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AS SEEN ON TV!

PERFECT DARK POSTERS INSIDE!

I'M READY AND WAITING FOR YOU INSIDE...

Game Boy Advance details inside!

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- SUMMER GAMES
- MARTIAN ALERT
- WARIOLAND 3
- TARZAN

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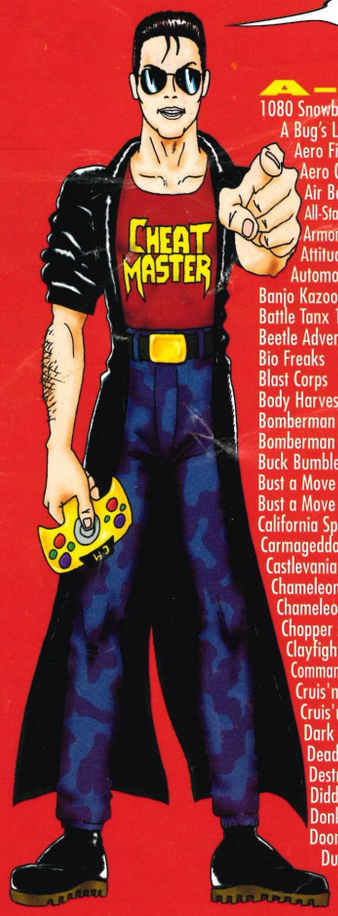
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Bust a Move '99
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Carmageddon
Castlevania series
Chameleon Twist
Chameleon Twist 2
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Clayfighter 64
Command & Conquer 64
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Cruis'n USA
Dark Rift
Deadly Arts
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Diddy Kong Racing
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Duke Nukem: Zero Hour
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ECW Hardcore Revolution
Extreme G 1,2
F1 Pole Position
F1 World Grand Prix
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Forsaken
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G-K

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Ken Griffey Jnr's. Slugfest
Killer Instinct Gold
Knife Edge: Nose Gunner
Knockout Kings 2000
Kobe Bryant in NBA Courtside

L-P

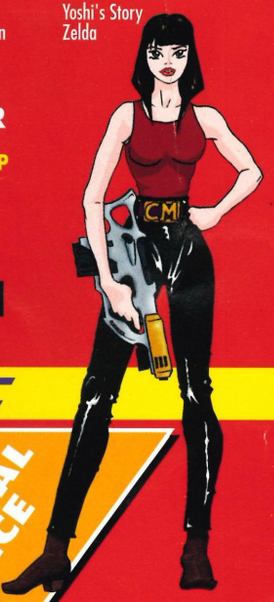
Lego Racers
Lode Runner 3D
Lylat Wars
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Madden 64
Madden NFL '99
Magical Tetris Challenge
Major League Baseball: K.G.Jr
Mario 64
Mario Golf
Mario Karts
Mario Party 1,2
Micro Machines
Mike Piazza's Strike Zone
Milo's Astro Lanes
Mischief Makers
Mission Impossible
Monopoly
Mortal Kombat Series
Multi-Racing Championship
Mystical Ninja Series
Goemon Series
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Nagano Winter Olympics '98
Nascar Racing '99
NBA Series
New Tetris
NFL Series
NHL Series
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Off-Road Challenge
Paper Boy
Penny Racers
Perfect Striker
Pilot Wings
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Powerful World Soccer 3
Pro Baseball King
Puyo Puyo Sun 64

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Quake 64
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Rainbow 6
Rakuga Kids
Rampage Universal Tour
Rampage World Tour
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Revolt
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Roadsters
Robotron 64
Rugrats
Rush 2 Extreme Racing USA
S.C.A.R.S 4
San Francisco Rush
Shadowman
Shadows of the Empire
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Snowboard Kids
Snowboard Kids 2
South Park
Space Dynamites
Space Station: Silicon Valley
Star Fox/Lylat Wars
Star Soldier
Star Wars: Racer
Star Wars: Rogue Squadron
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Super Robot Spirits
Super Smash Brothers
Superman
Tetrisphere
Tonic Trouble
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Top Gear Rally
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Twisted Edge Extreme Snowboarding
Twisted Extreme Snowboarding

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NINTENDO PRO

SSSSH! THERE'S A WHOLE LOAD OF TOP SECRET INFORMATION INSIDE INCLUDING A WORLD EXCLUSIVE ON THE MAKING OF THE PERFECT DARK COMIC. GET THE LOWDOWN ON THE MOST AWAITED GAME EVER AND THE PICK OF THE OTHER TOP N64 AND GAME BOY RELEASES! ENJOY THE MAG CREW!

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P28 REVIEWED TARZAN

PERFECT DARK COMIC PAGE 12

COMICS

REVIEWED

N64

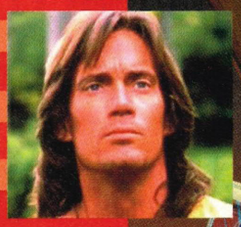
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WIN! P10

COOL STUFF!







Snippits!

MEET THE TEAM...

Perfect is the best word to describe recent events and what a load we have in store for you. There's more top games played to death and a couple of special features, including an in-depth look at the *Perfect Dark* comic. Joanna Dark is the new secret agent on the block and *Pokémon the First Movie* is out in the cinema, so what are our favourite spy flicks?



NICK — GOLDENEYE



RUSS — THE LONG KISS GOODNIGHT



PAUL — IN LIKE FLINT



MARK — MISSION: IMPOSS

BATTLING BEASTS

DODGY old Autobots and decrepit Deceptacons are no more – a new breed of Transformer is in town. The new Maximals and Predacons don't just change from robot to vehicle – they have a beast transformation as well.

The name of the game is battling, and all the heavyweight machines fire projectile weapons as their main attacks. What's more, the battling can take place in any of the three forms and up to four players can compete!











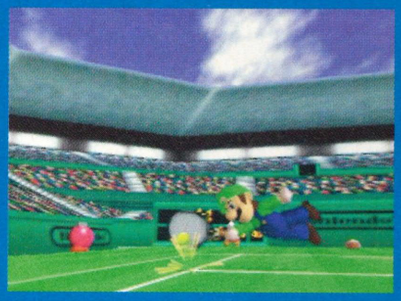
NOT GUILTY

THE LAWSUIT brought against 25 video game companies following the Paducah shootings has been thrown out of court. Judge Johnstone concluded that, "Videogame manufacturers had no way of predicting Michael Carneal's actions and so could not be held responsible for the subsequent unfortunate events, and had no duty to prevent them." This means there's no need to worry about future releases of shooting games – just remember to check those certificates!

HOT GOSSIP

NOW M NINTEN CHARA







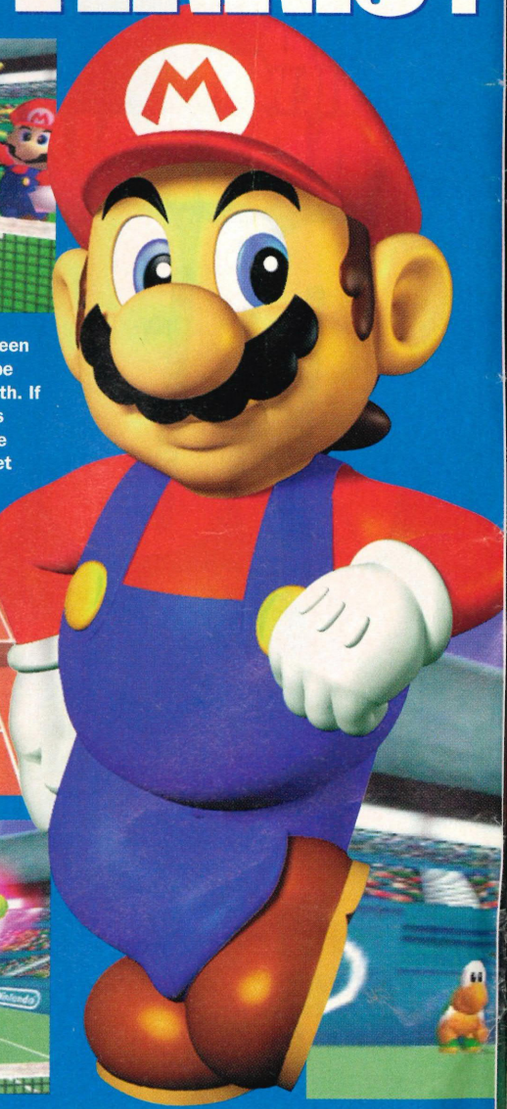
ANYONE FOR TENNIS?

RUMOURS have been circulating for a while that Camelot, the team responsible for Mario Golf, had been working on a new game for both N64 and Game Boy Color. At last confirmation has been received that a new title is indeed in the works but this time, Mario has swapped his golfclubs for a gleaming white pair of trainers and a racket! That's right, Mario's playing tennis!

All of Mario's friends are also included and a new character called Waluigi has also been introduced for the first time. The game looks very similar to *Mario Golf* with cartoony graphics, but the gameplay is reported to be very sensitive and realistic. Up to four players can play at the same time and the game will link to the Game Boy Color version using the Transfer Pak like *Mario Golf*.



No release date for the game has been announced yet but it is scheduled to be playable at the E3 Exhibition this month. If the game is anywhere near as good as *Mario Golf* it will be a smash hit on the N64, and we certainly can't wait to get onto the court!

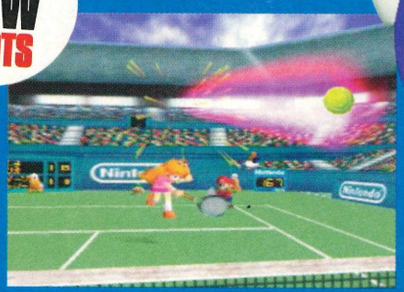






HOT NEW SHOTS







Snippits!

EET THE DO PRO ICTERS



Super-sniff newshound Scoop is getting tagged up for his journey to E3. Lets hope he gets through quarantine okay!



The cheatmaster chop has cut up *Tony Hawk's Skateboarding* and dished out some fine cheats for you gaming pleasure. He's the best bacon!

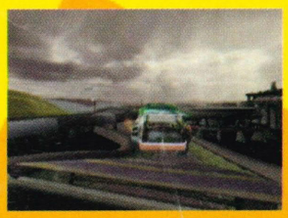


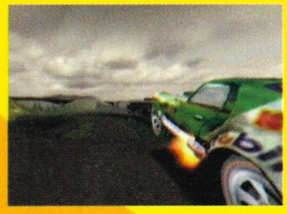
F'real got loaded this month with *Perfect Dark*, helping re-live his gangsta stress! He's been causing havoc in the office with the Nerf Gun!

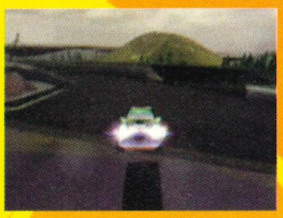


Big game warden Parky has a real live one on his hands this month with *Perfect Dark* running riot in the ranks. Can you handle it?

DRIVE BEHIND THE SCENES!

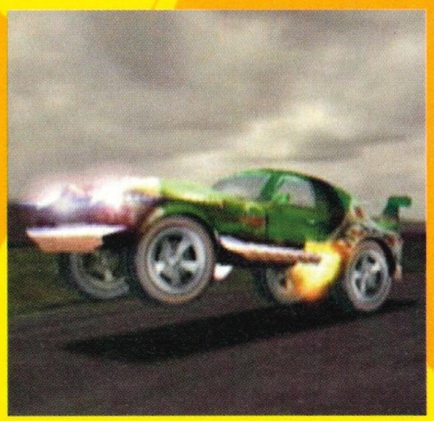


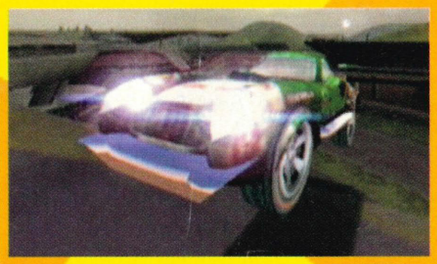




MODERN developer Climax has confirmed that *Stunt Driver* will be produced for Nintendo's next-generation console. The arcade racer is completely unique, featuring six different game modes. Realistic handling and tyre wear will affect your racing and there's even rumours of a two-player co-operative game.

The game also includes a neat little feature – a real-time track editor that enables you to change the course and then race around the new version that you have created. If you think that a hill is too steep or a corner just a little too sharp, you can dive right in and alter it! *Stunt Racer* is looking hotter than ever and an online feature is also planned, making Internet capabilities an almost-definite in the future!







THAT TIME AGAIN!

THE biggest videogame show in the world is about to take place and NINTENDO PRO will be there to bring you all the details. To whet your appetites, here is a brief glimpse of what games are expected – more announcements are expected once the show gets underway! We're off to pack our bags and get ready for a short trip to videogame heaven – check in next month to find out more!

- Nintendo 64
- Aidyn Chronicles
- Army Men: Sarge's Heroes 2
- Banjo-Tooie
- NFL Blitz 2001
- Conker's Bad Fur Day
- Eternal Darkness
- Hey You Pikachu!
- Indy Racing 2000
- James Bond: The World Is Not Enough
- Kirby 64: The Crystal Shards
- Mega Man 64
- Mario Tennis 64
- Mickey's Speedway USA
- Ogre Battle 64
- Polaris SnoCross
- Shiren The Wanderer 2
- Excitebike 64
- Power Rangers Light Rescue
- Quarterback Club 2001
- Ready 2 Rumble 2
- Resident Evil: Zero
- Fighter's Destiny 2
- Big Mountain 2000
- F1 Racing Championship
- ISS Millennium
- Rugrats in Paris
- Rush 2049
- Sea-Doo HydroCross
- Spider-Man
- StarCraft 64
- Stunt Racer 3000
- Transformers: Beast Wars
- Super Mario RPG 2
- Taz Express
- The Legend of Zelda: Majora's Mask
- Tony Hawk's Pro Skater 2
- Turok 3: Shadow of Oblivion
- X-men
- Pokémon Attack
- Mia Hamm Soccer 64
- Rally Challenge 2000
- Hercules
- Blues Bothers 2000
- Cruisin' Exotica
- Looney Tunes: Duck Dodgers

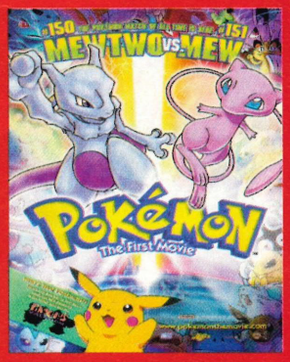
YAMAUCHI'S YELLS

HIROSHI, the quiet peaceful Nintendo President, has jumped up to set out the stall for the next-generation console war. Nintendo plans to launch a range of devices to compete with all its challengers, not only by providing a low-cost DVD-player, but also by making it possible for Nintendo games to be played on a range of new devices made by Matsushita.

When asked about Game Boy Advance, Mr Yamauchi promised, "Game Boys will be used to surf the Net, download games and music, trade, visit virtual worlds and more." No announcements on either system are expected at the E3 show, with a full debut of both consoles due for Spaceworld in August.

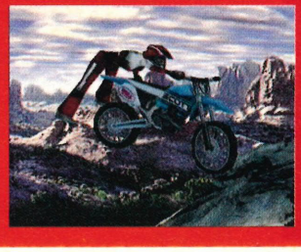
THIRD POKÉMOVIE

THE THIRD Pokémon Movie is set to launch in Japan this summer. The title roughly translates to *Pokémon Emperor Of The Crystal Tower* and the story is about a crystal world and a new Pokémon, Entei. This bumper flick also features another mini cartoon starring the most famous Pokémon, Pikachu.

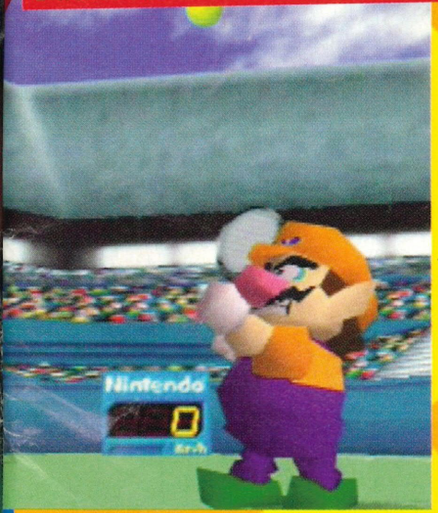


SUPERCROSS

NINTENDO is sponsoring supercross challenger Brian Mason for its upcoming game *Excitebike 64*. Brian said, "Excitebike is one of the reasons I started riding, so it's unreal to have Nintendo as a sponsor!" The new game features more than 20 tracks in both stadiums and huge outdoor events, and it will be playable by up to four people. With Brian onboard, Nintendo is obviously hoping to maximise its sales of this stunning dirt racer this summer!



You cannot be serious! Advantage Nintendo!



WITH A LITTLE T&L

NINTENDO is upping the antics in the next-generation console war and has revealed that the new Dolphin will feature on-hardware transform and lighting (T&L). The ArtX graphics architecture inside the new console will manage T&L, leaving the main processor to deal with other important game components.

Developers can sometimes spend a vast amount of time trying to produce these effects through the software, and now that process has been made simpler. Games can actually be up to eight times more complex with hardware T&L so the Dolphin really can make use of its 400Mhz processor!



Snippits!

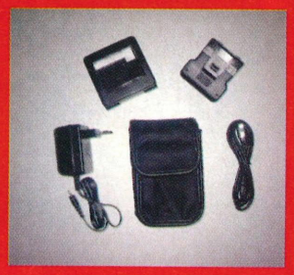
SPECIAL GAME BOY

THERE'S a new boy on the block, but it is only available in Japan at one of two Pokémon centres. The metallic Game Boy Color has Pikachu and three new Pokémon around the edge of the screen, with the Pokémon Centre logo emblazoned on the bottom of the console. The unit is exactly the same as a normal Game Boy Color other than its outside styling, but does come with a matching pair of Pikachu batteries. What an enterprising power source!



EXTRA BITS

ED GAMES has announced a new Game Boy Value Pack which will include all the necessary gadgets to enhance your portable gaming. Included inside the bumper pack is a case, battery pack, link-lead and magnifier all for £14.99. The bundle will be available in all major retail outlets and is available in six different colours. Cool!



DANCE THE NIGHT AWAY!

KONAMI has announced that it will release a Game Boy Color version of its arcade music blockbuster *Dance Dance Revolution*. The game should be available later in the year and comes with a special pad that fits over the present controls. Get ready – lap dancing is coming to your home!

SCREEN DEMAND

ELECTRONICS giant Sharp has invested in a new factory to cope with the demands for TFT LCD screens for Game Boy production. This new feature will increase the productivity from 1.5 million systems a month to 2.5 million units and will also supply screen for the new Game Boy Advance. Things are starting to fall into place!

Game Boy Advance

Developers get to meet the new Boy on the block!



AT THE Game Developer's Conference in Seattle, Nintendo unveiled its new hand-held system to the world's developers. The folk at Nintendo like to keep their cards close to their chest and very little information had been given about the new hand-held sensation until now!

The new portable will be roughly the same size as the Game Boy Color, but will be held horizontally to give it a wider screen. The control pad is situated on the left and there will be four action buttons on the right-hand side. The machine is capable of SNES quality graphics including 2-D style 3-D effects. *Yoshi's Story* was used to give a demonstration but there are still no confirmed titles!

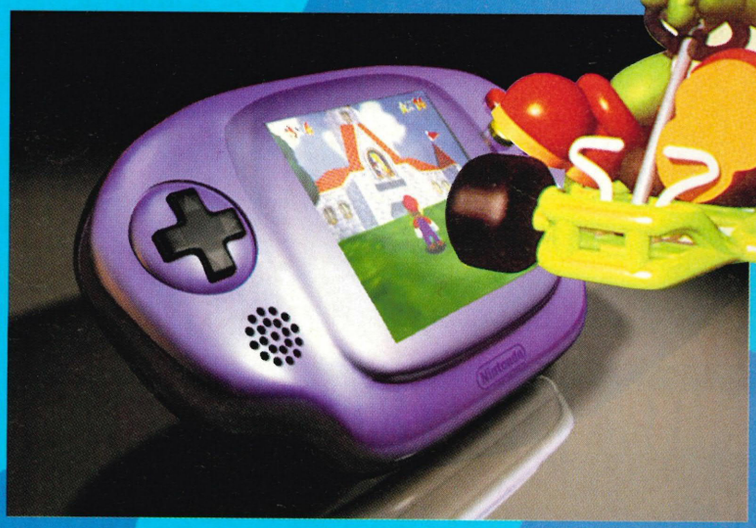


Playing with each other

Linking up with Game Boys will become even better with the new portable system. Up to four players will be able to compete with each other on special Game Boy Advance games, using a link port similar to the present system. It will be able to link to Game Boy Color, Dolphin and the N64, using a special controller port cable! There will not be an infrared system on the new device and no details were given on the Internet capabilities at this time.

With past problems caused by the Internet with distribution of ROMs and emulators, Nintendo has sought new ways to combat the copyright pirates. New forms of copy-protection will be used on the Game Boy Advance in order to prevent games being copied to PC and then dumped onto the Internet!





Advanced

The new Nintendo hand-held is very powerful and to show off what the machine could do, a few FMV sequences were shown. The unit has a 240 x 160 resolution screen and with the amount of colour used, the files take up far too much space on the cartridges to make them usable in games. Graphically, this machine looks spectacular and more than 130 developers have signed up for development kits already.

With Game Boy Color selling so well, there will be no rush to release the new hardware in the USA or Europe. Japan will have the console just before Christmas, but by the time it arrives there should be more games ready and waiting for the launch. expect more news and a few game titles to be announced shortly.

COUNTRY CHIMPS

Rare's classic Super Nintendo title *Donkey Kong Country* is set to hit the small screen with a very special Game Boy Color version. The new game will feature every single level found in the SNES original, plus a load of brand new secrets and bonus levels. This is exciting news and Rare has hinted that both Diddy and Dixie may also be getting ready to move onto the little hand-held console in *Donkey Kong Country 2* and *3*. Look out for more details coming soon!

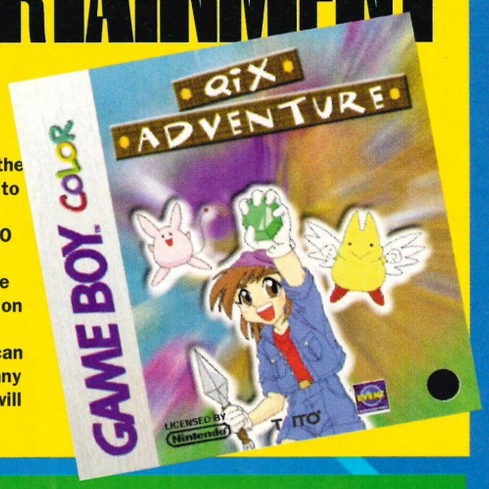




EON DIGITAL ENTERTAINMENT

A NEW company Eon Digital Entertainment has announced its intentions to deliver interactive entertainment products across all current and future platforms. To start the ball rolling Eon has secured the rights to publish Game Boy Color titles from Japanese developers such as Taito, TYO and Fujimic.

The initial line-up includes two puzzle titles, Puchi Carat and Qix Adventure, on Game Boy Color but more games are expected to be announced soon. You can expect lots more from this new company in the future and you can rely on PRO will keep you posted.



DESTINATION USA

IT'S PARTY time over the pond and there are a stack of massive Game Boy Color games lined up to be tried and tested. More announcements are expected during the show and we'll give you all the details as soon as we return. In the meantime, here's a sneaky look at the new titles we expect to see.

- TOCA Touring Car Championship
- Goofy
- Sleeping Beauty
- Beauty And The Beast (New Game)
- Powerpuff Girls
- The World is Not Enough
- Looney Tunes Collector: Attack!
- Mega Man X
- Legend of Zelda: Triforce Series
- Perfect Dark
- Warlocked
- Crystalis
- Donkey Kong Country
- Mickey's Speedway
- Dinosaur
- Road To El Dorado
- Hercules
- Xena: Warrior Princess
- Legend of the River King 2
- Harvest Moon 2
- Lufia
- Heroes Of Might & Magic
- Looney Tunes Collector: Alert!
- Army Men: Air Combat
- Daikatana Adventure
- Test Drive Cycles
- Test Drive: Le Mans
- Xtreme Sports
- Buffy The Vampire Slayer
- Aliens
- The Simpsons
- Rugrats In Paris
- Mario Tennis
- Ready To Rumble 2
- Cruisin Exotica
- Dragons Lair
- Pokemon Trading Card
- Pokemon Gold and Silver
- Ultimate Paintball
- Wacky Races
- UEFA Soccer
- Cannon Fodder
- Pro Pool
- Titus the Fox
- Driver
- Asterix
- Looney Tunes: Collector Alert
- Looney Tunes: Collector Attack
- Xtreme Sports
- Le Mans
- Alone In the Dark 4
- Rocky Mountain Trophy Hunter

POKÉMON TRADING CARD GAME







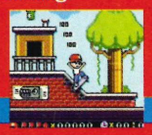
TRADING CARDS are becoming increasingly more popular day by day and now a new game for Game Boy Color has just been released to support the craze. The trading card game comes with it's very own unique promo card and enables you to collect and play cards without having to take your precious holographics out of their binder. A full preview is coming next month but here are a few of the latest screens to show what its all about.

Snippits!

TO THE XTREME

INFOGRAMES is taking sports to another level in this hand-held extreme sports extravaganza sponsored by Xtreme Cola. Choose to play with one of two mad-for-it sportsters and compete in a range of wild events on Xtreme Sports Island. There are five different events to get your adrenaline pumping including skateboarding, in-line skating surfing and skyboarding.





CONTACT

TO ASK for cheats, games advice or to give your opinion on our polls, send your letters to You Reckon at:

NINTENDO PRO
Paragon Publishing Ltd
Paragon House
St Peters Road
Bournemouth
Dorset BJ1 2JS

IF YOU have an Internet connection or access to email, you can save yourself the cost of a stamp. Please email us at the new address with your questions and queries.

Email:
nintendopro@paragon.co.uk

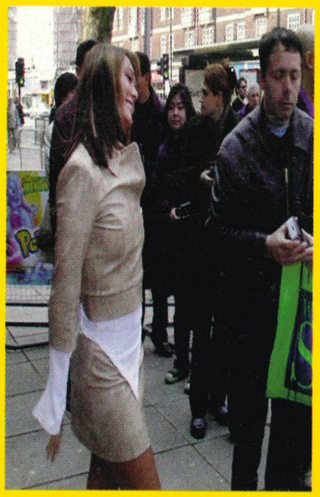


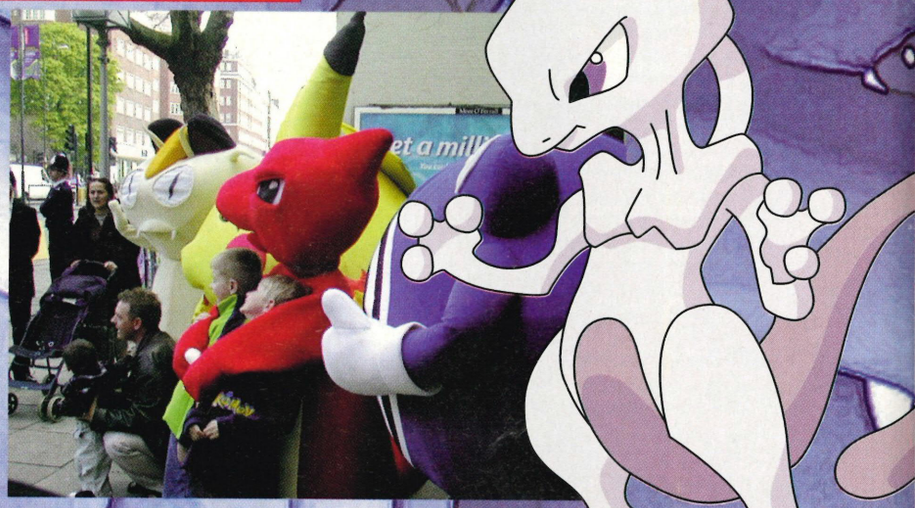
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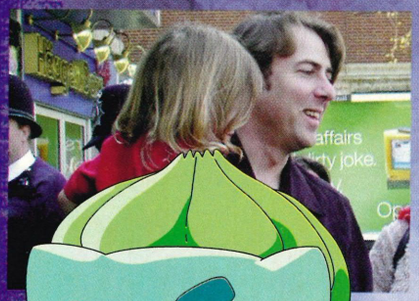
Pokémon The First Movie

The Pokémon make it to the biggest screen ever!

The ever growing popularity of Pokémon is incredible and the little creatures are popping up everywhere, from ketchup bottles to fast food restaurants. *Pokémon Red and Blue* for the Game Boy is by far the biggest selling hand-held title ever and the American version of *Pokémon Stadium* has sold over a million copies in the first month on sale. The 151 loveable little creatures have now been transformed from their miniaturised beginnings onto the biggest screen ever in *Pokémon: The First Movie*. Thanks to a few choice contacts and a little gentle persuasion, Nintendo Pro were invited to the UK premiere held at Kensington Odeon and spent the day mixing with the stars.

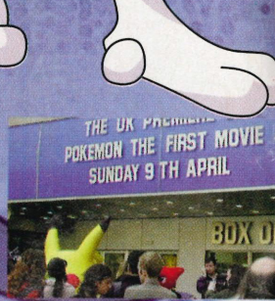








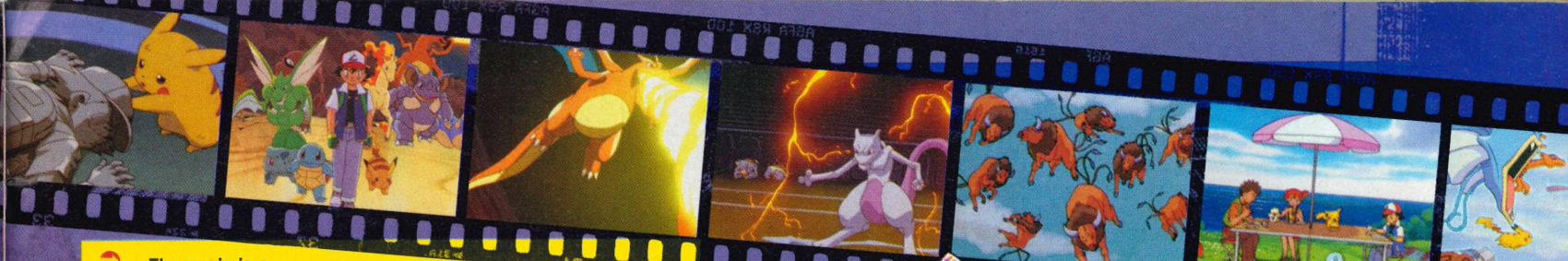




NEW POKÉMON APPEAR

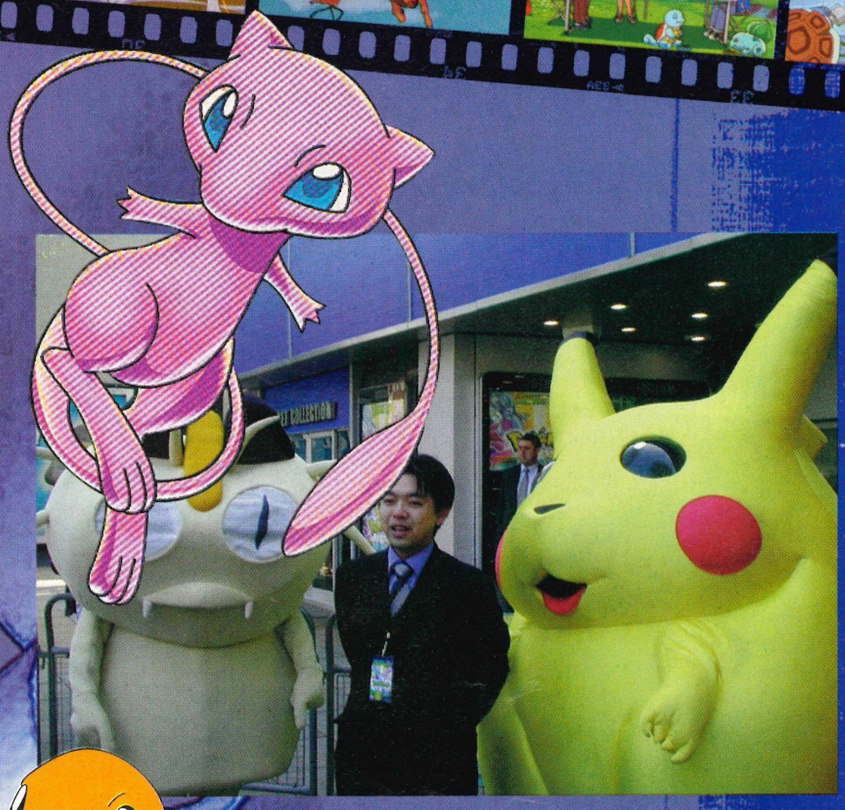
Not only do Mew and Mewtwo who make their first appearance – other new characters appear from the *Gold and Silver* editions too. Merrill and Snubbull make guest appearances in the small extra feature, but you'll have to wait until late next year before you can catch them all!





The movie is a guaranteed success as Pokémon fever starts to boil, and if you're a big fan of the cartoon series, you'll love it. The film introduces Mewtwo and Mew into the Pokémon world, and these are two characters with plenty of appeal. It is very much like an extended episode of the cartoon and the super-psychic Pokémon make an excellent choice for the limelight. All the usual characters are included too, which makes you feel right at home, and there's a great story to accompany the action.





POKÉBONUS

As an extra to the main event there is also a little flick about a certain well-known electric mouse Pokémon. *Pikachu's Vacation* is a small treat for rodent-mad trainers and introduces another two new Pokémon, Merrill and Snubbull, from the *Gold and Silver* edition. It really gets you in the pokémood and every attendee will get a special WB Trading Card while stocks last. There are four cards in the set, so get there early if you want to get your hands on them.

This is great movie and you'd have to be mad to miss it. Ash and his Pokémon friends look better than ever on the massive screen and the film has a good story as well. Of course, all the most famous Pokémon are featured and you'll be enticed into feeling many pokémotions throughout the moral tale. Parents may well enjoy the film too – it doesn't last for hours so your bottom won't ache too much cramped up in the ranks!





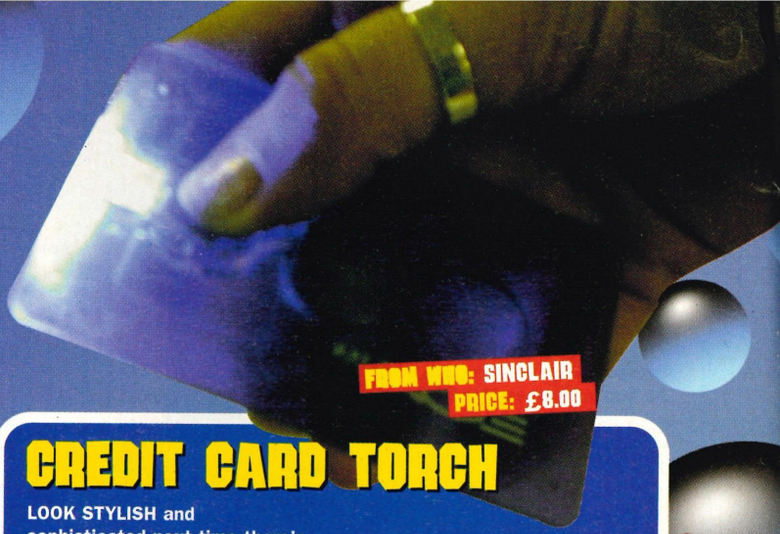
CHECK OUT THE NEW POKÉMON CARDS

HERE IS an exclusive chance to see the new cards from the latest Pokémon movie. Each one comes with the movie title printed in the top right hand corner in gold foil. Attendees will recieve one card when buying a ticket for the Pokémon Movie. There are only a limited amount of cards so get to the flicks straight away!



COOL STUFF

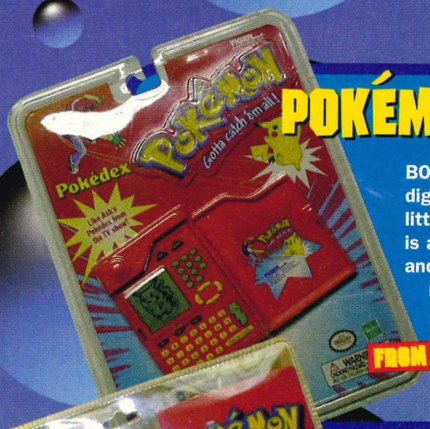
This month, our cool box of freebies is crammed full of Pokémon goodies. If you want to get your monster-mad mitts on these top prizes, along with a stack of other treats, just fill out the form below and pop it in the post!



FROM WHO: SINCLAIR
PRICE: £8.00

CREDIT CARD TORCH

LOOK STYLISH and sophisticated next time there's a power cut with the Eon Ice. This funky little torch in ultra-trendy purple translucent plastic lights up with a cool blue light and will slot into your wallet just like a credit card.



POKÉMON POKÉDEX

BOOST YOUR Pokémon training with this digital encyclopaedia of all 150 of the little critters. This excellent little gadget is a must-have for every serious trainer and gives you the low-down on each monster's strengths, weaknesses, personality and skills.

FROM WHO: TIGER ELECTRONICS
PRICE: £21.99



POKÉMON THUNDERSHOCK CHALLENGE GAME

FANCY YOURSELF as a bit of a pinball wizard? Put your skills to the test as either Ash or Pikachu with this top Pokémon pinball-simulator game. With real Pokémon sound effects and controls just like in the arcades, this game's a proper little belter.

FROM WHO: TIGER ELECTRONICS
PRICE: £29.99



POKÉMON LIT KEYCHAINS

YOU'LL IMPRESS your mates no end next time you open your front door with one of these funky little monsters dangling from your keys. What's more, jangle them around and your friend will flash with a funky little red light. Cool eh?

FROM WHO: TIGER ELECTRONICS
PRICE: £3.49



NERF GUN

THIS COLOURFUL foam and plastic nerf gun comes complete with little darts sporting suckers on the end of them which will fly across your bedroom and stick squarely in the middle of your Steps poster, if your aim is good enough! Just squeeze the air-filled handle and watch 'em go!

FROM WHO: POPSHOTZ
PRICE: £4.00

OR YOU COULD WIN...



That's not all folks! We've also got five copies of *Bugs Bunny Crazy Castle 4* for the Game Boy to give away, along with five copies of top Game Boy racer *TG Pocket 2*. And if you're a fan of our favourite little hand-held console, chances are you'll be after on of the five Madcatz Bumper Game Boy packs we've got too, which come complete with headphones, magnifier and battery pack and link lead. So what are you waiting for... get those entries in quick, before we suffocate under all this cool stuff!

WANNA WIN SOME COOL STUFF?

Name

Address

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ENTER OUR FANTASTIC COOL BOX COMPETITIONS AND WIN YOURSELF SOME TOP GOODIES.

SEND YOUR ENTRIES TO: Cool Stuff Competition, Nintendo Pro, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS

Postcode

Age

Telephone no

☐ From time to time you may be sent news about exciting new products and opportunities that are of interest to Nintendo Pro readers. If you do now wish to receive such information, please tick this box. Alternatively, state clearly that you do not wish to receive this information on your entry.

RELEASE SCHEDULE

The list of games just keeps getting bigger and loads more top quality titles will arrive in the stores this month. Take a look at what's coming up for the rest of the year, but please remember that these dates are subject to change without warning!

MAY

GBC	4x4 World Trophy	Infogrames
GBC	Total Soccer Manager	Ubi Soft
GBC	All Star Tennis 2000	Ubi Soft
GBC	Army Men	3DO
GBC	Vegas Games	3DO
N64	Asteroids	Crave
GBC	Golf King	Crave
GBC	Godzilla	Crave
GBC	Croc	THQ
GBC	Triple Play 2001	THQ
GBC	Ballistic	THQ
GBC	Oddworld	Infogrames
GBC	Battletanx	3DO
GBC	Asterix: Dogmatix	Infogrames
N64	Taz Express	Infogrames
GBC	24 Hours Le Mans	Infogrames
GBC	Nascar 2000	THQ
GBC	Lemmings	Take 2
GBC	Metal Gear Solid	Konami
N64	F1 Racing Championship	Ubi Soft
GBC	Tonic Trouble	Ubi Soft
N64	ISS Millennium	Konami
GBC	Spirou	Ubi Soft
GBC	Toonsylvania	Ubi Soft
GBC	David O'Leary Manager 2000	Ubi Soft
GBC	F1 Racing Championship	Ubi Soft
GBC	The Muppets	Take 2
GBC	F18 Strike Eagle	Take 2
GBC	Pong	Take 2
GBC	Pro Pool	Codemasters
GBC	Men In Black	Crave
GBC	Qix Adventure	Taito
GBC	Puchi Carat	Taito
GBC	Dragon Dance	Crave

JUNE ONWARDS

N64	Mario Party 2	Nintendo
N64	Excitebike 64	Nintendo
GBC	Pokémon Yellow	Nintendo
GBC	Wacky Races	Infogrames
GBC	Driver	Infogrames
GBC	UEFA 2000	Infogrames
GBC	Wetrix	Infogrames
N64	Perfect Dark	Nintendo/Rare
GBC	Micro Machines V3	THQ
GBC	Pocket Manager	THQ
N64	Duck Dodgers	Infogrames
GBC	Playmobil: Hype The Time Quest	Ubi Soft
GBC	Tyrannosaurus Tex	Eidos
GBC	Cannon Fodder	Codemasters
GBC	Alice in Wonderland	Nintendo
GBC	Donkey Kong Land Color	Nintendo
N64	Cruis'n Exotica	Midway
GBC	Pokémon Pinball	Nintendo
N64	SR3K	Midway
N64	Starcraft 64	Nintendo
GBC	Cruis'n Exotica	Midway
GBC	Daikatana	Kemco
N64	Blues Brothers 2000	Titus
N64	Hercules: The Legendary Journeys	Titus
GBC	Ultimate Paintball	Take 2
GBC	Jeff Gordon Racing	Take 2
GBC	TNN Outdoor Fishing Champ	Take 2
GBC	Pokémon Attack	Nintendo
GBC	X-Men: Mutant Academy	Activision
N64	Kirby 64	Nintendo
N64	Turok 3	Acclaim
GBC	Spiderman	Activision
GBC	Soccer Five On Five	Nintendo
N64	Pokémon Snap	Nintendo
GBC	Gauntlet Dark Legend	Midway
GBC	Maya Bee 2	Acclaim
GBC	ReVolt	Acclaim
GBC	Turok 3	Acclaim
GBC	Blues Brothers 2000	Titus
GBC	Hercules: The Legendary Journeys	Titus
GBC	Rush 2049	Midway
N64	Banjo Tooie	Nintendo/Rare
N64	Super Mario RPG	Nintendo
N64	Rush 2049	Midway
GBC	Smurfs 4	Infogrames
GBC	Perfect Dark	Nintendo/Rare
GBC	Zelda: Fruit of the Mysterious Tree	Nintendo
GBC	Dino Crisis	Virgin
N64	Ready 2 Rumble 2	Midway
N64	Eternal Darkness	Nintendo
N64	Riqa	Nintendo
N64	Mickey's Racing	Nintendo/Rare
N64	Zelda: Mask of Majula	Nintendo
GBC	Ready 2 Rumble 2	Midway
GBC	Alone In The Dark 4	Infogrames
GBC	Lucky Luke 2	Infogrames
GBC	Austin Powers (x4)	Take 2
GBC	Pokémon Card Game	Nintendo
N64	Donald Duck	Ubi Soft
N64	Conker's Bad Fur Day	Nintendo/Rare
GBC	GTA2	Take 2

IN DEVELOPMENT

N64	Rally Masters	Infogrames
N64	Space Invaders	Activision
N64	Harvest Moon 64	Natsume
N64	Asteroids 64	Crave
N64	X-Men	Activision
N64	Young Olympians	Saffire
N64	Rare's Secret Project	Nintendo Rare
N64	Nightmare Creatures II	Activision
N64	Hype: A Time Quest	Ubi Soft
N64	Jest	Infogrames
N64	Ronaldo Soccer	Infogrames
N64	Fighters Destiny 2	Xicat
N64	Quest For Camelot	Titus
N64	Earthbound	Nintendo
N64	Mini Racers	Nintendo
N64	Dragon Sword	Interactive
N64	Frogger 2	Interactive
N64	Glover 2	Interactive
N64	Last Legion UX	Hudson Soft
N64	Ogre Battle 64	Nintendo
N64	Puma Street Soccer	Sunsoft
N64	Wacky Races	Infogrames
N64	Biohazard Zero	Capcom
N64	Pikachu VRS	Nintendo
N64	Indiana Jones	LucasArts
N64	Aidyn Chronicles: The First Mage	THQ
N64	Power Rangers: Lightspeed Rescue	THQ
N64	Rugrats In Paris	THQ
N64	Bomberman 3	Hudson
N64	Big Mountain 2000	Xicat
N64	Spiderman	Activision
N64	Mario Tennis 64	Nintendo
GBC	Bionic Commando Nintendo	2001
GBC	Pokémon Gold Nintendo	2001
GBC	Pokémon Silver Nintendo	2001



The Perfect Dark Comic Strip EXPOSED!

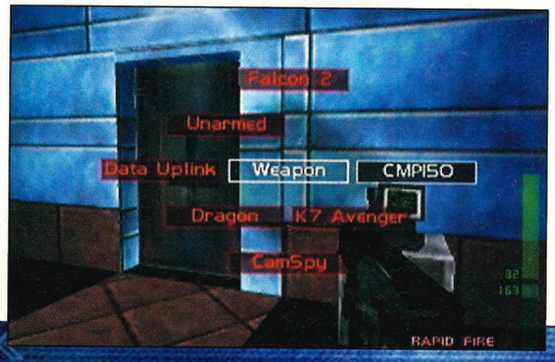
A NINTENDO PRO WORLD EXCLUSIVE

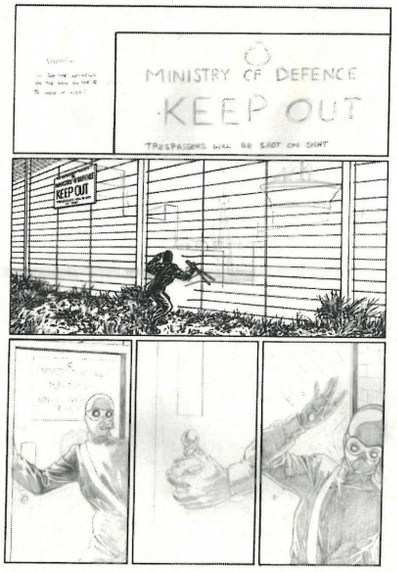
WE ALL KNOW THAT PERFECT DARK IS ONE OF THE MOST ANTICIPATED VIDEOGAMES OF 2000, BUT WE BET YOU DIDN'T KNOW THAT THERE IS GOING TO BE AN OFFICIAL PERFECT DARK COMIC STRIP! RUSS KIDNAPPED ITS WRITER, STUART TAYLOR, AND THREATENED HIM WITH DEATH BY FARSIGHT UNLESS HE SPILT THE BEANS...

STORY 1: GRADUATION DAY

VILLAINS: CASSANDRA DE VRIES, TRENT EASTON AND LOTSA ROBOTS!

DO YOU want to know how Agent Joanna Dark earnt her 'perfect' nickname? Well in Graduation Day you get to witness, first-hand, Trainee Agent Dark's last stages of her training at the Carrington Institute. Big explosions, big robots, big action and big fun!





TOP SECRET!

There was a last-minute rewrite to Graduation Day when Rare announced that it was producing a Game Boy Color *Perfect Dark* title which was set directly before the events in the Nintendo 64 game.

"Basically, I squeezed in a two-page piece before the end of the strip which covered the events of the Game Boy version of *Perfect Dark*," explained Stu. "If I hadn't, there would have been a huge continuity glitch, which would have made the whole comic strip redundant!"

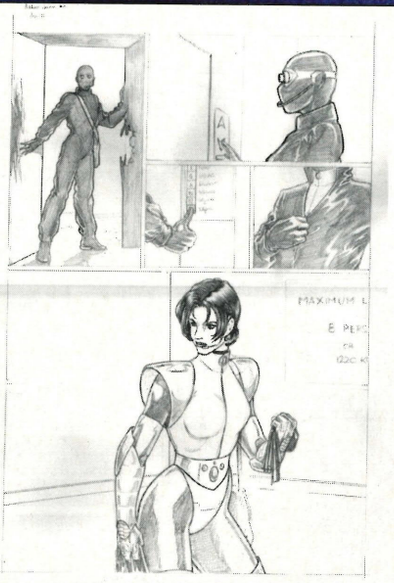
STORY 2: HUNTING SEASON

VILLAINS: TAYST GRIFBO AND MOOK

SET A year after the events in the Nintendo 64 videogame, Hunting Season begins with Agent Joanna Dark breaking into an abandoned military base in southern England. It seems that dataDyne has got its claws over here as well as in America!

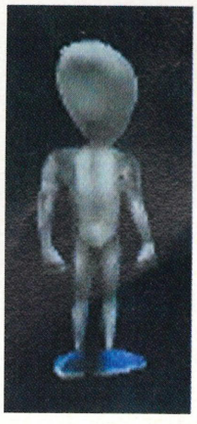
"She's there to clean up another dataDyne mess," said Stu. "But Jo's search-and-destroy mission is interrupted by Tayst Grifbo, an alien bounty hunter."





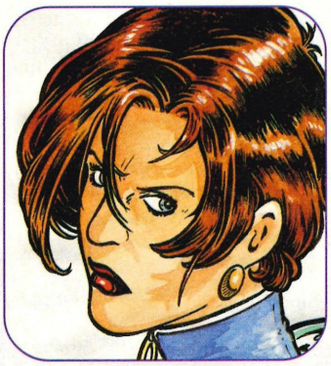
TOP SECRET!

***Perfect Dark* fans will also get to see the first comic strip rendition of Jo's extra-terrestrial sidekick, Elvis. Yep, believe it or not, the little grey-skinned scamp is also on bounty hunter Tayst Grifbo's most-wanted list!**



BRING ON THE GOOD GUYS!

There are dark times ahead of us, and we're going to need some real heroes to help us through them. Luckily, *Perfect Dark* has got some right corkers on the side of the angels. Some of them carry very big guns too!



AGENT JOANNA DARK

Fresh out of training, Agent Joanna Dark is the Carrington Institute's leading special operative. But is she ready for the gruelling challenge ahead of her?



ELVIS

An extra-terrestrial bodyguard or the reincarnation of a legendary rock 'n roll star? Appearances can be deceptive, as this little fella is pretty handy with a laser pistol!



DANIEL CARRINGTON

The benevolent head of the Carrington Institute, this jovial bearded character is highly suspicious of Cassandra De Vries' dataDyne Corporation.

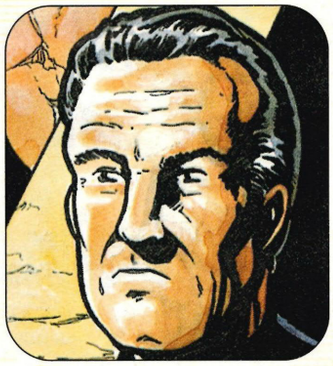
BRING ON THE BAD GUYS!

They say that a hero is only as good as the villain they go up against. Would Batman have been so cool without The Joker and would Superman be so super without the likes of Lex Luthor? The *Perfect Dark* comic strip certainly has its fair share of villains you'll love to hate... not all of whom appear in the videogame either!



CASSANDRA DE VRIES

Cool, calm and manipulative, Cassandra De Vries is the head of the dataDyne Corporation. What is she hiding, and who are her mysterious backers?



TRENT EASTON

Employed as the head of the National Security Agency, Easton is abusing his position of power. Can he influence the President of the USA to do his bidding?



TAYST GRIFBO

He's big, hard as nails and doesn't take any Skedar squonk! Hired to bring Joanna Dark to justice, has Grifbo met his match?





The Perfect Dark Comic Strip EXPOSED!



ANATOMY OF A COMIC STRIP

Do you know what goes into the production of a comic strip? Nope, neither did we, but Stu told us...

STAGE ONE – SCRIPT

"I usually like to write a full-script, which is basically a detailed description of what goes on in each comic strip panel, including all of the dialogue and so on. But for *Perfect Dark*, I adopted a very loose plot-style, just briefly describing what events take place on each page. This wasn't simply me being lazy, as I actually wanted the artists to have more input in the story."

Page one

Earth. One year after the events depicted in the Perfect Dark videogame. We are outside an abandoned military base just off the south coast of England. It is night-time. An aged, weather-beaten sign hangs loosely from the twenty foot high barbed-wire fence that surrounds the facility: 'Government Property. Keep Out! Trespassers will be shot on sight.'

A shadowy figure, dressed all in black from head to toe, can be seen burrowing through a hole cut into the bottom of the fence. They stealthily scurry along the massive runway until they reach a small building attached to a main hanger. Access to this small building is protected by a coded door lock. The trespasser has a thin microphone piece running from their left ear to the front of their mouth. They speak into this communications device: "I've reached the elevator access building... am now proceeding to gain entry." "Roger that," responds the anonymous recipient. The secret agent then attaches a small mine to the security lock, turns the dial in the middle, and then sprints a short distance away from the door. A small, controlled explosion shatters the locking mechanism.

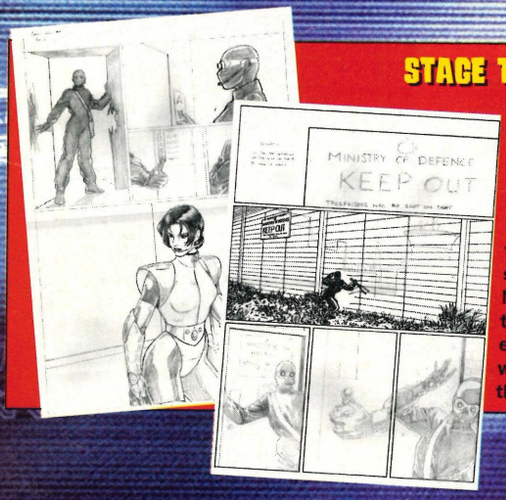
Page two

Our mysterious secret agent walks up to the door and gently pokes it with their index figure... it gracefully swings open. They then walk inside and follow the narrow corridor to the end where an elevator awaits. The secret agent enters the elevator and presses the button to gain access to the sub-basement level of the facility. As the downward journey begins, the secret agent begins to remove their black garments, including the balaclava... it's Joanna Dark.

BIG PANEL: Jo is wearing her standard-issue Carrington Institute Field Operative battle armour, with a small rucksack-type bag over her shoulders (these contain a selection of mines). "Elvis, I'm in and am heading down to the research facility," says Jo into her microphone.

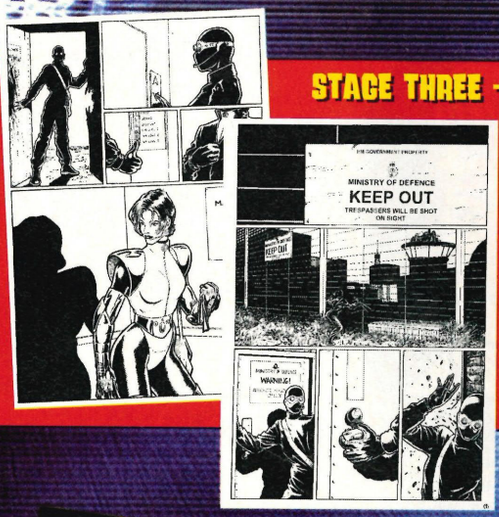
Here is Stu's plot breakdown for the first two pages of the Hunting Season story. As you can see, he's included some brief snippets of dialogue... we wonder how much of that remained unchanged in the final comic strip?

STAGE TWO – PENCILS



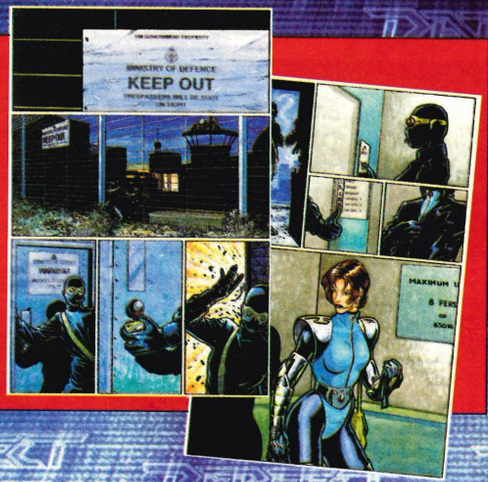
"I send the script off to Dave Roberts, the main artist, who then has the unenviable task of illustrating what I have written. Once he's done the pencil sketches, he sends copies off to Rare, Nintendo and myself, so that we can check that everyone's happy with what we are doing with the characters and story."

STAGE THREE – INKS



"Once everyone is happy, and any changes that are required are made, Dave can then go ahead with the inking. Basically, this requires him to go around his pencil art with black ink, and fill in any black areas that do not need any colouring in."

STAGE FOUR – COLOUR



"When Dave has inked a full chapter (which we conveniently broke down into eight-page chunks) he posts the pages off to Alwyn, the colourist. It is then that the comic strip begins to look more like the finished article. Alwyn uses water-colours to give the pages a vibrant and exciting feel."

STAGE FIVE – LETTERING



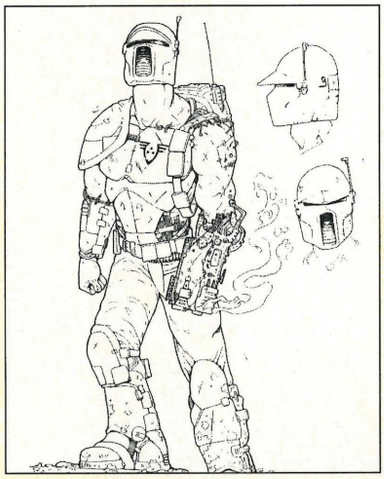
"To be honest, I do the lettering at the same time that Alwyn is doing the colouring. I scan black and white copies of the artwork onto a computer and use a special comic strip lettering font to create all the caption balloons on the page. Once the coloured artwork is finished, I then scan that in and drop the lettering over it... computers are great for making comic strips!"

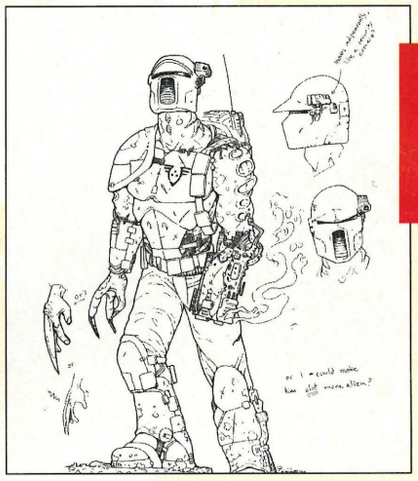
DESIGNING A BOUNTY HUNTER

THE COMIC strip team opted to create a whole new story set after the events depicted in the *Perfect Dark* videogame... a whole year after in fact! Rather than upset any plans Rare may have for some of its established villains, the team decided to come up with an all-new bad guy – an intergalactic bounty hunter called Tayst Grifbo! This gigantic badass was the creation of Stu and comic strip colourist Alwyn Talbot. The development took a number of turns before the pair were happy with the concept. "It's no secret that I wanted to come up with a *Star Wars*-style bounty hunter," said Stu, "but Alwyn and I also borrowed elements from videogames like *Quake II* and TV shows like *Star Trek: The Next Generation*."

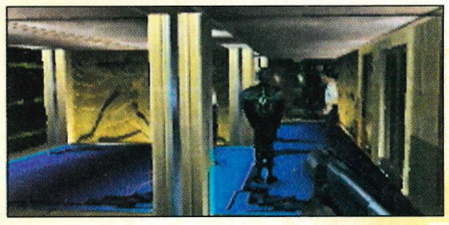
In case you were wondering, the unusual name of Tayst Grifbo comes from Stu's *Star Wars* name. This can be worked out by writing down the first three letters of your last name and first two letters of your first name. You then add the first four letters of your mum's maiden name and the first two letters from the town that you were born in!

So, what's your *Star Wars* name then? Send in yours to NINTENDO PRO!







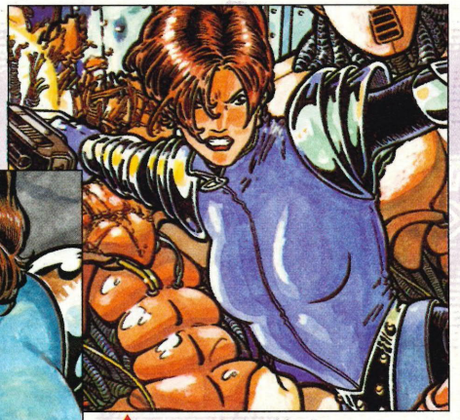


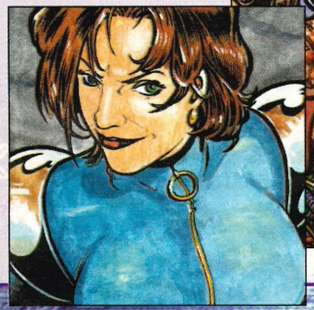
THE INCREDIBLE SHRINKING BOOBIES!

THERE are two things that stand out about tomb raider extraordinaire Lara Croft (and we don't mean her talent with a pickaxe and pistol). However, Joanna Dark is a more realistic female adventurer, who doesn't require silicon implants to bring about world peace. Apparently, the team behind the *Perfect Dark* comic strip were used to being told by publishers that their female character's breasts were never big enough, so they were pleasantly surprised when Rare asked them to reduce the size of Joanna Dark's. Check out these two images, showing the incredible shrinking boobs of Agent Dark!



▲ Big boobies!





▲ Not so big boobies!

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MAXIMUM SOLUTIONS FOR NINTENDO 64

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NINTENDO PRO REVIEW



CHECK OUT THE TOP NEW GAMES TESTED TO DESTRUCTION INSIDE!

ALL THESE GAMES...



IN THE JUNGLE!

REVIEWED!

N64	16	Perfect Dark
	24	Summer Games
	28	Tarzan
	32	Mario Party 2
GAME BOY	22	Martian Alert
	27	24Hr Le Mans
	27	Pong
	31	Tony Hawk's
	34	Game and Watch Gallery 3
	35	The Muppets
	35	Tonic Trouble
	36	Warioland
	38	Star Wars Episode 1 Racer
	38	The Mask Of Zorro
	39	Speedy Gonzales
	39	Daffy Duck: Foul Play

CHECK OUT TARZAN P28





KNOW THE SCORE





WHY
What we thought about the game in a nutshell!

GOOD AND BAD POINTS
What we liked and loathed listed in Pro Plus and Minus!

REVIEWER
A mug shot of the reviewer will always be included, so you'll know who to blame if you don't agree with their expert opinion!



AWARDS

Three awards to be given to the best and worst games! Seal Of Approval is top and Pants is poo!

ABOVE 90%
NINTENDO PRO Seal of Approval!
Only the very best games will win the Seal Of Approval!

80%–90%
NINTENDO PRO Pro Power!
Just short of a few tricks but still a top class game!

BELOW 50%
NINTENDO PRO Pro Pants!
Pants! Only the sad and crusty games will get this award!

Who's it by?	Nintendo
Whenz it out?	30 June
How much?	£49.99

THE TIME HAS COME!



PARKY'S BIG GAME

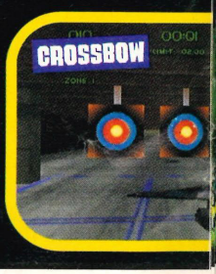
There has been a huge amount of anticipation for this new shooter from Rare following *GoldenEye*'s success what seems like aeons ago. The game no longer has the Bond licence but does follow a similar theme, with the lead character playing the part of a secret agent.

Perfe

AMAZING ARSENAL

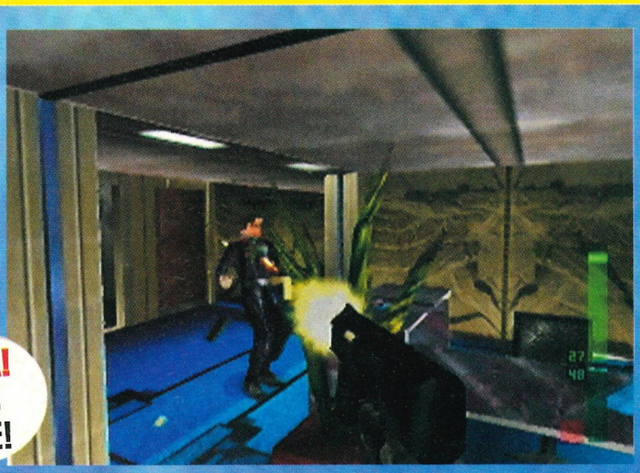
PERFECT *Dark* has a massive array of weaponry, each with a unique secondary function. This gives your agent plenty of attacking options when the going gets tough. Some of the weapons have been upgraded from shooters in *GoldenEye* but there's a wide range of additions!



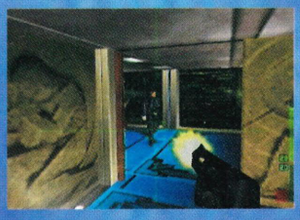




"Far more challenging than anything you've ever experienced before!"

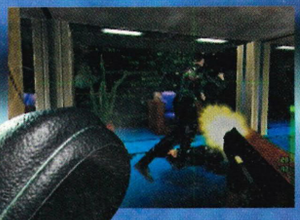






LOOK! IT'S HERE!





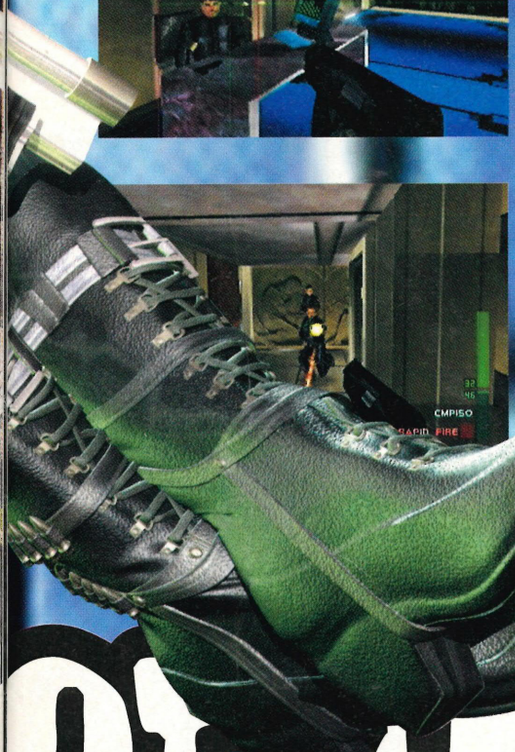
DON'T BE AFRAID OF THE DARK!

Among your many new gadgets are night vision goggles which enable you to see in the darkest of places. Your vision goes totally green but you can clearly see the enemy targets, making it easier to shoot them. When wearing the goggles the action intensifies and it adds a real air of excitement – it's perfect darkness!









Perfect Dark

Crack open the piggy bank – the perfect one is here!

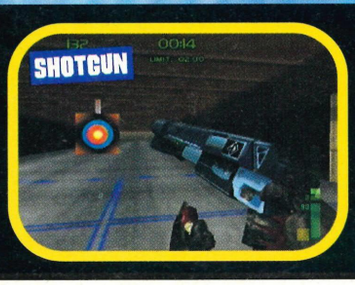
RARE'S MASTERPIECE *GoldenEye* has won stacks of awards and is rated by most as the best game ever! The sequel *Perfect Dark* is causing quite a stir in the games world and the hype has been tremendous – we've all been waiting for what seems like an eternity. At long last, Pro got the chance to shake a stick at the real thing and boy, does it rock!

We're not worthy!

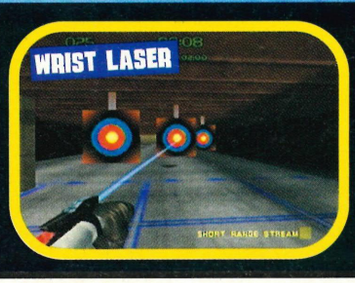
Thanks to a few contacts at THE Games, the UK's official distributor for Nintendo, their helpful press office and of course the guys at Rare, we got to visit Rare's country retreat for a special showing of the game we've all been waiting for – *Perfect Dark*! The designer building is a terrific sight and Rare really laid on the treats including a reception from Banjo, a huge TV and a fully finished version of *Perfect Dark* – fantastic!











Who's it by?	Nintendo
Whenz it out?	30 June
How much?	£49.99

A REAL SHARP SHOOTER!

The game has all the same control methods as *GoldenEye*, and it retains the glorious feel and quality of its predecessor. You can pick up the pad and instantly feel at home, but there are loads of new additions to the game, making it a totally new experience at the same time. It's not just a tweaked *GoldenEye* – a whole new challenge awaits. Who needs James Bond, anyway?

A rare treat!

Graphically, there have been vast improvements. The lighting effects are superb, nearly blinding you on occasions, and all the scenery reacts to the action, with bullet holes, blood splats and moveable objects. To complement the graphical enhancements, the gameplay has





changed in a number of different ways as well. No longer can you dash through a level destroying anything in your path – you will sometimes fail if you destroy a vital piece of equipment or shoot an enemy by mistake. Rare has now included vehicles in the game and you can ride around on jet-bikes still blasting away – there's plenty of them to choose from!

The game is packed to the brim with secrets, including a few that you'll recognise and several totally new ideas. Secret levels and weapons can also be found in abundance, and there are plenty of secret characters and vehicles as well. The standard issue agent's gear is amazing and it's all accessible by pressing the A button which is delightfully easy to use in a



▲ Weapons can be found hiding behind desks!



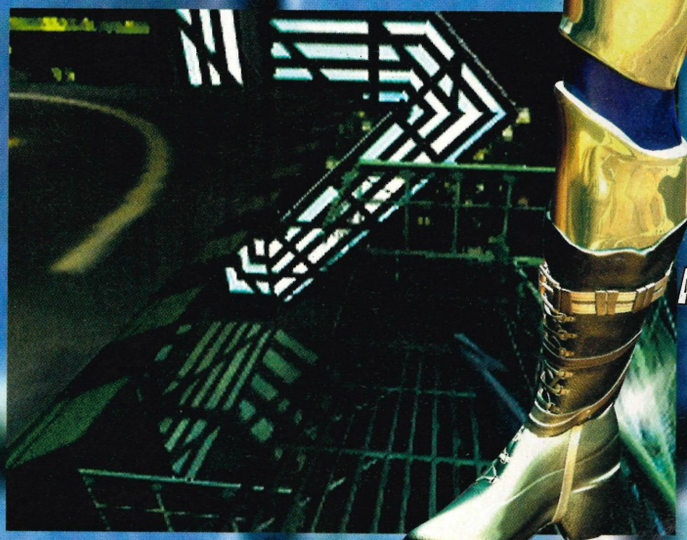


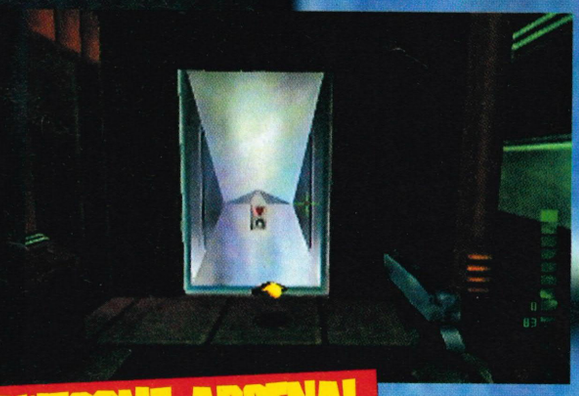
▲ The action is very similar to *GoldenEye* – you shoot stuff!



▲ Armed and dangerous!

▲ Look out!







NINTENDO PRO Seal of Approval!

This game is just goddam wicked innit people! Gangsta's of the world rejoice – you can shoot, punch and lay all sorts of devious mind-blowing traps in a boomshaka style. At last, the perfect one has arrived. F'real!

F'real Seal

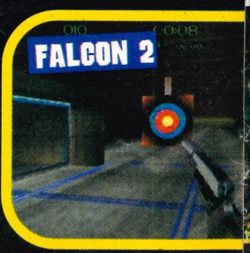
AWESOME ARSENAL

THE FIRING range is the perfect place to try out all the weapons that you have found on your travels. There are plenty of targets to soak up the endless rounds of ammo!



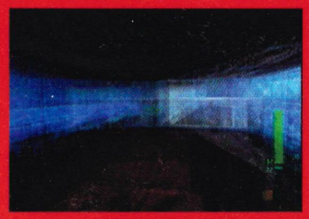






PUNCH DRUNK!

One of our favourite parts of the game was the dizzy spells you suffer after receiving a blow to the head. If an enemy strikes you, the screen will become blurred and it is incredibly difficult to see where you are going. You genuinely feel disorientated and this can be used to great effect in the multiplayer game. Imagine punching your mates' character in the face and standing back to watch him stagger about like a boxer about to keel over. The slappers-only games are a riot and your fists can also save you from the early bath which may otherwise occur after being caught unarmed by a fully loaded pal!







SECOND OPINION

Good golly gosh, I think I just had an organism (or something like that anyway!) This is absolutely, positively, beyond a shadow of a doubt, the best N64 game, ever made!

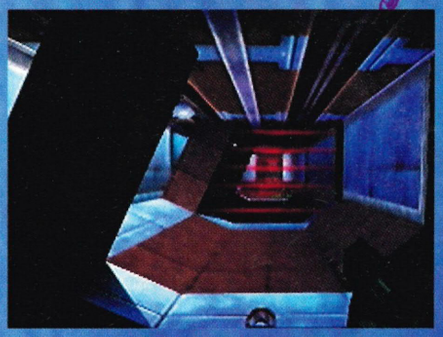
ROY

'T CUM! EVEN HE!



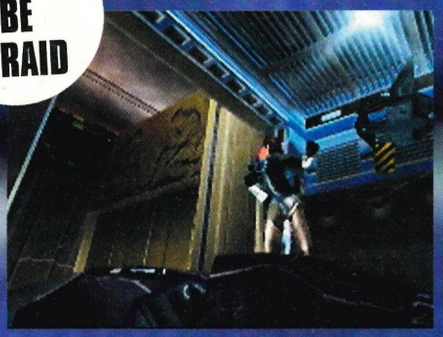








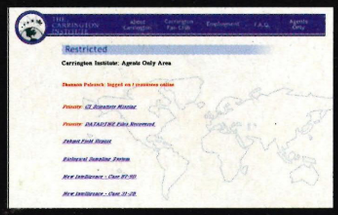
DON'T BE AFRAID



WEB PERFECT

THERE are two Web sites at the moment set up merely to hype up *Perfect Dark*. Datadyne.com appeared first, and was followed shortly afterwards by Carringtoninsetitute.com. Both sites contain secret password-protected areas and it's impossible to tell what secrets lie behind the strange Web sites. We'll let you know when we find out!







firefight. This opens a quick menu screen and from here you can choose to change weapons or use your new gadgets. The Spycam can be used for searching ahead, and the Data Uplink must be employed for talking with terminals. The best gadget, though, just has to be the night vision goggles, which are just out of this world – some areas have no lighting and you just cannot get by without them!

Enhanced artificial intelligence

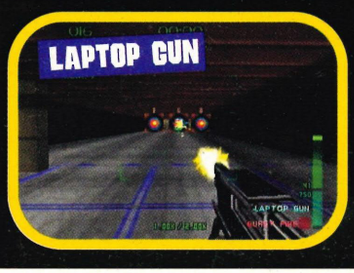
All the enemies have been enhanced and the whole combat style has been revamped to extraordinary proportions. The enemies start as pathetic guards but they gain intelligence as you progress and they will begin to call for their mates, run for cover or sometimes even get out of your way. There are a number of methods at your disposal for rendering your opponents defenceless, including shooting their weapon out of their hand and collecting the gun before they can get to it. The guards' weapons will jam on occasions, which can sometimes give you a slight edge, and there's always the option of unarmed combat.

During your training at the Carrington Institute you gained knowledge of martial arts and have an awesome karate-style flurry of punches. Attacking guards with this technique will always result in merely knocking your opponent out and you can never be sure when they will regain consciousness. In some missions, you actually have to avoid killing the guards, so pay careful attention to your mission brief.

Shot in the dark

Some of the more popular weapons from *GoldenEye* have been included in *Perfect Dark* but they have all been upgraded and each one has a secondary function. This might be the ability to



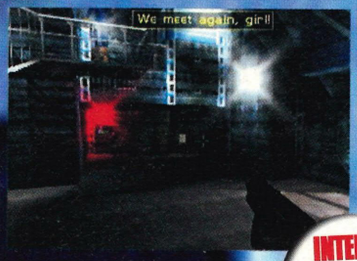


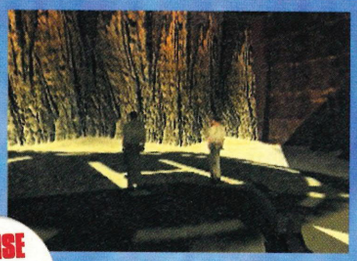




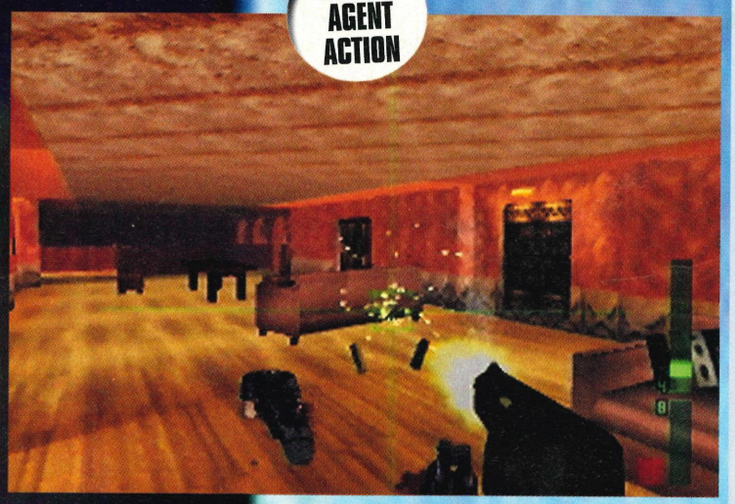
Who's it by?	Nintendo
Whenz it out?	30 June
How much?	£49.99

IT'LL BLOW YOU AWAY!





INTENSE AGENT ACTION



use the back of the gun for hitting guards or a rapid-fire option to boost a machine gun. Some of the more powerful and unusual weapons can be deployed as traps for the more cunning kills. The Laptop Gun converts into a handy Sentry Gun to guard your back and there's also a rifle with a mine hidden inside that can be dropped, ready for a weapon-hungry opponent.

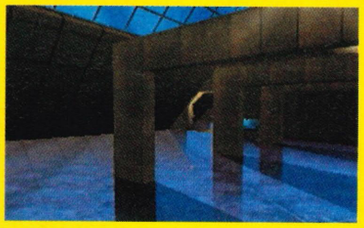
You'll discover new weapons hidden around the levels and some weapons will have two weapon points. If you manage to collect guns from both points you will be rewarded with doubled-up guns for twice the power. If you take the time to thoroughly explore each level you will soon remember where to find the best weaponry and find a firm favourite. With such an incredible display of guns it will be some time before you've tried them all, but once you have accessed a new gun, you will be able to practice with it on the firing range inside the Carrington Institute.

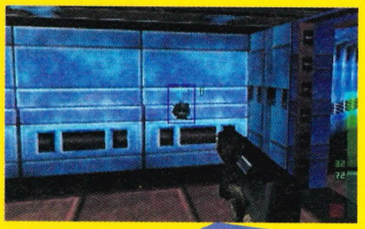
Combat simulation

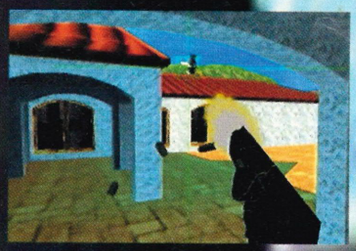
The multiplayer game has similar characteristics to *GoldenEye* but the characters seem to move a lot faster, making them more difficult to hit, so it is a lot easier for them to escape. This doesn't disrupt the gameplay, though,

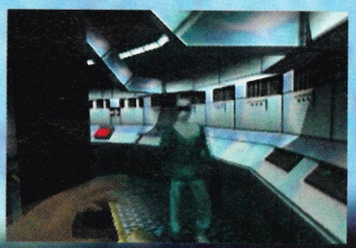
CARRINGTON INSTITUTE

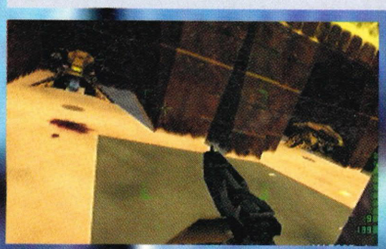
Before starting your mission you can choose to have a look around the Carrington Institute. There are a few interesting things for you to find in the long, well-lit corridors including an information centre, movement training, a firing range and a garage where the vehicles are kept.

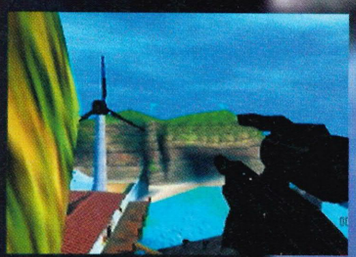




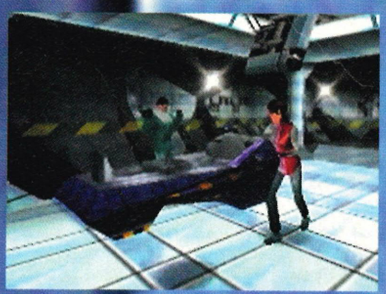


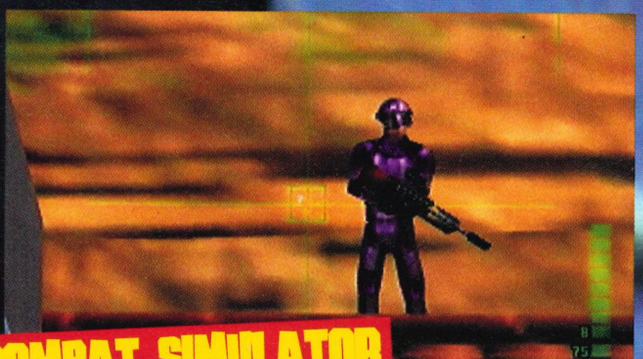


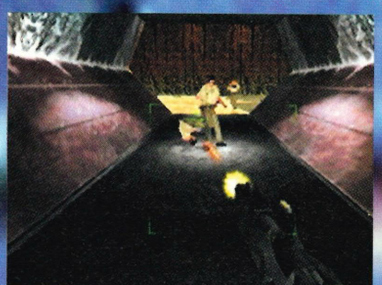




"You won't be playing GoldenEye ever again!"







and makes it far more challenging than anything you've ever experienced before! You can also choose to include up to eight bots to fight against you and your pals in the frag-fest, taking the total number of participants to twelve. These automated enemies have changeable skill levels including Pacifists for bots who just collect weapons and Revenge, where they will only attack when shot at directly.

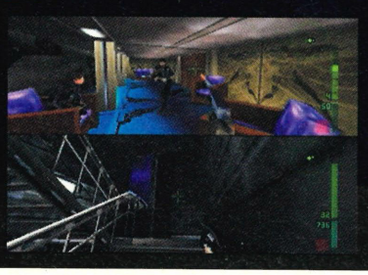
If you don't fancy the deathmatch there are a range of other games. In Hacker Control, players must find both the terminal and the uplink to send the transmission first, whilst in King Of The Hill, you must stay in the points zone for as long as possible. *Perfect Dark* has now got a superb co-operative mode, too, where you and friends can play through stacks of entertaining challenges. You can choose to work closely and cover each other, or split up and set about different tasks!

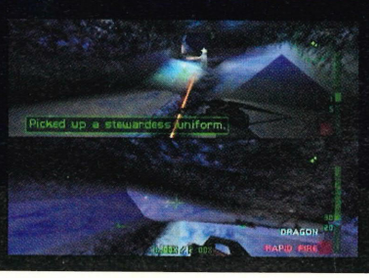
Perfect agent

Perfect Dark is just crammed to the brim with breathtaking action and glorious graphics. There are over 17 single-player missions with three difficulty settings and over thirty assorted challenges. You can bet on loads of great cheats and some well-hidden secret weapons, along

COMBAT SIMULATOR

The Combat Simulator is the new multiplayer arena where up to four players can compete against computer-controlled bots. There are several choices of multiplayer game including Deathmatch, Capture The Briefcase and King Of The Hill, where players must hold position in the scoring area for as long as possible.

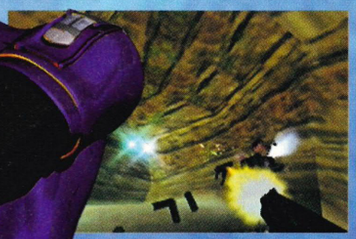


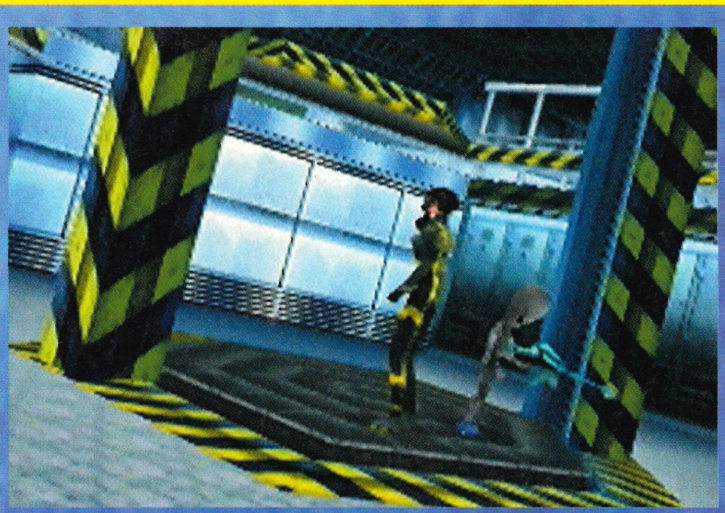








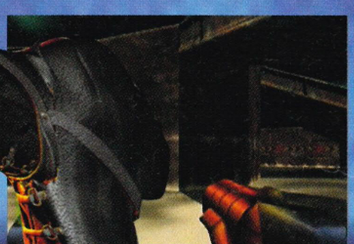












with a vast range of multiplayer arenas, including a few favourites like the Temple and the Complex. There are so many cool new features in *Perfect Dark* you'll crave for just one more go, and the multiplayer will drive you into a frenzy. Once you have your copy firmly in your hands you'll never want to let go and you won't be playing *GoldenEye* ever again!

Perfect Dark will go on sale on 30 June and to avoid disappointment, we would advise you to rush off to your local store immediately and reserve a copy. There are just so many people waiting for this game that it's sure to sell like crazy, and we wouldn't want any of you to miss it. There's life in the N64 yet and there are more monster titles to come yet!

NINTENDO PRO SCORE

SHARP SHOOTING

Rare has got secret powers and has been making incredible games for years. *Perfect Dark* is just about perfect in every way and it's exactly what everyone has been waiting for. It is a shame that the Game Boy Camera feature had to be removed, but even without it, you just simply must get this sublime shooter. There's so much heat in the action you won't sleep for weeks and you'll be pulling sickies just to be perfect one more time!

RUSS



PRO +

- Unarmed combat - it's a complete riot!
- A new and challenging experience!

PRO –

- Dropped Game Boy Camera feature!
- Having to wait for so long to get hold of it!

GRAPHICS	10/10
it looks gorgeous	
SOUND	9/10
Awesome audio!	
LASTABILITY	10/10
There's no escape!	
GAMEPLAY	10/10
Playing perfection	

IT'S GOT...

98%





BITS

Cheats can be activated by completing levels and challenges within strict time limits in a similar fashion to *GoldenEye*. There are loads of new cheats included, along with a few that you'll remember including Paintball mode and double weapon cheats!

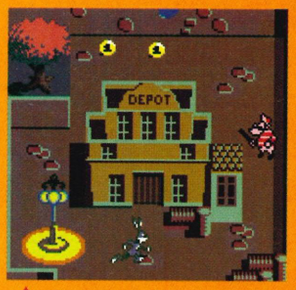
BOBS

Perfect Dark also has secret levels and characters which can be opened up by completing a few of the more tricky missions! What we've seen so far is amazing and we're sure that there are a lot more surprises in store!

REVIEW

Who's it by?	Infogrames
Whenz it out?	May
How much?	£24.99

MARS ATTACKS!



▲ When the criminals come out to play you'd better watch your back.





TOP ACTION GAME!

Martian Alert

Forget monsters! Check out this Looney Tunes catching game!



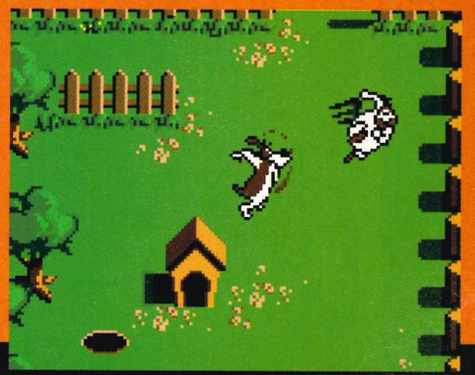
MARVIN THE Martian is one of the coolest characters ever to walk the earth (or Mars for that matter). Sadly, he suffers from a tendency to zap creatures with his laser gun and capture them. Come to think of it... he was probably playing *Pokémon* before we even heard of it.

We were hoping for a *Pokémon*-style game starring Marvin, but *Martian Alert* is more an RPG than a catching game. You control Bugs Bunny as he tries to prevent Marvin from blowing up the earth. On his travels Bugs meets plenty of other Looney Tunes characters and they all team up to stop Marvin in his tracks. Each character has different skills – Bugs can jump, Daffy Duck can swim and Elmer Fudd has a gun – and you'll need to collect each of the different characters to get through the game. Not only that, you also get to collect artwork of hundreds of different characters throughout the game. There's even six two-player games and you can trade characters with your friends via the infrared link.

Martian Alert is a truly original adventure game that mixes the masses of Looney Tunes characters up in a huge adventure. If you've ever played *Zelda DX* you'll feel right at home with this – and recommendations don't come much better than that!













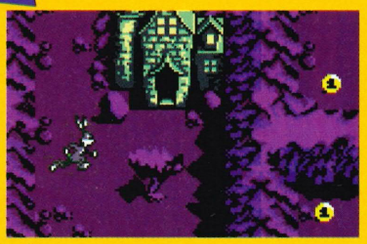




Turn over for Summer Games

DIFFERENT TUNES

ALL THE different Looney Tunes characters have their own special skills. Here are a few of those skills in action...



▲ Taz can spin. And he also eats quite a lot.



▲ Elma Fudd can shoot. He destroys rocks that block the path.



▲ And Daffy Duck has the ability to swim underwater.

EHHH WASSUP DOC?



NINTENDO PRO Seal of Approval!

"A TRULY ORIGINAL ADVENTURE!"





▲ Why you miserable varmit. I oughta blow your ears off. I'll hogwash you! Now draw!





SECOND OPINION

This looney game is just great fun to play and has a wide range of puzzles to challenge everyone. The collectability and trading of characters is a unique idea and will make you want to capture all those crazy characters!



RUSS



F'real Seal

Get jiggy with it! This is one of da most rockin' games you can keep in your back pocket. Get down with Bugs and the gang as soon as you can. Awright!

NINTENDO PRO SCORE

THAT'S ALL FOLKS!

It's a maniacal, rip-roaring adventure packed full of loads of cool Looney Tunes characters. It's great fun playing as Bugs, Daffy and co. You even get to collect artwork of loads of minor characters too. Above all though, it's a huge, good-looking adventure that'll keep you going for ages! MARK



PRO +

- All the Looney Tunes characters
- A really big adventure

PRO

- It'd be better to play the bad guy
- A bit too similar to *Zelda DX*!

GRAPHICS 9/10	Brilliant visuals
SOUND 8/10	Nice groovy effects
LASTABILITY 9/10	Ages to complete
GAMEPLAY 9/10	Top puzzle action

IT'S GOT...

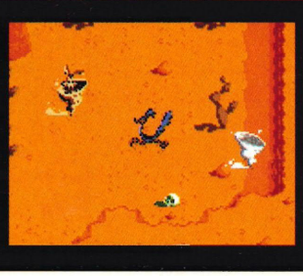
90%





Get used to using the radar and the map to find out where items are. Otherwise you'll end up wandering around like a lost sheep!

CHEATING SWINE



BITS

The story's pretty neat. Bugs is trying to go on holiday when he hears Marvin shouting at his dog for losing all the teleporter parts. Bugs has to stop thinking of sun and save the earth.

BOBS

The only thing that may put you off *Martian Alert* is that you probably wanted something a bit more like *Pokémon*. It'd probably be cooler to go around trapping characters, but the game's still brilliant.

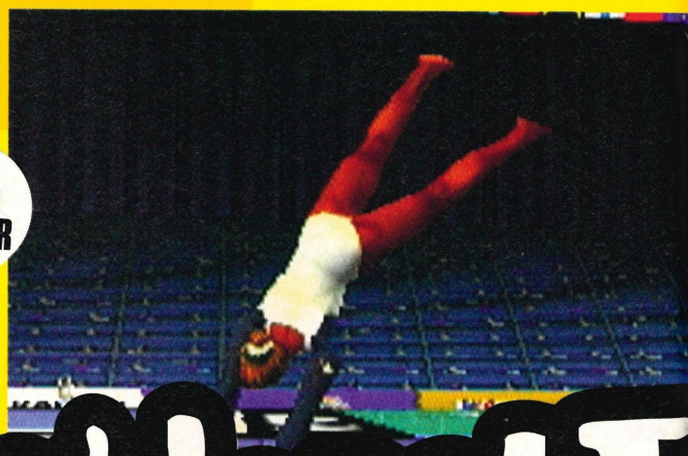
Who's it by?	Konami
Whenz it out?	Out now
How much?	£39.99

International T Summer Games

We've got more athletics event

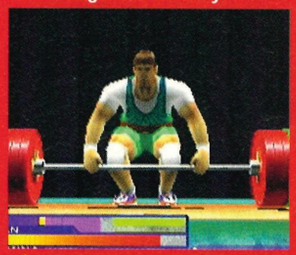


A REAL BUTTON BASHER



BRACE YOURSELF

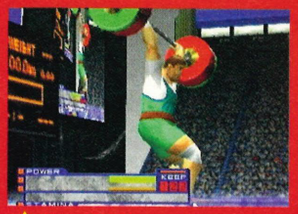
Try the weight lifting as a start to your button bashing efforts... this has to be one of the toughest events in the whole game! First, you have to pummel the buttons until you get the meter up to the top and hit the Action button to lift the weights onto your shoulders. Then you have to do it AGAIN to bring the weights up off your shoulders and into the air and finally, you have to do it AGAIN to keep it there. Argh! We're really tired!



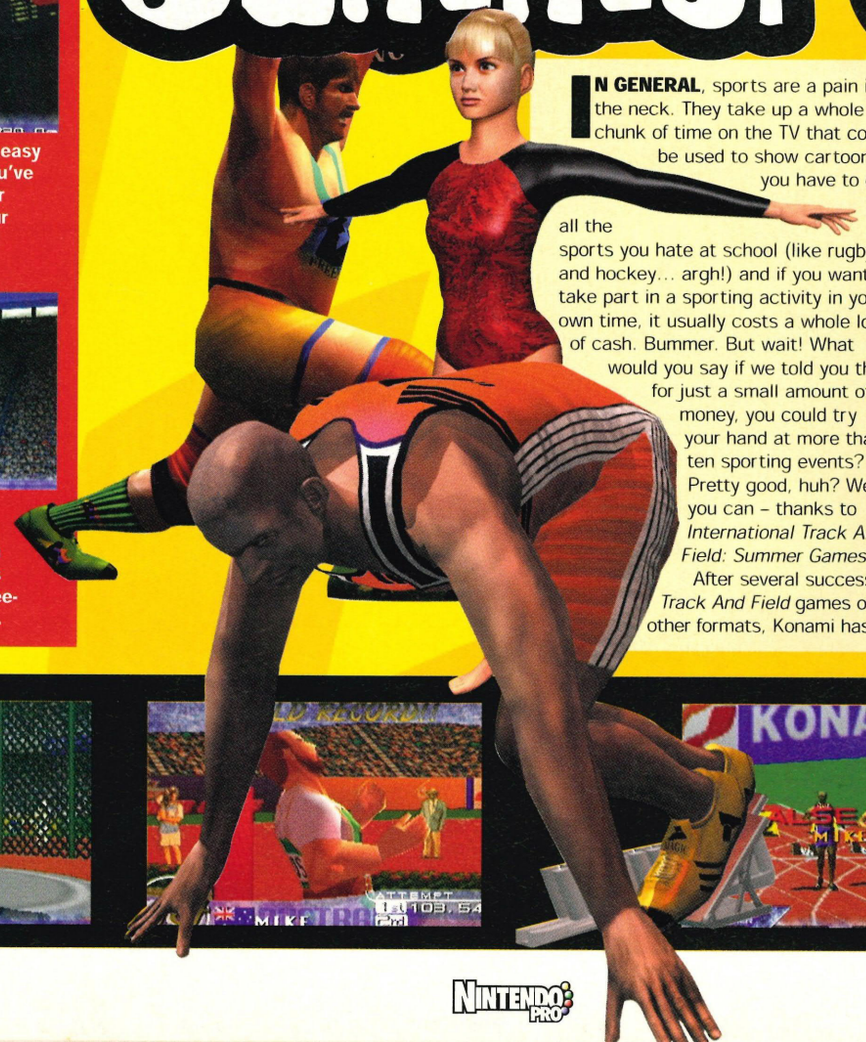
▲ Okay, fella – get this one right and you'll walk away with the Gold. Are you ready? Right, then let's lift this baby!



▲ Alley-oop! That's the easy part out of the way – you've just got to get it off your shoulders and above your head. Don't drop it now!



▲ Hoop-la! Hammer those buttons like mad if you want to straighten up and keep the weights upright for that vital three-count. Talk about easy...

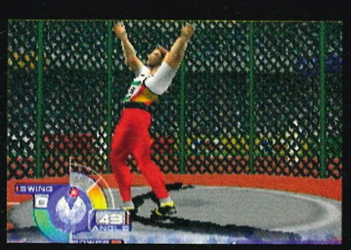


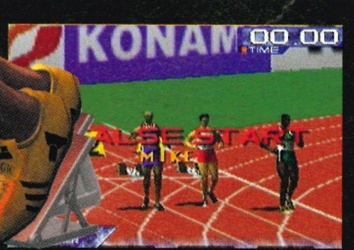
IN GENERAL, sports are a pain in the neck. They take up a whole chunk of time on the TV that could be used to show cartoons, you have to do all the sports you hate at school (like rugby and hockey... argh!) and if you want to take part in a sporting activity in your own time, it usually costs a whole load of cash. Bummer. But wait! What would you say if we told you that for just a small amount of money, you could try your hand at more than ten sporting events? Pretty good, huh? Well, you can – thanks to *International Track And Field: Summer Games*!

After several successful *Track And Field* games on other formats, Konami has finally brought the series to the N64 and it's probably the best one the company has ever done! Using only the events from the athletic field, they've managed to create a top Olympic feel for the game (without having to rely on the actual Olympic licence). The way each athlete moves around and the whole look of every event is so realistic, it's almost as if you're watching a Saturday afternoon edition of Grandstand!

Chariots of fire

The most enjoyable thing about *Track And Field: Summer Games* is the fact that it's all so simple; even if you're the worst gamesplayer in the world, you'll be able to pick up a controller and get into it straight away. This is incredibly important considering that the multiplayer mode offers the best athletic experience – your ➲





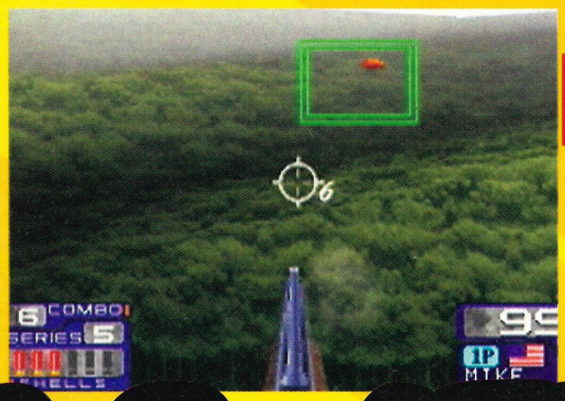






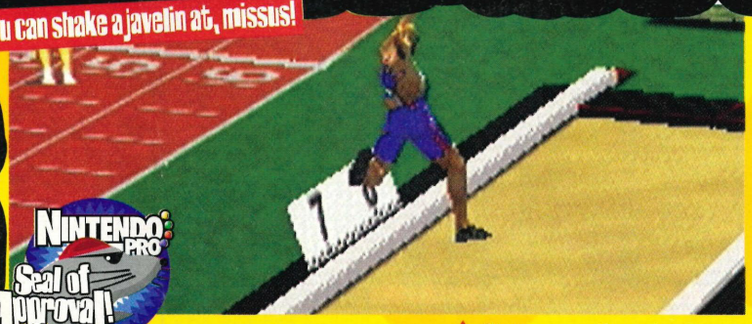
Turn over for more Summer Games





Track And Field:

...s than you can shake a javelin at, missus!



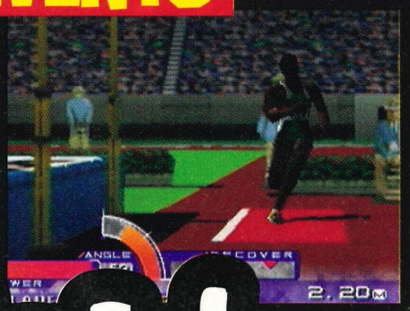




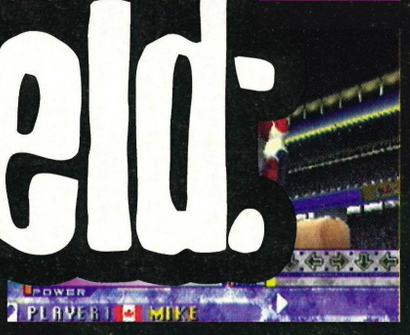
▲ Oh no – now I'm going to get sand in my underpants again!

THE EVENTS

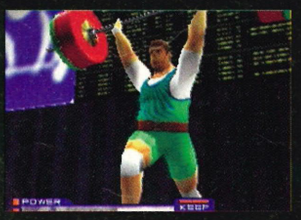
THERE are a total of 14 different events to test your skills, but a few of them you'll have to earn. Achieve a Gold Medal in each of the ten challenges to open the secret events, where your skill will be tested even further.

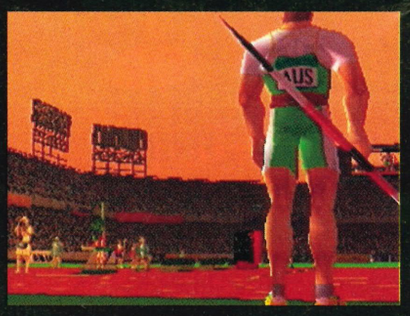


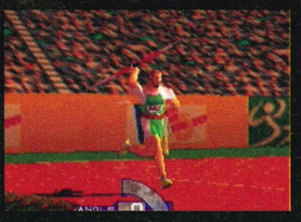










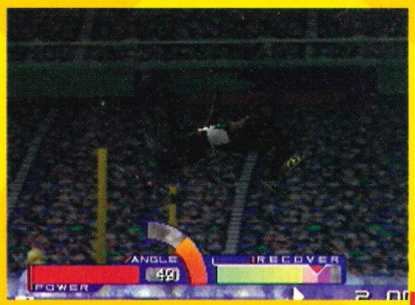


"Sport has never been so much fun — even the biggest couch potato out there will love it!"

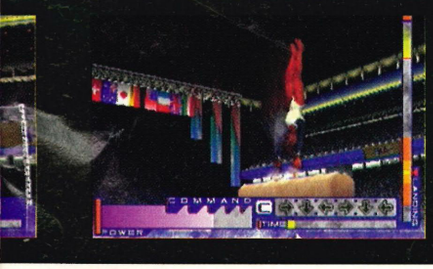


Me remembers when I was just a pup back in da Arctic Massive, me friends used to play de original *Track And Field* game. Our flippers used to get real tired, f'real! Now dat Konami 'as released dis version on de N64, we can all get togever and beat each other just like in de old days. It's wicked, ay-e!

Freal Seal



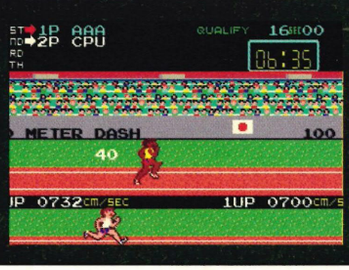




OLD-SKOOL

WAY BACK in the mists of time, you might be able to recall seeing the original *Track And Field* game on machines such as the Spectrum and BBC... wow, that's a long time ago! Playing this game was a sure-fire way to break those delicate buttons on your keyboard – and now you can do it with your N64 controller as well. Great!





N64 REVIEW

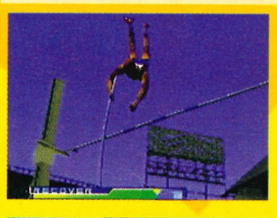
Who's it by?	Konami
Whenz it out?	Out now
How much?	£39.99

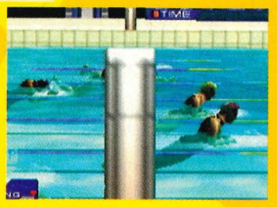
friends won't be complaining that they don't know how to play! Even if they're a bit rusty to begin with, the tutorial at the start of each event means that everyone can easily learn what you have to do in order to stand a chance of winning.

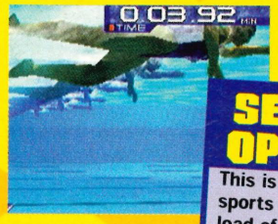
There are ten basic events to choose from at the start of the game that, despite all offering incredibly different activities, can be played in the same way. The majority of the games require you to press buttons on the controller very, VERY fast indeed – whether it's running, swimming or weight-lifting, you'll be knackered by the end! In some situations though, you'll need to use the Z button as well; this acts as an action button to do things like jump hurdles, set throwing angles or even shoot clay pigeons! It's not hard to get the hang of it all, so pretty soon you'll be scoring those all-important world records in no time...



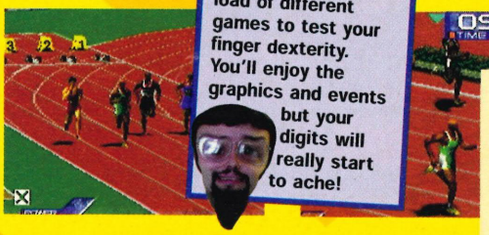


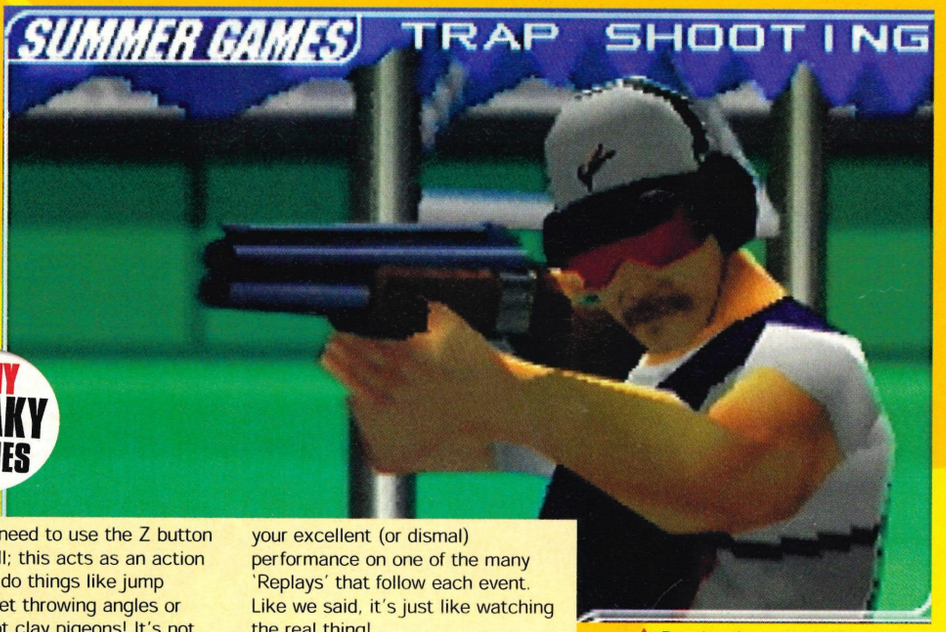












▲ Ready, aim... fire! Wipe them out – all of them! Bang bang!

SECOND OPINION

This is a great sports title with a load of different games to test your finger dexterity. You'll enjoy the graphics and events but your digits will really start to ache!

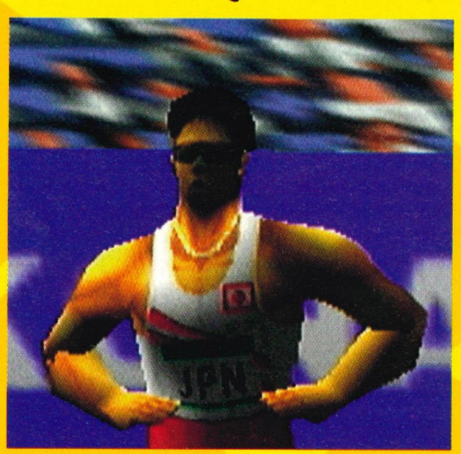
ACHY BREAKY PINKIES

Going for gold

Of course, once you've got all the Gold Medals for the ten starting events, you'll be given the chance to try those four elusive secret events. Based on some of the previous offerings, you can have a go at the Triple Jump, 100m Breast Stroke, Gymnastic Vault or even some Trap Shooting! There's such a wide variety of events, you really are spoilt for choice.

Unfortunately, you'll barely have a moment to look away from the power meters at the bottom of the screen to notice the action. Thankfully, however, you can watch your excellent (or dismal) performance on one of the many 'Replays' that follow each event. Like we said, it's just like watching the real thing!

There aren't very many negative things that can be said about *Track And Field: Summer Games* but those bad points that exist do affect the game slightly. For example, the realism of the graphics mean that occasionally, in some events (like the Javelin and Long Jump especially), it can be difficult to judge when to press the various buttons and you can mess up the entire event. The simple style of the game also means that while it's incredible fun to play, you might get tired of playing the game alone. Saying that though, as long as you can keep getting your mates to join in then you'll never get tired of it. Sport has never been so much fun – even the biggest couch potato out there will love it!

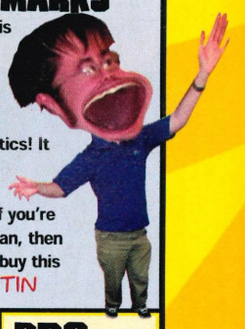


▲ Hmm, nice shades dude. Where can I get a pair of those?

NINTENDO PRO SCORE

ON YOUR MARKS

When we played this game in the office, people at a distance thought that we were watching real athletics! It has everything, including a top multiplayer mode. If you're any kind of sports fan, then you simply have to buy this right away! MARTIN



PRO +
- It's still as good as ever!
- Looks nicer than Pammy

PRO
- Argh! My fingers hurt!
- Less fun on your own

GRAPHICS 9/10	Like the real thing!
SOUND 7/10	Can be annoying
LASTABILITY 8/10	Go get your friends
GAMEPLAY 9/10	Simple but fun!

IT'S GOT... **91%**



BITS

Instead of using the C-Left and C-Right buttons as the event tutorials instruct you, try using the A and B buttons instead. Because they're bigger and closer together, you'll find hitting them alternately much easier, meaning less nasty finger strain!

BOBS

Before the days of *Track And Field*, there was an even older game called *Daley Thompson's Decathlon*. Based on the athlete with the biggest moustache ever seen, it was the original button-bashing sports title that set the mould for games to come!

REVIEW

Who's it by?	Infogrames
Whenz it out?	17 May
How much?	£24.99

BRUMMM!

GAME BOY

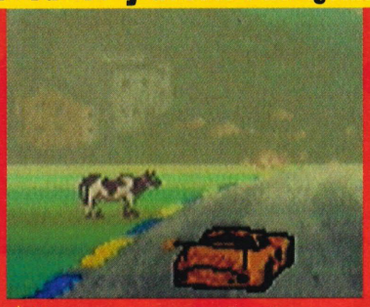
Turn over for Tarzan

Le Mans 24 Hours





Slow down - you're in for a long ride!



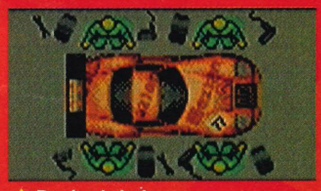
▲ There are no bonus points for hitting cows. Shame.



FEELING TIRED are we? Well tough luck, because you're going to have to stay alert to get the best out of this baby. You've got the chance to race ten official and super-powerful cars around ten different tracks. Each hot rod can be taken for a burn in Amateur, Pro and the eye-numbing Le Mans 24 Hour itself. So, if you think you can stomach 100 laps of the sloppy controls, you're in for a real treat. Everything moves at a fair old pace, even when three cars are battling for position on-screen.

As far as driving games go, *Le Mans* is not the one to set the world on fire, or even singe its eyebrows. For racing game fans and those who appreciate a bit of option tweaking, though, it's a real must. Especially if they're having trouble sleeping. A fair game with great touches.





▲ Don't pit in just yet, we've only just begun

NINTENDO PRO SCORE

CHEQUE THAT FLAG



In-to-the-screen racing is never going to fly on the Game Boy, so get used to it. *Le Mans* does manage to put in in a decent fight, however, in what will always end up being a losing battle. SIMON

PRO +
- All those cars, all those tracks!
- The 100 lap endurance!

PRO -
- Who can take 100 laps?
- Cars handle like battleships

BITS

Always think ahead! Keep track of your fuel consumption and get to the pits before you're running on vapours.

BOBS

Endurance is the name of the game and 100 laps can take some time. Only the seriously bored will tackle this monster!

SECOND OPINION



Its kinda cool! The tracks rock, the cars are hot and the gaming kicks ass! Rev the engine up!

GRAPHICS	7/10
	Nice photos!
SOUND	6/10
	Does the job
LASTABILITY	8/10
	99 laps to go!
GAMEPLAY	6/10
	Sluggish controls

IT'S GOT...

78%

REVIEW

Who's it by?	Take 2
Whenz it out?	Out now
How much?	£24.99

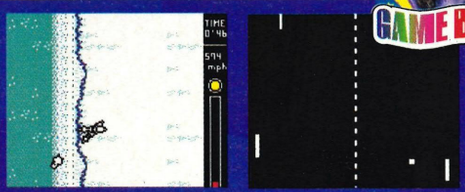
LET'S DO THE TIME WARP!

GAME BOY

Pong

NINTENDO PRO PONG!

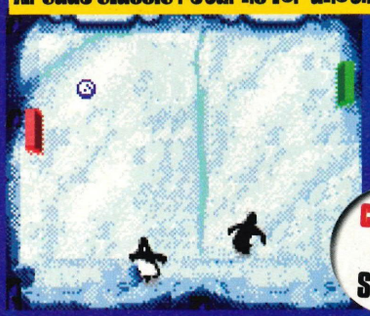


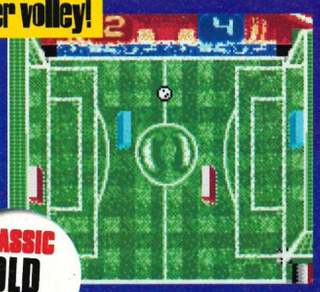




▲ The Seventies version in all its hand-held glory

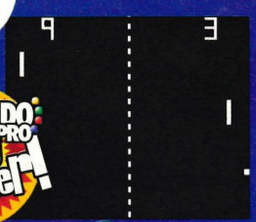
Arcade classic returns for another volley!





CLASSIC OLD SKOOL!

▲ There's no business like snow business!





NINTENDO PRO PONG!

IT'S LIKE it's never been away. All the fun of batting a ball from one side to the other over and over again. Add some nasty spin and watch in glee as your shot nips right past their defence. Another point scored! It's the same as it was in Seventies and no matter how they try to colour it up or disguise it behind penguins, they just can't hide that fact. Good on them! Even when they give you the occasional bat-boosting pick-up, it's still as simple a game as it ever was, and just as addictive to boot! It may be the most basic game on earth, but boy howdy with a time machine, does it do it with class. Fans of the original get out of that pension queue and have a blast from a golden past. It's got all the charm of the original and it can get at least twice as fast. A real old-skool taste of the Seventies!

NINTENDO PRO SCORE

JUMPING DUCKS!



Thirty years on and still going strong. If you're after some simple, yet highly refined gaming, this is the classic to wet your ears. You don't get much for your empty wallet, but what's there shines like a supernova. SIMON

PRO +
- Easy to pick up
- Hard to put down again

PRO -
- No better than it was in 1970
- *Arkanoid* is a better one-player

BITS

Pong was the original arcade game. It made Atari an absolute fortune and shaped the videogames of today!

BOBS

If you look up 'pong' in the dictionary, you'll find references to bad odours and smells but no mention of a fantastic game!

SECOND OPINION



An all-time classic has had a makeover and it looks good! This is going to be a big hit!

GRAPHICS	6/10
	Functional yet fun
SOUND	5/10
	Not the best, but hey!
LASTABILITY	7/10
	Beat that score!
GAMEPLAY	8/10
	Up, down, shoot...

IT'S GOT...

80%

Who's it by?	Activision
Whenz it out?	April
How much?	£39.99

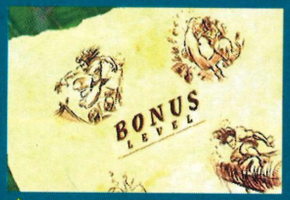
FOR ITS LATEST DISNEY LICENCE ACTIVISION HA

EVERYTHING'S GOING SWIMMINGLY

IF YOU manage to collect all the bonus icons on a level then you get to access a bonus mini-game level. This one has a young Tarzan making his way up the river via a lily pad —the jungle version of an inflatable pool lounger presumably! These levels are packed with goodies for Tarzan to collect and give a healthy boost to your score and life count.



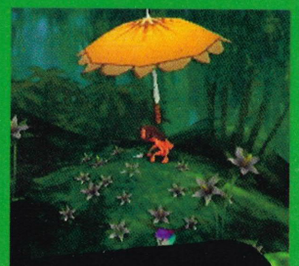
▲ You'd think Tarzan could afford to take the ferry!

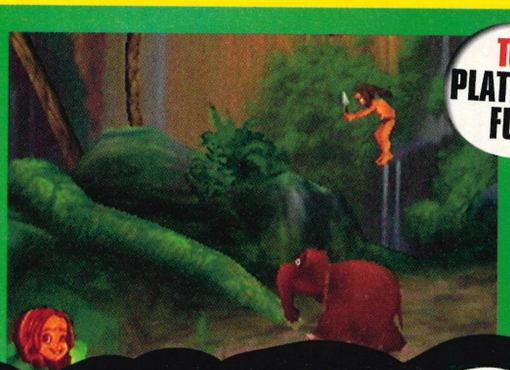


▲ Collect all the bonuses and you get to see this! Ooh!



▲ Lily pads – the cool way to travel!





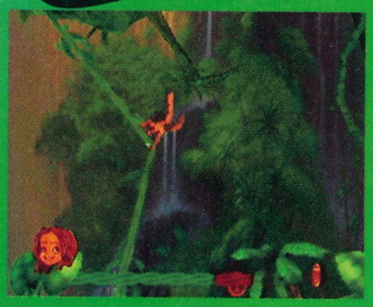
TOP PLATFORM FUN

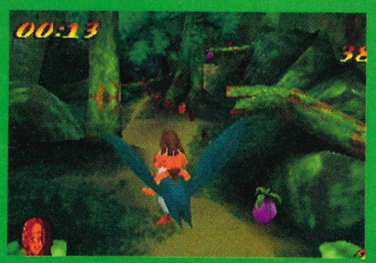


Tarzan

NINTENDO PRO POWER!

Take to the trees with Disney's apeman for a swingin' time!





DISNEY IS unarguably the king of the cartoon movie. When was the last time you saw a bad animated feature from the company that brought us *Toy Story* and *Lady And The Tramp*? What Disney isn't so famed for, however, is its videogames. The last few on the N64 have been fair to middling at best. *Toy Story 2* was fairly average, *Magical Tetris Challenge* was just *Tetris* with Disney characters (and as such unremarkable) and as for *A Bug's Life*... well! The word 'pants' springs to mind.

Thankfully, the latest Disney offering is somewhat better than its predecessors. Steering clear of 3-D adventures with dodgy controls and putting aside simple rip-offs of established genres, *Tarzan* – the latest Disney conversion from the Activision stable – takes the form of a predominantly 2-D platform adventure.

The game more or less follows the plot of the movie and so we start off controlling the character of baby Tarzan,

























Turn over for Tony Hawk's Skateboarding

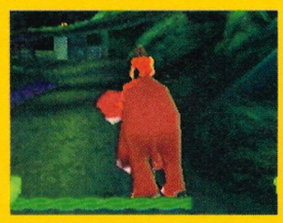


SECOND OPINION

Tarzan looks great and has gameplay to match, with a wide range of puzzles to keep you occupied. On the downside, it is identical to the PlayStation version and as we all know, the N64 can do so much more than that! RUSS

ALTERNATIVE TRANSPORT

OKAY... you're Tarzan, you're in the jungle, you need to go rescue Jane and the next bus won't be along for – oh, about a hundred years! What do you do, what do you do? Well, you flag down the nearest elephant and hop on, of course!





THE LEOPARD STALKS TONIGHT

THIS RATHER aggressive big cat is one of the bosses you have to deal with on your quest for new clothes (or something). Somebody should tell him that Tarzan's the lord of his jungle and he needs to behave!



▲ Come on then, you oversized kitten! Reckon you can challenge me, do ya? Show us what you've got!



▲ Er... oh dear! Nice kitty! There's just never a handy machine gun around when you want one, is there?

"Great fun to play and absolutely gorgeous to look at!"

who must learn to survive in the hostile environment of the jungle. He does this by making his way from one end of the level to the other, swinging on vines, leaping over trees and fighting off vicious jungle animals as he goes.

King of the swingers

This is where the game kind of diverts from the movie somewhat. You see, in the film, Tarzan is the friend of all the animals, able to call on them for help at will. In this game, however, he seems to be at odds with more or less every creature around him and must pelt them to death with rocks and fruit! This is made even more bizarre by the fact that most of Tarzan's opponents are incredibly cute and cuddly and look disturbingly upset when you start battering them! Come on guys, surely you could have come up with more threatening enemies than fluffy monkeys and cute little cats?

This little quirk of graphical design aside, *Tarzan* is an incredibly engrossing game. Although the gameplay is more or less linear, the programmers have made good use of the N64's graphical capabilities to make things seem a lot less fixed. Tarzan thus appears to move between the foreground and the background at times and on some levels, the format of the gameplay changes so that our hero is racing into or out of the screen much like the levels in the PlayStation title *Crash Bandicoot*.

At the end of the day, although the gameplay is a little simplistic, *Tarzan* still ends up a pretty darn engrossing game which is great fun to play and absolutely gorgeous to look at. If you want a break from sports, racing and first-person shooters then go swinging with Disney's apeman!





▲ Tarzan running from a stampede of elephants. The daft thing is that you can get out of their way but for some reason, they still hit you!



▲ Tarzan can climb some trees but not others. This is never properly explained but probably has something to do with density of bark and sap quotient!

NINTENDO PRO SCORE

BECOME A SWINGER!



Tarzan is a graphical feast and the gameplay – despite being fairly simplistic – is actually very addictive. This title is perfect for younger gamers but whether it'll have the longevity to keep older players hooked is more doubtful. ROY

PRO +

- Gorgeous graphics!
- Great speech samples!

PRO –

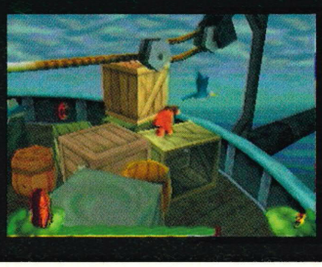
- Gameplay is fairly linear
- You have to kill cute animals!

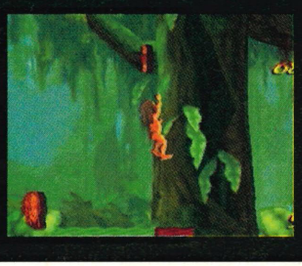
GRAPHICS 8/10
A visual feast
SOUND 8/10
Great speech!
LASTABILITY 6/10
Gets a bit samey
GAMEPLAY 7/10
Simple and fun!

IT'S GOT...

85%







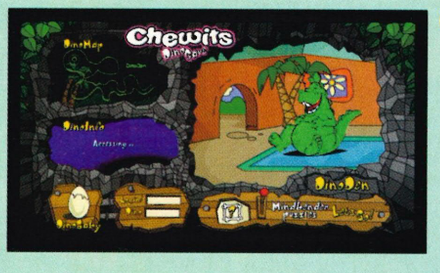
BITS

The atmosphere of the game is enhanced a great deal by the myriad of creatures that roam through the background and foregrounds. This game looks absolutely gorgeous!

BOBS

In the original black and white Tarzan movies, our loincloth-clad hero was accompanied by a chimpanzee called Cheeta. For the cartoon version a baby gorilla called Terk got the job!

4 Great reasons to go to the Chewits Website - NOW!!



1. Dino Pet - Will you have the longest living Chewits Dino kid? Adopt a baby, now! These babies need you.....

2. Chuckle with Chewits - Enter the best joke competition in the land. Monthly prizes plus an annual chance to WIN a £5,000 DREAM PARTY. Now that'll put a smile on your face.

3. Links and Downloads - We'll take you to the coolest sites and back again. Download groovy sounds and wacky screen savers. Go on you know you want to.....

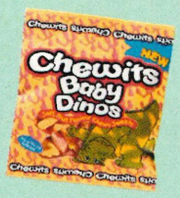
4. Secret Area - security coded, access restricted to true Chewits fans. Will you get in?

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Who's it by?	Activision
Whenz it out?	Out now
How much?	£24.99



Turn over for Mario Party 2

Tony Hawk's Skateboarding







The Hawk swoops in to land once again!



▲ Gonna catch me some phat air, man.

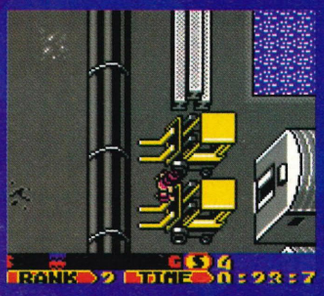
SKATING FANS breath out and rejoice because the king of boarding sims has is finally turned tricks to the Game Boy Color! Yes it's true, you can now carry Mr Hawk around in your pocket and play with him whenever you so desire – not to mention the rest of his skating pals. It's like having a fingerboard set up complete with LCD screen just ready to go at a moment's notice!

The game is split between two different modes, Ramp and Downhill, which can be tackled individual or together in the tournament game. The Ramp game is fairly repetitive, as it involves nothing more than going from side to side on the screen performing tricks – where the real fun lies is with the Downhill Racing mode. This fast and furious race to the finish is a superb adrenaline rush! It's not just racing either, because whilst you are caning it down the obstacle-filled track you can grind along rails and go for grabs off some big air ramps.

Land a rail

Unfortunately, it's in the tricks that this game bails out, because not only are there a limited variety of tricks on offer but they can also break up the otherwise fluid gameplay. The reason? Well, when you pull a trick on the racing levels the game freezes to show you a still picture of your chosen character performing said trick. The pictures are all very nice but surely some in-game animation would have been more appropriate!

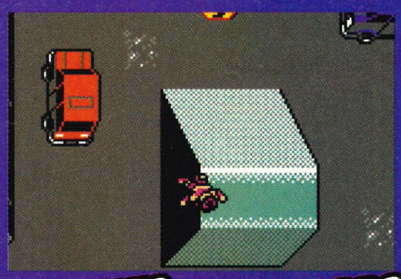
If you can forgive this – and it is possible, because the trick pictures do look quite good – then there's a lot of enjoyment to be had. Just don't expect a hand-held version of its N64 brother.



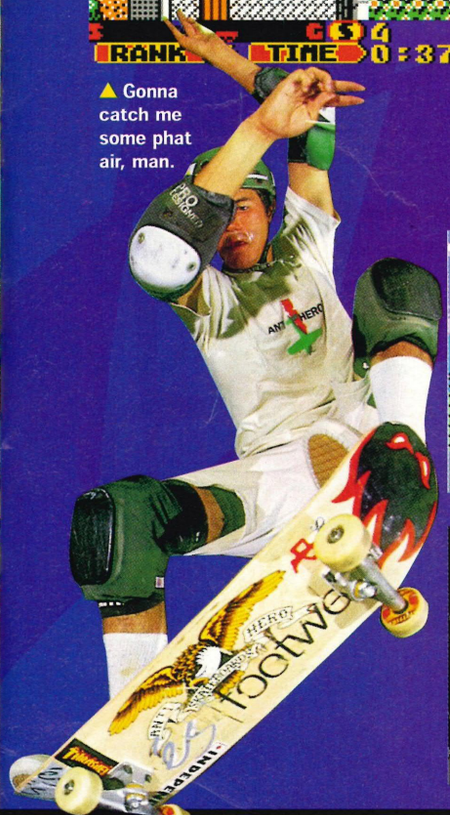










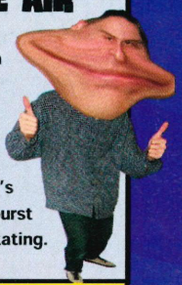


NINTENDO PRO SCORE

CATCH SOME AIR

Tony Hawks Skateboarding is a superb game with some unfortunate niggling flaws. It won't keep you going for years on end but it's fun for a short sharp burst of intense hardcore skating.

MIKE



PRO +
- Skating in the palm of your hand
- Intense boarding action

PRO –
- Half-pipe mode a little weak
- The moves are limited

GRAPHICS 8/10	Nice crisp visuals
SOUND 5/10	Run of the mill
LASTABILITY 6/10	Can be short lived
GAMEPLAY 6/10	A little repetitive

IT'S GOT...

86%

BITS

Tony Hawk's has featured on the PlayStation and N64 and is due out on the Dreamcast! Mr Hawk is certainly popular!

BOBS

When racing, keep watching the top of the screen. After a few boosts, you'll need to see what's coming up ahead!

SECOND OPINION



Mini *Tony* is great fun and the Downhill mode is fast and frantic. A good game and worth playing!

Who's it by?	Nintendo
Whenz it out?	September
How much?	£44.99

IT'S PARTY TIME!

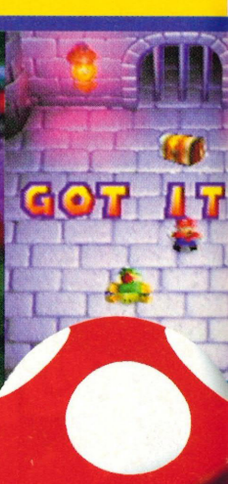
Mario Par

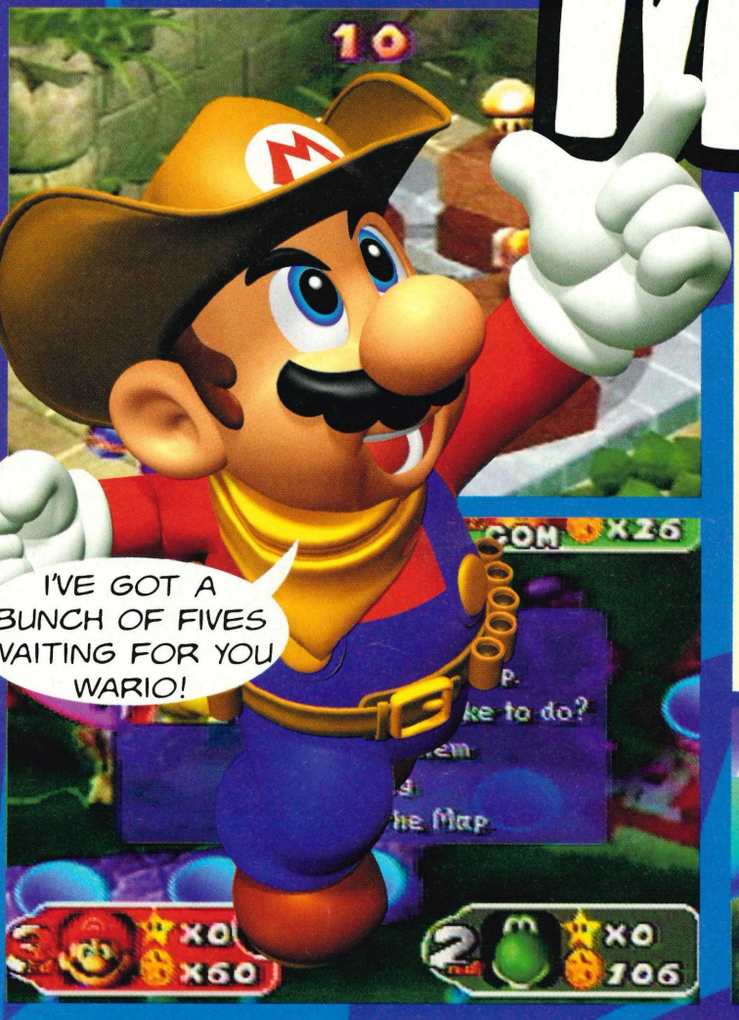
The party never stops when Mario



▲ At the beginning of every mini-game you get the chance to have a quick practice.







THE PRO posse thought the original *Mario Party* was an absolute riot. Those devious mini-games kept us all huddled around the N64 for months. So when this sequel burst into the office we dusted off our paper hats and once again prepared to paaarty! If you haven't played the original *Mario Party*, it was basically a big ole' virtual board game, loaded with tons of cool little sub-games. This sequel is more of the same, but those crazy cats at Nintendo have thrown a whole truck full of new features into the mix.

One to four players can get stuck in, but if you haven't got enough people to play, the computer will control the other characters. Naturally, it's more fun playing with your mates but the computer is a pretty cunning trickster and plays to win, so watch out. Once again the







I CHALLENGE YOU!

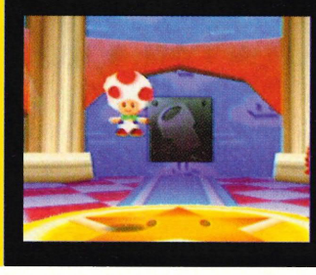
IF, DURING the game, you get hold of the duelling glove, you can challenge another player to a duel. To the victor goes the spoils, which in this case is some coins!



▲ Toad and Donkey Kong prepare to mix it up big time!



▲ Here's one bwoy you would not wanna challenge to a duel!





Turn over for Game & Watch Gallery 3





ROCK THE PARTY

"There are 64 sub games and they're bonkers!"

ty2

's in da house!

NINTENDO PRO Pro Power!

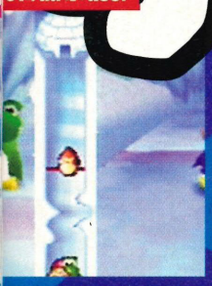


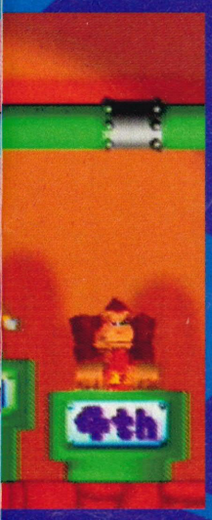
▲ Toad explains what you have to do.

SECOND OPINION

The original *Mario Party* was a real blast, and this superb sequel is just as much fun. There are tonnes of games to choose from too, so you'll never tire of this little gem! Let's party!

KAREN





main action takes place over a series of different boards each of which have different themes, such as Horror Land and western land (where Mario sports a very camp cowboy hat).

Party on dude

The aim of the game is to collect more stars and coins than your fellow players. Each player takes it in turn to roll a virtual dice and then makes their way around the board. At the end of each round the players compete for coins in a series of crazy mini-games. There are 64 of these games in total and they're absolutely bonkers. One minute you're frantically skateboarding away from a pursuing giant Boo, the next you're maniacally trying to climb up a ship's mast whilst piranhas are chomping at your heels! On some occasions you're teamed up two-on-two, at other times its three-against-one and you even get free-for-alls, where it's every man for himself!

The fun never stops and the 40 brand new games that have been introduced will keep you and your buddies glued to the screen for ages. Better still, most of the annoying games from the original have been removed, especially those pesky joypad wrecking events which required you to spin the analogue stick around like a mad man! In general, the quality and variety of games on offer is much greater than in the original. What's more, because this sequel contains more games, you don't get as much repetition.

Graphically, the game has also been treated to the spit and polish treatment. The game still has the cartoonish look of the original, but Mario and the rest of the gang all look that little bit sharper than before. The tunes are still ultra groovy and feature funked-up remixes of all the classic *Mario* tunes. Put simply we haven't been able to stop playing this beauty since it fell onto our laps. In fact, we had to restrain Mark from trying to glue the cart into the office N64! It does have to be said that the game is a little bit dull to play on your own, but if you've got a couple of mates round then this is a real party classic. If you don't own the original game then rush out and buy this sucker now. If you do own the original then why not whisk it round to Mr Spanky's game emporium and trade it in for this new version – you won't regret it.

BOARDED UP

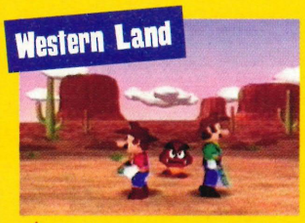
MARIO PARTY 2 features five different boards and a special Bowser board all of which must be unlocked.

Pirate Land



▲ Avast yee land lubbers. Mario and gang take to the high seas for some swash buckling action!

Western Land



▲ Yee haw. The posse head to the wild wild west for some sharp shooting party antics. Don't get flattened by the choo-choo!

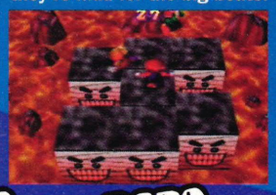
Mystery Land



▲ Indiana Jones eat your heart out. Make sure you avoid the curse which plagues this ancient land, and collect the treasures!



▲ Mario and co prove they're mad for the big beats!



NINTENDO PRO SCORE

BELISSIMO

The original was cool, but this sequel is absolutely ice box! All the best bits from the first game are in here, along with a whole bunch of brilliant new stuff. If you've got three mates and four joypads, get 'em round and *Mario Party 2* the night away!

SIMON



PRO +
- A total of cool games!
- Brilliant four-player fun!

PRO –
- A bit boring on your own
- Too similar to the first game

GRAPHICS	8/10
Ultra-cute graphics!	
SOUND	7/10
Groovy *Mario* ditties	
LASTABILITY	9/10
Tonnes of games!	
GAMEPLAY	8/10
Varied and fun	

IT'S GOT...

89%







CHEATING SWINE

If one of your mates is doing much better than everybody else, why not bring them back down to earth by hiring Boo the ghost to steal some coins and stars from them. That'll wipe the grins of their faces!

BITS

All the *Mario* posse appear in the game. As well as the great man himself, you can also select from the likes of the wicked Wario, Donkey Kong and of course, Yoshi!

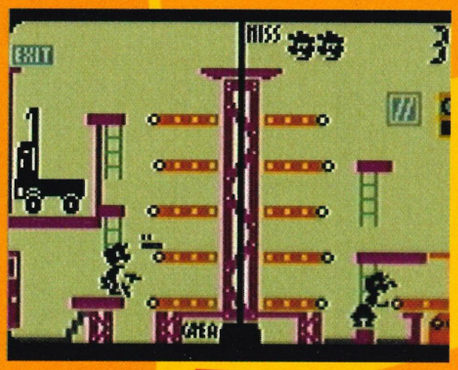
BOBS

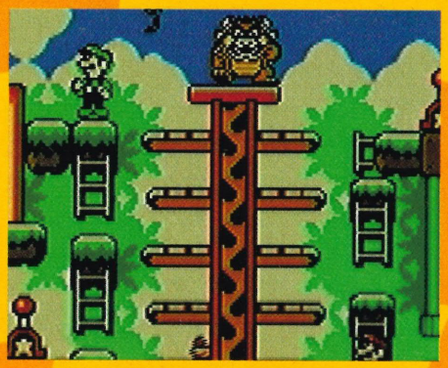
The characters change their costumes in each level. For example, when you're playing in Pirate Land, everyone dresses up like Long John Silver!

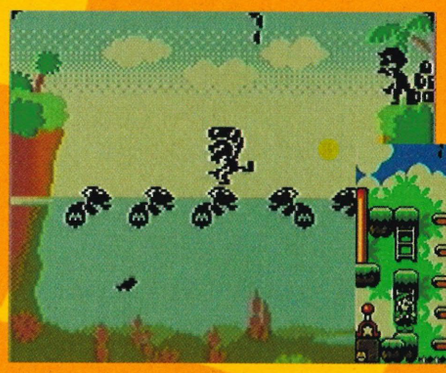
REVIEW

Who's it by?	Nintendo
Whenz it out?	Out now
How much?	£24.99

DON'T WATCH THE GAME – PLAY IT!



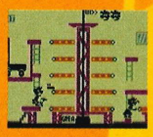




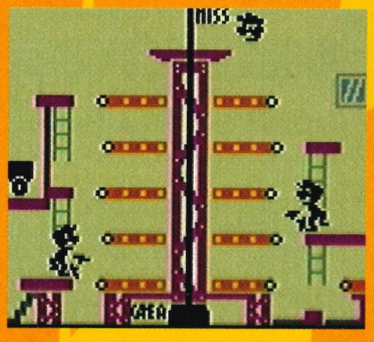
◀ Come on, scaredy cat – it's a doddle! Just jump!

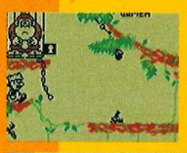
Classic Game and Watch titles get a makeover!

Game and Watch Gallery 3

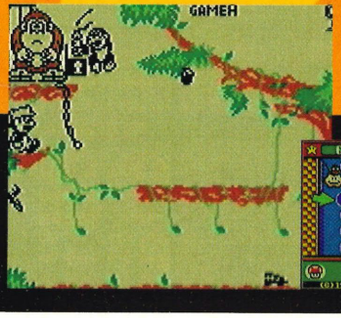








◀ This used to be pretty hi-tech stuff, you know!



NINTENDO'S forerunner to the Game Boy was a little game console that unfolded revealing two LCD display screens and yes, you guessed it folks, it doubled as a game and watch. You couldn't change games as you can on the Game Boy, so it had a fairly limited appeal, but in this third release from Nintendo you are truly treated to some classic games.

Out with the old

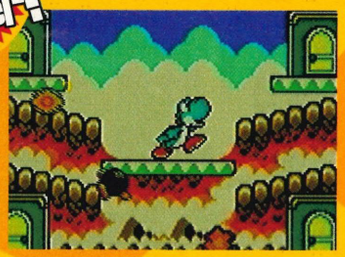
What's really good about these games is that not only do they come with the original LCD blocky movement and bad graphics version, you are also treated to a new updated version that has nice graphic, though it still moves in that blocky fashion of the original to hold the appeal. The newer versions really do seem to be more fun to play and there does appear to be more gameplay involved.

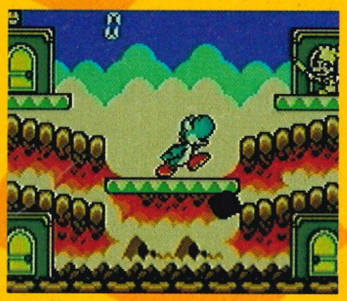
Game on

Egg has you frantically running backwards and forwards collecting eggs before they smash on the ground, and the new version of this has dodging the bombs with the help of Yoshi. In *Greenhouse*, you also have the help of Yoshi to protect your plants from the invading bugs while collecting any ripe fruit along the way.

Mario Brothers has our two favourite heroes in the most furiously frantic game included. Collecting pies on the conveyor belt and delivering them to the van is hard work! Mario's arch enemy Donkey Kong is captive in *Donkey Kong Jr* and it's the job of Junior to free him. The modern version of this game in particular has some really nice, fun levels to play.

Toad comes to your help in *Turtle Bridge*, a great game in this collection. In the new version, though, there are no turtles, just birds – so shouldn't it be called Bird Bridge then?







BITS

In the new *Turtle Bridge*, take care on the balloons. If the birds drop and pop the balloon, you'll fall to your doom!

BOBS

In *Mario Brothers*, things can get really frantic! Keep your eye on both sides of the belt so you don't drop any yummy pies.

SECOND OPINION



With five games on one cartridge and all of them Nintendo classics, you'd be hard-pushed to find better value than this.

NINTENDO PRO SCORE

WATCH IT...

This game rocks! It's a great set of five games which always start slow but build up into a fast speed-fest. Sometimes you wish you had another set of eyes as these games rely on multiple events to catch you off your guard. The only thing that stops this getting a Seal Of Approval is the fact that the games are quite old! MARK



PRO +

- Two versions of each great game!
- Your favourite characters!

PRO –

- Old games may be boring!
- Gets a bit repetitive!

GRAPHICS 7/10	Games look great!
SOUND 7/10	Nothing fantastic
LASTABILITY 8/10	A good pick-up!
GAMEPLAY 9/10	Fast and fun!

IT'S GOT...

87%

REVIEW

Who's it by?	JH Int
Whenz it out?	Out Now
How much?	£24.99

KERMIE!



Turn over for Warioland 3

The Muppets

Animal works himself into a frenzy!



▲ That fruit refills your energy levels.



THE Muppets have been destroyed... DESTROYED! This game is pants. Not just normal boxers or plain old knickers, but a massive pair of greying Y-fronts filled with dung.

Pants

It's slow and dull, with absolutely no point to it. Animal has to walk about collecting drumsticks that he throws but they do NOTHING when they hit something. There are these animals wandering about which kill him if he touches them, but his weapons can't touch them. What's the point in that, eh? Jim Henson would be turning in his grave!







▲ Go, Animal. Collect those, er, sticks.

BITS

Try Monster's 'Monster stomp'. It gets rid of the nearest hazard to him. Just hold Up and Jump together.

BOBS

The Muppets have been around for ages. They've starred in six movies, too, with superstars like Michael Cane!

SECOND OPINION



As a fan of Kermit and pals, I enjoyed their GBC outing, but it was a wee bit dull in parts!

NINTENDO PRO SCORE

AAANNIMAL

Nothing much really happens. It's a real shame that this platformer is like every other platformer that went before it. There isn't anything new in this game and it stinks of a shameless cash-in! It's not worth the money! Spend your money on something less boring instead! NERYS



PRO +
- The TV shows!
- The fact that you don't HAVE to play the game

PRO -
- It's boring and repetitive!
- The music is terrible!

GRAPHICS	4/10
	Seen it all before!
SOUND	2/10
	Terrible tinkly tunes
LASTABILITY	2/10
	Too dull to last long!
GAMEPLAY	3/10
	Boring and slow

IT'S GOT... **30%**

REVIEW

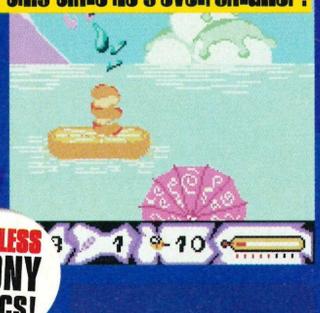
Who's it by?	Ubi Soft
Whenz it out?	May
How much?	£24.99

THE TINY PURPLE ET IS BACK!

Tonic Trouble

Tiny Ed's up to his tricks again and this time he's even smaller!





LIMBLESS LOONY ANTICS!

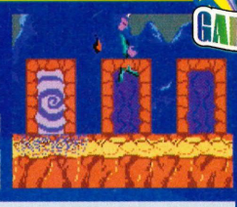
▲ Flipper! Save us!



NINTENDO PRO POWER!









▲ A burger, heavy on the mustard, please chef!

ED IS back again, trying to solve the troubles caused on earth by his tonic! You need to run about collecting no end of stuff, including thermometers and keys, from each level.

The aim of the game is to release the imprisoned Doctor; the only man alive who can reverse the toxification of the planet.

Super Ed!

There's plenty of top platforming action to get through, and that tonic has played havoc with the animals – the ducks have got huge metal gnashers that they try to cut you up with! As well as this, the flowers spit molten lava at you and the earth puffs out evil gases that get right up your nose!

Tonic Trouble is a conversion from an N64 game which scored a big hit. Now that Ed's been miniaturised, it looks like we're in for a top gaming treat on the Game Boy too!

NINTENDO PRO SCORE

JUMPING DUCKS!

***Tonic Trouble* has plenty of variety to keep you playing, plus lashings of action and colour! There's loads of variety and dodgy platform jumping to keep you on your toes, and the music isn't too bad either, for a Game Boy soundtrack. *Tonic Trouble* is, dare I say, a real tonic!** NERYS



PRO +
- The variety in the gameplay
- The colour and the detail

PRO -
- Jumping over ducks
- Unexpected falling platforms

GRAPHICS	8/10
	Great detail!
SOUND	5/10
	A bit annoying
LASTABILITY	7/10
	It's a big game!
GAMEPLAY	8/10
	Collect lots of stuff!

IT'S GOT... **85%**

BITS

Tonic Trouble is made by the same people who created *Rayman*. And he's also a blobby man with no limbs! Crazy, eh?

BOBS

Watch out! Even the vegetables have teeth in this game. So carrots are no longer good for you – it's official!

SECOND OPINION



Tonic Trouble is a top platformer that's a bit more detailed than a lot of the others on the market! Go for it!

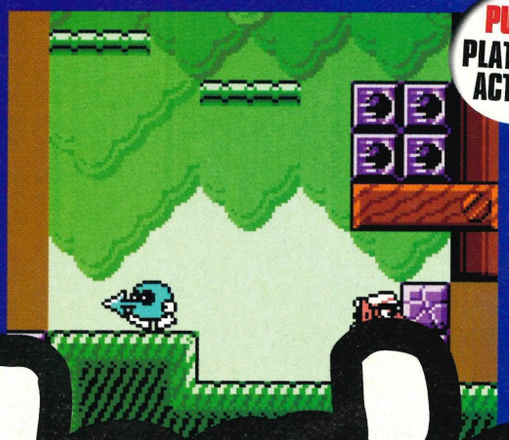
Who's it by? Nintendo
Whenz it out? Out now
How much? £24.99

IT'S THREE TIMES LUCKY FOR WARIO!



▲ What a colourful little land!

PUCKA PLATFORM ACTION!







Wario Land 3

The fat, evil Italian is back... looking better than ever!







IT'S PRETTY fair to say that both *Warioland* and *Warioland II* were superb games that went a long way towards proving that regardless of how awful Nintendo's marketing strategies seem to be, its products on the whole are actually pretty darn good! It's also nice to see that, rather than just sitting back and resting on its laurels after the last two Wario titles, Nintendo has put even more work into this one, making *Warioland III* bigger, better and even more manic than the previous two games!

Having experienced just a spot of plane trouble resulting in a crash-landing in a strange jungle, Wario wandered around for 'the rest of the afternoon' (according to the manual – which translates to roughly two seconds of game time) before discovering a dark cave in which there sits... a musical box! Not the sort of thing you expect to find in a cave really. Bears? Yes. Pic-a-nic baskets? Maybe. But musical boxes? No.

Upon grabbing said music box, Wario is magically trapped inside and meets a strange figure who offers to set him free if he'll explore the lands that exist inside the box and recover... er, more music boxes (notice a theme here?)

This peculiar plot sets the scene for an absolutely massive 2-D platform adventure. Wario proves to be a very versatile chap who can perform tonnes of different moves, though many of his amazing abilities require him to first find a specific object before he can use them. Everything in the game is based around a central map which you can return to at any time and as you wander through the various levels, new locations are opened up.

TALENTED CHAP

As well as being bloomin' massive, this game has been created to keep you going for absolutely ages because every level has various sections and areas which can only be reached when Wario has gained a specific talent. What this means is that you must constantly return to places in the game that you've already visited if you ever hope to finish. On top of this each level can be visited both in the day and at night and the two times give a totally different appearance to the stages, with some very different enemies too.

Like the Wario games that have come before it, the key to finishing *Warioland III* is mastering the furious fellow's different powers. These range from catching on fire, through turning into a big ball of string to becoming a vampire who can change himself





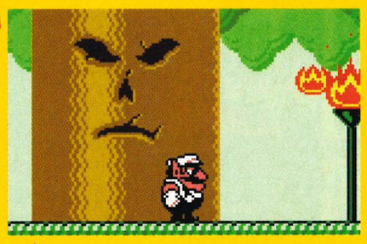




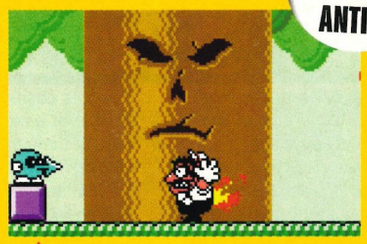
FLAMIN' 'ELL

WARIO is just about indestructible (proving that there are benefits to being evil!) What this means is that hazards that would harm other characters can't actually hurt him and can even be used to his advantage...

RED-NOSED ANTICS



▲ If Wario strays too near a burning flame then something rather amusing will happen...



▲ His butt catches fire and he starts running around the level like... well, like his butt's on fire!



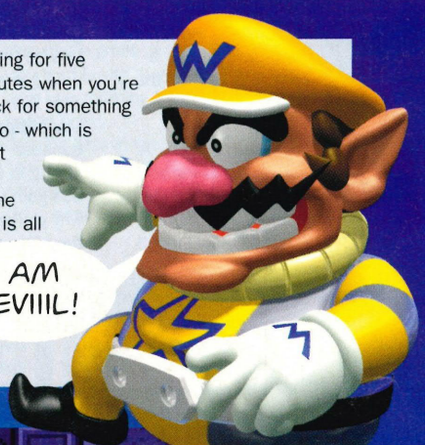
▲ This can be turned to your advantage if you can get Wario to certain blocks before he burns up.



Nintendo PRO Seal of Approval!

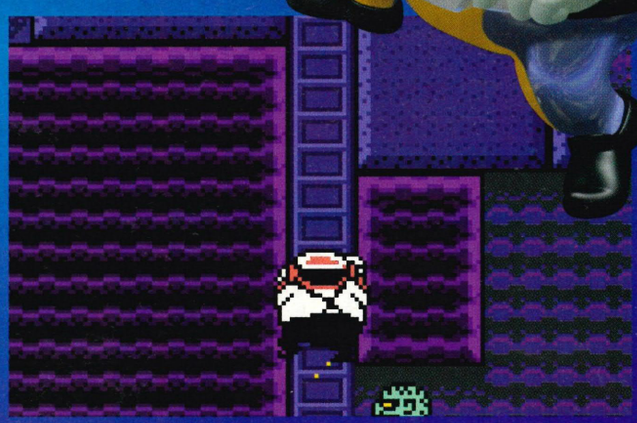
into a bat. Because Wario can't be killed there's less pressure on the gamer meaning you can relax, explore the levels and experiment with the various effects that different enemies and natural hazards have on Wario – many of which have hilarious results.

This game should keep you coming back to it for months and months. Thanks to the modular composition of the levels, and the autosave feature, it's also a great game for just picking up and playing for five minutes when you're stuck for something to do - which is what the Game Boy is all ab...

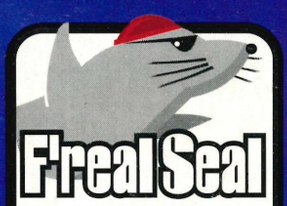


SECOND OPINION

The Warioland games have always been superb and the latest addition to the series is just as good. Collect coins and dodge numerous hazards to solve the mysterious of Warioland. This is a top platform game! RUSS



F'real Seal



Booyakasha! The fat Italian is back looking better than ever! If Nintendo keep chucking out games like this the Game Boy is gonna go on for ever! Ay-ight!

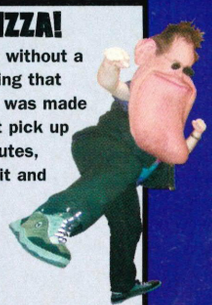


◀ Wario's found his first object: an axe. He could chop down a few of those pesky little trees on the Map screen with that.

NINTENDO PRO SCORE

PEPPERONI PIZZA!

This kind of game is without a doubt the kind of thing that the Game Boy Color was made for! It's great to just pick up and play for ten minutes, but you could also sit and hammer away at it for hours! What's not to like? ROY



PRO +
- More secrets than MI5
- Wario's different personae. Great!

PRO
- Too addictive... you'll never go out!
- Sorry, can't think of one

GRAPHICS 9/10
Never looked better
SOUND 8/10
Bouncy tunes!
LASTABILITY 9/10
This'll keep you going
GAMEPLAY 9/10
Wow!

IT'S GOT...

94%



BITS

Wario has starred in three Game Boy Color titles so far (hence the name of this one) but he's also appeared in oodles of other games as the arch-nemesis of everyone's favourite plumber, Mario.

BOBS

Although Wario is definitely a fat bloke to start with, at one point in the game he gets even fatter! One of the monsters he meets force-feeds him donuts, turning him into a total lardy on legs!

REVIEW

Who's it by?	Nintendo
Whenz it out?	Out Now
How much?	£24.99

THE FORCE IS STRONG IN THIS ONE...

Star Wars Episode one Pod Racer

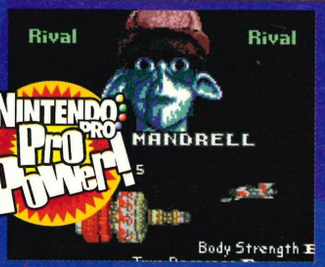
In a galaxy far, far away... snore!



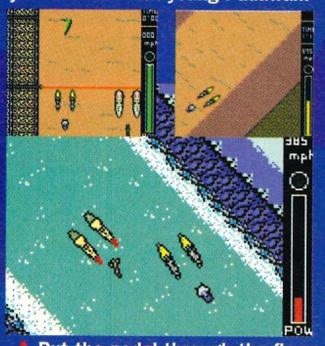
▲ On your marks, get set, va-va voooom!



NOW this is more like it. Take the fastest racing sequence from any film and cram it down 'till your little coloured friend creaks with pleasure. This is turbo-charged racing at its best. Taking Anakin Skywalker from obscurity to the top of the pod league is a complete gas! All the adrenaline of the movie has been captured perfectly. A horde of battling pod racers may have been reduced to a measly two, but that doesn't stop this absolute stonker of a racer from busting through to the winning line every time. It's fast and furious with an intense feeling of rivalry as you scream around corners and smash into walls. This has to be one of the Game Boy Color's greatest racers. Could this be the best hand-held game from the *Star Wars* universe? You better believe it, because the Force is strong in this one. Buy this game and prove why you are, indeed, the chosen one.



▲ He may look mean and ugly, but you can take him young Padawan!



▲ Put the pedal through the floor and you've got the alien freak!





NINTENDO PRO SCORE

POD-TASTIC FUN

The sensation of white knuckle speed is second to none, while the pod controls like a *Star Wars* fanatic's dream. With the chance to race your way across the galaxy at your fingertips, what are you waiting for? Get in your pod and take off with this top hand-held racer! WILL



PRO +
- Faster than a speeding train
- Get that pod out of my way!

PRO −
- Opposition too quick
- Where did that rock come from?

GRAPHICS	8/10
Yep, that's a pod	
SOUND	6/10
Plink, plonk. Oh dear	
LASTABILITY	8/10
Lots of planets	
GAMEPLAY	8/10
Easy to control	

IT'S GOT... **90%**

BITS

Anakin is the only human who can control the speed of a pod because of his natural ability with the Force.

BOBS

Pay attention to the directional arrow, because at this speed your reactions aren't going to be enough!

SECOND OPINION



Thrills and spills all the way! When you fire this baby up, you'll believe it's possible to travel at over 500 mph!

REVIEW

Who's it by?	Ubi Soft
Whenz it out?	Out Now
How much?	£24.99

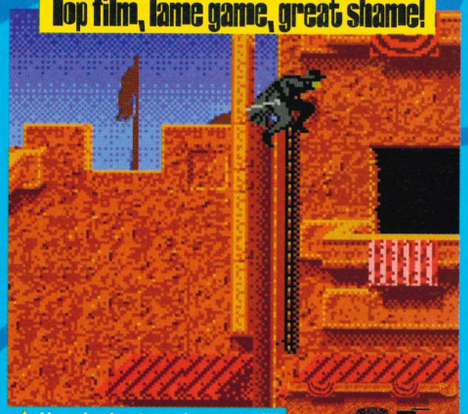
EN GARDE SHWASHBUCKLERS!

The Mask of Zorro





Top film, lame game, great shame!



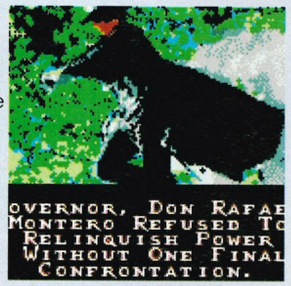
▲ Hey, look at my brown tail! Grab hold and let's outta here!



THE MAN in the mask is here and he's got some huge zeds to carve on the chests of many, many men. The Game Boy isn't exactly short of the odd platformer or... a hundred! It's got it's fair share. No, it's got everyone's share. But there aren't many out there where you can leap from ledge to ledge, bounce on a canopy, bust into a Mexican governor's villa and give Catherine Zeta Jones a darned good snogging. And if this effort is anything to go by, there aren't going to be any of any for a good time yet.

Mask of Zorro does a poor job of capturing the bravado of that Latin lover-come-superhero. The noble art of fencing involves wiggling a stick in your foe's face until they fall over, while performing death-defying feats of acrobatics means hopping like a loser in a three legged race.

Any game that can make poncing around in a cape like a failed stripogram look cool deserves your time. This isn't that game.



NINTENDO PRO SCORE

BLUNT SWORD!

There's should have been enough swashbuckling adventure in *Zorro* to make for a fine game. It's a crying shame that they didn't just give us what the masked man deserves in a groovy *Prince of Persia*-style, instead of this poor excuse for a platformer. WILL



PRO +
- You get to play at being Zorro!
- Smooching Miss Zeta-Jones!

PRO −
- Zorro looks like a conductor
- Miss Jones looks like a piggy

GRAPHICS	5/10
Hello? Animation?	
SOUND	4/10
What's that sound?	
LASTABILITY	5/10
Where's that game?	
GAMEPLAY	5/10
Hello? Gameplay?	

IT'S GOT... **52%**

BITS

Not many people know that Zorro means 'fox'. Well, now you do you lucky people. You can impress your friends with that one.

BOBS

Zorro was the inspiration for Bob Kane's *Batman*. So that's a fox passing on style tips to a bat. What times we live in!

SECOND OPINION



No wonder Zorro wears a mask – I would too if I was in a game this bad. This sent me to sleep!

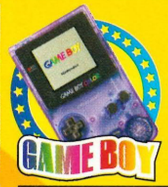
REVIEW

Who's it by?	Infogrames
Whenz it out?	TBC
How much?	£24.99

I'M THE FASTEST MOUSE IN ALL MEH-HICO!

Speedy Gonzales







You'd better come home Speedy!



▲ Speedy's boat is super-fast!

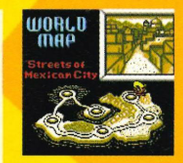


Wow! With speeds like this it can only be Speedy Gonzales! Yes, he's starring in his own videogame with several of your favourite Warner Bros characters.

The game is a side-scrolling platformer with some gorgeous graphics and back drops and - you guessed it - there is some seriously fast action in certain stages of each of the levels.

Sonic, you steenkeen' 'edg–og!

The game runs so fast at times that several people in the office thought it looked like *Sonic The Hedgehog*. Just remember though, Sonic was running on an 16-bit console and Speedy's running on an 8-bit Game Boy – now how's that for action! The gameplay also resembles *Sonic* a little, although you have cheese to collect instead of gold rings. There are hidden rooms full of cheese, too, and various button combinations can reveal platforms or open doors. Speedy also has a great variety of levels that have you zooming in speed boats, dodging bats in the sewer and even coming across your old enemy, Sylvester.

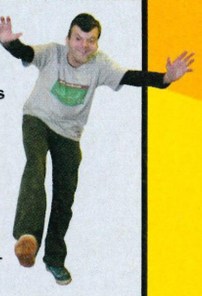






NINTENDO PRO SCORE

UNDERLAY! UNDERLAY!



Speedy Gonzales **has great gameplay, hidden levels and good, fast graphics. Nothing about it is bad. It may have similarities to *Sonic* but it rocks, Speedy-style!** SHUFFLY

PRO +
- Top gameplay all round!
- Excellent graphics

PRO –
- A bit like *Sonic* – an old game
- You'll need loads of batteries

BITS

On the Speed Boat level, go as fast as you can and jump for the cheeses. You'll always manage to avoid obstacles.

BOBS

When you see these arrows it's time for a Speed Up. Get ready for some fast gameplay and the ride of your life!

SECOND OPINION



Woah, this game is fast! Get ready for some top action, Mexican-style, because Speedy won't slow down for anyone! Brilliant platforming fun!

GRAPHICS	8/10
	Smooth and fast!
SOUND	7/10
	The usual bleeps
LASTABILITY	9/10
	It'll last you years
GAMEPLAY	10/10
	Loads to do!

IT'S GOT...

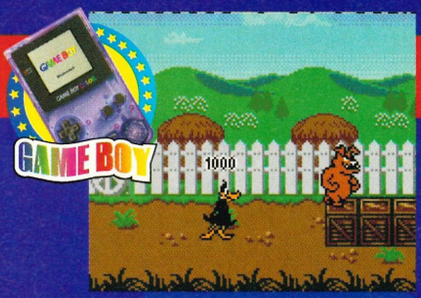
90%

REVIEW

Who's it by?	Infogrames
Whenz it out?	Out Now
How much?	£24.99

DUCKIN' AND DIVIN'

Daffy Duck: Foul Play



Eeeeughh! Is that foul play I smell?



▲ Daffy's taken a bit of a beating! Bet that hurt!





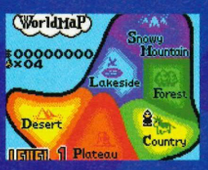


DAFFY DUCK hits the Game Boy and are we in for a treat? Er no actually, possibly not. Don't get us wrong or anything, we really want to like this game but it's not shaping up to be quite the treat we were hoping for.

Hey good looking

It's a great game graphically, but that's about it. The backdrops are superb and so are the characters, but the best thing about the graphics are the animations – when Daffy gets some food, for example, it's fantastic watching him nosh it down. Alas, the gameplay is marred by helpers showing you were the baddies are, which is a tad annoying! The levels are varied with different types of gameplay, but it just seems to be lacking that certain spark of addictiveness and ends up making you crave for a lot more.







NINTENDO PRO SCORE

SUFFERING SUCKATASH



While *Daffy Duck* looks amazing and has varied gameplay, there's just nothing here to lift it out of its just above-average position. You can't help thinking this could have been superb. SHUFFLY

PRO +
- Amazing animation!
- A password for each level!

PRO –
- Just not enough action
- Animations slow gameplay

BITS

You kill baddies with dynamite. Hold it in your hand until the counter goes down, then release for instant destruction!

BOBS

Look out for piles of rubble on the ground! They reveal secret underground chambers that store hidden treasure.

SECOND OPINION



That Shuffly's talking rubbish! The gameplay's a bit repetitive, but there are plenty of cartoon capers to enjoy.

GRAPHICS	9/10
	Superb animation!
SOUND	6/10
	Nothing special
LASTABILITY	7/10
	Can you stay awake?
GAMEPLAY	7/10
	Just above-average!

IT'S GOT...

70%

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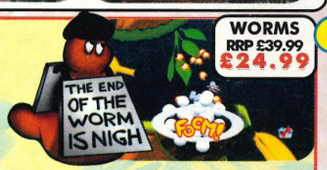
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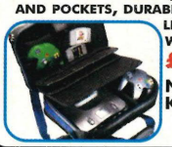
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PREVIEW

HERE IT IS – A LOOK AT THE BIG GAMES COMING TO A NINTENDO NEAR YOU!

HERCULES 46

HARVEST NOON 64 48

RUSH 2049 52

ZELDA: MAJULA'S MASK 54

Who's it by?	Big Game Inc
Whenz it out?	Now or never!
How much?	Ready money

PLAY TEST

Inside this box we'll give you our first impressions of the game. Remember, first impressions count for much so pay careful attention to find out which games will appeal to you!

NERYS



GAME BOY PREVIEWS

Miniature marvels that are nearly ready to leap into your pocket. Take a look at the hottest new titles coming to Game Boy Color soon...

CANNON FODDER 50

ULTIMATE PAINTBALL 68

BALLISTIC 51

TRIPLE PLAY 2001 51



Who's it by?	Titus
Whenz it out?	July
How much?	£39.99

MORE MUSCLES THAN ARNIE!



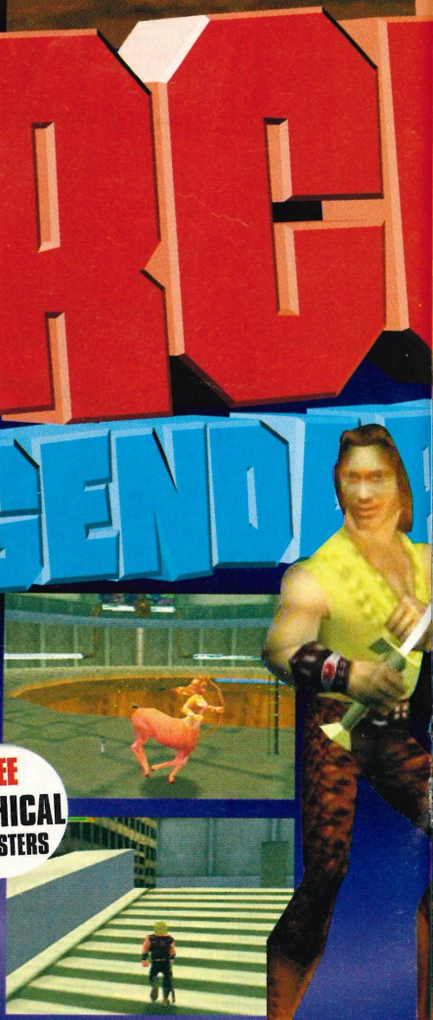




HERC

THE LEGEND



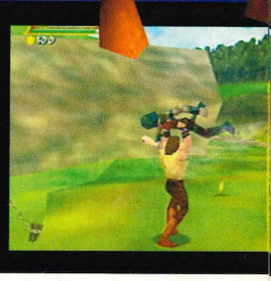


SEE MYTHICAL MONSTERS

FRIENDLY FACES!

THE TEAM at Player One and Titus have been hard at work creating a game from another famous TV licence. This new 3-D adventure game is based around episodes from the Hercules series and invites you to take control of either the big man himself, Iolaus or Serena the Golden Hind. There are a wide range of puzzles facing you on this adventure and you must interact with the friendly characters and complete a number of quests, which could be finding an object for someone or defeating a powerful boss. With over 25 different locations for you to explore and a wide range of ancient artifacts and potions to find, this is shaping up to be an incredible journey.









▲ The huge cyclops bears down on our hero as he tries to defend the townsfolk.

TOUGH GUY!

HERCULES must use his great physical strength to overcome his enemies – you get to throw trees around and even toss stunned opponents. Each of the other characters also have different abilities which will be needed to progress through the game. Iolaus is fast and nimble and can jump really high – use him for climbing vines and leaping gaps Hercules just cannot make! Serena is able to use her bow to devastating effect sniping enemies from a distance, but you must fire quickly before enemies get in too close, where her bow is useless!

ULES
Y JOURNEY

Pack your bags, you're about to go on a journey!







"THIS IS SHAPING UP TO BE AN INCREDIBLE JOURNEY!"

PLAY TEST

Hercules is big and strong – exactly the kind of hero needed for this adventure. There's stacks of puzzles and a wide range of tasks to complete, making it a tough challenge.

MIKE









HERCULES TEAM INTERVIEW

F'real Seal

1. How long has the game been in development?
13 months so far.

2. How many players can play this game?
Single-player only.

3. How many levels are there to explore and pillage?
About 25 different levels.

4. Herc has a big sword, do you get to use it f'real?
You do NOT attack with swords. Hercules tries when possible not to fight at all. When he is forced to defend himself, he prefers to use his bare hands and knock out his opponents rather than kill them. While Hercules frowns upon violence, he is a skilled warrior. He has a variety of punches and kicks at his disposal, as well as the Superman attack and a Spin attack.

5. How many playable characters are there in total?
There are three playable characters: Hercules, his best friend Iolaus, and Serena the Golden Hind.

6. Was it easy making the on-screen character look like Hercules?
No, not really, but we are very satisfied with the end result!

7. How close to the TV show is the game's plot and story?
While the story line for this game is an original work of the designer, it was crafted based on heavy research of the TV show to closely mimic an actual episode from the series. It features familiar villains and characters from the show, as well as situations that Hercules would be likely to face in the TV series.

8. How many different monsters are included to test your might?
There are a variety of monsters and enemies which Hercules will have to defeat. His main nemesis is his half-brother Ares, who is ruthlessly intent upon ruling Olympus. Throughout the game Ares's army forces will attempt to stop Hercules on his quest. In addition, Hercules will have to defeat supernatural beasts such as Cyclops, Minotaurs, Harpies, and Dragons.

9. It's a magical world. Can Herc get some magic?
Hercules can buy magic potions that will allow him to cast one magic spell per potion. There are four different types of potions: Fire, Lightning, Ice and Earth. Each potion has a different range and effect.

10. Are there any secret weapons and power-ups?
You'll have to wait on that.

11. What sort of gear can you find?
Hercules will have to collect a number of items in his quest to stop Ares. Different keys and magic items will be necessary for Hercules to make his way to Olympus to confront his brother.

12. What were the best and worst bits to develop?
The answer to both parts of this question is the same: The plot. While it was fun to develop a cohesive story using elements derived from the television show, it was also challenging to reflect as many elements that make the show interesting as possible while still attempting to create a fresh storyline.

PREVIEW

Who by?	Natsume
Whenz it out?	TBC
How much?	TBC

FARMING FUN COMES TO THE N64!

FIRST LOOK!

CULTIVATE YOUR CUCUMBERS

ONE OF the most important parts of this game is making sure that you keep an eye on your crops, as they provide your major source of income. In *Harvest Moon*, you have to clear weeds from the fields, chop down unwanted tree stumps, take a sledge to boulders and plough the land before you can even think about planting seeds! Once all that's done you can concentrate on watering your harvest. This may only be a game but ignore your crops and they will die. Believe us, it's not easy either, when you've got 101 other things to concentrate on!

I've got a brand new combine harvester...

HARVES

NOW WHERE DI LEAVE TH TRACTOR

I FEEL LIKE CHICKEN TONIGHT

ONCE YOU get into the game and have a sizeable sum of cash to hand, you can start looking at buying in some animals. You can populate your farm with chickens, cows, sheep and even horses to start making money from wool, milk and the like. Unfortunately, just like the crops, these have to be cared for like you would a baby, because if you don't they sadly die (something we found out the hard way when our affectionately-named chicken KFC met with death by starvation!)

PLOUGH THAT FURROW



▲ Yum, that must be a *really* tasty meal!



▲ These animals are far too well behaved to be real!



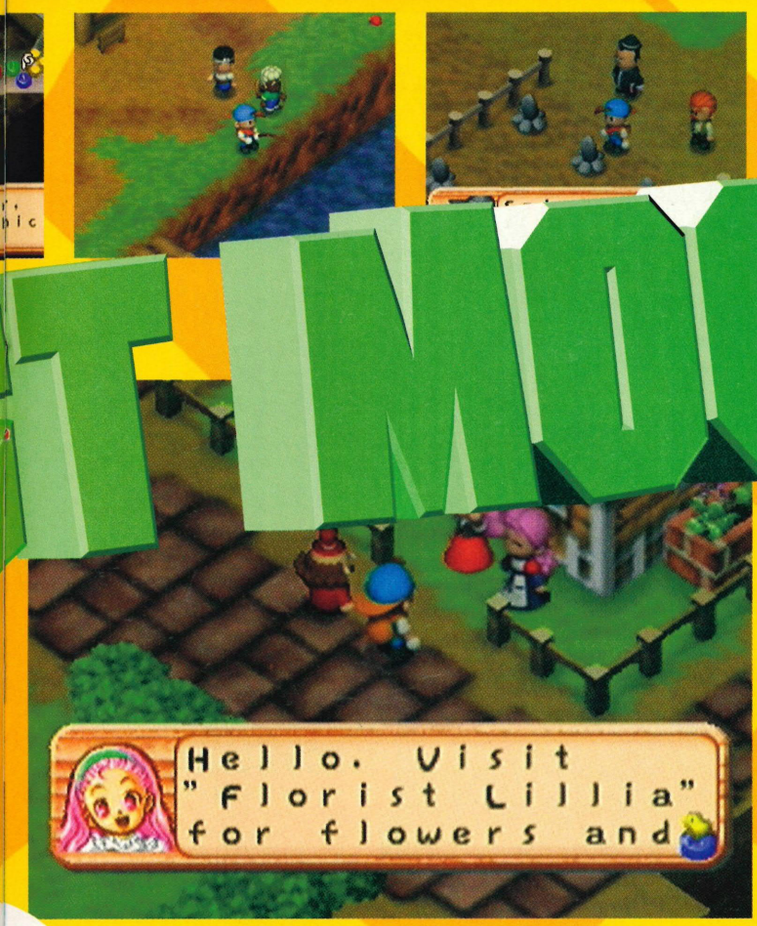
▲ The posty bears an uncanny resemblance to Postman Pat!

AND THEY'RE OFF

IF YOU get yourself a horse in *Harvest Moon* you can take part in the biannual horse races. If you're a gambling man, you can even place a bet or two on each race – our own little horse Dog Fud remains unbeaten in the village races!



HARVEST MOON 64





PLAY TEST



This game can feel a little too much like hard work at times but it's amazing just how much fun managing a farm can be. *Harvest Moon* is going to be well worth watching out for.

MIKE

PARTY!

IF YOU fancy taking a break from all the chaos and insanity of day-to-day life, the village run a regular series of festivals each year providing the perfect excuse for a party. The events range from balloon and flower festivals to vegetable competitions and fireworks displays. These may just be a distraction but they can help you out no end. Imagine, for example, the flower festival queen blessing your crops, or sharing a dance with your favourite girl under a firework-filled night sky!



▲ **Leave your farmer alone for too long and he'll go to sleep!**







BOY MEETS GIRL

IF YOU manage to take time out from caring for your animals and tending to your crops, you can start to pull the moves on any one of the local girls from the village. As you get to know each of the girls in the village you will also get to know what they like – buy one young lady flowers, for example, and she might not be impressed but give them to another girl and she's yours! For the best results, you want to give your chosen girl her favourite present on her birthday. If things go well, you can even get married and have kids!

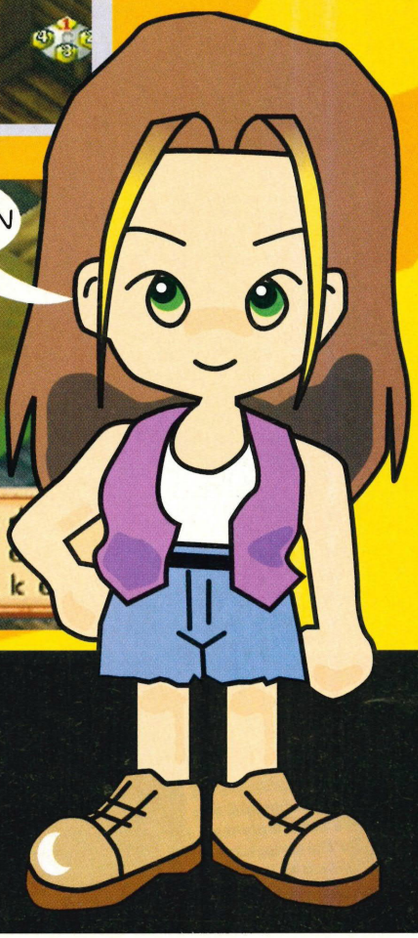






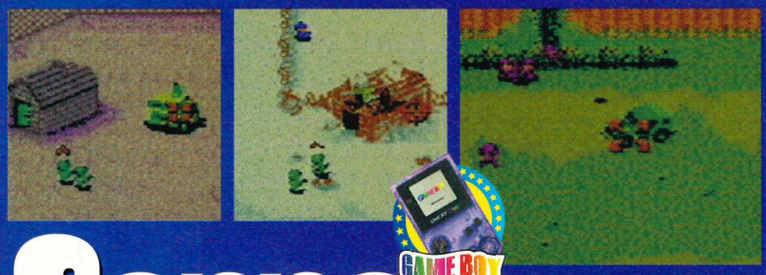


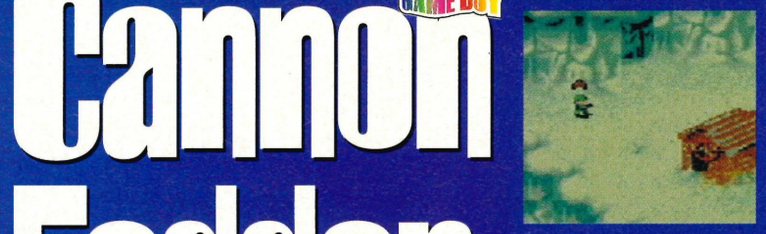




Who's it by? Take 2
Whenz it out? June
How much? £24.99

OVER THE TOP!





Cannon Fodder

GAME BOY

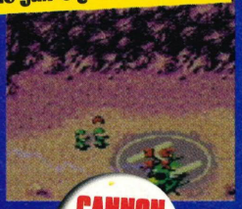
The classic game goes hand-held!

BLAST FROM THE PAST

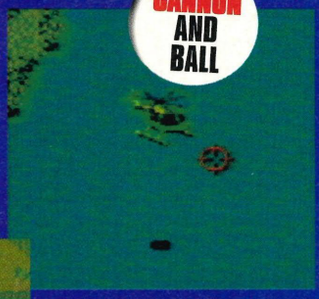
HAVING APPEARED on a wide variety of formats, it's no surprise that they've finally managed to squeeze this classic title onto a Game Boy cart! The idea is quite simple – lead your troop of adventurous soldiers through a variety of levels, wiping out the enemy troops without getting yourself killed. Tremendous stuff!







CANNON AND BALL



NEW SCREENS!



▲ Aaagh! Take that!

TEAM TACTICS

IN ORDER to make it through each level in one piece, you're going to have to think a bit – it's not just a case of storming in there and shooting anything that moves! By splitting the team up, you can set traps and flush out enemy troops before gunning them down like dogs. Now that's the kind of game we like!

PLAY TEST

I can't believe it – this one plays just as well as the original version of *Cannon Fodder* way back on the Amiga! All the tricks and tactics are in there, along with some incredibly well designed levels. We can hardly wait for the complete version to arrive!

MARTIN



Who's it by? Take 2
Whenz it out? July
How much? £24.99

READY, AIM... SPLAT





PLAY TEST

We've always been big fans of real-life paintball, so *Ultimate Paintball* seems like our kind of game! There's plenty of action going on to keep you busy – sadly though, there isn't a two-player mode that could have spiced things up even more!

MARTIN

GAME BOY

KNOW YOUR FOE

PAINTBALL'S a pretty easy game when you come down to it – get out there with your gun, find someone that's not got the same colour as you and then SPLAT! Blast them where it hurts and cover them in paint! If you think you might have trouble finding your enemies on that tiny little screen though, don't worry – there are arrows pointing you towards them in case you get lost!



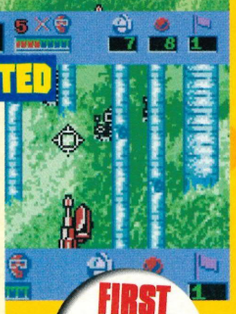




▲ Don't 'frow... bloody paintballs... at me!

PAINT OR BE PAINTED

YOU'LL NEED to be quick on your feet when you finally run into one of your opponents – they won't hesitate to fire back! If you're finding things a bit tough, you can always switch between the three difficulty levels until you find your feet; then you can get back to blasting foes and grabbing that all-important flag!



FIRST LOOK

Capture the flag Game Boy style!

Ultimate Paintball

Who's it by? THQ
Whenz it out? May
How much? £24.99

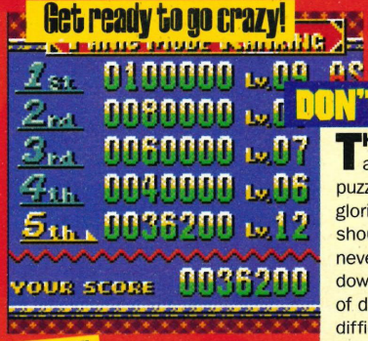
MADLY ADDICTIVE PUZZLER!

Turn over for RUSH 2049

Ballistic



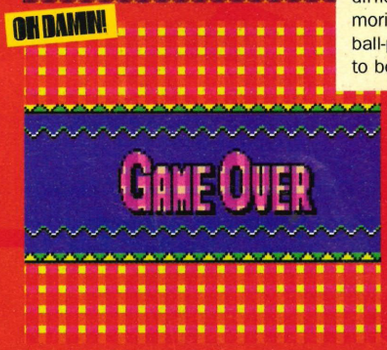
Get ready to go crazy!



DON'T PANIC

THIS GAME will bring addictive, panic-filled puzzling to the hand-held in glorious, colourful style and should ensure that you never put your Game Boy down again! With a number of different modes, three difficulty settings and morish gameplay, this little ball-popping puzzler is set to become a huge hit.





▲ Bad luck! Ha ha ha!

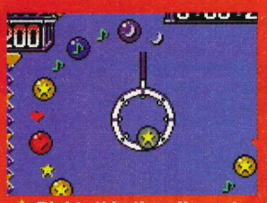


ARE YOU READY?



POINT AND SHOOT

THOSE FAMILIAR with this style of puzzler will have a good idea of what's in store. The name of the game is matching up rows of three balls and bursting the circle that closes in around you. It may sound simple, but then that's the beauty of it – you'll pick it up straight away and after that, it's just a case of having some serious fun!



▲ Right, this time I'm not going to panic. I'm not, I'm... oh help!

PLAY TEST

This game is addictive with a capital 'A'. The idea behind it may be simple enough, but *Ballistic* still manages to be both engrossing and entertaining. The game will include a Versus mode too, for some friendly rivalry, making it a brilliant hand-held title

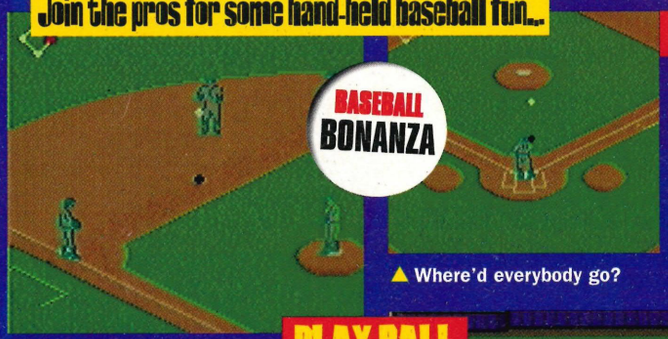


Who's it by? THQ
Whenz it out? May
How much? £24.99

IT'S AN AMERICAN DREAM!

Triple Play 2001

Join the pros for some hand-held baseball fun...

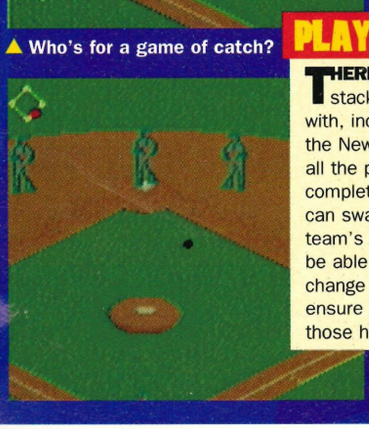


▲ Where'd everybody go?

▲ Who's for a game of catch?

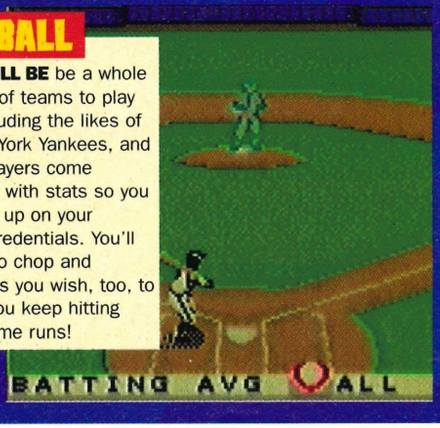
STRIIII—RIKE

IF YOU'RE a fan of baseball, keep your eyes peeled for this sporty little number. It may be designed for the miniature screen, but that's the only thing small about *Tripleplay* – it's full of options and has some top gameplay to boot.



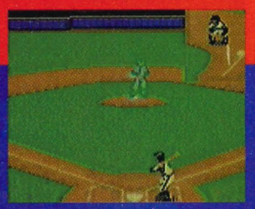
PLAY BALL

THERE'LL BE a whole stack of teams to play with, including the likes of the New York Yankees, and all the players come complete with stats so you can swat up on your team's credentials. You'll be able to chop and change as you wish, too, to ensure you keep hitting those home runs!





▲ Watch out for that chap in the corner.



▲ It's gonna be a strike! I can feel it!

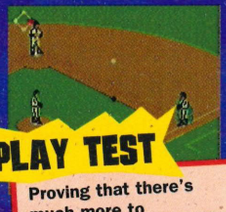


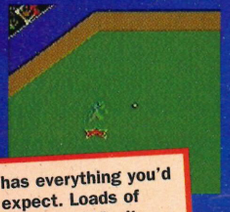


▲ Choose where you fancy a game.









PLAY TEST

Proving that there's much more to baseball than just a bunch of guys wearing caps playing glorified rounders, this game has everything you'd expect. Loads of teams, difficulty levels from Rookie to All-Star and good-looking graphics all make this one to keep an eye out for!



PREVIEW

Who's it by?	Midway
Whenz it out?	October
How much?	£39.99

GET READY TO RUSH INTO THE FUTURE!

LET'S GET ready to rush! The San Francisco stormer that first blew us away two years ago is heading back for a third lap and like Marty McFly, it's hit 88 MPH and zoomed into the future in a burst of flames.

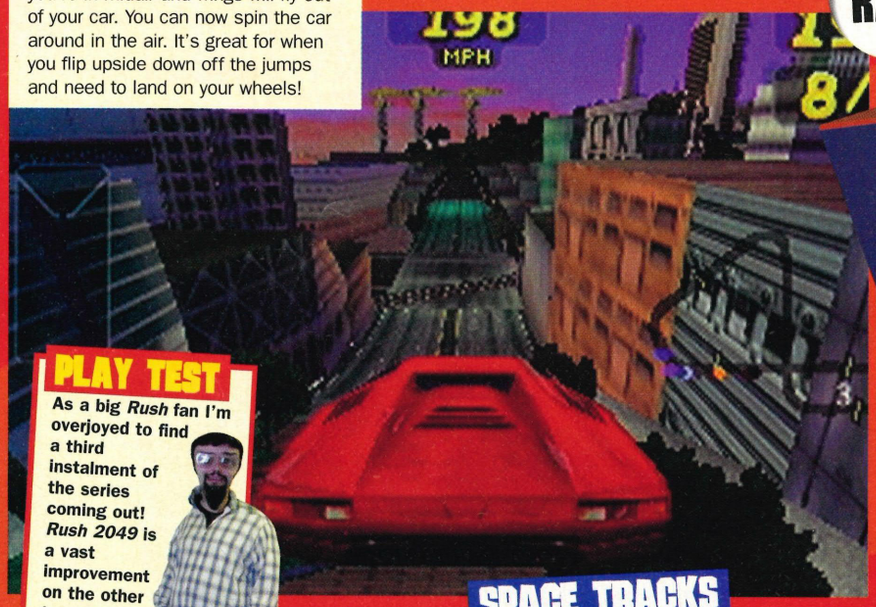
Fans of this original racer will be overjoyed to know that Midway is bringing the game to the N64! *Rush 2049* uses all if the elements of *San Francisco Rush* and *Rush 2* and takes them for a wild ride into the future. We've got an early copy and it's been burning our N64 all day long!



SPICY WINGS

ONE OF the best new features in *Rush 2049* is the inclusion of car wings! That's right, pull the Z when you're in midair and wings will fly out of your car. You can now spin the car around in the air. It's great for when you flip upside down off the jumps and need to land on your wheels!

SPACE RACE!



RUSH

PLAY TEST



As a big *Rush* fan I'm overjoyed to find a third instalment of the series coming out! *Rush 2049* is a vast improvement on the other two games (which I loved anyway!) It's a fantastic-looking racing game with top gameplay and I can't wait for our copy to arrive!

MARK

Flying cars and souped-up speed!





SPACE TRACKS

THERE ARE six tracks in *Rush 2049* (which you can race forwards, backwards and mirrored). Like in the original games, they're packed full of outrageous jumps, mad shortcuts and brilliant buildings but this time there's a much more circular feel to everything. Roads have huge banks and you end up racing in every direction, even upside down!



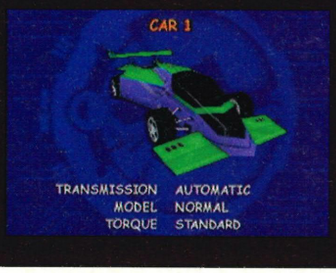






MANIACAL MOTORS!

THERE ARE loads of different cars in *Rush* (and we have no doubt some hidden ones will get thrown in later on.) Check out the selection that are already included!









N64

RUSH 2049

STUNTS 'R' US

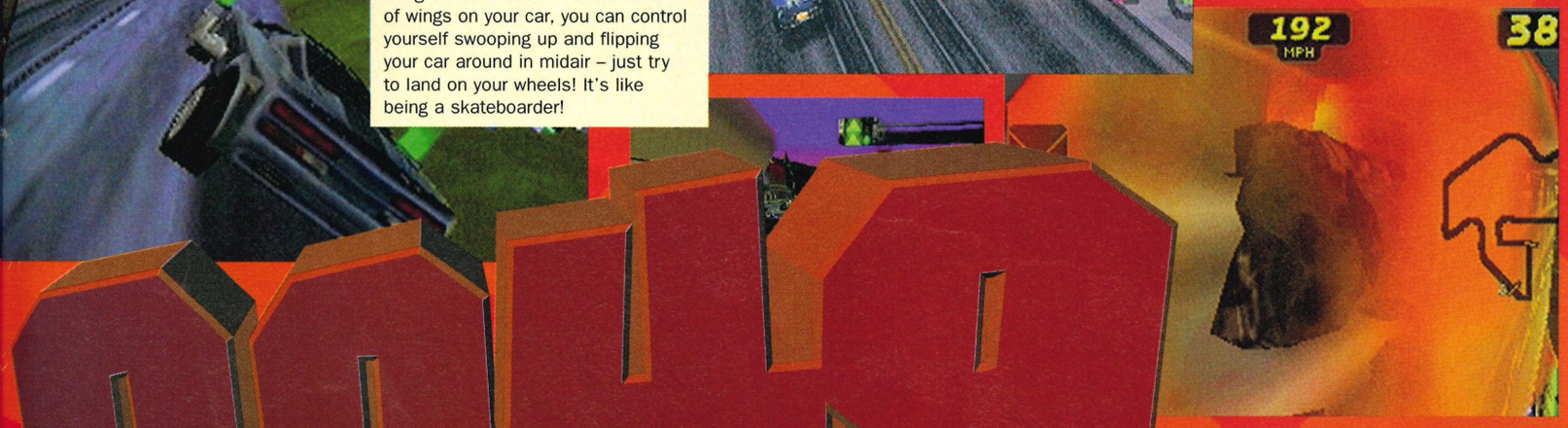
WE ALL know that the best thing about *SFR* was the amazing Stunt mode. In *Rush 2049*, there are four different stunt tracks which are way more devious than those in previous *Rush* games, with loops, arcs and jumps galore! The great thing is that because of the addition of wings on your car, you can control yourself swooping up and flipping your car around in midair – just try to land on your wheels! It's like being a skateboarder!







▲ Get your nose out of the dirt!









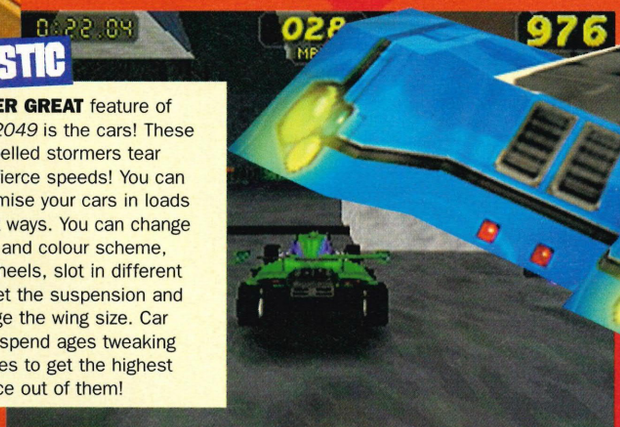


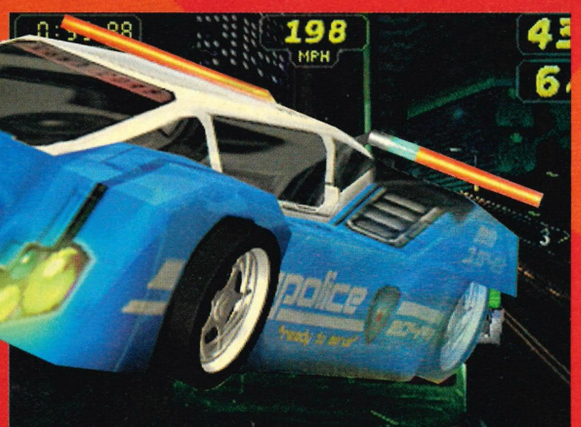
▲ Eugh. Looks like this track's been slimed. Try not to fall into the green gunge pit – it'll eat your wheels!

FUTURISTIC

ANOTHER GREAT feature of *Rush 2049* is the cars! These rocket-propelled stormers tear around at fierce speeds! You can also customise your cars in loads of different ways. You can change the design and colour scheme, alter the wheels, slot in different engines, set the suspension and even change the wing size. Car lovers can spend ages tweaking their vehicles to get the highest performance out of them!



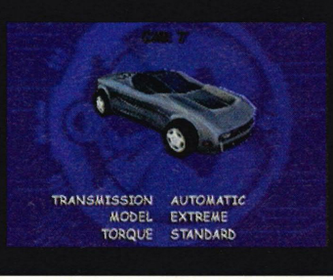














PREVIEW

Who's it by?	Nintendo
Whenz it out?	November
How much?	£49.99

THE RULER OF NINTENDO RIDES AGAIN!







HYRULE IS HAPPY!

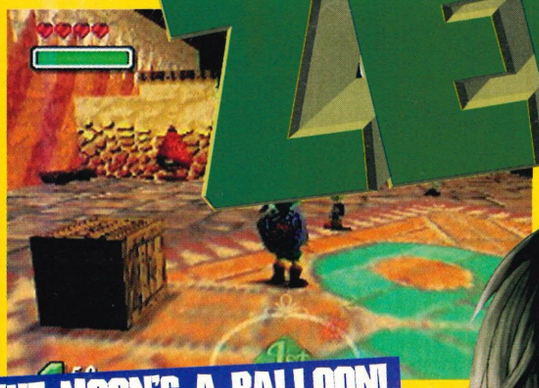
THE HAPPY land of Hyrule was returned to peace and tranquillity after *Ocarina Of Time*, all thanks to a brave warrior called Link. One day, soon after his first adventure, Link was wandering in the beautiful forest of Hyrule when he came upon a strange masked man. The man showed him the doorway to a strangely familiar world – and Link stepped on through...





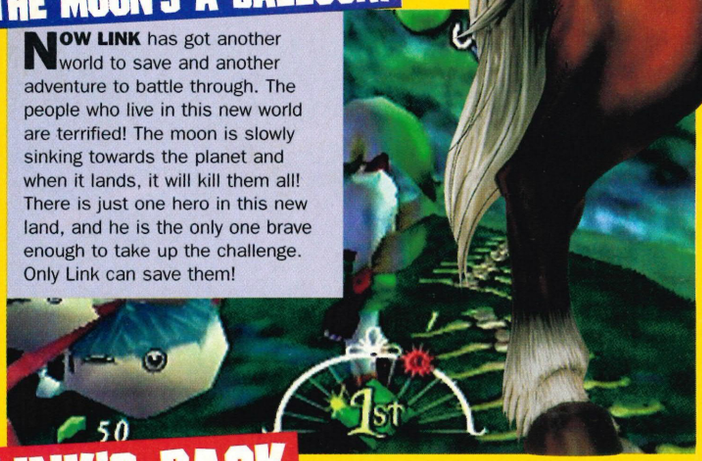
MASK Madness!

ZELDA: MA



THE MOON'S A BALLOON!

NOW LINK has got another world to save and another adventure to battle through. The people who live in this new world are terrified! The moon is slowly sinking towards the planet and when it lands, it will kill them all! There is just one hero in this new land, and he is the only one brave enough to take up the challenge. Only Link can save them!





LINK'S BACK

THANK goodness you're back, Link. It hasn't been the same since you left, and we love your stories. Come on, let's have a look at the little fella...



▲ There he is, look. Still using the same tailor too!



▲ Ahh. Look – he's going on a walk now. Ahh.



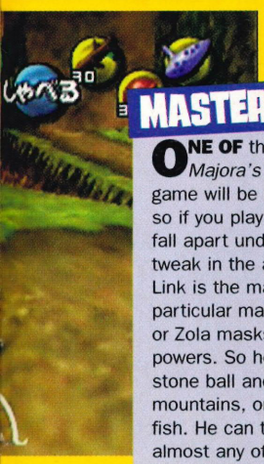
▲ He's talking to that girl. She looks a bit MOO-dy!

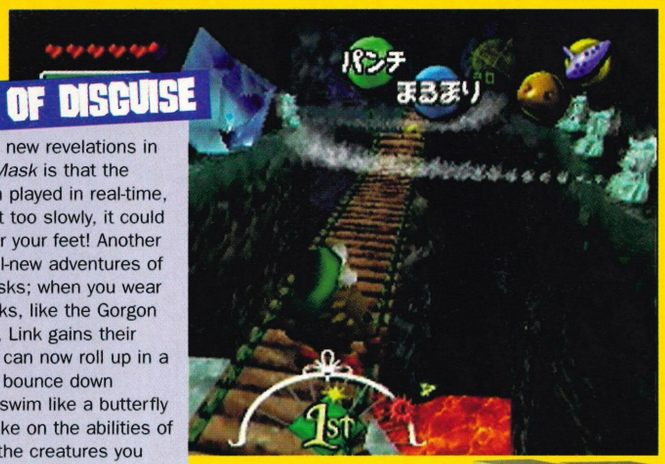


▲ Not the flaming skulls again! Run away, Run away!

ZELDA'S MASK

The follow-up to the greatest game EVER is out this year!

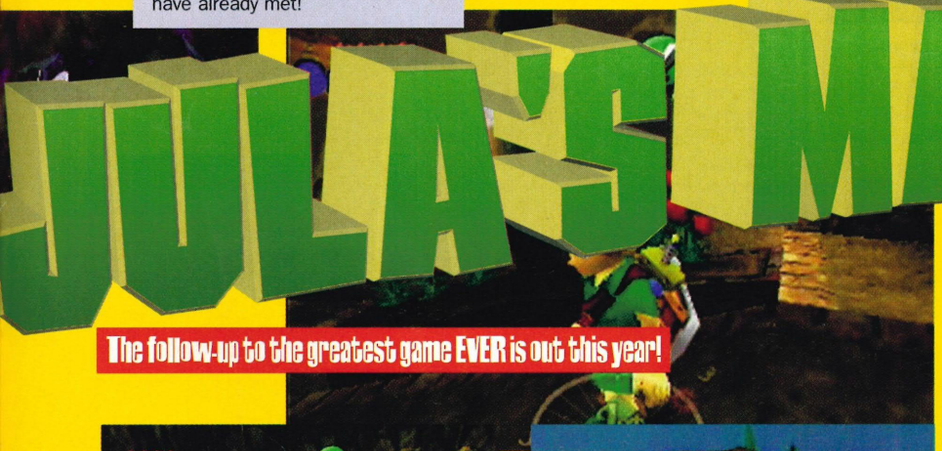




MASTER OF DISGUISE

ONE OF the new revelations in *Majora's Mask* is that the game will be in played in real-time, so if you play it too slowly, it could fall apart under your feet! Another tweak in the all-new adventures of Link is the masks; when you wear particular masks, like the Gorgon or Zola masks, Link gains their powers. So he can now roll up in a stone ball and bounce down mountains, or swim like a butterfly fish. He can take on the abilities of almost any of the creatures you have already met!













PLAY TEST

The new *Zelda* plays a lot like the last one – thank goodness – but there are lots and lots of exciting new twists and a whole new story to unfurl. *Zelda*'s comeback is going to immerse us in wonderful reams again.

NERYS



RUN RABBIT RUN

THERE ARE going to be loads more racing events too, including one against a Zora, a Gorgon and a race on foot. The graphics have got more of the same beautiful whimsies as the last fantastic *Zelda*, but with yet more detail and special effects. There is even more fantasy and imagination in *Majora's Mask* than *Legend*, if that's possible. What PRO have seen of this game proves that Mr Miyamoto has managed to come up with yet another rich, genius-soaked gem of a game.



THE OBJECT IS...

THE moon is hanging above the world, but it's sinking fast! Link has to stop it from crushing the world. A big task for such a tiny chap... but he's done great things before, he can do it again!



▲ The moon's gone psycho! He ain't small either!



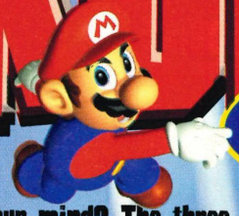
▲ Knife fights, inspired by the madness of the moon!



▲ An artist does a painting of some wheat. He's got moon fever!



WHAT DO YOU RECKON?

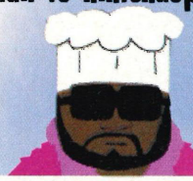


Nintendo Pro Magazine, Paragon Publishing, Paragon House, St Peters Road, Bournemouth, Dorset BH1 2JS

To have your say, write to us or send an email to nintendopro@paragon.co.uk!

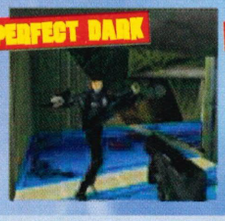
WIN A CART!

THOSE TOP BLOKES AT ACCLAIM HAVE GIVEN US SOME CARTS TO GIVE AWAY TO THE SMARTEST READER, SO GET SCRIBBLING FOLKS!





What's on your mind? The three main talking points!

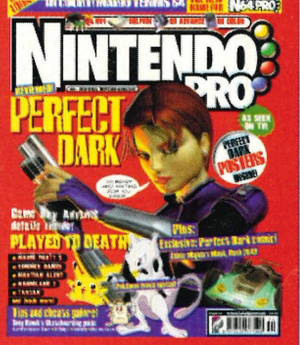






WHAT'S HAPPENIN' KIDS?

ISSUE 34



THE NEW MAG...

The second Nintendo Pro has loads of top features and of course, reviews of all the best new videogames. Take a look at the Pro Crew zone for all the regular features!

56 YOU RECKON
Have your say, write today!

59 PRO ARENA
Battle to win a cart!

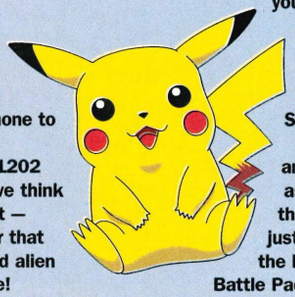
60 SWAP SHOP
Trade carts for cash!

62 CHEATING SWINE
Cheating like crazy!

POKÉMON PLEA

Your mag is superb. There are some really fantastic games in it and beautiful reviews! Alright, I'll get to the point... Are you guys so nice as to put a huge review of *Pokémon Stadium* in your next (fantastic) issue? Please, I'm begging you! I've looked in almost every N64 magazine, but they don't say enough. What I want is for you to put in a review and release date and so on.
Anon
PS Is this bad English for a Belgian boy of 14 years?

We're one step ahead of you, mate. If you didn't see our review last issue, get on the phone to our Back Issues department now (01202 200200)! Oh, and we think your English is great — your writing's better that that illiterate sacked alien Tip-X, that's for sure!



BANANA MAN

I'm really stuck on *Donkey Kong 64*, on the Gloom Galleon level with Diddy. This is the only banana I need – it's the metal fish one where you have to hit the targets, but I can't seem to do it and I'm getting tired of never doing it! Please help me! I need this to get all the bananas since I have 200 already and have completed 99%.

While I have your attention, can you also help me find the last battle pad on DK Island. I'm stumped – I don't have a clue where it is! Thanks for your help,
Simon Benson, Shropshire
PS Your mag kicks ass.

Thanks for writing Simon. *DK 64* is a top game and we're not surprised that you're stuck. The Metal Fish banana is very difficult to get as the wasps always appear as you are trying to aim at the last targets. Shoot the wasps first before starting to blast the lights, and try to hit as many lights as possible at the beginning of the challenge. Hopefully you'll just have enough time to smash the last light. As for the last Battle Pad, it is very well hidden. On the ceiling of the Fungi Forest shack there is a small mushroom. Shoot this with the right coloured character and you will then find the last Battle Arena!

FIGHTING TALK

I buy your magazine every month and I think it's top! I was reading issue 31 and I saw a letter from Alex 'Greystation' Johnson slagging off the 64 and Project Dolphin. He said the PSX2 was going to be 'da bomb' (does writing like this make him think he's hard?) So I thought I'd defend the Nintendo Pro corner...

Now Simon, tell your friend Alex to listen up. If you think PlayStation is better than N64 then you're sadly mistaken. Reason one: If you hadn't noticed, N64 is 64-bit and that means twice the speed, twice the power and better graphics. Reason two: N64 takes cartridges. It may not have as much memory as a CD but I can tell you it is a hell of a lot quicker. And before you say I have little experience of PlayStations, I own one, so chew on that.

Anyway, if you think the PlayStation2 is going to be 'da bomb' then the Dolphin is going the be 'da thermo nuke' because it's going to have 400mhz – yes, that's 400mhz – IBM Gekko Processor and DVD-Rom, plus it will come out at a reasonable price. Thanks for listening Alex.

Also, as I'm in a slagging off mood, I'll do some more. I think Sony supporters are probably crying now so I'll take things out on Sega too. I have noticed that, in the Argos catalogue, all Nintendo games have been taken out for the not-so-dream Dreamcast, which doesn't even have a DVD player. I can't believe people are buying them just because they have Internet access – they may be quick, but look how slow they'll appear when the Dolphin comes out. They'll be so bad, the PSX2 owners will be able to laugh at them.

Mark's fan heater pun made really got me laughing – I hope he gets that copy of *Perfect Dark*. I'd also like to thank Tip-X for some useful cheats,
Richard Whittaker, Lancashire

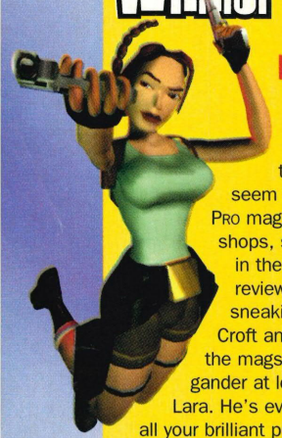
Thanks Richard. We agree – the Game Boy Advance and the Dolphin





Winner's Words

Star Letter

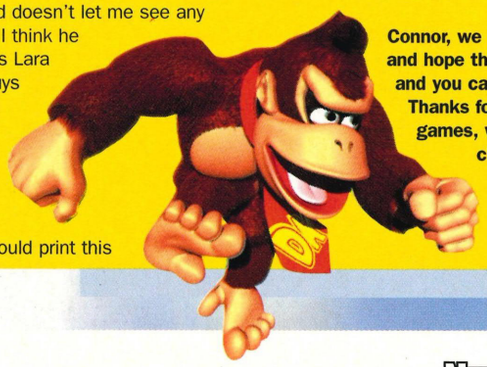


Dear old dad!

Could you please give me some tips on how I can get my mags off my dad, because every month when he goes to the shops to buy my Pro mag, I can't seem to get it off him. He is the worst hogger of Pro mags in the world. He comes back from the shops, sits down on his big butt, sticks his head in the mag and doesn't let me see any reviews at all. I think he sneakily fancies Lara Croft and just buys the mags to get a gander at lovely Lara. He's even got all your brilliant pull-out posters of lovely Lara in my mum's bedroom and it's driving her crazy. So if you could print this letter in Nintendo Pro maybe, just maybe, I might get a look at those Nintendo mags when my dad sees it.

Also here are my top five N64 games.
1. *GoldenEye*
2. *Zelda*
3. *DK 64*
4. *Banjo Kazooie*
5. *WWF Revenge*

Do you agree? if not, please print why.
From Conner Martin, Glasgow



Connor, we have printed your letter and hope that your plan has worked and you can read the reviews inside. Thanks for sending your top five games, which are all excellent choices, though ours look a little different, as you will see.

TOP FIVE N64 GAMES!



TOP FIVE N64 GAMES!

THANKS TO CONNER MARTIN FOR SENDING US HIS TOP FIVE N64 GAMES. OUR LIST IS SLIGHTLY DIFFERENT – CHECK IT OUT AND SEE IF YOU AGREE WITH US!

1. PERFECT DARK
2. ZELDA: OCARINA OF TIME
3. GOLDENEYE
4. DONKEY KONG 64
5. TONY HAWK'S SKATEBOARDING



will rule when they eventually make an appearance and Dreamcast and PlayStation2 will disappear into oblivion. Sega have really done nothing since the Dreamcast's launch and there are very few decent games available at the moment. The PlayStation2 is a rushed affair and there are no games of outstanding quality available at the moment – nothing that compares to *Perfect Dark* anyway! Stick with Nintendo – the best games can only get even better!

A FAMILIAR FACE?

Hey all you dudes at NINTENDO PRO, this is Louis, the 'Big Blag' from issue 32. I just want to clear a few things up:

1. I was not pleading!
2. I tried Slammer.com and I couldn't find anything
3. I like the Game Boy
4. I DO like your magazines. In fact, I have them all from issue 1.

Louis Paxton, Edinburgh

PS Thanks for printing my letter – it was Barry Bongo, me' lad! Also, say hello to David Smith.

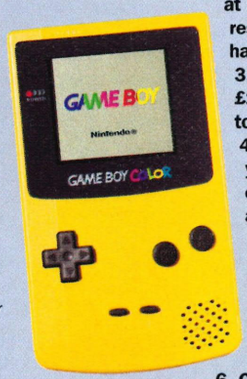
Barry who? Good to hear from you again, Louis. Glad to see you've got all our back issues – we reckon there should be a big pile of NINTENDO PROS in every household (but then we would!)

QUESTIONS QUESTIONS

I've got a few questions to ask you about Nintendo and your brilliant new magazine. Here goes:

1. Is www.totalgames.net your Web site or someone else's? If it's not your Web site, then can you either tell me what your Web site address is or launch one please!
2. Do you think it's worth getting a Game Boy Color now or waiting for the mighty Advance to come out? I could never afford them both – who do they think we are, millionaires?
3. Speaking of which, how much will the Advance cost?
4. I think it's absolutely great you're converting to an all-Nintendo magazine. Is the layout going to be different, with new features to replace things like Swap Shop and You Reckon? Will the mag have the same Tip-X and Scoop as the old one, with the little cartoons of you and stuff, 'cos I think that is cool where it is.
5. How big will the Advance be? Have you got any pictures?
6. Why haven't you done a review of *Star Wars* Racer for the Game Boy Color yet?
7. What do you think of the new Pokémon movie?
8. Should I get *Pokémon Yellow* in June or go through months of agonised waiting for *Pokémon Gold and Silver*?
9. Please can you print a picture of Cordelia from *Buffy The Vampire Slayer*, if you still do that?

Matthew Durrant, Herts



Matthew, thanks for your letter, and hope we can help.

1. **Totalgames.net is our company's Web site and does include a few pages written by the team. We do not have our own Web site at the moment but there should be one fairly soon!**
2. **The Game Boy Color is a super device and well worth the money, and the Game Boy Advance still has no set release date. If Nintendo continues to handle business in its usual way you may not even see it in the UK until the next Millennium, or at least six months after the rest of the world has got their hands on it!**
3. **No idea of price, but under £100 would seem reasonable to us!**
4. **Some old, some new, as you can see. We hope to cover a lot more features and NINTENDO PRO exclusives to keep you right up to date with the latest events!**
5. **The Game Boy Advance will be the same size as the Game Boy Color, only it will be held horizontally!**
6. **Check out page 38.**
7. **It's great, like an extended cartoon on a massive screen!**
8. **Get *Pokemon Yellow. Gold and Silver* are still a long way from the UK and if they suffer the normal delays, you'll probably see the Game Boy Advance first!**
9. **Oh all right then!**

BAD DREAMS

I recently bought a Dreamcast and feel I have to warn readers of this fantastic magazine, DO NOT BUY ONE! I own a PlayStation and an N64, as well as a Dreamcast, and I have got to say, it's rubbish. If you are like me and just can't wait any longer for the Dolphin or PS2, take it from me – WAIT! *Sonic Adventure* is so easy a two-year-old could complete it, and that is not

PLANET PAP!



LOSERS!

THE PLAYSTATION PREDATORS HAVE BEEN BUSY TRYING TO WORK WHY THE PS2 IS SO PANTS, AND WHY THERE ARE NO DECENT GAMES FOR THE GAYSTATION. SUCH A SHAME!

PAWS FOR THOUGHT



WE want to know what you, our readers, think about some chosen issues. Here's the QUESTION of the month...

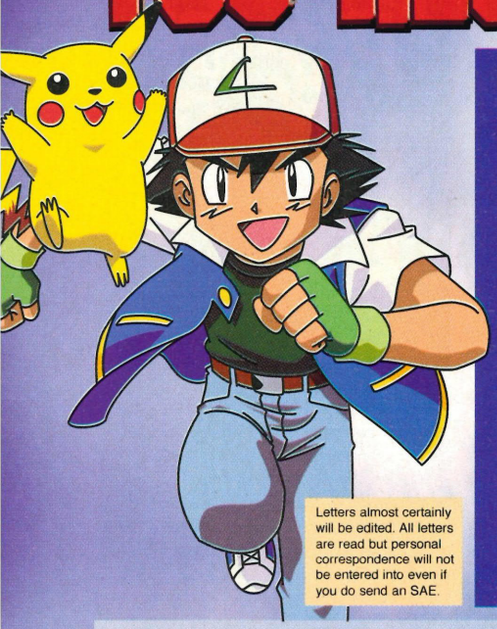
SHOULD THE GAME BOY CAMERA FEATURE HAVE BEEN REMOVED FROM PERFECT DARK?

If you've got any good ideas for a debate, write to Paws For Thought at the usual address.

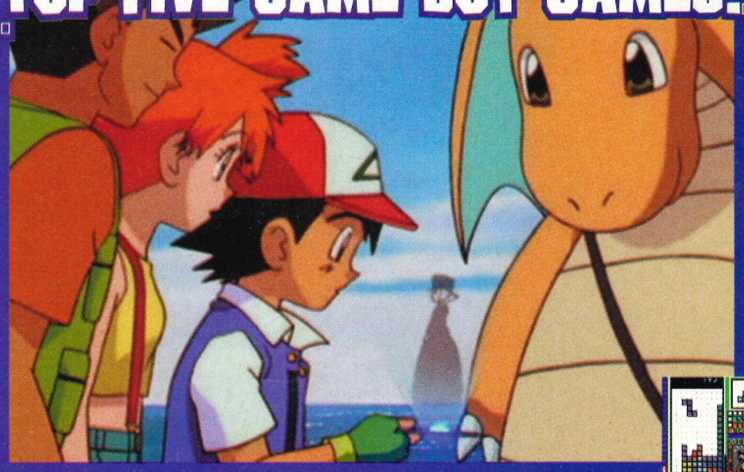


WHAT DO YOU RECKON?

TELL US YOUR VIEWS BY WRITING TO US. ALTERNATIVELY, YOU CAN EMAIL US AT nintendopro@paragon.co.uk!



Letters almost certainly will be edited. All letters are read but personal correspondence will not be entered into even if you do send an SAE.



TOP FIVE GAME BOY GAMES!

TOP FIVE GAME BOY GAMES!

CONNOR MARTIN'S LETTER HAS US THINKING AND WE DECIDED WE SHOULD DO A TOP FIVE FOR GAME BOY TOO. HERE ARE THE WINNERS, BUT IS YOUR SELECTION ANY DIFFERENT TO OURS?

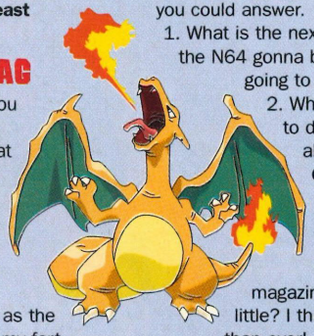
1. POKÉMON RED AND BLUE
2. TETRIS
3. MARIO GOLF
4. TOMB RAIDER
5. SUPER MARIO BROTHERS DX



exaggerating! It's supposed to be 128-bit!
Tom Lau, London

Tom, thanks for your letter and we hope you can make a little money selling your useless CD players. We agree the Dreamcast is the biggest waste of money ever. The internet is slow and limited, the games are rubbish and there just aren't enough top titles. The PlayStation2 is also expensive, looks no better than the Dreamcast and keeps breaking down. Nintendo also has problems with constant delays, but at least the games are excellent!

SMELLS OF A BLAG



My name is Herbert but you can call me Sir. Before I start my questions of great importance, I would like you to know four things:

1. I have an army of evil Pokémon that will attack you at my signal (a fart).
2. You will print this letter as the Letter Of The Month or my fart-activated Abra will turn every N64 in the building into a Sega Saturn, something which neither of us want.
3. This is a very vital hint – when I don't get what I want I feel a fart coming on.
4. Send me any good Acclaim title except *South Park*.

And my questions:

1. What is Project Dolphin's proper name?
2. Any chance of some Project Dolphin screenshots?
3. How much will Project Dolphin cost?
4. Do you know what Project Dolphin will look like.
5. Will it have memory cards and rumble packs?

Herbert Soden, Sunderland

Herbert, my sherbet. Sir? Pah... never, we bow to no-one! We care not for threats and will not bow to begging letters asking for games. As for your questions, we'll try our best to answer them!

1. **Don't know!**
2. **No!**
3. **Don't know!**
4. **No!**
5. **Probably, and maybe even a Tilt Pak, Motion Sensor Pak or some other weird devices!**

DAYLIGHT ROBBERY

Howdy all you people at NINTENDO PRO! I've got a few questions I was hoping you could answer.

1. What is the next wrestling game for the N64 gonna be – and when is it going to be available?
2. What is Nintendo going to do to keep the N64 alive? Especially after GreyStation2 and the Dolphin come out.
3. What are people talking about when they say the magazine has slipped a little? I think that it's better than ever!
4. Is *The World Is Not Enough* going to come out on the N64 – if so, when?
5. Which will be better – *Banjo Tooie* or *Zelda: Majora's Mask*?
6. What does Sony think it's playing at selling the GreyStation 2 for £400 it's daylight robbery!

Thanks a lot
Luke Horrocks
PS I think you should make a poster of your PS2 Fan Heater!

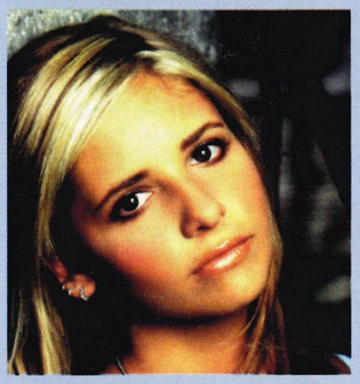
Cheers for writing Luke, hope we can help.

1. **There are no new wrestling titles lined up at the moment, but ECW will be available on the Game Boy Color soon!**
2. **The N64 will only live as far as the Dolphin and then development will stop completely – out with the old and in with the new!**
3. **People generally dislike change and a few changes have had to be made. We agree that it's now looking better than ever!**
4. **Oh yes! No release date has been set but look out for more details coming soon.**
5. **It's like trying to choose between birthdays and Christmas. They will both be great!**
6. **You'd be a mug if you bought one!**

BIG UP BUFFY

Shame on you. In issue 32 in a reply to a letter you recklessly stated, "Will Buffy on the previous page do?" Although you provided a decent picture of Buffy, I wouldn't mind seeing another one! She deserves much more respect, being the sexiest girl in the world 'n' all.
Now to the matter at hand, I'm a massive Nintendo fan, I've never owned another console, but I'm starting to realise that maybe Nintendo isn't that good after all and I should convert to rivals PlayStation, who seem to be producing far more playable games for their console. Also, I feel if the Dolphin is going to have DVD capabilities, you should be able to watch movies and listen to audio CDs. One last minor thing – GUNS. The N64 doesn't have them, will the Dolphin?
Nic Whitby, Wrexham

Thanks for your letter Nic. We're sorry that you are considering abandoning your Nintendo in favour of a small, slow, less powerful grey machine. So there are loads of games for the PlayStation, but most of them are useless and wouldn't pass Game Boy standards. At least the N64 games are top class! DVD movie playback is still possible for Dolphin, but no news will be forthcoming until Spaceworld so we'll just have to wait. Light guns are a great peripheral and every console should have them. Nintendo may produce a gun for the Dolphin, but politics may well hold the key to this particular mystery!



IN A STATE

A few points need to be made. The new look is great – am I the only person in the world who likes it, or are you just printing the letters devoted to slagging it off 'cos if you are, disregard this bit.
Anyway , I was sitting in school the other day, not thinking about lessons 'cos that would be silly, and having recently seen *Enemy Of The State*, I thought how cool it would be if a game was made along the same story line as the movie.

Imagine working for the CIA, tracking people down using all the latest satellite equipment and using the other hi-tech gadgets in the film... cool, no? It could run along the same lines as *GoldenEye*, as a first-person kind of game, only with more tactical, technical work and less KILL, KILL, KILL! It would, in my opinion, bring a fresh new style of gaming to the N64, relying less on shooting and more on secretly tracking people. Feel free to say if you think the idea's lame!
Adam Bass, Cheshire

Thanks for the letter Adam. *Enemy Of The State* is an excellent movie and we agree it could make a fantastic game. A lot of development would be needed to make the ideas work but there is a great game in there somewhere. Who knows, Dolphin developers may well read this letter and start thinking about future games.

PRO ARENA

THQ

FOR A CHANCE TO WIN A NEW CART, BEAT THE CHALLENGES BELOW AND SEND A PHOTO TO PROVE YOUR GAMING SKILLS. ALTERNATIVELY, SET A NEW CHALLENGE FOR OTHER GAMERS!

WIN A FREE THQ CART!

YOU MUST have evidence with your claims (not that we think you'd lie or anything) so send in a video or a photograph to prove your scores are genuine. Also, we need you to send us a mug-shot if you want to join the elite band of NINTENDO PRO gaming goo-rus!

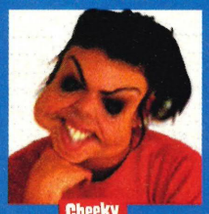
HOW TO WIN...

This time it's harder! There's no prize for second best in the new Pro Arena. Only the very best scores will be featured and it can be for any game on the N64 or Game Boy. Get playing and send your achievements to Pro Arena!

PLEASE SEND YOUR ENTRIES TO PRO ARENA, NINTENDO PRO MAGAZINE, PARAGON PUBLISHING, ST PETERS ROAD, BOURNEMOUTH, DORSET BH1 2JS.

GUESS THE GOO!

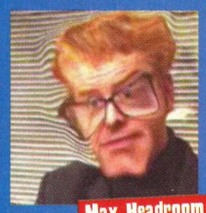
Take a look and see if you recognise the celebrity goos this month!



Cheeky



Lion Head



Max Headroom

CHALLENGE 1 — TETRIS DX



IF YOU DARE

THINK you're good, do ya? Well, we'll sort that out. Here's a challenge for you. All you have to do is beat Mike's massive *Tetris Deluxe* score of 1148328 on the first Marathon level. Then send us your results, not forgetting a photo as evidence of your victory for a chance to win a new game!

SCORE TO BEAT **1148328**

GAMING GOO-RU!

CHALLENGE 2 — WETRIX



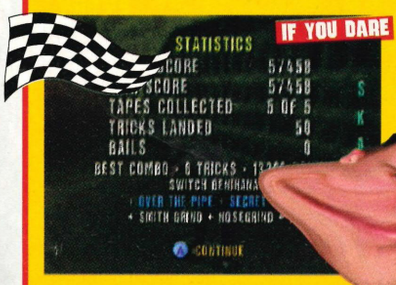
IF YOU DARE

RECKON you're good at games eh? Well, we'll sort that out. Here's a challenge for you. All you have to do is beat Roy's *Wetrix* score of 1628739. If you think you're good enough, send us your results, not forgetting a photo as evidence of your victory, and you could get your hands on a brand new game from THQ. Cool!

SCORE TO BEAT **1628739**

GAMING GOO-RU!

CHALLENGE 3 — TONY HAWK'S



IF YOU DARE

THINK you're a bit of a skate star? Here's a challenge for you. All you have to do is beat Mike's *Tony Hawk's Skateboarding* challenge of opening all five tapes in the first run and scoring 57458. If you want to win a new game, send us your results, not forgetting a photo as evidence.

SCORE TO BEAT **57458**

GAMING GOO-RU!

ARENA ENTRY FORM

NAME

ADDRESS

GAME

ACHIEVEMENT

I think the goos are...

MUG SHOT!

Please tick

GAME BOY

N64

SEND US YOUR ENTRIES AND PROOF OF COURSE TO:

PARAGON HOUSE
ST PETERS RD
BOURNEMOUTH
DORSET
BH1 2JS



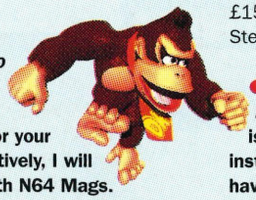
SWAPSHOP

GETTING FED UP AND BORED WITH YOUR OLD GAMES? THEN WHY NOT SELL THEM OR SWAP THEM WITH OTHER N64 GAMERS?

● Will sell *Diddy Kong Racing* or *Rogue Squadron* for £30.00. Will sell *F1 World Grand Prix* or *Banjo Kazooie* for £20.00. Will sell *Star Wars* or *Blast Corps* for £10.00. Any offers for *Fifa 64*, call Alexander on (0161) 773 6249.

● **I want to swap *Donkey Kong 64* for any newish games, especially shoot-'em-ups. Call J Booth on (01625) 616520.**

● I'm selling a clear Game Boy Pocket with a Nintendo Slip Case, *F1 Race*, *Alleyway*, *Game Boy Gallery* and *Worms*. All offers considered – write to Dale Zealand, 35 High Street, Saxilby, Lincoln, LN1 2LN.



● **I will swap *Forsaken* for *Mario Party*, *Super Smash Brothers*, *Donkey Kong 64* or your best offer. Alternatively, I will sell for £20.00 with N64 Mags. Call Cassie Warren, (0151) 928 6513.**

● I'll swap *1080 Snowboarding* or *World Cup* for any decent offer or sell for £20.00. Ring (0161) 929 8751 and ask for Jack. Both games boxed!

● **I will swap *Quake*, *Turok 2* and *Star Wars* too for *Donkey Kong 64* and *WWF Warzone* plus *Toy Story 2* or *Castlevania* as well. My games all have instructions with them and are in good condition. Call Daniel Mcleod on (01639) 790250.**

● I will sell *WWF Attitude* for £30.00 or nearest offer, or swap for *All Star Baseball 2000* or *Jet Force Gemini*. Also selling *Space Station Silicon Valley* for £15.00 or swap for *Banjo Kazooie*. Call Stephen Barnet on (01865) 20002.

● **I'll swap *Mario*, *Lylat Wars* or *Mario Kart* for *Zelda*. Don't mind if it is unboxed, as long as it has instructions. Please – I'll die if I don't have *Zelda*. Call Daniel Mycoe on (01924) 239294.**

● N64, six games, Equalizer, two controllers, two Memory Cards, one Rumble Pak and one Expansion Pak (three games aren't boxed). All for just £60.00. Call Sam on (01608) 664218 or email samskate@hotmail.com.

● **I will swap my *Mario Party* for *Rainbow 6*, *Carmageddon*, *South Park*, *ISS 98* for *Mortal Kombat 4*, or any two games for *WWF Wrestlemania 2000*. Call Brett McKenna, (01797) 320133.**

● I'll swap *Turok 2* for *Fifa 99* or *Mario Kart* or I will sell for £10.00. Must live in Ireland. Call weekdays between 8-10 pm on (0669) 472623 and ask for Conor please.

● **I will swap *WCW Revenge* or *Roadsters* for any good game or sell *WCW* for £15.00 and *Roadsters* for £25.00. Phone (0161) 929 8751 and ask for Jack.**



SWAPSHOP

ENTRY FORM

NAME

ADDRESS

EMAIL

SIGNATURE

SEND YOUR SWAPS AND / OR SHOUTS TO:

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DORSET
BH1 2JS

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SWAPSHOP (30 WORDS MAX!)

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A-Z PLAYSTATION CHEATS 200

50 TO BE WON EVERY MONTH!

09066 098107

Calls to the above number cost 60p a minute

All entries must be received by the final closing date of 31st May 2000 for the DVD prize draw. Monthly draws will be made on the 1st day of each and every month for the games voucher and cheat books.

Maximum cost of £3, please ask permission before calling. After the closing date, this service may be replaced by a similar competition. For rules, or winners names, send S.A.E. to *Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA*

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The pig with a passion for passwords has uncovered some cool new cheats to enhance your gaming!

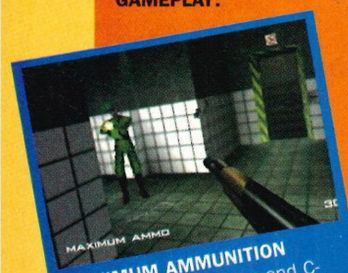
CHEATIN

GOLDENEYE

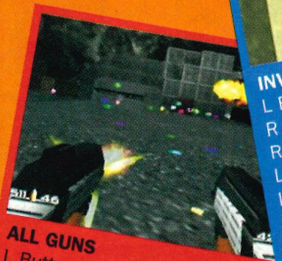
WITH *PERFECT DARK* GETTING READY TO HIT THE SHOPS A DELECTABLE TREAT IS IN STORE FOR YOU ALL, WITH PUSH BUTTON CHEATS FOR RARE'S MASTER SHOOT-'EM-UP, GOLDENEYE!

In Game Cheat Codes

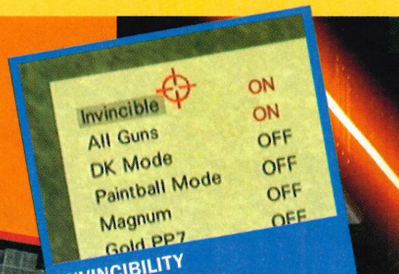
ENTER THESE CHEATS AT ANY POINT DURING NORMAL GAMEPLAY:



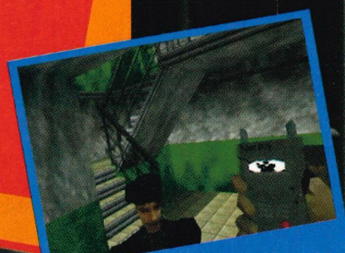
MAXIMUM AMMUNITION
L Button and R Button and C-Right
R Button and Up
R Button and Down
R Button and Down
L Button and R Button and C-Right
L Button and R Button and Left
R Button and Down
R Button and Up
L Button and R Button and C-Right
R Button and Left



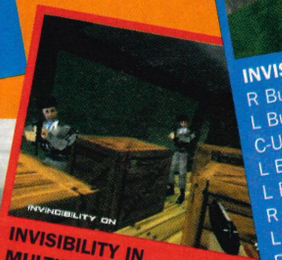
ALL GUNS
L Button and R Button and Down
L Button and C-Left
L Button and C-Right
L Button and R Button and C-Left
L Button and Down
L Button and C-Down
R Button and C-Left
L Button and R Button and C-Right
R Button and Up
L Button and C-Left



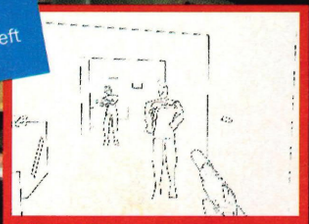
INVINCIBILITY
L Button and Down
R Button and C-Right
R Button and C-Up
L Button and Right
L Button and C-Down
R Button and C-Up
L Button and Right
R Button and Down
L Button and Left
L Button and R Button and C-Right



INVISIBILITY
R Button and C-Left
L Button and R Button and C-Up
L Button and R Button and Left
L Button and R Button and Up
R Button and Up
L Button and C-Left
R Button and C-Up
L Button and C-Down
L Button and R Button and Left
R Button and Right



INVISIBILITY IN MULTIPLAYER
L Button and C-Up
L Button and R Button and C-Left
R Button and Up
L Button and C-Right
R Button and C-Left
L Button and Right
L Button and R Button and C-Left
L Button and C-Right
L Button and Up
L Button and R Button and C-Down



LINE MODE
R Button and C-Down
L Button and R Button and Down
L Button and Right
R Button and C-Up
L Button and R Button and C-Right
R Button and Up
L Button and Down
L Button and Right
R Button and C-Left
R Button and C-Up

PAINTBALL MODE
L Button and Up
C-Up
R Button and Right
L Button and R Button and C-Left
L Button and Up
R Button and C-Down
L Button and C-Down
L Button and R Button and C-Down
L Button and R Button and Up
L Button and C-Down

DK MODE
L Button and R Button and Up
C-Right
R Button and Left
R Button and Up
Up
R Button and Right
Up
L Button and R Button and C-Down
L Button and R Button and Down
L Button and R and C-Left

2 X GRENADE LAUNCHER
R Button and Down
R Button and Up
Right
L Button and R Button and C-Down
L Button and Right
R Button and Left
Left
Down
Up
R Button and C-Down

2 X ROCKET LAUNCHER
R Button and Right
L Button and Up
Down
Down
R Button and C-Down
L Button and Left
L Button and C-Left
R Button and Up
R Button and Down
R Button and C-Left

GSWINE



Cheat menu codes

ENTER THE FOLLOWING CODES ON THE CHEAT MENU SCREEN. A BEEP WILL CONFIRM CORRECT ENTRY WITH EACH CODE.

ENEMY ROCKETS
L Button and R Button and C-Down
C-Left
R Button and C-Down
C-Down
C-Down
L Button and R Button and C-Down
L Button and R Button and Up
C-Down
R Button and Up
L Button and Up

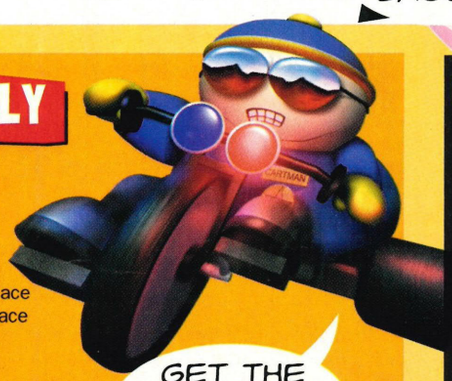
SILVER PP7
L Button and Left
L Button and R Button and Up
L Button and Right
L Button and R Button and Up
L Button and R Button and C-Left
L Button and R Button and Left
L Button and R Button and Down
C-Down
L Button and R Button and Right
L Button and R Button and Left

2 X HUNTING KNIVES
R Button and C-Down
L Button and Right
R Button and C-Left
R Button and Right
L Button and R Button and Right
L Button and R Button and Up
L Button and Down
R Button and Left
L Button and Right
L Button and C-Left

GOLD PP7
L Button and R Button and Right
L Button and R Button and Down
L Button and Up
L Button and R Button and Down
C-Up
R Button and Up
L Button and R Button and Right
L Button and Left
Down
L Button and C-Down

2 X LASERS
L Button and Right
L Button and R Button and C-Left
L Button and Down
R Button and Left
R Button and Down
L Button and Right
C-Up
Right
R Button and Right
L Button and R Button and Up

SOUTH PARK RALLY



Hidden characters

COMPLETE THE TASKS TO OPEN THE EXTRA CHARACTERS. SWEEEET!

Mr Garrison	Complete Rally Days 2
Mr Mackey	Complete Spring Cleaning Race
Big Gay Al	Complete Pink Lemonade Race
Mephesto	Complete 4th July Race
Grandpa	Complete Halloween Race
Jesus	Complete Christmas Race
Satan	Complete New Years Day Race
Ned	Complete 4th July Race with Kyle
Damien	Complete Halloween Race with Kenny
Visitor	Find a pair of pot pies on the Memorial Day Race
Ike	Find the item on the aeroplane on the Memorial Day Race

TG RALLY 2

SPRING CARS
Press C-Up, C-Left, R, L, Down to make your car bouncy!



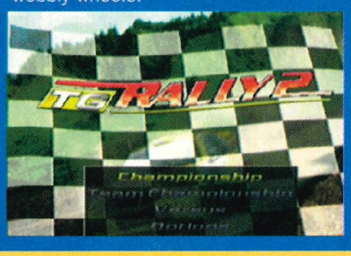
HIGH RES MODE
Press C-Left, C-Left, Left, L, L to make the graphics hi-res. You'll need an Expansion Pak for this code to work!

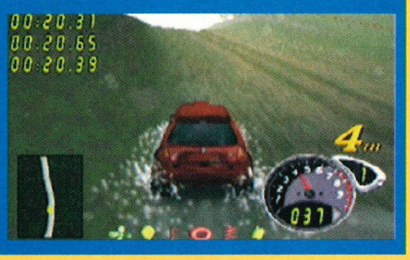
ZERO DAMAGE
Press L, Z, START, Up, Up for an invincible car that will not damage and will not fail!



BIG WHEEL
Press C-Left, Z, R, Down, Down for one huge wheel.

WOBBLY WHEEL
Press R, C-right, START, Down, Z for a car with wobbly wheels!





GAUNTLET LEGENDS

STUCK AND NEED SOME CHEATS BADLY?

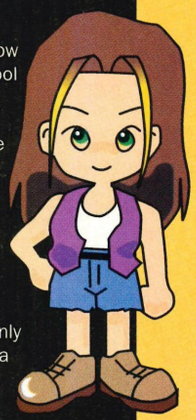
INVULNERABILITY
Collect all 13 Rune Stones and then beat the Summoner to get the Anti-Death Halo.

KILL DEATH
Use a potion on chests containing Death to kill them. This will enable you to collect the treasure.



GAME BOY CHEATS

Harvest Moon GBC



HOLY COW
Name your first cow with a heart symbol at the start of its name and it will grow fast and give good milk.

FREE MONEY
At the start of the game, check out the closet. There are no skeletons here, only £1000 saved for a rainy day.

INFINITE EGGS
When a chicken lays an egg directly above the shipping box, quickly water it and it will turn into a block. Collect this block for infinite eggs!

Star Wars Racer GBC

TURBO START
At the beginning of the race, press the accelerator just as the 'one' fades from sight for a turbo start.

SPEED INCREASE
Each time you beat the four rivals on each of the planets your speed will increase until you reach a maximum of 735 mph.

RACE SEBULBA
Beat the rivals on a planet and you can then take on Sebulba on any of the four tracks. If you win you can use his pod.



GUIDE

Tony Hawk's Ska



The porker with the phattest cheats has been busy solving the mysteries of Tony Hawk's Skateboarding. Use this guide to access all the hidden tapes and look totally stylish at the same time!

CHEATS

PULL OFF some righteous long Grinds and rack up ridiculously high scores with these fantastic cheats.

- **PERFECT BALANCE**
  To ensure you never fall off when grinding, pause the game, hold the L button and then press C Up, C Right, Left, C Right, Right, Up, Down.
- **TRICK MULTIPLIER**
  To get ten times the amount of points for each trick, pause the game, hold the L button and then press Down, Right, Up, Right, Up, Left, C Left.
- **GET ALL TAPES**
  To instantly get all of the tapes from a level, pause the game, hold the L button and then press C Right, Left, Up, C Up, C Up, Right, Down, Up.
- **FAST ANIMATION**
  To increase the speed of your skater pause the game, hold the L button and then press Right, Up, Down, Down, Up, Down.
- **SLOW ANIMATION**
  To decrease the speed of your skater pause the game, hold the L button and press Down, Down, C Up, C Right, Left.

LEVEL 1

SETTING	WAREHOUSE
LOCATION	WOODLAND HILLS

Tape 1 – Smash Five Boxes

Box 1

Turn your board to the right as soon as the level begins to find the first box. You will need to pull back a little to slow the board down to stop yourself from going down the ramp ahead.

Box 2

Go down the ramp and past the long rail. At the end in front of you on top of a small outcrop you will see the second box. As you ride up the ramp to this, hold up to make sure you get it.

Box 3

Behind the half-pipe from where you entered the level next to the taxi is a ledge with a small rail on top of it. In front of this lies the third box; simply jump up to smash it.

Box 4

On the other side of the warehouse, past the rail and next to the two kicker ramps, there is another long ledge which runs along the wall. In the corner here is the fourth box. Jump up to get it.

Box 5

Opposite the kicker ramps in the back corner of this level lies the final box. You will need to hold up as you go up the ramp to get to this on. Just make sure you stay to the right near to the wall for a guaranteed hit.

Tape 2 – Collect SKATE

S

Jump over the gap between the two kicker ramps next to the water to collect the first letter.

K

On the taxi side of the half-pipe above the ramp running around the outside of the room sits the second letter.

A

The third letter is right next to number two, sitting on top of the taxi.

T

The fourth letter is hanging over the half-pipe. You'll need quite a bit of speed to get it – use the ramps on either side to get a run up.

E

The final letter is right next to the final box (Box 5) and it is just waiting to be picked up.

Tape 3 – Hidden Tape

The hidden tape for this level is in a room covered in glass hanging from the ceiling above the half-pipe. From the start, turn and go down the ramp on the right from the entry room and when you get to the bottom, instead of going into the half-pipe, turn sharp right to go up the ramp in the corner of the room. Jump off the lip to get as much height as possible then go back down again, aiming to go over the top of the centre of the half-pipe. If you're lucky you should go through the secret room, over the half pipe and collect the tape. If you miss just try again from the other side!

Tape 4/5 – Hi-Score/Pro-Score

Once you've learnt the mechanics of the game and practiced a few of your character's special tricks, getting the basic Hi-Score is easy. Stick to the pipe and perform a nice variety of tricks to pass the 5,000 point score very quickly. While the Pro-Score is a little more tricky, it's not impossible – go for some of the fancy Gap points like 'Over The Pipe' or 'Transitional Grind' and keep adding plenty of rotations to make the points up. The best choice is to do a special through the secret room – if you stick close to the wall, you can even land a Grind on the small rail at the far side of the half-pipe!



TONY'S TIP

You'll only have two minutes on each attempt at a level so on the later courses you'll need to concentrate on getting one tape at a time rather than all of them at once. If you can get two or three in one try then all the better!

JARGON

If you want to make it in the world of Tony Hawk, you'll need to learn the lingo. Get familiar with these terms and then go out there and get skating!

FASTPLANT
A high jump where holding the front of the board allows you to land on higher ledges.

GETTING AIR
To make a high leap from a ramp or a ledge.

GRAB
A trick which involves grabbing the edge of the board with your hand.

GRIND
Riding the board along a rail or a ledge, only using momentum and not the wheels.

HALF–PIPE
Two ramps which join together to make a semicircle.

HANDPLANT
The skater performs a one-handed handstand while balancing the board on his raised feet. A difficult move!

Turn over for more Tony Hawk's Skateboarding!

teboarding Guide

LEVEL 2	
SETTING	SCHOOL
LOCATION	MIAMI

Tape 1 – Grind Five Lunch Tables

Table 1
As soon as you drop off the starting ramp, turn around to the left where you should see a table in-between the planters on either side of the courtyard.

Table 2
Head down the path to the poolside area and turn right immediately after the ramp at the bottom. The next table is in the corner.

Table 3
Follow the wall on the right and go down the pipe section to the main playground. There's a table on the left-hand side as soon as you leave the pipe.

Table 4
Once you've hit Table 3, hang a hard right and head to the opposite corner of the playground to Grind on the penultimate table.

Table 5
Finally, skate straight across the ditch and the last table is sitting on the other side of the playground near the start to the side at the bottom of the rail.

Tape 2 – Collect SKATE

S
Once you've dropped off the starting ramp, turn left and Grind your way down the handrail next to the steps. You'll collect the 'S' on the way down.

K
Turn slightly left at the bottom and aim for the large kicker ramps directly ahead, jumping over the gap to grab the 'K' hanging above.

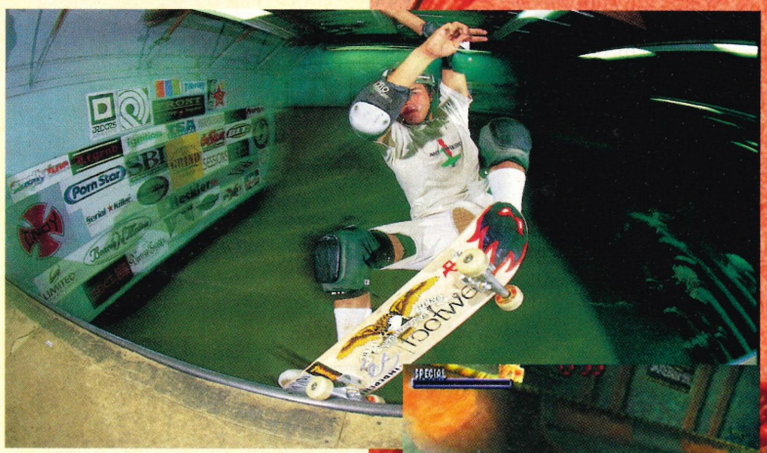
A
Head off to the right and look for the graffiti wall in front of you. Follow the hazard-marked peaked rail just before it and you'll see the 'A' on top.

T
Now head down the long twisting pipe section towards the pool area. Use an Ollie or two and get some height, flying up on the right and collecting the letter 'T' from above the ramp.

E
Make another left as you enter the poolside area and Grind along the short rail between the two pools to get the final letter here.

Tape 3 – Hidden Tape

The hidden tape for this level sits in midair after the lip at the end of the long green covering over the steps. After you drop off, from the start head straight on and past the gym on your right into the alley. Once in the alley follow it around to the right and go up the ramp you find there to the roof. On the rooftop you will see a long plank balanced at the edge. Jump off the roof to the left of this to land on the long metal covering over the steps. Now simply Ollie right off the end to collect the hidden tape!









Tape 4/5 – Hi-Score/Pro-Score

Make sure you land a good trick from the starting slope and Grind on the small concrete planter below you where you fall for the Gimme Gap. After getting this, head down towards the pool area and get in the bowl near the large screen. From here you really can go mental, racking up some high aerial scores and pulling off pretty much any special trick. If grinding is more your thing then stick around the area with the bridges – there are some long walls here which provide great grinding opportunities.

TONY'S TIP

Try not to fall over too often. This may sound obvious but on the later levels it really can ruin your chances at any high scores. Most importantly, however, falling over will knock your specials meter down to zero.

KICKER
A small ramp which can provide you with just enough air for a trick.

KICKFLIP
A trick which involves spinning your skateboard around underneath your feet.

OLLIE
A basic jump; kicking the back of the board as you jump brings the board up with you.

PLANTER
This is a concrete ledge which provides a perfect grinding area.

TRANSFER
Leaping from one main skating section to another (for example, from a pipe to the main floor).

VERT RAMP
Like a half-pipe but with huge vertical sections on either side!



1 TONY HAWK



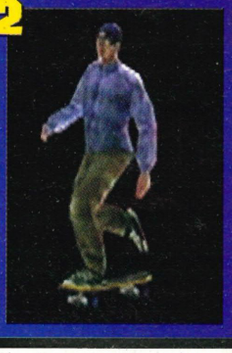
Arguably the most influential skateboarder of all time, Tony has forgotten more tricks than most people learn in a lifetime!

Ollie	3
Speed	7
Air	7
Balance	4

Special Tricks:

360 Flip To Mute	Down, Right, C Left	1500
540 Board Varial	Left, Left, C Left	2000
Kickflip McTwist	Right, Right, C Right	4000
The 900	Right, Down, C Right	8000

2 BOB BURNQUIST



His unique style makes Bob one of the most exciting and original skaters to come down the pike in decades.

Ollie	4
Speed	6
Air	6
Balance	4

Special Tricks:

One Footed Smith	Right, Right, C Up	Varies
Burntwist	Left, Up + C Up	Varies
Backflip	Up, Down, C Right	4000

3 KAREEM CAMPBELL



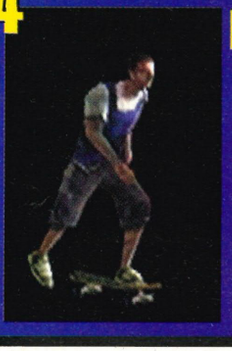
This young skater has developed a smooth metropolitan style based on the mastery of real street settings.

Ollie	7
Speed	4
Air	4
Balance	6

Special Tricks:

Casper Slide	Up, Down, C Up	Varies
Kickflip Underflip	Left, Right, C Left	1500
Frontflip	Down, Up, C Right	4000

4 RUNE GLIFBERG



Originally from Denmark, Rune is skilled on all terrain and comfortably dominates wherever he chooses to ride.

Ollie	4
Speed	7
Air	7
Balance	3

Special Tricks:

Front-Back Kickflip	Up, Down, C Left	1575
Christ Air	Left, Right, C Right	2100
Kickflip McTwist	Right, Right, C Right	4000

LEVEL 3

SETTING	SHOPPING MALL
LOCATION	NEW YORK

Tape 1 – Smash Five Mall Directories

Directory 1

Ride to the bottom of the parking area and smash through the glass into the mall before climbing the escalator in front of you to find the directory at the top.



Directory 2

Try to take the double 'Fountain Gap' jump route – you'll crash straight through the second directory at the top. Otherwise, climb the second escalator halfway through the mall and turn around to find the Directory 2.

Directory 3

Drop down to the floor where the pond is and stick to the left-hand side, where you'll find the next directory sitting at the end just before the drop down the escalators leading to the gardens area.



Directory 4

Jump down the next escalator and clear the small ramp around the corner. Ollie up onto the short ledge and crash through the directory you find there.

Directory 5

This is in the garden area. Go between the trees and over the pond at the centre, then smash it to claim the tape.

Tape 2 – Collect SKATE

S

Skate down the ramp to the main mall area and Grind down the last handrail on the left to get the letter before smashing through the glass to enter the mall.

K

Ignore the escalator and head to the right – the 'K' is sitting on the edge of the bushes near the fire escape atop a tasty planter, waiting for you to Grind.

A

Drop down to the lowest level near the lifts and Grind along the left-hand rail over the pond in the mall. Collect the 'A' along the way.

T

Jump down the third escalator and turn left, jumping up onto the ledge where the fourth directory is and grinding the lower rail for the 'T'. If you miss the Grind you can collect the letter from the floor below.

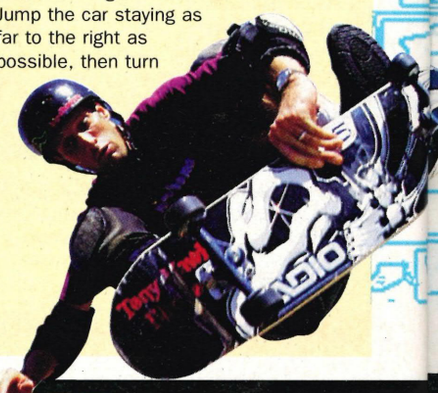
E

Now race through into the open section and hit the ramp over the small pond. Ollie as high as you can to jump into the final letter to get 'SKATE'.

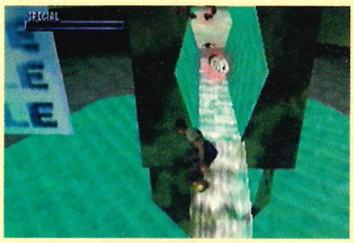


Tape 3 – Hidden Tape

One of the more difficult tapes in the game, this is hidden above the pond in the centre of the mall at the end of a long rail. It may take a few attempts but it can be done. Once you get into the mall, stick to the far right-hand side and go past where you collected letter 'K'. Just past this is a row of shops on the right with a car parked in front and a kicker leading over the car. Jump the car staying as far to the right as possible, then turn







slightly to the left to cut across the ramp at the end. All the time, keep your Ollie charged. Leave jumping until the last minute and quickly go for a Grind. If you're lucky, you will land on the rail above the pond. Now all that's left to do is to keep your balance all the way to the end before jumping off to collect the hidden tape! Remember to jump at the end or else you will miss the tape.

Tape 4/5 – Hi-Score/Pro-Score

Get through the mall as quickly as possible, performing as many tricks on the way as you can until you reach the outside gardens area. As you head this way, make sure you hit the coffee Grind, switching as many times as possible along the rail for maximum points. Once in the garden area use the ramps leading up to the trees at the side to get some big air, then perform a trick in the air before landing along the Grind by the outside wall. If you jump off before you reach the end you will never crash so keep doing this over and over again to get the Pro-Score tape!

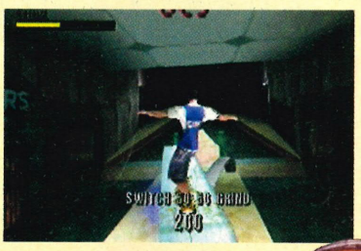
LEVEL 4

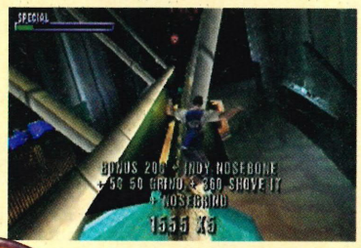
SETTING	WINDY CITY SLAM
LOCATION	CHICAGO SKATEPARK

IT MIGHT TAKE A FEW turns at first but this is the ideal place to perfect your special tricks and favourite combos while winning a gold medal at the same time. To be assured of winning the tournament simply stick to the vert ramp in the corner to get the most area and just keep tricking. If you want to go for some seriously high points to get you 98 percent and above, explore the entire level. Use of everything in the level combined with a good variety of tricks will give you the best points, especially if you throw in a few of the special gaps here and there to wow the judges! The best gap for go for is the Grind along the rafters. This does require a lot of speed but if done successfully it can provide massive scores. Once up there, it's a good idea to link a few tricks together and keep the Grind going for as long as possible. For a massive trick score try and keep the Grind going until you get above the pool. Drop into here from the rafters and you can link an Acid Drop into the bargain! You can't afford to fall over more than three times on each run on this tournament.

TONY'S TIP

Always add rotations (with the shoulder buttons or the Z button) to basic moves when using ramps or jumping off higher ledges. A simple 50 point move can be multiplied several times with a couple of Spins!







TRICKS

A BIG PART of the game is scoring points. You'll get more points for doing combinations. Try to do a different trick each time too. Adding twists to your moves will also help to raise the points, but keep practising and you'll soon be leaping from rail to rail, earning massive trick points.

KICK TRICKS
- 360 Shove It
- Hardflip/Fingerflip
- Heelflip
- 360 Flip/Frontfoot Impossible
- Impossible
- Sex Change/Kickflip/Varial
- Kickflip
- Kickflip To Indy

GRAB TRICKS
- Japan Air
- Rocket Air
- Indy Nosebone
- Benihana
- Tailgrab
- Stalefish
- Method
- Madonna

GRINDS
- Nose Grind
- Crooked Grind
- Boardslide
- Smith Grind
- 50/50 Grind
- Handplant







TONY'S TIP

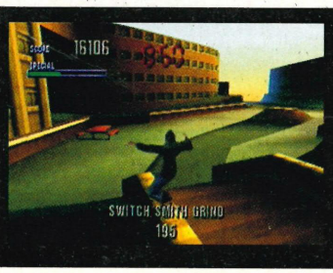
Explore every possible area of each level to find hidden 'gaps' which can give you some of the biggest scores in the game. Best of all, link a gap with a special move or a trick to get some truly massive scores.



TONY'S TIP

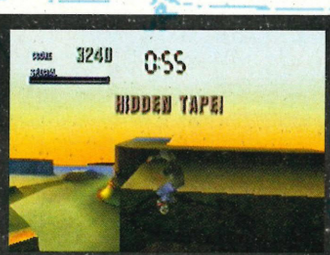
Apart from Special Grinds and Front/Backflips, you can always add Spins, Nollies or Fastplants to the front of all special moves. Imagine 1500, 4000 or even 8000 points multiplied several times!



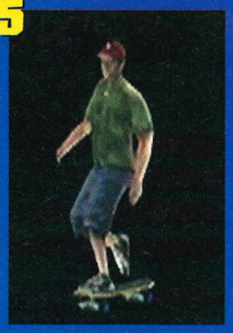








5 BUCKY LASEK



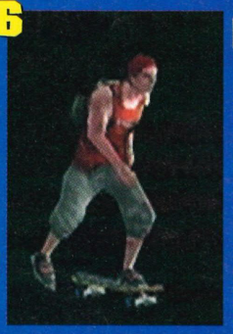
This man is easily half a step ahead of skateboarding's norm thanks to his upbringing on rough skating structures.

Ollie	5
Speed	7
Air	6
Balance	3

Special Tricks:

Varial Heelflip Judo	Down, Up, C Left	1500
Fingerflip Airwalk	Left, Right, C Right	2000
Kickflip McTwist	Right, Right, C Right	4000

6 CHAD MUSKA



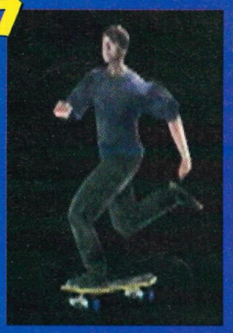
This self-styled professional expresses an enthusiasm for the sport of skateboarding equalled by his on-board skills.

Ollie	6
Speed	4
Air	4
Balance	7

Special Tricks:

360 Shove It Rewind	Right, Right, C Left	1500
Frontflip	Down, Up, C Right	4000
One Foot 5-0 Thumpin'	Right, Down, C Up	Varies

7 ANDREW REYNOLDS



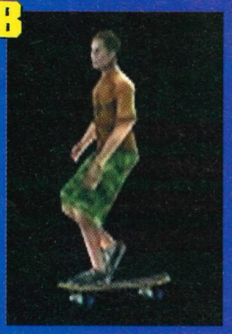
Reynolds holds superhero status for his willingness to toss himself off and over gigantic gaps, staircases and rooftops.

Ollie	6
Speed	5
Air	3
Balance	7

Special Tricks:

Triple Kickflip	Left, Left, C Left	1500
Backflip	Up, Down, C Right	4000
Heelflip to Bluntslide	Down, Down, C Up	Varies

8 GEOFF ROWLEY



One of the top British skateboarders, Rowley is a smooth operator who runs exclusively on handrails and huge staircases.

Ollie	7
Speed	5
Air	3
Balance	6

Special Tricks:

Double Hardflip	Right, Down, C Left	1500
Backflip	Up, Down, C Right	4000
Darkslide	Left, Right, C Up	Varies

LEVEL 5

SETTING	DOWNTOWN
LOCATION	MINNEAPOLIS

Tape 1 – Smash Five 'No Skating' Signs



Sign 1

Ride out of the starting alleyway and turn left slightly, heading into the fountain area. Knock down the sign as you enter.

Sign 2

Turn left inside the fountain area and exit up the ramp on the other side, knocking down another sign on the way out.

Sign 3

Immediately out of the fountain area, hit the ramp in front of you and transfer onto the top of the triangular block to find the next sign in the centre.

Sign 4

Drop down on the other side and continue around the street – there's another sign on the right a little further along. This sign can also be smashed by turning round at the start and leaping up onto the level above using the Kicker ramps.

Sign 5

Turn left at the large truck ramp in the corner and head for the large glass building. The last sign waits for you outside in the middle of a stepped area.

Tape 2 – Collect SKATE

S

Hit the Kicker ramp just ahead at the start and aim slightly right towards the ledge at the side. From this ledge, Ollie off the ramp at the end and Grind along the rail on the wall before jumping again and collecting the letter hanging in the air above the road.

K

Take a left turn and head into the fountain area. Keep the speed up and hit the slope at the base of the fountain to Ollie up and over the fountain. Collect the 'K' hanging over it as you go.

A

Leave the fountain area by the way you came in and head straight up the slope on the left – the one with lots of rubbish on it. Skate past the glass-fronted building on the left and Ollie up onto the wall ramp on the left for the A on the wall here.

T

Use either the raised truck ramp or the ramp on the right to enter the tunnel running above leading to the rooftops – the 'T' is inside the tunnel.

E

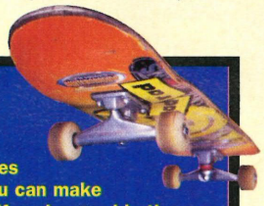
Drop back down to road level and skate away from the glass building. Hit the first ramp on the right to Ollie up and then Grind along the high rail for the final letter. If you can't find this rail just skate back to where you started as it lies directly above where you entered the level!



Tape 3 – Hidden Tape

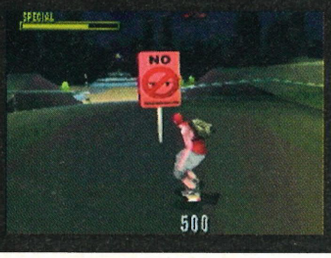
THE HIDDEN TAPE ON this level is suspended in mid air between two roof tops. Getting it should be all in a days work for a professional skater! From the start, turn around and use one of the kicker ramps to get up onto the street behind you. Turn left as you land

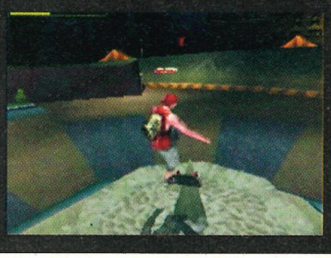
TONY'S TIP



Learn your favourite places for super combo tricks and big moves so if you're lacking in points, you can make up some of the distance easily. If you're good in the air, for example, find a nice bowl to stay in for a while.





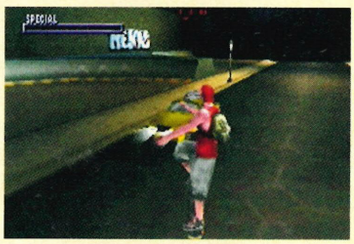






and follow the road along, watching out for taxis as you go. Once you reach the truck with the ramped back, use it to Ollie up into the corridor which leads up onto the rooftops. At the top, turn slightly left and skate over the mini-ramp into the rooftop ramp area. Get some speed up on the right-hand side and then race at top speed towards the gap behind you – you'll fly off towards the opposite rooftop and collect the tape hanging in the air... if you travel far enough, that is!

Tape 4/5 – Hi-Score/Pro-Score



THE BEST PLACE TO GO TO rack up scores on this level is the rooftop with the pool on it. Here, you can go for as many big airs as you want without any fear of traffic getting in your way. On your way to this, make sure you do as many tricks as possible and hit as many gaps as you can to ensure no time is wasted. The Kicker 2 Street gap will provide you with some fast points and give quicker access to the roof. If you can manage to Grind all three rails in the tunnel leading to the roof, there's another gap waiting. The most points, however, can be obtained with the roof-to-roof jump; just go as mad as you can and pull off as many Grabs, Kickflips and Twists as possible before you land. Watch your landing, though – you wouldn't want to bail out at the last second now, would you?

LEVEL 6

SETTING	DOWNHILL JAM
LOCATION	PHOENIX

Tape 1 – Open Five Valves

Valve 1

Skate down from the start and Ollie up on the first ramp to the right. Grind as you land to hit the huge double rail sticking out of the top and turn on the first valve.

Valve 2

Quickly drop down and turn left, ignoring the first arrow ramp. Head up the second instead and catch the valve as you Ollie off to the rail running along the rock ahead.

Valve 3

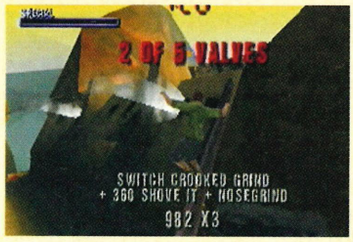
Stick to the left-hand wall and use the ramp just before the pipe to the left to reach a rail above. Grind along it to hit the third valve dead on.

Valve 4

Drop into the pipe and skate down at full pelt past the first rock pillar. Get back in the middle of the course and Ollie up from the shallow ramp in front of you to land upon the high-up rock pillar and hit Valve 4. You can also get this by coming at it from the other direction.

Valve 5

Continue to the bottom of the course and take the left route down the ramp just after the shallow pool of water. Stick to the right-hand wall and jump quickly to catch the last valve before you reach the finish. If you miss this, pull back, slam on the brakes and turn round then go for it again – it's actually easier to get it from this angle!



A

Drop down into the pipe and go back and forth to get some speed. Hold forwards to jump onto the top of the right-hand side then skate up to the top and use the mini-ramp there to get the 'A'. You can also use the third valve rail to get to this area. Just make sure you don't fall into the water when collecting the letter!

T

Skate along the track and swerve around the rock pillar with Valve 4 on top, getting back into the centre on the other side to hit the small ramp there. You'll fly up and grab the 'T' out of the air.

TONY'S TIP

If you're using a pipe or ramp and need to recover from a fall to get some speed, use a Handplant. Whatever you do, don't overdo it though; if you hold it for too long you'll just end up on the floor again!

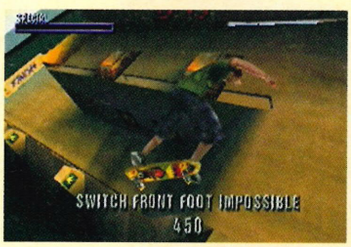
Tape 2 – Collect SKATE

S

Ignore all the other obstacles at the start and ride up the left-hand side of the first arrow ramp, then Ollie up to collect the 'S' that is hanging in the air at the side.

K

Continue down the course past the large rock arch and turn right immediately after it to see another ramp. Hit it and Grind along the large double rail above just in front of the half-pipe to get the 'K'.



E

This is the toughest to get – use the wall ramps just past the shallow pool of water to get some height, then Ollie up on the right as high as you can, holding down C Up to Grind. You should land on a rail high above; don't fall off though, because the 'E' is sitting halfway along.

Tape 3 – Hidden Tape

THE HIDDEN TAPE ON this level sits on top of the huge pillar at the centre of the level. Not one of the easiest places to get to, it will take you more than one attempt. Ride down the course and use the ramp on the left just outside the pipe to reach the rail above. Grind along it past Valve 3 to the other side, then follow the ledge and Grind along the next rail to the opposite side of the outlet. Keep the speed up and use the wall ramp to clear the gap over the drain, then head for the rocky ledge ahead and Ollie up onto it. Skate right to the other side of the outlet and clear the next drain gap using the wall ramps, before finally racing along the concrete straight, hitting an Ollie off the end to land a Grind on the rock pillar and collect the tape on top. Phew!

Tape 4/5 – Hi-Score/Pro-Score

THIS IS RELATIVELY EASY considering that there's a whopping great pipe placed in the middle of the course! Pull off some snazzy moves at the start using the ramps and double rails to get your special meter up to maximum before hitting the pipe. Use a wide variety of tricks and add Spins constantly to even the lowest-scoring of moves to multiply that score. You'll pass the Hi-Score with ease and reach the Pro-Score by the end of the two minutes... as long as you don't fall over! For the highest points and almost an instant Pro-Score tape off one trick, land a Grind on the rail where you collected the letter 'E' then Grind all the way along, changing tricks at least three or four times. When you reach the end drop off (don't jump off) then Grind again on the rail below before quickly jumping off again for the Neversoft Gap.



TONY'S TIP

When grinding along long rails or planters link as many Grinds together for maximum points. This will also help to keep you balanced. If you're feeling confident you can also pull off the odd Kickflip in-between each Grind!



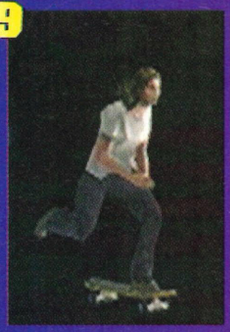








9 ELISSA STEAMER



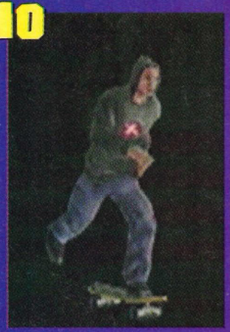
The leader in female skateboarding, she made the cut against the big boys in the skatepark of the Tampa Pro Contest!

Ollie	6
Speed	4
Air	5
Balance	6

Special Tricks:

Primo Grind	Left, Left, C Up	Varies
Judo Madonna	Left, Down, C Right	1500
Backflip	Up, Down, C Right	4000

10 JAMIE THOMAS



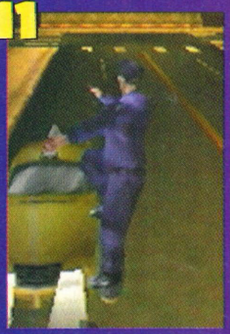
Throughout his time as a skating pro, Thomas has made half a dozen videos on his favourite sport... that'll be skateboarding, then.

Ollie	5
Speed	5
Air	4
Balance	7

Special Tricks:

One Footed NoseGrind	Up, Up, C Up	Varies
540 Flip	Left, Down, C Left	1500
Frontflip	Down, Up, C Right	4000

11 OFFICER DICK

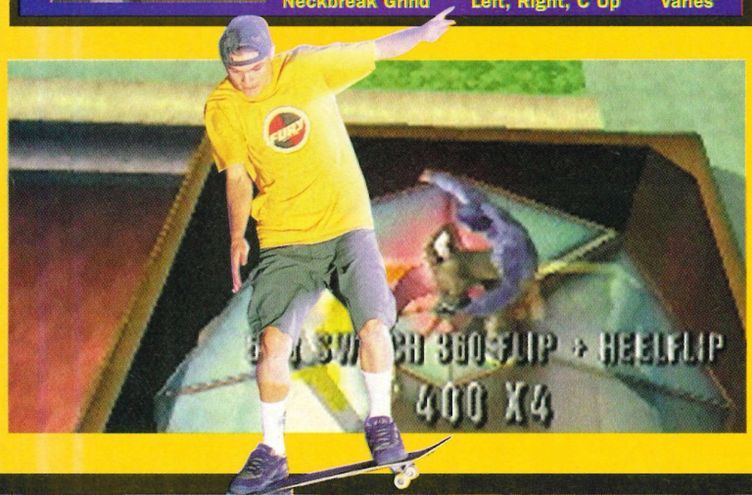


Although partial to a bit of boarding himself, hidden skater Officer Dick has dedicated his life to busting all the illegal skaters of the world! To unlock this character just get three gold medals.

Ollie	6
Speed	6
Air	6
Balance	6

Special Tricks:

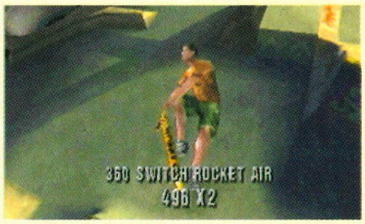
Assume The Position	Left, Left, C Right	1575
Yeehaw Frontflip	Down, Up, C Right	4000
Neckbreak Grind	Left, Right, C Up	Varies



LEVEL 7

SETTING	BURNSIDE ASPHALT ANNIHILATION
LOCATION	PORTLAND

THE STAKES ARE HIGHER in this tournament – you can afford to fall once or maybe twice as long as you recover quickly and score at least 20,000 points with some nifty trick combos. The best thing you can do is use the pipe you start in to leap up and land a Grind on the concrete girder above, jumping to avoid being knocked off. If you do well, you can score in excess of 10,000 points in a single combo! Now concentrate on your biggest stunts and hitting the 'Bridge Gap' trick to make up more than enough points and win the gold medal easily. For a massive score do a special move or at least one good move through the Bridge Gap, then land a Grind on the lip of the ramp on the other side. This may take some practice but pull it off twice in each run and you're guaranteed a gold medal!



LEVEL 8

SETTING	STREETS
LOCATION	SAN FRANCISCO

Tape 1 – Trash Five Cop Cars

Cop Car 1

Forget about skating forward at the start – instead, turn immediately left to see the first car just below you. Jump down and Grind along the roof to blow it up.

Cop Car 2

Follow the road around at the bottom of the starting ramp to the left and skate along past the fountain to find another car sitting on the left-hand side of the road.

Cop Car 3

Race past the various buildings and the spiral ramp to the murder scene near Chinatown – there are two cop cars there waiting for you to make your mark on!

Cop Car 4

Sitting right next to Cop Car 3 at the murder scene.

Cop Car 5

Continue around the road until you're nearly back to the starting ramp. Just before you get there, you'll pass a coffee shop on your left where the last Cop Car is parked outside. He's probably stocking up on his doughnuts!



Tape 2 – Collect SKATE

The quickest route to all the letters is to collect them out of order this time!

K

Climb the slope ahead at the start and follow the narrow railed walkway down to the bottom. Turn right quickly and smash the glass there to collect the letter behind it.

S

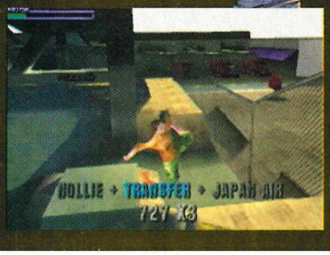
Drop to the street below and turn left, racing off the road and up the ramp ahead with the graffiti above it. You'll find the 'S' sitting at the top of the slope at the top of some steps.

E

Go back to the road and continue round to the left until you reach the building with two small fountains outside. Hit the ramp opposite to get some speed up and then race at it, Ollie up and smash through the glass. Use the large sun-bowl inside to Ollie up and collect the letter hanging high above.

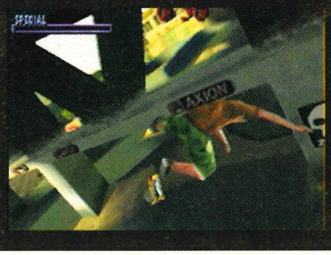
TONY'S TIP

Each time you do a trick the value of that trick will go down, so to make sure you get the maximum possible points from each one, try to vary your moves as much as possible.











T

Head along the street a bit further and use the slope next to the spiral ramp to Ollie up through the window into the room above. Collect the 'T' before grinding down the rail outside back to the road.

A

Finally, race up to Chinatown and hit either of the ramps there to fly up and grab the last letter from outside the theatre, making the Ramp 2 Ramp gap all into the bargain.

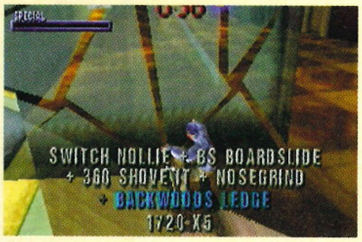


Tape 3 – Hidden Tape

The hidden tape for this level sits on top of the Pagoda in the square. Although getting to the tape isn't too tough, actually collecting it requires precise aiming and excellent control of speed. Ride past the square and turn around to face the large fountain – Ollie up onto it and skate along it, jumping over the gap to the ledge on the building ahead. Follow the ledge round and jump another gap, then climb the long slope to the very top of the tower where a long wooden runway awaits. Keep the speed up and race all the way along the runway then Ollie off the end and aim for the middle of the Pagoda below to grab the tape as you fall. Don't worry – you can't break your legs!

Tape 4/5 – Hi-Score/Pro-Score

The huge number of points needed here is quite a tall order but it's not impossible if you really try. Get a REALLY big combo to begin with on the long rail in front of you at the start – anything around 13,000 points can be considered good! Try to get as many gaps as possible on this level wherever you can, continually doing the Rail 2 Rail



gap can give you the Pro-Score tape on its own! If you favour aerial tricks the best thing to do is to head straight for the sun bowl inside the room next to the Rail 2 Rail gap. Don't forget to do as many tricks on the way as you can. If, on the other hand, you prefer to make your money grinding all the way, simply hang around the square and use those massive steps to your advantage! Whatever you choose, make sure you don't fall over too many times or you'll never make the 50,000 points needed for the Pro-Score!

LEVEL 9

SETTING	ROSWELL CONCRETE CONSPIRACY
LOCATION	NEW MEXICO

THIS CAN BE A TOUGH CONTEST to come first in simply because you need to score in excess of 30,000 points without making ANY mistakes in all three heats to have any chance of success! You could try to perform a wide variety of Grinds, Ollies and tricks... or you could just stick to the hidden bowl through the sliding doors in the back corner of the level. If you get your speed up here you can make the Channel Gap and the Pool Grind bonuses off a single trick. Just keep doing this again and again with different Grinds each time and that final gold medal will be yours in no time. Whatever you choose to go for, though, make sure that you don't stop tricking for a single second – the time you get is never enough on this level. Once you have won first place, you will be rewarded with the Officer Dick hidden character!

TONY'S TIP

Unless there's an obvious reason to stop and take in the scenery, try to keep moving at all times. Standing still isn't going to get you any points and your skater isn't going to run out of breath, so cane it as much as you can!



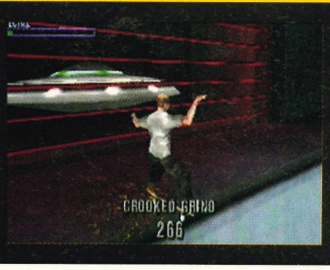
TONY'S TIP

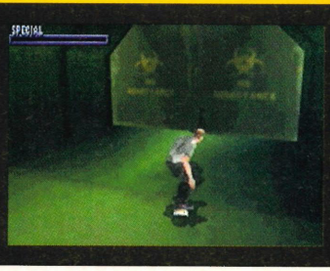
Even if you're only skating to get from A to B to reach a goal, try to perform lots of tricks on the way. Use Nollies, Fastplants and Kickflips To Grinds to rack up some serious points. Remember – the more you can link together the better!







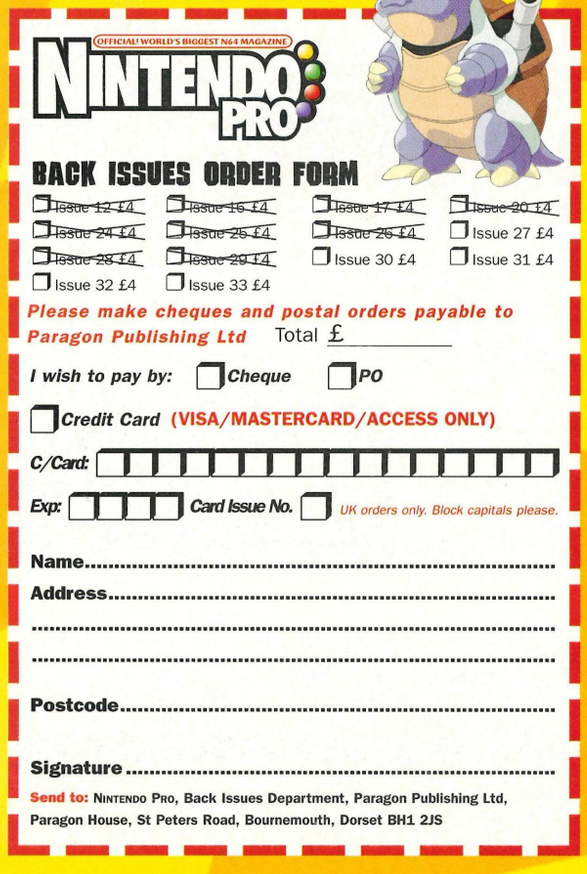




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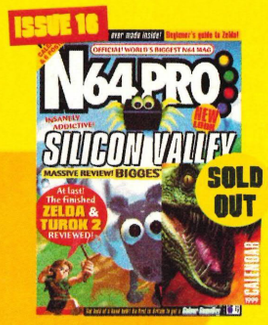
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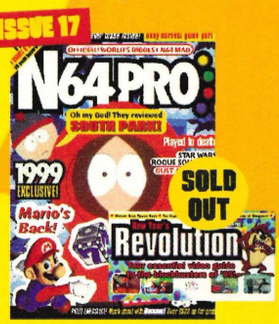
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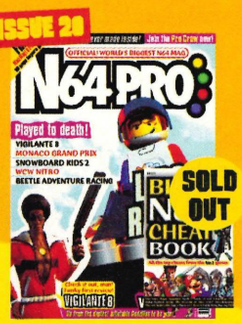
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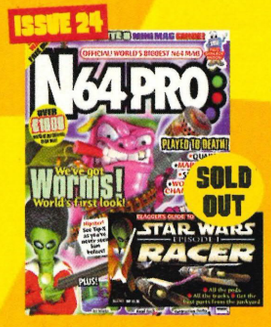
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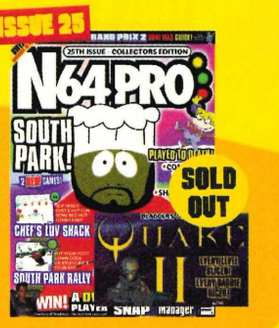
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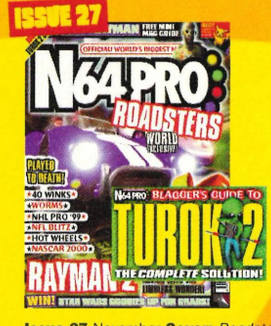
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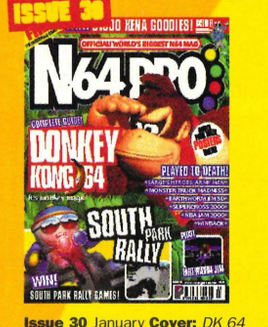
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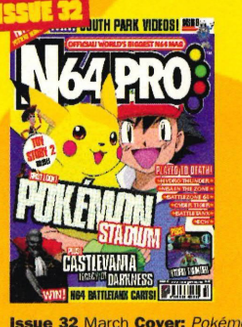
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Hi, I'm Parky and my job is to show you through the park! Stick with me – I'll show you the best games and profe you from the worst!

SHOOTING

Aerofighters Assault



More like 'Top Goon' than *Top Gun*. Ugly, slow and too easy to finish. Get *Pilotwings* instead.

NINTENDO
Players 1
Memory Pak ✗
Rumble Pak ✗

48%

Armorines



Shoot giant bugs and run about a bit. Good graphics and plenty of green gore!

ACCLAIM
Players 1
Memory Pak ✗
Rumble Pak ✗

80%

Army Men



Fantastic multiplayer mode, plus individual missions in large and small environments.

3DO
Players 1-4
Memory Pak ✗
Rumble Pak ✗

80%

Battletanx Global Assau



Drive big tanks and blow huge holes in your mates. Top blasting fun.

3DO
Players 1-4
Memory Pak ✗
Rumble Pak ✓

84%

Battlezone 64



Tank blasting and strategy game all mixed up into an explosive alien mess.

Crave
Players 1
Memory Pak ✗
Rumble Pak ✓

82%

Body Harvest



Go monster hunting. Talk to terrified people, nick their cars and save the Earth – neat!

GREMLIN
Players 1
Memory Pak ✗
Rumble Pak ✓

84%

Buck Bumble



A cyber bumble-bee with a sting. Good ideas and smart design are lost in foggy levels.

UBI SOFT
Players 1-4
Memory Pak ✗
Rumble Pak ✓

70%

Daikatana



Big blasting action with stacks of missions to test your shooting skills.

Kemco
Players 1-4
Memory Pak ✗
Rumble Pak ✓

86%

Doom 64



Doom has failed the test of time! Slow, blocky visuals and non-existent animation.

GT INTERACTIVE
Players 1-4
Memory Pak ✗
Rumble Pak ✗

64%

Duke Nukem



Doom with a sense of humour! Top action, top levels, comical enemies but looks old!

GT INTERACTIVE
Players 1-4
Memory Pak ✗
Rumble Pak ✗

80%

Duke Nukem: Zero Hour



Outrageous violence with black humour! Stylish, deep gameplay and big boomsticks!

GT INTERACTIVE
Players 1-4
Memory Pak ✗
Rumble Pak ✗

85%

Forsaken



360 degree shooting action. Big twisting levels, intelligent opponents and a stylish look.

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✓

85%

Gauntlet Legends



Retro 3-D shooting game battling monsters through various dungeons.

MIDWAY
Players 1-4
Memory Pak ✗
Rumble Pak ✗

82%

GoldenEye 007



The best shooter ever! Innovative with smart enemies and a top plot.

NINTENDO/RARE
Players 1-4
Memory Pak ✗
Rumble Pak ✗

96%

Hexen



Doom's weaker medieval brother. Dull with jerky graphics and terrible sound.

GT INTERACTIVE
Players 1-4
Memory Pak ✗
Rumble Pak ✗

51%

Knife Edge



Aim the gun, move a sight, pull the trigger and wish you'd bought something else.

KEMCO
Players 1
Memory Pak ✗
Rumble Pak ✗

33%

Lylat Wars



Trigger-happy action that looks like a movie. Loads of levels, great visuals and gameplay.

NINTENDO
Players 1-4
Memory Pak ✗
Rumble Pak ✗

90%

Nuclear Strike



Swooping helicopter strategy game which is the best in the 'Strike' series.

THQ
Players 1
Memory Pak ✓
Rumble Pak ✓

90%

Quake 64



Fast-paced sequel to *Doom*. Big guns, big enemies, dark atmosphere. Dumb but fun!

ACTIVISION
Players 1-4
Memory Pak ✗
Rumble Pak ✗

75%

Quake II



A second helping of slaughter! Simplistic but fast, great-looking and a joy to play.

ACTIVISION
Players 1-4
Memory Pak ✗
Rumble Pak ✓

83%

Rainbow Six



Get the guns! Kill the baddies! You're a World War superhero!

TAKE 2
Players 1-2
Memory Pak ✓
Rumble Pak ✓

93%

Robotron 64



A classic Eighties shooter returns but hold on a minute... weren't Eighties games rank?

CRAVE
Players 4
Memory Pak ✗
Rumble Pak ✗

58%

Rogue Squadron



Fly in low, smash up AT-ATs and shoot at Tie Fighters. The force is strong with this one!

NINTENDO
Players 1
Memory Pak ✓
Rumble Pak ✓

92%

Shadows Of The Empire



The dark side of the force! Boring levels and unplayable speeder bike racing.

NINTENDO
Players 1
Memory Pak ✗
Rumble Pak ✗

50%

South Park 64



Turok 2 with turkeys, guns and swearing. Lame on your own but multiplayer is sweet!

ACCLAIM
Players 1-4
Memory Pak ✓
Rumble Pak ✓

82%

Turok: Dinosaur Hunter



Go hunting in Jurassic Park. Smart dinos, big guns, many platforms and instant deaths!

ACCLAIM
Players 1
Memory Pak ✓
Rumble Pak ✗

89%

Turok 2: Seeds Of Evil

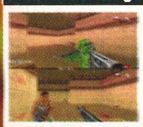


Massive 3-D game with violent dinos and top weapons. Great animation and plenty of blood.

ACCLAIM
Players 1-4
Memory Pak ✓
Rumble Pak ✓

90%

Turok: Rage Wars



Best from the *Turok* camp so far with fast fire multiplayer and Mission mode.

ACCLAIM
Players 4
Memory Pak
Rumble Pak

91%

RACING

Vigilante 8



HI-octane mix of cars and guns. Drive around, grab weapons and trash everything.

ACTIVISION
Players 1-4
Memory Pak ✓
Rumble Pak ✓

89%

Vigilante 8: Second Off



Awesome Seventies explosion-packed action. A fantastic road rampage!

ACTIVISION
Players 1-4
Memory Pak ✓
Rumble Pak ✓

90%

Winback



Strategy shoot-outs with SWAT team mission objectives and fantastic forward rolls!

KEIO
Players 1-2
Memory Pak ✓
Rumble Pak ✓

84%

Worms Armageddon



The most fun you can have with a pink wriggly thing with your pants on!

INFOGRAMES
Players 1-4
Memory Pak ✓
Rumble Pak ✓

91%

Automobili Lamborghini



Feels more like a Robin Reliant than a Lamborghini! Dull visuals, dreary gameplay.

TITUS
Players 1-2
Memory Pak ✗
Rumble Pak ✗

72%

Beetle Adventure Racing



Herbie goes ballistic! Huge tracks and fine handling. Great arcade car racing game.

ELECTRONIC ARTS
Players 1-4
Memory Pak ✗
Rumble Pak ✓

90%

California Speed



Nearly the worst racing game ever. So easy you could finish it with your eyes shut.

MIDWAY
Players 1-2
Memory Pak ✗
Rumble Pak ✓

11%

Carmageddon



The worst racing game ever. Kill blurred zombies and get lost on unmarked tracks.

SCI
Players 1-2
Memory Pak ✗
Rumble Pak ✓

10%

Cruis'n USA



Very poor racing game without the road-kill of the arcade version.

NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✗

30%

Cruis'n World



The worse game from the 'Cruis'n' camp. Cruise? I'd rather eat ear wax.

NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✗

15%

Aero Gauge



Speed that's been bought at the expense of the graphics and gameplay.

ASCII
Players 1-4
Memory Pak ✗
Rumble Pak ✗

30%

Destruction Derby



Multiplayer mayhem, sudden death matches, arcade-style graphics and big crash-fests!

THQ
Players 1-4
Memory Pak ✗
Rumble Pak ✗

87%

Diddy Kong Racing



Takes *Mario Kart* and betters it. Great graphics, characters and Adventure mode!

NINTENDO/RARE
Players 1-4
Memory Pak ✓
Rumble Pak ✓

92%

Episode One Racer



Blindingly fast race! Jedi-like depth and Jabba-sized tracks. Use the force to finish it!

LUCASARTS/NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✓

90%

Extreme G



Futuristic bike racing. Stonkingly fast, but the bikes are difficult to control.

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✗

60%

Extreme G XG2



Slow racer with jerky and plain-looking graphics. There's plenty better than this!

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✗

70%

F1 Pole Position



Wasn't any good when it came out... still no good now. Leave this one in the pits!

UBI SOFT
Players 1-2
Memory Pak ✗
Rumble Pak ✗

40%

F1 WGP



Recreates the '97 season of F1. Looks, sounds and smells just like the real thing.

NINTENDO
Players 1-2
Memory Pak ✓
Rumble Pak ✗

90%

F1 WGP II



The second lap for F1 is just as good as the last one but even faster!

NINTENDO
Players 1-2
Memory Pak ✓
Rumble Pak ✓

95%

F-Zero X



Remake of the old SNES game. Fast, competitive and dangerously addictive.

NINTENDO
Players 1-4
Memory Pak ✓
Rumble Pak ✓

90%

GT 64

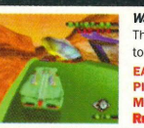


Very poor! Jerky and slow with awkward controls. Needs to be binned!

OCEAN
Players 1-4
Memory Pak ✗
Rumble Pak ✗

50%

Hot Wheels



***Wacky Racer*-style car chase.** The gameplay is too simple to be a challenge.

EA
Players 1-4
Memory Pak ✓
Rumble Pak ✓

65%

Hydro Thunder



Superb one-player waterway racing game but with very lame multiplayer races.

Midway
Players 1-4
Memory Pak ✓
Rumble Pak ✓

89%

Lego Racers



Slow racer on short circuits with brilliant Car Construction and Build Driver modes.

LEGO
Players 1-2
Memory Pak ✗
Rumble Pak ✓

84%

Mario Kart 64



Excellent racing with your mates – but those N64 characters cheat like crazy!

NINTENDO
Players 1-4
Memory Pak ✗
Rumble Pak ✗

91%

Micro Machines 64



Toy car racing in a house. Novel gameplay and brilliant multiplayer fun.

CODEMASTERS
Players 1-4
Memory Pak ✗
Rumble Pak ✓

90%

Monster Truck Madness



Fuzzy, boxy, snaily racing game with big, gravity-defying trucks.

TAKE 2
Players 1-2
Memory Pak ✗
Rumble Pak ✓

43%

MRC



Only three tracks! Slow, old and uninteresting. Get a newer game.

OCEAN
Players 1-2
Memory Pak ✗
Rumble Pak ✗

58%

Nascar 2000



Racer that goes round and round and round. Dull cars and tedious tracks.

EA
Players 1-2
Memory Pak ✗
Rumble Pak ✓

20%

Penny Racers



Interesting idea, but too slow and sluggish to deliver. An ugly, boring little racer.

THQ
Players 4
Memory Pak ✗
Rumble Pak ✓

62%

Racing Simulation MCP



Super fast Formula One racing without licence – real F1-heads prefer *F1 WGP II*.

UBI SOFT
Players 1-2
Memory Pak ✗
Rumble Pak ✓

84%

Steering wheels

ASCII WHEEL

A small wheel that works well! Fast response and fits anywhere. A bit pricey!
Pedals ✗
Rumbles ✗
☆☆☆☆☆
£49.99

TOP GEAR LOGIC

Best wheel you can buy! Leather-look, excellent handling and fully programmable. Brilliant!
Pedals ✓
Rumbles ✗
☆☆☆☆☆ £69.99



ULTRA RACER

Top alternative to a traditional wheel. Looks neat and works an absolute treat!
Pedals ✗
Rumbles ✗
☆☆☆☆☆
£29.99



64 STEERING WHEEL WITH RUMBLE EFFECT

This is up there with the best! Smooth handling, well laid out and a top rumbler. Fantastic!
Pedals ✓
Rumbles ✓
☆☆☆☆ £69.99



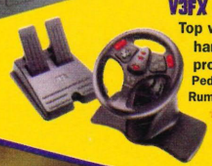
OFFICIAL JORDAN GRAND PRIX RACING WHEEL

Fantastic F1 replica. Looks top and has the best gear stick! Get this and F1 WGP!
Pedals ✓
Rumbles ✓
☆☆☆☆
£59.99



V3FX RACING WHEEL

Top wheel! Well laid out, handles brilliantly and easily programmable. A good buy.
Pedals ✓
Rumbles ✓
☆☆☆☆ £59.99





Revolt



Twitchy remote control cars race around real world environments.

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

84%

S.C.A.R.S.



Racer involving animal/car hybrids. Fun to play and nice to look at too!

UBI SOFT
Players 4
Memory Pak ✗
Rumble Pak ✓

85%

TGR 2



Addictive and entertaining racing game which creates a **new visual rallying experience.**

KEMCO
Players 4
Memory Pak ✓
Rumble Pak ✓

86%

Knockout Kings



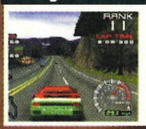
Realistic-looking fighter featuring famous boxers and Create Boxer mode!

EA
Players 1-2
Memory Pak ✗
Rumble Pak ✓

75%

NEW

Ridge Racer 64



Superfast racing action with a storming multiplayer mode. Best racer to date!

Nintendo
Players 1-4
Memory Pak ✗
Rumble Pak ✓

96%

Snowboard Kids



Mario Kart-style snowboarding, big jumps and power-ups but too slow.

ATLUS
Players 4
Memory Pak ✗
Rumble Pak ✓

70%

V-Rally Edition '99



Tricky rally racing. Crisp visuals and 48 tracks, but awkward controls!

INFOGRAMES
Players 1-2
Memory Pak ✗
Rumble Pak ✓

75%

Mace: The Dark Age



Fantasy-based characters move well and look good but soon become tedious.

GT INTERACTIVE
Players 4
Memory Pak ✗
Rumble Pak ✓

69%

Road Rash



Burly biker mayhem in this super-violent arcade-style racing game.

THQ
Players 4
Memory Pak ✗
Rumble Pak ✓

79%

Snowboard Kids 2



Pretty much the same as the last one but with better graphics and Story mode.

ATLUS
Players 4
Memory Pak ✗
Rumble Pak ✓

80%

World Driver Champ.



Challenging gameplay and big time realism. Fast, taxing and very frantic.

KEMCO
Players 1-2
Memory Pak ✗
Rumble Pak ✓

86%

Mortal Kombat 4



MK's first foray into 3-D. Fast fighter with awesome action and gruesome deaths.

GT INTERACTIVE
Players 1-2
Memory Pak ✗
Rumble Pak ✓

85%

Roadsters



Good, solid racer with sleek cars and challenging tracks. **Not quite up with *F1 WGP II*.**

TITUS
Players 4
Memory Pak ✓
Rumble Pak ✓

88%

South Park Rally



Rip-roaring rallying fun with crazy games and 29 *South Park* people.

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✓

89%

FIGHTING

Mortal Kombat Mythologies

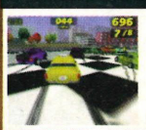


Hooray! A game bad enough to get into single figure scores. Tripe!

GT INTERACTIVE
Players 1
Memory Pak ✗
Rumble Pak ✗

9%

Rush 2: Extreme Racing

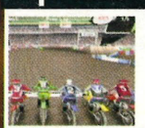


Gaudy visuals, over-the-top racing and laughable sound. Simple but fun!

GT INTERACTIVE
Players 1-2
Memory Pak ✗
Rumble Pak ✓

80%

Supercross 2000

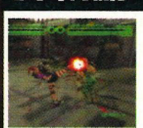


Motocross racer which looks good and pulls some good stunts but is still dull.

EA SPORTS
Players 4
Memory Pak ✓
Rumble Pak ✓

70%

Bio Freaks



Blood-soaked puncher! Jet around the levels and kick opponent's heads off.

GT INTERACTIVE
Players 1-2
Memory Pak ✗
Rumble Pak ✗

82%

Mortal Kombat Trilogy



Clumsy fighter with flat characters, lumpy animation and rubbish controls!

GT INTERACTIVE
Players 1-2
Memory Pak ✗
Rumble Pak ✗

48%

1080 Snowboarding

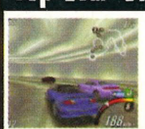


Flawless reproduction of the raddest sport around! Stunning and addictive.

NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✓

93%

Top Gear Overdrive



Fast arcade racer! Great cars, top tracks, challenging gameplay plus hi-res mode.

KEMCO
Players 4
Memory Pak ✓
Rumble Pak ✓

82%

Clayfighter



Terrible 2-D tosh. Never, ever touch it. It's got all kinds of nasty sicknesses.

INTERPLAY
Players 4
Memory Pak ✗
Rumble Pak ✗

12%

Nightmare Creatures

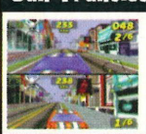


Dark and gloomy with lots of blood, sword-swiping and foul beasts running about.

ACTIVISION
Players 1-2
Memory Pak ✗
Rumble Pak ✗

60%

San Francisco Rush



Bomb around 'Frisco! Painfully bright colours, but a good crack to play!

GT INTERACTIVE
Players 1-2
Memory Pak ✗
Rumble Pak ✓

80%

Top Gear Rally

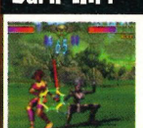


Great testing tracks and fluid car dynamics in this top rallying racer.

KEMCO
Players 4
Memory Pak ✗
Rumble Pak ✓

76%

Dark Rift

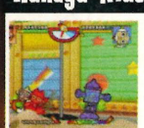


Ancient N64 fighter. Interesting characters but shallow gameplay.

ACTIVISION
Players 1-2
Memory Pak ✗
Rumble Pak ✗

65%

Rakuga Kids



Insanity. Fights with scissors, disco dancers and washing machines. Too random!

KONAMI
Players 1-2
Memory Pak ✗
Rumble Pak ✗

65%

RUMBLE PAKS

SPORT PAK

Funky rumbler that looks like a football! Bargain price with memory included!

☆☆☆☆ £14.99

VIBATRON PAK

Bargain buzzer with a two speed setting. Not as good as the official pak but good anyway.

☆☆☆ £9.99

NINTENDO PAK

Original rumbler! Shakes your pad out of your hand but it needs batteries.

☆☆☆☆☆ £14.99

VIBRA PAK 256K

Good rumbler with a cool blue case and memory on board. Doesn't need any batteries either!

☆☆☆☆ £9.99

LX4 TREMOR WITH 1MB MEMORY

Best pak ever! Rumbles like a wrestler and saves games!

☆☆☆☆☆ £17.99

LX4 TREMOR

This little beauty has got five different settings, so get ready to rumble!

☆☆☆☆☆ £12.99

Dual Heroes



Power Rangers lookalikes. Ugly, weirdly disjointed, slow, and virtually unplayable.

HUDSON SOFT
Players 1-2
Memory Pak ✗
Rumble Pak ✗

35%

Ready 2 Rumble



Top 3-D fighting in the ring between lots of beautifully-rendered boxers.

MIDWAY
Players 4
Memory Pak ✗
Rumble Pak ✓

92%

Fighter's Destiny



Good fighting game with impressive controls but not **enough moves to work with.**

OCEAN
Players 1-2
Memory Pak ✗
Rumble Pak ✗

82%

Super Smash Brothers

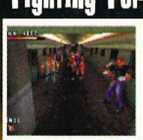


Cute scrapper with Mario and all his Nintendo mates. It's a great laugh in four-player.

NINTENDO
Players 4
Memory Pak ✗
Rumble Pak ✓

85%

Fighting Force



Walk along kicking and punching people. It's a bit boring really.

CRAVE
Players 1-2
Memory Pak ✗
Rumble Pak ✓

40%

Xena



Fantasy fighting action with high kicks and all your favourite greek warriors.

TITUS
Players 4
Memory Pak ✗
Rumble Pak ✓

90%

PUZZLE

Lode Runner



Quirky head-bender that's let down by visual and mental repetition!

INFOGRAMES
Players 1-2
Memory Pak ✗
Rumble Pak ✗

41%

Bust-A-Move '99



The best from the dangerously addictive *Bust-A-Move* range.

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✗

90%

Silicon Valley



Wonderfully weird. Hovering sheep, turbo mice and dogs with guns!

TAKE 2
Players 1
Memory Pak ✗
Rumble Pak ✓

92%

Bust-A-Move 2



Line 'em up, let 'em go and get three of the same colour together. Top puzzler!

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✗

82%

Tetrisphere

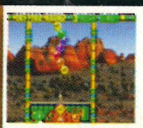


Tetris comes full circle! Spin blocks and match pieces to free the robot.

ASCII
Players 1-2
Memory Pak ✗
Rumble Pak ✗

60%

Bust-A-Move 3



Still a top puzzler – you really need to own one of these *Bust-a-Move* games!

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✗

88%

The New Tetris



Top rendition of the grandaddy of puzzle games. Tense building game.

NINTENDO
Players 1-2
Memory Pak ✓
Rumble Pak ✓

83%

Charlie's Blast Territory



Fat builder tries to work out puzzles. Clumsy and totally crummy looking!

HASBRO
Players 1-2
Memory Pak ✗
Rumble Pak ✗

45%

Virtual Chess



Virtual wood-pushing strategy game! Take on the grandmaster N64.

TITUS
Players 1-2
Memory Pak ✗
Rumble Pak ✗

72%

Clover



Puzzler starring a white glove. Run on fingers, bounce balls and die a lot. Frustrating!

HASBRO
Players 1
Memory Pak ✗
Rumble Pak ✓

78%

Wetrix



Tetris but with water and fire. Brilliantly tense dam-building, water-catching puzzler.

OCEAN
Players 1-2
Memory Pak ✗
Rumble Pak ✓

90%

PLATFORM

Rayman 2



Armless fun from this hero from outer space. Colourful 3-D platformer.

UBI SOFT
Players 1
Memory Pak ✓
Rumble Pak ✓

63%

A Bug's Life



This game will really 'bug' you (ho ho). Dull, sloppy visuals and crummy controls.

ACTIVISION
Players 1-4
Memory Pak ✗
Rumble Pak ✓

58%

Starshot: Space Circus



Stuttery freak-finding game. Great story, but you get lost an awful lot!

INFOGRAMES
Players 1
Memory Pak ✗
Rumble Pak ✗

72%

Banjo Kazooie

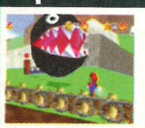


Brilliant platformer/adventure game with loveable characters and great ideas.

NINTENDO/RARE
Players
Memory Pak ✗
Rumble Pak ✓

94%

Super Mario 64



The plumber's game. Intrepid Mario sets off into a world of action and adventure!

NINTENDO
Players 1
Memory Pak ✗
Rumble Pak ✓

94%

Bomberman 64



Run about and blow stuff up with bombs – gets a bit monotonous after a while.

HUDSON
Players 1
Memory Pak ✗
Rumble Pak ✗

66%

Tonic Trouble



Tiny purple-headed alien sets off to save the world from troublesome Tonic.

UBI SOFT
Players 1
Memory Pak ✓
Rumble Pak ✓

84%

Bomberman Hero



I'm a firestarter! The urban terrorist strikes again in this slightly updated version.

HUDSON
Players 1
Memory Pak ✗
Rumble Pak ✗

66%

Toy Story 2

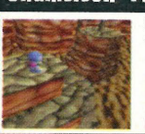


Action adventure that doesn't quite live up to the reputation of the film.

ACTIVISION
Players 1
Memory Pak ✓
Rumble Pak ✓

80%

Chameleon Twist

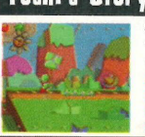


Perfect your tongue technique. Not great, but quirky enough to be good fun!

SUNSOFT/OCEAN
Players 1
Memory Pak ✗
Rumble Pak ✗

58%

Yoshi's Story

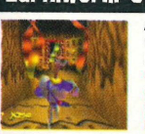


Simplistic 2-D platformer with the funny, squeaky, tongue-lashing dinosaur.

NINTENDO
Players 1
Memory Pak ✗
Rumble Pak ✓

80%

Earthworm Jim 3D



A fun, crazy platformer featuring the only worm to have arms and legs!

VIRGIN
Players 1
Memory Pak ✗
Rumble Pak ✓

83%

40 Winks



Control two kids as they roam around protecting our dreams from Hoodwinks.

GT INTERACTIVE
Players 1
Memory Pak ✓
Rumble Pak ✓

89%

Gex



Ridicules TV shows – funny, but camera angles and slippy controls spoil it.

GT INTERACTIVE
Players 1
Memory Pak ✗
Rumble Pak ✓

60%

Iggy's Reckin' Balls



Platformer/racer mix! Original fun for up to four players but simplistic and too easy.

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✓

55%

Mischief Makers



Insane Japanese platformer. Control a schoolgirl, save a scientist and avoid gropers!

ENIX
Players 1
Memory Pak ✗
Rumble Pak ✗

60%

Joypads

The link between you and your N64 is *the* most important peripheral. You'll need those extra pads to play games with your mates too...



OFFICIAL NINTENDO PAD
The best pad by miles. Precise, reliable and a joy to use. Best buy!
£19.99
☆☆☆☆☆



64 CONTROLLER
This smooth version of the controller from Gamester incorporates auto-fire and slow-motion.
£19.99
☆☆☆☆



EVOLUTION CONTROL SYSTEM
Funky strap-on controller which makes you wave your arms while you play!
£29.99
☆☆☆☆



MIRAGE
Funky look but a comfy feel! A bit too chunky but the buttons are good!
£17.99
☆☆☆



MANTARAY
Only pad to come close to the official one. Chunky, comfy and funky too!
£14.99
☆☆☆☆☆

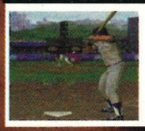


SHARKPAD PRO 64
Stylish pad! Clear plastic, inventive design and it works well too!
£14.99
☆☆☆



SPORTS

All Star Baseball



Serious baseball action, crystal clear visuals and well-paced gameplay.

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

85%

All Star Tennis



Excellent tennis game, but obviously we preferred the Strip mode in *Centre Court*.

UBI SOFT
Players 1-2
Memory Pak ✗
Rumble Pak ✗

89%

ASB 2000

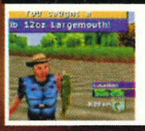


Great bat 'n' ball game – and we're not talking about rounders! Top baseball.

ACCLAIM
Players 1-2
Memory Pak ✓
Rumble Pak ✓

95%

BassMasters 2000



Fish it up to the max and reel 'em in with this truly novel timewaster!

THQ
Players 1-2
Memory Pak ✓
Rumble Pak ✓

82%

Centre Court Tennis



Top cartoony ball-thwacking tennis – plus the racy Strip Tennis mode too!

SUNSOFT
Players 1-4
Memory Pak ✗
Rumble Pak ✓

90%

Cyber Tiger



Golfing fun with the world's favourite tiger. Top game with great power-ups!

EA
Players 1-4
Memory Pak ✗
Rumble Pak ✓

85%

ECW



Rehash of an old game with new wrestlers you've never heard of before!

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✓

64%

EPGA Golf



Golfing with dodgy camera angles and blurry graphics. Very frustrating!

INFOGRAMES
Players 1-4
Memory Pak ✓
Rumble Pak ✗

55%

FIFA 64



Rubbish, ancient, one-legged footy game hobbling around the pitch.

EA SPORTS
Players 1
Memory Pak ✗
Rumble Pak ✓

34%

FIFA '98: RTWC



A nice little player, but it's beaten to the back of the net by *ISS*!

EA
Players 1-2
Memory Pak ✗
Rumble Pak ✓

85%

FIFA '99



Top realistic footy action with the official licence. Good, but not as good as *ISS*.

EA
Players 1-4
Memory Pak ✗
Rumble Pak ✓

90%

ISS 64



Superb footy action. Fast, easy to play and great depth, but beaten by *ISS 98*.

KONAMI
Players 1-4
Memory Pak ✗
Rumble Pak ✗

90%

ISS '98



Superb rendition of footy. The best of the bunch – fast-paced and full of good stuff.

KONAMI
Players 1-4
Memory Pak ✗
Rumble Pak ✗

96%

NEW

Jeremy McGrath

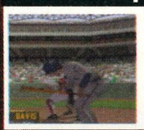


Dirt bike racing witha special track editor feature. There are better ways to get muddy!

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✓

65%

Ken Griffey Jr's Slugfest



Kenny's second pitch is stronger, but still not enough to strike out *ASB 2000*.

NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✓

79%

Kobe Bryant in NBA



Detailed, action-packed and easy-to-play. Nintendo takes the ball and dribbles!

NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✗

80%

Madden '98



Classic US footy game. Uglier than the competition but good to play with mates!

EA
Players 1-4
Memory Pak ✗
Rumble Pak ✗

80%

Madden '99

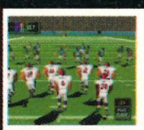


All-singing, all-dancing rendition of US footy. Kick out the competition.

EA
Players 1-4
Memory Pak ✗
Rumble Pak ✗

85%

Madden 2000

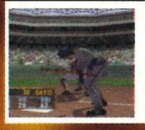


Top of the *Madden* scrum heap. Big, bolshy boys and big, banging graphics.

EA
Players 1-4
Memory Pak ✗
Rumble Pak ✗

91%

Major League Baseball



Arcade-style American rounders! Looks bland after *All Star* but still pretty good!

NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✗

80%

Mario Golf



Mario and co interrupt a good walk and get clubbing. Top golfing game.

NINTENDO
Players 1-4
Memory Pak ✗
Rumble Pak ✓

90%

Michael Owen's WLS



A few good moves, some interesting play, but no way the top footy game.

INTERPLAY
Players 1-4
Memory Pak ✓
Rumble Pak ✓

82%

Nagano Olympic Hockey



***Wayne Gretsky's* but with** Olympic teams. Fun, but can't fight off *Breakaway*!

MIDWAY
Players 1-4
Memory Pak ✗
Rumble Pak ✓

75%

NBA Pro '98



Too serious basketball game awash in a sea of fuzzy graphics and blurriness.

KONAMI
Players 1-4
Memory Pak ✗
Rumble Pak ✓

53%

NBA Pro '99

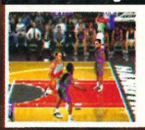


Dismal visuals and squeaky sound, Aims, but the ball totally mis-hits.

KONAMI
Players 1-4
Memory Pak ✗
Rumble Pak ✗

56%

NBA Hangtime



Lacking technical brilliance but gameplay is good, with gravity-defying moves!

MIDWAY
Players 1-4
Memory Pak ✗
Rumble Pak ✗

65%

NBA In The Zone

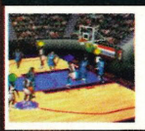


Realistic but painfully slow basketball game with heaps of extra features!

KONAMI
Players 1-4
Memory Pak ✗
Rumble Pak ✗

59%

NBA Jam '99

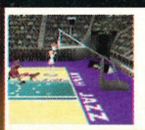


Realistic game aimed at big fans of the game, without pick-up-and-play appeal.

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✓

60%

NBA Jam 2000



Deja-vu. Yet another in a long line of not-so-hot basketball games.

ACCLAIM
Players 1-4
Memory Pak ✓
Rumble Pak ✓

60%

NBA Live 2000



Average to good basketball game, with accurate passing as an added extra.

EA
Players 1-2
Memory Pak ✓
Rumble Pak ✓

84%

NFL Blitz



Top US football game featuring super violence. Close second to *Madden*.

MIDWAY
Players 1-4
Memory Pak ✓
Rumble Pak ✓

90%

NFL Quarterback Club

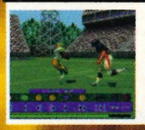


Just fails to make the nine yards. Superb visuals but *Madden* kicks it into touch.

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

83%

NFL Quarterback Club '95



Better than its predecessor. But still not up to the standard of *Madden 2000*.

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

84%

NHL Breakaway



Frantic combo of nutcases with knives on their feet and big sticks. Excellent!

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

90%

NHL Breakaway '99



Completely identical to the last game. Don't buy both, for goodness sake!

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

68%

NHL '99



Realistic ice fighting. Nice animation but a lot slower than *Breakaway*.

EA
Players 1-2
Memory Pak ✗
Rumble Pak ✓

89%

NHL Pro '99



Silly camera angles and slowish movement make this a poor example of hockey.

KONAMI
Players 1-2
Memory Pak ✗
Rumble Pak ✗

77%

NEW

Tony Hawk Skateboarding

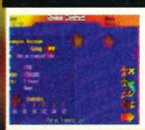


The ultimate Skateboarding game is here. Phat air and wicked grinds a plenty!

ACTIVISION
Players 1-2
Memory Pak ✗
Rumble Pak ✓

94%

Premier Manager



The best football manager game on the Nintendo. The only one. Still good though.

GREMLIN
Players 1-4
Memory Pak ✗
Rumble Pak ✓

90%

VR Pool



Pool without the fight over who's on the table next. Not as much fun as real thing.

INTERPLAY
Players 1-2
Memory Pak ✗
Rumble Pak ✗

83%

WWF Warzone



Mighty wrestler, but still defeated in the end by the miracle that is *WWF 2000*.

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✓

84%

Resident Evil 2



Super gruesome zombie -fest in a town full of the undead. Taxing, fascinating and scary.

VIRGIN
Players 1
Memory Pak ✗
Rumble Pak ✓

94%

Blast Corps



Wanton destruction on a global scale. Lots of vehicles, good gameplay.

RARE
Players 1
Memory Pak ✗
Rumble Pak ✗

80%

Waialae Golf



Ruin a good walk and waste money! Dodgy graphics, general dullness.

NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✗

69%

WWF 2000

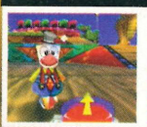


The best wrestler ever. Pile drives the rest into the ground. Top Create mode too!

THQ
Players 1-4
Memory Pak ✗
Rumble Pak ✓

94%

Rocket: Robot On Wheels



Creative and gorgeously- rendered adventure with highly original gameplay.

UBI SOFT
Players 1
Memory Pak ✓
Rumble Pak ✓

91%

Chef's Luv Shack



Funny jokes and *South Park* animation but no lastability in this quiz show game.

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✗

70%

Wayne Gretzky's Hockey



Top blood-spilling, super- violent hockey game. The best yet.

GT INTERACTIVE
Players 1-4
Memory Pak ✗
Rumble Pak ✓

90%

ADVENTURE

Shadowgate



Boringly empty castle with little to do. Just lock yourself in a cellar, it's cheaper!

KEMCO
Players 1-2
Memory Pak ✗
Rumble Pak ✓

40%

Command & Conquer



Build army, control troops, and keep heaven supplied with souls. Warmongering fun.

NINTENDO
Players 1
Memory Pak ✗
Rumble Pak ✗

81%

Winter Olympics



Snow-bound Olympic sportsmanship, including speedskating and curling.

MIDWAY
Players 1-2
Memory Pak ✗
Rumble Pak ✗

70%

Castlevania



Whip vampires back into the underworld! Great fun, but a bit too short.

KONAMI
Players 1
Memory Pak ✗
Rumble Pak ✗

80%

Shadow Man



Venture into the land of the undead as a tortured soul to save the living.

ACCLAIM
Players 1
Memory Pak ✗
Rumble Pak ✓

88%

Mario Party



50 small games rolled up into one! Fantastic four-player game!

NINTENDO
Players 1-4
Memory Pak ✗
Rumble Pak ✗

87%

World Cup '98



Realistic footy that pales next to *ISS*. The gameplay just isn't good enough!

EA
Players 1-2
Memory Pak ✗
Rumble Pak ✓

87%

Castlevania: LOD



Slight remake of the old *Castlevania* with a few new characters. Still spooky!

KONAMI
Players 1
Memory Pak ✗
Rumble Pak ✗

80%

Superman



Man in pants features in highly rubbish game. Useless graphics and gameplay.

TITUS
Players 1-2
Memory Pak ✗
Rumble Pak ✓

30%

Papérboy



Fairly bad conversion of arcade classic. Chuck papers at houses, cry at graphics.

MIDWAY
Players 1-2
Memory Pak ✗
Rumble Pak ✓

65%

WCW Nitro



Total tosh wrestling. Less realistic than the real thing. Finish him!

THQ
Players 1-4
Memory Pak ✗
Rumble Pak ✓

62%

Donkey Kong 64



Five monkeys set out on the biggest adventure/platformer ever. Buy it!

RARE/NINTENDO
Players 1-4
Memory Pak ✗
Rumble Pak ✗

94%

Zelda 64



Save Hyrule from evil. The best game on the Nintendo. Or on anything, ever.

NINTENDO
Players 1
Memory Pak ✗
Rumble Pak ✓

98%

Pilotwings 64



Wonderful flying game with handgliders, gyrocopters and loads more!

NINTENDO
Players 1
Memory Pak ✗
Rumble Pak ✓

90%

WCW V NWO



Looks good, moves well, and you even have to show off to the crowd to win!

THQ
Players 1-4
Memory Pak ✗
Rumble Pak ✗

80%

Holy Magic Century



Silly characters, ridiculous story and boxy, babified graphics. Can it, Stan.

KONAMI
Players 1
Memory Pak ✗
Rumble Pak ✓

50%

OTHER STUFF

NEW

Pokemon Stadium



Battle Pokémon in full 3-D the ultimate Pokégame with an added Transfer Pak!

NINTENDO
Players 1-4
Memory Pak ✗
Rumble Pak ✗

91%

WCW/NWO Revenge



More big sweaty men grappling! Good graphics and crowd-pleasing action.

THQ
Players 1-4
Memory Pak ✗
Rumble Pak ✓

85%

Hybrid Heaven



Futuristic roleplay, confusing story and all with a very small gun. Dull!

KONAMI
Players 1
Memory Pak ✓
Rumble Pak ✓

57%

Air Borders



Pull tricks on a hovering skateboard. Huge levels and good controls, but a bit basic.

HUMAN
Players 1-2
Memory Pak ✗
Rumble Pak ✓

66%

Rampage Universal Tour



Better than before but not by much! Smash stuff and eat people till you get bored!

GT INTERACTIVE
Players 1-4
Memory Pak ✗
Rumble Pak ✓

37%

WCW Mayhem



Blocky, samey wrestler with too few moves and rubbish Create mode.

EA
Players 1-4
Memory Pak ✗
Rumble Pak ✓

65%

Jet Force Gemini



Fantastic graphics and gameplay as twins battle giant ants to save ewoks.

RARE/NINTENDO
Players 1-4
Memory Pak ✗
Rumble Pak ✓

93%



Rat Attack



You're a cat, you have to chase rats and catch them. Repetitive and odd.

THQ
Players 1-2
Memory Pak ✗
Rumble Pak ✓

70%

WWF Attitude



Work-a-day wrestler that features all the top celebs from the WWF circuit.

EA
Players 1-4
Memory Pak ✗
Rumble Pak ✓

62%

Mystical Ninja



Surreal Japanese game! Save world from a giant peach via conversation and sub-games.

KONAMI
Players 1
Memory Pak ✗
Rumble Pak ✓

73%

Rugrats



Odd. A board game on the Nintendo? Slow game with the Ruggers.

THQ
Players 1-4
Memory Pak ✗
Rumble Pak ✓

81%

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