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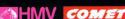






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LOCK 'F' LOAD



Another hot issue of GBX explodes onto the Game Boy scene!

The Firing Line What's going on in the world of the Game Boy? Feature: Game Over What can you do with your Game Boy other than play games? Surprisingly, quite a lot. **Posters** Golden Sun, Jedi Power Battles and David Beckham Soccer get the poster **Cube Route** The latest news and previews on the forthcoming GameCube. The Kit Bag Gadgets and gizmos, and a hat-full of competitions A Piece of the Action Got an Action Replay GBX? We've got the latest codes! Return Fire! It's time for you to get your message over to the Game Boy faithful. **Action Tips** Cut 'em out and stick 'em in your game box... **Xtreme Solutions** Now you can breeze through Ecks Vs Sever and Harry Potter and the Philosopher's On the Shelves Don't buy a game without checking here first. **Next Month** A sneak peek at the next GBX.

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TACTICS OGRE: THE KNIGHT OF

too! Yep, Super Mario

World is generally

regarded as the finest Mario

game on

Fantasy fighting in a world of magic, men and monsters...



The eight-part Ogre Battle saga did hugely well in Japan and shifted a fair few copies in the States, but over here. it's virtually unknown. For those that don't know what it is, it's an RPG/wargame hybrid where the player engages the enemy in a series of battles separated by plot scenes. The battles are pure strategy, with your characters moving across a squared arena a little like chess pieces, the terrain and

vour personal speed affecting how far you can move. You battle it out with the usual range of swords, axes and spells, and the more you fight, the better

your fighters get, which is where the RPG elements emerge The GBA game isn't a conversion of an official part of the saga. Rather, it's an original tale that takes place between Episode Six, Ogre Battle 64, and Episode Seven, Tactics Ogre. It's based around the island nation of Lodis, where for the last decade the government



peoples of the surrounding area to the worship of St Lodis at the point of a sword. The game takes place on one such locality, the island colony of Ovis where the poor live under the iackhoot of Lodis

island's divided by near-impassable mountains so travel to the area inhabited by aristocracy or the wilds

Mario game on the Advance

vet. Well, there was the

brilliant Wario Land 4, but

we've yet to see a brand-

new game starring Mario.

dominated by monsters is almost impossible. The Ogre Battle training mode is there, but on the Advance, you can

also train against human opponents via a link cable. Both players need a cart and a saved game, but both earn the rewards of battle. The only



you might just

Sakura

win a prize.



problem with the Ogre Battle saga was that in many games, the story sections were almost non-interactive. giving the games a stopstart feel. If developers Atlus can solve this problem, it could be a real cool customer.



METROD IV

Is this a game that should have been left to lie?

The Metroid series of games has an incredible pedigree. debuting on the NES in the mid-Fighties and appearing on most Nintendo consoles since. Judging by what we've seen of the Game Boy Advance version though it might have a better past than present. The game takes place after Super Metroid and although Samus is back, one wonders how his armour once again fused with a Metroid when they died out at the









MACIGAL VACATION

We're all going on a Summer holiday...







This one hasn't got a UK release date fixed, but it's announced in the States and already out in Japan No. change there then Magical Vacation is an RPG starring 16 young pupils at the local magic school. You're free to change the name and gender of the lead character, so if you really want to, you can pick a boy and call him Harry Potter When attacked by

roving monsters, you're forced to flee to a parallel dimension called the Plane of Light. The group is separated, and it's up to you to reunite them and lead them back to Earth.

There are plenty of subquests to tackle, and as you not recruit more and more missing students, further plotlines unfold. Battles are big on magic. To cast spells, you combine

the 16 magical elements such as Fire, Water, Insect and Sound, All elements have an Elemental Spirit, which can be befriended and summoned during the game. Your own elemental alignmen't can be 'traded' over a link

cable to

further enhance

your party. The GBA is rapidly becoming THE platform for exciting RPGs, with Breath of Fire and Golden Sun already out there and lots more in the pipeline. Magical Vacation looks set to take its place at the forefront of the genre's handheld revival.





FAAAALL IN

Mario's on a roll, with his second Advance platformer taking the Advance by storm. But where should Nintendo take Mario next? The GBA crew give some sound advice...



IAN OSBORNE

Anyone remember Mario RPG? I'm not after a conversion, but a role-player set in Mario's world would go down a storm on the GBA. All his abilities could be found and used, and maybe it could draw together a few loose ends plot-wise?



JAMIE WILKS

Sports games could be a good idea. Mario has had golf and tennis games before, but how about a five-a-side football game with the whole gang? You could pick your team from all the classic Nintendo characters!



HN HAGERTY

I think Mario should actually start work as a plumber. He could spend all day driving round in a knackered Ford Escort van, turning up several hours late for appointments and then over-charging irate customers. Dunnoi fi ti would be much fun, though!



MON BREW

I'm more than happy to let Nintendo do whatever they see fit with Mario. I'td be nice to have some GBA-exclusive stuff rather than SNES ports, but I'm convinced Nintendo could pull off a Super Mario Lawn Mowing Competition and still make it a must-buy.



DLIVER LAN

Send Mario into Outer Space! He can dodge asteroids and ride on comets for a change. Not quite sure how the jumping on platforms would work in zero-gravity, but I'm sure they'd work something out!

Grand Theft Auto topped an online poll of what old games Advance gamers would like to see on their handheld, grabbing over 32% of the vote. The top games were:

- 1: Grand Theft Auto
- 2: Elite
- 3: Tempest 2000
- 4: Barbarian 5: Monkey Island
- 6: Sim City
- 7: Civilisation 8: Stunt Car Racer
- 9: Paradroid

Fans of the starship trading game Elite will be pleased to know its creator David Braben was already considering a conversion, and Prism are already working on Grand Theft Auto 3 for the GBA. Here at GBX we reckon Stunt Car Racer and Sim City would be incredible on the Advance, though Civilisation might prove too ambitious for the small screen. Here's hoping MicroProse prove us wrong





defenders of the Gr

Could this be the Advance's crowning strategy glory?



The PlayStation2 saga spawns a GBA sequel SOVENCE

It had to happen. The surprise ending (and commercial success) of Konami's Zone of the Enders on the PS2 made a seguel inevitable, though no one expected the series to move

onto the Advance. ZOE 2173 Testament is already out in

The original game took place in 2172, so this one's definitely a seguel and not an isolated aside from the



おはようございます!

まだ自己紹介をしていませんでしたね?

main storyline. The 3D perspective has gone, in favour of an action-RPG-style 2D game.

Next month we'll bring you an update of this one, which is expected around

Easter, thought he title may change.

sieges, sword-

The hard-punching pugilist comes back for one more bout...

Can it really be 25 years since the monosyllabic bruiser whose main boxing factic was to block punches with his face first stalked the cinemas? Well, quarter of a century on, Rage Software has snatched the rights to bring the big-screen hero to our small-screen handheld. Rocky's coming to the GBA, and he's in a mean mood! The game will feature all of the characters from the five Rocky films, namely Apollo Creed, Clubber Lang, Ivan Drago and Tommy Gunn. There's a variety of single and multi-player game modes,



sequences and

following on the

16-hit machine

get hold of

tournaments. It

built a sizable

but was difficult to

due to its

(Mirrorsoft) going

down the tubes

soon after it was

released. Hopefully

version will be

respected for

its gameplay,

shops.

but easier to

find in the

the Advance

iust as

ADVANCE PREVIEW

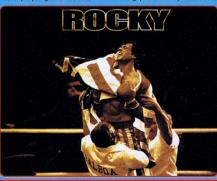
original

publisher

jousting

including Movie Mode, **Knockout Tournament and Exhibition Bout. Training** modes are available to enhance your boxer's skill and stamina. We've no screenshots at

present as the game's still a way off, but rest assured we'll bring you a full update soon.



TOP GUIDANE PREVIEW FIRESTORM

A new game from an old film...

An unknown enemy has been making attacks on various facilities belonging to the USA and her allies Our best pilots have been brought here, to the Navy's Fighter Weapons School. otherwise known as Top Gun, to hone their dogfighting skills in order to combat this threat. The Top Gun tutors have created a number of possible scenarios in the campaign against the terrorists in order to prepare you for actual combat. These simulated missions take place at a number of locations around the world to make them as authentic as possible. Treat these simulations as if they were the real thing. If you are shot down, or you fail to complete a mission objective in time, you'll fail the





The link cable is utilised via a two-player dogfighting mode where you can take on your mates in a fight to the death. There's also an Iceman Mode where you compete against Iceman's scores, just like in the movie. The Color game played really well, but no one could accuse it of being too easy. We'll find out how the Advance version shapes up early next year.



SHINING SOUL

The Shining series Shines on the Advance...

The Shining series of games made their name on the Sega machines, but the latest offering, Shining Soul, is coming to the Advance. It's an Action RPG in the Shining Wisdom mould, but looks set to improve on its ancestor's weak visuals. The most significant Advance enhancement is



the ability to link with up to three other players. Choosing an Archer, Berserker, Magician or Warrior, you can fight the good fight with your friends on the GBA. Shining Soul is due for release in the Spring in Japan, so don't expect it before Christmas 2002 here.





JAMES POND FOR THE ADVANCE

Another happening hero

from the 16-bit era is coming to the Advance, this time courtesy of Creatures Labs and Swing! James Pond wowed on the Amiga and Mega Drive in the early Nineties, and could well do so again Our piscine pal starred in a series of platformers, debuting with The hilariously-titled James Pond: Bubble-O Seven. The Advance game is to be a conversion of its sequel. Codename Robocod. Screens from the Amiga original are shown here.





EXCUSES, EXCUSES...

Remember the Pokémon single Gotta Catch 'em All by 50.Grind, which was tipped for the Christmas No 1 spot and covered in Issue Seven's Kit Bag? Well, it failed miserably, entering the charts and No 57 and went nowhere fast. Why? Apparently its distributor (the people who deliver it to shops all over the country) was forced into voluntary liquidation two weeks before the release and its replacement couldn't get them out in time. The fact that the record wasn't very good didn't help either.

KONAMI COLLECTOR'S SERIES ARGADE ADVANCED

Old-school action from the arcades of vestervear.



Here at GBX we find retro compilations a little tiresome. Sure, they're good for nostalgia value, but do they really offer value for money? We have our doubts, but Konami Collector's Series: Arcade Advanced might just break the mould. Why? It has six games, will sell for less than the usual £35 and the titles on offer have been put together with a decent amount of thought

The collection is heavily biased to shoot-'em-ups, with side-scroller Scramble, into-the-screen Tempest clone Gyruss and the eightway scroller Time Pilot. Yle-



Ar Kung Fu is an all-time great fighter, and Frogger is a fair platform-style offering. Finally, there's Rushn Attack. Never heard of it? Well, outside America it was known as Green Beret...

We doubt Konami Collector's



Series: Arcade Advanced will take the world by storm, but if the collection's well put together, it might just make a worthy cart.





NEW ADVANCE

To celebrate the opening of a new Pokémon Centre in New York, Nintendo has released a brand-new Pokémonbranded Advance. It's called the New York version, and won't be released outside the States. But then, as it's a disgusting pseudo-gold monstrosity that looks like a cheap

Christmas tree decoration.



SHOP A PIRATE

Ever seen those Game Boy carts that offer dozens of games on one cart? Ever bought one? Ever got it home and found not all the advertised games were present, or that the cart didn't even work? You've been conned by a pirate! The games industry has got together with Crimestoppers and set up a confidential phone line so people can report pirates. If you know of anyone dealing in pirate games, videos or CDs, call Crimestoppers confidentially on 0800 555 111. There might be a reward. According to Roger Bennet of **ELSPA** (European Leisure **Software Publishers** Association), "To many, the guys selling pirate computer games are harmless Jack-the lads offering a good deal. But it's completely false and thousands of shoppers every Christmas fall for it. These con men couldn't care less if the games don't work, and they don't care if the supplier of pirate CDs is also a drug dealer. In fact, they only care about filling their own back pockets with cash".



THE THREE STOOGLES

Classic comedy capers on our happening handheld!





Top Game Boy developer Crawfish Interactive has teamed up with Cinemaware to bring several old Amiga

games to the GBA. One of these is The Three Stoogies, a game where you take control of the comedy trio and try to raise enough money to ensure the orphanage doesn't have to close. The Three Stoogies had a film career spanning 40 years, from 1930 to 1970, and are among the best-loved slapstick stars of the black-



BOVENCE

and-white era. Plenty of material to draw on, then, Incidentally, Cinemaware once produced a Game Boy Color Three Stoogies game, but it was never released.







Competitio **WIN A DATEL ACTION REPLAY GBX!**



Yknow readerz, there are several ways of using an Action Replay GBX. You can switch it on as soon as you get a new game, and plough through it in record time. You can complete a game without using an Action Replay, and then use the cheat cart to go back and find things you missed or open up new characters or areas. You can leave it alone until you're stuck, cheat our way through an awkward baddie and then switch it off again or use it to get the hang of a difficult level, then turn it off and play that stage again without cheating. Some codez let ya slow the action by pressin' that lil button on the top of the cart! However you use your Action

Replay GBX, you'll find it the most useful tool in the Advance gamer's armoury. It's not just a cheat cart, it's a whole game enhancement system

Sakura

Sakura has five Action Replay GBXs to give away. To stand a chance of winning, answer this simple question:

Who appears on the box of the Action Replay GBX?

Mario



When you think you know the answer, ring our Action Replay GBX Competition Hotline on the number given here.

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only.

Lines open on 6th February 2002 and close at midnight on 6th March 2002. The editors decision is final and no correspondence will be entered into.

MAX STEEL

Fighting fit on the Game Boy Color...

Max Steel a new superhero for the new Millennium. After an accident Max is enhanced with nano-tech bionics which gives him supersonic nowers - and if that sounds like a cross between The Six Million Dollar Man and Captain Scarlet remember there's nothing new under the sun. The game's plot's nothing new either: it's just an

uncomfortable mix of any run-of-the-mill superhero or spy effort. Let's ignore it and get straight to the game itself. There are 11 levels to tackle, and all the fearsome

> foes from the TV series are there. It offers an interesting mix of genres too. combining blasting levels, underwater exploration and platforming. Whether it's a jack of all trades but a master of none remains to be seen

PREVIEW

Mud-'n'-guts racing on two wheels...

It's pencilled in for an American release, and it's a prime candidate for coming out over here too. Motocross Maniacs Advance is the GBA update of Konami's Color Motocross Maniacs series, and it's looking really wild

With explosive weapons and fast arcade racing gameplay. players must take control of one of six riders and wipe out the competition using racing skills and well-placed obstacles. Motocross Maniacs Advance supports up to four players simultaneously, so friends can race together to see who becomes the dirt bike champ



REMOTE POSIBILITIES

Nintendo intend to use the GBA as (and we quote) 'a digital broadcasting remote control'. What this means in plain English is by using a special cart, players can take part in interactive TV quiz programmes and answer questions from home. Recorded data is stored on the cart, and can then be transmitted over the Internet for scoring purposes. As usual, possible links with the GamneCube are unconfirmed. An exciting innovation? We think not. There seems little you can do with your GBA in this respect that you couldn't do with a touch-tone telephone, but maybe they'll prove us wrong.



What's more, players can pick

up more than ten different

power-ups during the race,

helping them to nitro boost

with land mines or missiles.

interpretation of the sport,

screenshots, it could play more

Not exactly a traditional

like a platformer than a

then. Judging by the

ahead or blow up competition



Tolkien's epic tale heads for the handheld...



the King (Christmas 2003). The licence grants EA the exclusive rights to

develop and publish videogames based on the movies for next-generation consoles and handheld platforms. A GBA version is a dead cert (it arrives late this year), but hopefully they'll do a Color game too. They did with Harry Potter, and



EA will launch the first of its games in Autumn 2002, in conjunction with the second motion picture, The Two Towers, Information on the subsequent games will be announced at a later date.

BLACK GBA

Japan is awash with new Advance colours and they're starting to make an appearance in America too, but for the UK, there's still only the four launch designs. The latest release in Japan is this black GBA, which frankly looks more yukky brown to us. Oh well. You can probably get Japan-only colours in your local import shop or over the Internet, but don't hold your breath waiting for them to be released over













FIVE COPIES OF BE **MUST RE WON!**

One of the most popular RPGs on the SNES is now out on the GBA. Breath of Fire chronicles the adventures of young Ryu, last surviving member of his warrior clan. He's sworn vengeance on those who destroyed his tribe, and with your help he might just succeed!

We've teamed up with Ubi Soft to bring you a great Breath of Fire competition. Five lucky winners will bag a copy of the game. All you have to do to enter is answer this simple question:

• What sort of game is Breath of Fire?

A: A Tiddlywinks Sim **B:** Hide and Seek



When you think you know the answer, ring our Breath of Fire Competition Hotline on the number given here.

9064 7744

Mountain

island

worlds as

well as an

where

the locals live

The combat system is

weapons you have

gimmicks, like large

pretty freaky too.

Instead of

for rock-'n'-

roll

Fruit and vegetable action? Surely not?

No, this isn't an early April Fool's joke. Honest! There really is a game called Tomato Adventure, and it's already out in Japan. You play Demiru, an eightvear-old boy from a village in

the Ketchup Kingdom (!). Everyone in the Ketchup Kingdom is a child, including Demiru's close companion the lovely Pasaran. She's been kidnapped by the evil Abira you must journey to his castle to find her. Your journey takes you

through six locations.







magnets. Shades of Looney Tunes, perhaps? The link mode is supported via a card game which resembles the old scissors, stone and paper game.

Frankly, we've no idea whether this will ever get a UK release, but more and more Japanese RPGs are being translated. Let's keep our fingers crossed - it sounds good in a freaky kind of way.



Could it be the fastest driver yet?

A group of drivers and teams have split from the Formula 1 championship, after being held back by rules and regulations for too long. Races have become boring, with excitement, overtaking and pure racing at an alltime low. The new racing league has been condemned by the FIA as too dangerous, and banned from using circuits around the world The races take place in and around major cities. The cars use all the technology available today, to increase speed and downforce. With less stringent rules, teams have worked in different directions, creating a wide variety of enhanced supercars This is the world of





Downforce..

Sounds like a great premise for the game - especially for its publisher, who can make what's effectively a Formula 1 game without having to pay for the licence. But what does it offer the Advance gamer? Well, there's four modes (Arcade Trophy, Free Race, Time Attack and Championship), six main playable cars and drivers with four more hidden, ten racers on the track at any one time and three difficulty levels. There are six tracks, with two routes per track, and two hidden courses. The GBA has yet to fulfil its

potential in the serious racer genre. Maybe Downforce wil break the mould

OVCIOCAS ICWS

Sakura's back with more happening carts from around the world...

Hey readers! I just gotta tell you about Nancy

Drew: Message in a **Haunted Mansion** on the Advance! You play Nancy Drew, and you're out to help a friend move into an old Victorian mansion - and there's something fishy going on. The game's a classic pointand-click adventure. Drag your pointer over the screen, and if you find something interesting, it turns into a magnifying glass - zoom in and investigate. It's not perfect. It lacks a strong opening and there are too many locations that only exist to make the map bigger, but overall, it's worth a play. It's out in America too, so there are no language problems. Over on the Color, there's Diva Starz Mall Mania. For those who don't know, the Diva Starz are toy dolls with attitude - they're real kewl chix. Playing each of the four girlz, Alexa, Nikki, Tia, and

Summer, you must get them

ready for a



show. To do this you must tackle a series of sub-games. The dance level where you reproduce button sequences Parappa the Rappa style is the best. Complete the game with one character and you can tackle it again with the next, until all four divas make it to the fashion show.

It gets

harder as you progress, but in truth, it's too easy from start to finish. For die-hard Diva Starz fans only.

Monster Mash

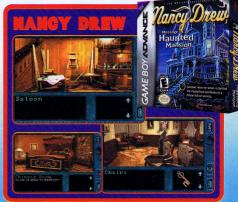
Fans of the Monster Rancher series on the big consoles will feel right at home with Monster Rancher Advance, though this isn't altogether a good thing. The series hasn't really progressed any as it moves to the handheld, but hey, that won't worry those who've never played a Monster Rancher game before. You play a monster trainer who must create and train a creature and enter it in gladiator fights. Monsters are randomly generated by entering a four-letter word (the big console versions used audio CDs), and up to four players can link up for individual and tag battles. There are over 400 monsters in the game, some of which can only be found by combining existing creatures

When your monster gets old, it tires easily and gains less from your efforts to train it. It's time to retire the old champion and start a new one from scratch.

A bit more plot wouldn't go amiss here. The big console versions had missions you could undertake as well as gladiator fights. Even so, this will appeal to Monster Rancher fanatics who want a handheld version and also Pokémon fans looking for something a little different.

Sakura





DATELTA CITY, IS UNDER ATTACK... WHO CAN SAVE DLANET EARTH NOW?















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camera

GAME BOY COLOR

equipment, the Nintendo Game Boy. For whilst it may play top games 'til its heart's content, it's also got some other tricks up its sleeve. You can take pictures, plan your weekend, send e-mails – in fact, you can do much more with your Game Boy than just play games. Let's investigate...

Say Cheese

One of the increasinglypopular talents of the older Game Boy was the fact you could plug in a speciallymade camera and take digital pictures of you<u>rselves</u>. The camera is a nifty little device that slots into the cart slot on your console, and then it's a case of taking your snaps and watching them appear on the screen. Sadly, and despite the very best intentions of the folks at Nintendo, there was one fundamental flaw with this. The pictures the camera took were decidedly lacking in quality (and that's being kind), and whilst they were certainly recognisable, they were too grainy to be of much use beyond sheer novelty value.

However, for those who persevered and shelled

out for the unit, Nintendo also sold a printer to go with it. Unfortunately, despite the reasonable

quality of the unit itself, it could only work with the tools it had. Printing out images taken by the aforementioned camera is hardly enough to affect the Kodak share price. It worked well for the younger audience, who hadn't fiddled around with such gadgetry before, but even they would be seeking

something with a bit more power in a pretty short space of time. Kids are getting fickle like that, y'know. A quick word for those curious enough to want either the camera or the printer - they're notoriously tricky to track down these days, and you may have to do some hunting on the Internet or searching round the second hand and bargain shops to be able to get them.





Meanwhile in Japan...

over here, but here's a nifty use for the Game Boy Advance over in Japan. Taking advantage of the substantially-enhanced audio capabilities of the Advance, EZ Talk is a device that aims to teach English to Japanese students. From the developers also responsible for F-Zero. Maximum Velocity, it works by putting the user in the shoes of a schoolboy who tasks such as putting his clothes on and making sure the dog is suitably nourished. All the while you must listen closely to the instructions you're given. A nifty idea, although fact it spans six carts and retails



for the equivalent of two hundred notes means it's not something you're likely to trouble your import shop

Also from Japan, and likely to stay there, is Star Communicators. This one's from Konami, and is effectively a GBA-based virtual pet program, albeit quite a sophisticated one. You communicate with your creature through, er telepathy, teaching them the ways of life and watching their emotions



develop. Crikey. Any parents out there will happily confirm this is not their idea of a fun game. The extra twist is added by the use of the link cable, which allows communication between creatures on other GBAs, who may even go on to develop a relationship. Even if that relationship is based on pure hatred. Again, you need to import it if you want it, for the chances of getting it over here are roughly equitable to zero







Get Yourself Mailing

Time was that to access the Internet you needed a PC that didn't leave much change from a grand, and a jar of cash too to pay for the phone calls you need to actually get online. When Sega launched their Dreamcast console over here back in 1999, much was made of the fact it could go online, and even now, there

are squabbles between Sony and Microsoft over the online capabilities of their respective machines. But what if we were to tell you that you could send and receive e-mails without the need for all of that? And what if we told you that you only needed a Game Boy, a phone line and a

utility from Datel to do it? Well, we can assure you, it's entirely true.

The gadget in question is the World Port. To get it working, you need to slot it where you'd insert your game cart, and then clip in the enclosed phone lead. The other end of the lead then goes into the phone socket. Following a quick call to the Customer Helpline to set up your account, you have your own e-mail address. You can then enter your mails using an on-screen keyboard, manage your top-up cards (you get a £5 card in the box) and keep your own contacts book too. It's all topped off with a built in calculator. Er, we're guessing that's more to help you with your sums as opposed to anything to do with the e-mailing, though.





Girls Only

break, fellas, as the laydees. Mary-Kate and Ashley Pocket Planner is the cart in question here,

and there's little chance you'll mistake this for a game. Personally, I've no idea who Mary-Kate and Ashley are, but they do seem rather keen to keep people organised with their handy mobile organiser

It encompasses such vital facets as a Crush-O-Meter, where you point the device at someone and it tells you whether you should have the hots for them. The boss keeps

trying this feature on himself, y'know. You can work out how compatible you are with your mates (in a strictly friends-only kind of way), there's the infrared feature for sending secret messages and it's got quite good pocket organiser features, allowing you to store important dates and phone numbers. It throws in some reasonably diverting games as well. Sadly, this only works when the Game Boy is switched on, and lacks the alarm feature of the SmartCom. Nonetheless. we suspect its target audience will quite enjoy it. It's okay chaps. You can come back now. We've finished this





Assistance ersond

This one's so simple, we're surprised more people haven't thought of it. Given the compact nature of the Game Boy, wouldn't it be cool if it could act as a mini personal organiser, able to store important dates and phone numbers? Again, it's perfectly

possible, although the SmartCom can do even more than just that. It's billed as a 'Personal Communicator and Digital Assistant', and again, it's a bit of a multi-talented beast. Living in the cartridge slot on your Game Boy, it first of all acts as a

> calendar/diary, with an onscreen keypad letting you store in appointments and birthdays. that sort of thing **Furthermore**

included as well as a phone

directory But that's not all. You can use your Game Boy as an alarm clock too, whether it's switched on or not. The battery back-up system in the machine stores the current time, and the time you want the alarm to go off. It makes plenty of noise to make sure you get out of your pit/bed/squat on time. And just to show off, the SmartCom also utilises the infrared port on your Game Boy, either to transfer messages or to control your TV and video (we kid you not). That's enough to drive

parents/spouse/partner-in-

crime mad, we reckon. The icing on the cake is the fact that this works with all Game Boys, whether they be the old style. Pocket. Color or Advance. And whilst only those with a Color or Pocket can take advantage of the remote control and messageexchanging service, there's still plenty packed in for your money.



. 0 = 4





Lost in Music

If you've got rhythm in your bones and want to get melodic with your handheld, Jester Interactive, through Rage, will shortly release the latest in their music creation franchise, Pocket Music. Jester's curriculum vitae includes the likes of MTV Music Generator on PS2 and the Music series on PSone. For the GBA outing, you can create your own tunes utilising the various in-built samples, drumbeats, basslines, melodies and other musical instruments. Once completed, you can then easily save them to your cart

Clearly we're not going to get the sophistication of Jester's PS2 title here, but it



could be diverting enough to warrant some interest. Certainly at this early stage, they don't seem to be skimping on the features, and whilst clearly it's going to rise and fall on the quality of the audio it pushes the hardware to produce, by early next year we could all be sitting at the top of the charts. They're building in a copy of Eminem's 'My Name Is' too, if you're interested. Also on the musical side is a little something from

Nintendo themselves, which isn't confirmed for UK release, but that could change in the near future. It's called Game Boy Music, and will come bundled with pocket speakers too, as well as building in around 50 sampled musical instruments. Again, you'll be able to save your work to your cart. So not only can your Game Boy play a mean game of Mario, it can also make you a star! Simon Brew









Who Does What

EZ Talk

Game Boy Camera

Game Boy Music

Game Boy Printer

Mary-Kate and Ashley Pocket Planner

Pocket Music

Smart Com

Star Communicator

World Port



Nintendo Nintendo Nintendo Nintendo

Acclaim

Rage/Jester Interactive

Datel Konami

Datel





At the end of each level, jump! The higher you reach as you go through the finishing post, the more bonus goodies you get!





DAMAGE:E	34.99
ON SALE:IITH FEBRUARY	2002
WHO:NINT	
TYPE:PLATFORM	GAME
NO OF PLAYERS:	1-4
SAVE SYSTEM:BATTERY BAC	K-UP

He's back, and if you've got any sense, you'll be raiding your piggy bank very shortly. Simon explains why the return of

nd just how eagerly have we been awaiting this one? Thus far on the Game Boy Advance

we've been treated to two Mario outings, with Super Mario Advance and Mario Kart Super Circuit both winning many plaudits and easing themselves onto the must-buy list for GBA owners. However, they're going to have to make some room on the podium now, as Super Mario Advance 2 is, quite frankly, absolutely superb. Read on, and we'll tell you why. We're nice like

The game is, as most of you

already know, a port of the Super Nintendo classic Super Mario World. This was the game that launched the SNES, and rightly won skyhigh review scores when it first appeared. Yet instantly this raises worries - are we just getting another port of an old game rather than some new, groundbreaking software? The answer? Of course we are, but this game was, and still is, something very special indeed.

It kicks off with an overhead map screen from which two levels are initially available. As you complete levels,



Yoshi barfing out his lunch. What a delightful chap.

further avenues on the map open up, which leaves you more than one way of getting to the end of the game. Suffice to say, when you do finish it, you'll more than likely find yourself going back and trying it a different way. For now, you just pick your level and jump into the action.

The main game is familiar to anyone who's ever played a Mario game at some time in their life (er, assuming that game wasn't Mario Golf or

something like that). You start as a small plumber, with platforms to negotiate, baddies to beat, power-ups to find and secrets to discover. As you bumble along, you notice some blocks have question marks on them. A swift head-butt later and you collect some coins or unlock

a goodie. The old favourite of the mushrooms is still there, and when you

Coin Collection

Come on, you know the score. Those coins that litter Mario's world are there for a reason. Collect 100 of them, and you're rewarded with an extra life. You know it makes sense.









Remember that one of the buttons on your controller allows Mario to speed up. But whilst it's tempting to zip through as fast as you can, remember that danger lurks around most corners...

MEWS

Push that Button!

Occasionally you find a great big button. Our simple advice? Press it! For instance, at the start of the game, if you choose to battle through the level on the left of the map, you open up an area with a great big button to press. Do it, and all the dotted line boxes throughout the game become solid platforms that Mario can jump on. Trust us on this - you'll be grateful you did.











pick one of these up your Mario doubles in size Suffice to say. contact with a baddie shrinks him back to

You can't accuse the Mario

normal, and further contact sees you scuttling to the Yellow Pages in the sky. Super Mario World, however, was the game that first brought us Mario's companion, Yoshi, and he's

here in all his green-ness. Yoshi's tongue is capable of making mincemeat of many baddies, and you also discover snacks along the way that only he can eat. If he eats enough of them, he unveils more goodies for your attention. That's not the only first, though, as this is also the game that first introduced the flying Mario!

First he needs to find his cape, natch, so look out for the feathers that occasionally pop up, as you need to perfect your aviation skills if you want to get out of some of the tight corners that game tends to put you in. The levels are

extremely varied, from the happy daytime platformbased levels to climbing your way through a dimly lit cavern. There are end-oflevel baddies hidden in some



creators of skimping on the surprises this time around. Always pay attention to what's happening on screen - look for secret tunnels and trying going up and down pipes. There are plenty of hidden extras throughout the game, and whilst it's quite possible to get to the end without finding one of them, you really would be missing out on some

of the fun!

Surprise, Surprise







63X



Try the pipes! When you land on top of a pipe, press the Down button. Sometimes you find a hidden room laden with

Make Your Choice!

Here's something a little different for the GBA version – you can go through the game as either Mario or Luigi. There are slight

differences in how each character plays, and no doubt more hidden secrets to unlock with each character too! Also, the end sequence is slightly different on the Advance -

























areas too, and levels where the plumber can go for a bit of a swim. And then there's one of our favourites, the haunted house, which shows a level of thought and design that you simply don't get in many titles in the genre. Indeed, considering the basis of Mario Advance 2. it's hard to know whether to be delighted at the sheer quality of what's packed onto the one cart, or frustrated that a decade since the game first appeared, there's still very little to top it.

If you haven't guessed by now, we're of the opinion that Mario Advance 2 is a top quality platforming game. It's very easy to get into. The controls take little adjusting too, and whilst the graphics may make this look all bouncy and cute, there's a jam-packed game underneath it all. Indeed, it's fun just to explore, as the creators have injected so many little extras in the game you're encouraged to just potter around and see what you can find.

As for the downside, it's genuinely hard to find fault with anything, except it's another SNES port. Genuinely, we've only begun to scratch the surface with this review, and so whilst we can definitely say that there isn't much new to see, it's pretty-much a moot point in this case. If you were a bit tight, you could argue that the game's tendency to throw extra lives at you is a little over-generous, and it won't take you forever to get to the end of the game. But again, we can genuinely see ourselves coming back to this for the next few months. For what ultimately sets Super Mario Advance 2 apart from all the competition on the GBA with no exceptions, is its superior gameplay. Rarely have we had the pleasure of sitting through such a challenging, enjoyable and addictive game as this. Virtually everything is spoton. The learning curve is pitched perfectly, allowing

The start of the haunted house level. guaranteed to keep you on your toes



advanced players to zip An end-of-level baddie. You beat him by simply pushing him off the edge. Easy, huh?



ease, whilst pop-up text boxes teach beginners the ropes. Then there's the factor we've always admired in Mario games - they're incredibly fair. Only this issue we were met by the ruthlessness of Big Trouble in Little Bedrock, itself a promising platform game let down by deaths that you can't avoid. There's none of that here. Every time you die in Mario - and you do it a lot - it's entirely your fault, no questions asked. Sure, you'll shout and scream with frustration from time to time, but on each occasion, the blame lies no further than your fingers. Super Mario Advance 2 is an absolute stonker.

through the early part with



played it to death on the SNES and don't want it on a handheld, you must - repeat, must - get hold of this. Never mind the fact that it's a SNES port, it's simply one of the finest adventures Mario has ever embarked on. And you'd be a fool not to join in. Not one of us in the office thinks otherwise.





20

Uppers

- Fantastic entertainment.
- + Loads to explore. Utterly addictive.

Downers - A SNES port.

Summary We can't make it simpler than this. Mario Advance 2 is brilliant. Now get off and

Unless you







DAMAGE:	£34.99
	.22ND FEBRUARY 2002
WHO:	
TYPE:	
NO OF PLAYERS	
SAVE SYSTEM-	PASSWORD

Green, plastic and dangerous, the Arm return once more. And as Simon discovers

ven the biggest fans of the series would admit Army Men games tend to be very hit or miss affairs. Fortunately, whilst it shoulders its fair share of flaws, the latest outing for the little green soldiers is one of their better days at the office

The basics are pretty much the same though. The Green Army - that's you - are good whilst the computercontrolled Tan Army are bad. This latest chapter of their ongoing conflict takes place across 17 levels, in locations as diverse as the jungle indoors and the city, which all show off the graphical capabilities of the format with some skill. Furthermore, they also prove a varied backdrop for the main action without ever actually getting in the

Each mission kicks off with a set of objectives which need to be completed before you can progress, and you can call up a map or a refresher at any time. Even several games down the line, the control system takes some getting used to, and isn't conducive to those moments where you need quick reactions to get out of a tight spot. Nonetheless, the game is still quite good fun to play. It's

more about running and shooting than anything else, although thanks to the brand-new Stealth Mode and the lack of precision controls, it's easier to take the

enemy out with a knife rather than aim a few shots in their direction. Still, there are lots of nice touches to the game. The multimedia side has clearly been lavished with attention. and despite the small ingame graphics, the level of detail is admirable. Furthermore, the variety of weapons and vehicles adds a

little more spice to the



proceedings, and the high concept of toy soldiers fighting real wars is still sufficiently intriguing at first.

but far from an out-and-out classic.

Sadly, the game tires

through the frustration at

being killed despite trying to

avoid trouble, and the fairly repetitive nature of the gameplay. Fun for a while



hat's in the Crate

As you make your way through a level, every now













Uppers



- + Bright graphics
- + Frenetic action. + Decent sense of humour.

Downers Flawed control system. A bit frustrating.

Not bad, but the high production values and varied gameplay are betrayed by that lack of something special.

Summary





DAMAGE .8TH FEBRUARY 2002 MIDWAY GAMES

Get your seatbelts on and prepare for another unspectacular, familiar journey through racing game land. Your tour guide? Simon Brew...

h, the latest in the Cruis'n franchise, and the first to hit the GBA. Sadly, those looking for a quality racing game are in for a disappointment, as Cruis'n Velocity is just another tired. underdeveloped racer coupled with a £35 price









00 03 42

Only in seventh place, and about to cause a pile



various races. aiming for victory. Do really well

and you can unlock other cars and such like Sadly, the long-term challenge

of the game is negated by uninteresting course design slightly unfair handling and the jerky scrolling that manifests itself at key moments when the screen fills up. And this is a shame, for at times, when you temporarily forget such faults, the game is quite good fun to play. It never threatens



supposed to be Las Vegas!

to become a classic, and is leagues away from dislodging the likes of Mario Kart as our top racing game, but it did still have its moments.

Blues Cruise

damned good brakes.

But then those irritations, and

Pick Your Car! Adding an extra tactical twist when you select your vehicle prior to racing, you have to take in consideration the strengths and CAR-TYPEweaknesses of each. Okay, it's hardly an act of world-shattering SPEEDER originality, but to be fair to the developers, it does make a difference in practice too. So pick carefully. And you boy racers out there might want to get a car with **GOMIDWAY** ACCEPT B BACK

a general feeling of déjà vu kick in once more, and it's hard to justify forking out so much fun for something vou've seen several times before. Sure, the Cup Mode and the link option prolong the longevity of it, but that's countered by the fact that it doesn't take long to get into the swing of things, and that sends the difficulty level hurtling towards the floor. Don't get us wrong here -Cruis'n Velocity isn't particularly bad, it's simply not that interesting and certainly nothing worth forking out so much money for. In short, borrow it off a mate if you're curious, but make sure you're rich before you fork out for a copy yourself.



16217

11111

Uppers

Reasonable to play.

Decent in two-player mode.

Fun for a while.

Downers - Nothing new.

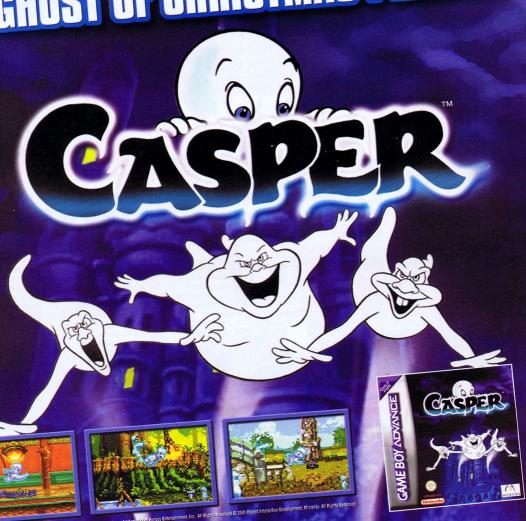
did we put that map?

Summary

It ain't bad, but there's nothing you haven't seen before. For completists and the rich



A GHOST OF CHRISTMAS PRESENT



ALSO COMING SOON









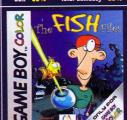


















Pres SPODE 4 on RARON



It's a puzzle game, it's Japanese and it's absolutely bonkers! Jamie takes a look at Puyo Pop...

fourth is added to the challenge. Your opponents



New tricks and tactics are introduced as the game goes on.

ver since Tetris sneaked its way into the original Game Boy's box, there's been a sub-culture of handheld owners who just can't get enough of blocksfalling-from-the-sky-type puzzle games. I'll come clean here: I'm not part of that sub-culture. Sure, I played

Tetris and it was pretty good, but can Puyo Pop offer much that its predecessors didn't? The basic gameplay in Puyo Pop is pretty familiar. Twopiece blocks fall from the top of the screen and you rotate and manoeuvre them

them on top of your existing pile. Each block is a differentcoloured creature called puvo (hence the name) When in a group of four they

disappear

hefore

positioning

and give you points. This is surprisingly addictive once you get the hang of it, but the real beauty of Puyo Pop is the little extras the game adds in

as you follow the single-

player mode.. A cut scene with cartoonstyle graphics introduces you to the world of Puyo Pop

with plenty of broken English that gives the game that true mad-Jap feel, As far as I can work out, you're a little schoolgirl with a pet creature who stumbles across a magical gateway to the land of Puyo Pop. Here vou meet various bizarre characters, with whom you have even more bizarre conversations which ultimately lead to you playing Puyo Pop against them. Did I mention this game's bonkers?

Rainbow Drops...

You start with three colours of puyo. Each time you make a chain of four puyo, your enemy is plaqued by a transparent puyo that can only be destroyed by removing puvo next to them. It's challenging at first, but you soon get the hang of things. However, just as you get to grips with three

different types of puyo, a

get harder too, and by the time you reach the end of the first world, the game's nicely balanced between being too challenging to really experiment with big chains, and not challenging enough to make it hard to win by sticking to the basics. World Two is an entirely different story. Here you're introduced to the eternallyfrustrating point puyo: transparent puyo that don't just disappear when you make a chain near them. Instead they're switched over to your opponent's side! Things start to get really tactical at this point, as creating new transparent puyo can play into your opponent's hands and give him the ammunition he needs to finish you off! It takes quite a while to get the hang of this new system, yet once again as soon as you do, the game throws the next challenge at you!

PUYO 103

Solo Session













To create multiple chains, try placing groups of three matching puyo together. Then it's just a matter of waiting for the right piece to set the chain off.

Speak No Good English!



000





Obliterate your enemy!

Four-Player Frolics

The single-player game is great fun and an excellent way to train for the multiplayer game modes. Puyo Pop supports up to four-player link-up which can be done even with a single

cartridge, although like other titles, you can't access the full range of stages and options without a cartridge for each player. The Multiplayer Mode is truly hilarious, and

offers hours of entertainment. You get a split-screen view of each

player's stack on your GBA, so you can see exactly which opponent is really in trouble and finish them off with that killer chain you've been building. My tip is to beware of the sneaky player keeping quiet in the corner; you never know where that next barrage of puyo is coming

Puvo Pop is puzzle gaming at its best. Sega has a game that's not only a fine example of a well established genre, but also offers new ideas and gameplay modes. Anybody who plays this for a few minutes quickly realises how much fun it is, and if you can convince a few mates to buy it too, there are few titles out there to rival this one in the fun department.

Jamie Wilks

Candy









Uppers

Several game modes.

- Progressive single player mode.
- Absolutely brilliant fun to play.

Downers

Maybe just a Tetris clone? Repetitive gameplay.

Summary

Puzzle gaming at its finest. Great presentation, great game modes, great multiplayer game modes and great fun!



Before each tournament, make sure you read the rules thoroughly. The rules include species, number of fish you're allowed to catch and factors such as that.



DAMAGE P34 99 ON SALE . .TBC .KONAMI TYPE: FISHING GAME NO DE PLAYERS. .BATTERY BACK-UP

ESPN GREE 111000018671

fishing. On a handheld. And as Simon finds out, it really isn't worth the effort.









Planet, is it?

But it's when you get to the fishing itself that the game falls apart. Once you're at the side of the water, a strength meter determines how far in your line is thrown, and then you switch to the aforementioned underwater view. Here, you simply tap at a button, attempting to get a fish's attention, until eventually you get a bite. And that's pretty much all there is to it. You need different approaches to catch the various fish, but they don't take long to learn, and the game quickly becomes repetitive. Sadly, that's just about your lot for your £35, and it

arrive at the conclusion that

it's simply not worth it. The game never really goes solves the problem of how to

successfully present a fishing game on the Game Boy and

keep people interested, and whilst Bass 2002 is by no means an unprofessional effort, it's simply too uninteresting to warrant too much attention.

You can't knock the graphical detail in scenes like this.







ournament

If you really want to test your mettle in the fishing stakes, you're going to need to take part in a tournament. The idea here is that



you read a long scrolling list of rules, find out what fish you're targeting and then aim to get the best catches in the time allowed. It's edge of your seat stuff. Honest.

nyone who's had the pleasure of playing Sega Bass Fishing on the

Dreamcast knows fishing really can work as a good videogame. It's not an easy fact to wrap your head around, but we assure you it's true. However, what made that particular Dreamcast game special was the fact you had a dedicated fishing controller to add to the fun. Now move it all across to the Advance. Small screen, no extra controller, just the thought of virtually

fishing

for a couple of hours? Hardly sounds like fun does it? And, frankly, it isn't. Yet it fails not for the want of trying to succeed. Graphically, for instance, the game is very good, from picturesque outdoor views to crisp underwater viewpoints. And there are some neat features too, including a decent linkplay mode.



doesn't take long to



Uppers

- The Best Fishing Game on the GBA
- Nice relaxing music

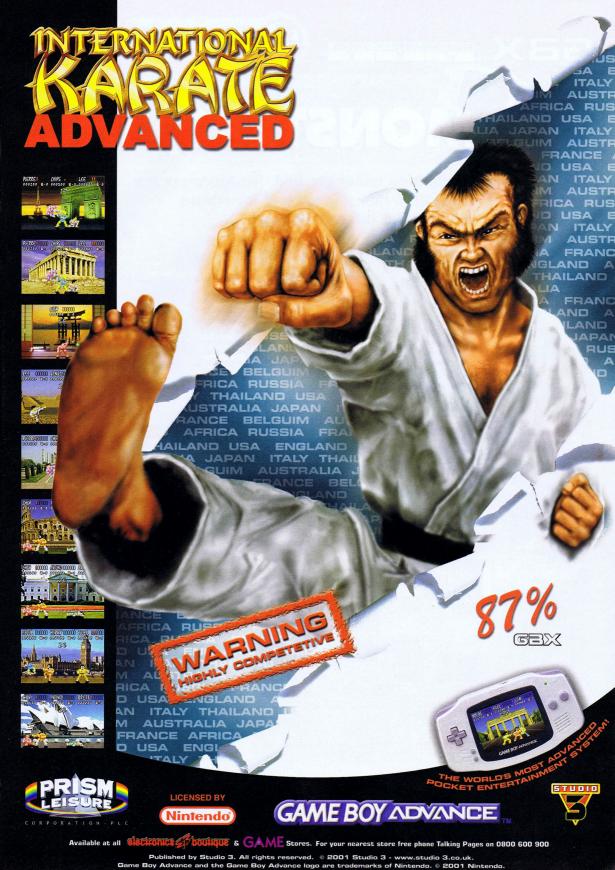
Downers

- Repetitive to play.
- Not much fun.
- **Vastly overpriced**

Summary

Even neatly sidestepping a 'smell something fishy' gag, Bass 2002 is simply an uninteresting iring and unessential game.







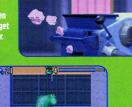
Quick, hide under the bed, the monsters are here. Oli's had a look, and monstrous seems to be the word all right...



A Classic Tale, No Less

Apparently Boo (a four-year-old kid) has returned to Monstropolis (guess who lives there?), and as a friendly green hairy Unfortunately, her door's been shredded (?) so you've got to get the bits and put it back together.

Makes perfect sense...





There's a lot of pushing boxes around in this game. Riveting.

Studios has become well known for its excellent, if a little shiny-looking, computergenerated movies such as Toy Story and A Bug's Life. And now

ixar Animation

assuming it isn't utterly crushed by a certain upstart young wizard, there's a new one to add to the list -Monsters Inc. It tells the tale of a world of monsters that are terrified of children, and by most reports it's another high-quality production. Unfortunately, there's nothing high-quality about the game of the film. Practically devoid of new



ideas, this is an action adventure with little action and virtually no feel of

In fact, what you get is more like a platform game except without any platforms - it's that exciting. Each of the levels has you trying to collect a certain number of special items (door pieces) to win, while avoiding the humans and monsters that impede your progress. You can shout at people to scare them for a bit, and occasionally shoot at them, but most of the time is just spent stomping about looking for things to pick up Perhaps they thought it was appropriate when you're controlling a big hairy monster that the game should plod along, but still after a few samey levels of this you're fighting sleep rather than anything interesting

Monsterzzz...

You may find in particular that the level design is poor, and that would be because there is no level design. It's a 'feature' that randomly generates levels, and yeah, this means you can play the game again, but then if you make it to the end of the game, I doubt you'll want to. What it ends up giving you is bland, purposeless levels, which unfortunately fit quite well with the rest of the

Monsters Inc. is another example of a cheap licence action adventure, with minimal ideas and minimal gameplay. At least in a cheap platformer vou've got something to do; these sidescrollers are dull with a capital ZZZ... Come on guys, with a decent licence and a great handheld, why not make something of it? **Oliver Lan**



Uppers

+ Apparently the film's uite good

Downers

Incredibly formulaic. Highly repetitive. Characteriess levels.

Summary Monstrously dull.

ey didn't like having his trodden on.



320



DAMAGE:	£32.99
ON SALE:	WON TUO
WHO:	INFOGRAMES
TYPE:	PUZZLE GAME
NO OF PLAYERS:	1-2
CAVE SYSTEM.	RATTERY BACK-UP

COLUMNS

Sega's columns are back and this time they've got a crown. Jamie finds out what the hell is going on...





Flash column lined up!

olumns on a Nintendo console? It just doesn't seem right. It makes for an interesting showdown with Tetris though...

Columns has always been different to Tetris at a basic level by involving matching colours in a uniform shape of three blocks, rather than the different shapes affair. This GBA version has three game modes; the standard survival points-scoring fest, a Vs Mode against computer

Abracadabra!

opposition involving natty spells to hamper your enemy, and lastly Flash Columns, where you have to make a chain with strategically-buried flashing blocks

Columns Crown is different to most games in the genre by actually incorporating a plot line. It goes something like this; the royal columns crown is missing most of its gems, so the princess asks to her friends to find them for her. Lazy cow. Up step Jade,

(yay!), to recover the gems before a nasty band of thieves can get their hands on them (boo!).

Row by Row

By making progress in the Flash and Vs game modes, you recover gems that get added to the crown. You also

the novice alchemist, and

Ruby, the novice sorceress

gain new spells to add to your spell book. These are used in the Vs game mode to pester your opponent. Before each match, you choose five spells in the order you want to use them. During the match a powerup bar on the side of the screen rises as you create more columns. When it gets to the top, your next set of blocks includes a spell block. When you create a column with this block, the spell is activated and cast at your opponent, accompanied by a nice flash of light and a picture of the spell beaming

0.1

Columns Crown is a quality puzzler with three enjoyable



Jamie Wilks



The spell list for the Vs game mode is hooj! You start off with

the simple spells like freezing the order of you opponent's

columns, but after a while you get really powerful spells like

earthquakes and laser beams! My all-powerful magic will blast









XUREME FEILING

Uppers

- + Three single-player modes.
- + Link-up game.
- + Nicely presented

Downers

- Steep learning curve.
- · Flash and Survival Modes a bit dull.
- Gets repetitive.

Summary

A nice little game with a lot to offer. Puyo Pop is better, but you won't be disappointed with this one either.







Always make sure you're carrying at least one ring - possession of a ring effectively buys you an extra life.



DAMAGE ON SALE: .8TH MARCH 2002 ...INFOGRAMES WHO: .. PLATFORM GAME TYPE: NO OF PLAYERS. SAVE SYSTEM:BATTERY BACK-UP









with their respective **SNES and Mega** Drive consoles, both relied heavily on their exclusive individual mascots to push console sales. The thought of Mario on a Mega Drive or Sonic on a SNES? Utterly unthinkable. Yet, whilst this is the third handheld console Sonic has appeared on (the Neo Geo

provided his previous portable platforms), he's never fared better on the smaller screen. Sonic Advance goes back to the 2D roots of the original game. You to choose from four characters, each with subtle, different gameplay traits, as you undergo your latest attempt to save the world. You do this by running, jumping, sliding (which is really cool), diving and generally zooming through levels. As with previous Sonic adventures.

the early emphasis is very

Pocket and Sega Game Gear











totally differentiated the

much on speed, and lots of it. Yet it was always a bit of a myth to say that's what

game from Mario, because Sonic games were just as capable of slowing down and emphasising skilful precision as the plummer's offerings. However, let's be frank about this; speed is still a key weapon in the Sonic armoury. Speed your way through a level and you miss out on lots of secrets and extras, but it's great fun to

There's a good deal of variety in the levels, too. Anyone who played Sonic

see the game moving so

Restart Points



Keep your eye out for these, which are dotted around each level. Due to the number of routes you can take through a level, it's very easy to miss or jump over them.

might

with Sonic GBA, a piece of

gaming history is

being written. Barely ten years

ago, when

Nintendo and

Sega were slugging

not know it, but

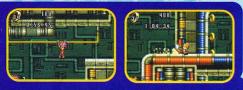
it out



Make sure you touch them, or when you die you're sent back a very long way.



Speed is great in Sonic, but it isn't always the only way through the game. Don't be afraid to slow down if you need to negotiate difficult sections.



ANCE



30200 1:30:80 It's Super Sonic (geddit?).

diets of a Sonic game.

Spinball on Mega Drive, for instance, will be instantly familiar with the Casino

Not the hedgehog's finest hour.



Advance 2, you're just as likely to be in the bright, open outdoors as you are scurrying the dark hunting for rings. The excellent graphics help flesh these levels out, and there's not even a hint of slowdown, even when the hedgehog hits

top gear. Rarely do you stay in one environment too long, though, with a couple of levels and a boss in each section being all you get before you're moved on to the next area. This does help the game defeat repetitiveness too, and there's usually something to keep you interested and busy. What has always made Sonic so special is the sheer fun of it all. You can

Rings and Goodies

Throughout each level, Sonic can pick up rings. Collect 100 and you're rewarded with an extra life, although it's possible to lose all your rings thanks to

an unfortunate
encounter with a
baddie. You also
find mystery pickups, indicated by a
question mark, which
you can choose
whether to pick up
or not. These can

either
have a
good or
bad
effect, so
it's
entirely
at your
risk!





It's the new Milk Tray

plumber offers the greater longterm challenge. And yet we can't help loving Sonic too. This is a fast, zippy platform game which hopefully marks the beginning of a very happy marriage between Sonic and Nintendo (and with Sonic

Adventure 2 slated to appear on GameCube, the next fruits of the deal are already in sight). It's genuinely terrific fun to play, and confirms the belief that

Commercial. Honest.

when it comes to making quality, easy-to-pick-up-andplay games, Sega really is the name to watch.

Simon Brew

Sonic or Mario?

likely to make fairly swift

progress through it.

ways, choosing either to

play it as a straight

platform game or

you get to the boss

significantly reduce the

selecting to bomb your

way through it. Either way,

the brakes are applied when

characters, which are slightly frustrating as they do

tempo when you get to one

that's hard to beat. However, without their presence, we suspect that the game would be too easy to complete. Even as it is you're

We're guessing the real decision for you is whether to go for Mario or Sonic. It's really a no-lose decision, although we're just giving Mario the edge. Every now and then the sheer speed of the Sonic game runs you into something that's very hard to avoid, and you can't imagine Mario creeping unfairness like that into

things. Furthermore, we suspect that the Italian

Beat the Boss

As with most Sonic games, you have to beat a series of end-oflevel characters on your way to the end. The evil Dr Robotnik is behind them all, as he continues his ongoing quest to wipe you off the face of the planet. The bosses are incredibly varied, and take different skills and approaches to try and heat

varied, and take different skills and approaches to try and beat.

Just take a look at the screenshots and see





Uppers

- + Fast, furious fun.
- + Devilishly addictive.
- + Fantastic multiplayer mode.

approach the

Downers Summar

- A little too easy?

A superb game that's well worth the cash. Whether you choose this or Mario Advance 2, you can't really go wrong.





Keep your eye out for those heart-shaped health containers in all game modes. As long as you collect most of them, you're very hard to kill.

HUNDERBIRDS RESCUE

5... 4... 3... bah, forget it. Jamie finds out if *Thunderbirds International Rescue* is just another poor TV cross-over...

've never really understood the fascination with Thunderbirds What's so great about wooden puppets and even more wooden plot lines? No matter what I think

F34 99

.OUT NOWACTION GAME

DAMAGE-ON SALE:

TYPE NO OF PLAYERS:

though, Thunderbirds is still as popular today as it was when it first hit our screens, but can the series spawn a videogame that is F-A-B?

Thunderbirds International Rescue is made up of a whopping eight different game modes, one for each Thunderbirds vehicle and one platform mode. Each game is pretty basic, so it's the sum of

an-tastic





different games that make up the title.

The game for TB1 is a side scrolling shoot-'em-up where

> This is a game squarely aimed at Thunderbirds fans, with a natty facts database accessible from the main menu. Here you can check out details on all the vehicles and characters from the series, and also some background on each of

the levels in the game.

vou have two weapons, a forward-firing gun for air enemies and an infinite payload of bombs for destroying ground targets. This is a good start and is classic shoot-'em-up fun in the Scramble mould. Onto TB2 and it's a top-down shoot-'em-up with a big emphasis on rescuing people on the ground. This game is much

more tactical and feels a bit like Desert Strike. TB3 is involved in a space shooter viewed from the back that takes some getting used to as

it can be tough to judge where objects are as they come toward you. TB4 is the sub, and has a game mode similar to TB1 but with more

freedom of movement.

Then it's onto FAB1 and FAB2; Lady Penelope's car and boat. These are really the same game mode with different graphics, being verticalscrolling shooters that play a lot like the classic Spy Hunter

The mole is the last vehicle game mode, giving you full 360-degree movement and a natty infra-red device for seeing through rock. Lastly, there's the on-foot platform game mode which, once again, is a pretty basic shoot-'em-up. Older gamers will immediately recognise many of the game modes as clones of popular early arcade titles. With average graphics and sound, Thunderbirds International Rescue is a reasonable game that manages to keep you playing by switching the game modes often. If you're a fan of Thunderbirds you'll love it and there is enough diversity here to interest other gamers too. Especially worth a look if you like shoot-'em-ups.



lid shoot-'em-up fun.







Uppers

- Eight different game modes.
- Classic arcade action.
- Good longevity.

Downers

- Basic gameplay.
- Annoying music.
- Utterly unoriginal.

Summary

A reasonable game that cobbles together several classic arcade games and wraps then in a dodgy plot. Unoriginal but fun.





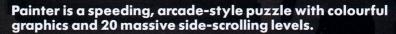
MEGA VALUE TITLE FOR GAME BOY® COLOR & GAME BOY® ADVANCE



88%
SBX
Magazine

r.r.p. £14.99

ARE YOU FAST ENOUGH?



The underground water pipes of "Drip City" are in urgent need of a fresh coat of paint. Several vile nasty creatures hell bent on destruction and wreaking havoc in the cities.

It is imperative that you work quickly and efficiently to ensure the city's safe. God speed, young painter!



Rocket Cames















MEGA VALUE DOUBLE PACE





Be careful that you don't create too many big eggs at once as they quickly fill your screen.

.22ND FEBRUARY 2002 .SWING! ENTERTAINMENT ... BATTERY BACK-UP

It's certainly wacky and involves stacking, but what have eggs got to do with it? Jamie scratches his head at

Tiny Toons Wacky Stackers...

he GBA is going Tetris-clone bonkers over the next month or so, with Tiny Toons Wacky Stackers being one of several puzzle titles lining up to duke it out.

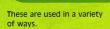
The basic idea of the game is simple and familiar to anyone who has played any game of the genre; groups of coloured blocks fall from the top of the screen, in this case pairs of eggs. You can rotate the eggs before you place them at the bottom of the screen. The idea is to join up groups of four blocks of the same colour, at which point they disappear and points are scored

square two-by-two block of the same colour transforms those eggs into one big egg When this egg is burst, by setting off a chain reaction adjacent to it, you're awarded a Tiny Toons coin

In Wacky Stackers, creating a



When the going gets tough, the tiny toons get wacky. The key to all the game modes is how you use your coins; spending the right amount of coins on the right special at the right time can make the difference between success and failure. My advice is if in doubt, get the coins out!



Toon Army In the single-player Survival Mode, a straightforward game can last forever as long as you keep

scoring points. The coins can be used to buy special moves from Tiny Toons characters These range



6700 OWRC

TINY TODA

from Taz's whirlwind to sweep off your bottom two rows, to Daffy's hose pipe that washes away two-thirds of your eggs. The coins also have the same effect in the Puzzle Mode, a challenge

clear your screen. In the Vs Computer and Multiplayer Modes, more coins can be held at once. allowing

where you only get a small

fixed number of blocks to

you to buy even better special moves that hamper your opponent(s) Tiny Toons Wacky Stackers is a fun game with good presentation There's plenty on offer here, with four different game modes. The graphics are bright and colourful, the sound is snappy and the music is really excellent. Bouncy tunes bop away in the background as you play, and they change

subtly to match

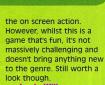


TINY TOOK

SCORE 500

TINY TOOM

TINY TODA







- + Fun to play.
- + Good presentation.

REVIEWS

+ Wacky music!

Downers - A bit easy. - Unoriginal

Tiny Toons Wacky Stackers is a decent title which is nicely playable, but it's not quite good enough for us to recommend. There are superior puzzle games around.









HE FUNISION Trouble

Ever since they made two awful Flintstones movies.

Simon's love of Bedrock antics has been in serious decline. And this game isn't going to buck the trend...

n an era of increasingly sophisticated storylines it brings us down to earth every now and then to find the standard videogame cop-out - the old kidnapping chestnut. In this case, Dr Sinister clearly thought Barney Rubble was important enough to snaffle leaving Fred to bound through a run-of-the-mill platform game to try and find him. Ho hum. Things kick off promisingly, with the bright, attractive graphics capturing the

mood of

SAVE SYSTEM:



play, there are some basic mistakes that cost it dear. Chief amongst these is the fact that at times, it's simply unfair. You make a jump or wander onto an unseen part of the screen and are instantly killed by something you have no chance in the world of avoiding, aside from blind luck. This also makes the game quite hard, arguably alienating part of its young target audience. It's not helped by a virtually nonexistent learning curve which throws you in at the deep end from Level One. and whilst experienced gamers may be able to find their feet, others may have

Armed and Dangerous

(0,2× get rid of the baddies in the game. The traditional way of jumping on them works, but there are one or two items you can pick up to help with your attacks. The club is crude and to the point, hereas the bowli balls can be used to see

off pesky paperboys who insist on hurling their stone-based publications at your head





difficulty. And so we're left with a decent enough platform game, which captures some of the essence of the cartoon, but is ultimately lumbered with too many flaws to be overly enjoyable. And let's face it, if you're in the market for a platform game, your attention is rightly drawn to the impending return of that fat

Italian plumber Simon Brew



the source material well, and

the simple controls allowing

you to get straight into the

locating a club with which to

revealed via a slowly-opened

map which appears between

beat them. Then it's on to

action. You walk around

Bedrock, avoiding the

various nasties, quickly

beat the bevy of levels

Sadly, whilst the game is quite good fun to

Too hard

Game Over









Uppers

- + The graphics.
- Easy to get to grips with

Downers - Unfair.

Yet another by-the-numbers licensed game. Whilst we may have been a little more welcoming in the early day of the GBA, it's now becoming a little too tiresome.





ON SALE **.OUT NOW** JIRI SOFTACTION ADVENTURE NO OF PLAYERS:

m sure that if you speak to any doctor or nurse who works in a casualty department, they'll have things people manage to get parts of themselves stuck in get stuck on their parts. Alas Jerry the mouse is no exception to this and has managed to get a ring stuck on his head. Tom would usually laugh and belt him over the head with a poker or something, but now he's faced with a problem. The ring in question belongs to his master and is a prized magical

TOM & JERRY: The Magic

John gets involved in some classic cartoon capers on the Advance...







In Tom & Jerry: The Magical Ring you're given the choice of who to play. You can take control of escapee Jerry as he desperately tries to find a way hunter Tom, who is desperate to retrieve the ring before his master finds it's missing

There are eight levels for you to battle across, and various cartoon-style weapons to use to fend off the opposition. Cameplay is similar to the cartoons, and takes place at a around trying to avoid the bad guys. Sometimes I felt there were too many bad guys on the screen at once, and trying to ward them all off was too

The developers of The Magic Ring are either great fans of



Tom and Jerry or they have done their research well, as the game nicely captures the look and feel of the cartoons. The weapons are straight out of Tom & Jerry-land too – spades eggs, planks of wood. A featured in the game as well, so you can expect to bump into characters like Spike, Tyke and Butch the Despite its good looks

and presentation, the gameplay doesn't smacking is good fun for a short while, but it quickly becomes repetitive and sadly it's not long before you realise the game offers little in the

Most Accidents Happen in the Home



There's a good selection of cartoon weapons available in the game. There are eggs to throw and bottles to chuck, as well as plenty of blunt objects to lamp the opposition with, such as planks of wood, which is surely cartoon sadist's favourite!







Uppers

- + Looks good.
- Well animated.

Downers

- Too many bad guys on screen at once.
- Lacking variety

Summary

It ain't bad, but there's nothing you haven' seen before. For completists and the rich







DAMAGE: TBA
ON SALE: FEBRUARY 2002
WHO: SWING! ENTERTAINMENT
TYPE: PLATFORM GAME
NO DE PLAYERS: TARSSHOOD

THE LAND BLECKE TIME

Vot being quite as old as a dinosaur loesn't stop John giving *The Land*



This bloke should be in the Olympic diving team...

isaster has struck, as Michael Burke would say on 999. Whilst exploring a cave on the edge of the Great Valley, dinosaur friends Littlefoot, Cera, Spike, Duckle & Petrie find themselves trapped by a rock fall. It gets worse when they find the monstrous Sharptooth having a nap in the cave. In









their panic to
escape, the pals find
themselves
separated. Cera is
ed in the hot desert by

trapped in the hot desert by a Scorposaurus, Spike is stranded on an island by the Sharptooth whilst Ducky is lost in the caves. Its time for Petrie and Littlefoot to save their friends!
You take control of the friends as they battle to save each other across the five

friends as they battle to save each other across the five different levels; Dusty No-Green, Smelly Mud, Tall Stones, The Dark Place and Burning Mountain. Although the basic controls for the dinosaurs are the same, they all have their special moves and characteristics. The special moves aren't on the same level as *Street Fighter* or anything, but they certainly keep things fresh.

The gameplay is standard

The gameplay is standard platform stuff – run, jump and flatten the bad guys whilst collecting things on your way. It's clear from the subject that the game is aimed at the younger audience, something also reflected in the game. The basic controls are quite simple and shouldn't confuse the little tykes, but there are some more complicated attack movements that have



been added.
My gripe with this game is
the restart position when
you die. It always seems to
be at the start of the level or
halfway though. And as
enemies don't regenerate,
there's nothing to collect or
bad guys to beat in the areas
you've already explored. It

Before Time a go...

feels pretty pointless having to run and jump your way back to where you started.

The Land Before Time isn't a bad game by any means, but it could be a better one. Younger gamers and fans of the film will enjoy it, but it's nothing special and experienced gamers will almost certainly find it dull after a while.







Ouch, that has got to hurt.

Where has everyone gone?

A Walk in the Jurassic Park...



There's a whole host of dino-nasties to get past on your journey. There are stinging scorpions, vicious purple things and pterodactyls, which

are the last thing you want to bump into when you're trying to jump a canyon!





Uppers

- + Decent gameplay.
- + Okay graphics.

Downers

- A bit too timid.
- Restart positions should have been used.

Summary

Above average, and it'll keep the youngsters amused for a while, but there are better titles out there.



ON SALE





New and improved, or old and stale? Jamie has a look at *Mortal Kombat Advance...*

> t's now ten years since Midway's Mortal Kombat first hit the arcades, way back in 1992. At the time its motion-captured graphics were pretty-much state of the art, 1990's Pit Fighter being the only previous title to use motion capture on a large scale Over the years, several versions of Mortal Kombat have been released on just about every platform, so it's no surprise the GBA gets a version. But has the game really moved on enough to be a topquality GBA title, or is it just old hat? Before I go any further I must confess I'm a big Street Fighter fan.

> > STRYKER



That's the game that really started the whole one-on-one fighting genre. In Super Street Fighter II Turbo Revival, the GBA already has a very good one-on-one fighter, and any other game in the genre must be something special to top it. If you're already a dedicated fan of Mortal

SCORPLO

Kombat, you'll most likely go out and buy Mortal Kombat Advance regardless of what any reviewer thinks, but if you're not, read on...

Mortal Kombat is different from other fighting games in several ways. First off, it's the only fighting game (that I can think of anyway) that uses taps on the D-pad as well as buttons to execute its special moves. It's most unlike the Street Fighter smooth motion method, or the Tekken button combo technique. This makes the game very well suited to the GBA and its small D-pad. Second, it uses a button to block attacks rather than the hold-away-from-your opponent method that most fighters use. Lastly, when you win a fight you get a few seconds to perform cool finishing moves on your opponent. These three things, as well as its other unusual characteristics like a button to charge your opponent and high/low attacks rather than weak/heavy or left/right, make it a very unique fighter that most people either love or hate



Simply defeating your opponent in MKA isn't enough. Oh no. You get the opportunity to kill your opponent too! Fatality moves are very tough to discover, but if you're the bloodthirsty sort, they're worth it. Or you can just make friends with those you defeat - don't ask me why.



Stryker has a b

SONYA



53X REVIEWS









three different game modes; the standard single-player Tournament Mode where you must defeat a series of opponents to finish the game a two player link-up Vs Mode and a rather natty Two Players Vs Two Computer Opponents Mode. The singleplayer mode has a range of five difficulty levels from very easy right through to very hard, and four different tournament routes from Novice to Grand Master. The difficulty levels alter how skilled your opponents are, whereas the different tournament routes control how many opponents you have to face.

Mortal Kombat Advance is not a game you can easily pick up and play. At the easiest levels there are a few sneaky

beat opponents, but once you get anywhere near a respectable difficulty level, things become really tough Learning just a few special moves and a few basic combos doesn't cut the mustard. Things aren't made any easier by how aggressive many opponents are; it's kind of difficult to work out how to fight properly when you have to stand there blocking whilst your enemy throws everything but the kitchen sink at you. Yet whilst Mortal Kombat

Advance is difficult, it's also frustratingly addictive. I warn you now, the first time you face Motaro you're in serious danger of destroying your GBA in a fit of rage as you lose over and over again to the seemingly-invincible subboss. I'm teetering on the brink of calling MKA fun to

adequate description. Playing it's a bit like getting into a play fight with a mate that ends up going to far, yet neither side will back down despite the fact you're laughing and crying at the same time. It's, er, painfully fun.





Mortal Movies!

Mortal Kombat's success has spawned not one but two Hollywood movies, with rumours of a third on the way. There's also a Mortal Kombat TV show, so you can watch Sub Zero bash heads on a weekly basis. He's the koolest Kombatant, don't you know.



Eenie-Meanie-Minie-Mo

Mortal Kombat Advance includes a whopping 23 characters selectable from the start, plus many of those hidden characters the series is so well known for.







SHAO MAHA MOOD SAIDOT





Uppers

- + Loadsa fighters. Damn addictive.
- Two link-up modes.

Downers

ONYA

- Pretty tough.
- Frustrating. - Gets a bit samey.

Summary

A top-quality title with very unique gameplay. If you like Mortal Kombat you'll love it, but if you don't then there's not much new here to win you over.





DAMAGE. F34 99 ON SALE: .FEBRUARY 2002 WHO:SWING! ENTERTAINMENT NO OF PLAYERS:

AN AMERICAN I FEVEL

There's gold in them thar hills! John goes hunting for it, with Fievel's Gold Rush

The rats at the docks are so big they can chuck barrels at you.

m usually wary of filmlicensed games. Trying to weave characters and storylines into a game doesn't always work, so I was a bit hesitant when I first saw Fievel's Gold Rush. Fievel the mouse has been given a piece of a map by a friend, Wylie

Burp, whose gold mine is under threat from the evil Cat Malone (as opposed to the lovely Cat Deeley). So it's up to Fievel to get the other pieces of the map together and find Wylie so he can help

During the course of the game, you must battle from New York to Wylie's mine.

fighting through places like sewers, rivers and moving trains. There's a whole host of bad guys, like barrelchucking rats, spiders and mouse Indians! The gameplay is nothing new. It's a case of collecting gold bars avoiding the bad guys and getting to the exit. Your score depends on how much gold you collect, but you don't have to collect all



#×007

the gold to move on to the next level, which I think is a nice touch.

Hats Off to Fieval...

The graphics are what you would expect in a decent platform game. The locations look good, the characters are well animated and the game plays well. The most fun part is Fievel's weapon, a sort of boomerang hat! Throw it at a bad guy and it stuns them, and if it misses, it usually comes back. For extra points, you can also finish off the evil ones by jumping on their heads instead.

I suspect that given the film this is based on, Fievel's Gold Rush is aimed at the younger gamer, It's not very difficult. and the restart points are never far from where you died. In saying that, this doesn't stop it being an

enjoyable game to play. More experienced gamers may find it a little on the easy side, but it's still great fun. **John Hagerty**

eturn of the Hat...









Having a hat as a weapon is certainly a bit more original than your average kick or punch. Although there's a bit of delay between you pressing the button and the hat being thrown, it makes a good weapon. If you jump, you can also change the course of the hat.



Uppers

+ Nice graphics. **Good locations.**

Downers

- A little too easy for us old 'uns.

Summary

A simple but very enjoyable platformer which is ideal for the little 'uns.







GEX

















If you can't see where you're jumping to, lines of lums usually indicate a platform underneatl





ON SALE .UBI SOFT .PLATFORM GAME BATTERY BACK-UP

The dynamic dude with attitude is back, but can his Color

he needs, such as punching,

platforms and spinning his

hover in mid-air.

> Rayman games

award

these skills

hanging on the edge of

creation match his amazing Advance action? lan goes out on a limb... starts out with all the skills

hair like a helicopter to



how to get there, but chances are as you move through the level you've already had a sneak peek of what's ahead - forethought and forward planning is what it takes. Although tricky in places, it never reaches the insane difficulty levels of certain other Rayman games. After you've progressed

through a few levels though, the game's main malfunction comes to light. The baddies have



up and down with near-

clockwork regularity. There are no end-of-level baddies to bash either. Even without the bad guys,

avman. You can't help loving him. He's not up there with the gaming legends like Mario or Zelda, but he's a platform icon in his own right. And it's not difficult to see why. Ever dependable, Rayman games offer a great mix of lush graphics, considered level design and seat-of-your-pants action. Rayman 2 Forever is no exception. There are 13 very traditional Rayman universes, replete with rich,

organic features and as much background art as the GBC allows. There's no parallax scrolling, but I suppose if this was included the game couldn't be as large as it is. There's 36 levels in there, and 800 lums to collect

Even without the parallax, the graphics are pretty impressive. Rayman himself looks cool as he runs and jumps, though a little awkward climbing ladders and ropes. Surprisingly he

by one at the end of each level.

On a Limb..

Rayman is a very well designed game. The levels are large without being never-ending, challenging without being frustrating and varied without being inconsistent. You often have to think about where to go next and

gone on an extended vacation! Well, maybe not all of them, but enemies

something in a boy band. And the ones that are there

are the mobile hazard-type

baddies that just march from left to right or jump

the intelligent platformpounding action makes Rayman 2 a neat game. It's nothing new, but the quality's there. And that's the main thing. Ian Osborne





Bonus Stages





Find a red swirty spot and you can access one of the game's seven bonus stages. Here you ust gather ten of those grey es within a given time limit. Succeed and you get a bonus life. You can retry the bonus stage as many times as you like, but can only win

Summary

game

a thirty-

are rarer than

Not a top-notch classic, but a worthy winner that deserves serious attention



Uppers

Looks good. + Plays good.

+ Is good.

Downers Where are the baddies?







. £24.99 ON SALE: DUT NOW WHIT-... ACCLAIM ENTERTAINMENT TYPE:BDARD GAME NO OF PLAYERS: . SAVE SYSTEM:BATTERY BACK-UP

onfession time. I'm not a girl. So when Mary-Kate and Ashley, two sickly-sweet American teenagers, come plastered on a game marked 'Real Games For Real Girls', you'll understand if I choose not to get in touch with my feminine

Uppers

Nice idea.

Mary-Kate and eyi Cru

A game aimed solely at girls? Only girls with no taste whatsoever, reckons Simon...

side. Instead, I'll give it to you straight. For, contrary to popular belief, I am still human and I can smell a bad game like a fart in a car. And this is a bad game

It's effectively a series of subgames tenuously strung together through an uninteresting boardgame, with you attempting to retrieve a note from someone who fancies you. The sub-games in themselves are passable, but by the time vou've raced

round the locker room for the tenth time, you're sick to death of it. Games for girls? Games for those who delight in shelves full of mediocre carts, more like. Simon Brew









This is one of the minigames. And it barely gets better than this.



Yippee! The computer has thrown me a five, with no intervention or skill required at all on my part!



Downers

- Boring.
- + Multiplayer Mode helps. - Messy graphics.
- Don't have much to do.

Summary

Ladies - stick to Mario like the rest of us, and leave this repetitive tosh on the shelf.





DIA







(witte

£24.99 ON SALE: FARIY 2002UBI SOFT NO OF PLAYERS: SAVE SYSTEM:BATTERY BACK-UP

with an ET theme. Use it to store contact information

ET the Extra Terre

Can ET keep your records in order as well as phoning home?

you get the drift. There's a built-in calendar, and also five games, including a called Flopgopple. And it's password-protected too. And compatible with the Game It's nicely presented (aside

from having to answer endless questions when you

first switch it on), but the games aren't particularly exciting. The serious functions are all available on the World Port, and that has e-mail too. Considering you if you shop around), what's

tal Comp





Uppers

+ It does everything it claims to do.

Downers

- Treads fine line between entertainment and serious application.

Summary

The ET Digital Compa ols. It's not got much to offer the gam lacks the serious wellie of the World Port.





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*150,000 unique visits per month tracked via Web Trends



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Account sealing and the sealin



Congjunkies





53X

GAME BOY XTREME MAGAZINE

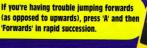
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(as opposed to upwards), press 'A' and then 'Forwards' in rapid succession.





DAMAGE:	£24.99
ON SALE:	OUT NOW
WHO:	UBI SOFT
TYPE:	ACTION ADVENTURE
NO OF PLAYERS:	
SAVE SYSTEM:	PASSWORD

ompared to the Game Boy Advance version, this is almost a relief. Don't get me wrong it's not great. It still suffers from over-ambitious animation, sudden deaths that send you back to the start of a level and idiot

Planet of the A

The apes are back, but will they make a monkey out of the Color?

enemies that walk around like they suffer from an obsessive compulsive disorder. It's just not as bad as the Advance version

Perhaps it's because expectations are lower on the Color, or maybe because the programmers are more used to the older machine, but overall the gameplay seems tighter here. While the tooclever-by-half animation sometimes makes the controls seem awkward, they never reach the levels of frustration that cursed the GBA game. The sudden

deaths are annoying, but they don't make you scream in frustration, and the dumb foes - well, I guess we're more used to them on the

There's nothing special about Planet of the Apes on the GBC. It has all the flaws that cursed the Advance version but fortunately they don't curse this one quite as much. lan Osborne



He'd make a great fireside rug...



He was too stupid to live anyway.







Uppers + Better than the Advance **Downers**

- ...But shares many

Summary

Better programming makes this the superior Planet of the Apes game, but there's better out there (most notably Tomb Raider).





thin

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TYPE:ARCADE ADVENTURE	
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ETTLE EXTRA

Can you help ET phone home? And do you want to? lan extends a glowing finger towards the extra terrestrial's latest game...

an it really be 20 years since the pug-faced alien first crash-landed onto our cinema screens? The saccharinesweet kids that helped him contact his rescue craft have probably got kids of their own by now, so a whole new generation can wonder why his space ship looked like a hi tech tennis ball. And we can all get in on the action with this cool ET game too. The aim of the game is to build a communicator so ET

can send a distress signal to

his buddies (remember the 'ET phone home' catchphrase?). To collect the bits and pieces you need for this celestial walkie-talkie you must search six environments, with ten levels in each. Sub-quests reveal hidden items which can be traded later. You get to play as Elliott or ET, and in some stages, you switch between the two. At all times, though look out for the FBI and other shadowy government agencies who are out to get vou

Radical Thought...





This is the first stage where ET and Elliot team up. First, use Elliot to stop yourself sliding off the ice, so you can collect the Freeze power. Then use it to cross the narrow areas of green ooze. Freeze the wrong bit of goo and the level becomes insoluble press Start to retry.

Overall, ET The Extra

Terrestrial: Escape from Planet







Use the freeze power to cross the river.

Fans of the old Atari outing Chip's Challenge will feel right at home here. ET can collect several single-use powers as he goes, eg. Freeze to solidify water or goo. These must be used in exactly the right

exactly the right
place if you're to
solve a bite-sized stage
- there's only one way to skin

a cat in this game. Elliott can't use these powers, but he can jump over small

objects. Combining the talents of our intrepid heroes is essential. The environments present their own obstacles, eg. ice patches you can slide over, but you cant stop or change direction on

the ice.

Earth (what a stupidly-long title) is a good game. The puzzley levels are bite-sized, and although they start easy and the skills curve is gentle, they soon have you scratching your head. They get samey after a while though - this is a game to pick up and put down rather than hammer your way through in one solid fourhour session. That said, you'll keep coming back to it time and again - you just have to get that little bit further. On the negative side, the graphics are colourful but shoddy (ET looks like a wobbly turd, but then he did in the film too), and when facing foes, the collision detection isn't always spot-on. This hardly kills the game - the graphics aren't that important anyway, and you can live with the collision detection. In fact, it's ideal for the more cerebral gamer. <mark>Ian Osborne</mark>







Uppers

- + Makes you think
- + Long-lasting.
- + Bite-sized levels.

Downers Summary

Wonky graphics.
 Collision detection poor.

This is a gar gamer. Imag

This is a game for the more thoughtful gamer. Imagine a Zelda title without the combat, and you're on the right track...



ow let let this be a lesson to all games publishers out there - just 'cause you're releasing on a spanking-new handheld with top-notch specs doesn't mean you can



Monstropolis. That's not a fairy cake on his back, it's a kid dressed as a monster.

Scare for your Supper

onstropolis, it seems, is powered by the energy given off by ng children, and Sculley (the big blue hairy thing) ecially good at scaring children. Strange, that,



ONSTERS, INC.

aaaagggh, these monsters are everywhere. Oli goes in again. Let's hope he doesn't run away screaming this time...

release a load of rubbish an expect it to work. Monsters, Inc. on the GBA is, to put it delicately, a stinking pile of turd, despite the colourful cartoon graphics and, er, wide-screen format gameplay. Monsters, Inc. on the GBC, though, is an enjoyable platform romp with several good ideas, despite looking like the dog's backside that produced its GBA cousin This game follows the story of the film, and so there's a collecting the same things in each level, and much more variety too. Playing both Sculley (the big blue/green hairy one) and Mike (the little green one), you start off doing your day job of scaring children, but then have to deal with Boo, the the monsters' world

streets of Monstropolis, the Monsters, Inc factory and beyond, but all of them follow a general platform feel. In most you can switch between Sculley and Mike at will, and both are handy, with Sculley's ability to charge down doors and push objects and Mike's double-jump. This characterchanging lark is becoming quite a standard feature in platformers these days, but it does add an extra element to the gameplay, so all the better. Certainly Monsters,

The levels feature the

Inc. plays well, with fluid platform action that remains interesting as the game goes on. Unfortunately, it looks awful, especially the hand-drawn

hand-drawn. The in-game

stills between levels which are quite obviously

graphics often feature a rather appalling combination of blue, purple and green, and the overall effect is to remind you why they brought out the GBA Despite that, though, this game still blows its GBA version out of the water. Simple playability is what

this game has, and what the

other totally lacks - and in the end, it makes all the difference Oliver Lan



Some of these graphics are just... Incredible.









Uppers

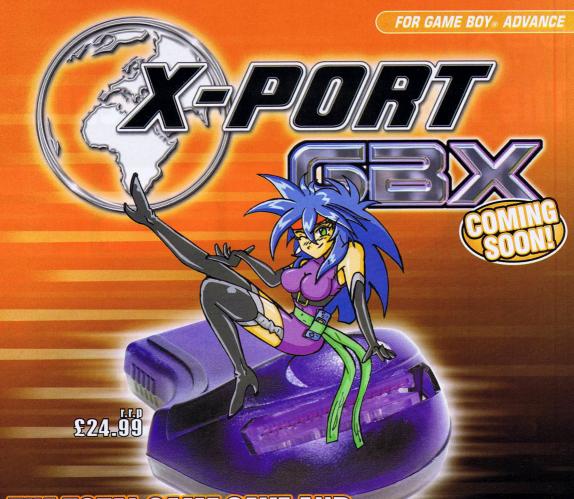
Playable. Varied.

Downers God-damn ugly.

Just another platformer.

Summary Gameplay: 1, Graphics: 0





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63X

The road to the GameCube...



STAR WARS ROGUE LEADER: ROGUE SQUADRON II

ell, vou can't fault the graphics that's for sure. Star Wars Rogue Leader: Roque Squadron II showcases the stunning technological capabilities of Nintendo GameCube, and includes crisp movie-like visuals that complement the intense action arcade experience with eye-popping detail such as a decaying Podracing track and Jabba the Hutt's palace. Star Wars Rogue Leader: Rogue Squadron II features 11 air-to-ground and air-toair mission scenarios over planets and in space





including the perilous Death Star trench run and the legendary battle on the ice planet Hoth, It also includes

"Star Wars Rogue Leader: Roque Squadron II pushes Nintendo GameCube to its limits", says Tom Byron, director of product marketing for LucasArts. "The incredible graphics, tight controls, and intense game play make Star Wars Rogue Leader: Rogue Squadron II the closest thing to 'playing the movie' that LucasArts has ever achieved" Judging by the import version, he might just be



RESIDENT EVIL

nicknamed 'Q'. Pity - it looks kewl, as you can see from the pics on this page. Oh well - at least we're

There was a time when Nintendo wouldn't let developers spray their games with buckets of blood. All violence had to be sanitised. For example, Mortal Kombat was toned down on the SNES, with the blood coloured to look like sweat and the fatalities removed at the last minute (you could get them back with Datel's Action Replay for the SNES, though!). How times change! Capcom is currently working on a GameCube

version of the splatterpunk horror saga Resident Evil. which gets a Japanese release in the Spring. The storyline hasn't yet been revealed, but it's completely new - no lazy rehash here. It's bound to involve the Umbrella Corporation, the T virus and several STARS operatives. The graphics look seriously moody. capturing the survival horror of the series perfectly. We can't wait to get our hands on it!















Route

THE PANASONIC GAMECUBE

Panasonic has bought the rights to release its own version of the GameCube, known as the 'Q'. It's bigger than the Nintendo Cube weighs twice as much and boasts a shiny silver casing. So why the extra weight and size? Well, unlike

0

the standard GameCube, the Panasonic model can play DVDs, audio CDs, VCDs, CD-Rs and DVD-Rs as well as standard GameCube game discs! It comes bundled with a remote control as well as a standard hand controller

too The Panasonic GameCube (or 'Q' why did they call





already available in Japan but the company has 'no plans' to release it here or in the States. Shame on them!



TARZAN FREERIDE

This guy gets around. From the chilling books by Edgar Rice Burroughs to the feelgood cartoons, Tarzan crops up everywhere.
Including the GameCube. In his new 3D adventure, Tarzan, the legendary lord

of the jungle, must use his survival instincts and agility to outwit and outmanoeuvre foes. Featuring the return of Tarzan, Jane, Terk and many others, Freeride is a brand new adventure that





takes place where the animated film left off. Explore new areas such as the swamp and the Elephant Graveyard in 15 extreme levels of wild and winding action to quicken the senses and stimulate the mind. Sounds exciting



TDK FOR GC

TDK is to bring three of its most popular game series onto the Cube. By next Summer, we can expect Shrek, Robotech and Dinotopia, with an unnamed fourth game to follow

"Since its launch, GameCube has become one of the fastest-selling games systems", said Vincent Bitetti, chief executive officer of TDK Mediactive. "We currently have four titles in development, with more planned.



BANDAI WRESTLER ANNOUNCED

Bandai has announced its first GameCube title in Japan, a wrestler based on the company's own plastic figures range which is in turn based on manga flicks.



Kinniku Man Second Generation: New Heroes Versus Legendary Heroes lets you play as many of the saga's characters, or even create your own

SURFIN' GC...

Activision is to bring its surfing franchise Kelly Slater's Pro Surfer to the Cube. The game's a 3D surfing sim where the gamer pulls off tricks and stunts to score and yes, it does sound like a Tony Hawk's clone, but let's wait and see, shall we?



SUPER SMASH BROS SCORES

Influential Japanese magazine Famitsu scored Super Smash Bros at an impressive 37/40. The GBX crew thought it was one of the weaker titles on display at the Nintendo Show 2001, so maybe it improved in final playtesting?





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You've read the book, you've seen the film, now play the trading card game. It spans all three movies (the

You've read the book, you've seen the film, now play the trading card game. It spans all three movies (the second two films are to be shown in 2002 and 2003), and its publisher promises it will be the best trading card game yet!

Featuring photos taken directly from the film, the starter pack consists of 60 cards and three

randomly-chosen rare cards, with booster packs offering ten cards each. There's also a deluxe starter deck featuring a booster pack, 15 black glass tokens, ten red glass tokens, six coloured class markers, rulebook and a collectors' card list as well as the 60 basic and the

six coloured glass markers, rulebook and a collectors' card list as well as the 60 basic and three rare cards.

The starter deck costs £7.99 (deluxe version £13.99) and the booster packs are £2.99 each, but we've got a barrel-full to give away. One lucky winner will take home a deluxe starter deck, ten booster packs, an exclusive poster and a collectors album. Ten runners-up can bag a starter pack and a booster pack. To stand a chance of winning, just answer this simple question:

Who wrote The Lord of the Rings?

A: JR Hartley

B: JR Ewing

C: JRR Tolkien

When you think you know the answer (if you don't, try the library), call our Competition Hotline and leave your FULL name and address.

Air Hog Firestormer

Everyone loves flying planes, and with the Air Hog Firestormer, you can have endless fun without the worry of running out of fuel. You see, it runs on thin air! It can fly distances of up to 90-100m (that's the length of a football pitch), and it's easy

to power up – just connect it to the pump, then pump away.

The Air Hog Firestormer costs around £25, and is available from all good toystores and several Internet sites.

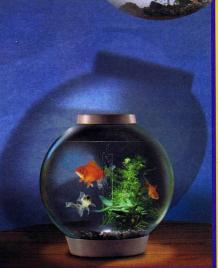


When you think you know the answer (and if you're having trouble, re-read this article), call our Competition Hotline and leave your FULL name and address

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The goldfish bowl has come of age! The BiOrb is more than just a fish tank. It's an aquatic experience! For starters, it's huge! It holds 10 litres of water, is 40cm across and is made from special acrylic that's ten times stronger than glass. A built-in five-stage filtration system keeps the water crystal clear, and an internal bubble

feature keeps the water oxygenated. There's even a builtin light! It's truly the king of aquariums. The BiOrb costs £79.99, and is available in black, silver or white.



COMPCTITION HOTLINGS

Want to win one of our ace prizes? Ring one of the following Competition Hotlines, leaving your name, address and correct answer, or enter online at www.gbxtreme.co.uk.

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Digi-MP3 Player:

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Harry Potter Kites:

09064 774484

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 6th February 2002 and close at midnight on 6th March 2002. The editor's decision is final and no correspondence will be entered into



More corking Action Replay GBX codes and news of a great forthcoming peripheral...

Well hey there guvs and gals you want music on the move? Well, soon you'll be able to play happening MP3s on your Game Boy Advance! It's real easy. Using the software and cable provided, you just link

your Game Boy Advance to a PC and transfer your MP3 files onto a Smart Memory Card which plugs into the back of your Advance MP3 player. You can e-mail songs to your friends, transfer them from CDs and even create your own playlists.

There's a built-in graphic equaliser too, with preset settings for musical genres such as rock, dance and acoustic. The Datel MP3 player for the GBA is a few months away yet, but rest assured we'll bring you a full product test as soon as we get our

hands on it.



The Waterboys - The Whole Of O B B B The Waterhous. The Whole Of The

The Waterhous - The Whole Of The 4-50 akura

Midnight Club Street Racina

55EA1C646DD5D26F

CBB3A6C6652CFAB2

No Damage 70749E13F1666887

Never Any Traffic

Mat Hoffman's

9624C010EB6EDF3F

Pro BMX

4C4081747E2B7F7F

32AA61BCA54FB3DC

36D1697C399DCEFE

OCBB9D53DEDA7420

F1DDF7EF3CC1ECBE

Max Special

Max Score

0001500

Low Time 5D105C475B4CFA1A

Infinite Time 24D46E5D1AB4E809

Collect 1 Star For 5 545D9FFC67779C5C

Collect 1 Letter For TRICK

MH All Covers 1F0214942CAA956B

ME All Covers 7091796F93C8B31F

CN All Covers D7F323AA2F91B412

JK All Covers BE22CD4837A7B387

> **RT All Covers** 7F3F202D3E8E829F

DM All Covers 165EBB073C89C41F

KR All Covers A4038FF22B55BEC2

ST All Covers D8B1B351D57E77FA

MH All Gold 1EA3801023E824EF

ME All Gold 2BCD93C6B4F8CD37

CN All Gold 7AEC7FB223F5785C

JK All Gold 2D44B065B86FB9F9

RT All Gold E6CF3A7D4C59751A DM All Gold 11C9CA192A86CEF7

KR All Gold FDCE16E4FEC83BE7

ST All Gold

Sinstar: Infinite Lives E51C06363A40DBAB

Sinstar: Max Score 99F1F049D4691AB9

WWF: Road To WrestleMania



61BF7F614FF7A4 FD15793D75F163A9

P1 Max Adrenaline 1 EE475CE1B01EBCA1

P1 Max Adrenaline 2 2D6E3D73E6DB0025

P1 Max Special D52280C39DBAEDC0

P1 No Adrenaline 1 6C4R927385F235C4

P1 No Adrenaline 2 1E3D9E866F5027C1

P1 No Special B9F8D58563DC67FD P2 Max Adrenaline 1 00F8BDA38F8233BD

P2 Max Adrenaline 2 6BB15ACFD6498B4A

P2 Max Special 3A0ACD98D6C79468

P2 No Adrenaline 1 DCE1A7266E44BBA9

P2 No Adrenaline 2 D43483173306727F

P2 No Special A7D37E0F0E94219A

P3 Max Adrenaline 1 2072A7BDC6C3F90F

P3 Max Adrenaline 2 DAC4ECB0FB2B0936

P3 Max Special 7538D746E13866B5

P3 No Adrenaline 1 DF36D68EE8C4DE50

P3 No Adrenaline 2 BFD18670A6607EFF

P3 No Special AE209C420D9F27E9

P4 Max Adrenaline 1 6BB15ACFD6498B4A

P4 Max Adrenaline 2 00F8BDA38E8233BD

P4 Max Special 3A0ACD98D6C79468 P4 No Adrenaline 1 D43483173306727F

P4 No Adrenaline 2 DCE1A7266E44BBA9

P4 No Special A7D37E0F0E94219A

Gradius Galaxies



853C5E224C5B0C35 9AOCCA970E9ADDC6

Max Score FC2741010C6701D5

Infinite Lives 47342026521BF486

Just Have Speed Up F8AA25D2F7B06C90

Just Have Missile ADE301A181939648

Just Have Double 96B101E7626E6798

Just Have Question D37F6C59EBFBBFBB

Have All Power Ups

EF35144B4C3A3A9D







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THE ACTION



IMI 490E874011200D85 17A308AAE1941B99

Infinite Lives 59F1F4AAE298D0EF

Infinite Spatulas 8CA39DABEAC7418E

Infinite Jellyfish 08F10E62B11C228F

Super Street Fighter 2 **Turbo Revival**



597C00706F70FFF5 5B5AEC7D5FD0568C

P1 Infinite Health A2095599AE9ECA0A

30525CEBD2D5C5FC P1 No Health DE4D4DD09C580B54 3EFB8806CB0FB254

Infinite Time 82E1617EBCC17703

P2 Infinite Health FD301B60B0FF3506 8F9F84E3358E02A3

P2 No Health 70EF7B094DE958A0 5C1BA54FA1A1A89A

P1 Max Super Meter 982AFFF8D3RRF27R

P1 No Super Meter

P2 No Super Meter

P2 Max Super Meter A69F18887075B6A8

P1 1 Win Needed 89A16CADA1DF4AF4

P1 Never Win FDD8BB6A1FED1150

P2 Never Win CDD9985F2FB3D0AA

P2 1 Win Needed B77E38FCFCEAAC76

Unlock Everything 0316927082132314 6390331D3EDFC186

P1 Instant Win Do not use this code with the Infinite Time, P2 No Health, or P1 1 Win Needed codes 70EF7B094DE958A0 5C1BA54FA1A1A89A FA68E9A5F97AC51B 89A16CADA1DF4AF4

P1 Max Score 9FA56AAB9239CF6E 54249F346DDB0A8A E0C4C17A28CA4CDC

Spyro: Season of Ice



6761F8B0A5366146 21703185C0A6EA4B

Infinite Lives A2D69805C8081253

Infinite Health With this code, the little fly will be a yellow rectangle 7D3B1F6811118B49

Max Gems 19F923CE699A31C5

Max Fairies CF22A1B8A7DAC26A

* These codes will make the portals to their worlds black.

Autumn Fairy Home Complete DEB02D9CB165046B D5ED7EEC7CABCD3D

287E06586232DA2E

Market Mesa Complete F5B73AF40134DDAR B4AD356EDBCCD6CD 3ECDBEBFB7A962A9

Lava Prairie Complete DC1CB7A0D36114FF D18F8F1751D8B3C8 A8BFE8B7B85E03A8

347FA3EC4A061540

Stone Age Speedway Complete A18D9D50ECEF8EF0 B6FAC85D82FF267C

7EFBDB2F05C3F66B

Ant Farm Complete 6C34315CA247A61B 52FF468D9665D393





76CEF76EC863A7F 86510237B0FB9257

Infinite Stamina 26559F2535CF42FC 4E1D163325EE6288









Gamin' Greats

Dear Sakura

I got a Game Boy Advance for Christmas, and got Doom and Spyro: Seasons of Ice with it. I saved £35, and want to buy a third game. Tony Hawk's 2 looks good, but will there be a third one for the GBA? And will there be a GBA version of the new

Resident Evil Gaiden, which looks great? I'm really excited about Tekken - any ideas on its release? Your mag's the best - keep it up Mark, Cambridge

Sakura savs: Tony Hawk's 3

GBA, but the original Tony Hawk's was released long before the Advance hit the shelves. So TH3 is the second game, not the third. We hope there'll be a Resi game on the GBA, but no news yet, and as for Tekken - stay tuned next ish. Thanks for the great pics too!



Racing Action!

Dear Sakura.

There's one thing I really, really need to know. Is GT Advance just another name for Top Gear GT Championship on the GRA? Paul Hesketh, Belfast

Sakura says: Nope, different games. Neither really shone, though. We're still waiting for a really good real-world driving game on the Advance







Dear Sakura,

I think GBX is the greatest

have too many phone-in

competitions instead of

going to be any good?

2: I have Super Mario

Advance and Mario Kart

Super Circuit. Is it worth

3: Will there be a GOOD

Paul Heron, Cleveland

like Mario

questions:

Simpsons game on the GBA?

As you may have noticed, I

Sakura sayz: Yeppers, I see

ya LOVE Mario - thanks for

the kewl pic. The red ostrich

reminds me of the bird from

star letter * star letter * star letter * star letter

LETTERS

Joust! Anyway, on to your

questions to ask

magazine ever, though you

write-in ones. I have a few

1: Is Super Mario Advance 2



Mario's Main Man

2: Yes! It's great. 3: No idea nothing's been announced yet Enjoy your Rocket games! And if you check out www.gbxtreme.co.uk. you can enter our competitions



What The 'Eck?

Yo Sakura.

After reading your really cool mag, I bought an Action Replay GBX, which is great. It really works well, but when I got Ecks Vs Sever for my birthday (I think it's by far the best game yet), I found it so hard! And day after day I go on the Code Junkies web site to see if there are any codes for it. but there are none! I just want to know why there are no codes when other cheat systems like GameShark have loads of codes! Nick Baker, Rutland





Action Replay GBX. The ones for Ecks Vs Sever certainly do, though the intro screen corrupts slightly. Check 'em out - www.gameshark.com.

work on the

1: Yes! See Page 18

A Wheely Bad Idea...

Dear Sakura,

I've got a PlayStation gun and steering wheel. How about making one for the GBA? You would make a lot of people happy. Also, what's the best puzzle game on the GBA? Lee Crocker.

Plymouth supposed to hold the GBA and a light gun at the same time? Also. with your hands on a steering wheel where would someone wanted to

Sakura says: There's a very bring out a GBA gun or good reason why there's no wheel, where would you steering wheel or light gun plug it in? let's face it - it for the GBA. Two good isn't going to happen. reasons, in fact. Firstly, the The best puzzler on the GBX Advance is a HANDheld. This is Denki Blocks!, closely means you hold it in your followed by Kuru Kuru hands. Are you with me? Kururin (now down to £15 in How on earth are you some stores) and ChuChu Rocket.

Joys of Txt

Hey Sakura,

E-mailin just 2 say wot a gr8 job u r doin on the reveiws etc. And cud u e-mail me back tellin me the name ov that total babe from the Dec ish who has the Action Replay and the Pro-Go Stick.

Matt, Cyberspace (presumably)

Sakura savs: Her name's Angel. Or so she sayz. And Matt, if you're e-mailing, why do you type like a mobile phone text message? It's pretty lazy, vknow?



Duckula

you put the Advance?

Get the picture? And

the second major

problem is even if

Dear Sakura.

GBX is great! Hope you like my picture of the old fella from Duckula. Maybe Nintendo should make Von Klunken and the Infernal Machine. Emma J Ochman.

High Peak, Derbyshire Sakura says: Hey, maybe they

should! And thank for your wonderful picture.

Music Machine

Dear Sakura,

What I want to know is why doesn't someone produce 'music' games. Not like Beatmania or Dance Dance Revolution, but games with real songs. They could be cartridges with a thru-port on top where you could fit in another cartridge, like Sonic and Knuckles on the Mega Drive Imagine playing The Little Mermaid (not that I do) and listening to Eminem. Or playing GTA and listening to Mary Poppins (the funny combinations are endless). But seriously, not being immodest or anything, it's a good idea. and I've got it copyrighted. so don't try anything. Bob Saggot. Merseyside

Sakura says: Hey Bob, I've got a better idea. First boot up your fave cart. Go into the Options section and switch off the in-game music. Whack any CD you like on your stereo, and

away you go! You can play your gamez to any music you choose A thru-port for add-on music carts would be very expensive, and not many bands would release their music on carts. Far

easier just to offer an option to turn off the in-game tunez and play your own on your stereo.

Oh, and next time you write me a letter Bob put a stamp on the envelope!



Seeing Double?

I was flicking through Issue Six when I saw the Body Shock. It looks fab, and I'm going to get one as soon as possible.

Also in the Kit Bac section I saw a small doll next to the dynamite. I knew I'd seen the face before, so I went back through the mag looking at the reviewers - it looks just like Simon! Is it a lucky charm, a voodoo doll or a monument? Kyle Huddart, Leeds

Sakura says: Yeppers the Body Shock is kewl. Hope you enjoy it. Regardin' the doll, it does indeed look like Simon. Thanx - hadn't noticed before. Now I can stick pins in it if he doesn't get his reviews in on



Time to get writin', folks. We've got a fistful of new prizes for our Star Letter writer - three ace Rocket games for the Came Boy Color. You get Space Invasion, Painter and Karate Joe - kewl or what? And for the rest of our lucky letter writers, there's a CodeJunkies T-shirt (girl not included). Choose from Medium or Extra-Large. Send all your merry missives and ace artwork to: Sakura, GBX Magazine, Stafford Road, Stone Staffordshire ST15 ODG or e-mail on







BANG!

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Issue One!



Issue Two!

Our sizzling second issue featured: Bomberman Tournament, GT Championship, Tony Hawk's Pro Skater 2 and Tweety and the Magic Gems on the Advance.

1942, Comander Keen, FA Premier League STARS 2001 and Prince Naseem Boxing lead an all-star Game Boy Color cast.

On the video, there's Bomberman Tournament, Pokémon Crystal, Final Fight One and VIP, among others.

Issue Three!

Issue Three's Advance games included Army Men Advance, Denki Blocks!, Earthworm Jim, Fire Pro Wrestling, Hot Potato and High Heat Major League Baseball 2002. On the Color there was an exclusive review of the amazing Tomb Raider: Curse of the Sword, Snoopy Tennis, Mat Hoffman's Pro BMX, Hercules, Denki Blocks!, The Munmy returns and Xena: Warrior Princess.

Not only that, there's a reature on emulation, and a complete solution for Super Mario Advance. On the video is exclusive footage of Tomb Raider: Curse of the Sword, Ready to Rumble Boxing: Round 2, Colin McRae Rally and Tony Hawk's Pro Skater 2.

Issue Four!

Mario Kart Super Circuit leads the Advance pack in Issue Four. Find out why it's so cool. Also, check out BackTrack, Disney's Atlantis: The Lost Empire, Final Fight One, Iridion 3D, LEGO Island 2, LEGO Racers 2, MX 2002, Spider-Man Mysterio's Menace and more. For the Game Boy Color Crowd, there's Micro Maniacs, Pokémon Cirystal, Zidane Football Generations, Universal Monsters: Dracula and more!

Not only that, but we've also got a hot feature on original GBA yames, a complete solution to Tony Hawk's 2 and Mario Kart, MicroSoft Pinball, Super Street Fighter II Turbo Revival, Speedball 2 and many more on the vid!

Issue Five!

Issue Five's high points include a sizzling Wario Land 4 review. Is it the greatest platformer ever? Other Advance games on offer include Advance Wars, ESPN Final Round Golf, F-14 Tomcat, Lady Sia, Super Dodge Ball Advance, Super Street Fighter II Turbo Revival and LEGO Bionicle. On the Game Boy Color is Stuart Little: The Journey Home, Keep The Balance, Disney's Atlantis, WWF Betrayal and Wendy: Every Witch Way.

On the video there's Wario Land 4, Fortress, WWF Betrayal, exclusive footage of the GameCube in action and previews of Mario Advance 2 and Golden Sun.

Issue Six!

SOLD OUT

Issue Seven!

Our Best of the Best feature blows open the finest GBA and GBC game in each genre. Essential buying recommendations! We review Boom, Mech Platoon, Batman Vengeance, Namco Museum, Harry Potter and the Philosopher's Stone GBA, Ronald Buck Adv@nce, Klonoa: Empire of Dreams and more!

On the video, we gave you the lowdown on the ten best GBA games so far, as well as reviews of Resident Evil Gaiden, Klonoa Empire of Dreams and Steven Gerrard's Total Soccer 2002.

Issue Eight!

RPG fans shouldn't be without Issue Eight. We reviewed two great role-players, namely Golden Sun and Breath of Fire. They're both great, too! Also reviewed on the Advance are Alienators: Evolution Continues, Frogger's Adventures, Star Wars: Jedi Power Battles, No Rules: Get Phat and more. For Color owners, there's the spectacular Harry Potter and the Philosopher's Stone, a 90% smash hit, as well as Antz World Sportz, Shaun Palmer's Pro Boarder and Tony Hawk's Pro Skater 3.



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Passwords

.GOTHAM BATMAN BRUCE 4 5 6 7 8 9 10 11 12 13 14 15 .WAYNE ROBIN DRAKE BULLOCK GRAYSON KYLE

BATARANG

GORDON .CATWOMAN

BATGIRL

ALERED



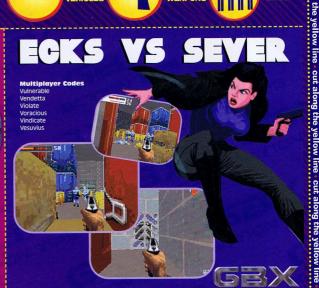
OFE00CE47C525652

Inf Batarangs

Inf Smoke Pellets 3D3659A3D3D3B283

Inf First Aid 6644E4AA48406242

of Time



2422

Es.

PART 2

after Nina learns how to fly, and before Pagoda has been activated.

Getting the Emperor

Check by the throne after defeating Jade to discover the Emperor Sword. Search the right hand pillar in the same room for the Star Hammer. Use this in

the Comet spell

effect. **Getting the Tri-**Rang The Tri-Rang can be

Search directly behind the twin towers of Pagoda to find it.

Cetting the Rods With the Sphere, you can also reach Tunian. Fall

down a pit to the left of the vault in the princess's house, then search the box to find the Rod5. This

Finding C.Fish:

Go to the third Dragon Shrine and go west to a piece of land sticking out into the lake. Fish on the very end of it to catch a C.Fish.

ATH OF

PARTI

cut along

along

the year



Chun Li Cameo

When you visit Bleak, go to the boy who thinks he's a magician. He says, 'Put a hundred coins on the table and I will make them disappear'. Agree to his request and wait for him to

say 'Look behind you'. Say 'No' twice, then say 'Yes'. You should see Chun Li practising her Lightning Kick

9999 Experience and 9999 Gold Before battling Jade in Obelisk, he asks you if you want to join him. Answer 'Yes' and whenever he asks you if you want to change your mind, answer 'No'. Do not push any buttons and he soon says, "Im bored. Entertain me!". After this, there's a battle scene. You fight a D.Flea, a Crab, a Flower, a G.Slime, and finally an M.Slime which, when defeated, gives you 9999 experience and 9999 gold.

actrion trips

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.

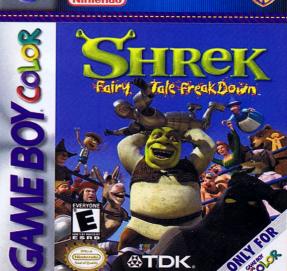


















91 .NSM

92 .QYZ

Must Be On [M]

FD79D41BC04A3B0F

OD655E5E9A44FC81

PacMania (Lives)

Pac-Man (Lives)

actrion Replay

OAFCE825E2D1268F

replay Button for Slow Mode 7896079427667199

63X

Press Action

65 .QTM

67 MRS

69 SWT

72 73

75 SNC

SMM 49

HSM

PWW

MTN

.TKY .RGH .TNS

YKM

.MWS

TYK

39 THD

40

41 CNK

42

43 MIR

45 SDB

46 BQJ

47 .VSM

48

RMN

FRP 44

RDY

XPI

PHILOSOPHER'S

Transfiguration spell:

Taught in transfiguration lesson. Gets rid of object (files of books etc.) that are put over switches by turning them into birds

Defeating Troll:

Get close, and when it raises its club, back off and hit it with the Flipendo spell. Then



Defeating Voldemort:

After the challenges, you meet Quirrel in a room. He is actually the enemy. To defeat him, get him to destroy the four large pillars in the room. The best way is to stand behind them, wait until he shoots, then move behind the next one. When they are all gone, you both will fall into a room with lots middle. He will walk to the top of the room and shoot at you. Use the mirror as a After awhile he will levitate rocks at you.
Again, use the mirror as a shield. When

room, keep the mirror between you. Shoot the mirror once with Flipendo and it will swing round and you can use it as a shield again. It will not be long before he is defeated



PHILOSOPHER'S

FST

.SLW

XWF

AND THE Alchamora spell:

Hermione teaches you this in the common room after Quiddich practice. It opens locked doors with pictures of stars on them.

Flipendo spell:

Professor Quirrell teaches you this spell in your first lesson. It is a spell that shoots a ball 1111 of energy in a straight line. This spell can push objects, stun enemies or break

Flying spell:

containers

Allows you to move some stones and statues.

Hint: Lumos spell:

Lights the area for a few minutes

actrion Replay

Must Be On [M]

Infinite Stamina 26559F2535CE42EC 4E1D163325EE6288

along the yellow

Shrek Village: SMHTVKCQR Dungeon: TQDFNHGGM

Swamp: TFGKWLSJJ

This password also unlocks the Gingerbread Man.

Dark Forest: KDNBQGKVY unlocks the invincibility

Bridge: KWJPYXCQC This password also unlocks the speed power-up

Castle: YNNHLBMBY This password also unlocks the Dragon and strength power-up.

Thelonius SVGTLXM

Dungeon: YFSVGTLXK

actrion Replay

1 Hit KO P2 910122C2

Replay Levels
Defeat King Dedede to replay any level.

Hard Mode
Collect all Red Stars to unlock Hard Mode.

Collect all Red Stars in hard mode to unlock some secrets. The sky changes pink, there are Kirbies you can control in the opening scene and a free-play mode is available for

Infinite Lives

Infinite Lives
When you start level 4-3, you see four
Waddle-Dees walking around in a circle. Flip
them and they turn into blue stars. Collect
all four of them to earn a life. Repeat this
as many times as needed to collect an
unlimited number of lives.

Set up a red bumper exactly vertical or horizontal with the bumper. Repeatedly roll into the bumper to become temporarily invincible.



Enter a jumper, then jump out of it and into another jumper. Immediately jump out again into another jumper. Jump out once more time to become temporarily invincible..

actrion Replay

Infinite Lives

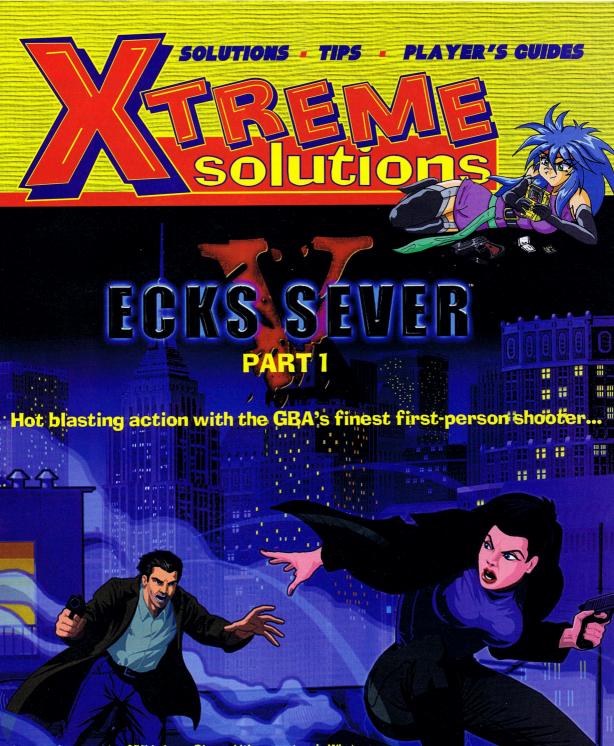
91638FC1 91638EC1

Have All Recovered Stars 016393C1

Infinite Health 91063cc2

Start On Last 911f94c1

Stop Timer 010936C1 Max Score



It scored an amazing 95% in Issue Six, and it's mega-tough. What better excuse could there be for a complete guide to Bam! Entertainment's Ecks Vs Sever? This month we take you through Jonathan Ecks' missions as he chases down rogue NSA agent Sever and unveils a conspiracy that threatens to plunge America's counter-espionage organisations into chaos. With Sever's missions covered next issue, you might complete the game before the film's even released!

SOLUTION





OBJECTIVE:Locate the laptop



■ You start outdoors in a street with fire hydrants and garage doors. Go forwards and then right down the alley to find a steel roll-up door guarded by a blue-shirted security guard. Shoot him twice to kill him, then pick up the key he drops. Open the door and enter.



(2)

■ You are now in a warehouse. Guards patrol the area. Shoot the fuel barrels opposite the entrance and use the cleared area to make strafing easier as you blast the guards between the gaps in the containers. When you're done, walk the small passage between the metal containers and the wall with

the entrance door. It ends with a ventilation grid - shoot it and get the body armour. Continue through the ventilation shaft to get to the area where the guards were, take the ammunition and shoot the barrels for a Colt M16A2, then go through the door. Make sure you've secured the area (ie. shot everybody) before leaving.



3

Open the door, take a step back and blast the guard standing right in front of you. Move swiftly down the corridor and shoot the guard hiding in an alcove about halfway down before going through the door directly opposite the one by which you entered.





4

Three guards are waiting on the other side of the door. Blast the fuel barrels to take out one straight away, then deal with the other two before entering. Go up the stairs and pick up the freebies on the walkway. then go through the doorway at the end and up the staircase. Strafe around corners so your weapon is always pointing into unseen areas - several guards await. At the end of the staircase, move into the right-hand room and dispose of the four guards. The barrels here are more of a trap than an asset - make sure you don't charge the guard in front of them and fire, blowing yourself up.



(5)

Grab the goodies, then go back the way you came, and take the left path from the stairs. Strafe past the entrance to a small room, shooting the guards inside, and also the one in the alley at the far end. The guards in the room die easy if you hit a fuel barrel. Grab the power-ups, then continue down the alley. You arrive back in the warehouse where you trashed the guards, but you're above ground level. Don't jump down into the warehouse instead, press on and take out a few guards along the way. You reach a room with three FBI agents guarding your mission objective, the laptop. Take 'em out with one of the snazzy weapons you took off the guards - they're a lot tougher than their blue-shirted colleagues!

MISSION 2

PASSWORD: Extreme

OBJECTIVE: Escape within three minutes

(1)

The key to this mission is, unsurprisingly, speed. Lots of speed. Don't get drawn into long firefights with the guards - you've neither the time nor the ammo. If you can run past a guard and get away without getting into a scrap. So much the better, Be

careful, though. If you leave the wrong guard alive, you might find yourself trapped between two of them, taking flak from all directions. This is disastrous, so make sure guards standing in doorways and at corridor corners are always felled.



Starting in an alleyway, turn slightly to the right and run diagonally to the right turn. Run straight past the guard here and open the steel door. There's a guard in the next room - take him out before



pn ss 2250

proceeding through the next steel door (he drops pistol ammo). Keep going through the next few rooms, ignoring the FBI agents and ducking under the boxes as the thoroughfare narrows, until you get to the room with the lift.



Run into the lift and press B - the doors close and it lifts you to the next level. Turn around to check whether a baddle is in the lift with you - kill him if there is, then turn back to face the wall opposite the door by which you entered. This is the section that opens and releases you, into a first-floor room containing nothing but Jackhammer ammo.



■ There now follows a section where you have to weave through cardboard boxes. Your route is pretty well defined, but it's easy to get stuck if running too fast, so be sure your exit's clear before you leave a guard or FBI goon unkilled. Ignore the weapons and ammo on top of the boxes - you don't need 'em, and time is of the essence.







In the next room are several foes guarding a half-open door. Run straight to the door, ignoring the enemies, and crouch down (press both shoulder buttons) to get through. You've completed the mission!





PASSWORD: Excite **OBJECTIVES:** Shoot Sever dead

Rendezvous with Mills Get Deciphering Key 1

1 This is the first mission that presents serious difficulties. Sever is chucking grenades at

you, and if they find their target, you're wiped. You

need to shoot her eight times before she's beaten, but whatever the mission objective says, don't expect to kill her - you won't.

(2

Pick up the Sniper Rifle in the alley, then creep forwards until you see Sever in the open window, chucking grenades. KEEP BACK! Stand as far away as you can while keeping the window visible and switch to the Sniper Rifle, pressing A to access sniper mode and the



shoulder buttons to zoom in and out. You're out of her grenade range, so you can take your time. Remember, though, in sniper mode you can't move, so it's just as well. Shoot her for the easiest of hits and the steel barrier blocking the exit next to the window blows allowing you to proceed with your pistol at the ready to deal with the goons guarding it. Strafe left and right to dodge their bullets, and when you reach the next open air section, you should have a Pancor Jackhammer.

Stand on the right-hand side of the passage and creep forwards until you see another window on your left. Again, stay back as far as possible while keeping the window in full view. Unsurprisingly, Sever's there chucking grenades, Again, if you're far enough back, she can't touch you - switch to the Sniper Rife and do your stuff.

Get two shots in to make her run (the barrier blocking the next area again blows), and then run into the open area armed with the Jackhammer. weaving and strafing as you take out the guards and goons. Make sure they're all dead before you head down the next alley, and don't miss the ammo and Body Armour they drop.





Use the Jackhammer to deal with the first guard standing by the skip, then nose around the alley entrance and peep into the open area - use the sniper rifle to deal with the FBI guy. Sever's window is to your left. Creep forwards with the wall on your back until you see about half her window. Switch to sniper, zoom in and take her out when she walks into your visible part of the window. Get



this just right and she won't throw at you. Shoot her three times to make her run, but due to a glitch in the program. she might stand uselessly in the doorway, never leaving. If this happens, you just have to restart the mission.



Pick your way through to the next open area and keep your back to the wall opposite Sever's window. You never enter her grenade range shoot her four times with the Sniper Rifle and she flees. As you enter the open area, you come under attack from another window, from the FBI with a Grenade Launcher. Keep your distance and take them out with the Jackhammer or the Sniper Rifle - they're not as slippery as Sever.



6

Shoot the next FBI man for a Colt M16A2, and switch to it. Charge through the rest of the mission, killing any FBI you meet, and blasting Sever as she rifles through Mills' dead body. She runs, and you get Deciphering Key 1. Escape through the half-open steel door to complete the mission.



BEWARE OF BARRELS

Fuel barrels are both an asset and a liability. Blast one that's near an enemy. and the explosion could do your dirty work for you, Remember, though, they can do the same to you, so don't hang around too long near barrels



MISSION 4

PASSWORD: Excavate

OBJECTIVES: Follow Sever. Don't lose her.



☐ It's impossible to keep Sever in your sights for the entire mission, but as long as she doesn't get too far ahead, you'll be okay. She tends to dawdle conveniently at certain points if you're a little

behind, and the route's pretty straightforward, so you won't lose your way. Don't expect her to wait for you forever, though you shouldn't run so fast you miss power-ups dropped by your felled foes.



As you start in an alley, Sever flees. Chase her, killing the first two guards you see one drops a Jackhammer. Follow her into the building the jackhammer makes short work of anyone not in armour. When you reach the room where a guard stands on a box in front of a window with a Venetian blind pulled down, kill him and stand on the box. Open the window with the B



button and Press both shoulder buttons and go through it. Shoot the guard on the balcony, pick up the Body Armour he drops and then go through the next window. Kill the guard, get the Colt M16A2 and follow the only possible

route. blasting guards (they're oneshot kills with the Jackhammer)



You reach an outdoor area where you see Sever! She runs again. Follow her, taking out the enemies (including your first armoured foe - shoot him several times squarely in the chest) and she runs into a building through an open door. Follow her and you soon reach another window - open it and run along the walkway blasting the guard and



armoured SWAT agent You now have a choice of two windows. The first one you reach is a distraction. Ignore it and enter the second, killing the two SWAT operatives. Follow the route to



the open area, killing baddies as you go. You eventually see a doorway labelled The Viper Lounge. Enter this to complete the stage.



PASSWORD: Excalibur

OBJECTIVES: Take out the SWAT teams Locate Deciphering Key 2.



■ This level's tough - VERY tough. Expect to die several times before you complete it, even if you follow our tips to the letter.



From the beginning, shoot the guard behind the bar then run to the left - you see an opening in the far-left bit of the bar. Go in and walk through the area behind the bar, holding both shoulder buttons at all times, and pick up the HK G11 and ammo the guard dropped, then go back the way you came, still crawling. The room is rushed by SWATs. Leave the bar area



and turn right for a short passage ending in a locker room with some useful arms and ammo. Now go back the way you came and hide behind the wall located behind the bar and counters. In other words, go back the way you came and do a Uturn just past the bar. Fight from behind this wall. appearing first one side, then the other, strafing into view

and blasting the SWATS, Keep moving or you're dead. You can also crawl behind the bar, releasing the shoulder buttons and firing at regular intervals, then moving. This is risky as it's easy to lose your bearings and fire into thin air or make yourself vulnerable as you aim. Continue with these hit-and-hide tactics until you've secured the bar

once more, and you see more

SWATs have arrived, and



Behind the counter area you see a room with a snooker table in it. Leave the building via this room and kill the SWATs in the left alcove. Proceed, killing SWATs as you go, to the window. Open it, go through and kill vet another SWAT. Keep running and blasting until you get to the ventilator cover. Shoot it and crawl through (both shoulder buttons down) and you return to the Viper Lounge. Head for the Live Show door, then kill the two SWATs. One of them drops a key - grab it and use the blackened door to end this bloodbath.



Go through the double doors opposite the bar and strafe right - take out the SWAT in the boxes and pick up the health pack. Now creep back into the bar area, inching around the corner - another

SWAT team has arrived Two in fact - one to your right, one to your left. Use the same tactics as before - hit and hide. By the time you've finished, you're knee-deep in corpses



Go through the door labelled Live Show and take out the two SWAT members there. They're not difficult if you strafe. Return to the bar, inching round the corner



they're getting hard to see among the bodies. Fight hard, and pick your targets. When you've finished, go back behind the counters to see a staircase that was previously closed off Rush the two SWATs up the

stairs, pick up

the goodies

and re-enter the main

room



RUDE GOOD

If you're on full health and

you find a Health Kit, you

where it is, though - you

might need to come back

can't pick it up. Remember

HEALTH

for it later.

MISSION 6

PASSWORD: Extort

OBJECTIVES: Locate Sever and attempt to bring her

down.



As soon as you start you see a SWAT with a Jackhammer. Bring him down with your pistol (!) by strafing, then grab his weapon. Strafe into unknown territories as you climb the stairs, as there's two SWATs in close proximity at the top and then another to the right. Go into the room behind the counter the SWAT guy was hiding behind and shoot the ventilator cover.



Crawl through and kill the SWAT at the other end from within the shaft. Grab his weapon and leave the room turning left. In the room next door is a SWAT and Body Armour and a Health Kit. The room on the far left houses a SWAT carrying G11 ammo.



Go back right and up the stairs to find yourself on the stage, with Sever in the audience area. Charge at her with your G11 going hell for leather. As long as you keep hitting her, she can't reply, Keep chasing and firing as she leaves, and she eventually blows some doors and



mission, but make sure you're not caught in the blast as she blows the doors.











PASSWORD: Expire

OBJECTIVES:

Locate Deciphering Key 3. Activate the lift switches.

Locate keys to the weapon storage lock-ups.



First things first. Press Start to pause the game, choose the Contrast option and whak it up to ten. This is a dark level (at least until you find the light switch), and increased contrast is pretty-much essential.



2

From the start, rotate left and kill the guard. Pinch his Jackhammer, then kill the one behind him for ammo. Back in the lift room (where you started), go down the stairs in the far-left corner and move on until you reach a corridor with a SWAT in it. Kill him, then look ahead - see the other one in an alcove? Strafe up to him and fire when you see the whites of his eyes. He drops Thermo Goggles great! You can see at last! Flick the lift switches behind



him, then strafe right and take out another SWAT At the end of this corridor there's a couple of alcoves with a SWAT in each. Kill 'em for more goggles and a Health Kit, then look for the ventilator grille near the right alcove. There's a guard behind it - kill him now to save trouble later.



Go back to the lifts and enter the first one you reach. Turn left, then enter the room on the left and kill the guard and SWAT for ammo and a key.



Leave and press left again into the next room. Shoot the grille in the shower and crawl through to a walkway. Move it and jump off, then kill the SWAT below. There's a dead guard here too - this is the one you shot through the busted grille on the far wall. Go through it to re-enter the hotel (they must have huge problems with burglars), and return to the lifts



Go into the third lift (the only one open) and, at the top, blast the SWAT for more goggles. Run into the first room you see and open the window, finger on trigger for the SWAT behind it. Go through the window and collect the key the SWAT dropped when you dropped him. Along the walkway, back in through a window, blast a SWAT and continue to the shower area. Strafe facing the showers - the first three hold goodies, the last one a SWAT. Collect the power-ups, then exit through the grille in the



shower that contained the SWAT. You land in the room where you shot the first guard, on the ledge with the Body Armour and Health Kit. Go back into the lift room (all closed), down the stairs, and into the corridor with two alcoves at the end. Go into the right alcove, and open the door (you now have the key). There's loads of goodies and



Enter the second lift and arm the Mini-Gun. As soon as the door opens (the opposite door to the one by which you entered, as always), fire. The two SWATs ahead of you didn't stand a chance. The first room on the left contains a SWAT and an inaccessible window. The first on the right holds a SWAT and a ventilator grille leading to an ammo-carrying SWAT via a health pack. Second door on the left holds a SWAT and a window. Go through and kill the SWAT on the balcony. You have a choice of two windows. The first one can't be opened, so use the second and access the window you saw in the first room.





Proceed to the far end of the corridor (opposite the lift) and clear the SWATs left and right. This part is a 'circular' corridor, so it doesn't matter which way you go, as long as you clear it of SWATs before going through the double doors into the blue corridor. Clear the SWATs left and right again, then enter the bedroom and topple the SWAT with the key. Leave through the window, then it's in through the next, and out the room. You find the centre section of the circular corridor is open, and you've a fight on your hands. Win it, and proceed forwards to find Deciphering Key 3 and a door. Behind the door is a lift switch - flick it.



Go back to the lift area and find lots of SWATs, It's hard to fight from out of the lift, and there are few places to hide. However, all you have to do to end the mission is run into the now-open fourth lift, so you may just want to make a run for it.

another door, behind which is a light switch. Flick it and return to the lifts.



MISSION 8

PASSWORD: Exact

OBJECTIVES:
Activate the lift switches and escape.



You MUST follow a set route at the start of this level Through the door, left at the T-junction, last right. You see a guard with a Jackhammer and ammo. If you don't, you're in deep trouble - restart the mission and try again. Kill the guard and grab his weapon.



SWATs. Keep strafing, switching between the right route and the left route and take out the SWATS (it's actually one large group). Make your shots count ammo is in short supply in this mission.



2

When they're dead, go back to the dead guard's body and stand facing the brown door (this is purely for orientation, so the tipster knows exactly where you're standing before continuing with the directions). Move forwards towards the door, turn right, then right again then go straight down the long

corridor, all the way to the end. Enter the blue bedroom, and shoot the guard, then turn and shoot the one in the next room before moving through. Be quick, as SWATs follow - don't get into a firefight, you haven't got the ammo. Move through the only way you can, then climb through the window.



After a short walkway is a room with a guard - blast him for a Health Kit and move through. Down the corridor after the room, take the first right and see the lift switch to the right. Flick it, face the way you came and strafe right - there are goons on your tail. When they're done, turn to the right and strafe left for the last of 'em, then it's into the bedroom. There's a SWAT with his back to you run at him and fire as he



KEEP MOVING

Stay on the move. If you're still, you're an easy target.



through the other door and fight your way back to the lifts, which are now loaded with SWATs. Kill them for a G11 and ammo, then enter the one on the right. As it opens, you're faced with more SWATs. Run at them, firing all the time, and jump off the gap in the roof. Don't worry about killing them all first - by now you're too badly off. Just get off the roof as quickly as you can, then enter the nowtraditional half-open vertical door to end the mission.





PASSWORD: Exhale

OBJECTIVES:

Locate the bunker passkey. Locate Deciphering Key 4.



First things first. Blast the snot out of the security guard and steal his weapons. Press the button by his desk and turn and walk through the now-open giant door, clinging to the right-hand wall. As you reach the end, you see a guard behind the counter. Shoot him, then walk to the right end of the counter, and turn to face the lift on the right wall. Arm the Grenade Launcher. Inch back into the area once occupied by the guard, and as soon as the lift opens, fire grenades into it. If you're good, you can take out all three NSAs inside before they even know you're there.



If you're not so good, you take a hammering, but still win if you blasted them in the lift. If they get out, you're geography - sorry, history.
Collect the things they drop, including Door Key 1.



After two bends in the corridor you're faced with a couple of NSAs. Strafe, Behind the door set into the second corner is three NSAs and some goodies. Face the door at an angle, open it and fire a Grenade or two before retreating. Face the door at

the opposite angle after it auto-closed, open again and do the same. Finally, do it again facing it full on. Now mop up the remains. Now go through the second door on the right and deal with the NSA. Return to the first door on the right for grenades,

before blasting the security guard through the window on the right (all sides based on your facing the way you entered the corridor). The doors on the left contain an NSA (drops a Health Kit) and the almost-useless Proximity Mines respectively.



Instead of going through the big door at the end of the corridor, use the door to the right of it to enter the guard's room. Grab the armour he dropped, then continue through the small doors through rooms full of containers and NSAs - and of course, goodies! Strafe around every corner, and make your way to the next big corridor. The door straight ahead is the one you would have come through if you hadn't used the quard's room, so turn right into the



As you get halfway down the corridor, the end door opens and there's an NSA after you. Blast him. Go to the end of the corridor and blast two NSAs through the window easy when they're not facing you. Now go to the first door you passed on the left - inside are blue containers and a walkway holding Body Armour and a key. From the walkway you can take out an NSA through a window for an easy kill. Plunder the other two rooms for the Mini-Gun, among other things then use the grille in the right-hand room. One ventilator branch takes you to Body Armour and a



Health Kit, the other to a room containing loads of goodies and the NSAs you shot earlier. Leave through either of the doors and go back down the lift to the lobby where you started.



(2

Go back to where the guard was and collect his Deciphering Key 4 and G11, then enter the lift opposite You need to press the button to summon it, and there's a Health Kit inside. Ride the lift up and blast the two NSAs waiting for you. Now, there are two doors on each side of Health Bi



this corridor. In the first on either side, there's an NSA. Second-right holds two health kits, second-left some Grenade Launcher ammo, What order you plunder them depends on your state of health, but remember the NSAs can shoot from their rooms into the adjacent ones

MISSION 10

PASSWORD: Exhume

OBJECTIVES:

Locate the mainframe terminal. Confront Sever for the last time.





the wall, each containing a NSA operative. Kill them quickly and rob the place before moving through the next door.



3

There's a nasty right ahead - he drops a Sniper Rifle when he falls. There are also two more in alcoves either side of the corridor. Try to fight them one at a time. After clearing the two side rooms (one NSA dude each), go to the end of the corridor and turn left - the other two

After the window, go into

of green and blue boxes

Shoot the NSA guy. Need

health? Strafe left for tons!

The ventilation grille behind

the Health Kits leads to the

goodie areas you saw from

one of the side rooms earlier.

The door between the green

and blue containers leads to a

meeting room. Kill the NSAs

and grab Door Key 1, along

the room on the left, with lots

doors are locked. Shoot the NSA from outside the room. Notice the window on your right - there are more of them in there. Grab the Jackhammer, walk right up to the window and crouch, rising and firing from different positions. It's a hard fight - stay on the move



with any health Kits you need. The far room just contains Jackhammer ammo and the one on the right takes you back to the room with the big window. When you enter this room, use the door on the same wall as the window to





access a room with wall-towall monitors. Grab the goodies left behind when you deal with the NSAs there and go back the way you came until you reach the two doors that were locked earlier. If you're lost, that's through the door next to the window you have the two locked doors ahead and to the left. and a corridor (the one you fought in earlier) to the right.

Ominous. Turn 180 degrees

and walk backwards to the

Armour - two doors open in



Deal with this latest

warehouse in the usual

manner, then move to the top-

right corner to find the steps onto a walkway that takes you

out and onto a bridge. Near

here there's a grille that's too

high to reach - that's where

you emerge if you used the

After a serious firefight on

warehouse. The exit is right

ahead, and you won't miss

leads to the last warehouse,

and it's filled with NSAs and

elites. Deal with them, then

the bridge, you reach another

much if you just go for it. This

rubbish chute.

(4

(3

6

There are NSAs on the prowl here - take 'em out, keeping on the move. Next to the staircase you first used to enter the lobby is a small door. Open it, shoot the guard and press the button to open the larger door next to it. Grab the Health kits and other goodies. Press the button beside the lift where you grenaded the three NSAs at the start of the level, and the lift to the left opens. Enter it for a free Health Kit and a ride upwards. Shoot the NSAs in front and to the right of you, as well as the guard on the right, then move right into the corridor. Enter the first door you see, clear the lecture hall of guards and a single NSA (not hard with the Mini-Gun) and leave through the door opposite. Turn right, then right again for a door in the left wall. If you can't find it, it's behind the wall directly opposite the monitors in the lecture hall. An NSA and another door later, you're faced with a choice of three



First door on the left - kill the NSA and move behind the lockers for Door Key 3. Leave and the middle door has opened - blast the snot out of the NSAs inside. Now there's only one door remaining, and behind it is an open plan-type office area. Enter if you're prepared to fight for some health. Return to the lobby again and use the small doors opposite the main entrance, the ones that wouldn't open without Door Key 3. Hint - as you leave the lift, they're on your right. Whichever you use, you're in a big room with lots of NSAs - strafe, and don't get caught in crossfire. There should be a door right opposite the ones you entered by, leading into the heart of the room. Go through and wait for the lift, which takes you to the exit.



MISSION 11

PASSWORD: Exonerate

OBJECTIVES:



2

A very typical opening - in a warehouse with your back against a wall. Run forwards for the gun and ammo, then back again quickly. There's a couple of goons hiding in the shipping containers, so strafe and run. At least you get a G11 for your trouble. Behind the containers are a half-open door and an alley. The alley holds an NSA hiding behind a skip and some goodies, including lots of health

Now crawl under the half-

manner, then use the open

containers. Between the two

warehouses, there's an easily-

missed alleyway leading to two

When you're fully armed, move

into the next warehouse. It's

slaughterfest - kill everyone

there, then walk up the small

flight of grey stairs to face a

mega-tough NSA elite. Keep

doorway behind the blue

NSAs and some goodies

including the Sniper Rifle.

another strafe-heavy

warehouse in the usual strafing

open door. Clear the







head for the exit in the corner of the room - it can be hard to find, so it's best to finish off the foes first. After that, you find two enemies guarding a half-open door. Topple them and crouch through and the level is yours. behind the skips in the alley, you find grenades and exit



a red and a blue container,

warehouse. If you throw

leading to an alley with NSAs and skips, and then another

yourself down a rubbish chute

through a grille. A few short fights and a Grenade Launcher blasting it and don't let up later, you appear through a Move on to yet another grille inside the warehouse. warehouse and another NSA elite with a Grenade Launcher. The way out is a partially-



MANAGING YOUR



4

HEALTHCARE Health Kits give you 25 health points. There's no point collecting one if you're only five points below the maximum instead, press on and tackle your next fight, then come back for it if more seriously wounded



Go through the door to the left. There are three dead NSAs here - they're the ones you shot through the window. Grab the bits they dropped then use the small door at the far end of the room. There's lots of goodies and baddies among the containers - don't rush. Strafe around corners and take out foes one by one. Make sure you don't miss anything. When you get to the ventilation grille, go down the longest route first, kill the two NSAs for Door key 2 and a Grenade Launcher, then look through the window - it's an arms store with two NSAs. The small door leads to the grille you passed earlier, and a flight of stairs. Go up to return to the room with lots of monitors, or down to the arms store you saw earlier.

Go to the big door with a few steps in front of it, and ready the Mini-Gun. Take out the goon on the other side of the door and then roast the gang at the other end of the corridor with everything you've got. Now enter the second door on the right. There's a couple of foes and lots of containers. The grille leads to three booths, in the second of the side-rooms you saw right at the beginning. Go back out the way you came (not by the other door in the room). The door which is now to your left offers a corridor, the one opposite a short battle and a long crawl down a goodie-filled shaft to the mainframe room and Sever. Trap her in the corner with the mini-Gun and she can't fire back. After she's shot an inhuman number of times, she falls and gives you a message. Mission complete, and plot unlocked

MISSION 12

PASSWORD: Expel

OBJECTIVES: Waste the NSA agents and put an end to Gant!



In this room, you meet the final baddie, Gant. He's in the centre on his own little platform Around

the edges of the room is your walkway, with lots of goodies scattered around. Unfortunately, there are also lots of baddies guarding them. In the left corner are security guards sitting on Health Kits, ammo and a Pancor Jackhammer. As you start with a pistol, this is your first port of call.



■ How you tackle Gant is up to you, but remember he's VERY hard to beat. Either take him out at a distance, or charge at him all guns blazing. The former is safer but slow - you might just get careless and make a mistake. The latter is



Elsewhere on the edges of the room. FBI agents guard Health Kits, ammo and a Colt M16A1. SWATs cover Health Kits, ammo and an Ingram and NSA operatives and elites cover just about everything else. Armour and health Kits litter the room. One major point,

though - the goodies respawn. but the enemies also restock, specifically from doorways behind their position. You can't kill the critters once and expect an easy power-up later.

satisfying, but very risky. The oil barrels on his platform are a useful target, but only if he's near the one you aim for don't waste them.

Kill Gant and you've beaten the game.



(Advance version)

We've all heard of Harry Potter. And we all love our GBAs. Putting two and two together, it's safe to imagine many of you are wrestling with the magical extravaganza that's the Harry Potter game. Wrestle no more: help is at hand in the shape of one of our famous walkthroughs. The game opens with a bewildered Harry standing outside Hogwart's Castle, so that is where we start too...

The game follows the plot of the book quite closely, so if you've read it, you may find it of help. On entering Hogwarts, ignore the lower floors and Peeves the poltergeist, and proceed directly to Floor Three where you meet Ron. He takes you

to the Defence against the Dark Arts classroom, where you learn your first spell, the Flipendo Jinx, Follow Professor Quirrell's movements with the directional keys; learn the second and third routines for additional House Points.





THE FLIPENDO CHALLENGE



You must find five gold stars. First go forward and left to a dead end; Flipendo the shield to turn a bridge. Go back and right and push the barrel using Flipendo a few times, then go forward to get your first star. Keep

going left to the two gold gnomes, jinx them and collect the second star from the room behind them. Go forward and left through the new opened door to find the third star, then bridge the chasms by jinxing the marked blocks to clear the way to get the fourth. Having crossed the chasms you find a bookcase. All the bookcases have jellybeans on top, which provide energy. To collect them, stand in front of the bookcase and press Up. The fifth star is in the next







FIND THE GLASS VIALS

Breaking the three pots on your left uncovers the first vial. Turn right and enable the bridge using Flipendo. Using the grey pressure plate in front of you, open one of the portcullises, go through and across the bridge then release three gnomes and knock them out to let you



Activate the pressure plate and head back to the initial portcullises. Entering the second one, use Flipendo to manoeuvre barrels onto each of the pressure plates and break the two clay pots for the third vial. Head through



portcullis for more pressure plate tricks which allows you to obtain the fourth vial. The third and final portcullis in the first room is open so head back to it, Flipendo the blocks and the switch, and then break the four clay pots for the fifth vial. A door has



your way along the path, sort those pesky gnomes out and hey presto, the last vial is yours. Having collected all six, beat a hasty retreat to your potions class, where Snape gives you an assignment to find the Wiggenweld potion ingredients.







DITTANY

This resembles a small brown mushroom. Ron sends you to Hagrid to ask for his help Getting to Hagrid's hut can be a bit tricky. Avoid the mushrooms and the mud, knock the gnomes out swiftly and use the trusty Flipendo jinx to take care of thorny bushes, and to push logs into their required positions. Bear in mind thorny bushes fire out thorns (unsurprisingly) when you hit them, so be careful where you're standing The Dittany is at the back of Hagrid's, which is awkward to reach. On your left, Flipendo the white plant onto the pressure plate, then walk across the moving bridge. Sort out the gnome and push the next white plant onto one of the three pressure plates. The next white plant needs to be hit from the left to start it rolling. Clear a path until it comes to rest by a chasm. Fire across the chasm from the left until it's close enough to the log to enable you to push it downwards. There's another





bush and a Flipendo block to clear but soon you can get the plant onto the second pressure plate. Go left, knock out a gnome and activate the moving platform. Walk across. There's a chocolate frog in the left bush. Continue down until you reach the third plant, which lies across another chasm. Hit it from the left then double back and move a block across the chasm having, of course, destroyed the bushes and gnomes that might have obstructed the plant's path. Tease the final plant into position on the pressure plate and you can cross the big gap on the activated platforms. On the other side is the Dittany, as well as a bag of jellybeans for your trouble. Take it back to the entrance of the garden and



The next part of the game involves a simple flying game. as you try to reclaim Neville's Remembrall, stolen by the evil Draco Malfoy. He challenges you to a Wizard's duel. First head back to the Common Room, grabbing the Alohomora spell, which opens doors for you. Save the game, then head to the Trophy room, staying well out of the way of prefects If they enter the circle of light that encircles you, you lose House Points. Make good use of the Alohomora spell to open doors; firing it at a mirror also reveals a secret door. Having reached the trophy room, you find yourself stitched up, and the next stage becomes a challenge to get back to the Common Room avoiding Professor Snape







4 SNAPE



and through the next room.

Head up then smash the pot

and enable the switch. Across

the moving bridge, head up

and right to a pressure plate.

This enables another bridge,

but expect Snape to make an

appearance. At first, hide until

he walks off, then follow him

reach a corridor. Hide in one of

the niches, wait for him to stop

patrolling, then cross the first

Flipendo blocks. Hide again as

he makes a reappearance, then

take the left-hand path at the

fork. When you reach a room

full off clay pots, move the

block on the furthest

right, and smash the pot. Another block

appears. Move it and

head back across the

corridor, hiding when

necessary. You're faced

of two chasms using the

across the bridge until you

with three locked doors. By opening the middle, then the left and right doors you can move the blocks to allow you to escape through the middle door. Head to the left of the stairs and use the secret bookcase to get back to the Common Room, where you are greeted as a hero!











you find the quaintly named Professor Sprout who sends you to find some Moly, the second ingredient. Head left and dispose of the snails with three hits each. Follow the grey road avoiding the cracks until you



reach a locked door. Using Alohomora, enter it and claim the first piece of Moly. Heading down across a bridge and a block you come to a pit with three bridges. Hustle the



portcullis opens and more Moly's Doxies into the green monster revealed. Head back to the and get the Moly on the left. middle of the three bookshelves Head up and activate the to claim the penultimate piece. pressure plate. Heading right before retracing your steps to onto another path, take the the room with the three second bushy path and pick up bridges, which have now



become one. Cross them and get through a Quidditch match before going back to the Castle where your next challenge is a battle with a troll.





TROLL IN THE DUNGEONS!

This is fairly easy. Head left of the dungeon and wait there until the troll stops swinging and lifts up his hands to roar. When this happens, hit him with your Flipendo jinx and try to force him into

the largest hole. Once he's in, there's no

escape but avoid falling in yourself. It may take a few goes, but it's worth 50 House Points, and gets you a few brownie points from Hermione into the bargain.



AVIFORS



The Avifors challenge involves using the Avifors spell to turn objects into birds. These release pressure plates, which open doors and suchlike. Collect six golden stars. It's one of the easier challenges. The Doxies in the first room should be fed to

the monster, but with the exception of a couple of gnomes, there's not much else to trouble you. Use Avifors to open new doors and Flipendo to move the blocks. Once you return to the beginning with six stars you have a visit from your owl who despatches you to Hagrid's hut to collect the Flobberworm Mucus









FLOBBERWORM MUCUS

Hermione and Hagrid extract the mucus from the worms. All you do is charm them back to Hagrid with your magic flute Unfortunately they're particularly stupid creatures and getting them back in one piece can be quite a trial. The first worm is in the mushroom patch across the moving bridge to your right. Once you get close enough with your flute he follows you, so get him past the Tentacular, and across the platform to Hagrid. The second is downwards from the left-hand moving bridge, whilst the third is on the right-hand side. You need to activate a pressure pad bridge to bring him back. The fourth is across the righthand platform, sitting on a



little wooden bridge Continue south with this worm and you find yourself on a shortcut back to Hagrid. Head back up through the shortcut to find the final two worms in the north of the grounds. The last one needs

to be guided across two moving platforms,



practice. Once the worms are home, it's time for Hermione to perform the Mucus extraction whilst you prepare yourself to learn the

certain amount of





part of our Harry Potter and the

next month's

mag for the

second and final

of the 2HGFAG

Our monthly round-up of almost every game on the Game Boy scene...

MEBOYADVANCE

lacks the imagination to tan-further. In-derivative. take it that stage further. Fun, but

ators: Evolution Continues .79% Nicely presented platform shoote with loads of weapons, but devastatingly unoriginal.

Army Men Advance73% A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.

B >

multiplayer mode it really comes into its own.

Batman Vengeance85% Old-school action game with great graphics and diverse game modes. Well worth a look

. .92% Superb return to 2D form for Bomberman. One of the greatest



Boxing Fever Own-eye perspective fight game that plays really well. Cartoony and



best RPGs on the SNES. No longer cutting-edge, though.

 \mathbb{C}80% Casper Ghostly save-'em-up in the Sleepwalker mould. Great fun but incredibly tough at times

Castlevania: Circle of the Moon .79% As good as any Castlevania game, but falls to take the series forward

ChuChu Rocket91% Fantastic multiplayer rodent-



which works well on your own

. . .78% Tamagotchi-style life simulator with attitude. Clever, but not for everyone

D)

David Beckham Soccer . .66% The lad done good, like, but not, yknow, great. Still, erm, room for a top GBA footy game.

Astounding puzzler that emphasises brainpower rather than co ordination. A true

Dexter's Lab: Deesaster Strikes Pseudo-3D action puzzler. Faithful

to the cartoon and great

lastability

GBA classic and no mistake.

A great game engine, with gameplay as an afterthought. So workmanlike its jeans hang over its

. 90% Thrilling indy car-style game which follows the movie's plot far closer than you'd expect

Donald Duck Adv@nce . . .80% Colourful platformer for the younger gamer. Fun to play, but undemanding

A fine conversion of the PC hit, but overshadowed by the superior Ecks

the SNES features some of the weirdest humour ever.

Ecks Vs Sever95% An amazing first-person blaster with stealth action, sniping

ESPN Final Round Golf66% Fun for a while, but needs to decide whether it wants to be a serious sim or an arcadey knock-

ESPN X-Games Skateboarding .66% Bravely takes on the classic Tony Hawk's, but loses. Woeful Park

Mode doesn't help. ET The Extra Terrestrial......53% Boring arcade adventure that will only appeal to very young fans of

European Super League30%
The Advance's woeful footy legacy ..30% continues with this terrible effort Third Division.

F

F-14 Tomcat82% A flight sim on the GBA? Yes it is, and a good one too. Great link-up dogfighting mode adds to the

F-Zero: Maximum Velocity.....93% Brilliant racing action, brought to life with superb opponent Al.

This scrolling beat-'em-up is looking dated. Walk up to a baddle and belt him until he falls.

Fire Pro Wrestling......82%
In its own right this is a very good wrestling sim, but it's let down by stealing too many ideas.

A brave but misguided attempt to update the classic Tetris gameplay. Fun at first, but too repetitive

Frogger's Adventures: Temple game, Preserves feel and atmosphere of the original

High Heat Major League Baseball learning curve make this one a surprise hit.

....83% Hot Potato! Scrolling puzzler where you match coloured potatoes to make them disappear. Works really well too.

Hot Wheels Burnin' Rubber ... 8% Woeful graphics, lousy driving model, stupid opponent AI - need we go on? A disaster

Inspector Gadget84% A worthy cartoon platformer with lots of character and features. Good graphics too



The ever-popular Gradius series debuts on the GBA with this alloriginal blaster.

A game of two halves, Brilliant depth and sense of progress, average racing.

GT Championship829
An into-the-screen racer that shows ...82% what the GBA can do, but it's not the classic driver we're all waiting for.

Harry Potter and the Philosopher's adventure which perfectly captures the spirit of Hogwarts' finest

As a programmer's demo it shows 37% what the Advance can do, but they forgot to put the game in.

International Karate Advanced .

fight at once. Pity only one can be human.

International Superstar Soccer . .55% A very disappointing footie sim. Its clumsy controls never feel quite

J) Jackie Chan Adventures72%

Scrolling fighter that's well put together but hardly original. Based on the cartoon

Jurassic Park III: Dino Attack .75% Interesting isometric arcade adventure, but nothing Earthshattering.

Jurassic Park III: DNA Factor 38% Absolutely useless run-along with appaling graphics and animation, and gameplay that's extinct.



73

DIRECTORY



Jurassic Park III: Park Builder76% Great strategy game in the Theme Park mould, but flaws like lack of scenario modes let it down.

k) Kao the Kangaroo79% A competent and well produced platformer, but it won't worry Mario

Klonoa: Empire of Dreams82% Puzzle-orientated platformer with incredible level design. It's huge too

Konami Krazy Racers81% This Mario Kart rip-off works well, but you need more than one copy

to multiplay. Kuru Kuru Kururin......91%

Terrifyingly tricky, but tantalisingly taxing, this pristine puzzler's a peach.

Lady Sia......88% Cartoon platformer - nothing original but executed with panache and flair.

Great graphics and level design. ...68% LEGO Bionide..... LEGO's Jack-of-trades approach

means Bionicle is a master of none, but it's fun in its own right

Lego Island 2: Brickster's Revenge Kiddle RPG that's fun at first, but quickly becomes monotonous

The game's RPG elements (yes, RPG elements) let it down, Mario Kart Super Circuit is still king.

M)

M&Ms Fun Blast 61% Mediocre platform game with little wrong with it, but not much to commend it either.

Mario Advance90% Not the blockbuster we hoped for, but still a great game in its own right

Mario Kart Super Circuit One of the greatest racers ever explodes onto the Advance. Mixes the best elements on the SNES and

The Advance's first real-time strategy game is polished, but imperfect. Very challenging.

MegaMan Battle Network . .89% Looks great and plays really well. This action RPG is a return to form for MegaMan.

Men in Black: The Series . . . 38% Awkward, tedious, insipid, dated this platform blaster's a complete waste of money

Midnight Club Street Racing .65% Top-down racer that moves to fast to let you anticipate the bends. Very poor effort.

Midway's Greatest Arcade Hits .40% Defender, Joust, Robotron 2084. Sinistar. Four old classics isn't enough for £35.

. . .58% Not enough here to justify the asking price.

MX 2002 63% The sound reminds you of vacuum cleaners, the tracks all look the same and the racing second rate.

N)

Namco Museum50% Retro compilations look good on paper, but who plays them for more than five minutes?

Quite an interesting concept (skateboarding platform blasting) but weak controls choke it.

Pac-Man Collection 69% Four Pac-Man games on one cart. Historical notes would've been nice

Pinobee: Wings of Adventure 56% A mediocre platformer that

tries, and falls, to be another Rayman.

Pitfall: The Mayan Adventure 72% Great graphics and animation, but ultimately this platformer is merely better than average.

. 83% Side-scrolling blaster from the old school. Only action junkies need apply.

Pengo-inspired action, but great

Planet of the Apes 18% Over-ambitious character animation and bland level design destroy this ugly platformer.

Powerpuff Girls: Mojo Jojo-a-Gogo Not the greatest side-scrolling blaster, despite being faithful to the cartoon. Awkward and

Prehistorik Man No one minds really great SNES coming to the Advance, but why port this mediocre platformer?

Power Rangers: Time Force .63% Great graphics and animation, but only average gameplay. Too easy to

bland.

R)

Rampage Puzzle Attack80% A fun puzzler which has nothing to do with the Rampage series whatsoever.

Rayman Advance... 94% This is the best launch title on the Advance. A superb conversion of the PlayStation hit.

Razor Freestyle Scooter55% Cartoony Tony Hawk's clone which doesn't really cut the mustard.

Ready 2 Rumble Boxing: Round 2

The Advance's lowest blow. Fist speed is stupidly slow and the perspective's awful.

Robot Wars Advanced Destruction Woefully unplayable disaster you

can complete in ten minutes flat. Don't buy it.

Rocket Power: The Dream Scheme72% Solid if unoriginal platformer. Nothing outstanding, but perfectly

Rugrats: Castle Capers......51%
A very ordinary platformer. It's not a bad game, but it's very middle-ofthe-road.

5)

playable.

Scooby Doo and the Cyber Chase64%

Not so much had as terminally mediocre. There are much better action adventures out there

Sean Palmer's Pro Boarder...81% Not just a Hawk's clone; there's plenty here that's original. Good race mode

Snood..... Fun to play, but there's very little to it. Not worth buying, unless you find it cheap.

Spider-Man: Mysterio's Menace . .

.....87% What it lacks in originality, it makes up for in style.

Spongebob Squarepants:83% Supersponge

Cartoon-style platformer for the younger gamer. Fun, but lacking in variety.

Spyro: Season of Ice78%
A strong pseudo-3D platformer let down by some silly flaws.

Star Wars: Jedi Power Battles 87% Well presented and bags to see Superb scrolling fighter with ace animation

Steven Gerrard's Total Soccer 200255% Could've been a great old-style

soccer sim, but let down by a stupid bug

Super Bust-a-Move.... Classic Bust-a-Move action, no more, no less. It's gagging for a four-player mode, though.

Super Dodge Ball Advance . .79% The NES version was a cult classic, and while this doesn't guite live up to it, it's not a bad ball-flinger.

Super Street Fighter II Turbo



.....90% The ultimate version of Street Fighter II. Spectacular conversion of the fighting game that made beat-'emup history.

Woeful puzzler with a control system that makes very little sense. Very weak effort.

. . .70% battery back-up and no four-player action, it's not enough.

Tony Hawk's Pro Skater 2.....93% Stunning visuals, precision controls,



variety - it's got the lot! A real classic, and one of the best launch titles

Tweety and the Magic Gems..46% Sub-games variable in quality, and boardgame theme bores.

U >

V)

Check the score. Fantastic



platformer set in Mario's world. Exclusive to the

WWF: The Road to WrestleMania .

Mediocre bone-bender with average graphics and not much wrasslin' action.

X-Men: Reign of Apocalypse

Disastrous scrolling fighter you can complete on your first attempt. Stick to the comics.

4 >







LAST ISSUE'S GAME BOY COLOR GAMES RATED...



Multi-event sports sim. Good looking and great gameplay, but V-E-R-Y repetitive.



Game and Watch

LCD marvels

improved

graphics.

featuring two

classic coin-

More LCD

improved

graphics.

Parodius.

Frogger.

Two NES

detective

graphic

Block Game.

Track & Field

80.

75,

70.

70.

70,

Konami Classics Vol. 2

6 Konami Classics Vol. 3

7 Konami Classics Vol. 1

8 Konami Classics Vol. 4

Moon Patrol/Spy Hunter

marvels with

ops.

Gallery 3

LCD r with impro

52

SPORTS SIMS DRIVING SCTION SHOOT-EM-UPS REGS CAMES CAMES TOCA Mario Golf Zelda: Link's Tomb Raider 35 Zelda: Link J Awakening DX 98 Is this the Solid GT-class Puts the fun Fabulous Lara's just as driver - tough greatest GBC back into golf. B 2 loveable on strategy but fair. the small Links with the shooter from game ever? N64 game. the Amiga Fantastic! 7 R-Type DX Metal Gear Solid 77 95 Tennis with An excellent 'em all! Specia character package combat loses racer featuring 200000 version of tiny vehicles development featuring nothing on : 8:. Blue/Red and N64 several R-Type the Color. compatibility. games Micro Machines 1&2 Twin Turbo --70 73 -5 72. Blood-thirsty Real-time RPC Race mini **BMX** stunt Tricky, but in the Zelda motors over outing with rewarding. A adventure. desks, dinner sumptuous Huge, exciting, mould. great controls unmissable... Dukes of Hazzard: Racing for Home Zelda: Oracle of Seasons/Ages 4 Dave Mirra
Freestyle BMX Tomb Raider:
Curse of the Sword 71 73 71 Hilarious turn Two games which link Really cool Looks good Game Boy mission-based plays well, based combat exclusive together. action driver. feels right using guns, storyline in Fantastic! stunt bombs and this great perfection sheep. game. FI Championship Season 2000 5 Castlevania Legends 85 72 85 88 RPG based or HILL. The best (and Classy coin-op Arcade and You can't go conversion farming? only decent) manageme far wrong F1 sim on the oozes charm Surprisingly with good 6 Top Gun 6 Pokémon Red/Blue 83 6 Winnie the Pooh: ...100 Acre Woods 71 89 The games that started the craze One of the few into-the scree The ultimate multi-event Desert Strike-inspired plan It's for the kids, but fun blaster. Not easy! racers that really works athletics game nonetheless. **7** Chicken Run Dropzone 7 Dragon Warrior Monsters 71 83 83 88 Pokémon-style RPG which drops Top-down getaway game. You American-style five-a-side socce Retro rave from the grave. Fast Feather Gear Solid? Make that the cute angle play a cop. and furious. stealthy escape. Army Men 2 B David O'Leary
Total Soccer Pokémon Gold/Silver R Top Gear Rally 2 Alone in the Dark: 82 70 88 Some of the best graphics ever, Makes advances over Red/Blue, Fast, slick, action-packed -Great footie game licensed from The plastic solders' best effort but still very similar. great driver. Leeds manager. on the GBC. and perplexing puzzles. 9 Harry Potter and the Philosopher's Stone Star Wars Ep 1: Mission: Impossible 86 85 80 Ultra-fast racing and a well Top baize-basher with good ball The best interpretation of Great game, but visuals only Average graphics mask what is

Harry Potter and the Philosopher's Stone

role-players

essentially a great RPG. For

Harry fans and others alike

Revelations:
The Demon Slayer

One of the GBC's best pure

Average graphics mask what is essentially a great RPG. For Harry fans and others alike



balanced learning curve.

10 Jeremy McGrath Supercross 2000

Lousy colour scheme, but a

great racer.

Shaun Palmer's Pro

Accessible snowboarding sim with very good graphics and lots to do.



75

Zidane Football
Generations

Good overall, but stupid flaws

Tony Hawk's Pro Skater 3

Space Invaders on the Color

Classic retro thriller brought

10 Asteroids

right up to date.

This 2D interpretation of the 3D series doesn't always come off, but is reasonable fun.

80



workmanlike.

10 Power Rangers: Time Force

holds its own just fine

A bit of everything. There are

better games, but this one

80

FALL OUT!

Forthcoming thrills in next month's GBX...

V-RALLY 3

Could this be the Advance's first quality real-world driving game? We get down and dirty with Infogrames' high-octane thriller...





ISSUE TEN ON SALE: 6th March, 2002

TEKKEN ADVANCE

It's the fighting game we've all been waiting for, but will it make the grade on the handheld? We check out the latest beat-'em-up bonanza to hit the Advance...



JONNY MOSELY MAD TRIX

The Tony Hawk's saga spawned a wealth of extreme sports sims, but some were better than others. Does Jonny Mosely's outing take first place? Find out next month...











MIKE TYSON BOXING

Does it put in a championship performance? Will it take home the Lonsdale belts? Can you bite off an opponent's ear as a special move? We get in the ring with Ubi Soft's heavy hitter.





PLUS...

Worms World Party, Broken Sword, Gun Vehicle, Magical Vacation, Sabre Wulf, Eggo Mania and more!



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