

Rumour mill

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Super Play's top N64 rumours of the month!

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We've reached a stage here at Super Play where there isn't a great deal more to be written on the subject of the N64 until its release in Japan (five weeks and counting). Only then will all the speculation stop and the real facts emerge.

So, to celebrate the end of an anticipation-filled era – we've decided to print all the Nintendo 64 rumours that have trickled our way over the last few months. We've been told not to print them, so please remember that these are rumours (some stronger than others) before you go phoning up developers and nagging them for more information. Enjoy...

Killer Instinct 64 will be a full 3D *Tekken* type affair.

The cartridge port and 64DD add-on will function simultaneously. This means that existing N64 games will be backwards-compatible leading to the advent of data discs – an example of which would be extra levels for *Doom 64*.

A 2D sequel to *Yoshi's Island* is in development for the 64-bit beast and is rumoured to be MASSIVE!

Enix's first N64 game will be an 'action' RPG based on the *Dragon Quest* series.

The cancelled SNES title *FX Fighter* will debut on the Nintendo 64 as its third beat-'em-up.

Cruis'n The World will be a two-player split screen game.

A keyboard add-on is being readied for the N64 in order to take advantage of the internet revolution.

Koei (the high brow simulation developers) are nearing completion on a space simulation game for the N64.

Nintendo 64 titles will be no more expensive than current high-end SNES carts.

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The 64DD will receive an official European release in the summer of '97 - nine months after its Japan launch.

Shadows Of The Empire will be a two-player game.

T•HQ are developing *Akira* for the N64.

Shiny Entertainment are nearing completion on an all-new, 3D *Earthworm Jim* title for the N64.

Top Gun: A New Adventure has been put on hold by Microprose as they wait to discover when exactly the machine will hit the streets and just how much carts will retail for.

Killer Instinct 64 will contain the original coin-op version.

An N64 version of *Hexen* is in the works.

Waterworld 64 has been cancelled by Ocean after the film's poor performance.

Super Mario 64 contains over 150 levels.

The N64 will come packed with a demo cart much like the CD that's included with the PlayStation.

As well as *Shadows Of The Empire*, Nintendo have already signed up the exclusive rights to LucasArts' next three *Star Wars* films.

Mission Impossible is one of the first games completed for the N64.

Importers in the UK are planning to sell the Japanese N64 for £700.

The N64 version of *War Gods* will be radically improved.

Metroid 64 will be the killer app at this year's Shoshinkai show in November.

Shigeru Miyamoto has created a brand new character for games on the N64.

Nintendo purposely showed little of their forthcoming games at last year's Shoshinkai show because they were worried that struggling Sega would clone them.

Rare are currently working on an 'action game' for the 64DD.

Konami will produce the first golf sim for the N64.

A 64-bit version of *Kid Icarus* is 50% complete and due for release before Christmas.

Nintendo expect the N64 to sell-out "within five hours" when the N64's released in Japan.

The N64 *Mortal Kombat* title will be entitled *Mortal Kombat Chronicles*.

Super Mario RPG 64 is in the planning stages as you read.

Namco's first N64 game will be *Dirt Dash* on the 64DD.

Some of the levels in *Super Mario 64* are said to stretch up to one square mile.

Kl64 boasts 150,000 texture-mapped polygons running at 60fps.

Turok: Dinosaur Hunter doesn't look very good.

Zombies 64 will be played from a *Doom* perspective.

Nintendo Of America are not entirely happy with THE games' decision to continue with the 'You Can't Buy This' ad campaign as it still refers to the N64 as *Ultra*.

Donkey Kong 64 will be very similar in format to *Super Mario 64*.

As well as the control pad being available in seven different colours early next year, a limited edition N64 will be released in several different colours - including transparent.

On the title screen of the finished version of *Super Mario 64*, as well as being able to stretch Mario's head, a special button combination will allow the player to stretch a digitised Shigeru Miyamoto's head.

Wave Race 64 contains a hidden level which allows you to play the original *F-Zero*.

Stunt Race 64 will be a split-screen four-player game.

DMA's *Unirally 64* will be a four-player affair and boast a Kirby Bowl-esque perspective.

The analogue joystick on the controller had to be tweaked slightly as it proved not to be strong enough after repeated play.

Nintendo are on the verge of signing exclusive rights to the second *Star Trek The Next Generation* movie, *Generations 2*.

Although graphically *FIFA '97* on the N64 will make all previous versions look silly there won't be full commentary due to memory limitations.

Doom 64 features all-new levels, music, enemies and weapons and so is effectively *Doom 3*.

Zelda 64 will feature a *Loaded* perspective that can be rotated through 360°.

A four-player, tag-team beat-'em-up featuring all your favourite Nintendo characters will be released in time for Christmas to combat Sega's *Sonic Fighters*.

After his 2D *Yoshi 64* is completed, Shigeru Miyamoto will begin work on an all new 2D Mario game.

Creator is not so much a game as it is a dinosaur sim along the lines of the PC hit, *Dogz* (issue 43 pg 16).

Square will be producing games for the N64, but they won't be RPGs.

The first 100 Nintendo 64s sold in the UK will come packed with a free naked lady - that was a joke!