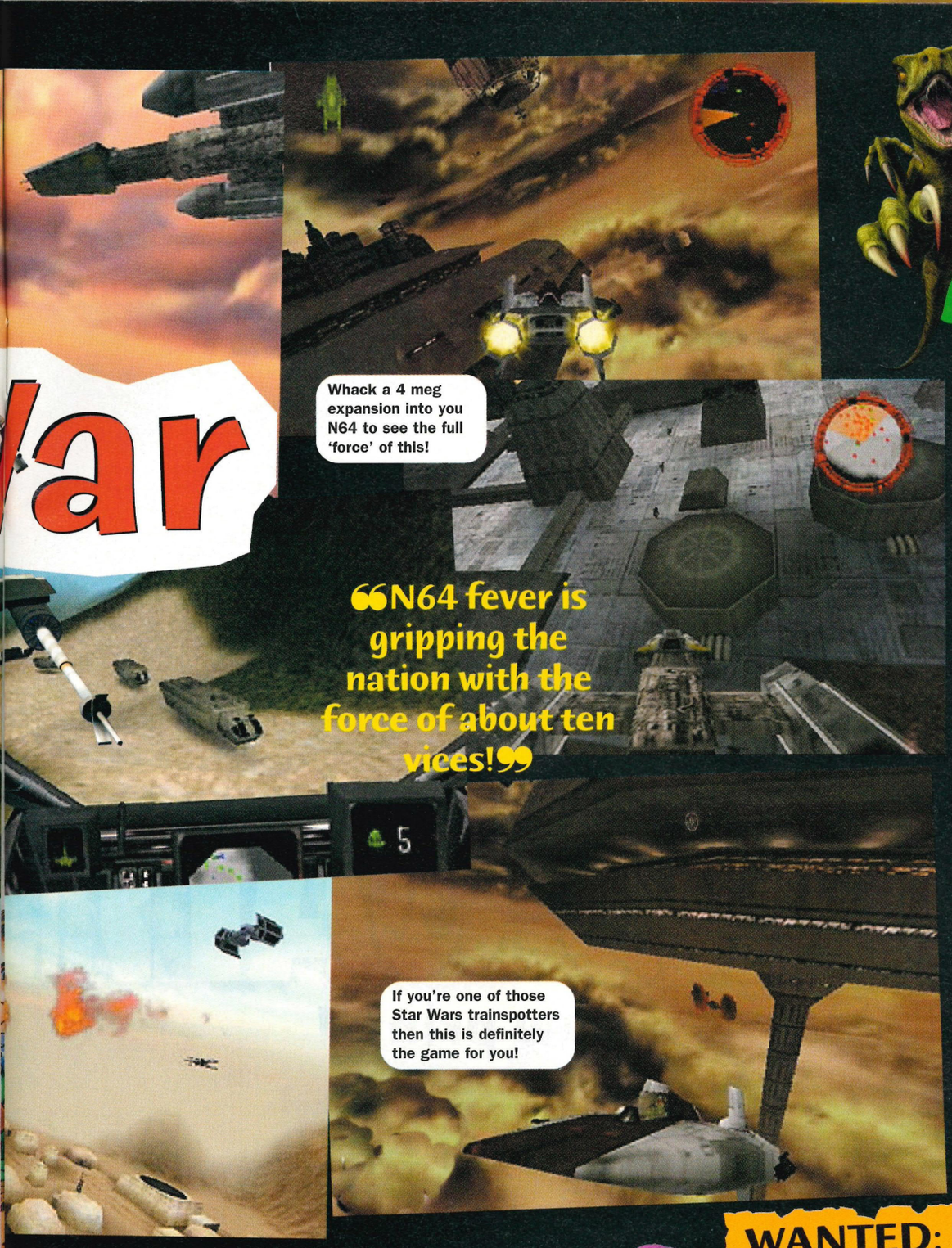
Send your entries and a recent photo (with your name and age on the back!) to Reader Reviews, N64 Pro, Freepost, 3038, Macclesfiekd, SK10 4YE

The game I'm gonna review is...

And here goes...

Roar! Etc.

Hang on! Before you get your coat on and dash off for your copy of Zelda you'd better make sure you've got an extra forty quid in your pocket! Why? Nip over to page 38 and read Mark's Turok 2 review to find out that this is going to be an expensive month to own an N64!

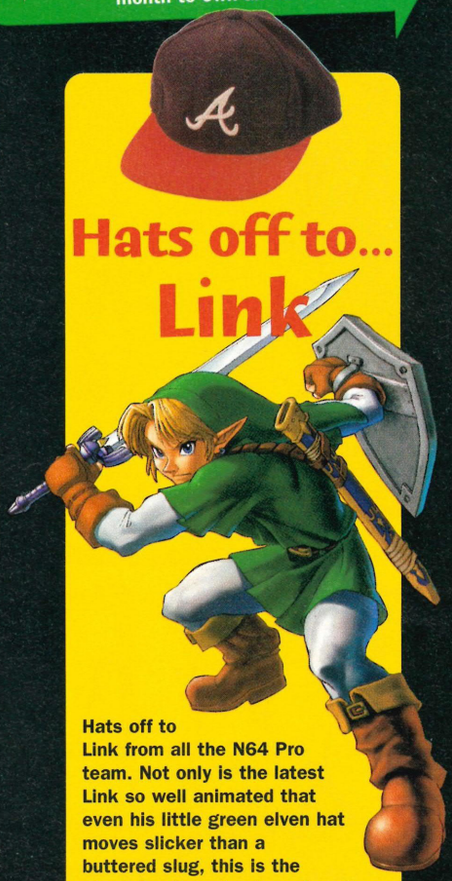


Whack a 4 meg expansion into you N64 to see the full 'force' of this!

"N64 fever is gripping the nation with the force of about ten vices!"

If you're one of those Star Wars trainspotters then this is definitely the game for you!

Hats off to... Link



Hats off to Link from all the N64 Pro team. Not only is the latest Link so well animated that even his little green elven hat moves slicker than a buttered slug, this is the absolute pinnacle of gaming, the crowning glory of a princely series. On top of all of that we managed to get rid of Noely for four whole days while he skipped off to Germany to play the game! For this reason above all others we doff our caps to you Link.

Zelda Challenge: There can be only ONE



HERE'S a piece of news I sniffed out whilst pretending to be asleap in my kennel under Steve's desk. The N64 Pro team are trying to find out who's the best player in the country by running a special challenge.

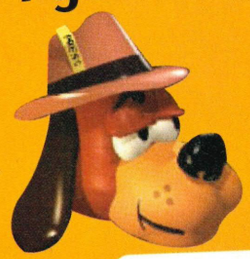
The challenge will be to be the first person in the country to finish **Zelda: The Ocarina of Time**. The word around the dog pound is that almost every single one of you'll be getting Zelda this Xmas so you can expect some pretty stiff competition.

The prize for first place will be one of the latest **N64 games** and a years free **subscription to N64 Pro**. More importantly you'll get your photo in N64 Pro and a winning certificate to rub in the noses of all your friends. The next 50 runners up will get their names printed along with a gloatworthy certificate of excellence.

To win the challenge you have to send the following to N64 Pro at the usual address (mark it I've Finished Zelda! Ner Ner!) with: **a photo of the end sequence, a photo of yourself, the date you got hold of Zelda and the amount of time it took you to complete the game** (but to win you simply have to be the first person to send us a photo of the end sequence).

Good luck Linksters and may the best gamer win!

WANTED: Scoop Doggy Dog
REWARD: Two N64 games



DARN! Scoop's slipped his leash and busted out of the News section of N64 Pro. Word 'round the camp fire is that he's hiding out in the reviews ranch (between pages 24 and 72). The rootin' tootin' hombre's gone undercover so he'll be hard to find. If you lasso Scoop then fill out the coupon pardner, and send it moseying on over by stage coach to **Head Scoop off at the Pass, N64 Pro Saloon, Freepost, 3038, Macclesfield, SK10 4YE.**

I've found pesky varmint, line dance on over to page ...

and you'll find him hidin' out

Name

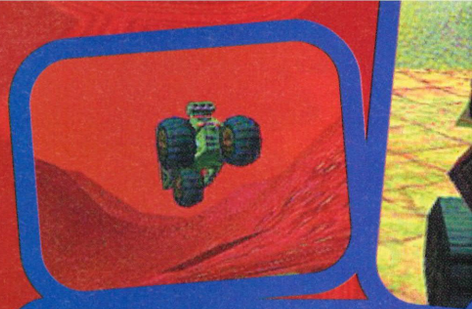
Address

Post Code **Tel No**



In my gallery each month you'll find a new exhibition to gaze at. But it won't feature the likes of Picasso, Van Gogh or any stuffy old tat like that. Oh no!

Only the finest brand new pictures by the game's industries most talented will qualify. Check out this month's batch and try to tell me they're not finer than a poodle fresh from a visit to the parlour! Now, if you don't need me any more this month, there's a full moon outside that I fancy howling at...



Wild Metal Country

Someone who's definitely not in the doghouse these days are those 'kerazy' Scottish lads and lasses up at DMA Design. They've already bagged a 92 and 93% off Steve (for Silicon Valley and Body Harvest respectively), and their third effort, Wild Metal Country is already looking like the soft dangly collection of objects swinging majestically between my hind legs! Check this out in April



SCOOP'S GALL

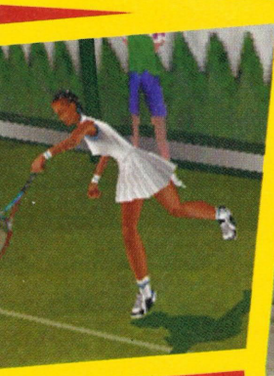
A priceless collection of paw prints!



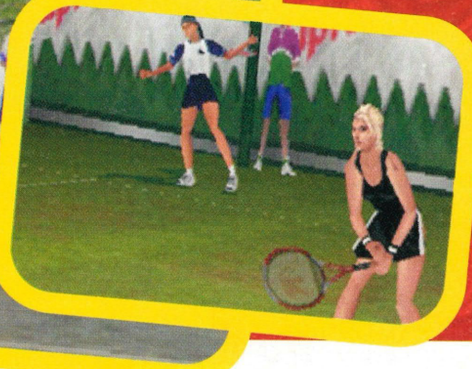
All Star Tennis '99

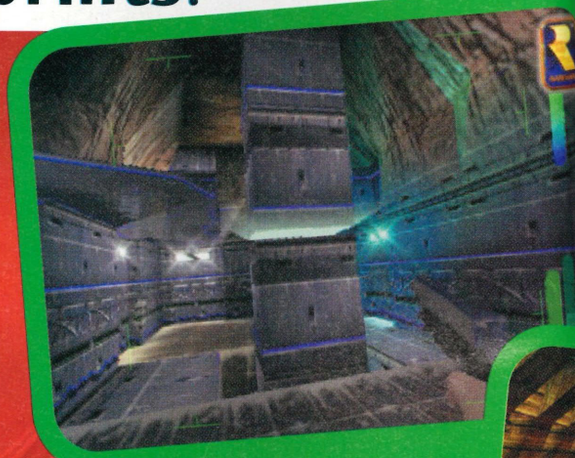
Did you know that dogs love tennis? Oh yeah. There's plenty of us play it too. Just look at that Aranxta Sanchez hound... Anyway, looking at these new shots, no one as hideously unattractive as her has made it into UBI Soft's imminent effort. Quite the opposite by the looks of things! Should be out in March





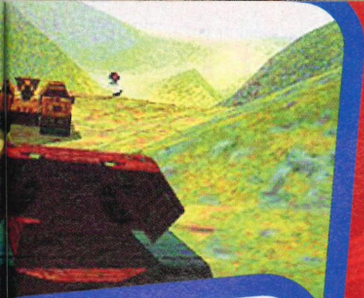


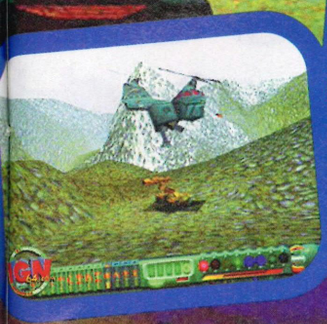




Perfect Dark

There are some real beauties in here! Now officially the most eagerly awaited game (with Zelda out of the way) this looks to be coming along very nicely indeed. Our new cheats guy Tip-X has taken a special interest (cos it features his own kind) and sneaked around in Rare's air vents the other day to have a goosey. Reckons it looks top too! Expect it late '99









Rat Attack

They're alright by me are rats. Any enemy of a cat is a good pal of mine (speaking of Pal, could do with a spot of dinner about now!), so I'll be first in the queue when this one hits the shops courtesy of Mindscape in a couple of months. Looks good doesn't it? Nice to see those feline fiends getting a good pasting again!

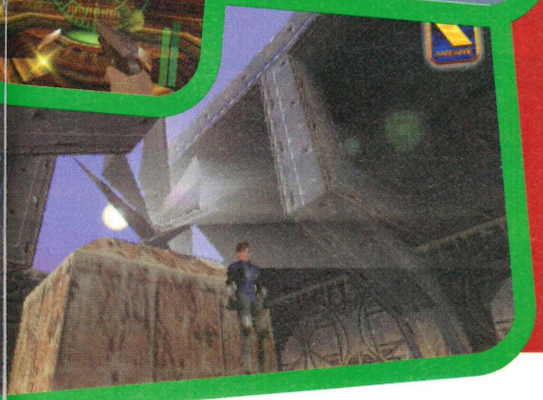






ERY OF GAMES!











Nightmare Creatures

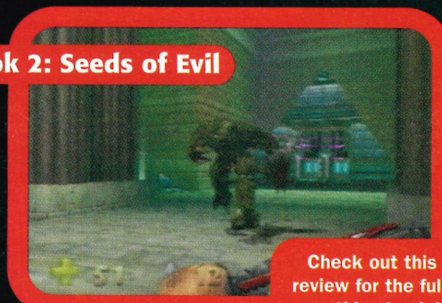
Between you and me readers I'm a bit of a scaredy cat (which as you'd imagine is a bit of a nightmare for someone of my canine persuasion!), so I haven't plucked up the courage to even look at these shots of Activision's spooky fighter. You have a shufty, then give me a shout when it's safe to open my eyes again! Creeping onto a rotting shelf near you in January!

Release Sch

Grab yer pads 'cos next year's gonna be a wild ride on the N64. Check out the massive amount of new games that're gonna be set free in 1999...

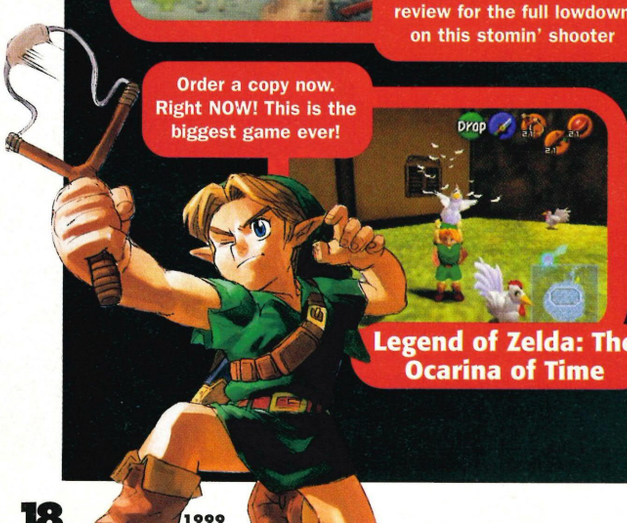
Must Buys

The best games on the best system ever! Go straight out and buy these games and your N64'll love you forever



Turok 2: Seeds of Evil

Check out this month's review for the full lowdown on this stomin' shooter



Order a copy now. Right NOW! This is the biggest game ever!

Legend of Zelda: The Ocarina of Time

Game Title	Makers	Date	Country
December 1998			
Star Wars: Rogue Squadron	LucasArts	December 07	US
Pikachu Genki DeChu	Nintendo	December 12	Jap
Quake 2	Activision	December 15	US
Shadowgate 64: Trials of the Four Towers	Kemco	December 18	US
★ TOP GEAR OVERDRIVE	Kemco	December 31st	UK
★ NBA JAM '99	Acclaim	December 31st	UK
★ AIRBOARDIN' USA	Ascii Entertainment	TBA	UK
Bio Tetris	Amtex	TBA	Jap
★ BIO FREAKS	Midway	TBA	UK
★ BODY HARVEST	Nintendo	TBA	UK
★ CHAMELEON TWIST 2	SunSoft	TBA	UK
★ DEADLY ARTS	Konami	TBA	UK
Doraemon 2	EPOCH	TBA	Jap
★ EXTREME-G 2	Acclaim	TBA	UK
Nightmare Creatures	Activision	TBA	US
Bust-A-Move 3	Acclaim	TBA	US
★ GLOVER HASBRO	Interactive	TBA	UK
Harvest Moon 64	Natsume	TBA	Jap
Legend of the River King	Natsume	TBA	Jap
★ LEGEND OF ZELDA: OCARINA OF TIME	Nintendo	TBA	UK
★ BUST-A-MOVE 3	Acclaim	TBA	UK
★ MICRO MACHINES 64	Midway	TBA	UK
★ NIGHTMARE CREATURES	Activision	TBA	UK
Ogre Battle 3: Person of Lordly	Caliber TBA	TBA	Jap
Pitfall	Activision	TBA	Jap
Pokemon Snap	Nintendo	TBA	Jap
★ RAKUGA KIDS	Konami	TBA	UK
Rev Limit	Seta	TBA	Jap
Snowspeeder	Imagineer	TBA	Jap
South Park 64	Acclaim	TBA	US
★ TONIC TROUBLE	Ubi Soft	TBA	UK
★ TUROK 2: SEEDS OF EVIL	Acclaim	TBA	UK
Twisted Edge	Midway/Kemco	TBA	Jap
Vigilante 8	Activision	TBA	US
WinBack	Koei	TBA	Jap
January 1999			
Battle Tanx	3DO	TBA	US
Fighting Force 64	Psygnosis	TBA	US
J-League Tactics Soccer	Ascii Entertainment	TBA	Jap
★ LOONEY TUNES: SPACE RACE	Ocean	TBA	UK
Rayman 2: The Great Escape	Ubi Soft	TBA	Jap
★ STAR WARS: ROGUE SQUADRON	LucasArts	TBA	UK
WinBack	Koei	TBA	US
February 1999			
Quake 2	Activision	15th	US
GT World Tour	Midway	TBA	US
★ O.D.T.	Psygnosis	TBA	UK
Penny Racers	THQ	TBA	US
★ RAYMAN 2: THE GREAT ESCAPE	Ubi Soft	TBA	UK
★ RAT ATTACK	Mindscape	TBA	UK
Blades of Steel: NHL '99	Konami	TBA	US
NBA in the Zone	Konami	TBA	US
Survivor Day One	Konami	TBA	US
March 1999			
★ 4X4 MUD MONSTERS	Take 2/GOD	TBA	UK
★ DUKE NUKEM: ZERO HOUR	GT Interactive	TBA	UK
Hybrid Heaven	Konami	TBA	US
Legend of the River King	Natsume	TBA	US
NHL Hockey '99	Midway	TBA	US
★ MICRO MACHINES 64	Codemasters	TBA	UK
★ MONACO GRAND PRIX	Ubi Soft	TBA	UK
Shadow Man	Acclaim	TBA	US

nedule

Game Title	Makers	Date	Country
April 1999			
All-Star Baseball 2000	Acclaim Sports	April 01	US
★ SNOWBOARD KIDS 2	Atlus Software Racing	TBA	UK
★ MICHAEL OWEN'S WORLD LEAGUE SOCCER '99	Eidos Sports	TBA	UK
1999 - To Be Announced			
★ ALL-STAR TENNIS '99	Ubi Soft	Spring '99	UK
★ CARMAGEDDON 64	Interplay	Spring '99	UK
★ CASTLEVANIA 64	Konami	Spring '99	UK
★ CHARLIE BLAST'S TERRITORY	Kemco	Spring '99	UK
★ HARRIER 2001	Video System USA	Spring '99	UK
★ ROADSTERS '99	Titus	Spring '99	UK
★ SHADOWGATE 64: TRIALS OF THE FOUR TOWERS	Kemco	Spring '99	UK
★ TWELVE TALES: CONKER 64	Rare	Spring '99	UK
★ ASSAULT	Telstar	June '99	UK
★ ACCLAIM SPORTS SOCCER	Accliam	Summer '99	UK
★ EARTHWORM JIM 3D	Interplay	Summer '99	UK
★ HYPE: A TIME QUEST	Ubi Soft	Summer '99	UK
★ JEST	Ocean	Summer '99	UK
★ RONALDO SOCCER	Infogrames	Summer '99	UK
★ DUCK DODGERS IN THE 3RD 1/2 DEMENTIA	Infogrames	Autumn '99	UK
★ HERCULES: THE LEGENDARY JOURNEYS	Titus	Autumn '99	UK
★ QUEST FOR CAMELOT	Titus	Autumn '99	UK
★ WWF ATTITUDE	Acclaim	August '99	UK
★ SUPERMAN	Titus Action	Nov '99	UK
★ 1080 SNOWBOARDING 2	Nintendo	Winter '99	UK
★ F-18 SUPER HORNET	Titus	Winter '99	UK
★ NUCLEAR STRIKE	THQ	Winter '99	UK
★ BANJO-TOOIE	Rare	TBA	UK
★ BLUES BROTHERS 2000	Titus	TBA	UK
Blades of Steel '99	Konami	TBA	US
Caesars Palace Crave	Entertainment	TBA	US
★ DESTRUCTION DERBY	Psygnosis	TBA	UK
★ DONKEY KONG COUNTRY 64	Rare	TBA	UK
★ EARTHBOUND 64 (MOTHER 3)	Nintendo	TBA	UK
Harvest Moon 64	Natsume	TBA	US
★ JET FORCE GEMINI	Rare	TBA	UK
Jungle Bots	Titus	TBA	US
★ LAST LEGION UX	Hudson Soft	TBA	UK
★ LEGO RACERS	Lego Media	TBA	UK
★ MICKEY MOUSE: TETRIS CHALLENGE	Capcom	TBA	UK
★ MYSTICAL NINJA: GOEMAN 2	Konami	TBA	UK
Need for Speed 64	Electronic Arts	TBA	US
★ PERFECT DARK	Rare	TBA	UK
★ QUAKE 2	Activision	TBA	UK
Rugrats	THQ	TBA	US
★ SIM CITY 2000	Infogrames	TBA	UK
★ SOUTH PARK 64	Acclaim	TBA	UK
Thornado	Factor 5	TBA	US
★ TOCA: TOURING CAR	Codemasters	TBA	UK
Vigilante 8	Activision	TBA	US
WCW Nitro 64	THQ	TBA	US
★ WILD METAL COUNTRY	Gremlin	TBA	UK
Xena: Warrior Princess	Titus	TBA	US

Bubbling Under

Snowboard Kids 2

The original came out of nowhere and brought work in our office to a complete standstill. We just can't wait to get our hands on the sequel!



Forthcoming Attractions

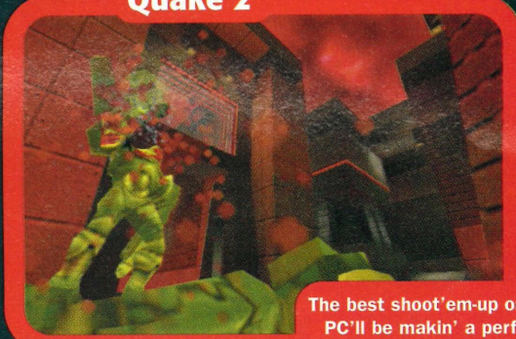
The N64 IS the future of videogaming...

Star Wars: Rogue Squadron



Get into yer X Wing and kick the Empire's ass. Keep hangin' on in there 'cos it's been delayed until next year

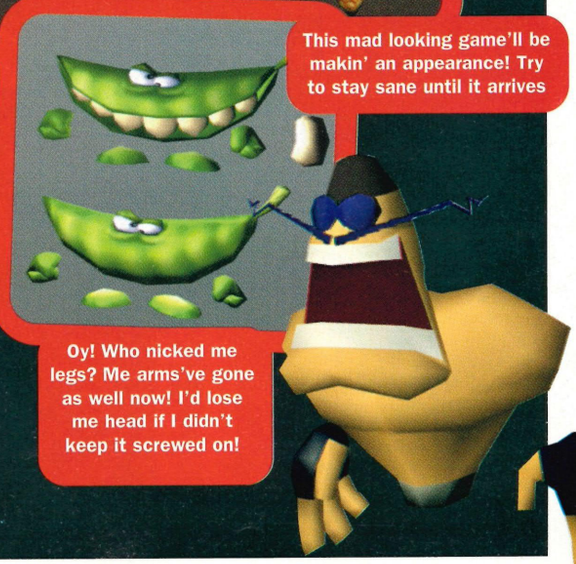
Quake 2



The best shoot'em-up on the PC'll be makin' a perfect conversion to the N64

Tonic Trouble





This mad looking game'll be makin' an appearance! Try to stay sane until it arrives

Oy! Who nicked me legs? Me arms've gone as well now! I'd lose me head if I didn't keep it screwed on!

SOFTWARE HOUSE

LEAGUES

You want the entire Nintendo scene blown wide open on just two pages? Then you got it! Everything you could possibly want to know about the N64 is right here!

What's it all about?

Can't figure it out? It's dead easy, and it works like this. Every game we review is looked at by every member of the N64 Pro team and is awarded points on a scale ranging from 3 points for a top notch effort, right down to -2 points for an enormous steaming turd of a game. These points are then totalled up for each publisher and the League Tables are born. Just like the football leagues work really, but with games instead of teams...

Last Month's Results

Madden '99 – EA: 3pts
V-Rally – Infogrames: 1pt
NHL '99 – EA: 3pts
Starshot: Space Circus – Infogrames: 1pt
Body Harvest – Gremlin Interactive: 3pts
Glover – Hasbro: 3pts
WCW/NWO Revenge – THQ: 1pt

N64 PRO READER DREAM TEAM

by Graeme Ralph

Graeme Ralph from Ayrshire up in Scotland took time out from wearing a kilt, eating Haggis and tossing the caber to send in a Dream Team with a difference. It's a Youth Team made up of just some of the future stars of the N64. We reckoned it was a novel idea so decided to print it. Not only that, a free subscription copy of every issue of N64 Pro for the next twelve months will be plopping onto his doormat at regular intervals! Keep sending in your teams (a recent photo would be helpful) and you could be next month's winner!

1 - 64DD
The N64 upgrade, and with this lad the future looks bright!

2 - Body Harvest
Well, what can I say? Strong, and nothing will get past him

3 - Pokemon Stadium
This Japanese player is very young, and very promising

4 - South Park 64
When everything else fails this will kick ass!

5 - Turok 2: Seeds of Evil
Will blow anything that comes near it to, well, anywhere!

6 - Duke Nukem: Zero Hour
If you want this to be a clean game then you'd better substitute this guy!

7 - Legend of Zelda: Ocarina of Time
A lot has been said about this lad, and there's no doubt he'll shine

8 - Hybrid Heaven
This will be stunning, and I bet he can run like Michael Owen!

9 - F-Zero X
A game is never lost with him on the field. Incredible speed

10 - Castlevania 64
The rest of the players are so scared of him he'll need his own dressing room!

11 - Perfect Dark
GoldenEye was a great player, but this will be even better!

Substitutes:

12 - Wild Metal Country
DMA's third offering, and if it's anything like the other two it'll rock!

13 - Jet Force Gemini
Rare never put a foot wrong these days. Enough said

14 - Rogue Squadron
LucasArts intend to make amends for SOTE. Don't bet against them!

15 - Quarterback Club '99
Going helmet to helmet with the astounding Madden '99

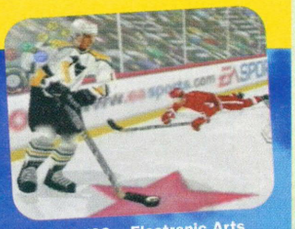
16 - Twelve Tales: Conker 64
The game may have slipped, but I'm still dead excited for this one!



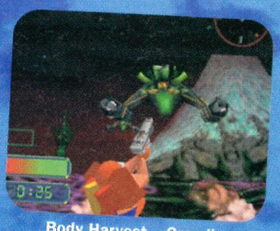
Key: **R** = Games Released **E** = Number of games rated excellent (3 points) **G** = Number of games rated good (1 point) **A** = Number of average games (0 points) **S** = Number of games rated shite (-2 points) **Pts** = Total number of points scored

N64 PRO PREMIER LEAGUE

	Publisher	R	E	G	A	S	Pts
1	▶ NINTENDO	21	9	9	1	2	24
2	▶ Acclaim	7	3	4	0	0	13
3	▲ Infogrames	8	2	6	0	0	12
4	▼ Konami	8	3	2	3	0	11
5	▲ Electronic Arts	7	3	1	2	1	8
6	▼ Rare	5	3	1	0	1	8
7	NEW Gremlin	1	1	0	0	0	3
8	NEW Hasbro	1	1	0	0	0	3
9	▼ Namco	1	1	0	0	0	3
10	▼ Human	2	0	1	1	0	1
11	▼ THQ	3	0	2	1	0	2
12	▼ Titus	2	0	1	1	0	1



NHL '99 – Electronic Arts



Body Harvest – Gremlin



Glover – Hasbro

N64 PRO LEAGUE DIVISION 1

	Publisher	R	E	G	A	S	Pts
1	▲ T&E SOFT	1	0	1	0	0	1
2	▲ Crave	1	0	1	0	0	1
3	▲ Culture Brain	1	0	1	0	0	1
4	▲ Ubi Soft	1	0	0	1	0	0
5	▲ Seta	1	0	0	1	0	0
6	▼ Bottom Up	2	0	1	0	1	-1
7	▲ GT Interactive	19	1	7	5	6	-2
8	▼ Take 2	3	0	0	2	1	-2
9	▼ Ascii	1	0	0	0	1	-2
10	▼ Video System	1	0	0	0	1	-2
11	▼ Athena	1	0	0	0	1	-2
12	NEW Banpresto	1	0	0	0	1	-2
13	▼ Hudson	6	0	1	3	2	-3
14	▼ Interplay	2	0	0	0	2	4



AeroGauge – ASCII



Gex 64 – GT Interactive



Super Robot Spirits – Banpresto



Mortal Kombat 4 – GT Interactive

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.

Overall Picture

If you take every game we've ever reviewed, lump them all together in a big pot and put them all in an oven (gas mark 5) for about an hour, you end up with a great big steaming N64 game pie. Slice it up and you'll end up with something like this...

107 GAME SLICES

27 Succulent, divine slices

(25% Excellent games)

39 Delicious *(36%)*

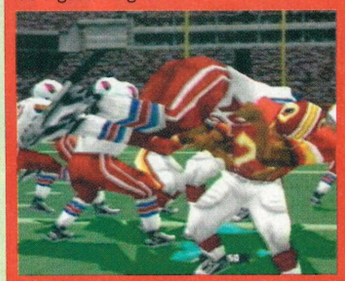
21 Average games *(20%)*

20 Bobbins games *(19%)*

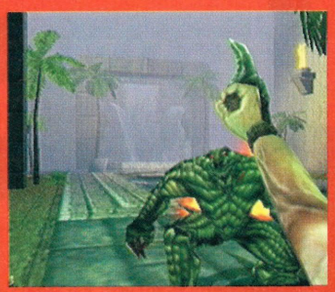
59% Above Average 41% Below Average

Hall of Fame

EA take the applause this month with a mammoth six point haul courtesy of their two superb American sports games – Madden and NHL '99. There's no one to challenge Nintendo's dominance yet, but Acclaim's line up – which includes Turok 2, Shadowman and QB Club '99 is enough to have the Big N looking back warily over its shoulder. Things are hotting up, and given the weather outside at the moment, it's a good thing to!



Madden '99 – Electronic Arts



Turok 2 – Acclaim

ISS '98

STAR PLAYER

Konami

ISS '98 has ridden roughshod over Banjo-Kazooie's claims for the Star Player spot, with a never ending desire to please and an incredible desire to keep on playing. Puts in more hours of training than everyone else in the team put together! The best game ever, of any kind, on any format! Everyone must own this game!

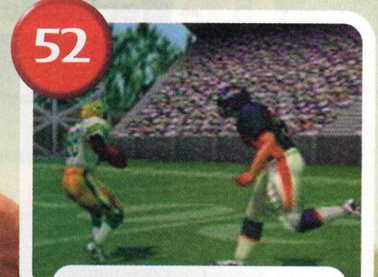


ISS '98 – A legend in its own time

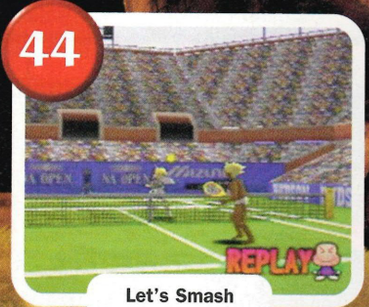
REVIEWS

P24 Zelda: The Ocarina of Time

Nothing will have prepared you for the 64bit Zelda experience. Nothing! A towering achievement from a gaming genius, Miyamoto's masterpiece is almost divine. Join Noely as he worships at the feet of the mighty Link...



NFL Quarterback Club '99 – Big hits. Bigger shoulder pads



Let's Smash – Noely's head in!



Extreme G 2 – F-Zero X on speed!

The Reviewers...



Steve I've spent most of my time tearing my hair out over Silicon Valley this month, which should tell you how good it actually is when you think that it kept me away from Zelda, Turok and so on! What a month eh? And not just for N64 either– Man City are playing well again too! Does it get any better than this?



Noely Several days in heaven playing the awesome Zelda: Ocarina of Time (at Nintendo of Europe) has been tempered by coming home (minus the cart) with several weeks to wait until I can get my own copy of the best game i've ever played. I've tried feeding my addiction with previous Zelda's but it's just not the same.



Mark This has to be the best Xmas ever! Turok 2, WipEout 64, Extreme G 2, Silicon Valley, S.C.A.R.S. and Let's Smash. And in true Nintendo style they're all amazing. It's just a shame that Zelda 64'll overshadow them all. It almost makes up for me wiping the memory in my GoldenEye cart (at least I get to play it all over again).



Lewis As a fan of all sports simulations, since I have the sporting ability of one-legged spider, I'll be kept warm this winter with the greatest console titles on the planet. ISS '98, Madden '99 and NHL '99 make freezing, dull, British winters bloody fantastic fun, and I'll still get some exercise as I batter Noely for his Zelda 64 copy.



Dan What better way to spend the festive season than to get all trussed up in big girly padding and hoof a funny shaped ball in the faces of beefy Yanks? Well, I could've got to review something more mainstream (like Turok 2) but who cares? At least I can enjoy it's vitamin packed gaming goodness. Result!

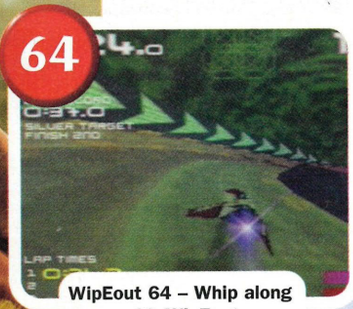


James Being a bit of a Sega gimp in my childhood, it wasn't until Super Star Wars hit the high street that I finally made the switch and blagged a SNES out of Ma and Pa Cannon.The force was mine! And with the 64 I have fulfiled my destiny and become a true Jedi. Or is it princess? Whatever, just let the Wookie win.

P32 Space Station: Silicon Valley

Pack a sick, twisted sense of humour, a hamper full of goodies and join us for a picnic in Silicon Valley. But be warned, you may not get out alive. Those sheep haven't half got sharp teeth!

Mark's been ripping Raptors to ribbons this month with some seriously gruesome weaponry. And enjoying it a little too much for the rest of the team's liking. Let us out! We're scared!



WipEout 64 – Whip along with WipEout



S.C.A.R.S. – Wildebeest on wheels!

P38 Turok 2: Seeds of Evil

The Scores...

THE Sore Thumb Award is given only to games that you'd happily kill your granny for. GoldenEye 007, Mario 64, 1080 Snowboarding and F1 World Grand Prix are all 'Sore Thumbers'

100 -90	ANY game scoring 90 or over is a must buy – a worthy addition to your N64 collection regardless of what type of games you like. Get one o' these and you'll be buzzin' for months!
89 -80	GAMES getting an 80+ score are well worth considering, but aren't the leaders of the pack. FIFA 98 is a good example of this – a good footballer in its own right, but not world class
79 -50	The idea's there, but it just hasn't come across when the game's got into its box and onto the shelf, which is basically where it should be left. Only worth a look if it's been reduced in price!
49 -0	Where the scabby dogs live. Go near a game scoring under 50 and you're most likely gonna end up with some 'orrible fungal disease spreading all over your body. Like the lurgy

The Low Down...

Why...

Tells you exactly why we think a game's fantastic or a bit farty

Details

Graphics How the game looks and whether the N64's awesome capabilities have been pushed to the max

Sound If it's something you can stand to listen to for more than five minutes or whether it's worse than something your Grandad would tap his arthritic toes to

Gameplay Is it good fun or what? Will you be playing it when you should be at school or work or will you be tossing it aside like a pair of Tesco trainers

Lastability How long will it last? Will it be a GoldenEye where you're always finding great new things or a Clayfighter where you'll finish it in five minutes?

Why not try?

Is there a similar alternative to this game? If so, what is it?

Other views

Where the rest of the N64 Pros stick their oars in and one of you readers gets a go at reviewing a game

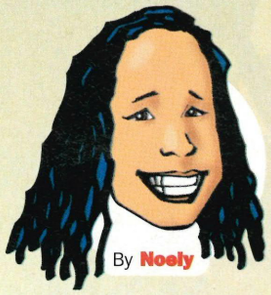


Turn the page NOW for this month's reviews

British Release

The best game ever? Fact or fantasy fiction?

Legend of Ze
The Ocarina o



By Nooly

Move over Mario, goodbye Goldeneye and bugger off Banjo. Link's back to reclaim his video game crown in Legend of Zelda: The Ocarina of Time, Mr Miyamoto's most magical adventure yet!

Fit for a princess

Once you've sneaked into Hyrule castle you finally gain an audience with Princess zelda who tells you all about the evil ganondorf and his vile plans







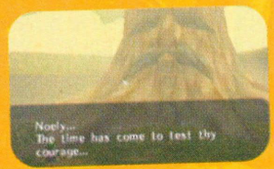


The story begins...

AFTER leaving the blissfully sedate title screen and entering your name the game cuts to a dramatic dream sequence in which Link bears witness to Princess Zelda fleeing Hyrule Castle, closely pursued by an evil looking man clad in black armour. This it later transpires is Ganondorf an evil tyrant. Shortly afterwards you're woken from slumber by a summons from the great Deku tree. It appears that evil is afoot in the land. (It's always afoot never ahand). And as usual it's your job to put things right. After ridding the Deku Tree of its evil curse, you are sent out into the big unkown world beyond Kokiri forest. And so after a tearful farewell to, your forest home, and Saria in particular, you leave Kokiri forest and step out into Hyrule Field. And so your epic adventure begins













You're telling me you've been cursed, with HALITOSIS!

elda: of Time

SORE THUMB AWARD WINNER

"IN A HOLE in the ground there lived a Hobbit". So begins one of the most magical tales ever told in the world of fantasy fiction. Well, in a space in this cart lives Link (and I do mean lives). Just as Tolkien creates a believable world full of magic, mystery, action and adventure in his book the Hobbit, so Miyamoto does the same here in Legend of Zelda: The Ocarina of Time.

Plug in the cart and you turn the page into the Land of Hyrule, a fantasy setting every bit as rich and vivid as Tolkien's Middle Earth. The title screen shows a wondrous image of an adult Link galloping in full flight on his magnificent horse (Epona) across the lush carpet of grass that is Hyrule Field. The steady rhythm of Epona hooves as they beat time on the turf, is interrupted only by the contented gentle whinnying of your horse. It's a beautiful image and particularly apt since it signifies that you're about to be taken on one of the most thrilling, and completely enchanting, video game rides of your life.

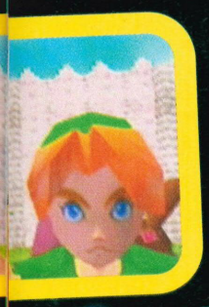
Nice grass, Man!

Where previous 3D games (Mario 64 included) have often seemed barren and textureless, the land of Hyrule is so alive you can almost feel the cart squirming in your hand. Hyrule Field looks so peaceful and tranquil you just want to curl up in the lush grass and go to sleep (at night though it's the stuff of nightmares as it transforms into a menacing and eerie place populated by skeletons that spring up to attack from the earth).

"...the land of Hyrule is so alive you can almost feel the cart squirming in your hand"

Flaming 'eck

Zelda: Ocarina of Time has several puzzles that pay homage to the classic 2D Zelda games, nevertheless the puzzles have been altered to make them uniquely 3D. The torch lighting is a perfect example. In Zelda Link to the Past you would cast a spell on your wand and then walk near a torch bracket. So in this Zelda the first time you see an unlit torchbracket you instinctively know you need to light it. The problem is how. One of the items Link finds early on is a Deku Stick which is used as a staff-like weapon the tip of which is carried at just the right height for the torches. So you think to yourself "I wonder whether I could light the upright end and use it to carry the flame across to an unlit torch". Your first instinct though is to dismiss the idea as being far too clever. But you try it anyway and guess what. It works. Truly enlightening stuff



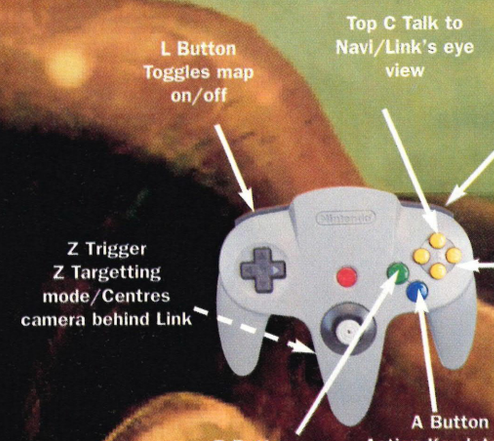






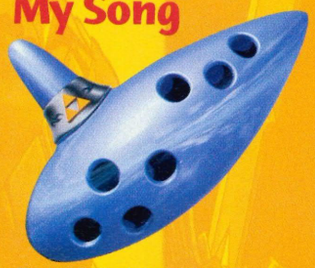






Legend of Zelda: The Ocarina

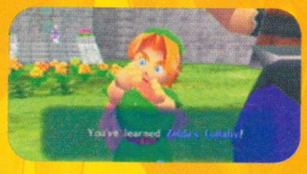
They're Playing My Song



You're first given an Ocarina by Saria, it's only later that you receive the Ocarina of Time. This flute-like instrument is given to you by Princess Zelda and as you progress you're given new tunes to memorise from various characters in the game. Playing your Ocarina causes various things to happen, such as befriending the horse (Epona's Song) summoning the sun (Sun Song), or proving you're on a mission from Zelda by playing Zelda's Lullaby. This a brilliant puzzle addition plus it's a refreshing change to have such a pleasant musical interlude







I'm da Boss

The bosses in Zelda are some of the biggest, baddest and most frightening ever seen in a game

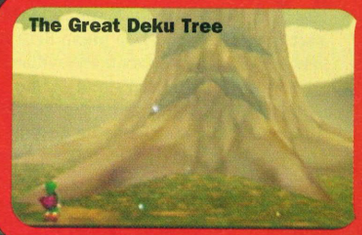


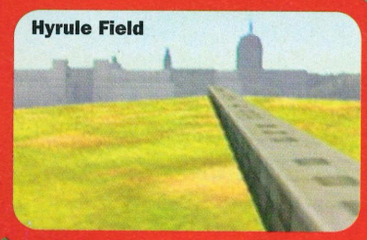


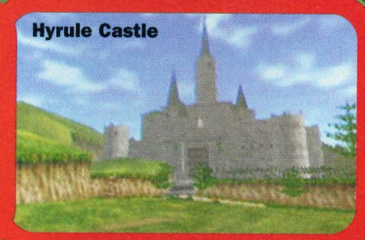


Places

There are places I remember...







Lake Hylia water looks so inviting you'll be tempted to take a dip or else go fishing (incidentally you can fish later), and such is the feeling of intense heat emanating from the Fire Temple levels that you'll need a bucket of water on hand to dip your sizzling hot control pad into after prolongued play.

Metal Gear Stupid

But the world of Hyrule is not just pretty to look at. The gaming world is so vast, so full of interesting sights, sounds and things to occupy your time that that you'll still be marvelling at new places and fresh things days into playing. Long after your Playstation owning mates have completed and cast aside Metal Gear Solid (or whatever overly FMV padded title they've decided to plump for this Xmas). Though it's a single player game, it's the kind of title that while playing you constantly find yourself calling people over to show them just how impressive it is. Whether it's solving the latest puzzle, finding a new weapon, new item or merely entertaining yourself with one of the numerous sub games by trying your hand at a spot of fishing, diving, horse racing, or the shooting gallery Zelda is guaranteed to keep you super glued to your TV sets for ages.

Those of you who've sampled previous chapters of the thrilling Zelda epic will feel instantly at home, all snug and cosy and warm in the land of Hyrule. I had feared that in the rush to make the game a visually stunning 3D adventure, some of the essential elements of the series would have been lost. That it'd be smaller, easier, less inventive or whatever. I should have given Shig's more credit. All the basic ingredients that went into making previous Zelda's such magical affairs are still present. An epic storyline every bit as engaging as previous instalments, a huge magical world full of places to visit, people to see, secrets to uncover and of course those fiendishly devised dungeons.

64DD cup

In this game the dungeons, as ever, are jam packed tighter than Melinda Messenger's bra and discovering the treasures hidden within is every bit

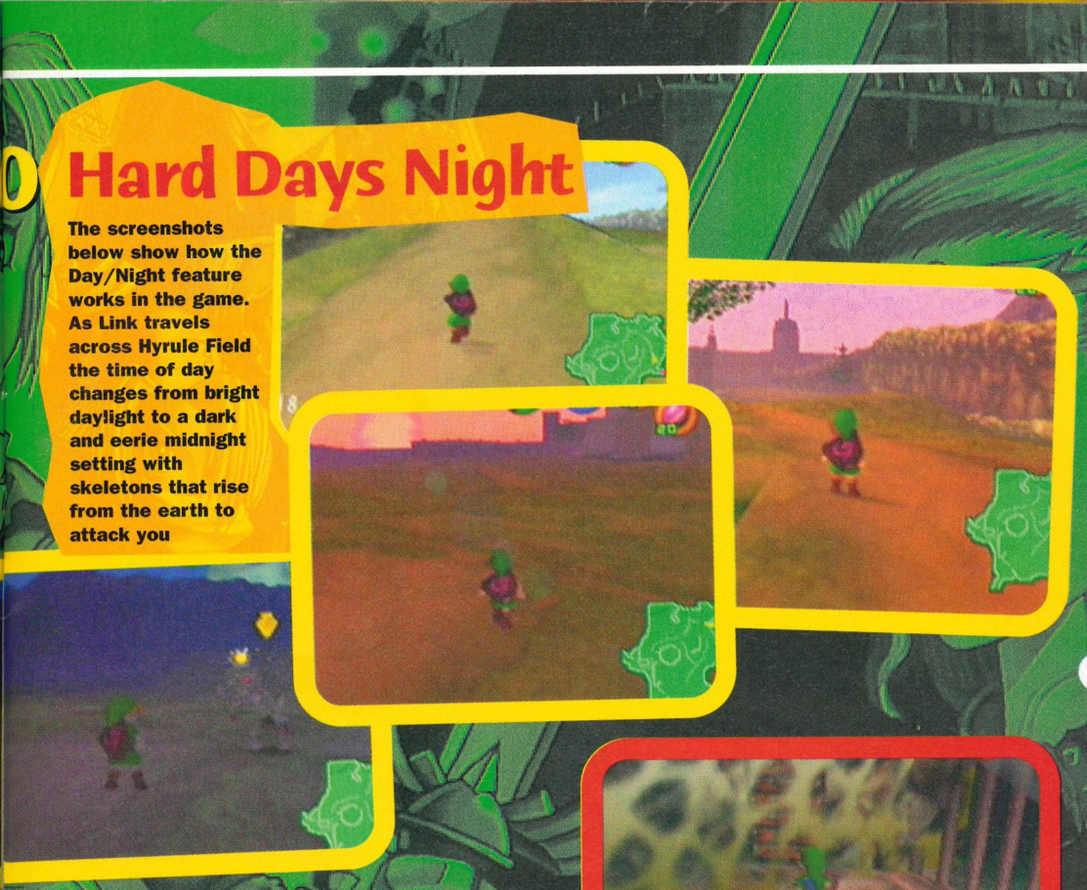


Elves Pressley

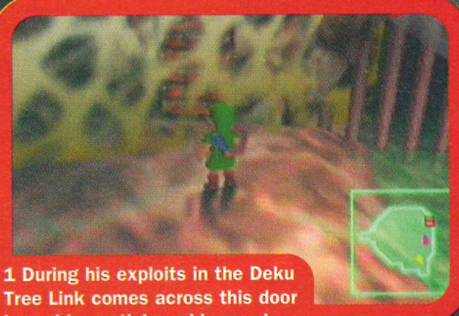
Some of your fellow Kokiri elves

Hard Days Night

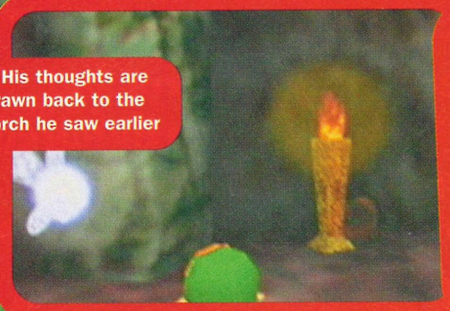
The screenshots below show how the Day/Night feature works in the game. As Link travels across Hyrule Field the time of day changes from bright daylight to a dark and eerie midnight setting with skeletons that rise from the earth to attack you



Torching the Web



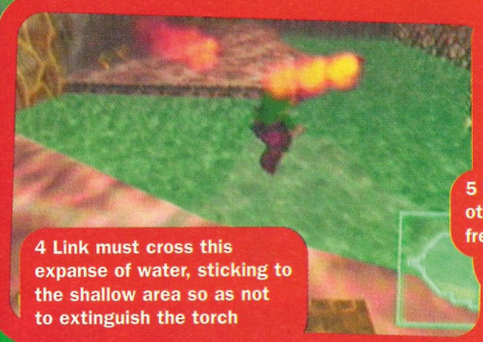
1 During his exploits in the Deku Tree Link comes across this door barred by a sticky spiders web



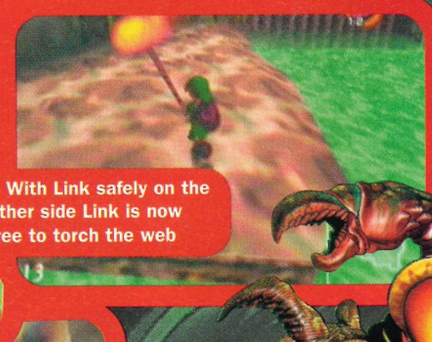
2 His thoughts are drawn back to the torch he saw earlier



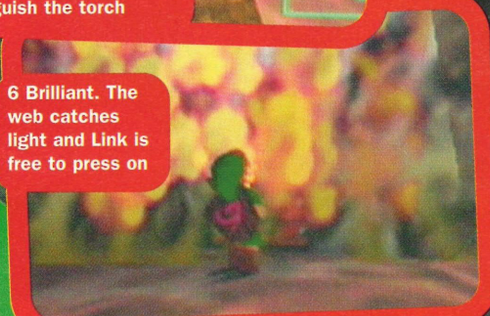
3 Out comes a Deku stick



4 Link must cross this expanse of water, sticking to the shallow area so as not to extinguish the torch



5 With Link safely on the other side Link is now free to torch the web



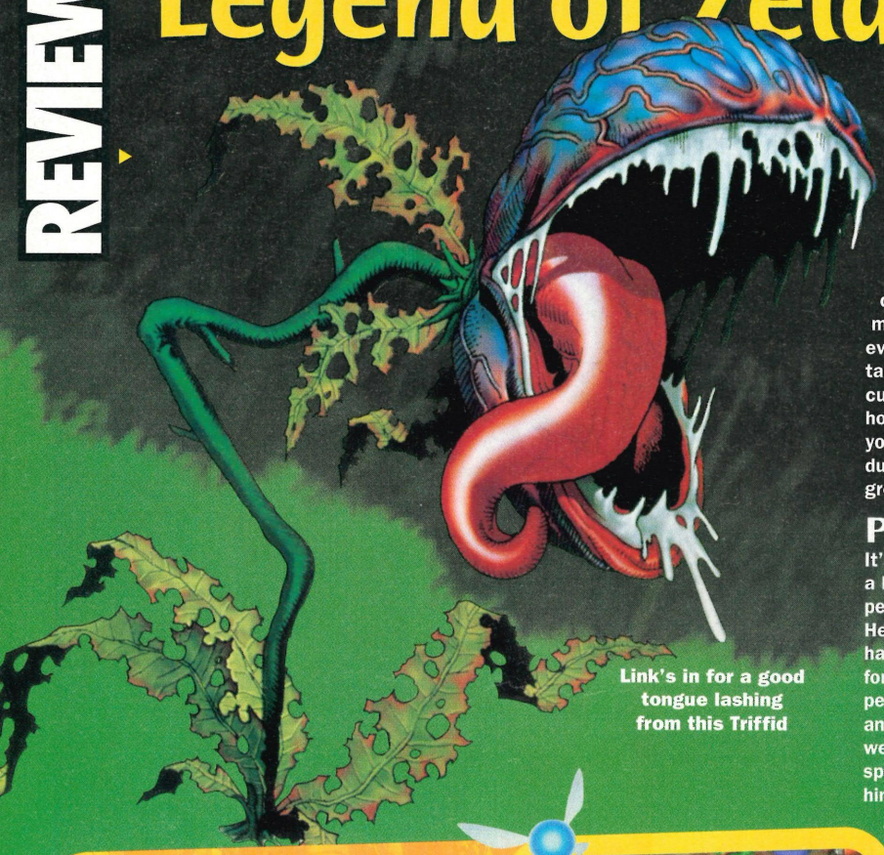
6 Brilliant. The web catches light and Link is free to press on

Friend or Foe?

Some of the weird and wonderful characters who you'll meet in your travels around the magical land of Hyrule



Legend of Zelda: The Ocarina



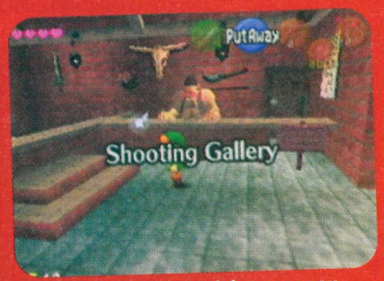
Link's in for a good tongue lashing from this Triffid

as enjoyable. (Well almost). As is traditional in Zelda games untold treasures and the most wondrous items and weapons are secreted away in the darkest depths, guarded by some of the most brilliant ingenious puzzle rooms ever conceived. And it's going to take all your skill, courage and cunning not to mention hours and hours of dedicated playing time if you're to eventually thwart the dungeons denizens let alone the greater forces of evil.

Pointy Breasts

It's just as well then that our Link is a bit of an all-action hero who can perform a dizzying number of actions. He can walk, run, jump, climb, read, hang, push, pull, crawl, sidestep, forward roll, backflip, target enemies perform loads of combat moves, with an awesome array of weaponry, as well as perform a number of magic spells the likes of which even Gandalf himself would be proud of. And that's just when you're controlling Link. Leave the control pad idle and he'll stretch, perform a little routine with his sword, adjust the weight of his shield and numerous other extra animations. These when added to some of the wonderful facial expressions he is capable of (blinking his eyes, looking astonished, or frightened touches) help create the impression that Link truly is alive. Put it this way there's more charm and appeal in Link (and most of the characters in Zelda) than in a hundred drab, angular limbed Laras, pointy polygon breasts or not.

He Shoots, he



1 One of the first mini games you come across is in Hyrule Market

Hairy Fairy

But fear not bold adventurer for thou art not alone in thy quest. You're aided in your struggle by a fairy. (Don't worry we're not talking about Dale Winton or anything). Navi as

Guardian Fairy

The way that the Z targetting works in conjunction with Navi is ingenious. When the Z trigger is held Navi will target an item of interest whether it be an object, a character that can be spoken to from way off, or an enemy that can be targetted with your catapult, bow, boomerang or whatever. A quick tap of the Z trigger is enough to readjust Link so that he faces the action and the camera assumes a position just behind Link



"...there's more charm and appeal in Link...than in a hundred drab, angular limbed Lara's, pointy polygon breasts or not"

Duelling Harps

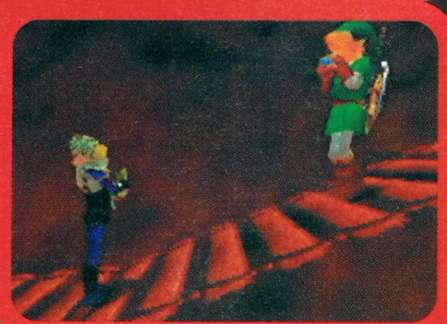
This scene reminded me a bit of the duelling banjo's scene from Deliverance err...despite the fact that there aren't any banjo's and erm...they're not duelling. But anyway you'll meet the mysterious Sheikah of the Sheikah's at various points in the game. In this scene you meet him inside Death Mountain where he teaches you the Flame Song of Friendship (which will warp you back to safety)





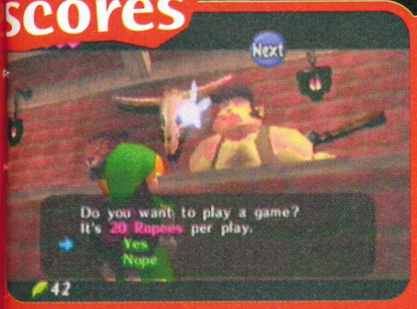






# of Time

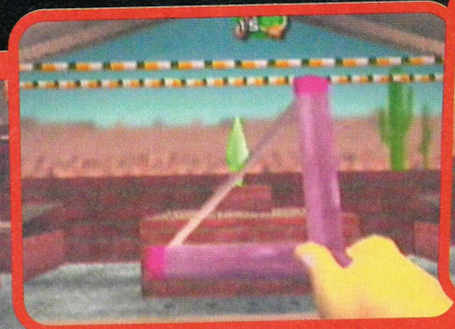
scores



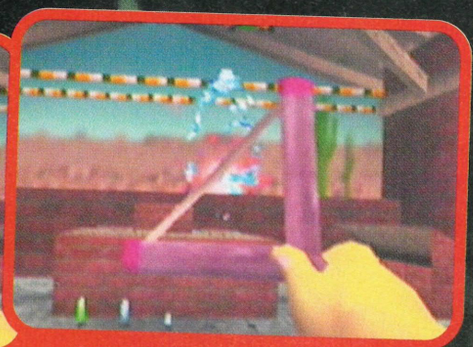
2 You're supposed to haggle. 20 rupees for this you must be mad...



3 Link composes himself ready for the big shootout



4 Take aim and fire at the moving crystals. It's quite a tricky task



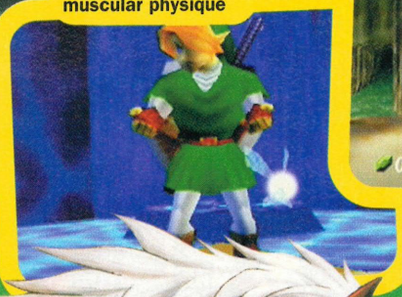
5 You'll need to hit 10 crystals to complete the challenge

your fairy is called is your companion and guide. And bloody priceless she is too. She's your guardian angel (or guardian fairy) who indicates places and items of interest, helps Link out of dangerous situations by glowing when danger is near, and cries a warning "look out" when his life is in Jeopardy. And her advice doesn't just stop there. There's never really any danger of getting stuck in the game, because even if you are at a loss for what to do next, or more likely you've gotten sidetracked, Navi will shout to gain your attention before suggesting that you get a move on.

Given the number of things Link is capable of (what with weapons, items, magic powers, countless movements etc) you might think Link is tricky to control. But no. Despite the dazzling array of moves Link can perform by the end of the game, these abilites and powers are gently introduced so as not to overwhelm the beginner. And as you get more and more adept, the game throws more and more complexity as well as more and more variety at you. It's almost as ▶

"You're aided in your quest by a fairy (Don't worry we're not talking about Dale Winton)"

Link grows up into adulthood and checks out his new muscular physique





Link must find a way to the passage behind this huge fishy monster

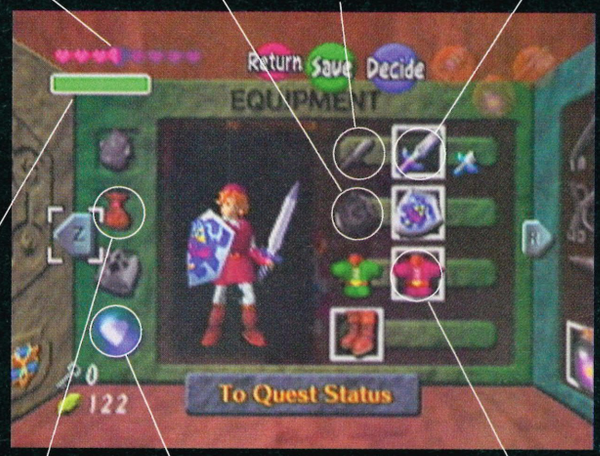
Err... Link. Exactly what did you mean by that "I could eat a horse line" line?

Legend of Zelda: The Ocarina



Stuff & No Nonsense

Remember the wonderful inventory system in Legend of Zelda: Link to the Past on the SNES? Well it's back (with a bit of a facelift), only now it's even better. Switch to this screen to check equipment, equip items, check on your quest status, examine map and much much more. Like everything in the game it's a complex idea but effortlessly simple to use.



Health Gauge Collect hearts to fill your life meter

Deku Shield Used to defend or to deflect missiles back at enemies

Kokiri Sword Your very first slasher

Master Sword You get it from the Fire Temple

Magic Meter Indicates your ability to cast spells

Money bags Holds your rupees

Fish Scale Allows you to dive for further

Garon Fire Tunic allows you to withstand intense heat of Death Mountain

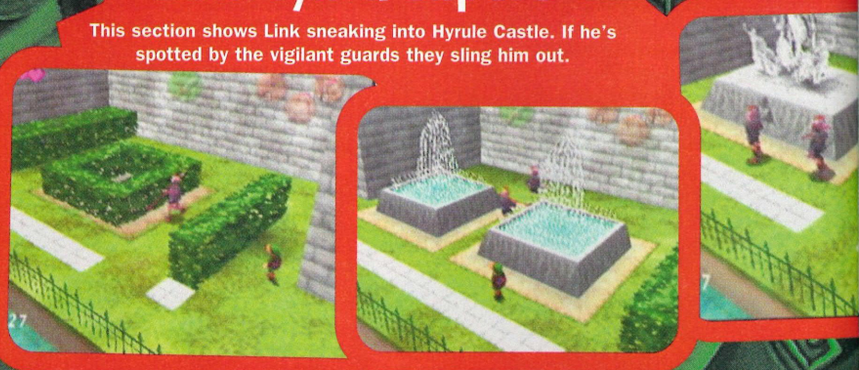
My what a big chest

Find and open a treasure chest and a blinding glow emanates from within. An eager young Link then reaches up to peer inside the chest to discover it's contents. As he does so such is your own anticipation that you almost find yourself trying to peer over his shoulder to get a look inside



Courtyard capers

This section shows Link sneaking into Hyrule Castle. If he's spotted by the vigilant guards they sling him out.



though Miyamoto daren't reveal the true majesty and splendour of the game straight away for fear of leaving you shellshocked and struck dumb with astonishment.

A Novel Idea

Were it a piece of fantasy fiction this title would be fairly impressive. As a game it is nothing short of astonishing. Like a good epic novel the game (like no other has ever done) draws on the whole gamut of your emotions. You'll start in surprise as an enemy leaps from around a corner, gasp in amazement as each and every huge boss rears up to attack, marvel at the deviousness of some of the puzzles, smile to yourself as you see some of the endlessly entertaining subquests and mini games, and laugh out loud as you're attacked by a gang of crazy Cuccos and perhaps even shed a tear as Link leaves his peaceful Kokiri forest home to brave the outside world.

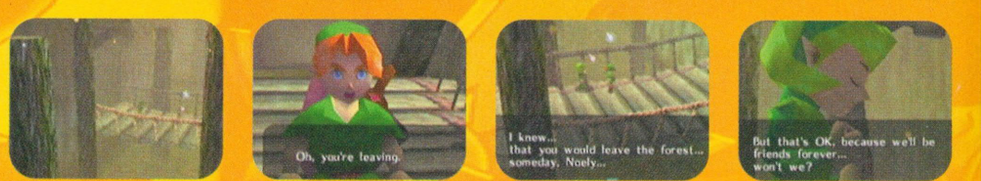
We told you ages ago just how good Zelda would be. But neither you, I nor even Mystic Meg could have foreseen how truly fantastic this game is. Miyamoto and co. have shed blood trying to make Zelda as effortlessly simple to pick up and play as it is painfully difficult to put down and the results are phenomenal.

Mystic Miyamoto

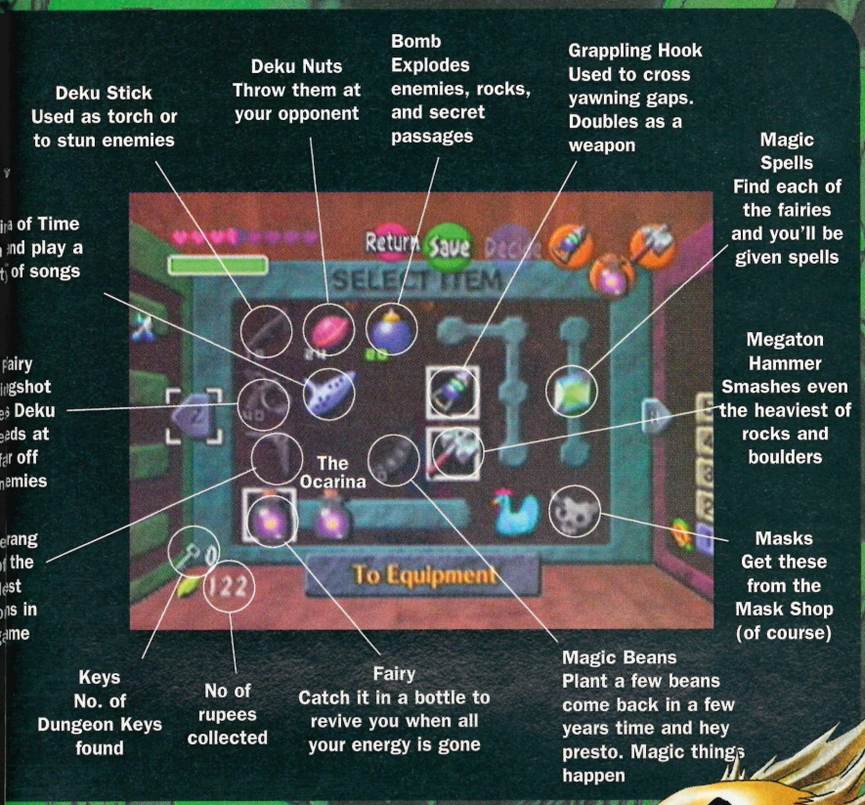
It's a gaming giant among Dwarves, huge in size and scope where other games would get away with being half as big. It's a magical Miyamoto-led mystery tour full of hidden secrets and surprises through one of the most totally enchanting and thoroughly immersive gaming worlds ever devised. And best of all folks. It's a game that N64 owners and only N64 owners can enjoy. As for those Playstation owners unlucky enough not to be able to experience it, well I suppose they could always go and find themselves a good book to read ●

Leaving home...

SOME of the scenes in the game are genuinely touching. Take for example this bit where Link leaves Kokiri Forest and sets off into the big wide world leaving the lovely Saria behind. Aah!



# of Time





It's Got...

98%

Why...

The Zelda series has always ranked as one of the pinnacles of gaming perfection and astonishingly this is the best yet and damn near perfect. It loses a couple of marks only because some of what is here has been seen in previous Zeldas. Even so this is an instant classic that entertains, engrosses, amuses and astounds in equal measures. In years to come this will be heralded as one of the finest moments in gaming history. If you haven't already ordered a copy I'd rush out and spend your christmas money on this NOW. If you only buy one game this Christmas buy Zelda. If you only intend to buy one game from now until the next millenium buy Zelda. In fact if you only ever buy one game for the rest of your life YOU MUST BUY ZELDA: OCARINA OF TIME

Details...

GRAPHICS Screenshots alone canot convey this games visual splendour. Stunning! 10/10

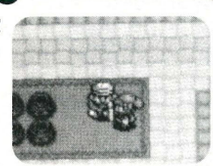
SOUND Wonderful effects and dynamic music that alters to match the action. 10/10

GAMEPLAY One of the most wonderful games I have ever played. Believe the hype 10/10

LASTABILITY Hyrule is such a stunning place you may never want to leave. Ever! 10/10

Why not try...

Zelda: Link's Awakening Arguably the best Zelda adventure. Still available on the move on a Gameboy. Soon with a colour overhaul

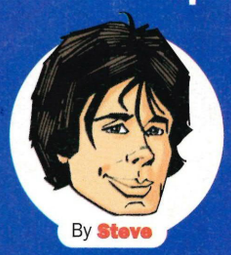


• PUBLISHER Nintendo • CONTACT 01703 653 377 • RELEASE DATE Out Now • MAX. PLAYERS 1 (Buy your own copy) • PRICE £39.99 • MEMORY PAK SPACE Saves to Cart

British Release

More twisted than a room full of serial killers... playing Twister!

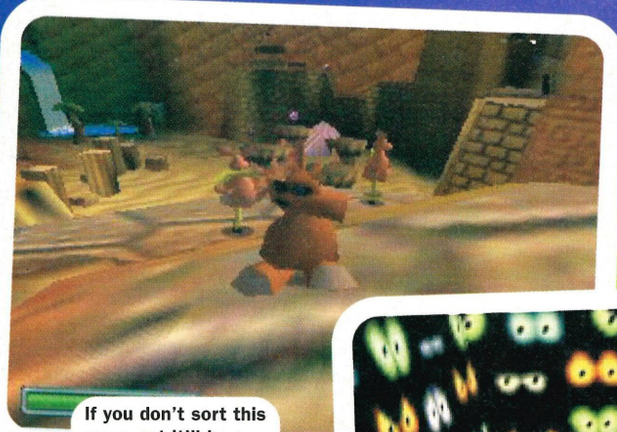
Steve McNally had a Space Station, ee-aye-ee-aye-oh. And on that Space Station he had some Rocket Dogs, ee-aye-ee-aye... oh forget it!



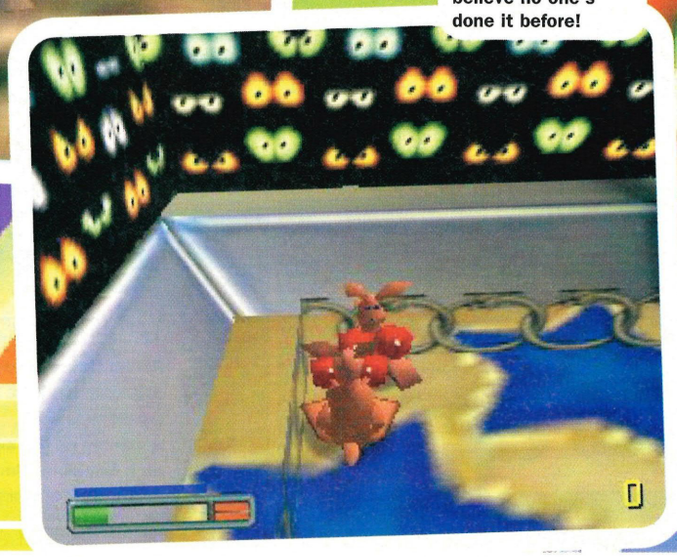
By Steve

I've noticed you around...I find you very attractive... Would you go to bed with me?

Space Station: Silicon



If you don't sort this mess out it'll be a real cat-astrophe for everyone! Sort it!

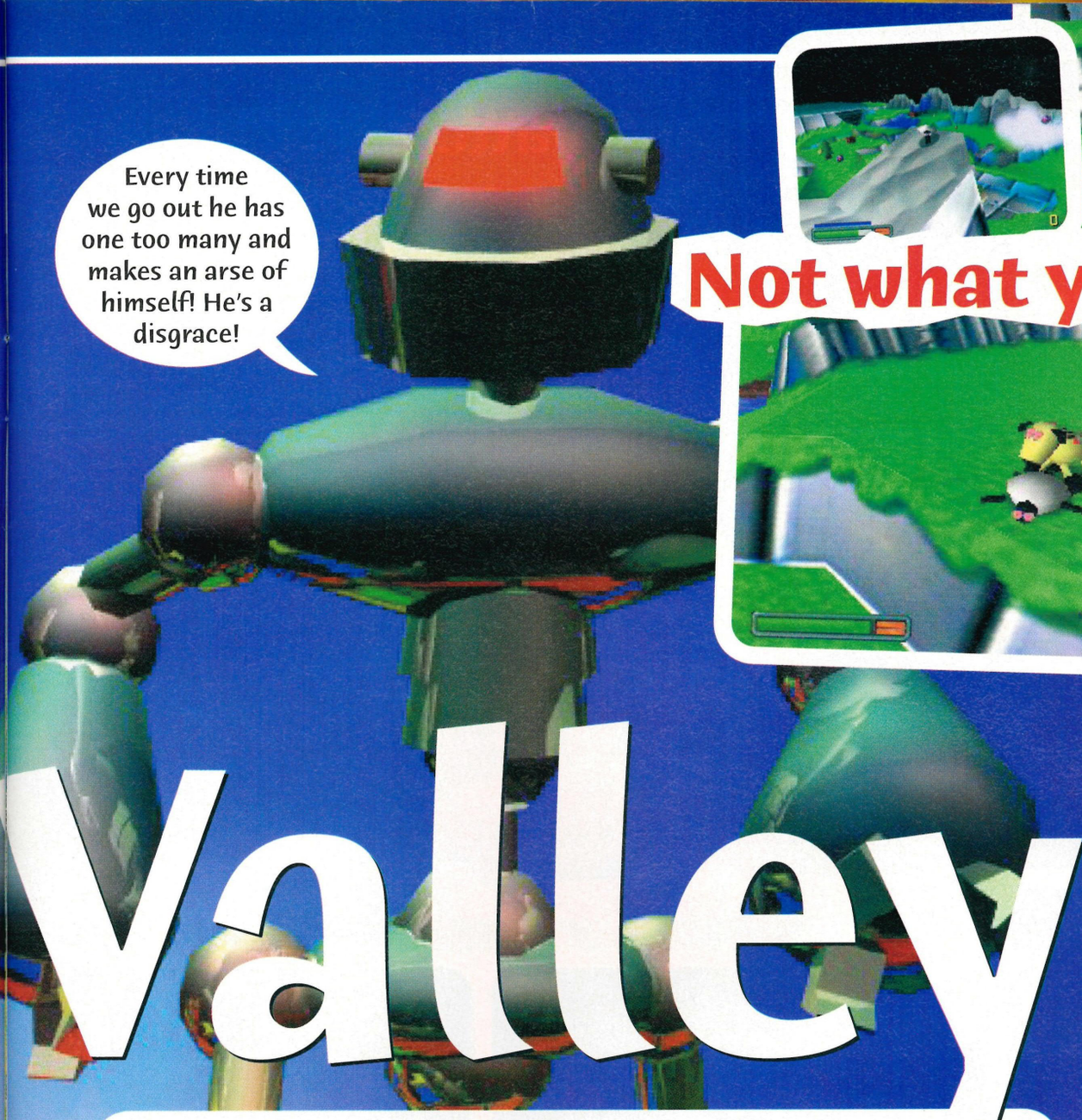


Kangaroo boxing in a game? Can't believe no one's done it before!

What the f@*k?

Well, you're this microchip thing that was inside a robot, but his body got blown off in an accident. So, with the help of your mate (who's still got all his limbs) you need to get it back by possessing dead animals and solving puzzles. I don't see what's so farfetched about that really myself!

Every time we go out he has one too many and makes an arse of himself! He's a disgrace!





Not what you think!

Get your minds out of the gutter! This is how you move the microchip from the body of one dead animal into another! So it is a transfer of a kind, but there are absolutely no fluids involved whatsoever! Okay?



Valley

SORE THUMB AWARD WINNER

BONKERS. Off its head. Daft, demented, insane, delirious and, dare I say it, downright wacky. Silicon Valley is all of these and more. And it's yet another N64 exclusive that will turn those scruffy, rubbish game playing PlayStation owners pea green with envy. Why? Because there's more fun in here than half a dozen Spyro the bloody Dragon's rolled into one!

We've been banging on about how good this is going to be for well over a year now and it doesn't disappoint one little bit. Around every garishly coloured corner lies a gasp, a giggle or a guffaw as those whacked out Scottish loonies DMA Design surprise and amuse every single step of the way.

Keystone Camels

Okay, so the graphics aren't stunning technically, but you can almost see their quirky charm oozing out of your telly screen while you're playing (best to keep a cloth handy, that charm stuff's messy, and can play havoc with your video if it gets inside it).

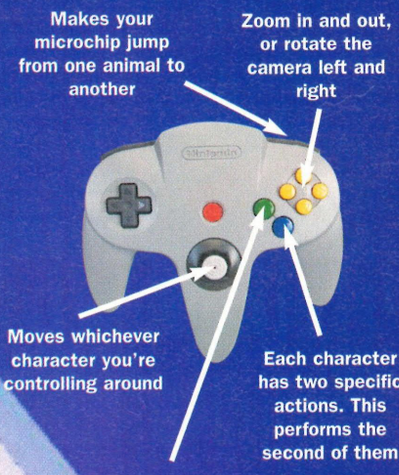
> "Around every garishly coloured corner lies a gasp, a giggle or a guffaw!"

Silicon Valley has its own, unique look and I love it. As does everyone else on the team, without exception. You can keep your fancy, motion captured, photo realistic nonsense. Bunch of arse if you ask me. They may be simple, but they're funnier than an Alan Partridge video, and if you're not in fits of laughter the first time you see a sheep's legs hurtling along like the Roadrunner then you're probably the type of person who won't watch a Laurel and Hardy film because it's in black and white. If that's the case then you don't deserve to be entertained this well, and you'd better start saving up for that sense of humour transplant operation you so obviously need.

Chippy

Of course, it's unlikely that anyone discerning enough to check out N64 Pro every month falls into that category, but these people do exist I assure you (think about it, someone must read Total 64), and just in case one of them happens to be reading this in a newsagent, I'll just say, "sod off, we don't want your type round here", and press on.

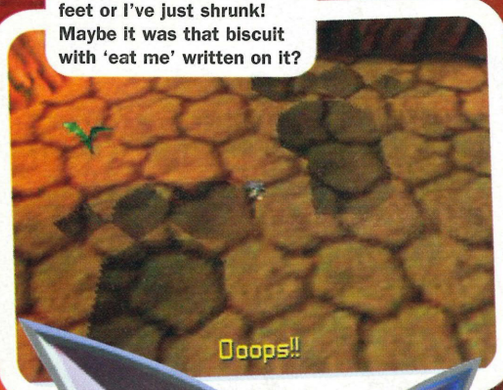
Even though the concept is warped in the extreme, the game itself is a misty-eyed, golden age of gaming



Space Station: Silicon Valley

I warned them that if one more person said 'What's his name? Humphrey?' I wouldn't be responsible for my actions!

Either he's got very big feet or I've just shrunk! Maybe it was that biscuit with 'eat me' written on it?



Barking mad!



Dogs on wheels, with rockets strapped to their backs are quite common where I come from...



Although the ones I know aren't quite as good at puzzle solving as the ones in Silicon Valley!

style nostalgia fest, all done in the worst possible taste. And it's fair to say that this wouldn't have been out of place about ten years ago, back in the days when games really were games and Sony was nothing more than a jumped up hi-fi manufacturer (who said nothing changes?).

That's not to say it's out of date. Obviously if someone had tried to do this on an Atari VCS all you'd have had left after plugging the cart in would be a tearful kid and a smouldering black plastic mess slowly melting into the carpet. No, what I'm saying is that it's 'old school' in nature, and the kind of game where the gameplay is so fiendishly addictive that the incentive to progress is no longer just to see a new level with a different background, but what it should be, because you actually don't want to stop playing. Ever.

"Enough to turn those scruffy, rubbish game-playing PlayStation owners pea green with envy!"

Give Evo stick

You take on the role of Evo, a robotic microchip who possesses the unique ability to take over the bodies of dead robotic animals (don't ask!). Evo must make his way through a variety of levels and worlds filled with different objectives and possess many many different animals.

Because no two levels are alike, it's impossible for me to describe exactly what must be accomplished to complete a world, but I can give you an example.

Call me Babe!

One of the early stages, for instance, asks you to take control of a dog and

Animal Quackers



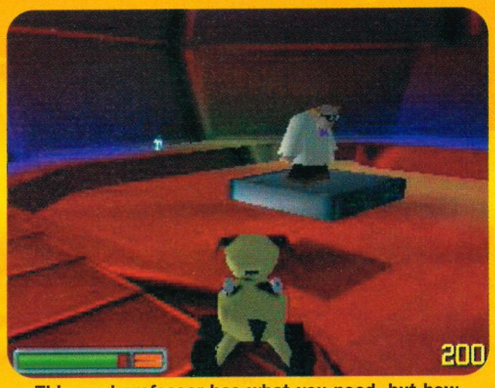
Here are just some of the many, many animals you can get inside. Each has its own special moves and abilities, and each is more insane than the last!



Look out! Well, I had to warn him! I couldn't 'bear' anything to happen to him!



Well, if Noely can figure out how to use a computer I'm sure he can suss it out!



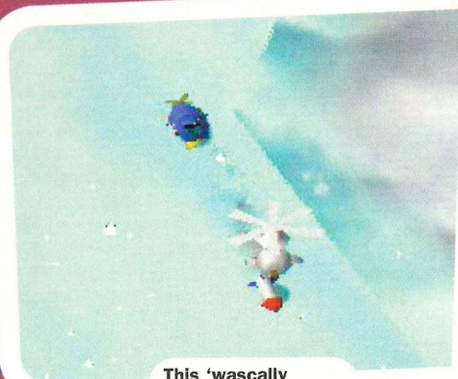
This mad professor has what you need, but how do you get it without touching the lava?

herd four sheep up into a gated area. The sheep of course are about as stubborn and uncooperative as Noely on deadline and a hilarious chase ensues as you try and round them up into the pen.

Has this ever been tried in a game before? I seriously doubt it (and if we were the type of mag to sink low enough to get a cheap, regional stereotype gag in I'd probably say something about an alleged X rated cheat that might interest readers in Wales and Yorkshire. But we're not, so I won't).

There's even a stage where players must intentionally wind up a hippo by laughing at him using the hyena!

After you've played it for a while



This 'wascally wabbit' can whip his ears round so fast that he can fly!

No wonder I've always got a sore throat! Why did nobody mention that I was a Husky?



Space Station: Silicon Valley

"It gets under your skin, fixes its hooks in deep and just doesn't want to let go!"

Don't you worry readers, if I slip I can use this beast's enormous flapping ears to save me!

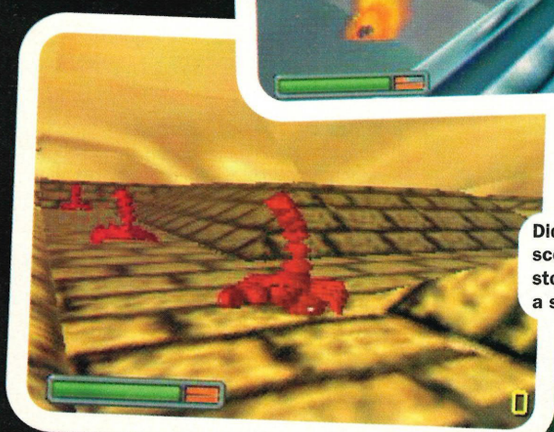
Who you callin' big ears? You brainless, bald-headed, buck-toothed, boggle-eyed berk!

Wacky Wildlife

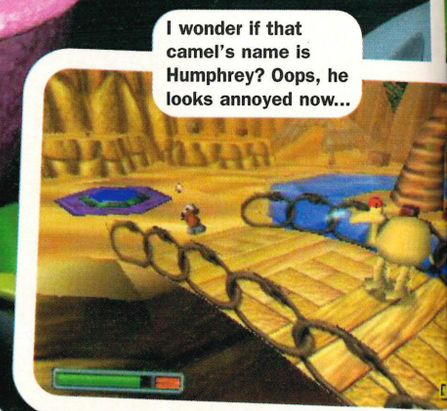




This Polar Bear has more in common with a tank than the real thing!



Did you know scorpions are good storytellers? Always a sting in the tale...



I wonder if that camel's name is Humphrey? Oops, he looks annoyed now...

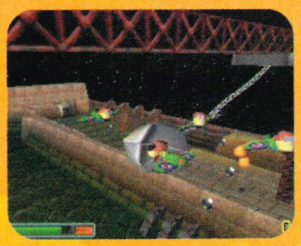
you'll realise that at no point will you be able to predict what happens next, and you'll just stop trying and let the game take you wherever it wants to. And that includes some locations that wouldn't be out of place in the most surreal of movies. There are four huge sections including Europe, Desert, Arctic and Jungle, and more than 35 unique sub-levels, each one seemingly more drug induced than the last. Early levels can be completed in a matter of minutes, whereas later stages may take hours (and several frustration battered joypads) to figure out.

Valley of the Dogs

There's certainly more to Space Station: Silicon Valley than meets the eye. It's a game that gets under your skin, fixes its hooks in deep and doesn't let go. Believe me when I say that you'll be lying awake at night,

"You'll be dusting down your antique piggy bank with a hammer just to raise the cash!"

Those magnificent dogs, in their flying machines...



Yes, that is actually a dog with a plane for a body!



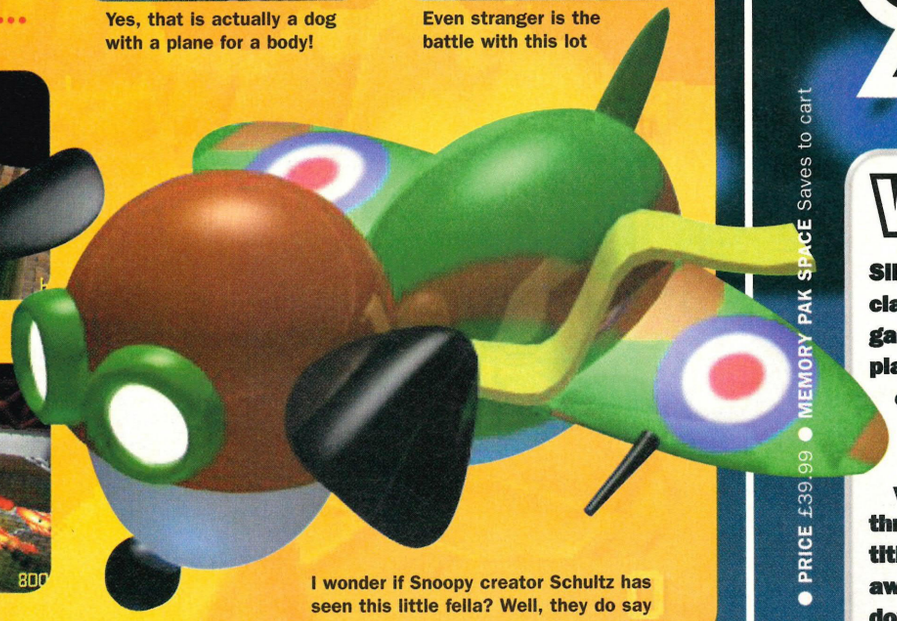
Even stranger is the battle with this lot



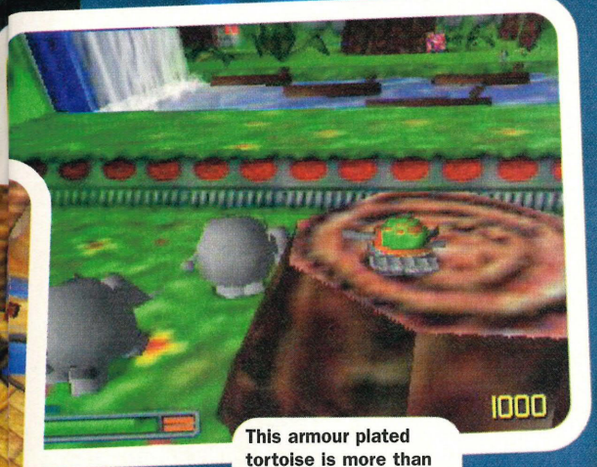
Wipe out the dogs and in come the foxes!



They're nippy and will blast you with rockets!



I wonder if Snoopy creator Schultz has seen this little fella? Well, they do say it's the sincerest form of flattery...



This armour plated tortoise is more than a match for most — even elephants!



He may pack a punch but stay out of the range of his spring and you can make a monkey out of the pugilistic 'roo!

tossing and turning, unable to sleep as your mind feverishly churns over all the possibilities as to how to disable the rat-o-matic, or some other equally bizarre problem that's got you stumped. It's just that sort of game.

There's no multi player mode, which may put some people off, but if you're the type who likes old fashioned, long lasting solo gaming, then you really haven't lived until you've got this. Just remember to warn your mates that they won't be seeing too much of you for a while. And if you're worried about your reputation you could always tell them you're in prison or something...

It's Got...

92%

Why...

Silicon Valley is a classic old school gaming that places playability above all else, and if it's not a roaring success then the team will be 'round for some serious words! It's quality through and through, and yet another must have title. And in a month with so many awesome games you'll be dusting down your antique piggy bank with a hammer to raise the cash.

Details...

GRAPHICS Simple they may be, but at times they're absolutely hilarious! **8/10**

SOUND Intentionally cheesey tunes that will drive you up the wall **7/10**

GAMEPLAY Really couldn't be much better than it is. Fantastic stuff **9/10**

LASTABILITY Lasts for months. But by that time you'll have torn every hair out! **10/10**

Why not try...

Super Mario 64. It's a different type of game played out in a similar environment. I'll stick my neck out though and say I prefer SV!



Other Views...



LEWIS It's fiendish, it's freaky and just about the most satanically original game I've played in years



MARK A wonderful wierdo that'll freak you out and pull you back for more. Take a look, if you dare!



NOELY This is brilliant fun, original as hell and a worthy addition to the N64's awesome Xmas line-up

READER REVIEW I love puzzlers and this had me banging my head against the wall at times! *Vicky Walters, Cardiff*

PUBLISHER Take Two Interactive ● **CONTACT** 01753 854444 ● **RELEASE DATE** Out Now ● **MAX. PLAYERS** 1 ● **PRICE** £39.99 ● **MEMORY PAK SPACE** Saves to cart

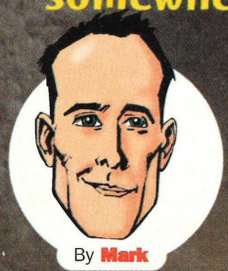
British Release

It's a T-Rex Christmas party, and you're the main course

I don't know! One pint and he completely loses his head

Turok 2:

If you're a dinosaur then go find somewhere to hide. 'Cos Turok's back in town and he's got a big selection of guns and a very itchy trigger finger



By **Mark**

What's the story?

THIS GAME is good. Not just a bit good, but damn good. So good in fact, that it makes me want to laugh at almost every other game I've ever seen. Turok 2's bigger than a whale in a goldfish bowl and more exciting than riding a roller coaster with Zoe Ball in the buff. It's big, it's bold, and it's bloodthirsty enough to drink Dracula under the table.

The deceivingly small-lookin' cart is 256 megabits of fun stuffed to the brim with hugely detailed 3D worlds that explode with vicious and very angry mutant dinosaurs.

You take control of Turok Fireseed in his quest to get rid of an evil being known as the Primogen and his horde of killer mutants. The result is a stunningly impressive first person shooter (like GoldenEye) where you see the action through the eyes of Turok as he views the world down the barrel of a gun (and usually looks into the teeth of something very big and nasty).

Hi-Veloceraptor

This game's got loads of impressive features, but perhaps the best thing's the stunning animation of the enemy dinosaurs. They run around with incredible realism, ducking and weaving towards you, jaws open and claws rending the air. And just as they jump in yer face, you smash them with everything you've got, sending them reeling backwards, clutching their wounded parts (if said parts are still attached to their bodies), whilst blood spurts out and flows across the floor. Yep, it's a gruesome game for sure, and definitely not for people who're scared of the sight of blood.

All these dinosaurs live in a beautifully crafted world. You start in ▶



1 Turok is mysteriously pulled through a portal and finds himself sitting in the middle of space and time



2 Adon: The Speaker of Forever Light (she sounds like a supermarket announcer) greets Turok



3 The Port of Adia has been attacked by the Primogen's mutant dinsoaur army. You must go to their rescue

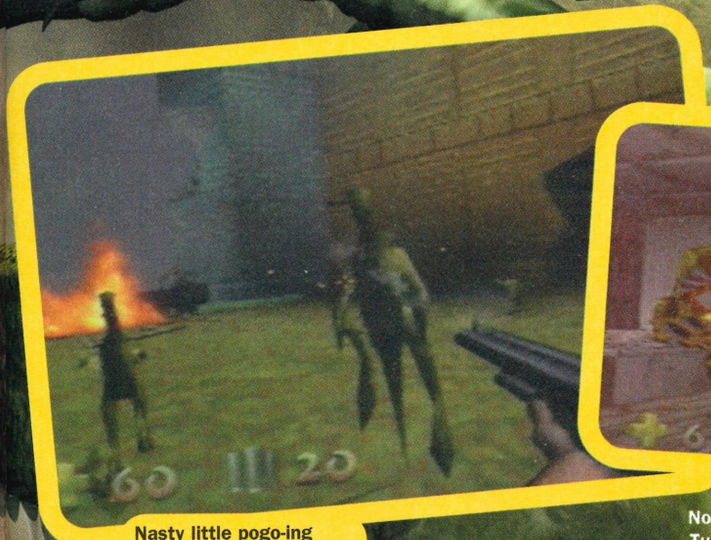


4 Your first mission has two objectives. You must save all the children that have been imprisoned in the Port of Aida...

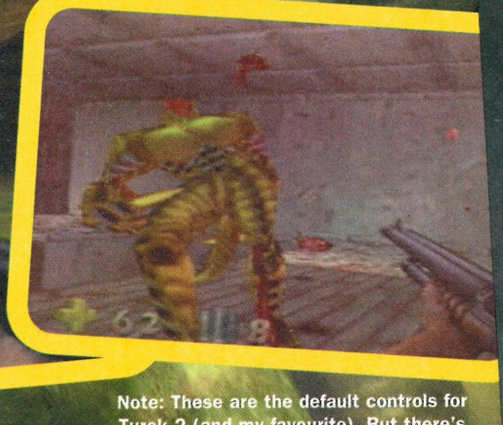
"It's big, it's bold, and it's bloodthirsty enough to drink Dracula under the table"

SORE THUMB AWARD WINNER

Seeds of Evil



Nasty little pogo-ing dino's should been seen, shot and not heard



Note: These are the default controls for Turok 2 (and my favourite). But there's also a control system like GoldenEye





5 ...and you must find all the missing power cells and use them to turn on the emergency distress beacons

Multislayer

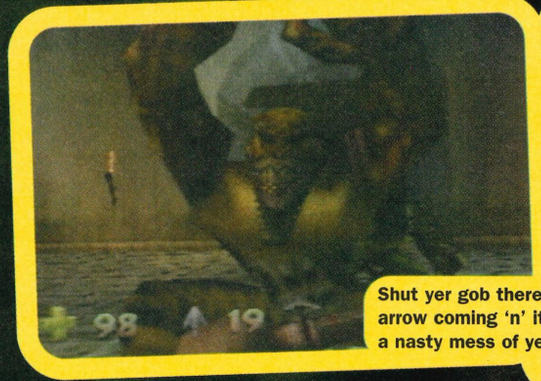


You and yer mates can get it on in the best two player shooter since GoldenEye. With lots of characters this is furious fun



Have a killin' party by getting four players round yer N64. This frantic game's brilliant and it'll knock you off yer feet

Turok 2: Seeds of Evil







Shut yer gob there's a arrow coming 'n' it'll make a nasty mess of yer teeth

a harbour which promptly explodes around your head. Move on and you run through caves and tunnels, into valleys and villages, through temples, up mountains and into mazes (and that's just the first level!).

Eye-saurs

The world's fully light-sourced, which means that you can see when you're outside, but as soon as you step out of the sunlight you're in a world of darkness (and those monsters aren't half scary when all you can see is a black outline running through the murky shadows).

And as if the visuals weren't heart-stopping enough, then the sound truly is. Listen and you'll hear the snuffles and grunts of monsters lurkin' around the corner. They'll scream with anger when they see you and roar as they attack. Shoot them and they'll gargle on their own blood and writhe around the floor in agony. The music's not bad either. It sounds a bit like the Conan theme tune and adds a lot of atmosphere as it hums away in the background.

Anyone who ever doubted the N64's sound capabilities can go and sit at the back of the class (with all the PlayStation owning dunces). The combination of stunning sound and graphics gives Turok 2 a real sense of mood and atmosphere. You feel like you're there in person, armed to the teeth and under attack.

It looks brilliant on a normal N64, but armed with the all-new 4 meg memory expansion, Turok kicks into a hi-resolution mode that sharpens up all the graphics. The result is a stunning looking game that'll knock yer socks off. The only slight niggle is the amount of fog' that's present when you wander around the outside levels. Now I've criticised fogging in the past, but when the graphics are this good and the mood is this strong, the fog adds to the claustrophobic atmosphere, so I can forgive it.

When you first start you're only armed with a pair of talons and a



What do you think of my blood-red nail varnish?

"They'll scream with anger when they see you and roar as they attack. Shoot them and they'll gargle on their own blood"

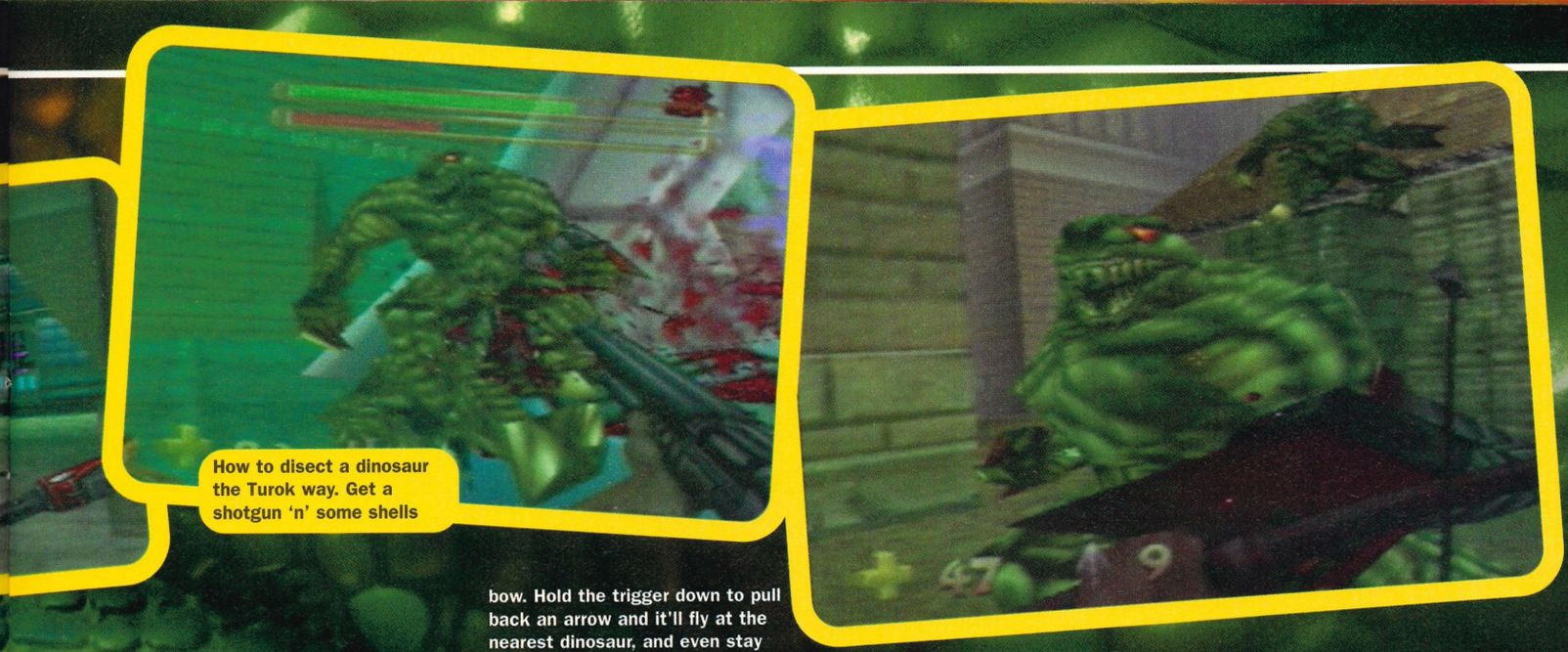
Sniper shot



1 Just around a corner you can see a beast just poking its head out. That was its first and last mistake



2 I'm armed with the Tek-bow which has Sniper capability and exploding arrows. The fool fails to spot me in the distance



How to disect a dinosaur the Turok way. Get a shotgun 'n' some shells

bow. Hold the trigger down to pull back an arrow and it'll fly at the nearest dinosaur, and even stay sticking out of its side. Wait 'till the beast collapses then run over and pull out your arrows to recycle them for the next monster. Later in the game you get a Tek-bow, that has all the fun of the normal bow, but comes complete with explosive arrows. You can also use the Tek-bow to zoom in on enemies and sniper them off from a distance.

Chuck and bit

If all that's a bit too low-tech for you then you'll be interested in the arsenal of guns that you pick up through your travels. This game has pistols, shotguns, rifles, machine guns, grenade and missile launchers, nukes (kaboom!) and the Cerebral Bore. This last and particularly nasty piece of weaponry seeks out the brainwaves of your opponents and drills into their heads leaving a nasty mess of blood and brain all over the floor (there's no shake 'n' vac that'll clean this mess up). It only works against the cleverer opponents though and many of the enemies' brains are too small for it to find.

The Artificial Intelligence of the dinosaurs is, however, brilliant. The first few opponents are really dumb, but get into the game and you'll come across mutant hybrids that ▶

"Drills into their heads leaving a nasty mess of blood and brain all over the floor"

3 I aim carefully, pull back on the arrow and let it fly. It's a spot-on shot that takes the dino's head clean off. Messy!

Armed to the Teeth

Turok's got enough guns to fight a war single-handedly (which is lucky really 'cos that's what he's gotta do). On your travels Turok'll come across all these varied weapons of mass-dinosaur destruction...


Talons


War-Blade


Flare Gun


Bow


Tek-bow


Pistol


Mag 60


Plasma Rifle


Stun Gun


Charge Dart


Shotgun


Shredder


Firestorm


Harpoon


Torpedo Launcher


Sunburst


Cerebral Bore


PFM Layer


Grenade Launcher


Scorpion Missiles


Flamethrower

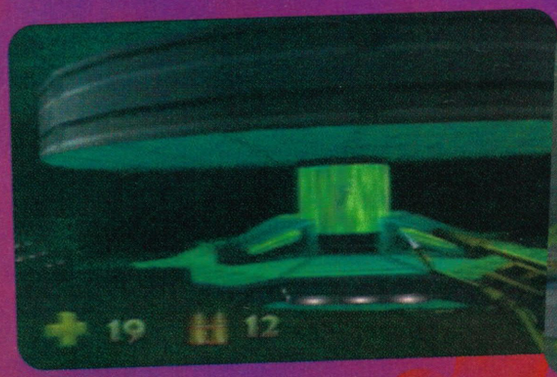

Razor Wind


Nuke

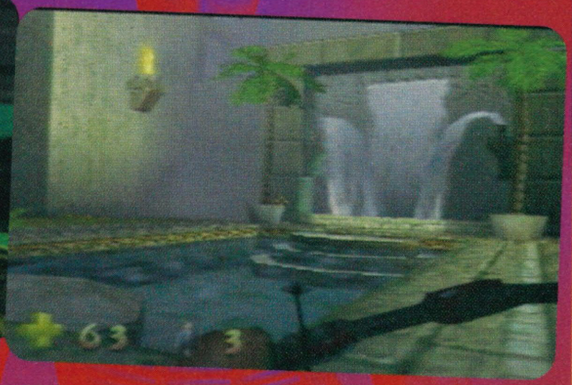
Turok 2: Seeds Of Evil

A World of Pain

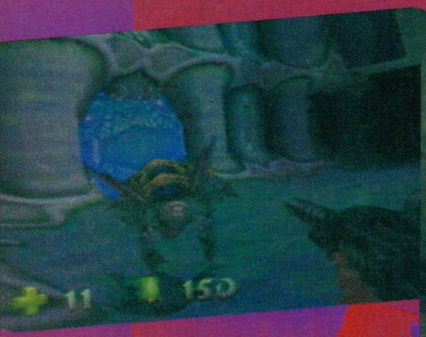
The world of Turok is absolutely huge. It's split into six different levels. Now that may not sound much, but even the first level'll take you days to complete. On the later levels you'll need loads of time just to run around fighting, and that's before you get down to the serious business of finding all the hidden areas. Each level's got a different look and feel and the Dino's fit perfectly into their surroundings. In the middle of this world is the Hub, which is a central area with paths leading off to all the other worlds. But you'll need to find all the hidden keys to access the later levels. Turok 2'll certainly keep you occupied for a long, long time...



LEVEL 6: THE PRIMOGENS LIGHTSHIP
The final showdown between you and your enemy takes place on his home turf. Hordes of monsters and hi-tech weapons are everywhere



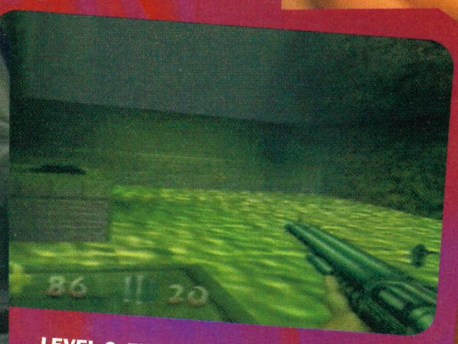
LEVEL 1: THE PORT OF ADIA
A once beautiful city is under attack from the Primogen. You must rescue the children and switch on the rescue beacons. The Dino's are basic on this level



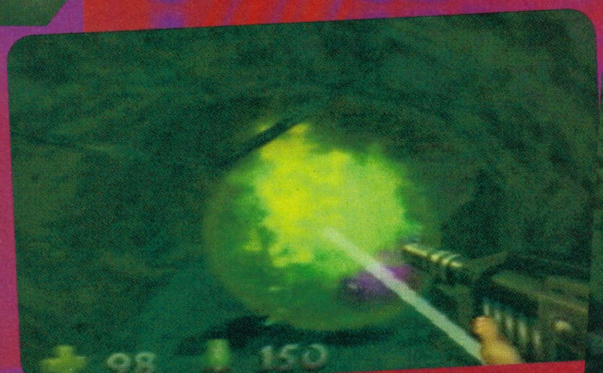
LEVEL 5: HIVE OF THE MANTIDS
A giant nest that contains a vicous wasp like race. They have no fear and know no pity, act likewise to win



THE HUB
The cental area lies in space and can be used to travel between the levels. You'll need to find the keys though



LEVEL 2: THE RIVER OF SOULS
The river is poison and it'll kill anything that sets foot in it. You'll have to tread carefully in this dangerous environment



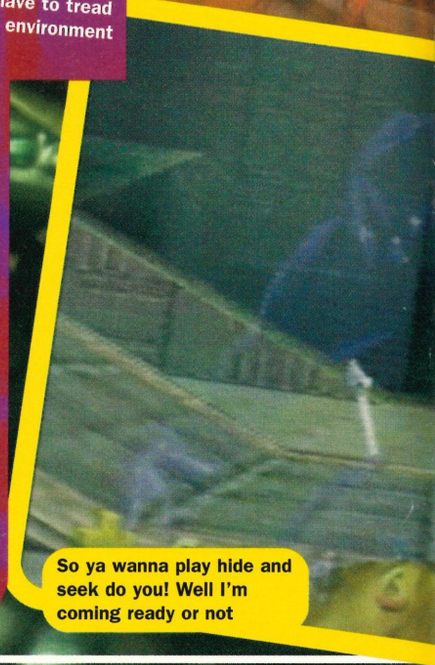
LEVEL 4: LAIR OF THE BLIND ONES
Dark tunnels contain monsters that've never seen the light. They've got good hearing though, so watch your step



LEVEL 3: THE DEATH MARSHES
Night falls and you'll find monsters jumping out of the dark. The Dino's have got hi-tech weapons now as well, so you'll have to be careful

▶ have got wits to match their teeth. They'll run behind boxes and hide from your fire. Dash around and they'll dart to the other side of the box, pop-up and shoot you, then duck back down again. They hide around corners, sprint away when weak and charge you if they've got safety in numbers. Not only do these animals look real, they can actually think!

But if fighting against your N64's a chore, then up to four players



So ya wanna play hide and seek do you! Well I'm coming ready or not

can get it on in one of the best multi player games ever seen. There're loads of characters to choose from and they've each got different abilities. You can even fight as the dinosaurs, some of which can't use weapons but have a vicious claw attack. The multi player game's got loads of features and plenty of levels. Players can jump in and drop out at will without the game having to end (the screen smoothly resizing between two and four player modes).

Memory extinction

If I've got one criticism of Turok 2, it's the awkward save system. You save onto the controller pak that takes up 90 blocks of space. That's pretty much it. One pak, one save. The result is that before saving your game you've got to delete your old save from the pak to free up enough space. A situation that's almost as terrifying as playing the game itself.

When the N64 was first launched the big 'N said it'd be a machine that contained worlds. They weren't half kiddin' as Turok 2 contains not one world, but six for you to hammer around. And you'll be running and fighting yer way through this game for months, as there's tons of objectives and plenty of hidden areas that you can only access after you've found secret items. If you've any sense you'll get Turok 2 this Xmas and kiss your social life goodbye! ●

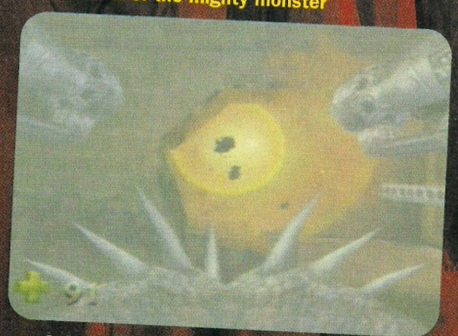
Dino Tank



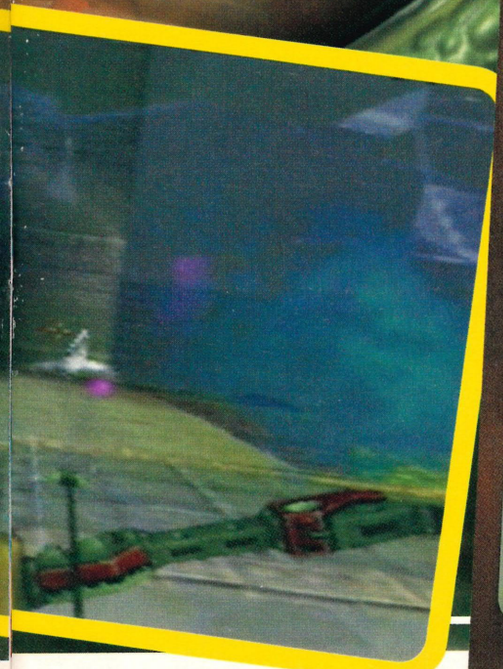
1 On the second level you'll come across this Tricerotops. Don't shoot!



2 Jump on its back and you can take control of the mighty monster



3 Armed with a sub-machine gun and a huge cannon you'll kick ass



It's Got...

94%

3 pts

Why...



Turok 2 grabs you by the throat and refuses to let go. The graphics are fantastic, the animation's amazing and the sound's so good you'll cack your keks. The game's monstrously huge and each level is crammed full of places to go and dinos to destroy. To top it all Turok 2's drenched in enough of the red stuff to start a blood bank. What more could you ask for. Just buy it!

Details...

GRAPHICS Amazing! Especially the stunning animation on the dinosaurs 10/10

SOUND Great sound effects and pretty good music add to the atmosphere 9/10

GAMEPLAY Tons of fun as you run around killin' everything in sight 9/10

LASTABILITY Huge levels and a really good multi player mode 10/10

Why not try...

If you haven't tried GoldenEye yet then you're a freak and you need help. But Turok 2's just as good in my opinion. Get 'em both



Other Views...



STEVE Only Zelda could've upstaged something this amazing! Beg, borrow or steal to play this!



LEWIS This isn't the sequel to Turok, it's the sequel to GoldenEye. I can't recommend this higher than that



NOELY I thought Turok was highly overrated. But while not a GoldenEye beater, this is very, very good

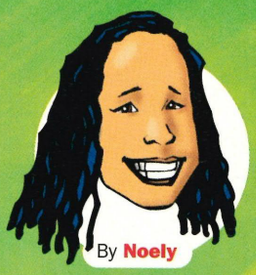
READER REVIEW I'm finally getting bored of GoldenEye, so I'll buy this when it comes out – *Carl Frost, Doncaster*

● PUBLISHER Acclaim ● CONTACT 0171 344 5000 ● RELEASE DATE Out Now ● MAX. PLAYERS 4 ● PRICE £49.99 ● MEMORY PAK SPACE 90 Blocks

Japanese Release

Do you fancy a little love action? I certainly do

Let's Sm



By **Noely**

Let's Smash serves up a perfect slice of tennis court action, featuring strapping young men in tight white shorts wacking their balls back and forth. Sounds painful.

LIKE A forehand slice to the temple, Let's Smash delivers a mind-numbing barrage of classic Manga style, slap-racquet tennis action onto your N64. Gone is any pretence at simulation, your Madden's and your NHL '99 can stick their motion-captured splendour up their polygon-based backsides, Let's Smash is pure gameplay. Simple to play, yet difficult to master. It's a perfect example of content over looks, and I'm certainly living proof of that.

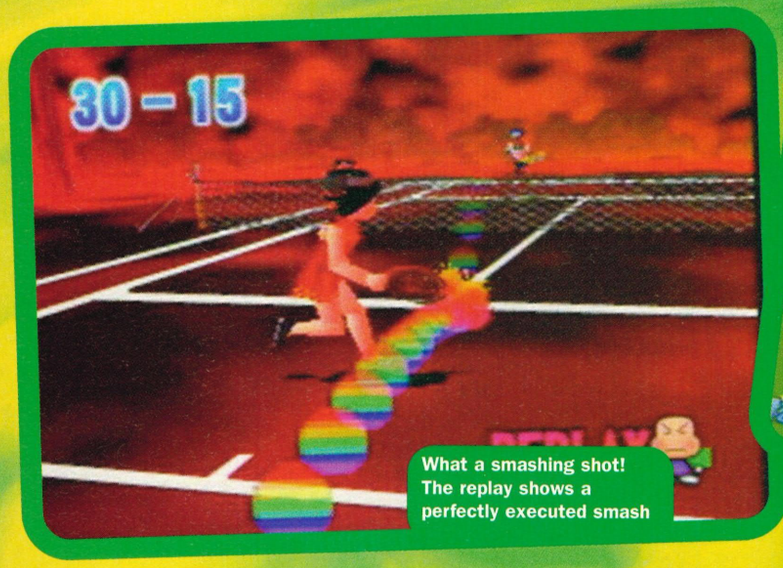
Alright love?

Let's Smash is as easy to pick up as a forty year old slapper on the pull, but you'll need all of Henman's guile and Sampras' power if you don't want to find yourself on the wrong end of a pasting every time you grip your cyber racquet!

You'll soon realise that weak serves and poorly placed volleys, only conspire to leave you wrong footed by passing shots, vulnerable to blistering returns, and outfoxed by cunningly disguised lobs.

Big-eyed freaks

The players are all wide-eyed, Mangaesque cutesy characters, but even so they're surprisingly detailed. The players are all different, not only in their look, and their abilities, but even down to their own unique way of rubbing your nose in each dismal defeat. Prince Naseem has nothing on this lot.



What a smashing shot! The replay shows a perfectly executed smash

"Let's Smash is as easy to pick up as a forty year old slapper!"

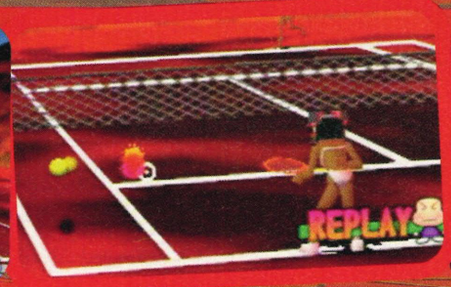
If you want to have a good gloat yourself, you can choose from all manner of outrageous wind-ups with Let's Smash's create a player feature (See Rough Guide on p84). The beauty here is that it's not merely an afterthought but an integral part of

I see, so if I lose I have to strip off. But what if it's a draw?

Anyone for Strip Tennis?



Easily the most bizarre feature of Let's Smash is the option in Challenge mode to play for each others clothes



The semi naked Boris attempts to win back his clothes and gives Doris a bit of an undressing in the process



Okay folks time to call it a day. Any more of that undressing nonsense and we'll have to give this an X certificate!



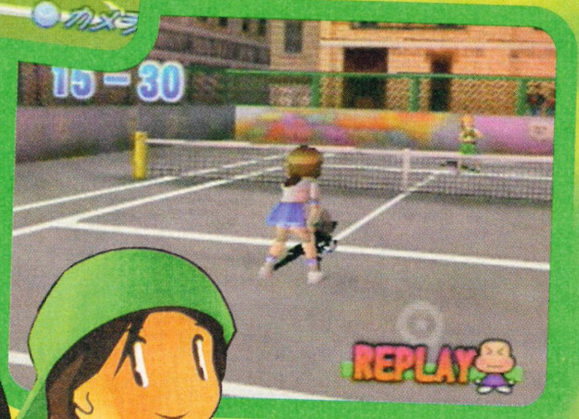
What a curvaceous creature. What a polygonal picture of perfection. What nakedly naughty.....oh stop it!

nash

SORE THUMB AWARD WINNER



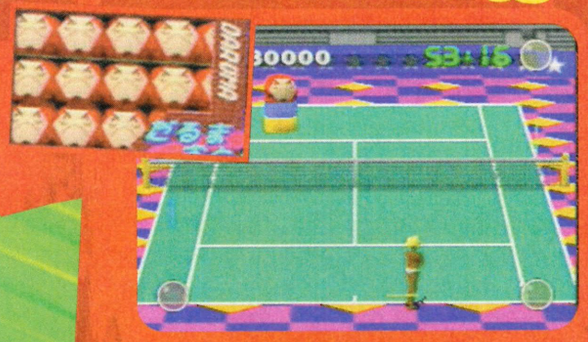
One of Let's Smash's impressive, totally unplayable camera modes!



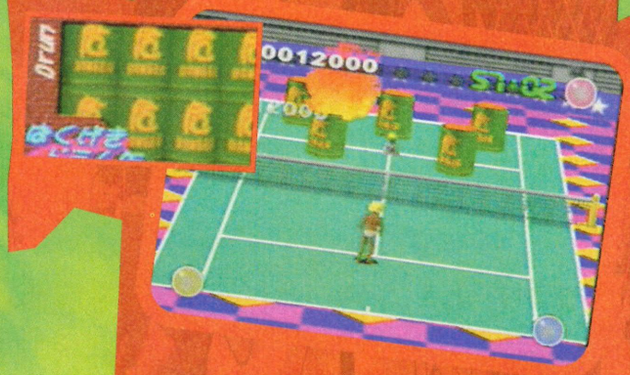


Oh, I assure you love, there'll be no 'draws' by the time we're finished playing...

Mini games & mini skirts



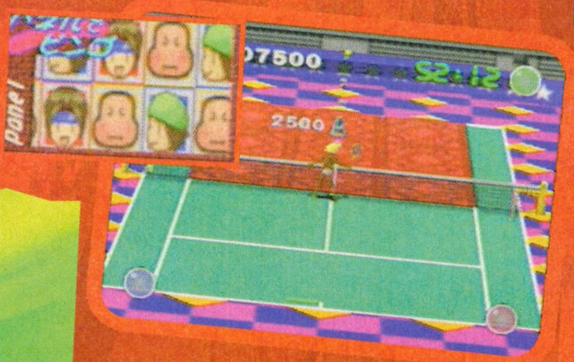
DARUMA – Aim to hit this grinning tower with your serve to rack up the points



DRUM – Whack the ball pinball style at the drums and score points for each barrel hit



DASH – Return balls from these machines while avoiding bombs that fly your way!



PANEL – Whack the ball back onto 9 tiles. There's more to this than meets the eye!

REVIEW

Let's Smash



A Smashing Bunch

You'll need to experiment with the many cutesy characters available in Let's Smash as they differ wildly in their abilities and skills. Here's a few of the office faves...



Seton
Rank: B
Speed: A
Power: B
Control: B
Technique: AA



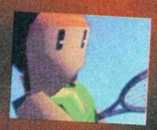
Maki
Rank: B
Speed: B
Power: A
Control: AA
Technique: B



Dekka
Rank: AA
Speed: B
Power: AA
Control: AAA
Technique: AA



Kuotei
Rank: AAA
Speed: AA
Power: B
Control: AAA
Technique: AAA



Neki
Rank: AA
Speed: A
Power: B
Control: AA
Technique: AAA



Piraf
Rank: AAA
Speed: AAA
Power: AAA
Control: A
Technique: B



Chingis
Rank: B
Speed: C
Power: A
Control: AA
Technique: AA



Kochane
Rank: AA
Speed: AA
Power: A
Control: C
Technique: C



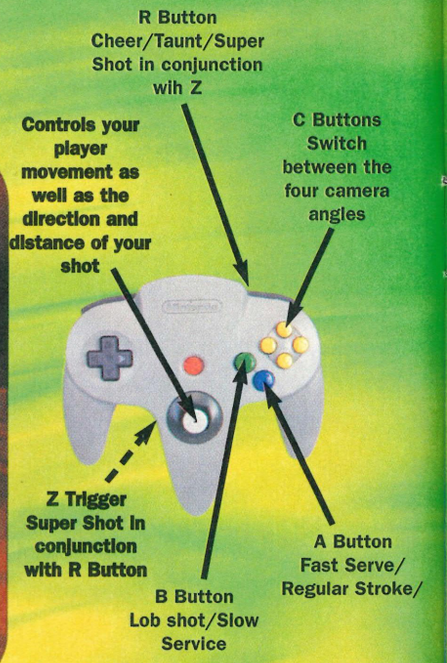
Genas
Rank: A
Speed: A
Power: C
Control: AAA
Technique: AA



Mareira
Rank: AA
Speed: AA
Power: B
Control: AA
Technique: AAA



Tancha
Rank: B
Speed: AA
Power: C
Control: AAA
Technique: C



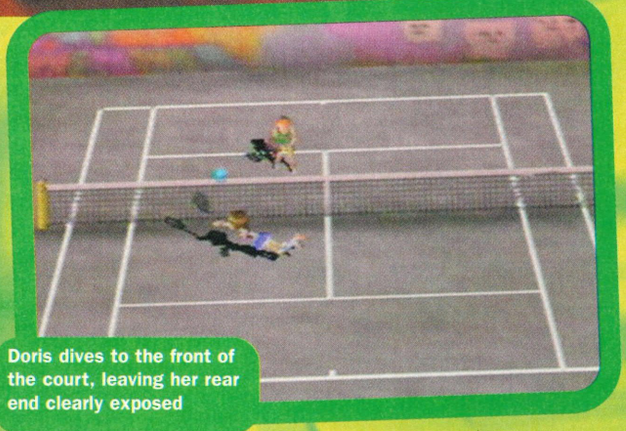
> "You can even dress up in girl's clothes if, (like me) that kind of thing does it for you"

the game. In fact you cannot play certain game modes unless you've created and saved a character to a memory pak. And it's here that the real fun begins as you enter your newly created player in Exhibitions, Tournaments, or Challenges against either the CPU or opposing players that they themselves have created.

Get 'em off

Strip tennis is also a superb feature (See Strip Tennis), yes that's right, I said strip tennis! Not only can you embarrass an opponent by hammering them 6-0, but you can add to their humiliation by relieving them of an item of their clothing and then blatantly taunt them by wearing it in the rematch. It's bizarre and yet brilliant stuff. You can even dress up in girls clothes if, (like me) that kind of thing does it for you.

My only criticism is that the tournament mode is a little basic. It'd be nice if it had a full tour with more tournaments than the four included. The only thing more annoying is the way Steve manages to murder each and every one of us at all the modes with his eyes closed and one hand tied behind his back, whilst playing Silicon Valley with the other. Despite the humiliation and taunting (and that's just from Steve), Let's Smash blasts a warning volley towards stuffy simulation type sports games as well as proving Namco doesn't have the monopoly on cute, quirky and yet insanely playable sports games.



Doris dives to the front of the court, leaving her rear end clearly exposed

Scratch 'n' sniff

Ever since the days of Pong (which is still Mark aka Stench's favourite game - oh the irony) Tennis has been one of the most playable video games and Let's Smash is no exception. An offer of a two, three or four player game is as difficult to turn down as a nudge and a wink invitation from perky pop-strumpet Louise. And a one player game's not half bad either

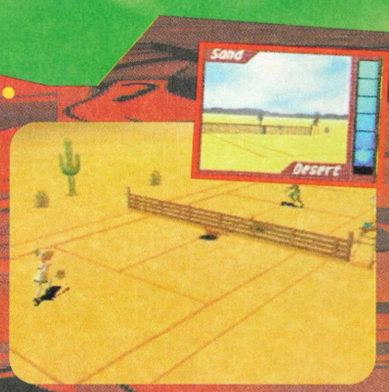
I challenge thee....



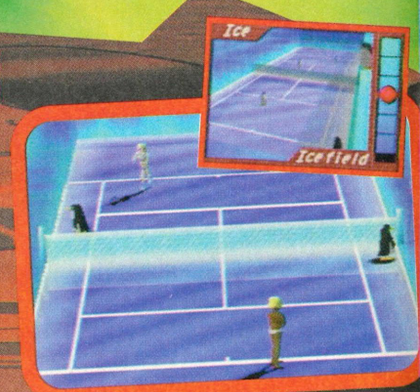
Atop a lofty skyscraper. Run wide on the court and you'll plummet to the pavement below. Go too close to the electrified net and you'll get a real shock.



This court, set within a volcanic crater sees lava bubbling up through the rock surface. Just as well it's hot else Doris would surely die of a cold



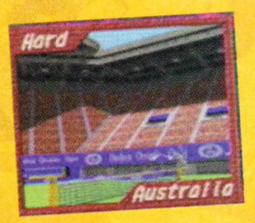
Scorpion Tennis, as we like to call it, is one of the best challenge courts. This desert setting has a deadly scorpion on each side of the net. Hit it with your ball to automatically score a point



The coolest and craziest challenge is this slippy, slidey Icefield. Hit the penguins to score points but best of all you can whack them onto your opponents side of the court!

Are you courting?

As well as the incredibly bizarre courts in Challenge mode. There's also the option for a regular game of tennis on some less surreal surfaces.

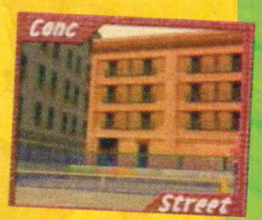








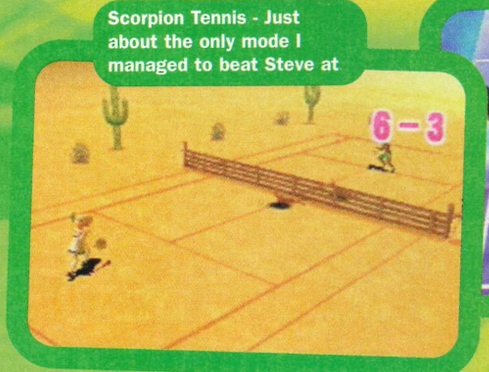




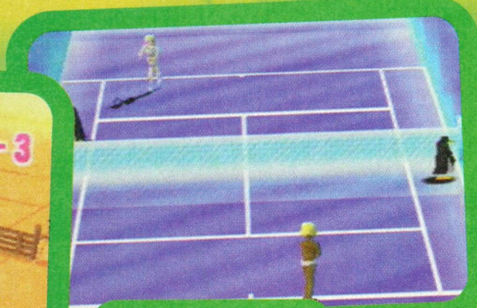
Fancy Undress

Below are some of the weird and wonderful costumes that it's possible to win in the nini games and challenge modes. My favourite is the bunny girl.

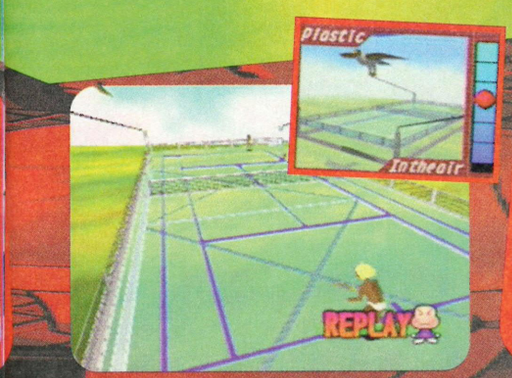




Scorpion Tennis - Just about the only mode I managed to beat Steve at



Whacking penguins is great fun. Don't contact the RSPCA though



Apart from the weird bounce from the plastic surface of this court (which is suspended in the air by four flying birds!) there seem few other special features.



Not a bad little court this. It has an iron surface and looks a bit like some bizarre nightclub dance floor with it's revolving circular disc in the centre of the court!

It's Got...

92%

Why...

In all but name this is Super Tennis for the N64. Cute looking with an effortless control system, allowing for a stunning array of blistering shots. Add some insanely inventive fun modes and a fine multiplayer game and it's a must buy. Those who look beneath it's 'butter wouldn't melt' exterior will find a devilishly engaging game of tennis lurking within

Details...

GRAPHICS **Not a huge leap in quality from Super Tennis but full of cartoony charm 7/10**

SOUND **All the thumps and whacks, you expect (that's just during Strip Tennis!) 7/10**

GAMEPLAY **Brilliant solo, double brilliant with two and an orgy of fun with four 10/10**

LASTABILITY **A British player will have won Wimbledon before you tire of this 9/10**

Why not try...

ISS 98 from Konami. If it's a sports game you're after your collection wouldn't be complete without THE best footy game ever!



Other Views...



LEWIS **It may look like the daffiest tennis game you've ever seen, but the gameplay is spot on. Nice one!**



MARK **Lots of fun to be found here, but I think 92%'s a bit high. It'd be much better if it had English text**



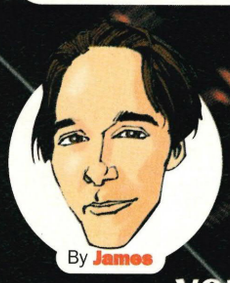
STEVE **Has everyone gone mad? This isn't even as good as some of the old tennis games on the SNES!**

READER REVIEW **I still regularly play Super Tennis on my mate's SNES. This is even better**
– Mark Thompson, Weymouth

● **PUBLISHER** Hudson ● **CONTACT** Department 1 0171 916 8440 ● **RELEASE DATE** UK TBA ● **MAX. PLAYERS** 4 ● **PRICE** £50 ● **MEMORY PAK SPACE** Saves to cart

British Release

Sorted for G's and whizz or a bad trip to the twilight zone?



By James

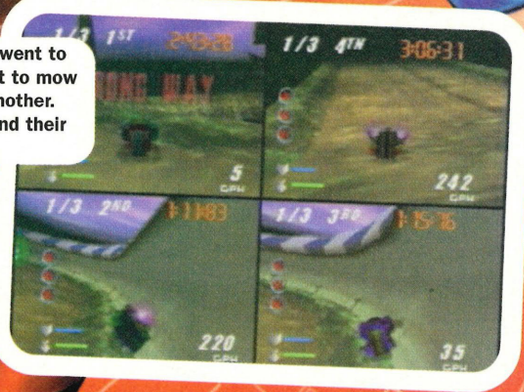
You'd better hope your brain can cope with 800 gph or you're going to get a close-up view of a brick wall breaking system, and when the guy behind you is carrying homing missiles, the pain ain't gonna end with a broken neck big guy

The Remington lady shave, gets closer than a pair of Farah slacks



Whoa! Those rear fire rockets do a great job of slowing the traffic, but can we use the lights again?

Extreme



Four men went to mow, went to mow down eachother. Farmers and their guns eh?

I DON'T KNOW about you, but it's only on rare occasions that my adrenal gland will burst in an excitement overload. It's rarer still when it happens to coincide with the removal of my nervously flatulent backside from the sound barrier breaking bike it's supposed to be glued to.

Speed definitely does strange things to a man's bowels when split second reactions are called for, and vertical drops don't make the air any fresher either, but thanks to Acclaim's impressive guns 'n' gears sequel, the N64 Pro office will remain fresher than the Lynx man's armpits, as I'll be doing my sonic boom racing with this from now on.

"Speed definitely does strange things to a man's bowels"

Giddy up, G G

Not every racing game on the N64 results in the need for a crowbar to prise your thumbs away from the pad, and though Extreme G 2

Ark at him

In single player arcade it's basically a case of rattling up the highest score by killing the annoying little buggers which fly past your bike



1 A peaceful tunnel run is interupted by a string of cheeky over-takers, and without so much as a signal either!



2 You may get away with that 'round your neck of the woods, but you're on my turf now. One down, who's next?

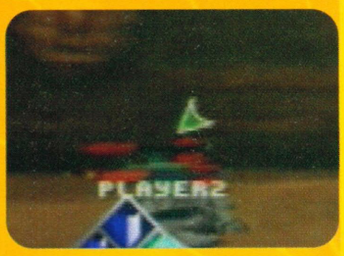


3 Right then, let that be a lesson to you lot. Bloody indicate next time or I'll be all over you like a bad case of nettle sting

Battle Arenas



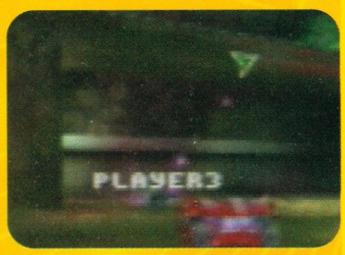
1 Semi-submersive attack vehicles eh? Treat, but do I use torpedoes or missiles? Arse



2 Heat seekers aren't any use if the target's stuck to your ass like a piece of low quality loo roll



3 Keep out of the way of anyone carrying a rail gun, or your deadly plans will soon be off track



4 If the two player game is too slow for you, why not double up and take your tank into overkill?

G2

failed to fuse my bony fingers to Nintendo's plastic mouldings, I made sure a tub of hand cream was close by, just in case (and don't even think that!).

"Faster than Speedy Gonzales dosed up on amphetamines"

This is an overhauled version of the original, and whilst it still needs a little more refinement, for the most part the gripes aimed at developer Probe's first instalment have been addressed. The original came under fire hotter than the Devil's spit roast for being faster than Speedy Gonzales dosed up on amphetamines, whilst the handling was sharper than Steve Backley's best throwing stick.

However, in this superior sequel, you'll only experience the true ear drum ripping engine screams if you have the skill to avoid scraping around the bends, whilst building up your speed. With the aid of the improved steering and the new sharp turn button, you'd better hold on to



4 Upon the destruction of each wave you'll be awarded a pick up to help with the next batch of low flying widgets



5 What? More of 'em? Right, that's it, I've had enough. Who wants a mortar shell up their exhaust then?

Rumble Pack

12 rides in all will provide you with more speed and guns than a ghetto



Extreme G 2

Weapons

EG 2 provides you with enough pick-ups to make the entire Womble family jealous. Anything and everything can be strapped onto these death machines, so gear up and make for the front of the pack. 2nd place is no place, losers


Flame Exhaust: Hot


Headlamp: Tunnelific


Homing Missile: Steerike!


Invulnerability: Lively


Leader Missile: No. 1


Shield: Cosy


Rail Gun: B.R.illiant


Rear Fire Rockets: Ouch!

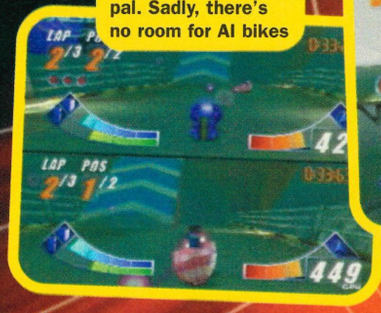

Side Cannon's: With Mayo?

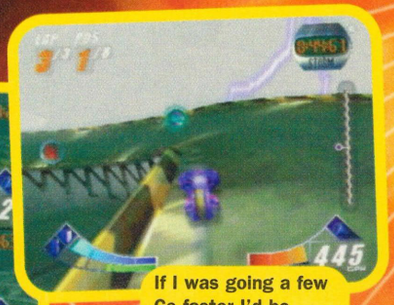

Smoke Exhaust: Smokin'

Charged for assault

Each track contains a re-charging pool which will replenish your lasers and shields as they gradualy wear down, you usually need to ride a ramp to get to them, so keep it steady


4 Ah, there we go - shields charging up nicely, but what about my lasers?


In two player, it's just you and your pal. Sadly, there's no room for AI bikes


If I was going a few Gs faster I'd be toast. What the hell is a G anyway?

your helmet, as that gph counter will go higher than Ben Nevis' peak with a hat on. A BIG one.

G-suss?

Stocked with more gameplay options than John Madden's tactics book, Extreme G 2 should have something within its chassis for any fan of fast machines carrying firepower. Although you'll get the most rewarding time competing in the "Extreme Contests" which provide you with the only way of unlocking all of the 36 different tracks.

Did I say 36? Well, truth be known there are only 12, but by winning the EG contests you'll be able to take on the more hazardous routes through each of them, If your spine still carries enough cartilage to carry you to your rumble primed ride.

The single player arcade mode is just a case of totting up the points by killing waves of weird targets and sure, the track thing is a bit of a let down, but things fly by at such a pace that it isn't until each route has been mapped out completely that you'll be able to beat the best G-sters anyway. So we'll forgive Probe that little blemish for the time being, as which piece of exhaust stomping kit can be attached to your road killer is infinitely more important.

> "More gameplay options than John Madden's tactics book"

Xtra, Xtra!

Mass destruction is no longer the sole domain of Mr Blobby and a glut of pick-ups await your

The Greasy Riders

Each one of these unsavoury characters has joined the Extreme G contest for a different reason. Want to join them? You'll need to borrow a bike then, so ask nicely!





1 Shields (in blue) are low, lasers (green) even lower. Time for a pit stop



2 Steady up the ramp, and you'd better clench those butt cheeks



3 Big time air is to be had before making a splash in the pool of power



5 Into the green side, makes sense, but where are my friggin' armbands?



6 Out at the shallow end and back in the hunt for more slow moving victims



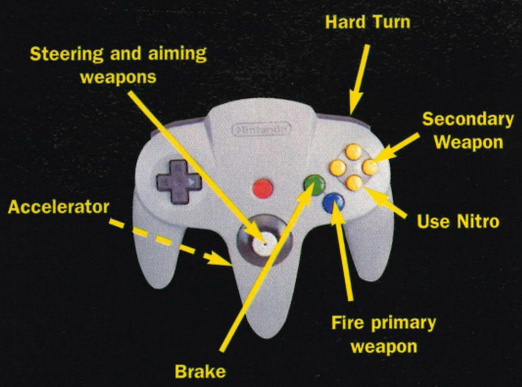
7 Fully protected, and fully armed and ready to rock. Let's get it on!

trigger finger (see Weapons), which'll be itching more than flea-bitten cat's skinny ass after you've taken a couple rockets up your rear cavity, and you can also exercise your aim in the all new battle arenas. They've improved more than Kate Winslet's career after she flashed her knockers in Titanic, and you'll now actually be able to find and kill any slack opponents thanks to the more manageable speed of the battle tanks and the smaller, better designed action areas.

Shit and shovel

Four player killing spree's go down a treat as Bond is testimony to, and Extreme G 2 is another excellent way to rub a pal's face into their genocidal inadequacies.

Though the courses can be a little on the harsh side, they're there to be mastered. Crack that and you'll find Extreme G 2 a good time ride just waiting to be opened up. So if ammo and acceleration is your thing, get Extreme G 2 down on your wish list for Christmas ●



Failure flambe

Fail to finish in top spot on the podium and it's no new tracks or sonic booming bikes for you



1 "You slow rusty piece of.... "



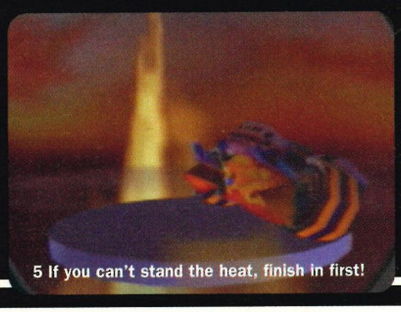
2 "Ooh me friggin' foot, bloody bike's made out of bricks!"



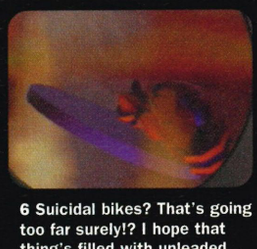
3 "Argh, where's the safety rail gone!?"



4 "Oh no, Vic - I've fallen"



5 If you can't stand the heat, finish in first!



6 Suicidal bikes? That's going too far surely!? I hope that thing's filled with unleaded

It's Got...

88%

● PUBLISHER Activision ● CONTACT 0171 344 5000 ● RELEASE DATE Out Now ● MAX. PLAYERS 4 ● PRICE £39.99 ● MEMORY PAK SPACE cartridge saveable

Why...

FUTURISTIC racers are a funny sort of game to pull off well, and though this has its flaws, it can still make for an enjoyably furious racer if you can handle the bikes at full whack. Battle mode is another great additional option, compensating for the weakness of the single player arcade. Stick this in your machine, get a few mates 'round and blast the night away. Oh, and keep a tin of deodorant handy, just in case

Details...

GRAPHICS Smooth tracks, top lighting, weather effects and chunky wheels **8/10**

SOUND Wispy drum n' bass isn't the best choice of 'choones' for this **7/10**

GAMEPLAY Shoot, burn rubber, lay traps! Sometimes too fast for its own good **8/10**

LASTABILITY Tougher than a hooligan's boots! Four player battles go on forever **9/10**

Why not try...

F-Zero X from Nintendo. No guns on show, but you'll still be able to barge, spin and boost your way into pole position



Other Views...



STEVE **Good stuff. Loads better than the first one and a giant leap forward for the graphics too!**



MARK **F-Zero X's my favourite cos it makes all the other racers look slow. But you can't fault XG2's visuals.**



NOELY **More polished looks and a better engine. But still some way short of being a classic racer.**

READER REVIEW **The first one's always been one of my faves and this is better!**
– Jim Westwood, Colwyn Bay

NFL Quarter



By **Dan**

God bless the Americans. Only they could take a simple sport and tart it up with shoulder pads and enough rules and stats to choke a goose



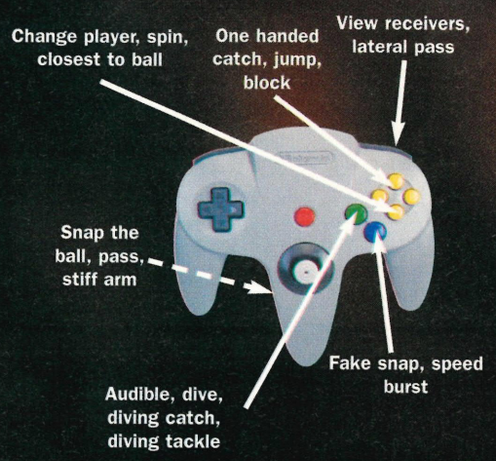
If American footy doesn't appeal, why not try the Morris Dancing sub-game?

WHAT'S THIS? More American sporting action, force-fed to us like Alanis Morrisette, rubbish sitcoms and boring remakes of big lizards tearing apart their cities. Except, and this is where my rant falls flat on its opinionated face, NFL Quarterback Club 99 is actually quite good. In fact, as far as American Football games go, it's very good. Which leaves me looking very silly indeed. As usual.

So, first impressions. As you'd expect from Acclaim Sports, the presentation is top notch. Following your generic whoopin' and hollerin' opening sequence you're presented with options. Thousands of them. Options as far as the eye can see. If you only like to paddle in the shallow end of American Football, then you'll be out of your depth here. This is a game for the NFL obsessive.

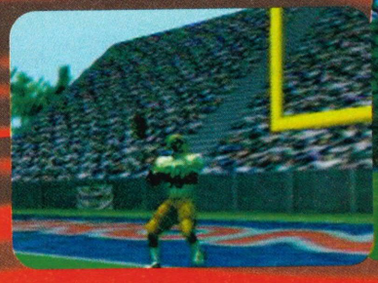
Stat-man

All 31 teams from the NFL are included, as are six European teams - very unusual for a country where the World Series Baseball only includes US teams. You've also got faithfully rendered versions of 30 genuine stadiums and 1,500 real players complete with stats. The game strategy and artificial intelligence was created by the guy who comes up with the New York Jets' offense. The referee decisions are based on judgement from Jerry Markbreit, the NFL Head of Officials. Even, and this is getting ridiculous, the players' victory jigs are based on real players. Basically, it's about as complete as you'd ever want a sport game to be.

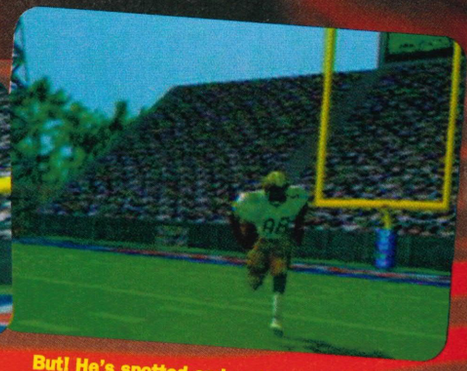


Ball Thief

Dwight Speidelhacker had always wanted to have his own NFL football. Rather than take the simple route and buy one from the gift shop, he dresses up in footy armour and tries to steal one from the Miami Dolphins...

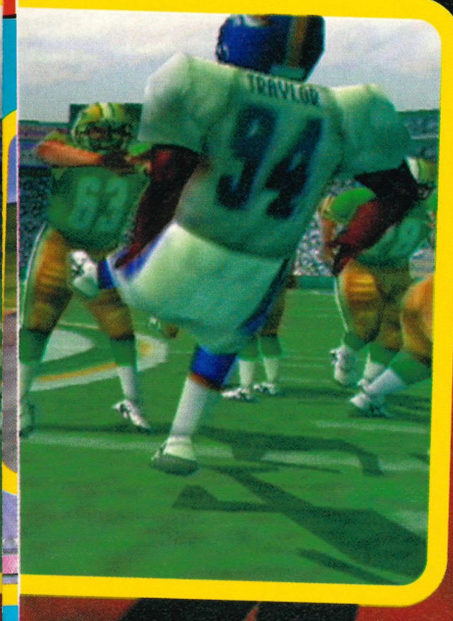


Dwight's in! He's got the ball, and the coast is clear. Look at the smile on his face. How can anyone deny this man his dream?



But! He's spotted and makes a run for it, his prized ball tucked under his arm. Run, Dwight, run! Don't let them crush your dream!

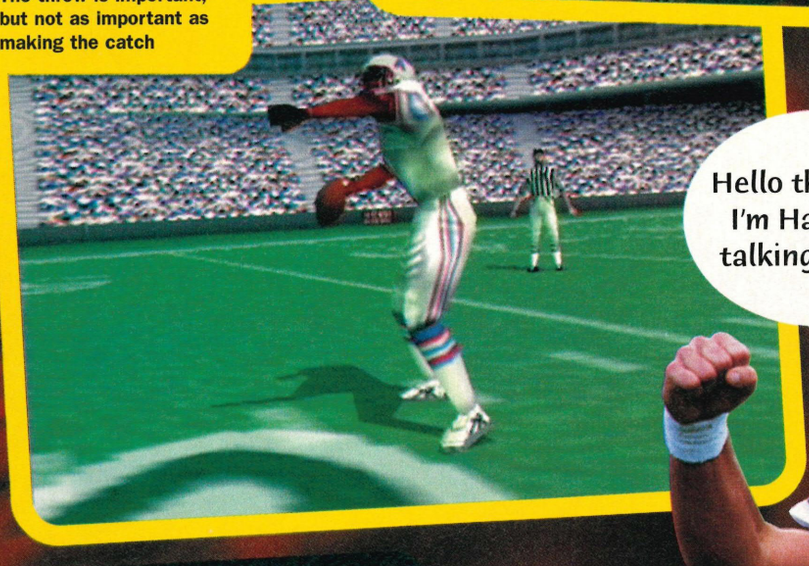
back Club '99



"A new hi-res mode, combined with a new polygon engine, means that everything looks gorgeous and spanky"

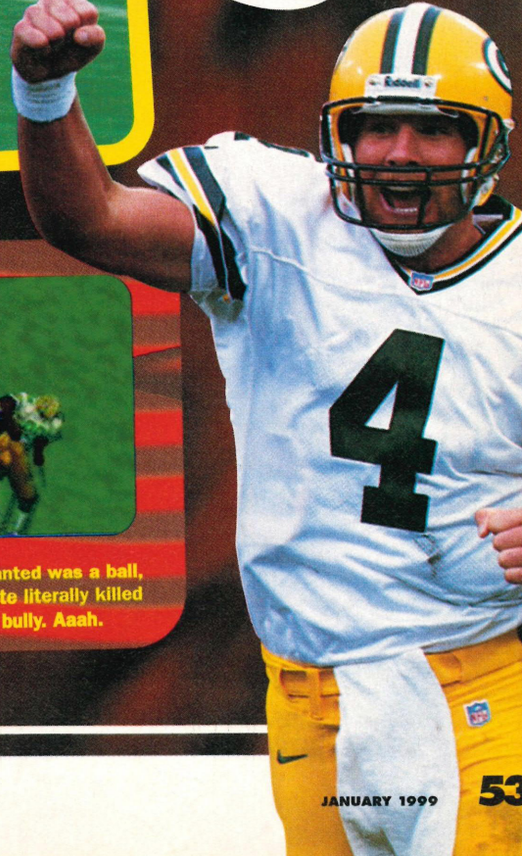


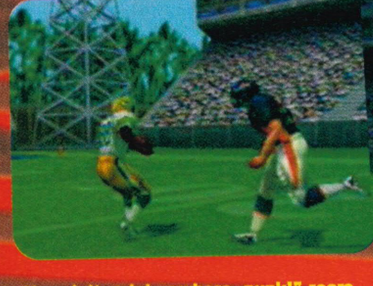
The throw is important, but not as important as making the catch



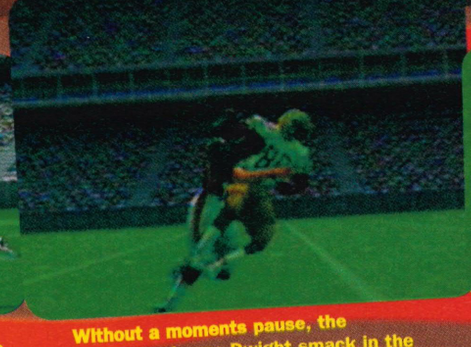
Graphically, things look great. A new hi-res mode, combined with a new polygon engine, means that everything looks gorgeous and spanky. My only problem with the graphics is that the players look a bit, well, samey. There's no character in there. It's only by looking at the name on the back of the shirt that you find out who's who. The "Create a Player" section shows that the game can handle a vast range of appearances, from 7 foot fat boys to 5 foot weeds. So why do the pre-defined teams all look a bit like shoe boxes with faces?

Hello there kids. I'm Harry, the talking helmet!

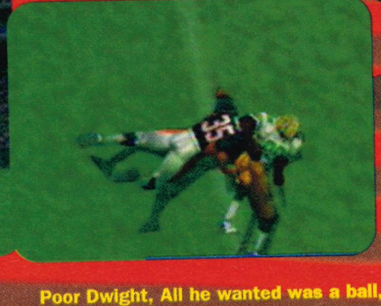




"You ain't goin' nowhere, punk!" roars the burly linebacker. "Give me my ball back or I'll whup yo' ass". Crikey.

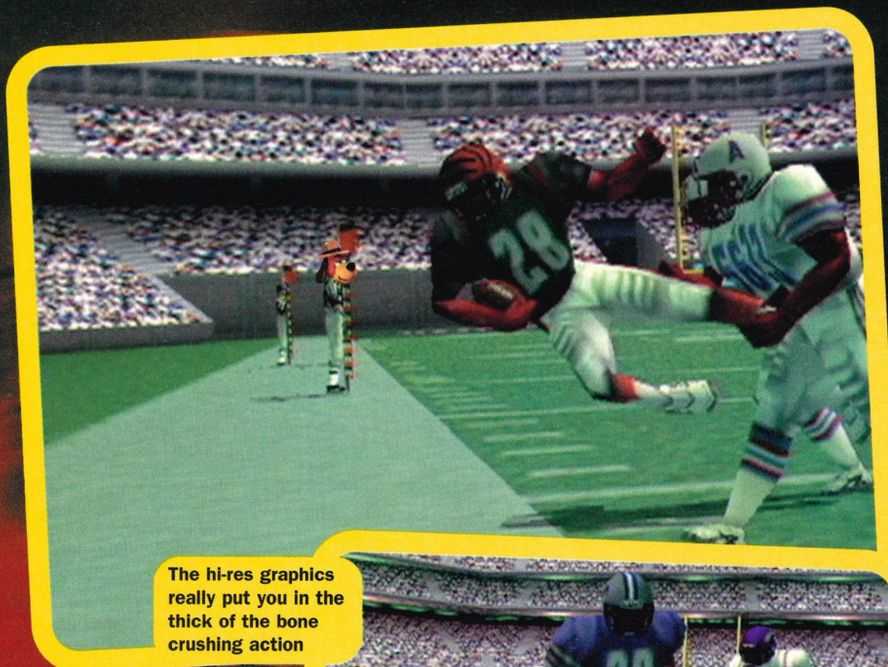


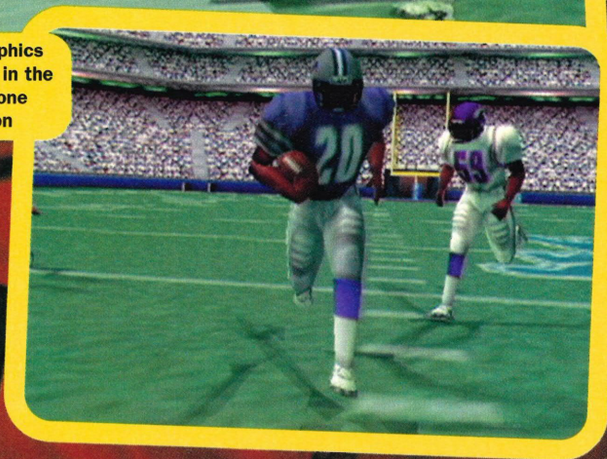
Without a moments pause, the linebacker lamps Dwight smack in the mush and knocks him to the ground...



Poor Dwight. All he wanted was a ball, and now he's been quite literally killed to pieces by a big, fat bully. Aaah.

NFL Quarterback Club '99





The hi-res graphics really put you in the thick of the bone crushing action

Gameplay-wise it's a tough one to call. As I said before, if you live and breathe NFL then this game will find you in gridiron heaven. If you're only slightly interested in the sport then you'll find this to be a passable sports game, slightly swamped in rather nerdish stats gravy. If you have no idea what American Football is all about then this game will leave you floundering and scared, crying for Mum.

Nitty Gritty

Now I don't mind a bit of hard-hitting, fist-flying NFL action, but I could do without the stat-frenzy. There were times when I wanted a bit more... grit. It's a near perfect simulation of the whole NFL experience, but the actual matches lack oomph. They're too clean and efficient. Sure, you've got injuries and bookings, but there's not enough emphasis placed on pegging it up the field punching the opposition out of the way. As this is the adrenaline-charged heart of the game, it's a shame that this game focuses instead on the merits of calling the right offensive play.

So, NFL QBC 99 (as I like to call it) is superb for helmet wearing NFL anoraks - you can even replay classic SuperBowl confrontations for God's sake! But everyone else should maybe look towards the more immediate and exciting NFL Blitz. ●

"There's not enough emphasis placed on pegging it up the field punching the opposition out of the way"

American Football Explained

Or A Very Complicated Sport Summed Up In One Paragraph...

The whole point of American Football is to get hold of the ball and get it (by running or passing) across the opponent's goal line, thereby scoring a touchdown, worth six points. Points are also scored by kicking the ball over the crossbar between the goal posts (a field goal, worth three points); clobbering a player with the ball behind the player's own goal line (a safety, worth two points); and a conversion following a touchdown. The conversion is made by kicking the ball over the goal posts (one point) or by a pass or run across the goal line (two points). The offensive team, led by the quarterback, must gain 10 yards in four tries (those First Downs you hear so much about) or give up possession of the ball. The defending team tries to stop the ball carrier from advancing by running into him at high speeds and trying to break his bones. Simple.

It's Got...

84%

● PUBLISHER Acclaim ● CONTACT 0171 344 5000 ● RELEASE DATE Out Now ● MAX. PLAYERS 4 ● PRICE £39.99 ● MEMORY PAK SPACE 1 Meg

Why...

An improvement on QBC 98 in graphic trickery, and it's quite possible they've squeezed more stats in. But I'm not about to count them and check. Personally, I found all the trivia and number crunching a bit too dull, but beneath the geeky exterior there is a solid American Football sim to be found. But hey, only big fans of the sport will buy this and they'll love it. So what the heck, enjoy yourselves.

Details...

GRAPHICS Hi-resolution, and an overhauled graphics engine make this the loveliest looking bone cruncher yet. **9/10**

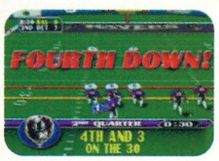
SOUND Not as beefy as you'd hope, but the commentary is convincingly real. **7/10**

GAMEPLAY A bit too remote for some, but the attention to detail will please fans. **8/10**

LASTABILITY With this many options, how could you fail to get sucked in? Unless you hate American Football that is... **7/10**

Why not try...

NFL Blitz is the more arcadey gridiron game, and therefore more likely to appeal to most people. And I'm quite shallow so I like it.



Other Views...



STEVE I'd have given this a bit more than Dan, but it's nowhere near as good as Madden. Looks gorgeous...



MARK This looks amazing but I prefered the arcade action of NFL Blitz. It's good for fans of the sport



NOELY This may have the visuals but in terms of playability, Madden streaks away from it to score a TD

READER REVIEW American Footy's not for me! No way! Give me ISS any day of the week!
Dave Goodhew, Lyme Regis

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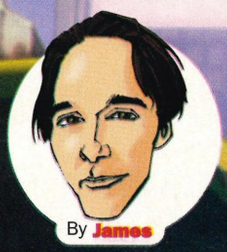
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British Release

Faster than Wil. E. Coyote at a drive thru' McRoadrunner's

WipEout



By James

Smoke me a kipper skipper, I'll be back for breakfast

It may be a dirty grey PlayStation reject, but now WipEout has changed its colours and defected from the darkside to wipe the slate clean. So hold on to your lunch for a ride with more twists than a Jamaican rolling team

Baby Wipes



The original PlayStation version was a groundbreaker



The start of the race and the shackles are off, so thrust away!

Cruise Control

WipEout's stocked with enough ballbreaking firepower to level the galaxy and then some, but demolition is only half of the game. Keep ahead of the field through the twisting circuits with the help of the Autopilot pickup



The green 'A' symbol (it's a futuristic 'A' obviously!) is for Autopilot. Hmm, don't like the look of that bend ahead...



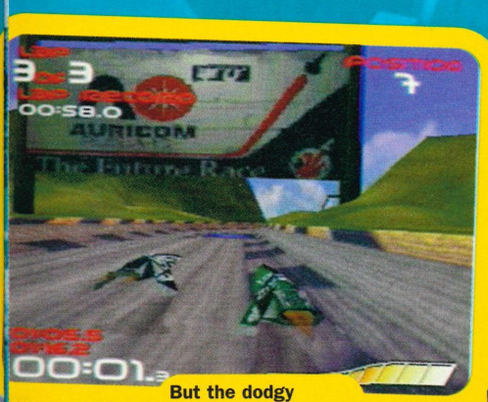
...think I'll be using that Autopilot tool then. Wayhey, three whole seconds of anti-grav greatness are on their way



Sure, it isn't a great length of time, but with the speeds WipEout runs at you can cover a lot of bendy ground

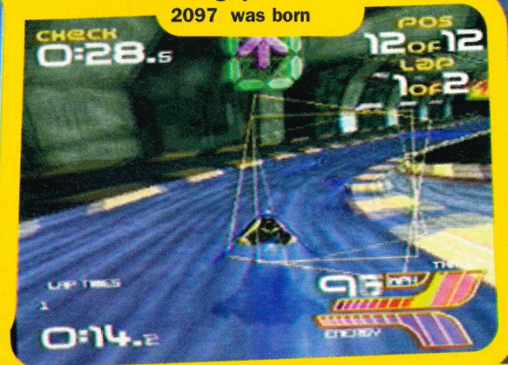
ut 64

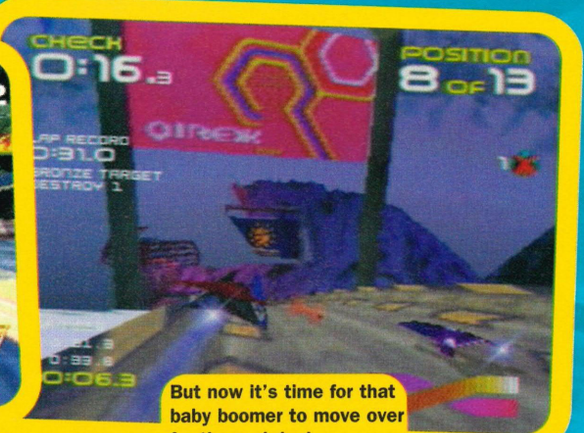
SORE THUMB AWARD WINNER



But the dodgy handling was it's downfall, so...

...the refined but strangely easier 2097 was born





But now it's time for that baby boomer to move over for the real deal

As we wander through the garden of life, dodging the thorns and desperately searching for magic mushrooms, there are certain lessons to be learned along the way. Like checking out your girlfriend's mum to see what sort of whaley old hag you'll be wishing you hadn't married in 20 years time, and avoiding the customary Friday night drunken rumbles; unless you've got back-up that is. Indeed, when the bell rings it's better to have a bit of support behind you, and that's just what WipEout provided for the PlayStation when the latest console war began.

A couple of years down the line though and such flagship titles have become well and truly punch drunk as a string of quality N64 games has unleashed blow after killer blow, so it's no surprise to see wipEout now changing sides. After all, if you can't beat 'em join 'em!

"It's no surprise to see WipEout now changing sides. After all, if you can't beat 'em join 'em"

Surfari with me

V-Rally was the first defector, and now WipEout has followed suit you've got to ask whether we really want to see Sony's cast-offs ported across? Well hang on a minute, let's take a look at the little blighter first, eh? Obviously, churning out the same game that first appeared over three years ago would be about as impressive as Paul Gascoigne's six pack, but then we aren't talking about a lame copy here. Nor is it a polished version of the superior sequel that was sub-titled 2097. This is wipEout 64, a new and much improved version of a modern classic. Ladies and gentlemen, the best just got better.

Midway have taken over the publishing reigns for the N64 version, and they've got a little gem on their hands; a diamond encrusted reflex strainer that'll command split-second reactions with more regularity than a game of musical toilets with Germany's national prune eating team.

Anti grav lav?

The game throws you into the anti-grav racing league, the entertainment of the future don't you know? Much to the disappointment of Michelin, tyres have been done away with for this F1 beating pack as the Ferraris of this age now zip about hovering a few feet from the ground without traction. It's the essence of the game sure, but it was also the most annoying thing about WipEout as it was always incredibly difficult to control the crafts.

However, the handling for its ▶



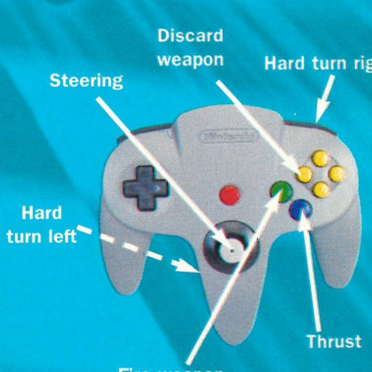
Looks like I'd better put that fag out and get my hands back on the wheel eh? No rest for the wicked you know



As your speedy craft stays at full whack the whole time it'd be cruel to disengage on this beast of a corner, so...



...a bonus three seconds of automatic lane changing are mine until the next straight looms into view. Respect.



WipEout 64

WipEout 64 x 4



Lock n' load for some excellent multi-player racing. The speed is kept at maximum revs by losing some of the background detail

debut 64 outing shows more improvement than Dion Dublin's International career. It's thanks largely to the more responsive mechanism of the analogue stick that the anti-grav racers which provide your all terrain transport are much easier to handle. There's none of the swinging about in wild death defying arcs while your ship gets a free paint removal courtesy of the track walls anymore, even though you'll pick up more speed than at a Scotland Yard drug bust.

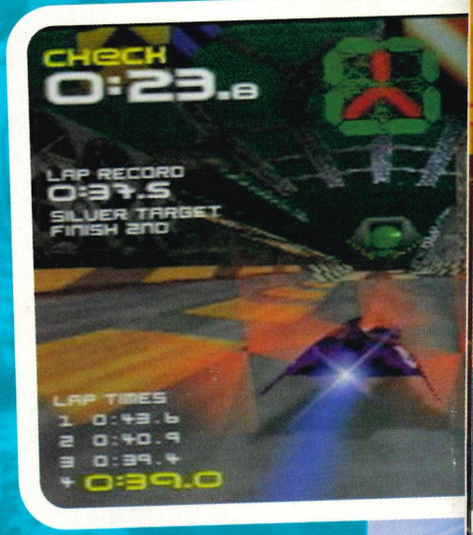
The weapons are made up from the stock rockets, missiles and mines, but there are some really cool specials such as the Quake, which sends a ripple right along the track, dislodging any competitor who's unfortunate enough to catch the wave. Sure, it's a bit of a disappointment that there are only four crafts (and a bonus one) available, but they provide all of the boost you'll be needing due to the way the game is set up.

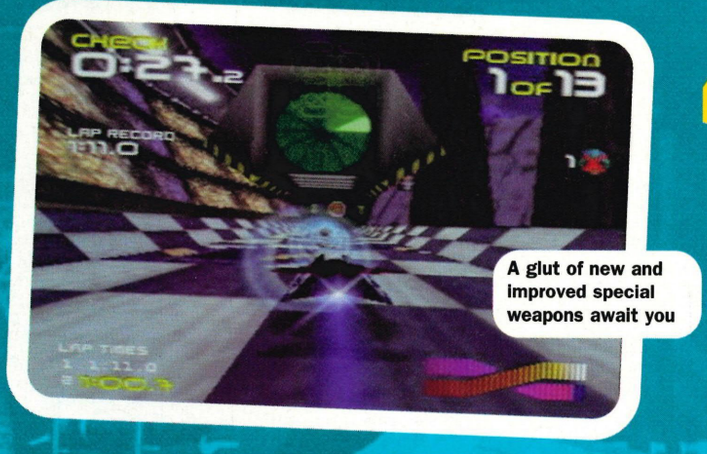
"The handling for WipEout's N64 debut shows more improvement than Dion Dublin's International career"

Out and about

You still get the single race, time trial and multi player options, but the challenge games are where all the real floaty fun is to be had. Here it's a choice from race, time trial or weapon challenges across the seven different tracks. Not many granted, but Satan will be re-marketing Hades as a winter holiday home before you've mastered these corkscrewing circuits.

WipEout is as graphically impressive as it ever was, and though there's a little too much scenery build going on for my liking, you can't deny it looks better than Cindy Crawford in a Man United shirt. So then, do we really want to see PlayStation games heading for the greener pastures on Nintendo's turf? When they're as good as this game, you betcha!





A glut of new and improved special weapons await you

4 for fun



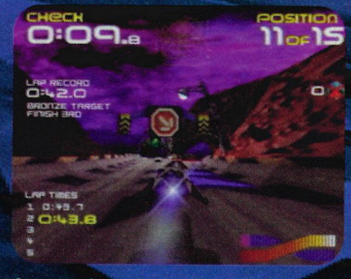
Very fast with good handling but a little light on the shields

A great all rounder but lacks that competitive edge



Ruckin' good!

Come in contact with the walls or warheads too often and you'll be puckering up to say farewell to your butt cheeks, unless you steer that wreck of a racer into the shield energy re-charge lane



Oo-er, only a single blip of shield energy left and it's only lap two, looks like my pants are fried!



Great, one more hit and I'm toast! Hang on, is that a pit lane I see to my right? I think it could well be



Ah, I can almost feel that battery acid entering my exhaust. Hope it doesn't backfire, that'd be messy

It's Got...

92%

Why...

WipEout 64 has brought with it all the treats that made both the original and 2097 such hits in Sony's neck of the woods, plus an added bag of gameplay goodies to boot. Refined graphics, new stomach churning courses and much improved handling makes this a truly enjoyable hell for leather racer, which can't be anything but good news for the N64.

Details...

GRAPHICS Vivid colours are surprisingly easy on the eye at break-neck speeds **9/10**

SOUND Tunes provided by the likes of The Propellorheads intensify the experience **9/10**

GAMEPLAY Fast reactions are required but it's unbelievably enjoyable with practice **9/10**

LASTABILITY A lot of fun that'll keep your reflexes working overtime for months **8/10**

Why not try...



Extreme G2 is derived from a similar idea, but pits you against meaty road holding bikes rather than hover-type crafts.

Other Views...



STEVE To my mind this shows up what a disappointment F-Zero X actually was in the end! Brilliant!



MARK I still prefer F-Zero X but this looks much better and plays almost as well. Both are well worth owning

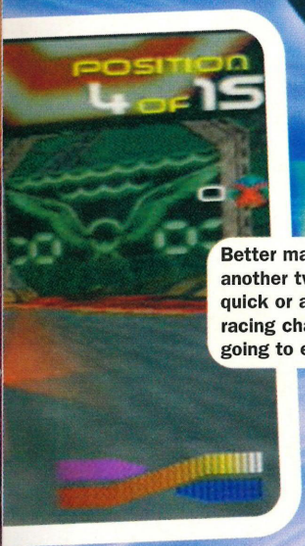


NOELY This version is everything it was on the PSX including a pop-up fest. That aside this is a great racer

READER REVIEW So fast you almost need special slowing-down glasses to see it! *– Jay Constantine, Taunton*

• PUBLISHER Midway • CONTACT 01306 885231 • RELEASE DATE Jan '99 • MAX. PLAYERS 4 • PRICE £39.99 • MEMORY PAK SPACE Cartridge saveable

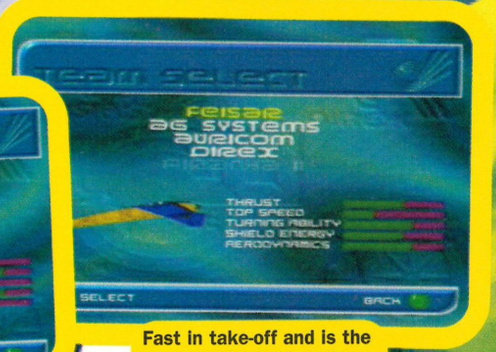




Better make up another two places quick or another racing challenge is going to end in tears



Fast and durable but turns worse than an artic lorry



Fast in take-off and is the most solidly built craft



Captain Picard, shield energy is back at max and I'm ready to ruck once more



Better than a lucozade booster jab and I've even gained a position whilst topping up on zap proof juice

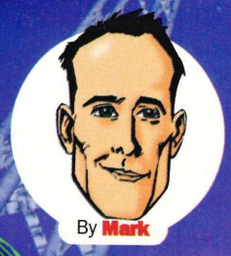


Back out and onto the scenic route, but what a lovely detour that was eh? Lap 3 coming up!

British Release

Walk like a man, talk like a man, race like an animal

S.C.A.R.



By Mark

The animals went in two by two, but they're comin' out with tyres screaming and only one's gonna finish first. Check out the new leader of the pack...



Animal magnetism in full effect. This'll stop any racer dead in its tracks



Smash the other cars outta the way. It's survival of the fittest in this game!

I'm gonna bite anything that gets in my way. So MOVE OVER!

ANIMALS seem to be getting a rough time of it this month. Not only have they been mutated beyond recognition in Silicon Valley, but in S.C.A.R.S they've had wheels stuck on their sides and engines shoved up their rear ends.

It's an odd name for a racer, but it stands for Super Computer Animal Racing Simulation, so it kinda makes sense. You choose one of nature's beasts and head for the racetrack. Each of the cars share the characteristics of a natural animal it's based upon. So the

The Cars

There's nine different beasts to drive in S.C.A.R.S and they all race like the animals they're based upon. You can choose from these five at the start of the game and you'll get another four bonus cars by beating the challenge mode



The Mantis



The Mammoth

S.

Environmental Change

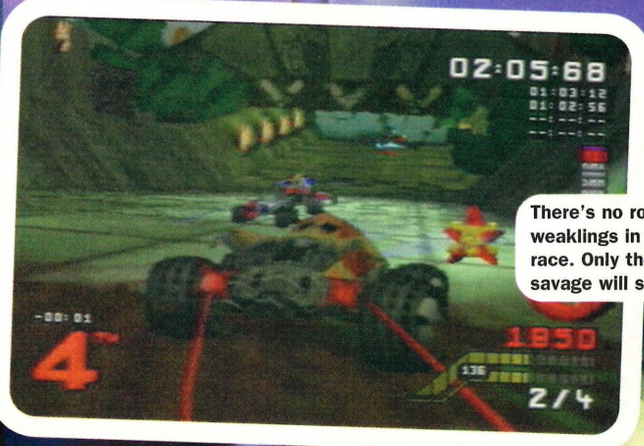

You'll slide around on these ice age stages


As dusk begins to settle you'll need yer lights


You won't even see what bit you when night falls


On a clear sunny day you'll tear around the tracks


Don't follow the herd! Get to the front of the pack and never look back


There's no room for weaklings in this race. Only the savage will survive

Shark's got a vicious attack, the Elephants got strong defence and the Scorpion's got a sting in its tail. All the cars are different, but they're all fast movers in this unrelenting racer.

Mauled

The first thing that hits you when you power up the cart is the outstanding quality of the graphics. This game looks like a safari park that's just had a head on collision with a road race. The cars are gorgeously drawn and the racetracks are filled to the brim with detail. And there's no jagged edges to be seen in this game with everything looking less square than a bubble car on a roundabout.

Not only does it look good, but it has more style than a leopard skin suit. There's no slowdown, no matter how many cars are cluttering up the screen, or how much background detail is floating around, this game keeps with the program and keeps moving along with silky smoothness. And that's not just the one player mode. Get in with two players and there's no slowdown. If two's company then try a four player crowd, and S.C.A.R.S runs faster than Linford Christie with his feet on fire.

Scar tissues

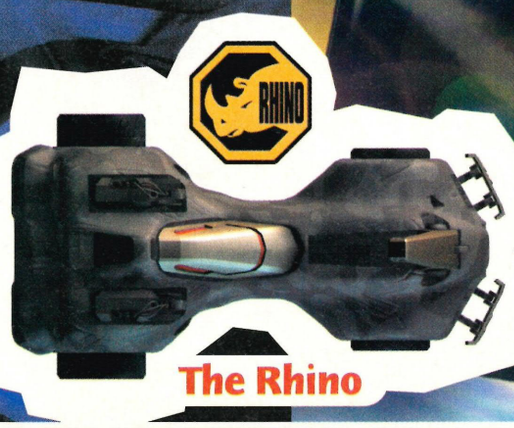
More than any other game I've seen S.C.A.R.S. shows just how good the N64 programmers are getting. S.C.A.R.S. knocks spots off any PlayStation game and all this visual glory is done without any fogging or pop-up. I'm tellin' you, ya not gonna believe how good this game looks.

The programmers have used a cunning trick to get around the problem of pop-up. They've cleverly ▶

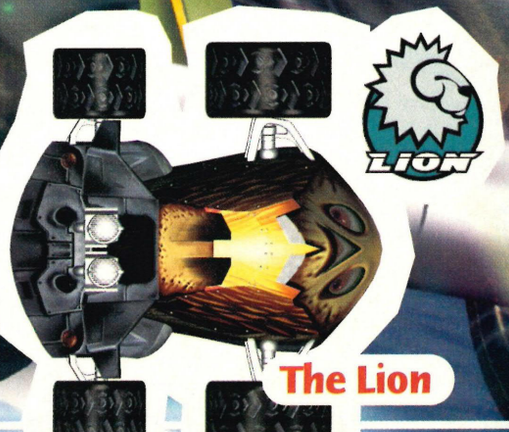
"S.C.A.R.S. runs faster than Linford Christie with his feet on fire"



The Shark



The Rhino



The Lion

S.C.A.R.S.

Animal Tracks



The Aztec course is full of ancient monuments to disrespectfully race through



The city of Blade's got loads of sharp corners that'll test yer skill



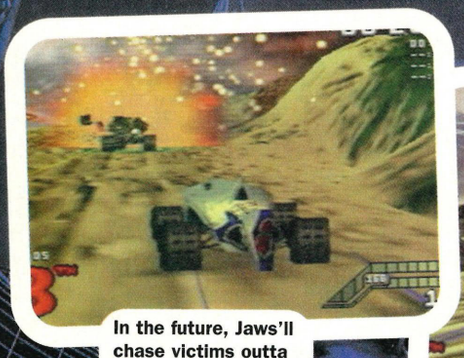
The Canyon's one for the beginners. Wide tracks and gentle slopes. Easy!



There's no time to get a tan on the Island track. Lots of sand dunes to tear around

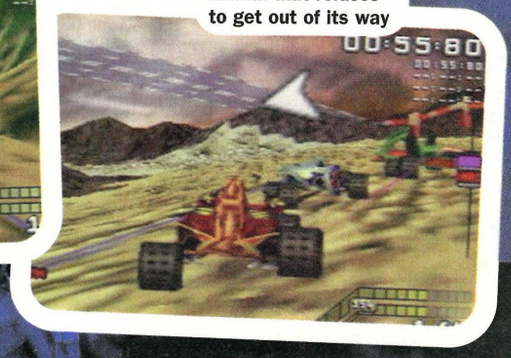


The Mountain track's full of steep hills and rocky tracks. Tough!



In the future, Jaws'll chase victims outta the water and right up the beach

The Scorpion's got a nasty sting for any animal that refuses to get out of its way



"There's a Dick Dastardly selection of weapons that'll bring the other suckers to a sudden stop"



▶ designed the tracks so that huge amounts of detail are hidden just around corners, or over the tops of a hill. So basically the game doesn't try to draw mountains the size of Godzilla from ten miles away. It's an old trick that's been done by many racing games in the past. but it does have an unfortunate side effect. This game has less straights in it than mens' night in a gay club. You're constantly twisting and turning through the treacherous courses with no let up on the corners.

Zoo-illogical

The twisty nature of the tracks is compounded by the troublesome steering of the cars. The animals handle well enough but they tend to slide around making control a wayward affair. I didn't find the steering aggravating in the slightest, but you'll have to learn a bit about each track before you make any real headway into the game.

Slash and burn

But once you get to grips with S.C.A.R.S. you'll find the game has plenty to challenge you with. The two main modes are Grand Prix and Challenge. In the Grand Prix you race through a selection of tracks in order to win cups. Each time you beat a cup you can move on to the next cup which'll open up new tracks to tear around. But each new cup is harder than the last and you'll soon find your basic selection of cars are outpaced by the evolving animals.

So you head over to the challenge mode where you race against a single opponent. Beat the challenge and you'll open up new and better cars to race with. And if you need the practice you can always take on the time trial and race against your own course ghost.

"This game has less straights in it than mens' night in a gay club"

You won't get far by racing fair in S.C.A.R.S. The courses are littered with power-ups to use against your opponents. There's a Dick Dastardly selection of weapons that'll bring the other suckers to a sudden stop. S.C.A.R.S. has much more of a Mario Kart feel to it than a serious racer like F1 World Grand Prix.

Survival special

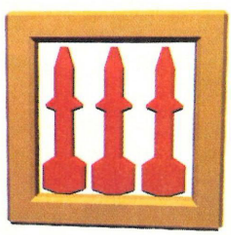
S.C.A.R.S is an impressive piece of programming that'll give you a lot of fun if you buy it. The only problem is that it's a lot like some other good racing games on the N64. Fun racers with prestigious names like Mario Kart, Diddy Kong and F-Zero X. But if you're after a fun racer with graphics so good you'll go blind lookin' at them, then check out S.C.A.R.S ●

Teeth!

Beware! These animals bite. As you race around the tracks you'll come across these symbols. Run over them and you'll get a power-up to tear apart any other foolish animals



The boomerang hovers around until an opponent appears



Good old missiles'll never go out of fashion. Aim carefully



The Magnet hovers over the track and sucks up opponents



Shoot the Seeker and watch it chase around the corners



Fed up of getting hit? Then grab hold of this shield



The Rally course'll have you racing through the wild English countryside

The Ski course is full of dangerous snow-filled slopes to race up and down

Head for the ocean on the Water track. You even get to race on the sea bed

Don't sit on yer own! Get some mates round for some multi player madness

Use the Control stick to steer your car around the tracks

Tap the R button to make your animal jump in the air

The C buttons change the view

Use the Z trigger to fire your weapons

Use the A button to kick your beast into action

Use the B button for a sudden stop

Stingers drop on the floor and cause a temporary puncture

The stopper forms an instant roadblock to bring a halt to traffic

The Timebomb is passed from one car to another until...

The turbo boost comes in handy when you're lagging behind

It's Got...

85%

Why...

S.C.A.R.S. is an animal of a game that tears around ripping apart most of its predecessors. The graphics look good enough to eat and it has all the energy of a cheetah on a sugar rush. It doesn't slow down (even on the four player) and there's no foggin' or pop-up. It's also a fun game with a lot of challenge. Despite the visual treat there's better racing to be found on the N64. But nothing looks as good as S.C.A.R.S.

Details...

GRAPHICS The view's great in S.C.A.R.S! This game puts yer N64 to good use **10/10**

SOUND Lots of bangin' techno to while away the hours. Top stuff **9/10**

GAMEPLAY Great fun to play, but not as good as some other N64 racers **8/10**

LASTABILITY Plenty to do and there's a great multi player mode too! **7/10**

Why not try...



F-Zero X is faster and more fun despite its limited looks and Mario Kart has a lot more charm. But this is still a great game

Other Views...



STEVE Looks top, but I got fed up of it a little too quickly for comfort. Rent it first!



LEWIS Mario Kart 64 it's not, but it's unusual enough and offers a stiff challenge. Just try before you buy



NOELY Being an animal lover (sometimes literally) I thought this was top stuff! Quirky and fun

READER REVIEW S.C.A.R.S. looks the biz but it doesn't play as well as Mario Kart or F-Zero X
Danny Hetherington, Sheffield

• PUBLISHER Ubisoft • CONTACT 0181 944 9000 • RELEASE DATE Out Now • MAX. PLAYERS 4 • PRICE £39.99 • MEMORY PAK SPACE 31 notes

CHEAT ZONE

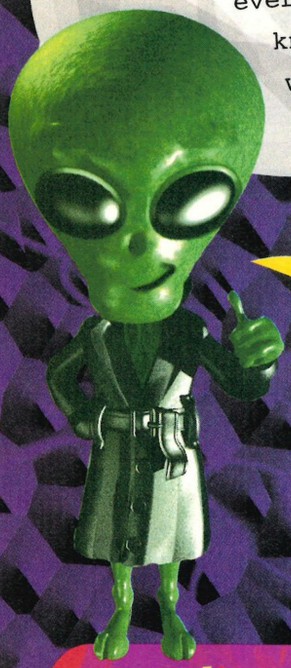
The Chea

Top Secret

FOR YOUR EYES ONLY

A mysterious alien lifeform known only as Tip-X is attempting to take over video gaming. This creature is capable of cracking open any computer program and is trying to discover our deepest darkest secrets.

We must capture this alien before he lays all our secrets bare. It is assumed that he will attempt to crack the most powerful computer system ever made and spread its knowledge throughout the world. We must not allow this to happen.



Pssst.
Over here! Haven't got long, the Feds are after me cos I know too much! I've learnt lots of classified information about N64 games! Meet me back here once a month and I'll let you in on the latest and greatest secrets

Where's That Button?



Mission: Impossible

Boy these cheats were well hidden, a trail of mis-information was cleverly laid with the original cheats removed from the game. But I hacked and hacked and what did I find, these cheats sitting in the cartridge.

Unlimited Health
Go to the level select screen and tap in R, Z, C-down, R, R. You should hear Ethan say "that's better" and you'll be as hard as nails.

Big Head
On the level select screen tap in C-down, R, C-up, R, C-left and when you hear "that's better" you'll have a huge noggin.

Very Big Head
It's not enough to be big-headed. What you need is an absolutely massive skull. Go to the level select screen and tap in C-down, L, C-up, C-right, Z.

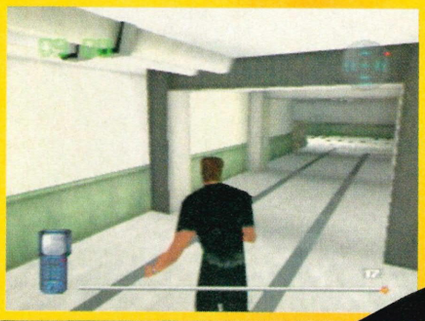
Bigfoot
So you want massive feet as well? Then go to the level select screen and press C-down, R, Z, C-right, Z.

Unlimited Ammo
How about having enough bullets to take on an army? Go to the level select screen and press C-up, Z, C-left, Z, C-left.

Cartoon Mode
Makes the game look very odd indeed. Head over to the level select screen and press C-down, C-down, Z, C-up, L.

Small Characters
Fancy going down in the world? Then go to the level select screen and press C-down, Z, R, R, C-up.

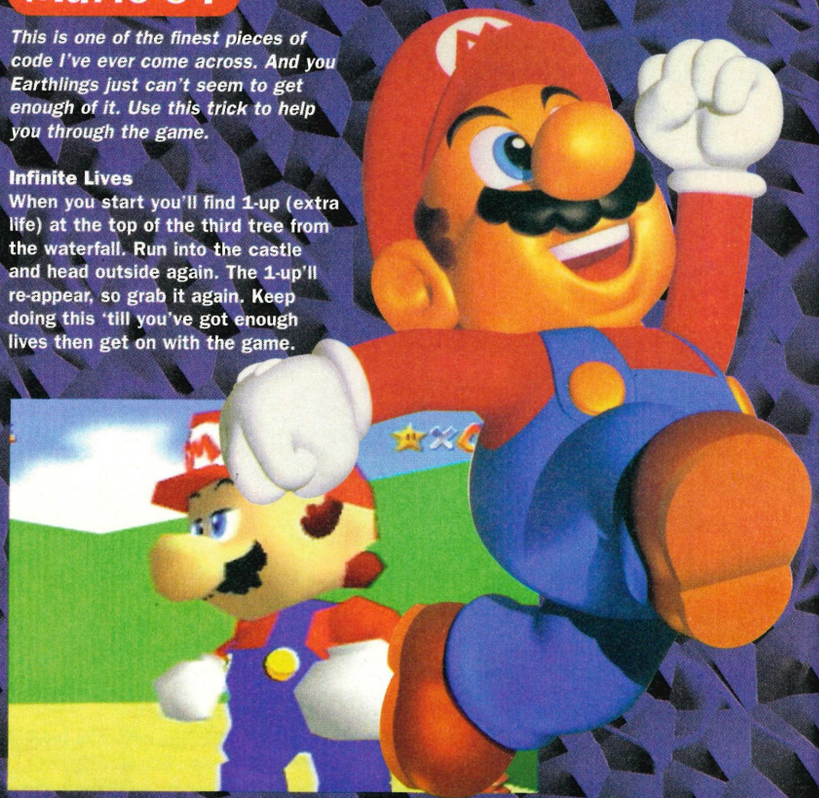
Benny Hill Mode
Go on! You know you want to check this cheat out. Go to the level select screen and tap in C-up, Z, C-up, Z, C-up. Get ready to run in line!



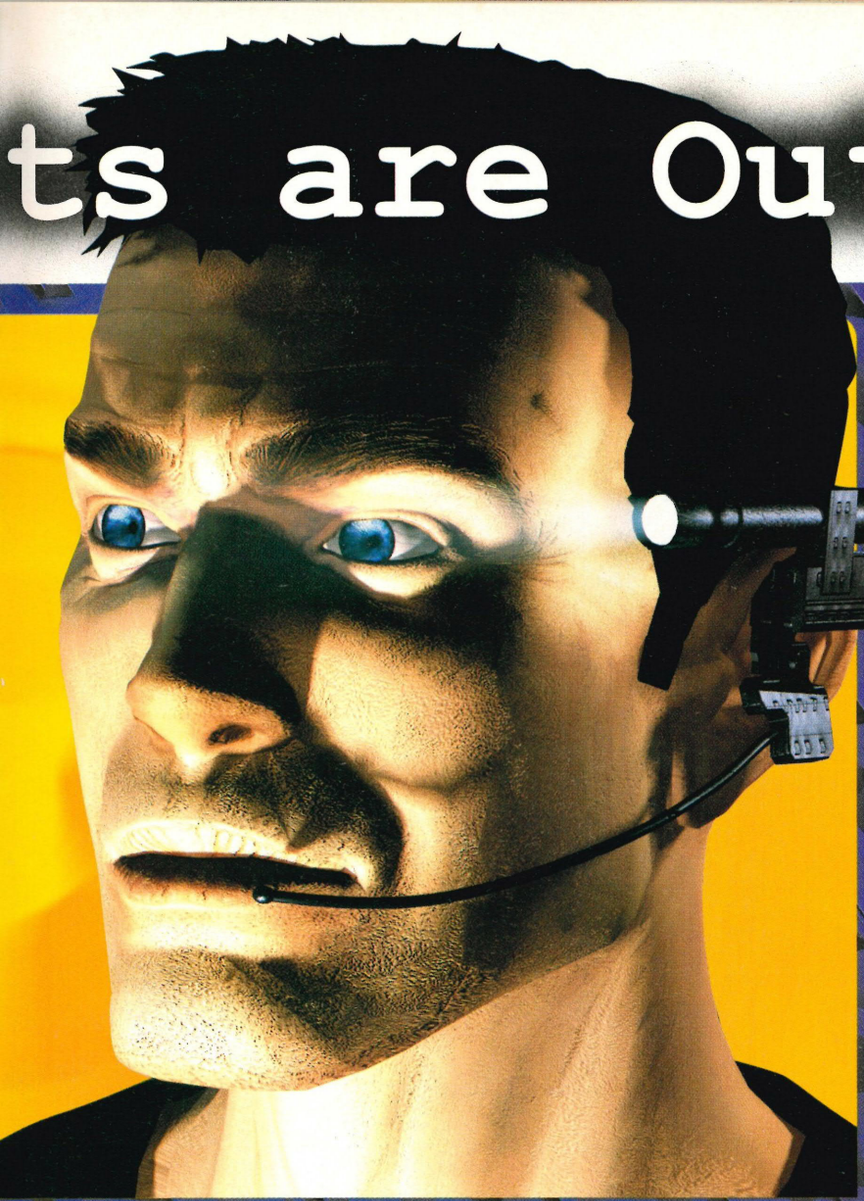
Mario 64

This is one of the finest pieces of code I've ever come across. And you Earthlings just can't seem to get enough of it. Use this trick to help you through the game.

Infinite Lives
When you start you'll find 1-up (extra life) at the top of the third tree from the waterfall. Run into the castle and head outside again. The 1-up'll re-appear, so grab it again. Keep doing this 'till you've got enough lives then get on with the game.



ts are Out There



Forsaken 64

Those bike riders in Forsaken didn't know what hit them when I jumped on my Pion-Cyc and hit them with everything I've got. Especially as I'd hacked into this game and made myself invincible.

Invincibility
Go to the "press start" screen and tap in A, Z, Z, D-up, D-left, C-left, C-left, C down. Now shout "I AM INVINCIBLE" and kick some pion-cyclists butt.

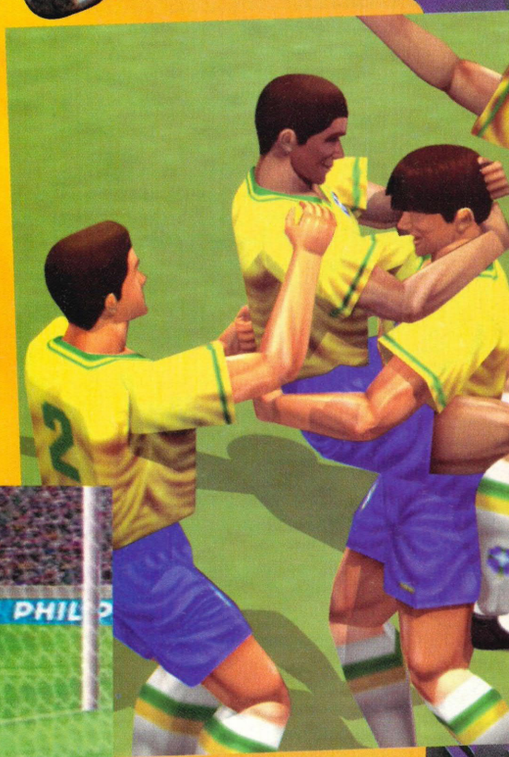


ISS '98

Ah, football! An odd game that seems to send you Earthlings crazy. The Human called Steve seems to cry every time his team plays! Why watching Man City should be so upsetting is beyond me! If only his team could score this unstoppable goal they'd never lose.

Score Every Time
When you set up your formation, move your wide midfielders and forwards nearer to the wings - 4-3-3's ideal. Put 'go forward' arrows on the midfielders. Attack, taking the ball wide and use the through ball. When you've beaten the last defender, turbo down the wing and at any point from level with the edge of the penalty box onwards hit the shoot button and hold it down. You don't have to turn your player towards goal, just apply some swerve with the Z trigger when the ball's about ten virtual metres from the 'keeper. Keep the analogue stick pointing the same way as if you're continuing your run down the wing. Do it right and you'll score every time - even on level five!







CHEAT ZONE

The Cheats are Out There

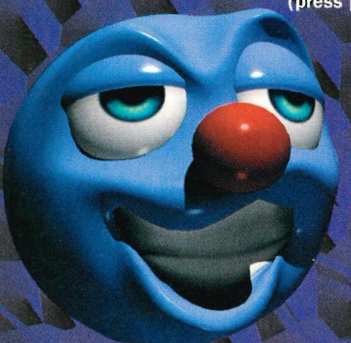
Iggy's Reckin' Balls

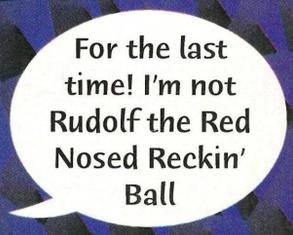
It took my best disguise not to get noticed as I hacked into Iggy's. It was hard work dressing up as a ball and bouncing up an down. But the effort paid off when I ran into these cheats.



Cheat Menu
Press R and Z on the start screen to open up the cheat menu. Now you're ready to enter the secret passwords.

Password	Cheat
HAPPYHEADS	Secret Characters
THE UNIVERSE	Secret Worlds
JUMPAROUND	Level Select
	(press pause during game)





SWOPSHOP	Mix up the characters
ROLFHARRIS	Sketch Mode
TOOMUCHPIE	Big Balls!
MICROBALLS	Teeny Characters
2ROKTOO	Fancy Lighting
LIGHT,WOW	More Cool Lighting
ICEPRINCESS	Slippy Surfaces
GOOEYGOOGOO	Sticky Surfaces
BOMBERBALL	All Power-ups Are Bombs
1HITWONDER	One Hit Only
TOOMUCHFUN	Mad Physics
IMALLOUT	No Power-ups
NONSTOP	Permanent Turbo
NOGOODIE	Power-ups are Bombs
2TIMES	Double Turbo Roll
SHOOTSHOT	All Power-ups are Projectiles
GOBABY	Full Turbo

1080° Snowboarding

Brrrr. It's cold inside that cart and I'm hopeless at snowboarding. But whilst flying head-first down the slopes I managed to grab hold of these cheats.

Turbo Start
Press up on the control stick as soon as the "1" begins to disappear and you'll fly into the lead.

Crystal Boarder
Win the race mode on the expert difficulty level whilst finishing better than any of the other scores on the time attack and trick attack modes. Now select Akari Hayami, press and hold C-left and press A on the stats screen and you'll be an clear snowboarder.



WWF Warzone

£20 Winner

This tip came from Mark Rundle in Hitchin. Just create a wrestler using these settings and you can fight with famous characters.

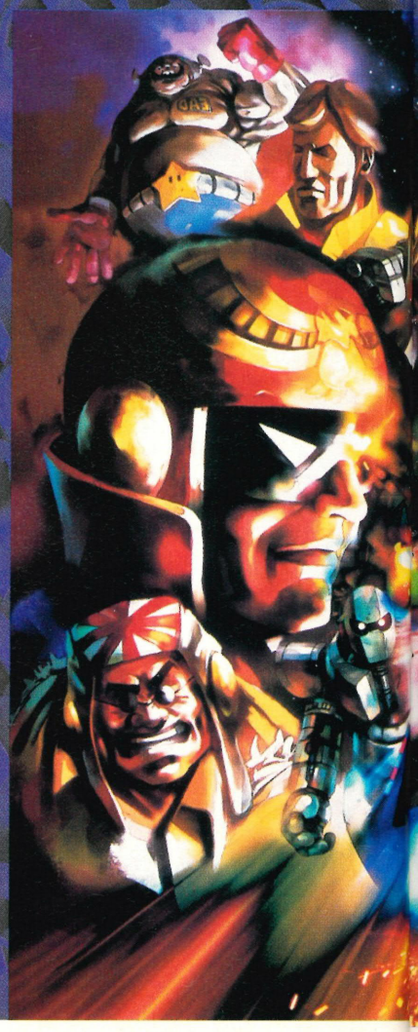


Lara Croft
(Name)Lara Croft
(Moveset)Austin
(Theme)Shamrock
(Personality)Fan Favourite
(Gender)Female
(Skin Colour)1
(Skin Type)Plain
(Body Type)Average
(Face)3
(Hair)Pull Back
(Accessories)Sunglasses 2 — 79,99
(Tanktop)Adventure
(Gloves)Finger
(Shorts)Safari
(Belts)Blugo
(Boots)Black

Sub Zero
(Name)Sub Zero
(Moveset)Ahmed
(Theme)Austin
(Personality)Rule Breaker
(Skin Colour)3
(Skin Type)Ripped
(Body Type)Average
(Face)1
(Mask)Motocross — 60,99
(Hair)No Part — 60,99
(Shirt)Blue
(Gloves)Finger
(Pants)Black
(Shoes)Black 2
(Kneepads)Blue
(Accessories)Black Shorts

James Bond 007
(Name)James Bond 007
(Moveset)Triple H
(Personality)Fan Favourite
(Theme)Chops Jam
(Skin Colour)3
(Skin Type)Plain
(Body Type)Average
(Face)1
(Hair)Parted
(Shirt)Tuxedo
(Jacket)Black
(Armpads)White
(Accessories)Bowtie
(Pants)Black
(Boots)Black
(Kneepads)Black 2
(Accessories)Black Shorts

Mario + Luigi
(to make Luigi just change the red stuff to green)
(Name)Mario
(Moveset)Twist
(Personality)Fan Favourite
(Theme)Kiss My Grits
(Skin Colour)1
(Skin Type)Plain
(Body Type)Average
(Face)5
(Hair)Brillo
(Beard)Moustache 1
(Shirt)White — 0,99 (for Luigi make it 31,99)
(Pants)Denim
(Shoes)Sneakers — 0,99
(Accessories)Overalls 3 — 60,99





Gold Boarder
Select the Crystal Boarder (see the above cheat) an complete the mach race on the expert difficulty level. No start a new game and select Kensuke Kimachi, press and hold C-up and tap A on the stats screen. You'll now get to race as a golden snowboarder.

Panda Boarder
Finish the race mode on the expert difficulty level and finish better than all the EAD high scores on time attack, trick attack and contest modes. Now start a new game using Rob Haywood, hold C-right and press A on the stats screen. The Panda can do a lot of new tricks.

Rappin' Replay
You can scratch in time to the music on the title screen by moving the control stick around.

Banjo-Kazooie

Go to Banjo's house and stand on the green run. Press C-up and look at Bottle's picture above the fireplace. If done correctly Bottles will talk to you and a puzzle game will begin. After each puzzle is completed Bottles will give you a code which is then entered on the tiles of the Sandcastle in Treasure Trove Cove. **Freddie Matthews, Gerrards Cross.**





Jump on top of Banjo's house at the start of the game to get an extra life.
James Longbow, Wolverhampton.



F-Zero X

Phew! Hacking around inside this game was scary. All those cars flying around at 1000 mph. The green cross code don't help you when you try to cross the roads in F-Zero X. But at least I found this code that'll open up that stormin' X-Cup.



X-Cup Cheat
To open up the X-Cup tap in L, Z, R, C-up, C-down, C-left, C-right, Start.



F1 World Grand Prix

Hey, check this out. I've found whose responsible for the best racing game ever. Just use these cheats and you can find out too.

Credits
Choose the exhibition mode and select the Driver Williams. Now edit his name and change it to CREDITS. Return to the start screen and you'll find an option to look at the programmers.

Museum
These cars are fast, but not as fast as me as I ran through this games security! To look at all the cars choose the exhibition mode and select Driver Williams. Now edit his name to MUSEUM and return to the start screen. Select the new gallery option to view the cars.



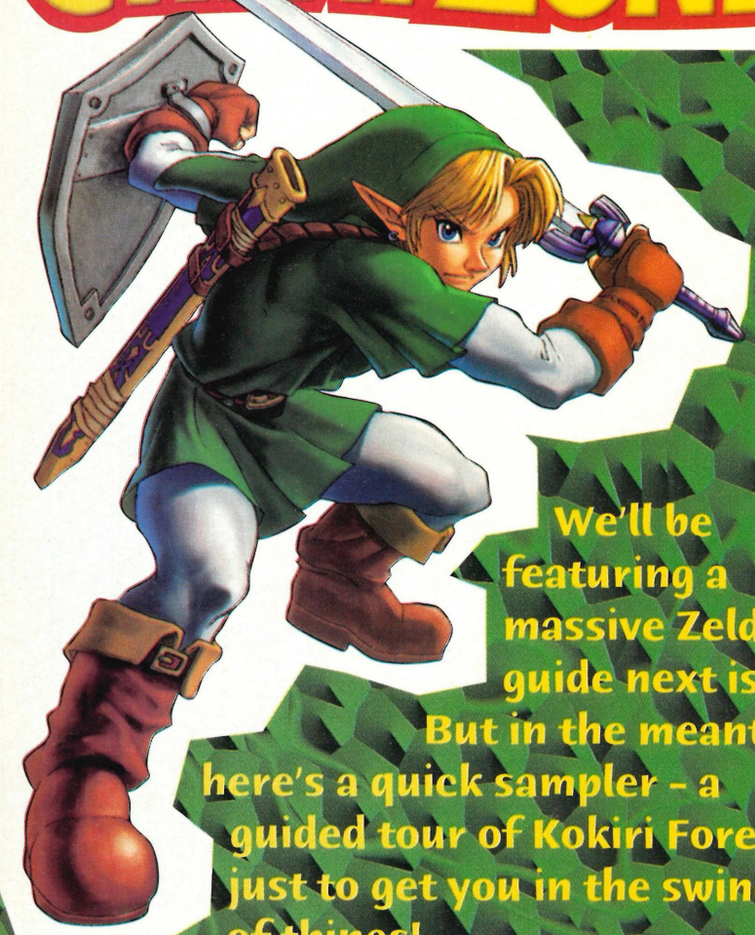
Gold Racer
Try changing the Driver William's name to PYRITE to race as in a Gold Racing Car

Metal Racer
To race as a metal car change the Driver Williams name to CHROME



Have you found out any secrets that should be made public. Then send them to my contacts at N64 Pro. There's a cash reward for your cheats!

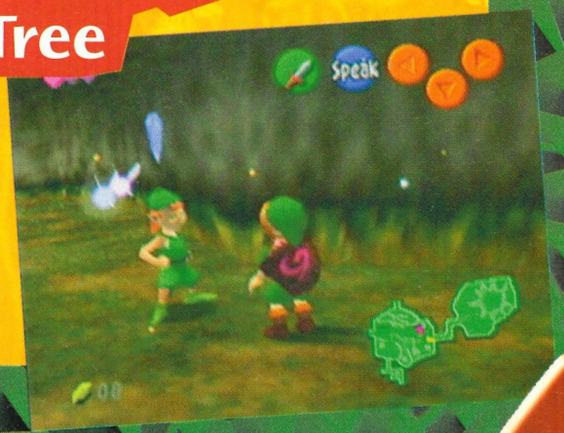
CHEAT ZONE Beginner



We'll be featuring a massive Zelda guide next issue. But in the meantime here's a quick sampler – a guided tour of Kokiri Forest, just to get you in the swing of things!

1 Entrance to Deku Tree

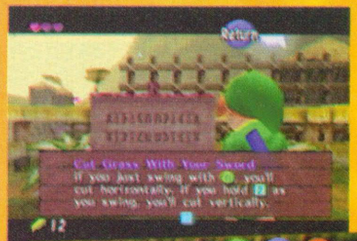
MIDO blocks the way to the Deku Tree. Before he'll let you pass you'll need to find and equip both the Kokiri sword and the Deku Shield. No use arguing with him, he doesn't like you anyway





2 Training Centre

HEAD for the Training Centre, read all the signs and practice all the strokes. After familiarising yourself with a bit of swordplay you'll find a sign next to a small hole (the hole of Z)





3 Kokiri Sword

PRESS your Z trigger to crouch and head through the tunnel. Wait for the rolling boulder to pass and then follow it around to a small alcove on your right. Grab the 20 rupees here then continue onwards to a second alcove containing the Kokiri Sword. Equip the sword then head back the way you came to Kokiri forest



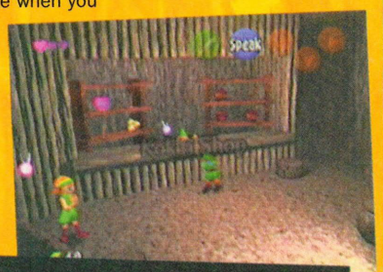




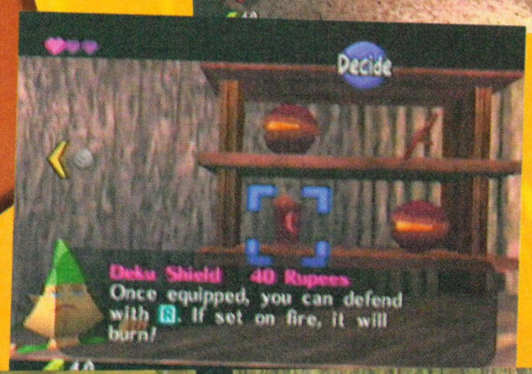
's Guide to Zelda

4 Kokiri Shop

THIS shop contains the Deku Shield (costs 40 rupees) which you need to equip before gaining an audience with the great Deku Tree. If you don't already have enough a spot of burgling inside Saria's or Mido's house should unearth a few rupees. Or even try your hand at a spot of gardening (Remember that rupees regenerate when you leave a location so it's possible to grab them leave a house, reenter and grab them again). OK it's cheating but it saves time and effort!



5



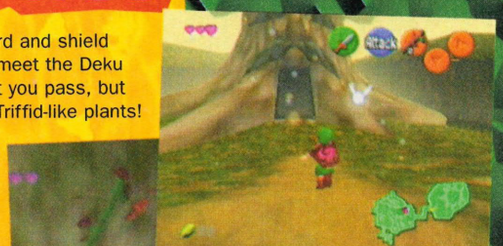


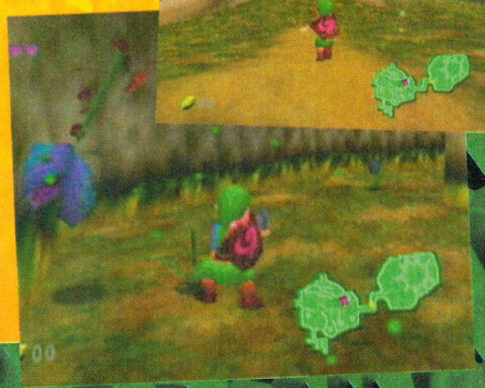


5 Deku Tree

WITH your nice new sword and shield equipped, it's time to meet the Deku Tree. Mido will reluctantly let you pass, but you'll be set upon by some Triffid-like plants! Kill them and they'll leave behind a Deku stick. Assign this to one of your C buttons and press on.

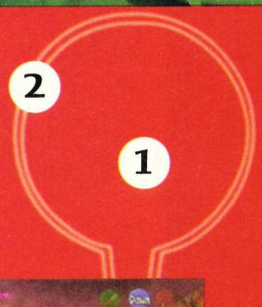
After a lengthy meeting with the Deku Tree you'll be beckoned within to rid him of his curse. Sword and shield at the ready it's time for your first taste of Zelda's brilliant dungeons – albeit an easy sort of training dungeon





Inside the Deku Tree

1st Floor



Check out the spider's web covering the hole in the centre of this circular room. Watch how it gives slightly when you walk over it. If you could apply more force, it might just give way! Perhaps if you jump from higher up...?

Take the ladder upwards, then follow Navi's advice by climbing the vine covered wall to an even higher perch

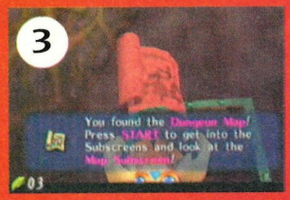






2nd Floor

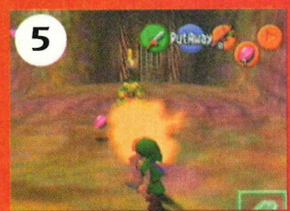




Walk along the ledge here to find a large chest containing the Dungeon Map



The spiders on the wall above the chest are out of reach. If you try to climb the vine-covered wall above the chest they'll attack you. Ignore them for now and head through the door opposite

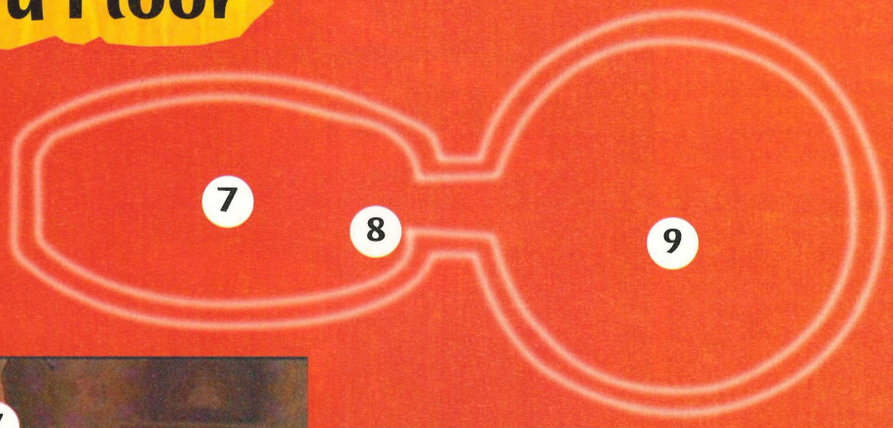


There's a Deku Scrub in the next room. To defeat him use your Deku Shield (Press R button) to bounce the Deku Nuts he fires back at him. Defeat him and he'll open the door ahead, as well as giving you a clue as to how to beat his brothers downstairs



Drop down into the next room and climb up to the ledge above. Open the chest here to find the Fairy Slingshot. You'll notice that you can't climb back out the way you came, but Navi will draw your attention to a ladder on the wall. Assign your newly acquired Slingshot to one of the C buttons and then fire it at the ladder on the wall. The ladder should drop down allowing you to climb it and head back out into the central room. Use the slingshot to get rid of the spiders then climb up the vine covered wall to the ledge above

3rd Floor





Head through the door here and you'll find a room with a switch on the floor. Press the switch then hop across the platforms to the chest on the other side. Open it to find the Compass. Shoot the spider on the wall here to claim a Skulltulla



Solve the torch puzzle to exit this room. Use a Deku stick to carry a flame from the burning torch to the unlit one



Now it's time to take a high dive from the top of the tree into the web covered hole below

Basement 1

Scary spiders, sticky webs, watery puzzles, and the reemergence of the legendary Zelda torch puzzle awaits Link in this level of the Deku Tree dungeon.





In this next room dive below the water to press the switch that will lower the water level. Climb on the platform now to take you across to the other side. Drag the block into position then climb up and through the door

Basement 2



Use your Deku Shield to defeat the Deku scrubs opposite. Remembering the clue (2-3-1) from earlier you must defeat them in the correct order. Once past this door it's time to meet the big boss



Parasitic Armoured Arachnid

When you enter the boss is on the vines above your head. Shoot him in his red glowing eye (that's his weak spot) and he'll drop to the floor, then you can run in and get a few attacks while he is prone. He'll periodically climb back up onto the ceiling. Watch out for the eggs which it spews forth. Be sure to attack them before they hatch and then repeat the process of aiming at his eye then attacking while he's frozen. Eventually you'll be victorious.

Congratulations! You've just battled the first of many awesome end of level bosses and in doing so you've ridden the Deku Tree of it's deathly curse

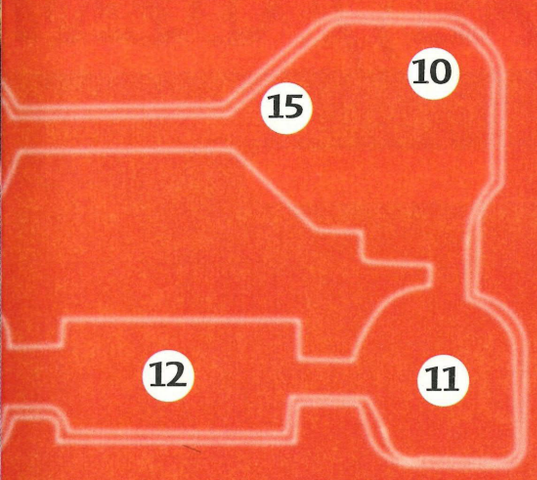














You'll land in a room below. Carry the flame across from the burning torch to light the web blocking the door



Use your Deku Shield to defeat the Deku Scrub inside here. (He'll give you the 2-3-1 combination to defeat his brothers later on). Use your slingshot to fire at the eye on the wall above the door



Equip a Deku Stick and use the lit torch to light all four torches in this room to open the exit door ahead



Use a lit torch to burn the web that blocks the small hole. Crawl through and you'll end up on the opposite side of the room you first entered



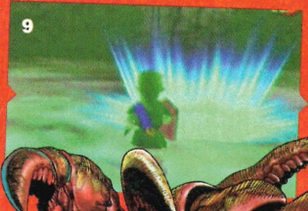
Push the block off the ledge then run across to the torch on the far side. Use a lit Deku Stick to carry a flame from the burning torch then run back across to the web on the floor. Do a forward roll and you'll burn the web allowing you to drop down into the room below

Gohma









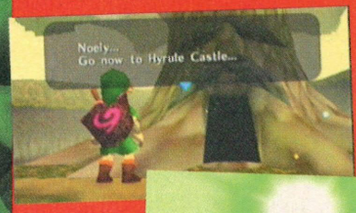






Bon Voyage

Despite your best efforts to save the Deku Tree the end is nigh for the great wise trunky chap. Before he bows out you're told to go to Hyrule Castle and so cue a tearful departure from Kokiri Forest and the beautiful Saria. Never mind eh? You're heading for a meeting with the even fair maiden Princess Zelda. Every cloud has a silver lining and all that



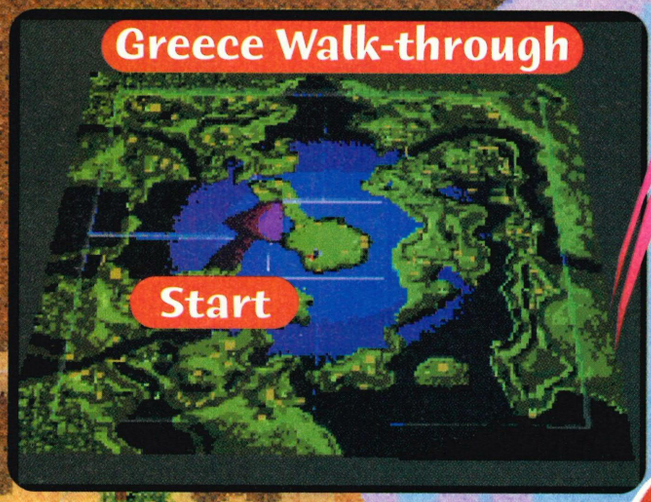


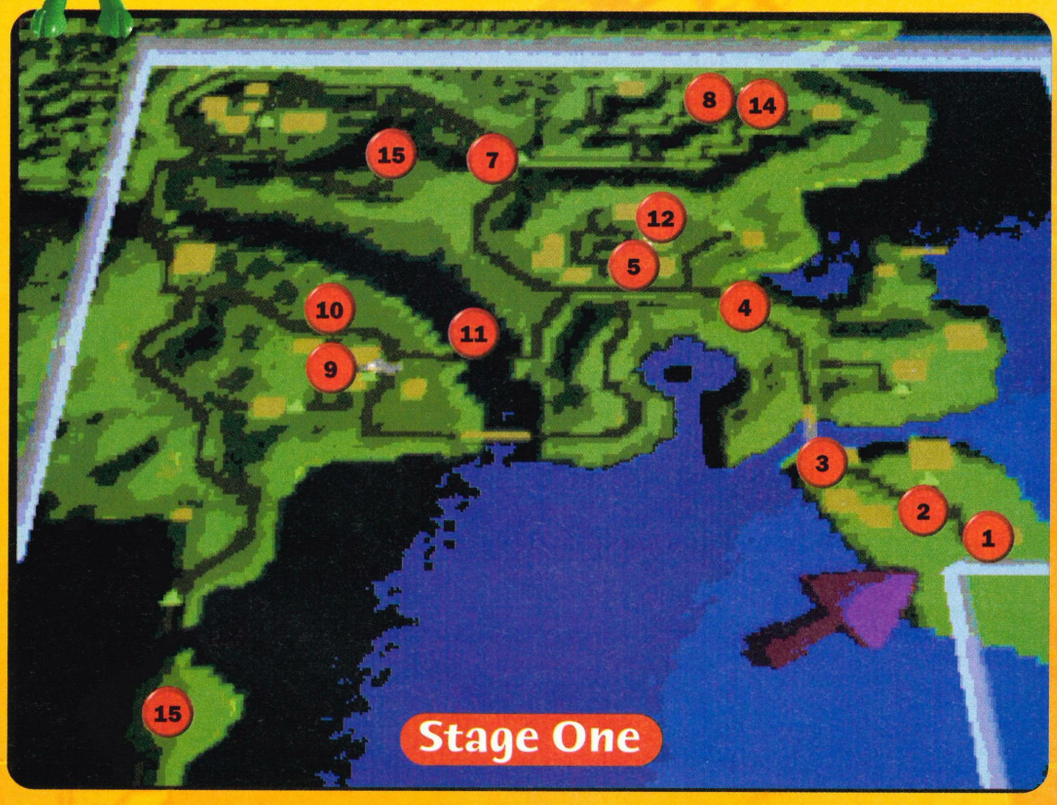
CHEAT ZONE

Body Har



That was close! The Feds almost caught me, so I had to hide out 'till the coast had cleared. Luckily, I had a copy of Body Harvest with me to pass the time! Stick around if you want to see every level and kill every Alien. (Don't even think it!)





Map Overview

1. Adam begins outside Alpha Command next to shield wall.

2. First harvesting wave lands at nearest buildings.

3. After defeating the first wave, Adam will find himself unable to leave the island as the nearby bridge is raised. If he enters the nearest building to the bridge, a character will tell Adam how to lower the bridge (pull the lever inside building).

4. As he crosses the bridge and continues North along the road, the second harvesting wave will land at the next village.

5. As Adam approaches this village, the first objects that he will be able to see will be the fire-engine and the fire-station. Should Adam attempt to enter the fire-engine he will be informed that it is locked and cannot be used. Should Adam then enter the fire-station he will see a character who will inform him that the fire-engine can only be used for emergencies.

6. Adam is free to explore as much of the surrounding area as he wishes and is accessible.

7. To progress, Adam must go North from the fire-station (Trumptonas). He will see a boulder blocking a mountain road which he cannot get past. If he follows the road he will come to a small road to the left. Follow this up to a cave entrance. Inside the cave Adam will find a chest containing bombs.

8. Adam can now return to the boulder and use the bomb to destroy it. In the mountains Adam will find the General's house (with a flag on the roof). The key for his hangar is in there.

9. A harvesting wave beams down a short time later. After killing the wave the houses in the village catch fire. Adam must return to the firestation.

10. Adam can either go East over the bridge or use the shortcut. There is a motorbike parked next to one of the houses which can be used to jump over the river: a tree-lined path shows the jump point.

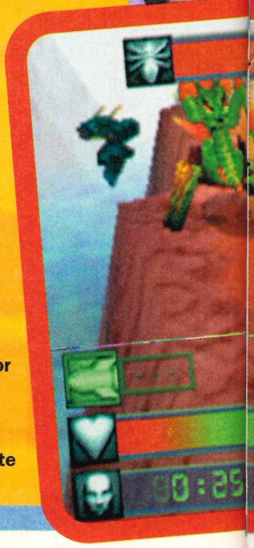
11. If Adam talks to the fire-master at Trumptonas again he will give him one of the fire-engines since it is now an emergency. Adam must hurry back to the fires (taking the slower route over the bridge) and extinguish them before they houses are destroyed.

12. If he succeeds the people are saved.

13. If Adam fails he loses lots of people.

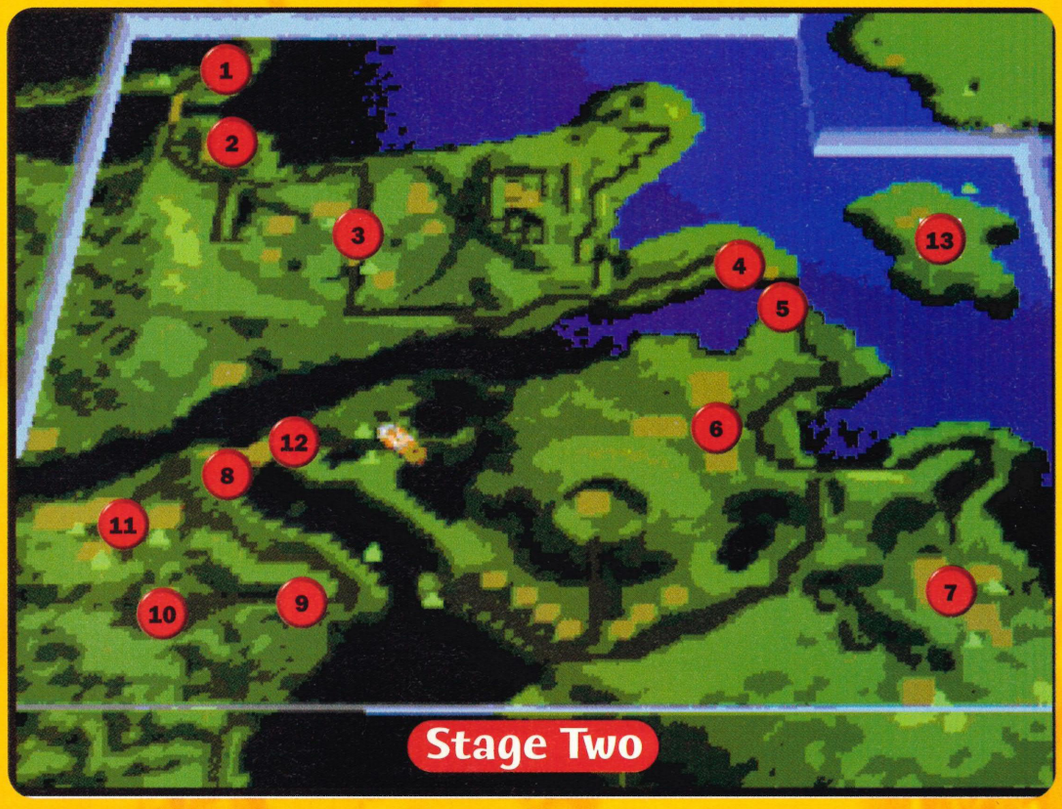
14. Adam should now get the tank from the hangar if he doesn't already have it and attack the Processor (shown on the map).

15. Once the Processor has been destroyed, Daisy sends a beacon which can be used to save the game. The gate to Stage 2 opens.



vest Guide - Part 1

Map Overview



Stage Two

1. Adam begins on the other side of the shield wall.

2. As Adam follows the road the first thing he will see is a large monastery. If Adam enters he will meet a character who explains that the books and plaques on the walls contain useful information about the history of the area. Adam is free to read as much as he wishes.

3. First harvesting wave lands at the nearest village.

4. Adam will then be led via the road (his options are limited at this point) to the Talos Statues standing on either side of the river. One of the statues' torches will be lit and the other will not. In order to enter the nearest Talos statue, Adam will have to find a way to light the torch in the statue's hand. To do this, he has to find an ancient weapon (the Sun Shield) which can reflect light (info on this is given at the monastery). The shield in question is in a cave at the end of a winding path atop a large hill. The path is patrolled by aliens. Once Adam has retrieved the shield he must use it on the torch to set it alight. When the torch ignites the doors of the statue will slide open and Adam can enter.

5. Inside the statue is a secret tunnel that connects to the other statue underneath the river. Adam emerges across the river from the other statue (this is the only way to cross the river).

6. As Adam explores this new area he will come across an abandoned Howitzer next to ruined hangars. This vehicle has no ammunition, but is otherwise in a fair condition. When Adam enters or approaches the vehicle he should be informed of its status.

7. Second harvesting wave lands at a coastal village to the South-east.

8. Adam comes across a watergate with a boat trapped behind it. Inside the building the watergate operator says he cannot open the gates as his equipment is broken - what he really needs is a new cog.

9. In order for Adam to leave this landmass he will have to find some way to climb up the steep plateau that covers a large portion of the final landmass of this stage. To do this Adam must flatten a section of the steep side so that the gradient is reduced. To accomplish this Adam must somehow re-arm the Howitzer and aim the shells at an obviously-weakened section of the plateau's side. To acquire shells for the Howitzer, Adam must locate the gunner in his building (East of island) who can give Adam the ammo he needs.

10. Once Adam is atop the plateau he can enter the windmill he finds there. Inside is Windy, the miller, and a mill-stone grinding flour. A cog turns the mill but if Adam tries to grab it he risks losing his hands. Adam must go outside and shoot the sails of the windmill so that the mill-stone stops turning. Back inside, Windy is irate but won't stop Adam taking the cog.

11. Third harvesting wave lands at a coastal village to the West of the watergate.

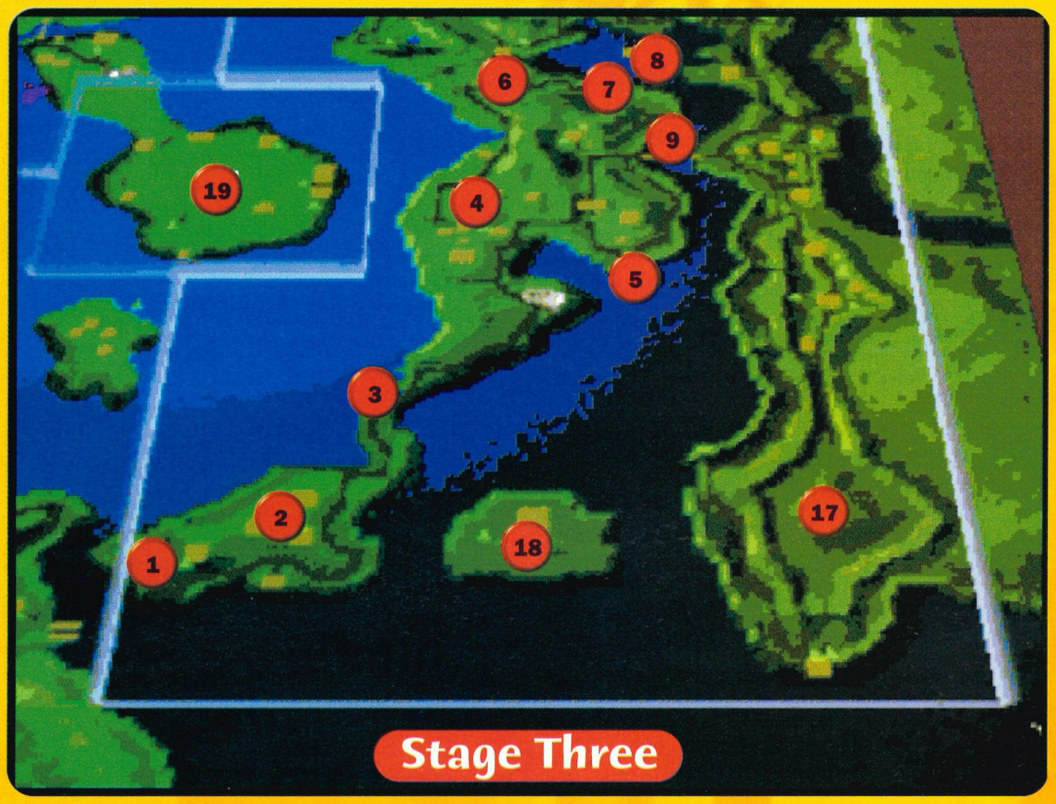
12. Back at the watergate, Adam gives the cog to the keeper who fixes the gate and opens them for him. Adam can now take the boat through the watergate and on to the Processor island.

13. The gate to Stage 3 will open once the Processor has been dispatched.





Body Harvest Guide



Stage Three

Map Overview - Part one

1. Adam begins on the other side of the shield wall.

2. As Adam explores the immediate area he comes across a village that is partly smouldering and is being patrolled by defender aliens. There are some vehicles in the village.

3. As Adam moves Northwards the land narrows and at this area a number of piranha aliens are patrolling the surrounding water areas making the beginning of this stage more hazardous than the previous ones.

4. Harvesting wave one lands at the next village to the North.

5. Adam is effectively trapped on this landmass as he cannot move too far Northwards because of a blocked mountain path. However, if Adam visits the nearby boat shed he can acquire a boat to explore the surrounding water areas.

6. Beside the blocked mountain path is a cave entrance. Inside, Adam meets an archaeologist who acts as the information centre for this stage. He tells Adam about the history of the area and relevant artefacts that Adam may need later on. At the end of the cave is a door that cannot be opened and a circular runestone which has a piece missing. There is also a crank here that Adam can take.

7. To the East of the archaeologist's cave are three ancient statues. In the base of each statue is a door. Inside each statue is a plaque and a block wit a hole in it. Using the crank in the hole raises the statue's arm to point out to sea. If Adam uses the crank on all three statues so they are all pointing, a temple rises from the sea.

8. Adam should now attempt to enter the temple. He can do this by acquiring a boat and sailing up the river the centre of the lake.

Part two

9. Over the river is a bridge which, should Adam approach either on foot or by boat, will be destroyed by Black Adam.

10. Inside the Atlantis temple Adam finds a runestone and a plaque explaining its existence. He can now return to the tunnel and complete the runestone. This opens up the tunnel allowing Adam to explore a new area.

11. Harvesting wave two lands at a village to the North (on the other side of a nearby bridge).

12. Once Harvesting wave two has gone, Adam will be made aware of a nearby airfield and directed to visit it. As Adam enters the airfield he can see Black Adam destroying planes that are nearby. As Adam approaches (or once all planes have been destroyed) Black Adam teleports away.

13. If Adam enters one of the hangars he sees a pilot who has been beaten and tied to a chair. The pilot tells Adam what happened and offers him the use of one of his planes. At this points Adam is offered training in flying planes. Should Adam accept, the pilot will let Adam into the plane to fly around under his guidance.

14. Once Adam has the plane on the runway and the training has finished (if chosen), Adam is made aware of the squadron of doodlebugs that have begun an attack run to destroy the bridge that Adam crossed earlier. The reason for this is that a truck full of refugees is attempting to leave their village to escape from an area that has become infested with aliens. By taking out the bridge, the aliens can contain the people better.

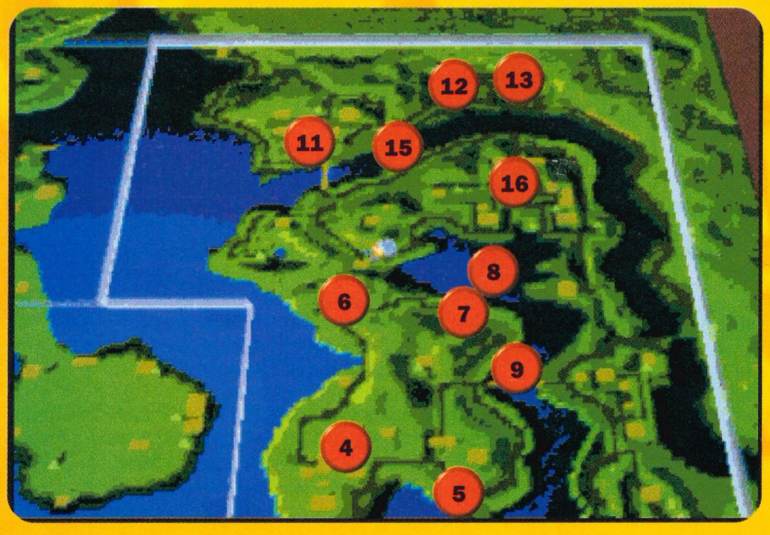
15. Adam must fly after the doodlebugs and eliminate them before they destroy the bridge. If Adam succeeds the refugees live, but if he fails they plunge to their doom and Adam's People count is drastically affected.

16. Harvesting wave three lands at the village the refugees escaped from, regardless of Adam's success or failure of the doodlebug mission.

17. Adam can now attempt the Processor. It is located to the South, close to a village that was successfully harvested before Adam entered the stage.

18. Adam can destroy the Processor on foot, or by using any of the land vehicles available to him, but the most effective way is for Adam to get the powerful aircraft from the island base. The planes on this island have powerful bombs that will be quite effective against the Processor.

19. Adam can pass through to the Generator stage.



- Part 1

Map Overview

- Adam must locate and attack the Shield Generator (it will be shown sending humans up a beam into space).
- When the Generator has been destroyed it will release its Power Core (possibly visible beforehand). At this point Adam will be alone and on foot (all vehicles and other objects having been destroyed in the huge explosion).
- The Boss will land and talk to Adam (he's a bit miffed at this point). Adam will then receive a communication from Daisy to say that she is on her way to help Adam.
- Alpha Command Centre will land in front of Adam on top of the Power Core, and Adam will enter Alpha Command.
- Alpha Command then proceeds to morph into a large tank using the Power Core's energy.
- Adam now fights the Boss.
- The Boss dies.
- Alpha Command flies off and the time tunnel sequence is initiated.





Greece Keys

Key List

0: key that Adam always has. Cannot be given or removed
1 - 5: physical key
6: Crank - carried
7: Cog - carried
8: Hieroglyph
9: Fire Engine Key
10: Hangar key
11: Player gets when activates drawbridge
12: Player receives this key when the fires start in the village (score 112)
13: Player receives this if the General's house is destroyed in the alien attack (score 113)
14: Player receives this when he has completed the Fire mission (score 114)
15: Starts training
16: Generals house key
17: given by Boatman
18: Player receives this key when the Talos statues fire has been lit. Talos doors open
19: Player receives this when the Windmill has been stopped
20: Player receives this when the Sluice Gate has been repaired
21: Player receives this when the Sunshield is carried
22: Player receives this when he gets the Howitzer Ammo from the Gunner's house
23: Player receives this when Atlantis is raised
24: Pointer Sister - arm up
25: Pointer Sister - arm up
26: Pointer Sister - arm up
27: got Power Core
28: given by Hieroglyph
29: given by Daisy
30: given to signal lend or bypass of training
31: given when player enters the tunnel
32: player receives this key from Gunner - activates false wall
33: player receives this key from the Miller - stops Daisy message
34: player receives this key from the Priest (Stage 3) - stops Daisy message
48: black Adam blowing up the bridge.
49: Gets this from the pilot (opens hangar doors)
50: resets all vehicles - given in Alpha Command Centre from console
56 - 63: Local keys. Used for inside room triggers.



Can't stay any longer or the Feds will catch me. Meet me back here next month and I'll give you the rest of the guide

CHEAT ZONE

Rough to Let's

If you rushed out and bought Let's Smash on import, you may have struggled to get the Challenge and Tournament modes up and running. The secret is to make a character first. But if your Japanese isn't quite up to scratch you may struggle to create your budding Tim Henman. Here's a rough guide to creating your own Let's Smash Tennis champ.

Character Building

You'll need a memory pak handy if you're to enjoy Let's Smash fully. Here we show you how to make your very own character and save them to your memory pak. In no time at all you'll be taking on and beating all comers (with the possible exception of your very own Steve)



Highlight this screen to begin the character creation



You're free to change all aspects of your player including skin and hair colour!

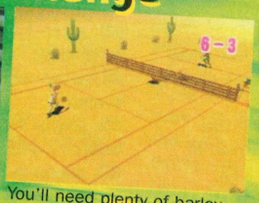


Choose this second option to select a playing top of your choice

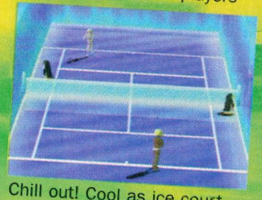
Take the challenge



This rooftop court holds a nasty shock for net players



You'll need plenty of barley water on this desert court



Chill out! Cool as ice court with whackable penguins



Have your opponent running in circles on this iron court

Cross-dressing for kicks



This says to us formal dress with a touch of femininity



Of course you'll need a more casual variation on the theme



We're a long way from completing our bunny girl suit



Above we have the new look for the coming winter season



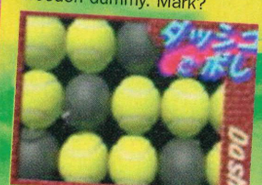
Mini Games/Maxi Fun



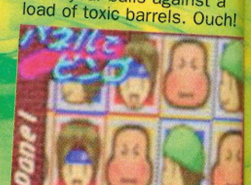
Whack your balls at a lifeless wooden dummy. Mark?



Bash your balls against a load of toxic barrels. Ouch!



Leg it around court returning balls and avoiding bombs



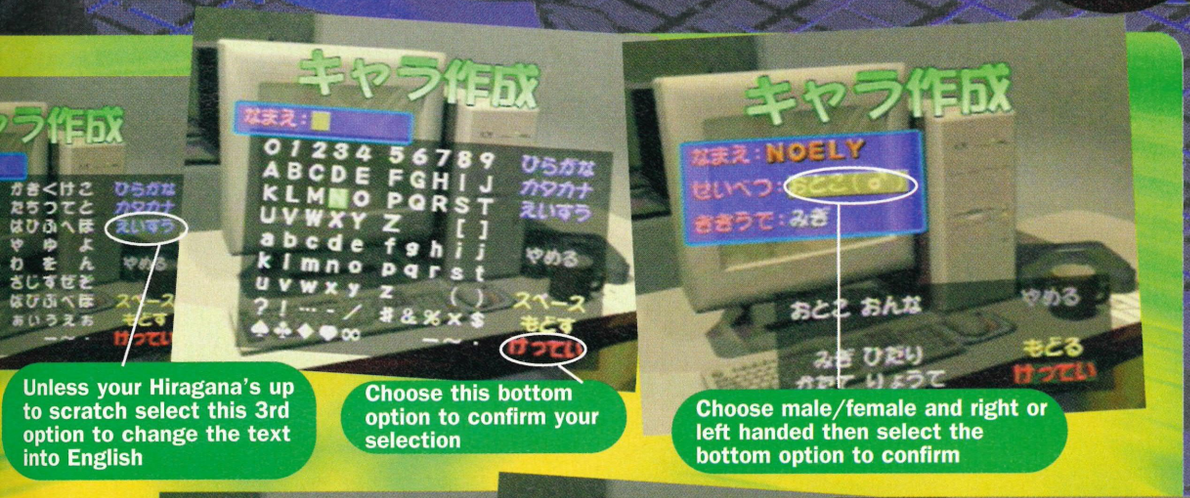
Return the ball to dislodge a mosaic of tiles. Hmmm!

Guide

Smash



Japanese? It may as well be Martian for all the sense it makes to me.



Unless your Hiragana's up to scratch select this 3rd option to change the text into English

Choose this bottom option to confirm your selection

Choose male/female and right or left handed then select the bottom option to confirm



Decisions, decisions. Should I go for the shorts or the stockings?

See the boxout on your right for a quick rundown of all these abilities

Players Attributes

Your players attributes are in order (from top to bottom):

Serve
For a power serve that Ivanisevic would be proud of whack this up to level 5

Smashing
Your ability to smash overhead winners. NB you'll still need to time them though

Volley
Those net players who model themselves on McEnroe will want a high skill here

Rove?
We think this might be pace and speed around court but we're not sure!

Stroke
Your regular ground strokes. Baseline players will need a high skill here

Spin
Top spin, backspin, or woollens/slow spin (eh?) all can be designated here

We're assuming this is backhand strength

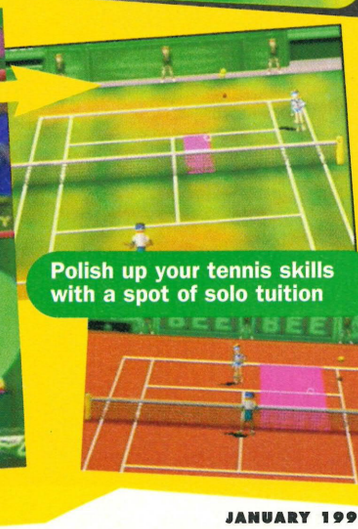
...and this one forehand strength

...until someone with a better grasp of Japanese than Dadda Kong Noely tells us different

Regular matches against CPU or other players can be found here

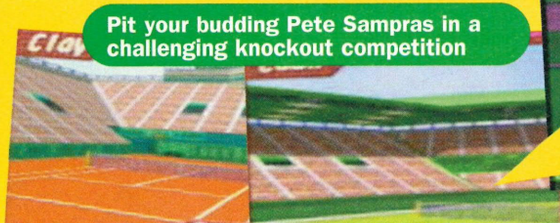






Polish up your tennis skills with a spot of solo tuition

Pit your budding Pete Sampras in a challenging knockout competition



Konami SPECIAL

Three scarily super games from one fantastically famous company. Noely grabs his garlic and holy water to investigate...

By **Noely**

2D o the c



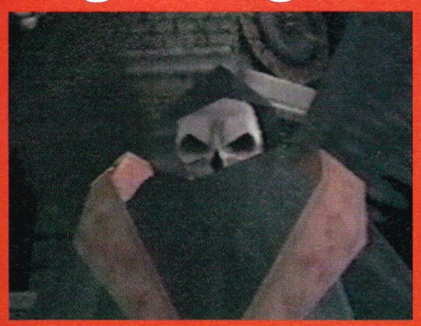
Look at that huge 'boner. I am of course referring to this skeletal dragon.

"...the Counts' castle has been plundered more times than Joan Collins' knickers"

All rise for the kings of video games Konami, creators of Castlevania, Track and Field and the Legend of Mystical Ninja series. What more need you say about a company responsible for ISS 98 a game so good that Konami should have been honoured with an OBE for services to football.

r not 2D. That is uestion.

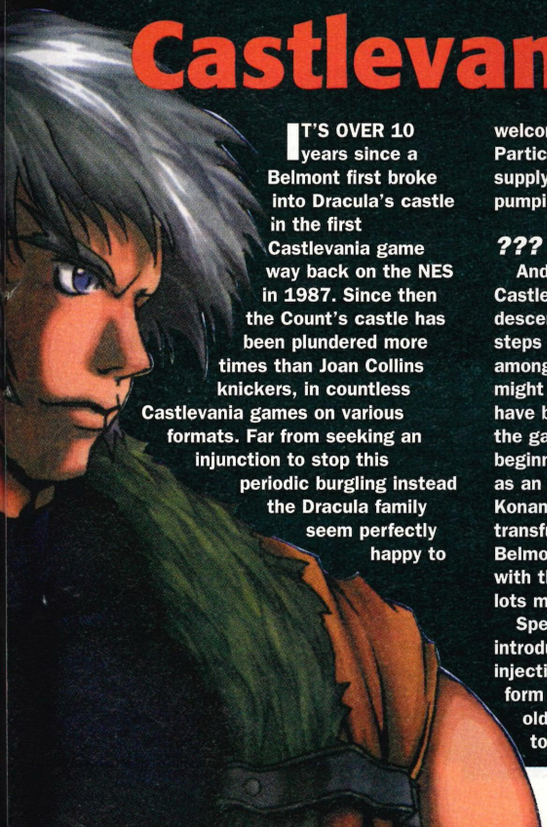
Fright Night



Trouble with weight loss? Look at me I used to be a porky, but lost 5 stone thanks to Slimfast



The trouble with feasting on human flesh is it's so messy you get entrails all down your front



Castlevania 64

IT'S OVER 10 years since a Belmont first broke into Dracula's castle in the first Castlevania game way back on the NES in 1987. Since then the Count's castle has been plundered more times than Joan Collins knickers, in countless Castlevania games on various formats. Far from seeking an injunction to stop this periodic burgling instead the Dracula family seem perfectly happy to welcome even uninvited guests. Particularly those with a plentiful supply of fresh succulent blood pumping through their veins.

??? ?? ??? ?? ??

And so another chapter in the Castlevania saga begins, as another descendant of the noble lineage steps forward to take his place among a long line of heroic (some might say foolhardy) Belmonts to have braved the castle Dracula. With the games 2D platform antics beginning to look as long in the tooth as an elderly vampire, it was clear to Konami that for the N64 version a transfusion would be needed. Belmont's adventures are now 3D with the extra dimension allowing for lots more 3D errr...whippery.

Speaking of whips the game introduces a 'Miss Whiplash'. This injection of fresh blood comes in the form of Carrie Eastfield (a 12 year old with psychic powers). Choose to play as either Carrie or Schneider Belmont (a descendant of the original Simon Belmont) and as in resident evil your quest will differ depending on which of the two characters you plump for.

As in its 2D platform predecessors your character will also have to perform some death defying leaps in order to navigate the various

Konami SPECIAL

"so terrifying you'll be cowering behind your settee in complete

treacherous drops and perilous falls. But for the majority of the time the action as you'd expect revolves around you despatching various undead creatures with either a quick crack of your whip, or with a secondary weapon (ie a knife). As the monsters attack you'll feel like you've just stepped into a John Romeros 'Night of the Living Dead' as slowly and surely the undead inexorably close in on you from all sides.

Even on the games first level just seconds after you begin you'll be set upon by a number of Jason and the Argonaut-like skeletons. As they advance relentlessly towards you, their bones rattling as they move, you must make busy with your whip. A target appears on each of your foes and depending on where you hit them they may lose an arm, a leg or even their head. In such cases you'll often find the remaining figure fights on without it's severed limb and you'll need to scatter its body to the four winds to be sure that it truly is dead. Ignore their moans and wails (after all most politicians would pay good money for such treatment) and give the vile undead a damn good thrashing.

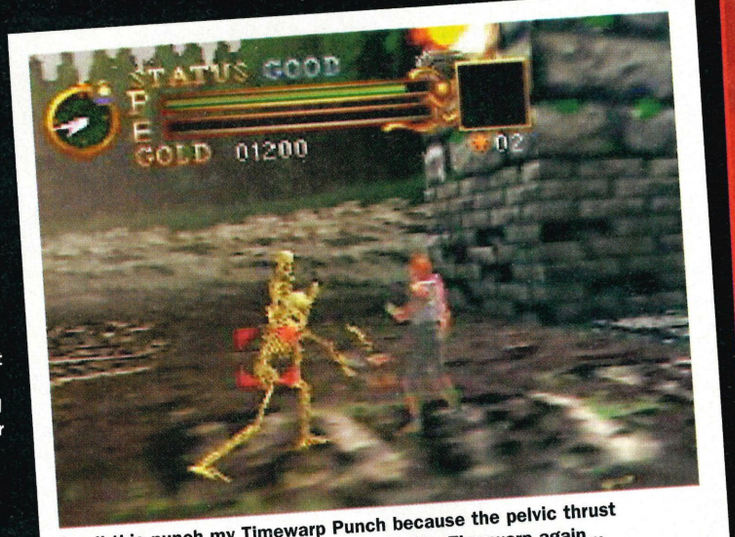
Besides skeletons you'll also be faced with spider women, bone dragons, three headed cerberus' and all manner of macabre mythical monsters including Death himself. Just how you'll despatch death we're not yet sure though we wouldn't recommend attempting the 'melvin' as in Bill and Ted's Bogus Journey.

??? ?? ??? ?? ??

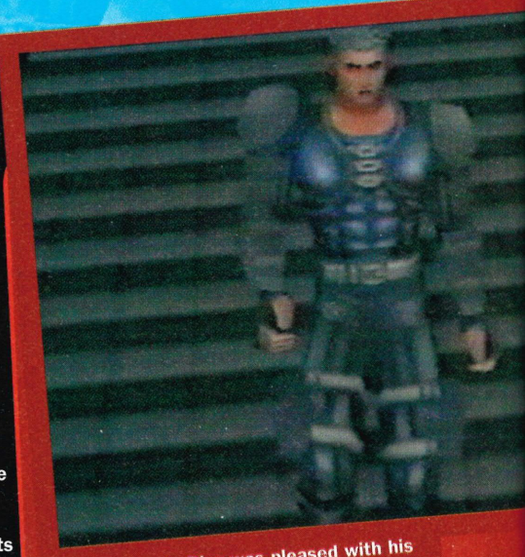
The lighting effects in Castlevania are superb. The game utilises a day and night feature. A timer in the corner of the screen indicates the hour and this will have a bearing on how strong the monsters are. Vampires naturally are weaker in the day and will shun the light choosing to stick to the shadows. By contrast at night they make far more vicious formideable opponents.

A look at the screenshots on this page gives you some idea of how eerily impressive the game looks. But only playing the game with the lights turned low and the spooky gothic tunes turned up high can give you the full effect. The gothic horror 3D environments are so nailbitingly terrifying they'll have you cowering behind your settee in complete terror ●

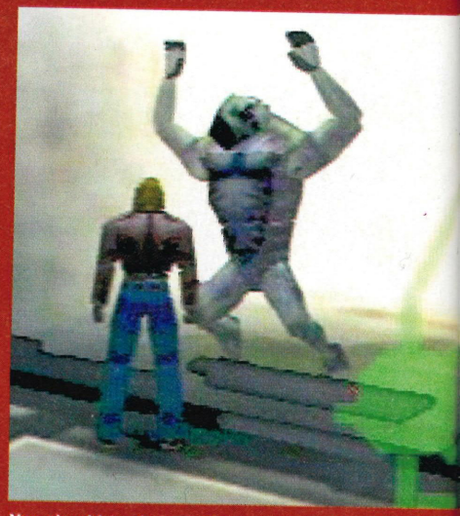




I call this punch my Timewarp Punch because the pelvic thrust drives those skeletons insane. Let's do the Timewarp again...



On the whole Diaz was pleased with his new suit of body armour though he questioned the need for comedy breasts



You should try Immac it gets rid of all that unsightly body hair. I used to have hairier pits than a german wench before.

Mine's a vindaloo



I knew I should never have eaten that curry. My mouths on fire



It's a good job you moved when you did else that belch would've fried you

Goeman 2

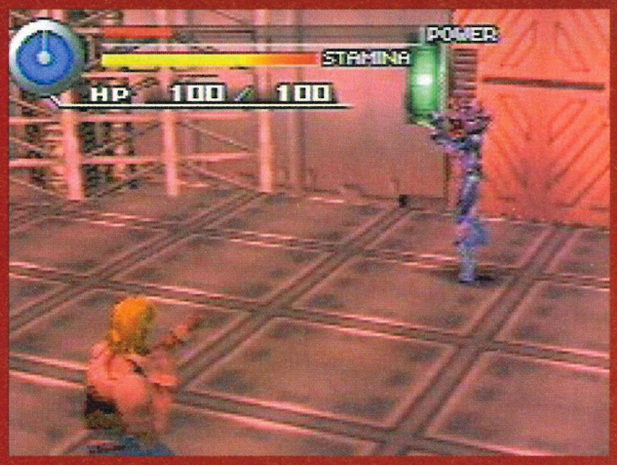
KONAMI'S RECENT announcement that Goeman's second N64 outing (tentatively titled Goeman 2) will ditch it's 3D engine in favour of a return to a more traditional 2D platform action is bound to surprise most and disappoint others.

??? ?? ??? ?? ??

But fans of the earlier 2D SNES games will know that Goeman 1, 2 and 3 were such stunning, and extremely enjoyable games that this may be a blessing in disguises. As enjoyable as Goeman's 3D adventures were they never quite managed to hit the heights set by it's predecessors.

Players can take the role of either Goeman, Ebisumaru, Sasuke or Yae and will progress through

Hybrid Heaven



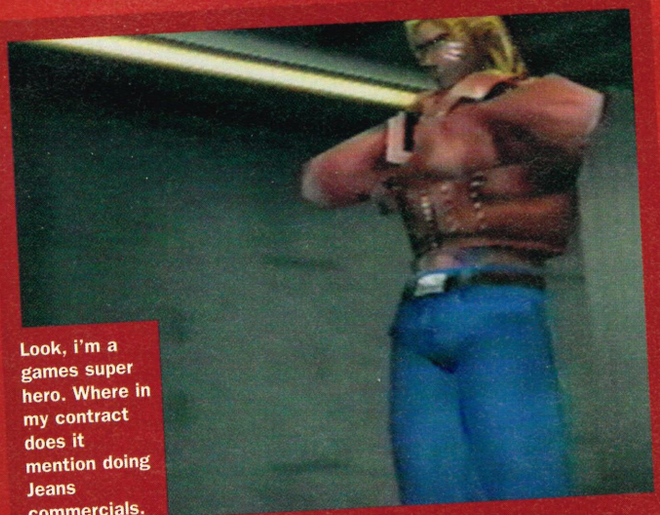
Oi freak! Did you spill my alien pint? Yeah you wanna make something of it bug eyes?

Don't call me babe! Suggestions that this is some Tomb Raider clone are likely to meet with the above bristly response. But with its Blade runner-esque setting, turn based combat system and mixture of RPG and adventuring elements it's more of a hybrid of game genres that should appeal to RPG freaks and beat'um-up nuts alike.

The game begins when after a brief and extremely impressive, intro lasting several minutes you are plunged into the underground depths of a subteranean New York city where you must battle against hordes of genetically engineered human/creature hybrids.

??? ?? ??? ?? ??

Much of the action involves traditional 3D exploration, running jumping, climbing crawling etc. as well as the ability to manipulate switches and levers. But when you meet an enemy the game switches to a rather smart turn based battle system. Time to kick ass.



Look, i'm a games super hero. Where in my contract does it mention doing Jeans commercials. Eh?

When in battle mode you're presented with a series of menu options such as attack or use item. Choose to attack and you're offered various options for unarmed combat such as kicks, punches and combos. The glorious animations that follow wouldn't look out of place in a beat'em-up. And once you've given your best shot it's time for the computer to attack you and you must block or counter.

??? ?? ??? ?? ??

The action is interspersed with dramatic cut scenes just like in Metal Gear Solid that complement the gameplay, help set the scene and carry along the storyline. Players gain experience as they play, learn new moves, and gain weapons such as knives, guns and explosives. The experience system is said to be so advanced that different body parts will gain experience depending on how often they are used in any particular situation.

With N64 owners chomping at the bit for a decent RPG it looks like this heaven sent RPG/Action hybrid might just satiate the craving ●

"The glorious animations of the fights which follow wouldn't look out of place in a beat'em-up"

Who needs 3D?

this sideways scrolling landscape, leaping from platform to platform and despatching hordes of enemies with the full range of mystical ninjas armoury.

??? ?? ??? ?? ??

The game looks, sounds and plays just as well as Goeman 2 did on the SNES (with fast and frantic 2 player action), as players can team up to fight together, and ride all manner of wild and wacky vehicles including horses as well as the giant robot Goeman Impact.

As a fan of Goeman 2 on the SNES I personally can't wait to get my hands on this retro update. Because as Mischief Makers and Yoshi's Story proved so excellently, the 2D platformer is still very much alive and kickin'. Let's hope that in this case it's kickin ass ●



Fans of previos Goeman titles will be well impressed with the sideways scrolling action



As in Goeman 2, both players can work in tandem to complete some sections

Duke Nukem: Zero H

Come get some

I came to kick ass and chew gum...and I'm all outta gum

By **Mark**



DUKE NUKEM'S a man of wit, style, charm and grace. But above all he's a man with a big selection of ass kickin' weaponry who smashes aliens into pieces so small you could mail them back to whatever planet they came from in an envelope.

The Duke's a bit of a cult hero on the PC (mainly cos their games are as interesting as the Queen's speech). Last year the first Duke Nukem game hit the N64, but it looked a bit past it, especially when compared to the smug smoothness of Bond in GoldenEye.

Buckets o' blood

But all that's about to change cos The Duke's back and this time he ain't gonna accept second best. He's in an all new shoot'em-up that's been made 'specially for consoles and no drab PC owners are gonna get their hands anywhere near it unless they get a life and go out and buy an N64.

In deepest darkest Derby, Eurocom are busy putting the finishing touches to Duke Nukem: Zero Hour. The programmers are chucking in the final buckets of blood and making sure that the humour's funny enough. N64 Pro headed down to Derby to get the low-down on Duke's new day out.

Perhaps the biggest news of all is that Duke's no longer a first-person perspective shooter. Instead of seeing the action from the eyes of The Duke (like Turok and GoldenEye for example) you now see the main man running around in front of you. Although this is quite a shock departure from the traditional shooter, the result is surprisingly good. What it means is that you get to see The Duke in full, ass-kickin' action as he takes the bad guys apart.

The control system is similar to Turok's with the stick controlling where you aim and the C buttons making Duke run around. Despite the new viewpoint you still have a high amount of command over the game and can aim with ease. The camera system is very intelligent with The Duke fading out when his considerable bulk starts to block your view. He needs to – it's not like anyone dare ask him to shift!

> **"Little pig, little pig let me in. Or I'll huff and I'll puff and I'll kick your ass in"**

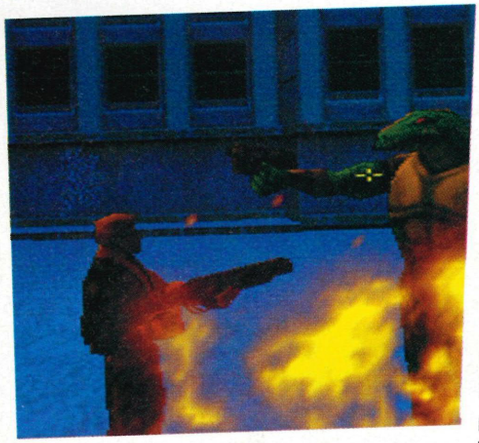
Packets o' crisps

The old Duke Nukem had a simple plot to say the least. Aliens landed, stole all the chicks, and Duke had to kill 'em all. This time round things are a bit more complicated. Those damn Aliens have gone a built a time machine. They've decided to go back into the past to key points of human history and destroy Duke's ancestors. If they succeed, Duke'll simply be wiped from history. The Duke ain't gonna sit around until he becomes a zero. It's time to kick some alien butt!

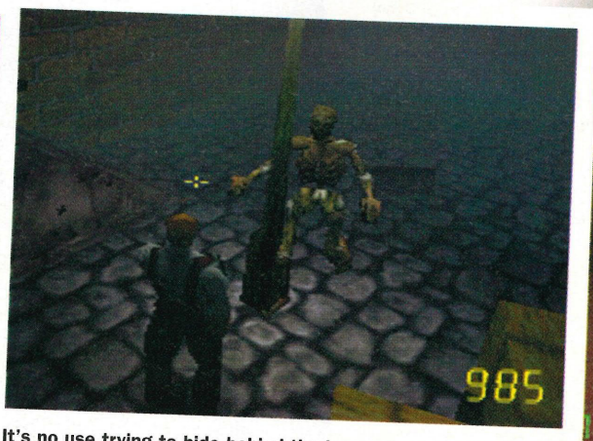
Duke runs and shoots his way through a variety of different levels. Some of the ones we saw included New York (both present day and post-apocalypse), the Wild West and Victorian England. In each level, Duke dresses differently, so in the Wild West he looks like a cowboy and in Victorian England he comes complete with a Bond suit. But in all the levels he's armed with a variety of guns, some specific to that time zone (like the six shooter in the wild west) and some guns that the aliens have brought from the future.

Daniel O'Donnell

The best news of all is that Duke Nukem's legendary humour is still intact and the game's crammed with quirky comments and comical signs. Duke still comes out with daft sayings whilst running around the game (take a look at the quotes if you want to see what I mean). Take a close look at all the signs and posters in the game and you'll find that they're all having a dig at other games and films. It's this sense of humour that lifts Duke Nukem above all its rivals. Zero Hour should be out in March when The Duke'll kick his way into any store that'll have him. Watch this space for a full review.



Not only is the stupid alien shooting above my head it's standing in fire. Come get some!



It's no use trying to hide behind the lampost. I can see you and I'm gonna kick your ass!

Hour

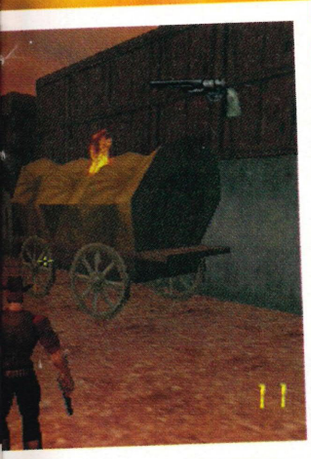
Company Blueprint: Eurocom/ GT Interactive

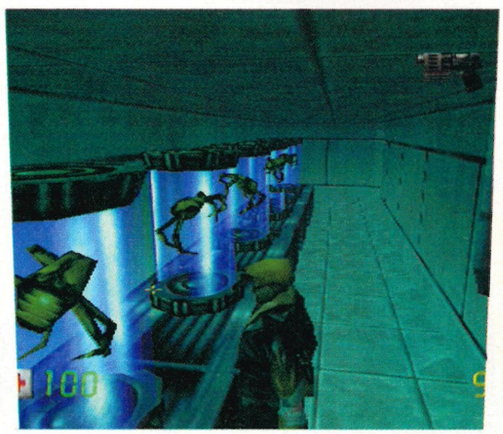
Eurocom are the development company responsible for making Duke Nukem: Zero Hour. GT Interactive is a name many of you'll be familar with. After Nintendo they're the N64's most prolific publisher with 19 games under their belts. They'll also be publishing Zero Hour around March 1999

"The bigger they are, the more they bleed"

Suck my boom stick

The Duke's got an awesome array of weaponary to smash, mash and mutilate those pesky aliens. This is just a small selection of hi-tech guns that you'll come across in Zero Hour





Eeeew! Good job they're kept in glass containers. It keeps them safe from The Duke

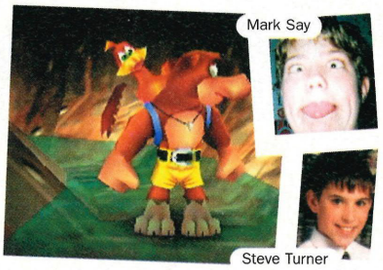


Duke's famous for playing the piano at his Cockney knees-up. Nah, I just made that up!

Britain's To

Welcome to the only place in the world where you can see Britain's

Banjo-Kazooie



Richard Brown



Mark Say

Steve Turner

Treasure Trove Cove
17:41
- Richard Brown, Portishead

Completed
10:36:22
- Mark Say, Saltburn
- Steve Turner, Rutland (unconfirmed)

GoldenEye 007



Liam O Brien



Shaun Bennet



Kirk Longman



David Brown



Completed game on 00 agent
- Richard Brown, Portishead
- Liam O'Brien, Liverpool
- Mark Say, Saltburn
- Steve Turner, Rutland
- Davy James, Powys
- Kirk Longman, New Romney

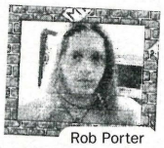
Runaway 01:35, accuracy 86.7%, kill total 8, head hits 10
- Shaun Bennett, Southampton

Three levels off getting Egyptian
- David Brown, Rutherglen

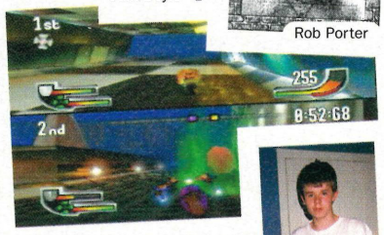
Extreme G



Sam Doyle



Rob Porter





Dominic Maguire

11:33 fastest lap/08:70 with Xtreme cheat on
- Rob Porter, Warrington

Completed
- Alan Harper, Reading

City one
2:02:58
- Sam Doyle, Glossop

Bonus track time
0:37:86
- Dominic Maguire, Midlothian

Diddy Kong Racing

Completed
- Steve Turner, Rutland
- David William Foygo, Essex

Ancient lake
42:10
- Rob Pierce, Salisbury

00:52:41
- Adam Lamb, Leicestershire

Boulder Canyon
01:46:76
- Adam Lamb, Leicestershire

Crescent island
01:21:41
- Kevin Feeney, Suffolk

01:26:30
- Adam Lamb, Leicestershire

Hot top volcano
1:17:93
- Rob Pierce, Salisbury

1:20:63
- Adam Lamb, Leicestershire

Pirate lagoon
1:04:36
- Rob Pierce, Salisbury

1:05:73
- Jan-Erik Spangberg, Sweden

1:13:51
- Simon Batchelder, Salisbury

1:17:76
- Adam Lamb, Leicestershire

Future fun land

Spacedust Alley
1:51:05
- Rob Pierce, Salisbury

01:53:15
- Adam Lamb, Leicestershire

Darkmoon Caverns
1:55:76
- Rob Pierce, Salisbury

1:56:60
- Kevin Feeney, Suffolk

2:04:31
- Adam Lamb, Leicestershir

Everfrost Peak
01:36:83
- Adam Lamb, Leicestershire

Frosty Village
01:30:00
- Adam Lamb, Leicestershire



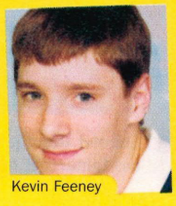
Mario 64

120 stars
- Richard Brown, Portishead
- Liam O'Brien, Liverpool
- Davy James, Powys
- Jan-Erik Spangberg, Sweden
- Adrian Penny, Bristol
- Daniel Jackson, Pontefract

120 stars and found Yoshi
- David Brown, Rutherglen
- Mark Say, Saltburn
- Rob Porter, Warrington
- Ben Beckford, Middlesex
- Peter Hawkins, Southport
- David William Foygo, Essex
- Dominic Maguire, Midlothian

Snowboard Kids

Kevin Feeney
- Rookie Mt 00'30'63
- Big snowman 01'57'73
- Sunset rock 01'54'33
- Night highway 01'34'50
- Grass valley 01'48'40
- Dizzy land 01'40'73
- Quicksand 01'46'56
- Silver Mt 01'45'16
- Ninja land 00'23'90

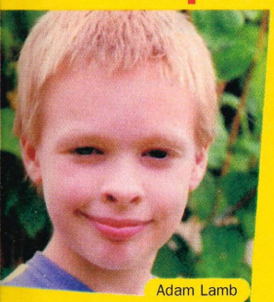


Kevin Feeney



pGamers

Top Gamers and their scores. Have you got the bottle to beat them?



Adam Lamb



Jan Erik Spanberg



David Williams

Fossil canyon
01:20:85
● Adam Lamb, Leicestershire

Greenwood village
01:24:82
● Kevin Feeney, Suffolk
01:31:13
● Adam Lamb, Leicestershire

Haunted woods
00:58:67
● Kevin Feeney, Suffolk
00:59:03
● Adam Lamb, Leicestershire

Star City
1:30:45
● Rob Pierce, Salisbury
1:34:35
● Kevin Feeney, Suffolk
1:46:65
● Adam Lamb, Leicestershire

Spaceport Alpha
1:49:51
● Kevin Feeney, Suffolk
1:53:30
● Adam Lamb, Leicestershire

Jungle falls
01:20:85
● Adam Lamb, Leicestershire

Snowball valley
01:01:61
● Adam Lamb, Leicestershire

Treasure coves
00:52:30
● Kevin Feeney, Suffolk
00:54:30
● Adam Lamb, Leicestershire

Walrus Cove
01:55:81
● Adam Lamb, Leicestershire

Whale Bay
01:04:70
● Adam Lamb, Leicestershire

Windmill Plains
01:57:76
● Adam Lamb, Leicestershire

ISS 64

All scenarios done on level 5
● Mark Say, Saltburn

14-1 win v Germany
● Alan Harper, Reading



This month's winner



Adam Lamb, Leicestershire – Congratulations Adam mate, you may well smirk smugly! Your top scores have won you our undying respect and admiration

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Name _____ Age ____

Address _____

_____

Game _____

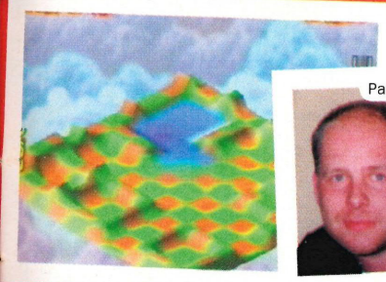
Achievement _____

Game _____

Achievement _____

Game _____

Achievement _____



Paul Mitchell

Wetrix

110,366,160
● Paul Mitchell, Rossendale

13,605,737
● Dom Byrne, Hoylake

Forsaken

Completed main game
● Richard Brown, Portishead

Nuke 0:49
● Jan-Erik Spangberg, Sweden



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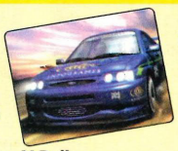
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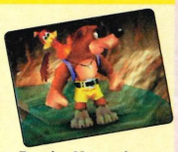

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V Rally


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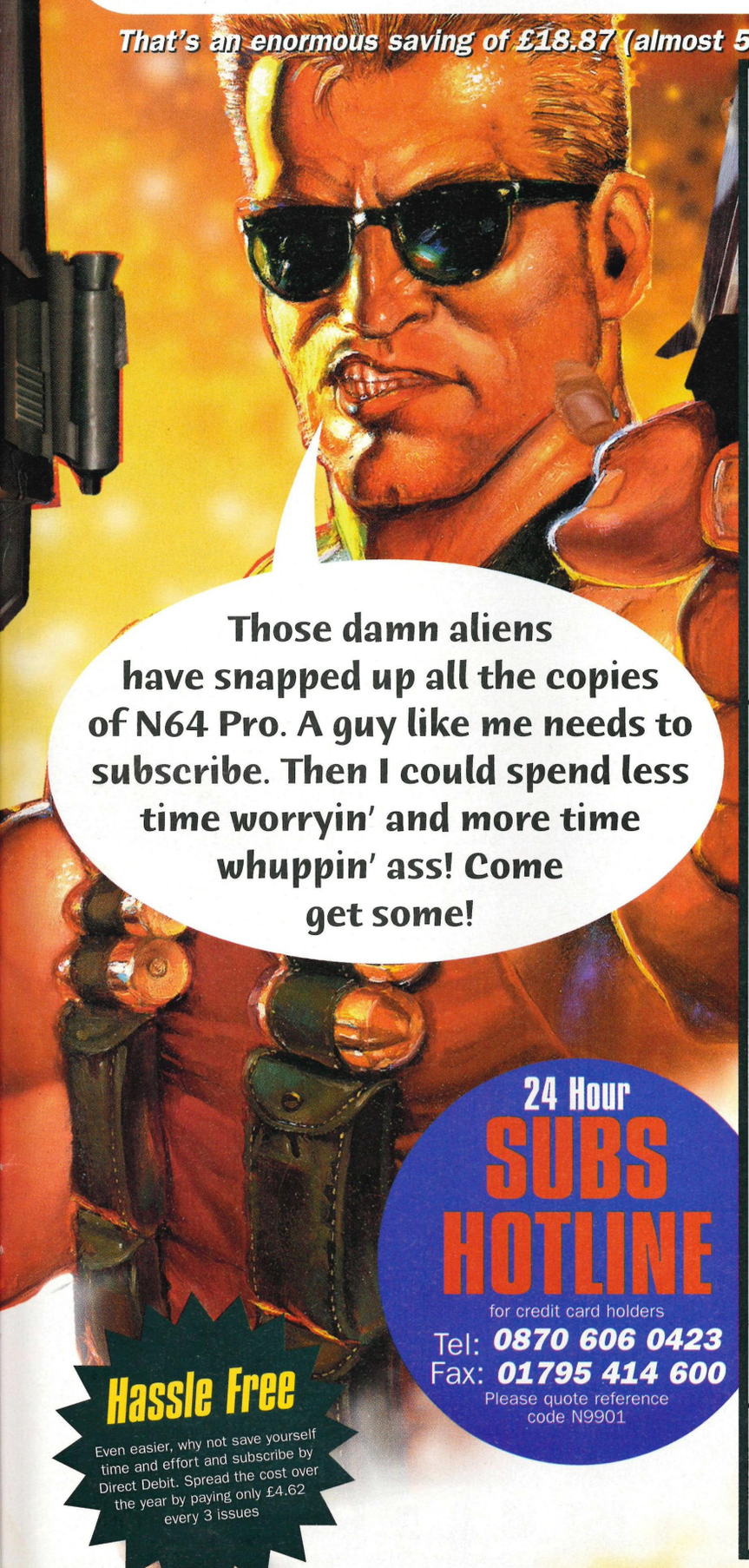
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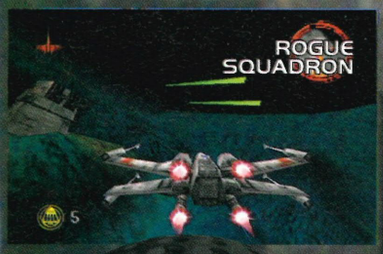
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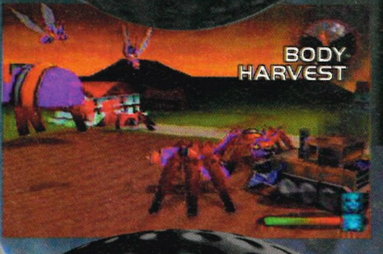
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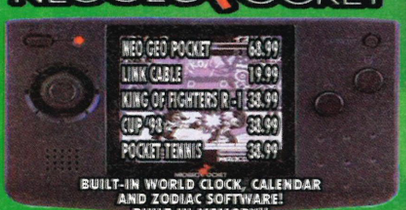
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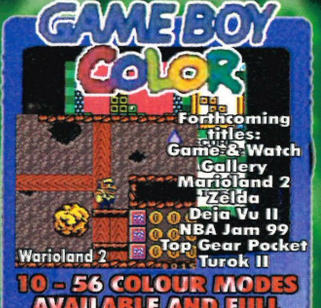
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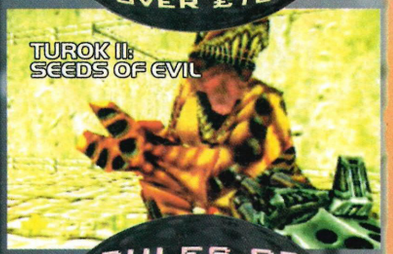
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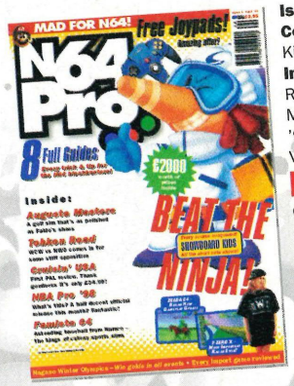
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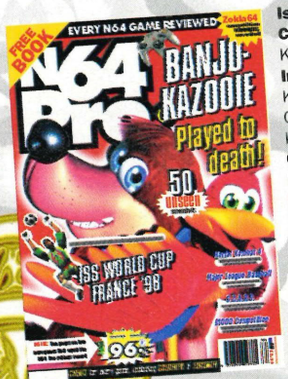
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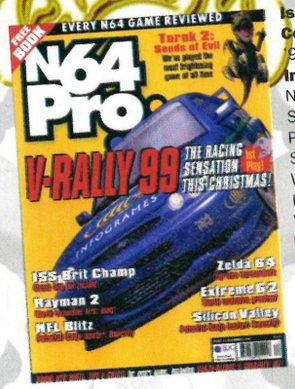
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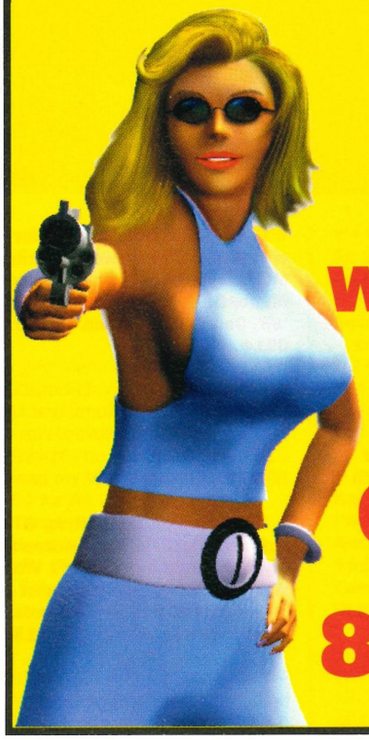
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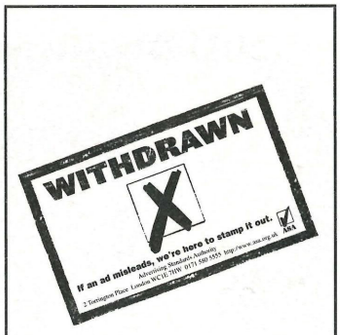
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SWAPS

Wanted

The top five most asked for N64 games



1 Banjo-Kazooie (above)
Back to the top of everybody's wish list
2 Mission: Impossible
Impossible to get somebody to swap a copy
3 F1 World Grand Prix
The best racing game ever made!
4 1080°
Finally, it's out and worth all the wait
5 ISS '98
Everybody's after this footy game

Not Wanted

The most unwelcome games of all



1 Lylat Wars (above)
A surprising entry from this shooter
2 Super Mario 64
Mazza's failing to impress these days
3 Snowboard Kids
Out of favour since 1080° appeared
4 Diddy Kong Racing
Almost a permanent entry in this chart!
5 Wave Race
Plenty of people want to get rid of this

★ I'll swap or sell Lylat Wars, Fighter's Destiny. Anything considered, especially Wetrix or F1 World Grand Prix, Banjo-Kazooie, 1080, Mission Impossible. John Pearce, 18 Mandaring Place, Grove, Oxon, OX12 OQH.

★ I will swap Lylat Wars for Banjo-Kazooie or any decent game (sorry Lylat Wars doesn't have a box or instructions). Ryan Branskill, Carlisle. (01228) 5974477

★ I will swap Diddy Kong Racing for GoldenEye. It is boxed and includes instructions. The game is in excellent condition and the box is in good condition. Josiah Dent, Leeds. (0113) 2752965

★ I'll swap Mario 64/ Fifa '98 +update for 99 seasons on Memory Card. For ISS '98 on Memory card. 1080 Snowboarding, F1: WGP for reasonable price. Good condition. Michael Moss, Somerset. (01935) 822283

★ I'll swap FIFA '98 and a memory card for World Cup 98. Please, I'm desperate! Jonathon Hawkins, Welwyn Garden City. (01707) 396885

★ I'll swap World Cup '98 or Nagano '98 for Banjo-Kazooie, Mission Impossible, F1 '98 or any decent game. Boxed with instructions. Tom Hicks, Burgess Hill. (01444) 248547

★ I'll swap Forsaken for Banjo-Kazooie or Mission Impossible. Paul Comer, Anglesey. (01407) 740 525

★ Hey Kid! I'll swap ya my Doom 64 for a tin of tuna, your drunken dog or maybe even a N64 game. Otherwise you can have it for £15. Stefan Skorupa, Manchester. (0161) 223 8754

★ I'll swap my GT64 for your TGR (oh go on, please). Ring Dave on 0181 715 9085 5:00 till 8:00 weekdays. Thanks!

★ I will swap my Forsaken for your Lylat Wars, Banjo-Kazooie, F1 World Grand Prix, F-Zero or sell for £25 (no instructions). Ring Chrish after 6pm. 01254 384379

★ I will sell Banjo-Kazooie for £30. Box and instructions included and in perfect condition. Swaps considered. David Brown, Glasgow. 0141 639 1080

★ I am selling untouched! Still in plastic wrapping Turok and Wave Race for £25 and £35 or swap separately with any decent offers. Grant Sawyer, Deal, Kent. (01304) 363392

★ I'll swap ISS 64 and up to £25 for ISS '98 or Banjo-Kazooie. Also sell DKR for £30 O.N.O. Liam McArdle, Mitcham. (0181) 640 0726.

★ I will swap Wave Race for World Cup '98. Jack McDonagh, Ulverston. (01229) 581639

★ I will swap Mario Kart 64, boxed and instructions for Banjo-Kazooie or Mission Impossible or any more offers. Please! Ask for Scotty. (0121) 553 7980

★ I will swap GoldenEye for Snowboard Kids, Nagano Winter Olympics of F1 World Grand Prix. Danny McMillan, Belfast. (01232) 656757

★ I'll swap Wetrix or GT 64 for Mission: Impossible, WWF Warzone, Banjo-Kazooie, Formula 1 World Grand Prix or 80 quid. Also VRF1 Steering Wheel for £40 with pedals. Jack Cassidy-Seed, Bideford. (01237) 451 245

★ I'll swap American version of Hexen with adaptor for Duke Nukem 64. John Wright, 31 Chippers Close, West Worthing, West Sussex, BN13 1DF

★ I'll swap Bomberman 64 brand new, no instructions. For GoldenEye, NHL Breakaway '98 or Blast Corps or Super Mario 64. Thanks! Stuart Morasco, Gwent. (01633) 871352

★ I have Forsaken, Extreme G, WCW Vs. Nwo all boxed with instructions. Any for £30 or any decent swap. Mark Reed, Brentwood. (01277) 230822

★ I'll swap ISS '98 for either your Banjo, Turok 2 or 1080. Also sell for £35 ono. Gary Thomson, Bonyrigg. (0131) 663 0514

★ GoldenEye strategy guide for sale only £3.99. Every level fully mapped. Multiplayer tips as well. Guides for Mario, Diddy, Mario Kart, ISS 64 and '98. Call Gary Thomson on 0131 663 0514

★ Blast Corps, Wetrix, Doom, Duke Nukem, Extreme G, Turok and Madden £32 each. FIFA 64, Hexen, War Gods £26 each. Call Dean on (01489) 896548

★ I'll swap Snowboard Kids, GT 64, Fighter's Destiny, Banjo-Kazooie or Mystical Ninja for 1080, F1 World GP, WWF Warzone, Mortal Kombat 4 of money offers. Patrick Alexander, West Dulwich. (0181) 670 1137

★ I have Mario and Fifa 64 (without book) will swap for Pilotwings or ISS 64 or both for Mission Impossible or Banjo-Kazooie. Chris Harrison, Willoughby. (01757) 701600

★ I will swap Top Gear Rally for Mission Impossible, Banjo-Kazooie or F1 World Grand Prix. Plus I will give £10. Marc Stuart, Worcester. (01905) 454523

★ For sale. Lylat Wars plus Rumble Pak £30. NHL Breakaway 1998 £20. Offers considered. Phone after 6pm please. Simon East, Woodbridge. (01394) 382572

★ I'll swap Snowboard Kids for Banjo-Kazooie or Fighter's Destiny. It is boxed and in excellent condition. Go on! Daniel Liffen, Orpington. (01689) 810568

★ I'll swap Turok for 1080 Snowboarding or Mission Impossible boxed. Excellent condition. Nic Whitby, Wrexton. (01978) 750621

★ I'll swap my Wave Race or Mystical Ninja for your Lylat Wars, DKR or Blast Corps. David Jones, Lleator Moor. (01446) 813907

★ I want to swap DKR for Mission Impossible. Must be in good condition. Ben Hollingeon. (01483) 560088

Swap of the Month

★ I'll swap DKR (no box) for Extreme G and swap Lylat Wars for Rampage World Tour. Nathan Price, Dolls Hill. (0378) 298777



SHOP

★ I'll swap Mario, Turok or Lylat Wars for WWF Warzone but any decent game considered or Mario for £35 but others for £30. Adam Aitken, Glasgow. (0141) 571 3665

★ I will give Mario Kart and £10 for F1 World Grand Prix. Or just Mario Kart for Nagano Olympics. Mark McElroy, Co. Down, NI. (01693) 64284

★ I'll swap my World Cup '98, DKR or Mario 64 for All Star Baseball, Mission Impossible, 1080 Snowboarding, Ken Griffey Baseball or ISS '98. Please, you know you wanna. PS Mario, no box. Andrew Tompkins, Addlestone. (01932) 354324

★ I'll swap Mario 64 or Mario Kart for WWF Warzone, Yoshi, Wetrix or Tetrisphere. If you're wanting Mario/ Mario Kart I'll even throw in an official fully mapped ten pound cheat book. Lee Morris, Catterick Village. (01748) 812698

★ I'll swap Wave Race or FIFA RTWC for 1080 Snowboarding, F1 World Grand Prix, WCW vs NWO or GT 64 or sell for £30 each. Dean Matthews, Loddiswell. (01584) 550095

★ M64 and DKR £30 each or nearest offer. Banjo-Kazooie £40 or nearest offer. Leonard S-R, 57 Stanley Road, Mansfield, Notts, NG18 5AA.

★ I will swap GoldenEye or FIFA '98 for your NBA Courtside or Madden 64, NHL '98 or NFL Quarterback Club '98 (all in good condition). Joel Geddes, Blackpool. (01253) 855089

★ I'll swap FIFA RTWC '98 for Mission Impossible, Mortal Kombat 4 or F1 World Grand Prix. Jack Wier, West Lothian. (01506) 654081

★ Who will swap ISS 64 for Banjo-Kazooie or sell £25. Fully boxed! And I'm seeking a Pen Pal. Please write! Aaron Richardson, 79 Century Lodge, Farnworth, Bolton, BL4 9PS

★ I will swap my Yoshi's Story for Mission: Impossible or 1080 Snowboarding. Also yellow rumble pak for sale £10. Game is in excellent condition and hardly used. Richard Shelley, Woking. (01483) 767740

★ Games for sale. Starfox 64 (US) £30, Wave Race 64 (HK Import) £28. Both boxed. Contact Daniel on Shrewsbury (01743) 873138.888

★ I'll swap Doom 64 for Extreme G, Snowboard Kids, Wave Race, yoshi's Story, B-A-M 2, Wetrix, Blast Corps or Bomberman Hero. No instructions needed. Call Richard. (01278) 424706

★ I'll swap Snowboard Kids for Wetrix (with instructions) and friend will swap Extreme G and Quake both for Mortal Kombat 4. All games in good condition (ours in excellent). Scott Maxwell, Glasgow. (0141) 578 5498

★ I want to swap Banjo-Kazooie for Turok 2: Seeds of Evil. San Francisco Rush + £5 for V Rally. Shadows of the Empire + Rampage World Tour for Chopper Attack. Instructions + box for my games but only instructions for your game. Robert Harris, Portstewart, NI. (01265) 836504

★ I'll swap Duke Nukem 64 and Blast Corps for Mortal Kombat 4. Both in good condition. Matthew Clark, Abergavveny. (01873) 850122

★ I'll swap Pilot Wings for Mission Impossible or F1 World Grand Prix or Wave Race or ISS '98 or Banjo Kazooie or Madden 64. Diarmind O'Shea, Island Bay, Cahircigeen, Co.Kerry, Eire.

Blag of the Month

★ I'll swap Turok for 1080 Snowboarding or Mission Impossible boxed. Excellent condition. Nic Whitby, Wrexton. (01978) 750621



★ I'll swap GoldenEye (unboxed) for Lylat Wars or Mission Impossible or ISS '98 or Mario Kart 64. Ben Partridge, Brockworth. (01452) 616452

★ For sale 1 LX4 controller never used, boxed, instructions. My mum made me get rid of it, Bitch! Price £13.99 or will swap for Wipeout 64, Banjo or MK4. Jonathon Keller, North Harrow. (0181) 428 3979

★ Swap Snowboard Kids for 1080 Snowboarding or F1 World grand Prix or Lylat Wars. Swap Multi Racing Championship for Top Gear, Nagano Winter Olympics, Forsaken. Phil Price, Flinshire. (01352) 75094

★ Will swap Lylat Wars for Snowboard Kids, Mission Impossible, Banjo-Kazooie, ISS '98 or sell for £30. Lylat Wars is boxed with instructions. Call Mat on (01893) 842303

★ I'll swap Wave Race or ISS 64for Turok or Blast Corps or Banjo-Kazooie. Both boxed with instructions. Please. I'm desperate. Ask for Finlay. Lancaster (01524) 843208

★ I would like to sell Turok for £20 with full instructions. Ben Thorn, Berkhamsted. (01442) 866724

★ I will swap Duke Nukem 64 for any reasonable offer (Duke Nukem has instruction booklet and the box is in excellent condition). Tom Barnett, Beccles. (01502) 710750

★ I will swap Mission Impossible or Duke Nukem 64 for WWF Warzone or 1080 or any good game. All boxed with instructions. No dodgy games or deals. Jeremy Barnes, South Nutfield. (017373) 823213

★ I'll swap Banjo-Kazooie, Mario 64, Fighters Destiny or DKR for WWF Warzone, Zelda, South Park or Twisted Edge Snowboarding or any goo swap. Freddie Mathhews, The Old Lodge, Packhorse Road, Gerrards Cross, Bucks SL9 8JG

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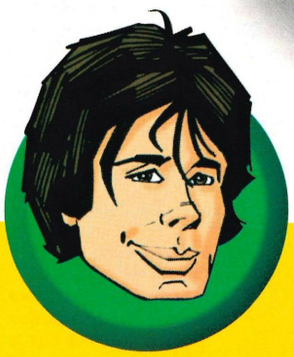
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You RE

Real letters fro



Blimey! What's going on here then? Looks like I'm doing the letters, so you'd better take cover cos all hell could break loose at any time! Keep 'em flooding in (with pictures!) and I'll do my best to answer them!

We're worthy

Hello to all the N64 Pros and the people that buy the magazine. It was hard to find the right mag, but thanks God I did find N64 Pro, so congratulate yourself that you're the best N64 mag around. I want you to keep on going being the no.1 mag and keep going until the year 3000, 4000, 5000 and so on. I want my sons and daughters to be looking at this mag and I am only 16 so that's a long way from now.

So can I thank Alex, Steve, Noely, Jim, Mark and Lewis. Thank you for all your jokes about the PlayStation. Thank you for making my life happy with your cheats and which games to get and not to get. Anyway, how come Zelda 64 has been delayed for so long? Can you tell me why?



Lami Charlery, Birmingham

N64PRO **Alright Lami mate? Cool name by the way! You've got the dubious honour of being my first reply – an event no doubt that'll be etched in both our minds for, ooh, a couple of days at least! Oh yeah, your letter. Cheers for the praise, hope you like the new look just as much! Give us a shout and let us know what you think. Why was Zelda late? To make it perfect, and it was so worth it!**

Brain bursting

The N64's RAM expansion is, I believe, the beginning of positive and good ideas for the N64. It is a far better idea than the 64DD. Why? Firstly because it doesn't mean people without the add-on can't play the games, it simply enhances them for those who do. The graphics without the expansion won't really be poorer quality because the expansion allows a hi-res mode, only meaning clearer, sharper graphics – not improved ones. Obviously the expansion will improve the graphics, but the detail the developers put in will remain the same. So people without the expansion are only going to miss out, not suffer.

Also at roughly £15-20 it's superb value. If the DD was going to be around £100 at release, that would mean missing out on two games. Two and a half if you consider the price drop. I'm going to buy the expansion as soon as I have a game that supports it. Judging from Turok 2's hi-res and low-res screenshots it'll certainly be worth the asking price. Do you know of any differences third parties' RAM Expansion will have, and also of their prices compared to Nintendo's?

Another factor that will surely increase N64 sales is the amount of top quality titles due out, even before Christmas. Here are the ones – in no specific order – I am most anticipating: Wipeout 64, Quake II, Micro Machines 64, F-Zero X, Turok 2: Seeds of Evil, Duke Nukem: Zero Hour, 1080 Snowboarding.

Oh, did I mention Legend Of Zelda: Ocarina Of Time? No more shall people complain about delayed PAL conversions as this is only days after US and Japanese releases. It used to be that I didn't have enough choice. Now I don't have enough money to buy all the great titles! I'll leave it up to your reviews to help me decide. On behalf of all N64 owners who complained about lack of titles, delayed PAL releases and whatever else – Nintendo, well done, and thank-you to all the third parties who have produced great N64 games.



I always knew the N64 was the best games console in the world. Now Nintendo are just rubbing it in.

Gavin Jamieson, Aberdeen

N64PRO **In six months we'll all wonder why we were ever bothered about the DD in the first place, cos they seem to be able to fit just as much onto a cart these days as they ever promised on one of those disk thingies! If you need proof just check Zelda. Abso-bloody-lutely humongous! Okay, so there's no chance of data disks for the likes of F-Zero X anymore, but that's**



CKON? m real gamers

Here's a shot of Rayman, from his audition to join stylish boyband 'Five'. He didn't get the gig, but he's not bitter...





LETTERof theMONTH

GOLDEN MARIO AWARD

Nothing Lasts Forever

Love the mag! Keep 'em comin!' Right, this letter may get a bit strong in places, but who cares, you don't have to print it if you wish. My main reason for writing is that I've owned an N64 for ages now and I can honestly say that lastability on games is years higher than games on my mate's GreyStation. As for that fool who said DKR was crap in issue 12, I think you should set up a 'worst letter of the month' and send him a reply with no stamp on the envelope so he'll have to pay the postage cost when it arrives.

Anyway, now the formalities are over, I'd like to congratulate the team (Steve in particular) for their sensible review on Mission: Impossible. Why the hell does everybody compare it to GoldenEye. Listen people – it is not GoldenEye 2! It has a completely different plot and tactics. Spy games should be cunning and thoughtful, not pick up a machine gun and entertain yourself by blowing the brains out of people.

One review I read said that Ethan surrendered too much. So? Sure, you should surrender if there are 15 soldiers behind you with hefty rifles! This is an advantage Mission has over GoldenEye because on the Archives level when you pick up a gun and the guard says, 'Stop or I'll shoot,' they shoot you when you do stop. Makes no sense to me.

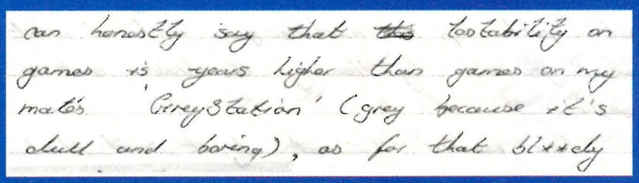
Steve said he'd get a 'flood of irate letters', well sorry to disappoint you mate! Maybe we are 'massively in the minority' about this game, as you so rightly said. So what, they don't have to buy it or even play it - but I'm going to.

PS I've convinced one of my mates to buy an N64 rather than a Sega Sad-turn! Chalk one up for Nintendo and another customer for N64 Pro!



Mike Southgate, Plymouth

N64 PRO: M:I rocks. No doubt about it. Funnily enough, the expected flood of slatings never arrived. I did see one or two of our inferior competitors fall into the trap of expecting GoldenEye 2 and being disappointed, but then what would expect from some of that lot? You've got it sussed Mike, stick with N64 Pro and you'll never buy a turkey again ('cept at Christmas!)



can honestly say that this lastability on games is years higher than games on my mate's 'GreyStation' (grey because it's dull and boring), as for that bl**dy

Above: We're going to be printing bits of your letters from now on, so try and write legibly. Or else we'll just take the mick

about the only downer, but one hundred quid (plus the price of the disk) for a few new add-ons sounds a bit pricey! The DD may still come out, but Nintendo are definitely right to hold back we reckon... Oh, and Noely'll be covering Memory Expansions next issue, so keep 'em peeled!

Total crap

I think N64 Pro is the best mag you can buy, because other mags haven't a clue and don't understand what the readers really need in a mag. I'm not just saying that because my first mag I bought for the N64 was T***I 64 and it was crap. Then I bought N64 magazine and I liked it in some ways and disliked it in others. Then I tried N64 Pro and you know how to do a mag that is enjoyable every way possible without any confusion. Anyway, enough of that.

I think the N64 is the best console you can buy. I have played consoles all my life, one after the other, but this time I will probably stick to the N64 because the graphics are like the PC's on some games. I can't wait until Perfect Dark, Zelda 64, Castlevania 3D, Survivor, Turok 2 and Conker's Quest come out. Now I need some advice – should I buy Mission Impossible or Banjo-Kazooie? Thank-you all for your time.



James Askew, Liverpool

N64 PRO: Spread the word, James! The N64's the best console – N64 Pro's the best mag for it. Go for ▶

YOU RECKON?



Looks like Forsaken's day as top N64 shooting game are numbered now that Turok 2's arrived...



Check out my earmuffs. They're the latest thing in fashion. Or so I'm told...



Banjo-Kazooie ahead of Mission: Impossible – they're both fine games, but Rare's latest just shades it for playability and lastability.

Namcock

I feel compelled to write to you about the N64 and the stark laziness of most third party developers. With companies like Iguana and Konami being the honourable exceptions (not counting Rare). The N64 is failing to reach its full potential because many developers are too damn lazy to make the effort and give the N64 the games it deserves. A prime example would be Namco with its Famista crap. How could they be more insulting? While the rest of the gaming population are having fun with Tekken 3 they give us a baseball sim. Why?

Is it technical limitations? I doubt it! I recently read that the PlayStation version of Quake 2 was the most faithful to the PC version as it used the actual PC textures and the N64 version would have to use cut-down versions due to hardware problems.

Is it true? Has the dreadful 'texture cache' problem reared its ugly head again? Or is it they couldn't be arsed doing the job properly?

"My first mag I bought for the N64 was T*l 64 and I thought it was crap"**

However, on a more positive note, it's nice to see companies like Iguana who are prepared to make the effort and show once and for all that the N64 is far, far superior to the PlayStation.



And anyway, who needs Quake when you've got Turok 2 and GoldenEye?
Rory Cresswell, Newburgh

N64 PRO: Can't really disagree with you Rory, but keep the faith. The third party developers are really getting their acts together these days, and while you may not see much from the Japanese giants such as Namco and Capcom in the near future, there's plenty of good stuff on the horizon from Britain and the US. No killer fighting games as yet though I'm afraid. Well, apart from the one that features Mario, Diddy and the rest of the top Nintendo characters. But that's just a rumour...

Mammoth nads

The greatest cheat of all time allows you to have a new N64 game every week for the small price of around £50. You need never complain of not being able to afford loads of games as you only need to buy one. If you don't like it or you complete it quickly then you just get a different game.

Here's how it's done. Go into your local computer shop and select a game that you wouldn't mind playing on, but you're unsure about its lastability. A good choice is Blast Corps as it's great while it lasts, but doesn't take an age to complete. Buy the game, take it home and play on it for the next week (don't forget to keep the box and receipt in good condition). By the end of the week you will probably have completed it and be wondering where your next £50's coming from.

Question

This is the bit where we cram in loads of short(ish) questions and answers, usually edited from longer letters and answer 'em all using our genius knowledge of the world of the N64

Q When are you lazy layabouts gonna get off your arses and make another video tape?
Kamran Khalid, Sunderland

A Tell you what, seeing as you asked so nicely, we'll do one next month...

Q Have you noticed that N64 games are easier than SNES games?
Alex Wright, Derbyshire

A Put simply, no. Have a quick look in the mirror, just to check whether you're still wearing those rose tinted glasses will you! And take 'em off!

Q Why don't you introduce a second reader reviewer? It would trim your waiting list by some margin and give people a chance to have their say.
James Gilbert, Teesside

A If we did that we'd get someone asking for a third! We are revamping the system though, as you've probably seen from the request in the news. So we'll be expecting your completed form soon then James!





"The absolutely amazing review on Banjo Kazooie made me go out and buy it straight away, and I haven't regretted it since"

Adil, Nottingham



"The reason I'm writing is that I think that Banjo Kazooie is a bit overated as I found it a tad easy"

Craig Sinclair, Cumbernauld

& Answer

Q Will the men on Perfect Dark fall off balconies?
Jason Kendall, Tadworth

A Who said there are any balconies in Perfect Dark?

Q Being a bit of a sceptic, I'm wondering if the people offering the classy games such as Lylat Wars for much less rated games (e.g. Clayfighter) have actually damaged their carts in some way and are looking to con the public out of their working carts in return for damaged ones. Is there any way once the games have been exchanged that anything can be done?
Anonymous

A Probably not, they're more likely insanely optimistic and hoping they find someone daft enough to accept such a ridiculous exchange in the first place!

This is where my idea comes in. Take it back to the shop and ask if you can exchange it for a different game as you didn't like it. They have to let you if you have the receipt - it's your right as a customer. I exchanged Blast Corps for Turok. This was a really good choice as you should easily complete it within a week, especially with the help of a few cheats and as there is no multi player you won't want to hang on to it.

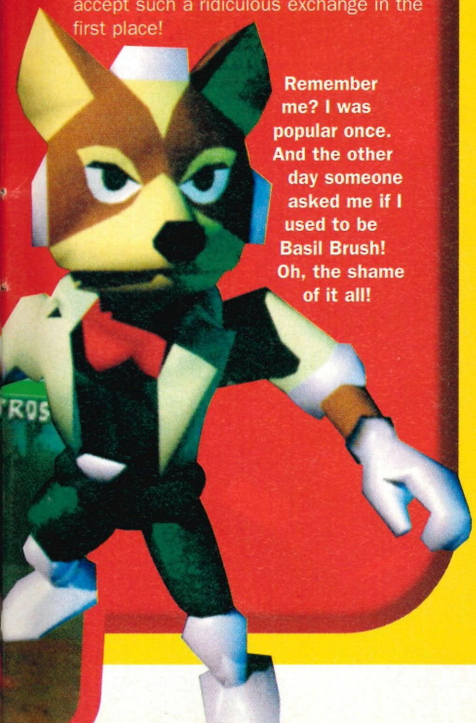
From now on, you can keep getting a new game every week. If you come across a game you want forever, then keep it. This is what I found out when I bought the excellent Forsaken based on your review. It was so cool I kept it, but listen to the games I had before it. World Cup 98, Yoshi's Story, Lylat Wars, Fighters Destiny, Quake and Nagano Winter Olympics. You can see that this is a worthy idea from the list of games I've played and completed.

PS One more comment is get rid of the Cheats Encyclopedia – it's just a waste of paper – and bring back Goal Of The Month instead.

PPS Why not hold a GoldenEye Championship?
Anonymous



N64 PRO: You've got more front than Blackpool mate! You'll be banned from every HMV in the country after we print this! We've drafted in a new recruit to get a grip on the Cheats section, so as he gets into his stride over the next couple of months you should start to see massive improvements. Goal Of The Month is now merely a fond memory for us. We flogged it to death sadly, and there are no plans to revive it using the kiss of life unless there's a big demand for it I'm afraid. A GoldenEye British Championship? We've got far grander plans than that, but they're top secret for now! Watch this space!



Remember me? I was popular once. And the other day someone asked me if I used to be Basil Brush! Oh, the shame of it all!

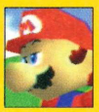
Bogey man

As I am a nosey type of living matter, I wonder how do you make your mag in such a short space of time and still make it full of excellent quality stuff? Also, how do you review so many games in a small space of time as well? And lastly, what is it like being an Ed? Plus your mag's great!
Ben Olson, Liverpool

N64 PRO: What's it like being an Ed? Ask me again in a couple of months and I'll tell you. I'm buzzing off it so far, and can't really see why that should change. To answer your other question, we can review so many games in such a short space of time because, well, we rule basically. Except for Noely...

Trading places

I have found a shop called Mario hairstylists. How can you be so sure that it exists? Because I have sent a photo of it.
Murray Purves, Southampton



N64 PRO: Anyone else seen shops named after famous Nintendo characters? If you come across any, send in a picture to 'Shops Named After Famous Nintendo Characters' at the address on the first page of You Reckon? and we'll print it. By the way, there used to be a pie shop at the bottom of my street called 'F-Zero X', but I'm afraid it's not there any more...



Apparently, Italian customers get preference for moustache trimming

Dim-witted

I have discovered a new way to play GoldenEye. Once you have become bored of it and know every hiding place like me and my brother, adjust your TV settings as follows – Brightness 75%, Contrast just below 50%, Colour 100%.

This makes the game look like a cross between Alien and a scene from the X-Files and this is even better with the link-up mode. Also depending on how skilled you are you can either use the Moonraker elite (easy to spot) or Trevelyan and Janus special forces (almost impossible to see).
Grant Phillips, Swansea



N64 PRO: I'm not surprised you need sunglasses! Your eyes must be knackered from looking at your telly when it's set up like that! Interesting stuff though. If anyone else does anything barmy to get that little bit extra out of their games then write in and tell us about it and we'll print the best of them.

That's your lot for this month, although I'll be surprised if anyone's actually reading this anyway. You're all probably too busy destroying dinosaurs of lurking about with Link to read my ramblings! You'll be back though, just don't expect me to be at your beck and call then! Oh, alright then, I will be. Seeya...

N64 PRO DATABASE

It's the New Year and that can only mean one thing! It's time for all the games to be re-marked. Every N64 game ever made's here and some scores've even gone up. Check out which games have stood the test of time and which've had the lifespan of a gnat - Mark

How it works



SHOOTING



Uzi 9mm: GoldenEye 007 96%
Water Pistol: Star Wars: SOTE 59%

Doom 64 — 71%

GT Interactive

The original first-person shoot'em-up hits the N64 in style. All Doom's trademark guns and monsters are now portrayed using the N64's lush graphical capabilities and it looks better than ever. Many people think this is the best shoot'em-up ever made, but it's well past its prime and the basic gameplay is too simple when compared to the other N64 shooters.

Issue 3, Jan '98



Duke Nukem — 80%

GT Interactive

Duke Nukem is murderous mayhem in a fast and frantic style as you 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. If Bond's not enough for you then have a word with the Duke.

Issue 3, Jan '98

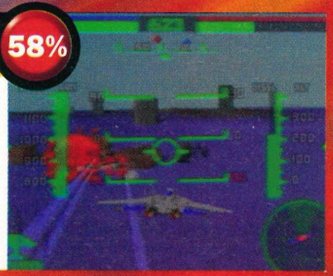


Aerofighters Assault — 58%

Titus

Get into your jet and take to the skies in this aerial shooter from the makers of Pilotwings. We had high hopes for this one, but the blend of flight sim and shoot'em-up barely takes off, let alone strikes against the enemy. More a case of Top Goon than Top Gun as you plod around the skies randomly searching for bad guys. Stick with Pilotwings for all your flying action.

Issue 4, Feb '98



Forsaken — 90%

Acclaim

A stunning 3D shoot'em-up that flew into the office and promptly recieved a stamp of approval. Imagine Quake 64 with flying bikes and incredible realtime lighting effects. The graphics are amongst the best we've seen on the N64. The one player game is excellent thanks to some really great artificial intelligence and the multi player game's not bad either.

Issue 9, Jul '98



Body Harvest — NEW ENTRY — 93%

Gremlin

The world's been taken over by evil aliens who are set to scoff the human race out of existence. Your only hope is to travel through time blowing the nasty blighters back into space. Body Harvest's a stormin' shoot'em-up with thousands of vehicles and tons of guns. It's also a huge adventure with RPG elements that combine to make this a truly epic game.

Issue 15, Christmas '98



GoldenEye 007 — 96%

Nintendo

The smoothest secret agent of all time comes to the N64 in the best first-person perspective shoot'em-up ever made. Control Bond through 20 massive levels (with three difficulty settings) that require ingenuity, sharp shooting and a cool head. GoldenEye's won awards for its brilliance and it fully deserved them. Go out and buy this game now! Right NOW!

Issue 1, Dec '97



Buck Bumble — 70%

UBISOFT

Take control of a not-so-humble bumble bee and kick off in a fight against the almighty insect herd. Everything looks huge as you roam around the garden as a tiny insect, but despite having a wealth of good ideas and plenty of novelty value Buck Bumble failed to deliver the goods. The graphics are great, but all the brilliant design is lost amongst the terrible amount of fogging.

Issue 13, Nov '98



I'm gonna ram-raid my way into the racing gang!



Hexen

66%

GT Interactive

A medieval version of Doom that replaces the hi-tech weapons with maces and magic. Old fashioned in every aspect with blocky garish graphics and tired gameplay. Even Doom 64 is better than this and that's starting to look a bit long-in-the-tooth on the all powerful N64. Get the more modern GoldenEye and leave this ancient blaster back in the Middle Ages.

Issue 3, Jan '98



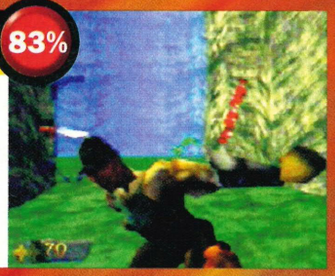
Turok: Dinosaur Hunter

83%

Acclaim

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 obliterating everything. Making dinosaurs extinct is great, but there are too many jumping and platform sections. A great game, but Turok 2 is on the way and that looks even better

Issue 1, Dec '97



Lylat Wars

91%

Nintendo

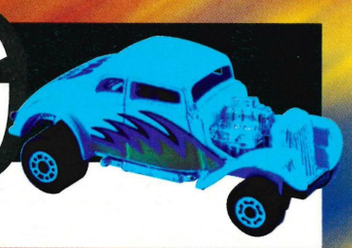
This sequel to the stunning Starwing on the SNES is a perfect example of how to update an old classic. Lylat Wars is an absolute stunner that breaths new life into shoot'em-ups with excellent cut scenes, breathtaking graphics, tons of atmospheric speech and brilliant sound effects. You just can't fault a game this good. Outstanding work from the big 'N'!

Issue 2, Xmas '97



Sore Thumb Award winner

RACING



Ferrari F40: F1 World Grand Prix 94%
Robin Reliant: Cruis'n USA 41%

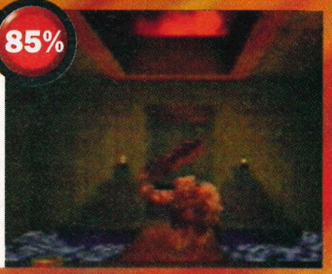
Quake 64

85%

GT Interactive

Quake is the true sequel to Doom and has the same dark and moody atmosphere. Run around mazes filled to the brim with evil creatures, and they're just waiting to be blown to smithereens by your wide variety of large guns. Every bit as good as the 3D enhanced PC version (which was amazing), but still nowhere near the sublime quality of GoldenEye, the best 3D shooter ever.

Issue 7, May '98



1080° Snowboarding

93%

Nintendo

Strap a plank of wood to your feet and hit the snow filled piste with this thoroughly wonderful snowboarding game. 1080° is a flawless reproduction of the wet white stuff with beautiful scenery and the finest animation ever seen. The game itself is great fun in both single and multi-player modes and the time-attack and trick sections will have you glued to your N64.

Issue 4, Feb '98



Sore Thumb Award winner

Robotron 64

65%

Crave Entertainment

A classic shoot'em-up from 1982 is revamped and thrown onto the N64 for a new generation to enjoy. The graphics are more than a bit basic these days, but the action is as much fun as it ever was. You run around a square blasting everything in sight. It's a bit too simplistic for most people, but good fun for those ancient enough to remember the original.

Issue 7, May '98



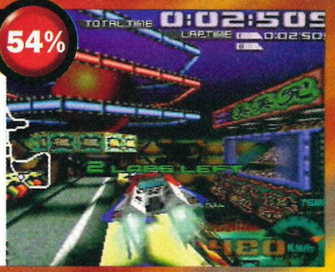
Aero Gauge

54%

ASCII

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 that sometimes make the track disappear entirely. It wasn't particularly hot to begin with and now that F-Zero X is out you'd be better leavin' this futuristic racer in the past.

Issue 5, Mar '98



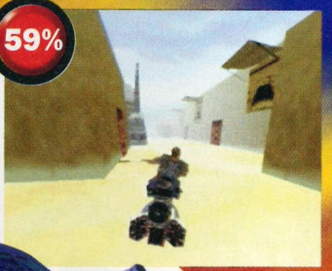
Star Wars: Shadows of the Empire

59%

Nintendo

One of the biggest disappointments so far on the N64. Despite having the best license in the world, this ended up as a hotch-potch of different games that failed to hang together. The flying sections are reasonably okay, but the Doom-clone sections are appaling and the whole lot was a let-down for Star Wars fans Have patience young Jedi, wait for Rogue Squadron.

Issue 1, Dec '97



Automobili Lamborghini

71%

Titus

Unfortunately, the French company Titus seem to have been more inspired by a Citroen 2CV than a Lamborghini. Desperately dull gameplay and twitchy controls make this an awkward and unrewarding experience. F1 World Grand Prix has shown us just how good an N64 racing game can get, so buy that and leave your Lamborghini sitting in the garage.

Issue 4, Feb '98





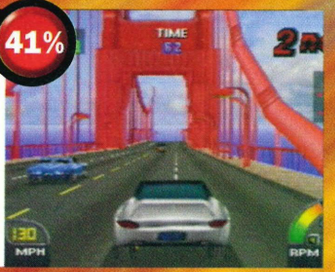
Cruis'n USA

41%

GT Interactive

This was good fun in the arcade, but by the time it appeared on the N64 it was old and out of date. The bland graphics and jerky animation were combined with sluggish and unpredictable gameplay to ruin any fun factor the arcade game had. To top it all the cruise (and the entire game) can be completed in less than five minutes. Cruise past this game in the shops.

Issue 6, Apr '98



Cruis'n World

54%

Nintendo

Far better than its predecessor (Cruis'n USA), but still not good enough to cut it on the N64. Cruis'n World is firmly based in an arcade-style that places entertainment above reality with wheelies and jumps. The graphics are a vast improvement, but this only highlights the poor gameplay. Dull to play and still too easy to finish. Don't book a place on this cruise!

Issue 13, Nov '98



Diddy Kong Racing

91%

Nintendo

Jaw-droppingly outstanding, DKR takes Mario Kart 64 and improves it in every way. Fantastic graphics, great gameplay and you get to race karts, planes and hovercraft through a huge variety of tracks. The single player mode is an interesting adventure that's a real challenge and the multi-player game is one of the best ever made. Buy it – it's the law.

Issue 3, Jan '98



M.R.C

72%

Ocean

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). There's only three tracks which ruins everything though. By no means the worst N64 racing game we've ever seen, but still far from the best. Get F1 WGP if you're after a serious car racing game.

Issue 1, Dec '97



Extreme G

83%

Konami

Ride futuristic bikes in this blindingly fast racing game. Extreme G is 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 complete with four player racing and battle modes. The sequel is on the way though and that's even better, so it might be a good idea just to hang on for a bit longer.

Issue 1, Dec '97



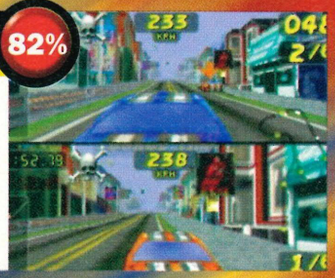
San Francisco Rush

82%

GT Interactive

Realism is abandoned in favour of gravity defying jumps and ludicrous shortcuts. The graphics are garish, the sound is laughable and the controls aren't perfect, but despite all that this still manages to be one of the most entertaining racing games around. There's plenty of tracks and the two player mode's great fun. Just don't expect anything serious.

Issue 3, Jan '98



F-Zero X

90%

Nintendo

Nintendo's remake of the SNES classic gets off to a flying start thanks to its unrelenting pace, wonderful controls and an amazing four player mode. Each race blows you away with speed to die for, a huge amount of tracks and 30 cars racing all at once. The only downer is the graphics which are decidedly bland. But the stunning gameplay more than makes up for it.

Issue 12, Oct '98



Snowboard Kids

84%

Atlus

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. Not as good as Diddy Kong Racing but still a lot of fun.

Issue 7, May '98



F1 Pole Position

64%

Ubi Soft

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, the game is boring and the controls are wholly unrealistic. F1 Pole Position sits in the pits whilst F1 WGP takes pole position, stays in the lead and goes on to win the race. Don't confuse the two!

Issue 1, Dec '97



F1 World Grand Prix

94%

Nintendo

F1 WGP is astounding, and puts all the other racing games we've ever seen on any system to shame. The photo-realistic graphics compliment the stunningly accurate realism and almost sinister attention to detail to the races. This is an F1 fan's dream come true as everything that happened in the 1997 season is magically recreated, but with you behind the wheel.

Issue 13, Nov '98



GT 64

78%

Ocean

An average racing game that falls short in almost every aspect. The graphics are okay until they move then everything jerks around like a film from the 1920's. The handling is just plain wrong and it feels nothing at all like driving a car as you just bounce around the walls of the track. If you're after a realistic racer then go for F1 World Grand Prix and leave this alone.

Issue 11, Sep '98



Mario Kart 64

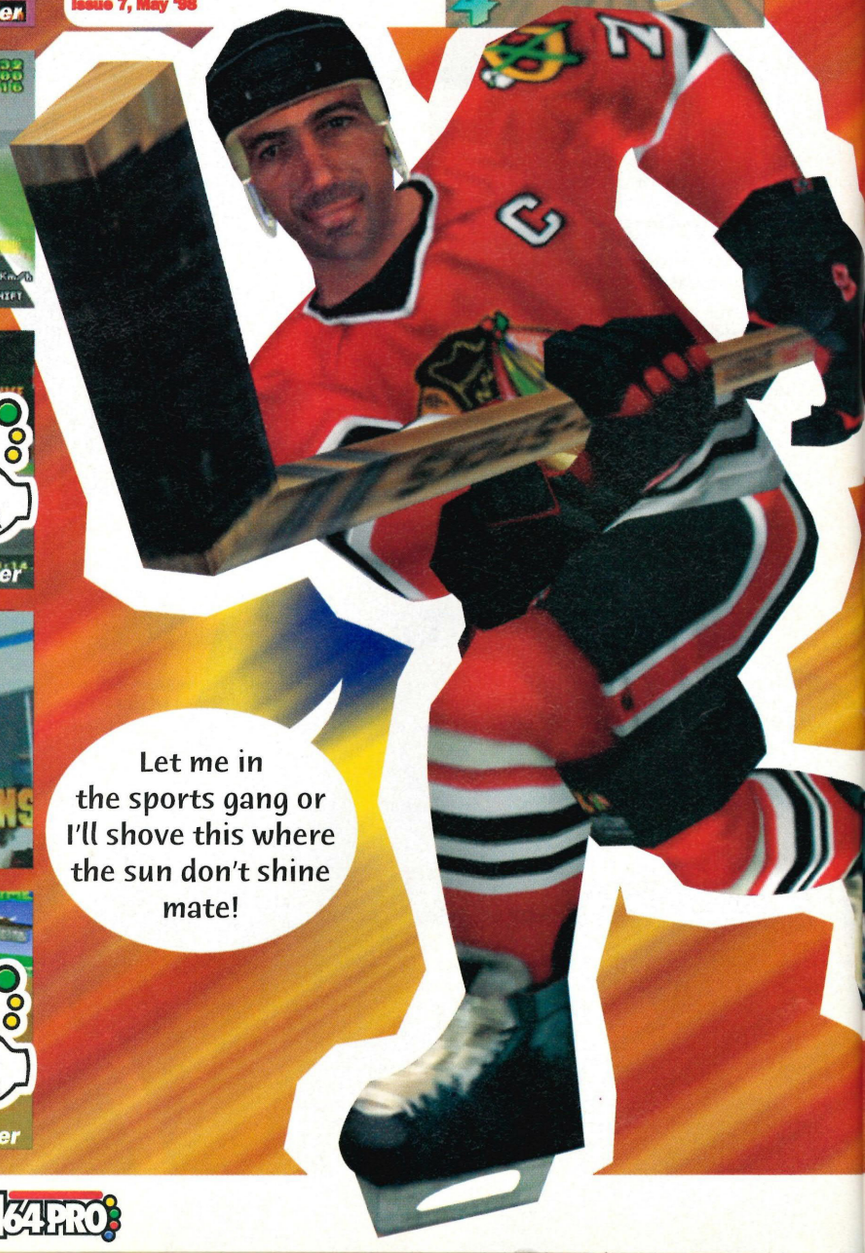
91%

Nintendo

Mario Kart makes a stunning debut on the N64 with great graphics and a stunning four player mode. The characters are huge and well detailed and it's great fun to play, but the power-ups make the multi player mode more a game of luck than skill, which can be annoying. Diddy Kong Racing is a better game, but Mario Kart still has a special place in our hearts.

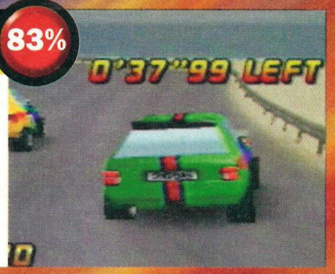
Issue 1, Dec '97





Top Gear Rally

83%



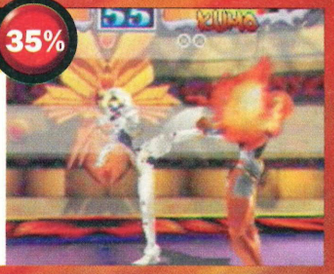
Kemco

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 though and it feels sluggish at first, but as you earn faster cars the game becomes a real speed challenge. Not as good as F1 WGP but still one of the best racing games you can buy.

Issue 3, Jan '98

Dual Heroes

35%



Hudson Soft

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. Do yourself a favour and choose a better beat'em-up.

Issue 5, Mar '98

V-Rally: Edition '99

NEW ENTRY

90%



Infogrames

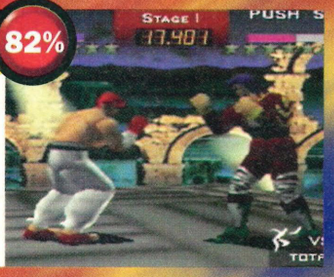
Thanks to the power of the N64 this old Greystation game's been given' a new lease of life. The graphics are better than ever and the huge amount of tracks and tons of cars'll see you racing well into next year. But it'll take that long to get to grips with the outrageously over-sensitive handling. Tricky at first, but amazing once you get into it. Check it out!

Issue 15, Christmas '98

Sore Thumb Award winner

Fighter's Destiny

82%



Ocean UK

A great fighting game with a true arcade look and feel to it. The graphics are a bit bland but apart from that this is one of the best beat'em-ups you can buy. Mortal Kombat 4 is slightly preferred in the office (despite its lower score) but that's only because we're suckers for the blood and gore. If it's fighting action you're after then you can't go wrong with either game.

Issue 5, Mar '98

Wave Race

91%



Nintendo

Don your wet suit and go jet-ski racing in one of the finest racing games ever to grace a home console. The graphics are wonderful and the water effect is so realistic you want to wear flippers whilst playing. A challenging championship mode, an excellent two player mode and a highly original stunt mode give this a long life. Brilliant stuff!

Issue 1, Dec '97

Sore Thumb Award winner

Mace: The Dark Age

69%



GT Interactive

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 good and the backgrounds are fully interactive. But Mace still fails to fully deliver the goods and ends up as a rather lacklustre affair. The fun is short-lived and soon wears off.

Issue 3, Jan '98

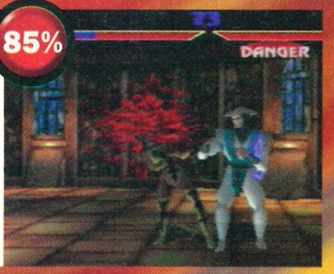
FIGHTING



Jean Claude Van Damme: Mortal Kombat 4 85%
Big Girls Blouse: Mortal Kombat Mythologies 28%

Mortal Kombat 4

85%



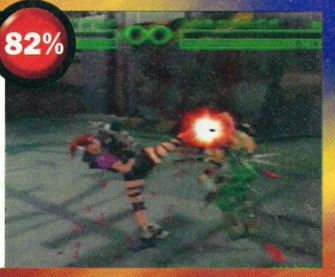
Midway UK

Mortal Kombat finally goes 3D and turns out to be one of the best beat'em-ups ever made. Take control of one of 15 ludicrous nut-jobs and try to disembowel all the other psychos. The trademark blood and gore is splattered throughout the game and it now looks better than ever. The action is fast and furious and it plays just as well as the 2D Mortal Kombat games. Great!

Issue 11, Sep '98

Bio Freaks

82%



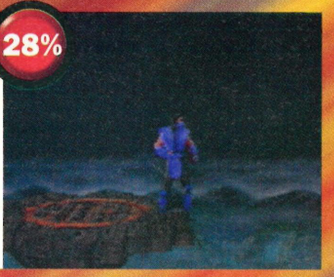
GT Interactive

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 including a ludicrous amount of blood. 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.

Issue 10, Aug '98

Mortal Kombat Mythologies

28%



GT Interactive

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 (they'd look bad on a SNES) and the gameplay is nothing short of horrifying. Even die-hard Mortal Kombat fans have to admit that asking 40 quid for this is laughable. Do yourself a favour and steer clear.

Issue 6, Apr '98

Clayfighter

33%



Interplay

Oh dear! What's this deeply poor game doing on our super console? Flat 2D characters are badly animated and combined with abysmal gameplay and sluggish controls. Not the best start and the dubious, and frankly unfunny, attempt at humour doesn't help either. I could go on, but lets just say this should have been 'Kiln at birth' (Get it?) Nevermind!

Issue 4, Feb '98

Mortal Kombat Trilogy

48%



Midway

The Mortal Kombat series has bludgeoned its way through videogaming history with all the finesse and style of Noely at a Miss World competition. The 2D MK games were always a bit clumsy but these days it they look completely out of place on the N64. Even if you're fanatical about Mortal Kombat there's no reason to buy this now that MK4 has been released.

Issue 1, Dec '97

Dark Rift

71%



Vic Tokai

An early attempt at a beat'em-up on the N64 which is by no means the worst, but certainly not the best. The characters are interesting, but the graphics are bland and the gameplay is shallow and uninvolving. It's fun at first but soon becomes a bore. Dark Rift was never the best N64 beat'em-up and these days Fighter's Destiny and MK4 beats this into a pulp.

Issue 2, Xmas '97

War Gods

38%

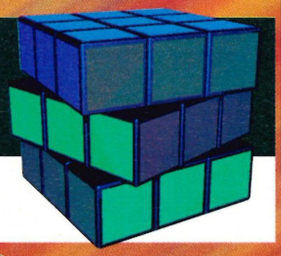


Midway

Midway aren't going to win many friends with this tired attempt at a beat'em-up with preposterous special moves, terrible controls and a complete and utter 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!

Issue 2, Xmas '97

PUZZLE



Blankety Blank: **Wetrix** 90%
Family Fortunes: **Tetrisphere** 60%

Bust-A-Move 2

85%

Acclaim

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 with dated looks, but it's still one of the best puzzle games ever made and fantastic with two players.

Issue 10, Aug '98



Glover

NEW ENTRY

83%

Hasbro

Let's have a big hand for the N64. Alright, alright, you can all stop applauding, I was talking about Glover. In this wonderful puzzler you control a white glove through several beautiful worlds. The glove comes complete with a bouncing ball that you throw around. It looks a bit like Mario, but it'll tax your mind more than your ability to hop. Truly original!

Issue 15, Christmas '98



Tetrisphere

60%

Nintendo

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 as you work your way around the puzzles. The game tends to feel a bit bland when compared to the panic-inducing original.

Issue 5, Mar '98



Virtual Chess

72%

Titus

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 ever made. Virtual Chess does have an excellent training mode though and your N64 plays a mean game. Worth looking at!

Issue 11, Sep '98



Wetrix

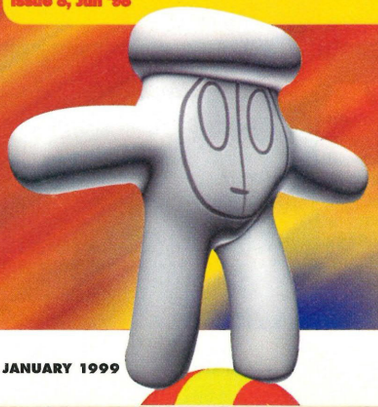
90%

Ocean

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. Difficult to begin with, but given practice this becomes the best puzzle game since Tetris.

Issue 8, Jun '98





Don't be palmed-off with any old rubbish, take Glover for a spin

PLATFORM



High Rise Skyscraper: **Banjo-Kazooie** 96%
Bungalow: **Iggy's Reckin' Balls** 68%

Banjo-Kazooie

96%

Nintendo

This game is a work of sheer genius and you simply won't believe your eyes when you see the amazing graphics. You take control of a bear and bird on a quest to save Banjo's sister from the clutches of an evil witch. The levels are huge with tons of detail and loads to do. Like Super Mario 64 but better (need we say any more). Just go straight out and buy it!

Issue 11, Sep '98



Bomberman 64

70%

Hudson

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 which is great fun and pretty challenging. But Bomberman is famous for the multi player mayhem which was disappointing in this version.

Issue 4, Feb '98



Bomberman Hero

83%

Hudson

Bomberman is back with a blast in a 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 Mazza-like platfomer (with lots of explosions). Much better than the muddling Bomberman 64, but not as good as Super Mario 64 or Banjo-Kazooie.

Issue 9, Jul '98



Chameleon Twist

74%

Sunsoft/ Ocean

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 due to a ridiculously easy difficulty level. But it's great fun while it lasts.

Issue 3, Jan '98



Gex

75%

GT Interactive

A nice attempt at a 3D platform game with a quirky sense of humour. Gex subverts all your favourite film and television shows by starring a wisecracking gecko that runs around making fun of everything from Star Wars to Bugs Bunny. It's a shame that the average graphics, sloppy controls and poor camera angles ruin all the good fun. Try something else.

Issue 14, Dec '98



Iggy's Reckin' Balls

68%

Acclaim UK

An original mixture of platform game and multi-player racing as you take control of a ball and race around a 3D course made of platforms. The ideas original but in this instance the actual game turned out to be a dull affair with a very limited lifespan. A nice concept, but it's a shame that the final version wasn't as good as our expectations.

Issue 13, Nov '98



Mishief Makers

80%



Enix

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 compliments this wonderfully surreal game. The gameplay is stunning, which is a good job really as the graphics are terrible. Worth getting if you see it going for a good price.

Issue 3, Jan '98

ISS 64

90%



Konami

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. Only bettered by its (very similar) sequel but still a fine game to own.

Issue 1, Dec '97

Sore Thumb Award winner

Starshot: Space Circus

NEW ENTRY

85%



Infogrames

The Space Circus puts on the greatest show in the known Galaxy. You're Starshot, the Star Juggler, but your job's under threat from the Evil Virtua Circus who are taking over your business. It's up to you to scour space for some new oddities for the Circus. This is a truly bizzare platformer with a wicked sense of humour and some wonderfully designed characters.

Issue 15, Christmas '98

ISS '98

96%



Konami

No game has caught our attention and sucked up our time more than ISS '98. The best football game ever made represents an almost perfect rendition of the sport. A wealth of features complement the fast paced gameplay. You'll be hooked on finding new tactics and ways to score. Video games don't come better than this so go out and buy it – NOW!

Issue 12, Oct '98

Sore Thumb Award winner

Super Mario 64

94%



Nintendo

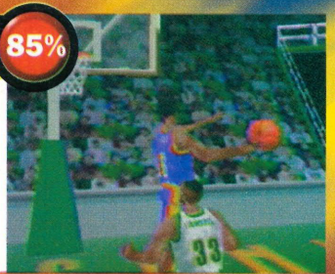
The best video game ever? It's certainly up there as one of the finest. This is a true classic in every sense of the word and takes all the best bits from previous Mario games and beautifully adapts them into a highly detailed 3D world. Mario 64 took platformers to the next generation and every N64 owner should have a copy of this in their collection.

Issue 1, Dec '97

Sore Thumb Award winner

Kobe Bryant In NBA Courtside

85%



Gametek

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 game that balances serious sport with playability. If you're into basketball then take a look at this.

Issue 9, Jul '98

Yoshi's Story

88%



Nintendo

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. Very easy to complete, but the huge amount of hidden objects and special ways to score enhance its longevity. It's designed for younger kids but you should still take a look if you're into platformers.

Issue 8, Jun '98

Madden '98

90%



Electronic Arts

The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a Sore Thumb Award. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics and excellent gameplay. A truly brilliant game that perfectly captures the American sport. The only problem is Madden '99, reviewed this issue

Issue 3, Jan '98

Sore Thumb Award winner

SPORTS



Footy: ISS '98 96%
Rounders: NBA Pro '98 65%

Madden '99

NEW ENTRY

92%



Electronic Arts

Madden '99 takes American Football and kicks it to such high standards that the rest of the world might as well go home. Madden's always been the best at American Football, but this all singin' and dancin' hi-resolution version even makes even the wonderful Madden '98 look out-of-date. The N64 shows the world how to bring a sport to life. Join the rush to buy this game!

Issue 15, Christmas '98

Sore Thumb Award winner

All Star Baseball

90%



Acclaim

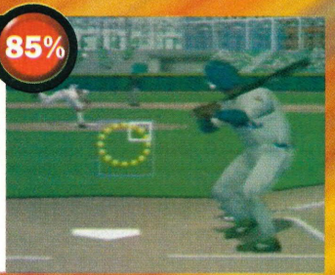
Serious baseball action reaches the N64 with the best graphics ever seen. Everything is in crystal clear, super sharp hi-resolution earning All-Star Baseball a well deserved stamp of approval. But, it was a bit too serious for some of the team who prefer Ken Griffey's game of ball. Well worth getting if you're into baseball as the level of realism is outstanding.

Issue 10, Aug '98

Sore Thumb Award winner

Major League Baseball

85%



Nintendo Sports

Another baseball game storms into the Pro office and joins the long line of games depicting the American version of rounders. 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. Take a look if ASB seems too serious for you

Issue 11, Sep '98

FIFA '98: RTWC

87%



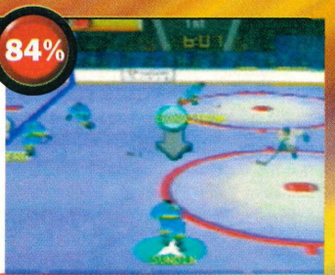
Electronic Arts

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 real teams and players than you could shake a stick at. ISS is slightly better, but EA deserve a lot of credit for turning FIFA around. This deserves every success.

Issue 4, Feb '98

Nagano Olympic Hockey

84%



Midway

Wayne Gretzky's hockey makes its third appearance on the N64, this time with all the official teams from the Nagano Olympics, but very little else. It's just as good as it ever was, but we're getting a bit tired of seeing exactly the same game appear every couple of months with just a few tweaks. Good fun but, NHL Breakaway '98 is a better game.

Issue 7, May '98

HALL OF FAME

The all new top-ten best games ever. If two scores are the same team preference comes into effe

1	ISS '98	96%
2	GoldenEye	96%
3	Banjo-Kazooie	96%
4	Mario 64	94%
5	F1 World Grand Prix	94%
6	1080° Snowboarding	93%
7	Body Harvest	93%
8	Madden '99	92%
9	Mission: Impossible	92%
10	Pilotwings	91%



Body Harvest Kicks Ass!

NHL '99

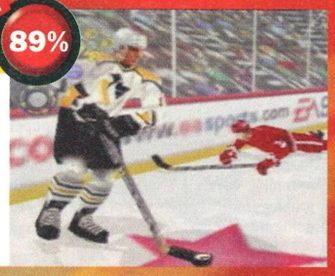
NEW ENTRY

89%

Electronic Arts

Ice hockey makes yet another appearance on the N64 and still remains a firm office favourite. The violent combo of ice skates and large wooden sticks make this one of the best sports ever. NHL '99 recreates the atmosphere of an ice rink thanks to the wonderful sound effects and superb graphics. The game is less frantic than Breakaway, but great fun anyway!

Issue 15, Christmas '98



NHL Breakaway

90%

Acclaim

The fast, frantic and violent combination of ice skates and wooden sticks is brought to life on your N64. The graphics are amazing with highly detailed, well animated hockey players. Breakaway perfectly captures the spirit of an ice hockey match and it plays like a dream. Like all the best games it's easy to get into but difficult to master. Great stuff!

Issue 7, May '98



Sore Thumb Award winner

Nagano Winter Olympics

90%

Konami

Track n' Field heads north in this snow bound sporting spectacular. 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 (I'm being serious). A bit drab in the one player mode, but two or more players will find a great game that held up work in our office for days.

Issue 5, Mar '98



Sore Thumb Award winner

Waialae Golf

69%

T & E Soft

Head for the green and whack balls around all day long with this rendition of one of the most leisurely sports. Unfortunately a good walk isn't the only thing that's ruined by this game. The gameplay is shoddy and and the graphics are rubbish. This is the first golfing game to appear for the UK N64, but it's certainly not the last. So hang on for a bit longer.

Issue 13, Nov '98



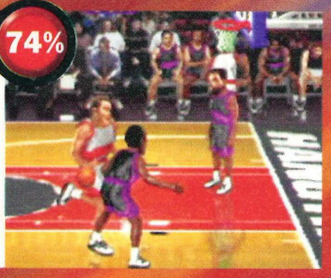
NBA Hangtime

74%

Midway

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. But basketball fans should go for Kobe Bryants game of ball.

Issue 1, Dec '97



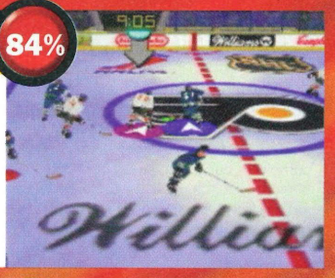
Wayne Gretzky's 3D Hockey

84%

Midway

This is a lightning-paced ice hockey game that mixes sports simulation with arcade action and plays at over 100 mph. The single player game is great fun, but for a real treat get some mates 'round for the four player game. It's almost as much fun as ISS '98. Whilst this isn't the best sports game on the N64, it's still a lot of fun and well worth checking out.

Issue 2, Xmas '97



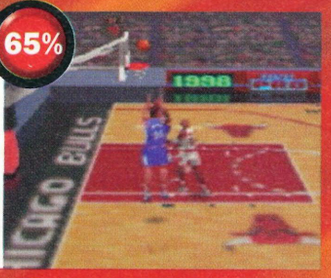
NBA Pro 98

65%

Konami

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. The game itself is very tedious and you're left wondering where your money went. Go for Kobe Bryant instead and you'll be much happier.

Issue 6, Apr '98



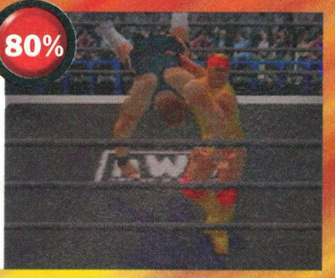
WCW vs. NWO

80%

THQ

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.

Issue 4, Feb '98



NFL Quarterback Club

86%

Acclaim

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 first games to use the stunning hi-res mode on the N64. It looks beautiful but despite its pretty face it just doesn't play as great a game as Madden. Even so this is a fine game to own.

Issue 3, Jan '98



WCW/NWO Revenge

85%

THQ

Wrestling storms back onto the N64 and the fight between WCW and WWF Warzone continues unabated. The graphics are as stunning as ever and there's more detail on these burly blokes than on any other sports game. The gameplay is similar to the original and you still have to work up the crowd to get yer special moves. Check it out if yer a wrestling fanatic.

Issue 15, Christmas '98



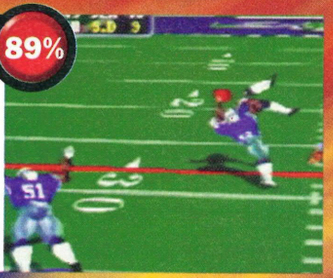
NFL Blitz

89%

GT Interactive

American Football with a difference. The difference being that it's actually fun, even for people who wouldn't know their Pro-Form setup from the posts. It looks and plays superbly with fast moving graphics, furious violence and gameplay that's simplicity itself (which is both a good and bad thing). Despite our fears over longetivity this remains a firm office favourite.

Issue 14, Dec '98



World Cup '98

87%

Electronic Arts

The latest instalment in the FIFA series kicks off on the N64. It's almost identical to its predecessor, FIFA: RTWC, so we have doubts about buying the same game twice. Still, it looks good and has a realistic feel thanks to the official license. There's also a Classics mode where you play teams from the 1960's. Good, but not as great as the almighty ISS '98.

Issue 8, Jun '98



WWF Warzone

89%

Acclaim Out Now

The third representation of wrestling on the N64 has plently of little touches that are sure to keep you amused (and I'm not just talking about the Lycra pants). 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 with great graphics and good controls. Worth getting.

Issue 13, Nov '98



Blast Corps

84%

Nintendo

Cause wanton destruction on a global scale with this smashing game from Rare. Use military specification demolition vehicles to clear a path for a runaway nuclear missile carrier, and destroy absolutely everything in its way. The graphics are excellent, it's refreshingly original, manically tense and incredibly addictive. Altogether this is a right good blast!

Issue 1, Dec '97



RPG/ADVENTURE



King of the Castle: Mission Impossible 92% **Dirty Rascal: Quest 64** 68%

Pilotwings 64

91%

Nintendo

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. It's got a somewhat sedate pace at times but don't be fooled into thinking this is boring. As the missions progress it become manically hectic as you bomb around the skies trying to complete the game. Wonderful!

Issue 1, dec '97



Sore Thumb Award winner

Mission: Impossible

92%

Ocean

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 will tax your mental ability more than your trigger finger (which is why it's here and hangin' out with the shooters). The graphics vary betwen great and bland but the game is fun and challenging.

Issue 12, Oct '98



Sore Thumb Award winner

Rampage World Tour

33%

GT Interactive

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 manic destruction. Leave this in the past.

Issue 9, Jul '98



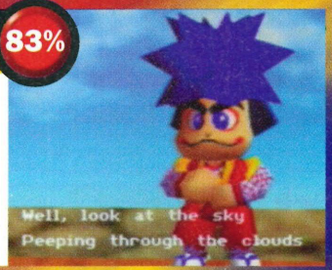
Mystical Ninja Starring Goeman

83%

Konami

This is a weird one and no mistake. Guide Goemon around a surreal 3D world whilst talking to people about the large peach-shaped UFO that has invaded their world. The Goemon series has been praised for its inventiveness and the wealth of mini-games in this version is no exception. Only let down by the amount of time you have to spend plodding around.

Issue 7, May '98



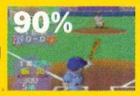
IMPORT

The Import gang refuse to play with official machines! Make sure you buy a converter

The Best...

Famista 64 90%

A wonderful cartoony baseball game that plays like a dream. The Japanese text doesn't get in the way either. Great!



Augusta Masters 80%

Not a bad attempt at golf that entertained us for a while. Far from perfect but still a great laugh with two players!



...And the rest

Alice In Trump World 64 68%

Desperately odd game which sees Alice (in wonderland) talking in Japanese and playing a variety of card games. Avoid!

Choro Q 48%

A similar game to Mario Kart but the Jap text ruins the game. This'll be released in the UK as Penny Racers so wait 'till then.

Dezaemon 3D 20%

Shoot'em-up construction kit that falls on its face because of the Japanese text. Wait until an English version is released.

Fire Electric Pen 60%

N64 version of the classic 'guide the hoop along the wire without touching the sides' game with mad Japanese speech.

GASP: Fighters NEXTream 70%

Not the best fighting game ever made but fairly good fun anway. Go for Fighter's Destiny or MK4 instead.

Jeopardy 38%

American quiz show where a host gives the answer and you give the question. But it's too Americanised for most people.

NASCAR 78%

A good rendition of a fairly dull car race. Bulky American monsters race around oval tracks. It gets boring after a while.

Oozumo 75%

Head slappin' fun is to be found in this manic rendition of sumo wrestling. It may be a bit basic, but it's a great laugh.

Powerful Pro Baseball 5 69%

Big Head Baseball action lands on the N64 and gets a cautious welcome from us. Cute and fun but Famista is better.

Pokemon N/A

Noely didn't give this a score because the Japanese text ruins it. Wait for the UK version of this fighting Tamogatchi game.

Rakuga Kids 53%

Flat characters take each other apart in this insane beat'em-up. It's all a bit limited though, so rent it out but don't buy.

Puyo Puyo Sun 64 70%

Guide your coloured blobs as they fall and try to match like with like. Great two player game but a bit dull if you're on your own.

Super Robot Spirits 47%

Limited Gundam beat'em-up where huge robots with little people in their heads kick the shiny bolts out of each other.

Star Soldier 35%

Pathetic attempt at a 2D shoot'em-up that looks incredibly dated on the N64. And it's far too easy to complete so steer clear.

Susume 77%

Blobby Tetris is good thanks to lots of neat little sub games that make up for the simplicity of the main game. Check it out!

Tohkon Road 72%

Japanese wrestling game that lacks all the fun of WWF or WCW because it doesn't have the famous personalities.

Virtual Hiryu No Ken 80%

A beat'em-up with two different modes: normal and super deformed (stumpy characters). Good fun!

Wheel of Fortune 59%

There's a lot of good fun (for all the family) to be found in this American quiz show. Not great, but better than Jeopardy.

Quest 64

68%

THQ

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. Hang on for Zelda which should be much better.

Issue 11, Sep '98



MISCELLANEOUS

Top Boss: Pilotwings 91%
Fool and the Gang: Rampage World Tour 33%

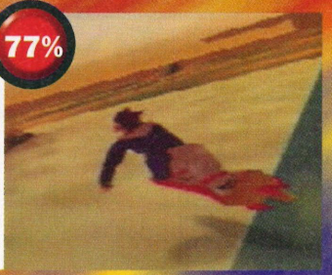
Air Boarders

77%

Human

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 huge tracks that are lush and packed with detail. Good fun, but the lack of a race option seriously limits its longevity. Worth looking at if you're after something different, but not a patch on 1080.

Issue 8, Jun '98



NEXT MONTH

REVIEW

Star Wars: Rogue Squadron!
Just 'Luke' what we've got next month!



South Park 64!
Oh my God! We've killed Noely... Er, I mean Kenny!

BLUEPRINT

Michael Owen's World League Soccer
Has the mighty ISS finally met its match?



Body Harvest

In a jam in Java? Useless at the US? You'll be needing part two of our unmissable guide then won't you!

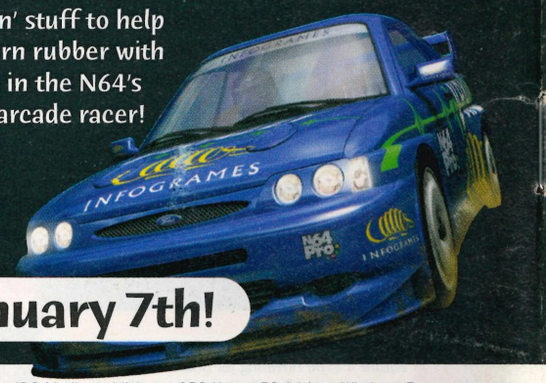


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Editor: Steve McNally **Art Editor:** Jim Eagers **Reviews Editor:** Paul Noel **Staff Writer:** Mark Hattersley **Art Asst:** Phil Booth **Prod Editor:** Lewis Pek **Art Director** Dean Wilson **Contributors:** Alex Lee, James Cannon, Dan Whitehead **Managing Director:** Ian Bloomfield **Publisher:** Carol Ann Barrett **Pub Director:** Robin Wilkinson **Circulation Director:** David Wren **Group Ad Manager:** Lisa Jo Oliver **Console Account Manager:** Angela Wilkinson **Promotions Manager:** Michele Harris **Scanning:** Mark Forbes **Production Controller:** Barbara Newall **Prod Manager:** Alan Capper **Systems:** Nic Moran **N64Pros @** IDG Media Freepost, Macclesfield SK10 4YE **T:** 01625 878888 **F:** 01625 879967 **Issue 17 on sale January 4. Thanks to:** Brian Baglow for the fluffy sheep. Oh yeah, happy New Year everyone!

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