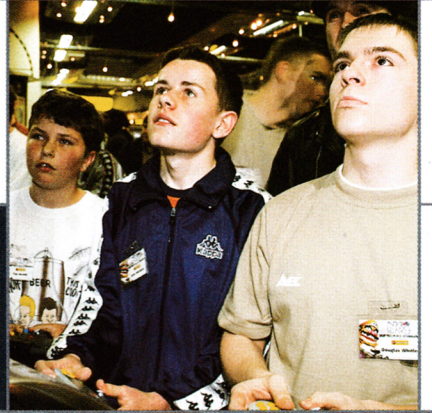


THE GREAT MULTIPLAYER EXTRAVAGANZA!

Great Multiplayer Extravaganza




**MEGASTORES**  
 IN ASSOCIATION WITH  
  
**Great Multiplayer Extravaganza**



# THE GREAT MULTIPLAYER EXTRAVAGANZA

## THE RESULTS!

On June 3rd, 16 of the UK's finest gamesplayers convened in London. Here's what happened...

**T**hursday, June 3rd saw the grand final of our Great Multiplayer Extravaganza at Oxford Street's Virgin Megastore, the culmination of months of time-trialing and score beating on behalf of you, our readers. 16 finalists were invited along on the day itself, all ready to fight it out for the coveted title of best gamesplayer in the UK.

There were also plenty of other things happening on the day; and all to do with the next-day launch of *Star Wars Episode 1: Racer*. Nintendo

themselves were there to oversee things, as the store was staying open 'til midnight to sell the game, and various Star Wars characters were wandering around, including a phalanx of Stormtroopers who paraded up and down Oxford Street, hopping on and off buses and generally causing a fuss. Great stuff.

But our competition was the reason why you were there, and on the following pages is a report of what happened on the day, who did what and generally everything that went on around our huge, video-screen dominated playing area. Read on...

### How it worked

Here's a brief rundown of the six-round contest.

#### Round One:

16 players divided into four, four-player games, competing on *GoldenEye 007*, *Mario Kart*, *F-Zero X* and *Turok 2*.

#### Round Two:

Eight winners – half the players from Round One – playing two, four-player games of *Mario Kart* in a three-race contest.

#### Round Three (semi finals):

Four winners – half the players from Round Two – playing two, two-player games of *F-Zero X* in a best-of-three contest.

#### Round Four (third place play-off):

The two losers from Round Three playing for third place.

#### Round Five (final):

The two winners in a three-game *GoldenEye* contest.

#### Round Six (bonus round):

The overall winner playing N64 Magazine's very own resident experts, Tim, Jes and Martin, at *GoldenEye 007*.

STAR WARS RACER  
The queue starts here

GO!  
GO!



Thanks to Gavin Roberts who took all the pics.

# Round One

The first round of the day served two purposes – to give all 16 contestants a chance to play the four games, and to decide the eight winners who would go through to Round Two. There were four 'teams' of four playing each of the games, with a points system (four points for first place, three for second, two for third and one for fourth) determining the two people from each team who would go through to the second round.

It was a rousing start to the proceedings, and those who didn't make it to Round Two received *Turok 2* T-shirts, South Park hats, £10 worth of Virgin Megastore vouchers and were invited to stay to the end for a photo shoot. Even Phil Hughes' attempt to take the shortcut across the river on Royal Raceway was taken in good humour. Although we did have to knock a point off his score for such brazen underhandedness...

## Team One



△ Andrew Mills and Thomas Suckling, who appears to have just burped.

**GoldenEye**  
**Mario Kart**  
**F-Zero X**  
**Turok 2**

**TOTAL**



**Russel Dawes**      **Phil Hughes**      **Andrew Mills**      **Thomas Suckling**

3rd	2pts	1st	4pts	4th	1pt	2nd	3pts
3rd	2pts	1st	3pts (cheat)	2nd	3pts	4th	1pt
2nd	3pts	4th	1pt	1st	4pts	3rd	2pts
4th	1pt	2nd	3pts	3rd	2pts	1st	4pts

**8pts**      **11pts**      **10pts**      **10pts**

## Team Two



△ Douglas Whitley and John Heelham battle it out (Douglas won).

**GoldenEye**  
**Mario Kart**  
**F-Zero X**  
**Turok 2**

**TOTAL**



**Dee Dee Ramone**      **Tim Booth**      **Douglas Whitley**      **John Heelham**

4th	1pt	1st	4pts	2nd	3pts	3rd	2pts
4th	1pt	1st	4pts	3rd	2pts	2nd	3pts
3rd	2pts	2nd	3pts	1st	4pts	4th	1pt
3rd	2pts	4th	1pt	2nd	3pts	1st	4pts

**6pts**      **12pts**      **12pts**      **10pts**

## Team Three



△ Hedley Gabriel (right) didn't make it through to the final.

**GoldenEye**  
**Mario Kart**  
**F-Zero X**  
**Turok 2**

**TOTAL**



**Hedley Gabriel**      **Keith Tannahill**      **Gary Carney**      **Sam Fenwick**

3rd	2pts	2nd	3pts	4th	1pt	1st	4pts
4th	1pt	1st	4pts	3rd	2pts	2nd	3pts
3rd	2pts	2nd	3pts	4th	1pt	1st	4pts
=2nd	3pts	1st	4pts	=2nd	3pts	4th	1pt

**8pts**      **14pts**      **7pts**      **12pts**

## Team Four



△ The first rounds were hotly contested by all.

**GoldenEye**

**Mario Kart**

**F-Zero X**

**Turok 2**

**TOTAL**



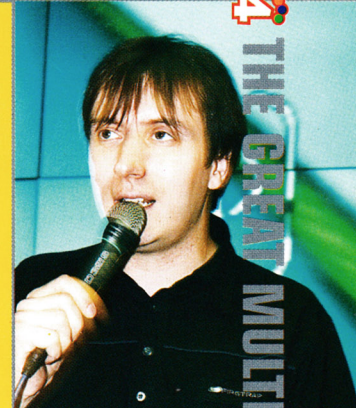
**David Goodman**

**Luke Yeandle**

**Tom Carling**

**Jon Davies**

1st	4pts	=2nd	2pts	4th	1pt	=2nd	2pts
3rd	2pts	4th	1pt	2nd	3pts	1st	4pts
2nd	3pts	4th	1pt	2nd	3pts	1st	4pts
1st	4pts	=2nd	2pts	4th	1pt	=2nd	2pts
13pts		6pts		8pts		12pts	

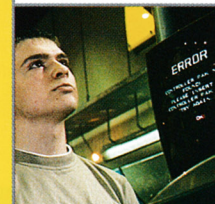
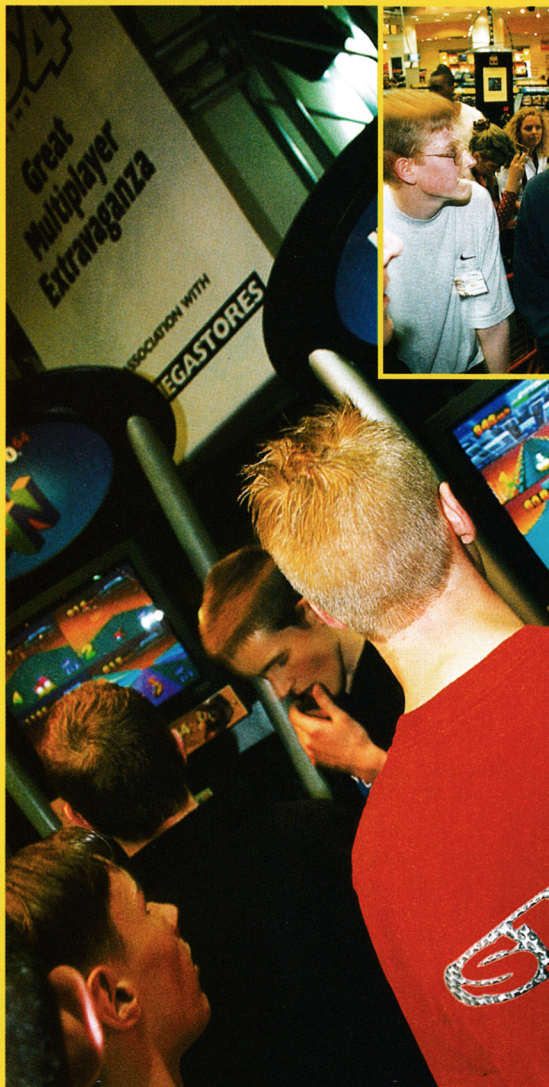


# Round Two

Round Two was dedicated to the evergreen *Mario Kart*, and took place over three of Team 64's favourite tracks – Koopa Troopa Beach, Mario Raceway and Bowser's Castle. The eight winners from Round One were divided into two teams of four and the same points system as in Round One was employed; once again, two winners from each team would go through to the next round. From Team One, the ubiquitous Andrew Mills scraped through, whilst Phil Hughes' high score of 11 meant he had little to worry about. In Team Two, Jon Davies, David Goodman and Keith Tannahill all tied in second place, with eight points each. A brief tie-breaker was held on Donkey Kong's Jungle Parkway, which Keith unfortunately lost, therefore ensuring places in Round Three for Jon and David.



Team One	Tim Booth		Andrew Mills		Phil Hughes		Douglas Whitley	
Koopa Troopa Beach	3rd	2pts	4th	1pt	1st	4pts	2nd	3pts
Mario Raceway	2nd	3pts	3rd	2pts	1st	4pts	4th	1pt
Bowser's Castle	4th	1pt	1st	4pts	2nd	3pts	3rd	2pts
<b>TOTAL</b>	6pts		7pts		11pts		6pts	
Team Two	Keith Tannahill		Sam Fenwick		Jon Davies		David Goodman	
Koopa Troopa Beach	3rd	2pts	2nd	3pts	1st	4pts	4th	1pt
Mario Raceway	3rd	2pts	4th	1pt	2nd	3pts	1st	4pts
Bowser's Castle	1st	4pts	3rd	2pts	4th	1pt	2nd	3pts
<b>TOTAL</b>	8pts		6pts		8pts		8pts	



GO! GO!

# Round Three – Semi Finals



Team One	Andrew Mills	Jon Davies
Silence	Win	Lose
Mute City 3	Lose	Win
Big Blue	Win	Lose
Team Two	Phil Hughes	David Goodman
Silence	Win	Lose
Mute City 3	Win	Lose
Big Blue	-	-

And it was on to Round Three, the Semi Finals. It was time to move to Nintendo's *F-Zero X*, whose rigorous high-speed racing would prove to be an unforgiving arena for those that had previously relied on *Mario Kart*'s powered-up mayhem. The four semi-finalists divided into two teams of two and, once again, raced over three tracks, this time in a 'best of three' arrangement. Andrew Mills and Jon Davies reached a one-all deadlock before the final race, with Andrew's last-corner overtaking manoeuvre assuring him eventual success. Team Two didn't even get that far, as Phil Hughes took pole position on both Silence and Mute City Three. And so we waved goodbye to David Goodman and Jon Davies...



△ Phil Hughes goes through to the final, and Jes looks frighteningly excited.

▷ The infamous Mr Mills and Jon Davies. Jon went on to win third place, and Milsky came second.



# Round Four The battle for third place

▽ Jon and David – dead exciting, this bit was.



...Or did we? Having got this far, we thought we'd let Jon and David fight it out for the prestigious third place and the chance to win a prized early copy of *Star Wars Episode 1: Racer*. David and Jon decided to battle it out on *GoldenEye*, agreeing on the following settings: Licence to Kill, Pistols, Stack level, five minute game. All was going well until it became apparent that Jon knew exactly where David was going to regenerate every time he died, thus allowing him to get into position and finish David off before he could start. The decision was made to abandon the game, and start afresh with *Mario Kart*. Jon and David chose to duke it out on the Battle Mode's Block Fort, where Jon redeemed himself, beating David 3-2. Well done to the both of them.

▷ Jonathan, our compe, doing a passable impression of the devil.



# Round Five – The Final!



This was it, then – the round where our two finalists stood head-to-head and duked it out for the N64 Magazine Gamesplayer of the Year trophy, and the utter adulation of gamers the world over. Well, the trophy, at least.

The Final was, again, a best-of-three challenge, using *GoldenEye*. And it worked like this: for the first game, Andrew could choose exactly what level, weapons and scenario he wanted, and then, in the second game, Phil had his chance to dictate the terms. In the event of a one-all score, Team 64 would then put their collective heads together and devise settings of their own...

Andrew chose to play Phil in the Temple level, with Automatic weapons, in a five minute game. Phil revealed his hit-and-run tactics early on, getting the first kill and proceeding to avoid Andrew for as much of the five minutes as possible. Whilst undoubtedly a first-class gamer – he had to have been to get this far – Phil's tactics weren't exactly riveting viewing, so, when the baying of the crowd got too much, he promptly popped out and offed Mr Mills again. The final result for the first game? A win for Mr Hughes.

And then it was Phil's turn to dictate settings. He plumped again for Automatics and a five minute

*The tensest part of the day, this was. Millsy managed a very respectable second place.*



game, but this time on the Facility level. Knowing that he was on to a winning tactic, within 30 seconds of the game starting he killed Andrew and what followed was a carbon copy of the previous game. Phil, staying around the toilet area, played a game of cat and mouse with Andrew, managing to stay ahead of him for the whole five minutes. Less than thrilling, perhaps, but Phil won the tournament by beating allcomers and proving his all-round gaming skill. Well done Phil, and well done Andrew for coming in at a highly respectable second place. Both players received a factory fresh copy of *Star Wars Episode 1: Racer*, 720° *Skateboarding* for the Game Boy, a T-shirt, hat and £35 worth of Virgin Megastore vouchers. And Phil, of course, got the trophy, as well as an interview with Sky TV. Very well done, indeed.

Phil Hughes ▽ and the prized trophy. All in all, very well done indeed. Hurrah!



## Bonus Round!

But that wasn't all. As an extra test of his prowess, Phil was challenged to a three-against-one game of *GoldenEye* against N64 Magazine's very own Jes, Tim and Martin. Phil, sticking to what he knew best, chose Automatics and the Complex level.



What followed was a massacre. Phil beat us 6-0, much to our embarrassment and his credit. Our hurriedly made-up excuses are as follows:

Tim: "We never play Complex, because, quite frankly, it's the worst level in the game."

Martin: "I never play anything other than Licence to Kill, the true expert's setting."

Jes: "If it had been Power Weapons on Facility, he wouldn't have stood a chance. Honest. Really."

Wil: "Let's face it, he was just better than you."

All: "Um..."

Anyway. Next year, Mr Hughes, be prepared to play on our terms...

## Aftermath

We think that everyone involved would agree that the day was a huge success. We had a great compere in the form of Jonathan Beales, a man who plainly knew his games inside out and generally did a great job. A large crowd gathered and followed the whole competition, and Sky TV and the Disney Channel were there to cover the event, and even interview our very own Tim Weaver and Wil Overton. We were all suitably worn out at the end of the day...

We'd like to thank Nintendo and Acclaim – who very kindly provided the prizes – and, of course, Virgin Megastores for providing the space for us to run the competition.

And, of course, we'd like to thank everybody who turned up and competed, and thus made the day as good as it was. Hopefully we'll see you all again next year, for an even bigger and better event. Best get practising, eh?

