

Written by Stuart Wynne



DRAMATIC INTRO SEQUENCES LOOK LIKE FMV, BUT ARE ACTUALLY RENDERED ON THE FLY USING IN-GAME GRAPHICS. HERE WE SEE THE HEAVY-WEIGHT DAVE MARINER.



AYUMI CUTS INSIDE A COMPETITOR ON THE SUNNY BEACH COURSE. ALTHOUGH THERE'S ONLY FOUR COMPETITORS, THEY'RE BOTH SMART AND VERY AGGRESSIVE!



AYUMI SCOOTS UP A RAMP DURING ONE OF THE INTRO SEQUENCES, DEMONSTRATING HOW WELL THE GRAPHICS HOLD UP IN CLOSE-UPS NEVER NEEDED IN-GAME.



SUNLIGHT DAZZLES THE CAMERA ON AN INTRO JUMP. SIMILAR EFFECTS REOCCUR IN ONE PLAYER MODE, WITH SUNSET BAY BEING THE MOST DRAMATIC EXAMPLE.

42

# WAVE R

Ninformation



12 MB



Publisher:  
Developer:

Nintendo  
In-house

Game Type: 3-D platform  
Cart size: 12MB

Game Type: 3-D platform  
Cart size: 12MBit



Simply IMPOSSIBLE on 32bit, unbelievably AWESOME on Nintendo<sup>64</sup>!

# 64 STIZZLER

## \$64,000 Question

- ONLY THE N64 PROVIDES ENOUGH POLYGONS AND COLOUR DEPTH FOR WATER TO LOOK THIS GOOD AND BE TRULY INTERACTIVE DURING PLAY.
- LIGHTING EFFECTS ARE (LITERALLY) DAZZLING AND AGAIN EMPHASISE THE N64'S SUPERIOR ARCHITECTURE.
- SUCH STUNNING GRAPHICS ARE AMAZING IN ONE PLAYER MODE, BUT PROVIDING THE SAME EXPERIENCE TWICE OVER IN SPLIT-SCREEN MODE IS MIND-BLOWING.



**IMAGINE A GAME WHERE YOU** start racing into a wall of mist, flitting across the water as a flock of ducks fly overhead, the beat of their wings slightly muffled by the fog. As you race on, the fog slowly burns away so you can see reflections rippling in the calm water.

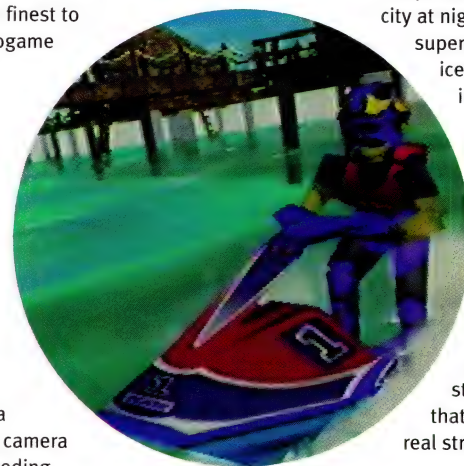
Other riders hustle around you, and at a vital moment you're pushed off course and into a wooden post. Your rider is hurled backwards, your jetski shoots vertically upwards, spinning like a top. A moment later, your rider reappears, shakes her head and pulls herself back on-board. The engine's pitch changes as a fine spray rises about the jetski's hull, while your rider bobs and dips according to every movement, every wave.

Describing *WaveRace 64* is like writing a game novella – one with all those arty, realistic touches which writers love to do but you just know won't be in the game. Things like schools of fish darting under the water. Like sunlight flaring across your visor and blanking your view. Things which only Nintendo would dream of doing, and only the N64 could handle. The N64's first racing game is the

most innovative in years and arguably the finest to date. A videogame landmark, it seamlessly combines astonishing graphical originality with innovative design and fiendishly addictive gameplay. The game begins with a high, angled camera pan over speeding jetskis. The fluid realism of the ocean is stunning, an undulating cascade of transparency and reflection effects well beyond anything yet seen in the arcades. The jetskis are brightly texture-mapped, as are their riders which, although a little blocky, are superbly animated – heightening the sense of speed and drama.

Background graphics begin with a small island, but subsequent levels prove the N64's ability to handle far

more complex scenes. A neon-lit city at night, a supertanker and some icebergs provide interesting later challenges. Nevertheless, it's the water which is the main star, effortlessly varying between a calm, gentle swell to huge, stormy waves that make steering a real struggle.



## STORMY WEATHER

On most race-games, winning is principally a case of braking as late as possible into a corner, and stomping on the accelerator a few milli-seconds later. Apart from overtaking, the racing line is identical from lap to lap. With *Wave Race 64*, the 'track' is never the same and you're constantly adjusting your line to the waves. This is obviously exaggerated with stormy conditions, but even calm conditions



## Widescreen Wave Race

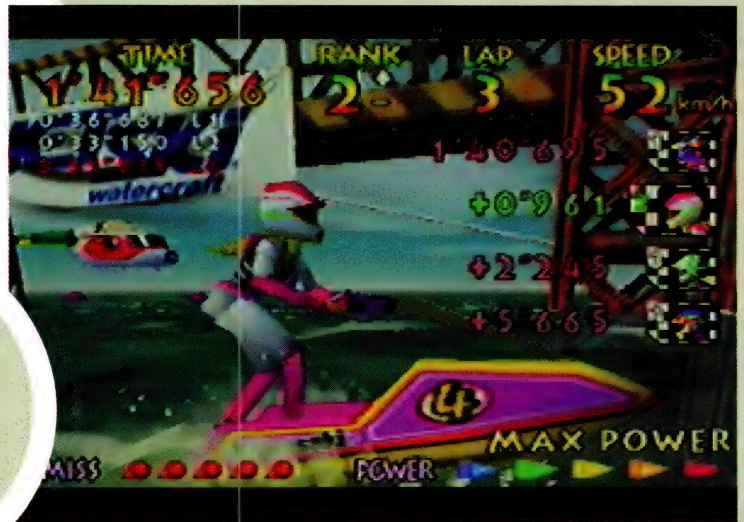
WAVE RACE'S EXCEPTIONAL GRAPHICS PUSH EVEN THE N64'S CAPABILITIES SO THE NTSC VERSION REDUCED THE SCREEN SIZE VIA A STYLISH WIDESCREEN MODE.



YOU'VE GOT TO ADMIT, THE DEPTH OF COLOUR COUPLED WITH THE ANTI-ALIASED TEXTURES MAKE WAVE RACE 64 ONE OF THE MOST VISUALLY STUNNING GAMES EVER.



REACHING THOSE BUOYS CAN BE A REAL CHALLENGE, ESPECIALLY WHEN THE ROUGH WAVES CATAPULT YOU INTO THE AIR AT THE WRONG MOMENT.



# WAVE RACE 64

require close attention – especially when a gentle swell can usefully lift your jetbike over a line of mines!

The variability of the sea is cleverly combined with how buoys are used to outline the course. Basically, each buoy you pass correctly gives you a speed-up (to a maximum of five). Go around a buoy on the wrong side, however and you lose all power-ups, plus one of five 'lives'. This deepens the tactical element since it opens up the possibility of short-cuts,

particularly on the final approach to the finishing line. It also provides a fair penalty system for when stormy weather pushes inexperienced players off track.

Basic controls are surprisingly simple: 'A' provides power, and the analogue stick controls both direction and your biker's stance. Pushing the down-right diagonal has your biker crouching right, dramatically tightening the turning circle). There's no brake and it's worth knowing that

steering is directly related to power – ease off the accelerator and your jetski turns like a supertanker! 'R' and 'B' can 'dampen waves' and 'slide on water' respectively, but these are subtle effects which most people won't need initially. The overall feel is extremely simple and direct, a perfect interface between jetski and wallowing waves. A few laps get you acclimatised...and addicted.

## CHAMPION, SIMPLY CHAMPION

As you'd expect, there's a choice of four jetski/riders ranging from the nimble Ayumi Steward (the sole female) to Dave Mariner who boasts a high top speed at the price of handling. These jetskis can be further refined via customisable options (handling, engine and grip). The maximum number of jetskis is just four which, although initially disappointing, turns out to be quite sufficient. The AI of the riders is considerable, including some very aggressive moves when overtaking. Realism is further emphasised by varying performance: rather than lapping like robots, they behave differently for each lap and can make mistakes just like human competitors. This means you should never give up, particularly when an extra point or two can be vital later on.

Winning in each of the four Championship Modes isn't hugely difficult, but that's far from the whole story. A split-screen two player mode has almost infinite replay value.

## Memory Options

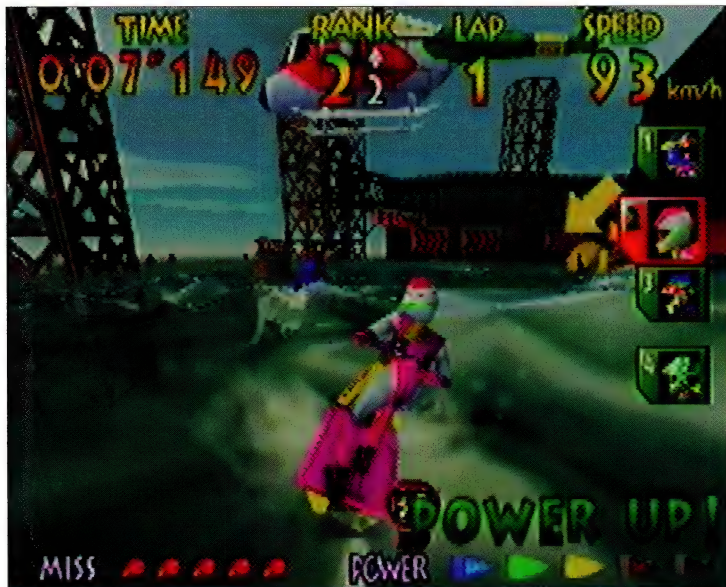


### MEMORY:

TOP THREE RACE RACES TIMES AND BEST SINGLE LAP TIME ARE SAVED FOR EACH CIRCUIT (EXCEPT IN REVERSE MODE, WHERE IT'S JUST ONE BEST RACE TIME AND ONE BEST SINGLE LAP TIME RECORDED). THE BEST THREE STUNT MODE SCORES ARE ALSO SAVED FOR EACH TRACK.

### CONTROLLER PAK:

THIS ALLOWS PLAYERS TO SAVE MORE CUSTOM JETBIKE SETTINGS, AS WELL AS OFFERING THE OPTION TO UNIFY YOUR BEST TIMES WITH A FRIEND'S.



A BEAUTIFULLY RENDERED HELICOPTER SWOOPS LOW OVER THE PORT BLUE COURSE, AN EXCEPTIONALLY STORMY AND DEMANDING CHALLENGE WITH A NARROW TUNNEL COMING UP ON THE RIGHT.

Although there's no computer players in this mode you can select any track in any skill level which you've reached in Championship mode. That's a grand total of 29 track permutations! Even further lastability is provided by Stunt Mode which is basically a whole new game in its own right.

## THREE OUT OF THREE

Overall, *Wave Race 64* has turned out to be a dark horse of Grand National-winning quality. The stunning graphics, immaculate playability and entirely original handling make for a game like no other. As much as for *Super Mario 64* or *Mario Kart 64*, *Wave Race 64* alone justifies the cost of the N64.



## Course for Celebration

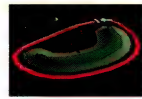
Unlike *Mario Kart 64*, *Wave Race* provides a strict Championship Mode which holds back two complete courses until players have earned them. There are six courses initially, but if you beat these in Normal Championship Mode an extra track is added for Hard Championship Mode. Beat those and you get one more track, making a total of eight for the Expert Championship. Place first in this and the Reverse Championship appears. Further lastability is provided by the way course layouts vary depending on the skill level and, for some courses, even vary from lap to lap.

The game awards seven points for a win, four points for second, two for third place and one for fourth. Each track has a minimum points requirement, so if you get a few first places, you need not even finish on a later track to progress. This lessens the chance of getting bogged down on a single track, while retaining a reasonable overall difficulty level.



SUPERB CHARACTER ANIMATION EVEN EXTENDS TO A PONY-TAIL FLOUNCING, JETSKI-PUNCHING SULK IF AYUMI FAILS TO QUALIFY FOR THE NEXT COURSE.

### DOLPHIN PARK



This course only features in the Championship Mode as a warm-up area – players can follow a dolphin around various obstacles to become accustomed to their jetski's handling. It also offers a guide to all the controls and stunts via scrolling text messages at the bottom of the screen. In Stunt Mode, you can score points here however.

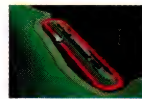


SCROLLING TEXT, AND A PLAYFUL DOLPHIN ENCOURAGE NOVICES TO GET TO GRIP WITH BASIC CONTROLS AS WELL AS ADVANCED STUNTS IN DOLPHIN PARK.



IT'S POSSIBLE TO JETSKI THROUGH RINGS WHILE DOING A HANDSTAND, AND IS GOOD PRACTICE FOR USING THE STUNT TO MOCK FRIENDS IN TWO PLAYER MODE.

### SUNNY BEACH



The first proper course couldn't be simpler: an elongated oval stretched around a small island. On the first Normal Championships, even the buoys are simply arranged. For beginners it's a valuable introduction to racing technique, for experts it's a ferocious speed trial where only near-perfection (or luck) will beat Dave Mariner.

**TIPS:** To win, you must take the corners tighter than the computer players dare – cut in tight enough to practically brush the fence posts, but don't forget your exit angle must be in line with the next buoy.



CUTTING CORNERS AS TIGHT AS POSSIBLE IS THE KEY TO VICTORY ON SUNNY BEACH.

### SUNSET BAY



Rougher weather conditions combine superbly moody, orange-drenched lighting to present players with a tougher challenge. There's a fun leap followed by a sharp turn and buoys arranged for slaloming. As difficulty rises, so do the number of buoys and



SUNSET BAY BOASTS SOME OF THE GAME'S MOST STUNNING LIGHTING EFFECTS.

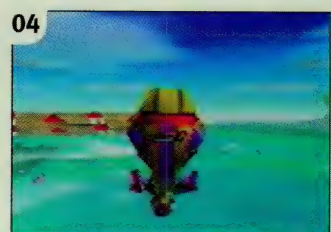
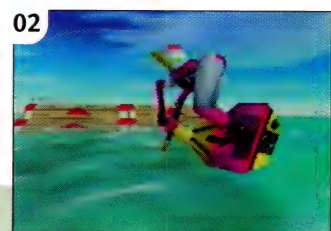
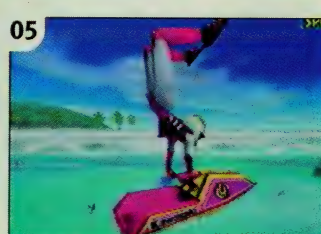
## Stunt Mode

EACH OF THE EIGHT MAIN TRACKS, PLUS THE PRACTICE TRACK, HAS A STUNT VERSION. IN THIS MODE, DOZENS OF RINGS PROVIDE AN OPTIMUM COURSE WITH THE POINT SCORE INCREASING FOR EACH RING THE PLAYERS DRIVES THROUGH: 50 POINTS FOR THE FIRST RING, 100 POINTS FOR THE SECOND, 150 POINTS FOR THE THIRD ETC. MISS ONE RING, AND THE SCORING RESETS SO YOU ONLY GET 50 POINTS FOR THE NEXT RING. THE RINGS ALONE ARE A TOUGH CHALLENGE, BUT THERE'S ALSO SEVEN STUNTS – SUCH AS HANDSTANDS, BARREL-ROLLS AND UNDERWATER DIVES, EACH WITH A SPECIFIC POINTS SCORE. TO SCORE HIGHLY, YOU MUST PERFORM ALL THESE STUNTS ON A TRACK, WHILE SIMULTANEOUSLY MAXXING OUT ON THE RINGS. EVEN MORE POINTS CAN BE EARNED BY COMBO STUNT MOVES. THERE'S ALSO A STRICT TIME LIMIT FOR EACH TRACK SECTION, WITH BONUS POINTS FOR TIME REMAINING WHEN YOU CROSS THE LINE.

ACHIEVING MAXIMUM POINTS FOR A TRACK IS A LOT MORE DEMANDING THAN WINNING THE REVERSE MODE CHAMPIONSHIP, AND ADDS CONSIDERABLY TO THE GAME'S LASTABILITY. EVEN BETTER, YOU CAN USE THE STUNT MOVES IN THE OTHER GAME MODES. THE UNDERWATER 'SUBMARINE' DIVE IS VITAL FOR THE TWILIGHT CITY TRACK. BEST OF ALL, WHEN YOU'RE IN THE LEAD IN VERSUS MODE YOU CAN PULL OFF HANDSTANDS TO TRULY HUMILIATE YOUR OPPONENT. TOP FUN!



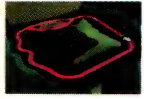
RINGS ARE OFTEN TRICKILY LOCATED!



YOU CAN STEER BACKWARDS (01), DO BARREL ROLLS (02), FORWARD FLIPS (03 & 04) AND EVEN HANDSTANDS (05) FOR EXTRA POINTS. WORKING IN ALL THE VARIOUS STUNTS WHILE BEATING TIGHT TIME LIMITS, AND COLLECTING ALL THE RINGS, IS A CHALLENGE WHICH WOULD MAKE TORVILLE AND DEAN SWEAT. THANKFULLY, THERE AREN'T ANY DODGY EUROPEAN JUDGES AWARDED POINTS ON 'ARTIST MERIT.'



## DRAKE LAKE



Although the plan view suggest a simple diamond course, the closing stretch runs straight through several wooden posts. It takes a steady nerve to slalom through and, of course, as the difficulty increases so does the number of posts and buoys...

**Tips:** On Normal setting, getting through the posts is simply a matter of spotting the straight-line path through and sticking to it. Even on harder settings, the trick is more seeing the racing line than any complicated manoeuvres: don't panic!



ONCE THE FOG CLEARS, NAVIGATING THESE FENCE POSTS BECOMES A LOT EASIER. THERE'S NOTHING BETTER THAN SPEEDING THROUGH HERE AS COMPETITORS CRASH ALL AROUND.



ON THE LAST LAP, YOU CAN REALLY APPRECIATE THE MIRROR EFFECTS GENTLY RIPPLING IN THE WATER NOW THE FOG'S BURNT AWAY COMPLETELY.

sharpness of the turns.

**Tips:** Don't wimp out, angle the jump so you practically land on the next buoy for the best possible racing line. On the final turn, ignore the buoys and go straight forward along the edge of the mine field. You'll run alongside the finishing line and cut out an entire turn!



JUMP TOO WIDE OF THE BUOY AND YOU'LL LOSE INVALUABLE SECONDS.

## MARINE FORTRESS



Dark overcast skies set the scene for the most storm-tossed course of all. The opening straight meets a long stone ridge: cautious players go round it, braver souls

hope for a wave to lift them over. The next section features scattered garbage, again dividing players into the sensible and foolhardy. On Hard level, a rusty gate lifts to reveal a shortcut through the fortress which is so narrow, with so much floating rubbish, many players might initially

prefer the long way round!

**Tips:** The water will lift you over the stone ridge 75% of the time, so use it to get in front but be more careful in the lead. The garbage is much harder to read and is best avoided, unless you're way behind.



AYUMI GAMBLES ON A HIGH WAVE AND SUCCESSFULLY LEAPS THE STONE RIDGE, STARTLING SOME WINDMILLING SEAGULLS.



AN IRON GATE OPENS TO REVEAL A SHORTCUT THROUGH THE FORTRESS. THE RUSTY SOUND EFFECTS ARE EXCELLENT.



CROWDS LOOK ON AS AYUMI IS TOSSED ABOUT ON THE GAME'S MOST STORMY COURSE - WATCH OUT FOR THE CRATES!



SIMPLY BALANCING ON THE NOSE OF YOUR CONSTANTLY BOBBING JETSKI IS EASY-PEASY...



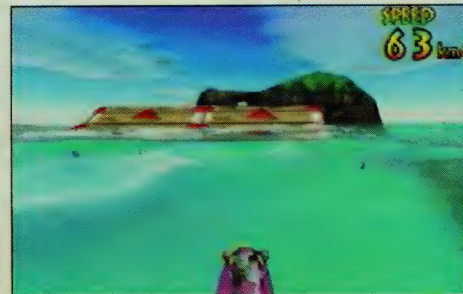
...REAL PLAYERS WILL FOLLOW UP WITH A BACKFLIP SOMERSAULT...



...AND THEN LAND BACK ON THEIR FEET WITH THE ENGINE ALREADY REVVING UP FOR THE NEXT STUNT.



THE SUBMERGED DIVE DOESN'T LOOK AS DRAMATIC AS THE BACKFLIP SOMERSAULT...



...BUT IS INVALUABLE FOR NIPPING UNDER OBSTACLES ON TWILIGHT CITY AND SOUTHERN ISLAND...



...DO IT RIGHT AND YOU POP UP HAVING SAVED VALUABLE SECONDS ON YOUR RACE OR STUNT CHALLENGE.



## Two Player Mode

ALTHOUGH THIS MODE OMITTS THE COMPUTER PLAYERS, GRAPHICAL DIFFERENCES FROM ONE PLAYER MODE ARE SURPRISING FEW AND UNNOTICEABLE IN COMPETITIVE PLAY. THE OPENNESS OF THE COURSES PROVIDES A VERY RICH, TACTICAL ELEMENT WITH PLAYERS CONSTANTLY REFINING THEIR ROUTES TO SHAVE SECONDS HERE AND THERE. A TOTAL OF 29 TRACK PERMUTATIONS, PLUS FOUR RIDERS TO CHOOSE FROM AND CUSTOMISABLE JETSKIS, PROVIDES MASSIVE LASTABILITY.



DRAKE LAKE PROVIDES ONE OF THE STERNTEST TESTS OF TWO PLAYER COMPETITIVENESS. HERE WE SEE PLAYER ONE MESS UP HIS SLALOM THROUGH THE WOODEN POSTS - BUT WITH PLAYER TWO ONLY JUST CROSSING THE START/FINISH LAP (5.1 SECONDS BEHIND), VICTORY IS STILL IN SIGHT. SUPERB WIN/LOSS ANIMATIONS INTENSIFY THE JUST-ONE-MORE-GO-YOU-ABSOLUTE-GIT APPEAL. TWILIGHT CITY'S MINES PROVIDE PLENTY OF FUN, PARTICULARLY IN REVERSE MODE. PORT BLUE SEES AYUMI AND MARINER COLLIDE, EACH TRYING TO PUSH THE OTHER OFF COURSE. IF YOU SWITCH ON THE CATCH-UP FEATURE EVEN PLAYERS OF DIFFERENT SKILLS CAN ENJOY CLOSE COMPETITION.

## PORT BLUE



A beautifully detailed helicopter plays

homage to Namco's *Ridge Racer*, hovering over a course which, all by itself, comprehensively trounces the PlayStation's graphics demo for lasting challenge. On Normal Setting, the track is a relatively simple voyage around a supertanker and through a wide corridor running into the port. On Hard, a second, faster but extremely narrow route is offered through the port. On Expert, the easy route is removed and the buoys demand incredibly tight turns even on the open sea.

Reverse mode is perhaps the ultimate nightmare, giving plenty of opportunity for players to admire the perfectly sampled sound of jetskis clanging into metal walls again and again.

**TIPS:** Bend those knees! The tunnel shortcut is vital for success on any level other than Normal. To get through, you must put your rider into a crouch and anticipate turns before you get to them. Pay attention to the warning arrows (except on Reverse Mode!).



SUDDENLY, THE STUNNING HELICOPTER WHICH OPENED *RIDGE RACER* LOOKS RATHER CRUDE. THE SMOOTH CONTOURS AND SUBTLE COLOUR GRADUATIONS ARE HALLMARKS OF THE N64'S HARDWARE.



MIYAMOTO'S WISDOM IN DUMPING JETBOATS IN FAVOUR OF JETSKIS IS DEMONSTRATED HERE. BY PUSHING DOWN-RIGHT YOU CAN VISIBLY MAKE YOUR PLAYER CROUCH, SHARPLY REDUCING THE TURNING CIRCLE SO YOU CAN AVOID THE WALLS.

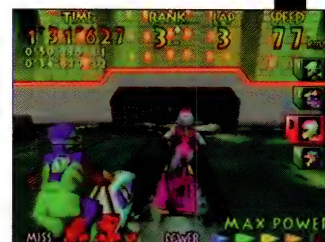
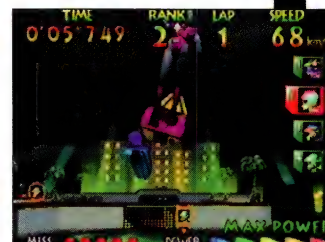
## TWILIGHT CITY



This graphic tour de force first comes into play on Hard level. Black water

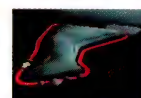
bleeds neon reflections in a stunning, almost surreal landscape which never, ever slows down. In terms of gameplay, all the mines, tunnels and tight corners make this a real test of precision control. The opening ski-jump demands a underwater dive and really gets the hands sweating. All the jumps mean the track plays dramatically different in reverse mode, forcing players to slalom around sections they previously effortlessly leapt over. Although it makes a highly entertaining and demanding change, most people will be glad the majority of courses are less claustrophobic.

**TIPS:** When there's a choice between a flamboyant jump and threading your way through bobbing mines, go for the latter. Do it right, and you'll be able to keep accelerating rather than losing speed on the jump.



A SUBMERGED DIVE IS VITAL FOR THIS OPENING STRAIGHT.

## GLACIER COAST



This course first appears on Expert level and huge chunks of ice make it

by far the most demanding. Bobbing ice blocks provide the simplest obstacles (shattering upon impact), while bigger structures provide leaps and demanding slippery corners.

Trickiest of all are semi-submerged ice floes which capsize players who misjudge their contours. Slaloming around objects you can barely see is a thrilling test of any player's mettle!

**TIPS:** On the huge ice sheet,

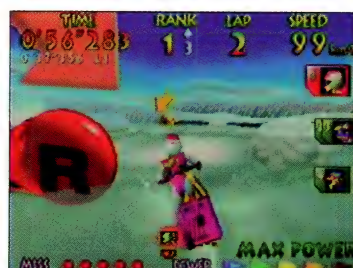


THIS LONG STRAIGHT SECTION, RUNNING ALONGSIDE A SUPERTANKER, IS THE ONE RELATIVELY EASY BIT ON THE WHOLE COURSE. BUT EVEN THIS GETS NASTY IN REVERSE MODE WHERE A NEW BUOY LAYOUT DEMANDS SOME MURDEROUSLY TIGHT DOG-LEG TURNS.

## The split-screen two player

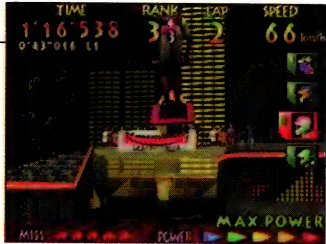


AYUMI GOES DOWN ON HER KNEES TO OUTCORNER A RIVAL. THERE'S NOTHING MORE SATISFYING, OR TOUGHER, THAN OVERTAKING IN THE TUNNEL.

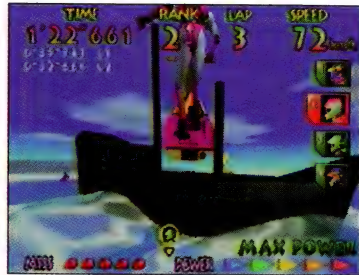


WAVE RACE LEAVES YOU IN NO DOUBT AS TO YOUR POSITION AND WHO'S IN FRONT AND BEHIND YOU IN EACH RACE THANKS TO THE MULTIPLE DISPLAYS AND ICONS.





NEON LIGHTING AND MIRROR EFFECTS COMBINE TO STUNNING EFFECT.



A SUNKEN SHIP STRANGELY FAMILIAR TO MARIO 64 FANS RISES ONCE MORE, PROVIDING A FUN OBSTACLE ON THE SECOND AND THIRD LAPS.



MIS-TIME YOUR JUMP AND YOU COULD LAND ON THE SHIP ITSELF. GETTING OFF THE GENTLY SWAYING BOAT WILL COST YOU TIME AND MAYBE A RACE POSITION.



attempting any sort of sharp turn is disastrous. Instead, make your turn before the ice and skid across in a straight line. As before, avoid unnecessary jumps.



DAVE MARINER STREAKS OFF TO SET A BLISTERING PACE ON THE FIRST LAP. IF HE DOESN'T MAKE A MISTAKE, HE'LL BE DIFFICULT TO CATCH.

## SOUTHERN ISLAND



Whatever the Championship levels, this course always provides the final race. The first lap is at high tide, letting you cruise over a sunken ship. But on the next lap, the tide is low with the ship provide a crucial jump. Complex and fast, this is a fitting conclusion to any Championship.

**TIPS:** On the first lap, using the ramp for a submerged dive will cut out a long banking turn. It's a tricky move but will give you a valuable few seconds advantage.



# e has almost infinite replay value



MIYAMOTO WANTS PENGUINS TO BE IN EVERY N64 GAME HE OVERSEES. FORTUNATELY, THESE ONES AREN'T AS CRAZY AS THOSE IN MARIO KART 64!



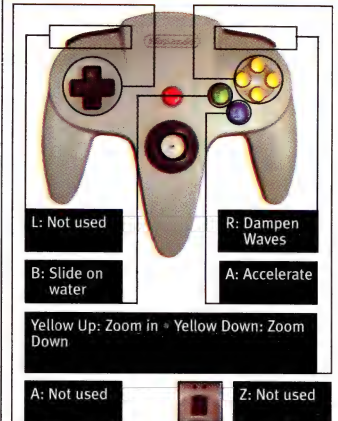
VICTORY! QUALIFYING BRINGS AN ECSTATIC RESPONSE FROM YOUR CHARACTER, ACCOMPANIED BY NEW MUSIC AND PRAISE FROM THE RACE COMMENTATOR.



THE AWARDS CEREMONY GOES ON A LITTLE LONGER EACH TIME YOU MOVE UP A SKILL LEVEL. FAT BOY MARINER HAS COME THIRD, BUT IS ARGUABLY THE TOUGHEST TO BEAT.

## 64 THE BOTTOM LINE

### Keys



### Combos

See pages 44-45 for just some of the Stunts skillful players can pull off with practice.

### Rating

#### Graphics



#### Audio



#### Gameplay



#### Lasting Challenge



### Overall

# 94%

Summing up:

ONE OF THE MOST INNOVATIVE AND GRAPHICALLY ASTONISHING RACE GAMES IN YEARS – SINKS 32-BIT GAMES WITHOUT A TRACE!



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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>

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

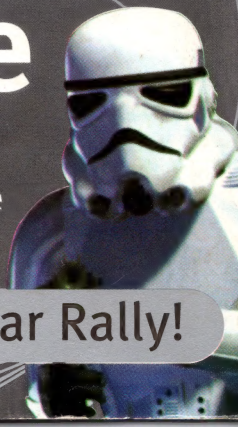
## Win!

## 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!