

The 20 most jaw-dropping gaming moments

Article scanné dans le magazine N64 n°28 (Mai 1999)

Sujet de l'article : Site

The N64. A fantastic machine. And here's the proof...

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The N64. A fantastic machine. And here's the proof...

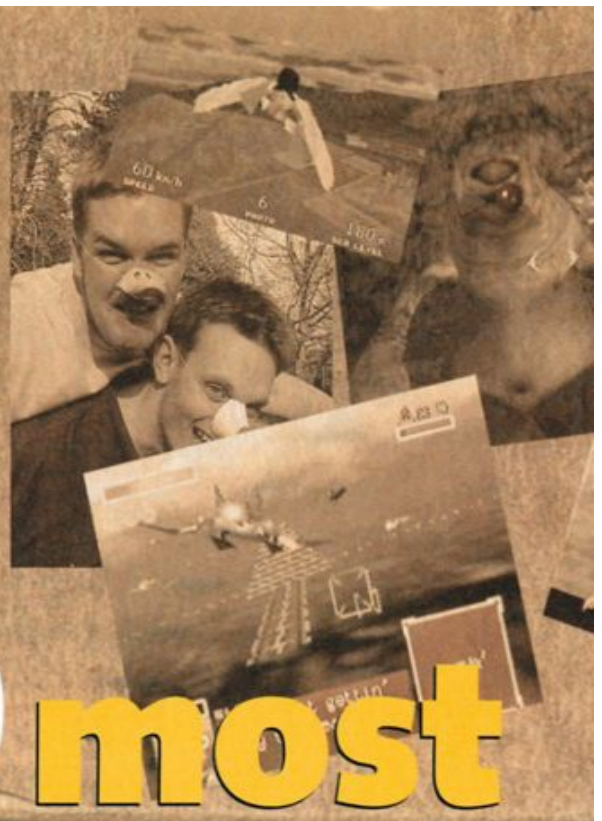
Have a look through your game collection. Go on, right now. Bet you've got some all-time classics in there, eh? *Super Mario 64*, *Zelda*, *GoldenEye*; these are games that aren't just genre-inventingly good, and the pinnacle of digital entertainment, they're also games that contain some of the finest, most astonishing slices of joy-pad-trembling wonder ever witnessed by mankind.

And when you're experiencing that wonder, and you've done something really fantastic, have you ever wished that you could do that something in real life?

Like, say, destroying skyscrapers with heavy-duty demolition machinery, as in *Blast Corps*, or escaping a bomb-rigged train with a laser-assisted watch, just like James Bond?

Here, then are our favourite top 20 gaming 'bits', and some accompanying efforts to re-create the best-loved N64 games. And, naturally, there's a little compo – because we want to see you magic-up your favourite gaming moments from the comfort of your own homes.

So without further ado, here's our celebration of the best that games can offer. Enjoy!



The 20 most gaming mom

1 The Legend of Zelda: Ocarina of Time

Where no one has gone before



Picture this. You've explored every nook and cranny of Kokiri Forest, learnt a few moves, found the sword and bought the shield. You've also fought your way through the Deku Tree, destroyed Gohma and had the merest glimpse of the unfolding plot. And

only now, after a couple of hours play, are you ready to leave the Forest, and really start your quest.

...And you're presented with the vast, majestic sweep of Hyrule Field. And there, way in the distance, is Hyrule Castle. And beyond that, literally miles away, you see the foreboding mass of Death Mountain, wreathed in smoke. So you start the trek to the castle and, before you get there, you notice the sun passing overhead, the light fading, the brilliant orange hue of a sunset washing across the horizon. And then a wolf howls, and it's night.



And you realise that you can actually get to the summit of Death Mountain, and then, after that realisation, comes the chin-on-lino fact that you've just been presented with a whole, seamless world to



△ Without a shadow of a doubt, the most beautiful game ever created.

play in, and all the endless possibilities and wondrous freedom that entails.

Quite simply, beautiful, astounding and inconceivably brilliant; a historic, poetic leap into a brave new direction for videogames. Words don't do it justice.

2 Super Mario 64

Boom with a view

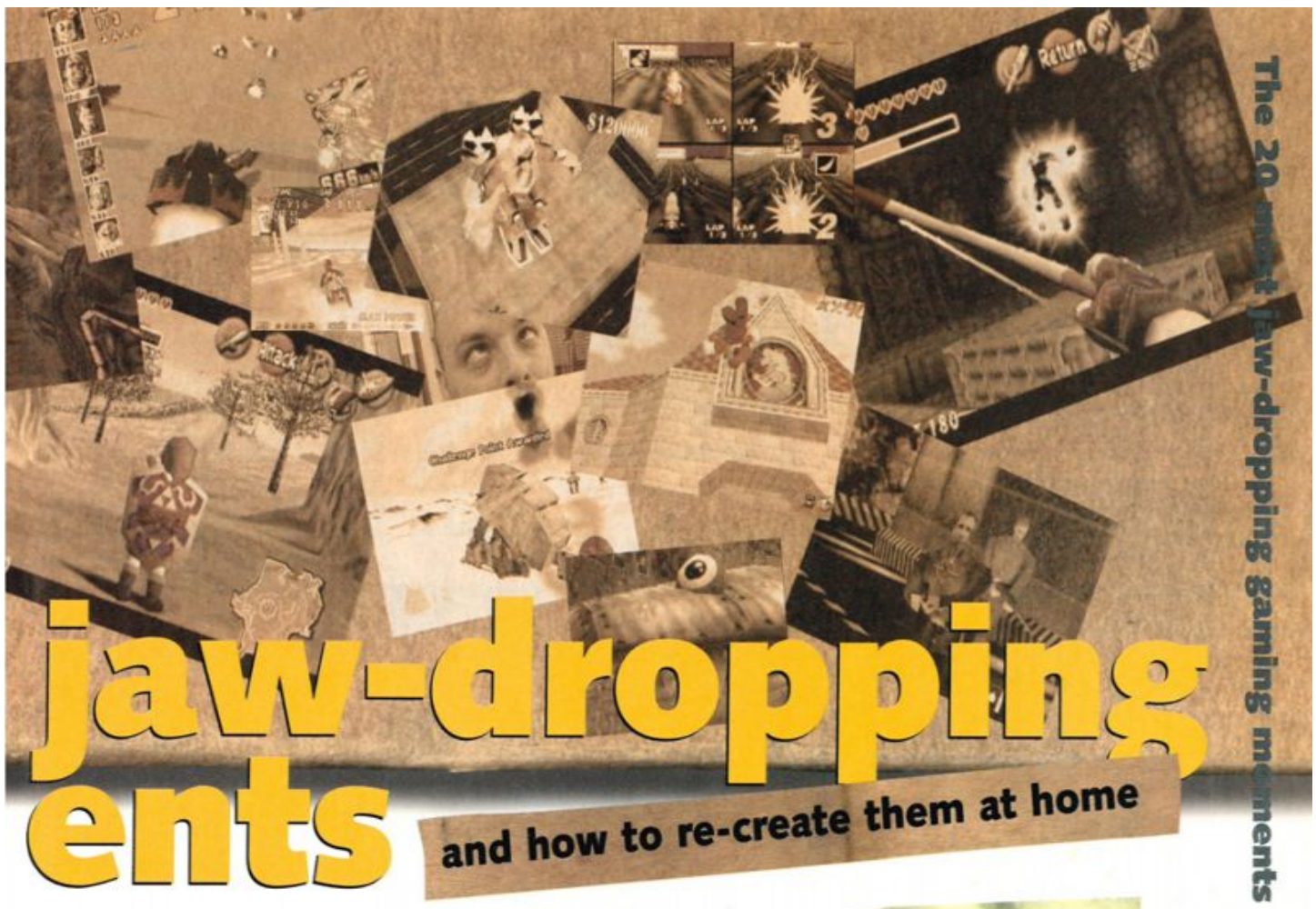
Remember when you first played *Super Mario 64*? Remember entering the first level – Bob-omb's Battlefield – and climbing all the way to the top of the tower? Of course you do. So you'll also remember looking down from the top and seeing the whole level spread out before you, revolutionising games for ever and paving the way for *Zelda*.



◁ Look at that. Remember seeing it for the first time? Absolutely classic.



▷ Only Nintendo themselves have managed to better this.



jaw-dropping moments

and how to re-create them at home

3 GoldenEye 007

Death from a distance

A moment of delicious, clinical, precise violence. To whit: about 30 seconds into GoldenEye's very first level – the Dam – you climb the tower and pick up the sniper rifle. And use it to magnify a guard in the tunnel, so that you can see every feature of his face, before putting a bullet right between his eyes. Class.

GoldenEye's sniper rifle. Wonderment itself.



And down he goes. Cracking stuff.



Rare have certainly got their work cut out topping this.



HOW TO... snipe efficiently

Using the convenience of a first-floor window, a sucker-dart firing crossbow and a blissfully unaware target, Mr Weaver shows Mr Bond how to really do things...

And, lining up the target with clinical efficiency, Tim eliminates his foe with two swift shots to the forehead. Mind you, he could hardly miss with a slap like that...



WHAT YOU'LL NEED IS...
Sucker Dart Gun, two or more Sucker Darts, a medium-sized forehead and/or buttock cheek.



5 **Turok 2**

Whzzzz-pok-splursh

Two words for you: Cerebral Bore. The first time you lock onto an enemies' head with this, you'll be laughing. Because the resulting cranial decanting – involving one juddering baddie, fountains of gushing grey matter, and one head-demolishing explosion – is so over-the-top that it's ace.



See the blood fly! Damn good fun.

Scratch one Fireborn, there. Seeeya!



6 **Zelda 64**

Colossal beasts

In a word, bosses. From the ground-shaking charge of King Dodongo, to the hair-on-end terror of the portrait-leaping Phantom Ganon, to the Abyss-style wonder of Morpha; they're all immaculately presented, larger than life and absolutely superb. And, of course, they saved the best until the final showdown...



Ganondorf. The very personification of tricky. The git.



6 **Shadows of the Empire**

AT-AT tripping

Forget the rest of the game – which ranged from okay to dire – this condensed the spirit of Star Wars into one shining, wonderful gaming moment, allowing you to participate in the best bit of The Empire Strikes Back. Rogue Squadron has since done it better, but this remains indelibly printed on the brain.

Snowspeeder vs AT-AT, a truly classic moment, in anyone's book.



Stage Three

Rogue Group: Use your harpoon and tow cables on the AT-AT.



And down goes the AT-AT. Just like in the movies.

7 **Mario Kart 64**

By fair means or foul

One of the most outstanding multiplayer games ever gets even better when dirty tactics are applied. For instance, using a lightning just as the other players reach the apex of the huge jump on Wario Stadium will send them plummeting to an earlier part of the track, cursing and shaking their fists. Fantastic.

An excellent tactic, indeed.



Tim likes Wario. Here, he gets knocked. As usual.



HOW TO... race in your living room

All you need is a wheely chair, a steering wheel and some kind of unconvincing disguise. Hence Jes's rubbish Wario get-up and Tim's mildly camp Mario outfit. Still, lovely Cathy from lovely GamesMaster looks lovely.

WHAT YOU'LL NEED IS...
 Three wheely chairs, three steering wheels and embarrassing Village People disguises.

8 **Lylat Wars**

Sci-fi spectacle

Ever seen Independence Day? Remember that bit under the mothership, with squillions of ships dog-fighting? Well, the Katina level in Lylat Wars recreates that exactly, pitching you into a fantastic battle between literally hundreds of combatants. And a huge flying saucer that's about to obliterate everything.



Slippy Toad. An annoyingly incompetent cretin.



Lylat Wars is still brilliant, even over two years on.

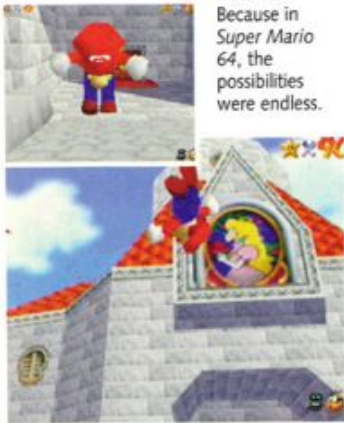


Just like Independence Day, no? But better, naturally.

9 Super Mario 64

Strut your stuff

Oh, *Super Mario 64*. How did you feel when you realised that Mario could do much, much more than simply run and jump? How did you feel when you pulled off the reverse somersault, eh? Or wall-kicked your way up seemingly untraversable brick sidings? Pretty good, we think. Because in *Super Mario 64*, the possibilities were endless.



△ Mario – always showing the way forward. Bless.

10 Wave Race 64

Walking on water



△ Still a Game of Kings.

Well, quite apart from the still-astounding water effects, riptides and swelling waves, it's the Southern Island 'track', complete with waning tide (uncovering shipwrecks and forcing you to 'drive' each lap differently) that best exemplifies *Wave Race*'s evolutionary attitude to racing. Still brilliant, over two years on.

11 F-Zero

Infinite racing

30 cars, 24 tracks, face-sheering speed and the finest handling ever seen, makes, understandably, a fairly comprehensive package. But even after all of that, Nintendo manage to squeeze in the X Cup, which creates a genuinely random track every time you play it. Which is quite something. Isn't it?



△ Faster than a speeding bullet, but much more fun.

▽ Hang on to your lunch. This is mind-blowingly fast.



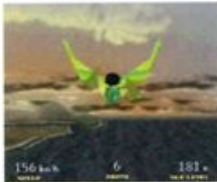
▽ Look at that corner! Devilish indeed.



12 Pilotwings 64

View to a thrill

You'd have a strong case for citing the gyrocopter, here, or the rush through the cave system with the rocket belt, but simply gliding at 500 feet over Little States, at sunset, as the Birdman, must rate as one of the most calming and exhilarating experiences ever.



△ An underrated classic. By everyone but us. Of course.

13 GoldenEye 007

Silence is golden



△ You want stealth? Eat that, Metal Gear Solid.

You break out of the Facility toilets, sneak down the stairs, go through the doors... and find a guard with his back to you, bored as hell, scratching himself and swatting at flies. So you line up the crosshairs on the back of his head, and neutralise him in complete silence with a single shot from your PP7...

HOW TO... generate g-forces

Attempting to emulate Captain Falcon, young Jes here "borrows" James's mini in order to experience the high-speed thrills and spills of Ninty's rollercoasting future racer. See his cocky stance...

...And see his skin flap back from his face as he sorely under-estimates the acceleration of James's mean machine. It seems that our smooth-boned pal isn't quite ready for the rigours of 1000kmph racing.

WHAT YOU'LL NEED IS...

Three elastic bands, a high speed car (or, failing that, a Mini) and an absence of police road blocks.



14 Blast Corps Robot ruckus



△ J-Bomb. Whadda guy. Er, robot.

So you've toyed with dumper trucks, turbo-boosted buggies and rocket-launcher assisted motorbikes, but you want to make an even bigger mess, and *really* do some damage. So you hop into a giant, 50-foot flying robot and proceed to raze everything to dust and bones. All hail J-Bomb.

HONOURABLE MENTIONS

Here are ten other great moments that didn't quite make it...

- 1. Mario Kart**
Successfully doing that shortcut on Mario Raceway.
- 2. F1 World Grand Prix**
Overtaking Schumacher on that corner at Monaco.
- 3. Spacestation Silicon Valley**
The whole body-snatching concept.
- 4. Turok**
The Fusion Cannon. Boom! Aaaaand there, quite literally, goes the neighbourhood.
- 5. Body Harvest**
Wiping out a harvester wave with a bleedin' great tank.
- 6. Zelda**
Sneaking past castle guards and Gerudo sentries. *Metal Gear Solid*, eat your heart out.
- 7. F-Zero X**
The first time you race along the outside of the pipe on Big Blue.
- 8. Banjo-Kazooie**
Flying to the top of the snowman on Freezezy Peak. And then admiring the view.
- 9. GoldenEye**
On the Runway level, where you first realise that you can actually get in the tank. And drive it.
- 10. Super Mario 64**
The Wing Cap. Wonderful.

15 Banjo-Kazooie Fishy business

Clanker's Cavern. Okay, it's just a herr-ewe room, but it's one filled with a honking great mechanical shark, bobbing magnificently over a wonderfully scummy oil-slick surface. And let's not forget, you can actually go *inside* Clanker himself, practice dentistry on him and ride a huge bolt blasted out of his blowhole.



Truly one of Banjo's very best levels. Right?



HOW TO... look disturbing



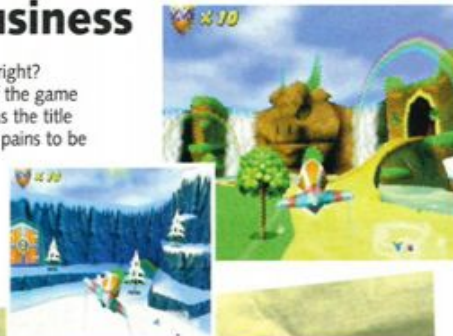
You too can 'be' Banjo and Kazooie, with the help of some comedy rubber noses, and a friendly piggy back, as demonstrated here by *N64 Magazine's* very own Brothers Twit, Messrs Ashton and Weaver. Remember: their families will see this.

WHAT YOU'LL NEED IS...

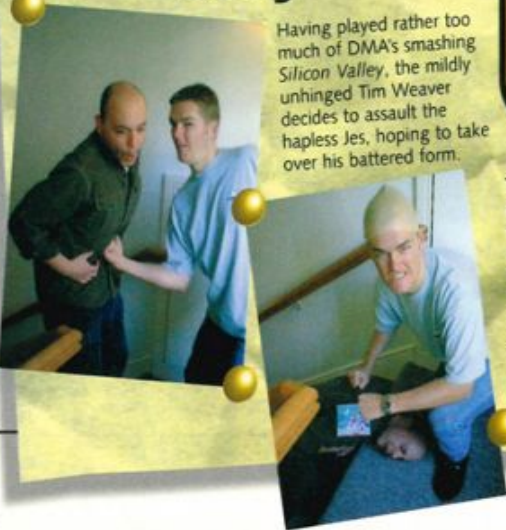
Two idiots, rubber noses and a lawn.

16 Diddy Kong Racing Monkey business

It's just a cutesy racing game, right? Wroooooong. Sure, the basis of the game involves, erm, winning races, as the title suggests, but *DKR* takes great pains to be something more. Hence the marvellous Adventure Island, just begging to be explored, and providing a hint of what was to come with *Banjo-Kazooie*.



HOW TO... body snatch



Having played rather too much of DMA's smashing *Silicon Valley*, the mildly unhinged Tim Weaver decides to assault the hapless Jes, hoping to take over his battered form.

WHAT YOU'LL NEED IS...

A souvenir reminding you of a friend (that you can inherit without the need for lawyers) and an aggressive nature.

Things, however, don't go quite as planned. Tim emerges as a hideous freak, part Weaver, part Bickham, and completely hairless. He's also had to inherit the Barbie Girl CD Single. Yoiks.

17 ISS '98 Over and shout



△ He can try as hard as he likes but that goalie has no chance.

You collect the ball in your own half, you splay the ball out to the wing, you carry it forward, skipping one tackle, wrong-footing another, you get to the by-line, wrap your foot round the ball, curl a cross in, rise with your back to goal... and connect with the perfect overhead kick. The... onion... bag... ripples...



Never has footy been so effortlessly re-created.

18

Turok: Dinosaur Hunter

Dinosaur dilemma

You've fought your way through legions of the Campaigner's beastly army, from humble soldiers to fearsome raptors to hideous insectoid aliens. And, of course, the marvellous triceratops. So what can top that? How about a monstrous, fire-breathing, laser-dealing, bionic Tyrannosaurus? Eeeexactly.

Wonderful animation, pant-wetting dinosaur. ▶



△ Officially the Best Dinosaur Ever. And then some.

WHAT YOU'LL NEED IS...

A coffee filter (to use as Raiden's hat), a plastic beaker to attach to your mouth (enabling you to 'become' Scorpion) and an extra leg.

NEVER AGAIN...

Ten things that we never, ever want to see in games again.

- 1. Aero Gauge**
Horrendous three-feet-ahead-of-you pop-up.
- 2. Turok**
The Pillar Maze. Such pixel-perfect jumping must be outlawed. Now.
- 3. Bomberman 64**
How could they so comprehensively cock up one of the best multiplayer games ever?
- 4. Buck Bumble**
Incredibly dense fogging. Look at *Zelda*, and learn.
- 5. MK Mythologies**
Stone blocks that kill you without any warning whatsoever.
- 6. Clayfighter**
A fighting game without one jot of decent fighting in it. Criminal.
- 7. Shadows of the Empire**
Jumping along a train. Not very *Star Wars*. At all.
- 8. Multi-Racing Championship**
Three tracks? Not many, is it?
- 9. Penny Racers**
Sloooooow. And then some.
- 10. Milo's Astro Lanes**
The whole damn thing should have been smothered at conception.

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F1 World Grand Prix

Pile up

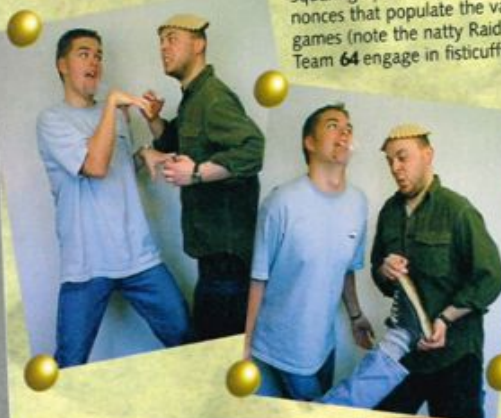
When you screw things up in Paradigm's near-faultless Formula One simulator, you certainly do it in style. One such example concerns James, full Damage options and the first corner on Monaco – slamming into the sidings at 130kmph, losing two wheels and causing a massive pile-up. He didn't win the race but, by heck, it was impressive.



△ Typical driving from James, here.

HOW TO... break a leg

Squaring up like the ridiculous cast of perfumed nonces that populate the various *Mortal Kombat* games (note the natty Raiden hat), two members of Team 64 engage in fisticuffs.



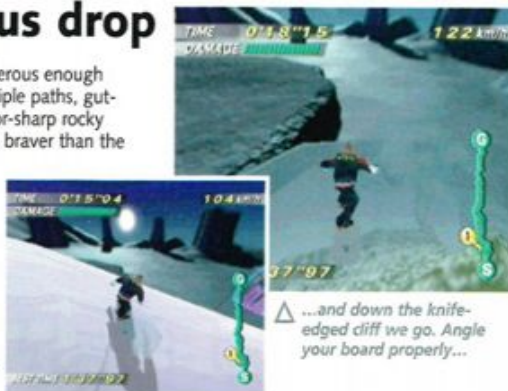
And – hurrah! – Jes, for once, gets the upper hand. Or foot, as it were, as Tim's leg bends in a way that human legs weren't meant to bend, accompanied by a loud crack. (Note: "Crack!" to be shouted by Mum/flatmate.)

20

1080° Snowboarding

Dangerous drop

Dragon Cave is a treacherous enough course as it is, with multiple paths, gut-churning jumps and razor-sharp rocky outcrops. Should you be braver than the average snowboarder, though, you can launch yourself off the side of the track for a 100-foot drop-come-shortcut, and even land safely. If you're good.



Blimmin' huge drop, ahoy! ▶

△ ...and down the knife-edged cliff we go. Angle your board properly...

And now it's your turn...

Yup, we want you to send us in your very own real-life gaming moments, using only your imagination, household ingredients – probably involving double-sided sticky tape – and, of course, a camera. We'll print the very best entries, and, of course, there'll be a prize for the top home made scene in the shape of a game of your choice. Good, eh? The possibilities are limitless – fishing in *Zelda*? Overhead kicks in *ISS '98*? Monster-slaughtering in *Turok 2*? Look at what we've done above, fashion your own N64 game scene, take a photo of it and send it to:

Here's one I made earlier, **N64 Magazine**, 30 Monmouth Street, Bath, BA1 2BW.

RULES

1. The closing date for the compo is the 20th May.
2. Employees of Future Publishing can't enter on pain of death.
3. The winning entry will, naturally, be the best one.
4. Tim, despite his tiny brain, will pick the winner.
5. Ee-ay-addio, and Bingo was his name-o.

May 1999



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