



# WELCOME TO

## At 132 pages N64 Magazine is Britain's biggest and best-selling Nintendo 64 mag; and here's why

We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.

Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.

Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.

The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.

Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.

N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

**Don't be fooled by feeble imitations!**



# WELCOME TO N64 MAGAZINE

## Welcome one and... Cough...

(C)ough) Right. Hello. (Splutter) Excuse me. (Cough) Got a bit of flu, this month, but I'm determined not to let that (Retch) stop me. I'll carry on (Cough) regard... (Shuffle) No, you can't. (Whisper) No. Absolutely not. (Cough) Tim, no, you *cannot* even touch-

Whack!

That should take care of him for a while. Hello. Welcome to N64. I've taken charge now. Well, for the next 300 words, anyway. You could say I've gone against the system and come over all Steven Seagal. Grrrrr. Um, right. Let me just flex my creative muscles a sec.

Okay, that's better. Right, how does James normally start these things, then? Mmm. Something like this maybe? My mother-in-law is *sooooooo* fat she can't, erm, she... Nope, that's not going to work. I've got a dog with no nose!

Strewn, that's desperate. Let me...

Ah! I know. How about Shadowman? Yup, that's more like it. Seems I've got your attention now. And why not? As Jes has been constantly reminding us since his trip up to Stockton-on-Tees to see Iguana UK, Shadowman isn't simply about ripping people's arms off. "It's just like *Zelda!*" he repeatedly shouts. "It's got puzzles, character interaction, inventories, no fogging..." And, as you'll probably be able to tell from our World Exclusive Special Investigation, a whole lot more besides. It all starts on page 30. See if it looks like your cup of frothy blood.

Equally pleasant a surprise was *Rogue Squadron*, the review of which starts on page 42. Remember *Shadows of the Empire*? Well, *Rogue* takes the best bit from that – namely the opening Battle of Hoth level – and stretches the formula across 15 missions. And, whilst it's not flawless, it is really good fun. Even James had a laugh with it. Well, he twitched.

Oh, so much more to talk about and so little space. I don't know how he squeezes it all in. Ooooh, there're reviews of *South Park*, *Micro Machines*, *Mario Party* and *Pikachu*, guides to *Turok 2* and *Zelda* and all your suggestions for *Perfect Dark* (which are fantastic). And, of course, another fabulous competition, beginning on page 100. Hope you enjoy it all. I'm certainly enjoying this. Could get quite used to it, actually. Maybe I'll take Martin up on his offer. Just as long as James' blood comes out of the carpet.

Have a fluffy month,

**TIM WEAVER  
IDEAS ABOVE HIS STATION**

ART EDITORIAL  
EDITORIAL  
ART DIRECTOR

GO!  
GO! ▶

**N64**  
MAGAZINE

**FUTURE**

# LOOK

Your first look at the **BIG** new N64 games!

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New pictures of brand new racket game!



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Nintendo fighter exposed! It's ace!



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And - boy, oh boy - is there a box full of mail...

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## SHADOWMAN

It's the N64's goriest game yet. It's got serial killers, voodoo and naked corpses. It's the world exclusive first look. All inside...

**30**



## PERFECT DARK

We asked you what should be in it and you told us! Read on and find out!

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### SPECIAL INTERROGATION

## DAVE JONES

The head of DMA takes the ultimate test...

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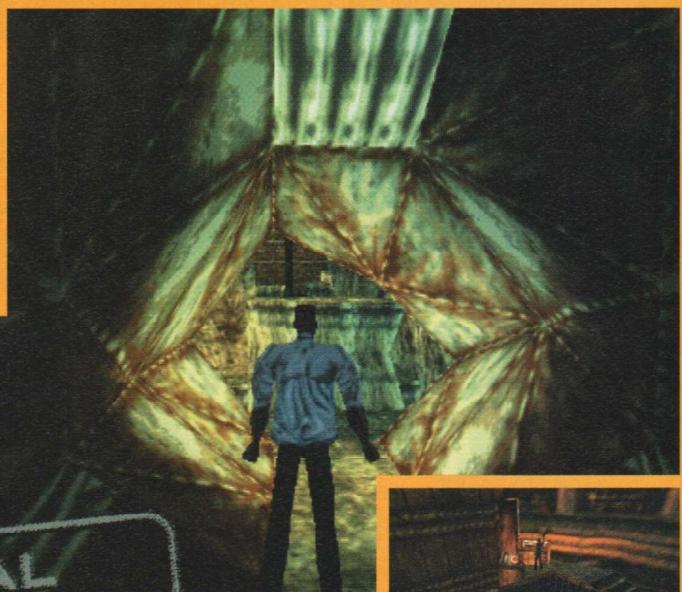
## SPECIAL INVESTIGATION

A bit like James Bond, but not, our Special Investigations can take us anywhere in the world. This time, we only had to go as far as Darlington, though, to interrogate Iguana UK...



△ Undead harpy beast ahoy! It's probably best to shoot it. Quickly.

Hardly the most inviting of ▷ entrances, is it? And there's probably a reason for that...



## N64 SPECIAL INVESTIGATION

Prepare to go deeper and darker than you've ever been before...

# Shado

## COME INTO MY PARLOUR...

Hurriedly secreting the small, barbed and blood-flecked knives he was playing with, Jason Falcus – Iguana UK's Director of Product Development – invited us into his shadowy inner sanctum and put the kettle on. Him speak now...

**N64:** Shadowman has already gained a reputation for some rather gory content – can you give us an example?

**JF:** Well, there's plenty of juicy bits to choose from, but one of the nastier examples – and one of my favourites – can be found in the Prison level. All of the inmates have been possessed by the serial killer that's holed up there. He's killed them, reanimated them, and booby trapped them... so they're a bit like zombies, but when you go near them, their heads explode!

**N64:** Sounds great. But has the rather dark and disturbing nature of Shadowman presented any censorship problems? How have Nintendo reacted?

**JF:** Well, we were obviously a little

worried, and concerned about it, but we spoke to Nintendo, and they were great. They thought that Shadowman's not doing anything in particular that games like Doom 64 haven't done already. They don't seem to be concerned about it, and I think that they want to widen the market, and open it up to the more mature player, and they see Shadowman as a game that can help do that. They've been really supportive.

**N64:** Considering the content, though, do you think that the game is going to get a rating?

**JF:** Yes – I think that we're looking at something like a 15, which is fair. But we're not aiming for

something that's gory, or gratuitous, for the sake of it, but rather psychological horror. There's going to be plenty of blood, and guts, and some quite sick sights, but it's mostly going to be suggested, rather than visual and

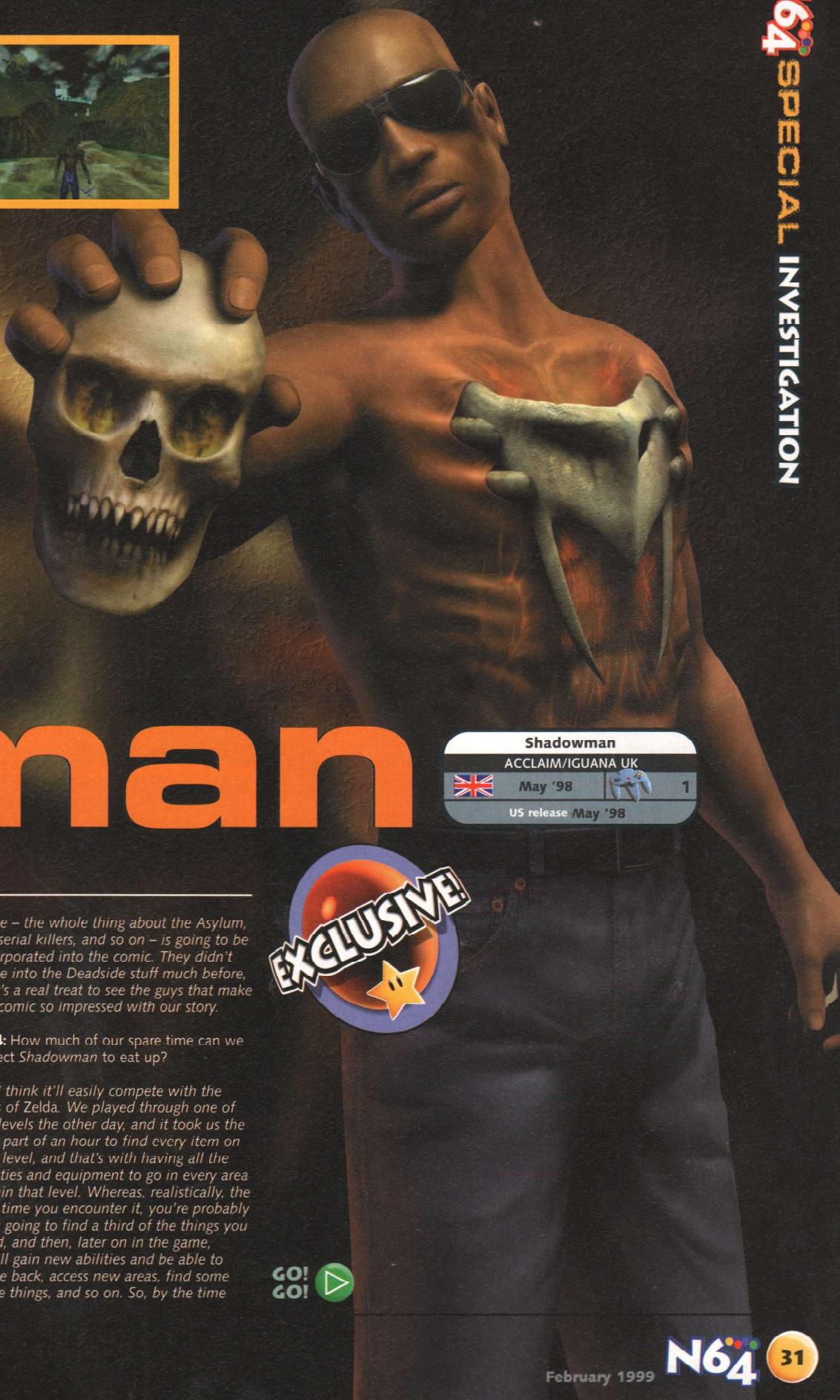


△ "Morning. Oh, there's no-one here. Poot."



△ The Shadowgun is your trustiest ally. Essential for putting plenty of holes in flesh-eating monsters.

Shadowman can hold – and use – an object in ▽ both hands, which is a great idea.



# wman

explicit. There is, of course, a fair amount of killing involved, but it's not the main aim of the game. There's a very strong plot to follow, and the whole idea of being part of an adventure is a big part of the game. Rather than just out-and-out gore and killing, the emphasis is on atmosphere.

**N64:** Were there any specific films or books that contributed to the look and style of *Shadowman*?

**JF:** Well, Guy (Miller, *Shadowman*'s Creative Director) took a lot of influences from films such as *Hellraiser*, *Jacob's Ladder*, *Seven* and *Silence of the Lambs*, as well as a lot of old paintings by artists such as Breughel, and loads of other stuff. He did, of course, take the basic concept for the game from the comic of *Shadowman*, but then took all those influences and expanded the game from there. In fact, the plot and the devices that we've used in the

game – the whole thing about the Asylum, the serial killers, and so on – is going to be incorporated into the comic. They didn't delve into the Deadside stuff much before, so it's a real treat to see the guys that make the comic so impressed with our story.

**N64:** How much of our spare time can we expect *Shadowman* to eat up?

**JF:** I think it'll easily compete with the likes of *Zelda*. We played through one of the levels the other day, and it took us the best part of an hour to find every item on that level, and that's with having all the abilities and equipment to go in every area within that level. Whereas, realistically, the first time you encounter it, you're probably only going to find a third of the things you need, and then, later on in the game, you'll gain new abilities and be able to come back, access new areas, find some more things, and so on. So, by the time

## Shadowman

ACCLAIM/IGUANA UK



May '98



1

US release May '98



# SLICING, DICING, ENTICING!

## LITERARY ORIGINS

*Shadowman*, like *Turok* before it, is based on an Acclaim Comic. Creative Director Guy Williams and Senior Designer Simon Phipps took the basic story of the comic – revolving around Mike LeRoi and his Shadowman alter-ego – and then wrote their own story around it. The first six issues, written by Garth Ennis (of *Preacher* and Hellraiser fame, comic fans) were the main influence. The original idea for the game which was completely unrelated to the comic, was called *Malice*, and featured a Demon Hunter. We can reveal to you that the sequel to *Shadowman* – yes, sequel – may well use elements of this, and that there may be “something strange” in *Shadowman* to lead into it...



## EXPANSION!

Great news! *Shadowman* is definitely going to use the 4MB Expansion pak that's made *Turok 2* look like a 3DFX PC game. At the moment, though, the N64 version can't run without it – but the final version, Iguana promise, will look ace, and the high-res option will make it look practically identical to the PC version. What's incredible, though, is that *Shadowman* is going to be a 128M-bit cartridge – consider that *Turok 2* and *Zelda* are 256M-bit carts, and that *Shadowman* contains approximately as much gameplay as either, and, we think you'll agree, it's quite a feat.

## VOODOO WEAPONS

This eclectic and electric selection of flesh rippers can only be used by Mike LeRoi when he's *Shadowman*, and are thus mainly Deadside-specific. Which is just as well, considering the hordes of undead monstrosities that populate the spirit world.

## MARTEAU

For what appears to be the lower jawbone of some bovine animal, the Marteau certainly has some unusual, not to say deadly, effects... smashing it onto the ground will produce huge enemy-ruining shockwaves. And you can use it to beat voodoo drums...

## FLAMBEAU

Ostensibly a torch – and thus handy for lighting your way through dark passages (of which there are many) – the Flambeau also doubles up as a weapon for throwing otherworldly balls of fire.

## ASSON

The Asson, splendidly and disturbingly, is a fireball-based attack that sends a shrieking, disembodied skull hurtling towards an enemy, wreathed in deathly energy.

## SHADOWGUN

*Shadowman's* Deadside version of Mike LeRoi's Desert Eagle pistol, the eldritch, blue-neon-fire shooting Shadowgun can steal life energy (and dark souls) from an enemy.

## BATON

A monster-slicingly sharp voodoo spear, the Baton's second use is a teleportation device. By planting the shaft into special podiums, *Shadowman* can warp to different locations.

## CALABASH

Possibly one of the most over-the-top bomb-type weapons we've ever seen. Set it on the ground, run like hell while the short fuse burns, and marvel at the Fusion Cannon-style explosion with glee. Certain areas, marked with a specific inscription, can be destroyed by the Calabash to access vast new areas.

## VIOULATOR

This mini gun/nail gun combination fits snugly over *Shadowman's* hand, a bit like Barret from Final Fantasy VII but ten times more impressive. The triple-bladed muzzle rotates at ever-increasing speeds, shredding an enemy in seconds. Comes complete with terrifyingly realistic ricochet/flesh tearing sound.

you've gone back and forth through all the 16 levels, with all the day/night/Liveside/Deadside possibilities, there's definitely going to be around 50-60 hours of gameplay in there. They're all huge levels, too.

**N64:** And they're very non-linear levels too – it's like you can go anywhere and do anything, and simply enjoy exploring.

**JF:** I think that the ultimate games are like that, rather than just being guided through

a linear plot. It boils down to allowing the user to make their own decisions about what to do next, and, by having that non-linearity, making them feel like they're in charge of their own destiny within the game. You don't hand everything to the player on a plate, and it caters for the more mature player. It works really well.

they're inside a limitless world – that they can do anything. The engine was built on the PC, but it was always designed so that it could work on the N64. And we're really pleased with it. Apart from having to change all the speech to text – because of memory restrictions – the conversion's going to be so close that you'll hardly be able to tell the difference.

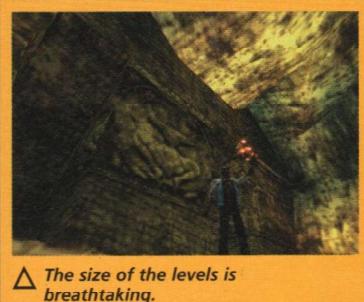
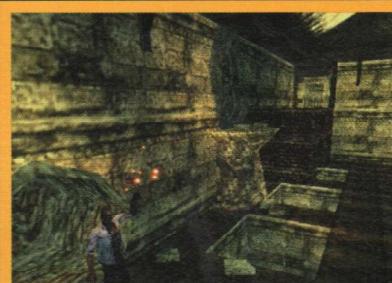
**N64:** There's an FBI casebook that you can use within the game – how does that work, then?

**JF:** The FBI profiles have been compiled by a private investigator for Nettie, the voodoo priestess. She's had this vision of the apocalypse, and she's been looking into it and believes that the serial killers within the game are involved, and they've come over from Deadside. So she's got a file on each of the serial killers, and contained within it are character traits and as much information as possible about each of them, so you can piece things together and find clues about how to defeat them, where they're based, that kind of thing. All the information you need to succeed is in there, it's just not given to the player explicitly.

**N64:** Finally, how is that Iguana UK have managed to make what's plainly shaping up to be one of the best games of 1999?

**JF:** Because we're making cutting-edge games and we're hardcore gamers – people who love games!

Amen to that. Mr. Jason Falcus, thank you and goodnight.



△ The size of the levels is breathtaking.



△ The shadows and lighting have to be seen to be believed.

△ Hmm. What to do here, then? Puzzles abound in *Shadowman*.

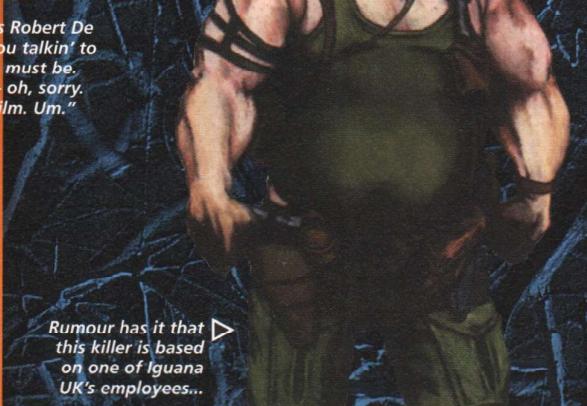
**N64:** And you've created *Shadowman* from scratch, resisting the temptation to bolt your own game onto somebody else's engine. How difficult was that?

**JF:** It's taken time. That's one of the main things we've been working on over the last two years. We wanted to make an engine that allowed you to see to the horizon, to walk to a building on the horizon, enter it seamlessly, with no fogging, and to generally give the user the impression that

# SERIAL THRILLER



△ Look! It's Robert De Niro! "You talkin' to me? You must be. There's - oh, sorry. Wrong film. Um."



▷ Rumour has it that this killer is based on one of Iguana UK's employees...

Serial killers. They're the twisted, bloodthirsty little gits that are behind the grisly goings-on in *Shadowman* – and there's five of them to contend with, discounting the big boss (and Dark Lord of All Evil, probably), Legion. When you get the chance to play *Shadowman* for yourselves – that'll be May, fingers crossed – you'll probably recognise them, as Iguana have modelled each of them on the different facets of certain fictional – and real-life – murderers.

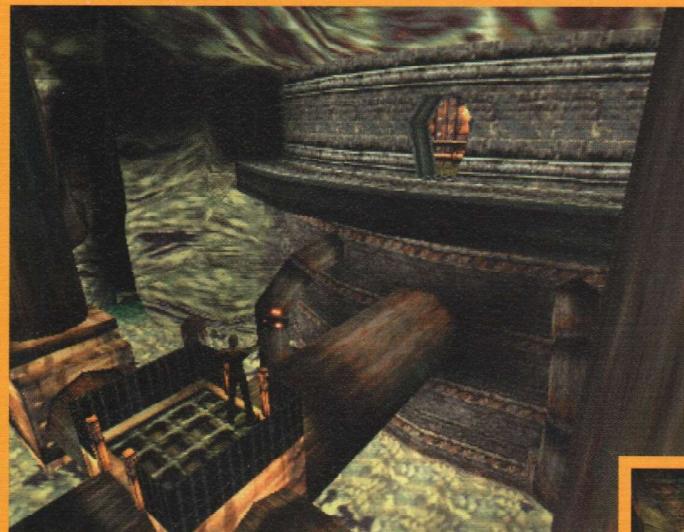
And so, we're proud to show you – exclusively! – some top-secret development sketches of the aforementioned boss-type knife-wielders. For instance, if you've seen Martin Scorsese's *Cape Fear*, you'll notice that one of the blackguards bears an uncanny resemblance to the Nick Nolte-worrying Max Cady, as played by Robert De Niro. Each of the killers also has his own 'shrine' inside the Asylum, and the Cady-esque character, in keeping with his trailer-trash origins, has his kitted out with tacky neon signs that flash 'killkillkill', 'Death', and other such pleasantries.

But the killers won't bear such a human appearance for long – when fighting them, they'll eventually transform into something bigger, nastier and altogether more grotesque... but you'll have to wait and play the game to see that. Until then, enjoy these pics. Nicely!

## RUNNING, JUMPING, SHOOTING

As you may well have noticed, *Shadowman* is a third person adventure, in the vein of (yawn) *Tomb Raider* and suchlike. But with blood, serial killers and all manner of weirdness. As such, running and jumping features quite heavily, but pin-point analogue control makes it a much friendlier experience than Ms. Croft's clumsy leaping. The Gad Temples, in particular, have a great, and superbly judged, platform feel to them, with head-removing rusty scythes and huge swinging hammers to contend with.

Combat looks splendid, too, as *Shadowman* is able – brilliantly – to hold and use items in both hands, defaulting to the A and B buttons for each arm. Great stuff.



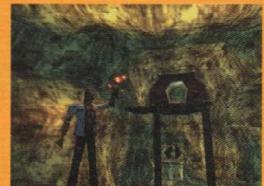
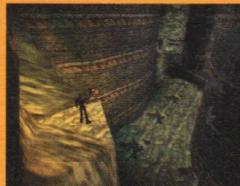
△ Reckon you can jump up there, do you? Well, there doesn't seem to be any other way up...



△ "Who would live in a house like this? Notice the huge spikes and eldritch spires..."

▽ "Taxi! Clapham Common, please."

▽ "Shadowman's bedroom was fittingly gloomy and dank."



## PREVIOUS FORM

Whilst it was the Texas-based Iguana US that beavered away on *Turok* and its smashing sequel, Iguana UK's previous work can be found in the generally excellent *Forsaken*. Whilst the PC and PlayStation games were both identical, the N64 version featured all-new levels, lush coloured lighting and a frantic four-player deathmatch that was fast and furious. The awkward controls let it down a bit, but it was, in the main, excellent. And, somehow, they managed to do it whilst working on *Shadowman*, which was started two years ago. Top stuff.

## A LITTLE BIT OF PLOT

So, you probably want to know a little about the story. Well, it goes a bit like this: You play Mike Leroi, an English Literature graduate turned hitman. Employed by the mysterious Nettie, a voodoo priestess, it's your task to hunt down and destroy five undead serial killers that have some very gruesome plans for the human race – and then to destroy their leader, the dastardly Legion. But things aren't quite so simple. Nettie's planted a voodoo mask within Mike's chest, which enables him to become the Shadowman.

The Shadowman can move through the Deadside – a dark, supernatural and spiritual version of our world, referred to as Liveside – and must do so to find the portals that gave the serial killers access to our world, and the Dark Engine, a huge machine that powers the portals. Both of these are contained within a vast tower called the Asylum, a stunning, mile-high structure that dominates Deadside – and is filled to the brim with bloodthirsty creatures. The scene, therefore, is set for mayhem...

GO!  
GO!

N64  
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**CONVERSATIONS**

If you've read our interview with Jason Falcus, you'll know that *Shadowman* is being developed on the PC, but was created with an identical N64 conversion in mind. There're around nine people working on the N64 version, but they're simply converting the game and cramming every last detail in. The 30 people working on the PC version include the designers, artists and all the people involved with the creative side. Iguana are also working on a PlayStation version, which, they admitted, is a "complete pain", due to its ageing capabilities. In fact, several areas which will be complete in the N64 conversion won't make it to Sony's machine. Hal

"I could've sworn I left the remote control around here."



In the circular Room o' Death, Shadowman felt a bit depressed.

Look at the detail on that cathedral - it's massive.



**F**irstly, two things: *Shadowman* is looking truly great, and it's possibly the bloodiest, most terrifying and most disturbing game you'll ever see. Naked zombies, rotting corpses floating in dilapidated tenement bathtubs, hook-handed monstrosities guarding mangled piles of flesh in blood-smeared rooms... it's all here, and looks to do for the N64 what *Resident Evil* did for the PlayStation. Except ten times better, obviously. And it comes complete with a full go-where-you-like sense of freedom that, arguably, only two games have ever really mastered. And they're both made by a man called Shigeru Miyamoto.

Because, you see, *Shadowman* is Zelda's evil twin, *Super Mario 64*'s madwoman in the attic, the rabid, bloodthirsty, dark horse of the family. A vast, sprawling game that plunges you headfirst into a horribly believable world where – naturally – it's up to you to save the day. And, quite possibly, the souls of everyone on earth.

Somehow – wondrously – Iguana have created a

seemingly limitless world of evil and death, using their aptly-named Vista engine. In the first level of the game, for example – set in the Louisiana Swamplands – your main objective is to find the church in which Nettie the voodoo priestess dwells. And as soon as you start the game, you can see it, miles away, and, eventually, you'll get there. It's amazing – and there's no fogging at all. (In fact, in the version we saw, Iguana were actually going to add

allowing you to access new areas. The Gads themselves are hidden away in specific Gad Temples, which you'll have to infiltrate to get them inked (painfully) onto your otherworldly body. There's a Gad variant, the Poigne (a kind of spiked

**LIFESPAN** It's packed to the brim with stuff to do. As well as a large selection of weaponry, there's a stuffed cadaver full of extra equipment.

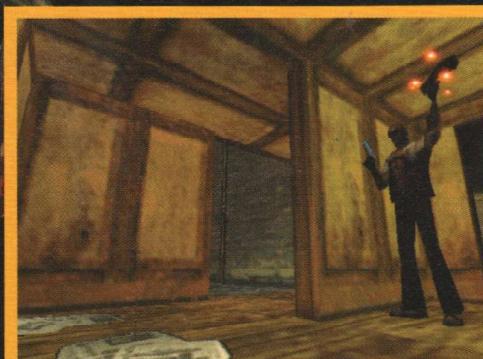
some mist, to give a sense of depth.) And this grand vision is paraded throughout the game – once you're inside the awe-inspiring, mile-high Asylum, it's essential to take subway trains to different parts of it, such as its size. The sense of scale involved in *Shadowman* is incredible.

And it's packed to the brim with stuff to do. As well as a pleasingly large selection of weaponry, there's a stuffed

cadaver full of extra equipment that you'll need to fully explore *Shadowman*'s world, and ultimately succeed in your quest. For instance, there's a selection of voodoo tattoos available – called 'Gads' – that enable you to walk over scalding lava, push immovable objects, and so on, thus

climbing bracelet) that will allow you to climb Blood Falls – waterfalls that gush blood, obviously – and one of the Blood Falls that we found when playing led to an absolutely massive new area that contained some juicy hidden extras. Elsewhere, there are strange chrysalis-like containers called Govi, that hold Dark Souls. Consuming Dark Souls will allow *Shadowman* to enter Coffin Gates – although the gates require a certain amount of Souls before you can enter – much like the stars in *Super Mario 64*. The biggest object-quest, though, must be in finding the three parts of the L'eclipser – a magical dagger that *Shadowman* must find in order to be able to confront the serial killers. You see, they're all hiding in Liveside, and *Shadowman* can only operate in Deadside, or when it's night. Finding the L'eclipser will create a total eclipse of the sun – via Nettie plunging it into *Shadowman*'s chest – allowing Mike LeRoi, as *Shadowman*, to venture into the real world, with all his voodoo weapons, to put an end to the swines.

So, there's plenty of objects to collect and new areas to find in your quest – and thus, a whole lot of exploring to do – but things are further complicated by the ability to become *Shadowman* and travel to Deadside, where you'll find things have

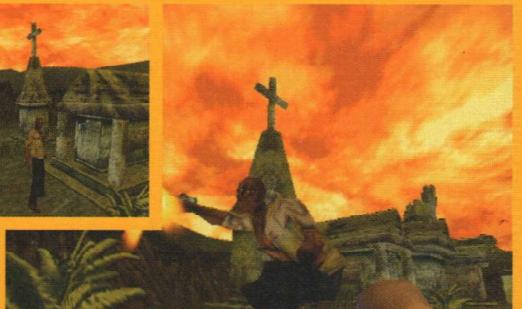


This the New York Tenement level, where one of the Serial Killers is hiding. It's a grotty old place, that's for sure.

A graveyard. ▷  
How appropriate.  
And how homely.



See the red-tinged beauty of this interior.



△ The blood-red sky swirls like there's a storm on the way.

subtly altered from Liveside. New areas are accessible, new objects can be found, and, of course, hordes of beasts are waiting to rend you limb from limb. Characters will change, too, depending on where you are: one of your 'friends' is a chap called Jaunty. Liveside, he appears as an Irish dwarf - Deadside, though, he's a huge snake, with a skull face and a huge top hat, guarding the gates to the Asylum.

Add to this a day/night sequence, whether you're Liveside or Deadside and the potential for finding new things within a certain area at different times of the day, is incredible. Guy Miller, *Shadowman*'s Creative Director, had this to say: "We've only just got to the point, technology-wise, where we can produce games that provide a completely awesome world that you can escape to." Part and parcel of this is the whole story that runs throughout *Shadowman*. In a *Lylat Wars/Zelda*

but we'll try, anyway. The serial killer hideouts, all in Liveside, are fantastic - one of them is squirrelled away in the attic of a maze-like New York tenement block, all mouldy carpets and peeling wallpaper, and Jack the Ripper makes the London Underground his particular domain. Indeed, for this level, Guy took a video camera down to Down Street - a tube system that's been disused since the 1930's, and was then used by Churchill, during the war, as a base for

## MASTERY

**Shadowman is Zelda's evil twin, Super Mario 64's madwoman in the attic, the rabid, bloodthirsty, dark horse of the family.**

fashion, there's about 45 or so cut scenes in the game, all of which interact seamlessly with the on-screen action, explaining plot twists, giving clues and providing some lovely eye-candy for you to ogle at. Guy continues - "the story is absolutely the most important thing, and something we really care about. It's so easy to simply stick a bit of FMV at the start of the game, and a bit at the end, and sandwich the game in between, but, to me, the feeling of participating in an actual adventure, and watching the story unfold as you play, is the ultimate thrill."

And it's easy to see that everyone at Iguana UK believes this, too, such is the constant hard work that the company have put in over the past two years - two years! - of working on *Shadowman*. And it's paying off, big time. Six pages in this magazine simply isn't enough room to tell you about all the great stuff that we saw,

operations - and modelled it on that (needless to say, it looks stunning).

We also saw some splendidly gruesome sights, the best involving 'Schisms', the portals that the serial killers have used to infiltrate our world. Consisting of human torsos hanging suspended by their arms, before you can enter a Schism, the chest must be ripped open with the 'Retractor', a piece of equipment based on the tool surgeons use to open ribcages. It's fantastically disgusting. And then there was... oh, just believe us when we say that it is going to be great.

*Shadowman*, then. Iguana UK are hopeful for a May release, it's looking cracking, and more than capable of holding its own with forthcoming stunners like *Perfect Dark*, *Castlevania 64* and *Hybrid Heaven*. In the meantime, we'll just tell you to start saving. Now

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