

HELP WANTED!

Experts wanted to write game guides. Excellent rewards!

Apply 

Help Wanted is your chance to share your gaming expertise with the World. If you've mastered a game, found an extra-cool bit in it, a great new way to get the best scores, or even just something odd or funny, then we want to hear about it.

If your guide gets printed, then you'll find yourself the lucky recipient of an N64 record bag – complete with Overton-drawn exclusive N64 artwork in ever-so-tasteful matt black. If you include a photo with your guide, you'll also get your beaming face printed for N64 gamers everywhere to laugh at enjoy.

The rules are below – get typing.

THE RULES

- Your guide should be about 600 words of expert advice on a game that you know inside out, back to front and, generally, like the back of your hand.
- Don't try to write a guide for the whole game. Rather, try and focus on just one aspect and produce a definitive guide to that. For instance, in this issue Andrew has concentrated on beating the staff ghosts included in F-Zero.
- Don't worry about pictures too much. Wil and his army of art monkeys will sort that out. It's detailed writing that matters.
- Don't forget to include a photo.

Please send your contribution to:
Help Wanted, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

Remember to include your name and address, so we can a) credit you, and b) know where to send your record bag.

And one final thing: your entry will probably stand a better chance of getting printed if you do something a little bit different, and on a not-so-obvious game – there's nothing wrong with a multiplayer guide, for example, but we'd rather not run one every month. Oh, and good luck!



HOW TO...

beat the staff ghosts in

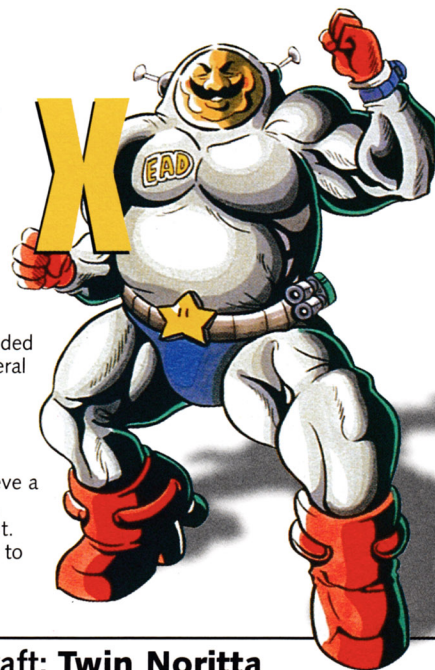
F-ZERO X

By Andrew Mills

Nintendo's sublime racer is THE game for time trialling. Its super smooth steering makes for a far friendlier trial.

But it's the Nintendo staff ghosts that really add the challenge. Forget the ghosts in Mario Kart 64, this time Nintendo got serious. All the ghosts seem impossible to beat.

But they're not. Included in this guide are general tips that apply to all tracks, as well as the time the staff ghosts achieve. To unlock a staff ghost, just achieve a reasonable time. But, most of all, be patient. They WILL take time to beat, even with this guide.



GENERAL TIPS AND KEY

- The staff ghosts use the best craft for each track. You'll have to use the same to stand a chance.
- If you slide even ONCE, forget it. The staff ghosts will just get an unbreakable lead. Just restart.
- When jumping, tilt the nose of your craft so it's just below horizontal. This will give you maximum distance and speed.
- The settings described refer to a point on the scale. E.g. Two bars from the right means the second last bar on the scale. Two notches refer to taps in that direction on the D-pad.
- Double tapping Z or R quickly around tight corners is essential, especially at high speeds.
- Press 'L' at the start of a race to keep check of the distance between you and the staff ghost.

MUTE CITY Craft: Twin Noritta

Setting: 2 from right, 2 notches right

Staff Ghost Time: 1'24"800

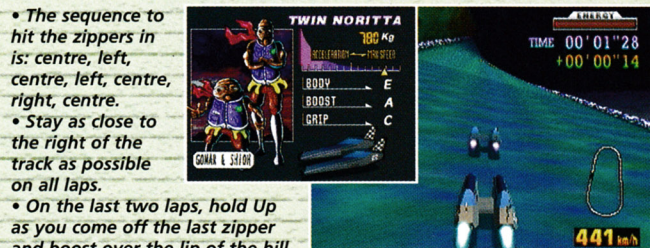


- Take each corner as tightly as possible.
- Hit EVERY zipper on the track.
- Boost inside the energy strips.
- There's not much room for improvement as it's such a simple course, so everything must be done PERFECTLY.

SILENCE 1 Craft: Twin Noritta

Setting: 2 from right, 2 notches left

Staff Ghost Time: 1'17"800



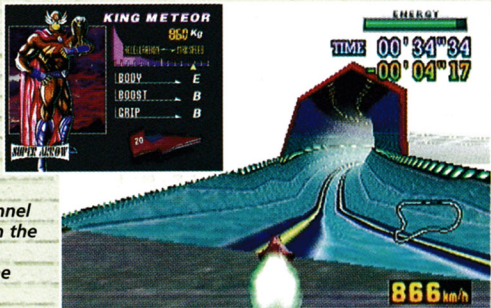
- The sequence to hit the zippers in is: centre, left, centre, left, centre, right, centre.
- Stay as close to the right of the track as possible on all laps.
- On the last two laps, hold Up as you come off the last zipper and boost over the lip of the hill. This'll stop you from falling off.
- Boost as often as possible when going for the zippers.

SAND OCEAN Craft: King Meteor

Setting: 2 from right, 2 notches left

Staff Ghost Time: 1'19"778

- Take the right hand part of the tunnel as you enter it, come out on the yellow line when it straightens.
- Don't turn too sharply when hitting the first zipper, you'll slide.
- Boost twice in the tunnel and up to the zipper on the final two laps.
- Double tap around the corners at high speed.



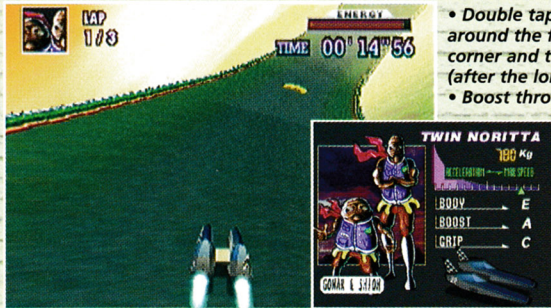
DEVILS FOREST Craft: Twin Noritta

Setting: 2 from right, 3 notches left

Staff Ghost Time: 1'25"951

- Double tap R to get around the first tight corner and the second (after the long straight).
- Boost through the

energiser on the final two laps.
• Finally, keep tight to the corners to ensure victory.



BIG BLUE Craft: King Meteor

Setting: 2 from right, 3 notches left

Staff Ghost Time: 1'39"704

- There's a booster at the top of the pipe at the start.
- Go left from that, get two more, go left for the fourth, left for the fifth, up to the top for the sixth, and stay up there for the final two. It's very easy to slide near the end of it so double tap R if necessary.
- Boost as much as possible until the S bend at the end, where double taps of Z and R are essential.

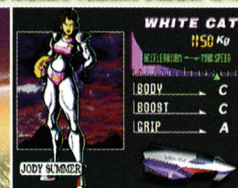


PORT TOWN Craft: White Cat

Setting: 3 from right, 4 notches right

Staff Ghost Time: 1'39"927

- After hitting the first zipper, double tap Z then R very fast in succession to get around the S bend.
- Double tap R on the corner before the ice.
- When you land from the jump double tap R to make it around the corner quicker and easier.
- Hit the zipper on the first lap, miss it on the final two, and boost through the energy strips instead.



SECTOR ALPHA Craft: Lytle Wyvern

Setting: 2 from right, 4 notches right

Staff Ghost Time: 1'26"107

- When you come to the first twist in the bend at the start, take the corner hard right and hit the zipper.
- Immediately hug the left-hand side of the track and stay there until the tunnel.
- Take the exit of the tunnel tight, using double R if necessary.



RED CANYON Craft: Blood Hawk

Setting: 2 bars left from middle

Staff Ghost Time: 1'21"917

- Take the closed in sections tight using double taps of R.
- When you reach a jump

where no zipper is available, boost.
• Double tapping Z and R on the last two laps is ESSENTIAL to make it past the ghost.

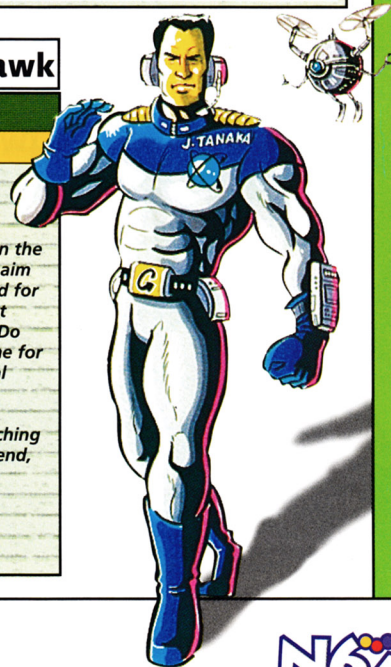


DEVILS FOREST 2 Craft: Blood Hawk

Setting: 3 from right, 4 notches right

Staff Ghost Time: 1'27"704

- When hitting the zipper in the tunnel, aim low, and for the next zipper. Do the same for the final zipper.
- When approaching the S bend, double tapping Z will keep you in control.

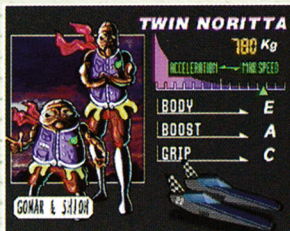


MUTE CITY 2

Craft: Twin Noritta

Setting: 3 from right, 1 notch right

Staff Ghost Time: 1'24"074



- Hit the jump on the first lap. Missing it on the final two laps.
- Double tap R after the tunnel
- Boost over the energy strips, before taking the final S bend – easy!

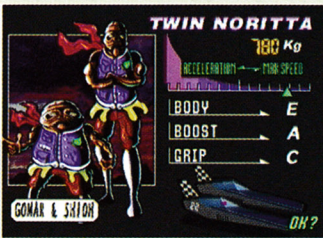


WHITE LAND

Craft: Twin Noritta

Setting: 2 from right, 3 notches left

Staff Ghost Time: 1'45"063



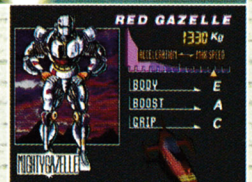
- Take the tunnel easy on the first lap, use double taps on the final two.
- When you reach the floating platforms, aim low.
- Boost off the second to last one to fly over the bump and land on the track quicker. Aiming for the energy strips.

BIG BLUE 2

Craft: Red Gazelle

Setting: 3 right from middle, 3 notches left

Staff Ghost Time: 1'09"500



- Double tapping around the corners is essential, especially on the hairpin after the tunnel section beside the energy strips.
- You don't need to double tap R around the last tight S bend at the end, just after the tunnel.
- Boost as much as possible just after the start line on the last two laps. This is where the ghost will catch up.
- It's very easy to slide on this course, so be very careful.

FIRE FIELD

Craft: White Cat

Setting: 4 from right, 1 notch right

Staff Ghost Time: 1'27"496

- When you come off the jump, aim for the middle of the track, just past the last S bend.
- Boost up the following hill on the final two laps. Not forgetting the zipper on the way up.
- Hold Up when you hit the top of the final sharp hill, right at the end.



SILENCE 2

Craft: Blood Hawk

Setting: 2 left of middle, 5 notches left

Staff Ghost Time: 1'39"224

- A very tricky ghost to beat. You must take all corners as sharply as possible, except for the stretch that contains the gravel.
- Boost when travelling up hill, or just after turning a tight corner.
- Finally, keep trying!



SECTOR BETA

Craft: Twin Noritta

Setting: 2 from right, 5 notches left

Staff Ghost Time: 1'39"224



- When you come out of the tunnel, don't go too fast or you'll fly off at the dip.
- When you go up the hill just after, aim for the EAD sign and fly briefly off the track. Aim back for the middle of the track for maximum speed.
- When you go past the line at high speed, double tap Z twice, fast in succession.

RED CANYON 2

Craft: Blood Hawk

Setting: 2 right from middle

Staff Ghost Time: 1'44"109



- Another hard ghost to beat. The best advice is not to go too fast, or you'll fly off the dip.
- It's VERY easy to slide on this track, so be extra careful when boosting.



WHITE LAND 2 Craft: Twin Noritta

Setting: 2 from right, 3 notches left

Staff Ghost Time: 1'16"543



- It's VERY easy to slide in the half pipe, so stick to the racing line that's the flattest piece of track.
- You can spot it running the whole way around.

- Don't miss a SINGLE boost. All are vital to win.
- Boost as often as possible. Especially after you just cross the start line.



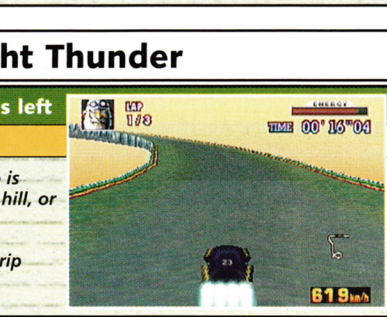
MUTE CITY 3 Craft: Hyper Speeder

Setting: 4 from right, 2 notches right

Staff Ghost Time: 1'49"688



- Hit EVERY jump panel. You can gain extra speed by aiming at the ground.
- When you come to the straight, hit the zipper and aim towards the jump panel. Then boost when you're about to hit the second.
- Finally, double tap Z to get around the final corners on the way to the finish line.



DEVILS FOREST 3 Craft: Night Thunder

Setting: 2 left from middle, 5 notches left

Staff Ghost Time: 1'23"455



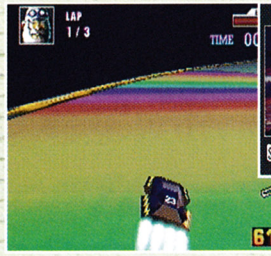
- The best thing to do is boost when going up hill, or around a corner.
- Again, keep double tapping Z for better grip around the corners.



RAINBOW ROAD Craft: Night Thunder

Setting: 3 left from middle

Staff Ghost Time: 2'18"520



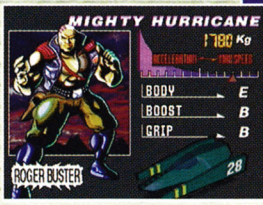
- Another very hard ghost. At the start of the race, go off the track when the barrier disappears. Aim for the back of the track for a speed boost. Take every corner as tightly as possible.
- Take the inside route past the mines. You CAN weave in-between them.

SPACE PLANT Craft: Mighty Hurricane

Setting: 3 from right

Staff Ghost Time: 2'12"800

- Take ALL the inside corners on the pipe. There are no zippers on it.
- Boost off the final hill before the finish/start line and on the next hill as well.



SAND OCEAN 3 Craft: Blood Hawk

Setting: Middle

Staff Ghost Time: 1'39"921

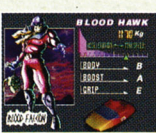
- A very twisty course. Double tap around all the corners to make it safely.
- Hit ALL of the speed boosts.
- Make use of the small jump in the tunnel at the end.



BIG HAND Craft: Blood Hawk

Setting: 2 right from middle, 5 notches right

Staff Ghost Time: 2'33"597



- Go in a straight line when travelling over the ice. The ghost goes around it and loses time.
- Boost out of every tight corner to keep up your speed.
- Double tap twice around the corners for the best line.
- Boost once before the first patch of ice, and then again afterwards.



PORT TOWN 2 Craft: Night Thunder

Setting: 3 right from middle

Staff Ghost Time: 1'57"513

- Double tap around all the corners except for on the last long stretch before the energy strips.
- Boost out of the corners, but watch out for the hairpin corner directly after the first energy strips.

