

Escape From L.A.

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64 Magazine reports live from E3.

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Escape from

64 MAGAZINE REPORTS
LIVE FROM E3!

It's hot, sweaty and 6,000 miles away from home – but each year we make the trek to Los Angeles to talk to people who live only a few miles up the road from the 64 MAGAZINE offices! Yes, like it or not, it's E3 time again. We travelled 'across the pond' to report back on the hottest Nintendo games ever seen!

E3 MAIN GAMES

Mickey's Speedway USA Nintendo

The story for this game goes something along the lines of this: the weasels have stolen Pluto's diamond necklace and it's up to you to get it back! Quite frankly though – who cares? It's a Disney karting game from Rare so if that doesn't get you excited then nothing will! Surely *Mario Kart* can feel the impending doom as *Mickey's Speedway USA* rounds the corner.

As the title suggests this game is set in the good old United States of America. Of the five grand prix circuits on offer in the game each one is set in a different part of the US, for example, one of the tracks takes in the Grand Canyon. Like *Mario Kart* and *Diddy Kong*

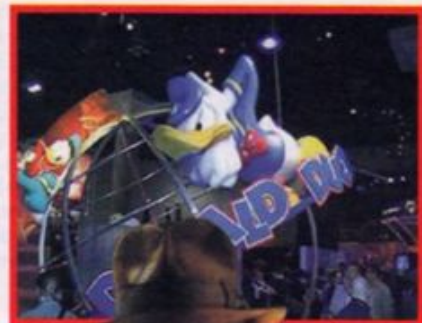
Racing the emphasis in this game is very much on having fun. The courses are littered with power ups and yes, you will be able to scupper your mates with projectile weapons in a four-player bout! *Mickey's Speedway USA* isn't due out over here until November but it's definitely going to be worth the wait.

First Impressions

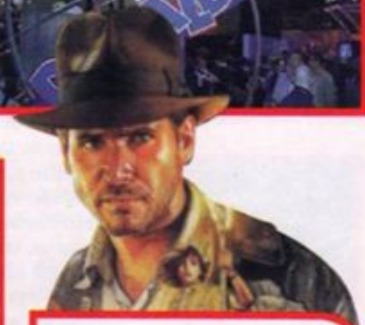
Another Rare classic? Well kind of... but the one thing that hits you in the face as soon as you start playing is that this is basically *Diddy Kong Racing* with different graphics and a few tweaks. Having said that it's also fast, fun and a good challenge. We jumped straight in at the start racing as good old Mickey Mouse himself. The Disney graphics and sound effects really boost what is already a very playable game and take it

N64 Games On Show

Aldyn Chronicles	THQ	Donald Duck	Ubi Soft	Mario Tennis	Nintendo
All-Star Baseball 2001	Acclaim	Eternal Darkness	Nintendo	Megaman 64	Capcom
Banjo-Tooie	Nintendo/Rare	Excitebike 64	Nintendo	Mia Hamm Soccer	South Peak Interactive
Batman Beyond	Kemco	Fighter Destiny 2	South Peak Interactive	Mickey's Speedway USA	Nintendo/Rare
Big Mountain 2000	South Peak Interactive	Hey You, Pikachu!	Nintendo	Midway's Greatest Arcade Hits Vol 1	Midway
Cat Roots	Aun Entertainment	Indiana Jones and the Infernal Machine	LucasArts	Namco Museum 64	Namco
Conker's Bad Fur Day	Nintendo/Rare	Kirby 64: The Crystal Shards	Nintendo	NFL Blitz 2001	Midway
Cruis'n Exotica	Midway	Looney Tunes: Duck Dodgers	Infogrames	NFL Quarterback Club 2001	Acclaim
Dinosaur Planet	Nintendo/Rare	Madden NFL Football 2001	Acclaim	Ogre Battle	Atlus



L.A.!



Featured This Issue

The big games at E3 that were just so huge we couldn't fit them on these pages! Look elsewhere in this issue for 64sights on:



Dinosaur Planet Nintendo

This secret Rare project was unveiled at the show and the game literally left people dumbstruck! Page: 16



Conker's Bad Fur Day Nintendo

Shocking all that saw it with its bad language and violence, *Bad Fur Day* is definitely for the adult N64 audience! Page: 18



Eternal Darkness Nintendo

Once thought a dying game, this horror adventure managed to amaze and delight eager onlookers. Page: 19



Star Wars Episode One: Battle for Naboo Lucasarts

At last *Star Wars* on the N64 again, it's been a while since the *Episode One Racer*. Page: 20

to another level. If you're a cartoon racing game fan – it doesn't come much better than this – start getting excited now! Anticipation Rating: ****

Indiana Jones and The Infernal Machine Lucasarts

Based on the hit PC game of the same name this could be just what the N64 has been waiting for – its very own version of *Tomb Raider*! Admittedly, Indiana Jones has a little more stubble than Lara Croft but he was the first person to glamorise a profession that mainly involves shovelling dirt!

However, this game *is* a little more complicated than just digging up lost artefacts. Playing as Indy you learn that the Soviets have discovered information about an ancient machine that can open

the door to a parallel dimension known as the Aetherium. Thus, Indy being the hero that he is, sets out on his biggest adventure yet. He must go around the world to find all the parts to the machine before the Soviets can.

This action adventure game takes you to the ancient ruins of Babylon, into the bowels of Teotihuacan Aztec temples and across the mountains of Kazakstan! On the way you partake in some white water rafting and even a bit of off-road jeep racing. Oh and this wouldn't be an



Paper Mario

Nintendo/Intelligent Systems

Scooby Doo! Classic Creep Capers

THQ

Perfect Dark

Nintendo/Rare

Star Craft 64

Nintendo

Pokémon Stadium

Nintendo

Star Wars Episode One: Battle for Naboo

LucasArts

Rally Challenge 2000

South Peak Interactive

The World is Not Enough

Electronic Arts

Ready 2 Rumble Boxing Round 2

Midway

Tigger's Honey Hunt

New Kid Co

Resident Evil Zero

Capcom

Tom & Jerry in Fists of Fury

New Kid Co

Roswell Conspiracies

Climax/Red Storm

Turok 3: Shadow of Oblivion

Acclaim

Rugrats in Paris: The Movie

THQ

WWF No Mercy

THQ

San Francisco Rush 2049

Midway

Zelda: Majora's Mask

Nintendo





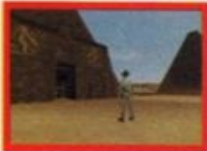
Indy game if you didn't get to jump into a speeding mine cart, now would it? Keeping true to the films, this title also allows you to use a whip, something you can't say about a lot of other games! Other weapons include pistols, rifles, grenades and even bazookas! Featuring high-resolution graphics and impressive lighting this game is looking graphically stunning and the dungeons and temples promise to keep you locked away in your room for years!

First Impressions

One of the most impressive games on the Nintendo stand at E3, *Indiana Jones* was a joy to play. It does have a very *Tomb Raider*-esque feel with the lead character viewed from behind as he runs, jumps, searches, shoots and drives through the adventure. When you think about it things have come full circle – *Tomb Raider* was an Indiana Jones rip-off to start with!

A favourite section of ours was the jeep driving. The controls are tricky to start with, but once you get used to them it's really enjoyable, whizzing over rickety bridges and running over the bad guys. It looks like LucasArts have another winner on their hands!

Anticipation Rating: *****



Banjo-Tooie Nintendo

If you haven't heard of this game by now, then where have you been for the past year? The show gave us an invaluable opportunity to see just how this game is shaping up and it's looking great! Especially, the sections where Banjo and Kazooie split up.

The moves remain the same as in the first game when they're together but apart it's a whole different ball game! Banjo without Kazooie can use his now empty backpack as a weapon or as an air storage device for underwater exploration! Kazooie without Banjo on

the other hand becomes an aerial master who could put the Red Arrows to shame!

There's no word yet on how this game will interact with the original *Banjo Kazooie* but the word on the show floor was that it is likely to involve 'hot swapping' the carts! This would involve taking one cart out and replacing it with another mid-game! *Banjo Tooie* is due out over here in October.

First Impressions

More of the same – nuff said! We don't know what you were all expecting from *Banjo-Tooie*, but it really is just a remixed version of the original *Banjo-Kazooie* game. This was really to be expected though – especially as the new game is supposed to interact with the original title.

The similarity isn't a bad thing though – because you've got loads of new puzzles to sort out and terrain to explore. This is a 'must have' game!

Anticipation Rating: ****

Mario Tennis Nintendo

Last year's E3 showed the world *Mario Golf*, this time Mario's taken to the court and swapped his club for a racket! Just like *Mario Golf* this game has realistic physics mixed with explosive action. As well as all the usual lobs and serves you can play some power shots to stoke fear into your opponents. The earlier you get to where the ball is going to land the more power you can put into your shot!

Most comical of all though is the Bowser court which is suspended on chains above a fiery pit! As well as a moving court you have to contend with Koopa shells and other such nastiness being thrown at you. Full of multiplayer and solo fun this game is guaranteed to liven up an otherwise dull sport.

First Impressions

Stick Mario into any game and watch it sell! That's Nintendo's motto – and they're sticking to it! Underneath all the snazzy graphics and animation this came across as an average tennis game in the same mould as *Super Smash Tennis* from the old Super Nintendo days, only with Mario and his pals thrown in for good measure. There are lots of quirky things going on to spice the game up a bit and the dynamic camera angles as the character serve, lunge and run about really do add an element of excitement, but at the end of the day... it's only tennis!

Anticipation Rating: **



Resident Evil Zero Capcom

We brought you an exclusive preview on this game a while back but this prequel to the famous horror series was looking better than ever at E3. Set before the very first game on the PlayStation, *Resident Evil Zero* gives an insight into the background surrounding the whole Raccoon City incident. Investigating a train crash, you play Rebecca, who originally featured as a STARS team rookie in the first game!

An amazing new feature that surfaced at E3 is a real-time zap system! A first for the *Resident Evil* games this allows you to switch between the two main characters at any point during gameplay. This should heighten the suspense no end on the game that is promising to be the most difficult and most terrifying *Resident Evil* game to date.

First Impressions

Wow, this game certainly looks good! In fact we would go so far as to say it's one of the most, if not *the* most, impressive *Resident Evil* game ever! We all know the gameplay involved, it's the quality of the graphics and the ingenious new features like the real-time zap that will really boost this version. We can't wait for the completed game to arrive!

Anticipation Rating: *****



**Turok 3: The Shadow Of Oblivion
Acclaim**

If you didn't buy our last issue with a mammoth feature on this game then you won't know that it's bigger and better than ever before. This latest time-travelling installment has got more blood, more enemies and more weapons than Turok 2 even dreamed off. One thing it hasn't got though is Joshua Fireseed. Instead, taking his place for this game you have other family members Danielle and Joseph. Other new additions to the

game include upgradable weapons, real-time cut-scenes with speech and facial animation and more frequent game saves. This being a Turok game you also get loads of opportunities for killing your mates. In addition to the classic games such as *Horley Tag* you now get *Golden Arrow*, *Colour Tag*, *Arsenal Of War* and *Weapon Master* multiplayer games! Look out for more on this one soon.

First Impressions

Fan-flippin'-tastic! We'd already played an early version of this at Acclaim and

the E3 build looked even better. The lack of many dinosaurs doesn't detract at all from the gameplay and the range of other enemies more than make up for this anyway. As we stated in the feature last issue this game is very reminiscent of *Half Life* on the PC and as such it's tremendously atmospheric. The time travel element seems to work really well and we're positively salivating at the thought of finished code arriving in just a few months!
Anticipation Rating: *****

**Mario Story
Nintendo**

Shown as *Paper Mario* at the show, this game has already been retitled *Mario Story* for its Japan release. The RPG adventure kicks off after Mario receives an invite to a party at Mushroom Castle. The original name of *Paper Mario* comes from the fact that all of the well known characters appear in flat 2-D form! They are of course all set in a glorious 3-D world but as shocking as this may be, the game is a side-scroller! Despite this, Nintendo is promising that the game will be bringing a new gameplay experience to the public. The original *Mario 64* is still one of the best games on the N64 – who knows, perhaps this could top it?

First Impressions

What on earth is going on in this game? It uses a similar graphic style to *Yoshi's Story* but puts Mario and all the usual characters (Luigi, Koopa and Peach) from the *Mario* games into the starring roles – and they're all flat so they virtually disappear when they turn around! This special look is one that is uniquely Nintendo and although it doesn't exactly make the best use of the N64's graphical power – it is fascinating to watch! The game is a kind of a sequel to *Super Mario RPG* and uses similar role playing elements – *Mario Story* will certainly be a game to look forward to!

Anticipation Rating: ***

**The World Is Not Enough
Electronic Arts**

The name's Bond, James Bond! After an epic wait the suave and sophisticated secret agent is making a comeback on the N64. Shockingly though this title is being made not by Rare but by EA! Thankfully however like *Goldeneye* this is a 3-D first person shooter split into mission-based levels. There are ten levels in all based on scenes from the film and split into several objectives. Whilst on these levels you'll get to play with no less than 40 weapons and gadgets! So far this is looking amazing and – dare we say it – possibly even better than *Goldeneye*!

First Impressions

What can we say? It's another Bond game – and about time too! Thankfully this game is already looking much more impressive than the rather duff *Tomorrow Never Dies* which popped up on the PlayStation, and it does indeed look like it might be able to rival *Perfect Dark* for playability. It's time to don that tuxedo again and run around your house

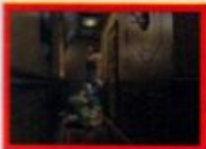
pretending that your clenched fingers are really a Walther P99!
Anticipation Rating: ****

**Pokémon Puzzle League
Nintendo**

Those Pokémon have got their tentacles into practically every market and now they're taking it one step further with *Pokémon Puzzle League*. The gameplay is like most other puzzlers: simple! Basically the idea is to match three blocks of the same colour to make them disappear. Of course the complexity comes when you start going for combos but the fun and basic gameplay should make this game a sure fire hit with Pokémon fans of all ages.

First Impressions

Come on... read between the lines! *Pokémon Puzzle League* is nothing more than a variation on *Tetris*, only with Pokémon graphics slapped on it! We've all seen the game before, but once you start playing you just get hooked all over again! The game is particularly playable as a two-player battle.
Anticipation Rating: ***

**Mega Man 64
Capcom**

Long overdue for the N64, the Mega Man is coming. Those traitorous scoundrels amongst you who own a PlayStation will probably already be more than familiar with the short guy in a metal suit. This game is in fact based on the *Mega Man Legends* game that was released on the PlayStation a couple of years back. Luckily for us

Capcom have made a few improvements since then and *Mega Man 64* should be a delight to behold. Taking place in full 3-D, the graphics are a lot crisper than on the PlayStation version and you don't get the problems of dodgy clipping either! Slightly smaller levels also means better frame-rates and higher polygon counts. If you haven't experienced the Mega Man in action yet then this game should be the perfect excuse to give him a try!

First Impressions

Mega Man is one of those games which has held its appeal through numerous different format changes and from the looks of things it's going to be just as good on the N64. It's arriving a little later in the ninny's life than we'd have liked, but it's definitely a case of better late than never!
Anticipation Rating: ****





**Hey You, Pikachu!
Nintendo**

Have you ever wanted to truly play with an on-screen Pikachu? Well despite the fact that you may need psychiatric help now you can with *Hey You, Pikachu!* This may not be a title to catch everyone's attention but this is the first N64 game to use voice recognition. Yes that's right, by using the microphone that comes with the game you can talk to your very own Pikachu!

This ultimate advancement in cyberpet technology allows you to help Pikachu fish, cook, search for treasure and many other things. Other Pokémon such as Bulbasaur, Caterpie, Charmander and Squirtle are also in the game for Pikachu to interact with. Do well and you can earn friendship points but annoy Pikachu and he could run off! *Hey You, Pikachu!* hasn't been confirmed for a UK release yet but is due out in the US around Christmas time.

First Impressions

This game gives you the chance to shout at Pikachu – what more could any sane gamer want? Coming with its own microphone attachment and voice recognition software the technical marvel behind the game is quite amazing! In reality it's not quite as interactive as you might think, especially as the version

on show at E3 was Japanese, so Pikachu spent most of his time just looking at us blankly! We're sure it will thrill Pokémon fans all across the UK though – if it ever comes out over here!
Anticipation Rating: ****

**Batman Beyond: Return Of
The Joker
Kemco**

The Dark Knight creeps up on the N64 unnoticed but he's not quite the Gotham City hero you might be expecting. *Batman Beyond* is based on the cartoon series of the same name, which stars not Bruce Wayne but an all new futuristic hero who has donned the Dark Knight mantle. This is a good thing, because it means we get to play with his new gadgets including Dark Knight discs and a lovely pair of nunchakas!

Similar to *Fighting Force 64*, the gameplay basically involves fighting and takes place in a variety of locations. This includes the Gotham Aerospace Research centre, which the Joker and his clown



gang have invaded. *Batman Beyond: Return Of The Joker's* gameplay recalls the classic *Streets Of Rage* or *Double Dragon* games, as most of the action takes place on side-scrolling levels. Let's hope that Batman manages to better the last comic outing *Superman* – but let's face it that won't be difficult!

First Impressions

Wahey! 64 MAGAZINE are big fans of Batman and if you read our *Dragon Sword* feature a few issues ago, then you'll know that we're rather partial to progressive beat-'em-ups too, so this game went down a treat! However, we're reserving



**Aldyn Chronicles
THQ**

Could it be? Surely not? A proper RPG adventure on the N64? If there's one type of game sorely lacking on the Nintendo at present it's a decent RPG. In fact *Zelda* is probably the closest you can get to one at the moment! With ten different characters – four of whom are controllable during any one game – this title is big to say the least. Characters you can lead through the non-linear story include thieves, wizards, warriors, knights

and even a poet! The game also includes loads of other colourful individuals who you will come across whilst wandering the world of *Aldyn*, some friendly and others not! When battles do happen it's a mix of real time and turn-based combat which will hopefully please all RPG fans. If you're an RPG follower then cross your fingers and hope that this one gets a UK release as nothing's been confirmed yet.

First Impressions

After such other die attempts at N64 RPGs like

Holy Magic Century this game was a pleasant surprise. The problem with RPGs as a whole is that they can get bogged down by being so huge and there being so much falling around talking to irrelevant NPCs. So far though *Aldyn Chronicles* is looking a lot less dull than many games of this genre that we could mention and at the end of the day N64 RPG fans are probably going to love it regardless. Definitely one to watch.

Anticipation Rating: ****



Scooby Doo: Classic Creep Capers
THQ

Classic is the name of this Scooby Doo game and classic is just what it is - there will thankfully be no Scrappy Doo in this comic masterpiece! Featuring the original cast of Daphne, Freddy, Velma, Shaggy and Scooby this game is based on actual episodes from the original series. If like us you've been brought up on Scooby

Snacks then don't worry because there are just enough original elements to make this 3-D adventure a tough challenge. In fact there's even one entirely new adventure to play through in *Classic Creep Capers*. Just imagine being able to control your favourite mystery hunting team through this and all the other episodes!

First Impressions

Scooby Doo, where are you? You've got some work to do now! Er... sorry, lost

it a bit there! From the looks of things this game is going to be fairly interesting although we're still not sold on the plots being borrowed from the original cartoons - after all the bad guy is always 'crazy Mr Jones who runs the haunted amusement arcade' in a rubber mask! We're watching with interest though...

Anticipation Rating: ***



judgement until we get hold of the final code, because *Fighting Force* originally looked good and then turned out to be a bit of a disappointment. We're definitely waiting for this game with baited breath though... it can't fail, can it?

Anticipation Rating: ****



X Men: Mutant Academy
Activision

A game that seems like it's been in the works for an eternity now, *X Men: Mutant Academy* could put an end to those moans from fanatical beat-'em-up fans that the N64 hasn't offered them a lot so far. One

shocking thing to see at the show was that this fighting game is actually not going to be in 2-D. Anyone who has played an *X Men* game before will know that this is a first for the mutant heroes. Here you get to play with Ice Man, Gambit, Storm, Wolverine and all the others rendered in glorious 3-D! The *X Men* fighting series has had quite a considerable amount of success on other platforms, let's hope it does the same on the N64!



First Impressions

Oh yes, now this is what we're talkin' about! If beat-'em-ups are your 'thang' then you should start salivating now because this game looks flippin' great! It's no great shakes in the cerebral challenge stakes but nevertheless it's shaping up to be a hit, particularly with the *X-Men* movie on the way. To rip off some car company's slogan: prepare to want one! Anticipation Rating: *****



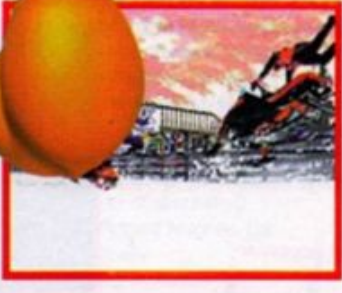


Ms. Pac-Man: Maze Madness
Namco

The last time Ms. Pac-Man made an appearance on the N64 was in her original 2-D form on *Namco Museum 64*. Well now she's back for more but this time Capcom has brought her bang up to date in glorious 3-D! On offer is a quest adventure game, new enemies and loads of new traps. Imagine trying to munch all those dots whilst negotiating collapsible bridges, breakable walls and jump pads! Best of all the original game is included as a hidden bonus!

First Impressions

Pac-Man in 3-D? Sounds a bit bizarre but it actually looked pretty good. Obviously the simplicity which was the draw in the original arcade game isn't present here but then games have evolved somewhat since then. We're not as excited about this as we are, say *Turok 3*, but from what we've seen so far it doesn't look half bad!
Anticipation Rating: ***



Polaris Snocross
Vatical Entertainment

Sponsored by Polaris, one of the biggest snowmobile manufacturers in the world *Polaris Snocross* is all about super-fast snow racing. There are 16 upgradable snowmobiles on offer with realistic

handling and you can race across 10 different tracks. Like *Wave Race* there is the opportunity to show off with tricks if you want to, but at the end of the day this game is more about serious racing than anything else.

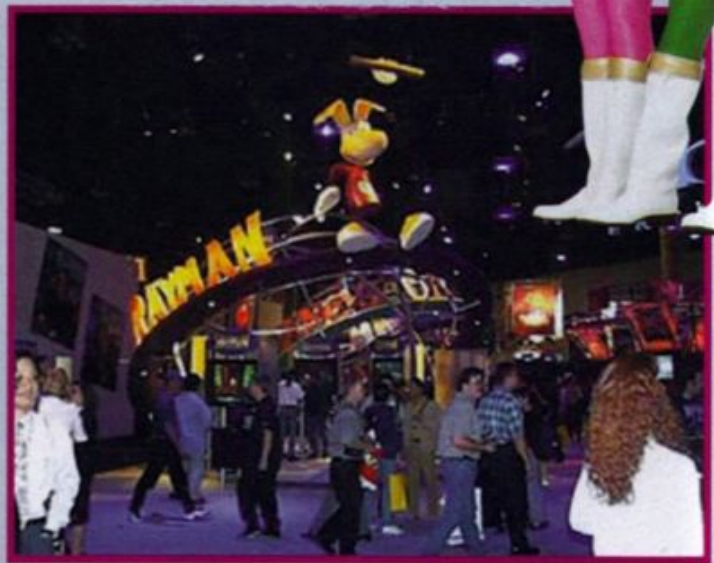
First Impressions

It's fast, it's furious and it seems like a lot of fun. We've had a lot of racing games for the N64 but this looks like being a little different. The handling of the snowmobiles makes for a different kind of game (in the same way that the jetbikes did in *Wave Race*) and as a result *Polaris Snocross* shows a huge amount of potential.
Anticipation Rating: ***

Power Rangers: Lightspeed Rescue
THQ

Hurrah – it's mighty morphin' time! Sarcasm aside the *Power Rangers* are apparently very popular – well they have reached their seventh series on TV! Aimed exclusively at a younger audience and *Power Rangers* fans, *Lightspeed Rescue* includes loads of stuff from the TV series.

All your favourite characters, vehicles, weapons and even monsters from the show feature in full 3-D in this game. Best of all you even get to play as the all-new Titanium Ranger from the seventh series





through the thirty levels on offer! To give this game the true authentic feel it even has actual character voices, music and sounds from the TV show. This will keep *Power Rangers* fans happy.

First Impressions

Okay, let's face it: the *Power Rangers* are pretty pants! For some reason though, they're incredibly popular (and it's sure as hell not for the acting!) The good news though is that this game looks like being a darn sight better than the television series so you probably won't have to be a fanatical *Power Rangers* enthusiast to enjoy it. Anticipation Rating: **



Roswell Conspiracies: Alien Myths and Legends Red Storm Entertainment

TV cartoon show-based games seem to be the next big thing and *Roswell Conspiracies* is just one of many. If you haven't heard of this cartoon yet then don't worry, because it hasn't even been broadcast over here yet! The game is due to come out around about the same time as the show itself. In this third-person action adventure game you play an agent working for the Global Alliance whose job it is to capture any aliens who have landed on the planet. Unlike *Men In Black* however you have to capture them, not blast them to bits! This is a game aimed at kids after all!

First Impressions

While playing *Roswell Conspiracies* in LA and chatting to the PR person looking after the game we realised that it is actually being created just 30 miles up the road

from 64 MAGAZINE! If we can wangle it we'll get up there and bring you a full report very soon. The game has a special look and feel to it, capturing the cartoon perfectly – textures have been kept to a minimum with the flat colour perfect for a cartoon conversion. The movement is very smooth and from the short demo we played, the game looks very promising! Anticipation Rating: ****



The Best Of The Rest

There were far too many games at E3 to cover each one in detail, let alone play them all! Here's a run down of some more titles you can expect to see appearing over the next year:

Army Men Sarge's Heroes 2 3DO

A follow up to the successful *Army Men* franchise on the N64, although unfortunately there are no plans to release it over here yet.

Cat Roots Nintendo

Looking very much like a computer game version of *Itchy and Scratchy*, this one appeared completely out of the blue on the Nintendo booth!

Donald Duck: Quack Attack Ubi Soft

A mix between 2-D and 3-D platforming with Donald Duck and other Disney characters, all running around on the *Rayman 2* graphics engine.

Looney Tunes: Duck Dodgers Infogrames

Starring Warner Bros' *Daffy Duck* this completely 3-D platformer, set in space, will be going beak to beak with Donald Duck.

Indy Racing 2000 SouthPeak Interactive

Continually racing around an oval circuit may not be the best idea for a console game but someone out there has decided to do it!

Madden NFL 2001 EA

More than just a refresh with updated stats and players, this American footy sim is stacked to the gills with upgrades.

Mia Hamm 64 SouthPeak Interactive

Mia Hamm is a famous American female

footballer, if you're waiting for the next *ISS* game this may have to keep you going.

NFL Blitz 2000 Midway

Its predecessor never hit the stores over here and we can only cross our fingers and hope that this yearly update changes that.

Ogre Battle 64: Person Of Lordly Caliber Atlus

The last time we heard about this strategy/RPG game it was being translated! Now it's looking better and is due out in the US soon.

Rally Challenge 2000 SouthPeak Interactive

Looking like it's going to put all the other rally games firmly in their place, this officially licensed title plays like a dream.

Rugrats in Paris THQ

Yet another *Rugrats* game from THQ this, featuring all the usual characters and plus an all new character exclusive to the *Rugrats in Paris* game.

Starcraft 64 Nintendo

If you don't know *Starcraft* then where have you been! On the horizon for ages this strategy game is now almost upon us.

Tom and Jerry NewKidCo

Who better to have in a fighting game than the ever quarrelling cat and mouse? Themed arenas will be full of frying pans and the like.

WWF No Mercy THQ

A follow up to the best wrestling game on the N64, with better graphics, more wrestlers and even more modes of play!

