

# MARIO KART

## Nininformation



Publisher: Nintendo  
Developer: Nintendo

Game Type: Racer  
Cart size: 12MB

Release Date: June '97  
Price: £59.99



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Out-race, **OUT-SHOOT** and out-smart your friends with **64-BIT POWER!**

**64  
SIZZLER**

### \$64,000 Question

- 4-PLAYER GAMEPLAY WITH NO NEED FOR ADAPTERS, LINK-UP CABLES, SPARE TVs OR EXTRA MACHINES.
- ELABORATE 3D LANDSCAPES X4 WITH MINIMAL SLOWDOWN. MOST 32BIT CONSOLES STRUGGLE WITH SPLITSCREEN TWO-PLAYER MODES.
- ANALOGUE STEERING PROVIDES FOR MORE ACCURATE STEERING.



**MARIO KART<sup>64</sup>'S JAPANESE** roll-out was quite simply one of the decade's most anticipated software launches. A nationwide time trial competition was supported by thousands of stores, as well as the hit TV show *64 Mario Stadium*. The game itself came in a special presentation box, complete with free two-tone controller, all for the standard 9,800 yen price tag. Nevertheless, in the UK import prices soared to levels not seen since the 16-bit console boom. It is, after all, not every day the World's Most Loved Race Game gets a sequel...

While EA grind out a new *FIFA* each Xmas, Nintendo prefer to get things right first time – five years after its debut *Super Mario Kart* is still topping the Super NES charts. A truly legendary game, it's one of those titles which videogames journalists always mention in their top ten lists and – gasp! – even buy for themselves.

When it first appeared, in late 1991, Nintendo was so utterly dominant they never showed a game before it was finished. The first most journalists saw of it was a huge pre-production cart, and early impressions were disappointing. Graphics were cute, but simplistic and the first racing class was tediously slow. Only at 150cc did the game deliver enough speed to expose the kart's subtle handling qualities. To save on memory, later circuits had to re-use graphics from earlier ones. More significantly, there wasn't space to provide an optimised,

with clever track design and 2-D obstacles.

Challenging, but silly-looking in one player mode, it took persistence and competitively-minded friends to unearth one of the world's best multi-player games.

### BACK TO THE FUTURE

Work began on the N64 sequel long before the console's hardware was complete. Its importance to Nintendo was twofold: firstly, it provided the company with a guaranteed mega-hit to follow the launch titles. Secondly, it

## SMK was one of the world's best

full-screen version so one player mode used the same split-screen perspective as the two player mode. Finally, even all these compromises didn't change the fact that the Super NES is a 2-D machine. Its Mode 7 trickery was limited to rotating entirely flat landscapes, albeit brilliantly disguised

emphasised the N64's unique support for four joypads – one of the features the company was keen to associate with next level, 64-bit gaming. Just as *Super Mario Kart's* perfectly balanced two player mode made it at least twice as good as its rivals, Nintendo expected a similar multiplication of popularity with the sequel's four-player mode.

Shigeru Miyamoto was, inevitably, the game's producer but his commitment to *Mario 64* and managing overseas projects, such as Paradigm's *PilotWings 64*, left little time spare. Fortunately, in Hideki Konno he had a Nintendo veteran

### HEAVY CLASS

[BOWSER<sup>4</sup>, DONKEY KONG<sup>5</sup>, WARIO<sup>6</sup>]

#### ADVANTAGES

- CAN CORNER WITHOUT LOSING SPEED.
- DIFFICULT FOR OTHER KARTS TO PUSH AROUND.

#### DISADVANTAGES

- SLOW ACCELERATION.
- ROUGH TERRAIN SUCH AS GRASS OR SAND CAUSES HEAVY KARTS TO RAPIDLY LOSE SPEED.

### MIDDLE CLASS

[LUIGI<sup>7</sup>, MARIO<sup>8</sup>]

- THESE KARTS ARE DESIGNED TO BE GOOD ALL ROUNDERS WITH NO DRAMATIC ADVANTAGES OR DISADVANTAGES.



### LIGHT CLASS

[PEACH<sup>1</sup>, KINOPPIO<sup>2</sup>, YOSHI<sup>3</sup>]

#### ADVANTAGES

- THE LIGHTNESS OF THESE KARTS MAKES FOR SUPERFAST ACCELERATION.
- ROUGH TERRAIN, SUCH AS GRASS OR SAND, DOESN'T SLOW THE KART DOWN AS MUCH AS OTHER KARTS.

#### DISADVANTAGES

- CORNERING CAUSES A SIGNIFICANT SPEED LOSS, UNLESS ADVANCED POWER-SLIDING IS USED.
- TOUCHING A HEAVY CLASS KART CAUSES THESE KARTS TO SPIN OUT.

## SMK Characters

● THE ONLY CHANGE FROM THE ORIGINAL IS THE DROPPING OF KOOPA TROOPER TO MAKE WAY OF MARIO'S NEMESIS; WARIO. UNLIKE OTHER GAMES, THERE'S NO OPTION FOR MULTIPLE PLAYERS TO HAVE THE SAME CHARACTER SO YOU BETTER BE QUICK ON THE SELECTION SCREEN!



spectacular jumps were an obvious starting point for the sequel. Ample cart memory also meant there needn't be any reusing of graphics – each of the 16 race tracks would have their own unique look this time.

Konno's conservative approach contrasted sharply with the revolutionary tack Miyamoto was pursuing with *Mario 64*, but then again *Mario Kart* was from the start a 3-D game engine and didn't need such a radical overhaul.

Moreover, reworking the circuits in true 3-D, while retaining enough horsepower to run a four player mode, would push the N64 hardware considerably further than *Mario 64*.

Despite Konno's devotion to the original 16-bit concept, by the time of *Mario Kart 64's* completion he felt

moved to stress the game's difference.



64-BIT POWER COMING THROUGH! THE LOCOMOTIVE PROVIDES A SPECTACULAR PIECE OF MOVING SCENERY TO SPICE UP KARA KARA DESERT.

## Memory Options

### MEMORY:

5 BEST TOTAL TIMES AND 1 BEST LAP TIME PER TRACK, PLUS CUP RECORDS.

### CONTROLLER PAK:

SAVES THE BEST ONE-PLAYER TIME TRIAL PERFORMANCE PER TRACK, ALLOWING PLAYERS TO RACE AGAINST THEMSELVES IN 'GHOST' FORM.



who could direct the project with minimal supervision.

From the start, Konno saw his principal objective as realising all the ideas they'd had for the original game, but couldn't be handled by a 16-bit machine. True 3-D tracks, complete with tunnels and

## player games



TOP, KINPIO GETS BASHED BY DONKEY KONG AND SEES STARS. AHEAD IS THE ENTRANCE TO AN ICE CAVE GUARDED BY KAMIKAZE PENGUINS. ABOVE, WARIO TUMBLES THROUGH THE AIR AT THE START OF KINPIO HIGHWAY. HEAVY TRAFFIC MAKES COMBAT PARTICULARLY CHALLENGING ON THIS COURSE.

## Mode Mania

### GRAND PRIX MODE [1 OR 2 PLAYERS]

IN THIS MODE, THE 16 RACING CIRCUITS ARE SPLIT INTO FOUR CUPS, EACH WITH FOUR CIRCUITS. UNLIKE THE ORIGINAL GAME, YOU CAN IMMEDIATELY ATTEMPT ANY CUP IN ANY ENGINE CLASS (50CC, 100CC AND 150CC. YOU (AND A FRIEND) WILL COMPETE WITH A FULL FIELD OF ALL EIGHT CHARACTERS, EACH TRYING TO COME FIRST. NINE POINTS ARE AWARDED FOR WINNING WITH A MEASLY, ONE POINT FOR COMING FOURTH. IF NEITHER YOU NOR YOUR FRIEND FINISHES IN THE TOP FOUR, THEN THE RACE IS RERUN. WHEREAS THE ORIGINAL HAD LIMITED CONTINUES, WITH THIS GAME SNEAKY PLAYERS CAN CONSTANTLY RERUN A RACE UNTIL THEY'RE CERTAIN OF COMING FIRST AND WINNING MAXIMUM POINTS. THIS MEANS WHILE GRAND PRIX MODE IS GREAT FUN, IT DOESN'T PROVIDE A GREAT CHALLENGE, EVEN IN MIRROR MODE.



### VERSUS MODE [2, 3 OR 4 PLAYER]

THIS ALLOWS PLAYERS TO COMPETE AGAINST EACH OTHER WITHOUT THE DISTRACTION OF COMPUTER-CONTROLLED CHARACTERS. ANY OF THE 16 COURSES CAN BE CHOSEN, IN ANY ORDER, WITH THE N64 KEEPING TRACK OF WHAT POSITIONS PEOPLE FINISH IN OVER THE COURSE OF LIMITLESS TOURNAMENTS. TO ADD A LITTLE EXTRA SPICE, FIZZING BOMBS APPEAR ON ALL THE TRACKS TO ENSURE EVEN RACE LEADERS DON'T RELAX AT THE WHEEL!



### BATTLE MODE [2, 3 OR 4 PLAYER]

EACH PLAYER BEGINS WITH THREE BALLOONS ATTACHED TO THEIR KART – LOOKS SILLY BUT IS USEFUL FOR SPOTTING DISTANT ENEMIES AND INSTANTLY KNOWING HOW MANY LIVES AN OPPONENT HAS LEFT. GETTING SHOT WITH A SHELL, FALLING INTO A LAVA PIT OR SLIPPING ON A BANANA SKIN ALL COST ONE BALLOON. THE WINNER IS THE LAST PLAYER STANDING. THE INCREASED RANGE OF POWER-UPS COMBINE WITH FAR MORE ELABORATE, 3-D ENVIRONMENTS TO PROVIDE A MUCH RICHER EXPERIENCE THAN THE ORIGINAL GAME. ANOTHER INNOVATION IS THAT DEAD PLAYERS ARE RESURRECTED AS BOMBS, SO THEY CAN CHASE AFTER THOSE LEFT ALIVE FOR VENGEANCE.



### TIME TRIALS MODE [1 PLAYER ONLY]

THE OBJECTIVE IS SIMPLY TO SCORE A BEST TIME WITH THE GAME OFFERING INSTANT ACCESS TO ANY TRACK. THERE ARE NO OTHER KARTS, NOR FIZZING BOMBS NOR POWER-UP CRYSTALS. YOU DO, HOWEVER, HAVE THREE SPEED-UP MUSHROOMS TO USE AS YOU SEE FIT. THE LAST PERFORMANCE IS AVAILABLE FOR REPLAY, TO BETTER STUDY YOUR TECHNIQUE, AND IF YOU REPLAY THE TRACK YOU CAN RACE AGAINST THIS PERFORMANCE SHOWN BY A GHOST SELF. EVEN BETTER, IF YOU HAVE A MEMORY PAK THE BEST PERFORMANCE IS AUTOMATICALLY SAVED FOR EACH TRACK. RACING AGAINST YOUR OWN GHOSTLY ALTER EGO, OR EVEN BETTER A FRIEND'S, IS SURPRISINGLY GOOD FUN. THE ONLY SKILL NEEDED HERE IS PURE RACING SKILL AND IT EMPHASISES JUST HOW MUCH DEPTH THERE IS TO GAME WITH POWER-SLIDES VITAL FOR TOP TIMES. SCORE A PARTICULARLY HOT TIME ON CERTAIN TRACKS (E.G. 1.30 SEC OF LESS ON MARIO CIRCUIT) AND YOU'RE REWARDED BY A GHOST PERFORMANCE PRE-RECORDED BY THE DEVELOPERS.



We say: Karting's coming home

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## Mario Kart<sup>64</sup> Tracks & Arenas

### MUSHROOM CUP



LUIGI'S CHEERFUL FEATURES LOOK DOWN ON THE RACE FROM A BOBBING BALLOON. SADLY, THE REAL LUIGI IS STUCK IN EIGHTH PLACE AT THE MOMENT.



THE BEST PLACE TO DEPLOY BOOB-TRAPS ON LUIGI CIRCUIT'S IS THIS TUNNEL SECTION. NOTE THE GORGEOUS LIGHTING EFFECTS ON THE WALLS AND CHARACTERS.

### LUIGI CIRCUIT [717M]

A simple starter circuit consisting of a figure of eight with two very gentle 180° turns. The N64's 3-D trickery is limited to a gentle, *Daytona*-like bank to one turner and a dipping straight through a nicely lit tunnel. Further interest is provided by a balloon which rises and falls with a power-up temptingly suspended underneath – collect it and you'll always get a Bowser Shell.

### MOH MOH FARM [527M]

After Luigi Circuit's conventional layout, the Farm offers a wacky change of pace. In plan view it's a simplistic, slightly irregular oval. In play, it's a very broad, incredibly bumpy stretch of terrain which novices can easily get lost on. Watch out too for kamikaze moles who cheerily pop out of their burrows to upset karts which drive over their homes.



MARIO MAKES A POOR START ON MOH MOH FARM, ONE OF THE GAME'S QUICKEST TRACKS. LONG STRAIGHTS MEAN HOMING MISSILES ARE VERY EFFECTIVE!



MARIO SCOOTS BETWEEN KAMIKAZE MOLES, WHILE TRAILING A STRING OF BANANAS.

### NOKO NOKO BEACH [691M]

A cheery breeze around the beaches of a mini-island. Tiny crabs amble about to provide skid-inducing hazards, but observant players will notice two crucial shortcuts: one with a semi-submerged stretch of land across a bay, another a leap into a tunnel through the middle of the island.



NOKO NOKO BEACH HAS TWO GREAT SHORTCUTS, ONE OF WHICH IS THAT TUNNEL JUST AHEAD. YOU'LL NEED TO USE THE RAMP, AND A SPEED-UP, TO MAKE IT THROUGH.



THE TRAIN CROSSES THE CIRCUIT TWICE AND COMPUTER-CONTROLLED PLAYERS DO BRAKE AT THE CROSSINGS: TOP FUN IF YOU'VE RED SHELLS TO TAKE THEM OUT.

### KARA KARA DESERT [753M]

A loose, figure of eight track intersects with a simple oval railroad track. In one-player mode, the beautifully detailed locomotive pulls a string of carriages which sadly disappear in multi-player mode. Either way, the train only rarely interferes with the flow of play. The openness of the track puts the emphasis on combat, but the narrow track makes for a mean speed trial.

## Power-Ups

IN ALL OF THE MODES, EXCEPT TIME TRIALS, MULTI-COLOURED TRANSCENT QUESTION MARKS ARE SCATTERED OVER THE RACE TRACKS. TO GET A POWER-UP, SIMPLY RUN THROUGH A CRYSTAL. ONCE YOU'VE DRIVEN THROUGH A POWER-UP CRYSTAL, VARIOUS POWER-UPS WILL FLASH ON YOUR SCREEN UNTIL ONE IS SELECTED. THIS MAKES FOR RIOTOUS GP COMPETITIONS AND ENJOYABLY SOPHISTICATED BATTLE MODE ACTION.

### SINGLE GREEN SHELL



A SIMPLE, UNGUIDED MISSILE REQUIRING CAREFUL AIMING TO HIT YOUR TARGET. BY HOLDING DOWN THE TRIGGER BUTTON, YOU CAN HOLD IT BEHIND YOU TO PROTECT AGAINST ENEMY SHELLS. UNLIKE OTHER SHELLS, YOU CAN ALSO FIRE IT DIRECTLY BEHIND YOU BY HOLDING THE JOYSTICK BACKWARDS AS YOU RELEASE FIRE.

### TRIPLE GREEN SHELL



ONCE ACTIVATED, THIS POWER-UP SURROUNDS THE KART WITH SHELLS WHICH PROVIDE USEFUL PROTECTION AGAINST ENEMY SHELLS, BANANAS AND FAKE POWER-UPS.

### SINGLE RED SHELL



A LONG-RANGE HOMING MISSILE WHICH AUTOMATICALLY LOCKS ON TO THE NEAREST COMPETITOR. VERY USEFUL ON TRACKS WITH LONG STRAIGHTS, LESS SO ON TWISTING COURSES WHERE IT IS KNOCKED OUT BY RUNNING INTO WALLS. ALTHOUGH IT CAN ONLY BE FIRED FORWARD, IN BATTLE MODE IT WILL LOCK ON TO TARGETS BEHIND YOU – WATCHING IT SHOOT OFF, THEN ZOOM BACKWARDS CAN BE EMBARRASSING IF YOU FORGET TO GET OUT OF THE WAY! AS WITH THE SINGLE GREEN SHELL, HOLDING DOWN THE TRIGGER BUTTON KEEPS THE SHELL PARKED BEHIND YOU TO PROTECT AGAINST INCOMING SHELLS.

### TRIPLE RED SHELL



AS WITH THE TRIPLE GREEN SHELL, ONCE ACTIVATED, THIS POWER-UP SURROUNDS THE KART WITH SHELLS WHICH PROVIDE USEFUL PROTECTION AGAINST ENEMY SHELLS, BANANAS AND FAKE POWER-UPS. YOU CAN ALSO TAKE OUT COMPETITORS SIMPLY BY DRIVING CLOSE ENOUGH FOR THE ORBITING SHELLS TO TOUCH THEM. OVERALL, IT'S ONE OF THE GAME'S BEST POWER-UPS AND HIGHLY INTIMIDATING FOR ANYONE TRYING TO GET PAST YOU.

### SINGLE BANANA



A FAIRLY SIMPLE BOOBY-TRAP WHICH MAKES ANY KART SPIN OUT ON CONTACT. IT CAN EITHER BE DROPPED IMMEDIATELY BEHIND YOUR KART OR SHOT FORWARD.



KINOPIO HIGHWAY IS TOUGH ENOUGH, WITHOUT THE MIRROR MODE REVERSING THE TRAFFIC! HERE WE SEE WARIO USING THE LIGHTNING BOLT TO SHRINK HIS COMPETITORS DOWN TO SIZE.

## FLOWER CUP

### KINOPIO HIGHWAY 1036M

What sort of nutter sets a mini-kart race on a busy highway? Alongside the Koopa's Castle, this is the game's most technically impressive track with eight karts nipping in between a stream of huge juggernauts, school buses and cars. The lack of slowdown is highly impressive, and weaving between such massive vehicles is exciting fun. On the other hand, getting shot by a 'friend' and then run over by one car immediately followed by another can be annoying. Aside from the traffic, the track is a little dull – if it were more exciting it might also be impossible – so this isn't quite the thrill you might expect. On the other

hand, this is the one circuit which delivers a real surprise in Mirror Mode: the traffic switches direction and comes straight at you!



THIS RARE, OVERHEAD SHOT GIVES SOME IDEA OF HOW HECTIC THE TRAFFIC CAN GET. WINNING REQUIRES A STEADY NERVE AND IRON CONCENTRATION.



KINOPIO HITS A SNOWMAN AND IS THROWN SKYWARDS, ALL THE BETTER TO ADMIRE THE MARIO ICE STATUE!

### FRAPPE SNOWLAND [734M]

A beautiful-looking circuit complete with an ice statue of Mario and falling snow which looks gorgeous in one player mode. The track layout is relatively gentle and the snow isn't that slippery – it's the cute little snowmen which provide the real challenge. These chappies sit with just their heads poking up, but when driven over quickly pop up and send the offending kart tumbling into the air. Avoiding these guys requires quick, precise driving.



WARIO USES HIS WEIGHT TO PUSH THE LIGHTWEIGHT KINOPIO OFF COURSE ON MARIO CIRCUIT, A TRACK WHICH CAN SEEM DECEPTIVELY SHORT AND SIMPLE.



A ROCKSLIDE ON CHOCO MOUNTAIN FORCES KINOPIO AND YOSHI TO TAKE EVASIVE ACTION TO AVOID BEING SQUISHED!


### CHOCO MOUNTAIN [687M]

A highly entertaining little track with lots of bumpy hills, a narrow mountain side turn and a great muddy feel for fast, aggressive action. There's even a rockslide, although only the most careless drivers will get flattened by the handful of rocks which tumble down.


### MARIO CIRCUIT [567M]

This is the game's second shortest circuit with broad run-off areas and only the gentlest of inclines and banked turns. Fast and simple. So why did Nintendo select this circuit for their Japanese time trial tournament? Power-slides. Speed around using the normal controls and this is a very bland track. Use power-slides and it's a heart-stopping test of split-second reactions, slicing through hairpin turns with millimetres to spare, the wheelspin smoke burning yellow then red. Although there are no significant hazards, the track itself is narrow and demanding for true speed demons.


### BANANA STRING

 ONCE ACTIVATED, STRING OF FIVE BANANAS ARE DRAGGED BEHIND YOUR KART. NORMALLY, THESE CAN BE INDIVIDUALLY DEPLOYED – EITHER SHOT FORWARD OR DROPPED IMMEDIATELY BEHIND – HOWEVER IF ANOTHER KART RUNS INTO THE STRING ALL THE BANANAS ARE LOST AS ONE. SKILFUL PLAYERS WILL RAPIDLY DEPLOY THE FIVE BANANAS NEAR SOME CREVICE OR OTHER HAZARD TO MAKE THE TRACK ALMOST IMPASSABLE!


### STAR

 ONCE ACTIVATED, THIS RAISES A KART'S TOP SPEED BY 20%, MAKES THE PLAYER LETHAL TO ANY OTHER PLAYER AND LET'S THE KART RUN THROUGH TRACK OBSTACLES AS IF THEY WEREN'T THERE. LASTS FOR ABOUT FIVE SECONDS.


### FAKE POWER-UP

 THE SNEAKY BOOBY-TRAP LOOKS JUST LIKE A NORMAL POWER-UP CRYSTAL, ONLY THE QUESTION MARK IS UPSIDE DOWN.


### GHOST

 THIS LETS YOU STEAL AN OPPONENT'S POWER-UP, WHILE SIMULTANEOUSLY TURNING YOUR KART INVISIBLE AND INVULNERABLE. PARTICULARLY USEFUL IN BATTLE MODE.


### LIGHTENING BOLT

 THIS SHRINKS ALL THE OTHER KARTS TO ABOUT A THIRD OF THEIR NORMAL SIZE, DRASTICALLY REDUCING THEIR SPEED. EVEN MORE FUN, IF THEY TOUCH EACH OTHER OR AN OBSTACLE THEY'RE SQUISH FLAT. BEST OF ALL, YOU CAN FLATTEN THEM YOURSELF BY RUNNING OVER THEM. SNEAKY PLAYERS WILL NOTICE SHRUNKEN PLAYERS' LACK THE SPEED TO MAKE CERTAIN JUMPS!


### BOWSER MISSILE

 THIS IS JUST LIKE A RED SHELL, ONLY A LOT SMARTER. FIRST OF ALL, IT DOESN'T LOCK ON TO THE NEAREST COMPETITOR BUT ONLY THE LEADER. SECONDLY, IT'S SMART ENOUGH TO STEER AROUND WALLS AND EVEN MAKE JUMPS WHICH WOULD KNOCK OUT A RED SHELL. THIRDLY, IT WILL KNOCK OVER ANY OTHER KARTS IT MEETS ON ITS PURSUIT COURSE BUT WON'T BE DESTROYED UNTIL IT HITS THE LEADER KART. NEITHER RED SHELLS, GREEN SHELLS OR BANANAS CAN DEFEND AGAINST IT, BUT IF YOU RELEASE IT TOO NEAR AN OBSTACLE IT CAN BE DESTROYED THEN. SADLY, IT DOESN'T APPEAR IN BATTLE MODE!


### MUSHROOM

 ONCE ACTIVATED, ACCELERATES YOUR KART UP TO 20% ABOVE NORMAL MAXIMUM SPEED FOR ABOUT FIVE SECONDS. A SIMILAR EFFECT CAN BE ACHIEVED BY CORRECTLY TIMING YOUR ACCELERATION AT THE START OF A RACE.

### TRIPLE MUSHROOM

 RATHER THAN OFFERING 60% SPEED INCREASE, THIS OFFERS YOU THREE MUSHROOMS TO USE WHEN YOU PLEASE, EACH OFFERING A BRIEF, FIVE SECOND INCREASE TO 20% ABOVE NORMAL MAXIMUM SPEED.

### GOLDEN MUSHROOM

 THIS GIVES YOU AN INFINITE SUPPLY OF MUSHROOMS FOR ABOUT TEN SECONDS. THIS IS PARTICULARLY USEFUL FOR BEGINNERS ON NARROW, TWISTY COURSES WHERE A SINGLE MUSHROOM MIGHT SIMPLY BOUNCE THEM INTO A WALL AND STOP THEM DEAD. WITH A GOLDEN MUSHROOM, YOU CAN KEEP RE-ACCELERATING UNTIL IT RUNS OUT.

• THESE POWER-UPS DON'T APPEAR IN BATTLE MODE.

# More Mario Kart<sup>64</sup> Tracks & Arenas



BOWSER SPEEDS BY WARIO, PUSHING HIM INTO FOURTH PLACE ON HIS OWN TRACK WITH A HUGE TV SCREEN SHOWING THE ACTION ON THE LEFT.



PRINCESS PEACH'S CASTLE MAKES A CAMEO APPEARANCE BOTH ON HER OWN CIRCUIT, ABOVE, AND IN THE REWARD SEQUENCE WHEN YOU WIN A CUP.



BOWSER'S STATUE BREATHES FIRE AT THE ENTRANCE TO HIS CASTLE. DON'T WORRY, IT CAN'T HARM YOU – BUT THERE ARE PLENTY OF REALLY NASTY HAZARDS INSIDE.



THE BRIGHT, CHEERY COLOURS DISGUISE ONE OF THE GAME'S MOST DEMANDING COURSES WITH PLENTY OF STEEP BANKS AWAITING THOSE WHO STRAY OFF LINE...



KINPIO AND LUIGI WISELY BRAKE AS THWOMP CUBES POUND THE GROUND. GET CAUGHT UNDERNEATH AND YOU'LL BE SQUISHED FLAT AS A PANCAKE.



TOP, KINPIO GETS PULLED OUT OF THE WATER FROZEN INTO AN ICE CUBE. ABOVE, DODGING PENGUINS IN A SHERBET CAVE.

## STAR CUP

### WARIO STADIUM [1591M]

The second-longest circuit is played out in a huge mud-track arena complete with one crucial leap (miss it and you drop on the track about a third back on your original position). Initially, the circuit can seem a bit too long, but lots of corners and the slippery, muddy track are ideal for mastering those power-slides. Add in some outrageously hilly terrain and you've got Nintendo's masterful take on Sega Rally.

### SHERBET LAND [756M]

A short, fast course with some tight corners all played out on ice. Judging how close you can get to the edge isn't easy, particularly with huge, mad penguins slidin' about for fun. Fall in the water and you're pulled out

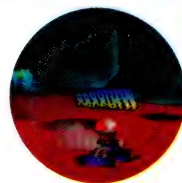
encased in ice – amusing, if only for your competitors!

### PEACH CIRCUIT [1025M]

A deceptively tricky, demanding course with a particularly nasty pair of hairpin bends leading into the main straight – a large lake provides a watery reception for the careless. On the right of the game's largest leap is Princess Peach's Castle, which also plays host to the reward ceremony. It's exactly the same as in *Super Mario 64*, but is here sadly uninteractive.

### BOWSER CASTLE [777M]

Proof positive of just what the N64 can do. Huge Thwomp cubes whirl about overhead, rush into the distance and then slam down on your head just as you're negotiating a particularly nasty turn. A couple of narrow bridges and a leap over bubbling lava, plus a fire-breathing Bowser statue all add to the fun. Although a little overwhelming initially, it soon reveals itself to be an extremely fast and fun track. Unlike the similarly ambitious motorway, this is a real classic you'll return to again and again.



MARIO OUT-CORNERS PRINCESS PEACH AND YOSHI ON PEACH CIRCUIT. YOU CAN BEAT THE COMPUTER USING NORMAL CORNERING, BUT NOT YOUR FRIENDS!



MARIO JUMPS INTO A POWER SLIDE ON HIS VERY OWN CIRCUIT. A STEAMY LETTER 'E' SHOWS WHAT HE'S DOING – TURN THE STEAM RED FOR A TURBO-BOOST.

## Power Slides and Mini-Turbos

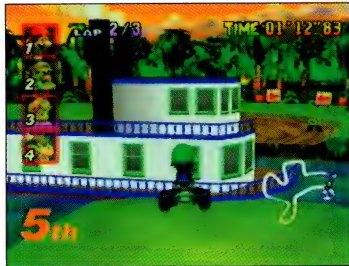
● USING CONVENTIONAL CORNERING, A KART'S SPEED CAN DROP ABOUT 10-20KPH WITH SLUGGISH ACCELERATION OUT OF THE TURN AND, IF THE TURN IS TOO SHARP OR GOES ON TOO LONG, THERE'S THE RISK OF LOSING TRACTION ENTIRELY AND SPINNING OUT. TO POWER SLIDE, THE PLAYER MUST PRESS AND HOLD THE 'R' BUTTON TOGETHER WITH ACCELERATION. THE KART WILL JUMP INTO A POWER SLIDE WITH LETTER-SHAPED SMOKE POURING OFF ITS WHEELS. SPEED LOSS CAN BE AS LITTLE AS 5KPH WITH MUCH GREATER ACCELERATION OUT OF THE TURN. ON THE NEGATIVE SIDE, THE VERY SPEED OF THE POWER SLIDE MAKES IT THAT MUCH MORE LIKELY A PLAYER WILL SLIDE OFF THE TRACK OR EVEN HIT A WALL. USING POWER SLIDES TURNS EVEN THE MOST BANAL TRACK INTO A HAIR-RAISING TEST OF SPLIT-SECOND REACTIONS AND IS THE ONLY WAY TO PRODUCE COMPETITIVE TIME TRIAL RESULTS.

TRUE SPEED FREAKS WILL TAP THE JOYSTICK LEFT/RIGHT WHILE POWER-SLIDING, TURNING THE SMOKE YELLOW AND THEN RED, WITH A VERY USEFUL MINI-TURBO BURST OF ACCELERATION AS THE REWARD!

## SPECIAL CUP

### DONKEY JUNGLE PARK [893MM]

A wild, riotous track which consists of a long river jump, a tight corner located in a cave and some very fast twisting turns through the jungle. The latter are spiced up by rocks bouncing about in the jungle, veer off track and these provide a disorientating pounding for the careless.



THE PADDLEBOAT PROVIDES A NICE GRAPHICAL FLOURISH, BUT IS HARMLESS AS LONG AS YOU DON'T JUMP AT TOO ACUTE AN ANGLE ACROSS THE RIVER.



THIS NARROW ROPE BRIDGE IS IDEAL FOR BOOBY-TRAPS, ESPECIALLY AS THE FINISHING LINE IS JUST AFTER THE CAVE AHEAD.

### YOSHI VALLEY [772M]

An agreeably confusing track with most of its length consisting of numerous different routes running through a canyon infested with bizarre, hedgehog creatures. The shortest route is, of course, the most difficult and gives players an admirable insight into the precision of the N64's 3D with kart wheels slippin' and slidin' on the edge of some very long drops!



YOSHI SPINS OUT ON HIS VERY OWN COURSE, A TRACK SO WONDERFULLY COMPLEX THE CPU DOESN'T EVEN ATTEMPT TO RANK PLAYERS DURING THE RACE.

### HYUUDORO HOUSE [747M]

Something of a homage to the original: an entirely flat wooden track suspended over icy water. The fact that some barriers have been left off tight corners makes for some hair-raising corners, while a bat-infested ghost house is particularly tricky if you've just been magically shrunk!

### RAINBOW ROAD [2000M]

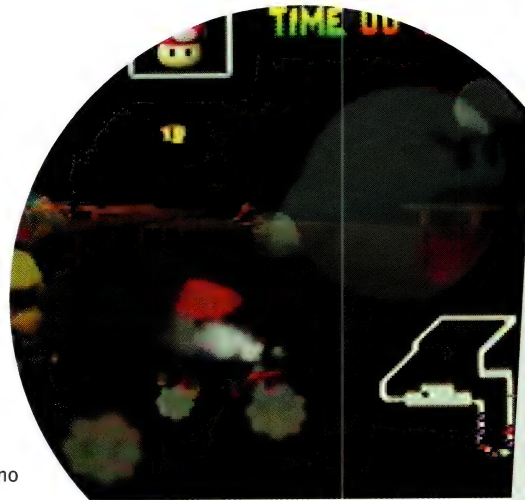
The track you loved to hate on the original – a long, fiendishly twisted course with no barriers, no run-off areas: only your skill kept you on track. The 64bit version is even longer and twistier, but sadly there's barriers along every metre of its 2000m length. It's impossible to fall off, except if you drift off on one long jump. A huge chain-chomp enemy whizzes about, boasting a beautiful mirror finish, but aside from this and some lovely neon graphics in the sky this is a real disappointment. Still, all the loop bits and slidey track make for some awesome power-slides.



THE GHOST HOUSE LEVEL FEATURES THE HUGE FISH WHO PRESENTS YOU WITH YOUR TROPHY AT THE END OF EACH CUP. HE DOESN'T HURT YOU THOUGH.

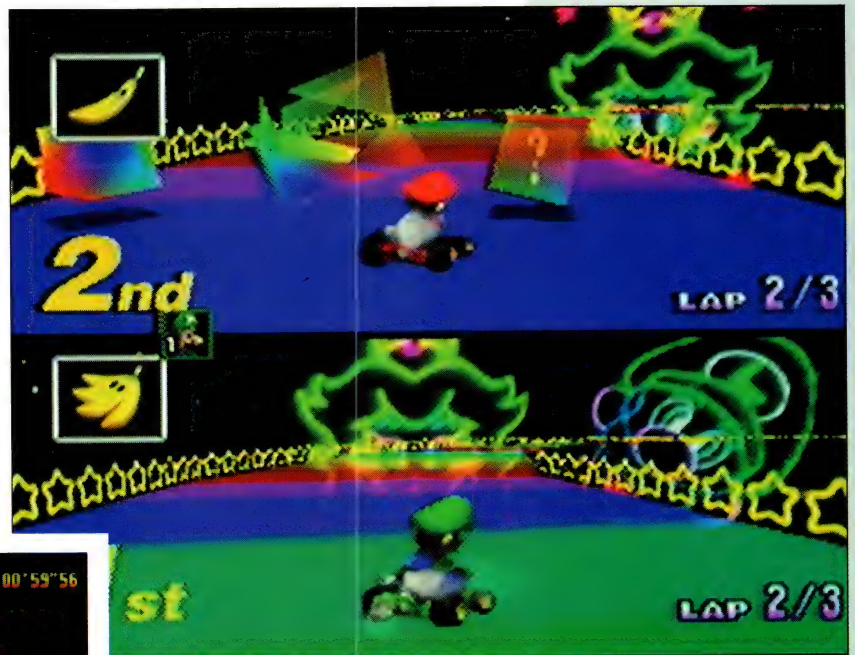


LUIGI AND MARIO TUSSELE FOR THE LEAD AS THEY APPROACH THE END OF THE HUGE CANYON SECTION. FORTUNATELY, YOSHI'S EGG ISN'T BLOCKING THE BRIDGE.



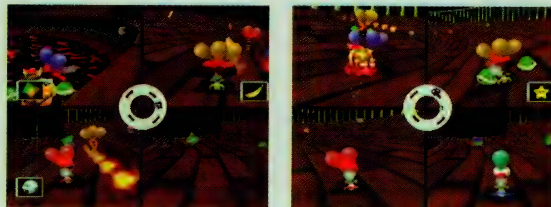
## Mirror Mode

Win gold for all the cups, in both 100cc and 150cc mode, and a fourth race class is added above 150cc. This doesn't offer additional speed, but instead a new set of 16 tracks. These are identical to the above, but reverse the turns while retaining the same race direction. Apart from the oncoming traffic for Kinopio Highway, this isn't that dramatic a change but it does provide a fresh spin to keep players interested.



LUIGI ISN'T DOING WELL AT ALL, AND THE VERY FAST CHAIN-COMP, COMPLETE WITH BEAUTIFUL MIRROR FINISH, IS JUST ABOUT TO SCOFF HIM UP AND COST MORE VALUABLE SECONDS.

## Battle Arenas



### ARENA ONE

A SIMPLE OVAL WITH WALLS ON THE OUTSIDE, A POOL OF LAVA AT ITS CENTRE AND FOUR RECTANGULAR BUILDINGS FOR COVER. IDEAL FOR BEGINNERS WHO WANT TO GET INTO ACTION STRAIGHT AWAY. THE EMPHASIS IS ON THE WEAPONRY RATHER THAN TERRAIN AND IT'S A TRIBUTE TO THE GAME'S TACTICAL COMPLEXITY THAT THIS ARENA IS SO ENTERTAINING.



### ARENA TWO

AN ELABORATE MULTI-LEVEL TRACK WITH RAMPS AND RUNWAYS LINKING TOGETHER FOUR TWO STOREY BUILDINGS. IT CAN TAKE A WHILE TO GET USED TO THE SIZE AND GEOGRAPHY OF THIS ARENA - WITH JUST TWO PLAYERS IT CAN FEEL PARTICULARLY SPACEY AT THE START. HOWEVER, THE ABILITY TO SNEAK UP ON SOMEONE FROM ABOVE, AND THEN QUICKLY DROP OFF ONTO THE ROAD AND FIRE A LETHAL HOMING MISSILE, MAKES THIS THE MOST SOPHISTICATED BATTLEGROUND FOR THE TACTICALLY MINDED.



### ARENA THREE

AN ODD, SPIRALLING THREE LEVEL MAZE WHICH RISES UP TO A CENTRAL DROP ZONE. ENTERTAINING, BUT REALLY NEEDS FOUR PLAYERS TO MAKE SENSE OF ITS SIZE AND COMPLEXITY.



### ARENA FOUR

A TECHNO-NIGHTMARE SITUATED ON TOP OF A SKYSCRAPER. THERE'S A HOLE IN THE MIDDLE, FOUR PITS BETWEEN THE START LOCATIONS AND THE OUTER PERIMETER IS AN UNGUARDED PRECIPICE TO YET MORE INSTANT DEATH. INITIALLY A SICK JOKE, WITH PRACTICE IT BECOMES THE MOST ACTION-PACKED AND ENTERTAINING ARENA. AS YOU MIGHT EXPECT, LAYING A CARPET OF BANANA BOOBY-TRAPS IS PARTICULARLY LETHAL HERE AND NEVER HAS THE BRAKE/REVERSE BUTTON BEEN MORE ESSENTIAL!



DONKEY KONG LOOKS ON AS HIS COMPETITORS TAKE EACH OTHER OUT. THE N64'S HI-RES GRAPHICS ENSURES EVEN AT QUARTER-SIZE, GRAPHICS ARE SHARP AND EFFECTIVE. ARENA TWO IS ONE OF THE GAME'S MOST AMBITIOUS LEVELS WITH OVERHEAD RAMPS PROVIDING PLENTY OF SCOPE FOR PLAYERS TO AMBUSH EACH OTHER. THE NARROW CORRIDORS ARE ALSO PERFECT FOR SETTING LETHAL FIRE ZONES, WHEREIN GREEN SHELLS CRAZILY RICOCHET TO MAKE SAFE PASSAGE ALMOST IMPOSSIBLE.

## OPINION

Just like its illustrious forebear, first impressions of *Mario Kart 64* are misleading. Once again, the 50cc class can be regarded as toddler fodder and should be ignored unless you want to spend time sight-seeing. 100cc is adequate for getting to grips with the courses and control system, but in very short order only 150cc will do.

The overall emphasis of the game is very much on four player mode which is undoubtedly its strongest point. The slower frame update, and consequently reduced responsiveness, don't so much harm the game as perfect it. The game is never so demanding, never so fast-feeling as when operating under these limitations. It's the first game I've seen which doesn't just work in four-player split-screen mode, it actually soars and is brilliantly, irresistibly playable.

## MK64 offers

A wider, more powerful range of power-ups, with the really powerful weapons invariably provided to those in last place, mean players of varying ability can play together much more easily than the original. However experienced you are, however far in front you are, you can never totally



AND THEY'RE OFF! THE RUSH OF KARTS AT THE START OF EACH RACE MAKES FOR SOME SPECTACULAR ACTION, PARTICULARLY ON NARROW TRACKS SUCH AS THIS.



BANG! MARIO PAYS THE PRICE FOR CUTTING JUST A LITTLE TOO CLOSE TO ONE OF THE SNOWMEN, TIGHTLY GROUPED AROUND AN ICE STATUE OF THE FAMOUS ITALIAN.



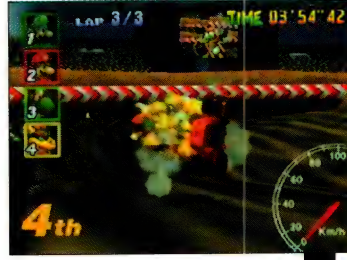
AFTER CROSSING THE FINISHING LINE, THE CAMERA PANS AROUND SO YOU CAN TRULY APPRECIATE THE STUNNING QUALITY OF THOSE 64-BIT GRAPHICS.



ONE SHELL SENDS KINPIO TUMBLING, WHILE ANOTHER STREAKS OFF INTO THE DISTANCE. THE GLOWING MISSILE CONTRAILS ARE A NEAT TOUCH.



WATCH OUT FOR THE PENGUINS! HERE YOSHI FEELS THE IMPRINT OF A PENGUIN BEAK UPON HIS KART AND SPINS OUT, LOSING VITAL SECONDS.



BOWSER TAKES A TUMBLE, ALLOWING YOU TO ADMIRE THE DETAIL OF HIS SGI RENDER BOTH ON THE TRACK AND ON A HUGE TV SCREEN IMMEDIATELY BEHIND HIM.

relax with so much wacky mayhem exploding behind you. The Battle Mode variation does make you aware of how small your individual screen is, but the richness of four player gameplay more than compensates: 'yes, of course we're a team... oops!'

Without three or four players the game's strengths remain, but the compromises become more evident. The most obvious of these is in the graphics. Preview shots of Kinopio Highway's traffic and Kara Kara Desert's locomotive suggested an outrageous new level of 3-D trickery and excitement. The reality is considerably different with just two tracks delivering on this promise. Bowser Castle is an unbelievable riot with huge Thwomp cubes whirling all about the place. At first it seems too much, even the screen shuddering as



extravagant 3-D creations such as the riverboat, rock slide and locomotive are all limited to looking pretty, while affecting gameplay barely at all. In four player mode there's no need for such distractions, but in two or one player mode you keep waiting for surprises which never appear.

Similarly, some of the arenas in Battle Mode can seem a little too spacious for less than four players, even if the increased range of power-ups and 3-D terrain makes it far superior to the original 16-bit version. In Versus or Grand Prix mode, however, this wide range of firepower can seem initially overwhelming. The wildness of the combat, especially with the bias of power-ups against leaders, is fun but blunts the precision of *Super Mario Kart* and can make the tracks seem dull by comparison. It's all very



YOSHI IS THROWN INTO THE AIR AFTER BEING HIT BY RED SHELL FROM KINPIO. THE 'CRASH' GRAPHIC IS SO FAST AS TO BE ALMOST SUBLIMINAL.

pumping racing game is the power-slides. Faster and more sophisticated than anything seen in *Super Mario Kart*, they emphasise just how much thought has gone into both handling and track design. Using this technique, even the most bland seeming tracks suddenly take on a fiendish challenge. While novices will have a ball fooling around with the firepower, experienced gamers will discover there's a real race game underneath.

Overall, *Mario Kart 64* undoubtedly delivers on its promise of unrivalled four-player gameplay. In other modes, a consequent conservatism lessens the immediate impact but the familiar richness of gameplay, and plenty of underlying depth, ensures in no department does the game disappoint. It's simply awesome fun and, once again, the more you play, the more you enjoy.

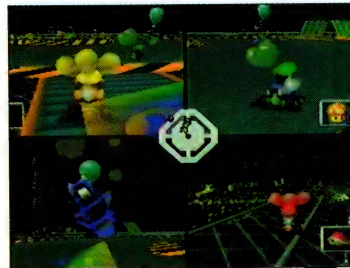
## Unrivalled four player gameplay

the cubes crash down, but with practice it becomes excellent fun. Kinopio Highway, by contrast, looks excellent but is ultimately one of the less interesting tracks – not least for the way it transfers attention from interplayer combat to simply avoiding traffic. Perhaps because of this, other

enjoyable, but some of the original's buzz seems lost. 16-bit veterans should persist with the game, though, because under the gentle, forgiving surface there really is the 'wolf in sheep's clothing' which its director has talked about. The key to getting a hard-edged, adrenaline-



OOOPS! TURBO-STARTS CAN TAKE YOU FROM LAST TO FIRST IN A FEW SECONDS, BUT IF YOU MISS-TIME IT AN EMBARRASSING SPIN-OUT WILL LEAVE YOU STRANDED.



WARIO WATCHES LUIGI KILL OFF PLAYER THREE, SEE HOW HIS BALLOON 'LIFE' DRIFTS AWAY. MEANWHILE, MARIO IS PLAYING SMART AND WAITING ON THE EDGE.



LET'S JUST SAY THE REWARD SEQUENCE IS FUNCTIONAL. IT'S NOT MUCH BETTER THAN THE SNES ONE, BUT IT'S PLAYABILITY NOT FMV WHICH MAKES THE GAME A WINNER.

## 64 THE BOTTOM LINE magazine

### Keys

- L: Change music vol.
- R: Jump & P-Slide
- A: Brake & Reverse
- B: Accelerate
- Yellow Up: Near/Far Camera Perspective
- Yellow Right: Speedometer/Map/Competitor position displays
- +: Not used
- Z: Power-Up activator

### Combos

B+A+left/right joystick: Kart spins around [By holding down Z, some power-ups can be held behind the kart]

### Rating

#### Graphics



#### Audio



#### Gameplay



#### Lasting Challenge



#### Overall

94%

#### Summing up:

A LANDMARK TITLE THAT ACTUALLY IMPROVES ON THE ORIGINAL AND JUST KEEPS GETTING BETTER AND BETTER...



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# 64

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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>

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

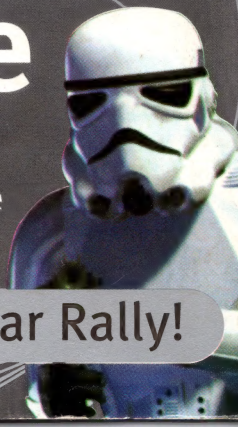
## Win!

## 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!