
N64

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- RAT ATTACK N64
- POKÉMON PINBALL GBC
- ODDWORLD 2 GBC
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WWF No Mercy N64

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A Bug's Life
Aero Fighters Assault
Aero Gauge
Air Boarder 64
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Armorines
Army Men Sarge's Heroes
Automobili Lamborghini

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WWF Attitude
WWF War Zone
WWF WrestleMania 2000

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Xg2

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Z
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NINTENDO PRO

THE HOLIDAYS ARE ALMOST HERE AND NO DOUBT YOU'LL WANT TO KNOW WHAT TOP GAMES YOU CAN GET YOUR SWEATY PALMS ON THIS SUMMER. BEFORE YOU GO DOWN TO THE BEACH TO BURN YOUR BODIES TO A CRISP, CHECK OUT WHAT'S COMING YOUR WAY THIS MONTH. AMONG THE TOP GAMES TESTED ARE POKÉMON SNAP, NBA ON NBC AND ODDWORLD ADVENTURES 2, PLUS AN ALMIGHTY PERFECT DARK GUIDE. ENJOY THE MAG, PRO FANS

P12 REVIEWED Blues Brothers 2000

P28 REVIEWED Oddworld 2

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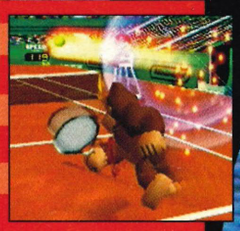
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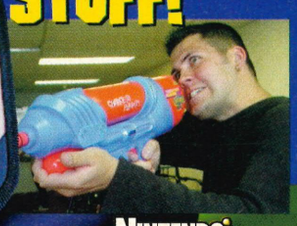
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WIN! P10 COOL STUFF!







Snippits!

MEET THE TEAM...

MUSIC AND FOOTBALL HAVE SURROUNDED US THIS MONTH AND THE SUMMER HAS ARRIVED AT LAST. THIS TIME OF YEAR IS NORMALLY PRETTY GRIM FOR GAMES AS MOST OF US WANT TO BE OUTSIDE IN THE SUN. PERFECT DARK IS ONE GOOD REASON TO SKIP THE SKIN DAMAGING ULTRA VIOLET RAYS, SO WHAT ARE OUR FAVOURITES ARENAS!



RUSS
The Grid



CLAIRE
Temple



NICK
G5 Building



KAREN
Temple

NINTENDO METAL GEAR SOLID 2?

Rumours have been escalating around the office recently that Konami's *Metal Gear Solid 2* will be released on the Dolphin as well as the PlayStation2. There will be features on *Metal Gear Solid 2* that can be unlocked with data from Metal Gear Solid on the Game Boy Color, assuming that it will be released on both consoles. Keep your eyes pealed for more information later in the year.



THAT'S MY FACE!

There's trouble brewing with European football teams and their players who have had their names and likenesses used for games without their permission. Top game companies like Electronic Arts and Infogrames are being targeted for making games like *FIFA 2000* and *UEFA Euro 2000*. The people behind this are suing the companies with the aim to stop people profiting from other people's names without their permission.

WE'RE NOT SQUARE!

Brownie Brown, which is a Nintendo funded company, are looking to make brand new RPG titles for the Dolphin and Game Boy Advance. The company holds top talents including four ex-employees from Square that were responsible for making *The Secret of Mana* for Nintendo. Their first game, which is going to be for the Game Boy Advance, will be called Magical Vacation and will utilise the portable on-line aspects of the new console. There's not a lot of information on the development at the moment so keep your eyes peeled for more top gossip on this promising second party developer.

HOT GOSSIP

NOW M
NINTE
CHAR

NAME THAT TUNA!

More hot Dolphin news from around the Nintendo world!

IN A RECENT interview with the press over in Japan, the president of Nintendo Japan, Hiroshi Yamauchi, spoke of the upcoming Dolphin and Game Boy Advance system launches. It was finally confirmed that Nintendo's next generation console will not launch in Japan until early 2001 and that it won't be called the Dolphin anymore but something else – we have no idea what at this time!

Mr Yamauchi also spoke of the on-line connection for Dolphin saying it will have a function to access the Internet. He went on to say that they were planning to introduce an internet business next March or April with some brand new type of Pokémon cards as a first step!

Nintendo's President also spoke of the Dolphin's software line-up saying it would be a failure to release software for the console that is similar to the PlayStation2's, he said there will be more information on 24 August when Nintendo disclose full details for the Game Boy Advance.

On the subject of Game Boy Advance, Yamauchi said that the new handheld system will be released in Japan by the end of the year – great news for Game Boy fans – and that its performance could be similar to that of the Sega Dreamcast! It was also said that Pokémon wouldn't play a major role in the software line-up of the new machine!



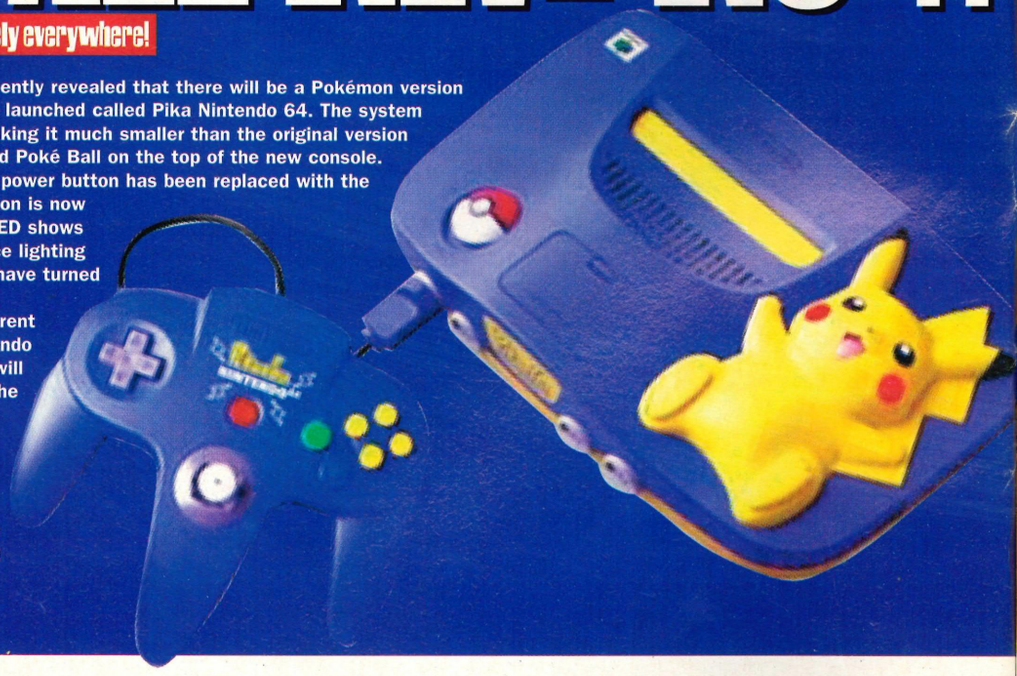
AN ALL-NEW N64!

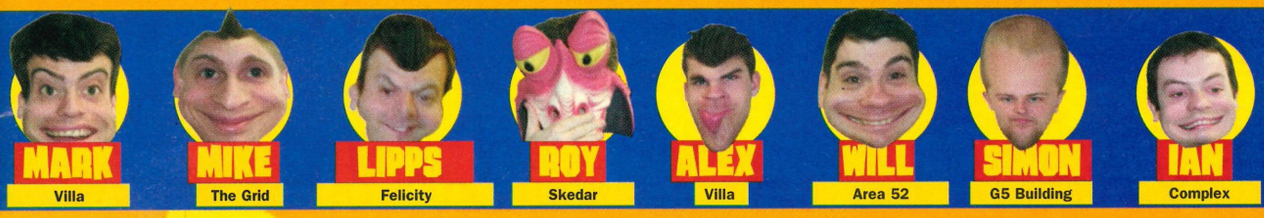
Pikachu gets absolutely everywhere!

NINTENDO OF JAPAN recently revealed that there will be a Pokémon version of the Nintendo 64 to be launched called Pika Nintendo 64. The system has been re-designed making it much smaller than the original version and adding a Pikachu and Poké Ball on the top of the new console. The regular Nintendo 64 power button has been replaced with the Poké Ball, the reset button is now Pikachu's feet and the LED shows through on Pikachu's face lighting up his cheeks once you have turned the power on!

There will be two different colours of the Pika Nintendo 64 to choose from, one will be a orange colour and the other one will be blue, that'll keep all of the Pokémaniacs happy!

You'll be able to get your hands on a UK version of this great new console later in the year!





Snippits!

ET THE DO PRO CTERS



The hungriest newshound in the business has served a banquet of treats this month. Dolphin is the dish of the day!



The Pro Porker has been perfect this month dishing the details on the best game ever - Perfect Dark. If you're stuck on game this is the to please!



The streetwise seal has been chillin out this month getting funky with the Blues Brothers. Perfect Dark is still firmly plugged into his N64 and were all trying to rescue it!



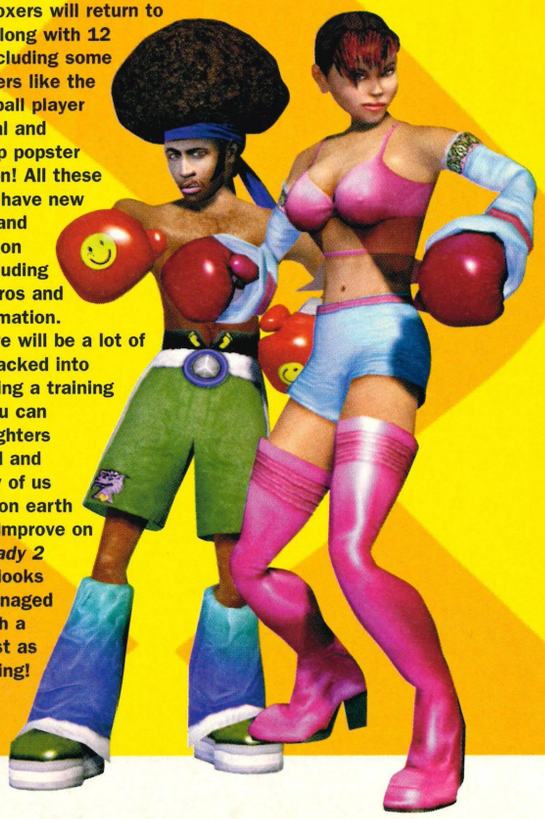
Parky is held in high regard as the man in the know about games. Every N64 game is hiding in the park, and parky can help you look for a new game!

READY 2 RUMBLE BOXING ROUND 2

COMING OUT FIGHTING!

An all-new Ready 2 Rumble game is on its way!

READY 2 RUMBLE WAS a smash hit last year and now N64 fans are scheduled to get *Ready 2 Rumble Round 2* sometime this summer. Eleven of the wacky boxers will return to this bout fest along with 12 new fighters including some hidden characters like the famous basketball player Shaquille O'Neal and unbelievably top popster Michael Jackson! All these fighters will all have new special moves and combos to use on each other, including new taunts, intros and celebration animation. We expect there will be a lot of new features packed into *Round 2* including a training mode where you can improve your fighters strength, speed and footwork. Many of us wondered how on earth Midway would improve on the original *Ready 2 Rumble*, but it looks like they've managed to come up with a game that's just as fresh and exciting!



NEW POKÉMON DISCOVERED!

IT'S OBVIOUS TO us that the reason Pokémon is so popular is down to the collectability factor! People love to collect things! If you are a Pokémon fanatic then you will already know that *Pokémon Gold* and *Silver* will be released in the US around October, and you may already know about the all-new extremely rare Pokémon called Serebii (number 251 in the Pokédex)! This monster can't be caught in the actual game, but Nintendo of Japan are giving a bunch of lucky gamesters the chance to have this rare Pokémon installed on their version of *Gold* or *Silver*!

How will they do this? Well they're planning a special competition where the winners will get to go to the Nintendo Spaceworld computer show; here they will have the new monster uploaded into their Game Boy Color! To find their lucky players Nintendo are holding a special lottery over in Japan, so sadly none of us can enter!



USING THE FORCE!

Lucas Arts are now looking to make games for the Dolphin and Game Boy Advance. They have been eyeing up the Dolphin for quite some time now and have decided it would be better to develop games for it than the PlayStation2 and Dreamcast. Nintendo and Lucas Arts are apparently working on a game set between Star Wars Episode 1 and Episode 2 that will be released on or after the Dolphin's launch. Look out for more details as we get them.

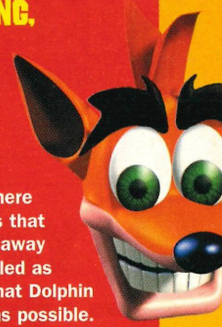
TALKING GAMES!

Nokia believes that in the future the mobile phone will not just be a communications tool, but will become more of an electronic wallet, calendar and a means to play games with other people across the mobile network! Activision, Oxford Softworks and Net Entertainment have licensed Nokia Mobile Entertainment to develop WAP based games. Activision's game will be text based like earlier RPGs and will be available to all Nokia Cell Phone owners globally.



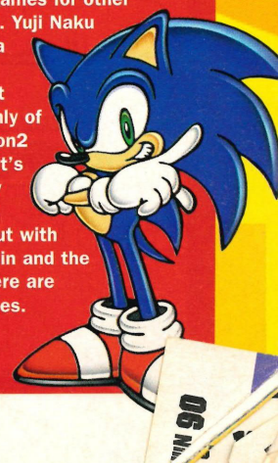
CRASH, BANG, WALLOP!

Naughty Dog, developers of *Crash Bandicoot*, said in a resent interview that there was possibilities that they could step away from being labelled as Sony only and that Dolphin development was possible. Jason Rubin from Naughty Dog said that whichever system it sees as the best is the one to develop for!



SUPER SONIC!

There is a possibility that the Sonic Team from Sega may develop games for other consoles!. Yuji Naku from Sega said that they don't think highly of PlayStation2 because it's had a few problems with it, but with the Dolphin and the X-Box there are possibilities.



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- See what can be achieved with third generation phones, in the Vodafone Telecoms World. Visit The Online Pavilion, sponsored by Freeserve, to have the world of the internet explained. Or witness products talking to each other in The Intelligent Home, sponsored by HomeChoice.
- Save £2.00 on the tickets by booking in advance, either by calling the LIVE hotline on 0870 736 2000 or booking online at www.live2000.com.

TO WIN A PAIR OF TICKETS JUST FILL IN YOUR NAME AND ADDRESS AND SEND IN YOUR ENTRY!

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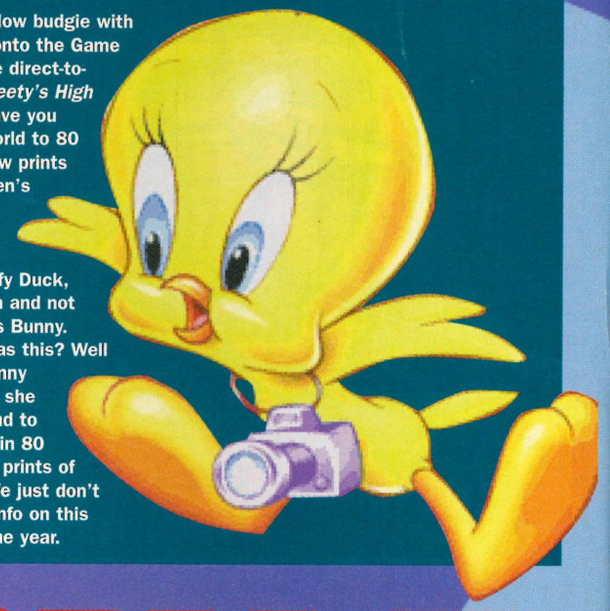
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☐ From time to time you may be sent news about exciting new products and opportunities that are of interest to Nintendo Pro readers. If you do now wish to receive such information, please tick this box. Alternatively, state clearly that you do not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

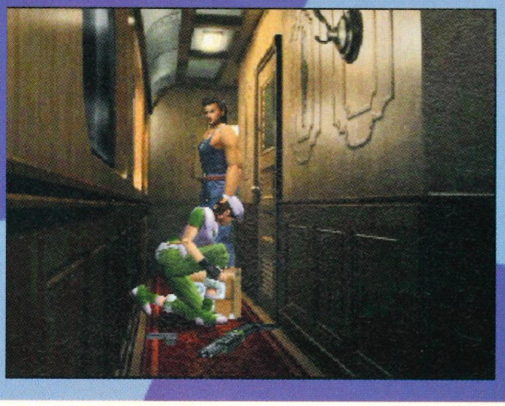
I TAW I TAW A NEW GAME!

YES THE LOVEABLE yellow budgie with a lisp is flying his way onto the Game Boy Color. Based on the direct-to-video Tweety movie *Tweety's High Flying Adventure* will have you travelling around the world to 80 countries, collecting paw prints of cats to save a children's park. The game will feature a handful of other Looney Tunes favourites including Daffy Duck, Taz, Marvin The Martian and not forgetting the cool Bugs Bunny. So whose bright idea was this? Well it's the kind, caring granny who looks after Tweety, she sent our fluffy little friend to travel around the world in 80 days to collect the paw prints of 80 cats. The reason? We just don't know, we'll have more info on this strange quest later in the year.



MORE EVIL COMING!

CAPCOM HAVE CURRENTLY got three Game Boy Advance titles underway. Two of the titles on Capcom's Game Boy Advance roster are based around the fantastic *Street Fighter* series and the awesome *Mega Man*. The last game is going to be *Resident Evil Zero*! This classic horror title will feature full connectivity to the Dolphin version of the same game. It's said that the reason for Capcom dropping the Game Boy Color version of *Resident Evil* was because it didn't meet the standards of the franchise, it may be because they wanted the *Resident Evil* debut for the Game Boy Advance – we'll just have to wait and see.







DISNEY MAGIC!

BASED ON THE BLOCKBUSTER Disney film, *Aladdin* is coming to the Game Boy Color for the second time. This new game is a conversion of the award winning Sega Mega Drive version made by a team that later went on to found the company Shiny Entertainment and create Earthworm Jim. The new game boasts excellent animation with lively characters and 11 locations from the movie including a spooky adventure in the cave of wonders, a walk in the Agrabah Market and a daring escape from Sultan's Dungeon. The gameplay is absolutely fantastic, Aladdin can jump buildings, climb ladders, run over coals, bounce of flag poles and slide on clothes lines, and if he's in trouble he has got his trusty magic carpet to help him out. More hot gossip on this Disney adventure soon!

TOP FIVE: FAVOURITE GAME CHARACTERS

For a top five this month we've compiled our favourite Nintendo characters. See if you agree?

1. Mario
2. Link
3. Donkey Kong
4. Banjo
5. Turok

Snippits!

REMEMBER LEGO?

Lego Action Team is currently being developed for the Game Boy Color at UK based Climax, the company responsible for such games as *NHL Blades of Steel* and *Gauntlet Legends*. The Game will have mission-based puzzles where you must infiltrate an evil industrial complex and steal all of the mind-control ORBs before they take over the world. There will be more Lego Action info later in the year.

GHOSTLY TALES

Casper the friendly ghost was a huge success at the cinema, and now five years on there's finally a Game Boy Color game on the cards. The game is based on the movie and sees Casper falling for a girl who has moved to his house. You will have to face Casper's wicked uncles Stretch, Stinkie and Fatso as you play through the game. Sound good? There'll be more info soon.

TILTING KIRBY!

Nintendo's shape-shifting puffball is ready for Game Boy domination in a new game coming from Japan, *Kirby's Tilt 'N Tumble* for the Game Boy Color. The game has a unique control method in which Kirby is moved around by way of a tilt cartridge, so yes you'll have to tilt the Game Boy to control him! The Japanese will get the game in August so the game won't hit UK shelves for a while.

GAMESMASTERS!

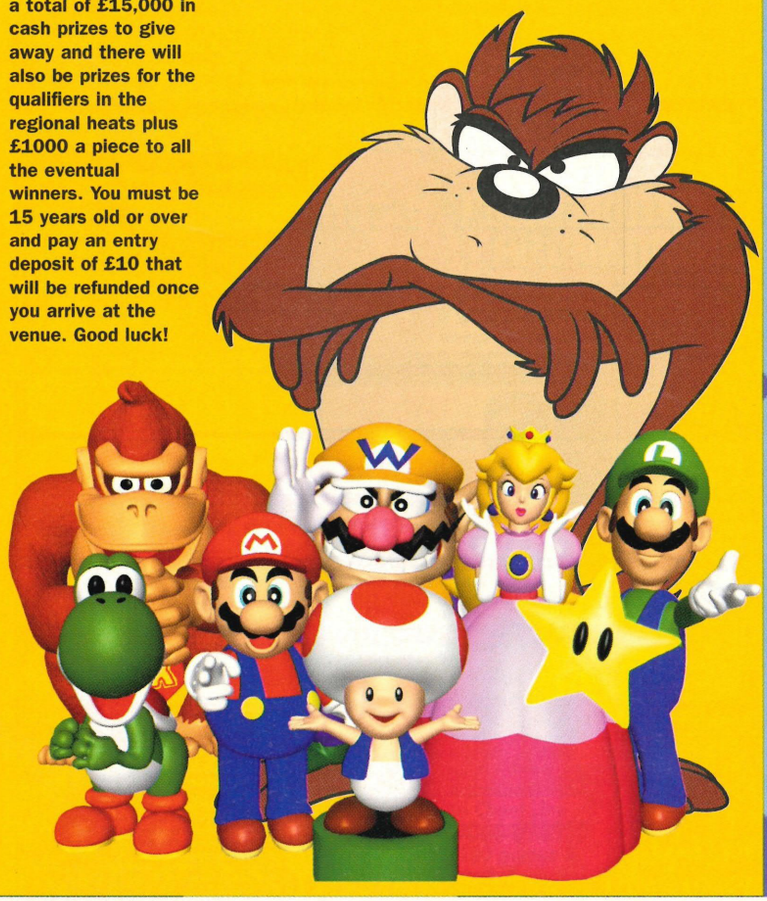
Fancy a chance at being the UK's top console gaming champ? Read on and all will be revealed...

THE CREW AT GAMEPLAY.COM are hosting the first ever UK Console Championships and will feature top titles like Gran Turismo 2, GoldenEye and Soul Calibur. The hunt for the top PlayStation, Dreamcast and Nintendo 64 players are on. The national challenge will begin on August 5th 2000 with the first of four regional qualifiers that will take place in Cardiff and from then on heats with Glasgow, Leeds and London will follow. To get involved gamers can sign up now at www.ukconsolechamps.com or alternatively ring them on 020 7388 0004 and ask for the UK Console Championships.

The Qualifying rounds are as follows:

Welsh Heat will be in Cardiff 5th August 2000
Scottish Heat will be in Glasgow 12th August 2000
England (north) Heat will be at Leeds 19th August 2000
England (south) will be in London 9th September 2000.

A process of leagues and knockouts will whittle the competitors down until there are two representatives for each console from each region. All the qualifiers will compete against each other in the final showdown at the entertainment exhibition Live 2000 at Earls Court, London on the 23rd September. There will be a total of £15,000 in cash prizes to give away and there will also be prizes for the qualifiers in the regional heats plus £1000 a piece to all the eventual winners. You must be 15 years old or over and pay an entry deposit of £10 that will be refunded once you arrive at the venue. Good luck!



CONTACT

To ask for cheats, games advice, or to give your opinion on our polls. Send your letters to...

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WIN! WIN! TOMB RAIDER GOODIES



Those fantastic chaps at THQ have given us a whole load of goodies to give away in our *Tomb Raider* competition. One lucky reader can walk away with a cool record bag with a watch and wallet included along with some other wicked *Tomb Raider* goddies. Runners-up can win a Lara Croft T-shirt and a copy of *Tomb Raider* for the Game Boy Color. All you have to do is answer the simple question below and send it to us on the coupon provided for a chance to win these mega prizes.

WHAT'S THE NAME OF THE LADY FROM THE TOMB RAIDER GAMES?
1. TARA LOFT 2. CARLA TOFF 3. LARA CROFT

Name

Address

Email address

Answer

SEND YOUR ENTRIES TO: Tomb Raider Competition, NINTENDO PRO, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS

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1. All entries must be received by 1 September 2000
2. There is no cash alternative.
3. Editor's decision is final and no correspondence will be entered into.
4. No employee of Paragon Publishing or any company with products on offer within this competition is eligible to enter.
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6. By entering, competitors agree to be bound by the rules and requirements of the competition.
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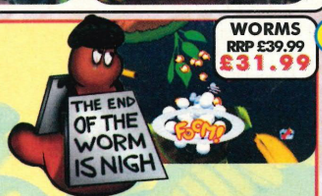
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RELEASE SCHEDULE



Us Nintendo fans certainly aren't going to be stuck for choice this year when it comes to games. There's loads of top titles in the pipeline... take a gander at this little lot and you'll see what we mean!

June

GBC	All Star Tennis 2000	Ubi Soft
GBC	Wacky Races	Infogrames
GBC	Driver	Infogrames
GBC	UEFA 2000	Infogrames
GBC	Army Men	3DO
GBC	Vegas Games	3DO
GBC	Croc	THQ
GBC	Triple Play 2001	THQ
N64	Taz Express	Infogrames
GBC	Metal Gear Solid	Konami
GBC	Spirou	Ubi Soft
GBC	F18 Thunder Strike	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

GBC	Toonsylvania	Ubi Soft
GBC	David O'Leary Manager 2000	Ubi Soft
GBC	F1 Racing Championship	Ubi Soft
GBC	Nascar 2000	THQ
GBC	Lemmings	Take 2
GBC	Ballistic	THQ
GBC	Oddworld	Infogrames
GBC	Battletanx	3DO
GBC	Asterix: Search For Dogmatix	Infogrames
GBC	4x4 World Trophy	Infogrames
GBC	Total Soccer Manager	Ubi Soft
N64	Mario Party 2	Nintendo
N64	Excitebike 64	Nintendo
GBC	Pokémon Yellow	Nintendo
N64	Asteroids	Crave
GBC	Golf King	Crave
GBC	Godzilla	Crave
GBC	Wetrix	Infogrames
N64	F1 Racing Championship	Ubi Soft
GBC	Tonic Trouble	Ubi Soft
N64	ISS Millennium	Konami
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 5 on 5	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: Quack Attack	Ubi Soft
N64	Conker's Bad Fur Day	Nintendo/Rare
GBC	GTA 2	Take 2
N64	Mario Tennis	Nintendo
N64	Batman Beyond	Kemco
N64	Battel for Naboo	LucasArts
N64	Indiana Jones	LucasArts
N64	The World Is Not Enough	EA
N64	Dinosaur Planet	Rare/Nintendo
N64	Duck Dodgers	Infogrames
N64	Indy Racing 2000	Infogrames
N64	Megaman 64	Capcom
N64	Paper Mario	Nintendo
N64	Mia Hamm Soccer	Nintendo
N64	Pokémon Puzzle League	Nintendo
N64	Scooby Doo	THQ
N64	Tom and Jerry	Take 2
N64	Roswell Conspiracies	
N64	NFL QBC 2001	Acclaim
N64	Cat Roots	Nintendo
N64	Rugrats in Paris	THQ
N64	Harvest Moon 64	Natsume
N64	Rally Masters	Infogrames
N64	X-Men	Activision

In Development

N64	Midway Arcade Collection Vol 1	Midway
N64	Space Invaders	Activision
N64	Asteroids 64	Crave
N64	Young Olympians	Saffire
N64	RARE's Secret Project	Nintendo/Rare
N64	Nightmare Creatures II	Activision
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	Aidyn Chronicles: The First Mage	THQ
N64	Power Rangers: Lightspeed Rescue	THQ
N64	Bomberman 3	Hudson
N64	Big Mountain 2000	Xicat
N64	Spiderman	Activision
GBC	Bionic Commando	Nintendo/2001
GBC	Pokémon Gold	Nintendo/2001
GBC	Pokémon Silver	Nintendo/2001
GBC	Micro Machine V3	THQ
GBC	Batman New Adventures	Ubi Soft
GBC	Animorphs	Ubi Soft
GBC	Inspector Gadget	Ubi Soft
GBC	Mr Driller	Namco
GBC	Warlocked	Nintendo
GBC	Little Mermaid 2	Nintendo
GBC	TOCA Touring Cars	THQ
GBC	Pocket Soccer	Nintendo
GBC	Jungle Book	Ubi Soft



NINTENDO PRO REVIEWS



CHECK OUT THE TOP NEW GAMES TESTED TO DESTRUCTION INSIDE!

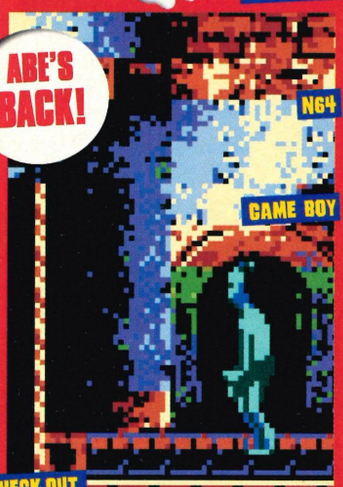
ALL THESE GAMES...

REVIEWED!

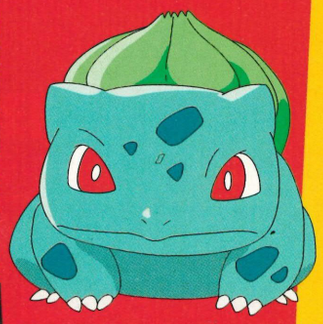
N64
12 Blues Brothers 2000
20 NBA Showtime
24 Rat Attack

GAME BOY
18 Asterix
23 Pro Pool
26 Pokemon Pinball
27 NBA In The Zone
28 Oddworld Adventures 2

ABE'S BACK!

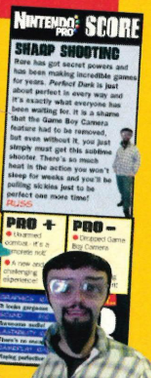


CHECK OUT ODDWORLD P28









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!

AWARDS

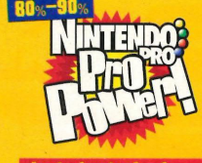
Three awards to be given to the best and worst games! Seal Of Approval is top and Pants is poo!

ABOVE 90%



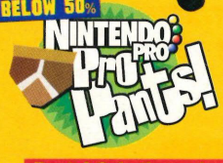
Only the very best games will win the Seal Of Approval!

80%–90%



Just short of a few tricks but still a top class game!

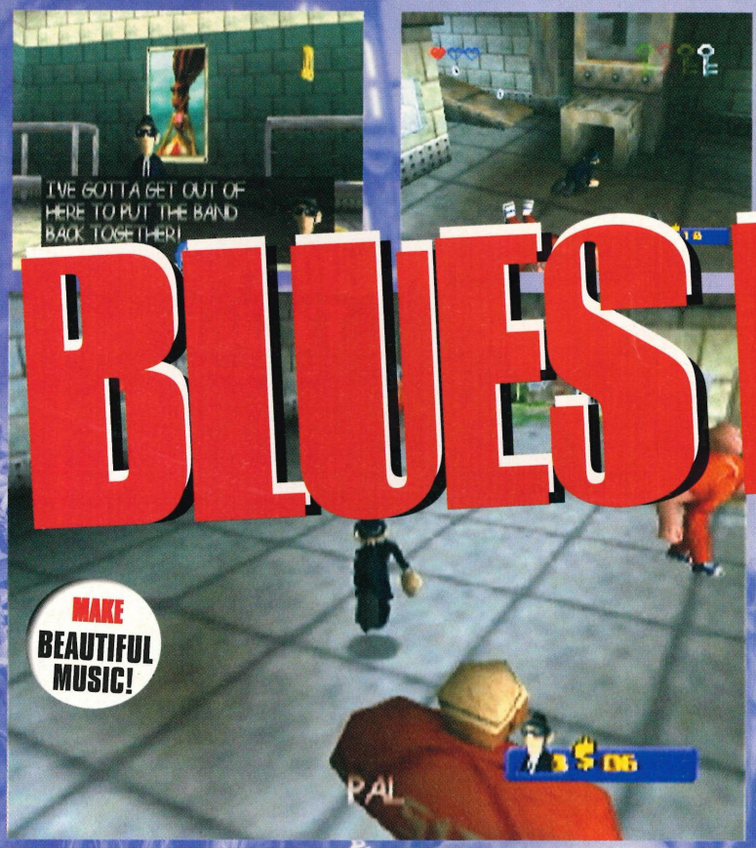
BELOW 50%



Pants! Only the sad and crusty games will get this award!

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

CHECK IT OUT NOW – FUNK SOUL BRO



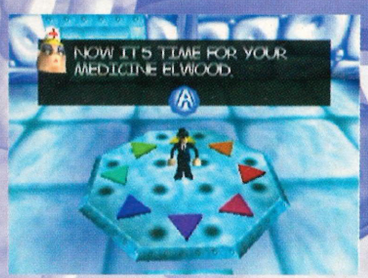
SIX LONG YEARS inside the slammer have taken their toll on our intrepid Blues, but now he's free and wants to put the band back together in time for the Battle of the Bands. You control Elwood Blues and must make your way out of the jail, through downtown Chicago until you eventually arrive at Queen Moussette's mansion for the big contest; hopefully with several songs and all the band members for company.

Woke Up This Mornin'

The game is divided into four different worlds, but each world has several sub levels and mini-games. The game is essentially a 3-D platform game but there are a few side-scrolling areas and even mini-games where you'll be chased directly into the screen. There's a good feel to the controls and your shade-wearing hero has a multitude of attacks and tricks. The C buttons are used to move the camera around, giving

"You'll be sliding and spinning around more than Michael Jackson at a school disco!"





BLUE SUEDE SHOES

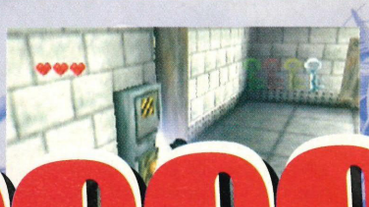
There are many different pairs of shoes hidden around the worlds to help you reach the battle of the bands. Some make you bounce higher whilst other will give you turbo feet. You'll want to keep an eye out for these super-sneakers – they're very useful!











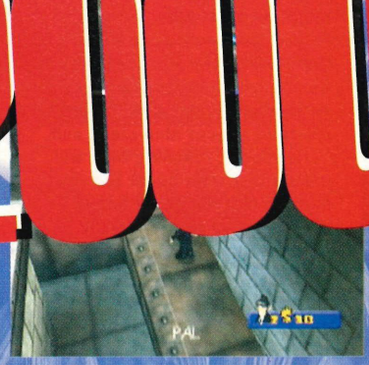
Seal of Approval!

BROTHERS 2000

Help Elwood Blues re-unite the band in time for the big contest!











you a slightly better view, and you can also watch the action from three different perspectives.

You start inside the jail, but luckily a clumsy guard has left you a key. As you progress from room to room solving the different puzzles, you'll find small discs on the floor which will teach you new moves and also suggest hints for solving the puzzle ahead. There are loads of crazed inmates and guards trying to prevent your progress, and it only takes a few hits before you're brushing dust off your shades and starting the room all over again.

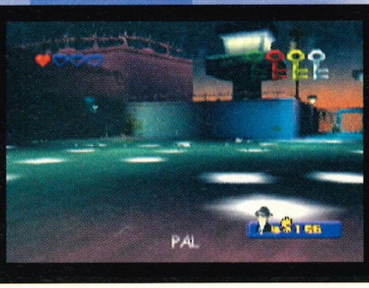
Taking down these foes can be a little tricky at first, as you'll need to be standing pretty close to strike them with your fist flurry. Luckily there are a number of other great attacking moves including a handy slide for toppling bigger enemies and a breakdance-style head spin that wipes out anyone in the vicinity. These moves are not too difficult to pull off as the button combinations have been well thought out and soon you'll be sliding and spinning around more than Michael Jackson at a school disco!

Band—tastic!

Hidden around the levels you'll find all the other band members who have been tortured in various ways and are in need of your assistance. Succeed in rescuing them from their fates









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

RIGHT ABOUT NOW - FUNK SOUL BROTHERS

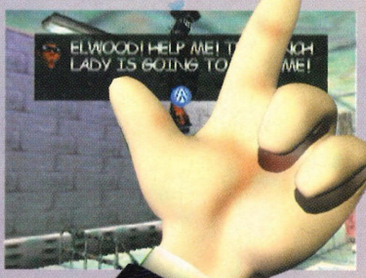
and they'll meet up with you later to give you a few hints, and will eventually turn up for the battle of the bands. Mac is the first of your gang that needs your help as the chef has him tied up and ready to be prepared for supper. In order to rescue him you'll need to match the items under the trays to make the frying pans fall onto the chef's head, all the time dodging the food being chucked at your nice clean suit.

Of course, rescuing Mac will indeed help your quest but you'll need to find his guitar before he can be of any use to you. This is also hidden on the level, but you'll need to search every corner, activate every switch and leap up to some very strange ledges. There is, of course, a boss for every level and each will require different techniques to win the day. Once you have found Mac's instrument and dropped the boss you can break out of the jail and head on into Chicago for some traffic trouble.

Take Note

Musical notes are the other major items that need to be found, as you'll need some songs to play at the battle of the bands. Each world holds ten notes, but you'll need to hunt high and low to find them all. Luckily, as you enter each room or area you will be told if there are any musical notes hidden nearby. Make sure you check everywhere to find them before continuing on your musical adventure. Collecting all ten notes on each world will give you









▲ Some of the mini-games involve being chased along sewers and gulleys by large hungry crocodiles or ferocious hillbillies!

▼ The prison boss is a really nasty piece of work. He can pick you up with one hand and throw you across the room!



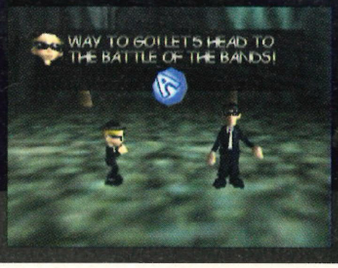


DANCE TILL YOU DROP

As you progress through the game you will be taught a load of dance moves by colleagues wanting to help you for the big contest. Watch the screen carefully and ensure you press the A or B button at the right time to win. If arrow combinations need to be put in you can do this at any time, but pressing the final button is the key.







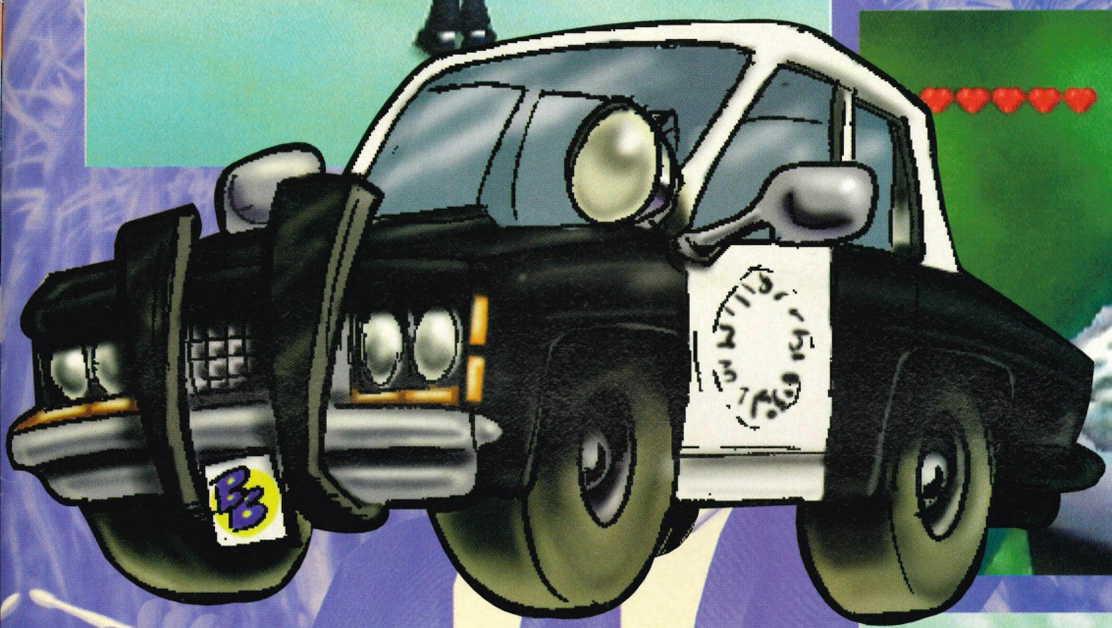




▲ In order to access some of the more secret areas, you'll need to crawl into some very tiny gaps if you're to find your way out of prison!



▲ There are many different puzzles and obstacles for you to cross. These falling pillars can be tricky if you are unsure where you are going!





Nintendo Pro Seal of Approval!

'Dem Blues are the real deal and this is a musical adventure that delivers a full frontal earlobe assault with some kickin' tunes. This is just plain wicked and will make you wanna dance, sing and shake your ding-a-ling!

F'real Seal

the four songs you need for the all-important contest.

There are also a number of hidden bonus items for you to find including speedy shoes, springy shoes and some very nice Bananaman super-hero shoes. You have a number of hearts which make up your life meter, but silver hearts will increase your health and enemies will often drop refills when you down them. Another groovy item that you'll find hidden on the worlds is an old record player that will start dishing out a cool vibe when punched. This triggers all the question marks to change into goodies, so quickly find them and grab the gear before the time expires.

Shake Your Thang!

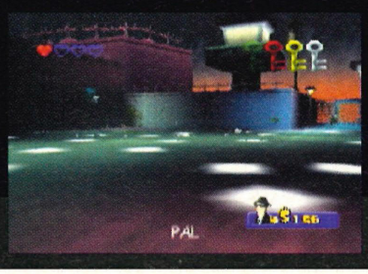
Music is obviously a major influence on this game and the tunes add a groovy feel to the game, making you wanna strut your funky stuff... er, well sort of! Throughout the game you'll meet several characters who will teach you new dance moves for the big competition. This feature works very similarly to *Bust-A-Groove* on the PlayStation and you must input the direction moves and then press either the A or B button at the right time to pull off the move.

Melody Making

This game is also included as a multiplayer game for you and your mates to get busy on the dancefloor. It is all about timing and can get very heated when two of you are battling it out for disco champ of the year, John Travolta-style. This has been well thought out and is particularly good fun to watch as well as play, making











REVIEW

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

PUMP UP THE VOLUME!



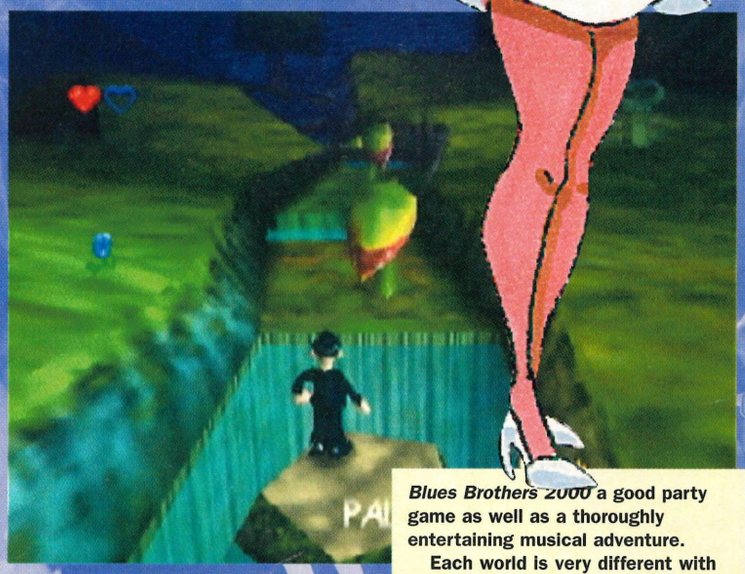
▲ Take care when leaping around on the window ledges as sometimes these frightening old ladies will try to club you with their frying pans!



▲ Searching all the areas of a level both high and low will mean you find all the hidden secrets and, of course, all the notes for your songs!







▲ Making your way through the graveyard can be a frightening experience as all the plants are man-eating shrubs!



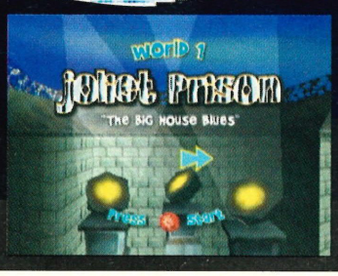
Blues Brothers 2000 a good party game as well as a thoroughly entertaining musical adventure.

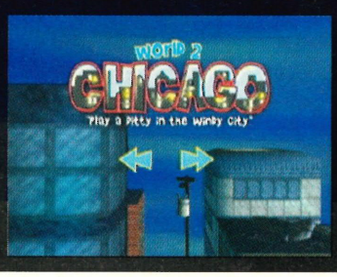
Each world is very different with unique puzzles and characters adding to the feel. The graphics are sharp and clean and the game functions extremely well. Player One and Titus have improved a lot recently which can only be good news for the future as both are heavily linked with Nintendo.

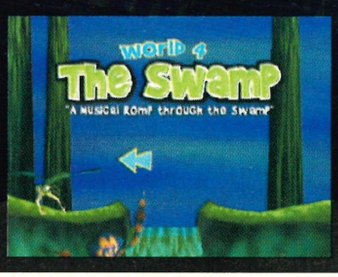
This is a really enjoyable musical treat. The sounds are groovy and the game is much better than the film, which we thought was pretty dull. Good use has been made of this licence and a thoroughly entertaining game is the final product. Get down and get funky brothers!

WORLD TOUR

There are four different worlds for you to explore, grabbing the notes to make up your songs for the contest. Each world has unique puzzles and traps for you to overcome, and a stack of mini-games to play. There are ten notes on each world to collect and you'll also have to find all the band members and instruments before the big day!







Turn over for more Blues Brothers







SING-ALONG!









SECOND OPINION

Blues Brothers is a highly enjoyable musical platformer that has loads of little touches to make you smile. It's far from being the best but it's not half bad either. Well worth a look!

MIKE



▲ The super shoes will make you invincible for a short while, as well as giving you this amazing outfit which makes you look like Bananaman!







BITS

Collecting coins will help you to gain extra lives. Every one hundred coins that you get will grant you a new life so collect as much cash as you can.

BOBS

Learn how to dance in time to the music. These dancefloor moves will help you when it comes to strutting your stuff on stage!

NINTENDO PRO SCORE

ONE MAN BAND!

A musical treat set in four unique worlds with a bunch of challenges tough enough for any suited ex-con. The gameplay is fast and smooth and the multiplayer game is just fantastic for late night parties. A well-packaged game that can be enjoyed by everyone.

RUSS

PRO +
- Musical adventure
- Far better than the film

PRO –
- Difficult in places
- Not enough sound effects!

GRAPHICS	8/10
Sharp and clear!	
SOUND	8/10
Pump up the volume	
LASTABILITY	8/10
Keep on jivin'	
GAMEPLAY	8/10
Funky worlds	

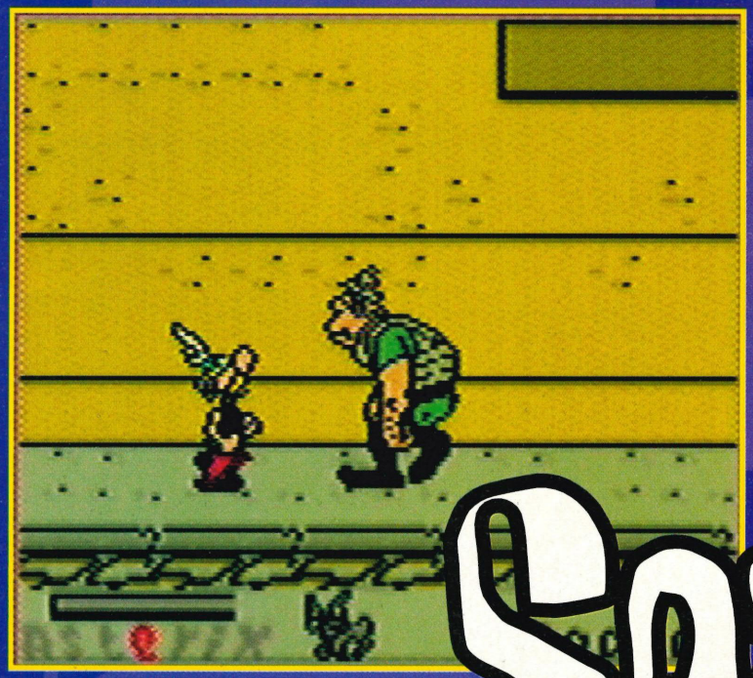
IT'S GOT...

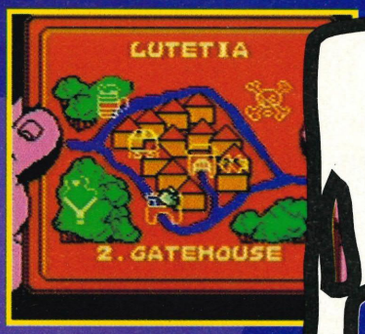
90%

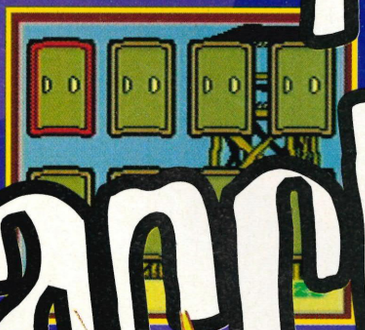
Who's it by?	Infogrames
Whenz it out?	Out now
How much?	£24.99

TIME TO SMASH THOSE ROMANS!

Aste Searchtor

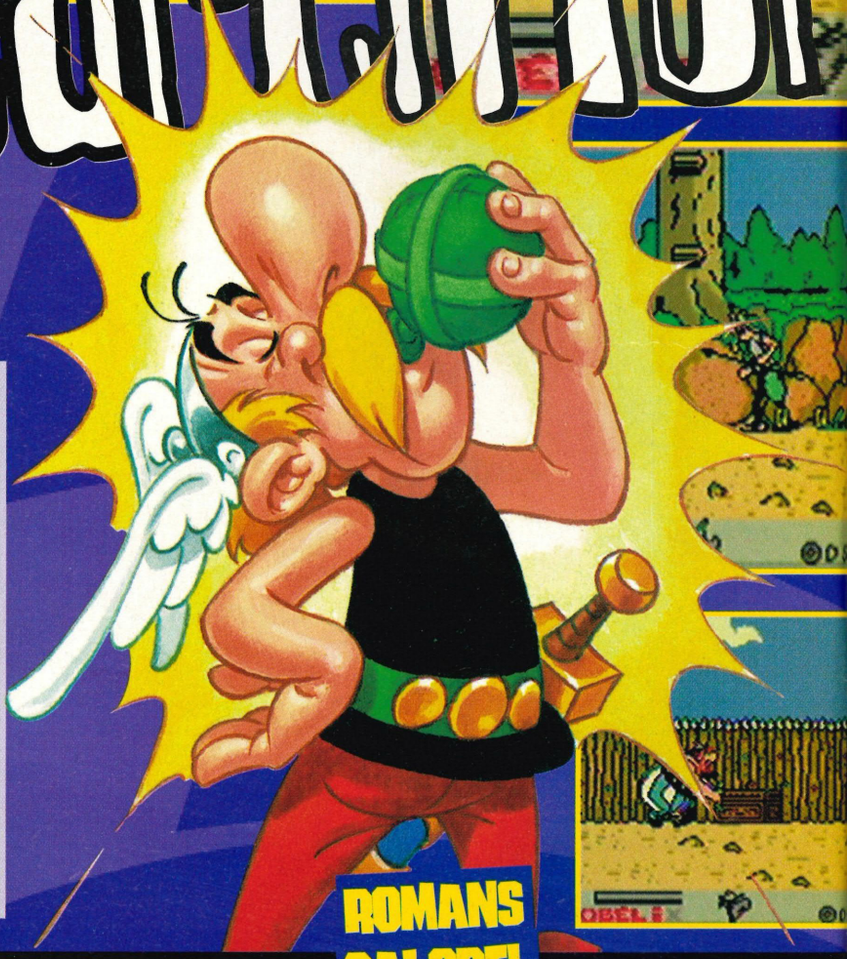








"The animation is outstanding – Asterix and Obelix look like they've just stepped out of the comic book!"



ROMAN RAMPAGE!

SET IN THE time of Gaul, under the rule of Caesar, our two heroes Asterix (the pint-sized Gaulish warrior) and Obelix (the menhir delivery man) have returned to the Game Boy Color to battle through another fun-filled platform adventure. This time we follow Asterix and Obelix as they struggle to find their faithful pet, Dogmatix, who has gone missing.

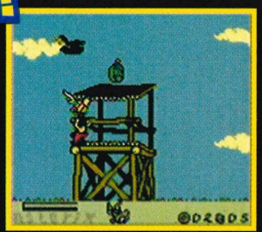
The gameplay is a lot similar to the 1993 version of *Asterix* – you still have to jump over running wild boar, punch all the Romans that get in your way and scramble up into trees for pick-ups like coins for buying items and passwords for the mini-games. There are also magic potions to find that Getafix, the village druid, has left scattered around the level – if you are already a fan of Asterix and his crew then you will know that his bosom buddy Obelix fell into a cauldron of magic potion when he was younger and absorbed enough magic power to last him a lifetime, so when it comes to picking the potion up in a level, it will only work for Asterix, not Obelix.

Menhir Madness

Asterix: SFD features two modes of play. Firstly there's the Adventure mode, which offers a real quest through 30 beautifully animated levels and secondly, there's an Instant Fun mode, which requires you to enter a password in order to play a mini-game or a forced scroll level that you have previously completed while playing the game. Among the 12 mini-games, the most notable are Launching The Romans, Shield Matching and Catapult. The animation is outstanding –

POWER–UP!

Once Asterix has gulped down a load of magic potion made by the village druid Getafix, he will instantly become incredibly powerful. Careful there mate!







ROMANS GALORE!

During your adventures through the land of Gaul you will come across many dim-witted Roman soldiers who will try to interfere with your progress!

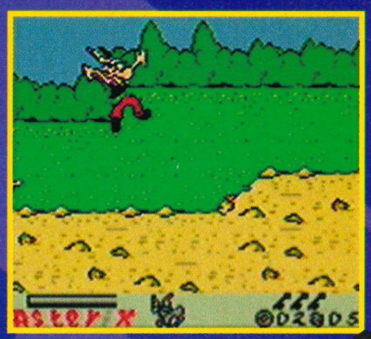


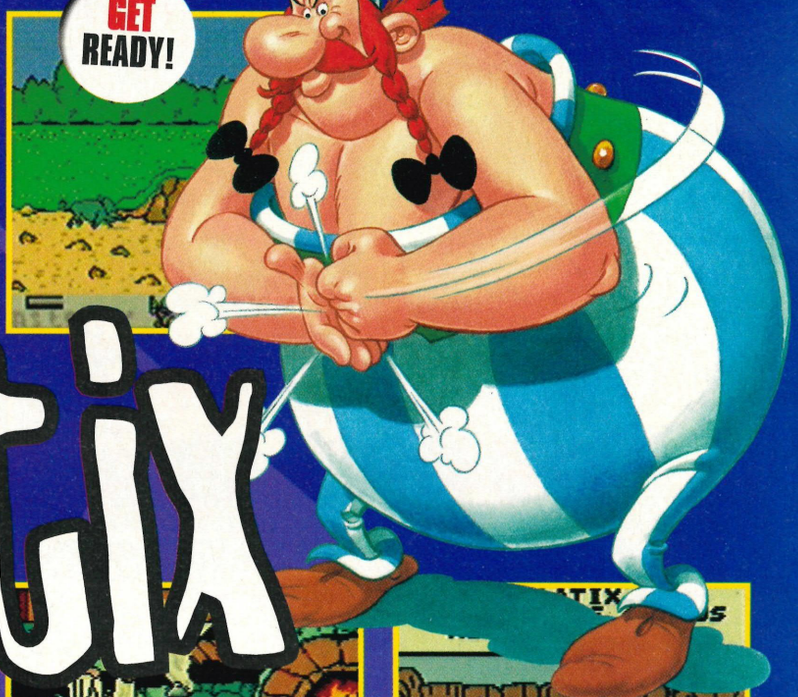
Turn over for NBA Showtime

Fix-Dogmatix

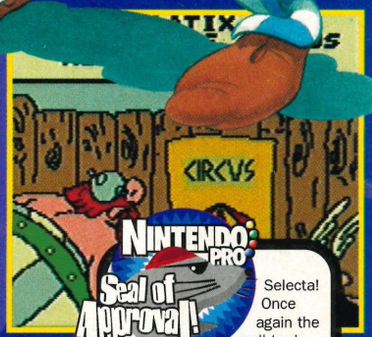
There's foul play in the land of Gaul!











Asterix and Obelix look like they've just stepped out of the comic book for this epic adventure – and the game runs at a fast pace as well. In fact, there's enough speed to make Speedy Gonzales jealous!

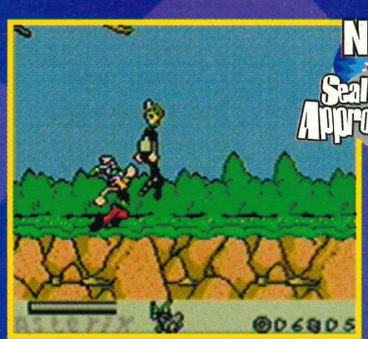
Hound-Hunting

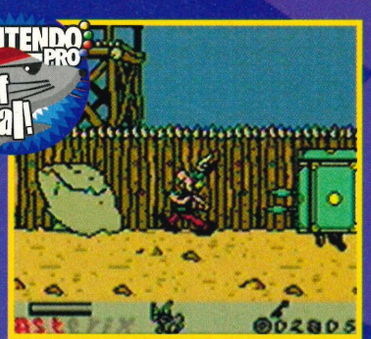
You can take control of both Asterix and Obelix in the game and they each have their own advantages – Obelix has strength, for example, whilst Asterix is the brains of the outfit. At the end of each level you will have the opportunity to buy a password for the mini-games, gain roast boar for health and have a money count to see what you can afford.

The music for *Asterix* doesn't sound that bad – it doesn't have that boring droning music like other games, and you can tell that more effort has gone into it. When you are playing a scrolling level, for example, it will be all panicky and rushed but when playing a normal level, the music will be calm and jolly.

Asterix has a lot of in-game features to assist the younger and inexperienced player – there are plenty of hints and tips available and short levels so that the gamer will feel a sense of achievement once through – and overall, there are enough features and mini-games to keep you entertained for months.







NINTENDO PRO Seal of Approval!

Selecta! Once again the well 'ard duo are back in another stomping Game Boy title, 'wiv loads of wicked pick-ups and mini-games. They're mad geezas – I love 'em! And I tell ya what, I wouldn't mind trying a bit of their magic potion. Bouya!

F'real Seal



SECOND OPINION

Everyone's favourite ancient geezer arrives back in style with this fast-paced Game Boy treat. There's loads to do here and Asterix and Obelix make for top game characters. I just love those guys!

KAREN

NINTENDO PRO SCORE

COMIC CAPERS

This is the sort of game that the Game Boy Color was made for. There's loads of variety and action, joined by all sorts of crazy sub-games and puzzles that will have you button-bashing for weeks on end. This is definitely worth a look!

NICK

PRO +

- Colourful animation
- Stacks of quality music

PRO –

- You can't run anywhere
- Needs better sound effects!

GRAPHICS	10/10
Bright and colourful	
SOUND	9/10
Quality sound	
LASTABILITY	9/10
Loads of pick-ups	
GAMEPLAY	9/10
Fun and simple	

IT'S GOT...

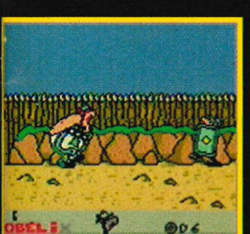
92%

BITS

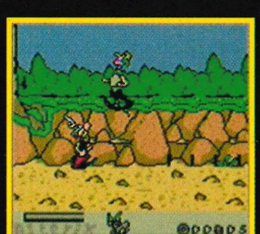
More than 90% of French people say that they like Asterix; the highest percentage is among children who are up to 17 years old. No surprise there!

BOBS

The first ever Asterix story was published in *Pilote* magazine years and years ago. It was actually printed way back in 1959, 41 years ago.





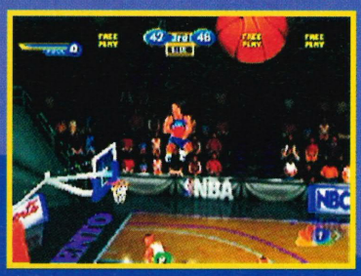


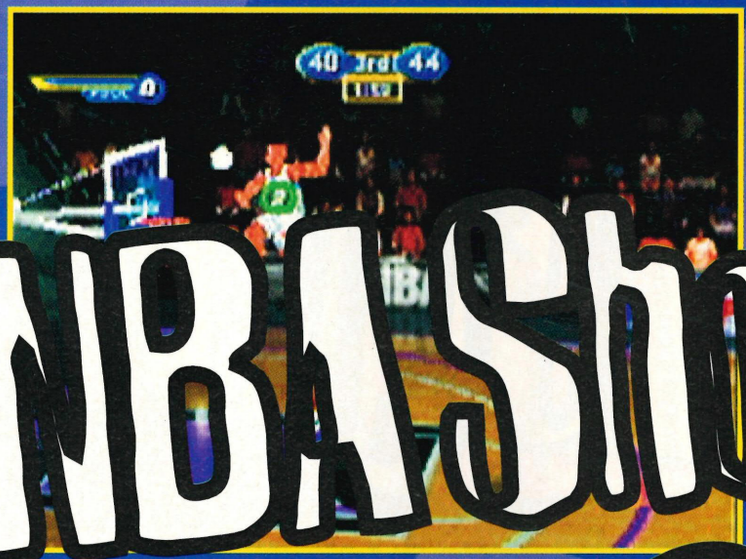
Who's it by?	Midway
Whenz it out?	TBC
How much?	£49.99

TIME TO SHOOT SOME HOOPS!









NBA Sho NBA O

SLAM DUNKIN'

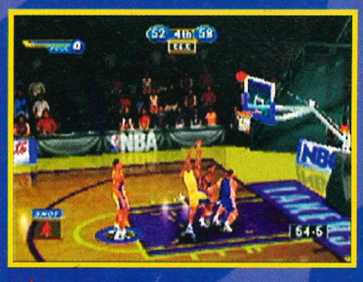
NINTENDO PRO PRO POWER!

THERE HAVE been more NBA titles around than wrinkles on an old lady's face but once again the creators of the NBA series have come back with another hot, slam-dunking title, *NBA Showtime*. The game sees the welcome return of two-on-two basketball to the N64, a concept which was originally around way back in 1992 when the *NBA Jam* arcade machine first came out.

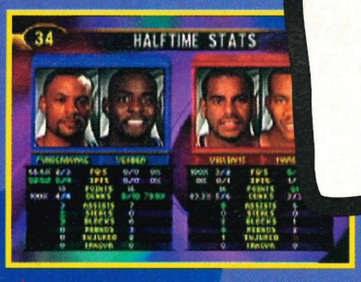
The biggest difference between the N64 version and the arcade machine is the speed and pace of the game. Yes, the N64 is nippier than its arcade older brother. The game features a massive 28 authentic arenas that you can play real basketball players in. There are five players for each team, so when it comes to half time you won't be stuck making a substitution. There is also the option to choose mascots and other hidden characters in the game, all with more dunks than a packet of Rich Tea.

Bouncing Balls

The graphics for *NBA Showtime* are not spectacular because of the game's limitations. You will notice



Oops, looks like that one fell a bit short of the mark. Hold down the Z button as you're running up to the hoop for a better shot.

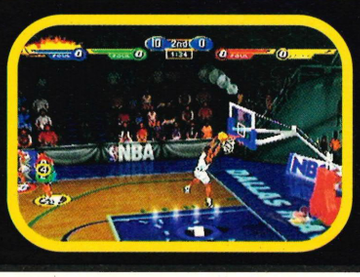


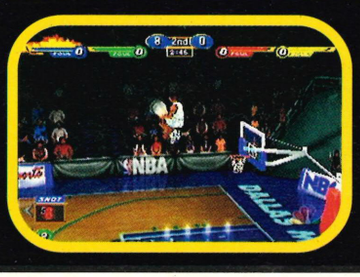
The games are split into quarters and when you reach half-time, you will be given the opportunity to check out your stats and make substitutions.

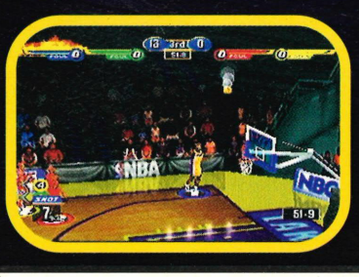
"The variety of animation is excellent – just the offensive moves are enough to keep you entertained for a few games!"

FIRE-STARTER

When you are lucky enough to score three baskets in a row, the next time that player gets a hold of the ball, it will set alight, turning the ball into one almighty fireball! It's certainly an awesome sight, though perhaps not very realistic – we've never seen it happen on the telly, that's for sure.





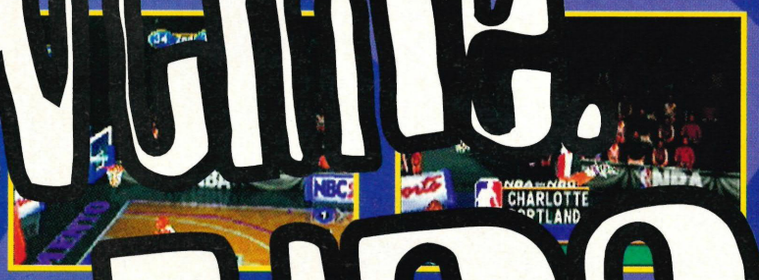




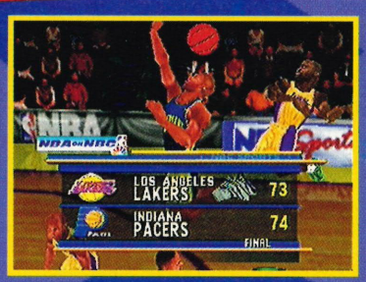


...time on NBC

The ball's on fire!





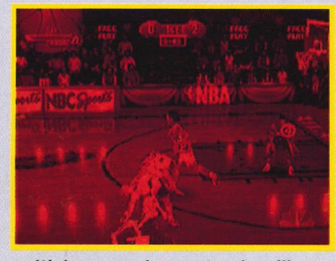


that the detail for the game has been reduced to make way for the speed and because of that the crowd don't even move – in fact, they look like a bunch of zombies waiting for a bit of brain. The television-style gameplay is perfect, though, because it gives you that feeling of watching the NBA in your own lounge.

The variety of animation in this game is excellent, too – just the offensive moves are enough to keep you entertained for a few games. The dunks and lay-ups are very nice to watch, but none more than the spin moves which are extremely effective, especially when the opposition lunge at the person with the ball.

Once you have mastered most of the moves, it would be a good idea to get some friends involved for the





multiplayer mode – not only will you get the chance to win against them, but you will also have the opportunity to pull off all some classy moves just to show your mates how good you really are.

Squeaks And Slides

The sound is one of the strong points for the game, especially the little one-liners that pop up from time to time and all the dribbling and trainer squeaks that fit in nicely. There are a few sounds that are missing, however – for example, when you start a new game and the players walk out, they will not be introduced; instead, they will just stand there waving their arms around as if you are already supposed to know who they are. None of the players names will be mentioned either, so there's

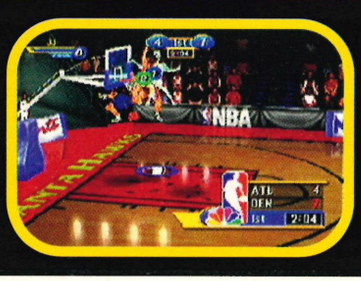


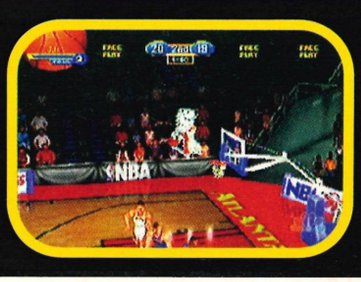












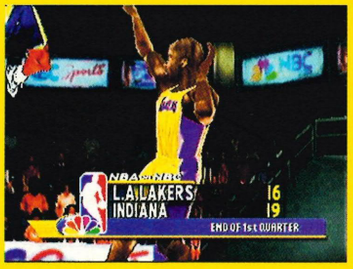
Who's it by? Infogrames
Whenz it out? Out now
How much? £39.99

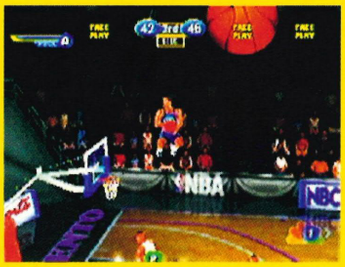
JUMP AROUND!

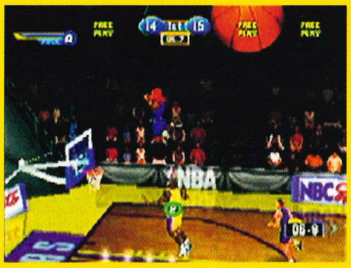
TEAM TACTICS

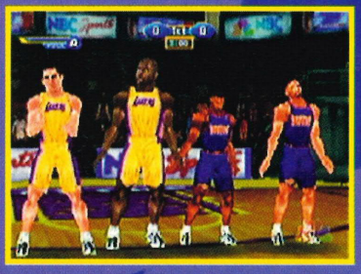
From the beginning of the game you can choose one of 30 official NBA teams to play with. They each hold five players so you can choose which two you want to play with.

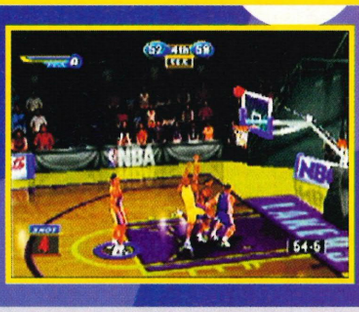


















no "O'Neal passes to Rice, what a move!", which is a big let down.

The artificial intelligence for this game is the same as the other NBA titles – the computer team will always stay within striking distance, and if your team are noticeably loosing there is a helpful Catch Up mode to even the game out a bit.

Get Creative Once

Once you have played the game a few times and have successfully beaten most/all of the teams you may find the Create-A-Player mode rewarding – all of the mascots, wacky outfits, animals and strange courts have been recreated for the N64 version of *Showtime*, which means the game will probably last a few more months.

Obviously when playing any basketball game, one of the main features should be all the dunks and jump shots, but unfortunately, there's little attention paid to them in this game. It seems to us that the game may have been rushed and cut in a few places so that it could be transported onto an N64 cartridge. We are usually impressed with Midway's efforts to produce clear, playable videogames, but unfortunately with *Showtime* there seem to be too many cut corners that could have been dealt with properly. There are no replays in the game and on the Create-A-Player mode you can choose the player's number, but there are no jersey numbers in the actual game itself.

Apart from a few glitches in the game, however, *NBA Showtime* is an extremely entertaining game to play, especially when you can get you mates around to give them a good whipping.

SECOND OPINION

The best basketball game on the N64 so far, with loads of frantic action and some brilliant multiplayer fun! Let's just hope Midway decides to give it a UK launch.

RUSS

NINTENDO PRO SCORE

GOOD SHOW!

You'd have thought that NBA videogames would have been played out by now but that's not the case with *NBA Showtime*. With a wide range of slam dunkin' moves and multiplayer action, this will keep all sports fans amused for months.



NICK

PRO +
- Stacks of multiplayer fun
- Some stylish moves

PRO –
- No name commentary
- Unclear on-screen text

GRAPHICS	8/10
Could be better	
SOUND	8/10
Entertaining	
LASTABILITY	10/10
Great multiplayer fun	
GAMEPLAY	10/10
Fast-moving action!	

IT'S GOT...

88%

"The sound is one of the strong points of the game, especially the little one-liners that pop up!"

BITS

The idea of two-on-two arcade action has basically remained the same since 1992 when the original *NBA Jam* arcade machine first came out.

BOBS

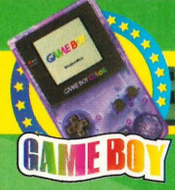
NBA Showtime has been endorsed by none other than Shaquille O'Neal and it proves to be as good as, if not better than, all the other NBA titles.





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

GRAB A CUE – LET'S PLAY POOL!





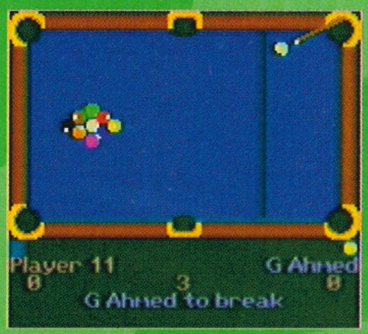
Turn over for Rat Attack

Pro Pool

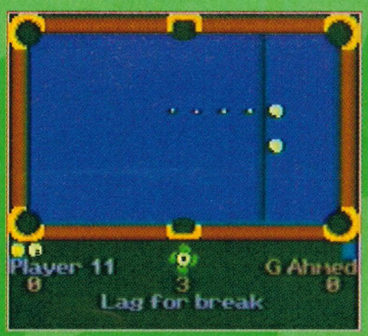
Get ready to hustle!







▲ You could hear a pin drop in the Crucible tonight... oh no, hang on, wrong game.



▲ Hmm, now this doesn't look too easy. Right, what would John Virgo do at this point?



"Challenge players inside various venues for cash!"

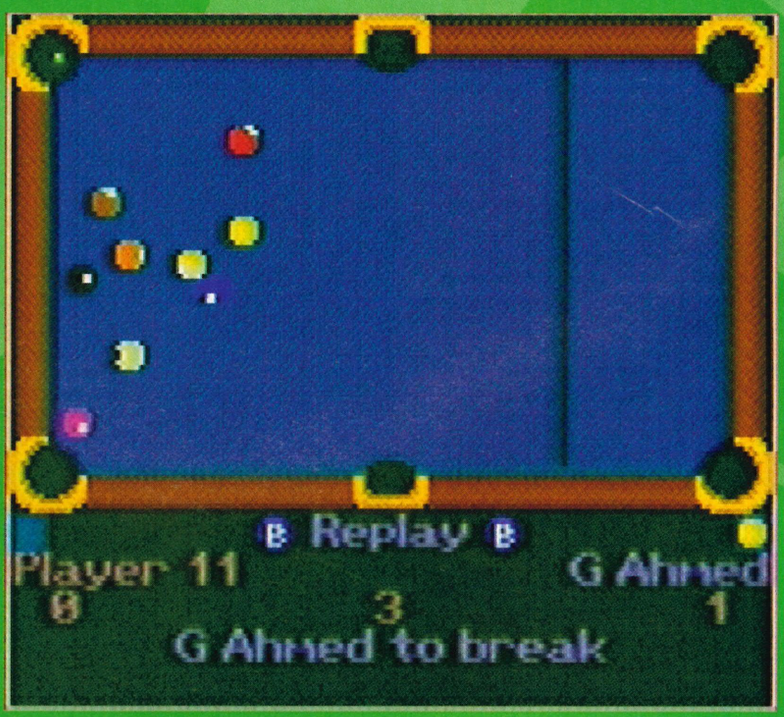
EVER WONDERED what people get up to in the back room of your local pub? If you sneaked in you would probably find them playing pool! Pool is played on a slightly smaller table than snooker, and there are many different variations on the rules. This new simulation from Codemasters includes loads of different pool games including American eight ball, UK rules and killer, and you can even play against the Game Boy Color or a friend using the link cable.

Spots And Stripes

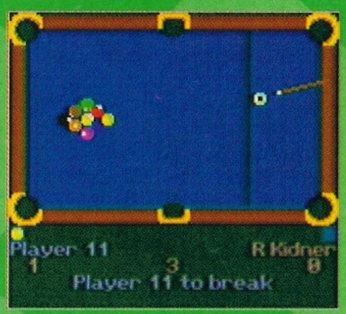
In a single-player game you can challenge the players inside the various venues for cash to raise your ranking and reach the hustler status. This will prove to be very tough as the opponents become better later on, and will hardly miss a shot. You have a fair amount of control over the direction and power of your shot, but it is difficult to place spin on the ball, making it tough to line up your next pot. The default game is usually American eight ball, which means you must try to pot the eight ball using a rebound technique.

Potty Pool

Pro Pool is fairly fun, although it does take a while to work out which ball you are supposed to hit. Luckily, jammy rebounds and the odd well-played shot will see you winning a few games and advancing through the levels. The game gets a little repetitive after a while, but it does provide good entertainment. particularly in two-player mode.

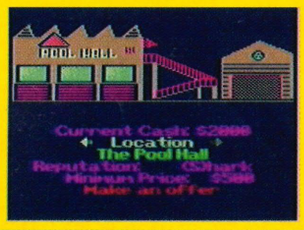


▲ Definitely on for the pink, but it's gonna take a fair old bit of skill to clear up from here! Still, if in doubt, give it a clout!



LOADS OF VENUES!

Pro Pool is packed full of pool halls, and you can challenge players from any of them, raising the stakes as you go. Go for broke on the earlier levels to ensure you've got enough cash for later!



NINTENDO PRO SCORE

HIT AND HOPE!

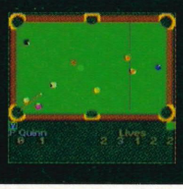
Although the Game Boy Color screen is very small, this pool simulation does manage to capture some of the excitement of the real game. There are a few control issues, but nothing that spoils the overall enjoyment.

RUSS



PRO +
- Small and quirky
- The only game of its kind

PRO –
- Controls can be a bit tricky
- Graphics are pretty simple





BITS

When playing American eight ball you must try to pot the eight ball by hitting other balls against it.

BOBS

Codemasters was really famous in the Eighties for a game starring a small egg called Dizzy – no really! It's true!

SECOND OPINION



It's not very often you see a pool sim on the Game Boy Color and this one is entertaining, if only for a while. NICK

GRAPHICS 8/10	Balls and sticks
SOUND 4/10	Rinkle tinkle!
LASTABILITY 6/10	Can get repetitive!
GAMEPLAY 6/10	Boing boing boing!

IT'S GOT...

70%

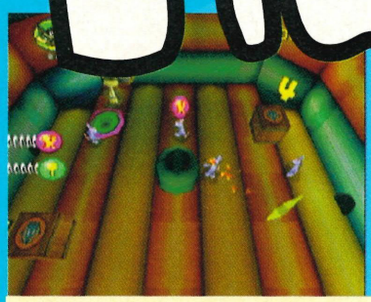
Who's it by?	Mindscape
Whenz it out?	Out now
How much?	£39.99

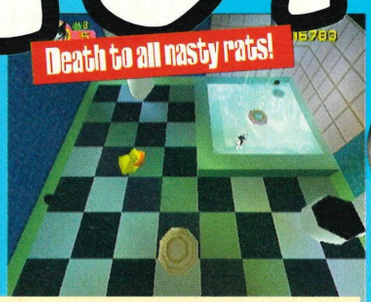
THOSE PESKY RATS ARE GONNA GET IT!

Rat Attack















THEY SAY that you can't keep a good thing down. *Rat Attack* flies in the face of conventional wisdom and proves without a shadow of a doubt that you can't keep a bad thing down either...

There's little doubt that the N64 has some of the finest games ever to grace a home console and in its autumn months, it is still proving to be an extraordinarily powerful machine that is still capable of impressing gamers. *Perfect Dark* is the best, and most recent example of a perfectly-balanced game that offers both single players and multiple players an equally splendid and challenging game that will keep you thrilled for months to come. With this in mind you might be forgiven for thinking that developers would at least try to make sure that every game that is released offers a similar amount of fun, but you'd be wrong...

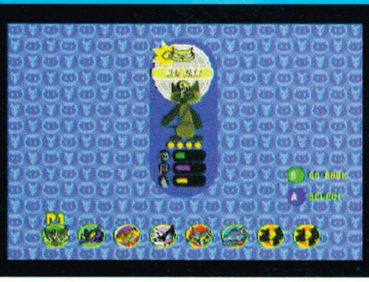
Nice And Cheesy

Rat Attack has been lost (presumably in some rodent-infested sewer) and it shows. For the last couple of years it has languished occasionally threatening to surface but never managed to do so. Now it is about to scuttle onto your shelves, apparently better than ever and packed to hilt with fun with a capital 'F'.

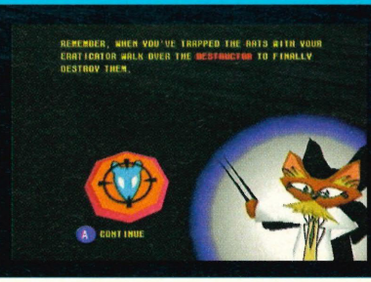
So here's the deal. You take control of one of eight super-cool cats who have to rid the world of the space-rats Washington and Jefferson who, with the aid of rats, want to take over the world (well they would, wouldn't they). To do this you are given a variety of 'comedy' weapons such as the Eraticator which traps the rodents and the Sexy Rat, which temporarily distracts the rats so that you can capture them more easily. You can also, at times, turn your cat into the feline equivalent of the Terminator.

With weapons at the ready you progress through 50 levels where you do exactly the same thing over and over again. Of course as things get harder – you have more











pitfalls to negotiate like Benett the bulldog, lawnmowers and cookers that spew flames at you. However, in spite of the increase in difficulty and the eight bosses that you have to beat, you can't help but become very bored very quickly – it's just a bit too repetitive!

Rat A Tat A...Tat!

The best thing about the game is the multiplayer mode – get three mates round for a session and you'll find that *Rat Attack* delivers some top fun but it's nowhere near as good as *Mario Kart 64*, *GoldenEye* or our personal favourite, *Perfect Dark*. So why bother buying it?

Well, it is different and it does provide a limited but nevertheless enjoyable gaming experience. The graphics, though ageing, are quite good but the music is superb! Mindscape has opted for a Seventies lounge feel to the in-game sounds and it works a treat. However, it's just not enough to make this an essential purchase.

Had *Rat Attack* been released a couple of years ago we might have been a little kinder to it, but it really is a tired-looking game that just about manages to keep you interested for about an hour or so. Given that there are tonnes of great games around at the moment and that you probably own much better multiplayer games anyway, *Rat Attack* is definitely a game that should be rented, not bought.







OTHER RATS THAT YOU MIGHT HAVE HEARD OF!



Roland Rat

At one point in the Eighties, you couldn't put the telly on without seeing this furry fella. Sadly, he has since disappeared...



Splinter

Where would Donatello, Michaelangelo, Raphael and Leonardo be without the hardest rat that ever mastered Karate...



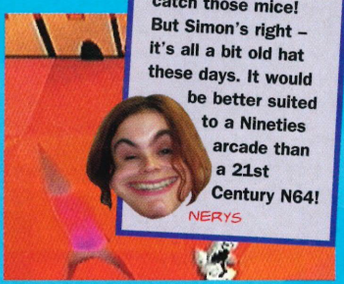
Danger Mouse

Everyone thinks that he's a mouse, but it's just not true as anyone who is anyone knows that mice can't drive cars!

"Get three mates round for a session and you'll find that Rat Attack delivers some top fun!"







SECOND OPINION

This is a crazy, whacky run around – you've just gotta catch those mice! But Simon's right – it's all a bit old hat these days. It would be better suited to a Nineties arcade than a 21st Century N64!

NERYS

NINTENDO PRO SCORE

READY AND ABLE

Rat Attack is dull and repetitive in single-player mode and nowhere near as much fun as it should be in multiplayer mode. With so many better games on offer there really isn't really any point in buying this.

SIMON



PRO +
- Cool Seventies lounge music!
- Comedy cats are ace!

PRO −
- Boring single-player
- Not as fun as it could be...

GRAPHICS	6/10
	Bright and colourful
SOUND	8/10
	Funky and original
LASTABILITY	2/10
	It'll just gather dust
GAMEPLAY	4/10
	Uninspiring and dull

IT'S GOT...

65%

BITS

Rat Attack was originally supposed to be a Simpsons game, but unfortunately Mindscape didn't get the licence. We reckon that that would've been cool!

BOBS

Rat Attack takes its inspiration from such classic cartoons as *Tom and Jerry* and *Itchy and Scratchy*. If only the game was as much fun!

REVIEW

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

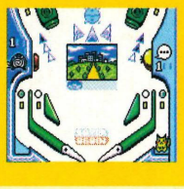
IT'S FLIPPIN' GREAT!

Pokémon Pinball

It's time to tune up those reflexes! Monster pinball is about to descend on your Game Boy!









IT'S A PINBALL WIZARD!



▲ Little Pikachu's rather a helpful chap in this game. Every so often he'll save a ball for you then fire it back up again with electric sparks!

THOSE POKÉMON – they get everywhere. Not content with hanging around woodlands they've now found their way into a virtual pinball game and guess what – they're just waiting for you to catch 'em all! A brilliant idea from the start, *Pokémon Pinball* is every bit as much fun as you might expect. Combining the addictive nature of a good game of pinball with the even more addictive nature of monster catching, the game even has its own Rumble Pak, making it top value for money!

Go Get 'Em!

The idea is very straightforward – control the flippers at the bottom of the table to send your Pokéball bouncing around. Just like a real game of pinball, the table is littered with bumpers and springs to send your ball careering around, and there are plenty of targets to aim for. If you're good enough, you'll get to unlock bonus levels too, and maximise your score. Of course, there's more to it than just bouncing balls. There's the small matter of 150 monsters waiting to be caught and this is where the game really takes off. Send your ball flying to the right place on the table and a shadowy Pokémon will appear. Keep on sending your ball towards it until it all lights up, then it's a simple case of hitting the poor little critter a few times until the letters 'CATCH' appear. At which point, not surprisingly, you've caught yourself a Pokémon!

The only downside to the game is that the on-screen view of the table flips from top to bottom end, so it can be tricky keeping track of your ball. Things would have been a helluva lot easier if you could follow your ball around the table instead.

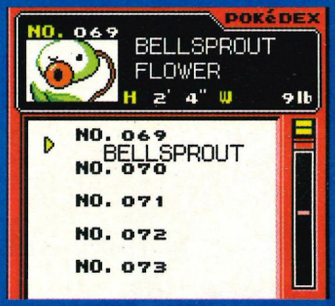
That aside, this is a top title! It features all the Pokémon and has an in-built Pokédex that records your catches. There's not just one table either, but two – Red and Blue – each with its own bonuses and features to give you double the fun. Pick up a this game and the chances are you'll be a pinball wizard in no time!

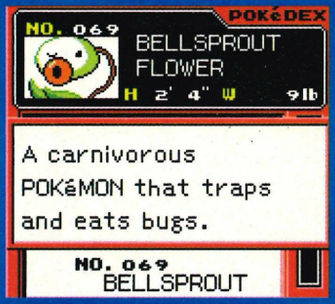


▲ The game is easy enough to pick up and play straight away, but you'll need some serious flipper skills if you're to do really well.

ON THE RECORD

The game has its own in-built Pokédex that keeps a record of all the Pokémon that your ball-flipping skills have snared you so far. You're going to have to be pretty hot to catch all 150 though!



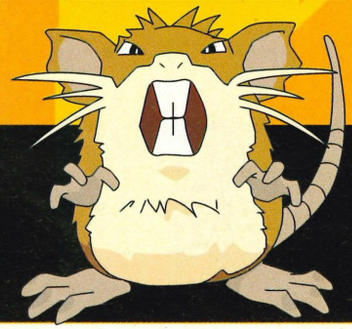








"Control the flippers at the bottom of the table to send your Pokéball bouncing around!"



BITS

Keep your eyes out for another inventive ball game from the big N that's in the pipeline and stars the loveable Kirby.

BOBS

The game has its own built in Rumble Pak, so you'll really be able to feel those bumps and jolts around the table.

SECOND OPINION

Catch 'em all again using a pair of flippers and a few directed shots. Top game with top buzzing Rumble Pak! RUSS

BITS BOBS SCORE

IN TRAINING



Who could ask for more? Cute little monsters lurking in a pinball table, just waiting to be caught – it's perfect! The table's full of bonuses and targets, meaning you'll have to develop that flipper technique to the max, and the element of skill means this game will last and last!

KAREN

PRO +
- Top pinball action!
- 150 Pokémon to be caught!

PRO –
- Screen jumps from top to bottom
- Pokémon-haters stay away!

GRAPHICS 8/10	Cute and colourful
SOUND 8/10	Cute enough
LASTABILITY 9/10	There's 150 of 'em!
GAMEPLAY 8/10	Madly addictive

IT'S GOT...

88%

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

WHITE MEN CAN JUMP!

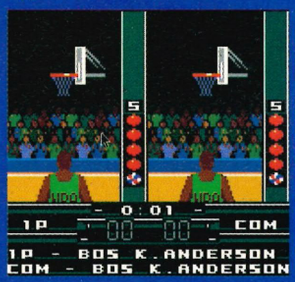
Turn over for Oddworld

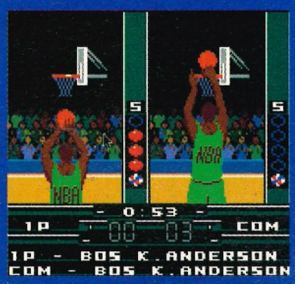
NBA In The Zone

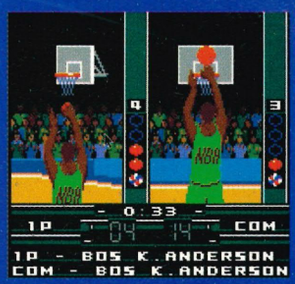
It's time to play ball!

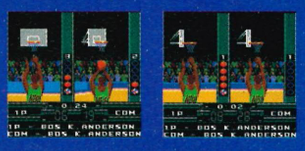
SHOOT–OUT

In the Shoot-out mode you are given 25 balls to throw at the basket. Every time you have thrown five balls you will rotate around the three point arc a few meters and then throw again until you are on the opposite side.









AN UPDATE to the *NBA In The Zone* release last year, *NBA In The Zone 2000* includes all original NBA teams and players. The graphics are still pretty decent and the perspective is definitely appropriate for this type of game. There are a whole load of features in this game, too, including Exhibition mode, Season mode and a Play-off mode.

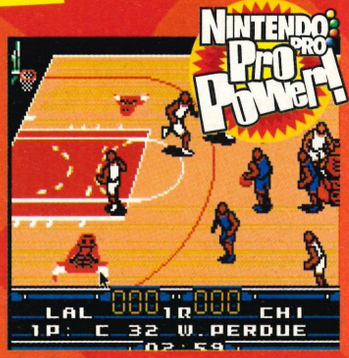
Slam Dunk

You can also take part in an excellent mini-game called Shoot-out, where you can play against either a computer opponent or a friend if you have the Game Boy Color link cable. You must shoot a total of 25 balls into the basket around the three-point arc within the required time limit, and the one who has scored more baskets is the winner.

As we mentioned earlier. the game also features link-cable support which is always a good thing to test out with your buddies. You may find that the game will play a little slower than usual, but that's only because there is a whole load of information going back and forth through the cable at a constant rate.

The artificial intelligence can be a little strange at times – for example, when you go for a shot at the basket and miss, the ball will drop down by your team's feet and they'll just stand there motionless waiting for you to pick it up. We've seen more action in a slug fight.

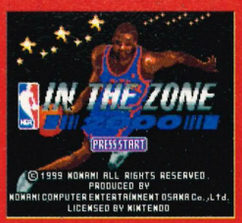
Overall, *NBA In The Zone 2000* can be a little difficult to play at times but with a bit of practice this ball-bouncing, slam dunkin' game can be extremely entertaining.

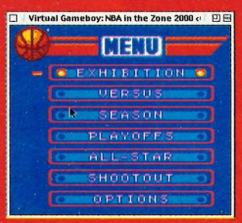


▲ The opposition can be pretty tough! You're going to have to work on those ball skills if you're to stand a chance of winning.











"There are a whole load of features in this game, including Exhibition mode, Season mode and a Play–off mode!"

NINTENDO PRO SCORE

IT'S SKILLFUL STUFF

The game has many interesting features but it can be very tricky when you can't see which player you are controlling. It would play better if it were two-on-two, as then you'd be able to keep an eye on your player.



NICK

PRO +
- Loads of different features
- Link-cable support

PRO –
- Gameplay can be a bit tricky
- Too many players on-screen

IT'S GOT...

GRAPHICS	8/10
Good detail	
SOUND	7/10
Sounds okay	
LASTABILITY	9/10
Loads of features	
GAMEPLAY	7/10
Varied and fun	

85%





BITS

Greatest teams ever: Boston Celtics, Philadelphia 76ers, New York Knicks, LA Lakers and Philadelphia 76ers.

BOBS

The controls are configured in Shoot-out mode so you have to time shots perfectly. You must work out the timing.

SECOND OPINION



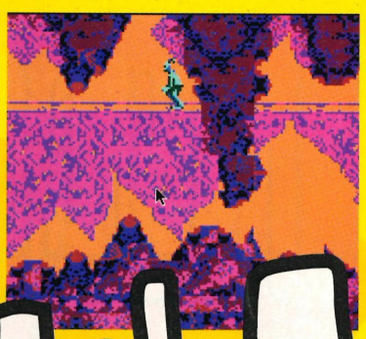
This sporty little number takes a bit of skill, but it's top fun once you manage to get the hang of it! KAREN

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

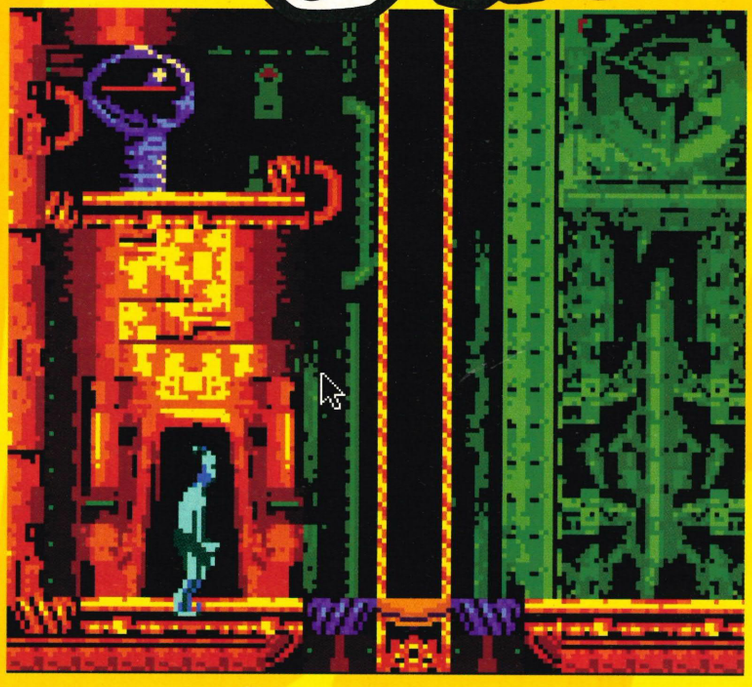
THE HERO OF THE UNDERWORLD HAS RETURNED







Oddworld Ab



"Controlling a gluff is one of the most entertaining aspects of the game!"

Down in the deep murky underground, home to many weird and wonderful creatures, is Abe, the first-class floor waxer who worked for Rupture Farms. While Abe has been on the run, all of his friends have been digging up bones of dead Mudokons to produce the Glukkons special brew 'Soul Storm'. The only thing is, they were blinded at birth so they don't know what they are digging up!

Abe has many special abilities to help him through this top puzzling adventure – he can jump, creep, run and climb ledges through all of the dark under ground caverns and must search to find all of his pals, along with the tokens that open up the exits. Fortunately, he has the ability to communicate with his kind by talking to them and giving them instructions to help them get released; make sure you speak to them properly, though, or they just won't listen.

In order to get Abe's friends to listen you first have to say "Hello", and from then on you can ask them to either "Wait" and they will stand there waiting for more instructions, "Work" and they will start working or command them to "Follow you" and they won't be more than two feet away from you at all times.

Abe's On The Run

Unfortunately, the graphics do suffer a little – the backgrounds look dull and lifeless and controlling Abe in the background can prove to be a little difficult at times. One of the most important features of the game is that Abe has the power to possess his enemies in order to complete certain tasks that would usually be impossible on his own. With this gift he can possess a range of

CREEPY CAVERNS!

"Abe has many special abilities to help him through this top puzzling adventure!"



NINTENDO PRO Seal of Approval!

SPEECH CONTROL!

Abe isn't only the one who can talk in the game. If you possess any of the Glukkons or the Sligs then you can do the same with them too!







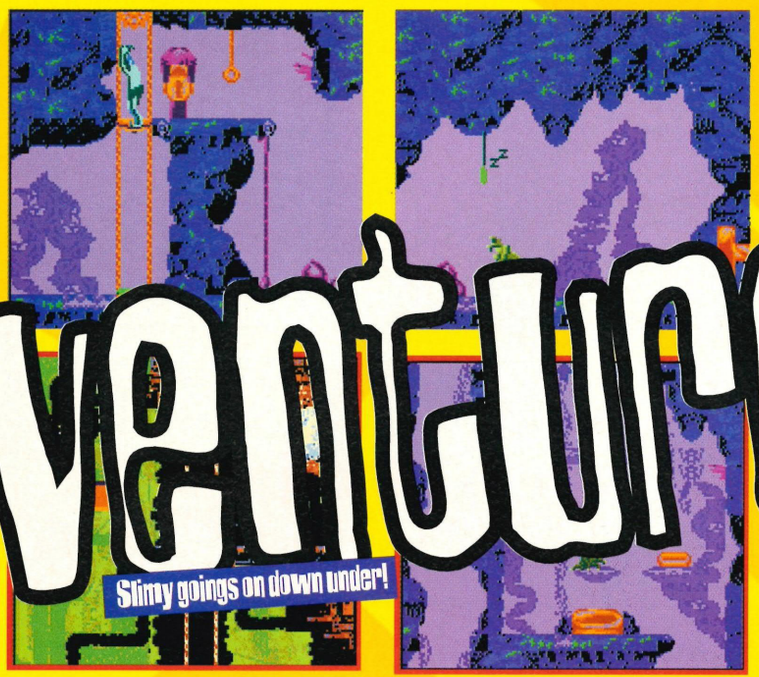
DEADLY FARTS!

Possessing Abe's farts has to be one of the most entertaining parts to the game, especially when you can get the enemy to get a whiff of them.



Adventures 2

Slimy goings on down under!





different creatures and walk around the level freely, unnoticed by the enemy, and can also activate hard-to-reach switches that only the enemy can trigger.

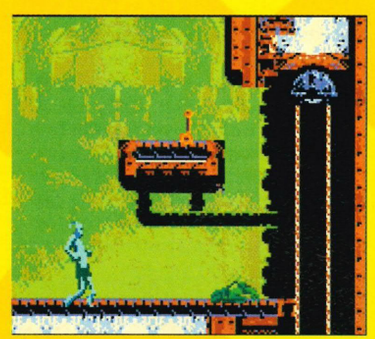
When you have possessed a Glukkon you can control their speech as well as Abe's; they say "Commere" and "Hey" whilst the Sligs say things like "Freeze" and "Hi". Controlling these creatures will help dramatically during the play – they can operate voice control machines that will open locked doors, and you can also get them to eat their own kind in a bid to escape the level.

You may find a particular device on some stages that disables Abe's possessing power – this means there is another way around the level that does not require any possession.

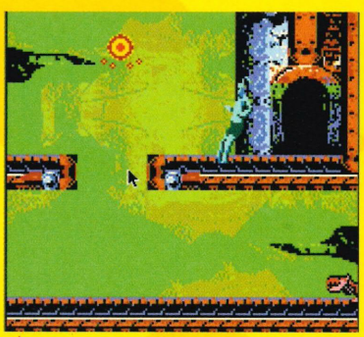
Strange Smells!

Quite bizarrely, Abe can also possess his farts after he's drunk some Soul Storm. Controlling the guff is one of the most entertaining aspects of the game – once under your control you will be able to manoeuvre it around the level to pin-point an area and self detonate it to either kill an enemy or set off a bomb.

There are 24 dark, dingy levels to play through, full of mind-boggling puzzles for you to solve. This is one very addictive puzzler that will have you entertained for months.



▲ Try not to wake the bad guys. If you do they will be after you like an old dear after her pension!



▲ You will be attacked by the ball if you attempt to possess anything on the screen!



Nintendo Pro Seal of Approval!

Alright chavies, *Oddworld Adventure 2* is a totally pucka game. It's got loadsa fun puzzles and wicked characters that you can have a good old chin wag wiv – it's just a shame that I can't control my own smelly farts. Hee hee!

Freal Seal

Second Opinion

Hooray – Abe's back for more Game Boy adventuring. Platform fans will find plenty in here to keep them playing for yonks! Controlling all those crazy creatures is cool and the puzzles are challenging as well!



KAREN

FARTING FRENZY!

Nintendo Pro Score

READY AND ABLE

Oddworld Adventure 2 is a brilliant puzzling adventure. Although you will probably end up dying on many occasions, the challenges will never seem to grow old or annoying. This is definitely puzzling platforming action at its best.



NICK

PRO +
- Loads of puzzle solving
- Can possess your farts!

PRO –
- Speech has been limited
- Graphics can be a bit blocky

GRAPHICS	7/10
	Could be better
SOUND	9/10
	Good all-round sound
LASTABILITY	9/10
	You'll play for ages
GAMEPLAY	10/10
	Great puzzle-solving

IT'S GOT... **92%**







BITS

Make sure you always sneak past a sleeping enemy. Any loud bangs or noises will wake them in an instant and they will attack you at any given opportunity.

BOBS

Make sure that when you ask your friends the Mudokons to perform a task, you speak to them correctly or they won't take a blind bit of notice of you.

PREVIEW

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

WWF NO MERCY 33

INDIANA JONES 35

POKÉMON SNAP 36

STARCRAFT 38

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!

ALEX



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...

DAIKATANA 30

DINOSAUR 34

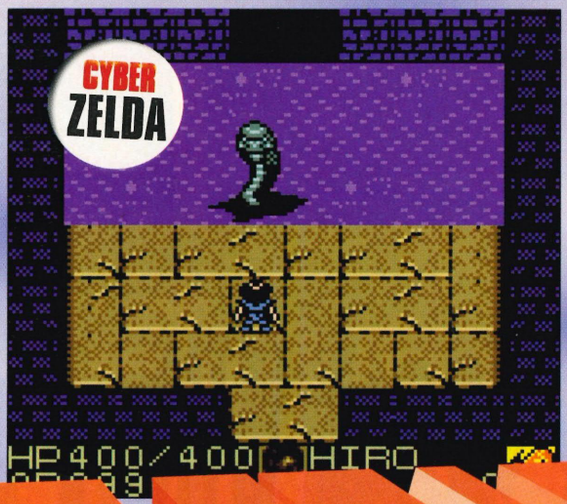
PERFECT DARK 52

Who's it by?	Kemco
Whenz it out?	30 Sept
How much?	£24.99

SWORDS AND SIDEARMS GET IT TOGETHER!

WHAT'S THE STORY?

THE DAIKATANA is a mystical sword, capable of fantastic powers. Unfortunately it's in the wrong hands – the hands in question being attached to an evil dictator called Kage Mishima. You're a young dude called Hiro, and you're obviously a bit peeved at this state of affairs. So what's a lad to do? You decide to get hold of the big Daikatana sword. Its mystical powers include time travel – get the sword and you can change reality, hopefully to a reality with Mishima's head on a stake!



DAIKA



LINK IT UP

NINTENDO PRO regulars will have already noticed *Daikatana* on the N64. It's a pretty nifty 3-D blasting game with some stunning visuals. For the Game Boy though, they've gone for a totally different approach. Using the same story line from the N64 game, Kemco has made an RPG. Despite the high-tech weaponry, the game remains remarkably familiar to *Zelda* (not a bad thing – it's one of the best games ever). Every room is packed with monsters to kill or puzzles to work out. The puzzles start out pretty easy, but after a while you'll be frantically trying to work them all out.

EXCLUSIVE



ALL AROUND THE WORLD

ALTHOUGH THE game starts off in a futuristic Japan, it soon has you hopping all around the world and through time. On his travels, Hiro must fight through 16 different stages. These range across Ancient Greece, Norway in the Middle Ages and San Francisco. Phew... nobody said defeating Mishima was going to be easy though, did they? Each stage has its own distinct look to it, which is pretty impressive given the limitations of the old technology in the Game Boy.



"Gamers who've played Zelda DX will feel instantly at home!"

LANA



PLAY TEST

It's a lot like *Zelda*, but it looks really original 'cos of all the great weapons. They've taken the fantastic story from the N64 version and made it into a really cool Game Boy RPG. It plays really well and I can't wait to play the finished game.

MARK



Get Link armed with a laser gun and you've got one good lookin' game!



WICKED FIRST PLAY!





STYLISH STUFF

THE GAME has a funky Japanese style to it, with a mix of mediaeval RPGs and futuristic high-tech cyberworld. The world is supposed to be futuristic Japan (the game starts in 2455AD) but there's a cool mix of old elements too. People dress in Robin Hood style gear but carry laser blasters! We really loved the cool mixture of styles involved.



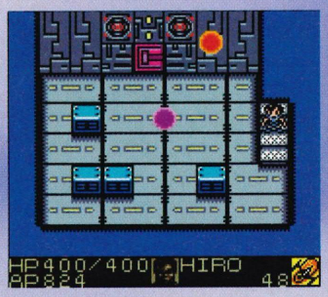
PREVIEW

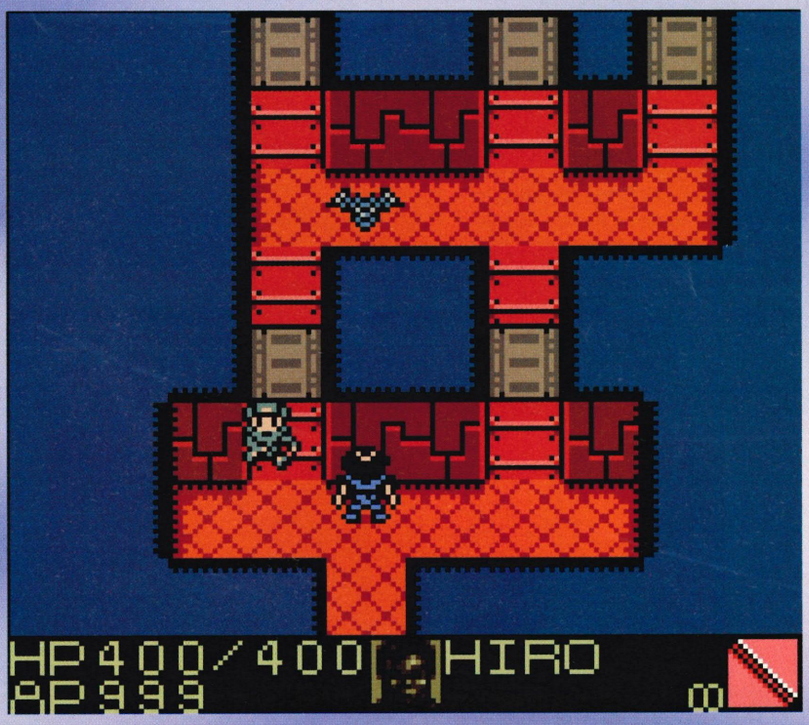
Who's it by?	Acclaim
Whenz it out?	30 Sept
How much?	£24.99

TALKING JAPANESE!

THE VIRUS

MISHIMA, in his eternal quest to be more evil than the next guy, is also responsible for a virus that's killing people up and down the country. He's the only one with the antidote and is using this to keep control of everybody... everybody except Hiro, that is!











▲ Aagh! There's a big pink claw thing in the room! Quick Hiro – run away! Oh, hang on...

TOOLED–UP

GAMERS WHO'VE played *Zelda DX* will feel instantly at home with the game, except that Link's boomerang and other olde-wordie weapons have been replaced with high tech blasters and cyber-weapons from the future.

There are over 30 different kinds of meaty, bad-guy-blasting weapons to choose from. There are tons of different enemies and you have to work out which weapons are best suited to blowing up which evil-doers! It's a heck of a choice!

"There are tons of different enemies!"



Who's it by?	THQ
Whenz it out?	TBC
How much?	£49.99

LET'S GET READY TO WRESTLE!

N64

Turn over for Dinosaur

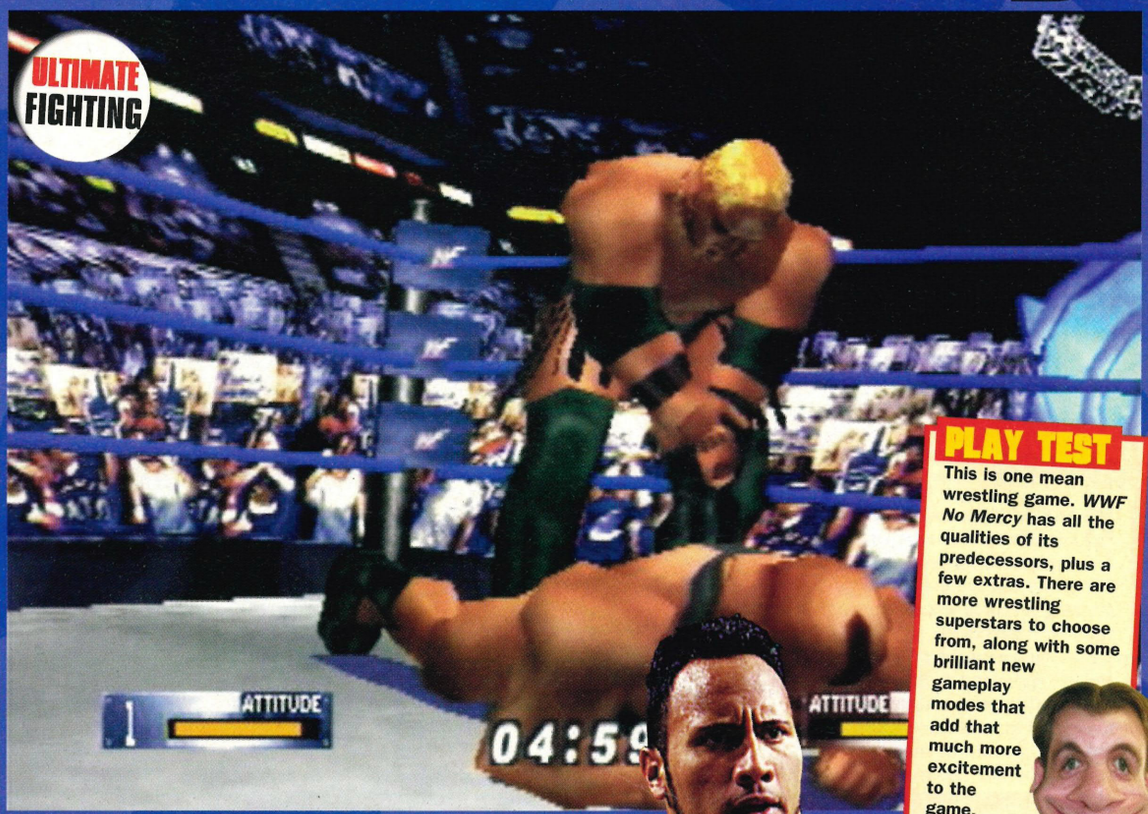
WWF No Mercy

Prepare yourself for some top wrestling action!

1, 2, 3... YER OUT!

THE ANNOUNCEMENT that *WWF No Mercy* is to be developed for the N64 and Game Boy Color coincides with the naming of their *WWF Wrestlemania 2000* game as a finalist for 'Best Console Fighting Game of the Year' by the Academy of Interactive Arts and Sciences. After *WWF Wrestlemania*'s success in reaching sales in excess of one million units in less than two months, we are certainly looking forward to playing this monster game. Both the N64 and GBC versions of *WWF No Mercy* will be released later in the year.

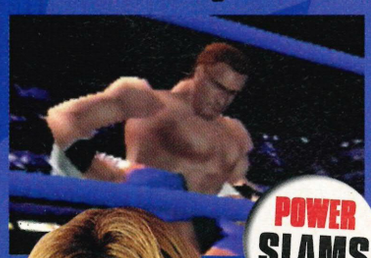
"We're certainly looking forward to playing this monster game!"



PLAY TEST

This is one mean wrestling game. *WWF No Mercy* has all the qualities of its predecessors, plus a few extras. There are more wrestling superstars to choose from, along with some brilliant new gameplay modes that add that much more excitement to the game.

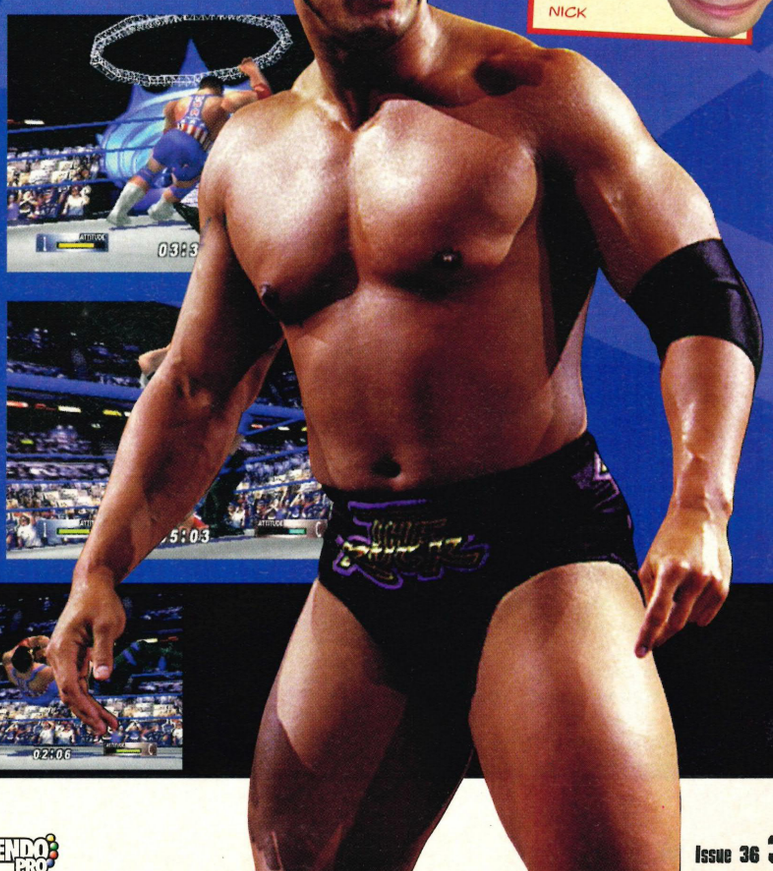
NICK

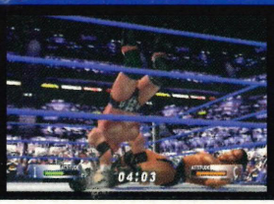


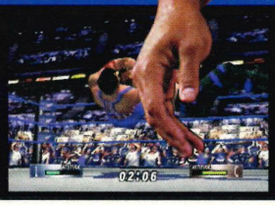


CHAIR-SMACKING MAYHEM!

THERE WILL BE over 65 wrestling superstars to choose from in *WWF No Mercy*, along with all-new gameplay modes including the hard-hitting Tag Team Match modes and the high-flying Ladder Match, so you will enjoy even more of what made *WWF Bedlam* so popular. The Create-A-Player has returned too, allowing you to change size, appearance and attitude, plus a whole lot more. This game will also take advantage of the Nintendo Transfer Pak, so Game Boy Color owners can do all the damage they want and earn the points you need to then transfer all the data onto your N64.







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

GO BACK TO THE LAND OF THE DINOSAURS!



Turn over for Indiana Jones

Dinosaur

Disney's dino adventure comes to the Game Boy Color!









JURASSIC JOURNEY

ALL THE CREATURES that you can control have different abilities. Each lemur has its own skills – for example, one of them can run, one can climb and the last one can jump. The same goes for the dinosaurs too – one can ram, another can swing its tail and the last one can pick up items with its teeth. The Game Boy Printer is available to use to take a shot of your favourite dinosaur from the game in the gallery.

RAPTOR ALERT

BASED ON the animated film, *Dinosaur* will shortly be arriving on the Game Boy Color. The game will feature 27 teeth-grinding levels in which you have to team together six prehistoric creatures who want to leave their savage homeland to find a peaceful greener land to spend the rest of their lives in. You can choose to be one of six creatures including three dinosaurs and three lemurs.







▲ Throughout the game you will receive instructions about which dinosaur has which abilities.

◀ Hmm... dinosaurs on a mysterious island. Now does that sound familiar to anyone?



PLAY TEST

When it comes down to size, big dinosaurs are cool, but when put onto the Game Boy, they just look like lizards. The biggest disappointment is that although the game features the dinosaurs from the movie, you end up using the lemurs more, which is a shame.

NICK



AND NOW, THE GALLERY!

On the Menu screen you have the option to browse through the picture gallery of all the dinosaurs that feature in the game.

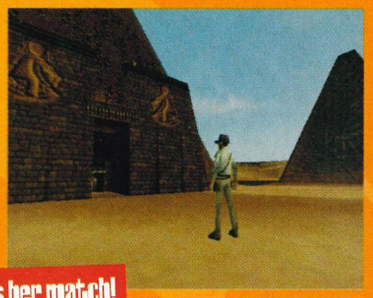


Who's it by? LucasArts
Whenz it out? TBA
How much? TBA

INDY FINALLY DIGS ONTO THE N64!

Turn over for Pokémon Snap

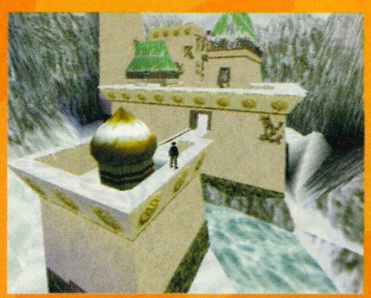
Indiana Jones And The Infernal Machine



Lara Croft meets her match!

RUSSIAN ROULETTE

BASED ON the hit PC game of the same name, *Indiana Jones And The Infernal Machine* could be just what every N64 owner needs to flash in front of their GreyStation-owning mates! Who needs Lara Croft when they can have Indiana Jones? Playing as Indy, you have to travel to lost cities and temples throughout the world to recover all the parts to a machine which can open up the door to a parallel dimension! Unfortunately, things aren't that easy (well, what did you expect?) because the Soviets have the same idea as you.





INDY WHIPPING ACTION!



PLAY TEST

Graphically this game is amazing and despite the high resolution, it manages to run at an impressive rate. It will get your adrenaline rushing and keep you scratching your head for months on end. Top stuff!

MIKE



AWESOME ADVENTURE GAME!

LET THE ACTION BEGIN

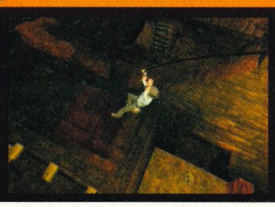
THIS ACTION adventure game will take you to the ruins of Babylon, into some Aztec temples and across the mountains of Kazakstan! Of course, it's all in a days work for Indy and along the way you get to drive a jeep and even partake in a bit of white-water rafting! Keeping true to the style of the films, there's also a speeding mine cart with your name on it! Being an Indy game, you also get the usual tools of the trade which include your hat, a six shooter and whip. For a few of the tougher opponents there's even the odd bazooka and grenade lying around!



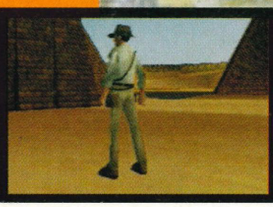
"It's all in a day's work for Indy!"

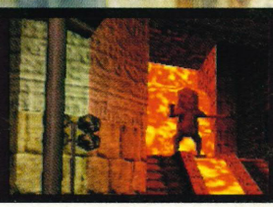
GET YOUR WHIP OUT!

Your whip's not just useful for when you're out of ammo – you also need it to swing across some of the bigger gaps in the game. Try and jump this without the aid of a whip and it's a long drop down to a snake-infested pit!





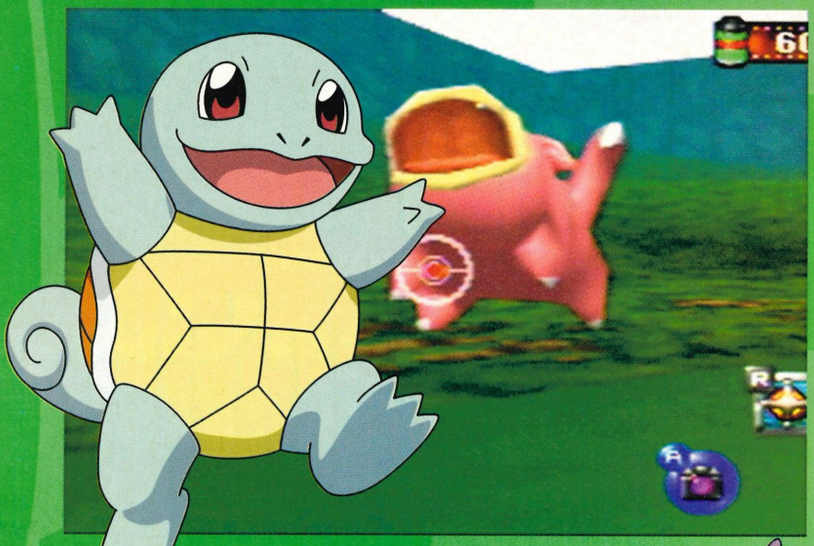




Who's it by?	Nintendo
Whenz it out?	September
How much?	TBA

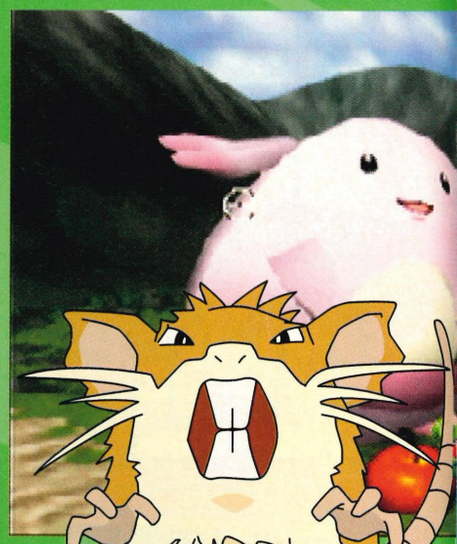
THOSE POKÉMON AREN'T CAMERA SHY!

N64

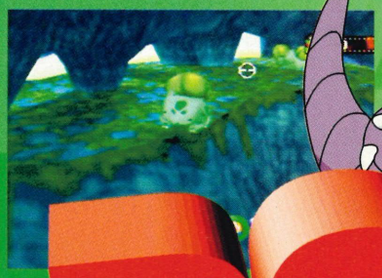


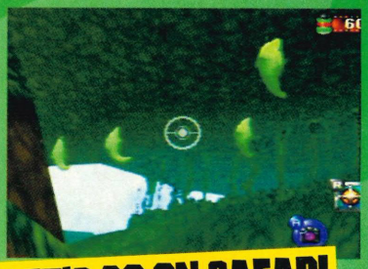
SAY CHEESE

POKÉMON WAS originally called *Pocket Monsters* over in Japan and as you probably know, it's been massive all around the world. With top games like *Pokémon Stadium* and *Pokémon Red* and *Blue* already in the shops, *Pokémon Snap* is soon to arrive on the N64. You control Todd, a photographer hired by Professor Oak, who has to travel around Pokémon Island taking photos of Pokémon in their natural habitat to earn points. You journey around the island on a special devise called Zero-One designed by Professor Oak, which moves at a slow pace so it doesn't harm any of the Pokémon.









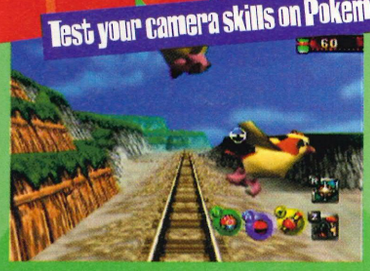
POKÉMON

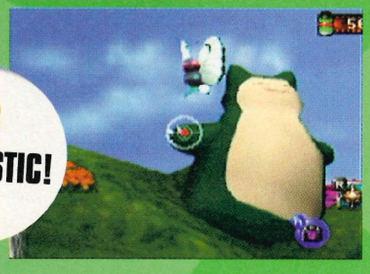
LET'S GO ON SAFARI

ONE OF THE trickiest aspects of *Pokémon Snap* is getting a good shot. Because Zero-One is moving at a constant pace, you will have to aim carefully and only take the photo when the red dot appears. If you have made a successful snap the name of the Pokémon will appear at the bottom of the screen. Zero-One is always on the move and if you want it to stop then you have to lure a Pokémon onto the track with food. Once the monster is in your path the cart will bump into him and won't move until the Pokémon rises to its feet again. During that time you will be able to get some class shots in!



Test your camera skills on Pokémon Island!

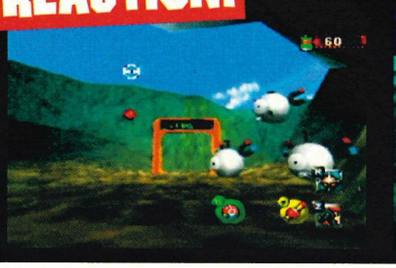




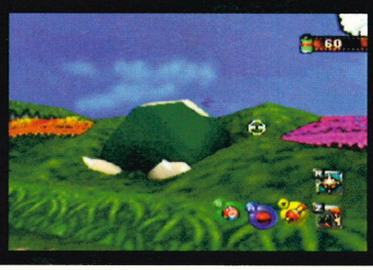
IT'S POKÉTASTIC!

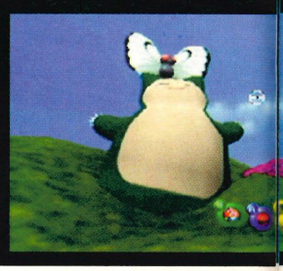
GET A REACTION!

You are given three items to help boost your points when taking photos... an Apple, a Pester Ball and a Flute!



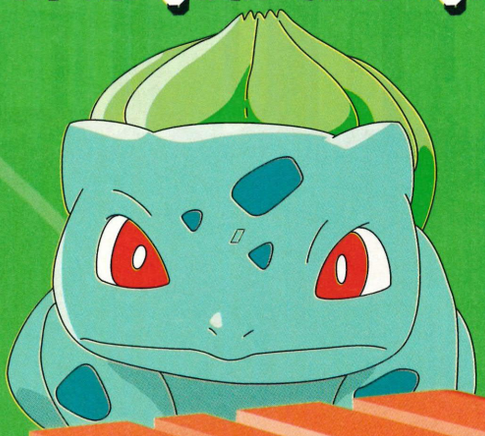








"Save up to 60 of your favourite photos on the game cartridge!"



ON SNAP



PLAY TEST

Pokémon Snap brings a fresh approach to N64 gaming. The unique gameplay and added attraction of the Pokémon characters should make this a sure-fire hit – we'll have plenty more on this soon!

NICK





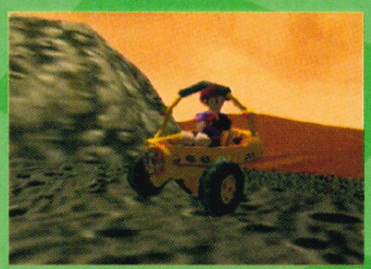
SNAP HAPPY

THERE ARE MORE than 60 Pokémon featured in the game, including favourites like Pikachu and Charmander. You'll find a total of seven levels to try your camera skills on, all with a different atmosphere and setting. You often find that only certain Pokémon will appear in each setting – for example, on the Volcano level you will find hot-tempered fire Pokémon like Charmeleon and Rapidash and on the River level you would find Bulbasaur and Psyduck. You have the opportunity to save up to 60 of your favourite photos on the game cartridge, and then you can view them in the gallery or even create your very own Pokémon album!



CAMERA CAPERS

AT THE BEGINNING of each level you are given three items to help get good shots of the Pokémon. Whenever you see a sleeping Pokémon and can't take a descent shot of it, try using the Pokéflute – it may wake it up, but not all Pokémon react to the flute. You can also throw food at them to make them move to a different position, but only particular Pokémon will react to that too. Finally, you can throw Pester Balls at them which will temporally knock the Pokémon out and can lead onto better shots!















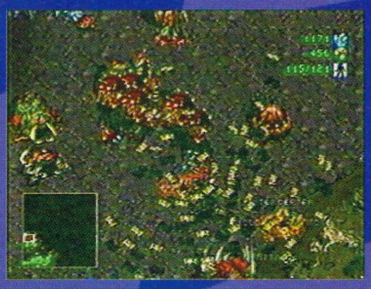
Who's it by? Nintendo
Whenz it out? September
How much? £44.99

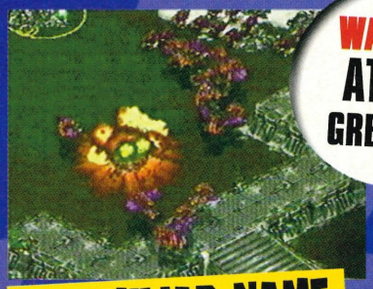
INTERGALACTIC WAR-GAMING FROM THE BIG N!

Turn over for Perfect Dark

Starcraft 64

It's Starship Troopers, N64 style!





WARFARE AT ITS GREATEST!





A FAMILIAR NAME

A LONG TIME ago in a galaxy far away a PC game called *Command & Conquer* took the console world by storm when it appeared on the N64. Those of you who own a PC will know that strategy fans don't play *C&C* anymore, they play another game – *Starcraft*. This title has been in the works for a long time for the N64 but now it's finally drawing near and is already looking like it could put the PC version to shame, with N64 owners treated to exclusive new levels and other upgrades.

PLAY TEST

With no real-time strategy games appearing since Command & Conquer the N64 is in great need of a new decent battle sim. This game certainly fits the bill and is going to be more than worth the wait.

MIKE



▲ This being a war game there are plenty of huge explosions to marvel at... if you do enough damage, of course!

"It could put the PC version to shame!"

INTENSE STRATEGY GAMING!



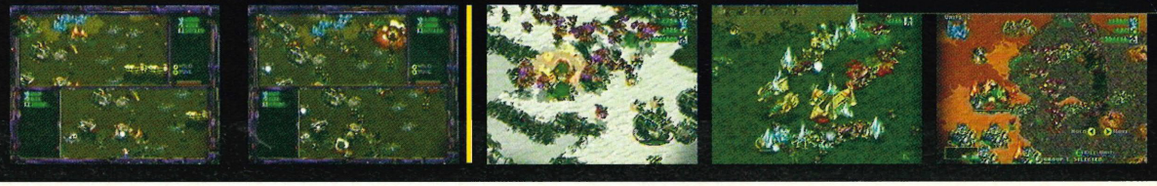
EVIL ALIENS

LIKE *C&C*, the levels in *Starcraft* are soaked in a story littered with loads of gripping plot twists. This time, however, it's not GDI and NOD who play the forerunners but the human-like Terrans and the alien Zergs! This may sound like a corny name for an alien race but these predatory creatures will destroy you in seconds. It doesn't matter which group you choose though, because the 50 or so missions in this game are just as tricky whoever you are. Grab *Command & Conquer* and get practising!



AT WAR WITH A FRIEND

One of the best things about this real-time strategy game is that you can take on a mate head-to-head split-screen or, if you're feeling a little more friendly, play through the game in Co-op mode.



Who's it by?	Nintendo
Whenz it out?	4 August
How much?	TBA

THE MOST ANTICIPATED N64 GAME EVER COMES TO GAME BOY!

Perfect Dark

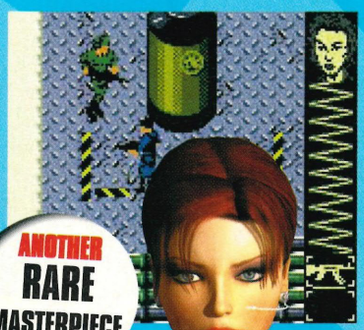
There's a Joanna in your pocket!

THE EVIL DATADYNE

THE STORY on the Game Boy Colour version isn't quite the same as the N64 but you do get to go head-to-head with dataDyne. There are seven massive missions in total for you to complete and if that's not enough to get your juices going, you can even play against a mate via the link cable! Incredibly, there are 30 link cable-specific levels on which to play deathmatch games. It doesn't end there, though, because as well as the standard deathmatch you can play Capture The Flag, Rescue The Hostage and football two-player games too!





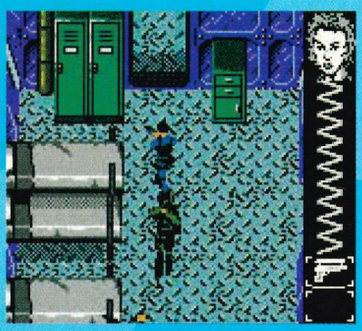


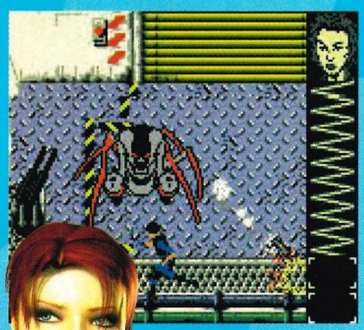
▲ Look out behind you Jo! Those guys in green don't look like they're after a friendly chat!

ANOTHER RARE MASTERPIECE

VALUE FOR MONEY

THE GAME BOY may be small but one thing's for sure, there's plenty to do in *Perfect Dark*! With most games like this, you just get the main character thrown into a side-scrolling shoot-'em-up, *Turok* being a great example. Fortunately, Rare has decided to do a little more than that here and the game includes overhead driving like Spy Hunter, scrolling Operation Wolf shooting and some arcade Cabal-style action! This is all as well as the side-scrolling sections!





"You can even play against a mate via the link cable!"

HIGH ADRENALINE ACTION!







▲ Best get in a spot of target practice to polish those all-important Special Agent shooting skills!

PLAY TEST

This game is looking absolutely amazing and played like a dream at E3. It could quite possibly knock *Tomb Raider* off the top Game Boy Color game spot, it's so much fun!

MIKE



TOP SECRET

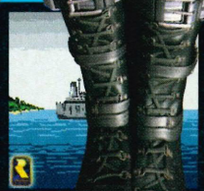
THE MOST EXCITING thing about this game is the fact that with the Transfer Pak you can link up to the N64 version of the game! It hasn't been revealed what this does yet but you can bet there are more goodies on that N64 cart just waiting to be found!











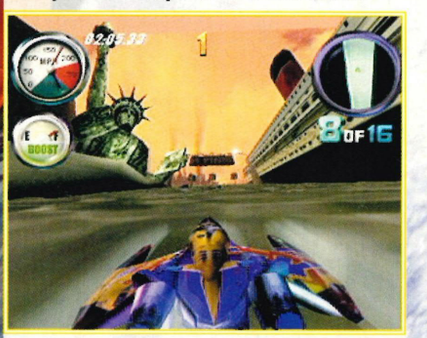
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Asterix: Search For Dogmatix

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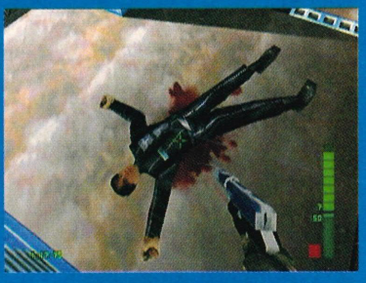
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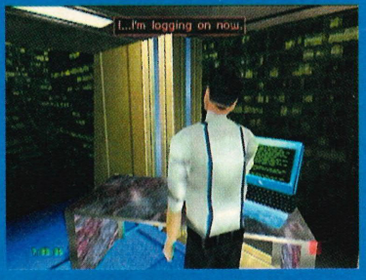
kemco NINTENDO64 GAME BOY

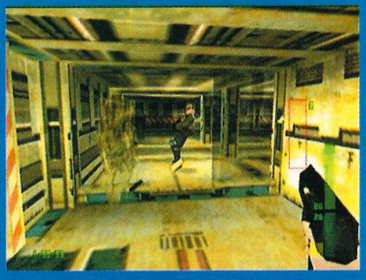
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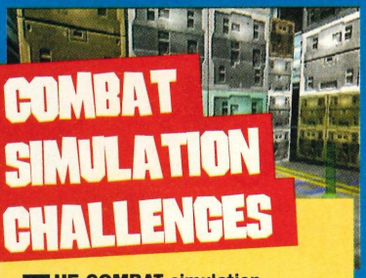
Perfect Dark











COMBAT SIMULATION CHALLENGES

THE COMBAT simulation challenges are like a game within a game, where you can try your skills against a range of computer controlled opponents. Under each challenge are a number of stars, which show how many players have competed when each challenge has been completed. Beating the challenges will open new areas and extra fun games like Hacker Central.

CHALLENGE 1

A challenge against basic sims using standard weaponry.

This challenge is set in the Skedar arena and to win you must destroy the four ShockSims before they kill you. Check the radar to locate the enemies as they re-spawn, then chase them down and kill them quickly.

Available Weapons

Falcon 2X
CMP150
Sniper Rifle
DY357 Magnum
Dragon







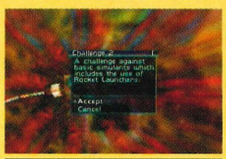
CHALLENGE 2

A challenge against basic sims which includes the use of Rocket Launchers.

This challenge is set on the Area 52 arena, and to win you need to destroy six enemy ShockSims. This time the enemies carry Rocket Launchers so you must finish them quickly and make sure you avoid getting caught in an explosion. This is an easy challenge, but do watch out for ShockSims unloading Rocket Launchers in confined spaces.

Available Weapons

Combat Knife
Cyclone
Rocket Launcher
Falcon 2
Dragon





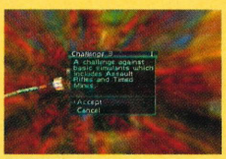
CHALLENGE 3

A challenge against basic sims which includes Assault Rifles and Timed Mines.

This challenge is set in the Pipes arena and includes more sims to make the challenge slightly more difficult. You are up against TechSims this time, and must shoot eight of them in order to beat this challenge. Use your high-powered rifles for disposing of the enemies quickly, and use timed mines to cover your tracks.

Available Weapons

Timed Mines
CMP150
Magsec 4
Dragon
AR34





CHALLENGE 4

Take control of the hill against a team of standard sims. Shield technology is available, as well as the K7 Avenger.

This challenge is slightly different in that it is not about killing the most enemy CISims. This time an area of the map is highlighted in green and each team must race to this point and defend it. After twenty seconds the hill area will change and you must dash across the level in order to reclaim it. Successfully defend the hill several times, and you will beat this challenge.

Available Weapons

K7 Avenger
Shield
CMP150
Magsec 4
Dragon





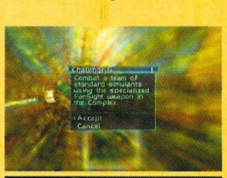
CHALLENGE 5

Combat a team of sims using the specialised FarSight weapon in the complex.

To beat this challenge you must destroy ten enemy CassSims using the amazing FarSight weapon. There are other guns available, which you can use until you locate the FarSight, but your best bet is to find somewhere safe to camp and use this futuristic weapon to its full potential. This groovy gun can even look through walls! Use the target button to bring up the X-ray view, then use the C buttons to zoom in and out. Top weapon!

Available Weapons

FarSight XR-20
Shield
Cyclone
Grenades
AR34





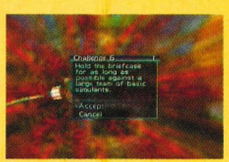
CHALLENGE 6

Hold the briefcase for as long as possible against a large team of basic sims.

This challenge is set on the Area 52 arena, and has four WorkSims working together to hold on to the briefcase. Quickly get to the case and pick it up, then run for your life. If one of the WorkSims grabs the case, hunt them down and grab it from them. Holding the case for 30 seconds will see your team awarded with a point and the first to gain six points wins the challenge.

Available Weapons

CMP150
Shield
K7 Avenger
DY357 Magnum
Shotgun

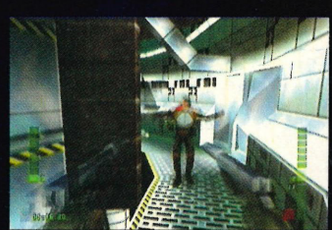












CHALLENGE 7

Take control of the hill against a team of advanced sims in the Warehouse. All weapons kill with only one hit.

This is very much an advanced version of the game played earlier, only the JoSims are slightly more intelligent and one shot kills are in effect. Use the radar to locate the hill marked with a green square and then dash there as fast as you can. Hold onto the coloured area for 20 seconds to win a point, and then the hill area will move. If you can find the shield you can have an extra chance of life as enemy sims will need to hit you twice to kill you.





Available Weapons

Grenades
Shield
Falcon 2 (Silencer)
Magsec 4
Cyclone

CHALLENGE 8

Capture the enemy's case while defending your own. Killing the case carrier means the case returns to the base.

Start by dashing across the level collecting weapons on your way to locate the enemy briefcase. Once you have grabbed the case dash back to your own base and protect you case against enemy attack. Watch out as the SnipeSim you are competing against uses a Super Dragon, which fires grenades from a distance. Keep hold of the enemy case for as long as possible and you should beat this challenge.





Available Weapons

Super Dragon
Shield
Shotgun
Magsec 4
K7 Avenger

CHALLENGE 9

A one-hit-kill scenario against expert sims. Weapons include the FarSight and the Laptop Gun.

This challenge is set on the Ravine level against a single TrentSim. One-shot kills are in effect so keep an eye on the map to make sure the tricky sim doesn't sneak up behind you. Avoid falling down the various holes or you'll find your suicide count will steadily rise and take out the TrentSim as many times as you can. Using the sentry Gun function on the Laptop Gun can help to protect your back against attack.





Available Weapons

FarSight XR-20
Laptop Gun
Falcon 2
DY357 Magnum
Timed Mines

CHALLENGE 10

Fight against a team of sims to hack the terminal using the uplink.

The first thing you need to do is find the Data Uplink, in order to download the data from the terminal. There is only one Data Uplink, and if the GuardSim reaches it first you'll have to kill them and then search the radar again to locate the little gadget. Once you have the uplink, locate the computer terminal and log on to download the information. If the GuardSim attacks whilst you are uploading, the connection will be broken. Download the information twice to beat this challenge.





Available Weapons

Cyclone
CMP150
Shield
AR34
Remote Mines

CHALLENGE 11

King of the Hill against expert sims. Weapons include the Shotgun and Tranquilliser.

This challenge is set in the complex but the sim you face is a very challenging BlondSim. Take control of the hill and defend it for 20 seconds, then dash to claim the next area. Watch out, as the sim is a good shot and will pick you off if you are unaware of his presence. Use the K7 Avenger to take him down quickly.





Available Weapons

Shotgun
Tranquilliser
Magsec 4
Shield
K7 Avenger

CHALLENGE 12

Slow-motion combat in the Skedar arena.

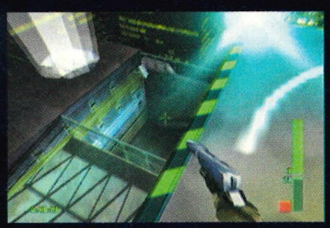
This is the toughest challenge yet, as everything moves in super slow-motion. Your enemy on the level is a single JoSim, but she is rough and ready for action. Grab a weapon as quickly as you can and go hunting for this tricky sim. Watch out for the grenades and try to find the shield to help protect you. Kill the JoSim three times and you will beat this challenge, but get shot three times and it's all over!

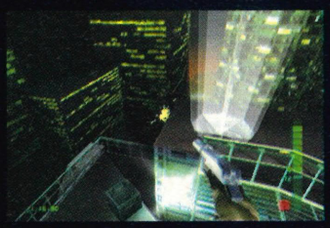




Available Weapons

Super Dragon
Shotgun
Sniper Rifle
Falcon 2 (scope)
Shield







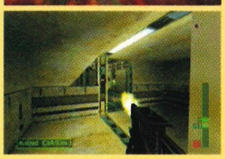


CHALLENGE 13

One-hit-kills on the G5 arena with Tranquillisers.

This challenge is set on the G5 arena with a single CIASim as your opposition. This dude is a really good shot, so you have your work cut out if you want to survive. Try to use a Laptop Gun deployed as a sentry to cover your back, then hunt down the pesky sim and finish him off as many times as you can. Down the villain ten times and you'll beat this challenge.





Available Weapons

Tranquilliser
Laptop Gun
Grenades
Falcon 2 (Silencer)
Reaper

CHALLENGE 14

Capture the case in Area 52 with cloaking.

This challenge is set in the Area 52 arena and your enemies are a TroopSim and GuardSim. Firstly dash off and find the enemy case, and then take out the enemy troops. Return the case to your home base for a point, and then head back to grab the case again. The cases are always in the same place, so once you have found them both you can just dash back and forth between the two points. Prevent the enemy sims stealing your case and you will easily beat this challenge.





Available Weapons

FarSight XR-20
Cloaking Device
Super Dragon
K7 Avenger
Cyclone

CHALLENGE 15

Hold the Briefcase in the Grid with Devastators.

This challenge is set in the Grid Arena against a pair of LabSims. Dash to grab hold of the case and watch out for grenade fire as the Devastator weapon is in play. Once you have the case find a convenient place to camp and use the Devastator to blow your enemies into tiny bits. Hold the case for ten points and you'll beat this explosive challenge.





Available Weapons

Devastator
Dragon
Magsec 4
Shield
Shotgun

CHALLENGE 16

Standard combat. Weapons include Proximity Mines. There is no radar on this challenge.

This is the toughest challenge yet, and is set in the Felicity level, which is a modern update to the old Facility level from *GoldenEye*. Your opponent is a BioSim and the high-powered weapons only make this challenge harder. Try to find a good spot and use Proximity mines to protect your back. Try using the Grenade Launcher on your SuperDragon to take down this feisty foe. First to ten kills wins!





Available Weapons

Proximity Mines
SuperDragon
K7 Avenger
Shield
Falcon 2

CHALLENGE 17

A King of the Hill game. Weapons include Fly-by-Wire missiles.

This is a simple King of the Hill game set in the Temple level. Your opponent for this game is a DanSim and you have use of the Slayer weapon, which has fly-by-wire missiles as a secondary function. This weapon enables you to hold the hill and guide the missile through the level searching for your target. Hold the hill several times to beat this challenge.





Available Weapons

Reaper
Slayer
AR34
Shield
DY357 Magnum

CHALLENGE 18

A King of the Hill game against a team of expert sims.

This is a very tough challenge as the Villa Arena is huge and finding your way to the next hill can sometimes take ages. To add to the problem you are up against a MaianSim and an ElvisSim, who move very quick and shoot for the heart every time. Ignore the alien enemies and concentrate on finding and holding the hill to beat this challenge.





Available Weapons

Laptop Gun
Cloaking Device
Falcon 2
Phoenix
Tranquilliser
Shield









CHALLENGE 19

Fast movement combat against expert simulants. Weapons include the Rocket Launcher and the FarSight XR-20.

This challenge is set in the G5 arena and has a TrentSim and CassSim as enemies. Both these simulants are a good shot and the CassSim is particularly handy with a FarSight. Use the Rocket Launcher to blow them to bits and keep moving to avoid getting caught in a crossfire. Drop the sims ten times and you'll beat this testy challenge.





Available Weapons

FarSight XR-20
Rocket Launcher
CMP150
Shotgun
Shield
Combat Boost

CHALLENGE 20

One-hit kill combat with a twist – protect the weaker simulants on your team. Pistols and shields are in use.

This challenge takes place in the Sewers arena and has you paired with a weak AirSim. Your opponent is a PilotSim and he can shoot either of you to build up points, so you need to protect your weak team-mate. The PilotSim is an excellent shot, making this mission incredibly hard and very frustrating. Try getting a few mates to give you a hand protecting the weaker sim and eventually you will beat this tough challenge.





Available Weapons

Falcon 2
Magsec 4
Mauler
Shield
DY357 Magnum

CHALLENGE 21

Hack into the terminal using the Data Uplink. The Cloaking Device is available here.

This challenge is set in the Grid arena and your opponent is a rather tasty JoSim. It is a simple Data terminal game, only the level is very small making it difficult to get enough time to complete the download. Quickly grab the Data Uplink and the Cloaking Device and then use both as you download the data from the terminal. If you are lucky the sim won't spot you and you'll beat this challenge.





Available Weapons

Cloaking Device
Shotgun
Mauler
Reaper
Callisto NTG

CHALLENGE 22

A hold the briefcase game with one-hit kills. Weapons include the Crossbow and the Sniper Rifle.

This challenge is set in the Base arena and features a GuardSim and PresSim as opposition. It is a simple capture the case challenge, and although the simulants are fairly good you should have no trouble providing you grab the case early. Find a good spot to camp and hold the enemy at bay with the K7 Avenger. Grabbing the shield can help you survive a few more hits.





Available Weapons

Crossbow
Sniper Rifle
K7 Avenger
Falcon 2
Shield

CHALLENGE 23

Combat in slow-motion. Weapons include the RC-P120.

For this challenge you are back in the Complex arena and everything is in slow-motion. The opposition consists of a CloneSim and a StripeSim, both of which are excellent shots, and you'll need to be on top of your game to get through this challenge. Use the Laptop Gun to protect your back and you can always use the cloaking device on the RC-P120 if you need it. Take out the simulants twice and you will beat this challenge.





Available Weapons

Laptop Gun
RC-P120
Grenades
Magsec 4
Shield
Combat Boost

CHALLENGE 24

Capture the case against a team of expert simulants. Weapons include the Gold Dy357 Magnum and the Tranquilliser.

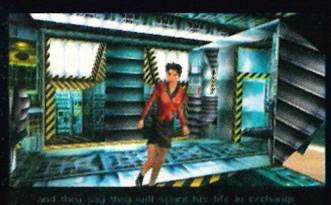
This is set in the Fortress arena, and is a simple capture the briefcase scenario against a team of simulants including two GuardSims, a TroopSim and an AirSim. It can be really tough as you are outnumbered and there are grenade–launching weapons. Grab your opponent's case and dash back to your home area. If an enemy gets your case hunt them down to make your case return to base.



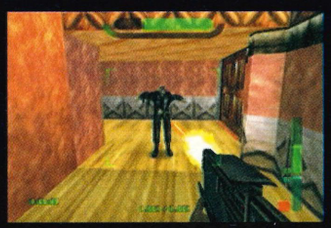


Available Weapons

Tranquilliser
SuperDragon
CMP150
Devastator
DY357-LX









CHALLENGE 25

A standard combat game with N-Bombs and Cloaking Devices. The sim team is composed of experts.

This is a standard combat challenge that takes place in the Ravine arena with two ShockSims for company. The simulants are very intelligent and will use their Cloaking Devices to hide themselves out of your sight. Watch the radar closely to track where your opponents are, and take them down as quickly as you possibly can. The FarSight is useless on this challenge as you will be unable to see cloaked enemies.





Available Weapons

FarSight XR-20
N-Bomb
K7 Avenger
Mauler
Cloaking Device

CHALLENGE 26

A standard King of the Hill game with no shields.

Now the action really hots up. This challenge is extremely tough – you have two TechSims for opposition and the level is massive, making it very difficult to find your way to the next hill. Once you have captured the hill use a Laptop Gun as a sentry to help you defend the position, and use the Cyclone for downing your opponents. After a while you'll soon work out how to get around the Ruins level and with a bit of luck you'll beat these manic sims.





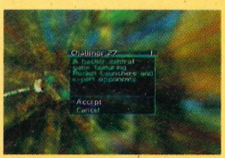
Available Weapons

Laptop Gun
Cyclone
Reaper
Mauler
Falcon 2

CHALLENGE 27

A hacker central game featuring Rocket Launchers and expert opponents.

This challenge is set on the Sewers arena with a CIASim for opposition. Although it is very much like previous hacker central games, this challenge is tougher as Rocket Launchers are in play and the level is fairly small. Find the computer terminal and remember where it is as you'll need to check back here for a good opportunity to down your opponent. Once he is dead, head straight for the Data Uplink and then make your way back to the terminal. Complete several downloads and you'll beat this challenge.





Available Weapons

Rocket Launcher
Magsec 4
CMP150
Shield
Falcon 2

CHALLENGE 28

A capture the case game with no shields and expert opponents.

This challenge is incredibly difficult and takes place in the Villa arena. Your opponents are a pair of GuardSims and they are a lethal shot. The main problem with this challenge is that you are outnumbered and have to try to stop the enemy grabbing your case, and also to run over to the Yellow base to steal their briefcase. Nick the Yellow case to start with, then use the AR34 to down your opponents when they return holding your case. Now all you have to do is dash back to your own base for a score.





Available Weapons

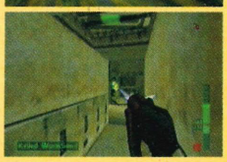
AR34
Falcon 2
DY357 Magnum
Shotgun
Falcon 2 (silencer)

CHALLENGE 29

Standard combat with no shields available. Weapons include the DY357 Magnum and the Dragon.

This challenge takes place in the G5 Building and has a pair of WorkSims for opposition. These two hardworking sims will not make this challenge easy, and in fact if you are not quick they'll give you a good beating. Try to grab a high-powered weapon as quickly as possible and keep on the move to avoid being ambushed. When you have grabbed a Dragon, quickly throw it back into play as a Proximity Mine and hopefully you'll grab a few extra kills.





Available Weapons

Cyclone
Dragon
CMP150
DY357 Magnum
Falcon 2

CHALLENGE 30

A pistols only King of the Hill game against elite opposition.

For the ultimate challenge you are in the Skedar arena and are up against a CassSim, BlondSim and a JoSim. With only pistols to choose from, there is no easy way to hold the hill against these tough sims, so aim for the head to drop them first time. Taking the hill from these opponents can be just as difficult. This really is the ultimate challenge – can you handle it?





Available Weapons

Falcon 2 (scope)
Magsec 4
Mauler
DY357 Magnum
Falcon 2









THE WEAPONS

Almost every weapon has a secondary function which either enhances the current weapon, or provides a completely different type of fire. By pressing and holding the B button you can change the weapon's function.

Unarmed
Primary Function – Punch
Secondary Function – Disarm

Falcon 2
Primary Function – Single Fire
Secondary Function – Pistol Whip

Falcon 2 (Silencer)
Primary Function – Single Fire
Secondary Function – Pistol Whip

Falcon 2 (Scope)
Primary Function – Single Fire
Secondary Function – Pistol Whip

Magsec 4
Primary Function – Single Fire
Secondary Function – 3 Round burst

Phoenix Pistol
Primary Function – Single Fire
Secondary Function – Explosive Fire

DY357 Magnum
Primary Function – Single Fire
Secondary Function – Pistol Whip

DY357–LX
Primary Function – Single Fire
Secondary Function – Pistol Whip

CMP150
Primary Function – Rapid Fire
Secondary Function – Lock-On

Cyclone
Primary Function – Rapid Fire
Secondary Function – Magazine Discharge

Callisto NTG
Primary Function – Rapid Fire
Secondary Function – High Impact Fire

RC–P120
Primary Function – Rapid Fire
Secondary Function – Cloak

Laptop Gun
Primary Function – Rapid Fire
Secondary Function – Sentry Gun

Dragon
Primary Function – Burst Fire
Secondary Function – Proximity Mine

K7 Avenger
Primary Function – Burst Fire
Secondary Function – Threat Detector

AR34
Primary Function – Burst Fire
Secondary Function – Scope Mode

Super Dragon
Primary Function – Rapid Fire
Secondary Function – Grenade Launcher

Shotgun
Primary Function – Single Fire
Secondary Function – Double Blast

Sniper Rifle
Primary Function – Single Fire
Secondary Function – Crouch

Mauler
Primary Function – Single Fire
Secondary Function – Charge Power

FarSight XR–20
Primary Function – Rail Gun
Secondary Function – Target Locator

Reaper
Primary Function – Reapage
Secondary Function – Grinder

Devastator
Primary Function – Grenade Launcher
Secondary Function – Fires Timed Mines

Rocket Launcher
Primary Function – Launch Rockets
Secondary Function – Target Mode

Slayer
Primary Function – Launch Rockets
Secondary Function – Guided Rockets

Combat Knife
Primary Function – Slash
Secondary Function – Throw

Crossbow
Primary Function – Fire Bolt
Secondary Function – Instant Kill Bolts

Tranquilliser
Primary Function – Knock Out
Secondary Function – Lethal Injection

Laser
Primary Function – Blast
Secondary Function – Short Laser

Grenades
Primary Function – 4 second fuse
Secondary Function – Proximity Pinball

N–Bomb
Primary Function – Impact Detonation
Secondary Function – Proximity Detonation

Timed Mine
Primary Function – Timed Mine
Secondary Function – Threat Detector

Proximity Mine
Primary Function – Proximity Mine
Secondary Function – Threat Detector

Remote Mine
Primary Function – Throw Mines
Secondary Function – Detonate Mine

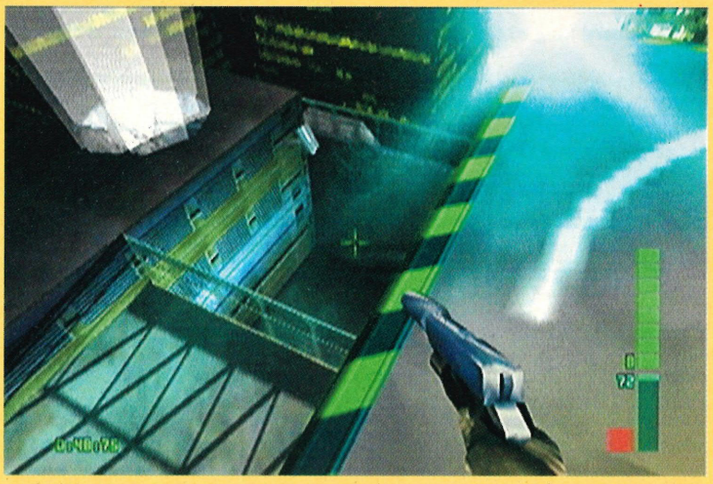
MISSION ONE – DATADYNE CENTRAL

ONE – DEFECTION

Objective One
Disable The Internal Security Hub — SP

Head down the stairs to the bottom, and then take out the nearby guard as quickly as you can. Now shoot the camera above the door to disable it and collect the fallen guards' CMP150. Pass through the two doors and look towards the far wall on your left – blast the security camera opposite with two quick shots, then be ready to surprise the guard just around the corner to the right; if you don't drop him quickly, he'll leg it down the slope and the alarm will go off. Grab his gun once he falls, then drop down the ramp to the floor level below.

Turn left towards the red-lit alcove where a computer panel sits on the wall. Throw your ECM Mine at the centre of the screen and pull to disable the security hub and shut down the internal security systems and alarms for a short time.

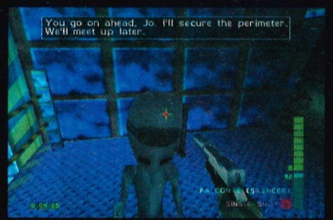


Objective Two
Obtain The Keycode Necklace — SP

With the internal security down, quickly nip through the door behind you just past the ventilation fan before carefully edging down the metal steps. Head down the stairs blasting the guard and then reload your Falcon 2 before opening the door.

Carefully lean out of the doorway and shoot the guard standing next to the reception desk quickly before he raises the alarm. Now move out into the hallway and grab his CMP150, then quietly check the hall for any other guards – if the alarm has gone off, there will be loads of them around!

When you're absolutely sure that the coast is clear, put your guns away so that you're unarmed and then turn to face the large double doors. If you're playing on Perfect Agent, you'll find that the doors are locked when you try to go through them – to get in, you'll need to use the buzzer on the receptionist's desk behind you. Now go through the doors and slap Cassandra and her personal assistant, collecting the keycode necklace in the process. Don't kill her! If you do, the keycode necklace will stop working and you'll automatically fail the mission.





Objective Three
Download Project Files — P

Take the right-hand door through to the next stairwell and quickly move down to the next floor. Although there's nothing on this floor for the moment that you'll need, you really have to clear it of all the guards and security cameras to save time and problems later.

As soon as you emerge from the doorway, watch out for the group of guards relaxing in the sofa area just to the right – stick to the left-hand wall and let them run out from behind the partition before picking them off with some well-placed head shots. Once you've slain them all, work your way around the offices situated around the outside (using the secret door in the second office) until all the guards on this floor are dead. Now go through the double doors in the last office to return to the corridor – by going this way, you'll be able to sneak up on the security camera on the wall just around the corner on the right.

Head back towards the lifts and go back into the stairwell, using the steps to go down to the next floor. Out of the door, go into the office directly opposite and wipe out the guard before moving down the corridor outside and taking care of the guards in each office as you go. Through the double doors at the end of the passage, quickly blow up the security camera on the left before going along the narrow corridor to the second door along. Stop outside and you'll eavesdrop on a phone conversation – when it ends, the man in the office will come your way. Stand in his way to bring him round to your way of thinking and then lead him round to the left-hand lift. Ride up to the floor above, disarming yourself as you go and then follow the man to the file terminal. Stand right behind him and get ready to strike with a quick punch; as soon as he says that he's logged in, knock him out before he can delete the vital information. Now pull out your Data Uplink and connect to the terminal to download the vital files.



Objective Four
Disable The External Comms Hub — SP

Take the lift on the right, making sure you've got a good weapon to hand. Hide around the side of the lift to shield yourself from any gunfire and shoot the helmet-wearing guards as they climb the stairs. Head right to the small alcove just to the side of the stairs – you'll spot an ornate wall decoration behind the desk that looks out of place. Stand to the left of it and hit the B Button to open it and then pop your head round the corner to attract the guards' attention. Back away and shoot the guards, taking careful aim to ensure you don't shoot the various computers. Head into the room and make for the small console positioned low down on the left wall. Place an ECM Mine in the middle of the screen. Now back off and fire the mine to successfully block any external communications from the building.

Objective Five
Gain Entrance To The Laboratory — ASP

Head left from the bottom of the stairs to find another small alcove with an ornate wall decoration. Open the door and then pick off the guards as they come running out and close the door behind you. Dash down to the Laboratory Lift and open the sliding doors.

MISSION ONE – DATADYNE RESEARCH
TWO – INVESTIGATION

Objective One
Start The Security Maintenance Cycle — SP

Move out into the main corridor and turn right – there's a door directly ahead at the end of the passage but it leads to a dead end. You'll still want to go down there though, because doing so will enable you to unlock a handy short cut into a later section of the level. Go through the door and quickly take out the black-suited guard manning the computer terminal taking care not to damage the hardware. Run over to the terminal and activate it and then go back through the door and wait for a small hover-droid to floating down the passage. Follow it down the corridor to the door at the end but watch out for a pair of guards who might jump out from around the corner at you. Continue to follow the droid through a narrow opening and follow the passage to the door at the bottom of the slope, taking care of the guards posted along the way. Run through the chamber and activate the second terminal on the left, then hack the first terminal to activate the cycle.

Objective Two
Holograph The Radioactive Isotope — ASP

Backtrack a little way and take the passageway you ignored before, mowing down the guards as you go. Get your CMP150 ready and then go through into the Isotope area making for the double doors on the left marked 'Caution'. Go through the first two sets of doors, killing the two guards lurking just outside the radioactive chamber. Open the door and back away slightly, then activate the CamSpy and use it to fly through the door and up to the green isotope. Snap a picture of it by pressing the trigger and then fly the CamSpy back to your agent.

Objective Three (a)
Obtain The Experimental Technologies — P

Hit the A Button to switch back to your agent and then quickly pick it up before heading into the first chamber and opening the maintenance hatch. Drop through the hole into the darkness and run down the passage until it opens up into a larger chamber. Blast the guard to make him drop the gun and then dash over and collect it; don't waste the scientist or you'll be in big trouble.

Objective Four
Shut Down The Experiments — SP

Jump into the lift and travel to the top, then run around the desks to the door behind you to the right – be careful when sneaking out into the corridor beyond because there are still quite a few guards patrolling the lab. Have your CMP150 ready and step through the door, turning right and taking the first passage on the left to reach the first experiment lab. Inside you'll meet several guards who






don't like the look of you; try to take them out as quickly as you can, but don't blow up the computer terminals or kill the scientist cowering in the corner. Grab the scientist from his hiding spot and force him to shut down the experiment Turn around and run back out into the corridor; and then turn right along another corridor, taking a left into the next laboratory – use the same method as before to blow the guards away and shut down the experiment by 'enlisting' the help of the scientist. Now there's only one experiment left to stop, but this one may cause you a bit more trouble. Go through the door on the right and pass through the small chamber to reach the final laboratory. There shouldn't be any guards in here, but the scientist isn't the type who'll go along with your plans. Disarm yourself and ask him to shut down the experiment – when he moves, watch which terminal he goes to before quickly knocking him out cold. Don't touch this terminal! Now use a trial-and-error method on the other three terminals to work out which one shuts down the experiment – the alarm shouldn't go off, so you'll be okay.



Objective Three (b)
Obtain The Experimental Technologies — P

Turn around and work your way back through the laboratories until you make it out into the corridor again – from here, turn right and enter the first doorway on your left that leads into another small lab area. After you've wiped out all the resistance in the room, move over to the tall glass tube opposite the doorway and blow it apart – inside lie the Night Vision Goggles.

Turn around again and go back out into the corridor, taking a right and then heading through the door opposite the lab at the end to access a new area of the dataDyne's secret base. Pass through the series of doors and then wait in front of the laser beams until one of the maintenance droids turn up. Because you reprogrammed it, the droid will move along and shut down the laser beams, giving you the chance to avoid getting hurt and continue through the passage at the same time. When you reach the end of the corridor, continue through the sliding doors until you reach a lounge area just beyond.

Down the guards and go through the first door into a small chamber – get your CMP150 ready and open the next door before quickly turning around and running backwards into the room. You'll be able to pick off the two guards behind the door more efficiently this way and they'll have little chance of fighting back; grab their guns and close the door you came in through. Use your Data Uplink and connect to the terminal, bypassing the security surrounding the door leading to the end of the level. Watch out for guards coming up behind you and then run through into another passage. Continue through another small chamber and blow the guards away, then go through the small door to the left of where you came in. When you make it to the end of this incredibly long corridor, check out the wall; there's a sliding panel set into it that'll move to one side, giving you access to dataDyne's advanced shield technology.





Objective Five
Locate Dr Caroll — ASP

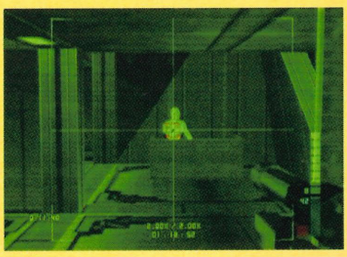
Return to the large open chamber beyond the security then arm your K7 Avenger and set it to Threat Detector before heading for the double doors opposite where you came in. As soon as you open the door, back away – there are several automatic guns located on the ceiling that will tear you to shreds if you go any closer. Duck down and use the targeting on your experimental weapon to take out each of the guns, then head down the corridor to rescue Dr Caroll from the room at the end.

MISSION ONE – DATADYNE CENTRAL

THREE – EXTRACTION

Objective One
Access The Foyer Elevator — ASP

From the start of level, you'll be in total darkness but thankfully you'll find some handy Night Vision Goggles tucked away in your inventory – whip them out and you'll be able to see (sort of) as you make your way around the foyer level. As soon as you emerge from the lift, turn left and move sideways to the right in order to activate the sliding door. By moving cautiously, you won't catch the eye of the guards and you'll be able to blast each guard with a head shot to prevent them calling for help. Start with the guard behind the desk on the other side of the sliding door, then move into the next room and get the next one as well. Kill the guards on each side of the opening, and then lean forwards to pick off the two guards at the top of the stairs. Now quietly move right and stop to get the guard hiding behind the sofa; if you've managed to do all this without being detected, you'll get the DY357 Magnum. Continue round the corner and blast the two guards hiding behind the reception desk then grab the CMP150s. Head around the next corner and deal death to another guard. Get ready to remove those Night Vision Goggles unless you want to be blinded when the lights come back on. Dash up the stairs to the top and then run through the barricade and turn left to enter the lift.













Objective Four (a)
Defeat Cassandra's Bodyguards — SP

As you move between the two office floors beneath Cassandra's office level, you'll encounter not only the regular dataDyne guards but also some rather brutal female guards armed with Shotguns – these are Cassandra's bodyguards. Deal with them as you would regular guards, but make sure you get a clean kill; although they're slower because of the firing rate of their weapons, the Shotgun packs an incredible punch and is likely to take your head right off. You'll probably meet about eight or nine bodyguards around the two floors, but search to make sure that you haven't missed any of them.

Objective Two
Reactivate The Office Elevator — P

Move quickly though this floor and shoot all the guards as soon as they appear, then down the final helmet-wearing guard and grab his keycard. Enter the door at the far end of the corridor and then leg it down the passage and turn the corner, heading for the door ahead – quickly open it and wipe out the guards inside but make sure you don't blow up the computer on the table. Now wait for the Hovercopter to make a pass before dashing into the office and activating the terminal to bring the lift back online. Ride the lift up to the floor above and then follow the passage, blasting more guards and bodyguards until you find a secret door leading to the open stairwell.

Objective Three
Destroy The dataDyne Hovercopter — SP

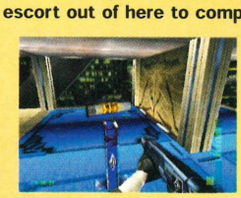
Take the stairs up from the floor below up to Cassandra's office level, making sure you've got a fully-loaded weapon ready – as soon as you jump out of the doorway, you'll interrupt two technicians teaching a guard how to use the Rocket Launcher. Blast the guard and then grab the Rocket Launcher before heading straight into Cassandra's office. Use your CMP150 to blow out the glass on the opposite side of the office, then hide behind the pillar on the right-hand side of the window and arm the Rocket Launcher. The Hovercopter will pass the window quite slowly, so you'll have plenty of opportunity to lock on that single rocket and send the vehicle crashing to the ground. If you miss however, you'll need to waste most of your ammo trying to take it out.

Objective Four (b)
Defeat Cassandra's Bodyguards — ASP

Open the left-hand door leading to the stairwell and head up to the rooftop area. Wait until Cassandra begins her speech and then slowly move around the corner to the right towards the fan. Just after Cassandra bids you goodnight, the lights will go out and her bodyguards will switch to Night Vision, so quickly flick the lights back on to blind the guards and turn left to blast them all.

Objective Five
Rendezvous At The Helipad — ASP

Once you've managed to clear out all of Cassandra's bodyguards, you'll be able to chase her up to the helipad to complete the level. Climb that metal slope up to the pad and meet your escort out of here to complete your first mission.


MISSION TWO – CARRINGTON VILLA

ONE – HOSTAGE ONE

Objective One
Save The Negotiator — AS

As soon as the level begins, dash over to the gap in the cliff and aim your Sniper Rifle, hitting the guards in the head to kill them cleanly. When you've managed to cap both of them, watch the negotiator run for her life; wait until she completely disappears and you get conformation of the objective being completed before moving on to the next section of your mission.

Perfect Agent Note

You don't have to save the negotiator in Perfect Agent mode because YOU are the negotiator. When the level begins, you'll find yourself down on the dock faced with two rather feisty guards waiting to execute you for wearing a skirt. Grab your Laptop and transform it into the rather powerful machine gun then use it to blow all the guards away. Now quickly turn around and get rid of the sniper positioned on the walkway behind you and then take care of the rooftop snipers as you make your way to the Villa.

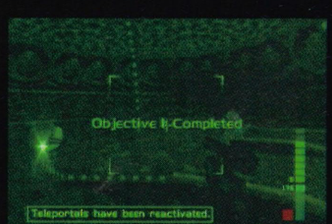


Objective Two
Eliminate The Rooftop Snipers — SP

Turn around and run past the observatory until you reach a drop from the cliff you're standing on. Use the Sniper Rifle to take out the three guards that come running from the opening at the far end of the rocky passage then drop down to the level below and run along, collecting their weapons as you go to replenish your ammo.

Turn right at the end of the passage and edge gently towards the sunlight. From this vantage point, you'll be able to wipe out three or four of the snipers without being seen. Check out the dock on the right and blast the last sniper standing near the jetty. Take the right-hand fork ahead to find yourself near a set of red stone steps – by climbing to the top, you'll find another perfect vantage point to get the rest of the snipers from. Before going anywhere though, aim directly up to see a sniper up-close and personal above you; blast him quickly before he can shoot you and get everyone else's attention. Take







out the other snipers quickly with head shots to prevent taking too much damage yourself and then cross the open courtyard of the villa and take the steps on the left. Follow the path around to the front door of the building and drop the two waiting guards before heading inside.

Objective Three
Capture A dataDyne Guard — P

When playing in Perfect Agent mode, you'll need to sneak through the top floor of the villa before you can try to take out the rooftop snipers. Enter the door on the left when approaching the villa from the dock and you'll find a dataDyne guard with his back turned. Drop your weapon and punch this guard in the back of the head and knock him out.

Objective Four
Activate The Wind Generator — ASP

After entering the villa, you'll need to make your way downstairs through the various floors of the building in order to reach the basement. Take out all of the guards using the CMP150 to give greater firepower. When you reach the first floor of the villa head through the second door along to find the stairs down to the basement level.

Make a U-turn at the bottom of the stairs and go through the door on the right to find the underground network of passages then follow the pipe to the right until you reach the metal gangway at the end. Blast the two guards and then activate each of the consoles in turn to start the activation sequence. Now backtrack along the pipe, taking the right-hand turning and following the path left to find the actual generator. Take out the waiting guards and then activate the console to restore power to the lower levels of the villa.



Objective Five
Locate And Eliminate The dataDyne Hackers — P

Turn around and run back upstairs and while you're moving, you'll get a radio message telling you about a group of hackers trying to get into Carrington's personal files. As soon as the message appears you'll have 60 seconds to run back upstairs, turn right and run for the next flight, run past the quadrangle and up the final flight just past the bathroom before turning left to find the first group of hackers. Blow them away quickly before going back down the stairs on the right and running straight past the bathroom to the next terminal room at the end of the villa. By killing this group of hackers as well, you'll prevent dataDyne from getting hold of Carrington's secret information.

Objective Six
Rescue Carrington — ASP

Turn around and make your way back down the underground passage to the far end. Go through the door on the left to enter Carrington's wine cellar; while the path leads to the right, you'll need to go left through the door after killing more guards in order to find the key to where dataDyne is holding Carrington hostage.

Plough through the guards that try to stop you getting to the end of the cellar, pausing only when you reach the end to search the body of the last dead guard and grab the keycard. If you can't find it, you've probably missed a guard somewhere; retrace your steps and look all over the cellar to find him and the vital card. When you've managed to secure entry to Carrington's temporary prison, run to either of the double doors at the end of the cellar and head inside to complete this mission.



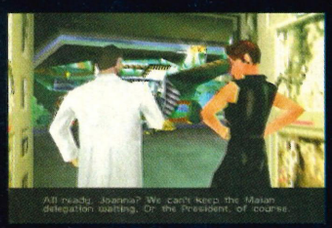
MISSION THREE — CHICAGO

ONE — STEALTH

Objective One
Retrieve The Drop Point Equipment — ASP

Walk down the alley to the slightly open area and knock out the civilian that waits there before he can see that anything is wrong. As soon as you do this, you'll probably spot a guard running out of the alleyway on the right – run over and punch him as well, stealing his gun before sending him down to the concrete. Now dash down the lit passage that the guard came from, pulling out your trusty Falcon 2 and heading for the open streets at the far end. Enter the first alleyway you come to and move quickly to the end and make a swift left turn to find a group of brown trenchcoat-wearing men; these are FBI agents and must be dealt with before they give you away as a spy. Once you've cleared the area, you'll have a chance to get your hands on the BombSpy before moving back out into the streets.

Back in the streets, you'll probably have attracted the attention of a Sentry Robot by now – you'll hear it shouting at you to 'stop where you are' before launching a hail of bullets in your direction. Avoid it as best you can and run across the street to the opposite side, then turn right and run for the fence at





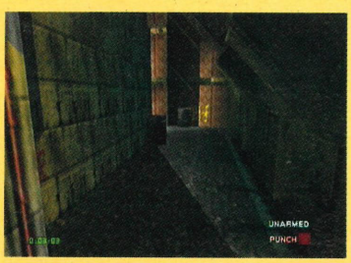




the far end near the buildings. You'll see a narrow gap in the fence that you can slip through unharmed but there'll be lots of guards waiting for you. After you've wiped them all out, run past the fences and turn right down the long storm drain; from hereon in, you'll need to use all of your stealth. Crouch down beneath the low ceiling and crawl along the pipe, then stand up again and make a dash for the alcove at the end. Once you've got hold of the equipment located in the hole set into the wall, your first objective will be complete.

Objective Two
Attach A Tracer To The Limousine — P

Depending on how fast you think you might be able to complete the first objective, you may want to think about going for the limo first – it doesn't sit still for long and so by the time you get around to putting the tracer on it, the car will be long gone. Although you can simply place the bug on the rear bumper and hope for the best, you're far better off placing it underneath the car where no-one will see it. To do this, you'll need to get into the storm drain. Just beneath the access point through the fence is a narrow crawl space that leads into a long, dark tunnel – by crawling down this passage, you find yourself beneath a metal grating. Look up and open the grating by hitting the B Button to see the limo directly above; now quickly arm the tracer and place it on the underside of the car before it has a chance to pull away. Like we said, you'll need to be quick... especially as you'll probably have a load of guards on your tail!





Objective Three
Create A Vehicular Diversion — ASP

Make your way back up out of the storm drain and return to the streets. Avoid the Sentry Robot and run right, back towards where you originally arrived on the streets, to find a taxi. Run around the front of the taxi and crouch down to escape the wandering eyes of the Sentry Robot. Whip out your Reprogammer and make a connection with the taxi's on-board computer; it works in the same way as the Data Uplink so you shouldn't have any trouble using it. After what seems like an age, the virus will be uploaded into the taxi's computer and the diversion will be set. Stand up and step away from the taxi, ready to make a dash for the next objective; you'll find that once you start moving, the taxi will take off and fly away. You've only got a short period of time before the diversion occurs so get moving down the streets as fast as you can.

Objective Four
Prepare An Escape Route — SP

From the taxi area, run over to the right-hand wall and follow it round the corner ahead past where Cassandra's limo was parked. By sticking to the right-hand wall, you avoid the attention of the guards hiding near the carport and therefore won't run the risk of having the lift sealed off.

Continue straight ahead to find another narrow alleyway on the right – watch out when you go through it because there are several guards in here, as well as a few civilians that must not be killed at any cost. As soon as you run around the corner into the fire escape area, aim upwards and take out all of the guards on the fire escape to prevent them sniping down on you, then mop up any remaining guards on the ground level. Now take the stairs up the fire escape to find two sealed doors; one on the first floor up and the other on the top floor. Where you place the Remote Mine is up to you, but DON'T detonate it yet! You don't want anyone inside to know you're coming, do you?

Objective Five
Gain Entry To The G5 Building ASP

Walk back out from your hiding spot in the fire escape alleyway and begin laying down your cover fire – use a CMP150 to get rid of most of the guards and then make a dash for the carport. Sprint to the lift that'll take you up into the G5 Building, making sure you don't hit the switch near the lift.

MISSION THREE – G5 BUILDING

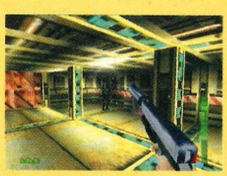
TWO – RECONNAISSANCE

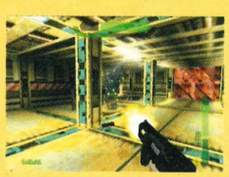
Objective One
Deactivate The Laser Grid System — SP

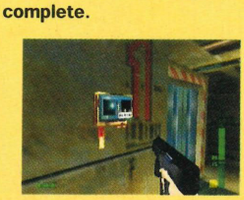
As soon as you regain control of the game, you'll immediately have a fight on your hands – there are two cloaked guards hiding somewhere in this room. Thankfully, they have to decloak in order to fire at you so wait for them to take aim before moving aside and laying into them with your weapons. When they both go down, you'll find a security keycard that will allow you access to the next part of the building.

Go through the large sliding doors and follow the corridor to the end – as you turn the corner, run down the slope and blast the guard standing by the switch on the wall before he can see you. Throw the switch (this shuts down the power to the lower levels of the building) and then turn left, heading through the sliding doors into the next room. As you may notice, it's eerily quiet in here... but it won't stay that way for long. Pull out your CMP150 and move right towards the glass-panelled alcove at the side. When you enter it, the lights will come back on and four cloaked guards will make their presence felt... by shooting at you! Use the Follow Lock-On mode of the CMP150 to lock your target onto them when they appear, then move out and blast them while they're still cloaked – your target will still follow them, even though you can't actually see them! Grab the keycard from the last fallen guard and then use it on the door near the glass alcove; wait for the guard behind it to turn his back before running in and shooting him in the back of the head, gangsta-style.

Up the small flight of stairs, get ready for a major firefight – have your silenced Falcon 2 ready so that you don't make too much noise. Watch through the window and wait for the guard to walk past before going through the door; when he does, quickly nip inside and make a swift right turn before heading over to the door just around the corner. DON'T go through it! Before you can go anywhere, you'll need to defend the alarm panel to the left of the door from the group of guards in this room – kill all of them as they make a run for the alarm to prevent them ruining your mission. Once you've killed all the guards, check out the network of pipes above – unless you're playing in Agent mode, you'll see a series of laser beams blocking the way. There are four small control panels located around this room that need to be deactivated before you can use the CamSpy to snap the conspirators; move around and press the B Button in front of each of them to shut them down. When all four have been deactivated, you'll get a signal that the objective is complete.

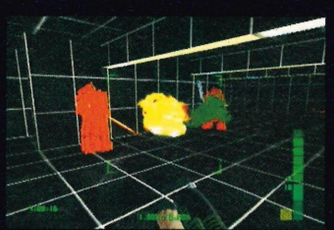


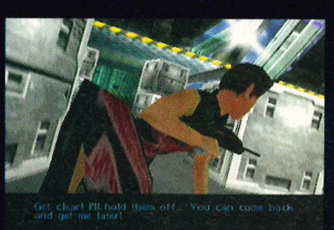












Objective Two
Disable The Damping Field Generator — P

Head through the door to the right of the alarm console to find a small stairwell leading down into the generator room. Watch out here – there are computer terminals everywhere. While you might feel the urge to shoot one and blow them all up in one go, it's not a good idea – you need the furthest terminal to shut down the generator. You'll find a few guards hiding in the room as well, usually crouching under the slope on the right-hand side and hiding behind the terminal on the left. Take the right-hand guard out quickly before carefully sneaking around to cap the bloke on the left; because he's near the terminal you need, it might be tricky to get him without doing some damage. Try to coax him out of his hiding place before plugging him with some lead, then move around to the console at the back and hit the B Button. This'll shut down the damping field and allow you to progress.

Objective Three
Photograph The Meeting Conspirators — ASP

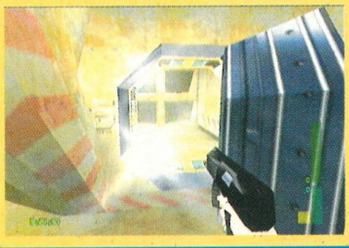
Head back upstairs to the room where you deactivated the laser grid, then move around to the left and take the metal steps up to the pipes in the ceiling. You'll notice that you can only walk a short distance before the floor runs out and the pipes begin – this is the point where you'll need to whip out your SpyCam and use that instead. Move the SpyCam carefully forwards, steering it around the corners and sticking to the left-hand wall. When you reach the point where the SpyCam passes over the door into the next room, watch yourself; if you're not careful, the guards will spot the camera and sound the alarm. Around the final corner, quickly move the SpyCam forwards and drop down to pass through a small vent in the wall – you'll be in the meeting room where the story will unfold.

Objective Four
Retrieve The Dr Caroll Backup From The Safe — ASP

Duck down and move carefully along the network of pipes that you previously guided the SpyCam along; keep moving until you're directly over the door leading into the next corridor. Turn around and back carefully along the pipes until you drop into the corridor below – you'll now be in the perfect position to blast the guard behind the locked door and the one that comes running from the left to activate the alarm. Take care of the third guard that sprints down the stairs on the left and tries to cut you off, then go through the door into the stairwell and get your CMP150 ready... you know there's going to be loads of guards waiting for you, don't you?

At the top of the stairs turn right and run down the corridor to the end. There's a door on the right-hand side here that leads into the safe room, but you'll probably have to deal with a pair of guards inside as well as all the baddies trying to shoot you from behind. Quickly dash into the room and shut the door so that no-one will disturb you, then check out the control panel on the wall just inside the door on the right. This is where you'll need to attach the Door Decoder in order to open the safe. Arm your CMP150 and back up so you're standing with your back to the safe facing the door; this way, you'll be able to blast any guards that try to come in and surprise you. Wait until the clock runs out then grab the disc from inside.





Objective Five
Exit The Building — ASP

Right, so you've managed to snap the conspirators and grab Dr Caroll's disc... it's time to get out of here. Do you remember where you planted that Remote Mine in the previous level? The location of the mine is vital in deciding how you've got to escape the building – as we've mentioned before, there are two exit points and while taking the lower one will allow a quick exit out of the building, the upper level reveals some rather nifty weapons.

First things first though – whip out the Detonator, hold down the B Button and pull the trigger to detonate the mine. You'll hear the explosion go off and that's your cue to get running. If you placed the mine on the lowest level of the fire escape outside, you'll have an easy time of it when escaping; as you leave the safe room, you just have to run into the corridor ahead and duck through the opening on the left to get out in one piece. Just make sure you deal with any Magnum-wielding enemies that stand in your way or you'll end up being splattered all over the wall. However, if you placed the mine on the highest point of the fire escape then things are going to be a bit tougher. Run out of the safe room and down the corridor ahead, taking the farthest door on the left to enter the stairwell up. Take care of any guards in your way, then run to the top of the stairs and dash for the opening that lies around the corner on the right – don't forget to grab those lovely N-Bombs before jumping to safety and completing the third mission!





MISSION FOUR – AREA 51

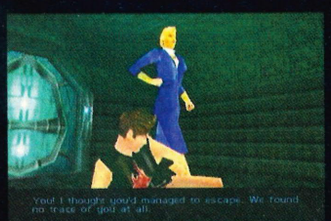
ONE – INFILTRATION

Objective One
Shut Down The Air Intercept Radar — SP

Blast the two guards in front of you; take out the one on the right, then quickly chase after the other one as he goes to activate the automatic gun near the wall. If he manages to turn it on, you're in serious trouble so make sure he doesn't! Collect all the goodies that they drop, then turn around and deal with more guards as they come running around the corner to investigate. Grab their weapons as well before carefully edging around the corner and looking down the long, rocky passage ahead...

See that small brown box sitting at the end of the gorge? That's another automatic gun and sadly, it's already active. Use your Magsec 4 collected from the fallen guards to zoom in and take out the gun, then continue along the passage to the end. DON'T rush out into the open just yet because there's another automatic gun sitting behind the wall on the left. Carefully edge out from behind the wall so that you can just see the edge of the gun; you'll now be able to shoot it repeatedly until it explodes without you being seen or hurt.

Run past the tower, sticking to the left-hand wall – you'll find a chain-link fence with a small hole in it. Take out the three guards that will be running up the tunnel ahead to get you then head through the fence. STOP! Don't go any further or you're likely to be blown to pieces. Toss a grenade or two ahead and









you'll find that the ground is mined... nice. Once you've got the ones directly in front of you, stick to the left-hand wall and run along, only nipping onto the helipad to grab the Rocket Launcher before going back to the wall. Just along from the helipad is a small hole in the wall; by crouching down, you'll be able to crawl inside and follow the tunnel beyond into the back of the outer base. Once through the tunnel, stand up again and take care of the guard who will spot you arriving. Now run left until you reach the corner, turn right and stop once more. There are two automatic guns here that need to be blown up – thankfully, you've sneaked up from behind so they can't see you. Blow them both up, then go back the way you came and step round the other side of the block to find the entrance to the underground radar room. Move past the ladder and peek around the next corner to find the final automatic gun in the area – blow it up, then run across the open landing pad towards the technician mending the Interceptor on the other side of the field. Put your weapons away; this is one man that you'll want to keep alive. Just bash him on the back of the head to collect his keycard then move the Interceptor well away from him before blowing it up.

Turn around and run back to where the entrance to the underground radar room is – take the ladder down and then enter the door ahead to reach the control room. Run around the outside and you'll find the main control terminal; this is where you've got to attach your explosive charge. As soon as you do so, you'll need to escape – this is easy in Agent mode as you'll only have to kill a few guards. In Special and Perfect Agent mode though, it's a bit more difficult; you'll need to duck under and dodge the laser beams that block your way. Move quickly because if you're caught in the explosion, it'll end the mission pretty quickly!

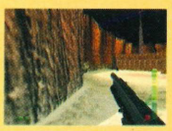
Objective Two
Plant The Comms Device On The Antenna — SP

Retrace your steps back up the ladder and through the secret tunnel, turning right and running back across the rear helipad before emerging through the hole in the fence. Turn left and head down the tunnel to the bottom of the slope. Kill all the guards, and then move carefully towards the end of the tunnel until you can see the edge of another automatic gun waiting for you. Use the same technique as before to blow it up, then run out of your hiding place and cross the sand to the area where the gun was.

Run past it to the right and take refuge behind the buildings there. You'll be able to see the antenna high above your head, but it's too high up to attach the Comms Rider to it just yet – you'll have to bring it down a bit. The switch to bring the antenna down is around the side of the building to the left, but there's an automatic gun positioned on the other side of the field that'll see you if you go for the switch. Step round the building slightly, put the gun out of commission and then hit the switch. The antenna will drop – pull out the Comms Rider and throw it up onto the dish to restore communications with your base.

Objective Three
Disable All The Robot Interceptors — P

Not exactly the toughest objective in the world – as long as you took out the first interceptor on the other side of the base, you'll have no troubles here. After placing the Comms Rider, watch out for the group of guards that will emerge from the door next to where the automatic gun was; run out from your hiding place and blast them all before collecting a second MagSec 4 for good measure. Now turn your attention to the small hangars on the right; there are three interceptors parked here for you to waste at your leisure. The important thing to remember is that first interceptor on the other side of the base – by wasting it early on, you've saved yourself a whole lot of bother.

Objective Four
Gain Access To The Hangar Lift — ASP

Retrace your steps back towards the main part of the base – be careful, because the area will be teeming with more guards for you to deal with. This time around, don't bother crawling through the fence and going for the secret tunnel; because you've removed the threat of those automatic guns and the interceptor on the landing pad, just climb up into the tower and hit the switch to open the main gate. Drop back down (watch out for more guards that might have appeared... there should only be a few of them) and then turn around and run through the gate – cross the landing field and head for the lifts on the far side. There are two lifts to choose from, but you'll want to run to the left and activate the control panel located on the wall. Once you've entered the lift, the shutter will drop and you'll be transported to the lower hangar levels of the Area 51 base.

Objective Five
Make Contact With The CI Spy — ASP

Time to make a mad dash for the exit; when you arrive in the hangar, you'll be confronted with a whole troop of Dragon-wielding guards! From the lift, run across the hangar and take the stairs directly opposite up to the walkway above before running left to the other side. Try to get your hands on a Dragon to make things easier when it comes to ploughing through the guards, but keep running until you reach the lift in the far right-hand corner of the hangar. Take the lift down to the lower level and retrace your steps back around to the stairs. When you get to the stairs, run down to the ground floor and make a U-turn around the bottom to the left; you'll find a door blocked by four well-armed guards. Waste them all, then quickly open the door and dive through to meet the secret CI spy Jonathan.

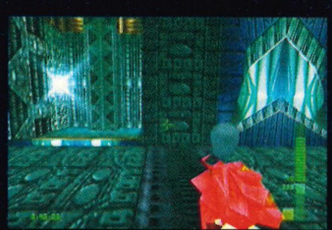
MISSION FOUR – AREA 51
TWO – RESCUE

Objective One
Destroy The Computer Records — P

Walk around the corner to the right and move carefully up the slope. Halfway up, you'll spot your first guard lurking in the distance – pick him off quickly to send a few more guards running your way. Let them come to you, then blast them as soon as you see that they're getting ready to open fire. When no more guards appear, take a trip around the ground floor of the warehouse and pick off any remaining guards that are wandering around the boxes before heading for the cargo lift. Ride it up to the upper balcony and run left, killing the three guards near the door on the far side as well as the lone guard blocking the door on the right.

Walk over to the large sliding door and cautiously step through it – high above on the balcony ahead are a group of guards. Don't let them shoot you; just run out and fire off a quick volley of bullets before retreating back into the alcove where the door is. Be patient and the guards will come to you. When they are dead ride the cargo lift up to the top level and run to the far side of the balcony. Use the X-Ray Scanner to find the section of wall that Jonathan marked for you to blow up... you know what to do now. Run all the way back through the warehouse and pick up that crate that you left back at the start of the level. When you reach the wall, place the box in front of it and stand well back. Fire a few bullets into the crate and watch as it goes up in smoke and takes a large portion of concrete with it... you've now got access to the inner base!

Use the X-Ray Scanner before stepping through the hole to make sure there are no guards about, then walk through and take a right along the corridor. The

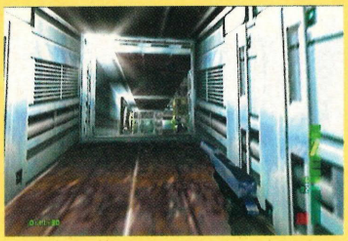
door at the end of the corridor leads to the room where the computer files are; unfortunately, it's locked so you can't get in. Turn right and pass through the sliding door, moving carefully along to the next pair of doors – there are two guards outside who need to be taken care of before you can proceed. When they're down, go into the left-hand door and kill the scientist inside (he'll try and attack you if you don't) before using your Data Uplink to upload your virus into the computer. This is essential for the next part of the mission, as you'll see in a moment...

Once the upload has been completed, leave the room and cross the corridor to the opposite room – step through the door and blast the two guards inside WITHOUT destroying the computers. On the wall near the door, you'll see an automatic gun; this is the reason that you uploaded the virus into that other terminal. If you hadn't, the gun would still be online and you'd have been torn to shreds... but thankfully, it's not. Use the Data Uplink again on the terminal in this room to short circuit the door locks and open the room with the computer records in. Turn around and run back to this room, running inside and destroying the computer files... by blowing the terminal to pieces.

Objective Two
Locate The Conspiracy Evidence — ASP

Leave the room with the destroyed records and run back along the corridor towards where you blasted your way in. Ignore the hole and instead continue along the passage, passing through the sliding doors and confronting any guards that might get in your way. At the end of the corridor, take a right turn into one of the containment chambers.

Run around the outside of the chamber pressing all of the red buttons on the walls; this will cause the four containment vessels to rise up out of the floor. Watch out around the back, because there's usually a guard hiding there waiting to surprise you. When all of the vessels have risen, activate your X-Ray Scanner and aim directly at the centre of each vessel – if the vessel looks empty, move round to the next one. Eventually, you'll find what you're looking for; a small alien life-form held in suspended animation! Keep the X-Ray Scanner locked onto the target for long enough to get a positive conformation of its existence, at which point you'll be told of your successful completion of this objective.





Objective Three
Obtain And Use The Lab Technician Disguise

This is one of the first objectives to be completed in the game that requires different methods to be taken depending on the difficulty level that you are playing on. The task of getting your hands on that technician disguise can be pretty much as easy or tricky as decide you want to make it. Are you brave enough to go for Perfect?

Agent

Well, duh – how difficult can this be? As soon as you have managed to blast your way through the wall with your exploding crate, nip through to find an unfortunate dead scientist lying on the ground. Luckily, he was carrying a spare uniform that you can pick up and use to disguise yourself... what a coincidence, eh?

Special Agent

From the hole in the wall, turn right and follow the passage along, blasting any guards, until you reach the very end of the corridor. You'll be presented with three doors. Take either of the side doors and walk straight into the shower area. Run around the outside until you reach the back of the showers – you'll find a scientist there carrying a spare set of clothes. As soon as you spot him, fire at will; you CANNOT let him escape or he'll call a whole troop of guards. When you've killed him, run over and collect the spare clothes to use as a disguise.

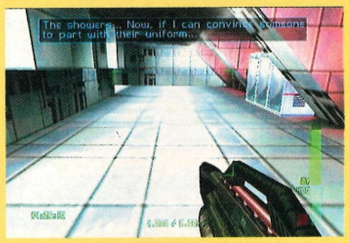
Perfect Agent

The toughest of them all, you'll need to work extra hard to get your hands on that disguise. Following the same route as for Special Agent, run along the corridor to the far end (the opposite end of the passage to the containment chambers) and reach the doors leading to the showers. Sadly, they'll be locked. Move forward and run through the door into the Cargo Bay, but be ready for a quick fire-fight with a small team of guards. Take them all out as quickly as you possibly can, then run up the stairs on the far side of the bay to reach the upper walkway. From here, you can crawl along the metal rafters and find a small vent – duck down and crawl through this gap to reach the showers. Now quickly run around the back of the room and blast the scientist before he can get away, otherwise he'll call for some guards to come and get you. But where's the disguise? Well, use your head – you're in the showers. Why not check the nearby lockers to see if anyone's left some clothes lying around?

Objective Four
Gain Access To The Autopsy Lab — ASP

As soon as you get the disguise, put it on and hide your weapons – after all, you're going to get spotted if you walk in there brandishing a machine gun, aren't you? Make your way back out and along the passage to where you started the level and then enter the first door on the right along the passage. You'll notice that there's a timer counting down at the bottom of the screen – that's the amount of time you've got to get to the autopsy lab before you get recognised as an impostor. Quickly run down the metal walkway, ignoring the guards that wander around in front of you until you reach the locked sliding door at the end. When you get here, a guard will see you through the glass and open the door for you; as soon as you gain entry, knock out the guard and whip out your gun for some serious action.





Objective Five
Rescue The Crash Survivor — ASP

Run straight ahead and fire through the glass into the autopsy chamber ahead – try to kill the scientists inside so you won't have to deal with them in a minute. Run up the ramp on the right and go through the two sliding doors, grabbing the security keycard from the body of one of the scientists. Now you'll have a problem; you'll have been spotted as an impostor and so will have a whole load of guards to deal with while trying to get out of here. Kill anything that moves in the lab, then run back out into the administration area and kill more guards here. Check behind the partition walls around each desk because there's usually a guard hiding behind each of them waiting to ambush you. Once you've fought your way through the swarms of guards, you'll make it



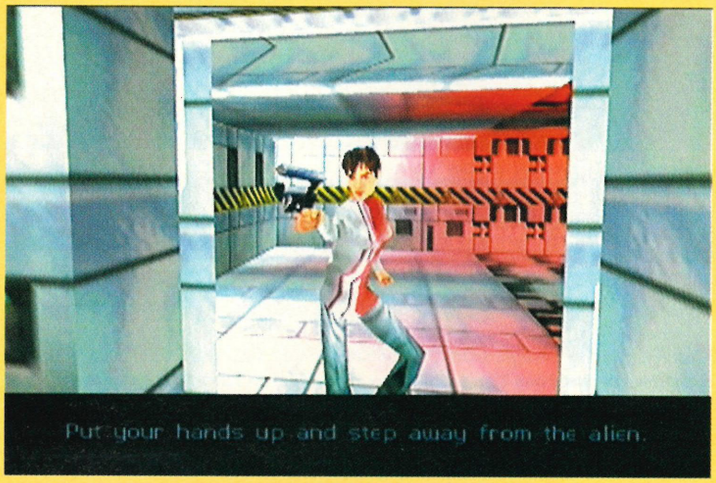






back to the corridor outside – now you've just got to get into the next lab area and rescue the crash survivor.

Turn right and run along the corridor before taking the next door on the right. There's another administration area for you to run through and not surprisingly, it's full of Dragon-toting guards. Try to wipe them out as best you can, using the partition walls for cover from the hail of bullets that'll be coming your way; when you've killed most of the guards, make a move towards the sliding door at the end. Because you picked up the security keycard from the scientist in the other lab, you'll be able to gain access to the main autopsy room where the crash survivor is being held. As soon as you enter the room, another timer will start at the bottom of the screen – this is the amount of time you've got to blast all the guards in the room and make it into the autopsy chamber before the scientists kill the alien. Mow down anything that moves, then run up the ramp on the right and open the sliding doors to enter the chamber and stop the scientists; you can't shoot them through the glass from outside because it's bullet-proof, so don't try. When you enter the lab, you'll save the day and complete this stage of your mission.



MISSION FOUR – AREA 51

THREE – ESCAPE

Objective One
Locate The Alien Medpack P

Quickly grab the hoverbed and dash for the door ahead; it'll slide open when you stop in front of it so don't worry about trying to open it on your own. If the door doesn't open, turn sideways so it does before carrying on. Run quickly through the next door and the administration area, reaching the next sliding door at the end.

Take a right turn and move down the corridor until you can see the large brown cargo door at the end of the passage – be careful of the guards here. Kill them all and wipe out the scientists that appear armed with Tranquilliser Guns, then push the hoverbed forward and through the cargo door. Turn left and run down the slope to the very bottom, going through the door and crossing the yellow line on the floor; the hoverbed will stop and you'll get a radio message from Jonathan telling you to meet him before he gets found out as a spy. So far, so good.

Turn around and run back up the slope, through the cargo door and then take a swift right into the containment chamber (the one opposite where you found the conspiracy evidence). Run around the outside of the chamber to the door on the other side, go through it and run down the slope inside to the small door at the end. This is the maintenance hatch that Jonathan opened for you leading into the maintenance area – go through and dash past the gap on the right before turning around ready to take on the guards on the left. They'll probably come running after seeing you duck into the alcove, so just wait for them to step out from behind the wall before blasting them. There's usually three or four guards to deal with, so after a few have appeared just run around the corner and get rid of any that might be left over before passing through the door on the left.

You'll find yourself on a long metal walkway above a deep gorge – watch out, because there are several guards waiting along here armed with SuperDragons. Dodge from side to side and avoid their bullets, then blast them back before collecting their fallen weapons. Continue along the path and you'll find another small door; go through to reach the medical containment centre. This is where the Alien Medpack or shield is being kept but – surprise, surprise – the door in front of it is locked. There's a control panel on the right just inside the door and this is how you'll unlock it; the glass in front is a bit tougher than normal though, so you'll need to blow it open. Move the small barrel nearby over to the glass barrier, then stand back and shoot it repeatedly until it blows – this will shatter the glass and give you access to the console behind it. Hit the B Button while standing in front of the console to unlock the door, then run around the corner and open the next door to find the Alien Medpack.



Objective Two
Rendezvous With The CI Spy ASP

Now to meet up with Jonathan. This isn't too tough, because he's only a few yards away from where the Alien Medpack was. Saying that, you'll already have met him if you're playing in Agent mode because he's waiting at the end of the metal walkway you've just crossed. If not, continue around the passage past the medical containment centre and pass through each of the sliding doors until you get to the end; you'll find a few more guards waiting for you so blast them before they get a chance to shoot back. Follow the passage on the right and then take the path around to the open storage room at the far end. If you check the left-hand corner of the room, you'll find Jonathan hiding behind a crate; when he starts talking, quickly turn to face the doors on the right and switch your SuperDragon to Grenade Launcher mode – you're going to need it pretty soon.



Objective Three
Locate The Secret Hangar — ASP

About two seconds after the second objective is completed, a group of guards will storm through the doors to get you and Jonathan. Don't give them a moment to react – fire off a grenade from your SuperDragon and wipe them all out in one go. This is a technique you'll need quite a lot for the next few minutes so get used to aiming grenades and firing them without causing any harm to yourself or Jonathan.

You'll now have to lead Jonathan back past the medical containment centre and across the metal walkway towards the maintenance area in order to access the secret hangar where the alien spaceship is being kept. The path back is pretty straightforward so walk backwards as you go, so that you can watch for any guards that pop out from behind you. Jonathan will always drop back to play the hero and take out the guard – unfortunately, this puts him in the line of fire and you can't let him die at any cost. Use the grenade technique to clear entire groups of guards out of doorways and prevent them from doing any permanent harm to your partner. You'll have to fend off plenty of guards along the way; as you leave the storage area, head back to the corridor with the series of sliding doors, or cross the metal walkway back to the maintenance area. Keep your eyes peeled and you'll be okay.

Eventually, you'll arrive back outside the maintenance area. Open the door and toss in another grenade to clear out the four guards waiting inside for you, then walk inside with Jonathan right behind. He'll run over to the left-hand wall and begin setting the charge that'll open a hole into the secret hangar – from here, it'll be your job to cover him until the bomb is set. Just stand with your back to Jonathan and point your gun towards the door; when any guards open the door and try to enter, fire off a grenade and clear the doorway before waiting for the next wave. When the timer at the bottom of the screen runs out, the charge will be set – move aside and wait for the explosion to go off before dashing through with your SuperDragon switched back to Rapid Fire.



Objective Four
Revive The Maian Bodyguard — ASP

Once through the hole, kill the guard at the end of the walkway and then quickly run down the stairs to the ground level. Make a U-turn to the left and nip through the sliding doors beneath the balcony to find the alcove where you dumped Elvis at the start of the level. Immediately whip out the Alien Medpack and use it on the unconscious alien – when you activate it, another timer will appear at the bottom of the screen showing how long it'll take for the Medpack to take effect. In the meantime, train your guns on the two doors to the left and right; you'll need to blast the guards that arrive to stop you until Elvis wakes up. When he does, it's time to get out of here – lead Elvis and Jonathan through the sliding doors on the left before hightailing it over to the awaiting Maian spaceship.

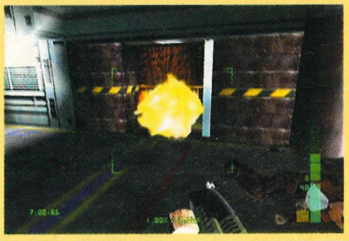


Objective Five
Escape From Area 51 — ASP

This is the trickiest part of the mission – with hordes of guards pouring into the hangar through the hole that you created with your bomb AND the doors on either side, it's going to be hard to keep Elvis and Jonathan alive. Whatever you do though, DON'T let Jonathan help with the escape – if you do, he's more likely to get killed while you follow him around. Instead, wait for him to offer his help and then run for the stairs up to the hole you came in through; you'll warn him off and send him back to the ship to leave with Elvis. Now run up the stairs, wasting all of the guards that have arrived to take you out. When you get to the top of the stairs, make a U-turn and run along the upper balcony to find two terminals at each end of the walkway. Activate each of them, then drop through the gap in the middle of the railings and run back towards the stairs.

On the right around the side of the wall, you'll find a Jetbike – jump onboard by pressing the B Button twice in quick succession, then fly through the doors where you left Elvis and his hoverbed to reach the main corridor again. Go up the slope and through the door on the right into the containment chamber, then make your way back through the maintenance area to where you met Jonathan. Zip through the sliding doors on the left before dashing for the small door on the far right-hand side of the room – this leads through to where you planted the Comms Rider all that time ago. Go through the door to get back outside the base and complete the mission safely.





















MISSION FIVE – AIR BASE

ONE – ESPIONAGE

Objective One
Obtain The Disguise And Enter The Base — ASP

Remember that this is the President's airport – all of the guards here are good guys, even though they'll do anything to stop you getting in. From the starting point around the side of the building, arm your Crossbow and sneak cautiously around the wall on the left; there is a guard posted in each of the alcoves along the front wall and an alarm console on the far side. Quickly step out and blast each guard once with the Crossbow to knock them out cold – do NOT let them call for help or the alarm will go off and you'll fail the mission immediately. Get all of the guards in turn (don't go into the airport terminal yet or they'll catch you and seal off the area) then turn around and run down the passage into the dark cave.

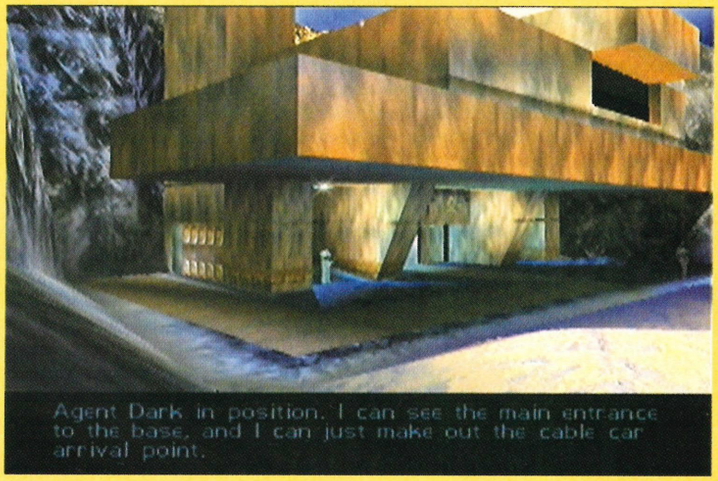
Follow the tram tracks and try to intercept the air hostess and her armed entourage before she can reach the end of the tunnel where the airport is – make sure you've reloaded the Crossbow before you go after them though, because you'll need a full clip to take out all the guards without killing anyone. When everyone is sleeping like a baby, grab the spare uniform from the hostess and put it on while remembering to put your weapons away. Now turn around and calmly, but quickly, return to the main airport building.

Objective Two
Check In The Equipment — SP

If you're playing in Special or Perfect Agent mode, don't go through the front doors of the building just yet – you'll need to go upstairs first and sort yourself out with some luggage. Head back round the building to where you started the level, then go through the side door and enter the lift immediately on your right; ride it up to the top floor of the building to the pilot's lounge. There are two pilots here who will recognise you as an impostor – don't let them get away! Smack them both in the head and knock them to the floor before picking up the briefcase from the corner of the room. You'll automatically store your possessions inside, so get back in the lift and return to the ground floor. Now's the time to get into the main terminal – walk over to the front desk and wait for the receptionist to buzz you through before moving for the doors at the back of the room. Inside, walk quickly down the passageway until you reach the escalators to the terminal floor; ignore the one on the right and keep going straight ahead until you reach the bottom of the second one. In front of you is a long conveyor belt for you to place your suitcase on – just walk up to it and watch as your personal belongings (and that vital piece of evidence you grabbed earlier) go through the curtain to the cargo bay of the plane. Of course, it'll be scanned first... and everyone will know what's inside. Unless you move quickly upstairs, that is...

Objective Three
Subvert The Security Monitoring System — SP

Immediately turn around when you drop off the briefcase and leg it back up the escalator, turning left and sprinting down the next one to the level below. Turn right and run through the opening before following the passageway around in a huge loop to the right – there's a flight of stairs at the end as well as several burly guards. You haven't pulled out your gun ready to fight them, have you? If so, you've just blown your disguise and the rest of the mission – well done, super-spy. Dash up the stairs quickly (notice the timer at the bottom of the screen, counting down the time you've got left until your briefcase is discovered) and then enter the room at the top. As soon as you can, run over to the computer terminal and knock out the guard from behind before shutting down the console by pressing the B Button. If you've been quick enough, you'll have prevented everyone from finding out what goodies you put in your briefcase... but then Trent's men will attack the airport and you'll be in for some trouble. Better get that K7 Avenger ready...



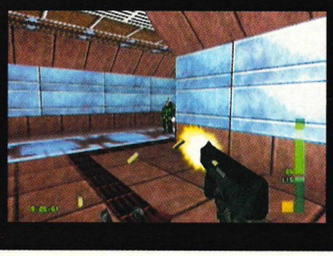
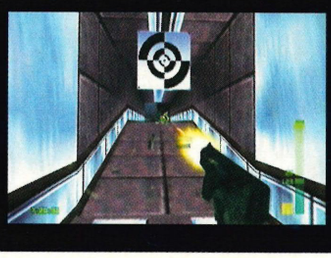
Objective Four
Obtain The Flight Plans From The Safe — P

Only necessary in Perfect Agent mode, this is a tricky objective to complete. As you make your way downstairs, you'll have a swarm of guards to fend off – try to move quickly back the way you came towards the escalator. Opposite the end of the escalator is a doorway on the left; go through it and follow the passageway through the small chamber beyond to where the interrogation area is. Enter the second door along (watch out for the guards trying to stop you) then kill everyone inside EXCEPT the civilian – you'll know him because he hasn't got a gun.

When the coast is clear, blow the window out from the wall on the left and crawl through the small gap beneath to reach the area where the safe lies. There's no lock on the safe, but there is a small switch on the wall at the side. Simply slide the glass panel on the front to one side before flicking the switch and unlocking the safe – now grab the flight plans from inside before leaving the area. This is where the choice lies; your last objective is to board Air Force One but do you dare make things difficult for yourself now, just to have a head start on the next level?

Objective Five
Board Air Force One — ASP

Depending on the difficulty level you're playing the level on, you'll have a choice of ways to enter Air Force One. Unfortunately, the easiest way on the tougher levels isn't always the best way – you may have to backtrack slightly in order to arrive in the right place. For example, Perfect Agents will probably take the lift directly outside the interrogation area up to the level above the plane hangar and arrive on a narrow walkway. It's just a short walk from here over to where the shuttle waits to take you to the plane... but it's not going to be that easy. A virtual army of guards stands between you and the end of the level, so get out that K7 Avenger and let rip – forget that you're supposed to be sparing lives and just blow away anyone that gets in your way. When you've got a chance, make a dash for the shuttle and dive in to reach the main deck of the plane when the next level begins.



Considering that you'll need to be in the cargo hold for the beginning of the next stage though, just reaching the main deck isn't enough. There's a second lift near the back of the airport that will take you down to the hangar level of the building; it's easy to reach from the security room where you bypass the system but if you're upstairs in the interrogation area, you'll need to come back down and run left before you can find it. When you arrive in the hangar, run to the end of the passage and look at the wall to find a small console – shoot it to pieces and you'll short-circuit the laser grid surrounding the base of the plane. Now you'll be able to step in and out of the lasers that flash on and off intermittently; don't panic about the guards on the other side of the hangar too much because you won't take too much damage from them. Once you've made it through the laser grid, run over to the ladder beneath the plane and climb up to begin the next stage of the mission on the lower cargo level of Air Force One.

MISSION FIVE – AIR FORCE ONE

TWO – ANTI-TERRORISM

Objective One
Locate And Retrieve The Equipment — SP

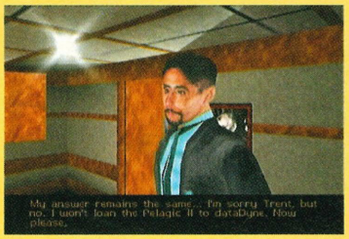
This mission couldn't be easier, simply because of the place where you entered Air Force One – if you had taken the easier route out of the previous level then you'd be up on the main deck, wandering around aimlessly. Instead, you're down here in the cargo hold so you've got the easiest objective EVER. Simply head for the small door at the back of the plane, disarming yourself along the way; inside, run to the docking platform at the back and knock out the technician with one punch before he can see you. Grab his security keycard and turn around to find a small red console – hit it with the B Button to raise the docking platform and find the equipment briefcase. Grab it quickly before turning around and trying to find a way out of the cargo hold.

If you decided to enter the plane by the main deck (and if you did, why?) then you'll need to work a bit more to get the briefcase. Jump into the dumb waiter just next to where you started, then take it down to the lower level of the plane. As soon as you emerge from the lift, stand up and smack the two plane staff in the face WITHOUT killing them; if you kill them, you'll fail the mission. Don't let them get away because they'll raise the alarm (although if there's a female hostess then you can leave her until last because she'll just cower next to the table). Now make your way through the cargo hold and head for the door at the far end of the plane before using the above method to get the briefcase out of the hold.

Objective Two
Locate The President — ASP

Next, you'll need to convince the President that he's about to be kidnapped and executed. Turn around and move back through the cargo hold to where you started – you'll see a Jetbike sitting on a loading platform just ahead of you. Before you go anywhere, hit the button on the wall behind the bike to lower the platform into the belly of the plane; you MUST do this or you'll be unable to use the bike in the closing stages of the mission. Now move through either door into the galley section of the plane, knocking out the two crew members if you haven't already done so in order to prevent them from raising the alarm to the guards upstairs. Move to the rear of the room and duck down, crawling into the dumb waiter and riding it up to the main deck of the plane again.

Get out and move forwards in front of the double doors ahead. Inside are a small number of guards that'll try to stop you from reaching the President – DON'T shoot them! These are the President's personal bodyguards and will come in very handy when Trent's people attack. As soon as you pass through the double doors, side-step left and move quickly up the slope to the upper deck of the plane; at the top, turn left again and run to the end of the passage where a slanted door awaits. Run inside and you'll find the President holed up with a few guards around him – they won't shoot though, so you'll be able explain the situation to him.





Objective Three
Get The President To The Escape Capsule — ASP

Once the President realises the danger he's in, you'll be able to lead him along the plane to the escape pod waiting in the cargo hold. Stay ahead of the President at all times as you head through the plane because he must NOT get shot – a few bullets will kill him and end the mission for you. Move back down the ramp leading from upstairs, watching the doors opposite for the first wave of guards to arrive. Shoot them as they try to pick off the President's men, then move out into the hallway and kill all the guards coming from the left (that's where the Skedar have latched their ship to the plane).

Now run right and head for the back of the plane. Take the right-hand door into the next room to get the drop on the two blonde-haired guards inside, then move back slightly so you only have to fight them one at a time through the doorway. When they're both dead and Trent has legged it out of there, continue on through the next part of the plane before wasting more guards in the seating area. Zigzag through the chairs and run through the left-hand door into the rear of the plane – if you go right, you'll enter an empty room that'll leave you exposed to the guards from the front and the back. Wipe out the remainder of Trent's men, then open the hatch located in the floor; it leads to the escape pod. When the hatch opens, spray the bottom of the stairs to kill the guard waiting for you before leading the President downstairs – there's only one more guard to kill through the next door before you reach the pod. Leave the President to activate it when he arrives; just turn around and go back upstairs to sort out some more guards that are coming.

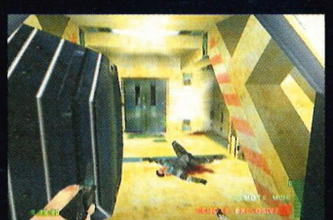
Objective Four
Detach The UFO From Air Force One — ASP

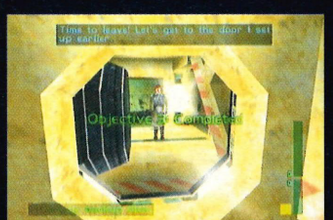
Again, this is a pretty simple task because you've seen where the Skedar ship has latched onto the plane. However, you'll have to fight your way back along the plane towards the front – considering the number of guards that'll be in your way, it'll be a tough journey. If you're feeling brave, you can use one of your Combat Boosts and travel back through the plane with your heightened reflexes to take care of the guards before they can get you. When you make it back to where you came up in the dumb waiter, you'll find the Skedar ship on the right. Toss the Timed Mine down the passage and watch the explosion kill every guard nearby; this will end the level unless you're a Perfect Agent...

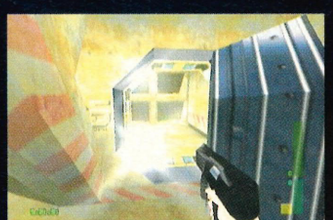
Objective Five
Secure The Air Force One Flight Path — P

If you're playing on Perfect Agent, you'll have a surprise once the Timed Mine goes off – the blonde-haired guards in the cockpit will assassinate the pilots of the plane and send it hurtling towards the ground. You'll have to move fast in order to make it to the cockpit in time to stop the descent; take the stairs









back upstairs to the President's level and then run ahead at the top to find the door to the cockpit. Inside, you'll have to fight through several guards before passing through two more doors and finding the controls – hit the large red button in the middle of the console to bring the plane back to a stable level. Not exactly the trickiest flying controls we've ever seen...

MISSION FIVE – CRASH SITE

THREE – CONFRONTATION

Objective One
Retire The Presidential Clone — ASP

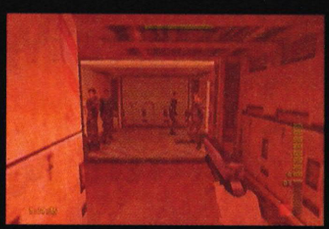
As soon as you can move, turn around to face the wreckage of the plane and spot that Jetbike that you moved from the cargo hold in the previous level. Run over and jump onboard, flying it through the narrow gorge ahead and up to the deep ravine ahead. Leave the Jetbike (you'll come back for it later) and carefully walk across the fallen log to the snowy ledge on the other side. Quickly run over and chat to Elvis for some Proximity Mines (check the Guns section for more details) then head over to the right-hand corner of the area to find a small opening in the cliff wall leading into the caves beyond. The President is standing below you just around the corner, being held hostage by Trent – don't try to save him yet though because you've got something else to deal with first.

Follow the path around the pit to the right, ignoring the first turning and taking the second through to emerge back outside. Don't take the path up the cliffside – instead, run down the slope on the right and look beneath the cliff path to see a narrow opening in the wall. Through here, you'll find a group of guards around a small hole in the floor; the presidential clone is standing directly beneath the hole. You'll have to remove the guards first, so lean around the entrance and shoot one of them to get their attention before planting a Proximity Mine in front of you. Move back and let the stupid guards run after you, taking the blast of the mine full in their faces... you've got to laugh, haven't you? Run in and take out any other guards around the hole before looking carefully down at your target. Aim with your Falcon 2 (or Sniper Rifle if you've managed to get hold of one) and fire one bullet straight into the clone's head to knock him down, then turn around and run back to the slope near the cliff path – you'll need to move quickly, because the guards below will come running to find you.

Objective Two
Shut Down The Enemy Jamming Device — P

Thankfully, you'll only have to shut off the jamming device if you're playing on Perfect Agent mode. Because you've taken out the presidential clone already, the guards in the tunnels below will be after your blood. When you return to the cliff path, follow it along to the right and take the first turning into the cliffside to find a route into the underground tunnels. Don your Night Vision Goggles to allow you to see then quickly drop down and turn left, running up the path on the right to find the Skedar ship causing all the fuss...

Don't go too far out into the clearing, because there are two automatic guns guarding the ship as well as the regular guards posted nearby. You'll have to wipe them all out quickly because there will be other guards on your tail from down below – use the K7 Avenger to detect where the guns are before blowing them away. Dash out and deal with the remaining guards, then run over to the Skedar ship and attach the three Remote Mines (NOT the Proximity ones Elvis gave you) to the side of it. Stand back and detonate them quickly before pulling out your best guns so that you've got something to take on the guards coming up behind you with.





Objective Three
Locate And Rescue The President — ASP

You should already know where the President is – you walked past him earlier on to take care of the presidential clone. Make your way back to where he was (you'll need to take a quick trip around the outside of the underground caves if you've been to wipe out the Skedar ship) and look down into the pit. There are three rather nasty Sentry Robots down there, but they'll soon move up to your level if you let them know you're there. Blow one of them up from your raised position – they haven't got shields, so you'll be okay – then wait for the rest of them to show up before shooting them all until they explode.

Now run left and take the stone steps down into the pit where Trent is holding the President hostage. Don't try to shoot him – just run over and start laying into the scumbag with some serious punches to make him run away. When he disappears (don't worry, he'll get his later when the Skedar finally catch up with him) lead the President back outside up the stony steps and towards where Elvis is waiting by his ship. Watch you back because you might have attracted the attentions of some of the guards roaming around the local area. You'll be able to leave the President here without having to worry about him getting killed; now you've just got to go and complete the rest of the mission.

Objective Four
Activate The Distress Beacon — ASP

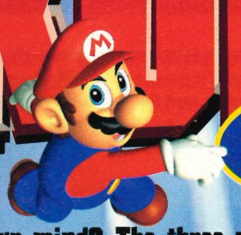
Leave Elvis and the President by the ship, then run back across the snow towards the gorge – cross the log and jump back on the Jetbike before racing back towards where you started the level. Fly around the right-hand side of the two tall rocky mounds, then jump off the Jetbike and use your Sniper Rifle (if you've managed to collect one by killing one of the blonde-haired Skedar guards) to look over the mound ahead. There's a pair of guards here that need to be wasted; do it quickly though, because you'll probably have a group of bad guys hot on your heels. Down both of them, then jump back on the bike and fly slightly left to find the President's escape pod; jump off the bike and hit the B Button while standing in front of the pod to activate the beacon and send the cavalry running. Turn around and look back towards where you came from – you'll probably see several guards, including blonde-haired Skedar, running over the horizon towards you. Spray them liberally with your heaviest artillery, then turn around and make a break for the crashed plane. Now there's just one last thing to deal with...

Objective Five
Retrieve The Presidential Medical Scanner — SP

Considering you've already rescued one President and eliminated another (hopefully in the correct order) you'll have absolutely no use for this bit of gadgetry. Still, you'll need to pick it up if you want to complete the mission so you'd better go and get it. Staying with your Jetbike and moving off from the escape pod, fly forwards and take the right-hand path along the edge of the deep gorge. There are more guards waiting out here but you shouldn't have to take them out because you're so close to the end of the level. Fly up towards the wreckage of the plane on the right and check around for the lost suitcase – you should be able to see it sticking out of the snow as you fly along. Whisk over to pick it up and you'll 'magically' warp back to where you dropped the President off with Elvis to complete this rather hazardous mission.



WHAT DO YOU RECKON?

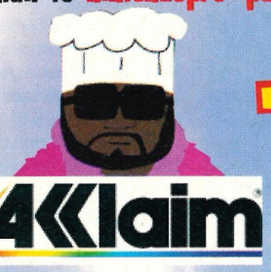


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To have your say, write to us or send an email to nintendopro@paragon.co.uk

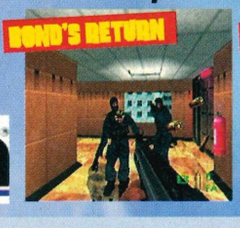
WIN A CART!

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

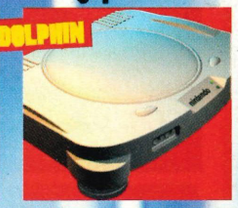


WIN GROOVY GAMES!

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







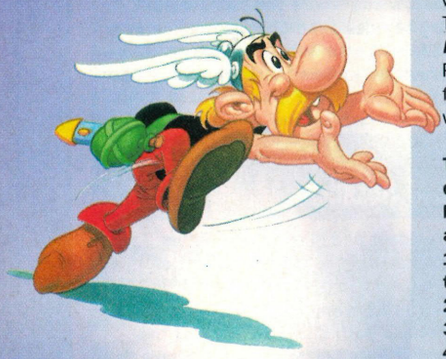
IN THE ZONE!

Take a look at the Pro Crew zone for all the regular features you know and love!

66 YOU RECKON
Have your say, write today!

69 PRO ARENA
Battle to win a cart!

70 SWAP SHOP
Trade carts for cash!



QUESTIONS QUESTIONS

First of all, I read your magazine every month and I like reading the You Reckon section, but I won't blabber on. I have a few questions for you....

1. What ever happened to F-18 Super Hornet?
2. Will *The World Is Not Enough* be as good as *GoldenEye*?
3. Why do big developers even bother making games for the PlayStation?
4. Is *Star Wars Racer* any better with an expansion pak?
5. Will there be any decent space games coming, such as *Babylon 5* or *Freespace*?
6. Is there any chance that Harrier 2001 will come out?

Thank you for your time.

Matthew Farmer, Lincs

PS If you don't print my letter I'll be forced to buy a PlayStation and lie to the world about how quick and good it is.

Thanks for writing Matthew, please don't waste your money on a cheap grey box. We'll gladly print your letter and answer your questions.

1. Not sure, we've heard nothing about this for ages!
2. Hopefully!
3. Money, money, money!
4. Graphically much better!
5. Not on the N64, but maybe on Dolphin!
6. No, this is another game which has disappeared off all the release schedules.

PLENTY TO SAY!

Hey gang! First of all I would like to say how great the new look is, the review section is bigger and better to allow for the GBC titles to be covered as well. One bit of advice though, don't mix the N64 and GBC reviews, as it seems a bit untidy to me, but it's your game. Also, that Hot Gossip section is amazing.

Well, to the point of this letter. I was reading the first Nintendo Pro (issue 33) about the GreyStation2 and how there were so many problems with it. Not only does it have the problems that you mentioned but it also has appalling DVD capability, certain menus can't even be used like the subtitles and a few more. As you're such a reliable mag, you have informed the fans of all the other problems with the unit, but one thing you missed was the prices the Japanese are paying for the console and games. They're ridiculous, from Yen to Sterling it works out at roughly £1000 per console and around £90 for one game.

Another thing – I can't believe that Sony is being very cheap with its produce. The only difference between the two console's control pads is the name. The GreyStation pad was called the Dual Shock Analog and for the GreyStation 2's pad it's called the more exciting Dual Shock Analog 2. What's the point? Possibly because it's meant to be backwards compatible, but why not change the shape or style? And if it's backwards compatible, why can't it play every game ever made on the GreyStation as it only plays dual shock games. Also, did a three-year-old create the sign for the PS2 console? The Dolphin will knock the GreyStation2 right out of the console water.

I do have comments on the Dolphin too. The President of Nintendo America said it's being developed for only one purpose, to play games. So does this mean that you can't surf the Net, watch DVDs or listen to CDs on the Dolphin? If your answer is yes, then in theory it wouldn't be a next-generation console. The system runs on DVDs so there is no reason why you couldn't watch DVDs on it. If the Dreamcast can hook up to the Net then why not the Dolphin. The Net and DVD are what the new generation want, along with great games and no fogging (ie PS2). We'd expect nothing but the best from Nintendo!

Tarrant Bowring, Glamorgan

PS I hope that the artist impression of the Dolphin becomes reality and that it has four control pad ports for great multiplayer action.

You sure have a lot to say Tarrant and we appreciate your comments. We summed it up in five wise words – GreyStations suck and Nintendo's great!

DOLPHIN DISSING

I don't think the Dolphin will be successful because it isn't backwards compatible, so not many people will buy it because they will not be able to play their favourite games on it, such as *GoldenEye*



Winner's Words

Star Letter

A Rare Dilemma

I buy your mag every month. I would just like to say how annoying it is when PlayStation fans say how much better the PlayStation is than the N64. The N64 is 64 bit, not 32, and so what if the PlayStation has more games than the N64, it's been out longer. I think that Sony should stick to making TVs and things – doing what they are really good at – and leave computer making to the professionals at Nintendo.

When I found out that the Dolphin was going to be 400mz, I picked up the phone and rang one of my friends to boast how much better the Dolphin is than the PlayStation 2. My friend is a PlayStation fan, and to my horror he said that in the official PlayStation mag it said that Rare was going to make games only for the PlayStation and PlayStation 2. Clearly PlayStation fans know nothing about computers, and PlayStation doesn't deserve good game makers like Rare. Is it true or not about Rare making games for PlayStation only?

Adam Reynolds, Rochester

Thanks for writing Adam, but there is no need for alarm. Rare will not be making games for Sony as it works exclusively with Nintendo. A couple of the programmers have left the company to start their own studio, but Rare is still producing top quality Nintendo games and will continue to do so. Nintendo and Rare are very closely linked and we think it is very unlikely that you'll ever see a Rare game on any other console, Sony or Sega!

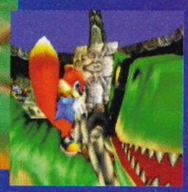


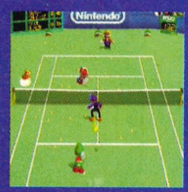


Nintendo Pro's Most Wanted (N64)

There are so many great N64 games lined up for release this year, so we have picked our top five most wanted games. See if you agree!

1. ZELDA: MAJORA'S MASK
2. THE WORLD IS NOT ENOUGH
3. DINOSAUR PLANET
4. CONKER'S BAD FUR DAY
5. MARIO TENNIS





PLANET PAP!



LOSERS!

THOSE POOR OLD PSX PEOPLE HAVE BEEN BUSY STRUGGLING WITH THEIR PHONY GREYSTATION GAMES. IF YOU'RE CRAZY ENOUGH TO OWN A PLAYSTATION, CHECK 'EM OUT!

or *Perfect Dark*. If they make new versions of these games, not many people will be able to sell their copies for more than a fiver, so they won't be bothered with buying a new console when they would sell their games for about 30 quid less than they paid for it. Also....

1. Do you have any more info on the Dolphin?
2. I heard that *The World Is Not Enough* won't have a Rumble Pak option. Is that true, 'cos that would really let the game down?

Alan Selby (AKA the vile beast from issue 20), Middlesborough

Thanks for your letter Alan, and we understand your concern. Nintendo's new console is moving to an entirely new format in DVD and so therefore the games are now going to be produced on disc. Unfortunately, to include the cartridge readers used in the N64 would be costly and quite frankly a waste as you can still use your N64 and compilation discs may well become available; imagine *Perfect Dark* and *GoldenEye* on one glorious gleaming disc! You'll have to wait for more Dolphin news, but the big announcement is coming real soon and we are confident that *The World is not Enough* will include support for both Expansion Paks and Rumble Paks.

A SPOT OF SYMPATHY

First of all I would just like to say, why is everyone having a go at Nintendo, like on that program going on about how your magazine has got blood all over it and the fact that they are being taken to court? Why should Nintendo have to pay 80 million on protective gloves because a few kids hurt their hands playing a great game. From my point of view, it looks like they are all jealous of Nintendo's success. Do you think Nintendo will meet its UK launch date, unlike Rare with *Perfect Dark*. I think Rare's secret project will be a game like *Metal Gear Solid* on the GayStation.

From Craig Hamid, Liverpool

Cheers for your letter Craig, you have made a couple of good points. Nintendo faces trouble from money-hungry lawyers all the time and decided to purchase the gloves to stop any legal action being taken. Nintendo is a massive company and most others are jealous of its success, including Sony! We still have no clue as to what the secret project might be but a *Metal Gear* game would be great!

VICIOUS THREAT

First of all, if you don't show this letter, I will send my Jolteon around to shock you. Right, here is my point. Even though we all hate that grey coloured computer it does have two good things about it. Firstly, the controllers have built in Rumble Paks and secondly, the visual out-put has a built in change, so when you turn it on the TV automatically changes to game play and when you turn it off it goes back to TV. Will the Dolphin have a fetcher like this?

Chris Tresidder, Birkenhead

PS I really mean it when I say I will send my Jolteon around (he will use his most powerful attack, Thunder).

Steady Chris, Jolteon is not on the list – so he wouldn't get in! We're amazed that so many of our readers play grey boxes, those underpowered CD players with added whirring noises and loading screens – no thank you! On the note of fetchers, which are indeed rather handy, you can plug your Nintendo in through the SCART sockets via a special cable, and this will cause the TV to change station when you turn the Nintendo on!

THE NAME'S CONNOR

Having waited a lifetime, ie one month, for your latest masterpiece, I have to say it was well worth the wait. Not only did it confirm what every N64 gamer has known for two years, but it also put the final nail in poor old GreyStation's console coffin – that the man of the millennium was none other than James Bond, and where there's Bondy boy, there's his number one weapon, the N64, which brings me nicely to my first question...

1. Do you think Bond will be surfing the waves on the Dolphin and will we be getting a hand-held gun?
2. If we can get a transfer pak on Game Boy, then why not for N64 or Dolphin?
3. Has anybody got any idea when the darkness will lift concerning (dare I say it) *Perfect Dark*? When I read your reviews, they blew me away so much I woke up three months later and guess what? Still the darkness hasn't lifted. But you never know, maybe 30 June will be the second coming and we might get a game to rival *GoldenEye*. So in the meantime, I guess Goldy's still the man.
4. When blasting away on the Archives level with my two Brownings, up popped my KF 7 and one Browning, so if you could give me that cheat, I might buy your new mag.
5. Your D-pad cheats for *GoldenEye* don't work from the last edition.

Connor Nolan, Glasgow

PAWS FOR THOUGHT



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

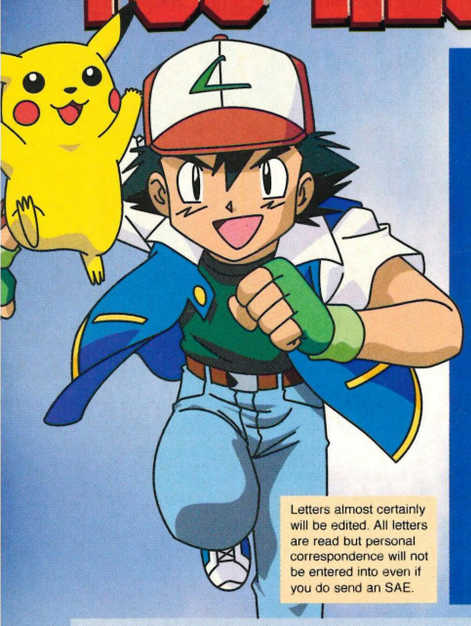
DO YOU LIKE THE NEW–LOOK POKÉMON N64, AS FEATURED IN THIS ISSUE'S HOT GOSSIP?

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.



Nintendo Pro's Most Wanted (GBC)

It's not just the N64 that's got some top games coming out this year. There are some treats in store on the Game Boy too. Here are our top five upcoming releases:

1. ZELDA: FRUIT OF THE MYSTERIOUS TREE
2. PERFECT DARK
3. POKÉMON TRADING CARD GAME
4. POKÉMON PINBALL
5. DONKEY KONG COUNTRY



Thanks for writing Connor, hope we can answer your questions.
1. Bond, maybe, *Perfect Dark 2*, maybe – news will come soon!
2. The Transfer Pak is used by the N64 for transferring Game Boy Data and the Dolphin and Game Boy Advance will also share information, but quite how we are not sure!
3. Hope you ordered a copy. Have you had much sleep?
4. This is not a cheat, merely a glitch caused by pressing two buttons at the same time.
5. In order to make the cheats work you must press the buttons clearly and precisely and let go of all buttons in-between codes.

TOP TITLES

I have been subscribing to your magazine for a while now and I think it's ace. I have a few questions I would like you to answer:
1. How come you never print times for *B.A.R* (*Beetle Adventure Racing*)? I think it's wicked and I advise any racing fan to buy it.
2. I brought a copy of *64 Magazine* and realised that the two magazines are a little similar. You both have second opinions in your reviews, you both review more or less the same games and you both are published via Paragon Publishing. Do you work side by side to make both these magazines or not?
3. I like the new look but where did Scoop and Tip-ex disappear to? They gave the magazine character.
4. Here are my top five N64 games:

1. *Zelda: Ocarina Of Time* (The best game ever designed)
2. *DK 64* (a great puzzle/platformer)
3. *B.A.R* (tremendously fun racer)
4. *Mario 64* (first game for the console but a great game)
5. *Turok 2* (excellent shoot-'em-up)

Anon

Thanks for your letter mystery reader, let us deal with your questions. If you think you have a top time, why haven't you sent it in? *64 Magazine* is our sister mag and we do sometimes share cartridges so that we can get as many new games as possible. The magazines are, however, completely different and we do sometimes annoy each other by grasping an exclusive on major games, ie *Blues Brothers 2000*. Scoop is still down with the crew, but Tip X went home, probably for a game of 'Perfect Dark VIII'.

YO–YO

Yo N64 Pro! Hello, it's me, David Smith, the guy Louis mentioned in issue 34, and dammit you could have least said hello. God you really don't know good manners do you? Anyway, I have written in to discuss a couple of points about Nintendo and stuff.
1. There are no mature games on the N64 apart from *Shadow Man*, *Resident Evil* and the *Turok* games. Nintendo should try and appeal to all ages because adults have more money.
2. *Pokémon* the game is good, the cartoon is crap. It's just a bunch of rubbishy creatures saying their names over and over again. In my opinion, whoever wrote that feature in issue 34 most probably hated the movie and should have said if it was bad like the cartoon.
3. Shigeru Miyamoto has the coolest name in the world.
4. After Paul Morgan talked about his pigeons and haddocks, I can safely say my semi-automatic Seagull could get them both with ease.
5. The Dolphin or N64 should have a Nintendo football game or a *South Park* beat-'em-up – they would rule.

David Smith, Edinburgh

Yo Dave, thanks for the letter. Here are the answers you've been waiting for.
1. Adults do have more money, but less time to sit around playing games!
2. Pokémon is great, the cartoon is okay, the games are ace and the movie was also very entertaining. The movie is a bit like the cartoon but it was enjoyable, a bit like the popcorn fight and the after-movie party!
3. Agreed!
4. Atomic sea birds and nuclear fish no longer appease our chuckle glands!
5. Mario footy would be wicked and a South Park beat-'em-up would be nice if it were anything like *StreetFighter*!

GAME BOY GRILLING

Hi, how ya doing at Nintendo Pro? I'd like to pass a few questions past ya!
1. I saw the news that *Cannon Fodder* is coming out on the Game Boy Color and was wondering if any other Amiga titles were being released like maybe a version of *Eye Of The Beholder*?
2. When will Cannon Fodder be coming out on the Game Boy Color?
3. I've also been wondering (because I wonder a lot) whether to buy *Deja Vu 1+2* because I like adventures, and *Harvest Moon*; is it as good as the Nintendo 64 version that's coming?

Chris Walchester, Stoke-on-Trent

Howdy Chris, thanks for writing in.
1 It depends who holds the licence and whether the publisher considers a game good enough to port across!
2. We're hoping for our copy to arrive fairly soon, July sometime!
3. *Déjà vu 1+2* is a good game but *Harvest Moon* comes highly recommended!

FAMOUS FIVE

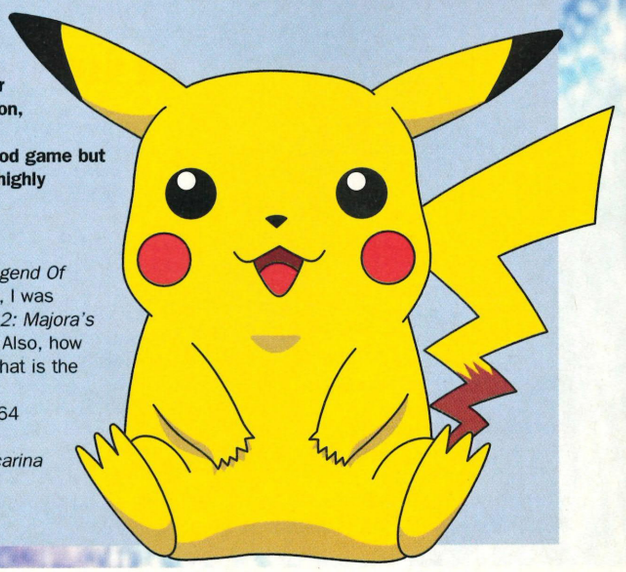
Being a great fan of *Legend Of Zelda: Ocarina Of Time*, I was wondering when *Zelda 2: Majora's Mask* was coming out. Also, how much will it cost and what is the plot?
Here are my top five N64 games...
1. *Legend Of Zelda: Ocarina Of Time*
2. *Donkey Kong 64*
3. *Diddy Kong Racing*
4. *GoldenEye*
5. *Super Mario 64*

Thanks

Hannah Shockleton, Colne

Thanks for writing Hannah, *Zelda* fans unite! The new game is scheduled for release in November at this time and we're all hoping it will be available in time for Christmas. The price will probably be £49.99 but we won't be certain until nearer the time. Keep reading Pro for news on the plot.





PRO ARENA

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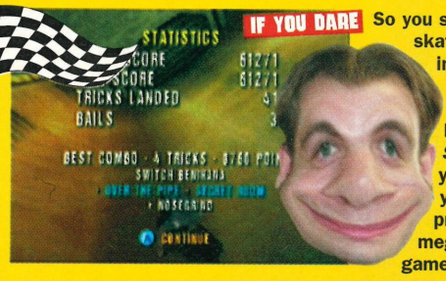
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So you see yourself as a bit of a skateboarder? This challenge involves beating Nick's single session score of 61271 on the Abandoned Warehouse level on *Tony Hawk's Skateboarding*. If you think you can tackle it send us in your results and a photo as proof for a chance to win a mega new game.

SCORE TO BEAT 61271

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CHALLENGE 2 — MAGICAL TETRIS CHALLENGE: STANDARD



If you think you're a bit of a *Tetris* wizard then try beating Claire's score of 18300 on the normal setting on *Magical Tetris Challenge*. Send in all your top scores for all tetris games, and it could be any of the many versions. For a chance to win a new game, just send us in your results, a mugshot for your hall of fame and a photo for proof.

SCORE TO BEAT 18300

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CHALLENGE 3 — PERFECT DARK N64: EASY SIM CHALLENGE

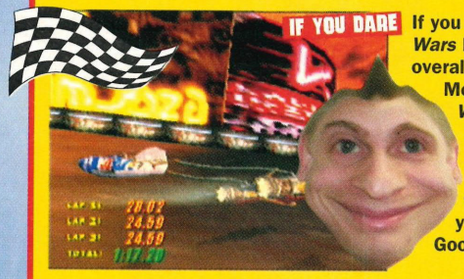


If you think you're bit of a gun freak then why not try and beat Russell's kill count on *Perfect Dark*. Start your challenge on the Grid level for five minutes with eight easy sims and automatic weapons to try and beat 25 kills for a chance to win a fab new game. As always, send in your results with a photo for proof and a mugshot to be placed in the hall of fame.

KILL COUNT TO BEAT 25

GAMING GOO-RU!

CHALLENGE 4 — STAR WARS RACER N64: MON GAZZA SPEEDWAY



If you fancy yourself as bit of a *Star Wars* boff then try beating Mike's overall race time of 1.17.20 on the Mon Gazza Speedway on *Star Wars Racer* for a chance to win a wicked new game. Just send us your results and a photo of your achievement and don't forget to include a mugshot so you can see you face in our Gooru gallery.

TIME TO BEAT 1.17.20

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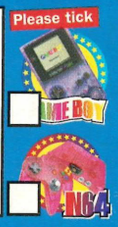
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I think the goos are...

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●I will swap *Banjo Kazooie* for *Zelda*. Please email joanieC@ic24.net

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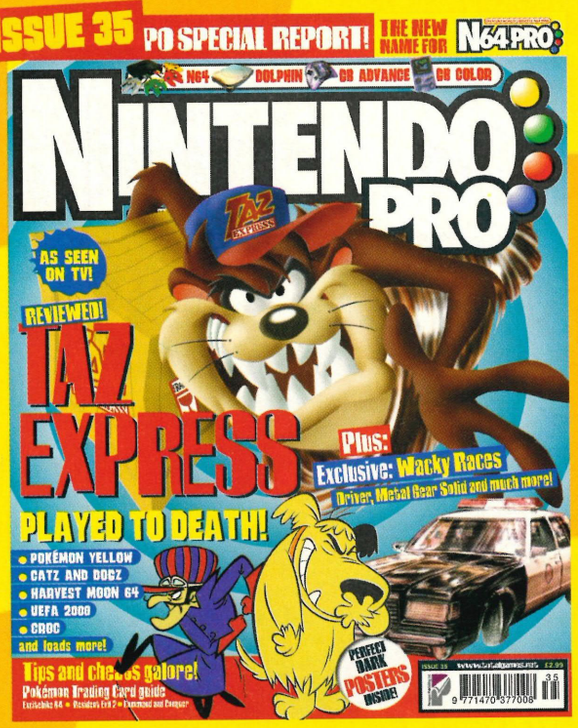
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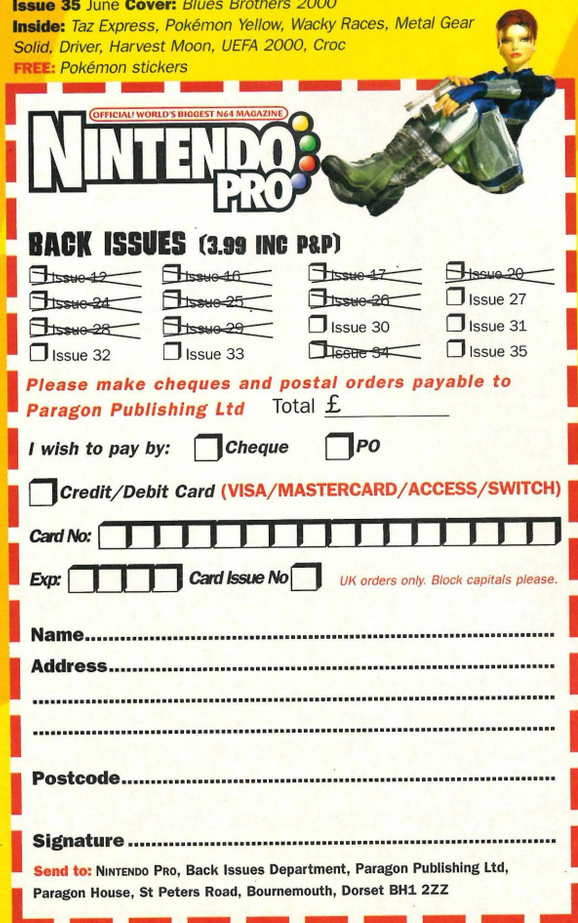
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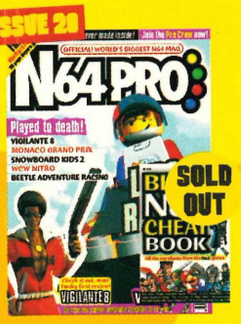
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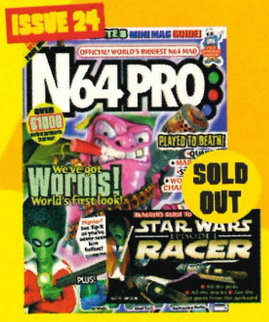
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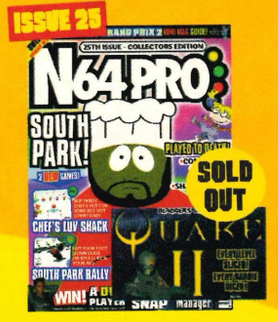
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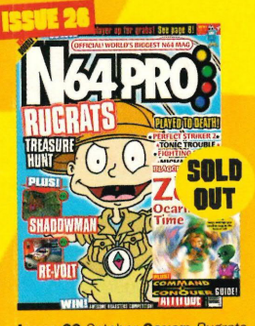
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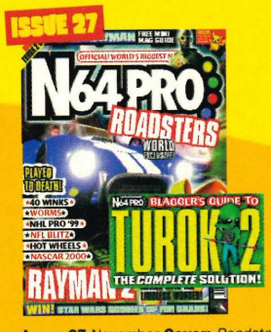
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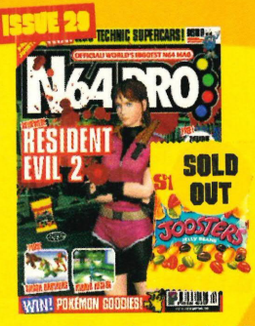
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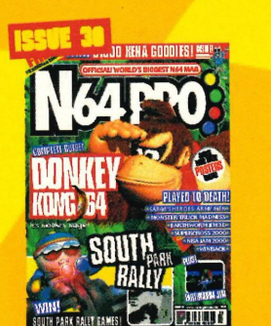
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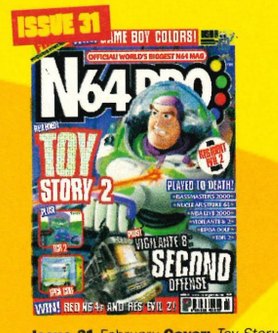
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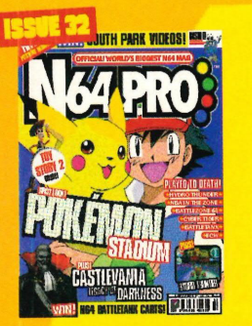
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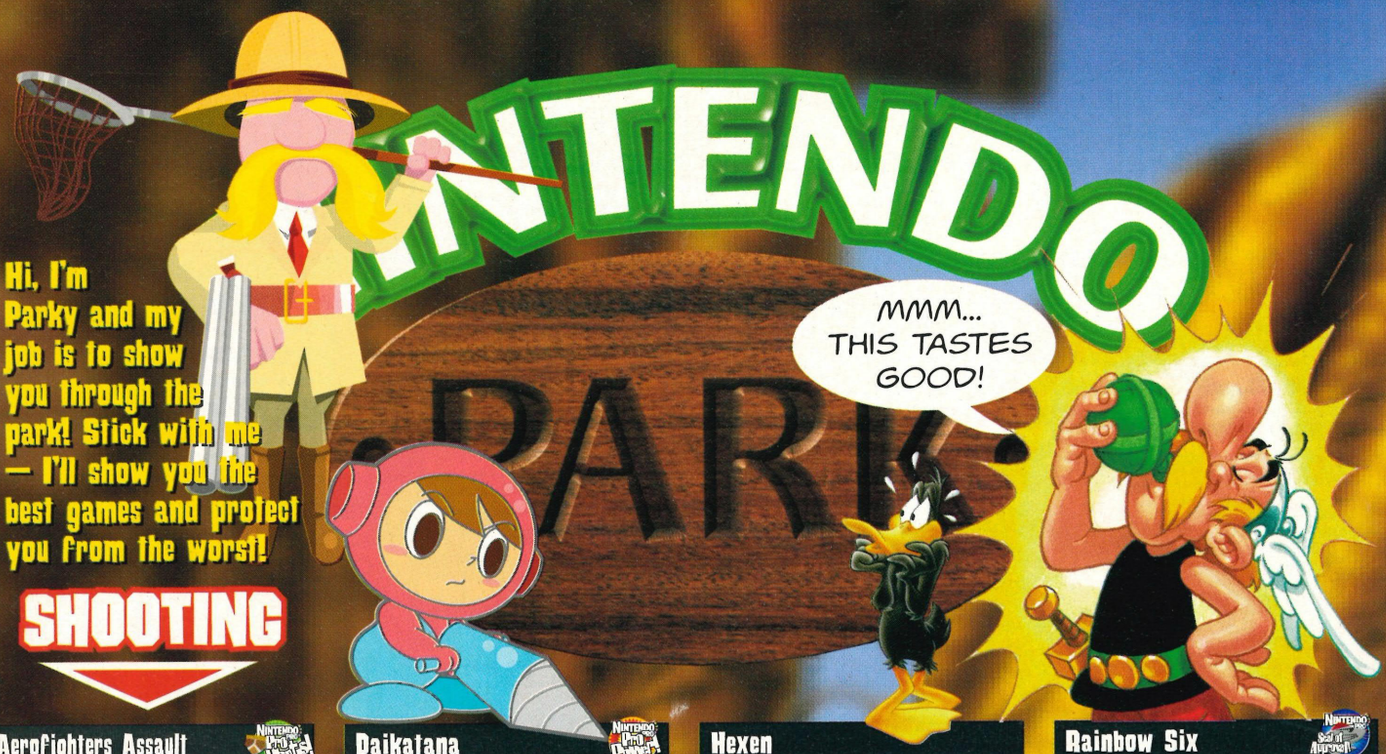
Car Gadgets
Dancing Neon, Flashing Air Freshener, Black Light.

Personal Gadgets
Mini Phone, Plasma Ball.

Phone Gadgets
Transparent Phone Case, Call Alert Device.

For more enquiries visit our website (still under construction) Watch This Space For Up Dates!

NINTENDO PARK



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 protect 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

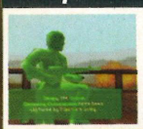


Shoot giant bugs and run about a bit. Good graphics and plenty of green gore!

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

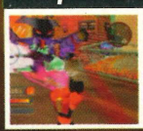


Tank blasting and strategy game all mixed up into an explosive alien mess.

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%

Perfect Dark



The perfect game with tonnes of weapons, secrets and a very special secret agent!

Nintendo/Rare
Players 1-4
Memory Pak ✗
Rumble Pak ✗

98%

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

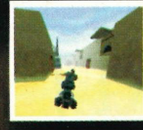


Fly in low, smash up AT-ATs and shoot at Tie Fighters. The force is strong with this one!

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%

RACING

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%

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

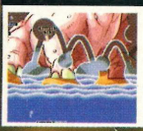


Strategy shoot-outs with SWAT team mission objectives and fantastic forward rolls!

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%

Aero Gauge



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

ASCII
Players 1-4
Memory Pak ✗
Rumble Pak ✗

30%

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

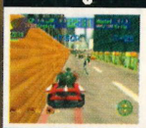


Nearly the worst racing game ever. So easy you could finish it with your eyes shut.

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%



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

C64 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

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

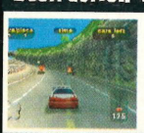


The worse game from the 'Cruis'n' camp. Cruise? I'd rather eat ear wax.

NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✗

15%

Destruction Derby

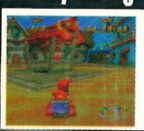


Multiplayer mayhem, sudden death matches, arcade-style graphics and big crash-fests!

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 racer! 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

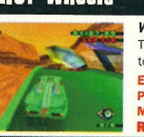


Very poor! Jerky and slow with awkward controls. Needs to be binned!

OCEAN
Players 1-4
Memory Pak ✗
Rumble Pak ✗

50%

Hot Wheels



Wacky Races-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

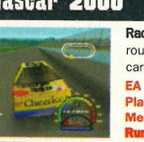


Only three tracks! Slow, old and uninteresting. Get a newer game.

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%

San Francisco Rush

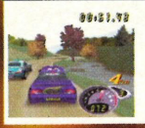


Bomb around 'Frisco! Painfully bright colours, but a good crack to play!

GT INTERACTIVE
Players 1-2
Memory Pak ✗
Rumble Pak ✓

80%

TCR 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%

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%

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%

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%

Revolt



Twitchy remote control cars race around real world environments.

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

84%

Snowboard Kids



Mario Kart-style snowboarding, big jumps and power-ups but too slow.

ATLUS
Players 4
Memory Pak ✗
Rumble Pak ✓

70%

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

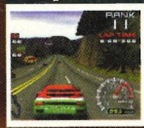


MK's first foray into 3-D. Fast fighter with awesome action and gruesome deaths.

GT INTERACTIVE
Players 1-2
Memory Pak ✗
Rumble Pak ✓

85%

Ridge Racer 64



Super-fast racing action with a storming multiplayer mode. Best racer to date!

Nintendo
Players 1-4
Memory Pak ✗
Rumble Pak ✓

96%

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%

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%

Road Rash



Burly biker mayhem in this super-violent arcade-style racing game.

THQ
Players 4
Memory Pak ✗
Rumble Pak ✓

79%

South Park Rally



Rip-roaring rallying fun with crazy games and 29 *South Park* people.

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✓

89%

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%

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%

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%

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

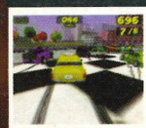


Dark and gloomy with lots of blood, sword-swiping and foul beasts running about.

ACTIVISION
Players 1-2
Memory Pak ✗
Rumble Pak ✗

60%

Rush 2: Extreme Racing

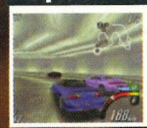


Gaudy visuals, over-the-top racing and laughable sound. Simple but fun!

GT INTERACTIVE
Players 1-2
Memory Pak ✗
Rumble Pak ✓

80%

Top Gear Overdrive



Fast arcade racer! Great cars, top tracks, challenging gameplay plus hi-res mode.

KEMCO
Players 4
Memory Pak ✓
Rumble Pak ✓

82%

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%

1080 Snoboarding



Flawless reproduction of the raddest sport around! Stunning and addictive.

NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✓

93%

Top Gear Rally



Great testing tracks and fluid car dynamics in this top rallying racer.

KEMCO
Players 4
Memory Pak ✗
Rumble Pak ✓

76%

Dual Heroes



Power Rangers lookalikes. Ugly, weirdly disjointed, slow, and virtually unplayable.

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

35%

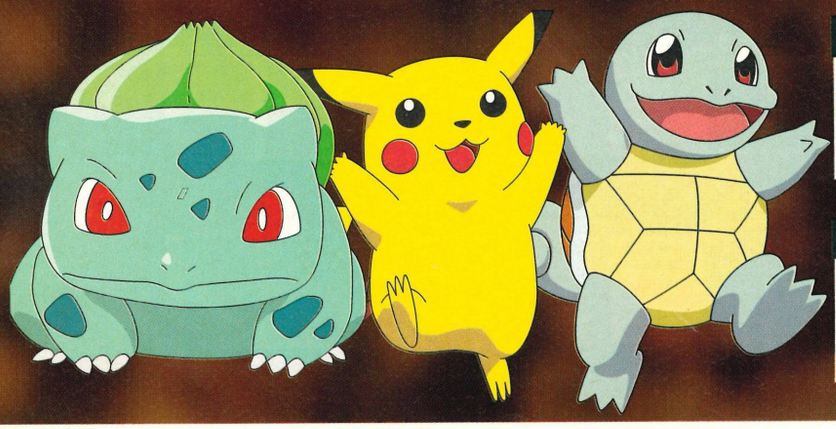
Ready 2 Rumble



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

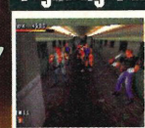


Cute scrapper with Mario and all his Nintendo mates. It's a great laugh in four-player.

NINTENDO
Players 4
Memory Pak ✗
Rumble Pak ✓

85%

Fighting Force

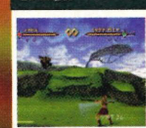


Walk along kicking and punching people. It's a bit boring really.

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

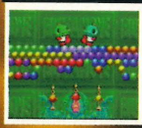
Virtual Chess



Virtual wood-pushing strategy game! Take on the grandmaster N64.

TITUS
Players 1-2
Memory Pak ✗
Rumble Pak ✗
72%

Bust-A-Move '99



The best from the dangerously addictive *Bust-A-Move* range.

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✗
90%

Wetrix



***Tetris* but with water and fire.** Brilliantly tense dam-building, water-catching puzzler.

OCEAN
Players 1-2
Memory Pak ✗
Rumble Pak ✓
90%

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%

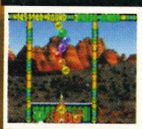
A Bug's Life



This game will really 'bug' you (ho ho). Dull, sloppy **visuals and crummy controls.**

ACTIVISION
Players 1-4
Memory Pak ✗
Rumble Pak ✓
58%

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%

Banjo-Kazooie



Brilliant platformer/adventure game with loveable characters and great ideas.

NINTENDO/RARE
Players
Memory Pak ✗
Rumble Pak ✓
94%

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%

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%

Glover



Puzzler starring a white glove. Run on fingers, bounce balls and die a lot. Frustrating!

HASBRO
Players 1
Memory Pak ✗
Rumble Pak ✓
78%

Bomberman Hero



I'm a firestarter! The urban terrorist strikes again in this slightly updated version.

HUDSON
Players 1
Memory Pak ✗
Rumble Pak ✗
66%

Lode Runner



Quirky head-bender that's let down by visual and mental repetition!

INFOGRAMES
Players 1-2
Memory Pak ✗
Rumble Pak ✗
41%

Chameleon Twist



Perfect your tongue technique. Not great, but quirky enough to be good fun!

SUNSOFT/OCEAN
Players 1
Memory Pak ✗
Rumble Pak ✗
58%

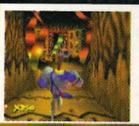
Silicon Valley



Wonderfully weird. Hovering sheep, turbo mice and dogs with guns!

TAKE 2
Players 1
Memory Pak ✗
Rumble Pak ✓
92%

Earthworm Jim 3D



A fun, crazy platformer featuring the only worm to have arms and legs!

VIRGIN
Players 1
Memory Pak ✗
Rumble Pak ✓
83%

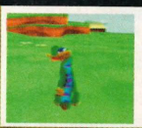
Tetrisphere



***Tetris* comes full circle! Spin** blocks and match pieces to free the robot.

ASCII
Players 1-2
Memory Pak ✗
Rumble Pak ✗
60%

Gex



Ridicules TV shows – funny, but camera angles and slippy controls spoil it.

GT INTERACTIVE
Players 1
Memory Pak ✗
Rumble Pak ✓
60%

The New Tetris



Top rendition of the grandaddy of puzzle games. Tense building game.

NINTENDO
Players 1-2
Memory Pak ✓
Rumble Pak ✓
83%

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%

PLATFORM

40 Winks



Control two kids as they roam around protecting our dreams from Hoodwinks.

GT INTERACTIVE
Players 1
Memory Pak ✓
Rumble Pak ✓
89%

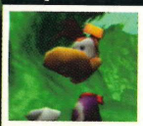
Mischief Makers



Insane Japanese platformer. Control a schoolgirl, save a **scientist and avoid gropers!**

ENIX
Players 1
Memory Pak ✗
Rumble Pak ✗
60%

Rayman 2



Armless fun from this hero from outer space. Colourful 3-D platformer.

UBI SOFT
Players 1
Memory Pak ✓
Rumble Pak ✓
63%

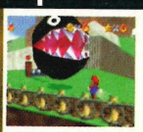
Starshot: Space Circus



Stuttery freak-finding game. Great story, but you get lost an awful lot!

INFOGRAMES
Players 1
Memory Pak ✗
Rumble Pak ✗
72%

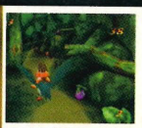
Super Mario 64



The plumber's game. Intrepid Mario sets off into a world of action and adventure!

NINTENDO
Players 1
Memory Pak ✗
Rumble Pak ✓
94%

Tarzan



Jungle boy takes on the vicious/cute animals with a **variety of sticks and spears!**

Activision
Players 1
Memory Pak ✓
85%

Taz Express

NEW



Taz has got a job! Help the furry devil whizz around the enormous 3-D levels.

Infogrames
Players 1
Memory Pak ✗
Rumble Pak ✓
84%

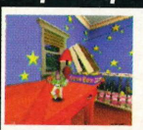
Tonic Trouble



Tiny purple-headed alien sets off to save the world from troublesome Tonic.

UBI SOFT
Players 1
Memory Pak ✓
Rumble Pak ✓
84%

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%

Yoshi's Story

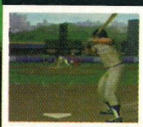


Simplistic 2-D platformer with the funny, squeaky, tongue-lashing dinosaur.

NINTENDO
Players 1
Memory Pak ✗
Rumble Pak ✓
80%

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%

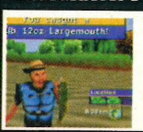
ASB 2000



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%

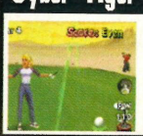
Centre Court Tennis



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%

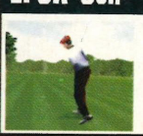
ECW



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

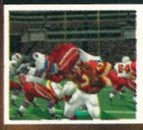


Rubbish, ancient, one-legged footy game hobbling around the pitch.

EA SPORTS
Players 1
Memory Pak ✗
Rumble Pak ✓

34%

Madden '99



All-singing, all-dancing rendition of US footy. Kick out the competition.

EA
Players 1-4
Memory Pak ✗
Rumble Pak ✗

85%

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%

Tony Hawk's Skateboarding



The ultimate skateboarding game is here. Phat air and wicked grinds aplenty!

ACTIVISION
Players 1-2
Memory Pak ✗
Rumble Pak ✓

94%

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%

Madden 2000



Top of the *Madden* scrum heap. Big, bolshy boys and big, banging graphics.

EA
Players 1-4
Memory Pak ✗
Rumble Pak ✗

91%

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%

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%

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%

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%

NBA Live 2000

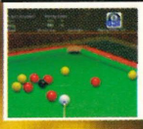


Average to good basketball game, with accurate passing as an added extra.

EA
Players 1-2
Memory Pak ✓
Rumble Pak ✓

84%

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%

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%

Mario Golf



Mario and co interrupt a good walk and get clubbing. Top golfing game.

NINTENDO
Players 1-4
Memory Pak ✗
Rumble Pak ✓

90%

NFL Blitz



Top US football game featuring super violence. Close second to *Madden*.

MIDWAY
Players 1-4
Memory Pak ✓
Rumble Pak ✓

90%

Waialae Golf



Ruin a good walk and waste money! Dodgy graphics, general dullness.

NINTENDO
Players 1-2
Memory Pak ✗
Rumble Pak ✗

69%

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%

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%

NFL Quarterback Club

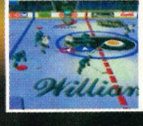


Just falls to make the nine yards. Superb visuals but *Madden* kicks it into touch.

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

83%

Wayne Gretzky's Hockey



Top blood-spilling, super-violent hockey game. The best yet.

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

90%

ITF Summer Games



Amazing track and field game with stunning graphics and 14 super finger events.

KONAMI
Players 1-4
Memory Pak ✗
Rumble Pak ✗

91%

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%

NFL Quarterback Club '98



Better than its predecessor. But still not up to the standard of *Madden 2000*.

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

84%

Winter Olympics

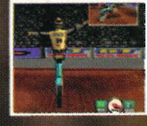


Snow-bound Olympic sportsmanship, including speedskating and curling.

MIDWAY
Players 1-2
Memory Pak ✗
Rumble Pak ✗

70%

Jeremy McGrath



Dirt bike racing with a special track editor feature. There are better ways to get muddy!

ACCLAIM
Players 1-4
Memory Pak ✗
Rumble Pak ✓

65%

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%

NHL Breakaway



Frantic combo of nutcases with knives on their feet and big sticks. Excellent!

ACCLAIM
Players 1-2
Memory Pak ✗
Rumble Pak ✓

90%

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%

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%

NBA Pro '99



Dismal visuals and squeaky sound, Aims, but the ball totally mis-hits.

KONAMI
Players 1-4
Memory Pak ✗
Rumble Pak ✗

56%

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%

WCW Nitro



Total tosh wrestling. Less realistic than the real thing. Finish him!

THQ
Players 1-4
Memory Pak ✗
Rumble Pak ✓

62%

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%

NBA Hangtime



Lacking technical brilliance but gameplay is good, with gravity-defying moves!

MIDWAY
Players 1-4
Memory Pak ✗
Rumble Pak ✗

65%

NHL '99



Realistic ice fighting. Nice animation but a lot slower than *Breakaway*.

EA
Players 1-2
Memory Pak ✗
Rumble Pak ✓

89%

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%

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%

NBA In The Zone



Realistic but painfully slow basketball game with heaps of extra features!

KONAMI
Players 1-4
Memory Pak ✗
Rumble Pak ✗

59%

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%

WCW/NWO Revenge



More big sweaty men grappling! Good graphics and crowd-pleasing action.

THQ
Players 1-4
Memory Pak ✗
Rumble Pak ✓

85%

WCW Mayhem



Blocky, samey wrestler with too few moves and rubbish Create mode.

EA
Players 1-4
Memory Pak ✗
Rumble Pak ✓

65%

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%

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%

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%

ADVENTURE

Castlevania



Whip vampires back into the underworld! Great fun, but a bit too short.

KONAMI
Players 1
Memory Pak ✗
Rumble Pak ✗

80%

Castlevania: LOD

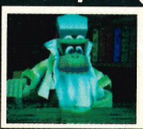


Slight remake of the old *Castlevania* with a few new characters. Still spooky!

KONAMI
Players 1
Memory Pak ✗
Rumble Pak ✗

80%

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%

Holy Magic Century



Silly characters, ridiculous story and boxy, babified graphics. Can it, Stan.

KONAMI
Players 1
Memory Pak ✗
Rumble Pak ✓

50%

Hybrid Heaven



Futuristic roleplay, confusing story and all with a very small gun. Dull!

KONAMI
Players 1
Memory Pak ✓
Rumble Pak ✓

57%

Jet Force Gemini

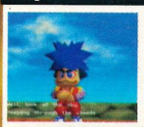


Fantastic graphics and gameplay as twins battle giant ants to save ewoks.

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

93%

Mystical Ninja



Surreal Japanese game! Save world from a giant peach via conversation and sub-games.

KONAMI
Players 1
Memory Pak ✗
Rumble Pak ✓

73%

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%

Rocket: Robot On Wheels



Creative and gorgeously- rendered adventure with highly original gameplay.

UBI SOFT
Players 1
Memory Pak ✓
Rumble Pak ✓

91%

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%

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%

Superman



Man in pants features in highly rubbish game. Useless graphics and gameplay.

TITUS
Players 1-2
Memory Pak ✗
Rumble Pak ✓

30%

Zelda 64



Save Hyrule from evil. The best game on the Nintendo. Or on anything, ever.

NINTENDO
Players 1
Memory Pak ✗
Rumble Pak ✓

98%

OTHER STUFF

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%

Blast Corps



Wanton destruction on a global scale. Lots of vehicles, good gameplay.

RARE
Players 1
Memory Pak ✗
Rumble Pak ✗

80%

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%

Command & Conquer



Build army, control troops, and keep heaven supplied with souls. Warmongering fun.

NINTENDO
Players 1
Memory Pak ✗
Rumble Pak ✗

81%

NEW

Harvest Moon 64



Join the young farmers club and manage your own farm! You can even get married!

NATSUME
Players 1
Memory Pak ✓
Rumble Pak ✗

82%

Mario Party



50 small games rolled up into one! Fantastic four-player game!

NINTENDO
Players 1-4
Memory Pak ✗
Rumble Pak ✗

87%

Mario Party 2



Loads of new mini-games to play against your mates at Mario's second party!

NINTENDO
Players 1-4
Memory Pak ✗
Rumble Pak ✗

89%

Paperboy

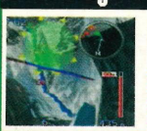


Fairly bad conversion of arcade classic. Chuck papers at houses, cry at graphics.

MIDWAY
Players 1-2
Memory Pak ✗
Rumble Pak ✓

65%

Pilotwings 64



Wonderful flying game with handgliders, gyrocopters and loads more!

NINTENDO
Players 1
Memory Pak ✗
Rumble Pak ✓

90%

Pokémon Stadium



Battle Pokémon in full 3-D the ultimate Pokégame with an added Transfer Pak!

NINTENDO
Players 1-4
Memory Pak ✗
Rumble Pak ✗

91%

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%

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%

Rugrats



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THQ
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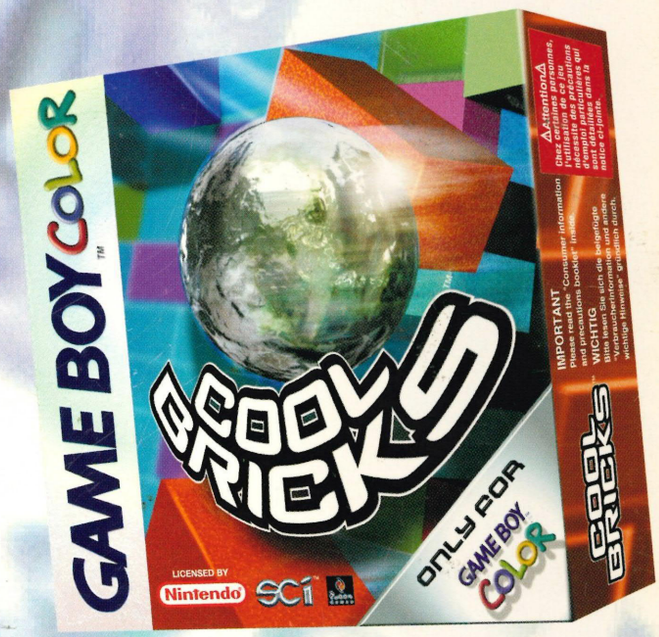


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