

Games on Film

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GAMES ON



We probe N64 games for those cunning references to famous films...

KEY TO SCORES



Barely noticeable



Subtle nod



I recognise that...



Slap in the face



Bring on the lawyers

When Shigsy sat down to write his first videogame, he turned to the movies for inspiration. *Donkey Kong*, with its giant lady-kidnapping ape, 'borrowed' a fair amount from *King Kong* – so much, in fact, that *MGM* sent a lawsuit Nintendo's way.

Since then, developers have littered their games with nods to their favourite films. And as the line between games and movies blurs – with titles like *Zelda 64*, *Lylat Wars* and *Resident Evil 2* helping make games astonishingly film-like – those nudge-nudge, wink-wink references are becoming much more faithful to the original movie moments.

So, dim the lights, grab yourself some popcorn and cram your knees uncomfortably behind the chair in front, as we take a glimpse at some of the places where movies, games and videos collide.

FILM

By Mark Green

LYLAT WARS

INDEPENDENCE DAY

THE GAME: On the desert planet of Katina, Fox McCloud watches powerless as an innocent pyramid is blown to smithereens by a whopping great disc-shaped spaceship and its buzzing



laser o' death. **THE FILM:** In Independence Day's most famous scene, US presidential residence, the White House, explodes after a good seeing to from a massive disc-shaped alien spaceship and its scary blue beam.



STAR TREK: THE MOTION PICTURE

THE GAME: The Starfox team takes a beating from a violent robot, which is



centuries-old Earth satellite Voyager I. Spock's mindmeld reveals that all V'Ger wants is to 'meet the creator'.

STAR WARS

THE GAME: In the midst of pitched battle, Peppy Hare radios a message to McCloud. "Come on, Fox!" he bleats. "Use your instinct!" Later, Peppy mutters, "You remind me of your father". **THE FILM:** It's the classic Luke Skywalker/Obi Wan double act



cobbled together from old ship parts and self-aware. In an eye-dampening moment, it cries out for its 'Creator' with its dying breath.

THE FILM: Kirk and his sour-faced crew discover that destructive alien mind 'V'Ger' is actually



RETURN OF THE JEDI

THE GAME: After seeing off the hideous, pulsating brain that is Andross without his make-up, Fox escapes through a complex network of tunnels as a mammoth ball of fire roars after him.

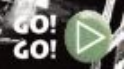
THE FILM: Lando Calrissian beats a hasty retreat from the core of the Death Star after lasering it up real nice. As Vader's house erupts, fire licks at the back of Lando's fleeing ship.

from Star Wars. The bearded Jedi master recognises Darth Vader's genetic legacy in his young protégé Skywalker, and screams "Use the force!" at him during the Death Star trench run.



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THE LEGEND OF ZELDA: OCARINA OF TIME

SUPERMAN III

THE GAME: In a beautiful reflective room, Link is forced to do battle with a shadowy, evil version of his own self, where every sword swipe and arrow attack is reflected back by his nasty twin.

THE FILM: A 'bad' version of Superman is created after Supes is exposed to - get this - a piece of Kryptonite laced with tobacco tar. Clark Kent and the evil Superman subsequently do superhero battle. In a junkyard, though.



THE FILM: On the lush, peaceful forest world of Endor, Princess Leia and supergeek Luke Skywalker go their separate ways. Was he ever to be seen again? Unfortunately yes - in stupefyingly poor sci-fi flick Slipstream. Talk about one-shot wonders!



THE GREAT ESCAPE

THE GAME: Link is desperate for a rendezvous with the assorted lovelies of Gerudo Fortress, but the bridge is broken. In a dramatic cut-scene, Link's trusty steed Epona soars over the chasm.

THE FILM: After a mass escape from a German POW camp in World War II, Steve McQueen reaches the Swiss border. With one final leap, he could be free. But isn't. Oh, and he's on a motorbike. Good jump though...



RETURN OF THE JEDI

THE GAME: Sent on a quest by a big tree, Link waves a tearful goodbye to lifelong friend Saria on a bridge overlooking a lush, peaceful forest. Will he ever return?



TERMINATOR 2

THE GAME: Temporal paradoxes aplenty, including the infamous 'Windmill Episode' - Link plays the Song of Storms to the windmill guy, but only after he's learnt it from the same man in the future.

THE FILM: After the T1000 from the future is crushed, the Cyberdyne corporation learns from the technology - and subsequently invents the T1000. Terminator is one of Shigsy's favourite films, apparently.



You played the Song of Storms.

TUROK 1 AND 2

JURASSIC PARK

THE GAME: The dinosaur hunter comes face to face with a pair of shiny-toothed Velociraptors and their insatiable appetite. With a couple of blasts from a double-barrelled shotgun, they're sent heavenward.

THE FILM: Sell-styled dinosaur hunter Robert Muldoon spots a Raptor-like rustling in the bushes. 'Clever girl,' he concedes, as the dinosaur materializes beside him to tear his head off.



THE LOST WORLD

THE GAME: Turok finds a tame Stegosaurus minding its own business in a conveniently-positioned stable. Hopping on, he takes pot shots at petrified mutants as he rides through dinosaur country.

THE FILM: Evil Pete Postlethwaite rides through 'Island B', indiscriminately taking out petrified reptiles as he goes. But with nets. And, er, he's riding a jeep. Still, there's dinosaurs in it.



ALIENS

THE GAME: In an area with mysterious alien eggs piled sky-high, Turok stumbles across the Queen Mantis, a hideous alien mum who drops babies from her vile egg-tube thing. Turok toasts her.

THE FILM: After the rest of the Sulaco's crew have been ripped to shreds, Ripley finds the source of everyone's problems - a huge, sinuous, egg-laying machine of a Queen. Ripley toasts her.



THE LONG KISS GOODNIGHT

THE GAME: Turok finally puts paid to the Campaigner in the evil one's home territory, then pounds out of the burning building as the swelling explosion behind threatens to engulf him.

THE FILM: Geena Davis and Samuel L. Jackson run for their lives through a hotel corridor, as a blast of dynamite mushrooms behind them. It trumps Turok with a superb machine gun/ice moment, though.



DUKE NUKEM: ZERO HOUR

PLANET OF THE APES

THE GAME: After a gunbattle on the streets of downtown New York, Duke becomes the world's first time traveller, emerging in a post-nuclear world where the Statue of Liberty is half-buried in rock, bless her.

THE FILM: Charlton Heston lands on a planet where lucky apes dominate. At the end of the film, he discovers a half-buried Statue of Liberty, and realises he's been on a post-nuclear Earth all along. Meaningful!



TITANIC

THE GAME: The Dukester explores the bowels of a sea-faring ship and finds a vintage car rocking back and forth in a - ahem - questionable manner. Duke's soon engaged in a race for air as the boat sinks.

THE FILM: Rose DeWitt Bukater and Jack Dawson indulge in some romantic behaviour on a vintage car hidden in the bowels of the Titanic. They're soon frantically racing against time as the ship goes under.



ALIENS

THE GAME: Mr Nukem pumps bullets into floor-scrampering, clickety-click spidery creatures, who leap at his face if they get close. One set-piece has Duke under attack as they burst free from test tubes.

THE FILM: Scrampering, spider-like facehuggers break free of their glass prisons and clickety-click their way along the floor, clamouring to get their suckers on human fozgcs. Scary.



INDIANA JONES AND THE TEMPLE OF DOOM

THE GAME: In the wicka-Wild West, Duke jumps into a minecart and is taken on a thrilling - but dangerous! - ride through underground caverns, with conveniently-placed guards taking pot-shots at him.

THE FILM: Dr Jones and his comedy entourage take part in a breathtaking minecart chase sequence as they scarpers from a Hindu Cult. Various gun-laden baddies demonstrate what bad shots they are along the way.



SHADOWMAN

SE7EN

THE GAME: A bleak, present day world; a serial killer on the loose; his lair uncovered as a dark, depressing New York tenement building filled with spine-chillingly disturbing gubbins.

THE FILM: Brad Pitt and Morgan Freeman live in an absurdly bleak, monochrome world, and discover the killer's New York tenement building apartment bursting with horrifying diaries and frightening souvenirs.



SILENCE OF THE LAMBS

THE GAME: Avery Marx – the same killer whose apartment could do with a spring-clean – has a natty pair of night vision goggles, which he uses to foil Mike LeRoi during a chase in complete, nail-biting darkness.

THE FILM: Echoes of the final scenes of Silence of the Lambs, where Clarice accidentally stumbles upon Buffalo Bill's house. He also bathes the house in darkness and employs a pair of night goggles.



JACOB'S LADDER

THE GAME: Tormented hero Mike LeRoi blames himself for the untimely death of his little brother, Luke. Before long, Luke's spirit is helping guide the shiny-eyed demon, and LeRoi is using the boy's teddy to warp.

THE FILM: Tim Robbins' character, haunted by memories of his dead relatives, is eventually shown the way to heaven by the spirit of his dead son. Aah. Shame there's no teddy warps, though.



AN AMERICAN WEREWOLF IN LONDON

THE GAME: On his seemingly never-ending quest, LeRoi arrives in the London Underground. Entering a small, solitary, darkened room, Jack – Springheel Jack, Jack The Ripper – drops down onto Mike's head.

THE FILM: A man steps off an underground train. He hears a howl. He walks. Then, something



appears. The man runs; the monster gives chase. The last we see is the man's petrified face as the beast makes its final, fatal leap. Cripes!



ARMORINES

STARSHIP TROOPERS

THE GAME: Tony Lewis and Myra Lane's main quest is to do away with the alien head honchos – disgusting-looking 'brain bugs'. Also relevant are the giant bugs in the initial cut-scenes that pump out blinding flares.

THE FILM: Expect Touchstone's lawyers to be knocking on the door of Acclaim's Teeside HQ any day now. Starship Troopers features a globby brain bug (which feeds on human grey matter) and those flare-pumping aliens.



KING KONG

THE GAME: As our hero watches, powerless to intervene, a giant bug picks up a hapless scientist and carries him off to a silo. Your mission, then: rescue the scientist from the bug's clutches.

THE FILM: A classic cinema moment as hapless, screaming Fay Wray is grabbed by the lovestruck monkey and taken to his cave for coffee. Admittedly, there are no alien planets, bugs or guns in King Kong.



GOLDENEYE

GOLDENEYE

THE GAME: 007 tramples through Russia's Statue Park and finds his old pal, Sean Bean, sporting a fresh scar on his head and claiming to have reinvented himself as Janus, super-evil double-crossing bad guy.



THE FILM: James Bond rounds a corner in the train depot and is found by the same old friend, Mr Sean Bean, sporting the self-same scar on his cold, harsh face.



GOLDENEYE (AGAIN)

THE GAME: A giant room at the end of the Facility level features giant gas canisters, several staircases leading to curiously empty rooms, and a nerve-jangling gun battle with the deviously evil Ouhromov and friends.

THE FILM: Thanks to Rare getting their mitts on set blueprints from the original film, the layout of the bottling room and the gunfight within are identical. Except for two extra bottles. Those fools!



GOLDENEYE (AGAIN)

THE GAME: Just before Sean Bean snuffs it (for the first time), he has a little speech to make. "Do it for England, James!" he cries, before succumbing to a bullet from Ouhromov's gun at point-blank range. That's gotta smart!



THE FILM: It's the same speech – Rare's attention to detail again – but with an added dose of swearing. "Do it for England, James! Blow 'em all to hell!" Censorship, late scripting changes or human error?



GOLDENEYE (ETC.)

THE GAME: Bond knocks on the door of a hut, wastes the two guards who are guarding the solitary key, then hops into the waiting plane for a quick getaway.

THE FILM: A little trickier. The plane is already off down the runway, so Bond casually rides off the cliff-edge on a motorcycle, then free-falls until he's able to clamber into the aircraft. Unlikely.

