

# The Greatest Show on Earth

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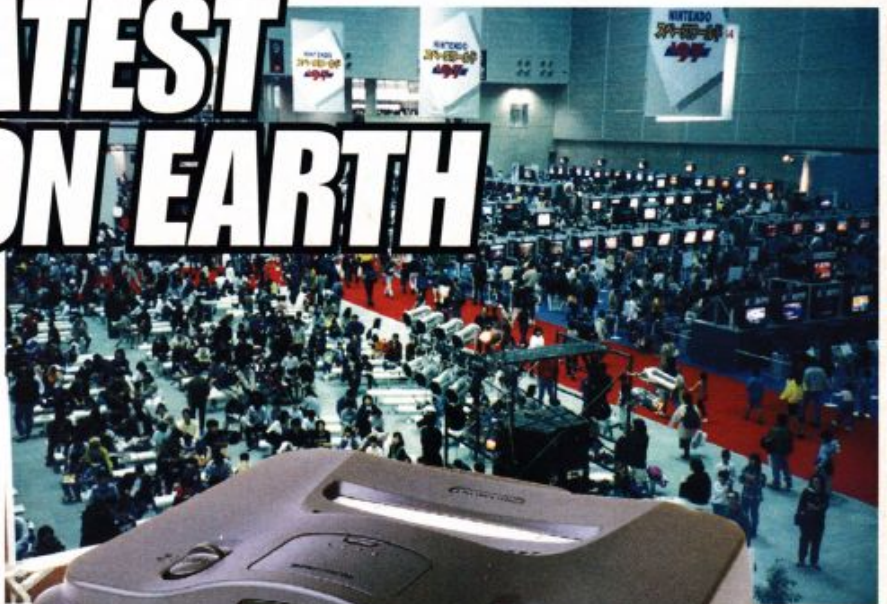
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# THE GREATEST SHOW ON EARTH

**Technology a go-go as Nintendo unveils its thrilling future**

**N**intendo is back! After a long spate of console delays, broken promises and software disappointments, the Big N has revealed the games and technology that'll carry it into the 21st century.

Nintendo's Space World exhibition, held at the Makuhari Messe in Tokyo from 21st to 23rd November, was the site for all these revelations, and your official Nintendo Magazine was there to scoop the best stories. You can read about our trip over the next 30 pages, but here are the most exciting details...



## THE 64DD

On the first day of Space World, Hiroshi Yamauchi, Nintendo's president, confirmed that the 64DD's release date has slipped by three months. Although the Nintendo 64 disk drive is complete, it'll be July before the software is ready to ship. However, once you've read about the 64DD software on pages 22 to 31, you'll see it's worth the wait...



Here it is, the 64DD. This disk drive is set to take Nintendo titles to new heights, giving players the chance to create their own games.





## SHOW STOPPER...

Wow! What a show, and what genius from Nintendo. It really is amazing the standard of games, the extra venom the 64DD brings and the sheer originality of the technology involved in developments like the Game Boy Pocket Camera and Mario Artist. In fact, to make sure you get to see and read about every single game and development that's gonna be part of your life in '98, we've a special 30 page Space Show report. Plus, to celebrate our 64th birthday, this is a bumper fat ish. Hope you enjoy our exclusive DKR posters and our all-new extended Win With Wario tips section. Oh, before I forget, who remembers the cover to our Duke Nukem 64 issue (#63)? Well, now the game's out, I can tell you that the master cheat is concealed on Duke's blue webbing pack. Happy New Year from us all.

Simon, Editor

### VOICE ACTIVATED GAMING

This is amazing. Rather than sticking to the Nintendo 64 controller, the Big N unveiled a voice activated game – Pikachu Genki De Chu – at Space World. Players wear a headset, complete with a small microphone, which plugs into the controller port. Now you can actually talk to Pikachu the pocket monster, and try to befriend the cute I'll fella!



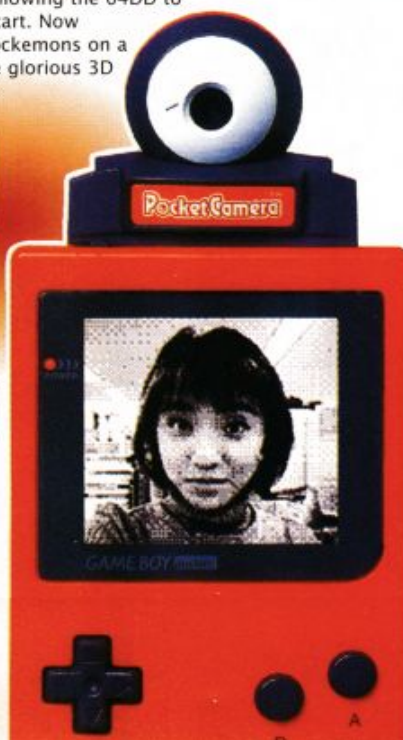
### THE 64GB PAK

Pocket Monsters is HUGE in Japan. In fact, this title has sold more than any Mario Bros. game since its release last year. To cash-in, Nintendo has created the 64GB Pak, an adaptor which plugs into the N64 controller, allowing the 64DD to use data from a GB cart. Now players can breed Pockemons on a grainy GB, then have glorious 3D battles on their telly.



### THE POCKET CAMERA

With the success of Pocket Monsters, Nintendo has decided to further boost the Game Boy's popularity with the Pocket Camera and Pocket Printer. Now you can take pictures with the camera which slots into the GB cartridge slot, mess about with the image, then print a black and white stamp. The possibilities are endless...



## NEWS



### POCKET MONSTERS CONFIRMED STATESIDE

#### Will Europe be next for Pocket power?

In his keynote address at Space World, Hiroshi Yamauchi, Nintendo's president, confirmed that Pocket Monsters GB will arrive in the US.

No date has been speculated for the release as Nintendo of America is researching the Pockemon phenomenon and what features American kids might want from the game. Given the magnitude of this research, and the fact that the whole game will have to be translated into English, it'll be months before this superb title hits the shelves.

There's been no word of a UK release. It's important that UK gamers get to sample the delights of Pockemon duelling as much of the N64's future hinges around this quirky title. If you'd like to join the campaign for a European release, turn to page 23.

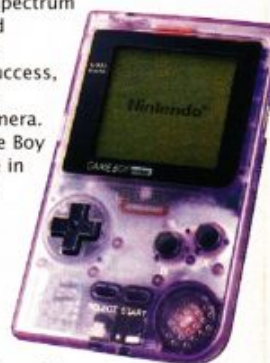
### GAME BOY KEEPS ON ROLLING

#### Purple GB and Super GB II announced

More portable surprises included the purple Game Boy Pocket and Super Game Boy II.

The purple GB is exactly the same as normal Pocket models, except that it's housed in a smart, transparent lilac shell. This model is the eighth in a wide spectrum of GB colours, and Nintendo appears confident of its success, having unveiled a purple Pocket Camera.

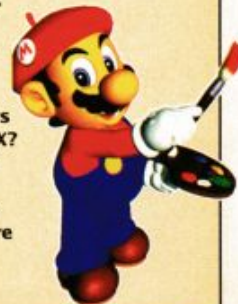
The Super Game Boy II will be available in tasty transparent blue, and boasts cables so that gamers can play linked-up games through a Super NES. No UK release has been confirmed for either of these products, but we'll keep you posted.



### BRAIN STRAIN!

Well, the future's never been brighter for Nintendo 64 owners. There may be more Sony PlayStations in the world, but you'll never see innovation like voice activated gaming on Sony's 32-bit brick. Let's see how much you know about the world's greatest game developer...

- (1) Name Link's fairy friend in the Legend of Zelda 64.
- (2) What are the three programmes in the Mario Artist 64DD series?
- (3) How many racers are there in F-Zero X?
- (4) The Tamagotchi game on N64.
- (5) Name three N64 games which feature snowboarding.







# NEWS

## THE LEGEND OF

**RIGHT** While exploring this dungeon, Link's attacked by a stone Golem.



BY:	NINTENDO
GAME TYPE:	3D Adventure
RELEASE:	April 1998 (Japan)
CART SIZE:	128 Meg

**Z**elda 64 is the greatest adventure of all time. And that's official.

After months of lush screen shots and sketchy details, we're delighted to report that Zelda on the Nintendo 64 far exceeds our expectations. From the moment we grabbed a controller at Space World, we were dazzled by the fiendish puzzles, intuitive controls, fluid animation, menacing monsters and breathtaking backgrounds. Forget the sequels to Tomb Raider and Resident Evil - Zelda's the only adventure game you'll need in '98.

# ZELDA

## THE OCARINA OF TIME



Another awesome in-game shot. Link narrowly misses being fried by the dragon's fiery breath.



### MIYAMOTO SAYS...

"I'm sorry for the delays on Legend of Zelda 64. We intended to launch the game for Christmas '97 but, as you can see, it'll be three months late."

**SHIGERU MIYAMOTO**



### ONCE UPON A TIME...

The story of Zelda 64 is an odd one. One morning in the Forest of Illusion, Link is waiting to take part in the Transfer of the Guardian Spirit ritual. In this coming-of-age ceremony, young boys are given a pixie partner by the Fairy Tree and allowed to roam the forest freely. However, the Fairy Tree is overcome by an evil force and tries to murder our elfin hero. Luckily, Link is saved by his fairy partner, Navie. The pair then decide to visit Zelda as her mystical knowledge will solve the puzzle of the possessed Tree. However, as we all know, things are never that easy...

The quest begins on a black, stormy night, with a formidable castle looming on the horizon. Young Link, wet and weary, carefully creeps towards the castle moat. Suddenly, the drawbridge begins to creak and Link hides behind a pillar. The sound of horses' hooves can be heard from within the stone fortress...



As a massive white horse gallops across the wooden drawbridge, Link spots young Zelda being kidnapped by an evil masked knight.

Link moves to chase his beloved Zelda, but the white horse is too quick for his weary little legs.



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## FLIGHT OF THE NAVIE-GATOR

Meet Navie, Link's glowing fairy friend. Although this lovely little lady's hovered about in every Zelda 64 shot we've printed to date, it isn't 'til you've played that game that you realise how important she is. As the world of Zelda 64 is H-U-G-E, it would be easy for Link to miss essential signs and people as he wanders about, and even easier for him to be ambushed by roaming nasties. However, the ever-observant Navie flutters about Link's immediate environment, calling to her elfin buddy when something interesting – or dangerous – shows up. She's a star...



## PAST AND PRESENT

As we speculated last month, Zelda 64 allows players to take control of Link both as a young boy and as a teenager. To do so, players have to find what Shigeru Miyamoto calls 'holes in time', each of which is activated by finding three Soul Stones and playing the Ocarina. Both Links have different powers and weapons, and much of the game involves working out which elf to use for a particular puzzle.



Young Link toddles through the adventure, using his vicious catapault, fighting stick and awesome boomerang.



Teenage Link strides confidently through the dungeons, scrapping with his sword and shield. He uses a bow 'n' arrow, too.

## NEWS



Little Link's face always turns to look at the interesting things he finds.



The red square hovering in front of the Golem shows the best place for Link to slash.

## What's cool?

- The best character animation ever
- Luxuriant lighting – shadows actually get longer!
- The game changes from night to day
- Ambient sounds and a terrifying musical score
- Link can swim in the rivers
- Character reactions – Link peers down holes before leaping into 'em!
- Rumble Pak compatible



Link watches in despair as the horse races into the distance. Has he lost Zelda forever this time...?



Suddenly, Link hears a movement behind him. He spins around as he hears more hooves on the bridge.



Crossing the bridge is a demonic black horse with a second dark knight on its back.



The knight smiles. Damn, it's Ganon, Link's fiercest foe! As he grins, the adventure begins...



**RIGHT** Link plays the Ocarina to move between different time zones. It can be used to call his huge horse, too.

**FAR RIGHT** This spider climbs to the ceiling when attacked, then drops tiny monsters.



## ALRIGHT FOR FIGHTING

Another question asked about Zelda 64 is how Link manages to have hand-to-hand fights in 3D space. Thankfully, scrapping is simple. Basically, there are two ways to fight. The first method is easy – simply hit the 'A' button and Link will hack and slash in the direction he's facing. For more effective attacks, holding the Z-Trigger puts Link into battle mode. A red square will appear in front of Link's enemy, showing the best place to attack. Now Link – who always stands facing his foes in battle mode – can dodge attacks, defend with his shield, then strike when the moment is right.



**1** When these Stalfos skeletons appear, little Navie turns red and hovers above the nearest creature. Hit 'Z' and the red box appears.



**2** When you're close enough to the skeleton, hitting the 'A' button makes Link slash. Try to aim for the red box.



**3** By holding the 'A' button for three seconds, Link can pull-off amazing attacks such as this devastating sword spin.



**4** By pressing both the 'A' and 'B' buttons together, Link can change his attack from a slash to a devastating lunge.



**5** When you see the skeleton raise his sword for a low swipe, pull back on the 3D Stick to make Link backflip to safety.



**6** But don't be too foolhardy. Make sure you press the Right shoulder button to raise your shield and avoid a nasty gash.

## BEAT THE BOSS!

As with previous Zelda instalments over the past 12 years, Zelda 64 includes some spectacular boss battles.



**1** As soon as Link creeps into a massive underground cavern, he hears something moving on the ceiling above him.



**2** As he looks up, Link spots a massive Ghoma spider on the roof staring at him with one huge eye.



**3** The creature drops from the ceiling and begins to chase Link. Link smacks the monster's eye with his catapult.



**4** Hurt, the creature climbs the wall again and flees to the safety of the ceiling.



**5** As Link tries to shoot, the fiend drops baby mutants which scuttle after our hero.



## TAKING CONTROL

Link has a dazzling range of movements, each one beautifully animated and essential to completing the adventure. Here's a guide to some of the best actions and how to perform them.

# NEWS



### SHOULDER BUTTONS

In a battle situation, the Right button allows Link to hide behind his shield, while this key also gives the first-person view when using projectiles. The Left button gives a small map of the immediate area.

### 'B' BUTTON

This Action Button has many functions depending on Link's situation. You can use it to talk to the natives, open wooden chests, slap the horse's rear or pull yourself up to dangerous high ledges.

### 'C' CLUSTER

Each 'C' button can be programmed to access a certain weapon. Go to the options screen, assign the fighting stick to a yellow key of your choice, then press it in-game to take a swipe. Magic lurks here, too.



### START BUTTON

When you press this you're taken into the centre of a 3D cube. Now you can flip around the cube walls and change Link's boots and clothes, look at the map, check your health or examine your inventory.

### 3D STICK

Like Super Mario 64, the harder you push the Stick, the faster Link will run. Also, pushing hard off the edge of a platform will make Link leap from the edge, but he'll grab the ledge and hang if you tip-toe off the side.

### Z-TRIGGER

Hold this when Navie is scarlet and you'll get a red box which hovers in front of your enemy, showing the best place to attack. This Attention Button also allows you to 'lock on' interesting items as you explore.

### 'A' BUTTON

The 'A' button is basically used for attacking with your standard weapon. be it adult Link's broadsword or little Link's fierce fighting stick. This button also lets you play the Ocarina and access new adventures.

### A DIFFERENT PERSPECTIVE

One of the most remarkable features of Zelda 64 is that players can go inside Link's head for a better view. Holding down the Right shoulder

button gives you a first-person perspective through Link's eyes, and you can use the 3D Stick to have a look around the immediate area.

While this is good for spotting secrets and monsters, the view's best used for projectile attacks such as Link's boomerang.



This leaping beastie is hard to shoot in the normal view as it's hard to tell where Link's aiming.



However, duck inside Link's head and you'll be able to see his hands as they aim the arrow.



To make matters easier, the monster's red, pulsating eye is incredibly simple to shoot.



The perfect shot is lined-up and Link releases the arrow. With a scream, the spider explodes.



## HORSE PLAY

At ONM, we get loads of questions about Link's horse. Here are all the answers. When he approaches the brown horse, Link puts his hand on the saddle, hunches down, then springs nimbly onto the beast's back. The horse is then controlled with the 3D Stick. Pressing the 'B' button makes Link slap the horse's back, resulting in a speed boost. Holding the 'B' button while near a fence will make the horse leap the barrier. However, Link can only slap the horse six times in succession, this limit being represented by the carrot icons. They regenerate, though.



Other magnificent horses feature in the game, namely Zelda's white nag and Ganon's black beauty, both spotted in the game's intro sequence.



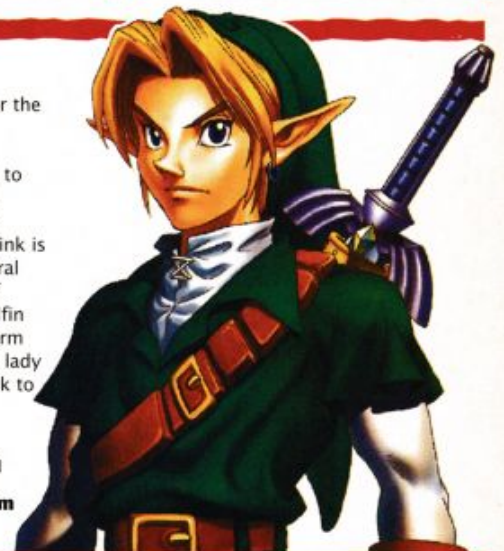
Using the horse is essential as there can be many miles between each village. Rumours suggest that there'll be horseback battles, too...



## THE FAST TRAIN

When you first enter the game, players are quickly taken on a guided tour of how to control Link. As he wanders through a woodland village, Link is confronted by several pretty girls, each of whom shows our elfin friend how to perform special moves. One lady even challenges Link to a swift scrap!

**LEFT** As he walks through a peaceful glade, Link hears Navie shouting from high in the sky.



Looking up, Link sees a pretty young girl smiling at him from a wooden tree house. She'll give you loads of advice.



Each of these girls in the training mode teaches Link a new move. By the end of training, you'll be a Link master.



## PERFECT PUZZLES

No Zelda game would be complete without a wide range of tough puzzles. We were able to solve several riddles at Space World, each of which was difficult to solve, yet easy and intuitive to work-out. Some puzzles simply require Link to leap across moving tree-stumps, but some are a little more dangerous...

**LEFT** After planting a bomb in the church, Link uncovers a long passage. He leaps into the darkness...



**1** At the bottom he finds himself in a lava room. From the gloom, a Dondango Dragon appears.



**2** Before Link can react, the Dragon breathes a wave of fire. Luckily, the flames just miss Link.



**3** Link throws his boomerang, but to no effect. However, bombs seem to hurt the beast.



**4** Link realises that he has to throw the bombs into the creature's gaping mouth when it roars.



### MIYAMOTO SAYS...

"I haven't decided what it'll include, but there'll be a 64DD upgrade for Zelda 64. However, I'm not sure whether to release a disk that works in conjunction with the cart, or a standalone disk."  
**SHIGERU MIYAMOTO**

**5** Eventually, the creature falls dead to the ground, allowing Link to reach the next amazing level.

## MAGICAL MOVIES

At certain points in the game, black strips appear at the bottom and top of the screen. When in this widescreen format, the game switches to a short movie which fills-in essential plot details. However, unlike flashy FMV, players can actually pick-up where the movies leave off...

**RIGHT** After defeating the volcano Dragon, the game switches to a widescreen movie.



Link has found what Miyamoto calls a 'hole in time'. This means the level is complete.



As the movie ends, Link is carried away, probably to reappear as a young boy.

# NEWS



## 5 TOP Nintendo TOYS

Japan has the best toy shops in the world. Take the best UK toy store you know, throw away all the crap toy soldiers and teddy bears, multiply it by a thousand, and you're pretty close. And the best thing is that they all sell amazing Nintendo goodies...

### 1 YOSHI RADIO CONTROLLED CAR

Now you can relive all your favourite Mario Kart moments in the comfort of your own backyard. Comes with jumps and traffic cones to smash.



### 2 DONKEY KONG BARREL GAME

Have you seen the TV ads for that Tomy game, Pop Up Pirate? Well, this is exactly the same! Stick swords in the barrel and, if they spike DK, he springs a mile into the air!



### 3 NINTENDO BEAN BAGS

Here's Yoshi, Mario and Diddy Kong, all disguised as lovey-dovey bean bags to love and cherish. Pick them up and you may never be able put 'em down again.



### 4 HANAFUDA CARDS

Over 100 years ago, Nintendo started life making these Eastern playing cards. Even with the Nintendo 64 storming the world, the Big N still finds the time for more traditional pursuits.

### 5 SUPER MARIO 64 WATCH

Now you can count every little second between bouts of furious N64 gaming with the help of this top Mario watch. Like Mazza, it always has perfect timing.



### WIN! WIN! WIN!

If you want to win these five top Nintendo goodies, simply tell us the name of Mario's creator. Send your entries to the usual address.







## NEWS

BY:	NINTENDO
GAME TYPE:	2D Platform
RELEASE:	21st Dec 1997 (Japan)
CART SIZE:	64 meg

### HE'S LOOSE IN JAPAN RIGHT NOW!

It's beautiful, fiendish and soooooo cute it'll make you weep... in fact, Yoshi's Story is everything we'd hoped for.

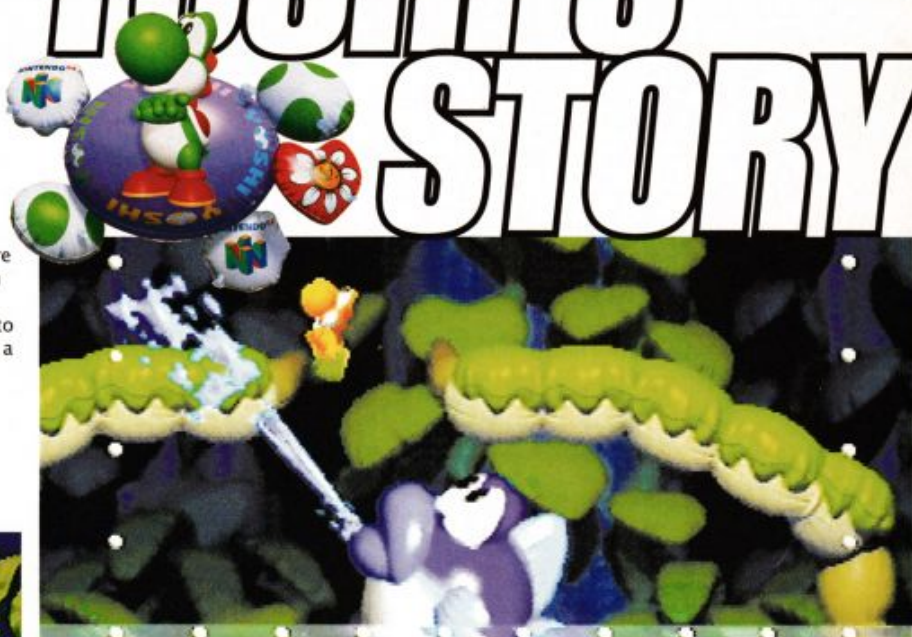
We'll have a full playtest next issue, but here are some details to keep you happy. Although the game follows the same basic structure as Yoshi's Island on the Super NES, the object is to collect fruit. Around the edge of the screen is a dotted square, each dot representing a piece that must be collected. Also, rather than his trademark 'Wah-Wah!', Yoshi burbles and gurgles throughout the game in his own bizarre language. You'll love it.

### WHAT'S THE YOSHI STORY?



Are you sitting comfortably...? After casting a particularly nasty spell, Baby Bowser has trapped Yoshi's Island in the middle of a beautiful picture book. Fortunately, half-a-dozen eggs escaped. After hatching, six technicoloured Yoshis set off to find the Tree of Superhappiness and free their island home.

# YOSHI'S STORY



### HAIR-RAISING PUZZLES

Like its old and distinguished Super NES cousin, Yoshi's Story is packed with fiendish puzzles to solve. This puzzler is one of our favourites...



All the fruit our hero has to collect is hanging in the tapestry skies, and only this balloon-like snake can help.



By jumping on the snake's head and tail, Yoshi can change its direction and guide the beast through the air.



However, the snake isn't very forgiving and will chuck Yoshi back to Earth if he makes a false move!

## FORSAKEN DIARY

Making a Nintendo classic  
January 1998: New heroes and villains

Every month we'll be talking to the ace coders at Iguana as development speeds along on its new shoot-'em-up, Forsaken 64. This issue we're taking a look at a new mission and meeting some unsavoury bounty hunters.

### HUNTER KILLERS

To take part in Forsaken 64, players must choose from a wide range of vicious bounty hunters and intergalactic rogues. For your enjoyment, here's Iguana's latest creations that you'll be able to meet on your N64...

#### NUBIA

This sleek, biomechanoid killer uses her lightning reflexes and razor-sharp reactions to dispatch her foes. She's programmed for destruction, so steer clear!



#### FOETOID

Odd bloke, Foetoid. He's established a symbiotic relationship with his ship, meaning that he and his craft are one and the same being. This makes him one of the most agile and illusive hunters. He's not after money, though. He just loves killing humans!



#### NUTTA

This twisted doctor has just been released back into the community, and now seeks to inflict his own brand of madness on anyone within cannon range.



### NEW DANGERS

But it isn't only bounty hunters that'll cause you grief. Each level is packed with dangerous weapons, too.

#### TURRET

These ceiling-mounted guns fire single laser beams. With advanced Artificial Intelligence, they usually hit the mark.



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## NEW YOSHI, NEW POWERS

Since his last lush adventure, Yoshi has learnt loads of new tricks. For one, the lanky lizard can use his elastic tongue to catch platforms and pull himself up to higher ledges. He's not afraid to get his feet wet either, and can swim through the watery depths to collect fruits of the sea. Other powers include a butt-bash which he can use to dislodge nasties, and the ability to seal himself inside a green egg which can blast him to the stars.



### MIYAMOTO SAYS...



"I didn't have much involvement with Yoshi's Story. However, I've worked closely with the producer, Mr. Tezuka, for many years. Instead, I focused on Zelda 64."

SHIGERU MIYAMOTO

**FAR LEFT** The icon on the top-left of the screen is Yoshi's health bar. As he gets hit, petals fall off the pretty daisy!

**LEFT** Underwater action as Yoshi looks for fruit.



### What's cool?

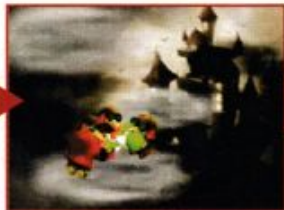
- Beautiful 'handmade' worlds
- 3D Stick for precise Yoshi control
- Rumble Pak compatible
- Stunning sound effects and music
- Amazing sense of humour

## DEATH OF A HERO

When Yoshi loses a life, he spins comically on his foot, slaps painfully to the ground and a long, bewildering sequence begins...



A mysterious, gothic castle with dozens of tall, isolated towers, can be seen through the thick fog...



Suddenly, there's a bizarre chattering sound. Kamek's minions appear, carrying our stunned hero.



The flying fiends carry Yoshi towards the castle and lock him in the highest tower! Free Yoshi!

## TANK

This is one of the most mobile enemies in the game. Comes complete with a heavy-duty laser cannon.



## SWARM

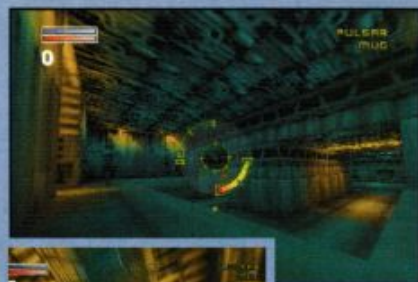
This airborne gun is good target practice for bloodthirsty bounty hunters. It won't pose much of a problem for experienced killers. Just lock your laser and let-rip. However, they can be a nuisance when you're low on energy.



## THIS MONTH'S MISSION... STABILISERS

Stabilisers challenges players to pacify a troublesome nuclear reactor. This can only be achieved by feeding the reactor six Stabiliser Pods, each of which is hidden around the level.

These Pods aren't just sitting around ready to be picked up, oh dear no. For example, one Pod's being guarded by a heavily-armed submarine. The player must defeat this boss in its underwater den before being given access to the Pod. Another Pod's hidden inside a radioactive cooling complex, and players must get grab the Pod and get out before they get toasted by the flames!



Check these out. The game looks great already, and it's not even finished yet! It'll be cool.

## NEXT MONTH

Tune in next ish for more Forsaken 64 secrets straight from Iguana.

# NEWS

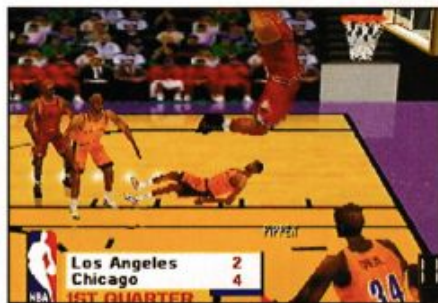


BY:	NINTENDO
GAME TYPE:	3D Sports Sim
RELEASE:	July 1998 (Japan)
CART SIZE:	64 meg

## NBA BASKETBALL SLAM, DUNK, NINTENDO-STYLE!

Nintendo Sports - a name to remember. The Big N has established this new label to bring top quality sports sims to the N64.

This line will include NBA Basketball, 1080' Snowboarding and Ken Griffey Baseball. NBA Basketball (temporary name) is only 50% complete, and much work is yet to be done. At present the game mechanics are all present and correct, but the animation is, quite simply, pants. However, effects such as reflections on the polished court and instant crowd reactions hint that the game will be very special.



**ABOVE** As you can see, the graphics aren't quite up to Nintendo standards just yet. However, the gameplay shows great promise.





BY:	NINTENDO
GAME TYPE:	3D Snowboarding sim
RELEASE:	February 1998 (Japan)
CART SIZE:	64 meg

**What's cool?**

- Steep, white-knuckle courses
- Awesome character animation
- Cool music and sound effects
- Incredible realism

# 1080° SNOWBOARDING

## NINTENDO'S COOLER BOARDERS

**T**his is cool. Seriously cool. If your 32-bit mates still give you a hard time about playing cutesy Mario games, just wait'll you see their sorry jaws drop when 1080° hits the shelves.

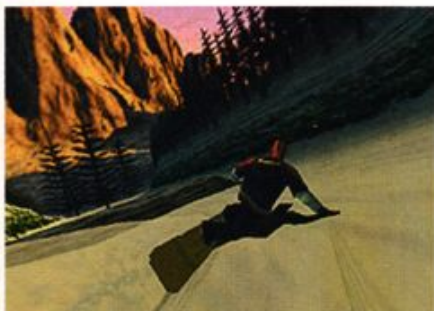
More realistic, more solid and more exciting than any snowboarding game on the PlayStation, 1080° is potentially one of Nintendo's biggest selling titles. By the way, the game's called 1080° 'cos this figure represents three daring 360° snowboard somersaults, an allegedly impossible stunt.

### VIRTUALLY REALITY

At the beginning of the game, three cool snowboarders are hanging out in the ski lodge. These racers include Dion Blaster, the cool dude with the shaved head, Akari Hayami, the feisty girl, and Kensuke Kimachi, another sharp kid. The game uses a graphic system called 'inverse kinematics', the same idea used in Waverace 64 to create realistic human movement. This means that the characters buckle, duck and flail about when trying to keep their balance on the icy slopes.



**ABOVE** Kensuke Kimachi nearly takes a dive.



**ABOVE** And this is Dion Blaster. What a dude!



Believe it or not, this is an in-game shot! Absolutely everything about 1080° is finely crafted, from the sparks of ice as you slide down glaciers to the sun glinting off the peaceful lake.

## TRACK ATTACK

The version of 1080° at Space World boasted three different courses, each featuring unique dangers. Think you're up to the challenge? Check out these treacherous tracks...

### CRYSTAL LAKE (SHORT)

Very much a beginner's course, Crystal Lake (Short) is wide, flat, and has few obstacles to avoid. As you speed down the slope, look out for the lake glittering in the distance, hot air balloons hovering around the track-side and some daring jumps on the last stretch.





## CRYSTAL LAKE (LONG)

Starting further up the mountain this time, racers have to negotiate their way down a dangerous gully while avoiding low pillars of ice. Look out for the isometric 'N' ice sculpture, and try to stay out of the powdery snow which can slow you to an abrupt halt.



## GOLDEN FOREST

This beautiful race takes place at dusk, with the orange sun glinting off the snow. Beware fallen logs in the gully, and avoid the powdery snow as it can make you slide into the trees. Only experienced boarders should try to ride the glacier at the end!



## IN THE REAL WORLD

As well as dazzling character animation, the actual tracks in 1080° are some of the most realistic yet seen on Nintendo's dream machine. As you zoom down the tracks, the setting sun actually blinks through gaps between the trees, while the lens flare effects can temporarily blind the most skillful boarder. Other notable effects include deep tracks in the snow, and icy sparks as boarders slide down steep glaciers.



Just look at the sun blinking through those branches. It's a beautiful game...



As well as poking through the trees, you can spot the sun reflecting off the lake.

## CUNNING STUNTS

Like Waverace 64, 1080° Snowboarding features amazing stunts. Although not many were revealed at Space World, the horizontal 360° rotations and daring air grabs were enough to keep us happy. Performing stunts in the game largely depends on the board chosen – players will be able to manipulate the Max Speed, Response, Edge Control, Flex and Stability of their boards to help pull-off terrific tricks and stunning stunts.



Grab some air! Dion the dude goes for one of the simpler stunts, the wimp!



There's even a two-player option. The bars show how much damage your board can take.

## NEWS



## 5 TOP JAPANESE TOYS

But it isn't only Nintendo toys on offer in Japan. The country that gave you Tamagotchis, Game Boys and Nintendo is still striving for the best in home entertainment. Here's a few of our favourite things...

### 1 WAVE UFO

The cool man's Tamagotchi. Inside this keyring lives a robotic alien who spends his day trying to detect mobile phone signals. When one rings nearby, our spaced-out friend goes through an amazing transformation.



### 2 SPRINGMAN

Looks just like Morph's trendy cousin. Springman is one of the coolest keyring characters in Japan, and his arms and legs can be stretched to ridiculous lengths. Boooooing!



### 3 STREET STOMPER

When fed with batteries, this little dude begins to beat an erratic rhythm on his empty coke can. The shop we found him in had more than twenty Street Stompers playing the same beat at the same time!



### 4 PUYO-PUYO SUN TALKING KEYRING

Later in this issue you'll be able to read our playlist of Puyo-Puyo Sun 64. To celebrate the game's release in Japan, the market is swamped with these bizarre keyrings which scream odd Japanese phrases.



### 5 SUPER-DEFORMED SPIDERMAN

Nearly every popular hero has been super-deformed in Japan, and Marvel characters are no exception. Our fave is this little Spiderman who can be wound-up and left to wander aimlessly over flat surfaces for hours.



### WIN! WIN! WIN!

So, do you fancy winning these awesome Japanese toys? Thought you might! Well, send a lovely postcard to the usual Nintendo Magazine address, telling us the name of Metroid's slinky star.





# NEWS

BY:	NINTENDO
GAME TYPE:	3D RPG
RELEASE:	TBA
CART SIZE:	N/A (DD disk)



## MAZZA STRIKES BACK ON DD

**M**ario's back! Although Super Mario RPG2 was only shown on video at Space World, it was fascinating to see that Nintendo has adopted a different graphical style for the Italian Stallion's 64DD debut.

Rather than a polygonal hero, Mario is a 2D sprite wandering through a lush 3D world. When he turns around, you can see that Mario is completely flat, just like a paper doll.



**ABOVE** Our flat mate Mario finds Toad.

# SUPER MARIO RPG 2



**Poochy's back, too!** It's great to see that the whole Mario gang are back for another quest.



**Scary tree action** as our hero leaps through a haunted wood. Keep on movin', Mario!



**On the outskirts of the haunted wood**, Mario finds something. Looks like a cloud to us...



## COMEDY CHARACTER

Although Mario in SM64 was a rootin' tootin' mega hero, the portly plumber is a definite figure of fun in Super Mario RPG2. Like the Super NES Mario World games, when Mazza moves quickly in RPG2 his little legs become a blur of action, while his huge eyes bulge and roll to match the on-screen chaos. This should be one of the funniest Mario games to date...

## MIYAMOTO SAYS...



"It was hard to begin Super Mario RPG2. If we'd made the game in the same graphical style as Super Mario 64, no one would've recognised the transition. We see this graphic style as a definite evolution from the Super NES original."

## SHORT CUTS

We wish we had more space to tell you about all the games at Space World. Here's a few more titles to look forward to...



● **WARIO LAND 2**  
In this new GB adventure, Wario has a range of attacks. He can ram walls, become even fatter and get drunk!



● **REV LIMIT**  
Although Rev Limit was Nintendo's biggest driving hope, it's drab and boring. Has neither the thrills of F-Zero X or the realism of Top Gear. Dull, dull, dull...

● **DUAL HEROES**  
Although this beat-'em-up has great graphics and slick presentation, the

gameplay is awful. Full playtest next issue.

● **BIO TETRIS**  
Bio Tetris comes complete with a bizarre Memory Pak with a special cable that clips to your ear lobe. This Pak reads your heartbeat so, when you panic as the Tetris blocks start to pile up, the blocks start to fall

faster! We don't have any shots of this game just yet, but it's very, very cool. More info next ish.

● **SUPER ROBOT SPIRITS**  
This was one of our favourite fighting games on show at Space World. It has a great anime-style, mixed with awesome special moves. More soon!



Official UK **Nintendo** Magazine





Can you believe this? The tracks are so crisp and clear in F-Zero X that you can see them unwinding miles into the distance. It's stunning...

# F-ZERO X

THE SULTANS OF SPEED RETURN ON NINTENDO 64

BY:	NINTENDO
GAME TYPE:	3D Racing game
RELEASE:	June 1998
CART SIZE:	64 Meg

**F-Zero X** was Space World's biggest surprise. Whereas *Zelda* and *Yoshi* always looked good, we were worried that *F-Zero X* might be a little simplistic and sparse. We were wrong.

Although the racing ships aren't cool like those in *Extreme G*, the gameplay's soooooo fast that it leaves *Acclaim's* effort on the starting grid. Even better, while *Extreme G's* graphics are always fuzzy, *F-Zero* is clean, crisp and clear, and you can see miles into the distance. Even better, when you're driving upside-down, you really know it!

## MIYAMOTO SAYS...



"We plan to introduce an *F-Zero X* disk for the 64DD. Here you'll find new courses, new cars and new features. It'll also include a track editor so you can make your own courses and swop them with your friends."

**SHIGERU MIYAMOTO**

## WACKY RACERS

Believe it or not, there are always 30 vicious racers on the starting grid in *F-Zero X*. Although only six machines can be selected at the beginning of the game, this number steadily increases as you improve. All the vehicles are distinctive, each piloted by a bizarre range of characters, from the cheesy American hero, Captain Falcon, to the sexy lady, Jody Summer. The Artificial Intelligence of each racer is excellent, and it always feels like you're in the middle of a real race, rather than having to endure the stupidity of mindless, CPU drones. It's brutal in *F-Zero* world...

## What's cool?

- No slow-down in multi-player
- Blistering speeds
- Crisp, colourful graphics. No fuzz!
- Rumble Pak compatible
- Only a gentle fogging on the horizon





# TESTING TRACKS

Many of the tracks from the Super NES F-Zero have returned, but each has changed radically from the flat, 16-bit days. The Jack, Queen, King and Mystery cups also make a welcome return, each boasting six amazing tracks. Here's a selection from the Jack Cup.

## MUTE CITY

A wide, rollercoaster track which eases you into the action. As you drive round loops and corkscrews, well placed towers and other structures help you to realise you're upside down! It's scary...



## SILENCE

Silence is a fairly standard race track, but you can zoom over dozens of flat yellow speed boosts that appear on the track, increasing your top speed to well over 1000km per hour. Hold onto yer hats!



## SAND OCEAN

This track starts normally, but you soon happen on a series of narrow tubes. You'll see vehicles passing you overhead, but don't drive on the roof for too long or you'll crash-out as the tunnel suddenly ends.



## PORT TOWN

Now the race track is much, much narrower, and it's impossible to overtake your enemies at certain points. It's best to keep in single file, then push for pole position when the track finally widens.



## BIG BLUE

Simply put, this bizarre track is a massive pipe which stretches over the sea! You can race around the pipe's outside surface, but make sure you don't speed off the edge into the briny by mistake.



## DEVIL'S FOREST

This is another wide, flat track that allows you to rack-up awesome speeds. However, some of the speed boosts are sneakily placed on the track edge to send you hurtling off the side to your doom...



# NEWS



## 5 TOP JAPANESE MAGAZINES

Although the UK boasts some excellent games mags, the Japanese have been producing the best in the world for nearly 20 years. We visited a few of 'em, and here are our favourites...

### 1 WEEKLY FAMITSU

Famitsu is a weekly games mag with nearly 300 packed pages. The journals on this mag are so good that they knew all about the Space World show three weeks before it began. An inspiration to us all...



### 2 THE 64 DREAM

While Weekly Famitsu is multi-format, this is our fave Japanese N64 mag. It features interviews with the head honchos at Nintendo, and always comes with a free sheet of incredible Nintendo stickers.



### 3 NINTENDO 64 MAG

Although this mag features much of the same information as The 64 Dream, Nintendo 64 doesn't look quite as good. However, it occasionally scoops the opposition with some exclusive screen shots and stories.



### 4 LOGIN

Login is actually a PC magazine, but the guys that work there gave us a great insight into how the games market works in Japan. They've also started to feature a bevy of lovely ladies on their front cover...



### 5 GET DREAM

Okay, it's not about games, but this mag regularly features some of the most beautiful girls on planet Earth. This month it's the pop singer Namie Amuro. She's an angel...



### WIN! WIN! WIN!

Fancy winning these awesome Japanese magazines? Well, send a postcard to the usual address, telling us the name of the person who created the Game Boy. See last month's issue for the answer...



# MIYAMOTO

## SPEAKS

AN AUDIENCE WITH NINTENDO'S GAMING GENIUS

**S**taying cool with Shigeru Miyamoto is tough. While the pressure's on to bring ONM readers the best interview on Planet Nintendo, it's hard not to fall to your knees before the man who created Mario, DK and Link. He's the most famous producer ever, and he took the time to speak to us.

### MIYAMOTO ON GAME DEVELOPMENT

**ONM** Which Space World games have you been closely involved with?

**MIYAMOTO** Zelda is my biggest project. Osamu Tezuka, who I've been working with since Super Mario Bros., is producing Yoshi's Story, so that's helped me free-up extra time. I occasionally take a look at what he's doing, though. The games I'm most involved with are 1080° Snowboarding and F-Zero X. I'm also heavily involved with the Mario Artist series. From now on, I'll be working on the 64GB Pak.



**ONM** Which of these Nintendo titles are you most pleased with?

**MIYAMOTO** If I don't say Zelda I'll be in big trouble! Seriously, I'm most pleased with the 64GB Pak, the Mario Artist series and the Capture Cassette. As you can see, you'll soon be able to grab your own face on video and paste it onto game characters. In order to do this, we had to get the Capture Cassette just right, which wasn't easy. As for the future, we'll be releasing many titles in this series. We're thinking of putting motion capture animation on a disk and selling that data, too.

**ONM** Which third-party Nintendo 64 games do you like?

**MIYAMOTO** There are two extremes. On one side are games that Nintendo wouldn't produce such as Uchan Nanchan's Fire Challengers from Hudson [see page 37]. However, we're happy that companies are releasing fun titles like this. The other extreme is Rare. Its games are similar to Nintendo's, but the quality is extremely high. Rare's been able to make Nintendo 64 games



Your Official UK Nintendo Magazine has some infamous readers. The best N64 mag on the planet gets the thumbs up from Shigeru Miyamoto.

which are even better-looking than our own. It's scary! I've worked alongside members of Rare, and their standards are very high. Anyway, Psygnosis has started working with Nintendo now, along with Core Design, the creators of Tomb Raider, so I'm looking forward to their games already.

**MIYAMOTO** The best thing is that 64DD disks are writable, allowing you to alter the disk content to suit your own tastes [rather than a normal CD which is impossible to change]. This has greatly increased the creative scope for game development in three main areas.

### NURTURING

This idea includes games such as Tamagotchi where you can raise monsters and so on, this virtual creature constantly changing from the original. If you widen this concept, it also includes Mario Artist as drawing pictures is nurturing your talent.

### TRADING

Another thing is that you can swap 64DD creations with your friends. This means you can give Pocket Monsters to your mates and receive others in return. Likewise, you can exchange Mario Artist pictures. Going one step further, there's Sim City and Sim Copter. Sim Copter is an adventure game where you can fly around a city in a helicopter. When playing Sim Copter, you could slot in Nintendo's Sim City disk and fly around the city you created.



### MIYAMOTO ON THE 64DD

**ONM** Using games as examples, could you please explain the most exciting features of the 64DD?



## JUNGLE EMPEROR LEO

### THE BIGGEST NINTENDO GAME OF ALL TIME

Although little's known about Jungle Emperor Leo, it's rumoured to be Nintendo's biggest project. Announced at Nintendo's Shoshinkai show last year, Jungle Emperor is based on a mystical Japanese tale about a young lion coming of age. Sound familiar? Yes, Disney ripped-off the idea for The Lion King!

**QNM** Can you tell us some of the ideas behind this project?

**MIYAMOTO** The Jungle Emperor Leo TV series was drawn by Osamu Tezuka, a self-styled "Visualist" who makes movies, writes books and so on. Anyway, his son, Makoto Tezuka, said that he'd like to do some directing. I grew up reading his father's comics, and they had an incredible influence on my generation. Because of this, I decided to work with Makoto. We created the Tokyo Nintendo Team which is working on the game in the Nintendo building.

**QNM** Can you tell us what stage the development is at?

**MIYAMOTO** We've finished the first two to three levels. From here on, we're going to speed the coding along a little. At the moment we're fine-tuning the opening levels. It'll probably take another year to complete and will be released in Autumn 1998.



### ADDITION

You can constantly add data to your original disks. For example, I mentioned motion capture in Mario Artist. If an amazing new circus appears, we could motion capture their movements and write that data onto the 64DD disk. After the cart version of F-Zero X arrives, F-Zero DD will be released. This'll have new courses and a Track Editor. The cartridge will contain all the Artificial Intelligence for the enemy racers so, even if you edit the courses, they'll still race to win.

The most interesting thing about re-writing is that you can update games. For example, you might see a game championship on the television. You could take this championship data and over-write it onto your 64DD disk, then race against the best time in ghost mode. You could do this via an Internet-type network, or from special machines in game shops.

### MIYAMOTO ON PIKACHU AND VOICE ACTIVATED GAMING

**QNM** Why did you develop the Voice Recognition System?

**MIYAMOTO** We've got a development team, Marigal Management, where Nintendo and a developer called Recruit work together. They wanted to create a new game interface, and they've been researching the Voice Recognition System for ages. The producer is Mr. Ishihara, producer of Pocket Monsters. He showed me the VRS and the project began.



**QNM** Will other games besides Pikachu use this interface?

**MIYAMOTO** From here on the 64GB Pak, the Voice Recognition System and all the other peripherals will be used in more games. Using the N64 as the core, Nintendo will introduce a variety of peripherals. We want to deliver all these items at a reasonable, toy-range price.



### MIYAMOTO ON GAMES

**QNM** Can you tell us some Nintendo 64 gaming secrets?

**MIYAMOTO** Of course I can!

### F-ZERO X

The version you can see here features all 30 enemy vehicles. However, we'll be tuning the enemy Artificial Intelligence so that they offer more of a challenge. You'll really have battle with them on the race course to win.

### LEGEND OF ZELDA 64

In the Space World version of Zelda 64 there are ten giant bosses to fight. However, there are loads of better bosses and monsters waiting in the finished game, so look out for these. On the Space World show floor it's always quite noisy, but if you manage to play the game in a much quieter place you'll

## NEWS



### QUICK FIX

No doubt you'll want to spend time pouring over Miyamoto's words. For a quick Nintendo fix, here's the most important things he said...

### SCOOP!

"Psygnosis [WipEout coders] has started working with Nintendo, along with Core Design, the creators of Tomb Raider."

### ON MARIO ARTIST

"We'll be releasing many titles in the Mario Artist series. We're thinking about putting motion capture animation on a disk and selling that data, too."

### ON DD GAMES

"You can download 64DD data via an Internet-type network, or from from special machines in the game shops."

### ON METROID 64

"We have no plans for Metroid 64 at the moment, but I think we'll start it soon."

### ON DEVELOPMENT

"I'm most involved with 1080° and F-Zero. I'm also involved with Mario Artist."

be able to hear some of the atmospheric, ambient sounds and scary music.

### METROID 64

We have no plans for Metroid 64 at the moment, but I think we'll be starting it very soon. Would you like us to produce it...?



Mr. Miyamoto gets to meet David at last.

**QNM** Do you have a personal message for Nintendo Magazine readers?



**MIYAMOTO** Although there aren't many N64 titles at the moment, we're creating high quality games all the time. However, even though you'll be able to buy lots of great new games next year, you'll still enjoy playing the ones you've already got. Don't be put off by the low number of games - instead, please enjoy the ones on release so far.

HONTONI DOMO ARIGATO  
GOZAIMASHITA MIYAMOTO-SAN!





# NEWS

BY:	NINTENDO
GAME TYPE:	3D Strategy
RELEASE:	June 1998 (Japan)
CART SIZE:	N/A (DD disk)

**D**on't chuck that Game Boy! Your grainy hand-held may seem outdated in these heady 64-bit days, but Nintendo's beloved portable is a vital part of the N64's future.

Pocket Monsters' Stadium will be the first game to use the 64GB Pak, an adaptor which allows the 64DD to use backed-up data from a normal Game Boy cartridge. Best of all, Nintendo says that a wide variety of amazing games will be compatible with the 64GB Pak in the near future. Oooh, just imagine the possibilities...



# POCKET MONSTERS' STADIUM

## NINTENDO 64 AND GAME BOY LINK-UP

### PLAY THE GAME

Pocket Monsters on the GB involves finding and nurturing cute – yet vicious – creatures, then battling with your friends via GB link cables. When you win a battle, your Pockemon gets stronger. In Pocket Monsters' Stadium, the 64DD reads individual Pockemon data from your GB cart, and recreates your chosen beast in full polygonal splendour. Much like this, in fact...



### TURN ONE: PLAYER ONE



A turtle and the fearsome dragon stand facing each other in the middle of a huge stadium.



The dragon is first to attack. He blows a searing wave of fire into the sky as a warning shot...



... then leans forward to try the big turtle beast with his red-hot breath. What a fiery fiend!



The huge turtle screams in pain, suddenly surrounded by a wall of red-hot flames.

### TURN ONE: PLAYER TWO



But the turtle isn't badly hurt. Two panels on his shell spring open to reveal laser cannons.



From a high angle we see the turtle discharge his weapons. That dragon is history!



The cannon attack is too much for the dragon. As the shots hit him, he writhes around in agony.



With his tongue lashing from side-to-side, the dragon falls to the ground. Player two wins!



Official UK **Nintendo** Magazine



## MULTI-PLAYER MADNESS

Pokemon fans will be able to have multi-player battles when the game arrives next year. With two 64GB Paks and a couple of Pokemon carts, two players can go head-to-head in a Confrontation match. If you find three Pokemon partners, you have the option to play a game of Tag, while single players can choose the Tournament option.

### What's cool?

- Unbelievable animation
- Incredibly cool music
- Game Boy compatible
- No fuzzy graphics



As you can see from this shot, up to four players can go head-to-head in Pokemon's Stadium.

## DOUBLE D DELIGHT

Given the huge memory capacity of the 64DD, Pokemon players will be able to store more crazy beasts than they could ever have imagined on the monochrome GB. All these DD monsters will be represented as fully 3D models, and they can be viewed from all angles in the special Pocket Monsters Picture Gallery. The best thing is that the DD will allow players to create totally unique Pokemon, and you can even challenge your mates with these hideous mutants.



ABOVE Aw, it's ickle Pikachu! Believe it or not, this heart-melting cutie is a vicious, electrified beast!



This bizarre mutant cat is ready for Pokemon action.



### MIYAMOTO SAYS...

"The 64GB Pak allows players to connect their Game Boy to their Nintendo 64."

# NEWS



## POCKET MONSTERS

JUST WHAT THE HELL IS IT...?

Part RPG, part virtual pet, part Top Trumps, Pocket Monsters is one of the most fascinating games to bolt from the Nintendo stable. At the beginning of the game, the young hero roams around his village, searching for Pockemons and capturing them with a magical machine. Once captured, players must care for their Monsters like a Tamagotchi, preparing them for battle. When ready, you can challenge your friends' Pockemons via GB link cables, and win new powers. Get your strategy right, though - stronger monsters can only be defeated by a well organised Pokemon army!



When monsters fight, they win new powers.



Explore the village to find Pockemons.



Inside this ornate house, the hero of the game has his first Pocket Monster battle.



Talk to everyone to get valuable clues.



Outside your house, the adventure begins.

## POKEMON UK CAMPAIGN

Many of Nintendo's future plans hinge around Pocket Monsters. Without a European release, UK Nintendoids could miss out on the world's most exciting games. It's time for action. Nintendo of America has decided to release the game, and we want to make sure that your voice is heard over here, too. If you want Pocket Monsters in the UK, complete this form and send it to us by 31st January. When the forms are in, we'll present the bundle to Nintendo. Here's hoping...



NAME

AGE

ADDRESS

N64 GAME I'M LOOKING FORWARD TO

FAVE SPACE WORLD GAME

Send all forms to: Official UK Nintendo Magazine, 37-39 Millharbour, Isle of Dogs, London E14 9TZ. Photocopies will be accepted, no probs.

Official UK Nintendo Magazine

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BY:	NINTENDO
GAME TYPE:	3D Photography
RELEASE:	Autumn 1998 (Japan)
CART SIZE:	N/A (DD disk)

**M**ore Monster madness on the DD! In this game, players are given access to a safari park packed with peaceful Pockemons.

Your job is to wander through the park, taking photos of the beasts so you can assess them in terms of speed, size and pose. Even better, you can interact with some of the Monsters to make them pose for better pictures! However, some creatures are hiding in very awkward places...



## POCKET MONSTERS' SNAP

THOSE CUTESY POCKET DWELLERS GET CAUGHT ON CAMERA

### ON SAFARI

Here's a typical outing in Pocket Monsters world. Load your snappy camera with a batch of 35mm and let's hit the trail...



It's a lovely day in the park. Use the 3D Stick to steer while you search for the craziest creatures.



Look, there's a terrapin monster hiding behind that bush. If only he'd look this way for a moment...



To attract his attention, the player throws a red apple. Not surprisingly, the monster takes the bait.



Banzai! While the terrapin chomps on his treat, you have the chance to take an amazing shot!

### GET LOST!

Even though the terrapin is a harmless sort, some of the other Pockemons are less friendly...



Trying to get this cat's attention, the player throws a stone at it.



The cat isn't pleased, and casts a dirty look at the bemused player.



### ONE FOR THE ALBUM

After tramping through Pockemon park, it's time to retire to the darkroom and develop your snaps. Players are able to scroll through all the pics they've taken, and decide which shots they'd like to put in their special Monster album. 'Cos this game's on 64DD, you'll even be able to save your monsters onto disk and swap 'em with your mates. Soon you'll be the proud owner of the ultimate Pockemon picture collection.



**What's cool?**

- A truly original game
- Dozens of unique creatures
- You can swap pics with your friends



BY:	NINTENDO
GAME TYPE:	3D Photography
RELEASE:	Autumn 1998 (Japan)
CART SIZE:	N/A (DD disk)

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**What's cool?**

- A truly original game
- Dozens of unique creatures
- You can swap pics with your friends



BY:	NINTENDO
GAME TYPE:	3D Virtual pet
RELEASE:	Late 1998 (Japan)
CART SIZE:	TBA

### IF I COULD TALK TO THE ANIMALS...

**P**ikachu Genki De Chu was the highlight of the show. Rather than sticking to joypads, the Big N is gonna allow players to interact with games by talking to 'em.

It sounds crazy but, after seeing live demos of the Sound Recognition System, we can assure you that it works... and that it's brilliant fun, too. At present we're unsure if the game will simply be a 'virtual pet', or if Pockemon fighting will feature. As Pikachu (that's *Peek-a-chew*) unveiled his electric attack in the demo, it's likely that he'll get to battle other monsters.



# PIKACHU GENKI-DE-CHU

## (1) SLEEPING CUTIE



When the game begins, we find the adorable Pikachu sleeping on a tree trunk. As he snores, he whistles a sweet tune...

## (2) I'VE BEEN STARTLED!



Say after me... **"PIKACHU!"**. Disturbed by your voice calling his name, Pikachu bolts upright and looks confused.

## (3) OL' GROWLER



If you don't say anything to put Pikachu at ease, he'll think you're an enemy, bare his teeth and display the skull icon!

## (8) AIN'T IT ADORABLE?



If you whisper more soothing words to appease the beast, Pikachu will display a love heart. See, he can talk back, too!

### ANIMAL MAGIC

Pikachu Genki De Chu is a normal Nintendo 64 cartridge game, but it'll come complete with the Sound Recognition System and microphone. If you're puzzled by this Pikachu business, here's how it works.



## (4) OI! THICKO!



Repeat after me... **"YOU'RE STUPID!"**. Pikachu understands this and scampers off into the woods. He's in a mood, now.

## (7) I LOVE YOU, I DO!



After munching on his juicy apple, Pikachu is ready to forgive you. The little sod will be your friend forever, now...

## (6) FANCY AN APPLE?



Shout after me... **"WOULD YOU LIKE AN APPLE?"**. Now you're talking! Pikachu soon comes round when a top gift's on offer.

## (5) I'M SORRY



Say after me... **"I'M SORRY, PIKACHU! I'M SORRY!"**. But Pikachu isn't a pushover. He totally ignores you as you try to apologise.



## KINDNESS TO ANIMALS

To play the game, Nintendoids must wear the headset (see pages 4-5) and hold the controller. Pressing the 'A' button causes the microphone icon in the bottom right of the screen to go blue, indicating that Pikachu will hear what you're about to say. When you speak, the icon turns red. You can also use the 3D Stick to move around Pikachu's woodland glade. The Space World demo showed little Pikachu trying to reach an apple on a high branch. To help him, players can pick-up a rubber beachball, throw it at the tree and dislodge a tasty treat for the yellow peril. Amazing, no?



There's our friend, looking puzzled on the horizon.



He likes an apple does our Pikachu. Hates bananas.



Bemused by the high, apple-bearing branches, Pikachu turns to you for help. Give him a gift and he'll be your mate.

- What's cool?**
- Genuinely innovative
  - A virtual pet you can actually adore
  - You can really chat to Pikachu!
  - Dazzling character animation



## NINTENDO, THANK YOU

Pikachu Genki De Chu shows that Nintendo really cares about its loyal gamers. Rather than following the Sony route and allowing its console to become swamped with hundreds of rubbish games, Nintendo is still striving for innovation and, most importantly, quality entertainment. We were choked by the sight Japanese kids gawping in disbelief as Pikachu reacted to the sound of their voice. In the huge crowd that gathered, people of all ages were giggling at the cute, on-screen action. Honestly, it was nearly enough to bring a tear to your eye...

# NEWS



## 5 TOP Nintendo POCKET MONSTER TOYS

Japan is totally swamped with Pockemon merchandise. From playing cards to life-size Pichachus, and from talking dolls to Pockemon costumes, this craze is bigger than any other you could possibly imagine. Here's a quick selection...

### 1 POCKET MONSTERS 68

You must own this game! The UK deserves Pocket Monsters. We've followed Nintendo loyally for years and years, and it's about time we got our hands on its biggest selling game. Now!



### 2 PIKACHU RECORDS



Presented like a children's story book, this twee collection of nursery rhymes and rousing chants is essential. Comes with instructions on how to draw your favourite Pockemons.

### 3 PIKACHU BEAN BAG

Although there are dozens of different Pocket Monsters, Pikachu is by far the most popular. You can get Pikachu toys in every shape and size, but this little dude was the only one we could fit in our Juggagel! He is lovely, though.



### 4 ORIGAMI MONSTERS

Even in these fast-paced days of N64 technology, Nintendo has allowed its biggest creation to appear in Origami, the ancient art of folding paper to create delicate, three dimensional models.



### 5 PLAYING CARDS

Pocket Monster trumps cards are just as popular as the Game Boy title. At Space World, every spare corner was stuffed with kids furiously playing Pockemon trumps with their best buddies!



## WIN! WIN! WIN!

Okay, now you know what's on offer. To stand a chance of winning these super Pockemon goodies, send a postcard telling us the name of Nintendo's president.



# MARIO ARTIST

**THREE DRAWING PROGRAMMES TO MAKE YOU A TV STAR!**

**Be a graphic artist. Be a games designer. Be a videogame hero. Be anything you want with Mario Artist!**

Nintendo's Mario Artist series for the 64DD is made-up of three separate programmes – Talent

Maker, Polygon Maker and Picture Maker – each of which allows you to learn a different drawing or modelling skill. We'll take you through each of these amazing programmes in turn, but here's how they work with the 64DD and your beloved N64.



## HOW THE WHOLE THING WORKS

### TELEVISION

As always, you can watch all your magical creations on the TV screen.



### CAPTURE CASSETTE

This new cartridge allows connection to a video camera and recorder.



### VIDEO RECORDER

Record your crazy creations on a normal video tape and send 'em to all your friends. You can take images from video into the 64DD, too.



### MOUSE

The Nintendo 64 mouse plugs directly into one of the four controller ports.



### CONTROLLER

A normal joystick can be used. However, the mouse is much better.



### VIDEO CAMERA

Take silly pictures of your best friends and put 'em into the 64DD via the Capture Cassette.



### DISKS

Simply slot your Mario Artist disks into the 64DD. Let's go!



### PERIPHERALS FRENZY

Along with the Mario Artist series come two new peripherals. Both are aimed directly at gamers who want to interact with their Nintendo 64, rather than being passive players all the time.

#### CAPTURE CASSETTE

This N64 cartridge has four sockets on the back which allow you to connect a video camera to your N64. Now you can take pictures of yourself and use them!



#### N64 MOUSE

Although players will be able to use the N64 controller to manipulate images, a dedicated mouse will be available for precise control.





BY:	NINTENDO
GAME TYPE:	Creation package
RELEASE:	July 1998 (Japan)
CART SIZE:	N/A (DD disk)

# TALENT MAKER

## TALENTED 3D DANCING DOLLS

**Talent Maker, the first programme in the Mario Artist series, allows players to dress, animate and colour 3D characters.**

Using the Capture Cassette, Nintendoids can even take pictures of their mates with a video camera and stick them onto the 3D models. There are loads of sample characters and animations included on the 64DD disk, but it won't be long before players are using the simple modelling tools to create their own talented characters.



Using various tools, Talent Maker players will be able to create amazing, bizarre creatures.



Be a mouse creature, if you really want...



... and chuck your creation in the sea!



**What's cool?**

- Be creative, not passive
- Learn about computer design
- You can make your friends look like idiots!



## CREATING TALENT

Like most computer drawing packages, Talent Maker features a wide range of easy tools. Here's how to create a simple character.

**1 Beginners can choose from a number of characters supplied on the disk. Each has a range of animations as well.**



**2 Using the tools from the menus along the edges of the screen, you can change everything from their lips to their bushy hair.**



**3 Moving away from the face, you can even change the shape of your talent's body. Let's make this one a little bit taller...**



**4 The best thing is that you can use a normal video camera to take your ugly face into the 64DD...**



**5 ... and then stick it onto the 3D model! Now you can use the tools and materials on offer to make yourself into anything you want to be!**



**6 You can even use your character in a bizarre, obstacle course game. Several games will be included in the final 64DD disk.**



## NEWS



## 5 CRAP JAPANESE TOYS

Even though it boasts the best toy shops in the world, some Japanese creations hold no appeal for cynical Westerners. Here's a few that made us laugh...

### 1 CUDDLY POO

Poo is huge in Japan. Believe it or not, there's a cartoon hero who's a smelly turd and a gorgeous lady pop star who sings with a golden pile of plastic plops on her head. This is the soft toy version.



### 2 BOOSKA

This hairy orange idiot is Booska, Ultraman's fiercest foe. Even though this orange beast looks awful, Japanese kids love him and he pops-up on posters all over Tokyo advertising just about anything. He can stay in the Far East as far as we're concerned.



### 3 ULTRAMAN SHAMPOO

Although there's nothing essentially wrong with this shampoo, it seems more than a little odd that a man with a solid steel head should need it. Perhaps his iron cranium has a case of dandruff...?



### 4 PENCIL DOG

Is your pencil at the other side of your desk? Too tired to reach over and get it? Well ask a mate to wind-up this dog and he'll walk over to you with a lead pencil lodged between his heart and bum. Works without a pencil, too...



### 5 TOAD KEYRING

Although this Nintendo keyring features a great little model of Toad in Mario Kart 64, it leaves a rather unsightly, sinister bulge in your trouser pocket. Hey, perhaps that isn't such a bad thing after all, eh...?



### WIN! WIN! WIN!

If, by some bizarre chance, you want to win these crap toys, send us a postcard telling us the company who coded Diddy Kong Racing. Good luck!



BY:	NINTENDO
GAME TYPE:	Drawing package
RELEASE:	July 1998 (Japan)
CART SIZE:	N/A (DD disk)

**While Talent Maker is 3D, Picture Maker will allow you to create in two dimensions.**

When you begin the game you're given a white sheet, and you can use the mouse to click on various tools such as crayons, pens, paints and pastels which are displayed along the side of the screen. Here's an example using little Pikachu...

# PICTURE MAKER

THE DD'S PRETTY AS A PICTURE

## VIDEO PAINT

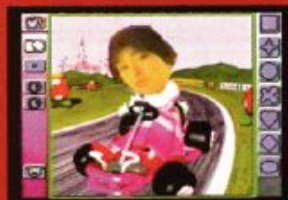
Like Talent Maker, you can use a video camera or VCR attached to your Capture Cassette to manipulate images. Like this, actually...



Hey, it's the ravishing Ryoko Hirose. This time she's advertising the Rumble Pak in a sweaty Japanese gym.



Using the Capture Cassette, you can cut-out her cute little face in Picture Maker and use it wherever you like.



Now you can paste her face onto one of the Nintendo images stored on the DD disk. Peach never looked so good!



Firstly, select a pen tool and draw the basic Pikachu outline in black and white. Now he's takin' shape.

Once you're happy with the shape, use the painting tools to roughly fill-in the main colours.

For the finishing touch, use subtle pastels and shading to give your creation that professional feel.

## BASIC ANIMATION

If you've got the patience, you can even use Picture Maker to make simple animations. In the sequence below, a Nintendo artist created several different pics of a

panda skipping a rope. With the three images complete, the artist flicked through 'em in quick succession to give the illusion of movement. Dead easy, really.



## MIYAMOTO SAYS...

"It's great fun to take part in making a videogame. That's what the Mario Artist series is all about."

**What's cool?**  
 • Intuitive drawing tools  
 • Fun with Nintendo images  
 • Become a super hero!

## 3D MOVIE MODE

Picture Maker can even be used to draw and colour 3D models. Not

many details were released on this exciting mode, but take a look at

the fearsome dinosaur below for a few intriguing clues...



This T-Rex looks scary in green...

... but you can change it's colour.

Welcome the Panda dinosaur!



# POLYGON

NEWS



## MAKE 3D SUPER MODELS!

BY:	NINTENDO
GAME TYPE:	3D Modelling tools
RELEASE:	July 1998 (Japan)
CART SIZE:	N/A (DD disk)

**E**ver fancied making your own Mario? Well, you'll get the chance when Polygon Maker hits the shelves next year.

A simpler version of the 3D modelling packages used by real game designers, Polygon Maker allows players to create and colour true 3D objects, then animate them 'til their heart's content. The game will also come complete with 3D models of Mazza and all your favourite Nintendo heroes which you can bend beyond belief.

### What's cool?

- Make your own Mario
- Work in true 3D
- Colour your creations

### STEP-BY-STEP

Creating simple images in Polygon Maker couldn't be easier. In fact, the programme will cater for all age groups and skills. As an example, let's see how to make a model plane on a small pedestal.



This simple shape is created by sticking a cube and pyramid together. You can stretch them to be as long as you want.



When you're happy with the nose-cone, add more cubes and stretch them to form wings and the main body of the plane.



The plane looks a little blocky at the moment. To change this, use smoothing tools to make the plane look more natural.



Now the fun bit! You can use a wide range of colouring tools to give your model that cool 'camouflaged' appearance.



Finally, stretch more cubes to make a pedestal. Now move the camera around your creation and view it from all angles.

Polygon Maker includes the actual model of Mazza used in Super Mario 64. Stretch it beyond recognition!



# LET'S WORK

### MIYAMOTO SAYS...

"Using Picture Maker, you'll be able to capture a photograph of yourself. You'll then be able to transfer this image into the 64DD memory, and in turn paste the picture onto a building in Sim City."

**The most important thing about the Mario Artist series is that all three programmes work in perfect harmony.**

The 64DD has Save Boxes in its internal memory. Using this, you

can create a 2D picture in Picture Maker, record it in a Save Box, then import this into Talent Maker! This swapping of data between games an important feature of the DD - more on page 35.

# TOGETHER



In Picture Maker, draw an image.



Transfer it into a 64DD Save Box.



In Talent Maker, paste the image.



The face'll always be on the shirt.

Official UK Nintendo Magazine





# MOTHER 3

SO YA WANNA BE A HERO?

If The Legend of Zelda 64 is the greatest RPG on Earth, Mother 3's gonna seem like something from beyond the stars! Better known in this country as the Super NES title Earthbound, Mother 3 will be the first RPG to appear on 64DD disk. It'll feature hundreds of monsters and locations.



The Wild West is one of Mother 3's locations.

BY:	NINTENDO
GAME TYPE:	3D RPG
RELEASE:	TBA
CART SIZE:	N/A (DD Disk)

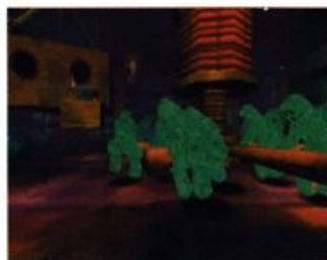
Given the massive storage capacity of Nintendo's disk drive, Mother 3 will undoubtedly be the biggest adventure game ever on a home console. The game was only shown on video at Space World but, on first impressions, it looks absolutely incredible.

## BE A HERO

Remember how we told you that 64DD titles will be interchangeable? Well, here's another exciting example. Using the Picture Maker programme, the Capture Cassette and a video camera, you'll be able to scan your face and paste it onto the hero's head! Just think of the possibilities... you could have an army of Warios storming a Peach fortress! Thank the lord you decided to stick with Nintendo...



Bizarre beasts. Friend or foe...?



Scary green monsters run this mill.



Transportation in Mother 3 world.



Play the blues with the M3 cast.

You'll be able to paste your own ugly mug onto one of the Mother 3 heroes.



There'll be hundreds of talkative people to meet.

# SIM CITY

URBAN REDEVELOPMENT ON 64DD

Forget any Sim games you've played before - Nintendo's version of Sim City is something completely different. Although the way you build cities is much the same, all the towns will be fully 3D.

Even better, you'll be able to jump into a car and take it for a spin through the crowded streets, or use Maxis' Sim Copter disk to download a chopper and fly across the rooftops. It looks as if you'll even be able to give your town a population with its own personality.



Build your own cities... and knock 'em down!

BY:	NINTENDO
GAME TYPE:	3D City simulator
RELEASE:	TBA
CART SIZE:	N/A (DD Disk)

## MIYAMOTO SAYS...

"Both Sim City and Sim Copter will appear on 64DD. If you create a town in Sim City and a fire breaks out, you can use a chopper from Sim Copter to fight the blaze. You'll be able to fly the sim helicopter over your whole city."

SHIGERU MIYAMOTO



**ABOVE** This city district is populated mostly by old people. Make sure you control the traffic.

**RIGHT** This thriving city could be due a major disaster!



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# SPACE WORLD

## GALLERY

THE BEST OF THE REST AT NINTENDO'S SHOW OF SHOWS



When the game begins, the Banjo-Kazooie cast perform a hilarious tune.

### BANJO-KAZOOIE

RARE

April 1998 (Japan)

More Banjo-Kazooie levels were on show at Space World than ever before, and every one looks awesome. Our favourite section was the crazy intro sequence where Banjo, Kazooie, Piccolo and Mumbo



Banjo carefully creeps across the bridge, collecting musical notes.

Jumbo play an hilarious song. The game itself is spectacular too, packed with fiendish puzzles and quirky characters.

## MIYAMOTO'S CABBAGE

MORE GAME BOY LINKS WITH DD

On the second day of Space World, Shigeru Miyamoto spoke to an eager huddle of European journalists. In this address, he revealed details on the ultimate virtual pet, codenamed Cabbage. Here's what he said...

### THE CONCEPT



**MIYAMOTO** "For Cabbage and other simulation games we've got planned, we want players to use both the 64DD and Game Boy. While the 64DD will be the major base for playing the game, we want people to download specific stages onto a Game Boy cartridge so they can take it with them on the train to work or school. When they get home, players can feed the game data back into their 64DD and continue playing on their television."

### THE CREATURE



**MIYAMOTO** "Cabbage is the name for a little creature. The game uses the 64DD's internal clock, meaning that the creature can evolve and change, even if you're not playing. You can go out for a few hours, and find your creature has totally changed when you get back."

### PORTABLE PET



**MIYAMOTO** "It's inevitable that players will have to leave their house. To stop Cabbage becoming neglected, a Game Boy cartridge can be used as a 'basket'.



You can put Cabbage in his basket and take him with you, using the Game Boy to cater for his every wish. When you get home, you can release him back into his virtual world."

### BUYING TOYS



**MIYAMOTO** "When Cabbage is released, it'll be followed by additional disks which contain swings, slides, ponds and so on for your creature to play with. You could even use the writable disks to swap Cabbage toys with your friends."

### BUT YOU'LL HAVE TO WAIT!



**MIYAMOTO** "I'm sorry that we can't show you anything on Cabbage yet, but we have to assess the current games market first. In Japan, the market is shrinking. A few years ago, players were excited by the Super Mario Bros. games but, as they got older, these people stopped playing. Younger players aren't interested in the same games as we were, and so we have to discover what they want."



Although these shots look much the same as other Sim City titles, the finished thing will include a host of sub games for you to try.



### SIM CITY 2000

IMAGINEER

December 1997 (Japan)

Like Nintendo, Imagineer has set out to rewrite all the Sim City rules. Although the basic game structure will be familiar to Sim City 2000 fans, the cart will contain dozens of excellent sub games where you can bet on horses, have space battles and even go on a date with a cute little lady. If you're a Sim City fan, this'll amaze you.