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ORCHID SETS ABOUT THE AMAZONIAN MAYA APPARENTLY UNHAMPERED BY HER SIX-INCH STILETTOS AND TIGHT COSTUME...



IT'LL TAKE MORE THAN PRETTY FLAME EFFECTS TO FINISH OFF THE SKELETAL AND DISTINCTLY UNDEAD SPINAL.



JAGO'S FIREBALL ATTACK DECKS COMBO IN A SHOWER OF SPARKS. EQUALLY IMPRESSIVE IS THE TRUE 3-D, TEXTURE-MAPPED BACKGROUND.

78

# KILLER INSTINCT

## Ninformation



Publisher:  
Developer:

Nintendo  
Rare

Game Type: Beat-'em-up  
Cart size: 8MB

Release Date:  
Price:

TBA  
TBA



Is this the **FUTURE** of 64-bit entertainment? We hope not...

The original coin-op was engineered with two purposes in mind. Firstly, to hype the N64. Secondly, to rip the heart out of Sega's claim that

Nintendo only wrote kiddie games. *Killer Instinct* answers Nintendo's critics with a ferocity unimaginable in any Miyamoto game. From the game's razor-edged logo to Glacius's T2-like hand-to-blade morph to 70+ combo moves, *Killer Instinct* fully delivers on the ultra-violent, hyper-aggressive appeal central to all good beat-'em-ups. The blood may be scant compared to *MK3*, the finishing moves less cheesily gory, but in-game *Killer Instinct* has all the lip-curling, fang-baring rage of a starving Sabre Wolf.

The graphic rendition of this rage is both impressive and, at the same time, dated. The original coin-op was

developed without N64 hardware, using pre-rendered SGI sprites rather than true polygon characters. At its best, *Killer Instinct* combines a superb, pseudo-3-D look with the kind of outrageous special moves usually only seen in *SFII*. The Predator-like Fulgore provides a particularly spectacular opponent, his eyes shooting out laser beams, his body armour gleaming with crackling electricity. He even boasts a shimmering invisibility move just like his Hollywood inspiration.

An intelligent camera works hard to show off the N64's chipset, angling and zooming to provide the best perspective and further the 3-D illusion. Each bout usually begins with the camera pulling out of the superb, true 3-D backgrounds and dramatic finishing moves have it following the defeated as they fall off an arena. The 3D backgrounds also provide interactive elements, ranging from

## \$64,000 Question

APART FROM SOME INTERESTING ROTATIONS AND REFLECTION EFFECTS, THIS GAME DOES NOT TAX THE NINTENDO 64 IN ANY WAY AND COULD HAVE APPEARED ON JUST ABOUT ANY 32-BIT SYSTEM.

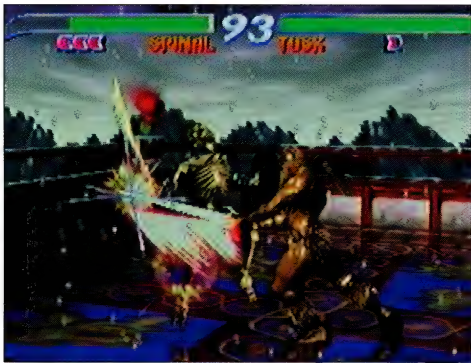
## Memory Options

**MEMORY:**  
SAVES SETTINGS AND SCORES

**CONTROLLER PAK:**  
BACK-UP SCORES AND TOURNAMENT RECORDS TO USE AT A FRIEND'S HOUSE.







TUSK THWACKS SPINAL WITH A LARGE SWORD. THE 'CLANG' OF CROSSED SWORDS IS A PARTICULARLY EXCELLENT SOUND EFFECT.



# GOLD

passing trains to gunship copters, as well as falling barrels and walls which shatter on contact.

Nevertheless, the SGI trickery can't disguise the lack of the kinetic realism true 3-D games offer. There's also none of those flamboyant fly-by end sequences, moreover cartridge limitations have removed the FMV reward sequences. Completing the game brings up little more than a picture and text relating to an obscure story-line neither game nor instruction manual explain. What the manual does offer is an insight into an incredibly sophisticated combat system, wherein varied link moves offer each character insanely long combo options.

'Over a million moves' may seem daunting to novices, but in fact random button-pushing can usually



## Opulent Options

● TRAINING MODE IS ONE OF THE GAME'S MOST IMPRESSIVE FEATURES, RUNNING YOU THROUGH A WHOLE RANGE OF SPECIAL MOVES AND COMBOS, FIRST DEMONSTRATING A MOVE AND THEN SHOWING YOUR EVERY KEY-PRESS AS YOU TRY TO DUPLICATE IT. ANOTHER NEAT IDEA IS TOURNAMENT MODE, ALLOWING UP TO EIGHT PLAYERS TO COMPETE IN A 'WINNER-STAYS-ON' COMPETITION. THE GAME LETS PLAYER INPUT THEIR OWN NAMES, WITH RESULTS SAVED ONTO THE CART SO TOURNAMENTS CAN RUN FOR AGES. TEAM MODE LETS PLAYERS SELECT 2-11 CHARACTERS, PITTING ONE AGAINST ANOTHER, WITH EITHER THE CPU OR ANOTHER PLAYER CONTROLLING TEAM 2. YOU CAN MODIFY THIS COMPETITION WITH SPECIAL MOVES REQUIRED FOR VICTORY AND, IN FACT, THE WHOLE GAME IS ENDLESSLY RECONFIGURABLE. ASIDE FROM THE USUAL SKILL AND SPEED SETTINGS, EVERYTHING FROM BLOOD TO THROW MOVES TO FAST FIREBALLS AND 'CHEAP JUGGLES' CAN BE TOGGLED ON/OFF. YOU CAN ALSO CHOOSE BETWEEN ANALOGUE AND D-PAD CONTROLS.

trigger a spectacular move or two, quickly drawing beginners into its high-speed gameplay. In the arcades, the challenge of memorising lengthy combo moves, and the hazard of easy fluke moves for beginners, limited its appeal. The game's depth makes more sense for home users, with reams of options enabling users to massively reconfigure the game to their own tastes.

Ultimately, this is an excellent conversion of a decent coin-op. It has

neither the instinctive playability of *SFII* nor the kinetic realism of 3-D graphics. It is, however, a very well presented, often spectacular game with one of the N64's best soundtracks to date. Its lightning speed and impressive basic moves make it easy to get into, even if advanced moves can resemble advanced calculus. A shoddy *Mortal Kombat Trilogy* conversion and the lack of any imminent, *Tekken*-trashing beat-'em-ups makes *Killer Instinct* a very useful stop-gap.... That is, if you ignore the fact N64 cart prices don't really support anything less than essential.



ULTRATECH'S KILLER CYBORG NARROWLY MISSES MAYA WITH HIS EYE-LASER PARTY TRICK. ALTHOUGH IMPRESSIVE, IT MAKES A MESS OF THE FLOOR.



GLACIUSS DEMONSTRATE HIS T1000-LIKE HAND-TO-BLADE MORPH - VERY USEFUL FOR OPENING THE CORN FLAKES IN THE MORNING.



THE ROTATING BACKGROUNDS ARE IMPRESSIVE, BUT TRY TO DISTRACT YOU FROM THE QUITE AWFUL CHARACTER ANIMATION.

64 magazine
THE BOTTOM LINE

### Keys

L: Not used	R: Not used
B: Quick Punch	A: Quick Kick
Yellow Up: Fierce Punch • Yellow Right: Fierce Kick • Yellow Down: Medium Kick • Yellow Left: Medium Punch	
+: Not used	Z: Bring up moves

### Combos

Literally Millions!

### Rating

### Graphics

★★★★★★

### Audio

★★★★★★

### Gameplay

★★★★★★

### Lasting Challenge

★★★★★★

### Overall

%

# 75

Summing up:  
GREAT CONVERSION, OKAY GAMEPLAY



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# 64

magazine

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## Turok

The reason dinosaurs became extinct



## Super Mario<sup>64</sup>

Last! Mario is back in his greatest adventure to date!

## WaveRace<sup>64</sup>

urf's up! Full review of Nintendo's jetski racer!

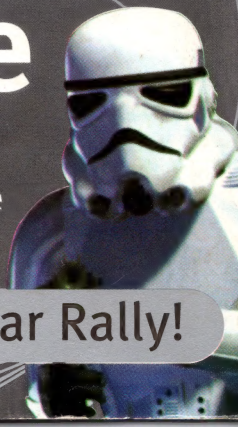
## Win!

## 5 N64s!



## Shadows of the Empire

The Force is strong with this one!  
Huge 12 page review of the greatest Star Wars game ever!



Start your engines: Cruis'n USA vs Mario Kart<sup>64</sup> vs Top Gear Rally!