ISSUE 138 MARCH 2004

NINTENDO GAMECUBE™

GAME BOY ADVANCE

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Metal Gear Solid

FIRST UK REVIEW

GAMES EXPLOSION

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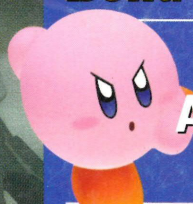
Bond's Back



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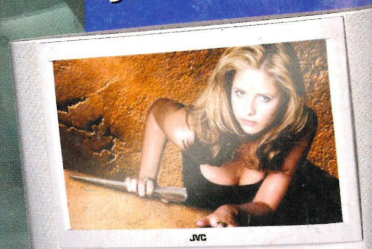
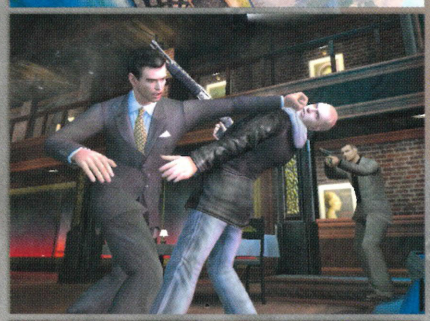


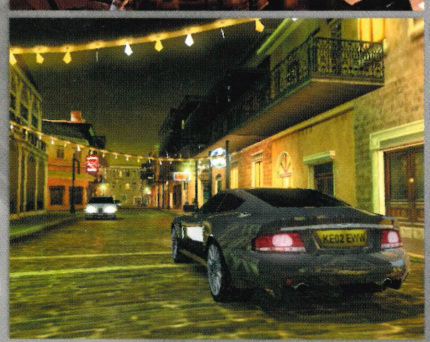
First for Sonic Heroes tips!

PLUS! • Pokémon EON download info • Even more Mario Kart tips • Mario Valentine special • Famicom Mini GBA plus loads more!

ISSUE 138 MARCH 2004

METAL GEAR SOLID: THE TWIN SNAKES





Good or Evil?
Shaken or Stirred?
Life or Death?
Heidi or Shannon?

PlayStation 2
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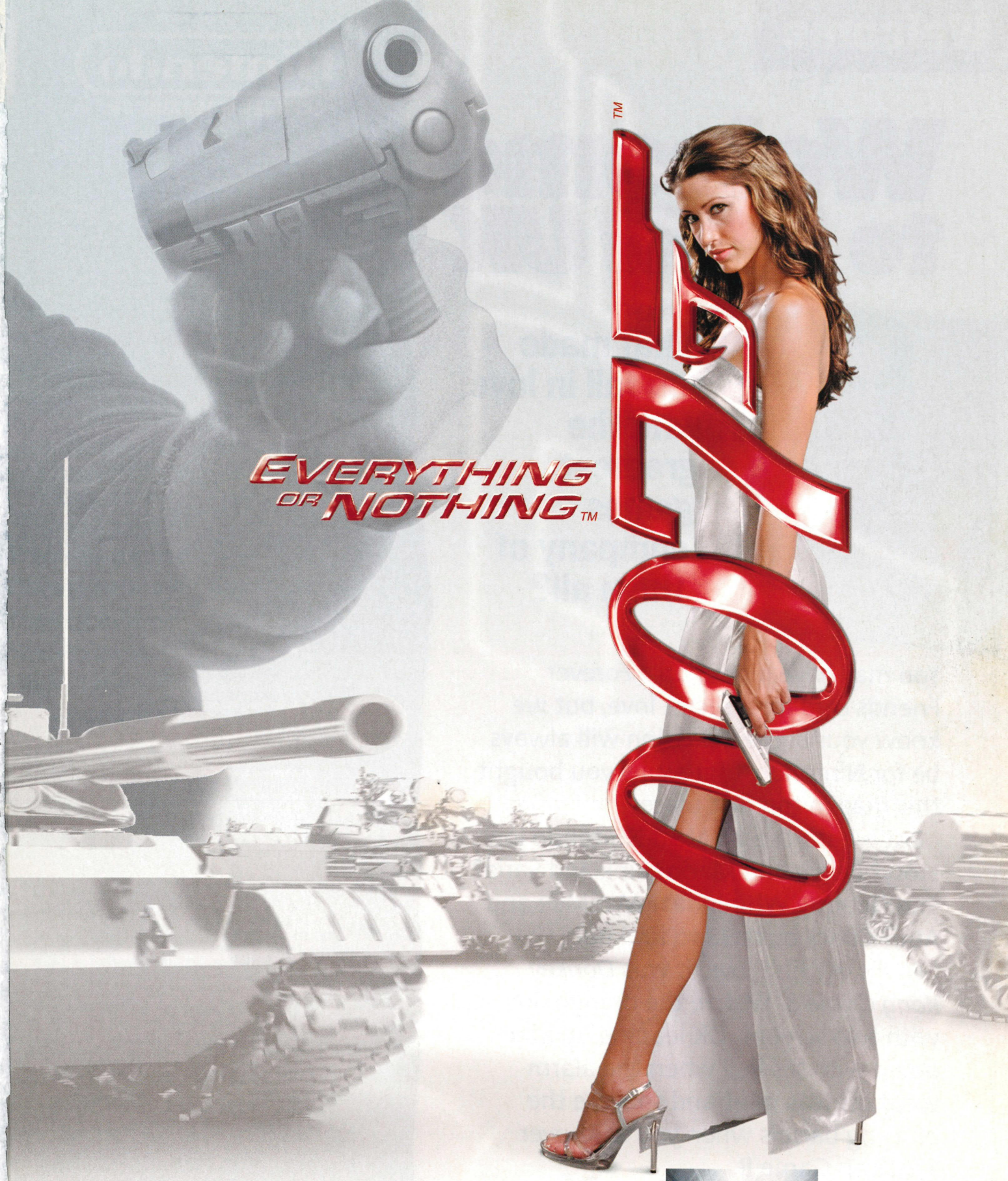

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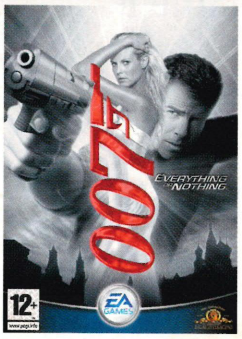

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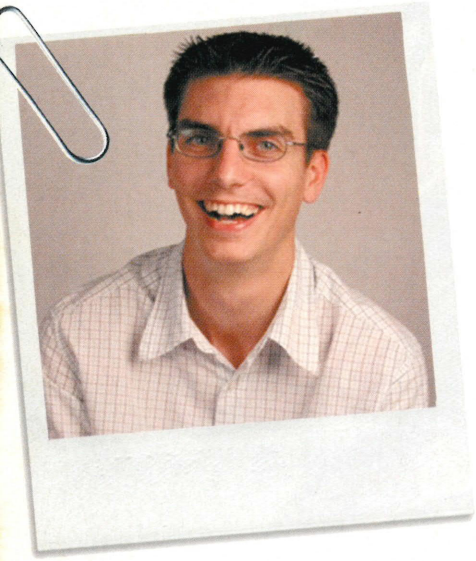
Welcome to NOM UK



What made you fall in love with the greatest games company of them all?

You may have picked up a Forever Friends card for a secret love, but we know your biggest passion will always be for Nintendo, that's why you bought this mag in the first place.

But what's the greatest Nintendo love story? Peach and Mario? Link and Saria? The Floating Whirlindas? MeeMee and AiAi? Check out p38 to find out.

As for my first love, it was *Donkey Kong Game & Watch*; the orange one with two screens. DK leaping up and down with his bell when the alarm went off was mint and so were the blurring barrels when you shot over 1,300 on Game B.

Enjoy the mag!

Tim Street

***Tim Street*, Editor**

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ANSWERS TO THE ROCK-HARD QUIZ, p25

1) *Castlevania II*, NES; 2) *Banjo-Tooie*, N64; 3) *Donkey Kong Country*, GBA; 4) *Super Smash Bros. Melee*, GameCube; 5) *Luigi's Mansion*, GameCube; 6) *Killer Instinct*, Super NES; 7) *Pilot Wars*, N64; 8) *Metal Gear*, NES; 9) *Mischief Makers*, N64; 10) *The Legend of Zelda*, NES; 11) *Theme Park*, Super NES; 12) *Diddy Kong Racing*, N64

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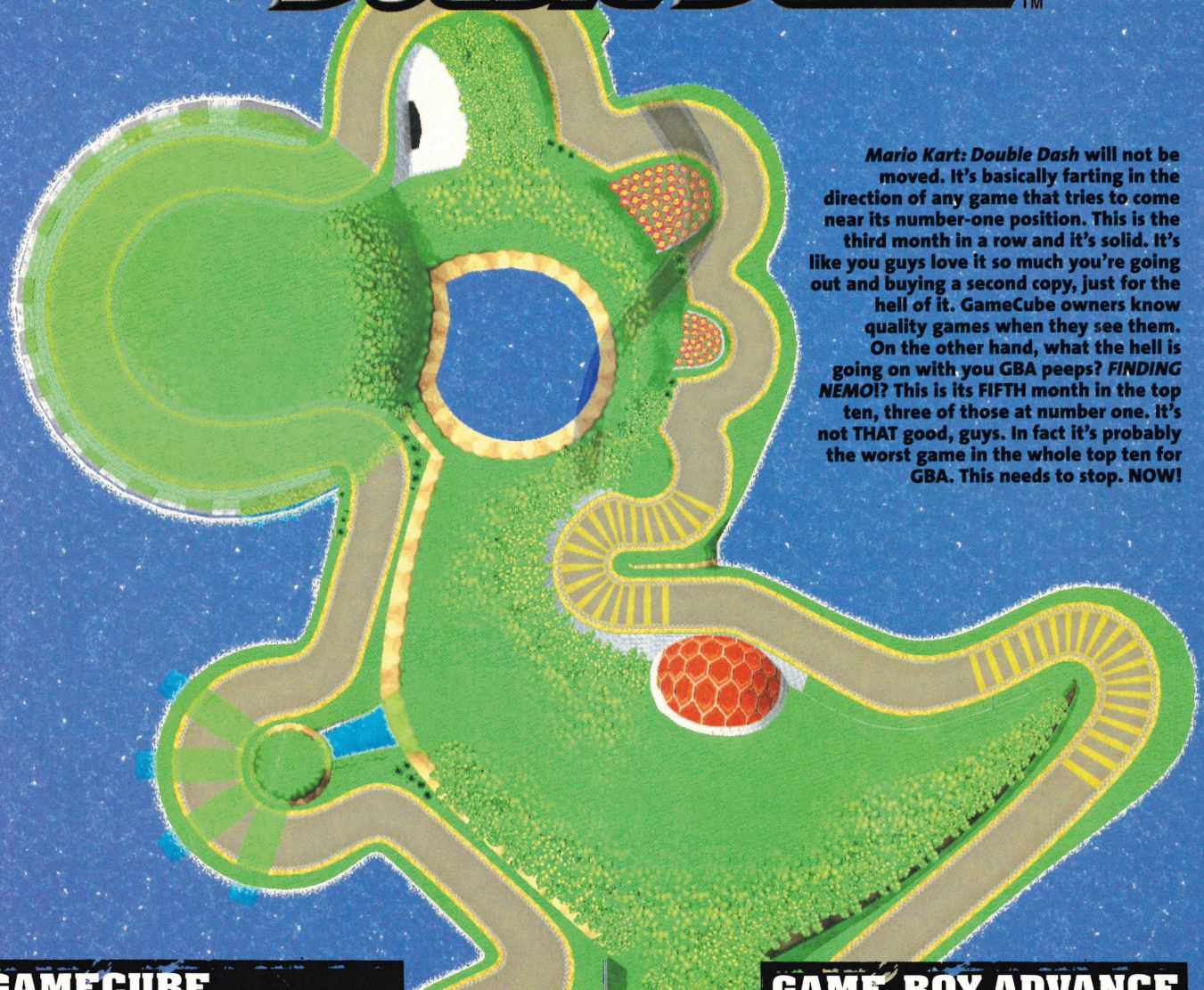
YOU'VE MOSTLY BEEN BUYING...

MARIO KART Double Dash!!™



***Mario Kart: Double Dash* will not be moved. It's basically farting in the direction of any game that tries to come near its number-one position. This is the third month in a row and it's solid. It's like you guys love it so much you're going out and buying a second copy, just for the hell of it. GameCube owners know quality games when they see them. On the other hand, what the hell is going on with you GBA peeps? *FINDING NEMO*!? This is its FIFTH month in the top ten, three of those at number one. It's not THAT good, guys. In fact it's probably the worst game in the whole top ten for GBA. This needs to stop. NOW!**

GAMECUBE SALES CHART

Look at this. These are GOOD games. In some sort of proper order, too. Now let's laugh at the GBA top ten's mistake...

	TITLE	PUBLISHER
1	*Mario Kart: Double Dash*	Nintendo
2	*Star Wars: Rebel Strike*	Activision
3	*The Simpsons: Hit & Run*	Vivendi
4	*Super Mario Sunshine*	Nintendo
5	*Mario Party 5*	Nintendo
6	*Metroid Prime*	Nintendo
7	*Soul Calibur II*	Nintendo
8	*F-Zero GX*	Nintendo
9	*Sonic Adventure 2: Battle*	Sega
10	*Resident Evil*	Capcom

GAME BOY ADVANCE SALES CHART

Get off, *Nemo*. Get OFF! Why do you deserve to be above the likes of *Sonic*, *Pokémon* and even *MARIO*!? YOU DON'T.

	TITLE	PUBLISHER
1	*Finding Nemo*	THQ
2	*Sonic Advance 2*	Sega
3	*Pokémon Ruby*	Nintendo
4	*LOTR: Return of the King*	EA
5	*The Sims: Bustin' Out*	EA
6	*Spyro: Attack of the Rhynocs*	Vivendi
7	*Super Mario Advance 4*	Nintendo
8	*Pokémon Sapphire*	Nintendo
9	*Scooby Doo! Mystery Mayhem*	THQ
10	*Crash Nitro Kart*	Vivendi

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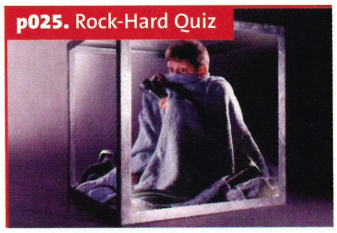
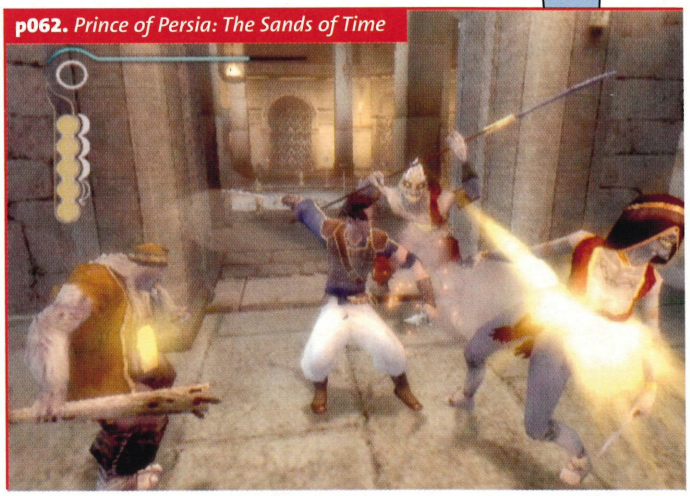


p020, p021, p024, p026, p111. Win loads of cool stuff here

p062. *Prince of Persia: The Sands of Time*



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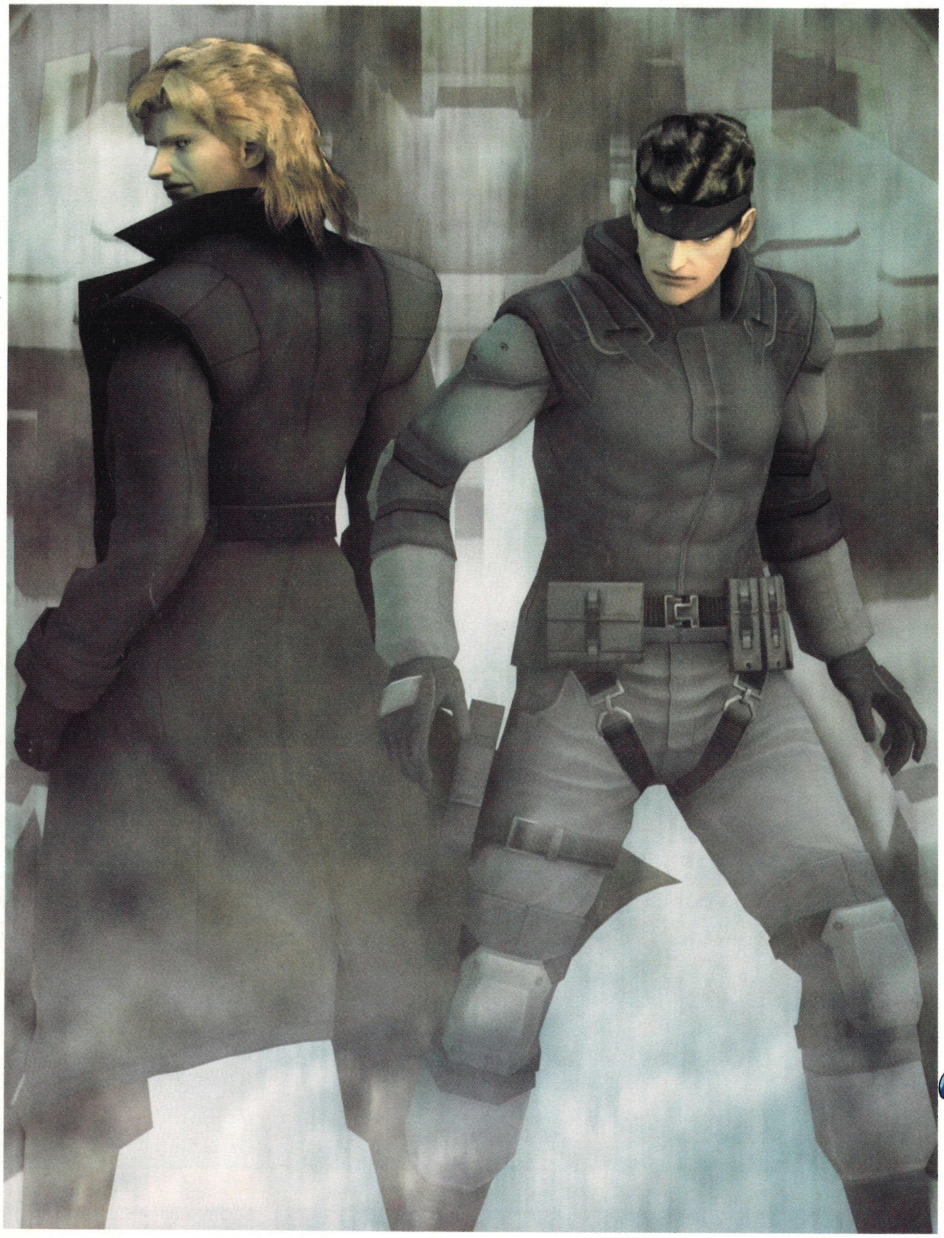
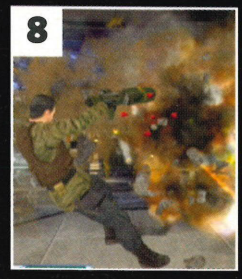


10 Things we didn't know last month...

1. Virtual farming is tougher than it looks (*Harvest Moon: A Wonderful Life*, p54) **2.** Ash Ketchum has aged a lot better than Tony Blair (*Pokémon Fire Red* and *Leaf Green*, p42) **3.** The Japanese aren't just good at making games and rubbish cars (*Quidditch World Cup*, p30) **4.** They're letting four-year-olds design games now (*Megaman Battle Chip Challenge*, p85) **5.** Postman Pat's got nothing on this ninja (Nintendo Challenges, letter sorting on Dragon Roost Island, p98) **6.** Dean has a picture of Mario in his wallet (Classic Nintendo, p112) **7.** Sometimes there's not much to show for 20 years' work (*Pitfall: The Lost Expedition*, p48) **8.** Games like this should come with free popcorn (*James Bond 007: Everything or Nothing*, p74) **9.** It's same again for Samus, but she's still a sight for sore eyes (We Can't Wait For These, p100) **10.** With balls this big you need big pants (*Prince of Persia: The Sands of Time*, p62)



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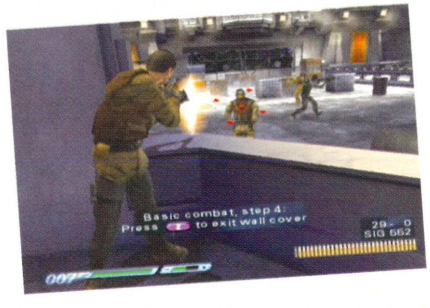


Metal Gear Solid: The Twin Snakes

It's a deadly game of hide and seek as the biggest hero in PlayStation history turns in his best performance yet – on GameCube. Ah, sweet irony.

Psycho Mantis' sole appearance on *Changing Rooms*, moving furniture around with his brain

Game info

Out Mar 26th

Price: **£39.99**
Publisher: **Konami**
Web: **www.konami.com**
Players: **1**
Memory: **3 blocks**

You're not going to find me, because I'm hiding. This base is massive and there are 101 places I could be: I could be under a box in the loading area; lying under a tank; tucked up inside a locker; squatting behind some crates; or hanging off a ledge. I could be following you right now, Mr Genome Soldier. Your security cameras aren't going to spot me, because I can jam them with a chaff grenade. You'll know when you're getting warm, because I'll kill you.

I might strangle you. I might shoot you. I might tranquillise you, wait until you wake up, then blast you between your eyes as you open them. If you're lucky, I might just wound you, or stuff you inside a cupboard. Then the people

that find you are going to come looking for me. But they won't find me either.

Welcome to *Metal Gear Solid*, the most violent game of hide and seek ever made. It has got some pretty annoying rules, it secretly wants to be a film and not a game and it feels five years old at times. But if you get into the *Metal Gear* mindset, it'll thrill the hell out of you.

But before we get into that, let me tell you about the time my hamster died. I was ten years old exactly. It was my birthday. It had snowed like hell the night before and I'd gone out early to make a snowman. It was lunchtime when I found out Hammy had bitten the dust. Mum told me. She was upset. I went back out to play, not really bothered. But it hit me about 4pm and I cried like a little girl. How futile was Hammy's life? Cooped up in that cage. He'd swing off the bars and run on the wheel, but he had probably died miserable. God, all of life is so futile! What is the point of living?

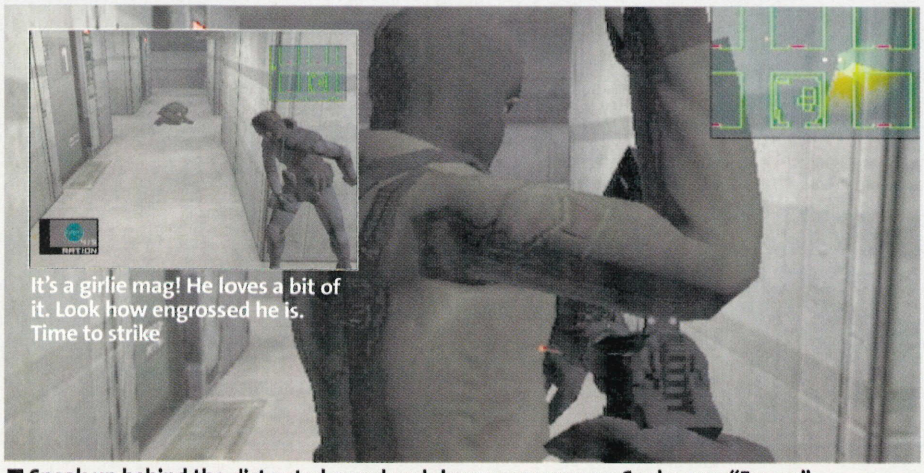
Metal Gear is full of pointlessly sentimental plot tangents like that.

One tranquilliser dart in the face and he's sleeping like a baby. Next, steal his DVD player

Hostage to porn

How to snag a dog-tag using a girlie magazine

Every guard on every difficulty level has a unique ID in this game. *NOM UK*'s American correspondent, Chris Kohler, is one of them. To find out who you're about to kill/maim/tranquillise/punch out, you need to hold them up. We used porn as bait to trap this sucker:



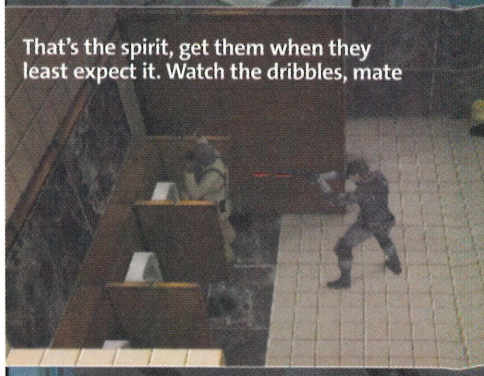
■ Sneak up behind the distracted guard and draw your weapon. Snake says "Freeze"

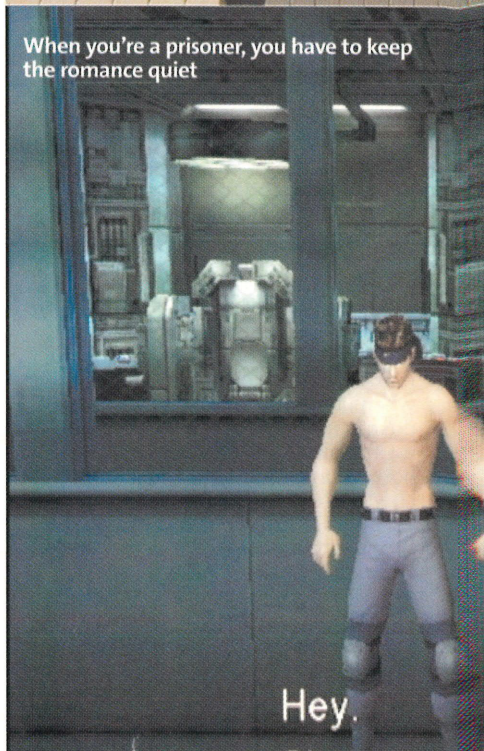
■ Dispose of your captive as you see fit. Hey, that girl in the mag looks kind of familiar...

Seriously, at times you might as well put down the Wavebird and pick up some popcorn. The characters jabber on about nuclear war, their families, love, peace, yadda, yadda, yadda. Often for ten minutes at a time. You have to read so much text, it's like being at school. But you dare not press skip in case you miss something vital. It'll do your head in, because you want to be back in control, executing people and hiding the bodies.

Speaking of hiding the bodies, we buried Hammy that afternoon. And next door's cat dug him up about an hour later and dumped his chewed cadaver on the doorstep. You don't need to see that when you're grieving for a small furry mammal. Arrgh! We did it again! Damn you *Metal Gear*, you've broken our minds.

Then there's the viewpoint. Fixed



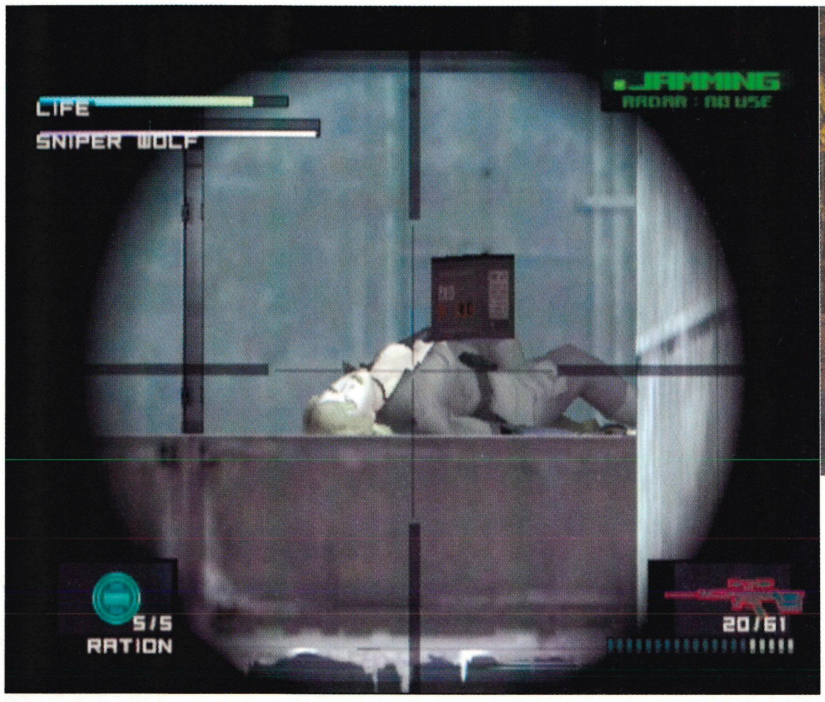


camera, *Resident Evil* style. If you can get through the first hour of this game without flicking at the C-Stick trying to get a better look around, we'll send Girls Aloud round to your house to give you a massage. It's just infuriating in 2004 to be unable to look where you want to look, especially after *Splinter Cell*. You can flip into first-person mode and scout around, but it feels weird. If the camera is showing Snake really close up in the third person, you can't see what's ten feet in front of you. You run into walls. You've got to have an eye on the radar in the corner of the screen constantly so you can evade enemies you won't be able to see until it's too late. See the Seeing in Cones box for details on how that works.

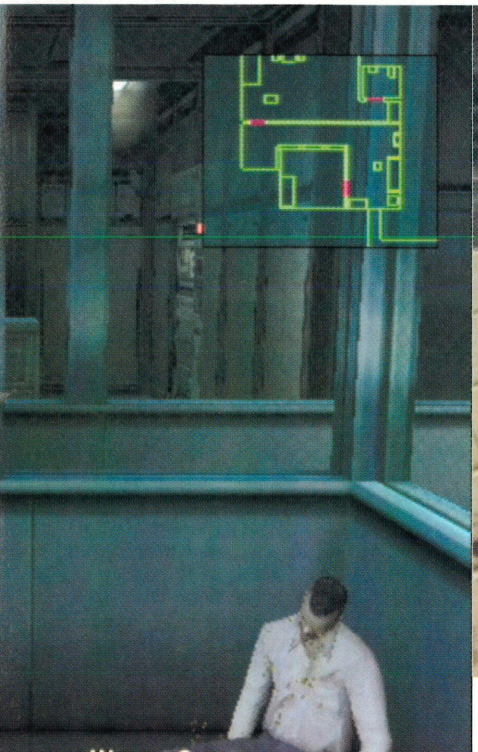
Despite these flaws, *Metal Gear* still manages to be a killer game. The best *Metal Gear* game ever. The PlayStation 2 game, *Sons of Liberty*, introduced a first-person aiming mode, tranquilliser darts and a whole host of other cool stuff. But it didn't have the story and, crucially, you didn't play as Solid Snake for most of it. This brand-new version takes the gripping plot of *Metal Gear Solid* and splices it with the new gameplay systems from the sequel. You really are getting the best of both worlds here.

It's pointless going into the plot. It'd be like saying you have to see *The Sixth Sense* because it turns out Bruce Willis is a ghost. No, the twisty plot here is one of the most enjoyable things about the game. We're not going to spoil it for you. Sure it's slow in places, but apart from *Eternal Darkness* there's nothing like it on GameCube. It's truly cinematic.

■ **Man vs man. A fair fight. Later on, it's man vs that tank. That's slightly less than fair**



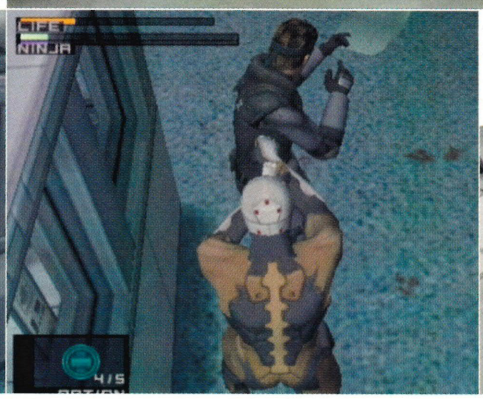
"Apart from *Eternal Darkness* there's nothing like it on GameCube. It's truly cinematic."



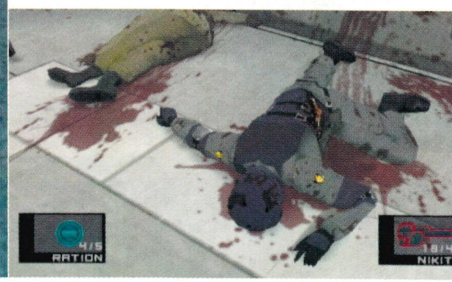
He might not be dead yet. Keep blazing away until your gun goes 'click'

■ Machine gun cameras? Get your chaff out, laddo

■ Now would be a bad time to sneeze. Pray Snake didn't catch a cold outside



■ Either they slipped in some jam, or those guys are REALLY dead



"Damn you, *Metal Gear*, you've

■ Women: as dangerous with guns as they are at the wheel

We'll focus on other stuff. Like how you have to sneak around bases killing people and why it's such brilliant fun. *Metal Gear* indulges your bloodlust, but also your mischievous side. You can play havoc with the guards, banging on walls to draw them in, then running up from behind to strangle them. If they see your footprints, they'll investigate. If they see you, your scanner switches off and you've either got to kill everyone that sees you or hide yourself so well that they give up searching and go back to patrolling.

It's the hiding that makes this game. You duck into a room, with high lockers in it. You can hear the guards on their walkie-talkies outside as you open the locker, dart inside and close the door. The view switches to first-person mode as Snake peers out through the grille. The guards enter, look around and leave. You get that same butterfly feeling in your stomach as when you're hiding in real life. It's total genius.

If that doesn't crack you up, the cardboard boxes will. As well as getting you around the base quickly (quick tip: equip the box in the back of a truck and you'll get delivered to the location written on the side) they're cunning camouflage. Seeing a pair of feet sticking out as Snake scuttles along under a box is hilarious. A guard will wander right past you, unless you've parked yourself right in his path. Then he'll get suspicious. He might lift the box up. Then you have to silence him pretty quickly.

The guards aren't stupid: they'll also come

broken our minds."

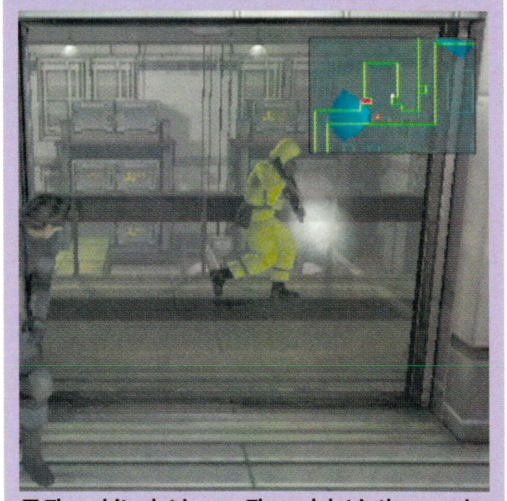
running if you clank across a metal walkway within earshot and they're obviously going to raise the alarm if they find a dead comrade. Despite their genetically enhanced super vision, they still won't see you if you're directly in front of them, but outside of their cone of vision. And there's massive satisfaction in drawing a bead on them with your M9 tranquilliser gun and squeezing the trigger.

In terms of armoury, Solid Snake's got everyone beaten. You've got your standard pistol, machine gun and sniper rifle sure, but who else has Nikita missiles that you steer in first-person mode? Or a bazooka to shoot down a helicopter? Not to mention C4 explosives, three different types of grenade and the Claymore mines. Then there's the gas mask, night-vision goggles, mine detector, binoculars and infrared goggles. Snake keeps all these in his tiny pockets to add even more awesomeness to proceedings.

As well as looking brilliant, you can interact with the environments as well. If you see bottles on a shelf, you can smash them. You can break windows and mirrors. You can blast a fire extinguisher so its spray shows up any infrared trip wires in the corridor. You can also spot

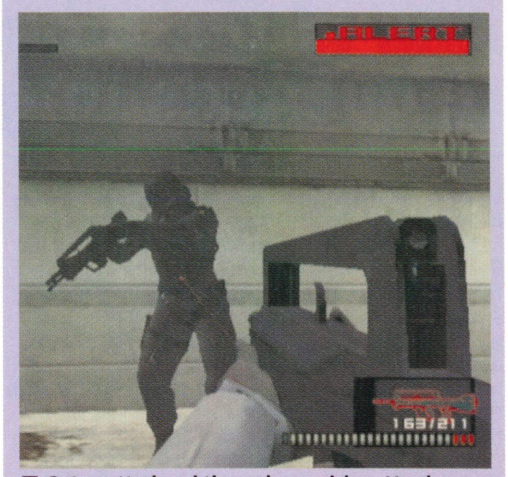
Seeing in cones

What that little radar in the top-right corner means



■ The white dot is you. The red dot is the guard. You're not in his cone of vision, so even though you're right by him he can't see you. Just don't make a noise

■ Security cameras have a longer cone of vision than guards, but they also have a blind spot right underneath them. So that's where you go



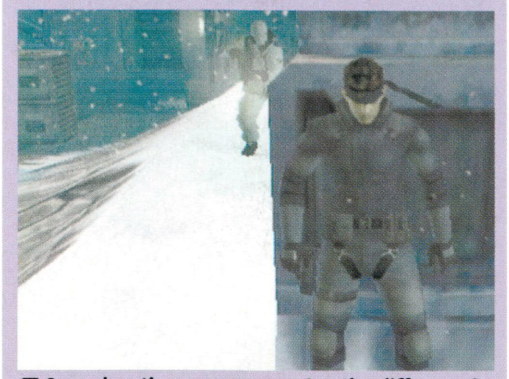
■ Get spotted and the radar vanishes. You have to get away and hide. Stay hidden for a certain length of time and your radar comes back and the guards fall back

Spot the difference

Look really closely. Concentrate as hard as you can

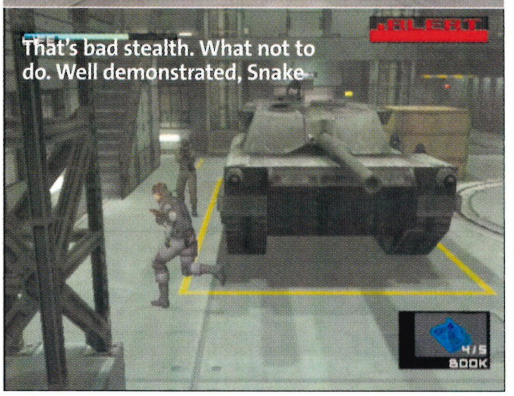
There are people in this world that'll try and tell you *Twin Snakes* looks exactly the same as the PlayStation game and that you can hardly notice the visual improvements. These are stupid people. People with eyes that clearly aren't working. While they're off to buy a labrador to tow them around town, laugh with us...

■ Right at the start of the game. Where are the textures? What's wrong with Snake's face?



■ Same location, same pose. See the difference? Anyone out there feeling a bit silly now?

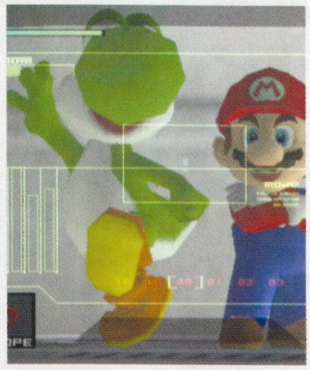
■ The first boss battle. Spoiler alert: a man tries to kill you and you have to kill him before he does that



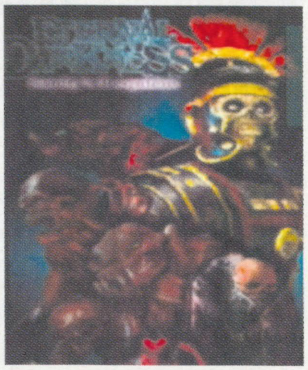
SPOT THE MARIO!

There's a selection of Nintendo secrets waiting to be uncovered

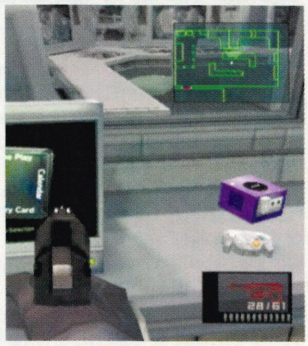
You've got to keep your eyes peeled constantly in this game. If not, you'll miss the stack of references thrown in by Silicon Knights to reward the inquisitive Nintendo gamer. Here are three things to look out for and, no, we're not saying where they are.



■ It's Mario and Yoshi! Of course, you'd never want to put a bullet in those guys. But what if you did...



■ An original *Eternal Darkness* poster. But which of the many lockers has this tucked away inside? Go on, have a look



■ Oh yes. The console of kings, replacing the PlayStation that appeared in the original game

"The Psycho Mantis fight is one of the most memorable sequences in gaming history."

those by lighting up a cigarette, but smoking kills, kids, so Snake's health drops as he's puffing.

The game's full of brilliant touches like that. Snake can catch a cold if you leave him out in the freezing conditions too long, and his involuntary sneezing will scupper your stealth. If you're badly wounded, you need to patch yourself up so you don't leave a trail of blood. There are so many cool hidden extras to find as you go, you'll play through the game many times over. Check out the Spot the Mario box for a few gems.

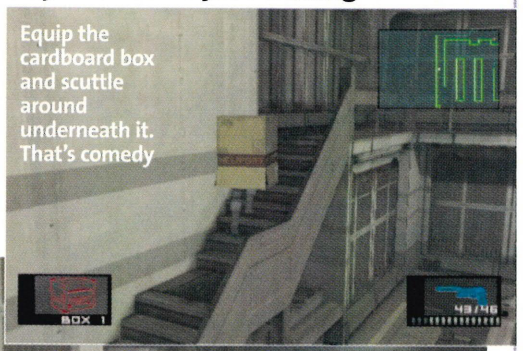
Then there are the boss battles. The Psycho Mantis fight is one of the most memorable in gaming history and the visual overhaul only adds to it. If playing on a Wavebird, you'll want to switch back to a normal pad for that part. Oh, and make sure your memory card is full of Konami and Nintendo game saves. That's all we're saying.

There's plenty to get excited about, but the camera and plot tangents are going to annoy you. Reading text and watching cut-scenes isn't what Nintendo gaming is all about. They could spoil the whole *Metal Gear* experience for you. If you go in looking for the positives though, this will be one of the most exciting games you play all year. If you're easily frustrated, start on Easy mode. Even getting out of the first few rooms on Normal will have non-*MGS* veterans tearing their hair out and checking the returns policy of the shop they got this from. You can step up the difficulty on your second time through when you're scoping out secrets, going for a full set of dog tags or trying to take the 'ghost' photographs. The what? Ah, we've already said too much. Case closed. ***Dean Scott***

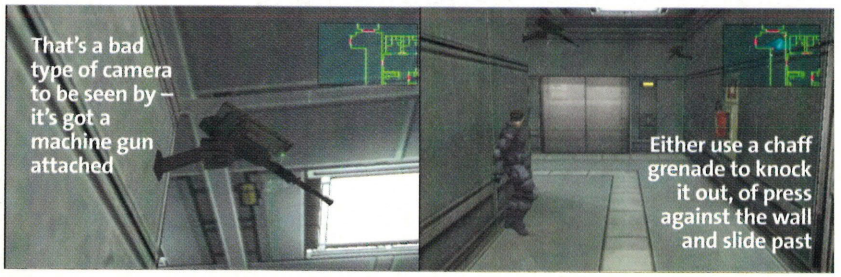
How not to be seen

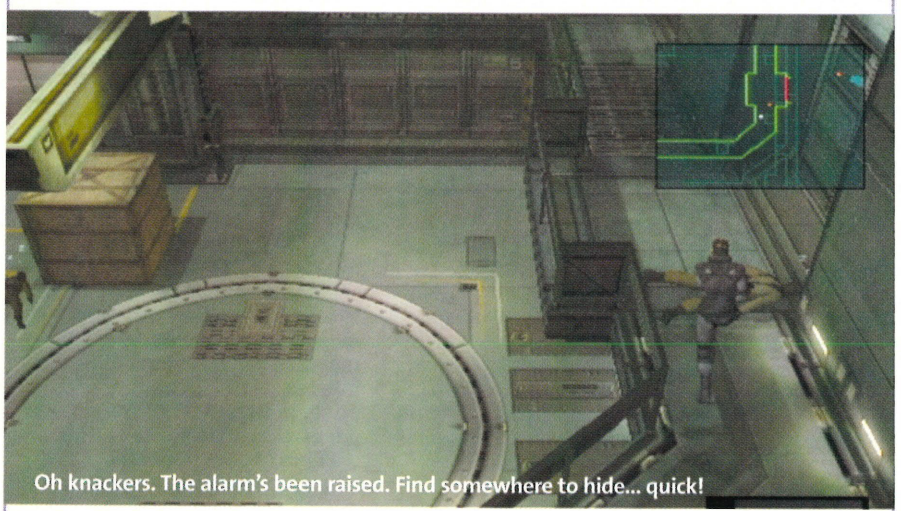
A crash course for those of you used to just wading in with all guns blazing

Sometimes you have to kill people. But the clatter of gunfire will bring more guards running, so you better have an escape route worked out. You're going to have to hide at some point, so here are a few pointers on how to stay safe.



■ If a guard comes, stop moving. Don't make a noise. Ha ha. That's stealth, that is





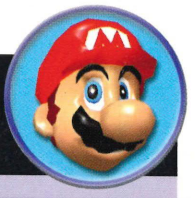
Oh knackers. The alarm's been raised. Find somewhere to hide... quick!

■ Under the desk? No. Hang on. What about those cheeky lockers?

■ Get that door open. The guards are on the outside, so get inside

■ Ha ha. Sorted. Just peek out of the grille and wait until they go away

So, should you buy it?



Yes if...

You like sneaking around, wreaking havoc, and killing. Or if you've never played *MGS*.

No if...

You want non-stop action. *Metal Gear*'s thrills are broken up by lots of chatting.

You'll love it if you like...

Hiding. In cupboards, under boxes, behind crates... this is the hidingest game ever.

GRAPHICS 8

Solid, detailed and the animation is fluid. Some of the effects are amazing.

SOUND 9

A stirring soundtrack and cracking sound effects, all in Dolby Pro Logic II.

GAMEPLAY 8

It's brilliant fun, but somewhat let down by a game design that's five years old.

LIFE SPAN 7

First time through, you're looking at eight hours tops. But you WILL replay this.

VERDICT

> This is a classic. 'Classic' in that it's slightly dated and 'classic' in that it still stands up as amazing fun. Full credit to Silicon Knights: they made the absolute best of having to do an exact copy of a game that's five years old.

BEST BIT: Spot the Solid Snake in this screenshot. You can't, can you?

WORST BIT: The constant interruptions. Shut up and let me kill people.

SECOND OPINION

> I've never played *MGS* before and I had a ball. I hated all the cinematics, but it's pretty damn exciting legging it away from the guards. Welcome to 'Cube, Snake. ***Tim Street***

Nintendo OFFICIAL MAGAZINE UK SAYS...

"SOLID STUFF"

85%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

World of Nintendo

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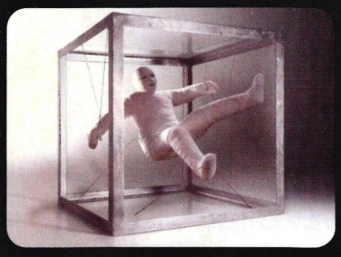


We're pretty sure it'll look like this, except not so black and without the huge question mark in the middle

NINTENDO DS ANNOUNCED!

New handheld for 2004! GBA 2 also in development! Start wetting yourself now!

Nintendo has announced it intends to ship an innovative new games console in 2004, currently code named Nintendo DS. The 'DS' stands for 'Dual Screen' – which is the only clear fact in an extremely mysterious statement.

The DS will have TWO back-lit 3in TFT LCD displays, similar to the screen of the GBA SP. These will be aligned vertically and flush, so they can be used as one big screen. Nintendo, though, plans to use the screens separately in revolutionary games software.

The example it used was a football game showing a broad view for passing and a close-up for skill moves, but we think there's more to it than that.

The console will have two processors (the brains, basically). An ARM7 like the one that powers the current GBA and an ARM9 that's mostly used in high-end mobile phones and PDAs. The games will come on rewritable memory cards, which Nintendo claims are as cheap to produce as DVDs. The unit will run on a rechargeable battery like the GBA SP.

Nintendo expects to have two or three games ready for the launch and has confirmed Miyamoto is eagerly working away. You can expect them to make use of their famous characters like Mario. Third parties such as Namco and Konami are also on board.

Crucially, the announcement also referred to "additional features and benefits" which, once revealed, would show "the innovative advance in game interaction". This device is not the follow-up to GBA, as Nintendo of Japan's Yasuhiro Minagawa reiterated, "this machine will be completely different from anything that exists right now. The next generation of Game Boy is [also] well into its development. It will be a machine that competes directly with Sony's PSP."

Here at *NOM UK*, we think that it's these "additional features" that are the key. Nintendo has announced the twin screen, but that's not enough to distinguish this from a GBA in the way it intends.

What do we think is going on? Well, as always, we're willing to offer some educated guesses. If you actually want to know what they are, look to the right.

The secrets of the DS

What are the chances of these features turning up in the mysterious new handheld?

TILT CONTROL

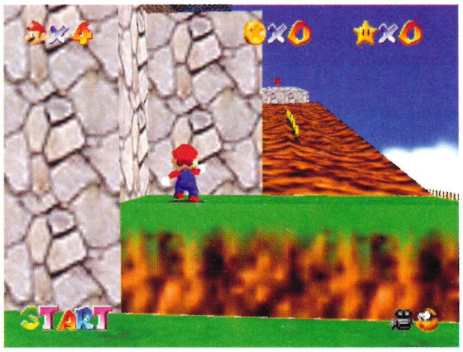
Cryptic remarks from Nintendo prior to the DS announcement described the new machine as something first-time gamers could use without having to look at what their fingers were doing. This points towards some kind of unusual control system, possibly of the motion-sensor type that Nintendo pioneered with *Kirby's Tilt 'n' Tumble* on GBC.

WIRELESS NETWORKING

Nintendo wants you to play together. They're giving away a wireless GBA link adaptor in Japan with *Pokémon Fire Red* and *Leaf Green* and are committed to connectivity. Now they have the technology mastered, it's surely a must-have for the DS.

A CAMERA

Sony's EyeToy is massive all over the world and Nintendo itself is looking into cameras for games in a big way. This was shown by the airing of the bizarre *Stage Debut* at last year's E3.



N64 GRAPHICS

With an N64 successfully miniaturised for the iQue, Nintendo could use the same technology in the DS. The Nokia N-Gage manages to reproduce PSone games with its ARM9, so technically it sounds quite feasible. Maybe iQue was a stealthy testbed for the DS?

What aren't you telling us?

NOM UK grills NoA's VP of Corporate Affairs, Perrin Kaplin

Do you have a time-frame of when we can expect to hear more about this brand-new handheld?
A: We'll reveal the product in full at E3 in Los Angeles in May.

Can you tell us why now was chosen as the time to reveal the plans?
A: We are beginning to work with developers to make games for the system, so we believed it was a good time to share the news with consumers so they could look forward to the day they'll be able to use the product.

Is the dual-screen setup the only new functionality that will be in the system, or is there something else new that this system is going to be able to do?
A: Its other functionalities will be revealed in full at E3 in Los Angeles in May. The system will be a wholly new playing experience.

Will the Nintendo DS have the motion-sensor technology seen in *Kirby's Tilt 'n' Tumble* and *Roll-O-Rama* built in?"
A: It will have a variety of exciting features, all of which will be shared soon!

TOO MUCH INFO

FREE LINK!

No, not the *Zelda* Bonus Disc. God, we had LOADS of calls about that. Nope, this freebie is much simpler: you buy *Final Fantasy: Crystal Chronicles* and you get a free GBA link cable. Like the Japanese version it's coming in a tasty big box, available from March 11th.

FREE PAC-MAN!

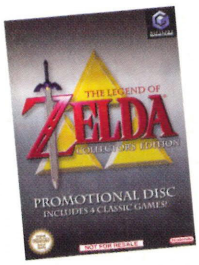
As we suggested a couple of issues back, *Pac-Man Vs* will be released in the UK as a freebie with *R: Racing*. But it'll take more than that for us to forgive them forsaking *Ridge Racer* so. Electronic Arts squats over the games shop and squeezes *R: Racing* out on March 26th.

FREE MARIO!

Sorry, that's a lie. Console yourself with the fact that Activision is going SEQUEL CRAZY. *True Crime 2*, *Spider-Man 2* and *T.H.U.G. 2* are on the way this year. *T.H.U.G. 2*? Don't they mean *Pro Skater 26* or whatever it is? Oh, there's *Call of Duty* coming too, which will be like *Medal of Honor*, but hopefully not as crap as *Rising Sun*.

FREE JIRACHI!

Lucky Yanks pre-ordering *Pokémon Colosseum* are getting a cheeky bonus disc loaded with Poké fun. In addition to a couple of preview movies, you can transfer Jirachi to your copy of *Ruby* or *Sapphire* with a link cable. But will it reach the UK?



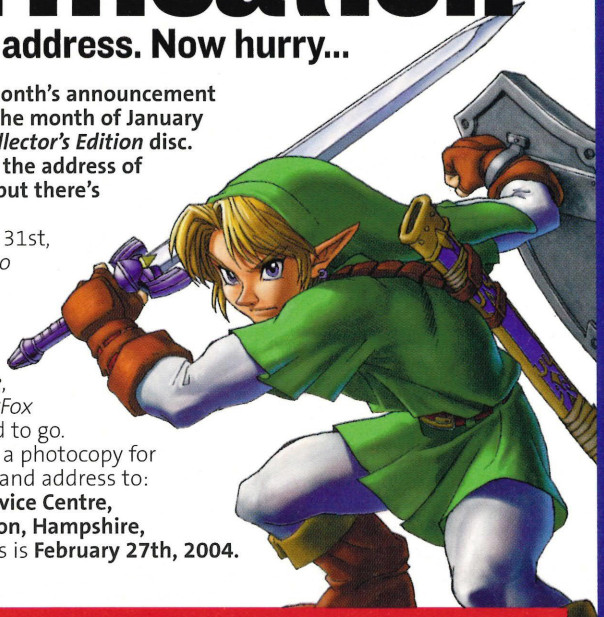
Zelda disc: clarification

Here's the address. Now hurry...

Confusion reigned after last month's announcement that buying certain games in the month of January entitled you to a free *Zelda Collector's Edition* disc. *NOM UK* wasn't supplied with the address of the promotion at last issue's press time, but there's still time to rectify that now.

So if, between January 1st and January 31st, you bought one of *Eternal Darkness*, *F-Zero GX*, *The Legend of Zelda: The Wind Waker*, *Mario Kart: Double Dash*, *1080° Avalanche* or *Mario Party 5*; or two of the selected Player's Choice titles: *Luigi's Mansion*, *Pikmin*, *Super Smash Bros. Melee*, *Super Mario Sunshine*, *Metroid Prime*, *StarFox Adventures* and *Mario Party 4*, you're good to go.

You need to send your till receipt (keep a photocopy for your own records) along with your name and address to: **Nintendo *Zelda* Promotion, Nintendo Service Centre, Codestorm House, Walton Road, Farlington, Hampshire, PO6 1TR.** The closing date for applications is **February 27th, 2004.**

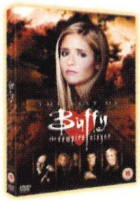


WIN!

Best of Buffy DVD and a 28" widescreen TV!

This *Best of Buffy* DVD contains the four best *Buffy* episodes ever. Says who? Oh, no-one really, only 1.2 million *Buffy* fans. That's how many people took part in an online survey to find the best episode. We've got five of those bad boys, as well as five of each of *The Slayer Collection* DVDs (both out on March 1st).

Twentieth Century Fox Home Entertainment has also thrown in a 28" widescreen JVC TV for the main prize winner. Cheers guys! So, four people will get some smart DVDs and one lucky person will get the DVDs and a sweet TV to watch them on. What do we get? The pleasure of sorting through thousands of competition entries. Nice.



Q. In which episode was Buffy killed for the first time?

a. Prophecy Girl **b.** Welcome to Hellmouth
c. Buffy, She Iz Dead

By text: Write 'nomcomp BUFFY', then the letter of your answer and send it to 83149
By Phone: 0905 053 1104
By Post: Best of *Buffy* Competition, *NOM UK*, Bushfield House, Orton Centre, Peterborough, PE2 5UW. **SEE TERMS AND CONDITIONS ON P4 BEFORE ENTERING**

ISSUE 136 WINNERS

POKÉMON COMPETITION
- Andrew Pettitt, *Crewe*
- Jamie Freter, *Peterculter*
- Darren Keffler, *Sunderland*

DOUBLE DASH COMPETITION
- Peter Chiles, *Reading* (Main winner)
- Sean Rosen, *Leicester* (Main winner)
- Iftekhar Hussain, *Cornwall*
- Alex Crabtree, *Manchester*
- Tom Stockley, *Portsmouth*
- B Quinn, *Hartlepool*

ALIEN QUADRILOGY COMPETITION
- Scott Nicks, *Northampton*
- L Daffern, *Manchester*
- Joe Coleman, *Lincolnshire*
- Kevin West, *Suffolk*
- S Cleary, *Stamford*

BIG CHRISTMAS COMPETITION
- Robert Morris, *Sheffield* (Main winner)
- Mark Poustie, *Ipswich*
- Nick Powrie, *Newcastle-Upon-Tyne*
- Miss G Harris, *St. Albans*
- Thomas Lee, *Ashton-Under-Lyne*

Nintendo OFFICIAL MAGAZINE UK

GET YOUR EON TICKET!

All Pokémaniacs head for Gamestation now!

■ On Saturday 21st February , you'll be able to visit the Southern Island in *Pokémon Ruby* and *Sapphire* – home of the rarely seen Latias and Latios. Thirty Gamestation stores around the country are offering EON ticket downloads on that day, so you can hook up, download and set off to trap those rare Pokémon.

The event is for **one day only** and you can locate your nearest participating store in the list below. Once you've downloaded the ticket, you can then share it with friends via a GBA link-up. So if your friend sleeps rough on the streets outside a Gamestation, get him to go. Then download the ticket off him at your leisure. Remember: whoever goes needs five badges in the game to qualify.

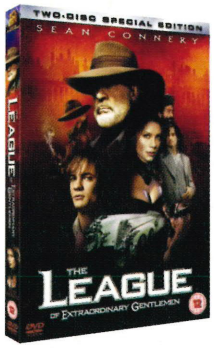
Date... Saturday February 21st
Participating stores in full...

BIRMINGHAM: Unit 70, South Mall, The Pallasades Shopping Centre, B2 4XJ
BOLTON: 37 Newport Street, BL1 1NE
BOURNEMOUTH: 49 Commercial Street, BH2 5RH
BRIGHTON: 69 Western Road, BN1 2HA
BRISTOL BROADMEAD: 28 Broadmead, BS1 3HA
CARDIFF: 2 St Davids Way, St Davids Shopping Centre, CF10 2DP
CHESTERFIELD: 26 Burlington Street, S40 1RR
CRAMLINGTON: 4 Dudley Court Manor Shopping Centre, NE28 6QW
DERBY: 6 East Street, DE1 2AU
DURHAM: 35 Silver Street, DH1 3RD
GLASGOW: 43 Union Street, G1 3RB
HULL: 92 Prospect Street, HU1 3RT
LEEDS: 2/3 Kirkgate Market Buildings, LS1 6BY
LEICESTER: 42 Granby Street, LE1 1DH
LIVERPOOL: 45 Hougthon Way, St Johns Shopping Centre, L1 1LN
LIVINGSTON: 6 Almondvale Centre South, EH54 6HR
LUTON: 39 George Street, LU1 2AQ
MANCHESTER: 180a, Halle Mall, The Arndale Centre, M4 2HU
NEWPORT: 46 Commercial Street, NP20 1LP
NOTTINGHAM: 16 Angel Row, NG1 6HL
PLYMOUTH: 104 Cornwall Street, PL1 1NF
PORTSMOUTH: 24 Arundel Street, PO1 1NL
PRESTON: 172 Friargate, PR1 2EJ
ROMFORD: 12 Stewards Walk, RM1 3RJ
ROTHERHAM: 16 College Street, S65 1AG
SHEFFIELD: 85 The Moor, S1 4PG
SUTTON: 192 High Street, Greater London, SM1 1NR
TAUNTON: 47 North Street, TA1 1LX
WOLVERHAMPTON: 33 Wulfrun Centre, Wulfrun Way, WV1 3HG
YORK: 5 Church Street, YO1 8BG

WIN!

League of Extraordinary Gentlemen DVD

Want to win yourself a smart movie? Twentieth Century Fox Home Entertainment has thrown us five copies of *The League of Extraordinary Gentlemen* (out February 16th) and we'll be volleying them on to five readers who can answer this question correctly...



Q. Which famous secret agent did scottish legend Sean Connery play?

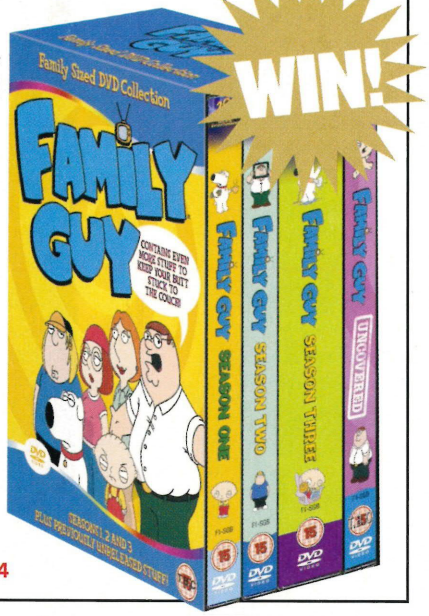
***a.** James Bond **b.** Inspector Gadget **c.** Austin Powers*

By text: Write 'nomcomp LEAGUE', then the letter of your answer and send it to 83149
By Phone: 0905 053 1101
By Post: *Extraordinary Gentlemen* Competition, *NOM UK*, Bushfield House, Orton Centre, Peterborough, PE2 5UW. SEE TERMS AND CONDITIONS ON P4

Family Guy Box Set

WIN!

This is one hefty box set – all three seasons, 50 episodes, 45 minutes of unreleased material, NINE discs. It'll cost £49.99 when it hits shops on February 23rd, but you could snag one for free. We've got five to give away. Just answer this...



Q. What is the name of the Griffins' family dog?

a. Poochy
b. Brian
c. Buster

By text: Write 'nomcomp FAMILY', then the letter of your answer and send it to 83149
By Phone: 0905 053 1102
By Post: *Family Guy* Competition, *NOM UK*, Bushfield House, Orton Centre, Peterborough, PE2 5UW.
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FUTURE FIVE

Using the power of the Fortune Teller's crystal ball we took a look into the future and drooled over these games.

1

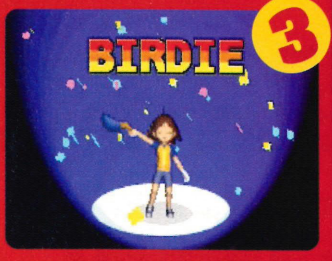
ZELDA: FOUR SWORDS
There's new info on this Super NES-style *Zelda* game – it features a multiplayer *Zelda* with a *Bomberman* twist. This could go down as the greatest four-player game EVER.

2

RESIDENT EVIL 4
Next month, we'll be the first UK mag with a preview of the next *Resi* game. The adventure is more action based than before and it's out early next year. Aaaaaargh!

MARIO GOLF ADVANCE TOUR
Tiger's great, don't get us wrong, but for handheld play the king is *Mario Golf* on GBC. A cracking challenge and best-shot save files? This will rule.

3



4

PIKMIN 2
The original was short... and sweet. We have high hopes for the sequel – delayed from last year – and with Miyamoto's genius you know it's gonna be cool.

BATEN KAITOS
A killer RPG is something GameCube lacks, but this is looking set to change all that. We've kept this shot away from Mike otherwise he's sure to explode.

5

Nintendo KNOW IT ALL

JOEL ATKINSON, 16, STUDENT

ROBERT SMITH, 16, STUDENT

	JOEL ATKINSON, 16, STUDENT	ROBERT SMITH, 16, STUDENT
1 TROFF AND SCOFF ARE CHARACTERS IN WHICH NINTENDO 64 GAME?	**Was it *Conker's Bad Fur Day*, or *Banjo*?" (0)** No and no. Rare only made three platformers and you managed to name the two wrong ones. Nice.	**"*Bomberman*? They sound like they eat things." (0)** So you came up with *Bomberman*?! Have you ever played it? The answer is *Donkey Kong 64*.
2 WHAT DIFFERS BETWEEN LEVELS ONE AND TWO IN *SUPER PROBOTECTOR*?	**"Damn. Having not played that I wouldn't know." (0)** Where were you, man? Level one is side-scrolling, level two is top-down.	**"One's played as a person, the other in a vehicle." (0)** Admit it, you haven't got a clue what you're on about.
3 WHAT GAME FEATURES THE AWESOME CEREBRAL BORE?	**"I've never heard of that. I'll say *Final Fantasy*." (0)** At a guess we'd say you must have been in a deep sleep for ten years.	**"I'm guesing that it's in the *Zelda* series." (0)** It's the most gruesome weapon ever. *Zelda*? We think not. Try *Turok 2*.
4 WHAT WAS RARE'S *BLAST CORPS* CALLED IN JAPAN?	**"Oh, damn! No idea. Not doing very well. Heh." (0)** Why do you say that? None out of four – we think you're doing well.	**"Is it *Universal Soldiers*. I've heard that before." (0)** Have you heard of Nintendo? The Japanese call it *Blast Dozer*.
5 WHAT YEAR WAS *TETRIS* RELEASED ON GAME BOY?	**"I so know that one. Was it 1986? Or maybe 1987." (0)** Wrong. Again. TWICE. Two wrong answers scores the same as one. Nil.	**"Oh, err... 1992. I think." (0)** You think wrong Robert. A total lack of respect for the greatest handheld ever. It was 1989.
6 PETER JACOB AND PIOUS AUGUSTUS ARE CHARACTERS IN WHICH 'CUBE GAME?	**"*Eternal Darkness*. You won't stump me quizmaster!" (1)** Hurrah! The first point! We were thinking we dialled a wrong number.	**"Is it *1080°*?" (0)** Correct! Ricky Winterborn and Pious are best chums. No, we're lying. It's *Eternal Darkness*, dude.
7 HOW MANY GAMES HAS PROFESSOR E. GADD APPEARED IN?	**"It's two isn't it? *Sunshine* and *Luigi's Mansion*." (1)** No, he's not in *Sunshine*, but in *Mario & Luigi* on GBA. One point.	**"I'm guessing it's three. Is he to do with space?" (0)** Speaking of space, are you on the same planet as the rest of us?
8 WHO'S THE FINAL BOSS IN *SUPER PUNCH OUT* ON THE SUPER NES?	**"I've only got the NES one. Is it Mike Tyson?" (0)** No, and you know that's wrong because Tyson's from the NES one.	**"That's a boxing game, isn't it? I'll guess Mike Tyson." (0)** Wrong. Nick Bruiser is the *Super Punch Out* daddy.
9 WHAT ARE THE TWO HIDDEN LEVELS IN *GOLDENEYE 007*?	**"Aztec and Egyptian." (1)** You like that feeling, don't you – knowing something. We can tell.	**"Aztec is definitely one. And The Crypt is the other." (0.5)** We know you've found this difficult, but it's *GoldenEye*. G.O.L.D.E.N.E.Y.E!
10 WHAT'S THE NAME OF THE FAIRY THAT HELPS LINK IN *MAJORA'S MASK*?	**"Tatl. That's T-A-T-L." (1)** Yeah we know how to spell it, dude. So, you've got four points and you get confident.	**"I haven't got *Majora's Mask*. No idea." (0)** We ask a question. You answer. We award point. You failed. Again.
FINAL SCORE	4 It was looking like a disaster, but you made up for it at the end.	0.5 If you don't know your stuff, don't volunteer. Rob did and look at his score.

Want to have a go? Email ***michael.jackson@emap.com*** *with your name and telephone number!*

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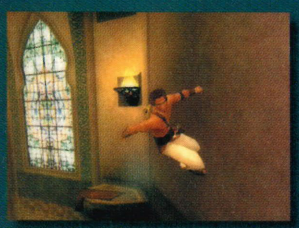

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Nintendo OFFICIAL MAGAZINE UK

READER SURVEY

PlayStation Pants

We asked: will PSP spell the end for the GBA?

POLL RESULT
YES 15%
NO 85%

■ While Sony will surely hype the PSP beyond belief, people will always think of handheld consoles as Game Boys. Nintendo rules!
RICHARD LAMBETH

■ I don't want PSP to win but millions of PS2s have been sold which means there are millions of stupid people that'll buy it.
ANDREW WILMSHURST

■ Nintendo has always been at the top. They practically invented the portable video games industry.
ABEED FAYAZ

This month we ask:
• Will the Nintendo DS be a smash hit or an embarrassing flop?

Maybe no Mario 'til N5

We asked: will Mario and Link return to GC?

POLL RESULT
YES 67%
NO 33%

The next *Zelda* will probably hit GameCube although it would be a good idea for one of them to be a launch title with the N5.
BEN WAIN

I am sure that *Zelda* will appear on GameCube again but I've got a feeling that *Mario 128* could end up being an N5 launch title.
JAMES SMITH

Yes to *Zelda*, but I believe Mario will appear on the N5 in the most ground-breaking game ever. We need patience.
ADAM MOSS

This month we ask:
• Would you welcome more classic game remakes like *MGS*?

Email YES or NO and a brief comment to: michael.jackson@emap.com – don't forget to include your name!

Small is beautiful

Never lose your keys again with these smaller versions of Nintendo's machines of joy.

The Japanese are Gashapon crazy. We don't get a look in. Imagine going into your local shop, plonking 20p into a machine and little Nintendo collectibles dropping out.

With that in mind, you need to check this stuff out, dudes. Seriously. Miniature Nintendo console keyrings. They're tiny, but the detail is amazing. LOOK, you even get the controllers with the console too! How wicked is that?

And check out the little Famicoms as well. These little bad boys aren't keyrings, they're just collectibles, but they come in mini-packaging that looks just like the original boxes. Look some MORE. Removable cartridges, with the ACTUAL game stickers on them. You must love this stuff. It's the law. If you don't you can't be a TRUE Nintendo fan. Check out import sites on the internet to purchase the goods, if we haven't already bought them all.

These are all ours. Not yours... ours

GAME BLITZ

What's incoming on Nintendo...

20/2/2004
Gotcha Force (GC)
Prince of Persia (GC)
Pitfall: Lost Expedition (GC & GBA)
Sphinx and the Cursed Mummy (GC)

27/2/2004
Kirby Air Ride (GC)
James Bond 007: EoN (GC)
Urban Freestyle Soccer (GC)
Carmen San Diego (GC)
Puyo Pop Fever (GC)
XGRA (GC)
Sonic Battle (GBA)

3/3/2004
Max Payne (GBA)
Mega Man Battle Chip Challenge (GBA)

12/3/2004
Final Fantasy: Crystal Chronicles (GC)
Mercedes-Benz World Racing (GC)
Barbarian (GC)
Resident Evil Code: Veronica X (GC)
Spawn: Armageddon (GC)
Sabrewulf (GBA)

19/3/2004
Disney's Hide 'n' Sneak (GC)
MTX: Motocross (GC)
Harvest Moon (GC & GBA)
Metal Gear Solid: The Twin Snakes (GC)
Sword of Mana (GBA)
Disney's Aladdin (GBA)
Magical Quest 3 (GBA)

26/3/2004
Robocop (GC & GBA)
Conan (GC)
R: Racing (GC)
Shining Soul II (GBA)
Dragon Ball Z Taiketsu (GBA)

2/4/2004
Pokémon Channel (GC)

9/4/2004
Metroid: Zero Mission (GBA)

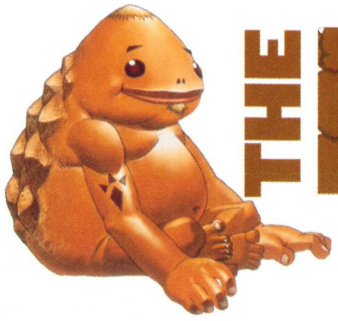
WIN!

Mario Party 5 goodies

This framed *Mario Party 5* poster would look neat on any wall. Those crazy developers have scribbled on it with their cool Japanese signatures and Nintendo has also chucked in a copy of the game to go with the poster. Two runners-up will get a game each.

Q. Which of these Nintendo stars is not a playable character in *Mario Party 5*?
a. *Lakitu* **b.** *Waluigi* **c.** *Bowser*

By text: Write 'nomcomp MARIO', then the letter of your answer and send it to 83149
By Phone: 0905 053 1103
By Post: *Mario Party* Poster Competition, *NOM UK*, Bushfield House, Orton Centre, Peterborough, PE2 5UW
SEE TERMS AND CONDITIONS ON P4 BEFORE ENTERING



THE ROCK-HARD Quiz

Adverts. Without them you wouldn't know what to buy. Now match the game to the ad.

1

2

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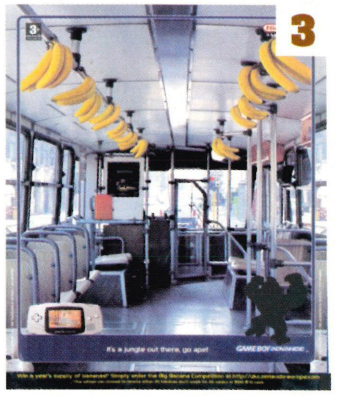

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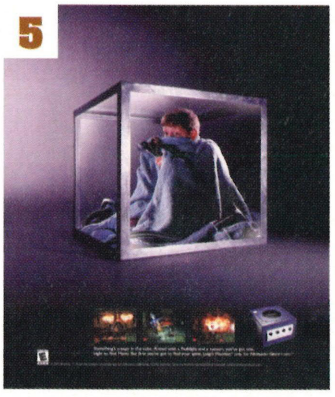

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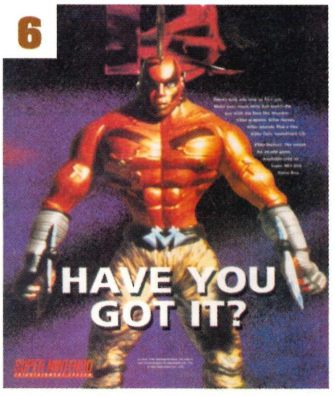

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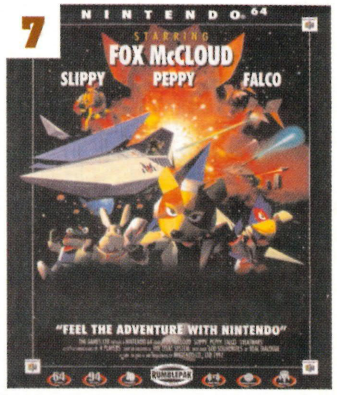

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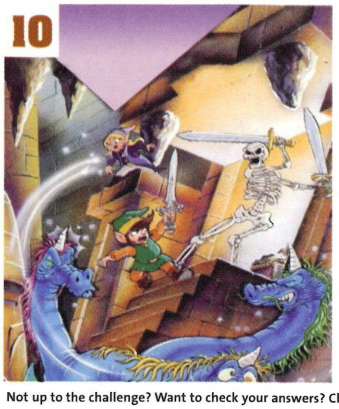

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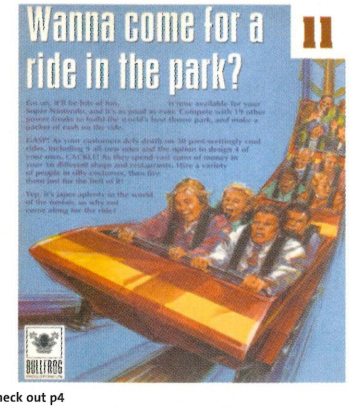


Not up to the challenge? Want to check your answers? Check out p4

THE BIG Conflict Desert Storm II COMPETITION

What TV do you use? If it's a tiny portable with a name like Somy, or your dad's old wooden-cased goldfish bowl you're missing out. What about sound? Just standard TV speakers, eh? All wrong. Let us turn your bedroom into a powerhouse.

The main prize

This is what you need in your life. We're giving away a fat 28" Toshiba widescreen TV and a JVC DVD player and surround sound system. Imagine winning all that. Your mates would be jealous for years.

But it doesn't stop there, oh no. We're also giving away a copy of *Conflict Desert Storm II* on GameCube, a *CDS II* strategy guide and some *CDS II* goodies, including walkie-talkies and T-shirt – and it's all thanks to the immensely good-looking people at SCi.

To stand a chance of winning, just answer this question...

? QUESTION

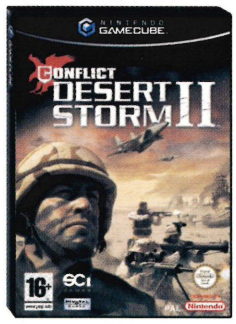
What does SAS stand for?

a. Special Air Service
b. Super Acrobatic Samus
c. Semi-Automatic Supergun

The walkie-talkies below are exactly the same as those used by SAS troops in the Gulf. However, we may be lying

The runners-up

This ain't no one-hit wonder. Five runners-up will get their hands on a copy of *CDS II* and all the branded merchandise to go with it – the strategy guide, walkie-talkies and T-shirt. But not the TV, or DVD player, because runners-up are basically losers. Soz.



"A real improvement over the original, this has everything combat fans could want." *CDS II* review (issue 134, 84%).

This team of roughnecks will deliver the TV and DVD player to your house. Careful though, they may shoot your cat and eat it

HOW TO ENTER

PHONE

Dial 0905 053 1105, answer the question and leave your name, address and telephone number. Then cross your fingers and keep them crossed.

POST

Write your answer on an envelope or postcard and send it to: *CDS II* Competiton, *NOM UK*, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW.

TEXT

Text the words 'nomcomp CONFLICT' and the letter of your answer to 83149. Unfortunately, this service is not available for users of the Virgin network.

IMPORTANT! PLEASE READ! All entries for this competition must be received by 11/3/2004 to qualify.

SEE TERMS AND CONDITIONS ON P4

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the Daily Prophet

No. 58,008 SUNDAY 21st DECEMBER 2003 1 Knut

JAPAN WIN WORLD CUP FINAL

... but only at a made-up sport no sane person would understand.

By Maura 'RITA SKEETER' Sutton

In days of yore, the Tower of London's imposing walls echoed to such bloodcurdling sounds as, "Careful with that axe!", "Off with his head!" "Aarrrgh, (thud)" and, "How do you get blood stains off a flagstone floor?"

Now, happily, things are slightly more civilised, but when any stray tourists approached the Tower's New Armouries just a few days before Christmas they could have been forgiven for thinking that they'd fallen into some weird time warp.

The finalists had their portraits added to a huge painting of the tournament.

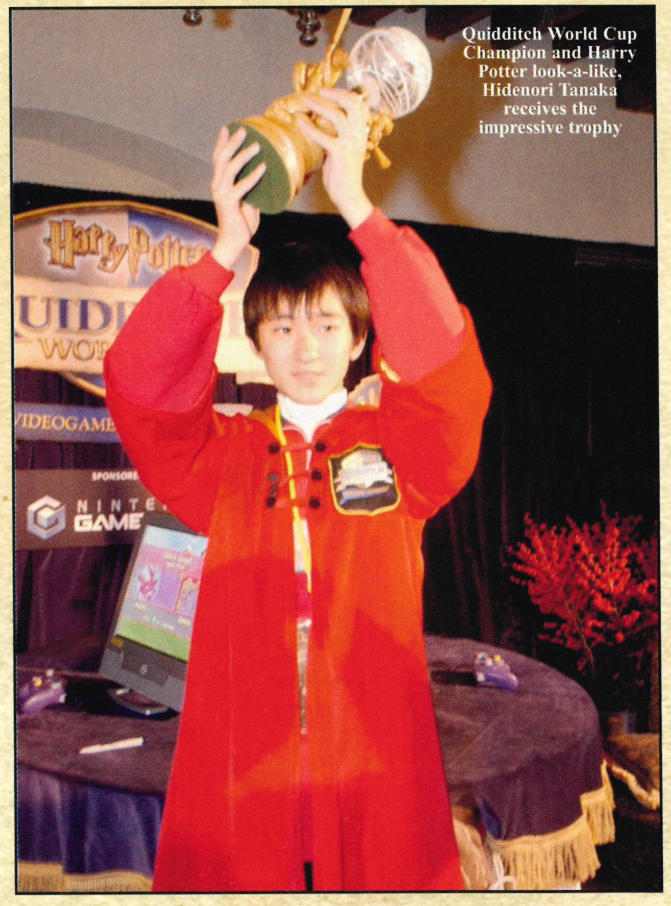
Wizards, minstrels, jesters, jugglers and ogres (aka the paparazzi) could all be found crowding around tiny purple cubes, cheering on noble warriors clad in silken robes of red and gold as they battled to become the (deep breath)... Harry Potter Quidditch World Cup Video Game International Champion.

NOM UK was there, of course, cheering on the contestants, guzzling the frothy fruit cocktails served in Hogwarts-style potion-friendly test tubes and chatting to some of the stars of the *Harry Potter* films, who were mingling with the starry-eyed finalists and their families.

After winning the individual heats in their home countries, the finalists were treated to a magical day in London's notorious Tower. The New Armouries were decorated in grand style, with authentic props from the *Harry Potter* films on display, including the Hogwarts Quidditch trophy cabinet and a complete Quidditch set.

It felt like spending an afternoon at Hogwarts, surely every *Harry Potter* fan's dream.

The famous Quidditch trophy cabinet, as featured in the *Harry Potter* films.



Quidditch World Cup Champion and Harry Potter look-a-like, Hidenori Tanaka receives the impressive trophy

After posing alongside the stars of the films to have their photos taken by the boisterous scrum of press photographers, the finalists took up their positions around the six pods and got down to the serious business of trying to become Quidditch World Champion.

Each contestant played a minimum of three matches. The four with the most number of points would then go through to the semi-finals.

The first round was tense, with finalists having to cope with their nerves and get to grips with playing under the full glare of TV lights. Japanese finalist Hidenori Tanaka led from the front, calmly stating that he believed he could go on to win the whole tournament. The atmosphere was electric, with shouts of encouragement in many different languages (though Parceltongue was strictly forbidden) and when the Golden Snitch was released the contestants raced each other

THE DAILEY PROPHET SUNDAY 21st DECEMBER 2003

to capture it. Grabbing this winged baby would give them a vital 150 points and achieve certain victory in the match.

After some intense battles, the four semi-finalists were chosen and the eight beaten contestants were rewarded for all their efforts with an impressive swag bag containing a GameCube and their very own Quidditch robes.

After a brief break, the semi-finals got underway, with the atmosphere around the game pods reaching fever pitch as the supporters of beaten contestants switched their allegiance to one of the four semi-finalists. Smelling victory the Brazilian entrant, Tiago Furlanetto, switched to play for the Bulgarian team and his change seemed to have a positive effect on his game as he beat the German contestant, Colin Ciritis, convincingly by 220 points to 60.

In the second semi-final, Japan's Hidenori Tanaka beat the Nordic finalist, Denmark's Lasse Dam, by 240 points to 50, paving the way for an exciting final between the two high-scoring contestants. It was starting to look likely that Tanaka was on course to fulfil his own prediction.

Some of the stars of the *Harry Potter* movies, including Tom Felton and James and Oliver Phelps

Well, likelier than Professor Trelawney anyway.

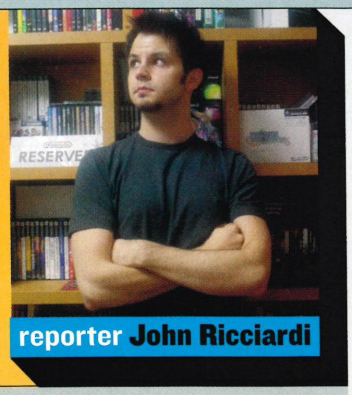
Before the grand final, there was the little matter of the third place play-off between Germany and the Nordic team. After some impressive special moves from Germany, Lasse Dam fought back with some clever combos. With just a few seconds to go, Germany were trailing by 40 points, but all was not lost as they managed to catch the Golden Snitch to win third place by 200 points to 100.

For the grand final, Hidenori and Tiago took up their positions on a special podium, with their every move relayed to the crowd via a big screen. As Brazil's Tiago vowed to 'do my best' he shook hands with Japan's Hidenori before getting down to some serious Quidditch business.

The early stages of the match were very tight, with the two contestants proving themselves to be very evenly matched. With the scores level at 20-all, Tiago moved ahead by ten after pulling off a spectacular Team Special move. Japan rose to the challenge with a sensational six-move combo to level the scores again and then surged ahead with yet more combos.

With Japan leading 70-30, the Golden Snitch was released, ensuring the most dramatic of all possible finishes as the two contestants raced to capture it first. It came as no surprise when Hidenori captured the Snitch, proving his prediction and winning the Quidditch World Cup, presented to him by Tom Felton, who plays Draco Malfoy. A fitting star-studded end to a fantastic day.

Blog Japan



reporter John Ricciardi

- More Famicom madness
- Eat for Pokémon toys

Mini Marvel

FAMICOM RE-RELEASE RUMOURS PROVE TRUE. SORT OF...

▼ See that packaging – so sweet it'll rot your teeth just by looking

Judging by the truckloads of entries rolling in to win *NOM UK*'s limited-edition Famicom SP, this news might just tip you lot over the edge. Nintendo is issuing a special-edition GBA SP in Japan called the Famicom Color. It'll launch alongside a bunch of original Famicom games like *Donkey Kong*, each of which will cost just a fiver.

Now, this isn't the same machine as the super-rare Famicom SP. Nope, this is slightly different looking. It does come in an AWESOME *Super Mario Bros.* box though, by way of compensation. Expect pandemonium in Japanese gaming districts when these puppies land on February 14th at around £70.

The Famicom Mini games series that accompanies the hardware features some real NES gems. How do *Super Mario Bros.*, *Donkey Kong*, *Excite Bike*, *Legend of Zelda*, *Ice Climber*, *Pac-Man*, *Xevious*, *Mappy*, *Bomberman* and *Star Soldier* grab you? Each comes in a box that's a replica of the original from 20 years ago, and for five quid you can't go wrong can you?

As ever, a UK release is highly unlikely. But should one of these little beauties fall into your hands somehow, it'll play just fine on your UK GBA. It will all be in Japanese though, obviously.

POKÉMON INVADE MCDONALD'S

McDonald's, or MAKUDONARUDO, as it's known in Japan is offering a host of *Pokémon* goodies with its Happy Set meals. The main batch includes eight different Pokémon — four on spinning tops and four inside Poké Balls, each available for purchase with a Happy Set. There's also a Pokémon Advanced Generation McCard, as well as special deluxe versions of Kyogre and Jirachi that vibrate, speak and light up.

▶ Would you rather have one of these super-cool beasts with your Happy Meal, or some rubbish Disney toy?

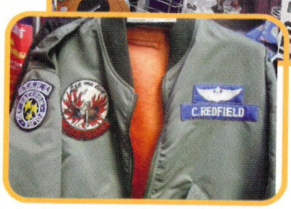
THE GIRLS OF SEGA

We never intended to keep showing you new Gashapon every month, but darn it, now we're hooked. Check out this hot six-pack of Sega Gals that's currently making the rounds in Tokyo. Just look at those panti... err, details! *Phantasy Star* fans in particular are in for a real treat, with killer models of Nei 2nd (old-skoolers unite!) and the one and only Red Ring Rico, of *PSO* fame.

▲ Every one's a winner, baby... well, except maybe Aruru Najya who looks a bit on the young side

Akihabara Watch

There's not much going on in old Akihabara this month. *Twin Snakes* promo videos are starting to show up around shops, but the rest of the scene is pretty dry. We did scope out some hot *Resident Evil* gear tucked away in one spot, though. Why don't they ever sell clothing like this in the West?



▲ Japanese fans get a sneaky *Twin Snakes* preview
◀ It's cool, but would YOU wear it? Hmmm...

BOX ARTISTRY

Retro beauty!

Have a look at the sauciest GameCube packaging to date: the limited-edition, pre-order-only port of Namco's 8-bit classic, *The Tower of Druaga*, which came with select copies of *Baten Kaitos*. The box is an exact replica of the original Famicom box, right down to the old "Namcot" label, which hasn't been seen in years. We want more! We want more NOW!

▲ It's an exact replica of the original *Tower of Druaga* NES packaging – nothing looks this good these days

▲ If you've ever picked up a Japanese GC game box you'll know how much cooler they are

JAPAN TOP TEN

(the current best-selling games on Nintendo platforms in Japan)

1	*Mega Man Battle Network 4*	(Capcom, GBA)
2	*Mario Party 5*	(Nintendo, GC)
3	*Mario Kart: Double Dash*	(Nintendo, GC)
4	*Donkey Konga*	(Nintendo, GC)
5	*Pokémon Colosseum*	(Nintendo, GC)
6	*Pokémon Ruby* and *Sapphire*	(Nintendo, GBA)
7	*Mario & Luigi: Superstar Saga*	(Nintendo, GBA)
8	*Naruto: Gekitou Ninja Taisen! 2*	(Tomy, GC)
9	*Power Pro-kun Pocket 6*	(Konami, GBA)
10	*Korokke! 3 Guranyuu Oukoku no Nazo*	(Konami, GBA)

SUPER REAL FOOTY!

PLAYED!

Winning Eleven 6: Final Evolution

Listen. It's the muffled sobs of a PAL 'Cube in distress. Why is it so sad? It can't amuse you by drawing the finest digital football on your TV and that breaks its little microchip heart. We're talking about Konami's *Winning Eleven 6: Final Evolution*. Out now... in Japan.

It's a testament to its greatness that even now, over a year on, *WE6* still owns lunchtime. Food is scoffed, indigestion is guaranteed and Tim and Kingsley wage war on Dan and Mark. They call it the 'dou-blay'. Two on two. And lots of shouting.

The only thing more like football than this is, well, football. The players run like they're giving it everything. The tackles fly in. When foot meets ball, it flies with total precision. When you sizzle one into the top corner with Zidane from the edge of the box, you run around the room screaming. The satisfaction of hitting the net is absolutely stellar. Even a messy tap-in after the keeper palms it out sets your heart racing. Although, you may have a gentlemen's agreement not to celebrate.

You have to work for every opening on goal and concentrate 100% when defending. Sometimes, the only option is to hack down Owen as he's clean through. The ref usually obliges with a red card. Only an expert is going to smash the free kick in from 25 yards, anyway. But that's why you spent two hours practicing. Beckham... SIZZLER! One-nil!

BOY THAT SUCKS!

PLAYED!

Adventure Island

Skateboard plus springs, plus collectible pineapples should add up to a whole lot more fun than this

Adventure Island takes your dreams and kicks them to death in front of you. It garrottes you with your own nostalgia. It takes 2D and disembowels you with it. It's a damn good job we'd been playing _Super Mario World_ earlier that day, or this abomination might have made us forget how magic 2D was.

You're lucky this is never coming out over here. Remember the classic arcade game *Wonderboy*? A little kid chucks hammers and rides a skateboard? Anyway, the NES version of that classic Sega game was called *Adventure Island*. This is that game in polygons, but they either forgot to program in the fun or it has aged badly.

It's a side-scrolling platformer that leaves basically nothing to skill and reactions. You have to memorise which platforms drop into the sea, because you won't have time to react when it happens first time around. You land on a snail – a bloody SNAIL for god's sake – and you die. Everything kills you instantly. You're a dude packing hammers and walking into a tiny frog ruins you. It's basically breaking laws that your mind knows are true.

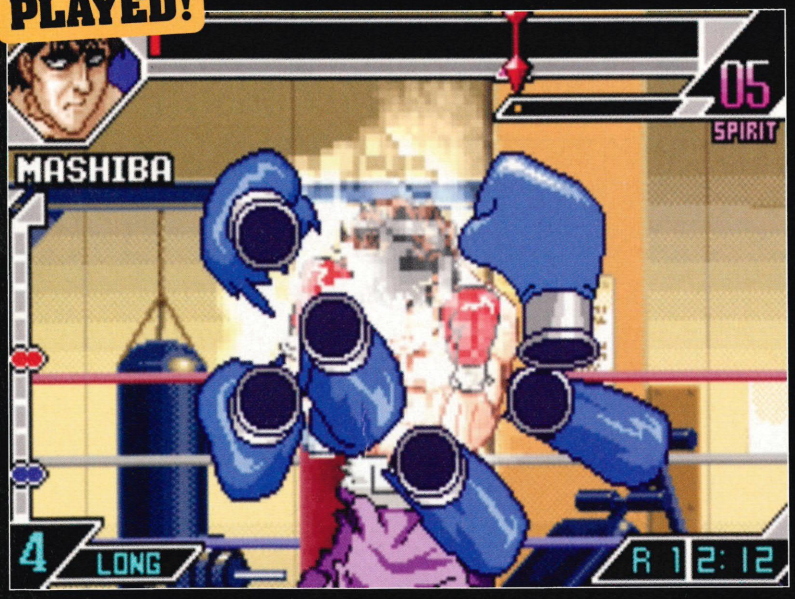
The graphics? Turd. Last month's *PC Genjin* was flawed, but at least it looked decent. This is almost totally devoid of character. It's so tough, it's a real war of attrition plugging through the stages. You die a few times learning all the unpredictable things that happen, but you've still got to exercise absolute ninja gaming precision once you have The Knowledge.

Hudson's single triumph is finding a new gameplay mode. Like the two- and five-minute modes it included in the brilliant shooter *Star Soldier* (*NOM UK* #136), this measures how far into the game you get in metres without dying. To succeed, you'll need to memorise the WHOLE game. Nintendo should rob this one idea for a decent platformer and burn the rest.

SMASH FACE HARD

Hajime no Ippo: THE FIGHTING!

PLAYED!



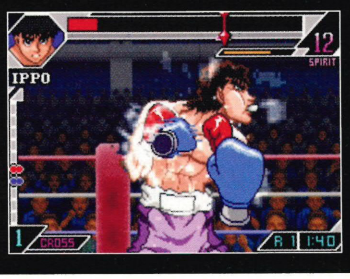
Everyone has urges. We're not talking about the ones that involve taking your clothes off here – games can't help with that yet. But the urge to crack that annoying someone right in the face? Games CAN do that.

Ignore the title. This is boxing. The most in-your-face boxing ever. All you see of you is a pair of gloves. Your opponent fills the rest of the screen. It is your job to ruin him.

Thinking *Super Punch Out*? Yes, it's a bit like that. It's just as quick you need to be combo-ing out of your ass and dodging like a butterfly. It hurts your brain like an actual Lennox Lewis right hand to the temple. How are YOU supposed to dodge, when you can't even see YOU?

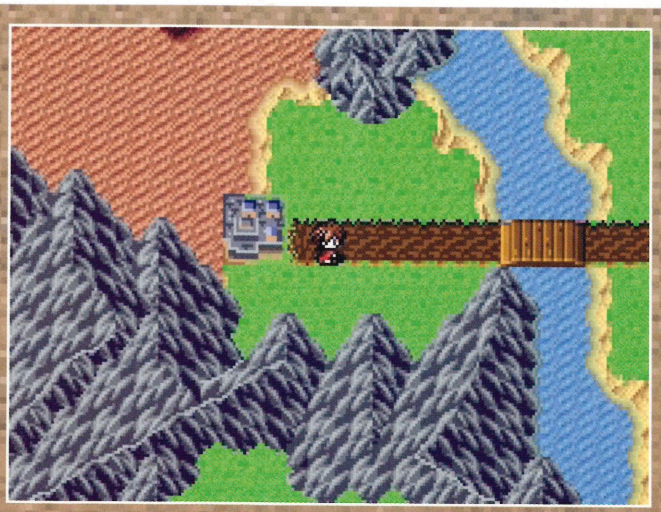
The answer? Skills. This is a hard game to grasp, but once you've cleared the first few hurdles you just fly. The one-punch button is combined with the shoulder buttons for special moves to rock your opponents where they like it least: right in their little anime faces. The sillier they get with the special moves, the more switched-on you have to be. It's challenging, but the reward comes with every hit. Their faces twist in pain and your body shots juggle their internal organs.

Super Punch Out still has the edge on this for our money and the obscurity of the animation series that provides the characters will probably ensure that this never leaves Japan. But we love it anyway. P.S. It's made by Treasure.



PLAYED!

Oriental Blue



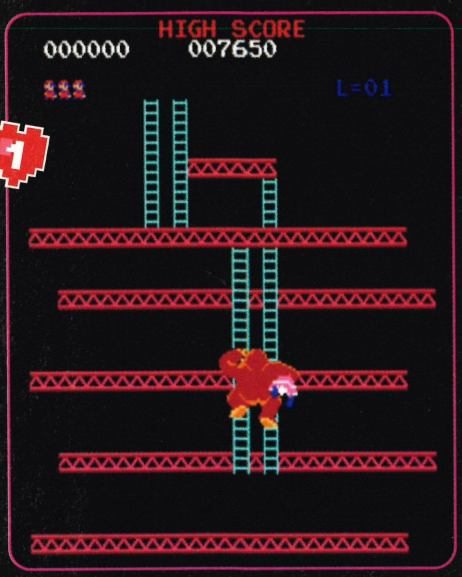
Looking for an old-skool RPG that's light on the teen angst but heavy on levelling-up? Got a yen for Japanese culture? <groan>. Then check out this import-only title that moved over from the 64DD. *Oriental Blue: Ao no Tengai* (*Blue Eden*) comes from RED Entertainment, the creators of the strategy RPG-cum-dating sim *Sakura Taisen* games and it's the long-awaited latest entry in an RPG series called *Tengai Makyou* that, in its day, was as hot as *Final Fantasy* over in Japan.

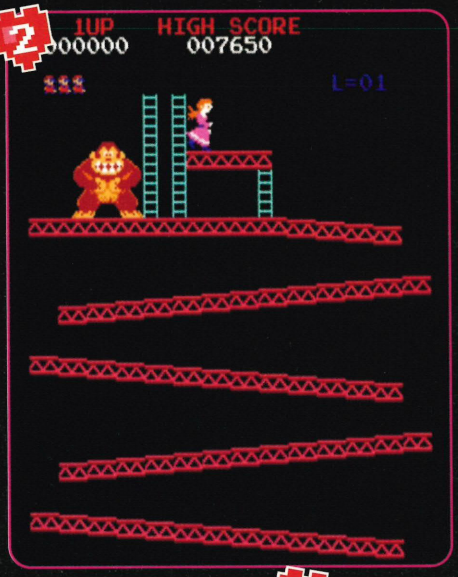
Drawing literary influence from Asian mythologies, *Oriental Blue* is set in the only somewhat imaginary land of Jipangu (an Columbus-era name for Japan), with houses and castles that come straight out of history books and fiendish ghouls and creatures from traditional ghost stories. Gameplay-wise, it follows the *Dragon Quest* formula as you start out in a town with a dinky sword and very little back-story. Battles take place in the standard *Dragon Quest* first-person view.

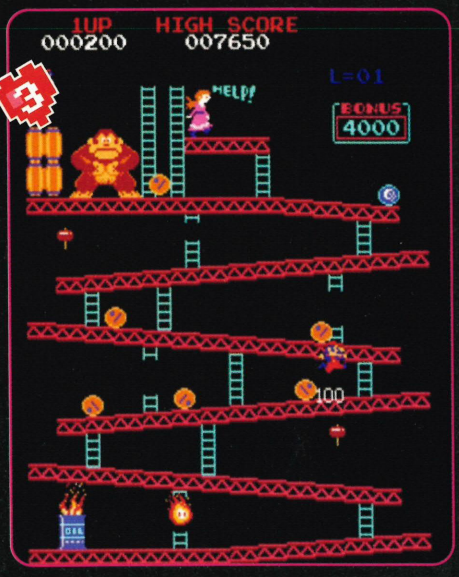
The map graphics evoke 1991-era Super NES visuals. That's the only explanation we could come up with for the primitive graphics, with tile-based, identical-looking buildings and characters you can count the pixels on. Your guy isn't even animated to walk diagonally – hold up-right and he'll walk up one square, right one square, etc. Try holding B to run and watch him have a digital seizure. There's some idle talk that Hudson and Nintendo might produce an English version to introduce the rest of the world to this series. But is the West ready?

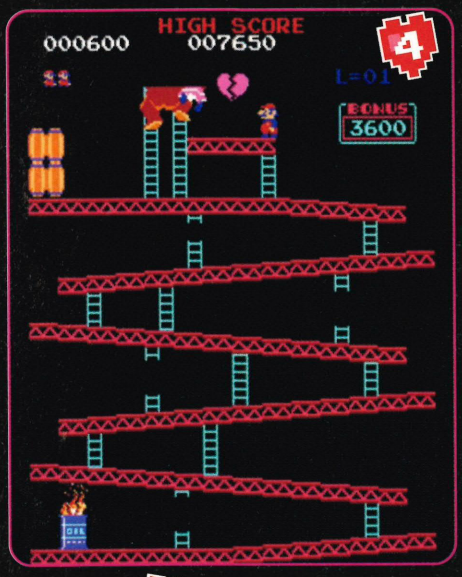
OLD-SKOOL PANIC!

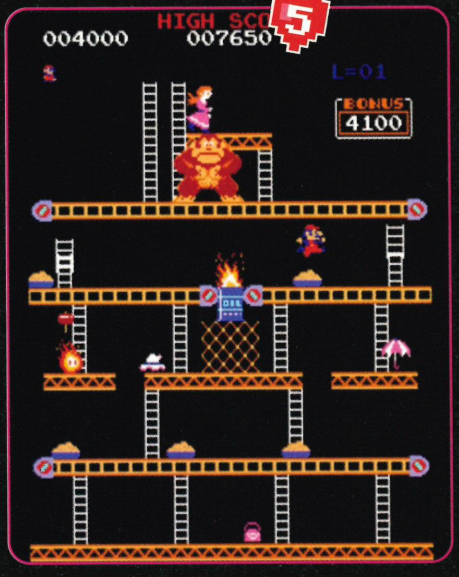
The greatest love story ever told...

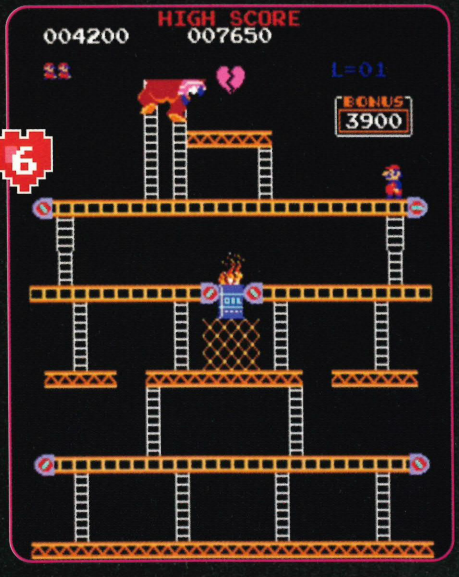


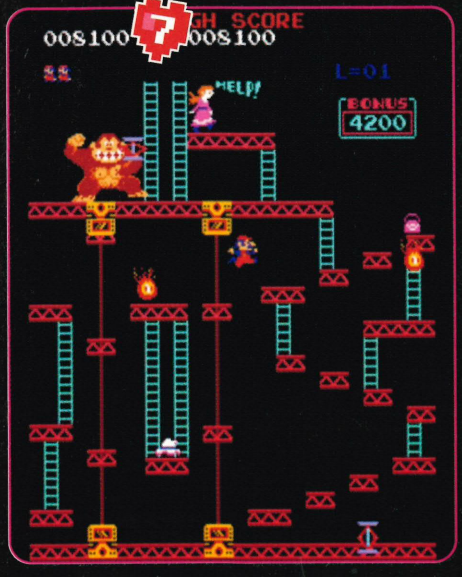


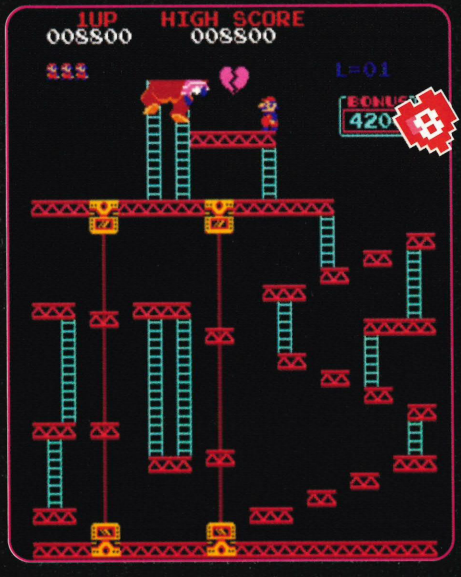


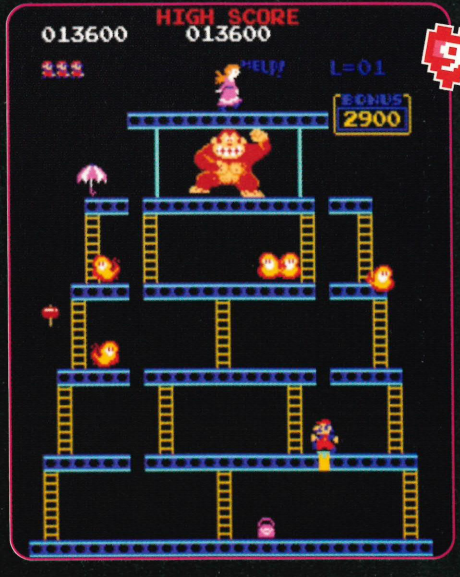


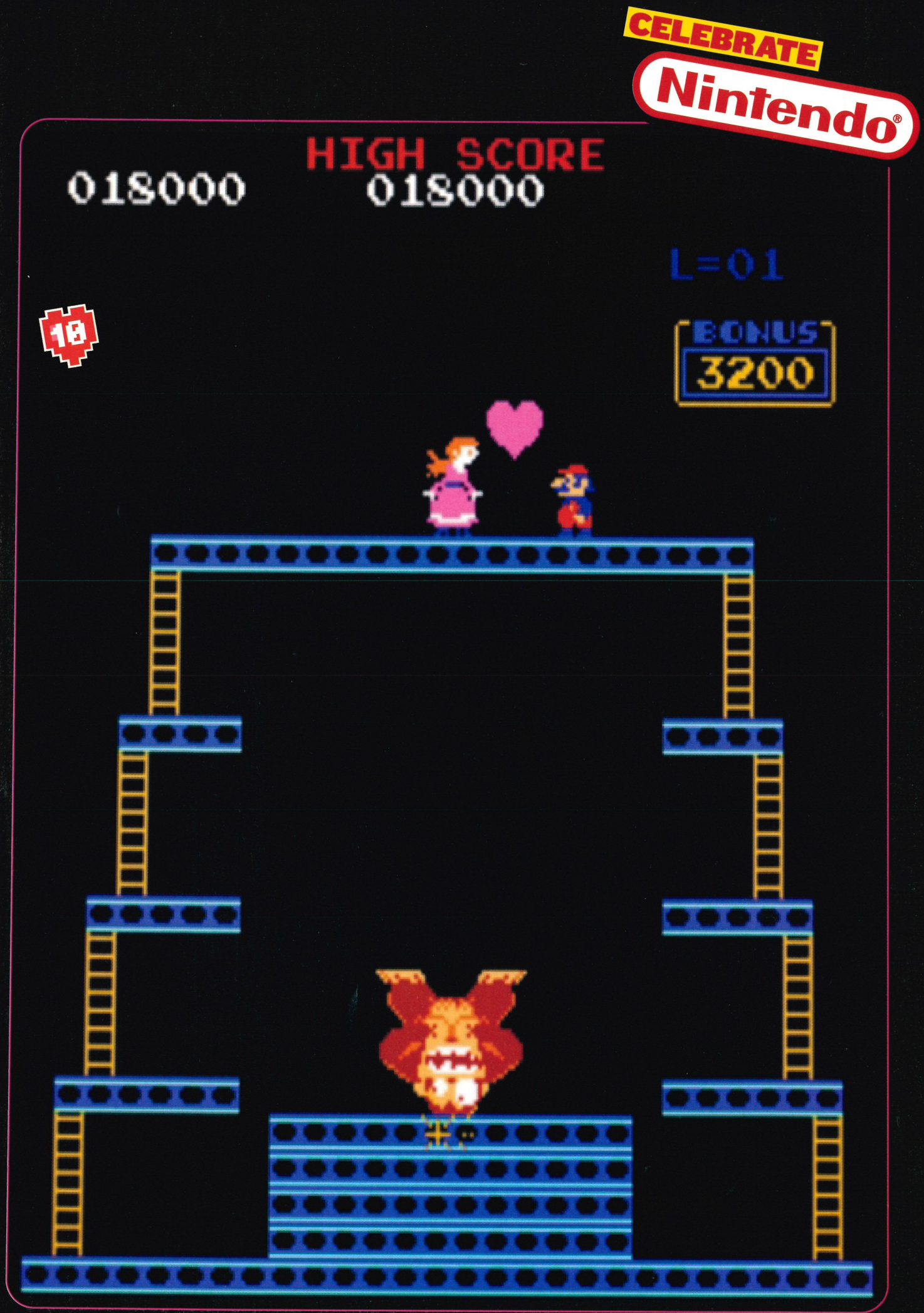








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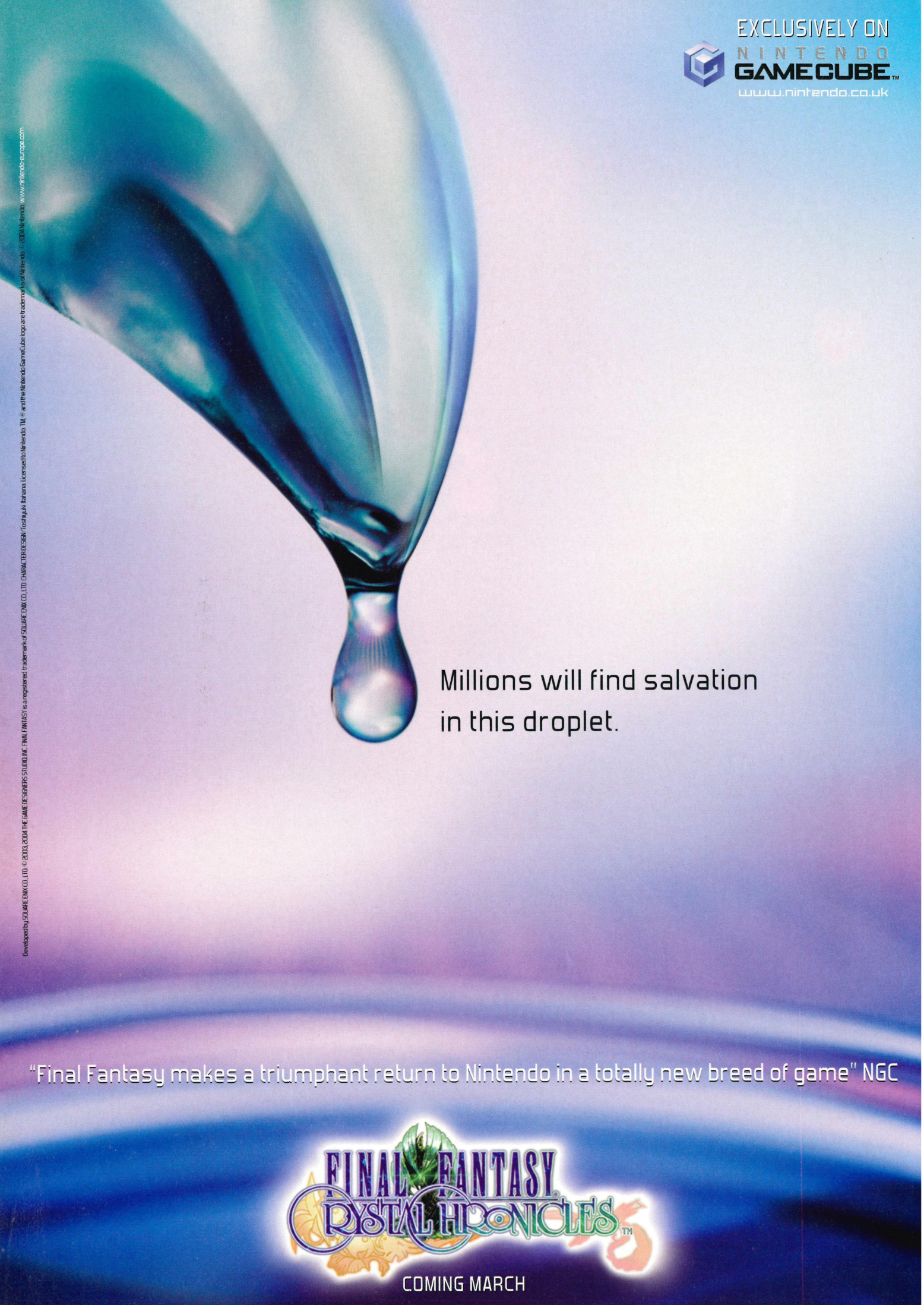

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READ IT FIRST! READ IT NOW!

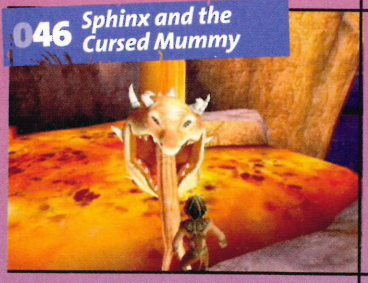
Bigger. Better. Smarter.

Previews

042 Pokémon Fire Red and Leaf Green

045 Pokémon Channel

046 Sphinx and the Cursed Mummy

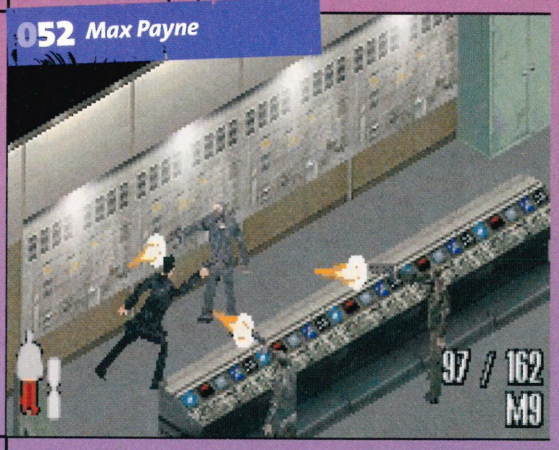


048 Pitfall Harry

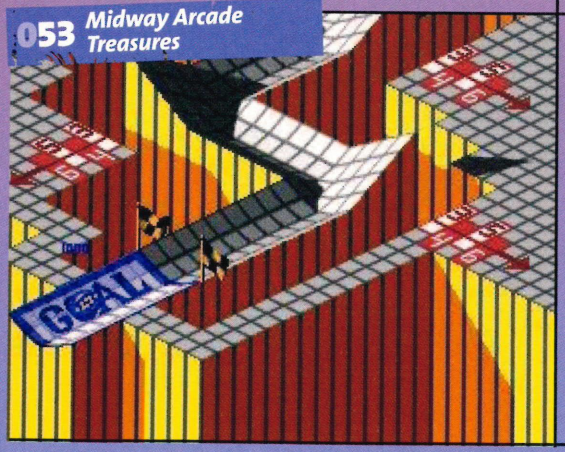
050 Dragon's Lair 3D

051 Baldur's Gate Dark Alliance

052 Max Payne

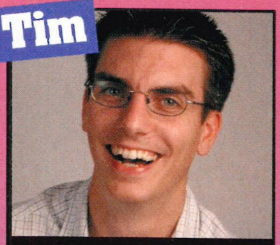


053 Midway Arcade Treasures



054 Harvest Moon: A Wonderful Life

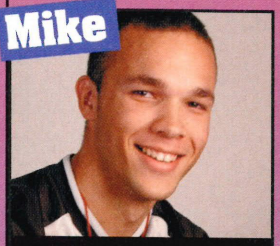
Tim



This month I've been playing...

- Mario & Luigi
- Pokémon Fire Red

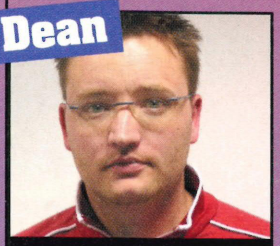
Mike



This month I've been playing...

- Mario & Luigi
- Mr. Driller Ace

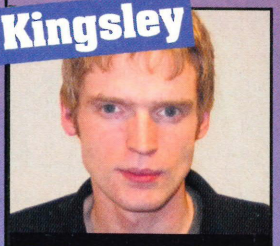
Dean



This month I've been playing...

- Super Mario World
- Metal Gear Solid

Kingsley



This month I've been playing...

- Rebel Strike
- Mario & Luigi

Wild GBA game appeared!

Ninty heads back to Kanto with GBA remakes of the best quests ever.

We first called it *Pockemon* and that was May 1997, two and a half years before Pikachu became a household name. Maybe it's just us, but the sleepless nights we spent tracking down the Legendary Birds seems a very distant memory. Then there are the nightmares I still get about my appalling Articuno displays on the *Pokémon* Tour. That's life.

We know some of you think Ash's adventure was a load of Poké Balls, but for most the searching, battling and trading made *Pokémon* a breath of fresh air on the stagnant GB scene.

Now they're back on your Game Boy Advance, showing off Kanto in glorious colour, complete with better battle animations and graphical touches such as water reflections that would never have been possible on GBC. If you've only just started playing *Pokémon* since *Ruby* and *Sapphire*, this will take you back to its roots so you can see what all the fuss was about. And we'd bet that even hardcore fans won't be able to stay away with some cracking new extras, too.

Fire Red and *Leaf Green* are the new names to remember and they kick off in fine style as Gengar and a female Nidoran come face to face in a field of tall grass. Just as Nidoran leaps in to bite, the sequence cuts and you're in. Choose your name (Ash) and your rival (Gary) and you're dropped into your bedroom in Pallet Town, complete with Famicom on the floor.

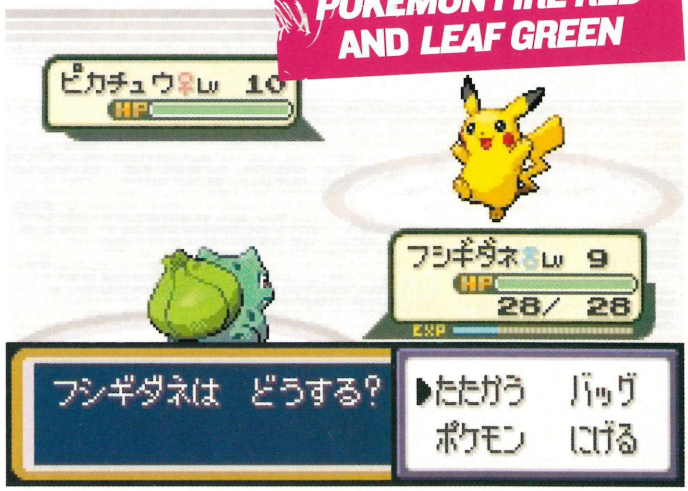
Most of you will know what happens next as it's exactly the same as *Red* and *Blue* (this is called *Leaf Green* because *Pokémon Green* originally launched alongside *Red* in Japan). You try to leave and Oak collars you. Follow him to his lab and you

"*Pokémon* was a breath of fresh air on GB."

Our money's on the bad-ass ape-thing with boxing gloves

Alex Ferguson's pet worm had a similarly coloured nose

POKÉMON FIRE RED AND LEAF GREEN



Come on Pikachu, mash up that frog thing and let's get out of here

"I glued my hand in my pocket"

Spit at your own reflection

You do know you've got to trade, right?

Before *Pokémon*, link cables were only occasionally dragged out of the cupboard, usually for two-player *Tetris* action. As soon as Pikachu arrived, link-up went into overdrive. As with the originals, 12 Pokémon appear in *Fire Red* that don't in *Leaf Green* and vice versa. If you want Ekans, Mankey or Growlithe you'll need a copy of *Fire Red* while Meowth, Magmar and Sandslash are *Leaf Green* exclusives. That shouldn't be a problem though, just trade with a friend who has caught them and they'll be added to your Pokédex.

"They're back on your Game Boy Advance, showing off Kanto in glorious colour."

get to choose your starting Pokémon – Charmander, Squirtle or Bulbasaur – and you're off.

Nearly everything is exactly as you left it. Pidgeys and Rattatas are the first ones to fight in the wild on Route One. Build up your stats against them and it's on to get the package from the Poké Mart. Return it to Oak and the new Pokémon Navigator is all yours – divided into numerical order, or different regions such as Forest or Cave Dex modes.

The Poké Marts themselves are still selling the same old wares and five years hasn't inflated the price. Poké Balls are still worth 200, so buy away and you can start to catch 'em all.

If you're new to *Pokémon* a Teaching TV mode can be activated at the touch of a button for advice while on the move. Battling tips are also accessible at the press of a button.

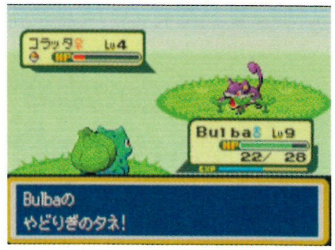
The link-up capabilities have also been expanded. *Ruby* and *Sapphire* creatures can be traded with *Fire Red* and *Leaf Green*. You'll also be able to link-up with the forthcoming *Pokémon Colosseum* and watch your trained monsters in wicked 3D alongside the new breed that appeared last summer.

The games also came bundled with the new Wireless Communication Adapter in Japan. This neat piece of kit has no wires and slots into the GBA link cable port so you can battle and trade with a mate. At long last you won't get those bloody link cables tied up in knots. YIPPEEEE!

Fire Red and *Leaf Green* aren't due for a while and we'll know a lot more about Teaching TV and any changes in the story when we see a UK version. But for now be happy the original is back. Altogether now: PIKA! ***Tim Street***

This is one piece of Japanese we know – it says "have that in your mouth!"

It may have cute 2D graphics, but head-butting still looks nasty



This is like a 2D version of Mike Jackson's bedroom, complete with PC, Famicom and a stack of dodgy magazines under the bed

Place your bets now, Poké Trainers

"Whoever touched the Poké Balls will be executed."

Essentials

The developer: Nintendo
What it's done: *Pokémon Ruby* and *Sapphire* (issue 131, 93%), *Pokémon Pinball Ruby and Sapphire* (issue 135, 83%)
Multiplayer: 1-2
Connectivity: yes
The publisher: Nintendo
Release: not for a while
Review: in a few months' time we reckon

Predicted score

The originals served up an awesome RPG and with new elements adding to the classic game, this should do well again.

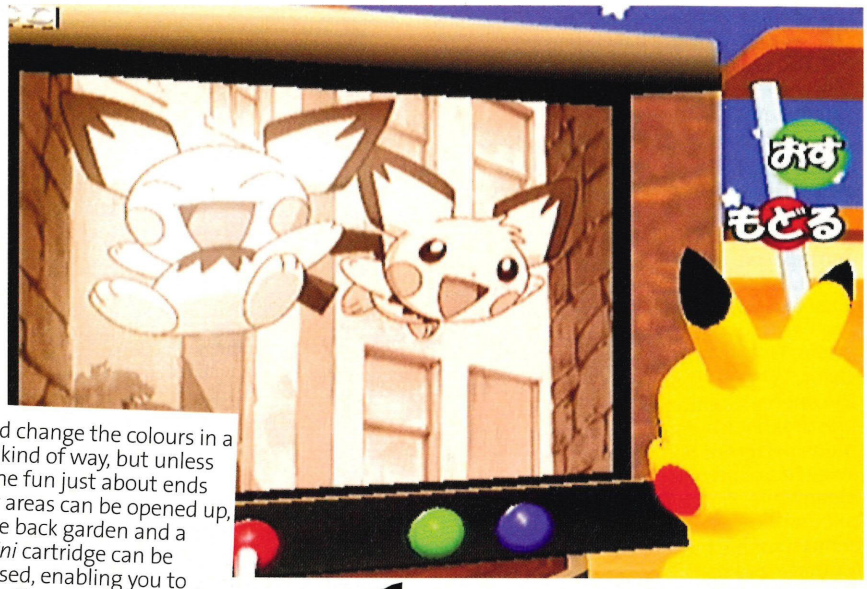
NOM UK Predicts **80%+**

Tune in, turn off

It's a Pokémon TV channel 24:7. Don't tell Mr Sky TV – he could be all over that idea.

POKÉMON CHANNEL

Pikachu's glued to the set, but only he knows why

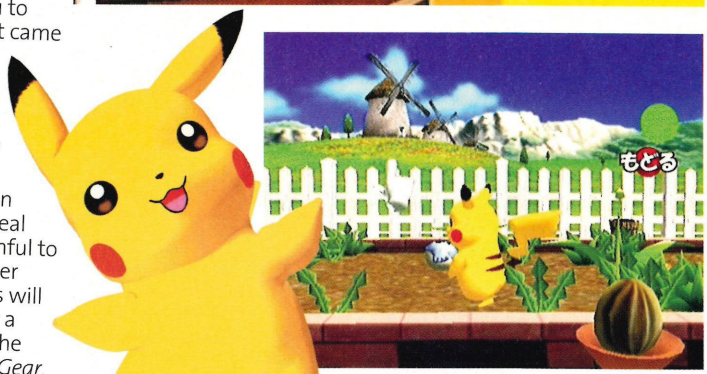


Some TV is rubbish, mind numbing drivel. We prefer to use ours for games. That's what they were invented for, right? How's about this then for a game, a Pokémon TV channel where you watch TV shows on your TV. Confused? You won't be. This is kids' stuff, an introduction to the loveable creatures that wander Johto and Kanto and there's hardly a game to it at all.

Instead you're subjected to different shows by Professor Oak, who wants to know if little Pikachu likes them. You are dumped in a room and as your feet don't move you're forced to watch the telly, Meowth acting as the roving reporter while Psyduck is the channel's anchorman.

Various shows are on offer, including a trivia quiz, exercise programmes, a shopping channel and an art show. The Pichu Bros. turn up in their own cartoon show and there's even the option to take a TV show and change the colours in a *Mario Paint* kind of way, but unless you're five the fun just about ends there. Other areas can be opened up, including the back garden and a *Pokémon Mini* cartridge can be found and used, enabling you to check out the tiny games that came out ages ago and got thrown away with the rubbish almost immediately because they were so small.

In a way *Pokémon Channel* is as much of a game as *Disney's Magical Mirror*, easy on the eye, very little to do, but ideal for very young gamers. It's painful to play, but if you've got a kid sister who adores *Pokémon* then this will definitely keep her amused for a while before you boot her off the GameCube and slam in *Metal Gear*. We'll have the full review next issue as the game's due for an April release, but if you want a decent GC *Pokémon* game we say hold out for *Colosseum*. ***Tim Street***



"We say hold out for Colosseum."

Once this special Poké Ball closes, it heats to 220°C, baking this Torchic a delicious golden brown

Essentials

The developer: Nintendo
What it's done: *Pokémon Ruby* and *Sapphire* (issue 131, 93%), *Pokémon Pinball Ruby and Sapphire* (issue 135, 83%)
Multiplayer: no
Connectivity: no
The publisher: Nintendo
Release: April
Review: next issue

Predicted score

If you've developed acne or wonder why your voice is deeper, you won't want this. If you've just started to add up or write, you'll love it.

NOM UK Predicts 50%+

SPHINX AND THE CURSED MUMMY

Play like an Egyptian

The ancient Egyptians may have loved their cats, but this game's certainly no pussy...

Given the venomous snakes, searing heat and the amount of sandy butt cracks its people must have suffered, it's amazing that ancient Egypt was one of the greatest civilisations ever. You can relive those glory days with *Sphinx*, a platform/action epic that raises a mummified middle finger to sci-fi and futuristic settings and goes way back to a time when the ancient world was awash with terrible traps, mystical portals and, er, laser beams. Wha...?

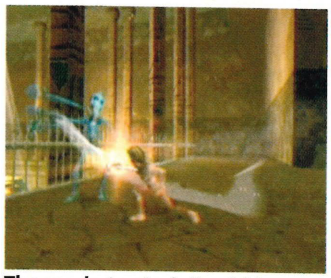
As evil descends upon Egypt from Uruk, the land of darkness, Sphinx and his bird-brained rival, Horus, are chosen to protect the realm. Their first task is to fetch the Blade of Osiris. Whoops though, as Horus is blasted by the enemy's death ray and falls to, presumably, his doom. Things don't work out much better for Sphinx who winds up zapped away to an unknown part of the world. Meanwhile, Prince Tutankhamen's birthday celebrations are in full swing – swinging enough for his brother to turn him into a Mummy and banish him to the afterlife.

The action is shared out between Sphinx and Mummy and right from the off, it's clear the game is going to be an adventure as huge as the great pyramids themselves.

Ancient civilisations shunned cement, preferring rubber bands

Mugging to the camera is a must

Watch out for the psycho flora



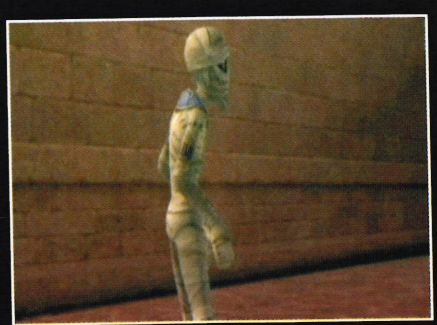
The combat gets dull quickly

Hurt him more, mummy

Mario will be doing his nut when he claps eyes on this. While the fatso plumber has to rely on nabbing rare power up stars to become invincible, once Tut has been transformed into Mummy, he is impervious to damage the whole time. Mummy's levels are huge puzzle areas where you must flatten, ignite, freeze, slice (and plenty more besides) your bandaged buddy to solve the brain teasers and escape. It's funny, clever and best of all it lets you be as sadistic as you want to be. Where's that flame-thrower gone?

Burn down any flammable obstacles before your fire is extinguished

Three Mummies means triple your puzzle-solving pleasure



Where Sphinx would be squished, a paper-thin Mummy can explore

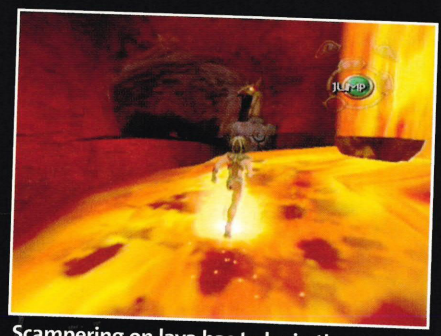
Kickin' it Egypt style

Aside from the head-poppingly complex puzzles and weirdness of the setting, there's not a lot in *Sphinx* that hasn't been in other games over the years. What is cool though is that all the traditional platform and adventure game elements that make up the action have been sandblasted and dressed up as *Sphinx*'s own.

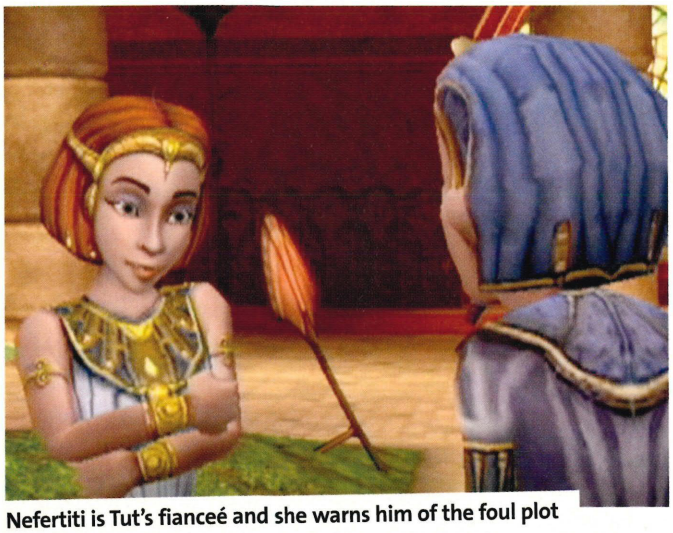
One of our early favourites is the wide-mouthed lava beast that doubles up as a catapult, spewing you into the higher reaches of the opening level.

Feed this guy coconuts and he'll spit you onto an inaccessible ledge

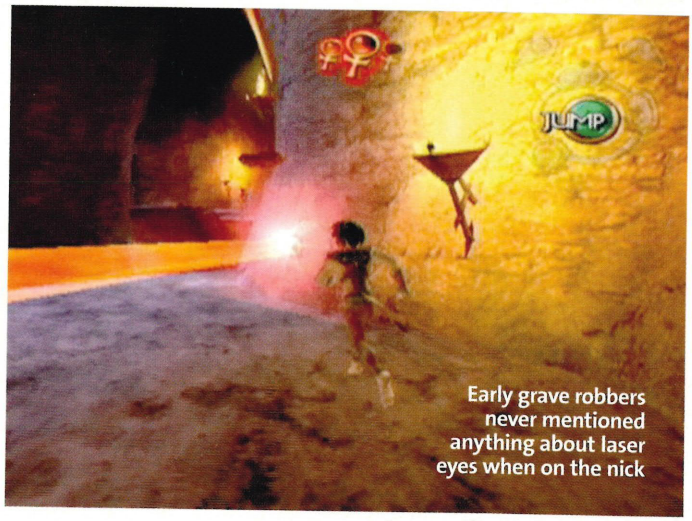
These sarcophagi warp you between different points in Tutankhamen's palace



Scampering on lava has to be in the running for coolest power-up of 2004



Nefertiti is Tut's fianceé and she warns him of the foul plot



Early grave robbers never mentioned anything about laser eyes when on the nick

Most games open with a simple tutorial to ease you into the action, wet-nursing you through moves you can learn just as easily by experimenting, or – heaven forbid – reading the manual. Not so with *Sphinx*. Sure, the opening is designed to teach you about the game, but the first and most important lesson you'll learn about *Sphinx* is that it's tough. Not so much in the 'battling wave after wave of evil minions' kinda way (though there is lots of this, too), but more in a 'this puzzle is so huge and impossible that I want to gouge my eyes out with a blunt spoon' fashion.

In the opening area alone you'll be spewed from the mouth of a lava beast and forced to skate on rivers of molten lava with Ra's protection from the world's biggest blisters on a strict timer. You'll be chased by explosive rock creatures and forced to find a way to use them to solve puzzles. You'll fight night crawlers and eegy-beegies of all kinds, all the while trying to avoid being menaced by the fiery laser beam set up atop your enemies' stronghold. Think the Eye of Sauron in mummy bandages, and you're close.

Just as you're starting to get to grips with all of this, the sandstone is whipped from under your feet and the athletic *Mario*-meets-*Prince of Persia* style adventuring of the Sphinx character is replaced by the hapless bumbling of Tutankhamen (who later becomes the Mummy) in a more *Zelda*-influenced level. Tut chats to royal aides, has to search for keys and explore the twisted secret passages of the palace. All of this variation is a lot to take in for only the first hour of play and it only gets more interesting when Tut is turned into the Mummy proper.

All of this is why we reckon *Sphinx* is going to rock. The original setting makes it feel like all the usual rules of gaming don't apply here. The challenges come thick and fast, and if they aren't completely new then they're certainly presented in interesting new ways. Fusty old Egyptologists would have a collective embolism if they saw this bizarre alternate video game version of history. Let the eggheads go pop, we say, as for the most part *Sphinx* looks like it'll be every bit the gaming gem that *Super Mario Sunshine* and *The Wind Waker* were. High praise then and it'd take a cataclysm of biblical proportions to stop this from being a classic. ***Darren Fox***

Sphinx couldn't work out why the rocky ground was all blurry near his feet

Essentials

The developer: Eurocom
What it's done: most recently, *Harry Potter and the Chamber of Secrets* (GC, issue 124, 76%) and *James Bond 007 NightFire* (GC, issue 124, 81%)
Multiplayer: no
Connectivity: no
The publisher: THQ
Release: February 20th
Review: next issue

Predicted score

Sphinx is an action adventure that doesn't rely on blood 'n' guts gimmicks, but still manages to feel like an 'adult' game. It'll be too tough for your idiot younger brother or sister, but if you like your games to pack a Lennox Lewis-like punch, you'll want to slog it out with *Sphinx* for sure.

NOM UK Predicts 85%+

PITFALL: THE LOST EXPEDITION

Down the Pit

An old classic gets revived for the new generation, but you've seen it all before.

Years ago, a game called *Pitfall* involved a small pink and green block that sort of hopped over larger moving brown blocks and black circles, with high-pitched sounds screeching from the telly for effect. Blip, Bleep, BLEEP.

The instruction manual said it was an adventurous hero who was stranded in a jungle, jumping over dangerous rolling logs and deep pits. The kids believed and were happy. Nowadays, they'd just look at it with a cynical sneer, then slam-dunk it in the bin or fuzz it at the face of the person who bought it for them. How times change.

Now *Pitfall* is coming to GameCube. The characters are now made out of hundreds of 3D polygons and the environments even more. The brave hero is still stranded in a jungle. The dangerous logs are still there, so too are the deadly pits, the man-eating crocodiles, the scorpions and even the swinging vines – it has

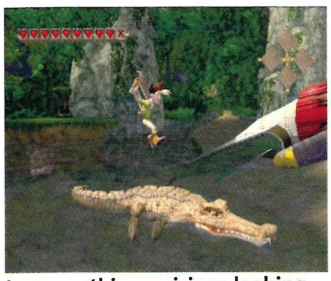
It's not a vine – it's a long string of greasy snot

Occasionally, the friendly jungle crocodiles will gently blow you into the air with their warm breath. They may even make you a sandwich if ask them nicely

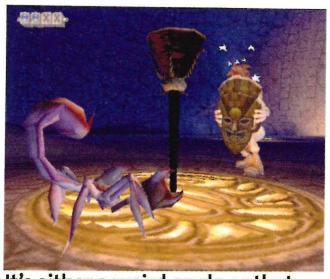
Starting to get the picture? Harry lopes around kicking endangered species and robbing ancient civilisations of their valuables. What a nice guy!

Stop him dancing before this guy starts stripping

Jump in and swim with the fish, who may eat you

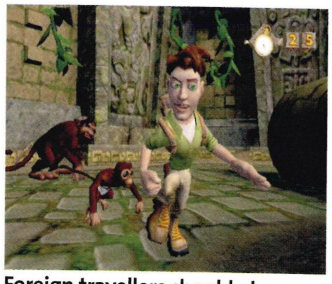


Jump on this suspicious-looking log to get over the river



It's either a weird angle or that scorpion's too big to stamp on

Kicking monkeys is definitely out of order, especially orange ones



Foreign travellers should always be aware of pick-pockets

basically inherited every feature, except its innovation.

Back then, *Pitfall* was a revolutionary game for the Atari 2600 generation. The varied gameplay set new standards. There was only ONE button on the joystick yet you could run, jump, climb ladders, swing on vines and all sorts. In a day when games had six shapes and maybe, ooh, a whole FOUR colours on screen, *Pitfall* had a little animated man, green areas for grass, a yellow path, brown trees and logs, crocodiles with snapping jaws and more. It kicked ass.

As for the new GC upgrade, it's just another clichéd 3D platformer. You start off with no items and little skill. Pitfall Harry can run and jump, and nothing more. You'll see ledges that are too high to reach. Maybe later you'll be able to jump that high and have to come back to explore the higher ledges. Are we right? Of course we are.

That doesn't make it a bad game to play. The controls are solid enough to see you leaping from platform to platform with little difficulty. And you'll be able to do much more once you've found some useful items.

There's dynamite that will allow you to blow through blocked paths, a water canister to carry healing fluid or a sling that you can use to throw stones at enemies to stun them, hit switches or other targets and generally help you through the jungle. Needless to say, after you collect each one you'll have to track back and see what new areas can be reached.

There's an area where you basically need to get to the top. You jump on some mushroom platforms and swing on some vines to get a little way up. When you get to a certain height the shallow water at the bottom rises up to your level. You climb higher. The water rises again. Hold on, that's just the Wet Dry World in *Super Mario 64*. But not as good.

The pits have teeth and swallow you up just like the Sarlacc from *Return of the Jedi*. You can crouch into a ball and roll through small spaces just like in *Metroid Prime*. When the monkeys see you they go berserk and throw stuff, just like in *Yoshi's Island*. Get the picture? ***Mike Jackson***

Even in the jungle, it's important to style your cartoon hair properly. Helpful natives will often hold mirrors aloft to aid you. Mind they don't eat your bones though...

Dirty Harry

There we were, sitting in the *NOM UK* games room playing *The Lost Expedition*. We thought there was nothing worth seeing. True, until we saw Harry's amazing Use Hand.

Move the C-Stick and Harry will bust out his right hand and twiddle his fingers like he's doing a Mr Tickle impression. It's supposed to be an action to interact with objects and stuff, but by the looks of it we're not so sure. Oi, hold on a minute, Harry! No mate, NO! This is not THAT sort of game. Put your twiddler away, NOW.

Harry saunters along like a malnourished, camp Indiana Jones

Essentials

The developer: Edge of Reality
What it's done: *Monster Truck Madness* (N64), *Tony Hawk's Pro Skater 2* (N64)
Multiplayer: No way
Connectivity: Nope
The publisher: Activision
Release: February 20th
Review: Next issue

Predicted score

Pitfall: The Lost Expedition plays smoothly enough, but there are SOOO many games like this already on GameCube and other consoles, most of which are better and can be bought at a budget price. 3D platformers have moved on and there doesn't seem to be anything remotely fresh to get excited about here.

***NOM UK* Predicts 60%+**

DRAGON'S LAIR 3D

Here be dragons

Are you daring enough to dive in with Dirk?

It's a fair assumption that some people reading this weren't even born when the original *Dragon's Lair* was unveiled to a stunned arcade-playing public way back in 1983, let alone able to remember it.

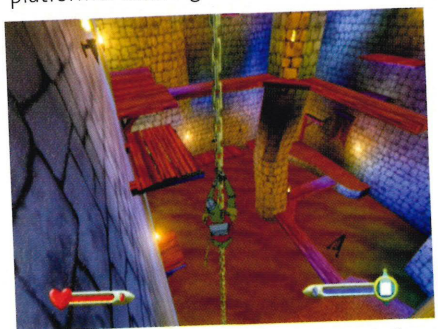
For the benefit of those who weren't around when Heaven 17 were clogging up the charts and to refresh the memories of all the grandads among you, *Dragon's Lair* was a hand-drawn, animated 2D platformer starring that swashbuckling oaf, Dirk the Daring. Now, he comes to GameCube in full 3D.

Dragon's Lair 3D has been out on the PC and Xbox for quite a while now. In a novel idea, the developers have actually remade much of the original game, with all puzzles and rooms intact, and thrown in some fresh ones for good measure. However, Dirk can now tackle these fiendish brain benders with the added benefit and freedom of 3D.

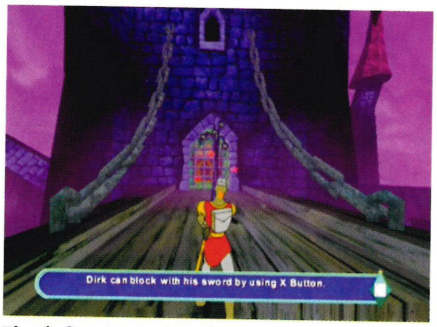
The original *Dragon's Lair* had a simple story and premise. Dirk's bird had been kidnapped by a monstrous (and fat) dragon, and in order to claim her back from its clutches he had to overcome a minefield of booby traps and vicious critters hell-bent on sending him to a flame-grilled grave. Nothing has changed much in these respects, but unfortunately this game will not be for everyone.

Because of the game's ancient template, *Dragon's Lair 3D* feels incredibly basic, even though several new moves have been added. The average room basically involves slash, jump, roll and occasionally climb.

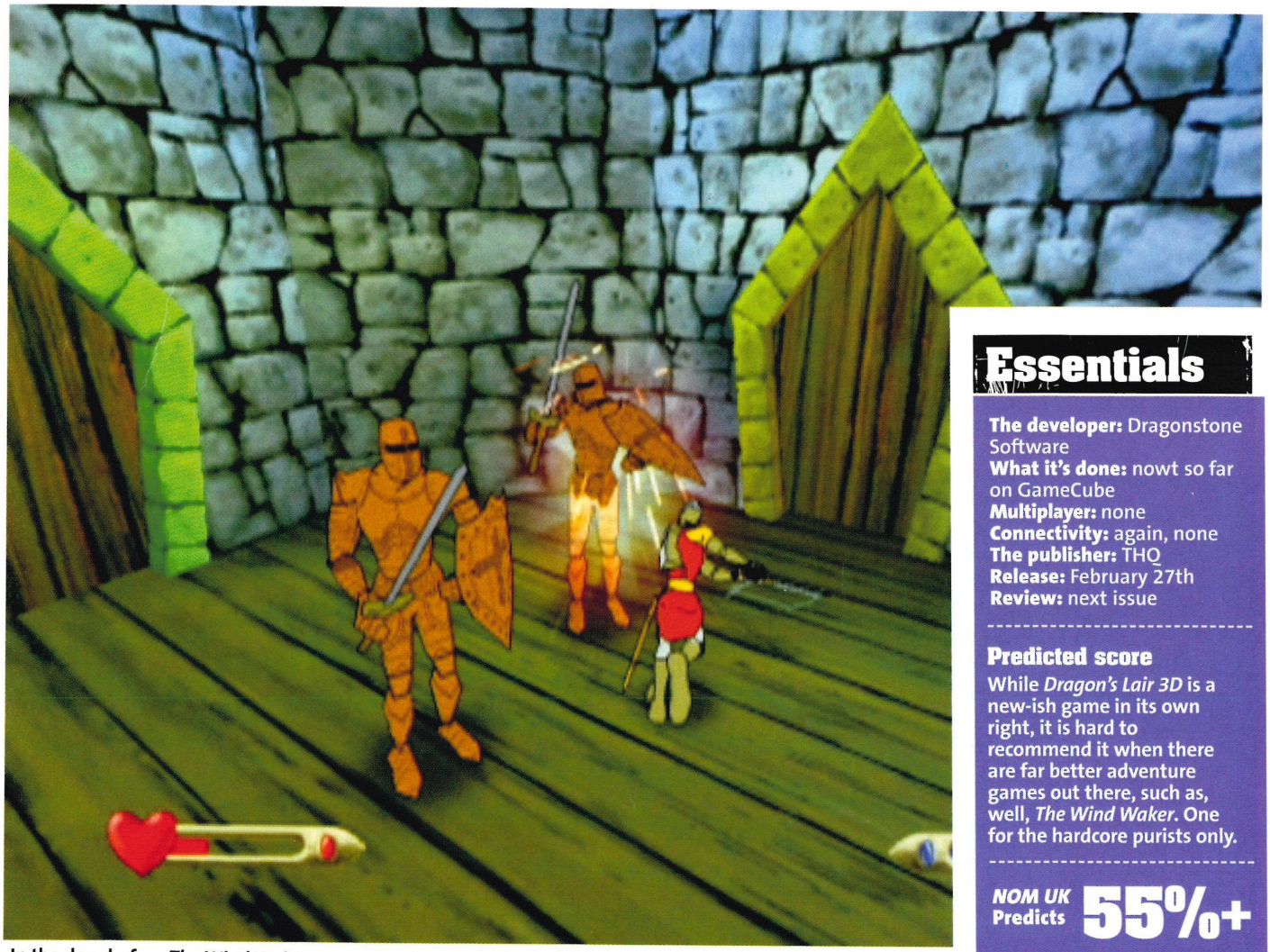
There are also severe camera issues, which sometimes cause you to fall to an unwitting death (a bit like they did in *Banjo-Kazooie*) and the fights are a highly disappointing affair. It's not a bad effort though and is sure to please wizened fans of the original coin-op. ***Shane Roberts***



The castle is full of elaborate levels – let's hope they're easier to play this time



That's fine, but which button is it to draw the grenade launcher?



In the days before *The Wind Waker*, gamers' eyes looked lovingly on the cartoon beauty of *Dragon's Lair*

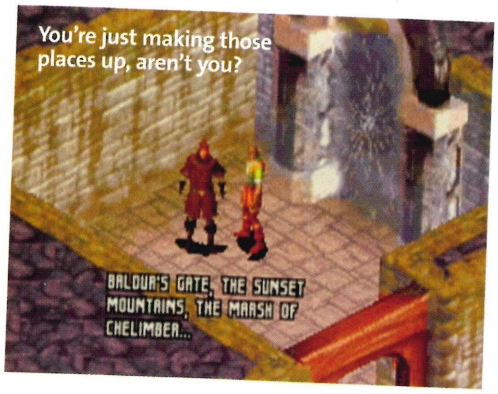
Essentials

The developer: Dragonstone Software
What it's done: nowt so far on GameCube
Multiplayer: none
Connectivity: again, none
The publisher: THQ
Release: February 27th
Review: next issue

Predicted score

While *Dragon's Lair 3D* is a new-ish game in its own right, it is hard to recommend it when there are far better adventure games out there, such as, well, *The Wind Waker*. One for the hardcore purists only.

NOM UK Predicts **55%+**



BALDUR'S GATE: DARK ALLIANCE

HP sauce

Why do they keep calling this an RPG?

This is not an RPG. Using a sword or a bow doesn't make an RPG. Nor does casting spells. Walking through caves and opening chests doesn't make an RPG. Nor do goblins, mysterious strangers or levelling-up. The GBA's *Return of the King* wasn't an RPG and this is about 5% more of an RPG than that was – not a lot.

You don't even get to name your character or choose a race, height, weight or appearance. Pick a wizard and you can still use a sword and shield – that's just plain wrong. It's like Link using a laser rifle (yes we know THAT would be cool).

This, like its GameCube cousin is a viciously pared-down version of the *Dungeons & Dragons* games designed to make it acceptable for people in white baseball caps to play; "man, I is gonna mash up that troll bad, innit?". The only 'role-playing' we found in our session was in choosing what equipment to use and which attributes to enhance upon levelling-up. All major decisions along the linear plot are taken for you.

The quest is apparently larger and structured differently to the GC version. Well, 'different' in as much that it's 'the same'. It's still a matter of following a sequence of quests, each one opening up the next. A proper RPG would allow you to pick a mission far in excess of your powers. You'd get whipped, but at least you'd have the choice. Games like this wet-nurse you along like a moron.

A decision was clearly taken early on to make it look as much like the GC version as possible, but the only things that marked the latter out were nice reflections and spell effects – without them it looks plain on the small screen. You can forgive the lack of speech, but there's very little music either, and no character portraits, meaning all you get to shift the narrative along is a load of boring text.

What the GC version DID have was a limited but fun two-player mode. Imagine what could be done in the same vein on GBA. You could have four players hacking their way through a dungeon, occasionally meeting up to swap items or protect each other. It'd be cool. It's what GBAs were made for. It's called *Four Swords* and it's on the way soon. ***Kingsley Singleton***

"This is about 5% more of an RPG than *Return of the King* was."

"Say it, don't spray it, purple face"

On sale: beards and leather shorts

Behind the peephole in this wall is the lady elves' changing room

Essentials

The developer: Magic Pockets
What it's done: *Quidditch World Cup* (GBA, issue 135, 69%), amongst other things
Multiplayer: amazingly, no
Connectivity: not as far as we could tell
The publisher: Ubisoft
Release: unconfirmed
Review: when it's released

Predicted score

Unless there are one hell of a lot of changes between now and a UK release (and we'll hazard a guess there won't be), this will go the same way as its GameCube big brother – fun for a while, but soon monotonous and not half the game it could've and should've been.

NOM UK Predicts 60%+

MAX PAYNE

No Payne, no gain

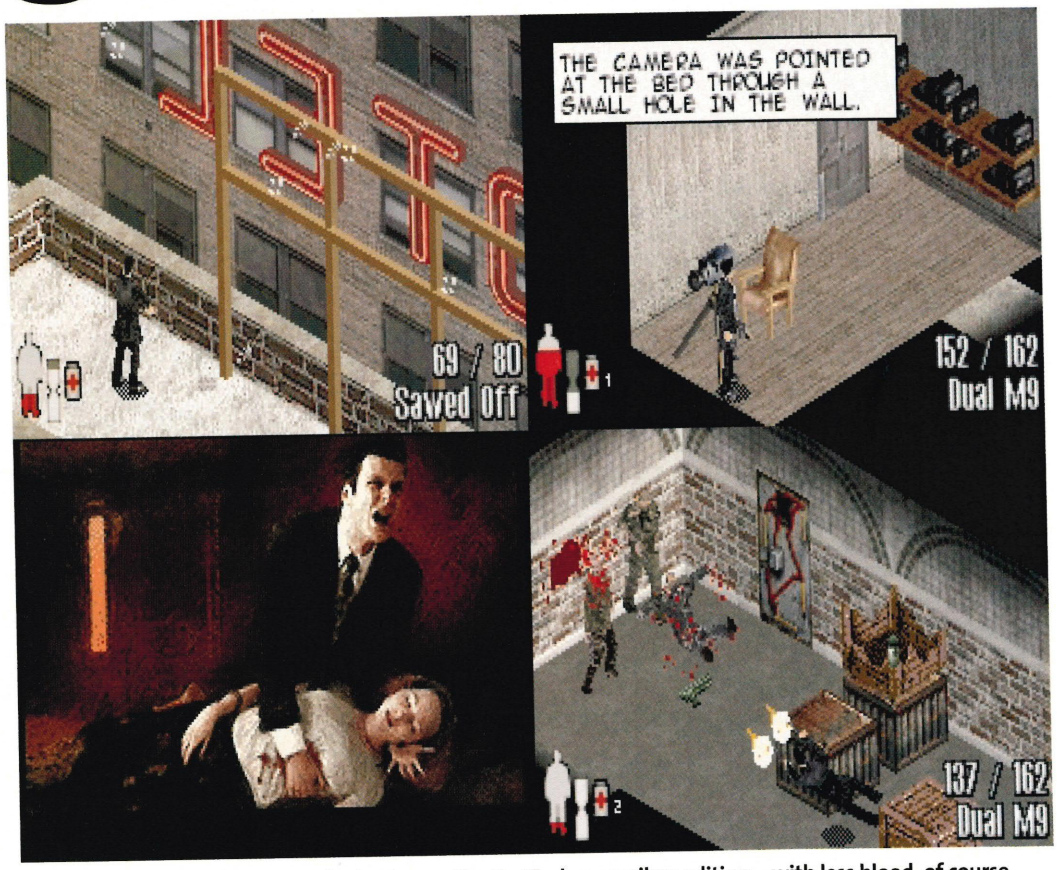
Max finally turns up on GBA, carrying a big bag of guns.

To make any kind of sense of this, we need to go back two and a half years. Back to July 15th 2001, when the Payne began. That's the day *Max Payne* was released for the PC, wowing an unsuspecting public with its Bullet Time gimmick and cheesy Film Noir dialogue, hitting us all like a blunt object to the head after saying the wrong thing in the wrong place at the wrong time.

Now Rockstar Games has given Max a new lease of life, spawning from its digital womb both a sequel proper (sadly not on GameCube) and a remake for Game Boy Advance. Whether or not the portable version would live up to its predecessor was anyone's guess.

Control is intuitive and smooth. All of the vital keyboard short-cuts from the original are well represented on the Game Boy Advance: B jumps and A fires, to no-one's great surprise. You can also get a quick heal, should you have any pain-kill-ers.

But it's the Bullet Time where the fun really lies and it's as good as ever. Tapping R while moving slows down time while Max dives forward. In mid-air, you can twist your body around while firing from a variety of weapons ranging from the quick to the massive.

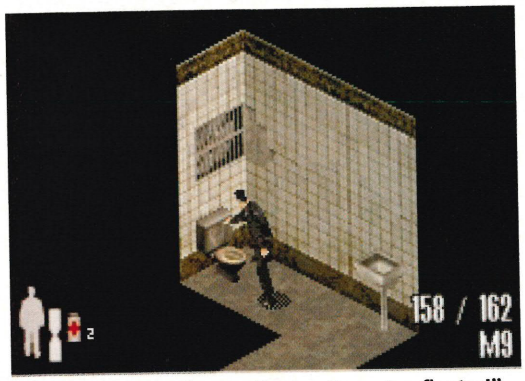


Just a typical Sunday afternoon's viewing on the *EastEnders* omnibus edition – with less blood, of course

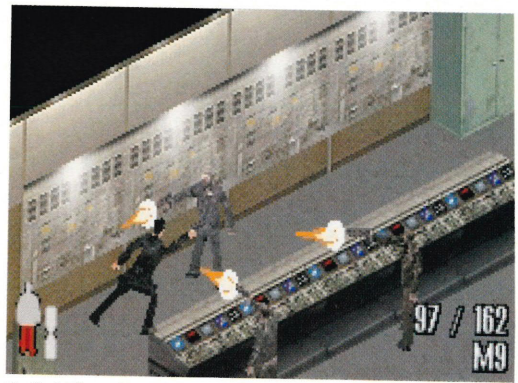
Max Payne's transition to Game Boy Advance comes with a surprising amount of familiarity and fun. Where the original was done completely in 3D, this new portable version has an isometric view that works extremely well. Max runs, shoots, flushes toilets and dives around in slow motion just like the PC original.

The cut-scenes in-between each level look stunning and, dare we say, better on the small screen than the telly. The voice acting sounds crystal clear and we're told that over thirty minutes of it is crammed into the cartridge, which is either a good thing or a bad thing, depending on just how much you like Max's overtly forced and (we hope) intentionally camp dialogue.

The story line that we've seen so far mirrors its predecessor almost perfectly, told in the same graphic novel style. Not included in this handheld are the tutorial mode and the brief introductory level, but you'd have to be pretty hardcore to actually miss them. ***Frank Cifaldi***



"Max to base: we have a floater. Repeat: a floater!"



Bullet Time is miles better than in any *Matrix* game

Essentials

The developers: Mobius Entertainment
What it's done: *Pop Idol*, *Bionicle: The Game*, *Lego Drome Racers*
Multiplayer: absent
Connectivity: fuggedaboudit!
The publisher: Rockstar
Release: March
Review: next issue

Predicted score

The gameplay is fairly straightforward and linear, but we had such a great time diving around and shooting people that we're looking forward to playing this one all the way through.

NOM UK Predicts **85%+**

MIDWAY ARCADE TREASURES

History today

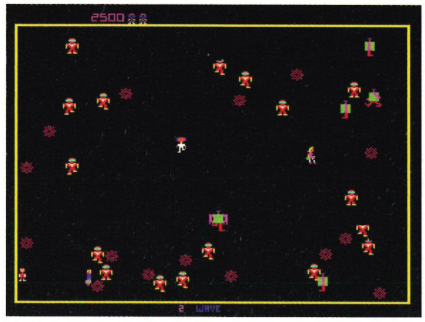
A greatest hits collection from an era when 'polygon' meant 'dead parrot' and that joke was still funny.

In 2004, the amusement arcade is as good as dead. It's no longer a place people go to kill waves of aliens, people go there to dance and wave plastic guns around. It's all giant novelty machines and *Dancing Stage*.

When the games on this disc were released, arcades were the absolute cutting edge of video games. You couldn't hope for graphics like this on whatever hardware you had at home. But 2004 is also the year of console POWER. So here's a whole arcade on one disc – 24 games.

If you're old enough to have loved *Defender*, *Gauntlet* or *Robotron 2084* the first time around, get this immediately. It's looking likely to be cheap and any one of these games is worth a quid.

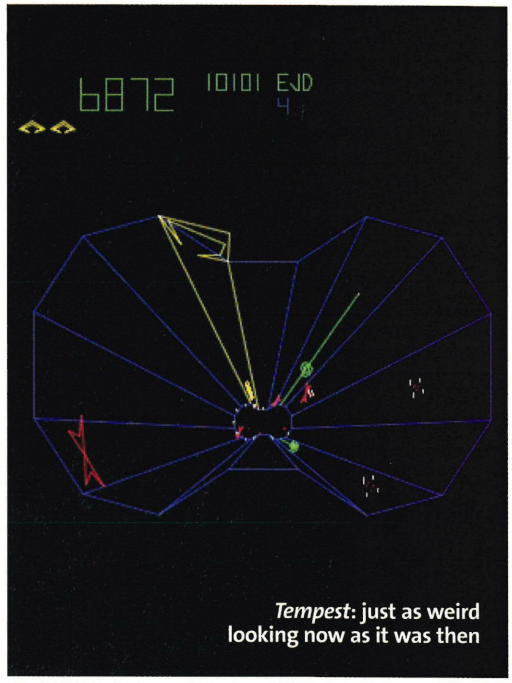
Actually, to newcomers, they might not be worth much more than that. These are games that were never designed to be 'owned'. Ten pence bought three lives in the old days and it's unlikely you'll want to play any of these for hours at a time. *Gauntlet* is classic hack-and-slash maze fun, but you might get bored before you clock it. *Robotron 2084* is amazing, but it'll kick your ass. *Defender* will kick your ass even harder.



■ ***Robotron 2084*: looks easy, plays hard**

Paperboy's not the same without the handlebar controller, *Rampage* is limited fun with a mutant monkey. *Tempest* is a psychedelic buzz, but again is damaged by the lack of suitable controls. No such worries for the awesome *Smash TV*, with the twin analogue sticks replicating the original arcade feel brilliantly.

There are more games than space, so it's brief from here on in. *Joust* is hardcore fun. *Splat* is rubbish. *Marble Madness* needs a trackball. *Spy Hunter*, *Toobin'* and *Klax* are still fun. Damn, out of room.



***Tempest*: just as weird looking now as it was then**

"If you're old enough to have loved them first time around, get this immediately."

■ ***Marble Madness*: *Super Monkey Ball* without the fur**

■ ***Smash TV*: kill everything in the room and stay alive – things were simpler in 1990**

■ ***Klax*: launched the same year as *Tetris*, comparisons are inevitable, but pointless – you can't have too many brilliant puzzle games**

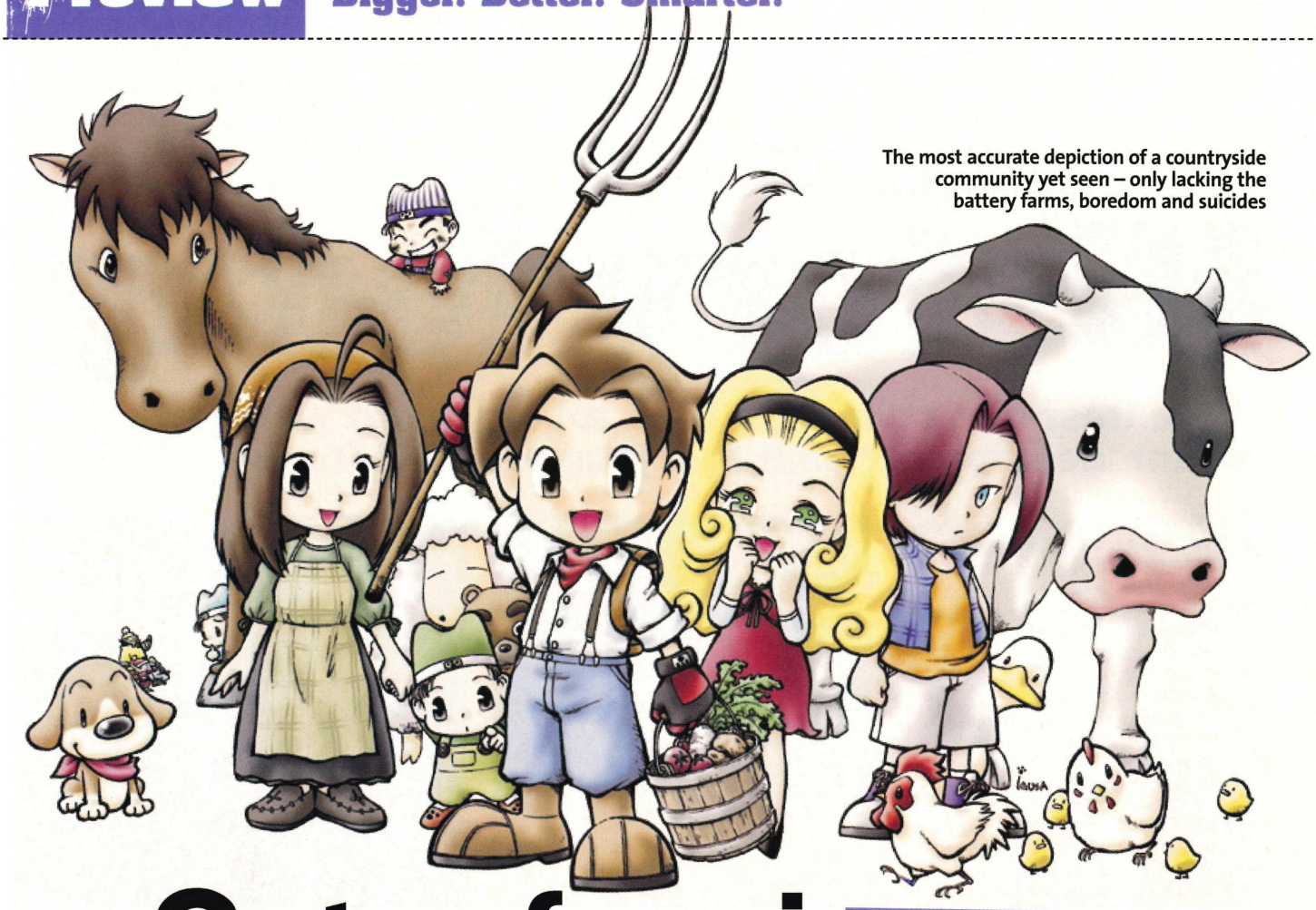
Essentials

The developer: Midway, Williams, Atari
What it's done: The games on here. Duh!
Multiplayer: some games have, some haven't
Connectivity: not applicable
The publisher: Midway
Release: it's looking a bit shaky, actually – things have gone mysteriously quiet on the GameCube front at Midway lately
Review: see above

Predicted score

My name is Dean Scott. I'm 27 years old. I lost a whole day to this, even though I've already got all the games at home on emulator. Ha! Just my little joke, Mr Policeman.

NOM UK Predicts 70%+



The most accurate depiction of a countryside community yet seen – only lacking the battery farms, boredom and suicides

Get orf moi laaaaarnd

HARVEST MOON: A WONDERFUL LIFE

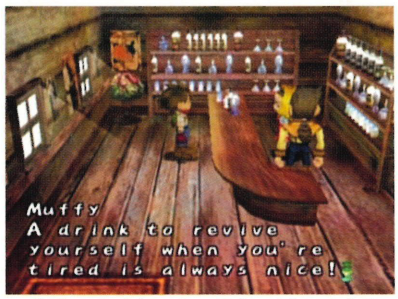
Experience good old Mother Nature's cruelty first-hand.

Like getting whacked on the bum cheeks and burned with hot pokers? Then you'll probably love the forthcoming *Harvest Moon* games on GameCube and GBA. They're the gaming equivalent of an all-night session at Madam Whiplash's Palace of Pain. Not that you could tell by the cute graphics or the less-than-X-rated plot of running a merry little farm, but *Harvest Moon* is as masochistic as games get.

The premise is simple: you inherit a farm and are duty-bound to transform it from a dilapidated shambles into a spectacularly efficient hotbed of productivity. More than that though, you're also expected to woo the locals, take a wife, raise some kids and have them carry on the family farming legacy while you put your feet up. The game spans 30 years, so it's fair to say anyone wanting a quick weekend rental should avoid it.

Your farm is a decent-sized plot of land, with fields for crops or greenhouses, a few barns, your house (of course) and a large paddock for your livestock to graze and poop in. Your only resource at the start of the game is a plump cow, fat with milk. The routine of waking up, feeding your cow,

Go out every day and work like a dog



Let's face it, it's going to be cider, right?

"Live out a life inside your TV, make cock-ups, deal with them."

"Progress is slow – you have to do every little job yourself."

milking her, putting her out to graze, then going off to buy and sell supplies sets the pace for the game as a whole.

Progress is very slow to begin with, because you have to do everything yourself. Between taking care of your cow by grooming her so she gives better milk and trying to get the land ready for crops, there really aren't enough hours in the day. Throw in the fact that your farmer tires very easily from all the work and needs frequent naps and you've got a resource-management nightmare. All this and you've only got one cow to worry about.

Once you're a bit more established you can hire workers called Sprites to help you out. Assigning them chores like tending crops and looking after the livestock frees up your time to branch out into exciting new areas of farming and set up deals with the local weirdos. The inhabitants include a metallurgist, a mad inventor and a fortune teller. Their significance is still a bit of a mystery.

But all this is days – possibly as much as weeks – away from the beginning. If you've never played a *Harvest Moon* game before (which, let's face it, is likely) you're likely to find the initial stages cruel and unforgiving. There's not enough guidance from the townsfolk to stop you making mistakes. We spent all our cash on potato and turnip seeds, only to see our crop fail because it was the wrong season to plant root veggies. You're supposed to learn from your mistakes, but being left with a bunch of rotting seedlings, no money and a hungry cow made us feel pretty miserable.

We also thought it'd be a nice gesture to give a pretty girl some milk when she asked for it, instead of flogging it to Van the salesman. She offered us nothing in return (no, not even THAT) and then complained the milk was sour. It's nasty, but this is what *HM* is all about; living out a life inside your TV, making cock-ups; learning to cope. You'll probably already know whether this is your bag or not. ***Darren Fox***

Is that a chicken in your pocket?

The handheld companion to the GameCube farm-a-thon is *Harvest Moon: Friends of Mineral Town*. The game follows the same basic pattern as *A Wonderful Life*, with you inheriting a farm and trying to earn a living and raise a family.

One big difference though is that you start with just a plot of land and a few ramshackle buildings. You don't even get a cow to play with to help ease those lonely nights. There are fewer people to chat to than in *A Wonderful Life*, but much more hard toil as you can't rely on milk to bring in any early income like you can on GameCube.

■ The locals of Mineral Town seem like a pretty heartless bunch to us

■ Prepare for a lot of manual labour, lugging rocks, before you can plant seeds

■ Meet the folks who you'll be spending many months with

■ Get up to date weather reports and news of town events

Travelling salesmen

For once, the connectivity features should make a real difference to playing *Harvest Moon*. Unfortunately, like digital Viagra, it seems linking-up makes the game even harder. We're yet to delve into the true depths of what *HM*'s connectivity offers, as the further into both versions you are, the more options become available. We do know however, that you can hear important secrets and rumours about the Mineral townsfolk in the GameCube version and that bloated sales people, Van and Ruby, travel between the two games to sell vital items.

■ New doors will open up for you at each stage of connectivity

■ Meet Ruby in both games and buy stacks of rare goodies from her

"Well can you show me to your superior then?"

Essentials

Developer: Natsume
What it's done: Aside from a few mega-obscure titles like *Car Battler Joe*, Natsume is best known for the much-loved *Harvest Moon* series.
Multiplayer: no
Connectivity: yes
Publisher: Ubisoft
Release: March 19th
Review: next issue, provided we can play for long enough.

Predicted score

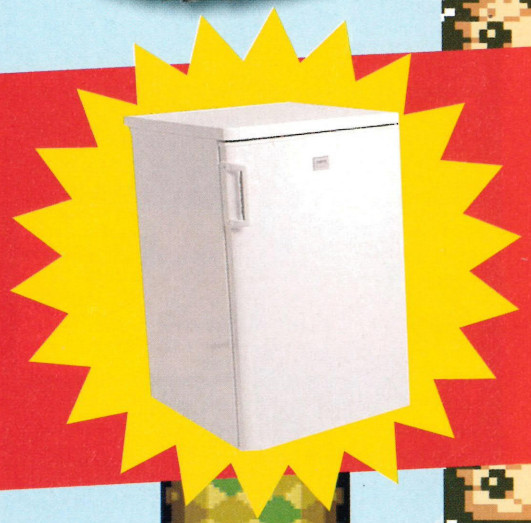
There's sure to be little doubting *Harvest Moon*'s quality, depth or charm, but the snail's pace, lack of instant kicks and no guns or mass-slaughter to speak of will be a real stumbling block for many.

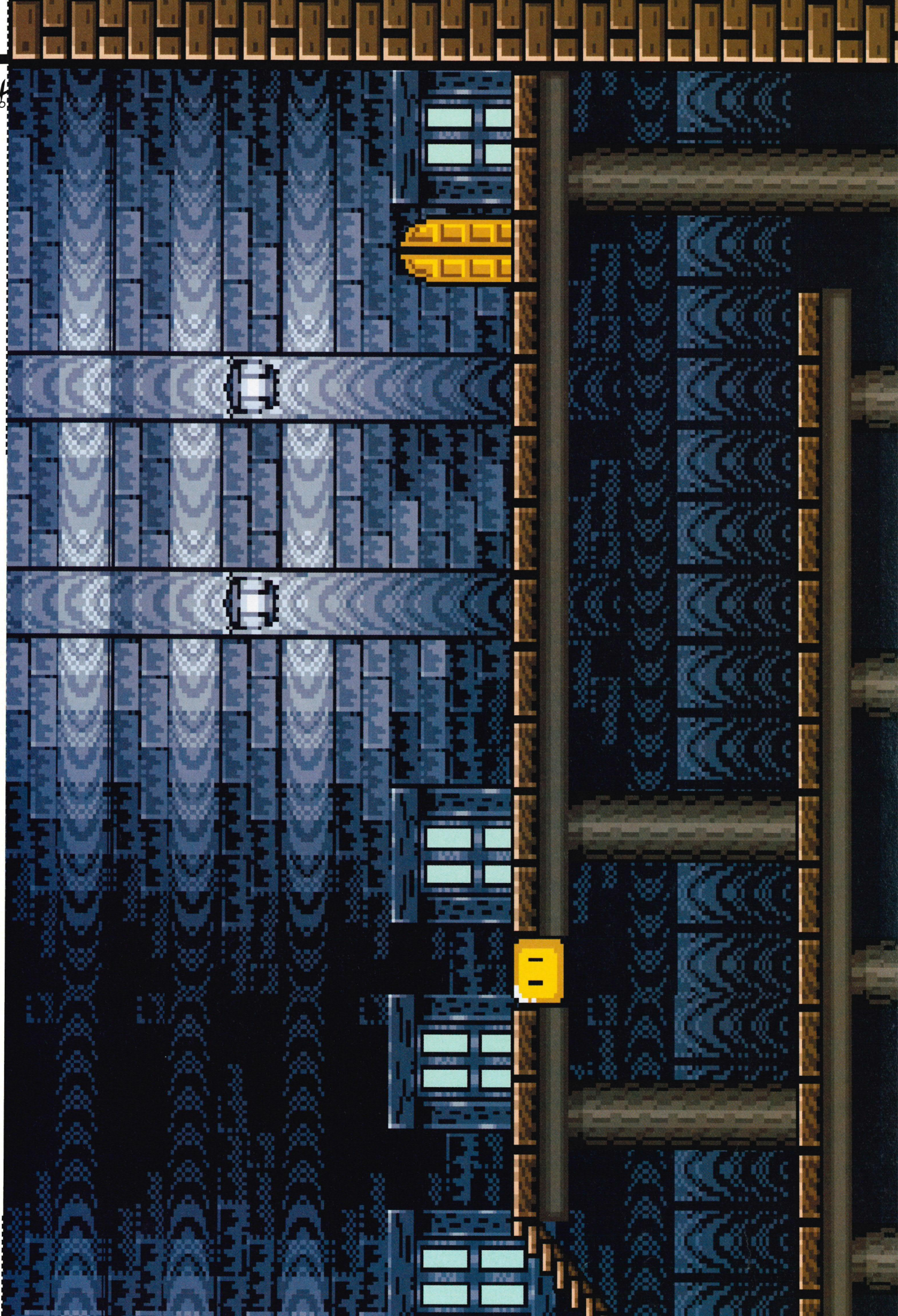
NOM UK Predicts 80%+

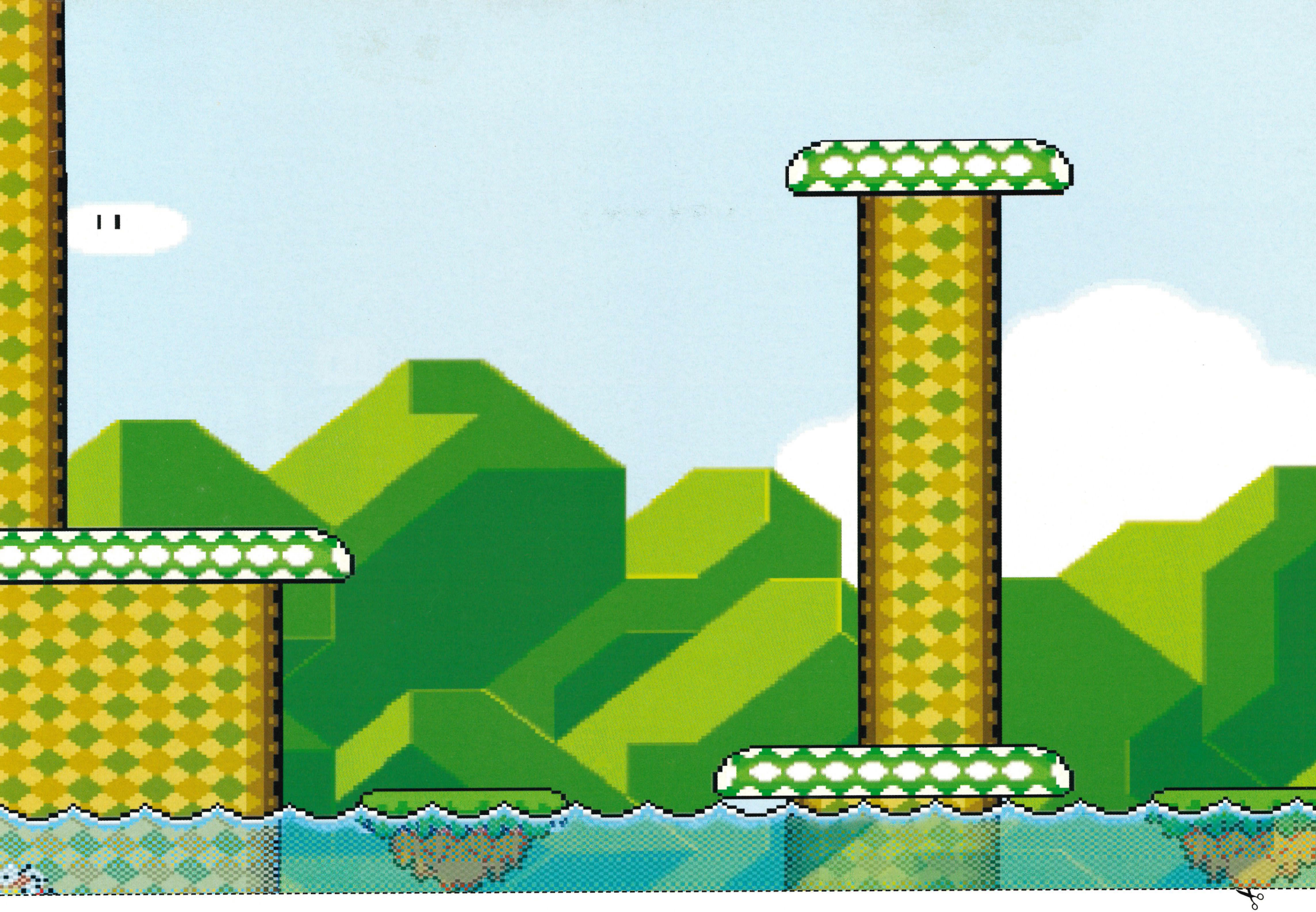
MARIO WORLD YOUR FRIDGE

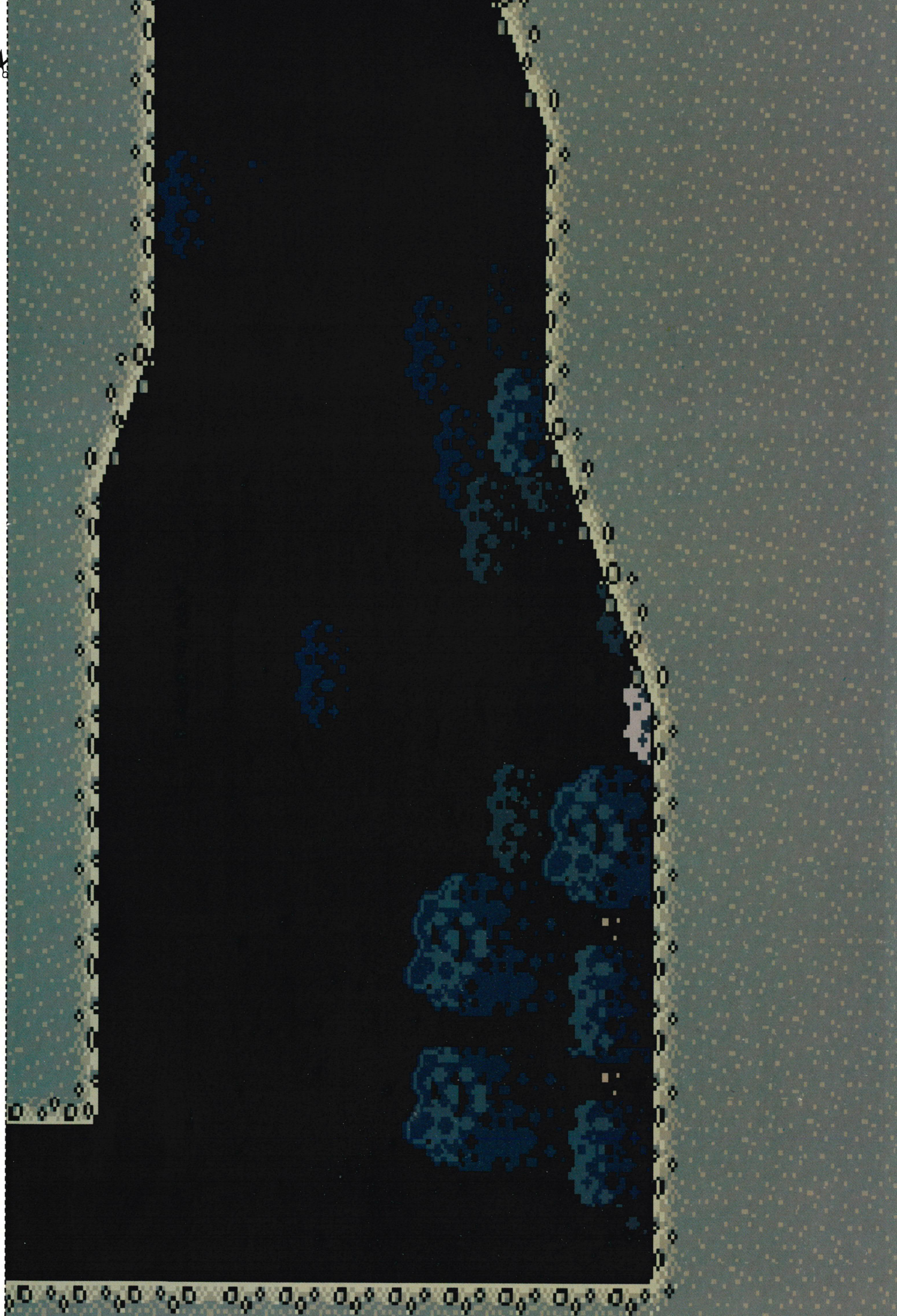
The following pages are full of *Super Mario World* stages. Cut them out because they'll form the background to the Mariofication of your dull fridge. A couple of magnets will hold the paper on, so indulge your imagination.

To look best, you'll want to trim the white surrounds off the magnets. The machine that made them can't cut as precisely as we'd like, but a craft knife in the hands of a competent person will have them cleared up in no time.









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Darkness - Christmas Time	143532	144229
Ozzy / Kelly Osbourne - Changes	144029	126069
Bo Selecta - Proper Crimbo	144339	144227
The Idols - Happy Xmas	143533	144228
Will Young - Leave Right Now	126492	126075
The Black Eyed Peas - Shut Up	143649	126726
Atomic Kitten - Ladies Night	144310	143466
Shane Richie - I'm Your Man	143415	143335
Sugababes - Too Lost In You	144346	143349
Blue - Signed, Sealed Delivered	144259	143347
Ultrabeat - Feeling Fine	144307	143456
Cliff Richard - Santa's List	143537	143345
Westlife - Mandy	126487	126078
Cheeky Girls - Cheeky Christmas	144036	144037
Outkast - Hey Ya!	125601	126010
Katie Melua -Closest Thing To Crazy	143654	143661
Evanescence - My Immortal	144030	143471
UB40 - Swing Low	126393	125941
Girls Aloud - Jump	126491	126074
R n B	**MONO**	**POLY**
Ignition - R Kelly	116955	112674
In Da Club - 50 Cent	110152	111140
21 Questions - 50 Cent	120396	120009
No Letting Go - -Wayne Wonder	110352	120017
Know What U Want - Mariah /Busta	116187	117255
Favourtite Things - Big Brovaz	116213	116949
Rise & Fall - Craig & Sting	116196	116459
Hot In Herre - Nelly	102133	108203
Like I Love U - Justin Timberlake	107904	107860
Cant Nobody - Kelly Rowland	112602	116460
Mesmerize - Ja Rule & Ashanti	110349	111684
OLD SKOOL	**MONO**	**POLY**
Let Me Be Your Fantasy - Baby D	-	116148
Hanging On A String - Loose Ends	111755	111830
Gotta Have Your Love - Mantronix	111764	111839
Cant Hide ur Love - David Joseph	111734	111809
All Night Long - Mary Jane Girls	111779	111854
Kiss From A Rose - Seal	100078	108564
Gonna Go My Way - Lenny Kravitz	-	109352

FOOTBALL	MONO	POLY
Arsenal - Vi-erra	122960	122961
Arsenal - Amazing Reds	122962	122963
Aston Villa -Holteenders In The Sky	122964	122965
Aston Villa - Roll Along	122966	122967
Chelsea - Blue Is The Colour	122984	122985
Chelsea - Super Franky Lampard	122986	122987
Chelsea - We are the famous CFC	122988	122989
Everton - He was Just 17 (Rooney)	122990	122991
Everton - You Are My Everton	122992	122993
Leeds - We Had Joy	122998	122999
Liverpool - You'll Never Walk Alone	123006	123007
Liverpool - We All Live In A Red..	123008	123009
Man City - Blue Moon	123012	123013
Man United - Our Trophy Back	123016	123017
Man United - The Great Escape	123018	123019
Middlesborough - Boro Till I Die	123024	123025
Newcastle Utd - Blaydon Races	123026	123027
Newcastle Utd - 1 Alan Shearer	123028	123029
Southampton - Mr Eriksson	123034	123035
Southampton - When The Saints	123036	123037
Glory Glory	123038	123039
Spurs - We Are Tottenham	123040	123041
Wolves - King Kenny Miller	123042	123043
Wolves -Hey Jones 'E'	123044	123045
There's Only One....	123048	123049
We've Got That Double Feeling	123052	123053
Here We Go	123056	123057
Match Of The Day	123058	123059
ROCKIN'	**MONO**	**POLY**
Addicted to Love – RPalmer	111616	111514
No Letting Go - Wayne Wonder	110352	120017
Loneliness - Tomcraft	112714	116463
Bring Me To Life - Evanescence	110559	111603
Layla - Eric Clapton	101345	108349
I Want To Break Free - Queen	100795	109755
Living On A Prayer - Guns N Roses	101084	107012
Final Countdown - Bon Jovi	101543	112307
Highway To Hell - Ac Dc	116375	116376
Come As You Are - Nirvana	116435	109060
Hard Days Nite - Beatles	100800	108806

TV & FILM	MONO	POLY
Only Fools & Horses	101226	109069
Benny Hill	100013	108856
Mash	-	108935
Halloween	100048	109159
Good, Bad, Ugly	100689	108621
Mission Impossible	100142	107896
X Files	100160	109022
Godfather	100884	108582
Simpsons	102191	107052
Deer Hunter	100752	109109
Miami Vice	101308	109117
The Hulk	101155	109167
James Bond	100016	107023
Rainbow	108193	108301
Muppets	100064	108209
Lord Of The Rings	101158	108715
Dr Who	-	109127
Jaws	100764	109171
Terminator	101086	109255
Thunderbirds	100090	109258
Italian Job	100691	107026
Airwolf	100621	108213
A Team	100682	107898
Braveheart	101154	108470
Pulp Fiction	100695	108476
Star Wars	-	119735
Eye Of The Tiger	100687	108299
Axel F	100010	108195
Jackass	102708	117260
Eastenders	100029	108388
Friends	110615	108276
War Of The Worlds	100758	109133
Raiders Of The Lost Ark	100126	109223
INDIE	**MONO**	**POLY**
Clocks - Coldplay	108122	112591
The Scientist - Coldplay	116630	109056
7 Nation Army - White Stripes	116170	116168
Bitter Sweet Symphony - Verve	100097	108440
Songbird - Oasis	110379	110430
Fools Gold - Stone Roses	101484	116984

BEST SELLERS	MONO	POLY
Breathe - Blu Cantrell	120539	120508
Xtm & Dj Chucky -On The Wings	116215	118500
Lose Yourself - Eminem	108002	107810
Bring Me To Life - Evanescence	110559	111603
Clocks - Coldplay	108122	111125
Simply The Best - Tina Turner	100802	120612
Fields Of Athanray - Celtic	100381	108273
Great Escape	100382	123019
Never Walk Alone-Liverpool	100378	123007
Dambusters	100703	118331
Glory Glory Man Utd	100493	108278
Heaven - Dj Sammy	102511	107808
Summer Jam 2003	122562	125124
Scooby Doo	102302	107020
Phoenix Nights	102796	107872
Banana Splits	100804	108264
Rocky Iv Final Fight	101343	109230
Knight Rider	100131	107030
Matrix	120822	107800
Matrix Reloaded - Fluke	122608	126050
DANCE	**MONO**	**POLY**
Fly On The Wings Of - Xtm & Dj	116215	118500
Make Luv - Room 5	111639	111643
Weekend - Scooter	112641	112592
Children - Robert Miles	100111	108251
Ur A Superstar - Love Inc	109977	107822
Rubberneckin - Elvis Presley	124657	124635
Who Said - Planet Funk	122492	121696
All In My Head - Kosheen	121730	121533
Golden Path Chemical Brothers	124545	124338
Husan Bhangra Knights Vs Husan	116956	116678
Loneliness Tomcraft	112714	116463
Hollywood Madonna	117377	121448
Rhythm Is A Dancer 2003 Snap	116953	110493
Lose This Feeling - Dannii Minogue	117371	120222
Boys Of Summer - Dj Sammy	110321	110627
Danger - Katie Underwood	N/A	125099
Wasted - Cam Farrar	N/A	125102
Who Said - Planet Funk	122492	121696
Power Of Bhangra - Snap!	122538	N/A

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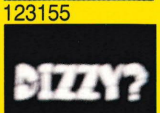

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player wallpapers

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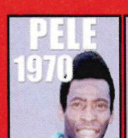

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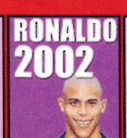

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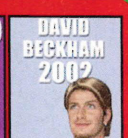

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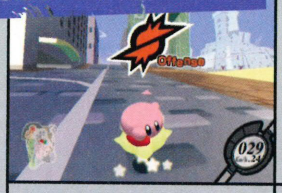
Scores and Awards

90+	A Nintendo classic
85-89	Exceptional in its class
80-84	Great fun, but not ground-breaking
70-79	Some nice ideas, but lacks Nintendo magic
60-69	Few classic moments, for die-hards only
50-59	Been there, seen it, played it. Yawn!
40-49	No ideas, no gameplay, no way
30-39	Not worth buying
0-29	Not worth stealing

POISON
A real minger that might give you a bad disease just by touching it. Like *Universal Studios.*

SUPERSTAR
We'll dish these out each issue to the best games, regardless of whether they're on GameCube or GBA.

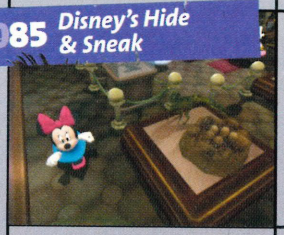
066 Kirby Air Ride



072 Sword of Mana

078 R: Racing

085 Disney's Hide & Sneak



068 Beyond Good & Evil

062 Prince of Persia: The Sands of Time

074 James Bond 007: Everything or Nothing

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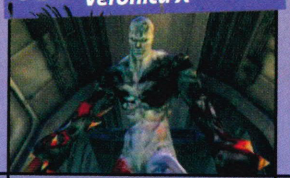
085 Disney's Magical Quest 3

080 Resident Evil Code: Veronica X



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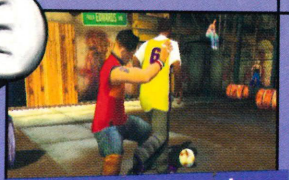
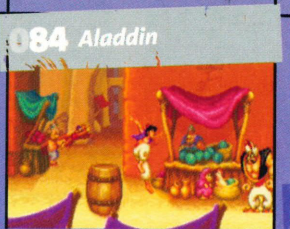
081 Puyo Pop Fever



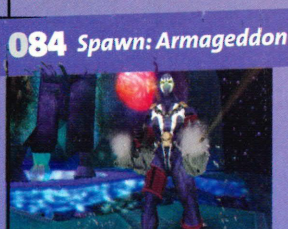
084 Urban Freestyle Soccer

084 Aladdin



082 Goblin Commander: Release the Hordes

084 Spawn: Armageddon



■ Violence erupts as the ghouls move in for Prince's parachute pants

Prince of Persia:

He's the king of the swingers, oh, the tumble VIP... prince charming finally somersaults onto 'Cube.

■ If you hang around there long enough your arms will fall off

Game info

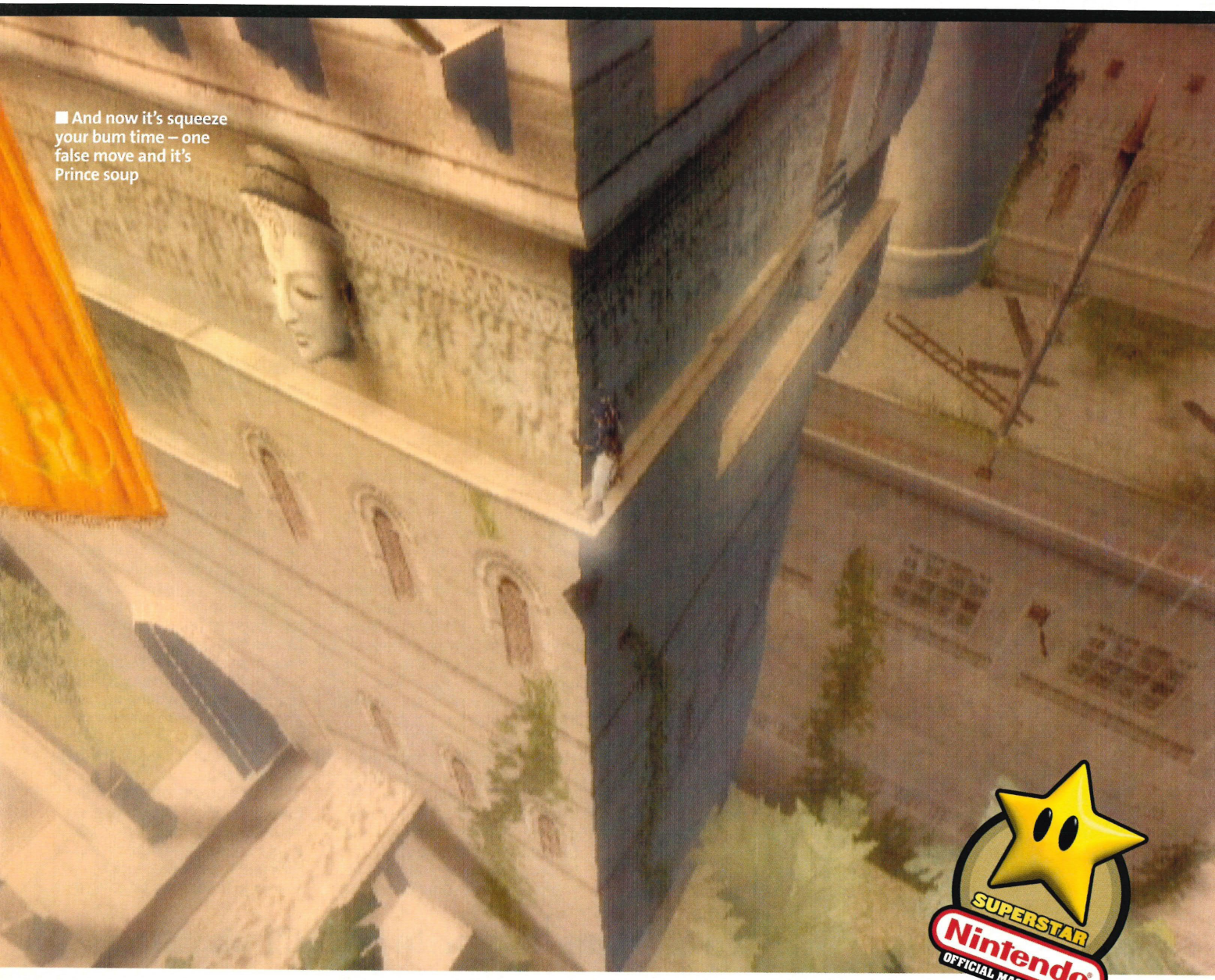
Out Now

Price: **£29.99**
Publisher: **Ubisoft**
Web: **www.princeofpersiagame.com**
Players: **1**
Memory: **15 blocks**

Welcome to Disneyworld for monkeys. Wide open spaces to charge around in, walls to run up, poles to swing off. Thin paths over yawning chasms of certain death to tip-toe along. Crumbling ledges to get past using only your fingertips. Razor-sharp scythes and spike pits to punish any monkey that's not giving it 100%. Get up there, guys. As high as you can. Breathe the rarefied air of utter exhilaration.

Games as amazing and exciting as this aren't common. From the second *Prince of Persia* hands you control in this exquisite crumbling Eastern setting, it feels like no other game you've ever played.

You're looking at a real world inside your TV. Standing on a bridge with the camera zoomed out, you feel tiny. You can see for miles. You get the impression you could go anywhere: that faint tower in the distance; that courtyard down below that, from up here looks like a postage stamp. It's epic. It's a place you're desperate to explore. To see how far you can go. But you only feel like this because the connection between your imaginative pathfinding and



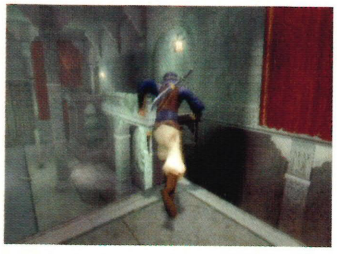
■ And now it's squeeze your bum time – one false move and it's Prince soup

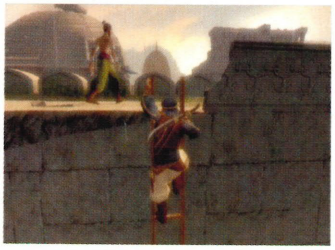
The Sands of Time

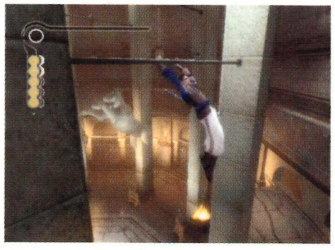
the man in the baggy pants on screen is perfect.

You ARE the Prince. You're not just telling him what to do and where to go. You survey a massive high chamber and you think "I'm going to run along that wall and flip back to catch hold of that ledge". And then you do it. And you feel great, not because it was difficult to execute, but because it looked awesome and you were smart enough to think about it in the first place. The control is so seamless, it's only ever your own lack of inspiration that hinders your progress. That and packs of blokes that pop up from nowhere and try to kill you, but we'll get to those assholes later.

"Games as amazing and exciting as this aren't common."







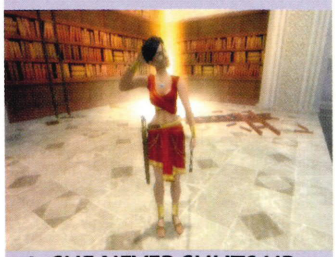
Run along walls. Climb onto ledges. Run and jump over chasms. It's all so fluid. Remember *Tomb Raider*? This is the game that was always meant to be. Lara Croft found herself in some staggering environments, but changed direction with all the poise and agility of an offshore oil platform. Unless you were feeling REALLY lucky, you had to pace out even the shortest leap. It was almost impossible to react in time when something unexpected happened. Here, you move the 3D Stick and press A. Take that feeling of complete control you had in *Super Mario World* [here he goes again...] and apply it in three dimensions. Easy. Except it clearly isn't, since nobody else gets it this right.

This is an adventure game. Don't try and decode what that means with your Big Book O' Cliched Game Genres, it literally

Girl's aloud

Life mirrors art yet again...

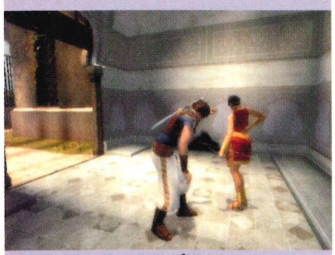
■ Farah's not a zombie like everyone else – that's a good start. But remember Natalya in *GoldenEye 007*? Well Farah's worse. Still, she did go on to found an empire making slacks for old men. But here's why we hate her:



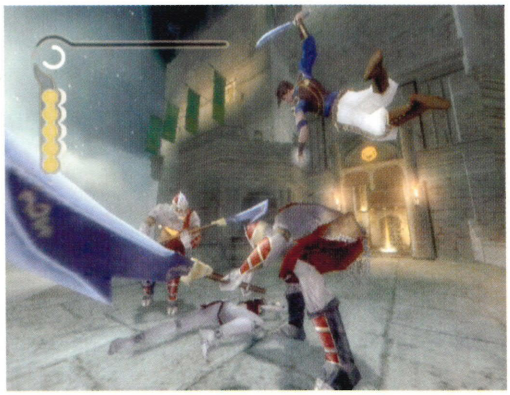
1. SHE NEVER SHUTS UP
Stop saying stupid things and stop whining. If I don't ask you a question, can't you just shut the hell up?

2. YOU CAN'T KILL HER
It's basically you and her most of the time. There'd be no witnesses. No conviction. But she dodges your blade easily.

3. SHE CAN'T FIGHT
She dodges YOUR sword, but lets everyone else wallop her. Great. You're constantly bailing her out.



4. SHE DOESN'T HELP
Farah's skinny enough to squeeze through gaps. That's all. You risk life and limb for her. All she does is be skinny.



is an adventure. Like an *Indiana Jones* movie, only with you starring. Dressed slightly stupidly, but getting more and more naked as the game goes on for the ladies' benefit.

The point is... exploration. Getting out of almost every room is a puzzle and you have to work it out. Sometimes it's a flat-out skills exam as you run a deadly gauntlet to reach a door that's slowly closing. Sometimes it's just a case of head scratching as you see a high ledge and try to get there. You have to think big thoughts. Really imagine. The punishment for getting it wrong is a dull crack as the Prince thuds on the floor and dies instantly. And that's where you ask "can I get a rewind?"

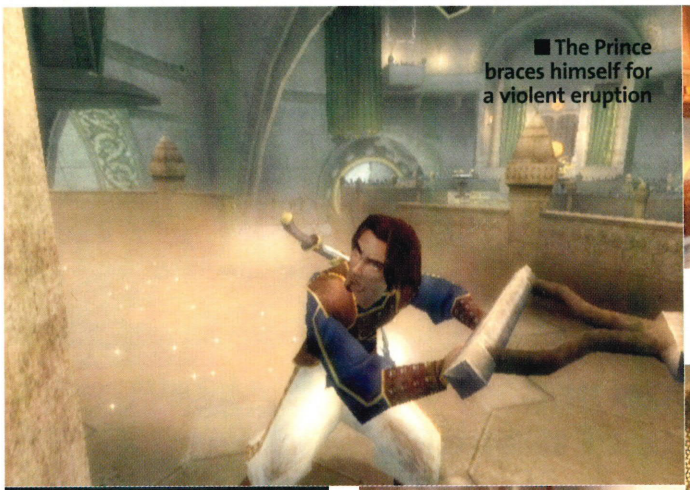
With a squeeze of R, life leaps back into the Prince's corpse. He flies backwards through the air to the point you mistakenly jumped him from. It's a cool feature, helping to stave off frustration. That's the Sands of Time at work and you've only got a set number of these rewinds. It means you can try out the mentallest ninja gymnastics your brain can think up. And a lot of the time, these are the right way to progress. You feel like a genius for working out the route in a linear game, which is a triumph for the creators at Ubisoft.

So you're doing all this awesome wall running ninja stuff. You've got a magic dagger that lets you rewind time. The levels are constructed to make getting through them give you the kind of gaming buzz that has you stamping your feet as you play and leaning ever closer into the screen. But something's rotten in this gaming paradise. See that sword the prince has? It's basically all down to that.

There's a lot of fighting in this game. The death toll gets well into the hundreds and keeps rising. At first, the killing seems to be as nimbly done as the leaping. You can dodge like Neo in the *The Matrix* and smash back like you're playing *Soul Calibur II* against your grandad. You're willing anyone and everyone to come and taste sharp metal. A few hours later, you just want to be left the hell alone to think.

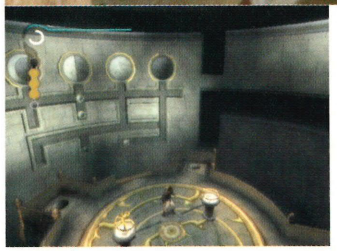
A fight breaks out. You kill everyone. More people appear. You kill them. They zap in, you knock them out. There's no clue when it's going to end. The Prince just sheaths his sword

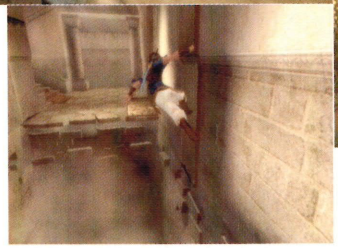
"You can imagine Miyamoto himself playing this – grinning and taking notes."

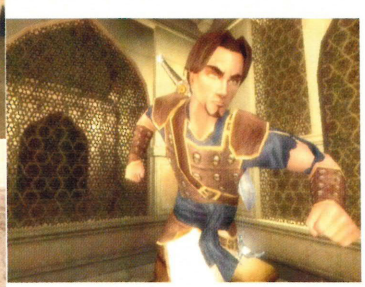


■ The Prince braces himself for a violent eruption

■ Without pens, the ancients had to chew graffiti into the walls







■ The developers used Tom Cruise's minging brother as a model for the Prince

"It's one of the finest games on Nintendo that wasn't created by Ninty itself."

■ "I'm gonna call the gymnasts' union one of these days..."

■ Those spikes below are actually made of rubber. Go on, try it...

when the fight is declared over. So you had to kill an arbitrary amount of people before you could go on. Numbers that get larger the further in you get. It's incredibly lazy and you end up dropping into autopilot. Fire self off wall, deck enemy, finish him off with the dagger. Repeat. It gets boring. It's like they didn't have quite enough inspiration to fill these grand interior spaces and had to slow you up somehow.

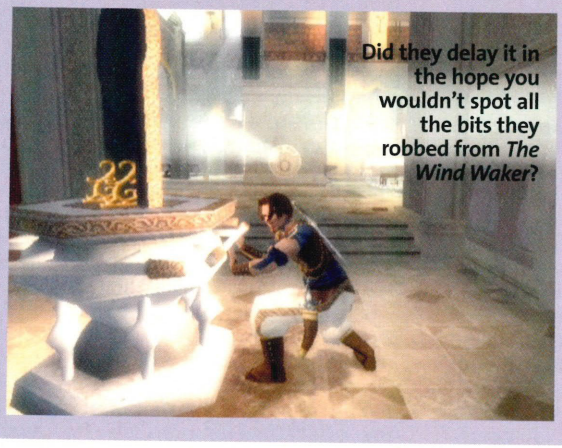
About halfway through the game, it runs out of significant new ideas. There's a light deflecting puzzle straight out of *Wind Waker*, but also plenty of familiar shimmy-along-multiple-crumbling-ledges scenarios. If you play the whole game though without any serious breaks, the overall magnificence will sustain you over the ten hours (maximum) this takes to crack. Don't get halfway through for a preview, leave it and then return after a good month's break. You're no longer tingling with wonder then and you see familiar gameplay patterns emerging.

But let's not end on a sour note. That wouldn't be fair. This game is awesome and among the finest games on a Nintendo console not to be created by Ninty itself. In fact, you can almost imagine Miyamoto himself playing this, grinning, and taking notes. ***Dean Scott***

Forgive and forget?

Can you let Ubisoft back into your heart?

■ All you have to decide now is whether or not to forgive Ubisoft for not letting you play this months ago. If you do, this whole PS2 exclusivity rubbish rumbles on. If you don't you'll probably miss *Prince of Persia 2*, which should be stuffed to bursting point with new things to do. If you tease them long enough, it's bound to show up in Game for around a score.



Did they delay it in the hope you wouldn't spot all the bits they robbed from *The Wind Waker*?

So, should you buy it?

Yes if...

You like original, great games that make you feel like a king.

No if...

You can't find the exit out of your own house in the morning.

You'll love it if you like...

Video games – if you have any sense, that is. If not, sell your GameCube right now.

GRAPHICS 9

The viewpoint doesn't favour still images, but trust us. It's lush.

SOUND 8

The traps 'swish', the prince 'whoas', his bones 'crack'. Atmospheric.

GAMEPLAY 9

The camera is occasionally idiotic, but those controls are just plain magic.

LIFE SPAN 7

Six to ten hours of game time and you're done. You'll play it again though.

VERDICT

> It's not perfect, but it's unforgettable. *Prince of Persia* gives mankind the freedom to swing around in high places. We haven't had this much fun since we evolved from monkeys, millions of years ago.

BEST BIT: The fluidity, the scale and the amazing sense of freedom.

WORST BIT: Compulsory long fight sequences before you can proceed.

SECOND OPINION

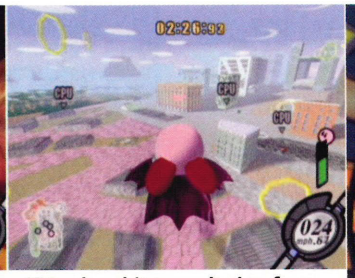
> I AM INDIANA JONES! No, I'm better than that gold digging loser. I cut down zombies, I laugh at gravity and, if it takes my fancy, well I'll just turn back time. ***Dan Payne***

Nintendo OFFICIAL MAGAZINE UK SAYS... "FANTASTIC"

90%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

■ Worried? Don't be – just fly right on underneath



■ Looks a bit too relaxing for a racer? That's because it is

■ Some of the levels certainly look pretty – pretty crazy, that is

■ What are YOU looking at, blobby boy?!

■ If your Cube made smells, it'd be roast marshmallows here

Kirby Air Ride

Game info

Out Feb 26th

Price: **£39.99**
Publisher: **Nintendo**
Web: **www.kirbykirbykirby.com**
Players: **1-4**
Memory: **4 blocks**

Sure he's pink, but Kirby's normally full of spite and sass. For his full GameCube debut though, he seems to have lost his edge.

Watching *Kirby Air Ride* is like having your eyes bathed in cider, bubbles tickling your retinas, while the sweet brew soothes your optic nerves. The broad strokes of primary shades practically explode out of the screen. The vapour trails left behind by your rotund racer as he plummets down the slippery sloped courses hang like ribbons of colour in the air. It's dazzling, albeit in a nursery world kinda way. A shame then, that actually playing the game is much less of a treat than watching it.

This cartoon racer follows in the slipstream of last year's stupidly fast *F-Zero GX* and the fantastically addictive *Mario Kart Double Dash*. Does it improve on *F-Zero* with even faster gameplay and yet more stomach-worrying loops and leaps? No. Okay then, but does it knock *Mario Kart*'s multiplayer mayhem off the track and into a ditch full of suspect bog water with a cloud of gnats hovering above it. Again, no. The truth is, it's hard to pinpoint just where Nintendo thinks *Air Ride* will fit into the racing gang.

To say the game is simplistic is perhaps the biggest understatement since our Tim observed that Jordan's boobs were 'a bit bigger than average'. *Kirby* is so basic your lame dog could probably win a race. In the main Air Ride mode, you pilot the sucky pink ball of hate along spectacularly convoluted tracks in a dash to be first across the finish line. Here's the thing though – Kirby accelerates all by himself, leaving you with the task of merely steering him left or right, or boosting with the A button. This would be alright if there was any danger of falling off the edge of the courses, but a handy invisible barrier stops you plummeting to your doom and instead nudges you gently back to the safety of the track.

Meanwhile, pressing and holding the A button slows Kirby down for a moment as he charges a super-dash move, unleashing a zippy injection of speed when released. This is only really useful around extremely tight bends, where you need to slow right down, then get a cheeky boost of acceleration but, hey, at least it's one more button for you to press as Kirby pretty much carves his own path to victory with the bare minimum of interaction. And yes, you can suck up enemy attacks by clumsily waggling the stick, but seeing as firing weapons and boosting share the same button, you'll waste more power-ups than you use. Daft.

Beyond this enjoyable but completely brainless Air Ride mode, there's a top-down racing mode around unexciting tracks and the ghastly City Trial mode. Check the panel for more on these, but it's unlikely either will hold your attention for more than a few minutes, whether played alone or with mates. Air Ride mode on the other hand is actually pretty good fun in multiplayer, for a while at least. But if you own either *F-Zero* or *Mario Kart*, *Air Ride*'s vs. mode is rendered redundant as it lacks any unique angle on racing fun – aside from the insulting ease of it all, of course.

Ultimately this is a game for the youngest of GameCube players and difficult to recommend to anyone who takes their racing seriously. It's true we enjoyed the Air Ride and multiplayer games for a short while, but that's probably because we didn't have to shell out 40 notes for the privilege.

With so many great racers already on GameCube, there's no real need for this one to clog up your life. For once then, a Kirby game that sucks in the wrong kind of way. ***Darren Fox***

Hell is ball-shaped

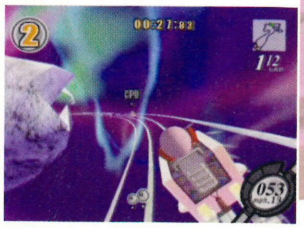
Outside the main mode, things get worse...

■ There are collectible rewards and unlockable all-sorts for playing the Air Ride mode, but if you've blasted through that, you can try out the Top Ride and City Trial games. Using a simple maze as its raceway, Top Ride is a forgettable throwback to ancient arcade racers. City Trial is UN-forgettable, but only for its awfulness. The idea is to ride around the blocky arenas collecting power-ups to trounce your rivals, a la *Mario Kart*'s Battle mode. The reality of it is that you'll get confused navigating the arenas as the camera struggles to keep up, while also failing to target slow-moving enemies only inches away.

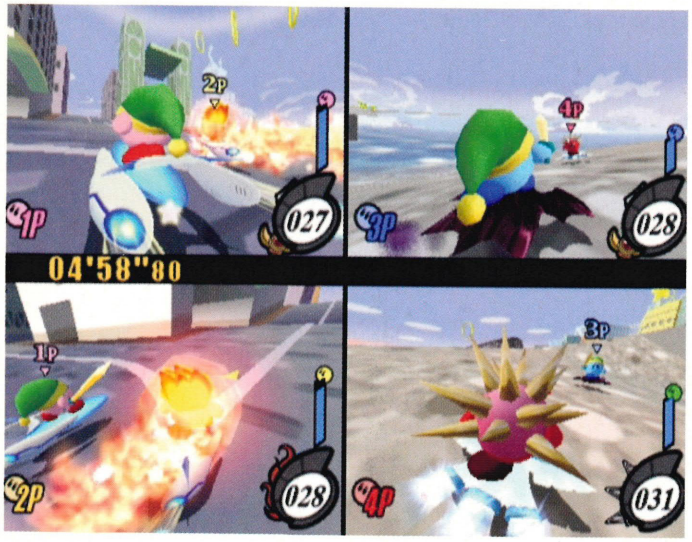
This is the best bit in multiplayer, but it's still basically cack

Offensive weapons, offensive gameplay. Avoid City Trial like the plague

"With so many great racers already on 'Cube, there's no real need for this."



■ The power-ups and weapons are fairly standard stuff



■ Drift around wearing different hats... wicked!

So, should you buy it?

Yes if...

You absolutely must have another Nintendo-exclusive racer, or if you're a four-year-old.

No if...

You've got another racing game, or like games to be tougher than a trip to the shops.

You'll love it if you like...

Finishing games in one sitting or making baby-sitting the kids easier – they'll love it.

GRAPHICS 7

Bright, bold and simple, like a visit to the early learning centre.

SOUND 6

The unmistakably Nintendo-style theme songs are okay, but pretty twee.

GAMEPLAY 5

One of the easiest racers ever made – great for kids, crap for you.

LIFE SPAN 5

You'll finish all the modes in a couple of sessions and multiplayer gets dull fast.

VERDICT

> A huge disappointment for race-heads and Kirby fans alike. Over-simplified to the point of being insulting and over way too quick, this is hardly worthy of bearing the Pink One's name. Shame on you Nintendo!

BEST BIT: The Air Ride mode. Mildly, briefly entertaining.

WORST BIT: The level of difficulty is insulting. You'll get bored fast.

SECOND OPINION

> Dude, that's SO harsh. The four-player is a good laugh and there's plenty of stuff to unlock. One more thing: *F-Zero GX* kills EVERYTHING... even *Mario Kart*. ***Dean Scott***

Nintendo OFFICIAL MAGAZINE UK SAYS...

"INSULTING"

57%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Bey Go

Game info

Out Feb 27th

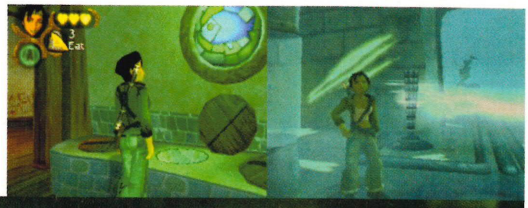
Price: **£39.99**
Publisher: **Ubisoft**
Web: **www.beyondgoodevil.com**
Players: **1**
Memory: **20 blocks**

"It's obvious more effort than polygons has been invested in creating a unique feel."

ond od & Evil

Confused? Wait until you meet the reggae rhinos...

■ Jade's just your average journo – she's just missing the pot belly and fag breath.

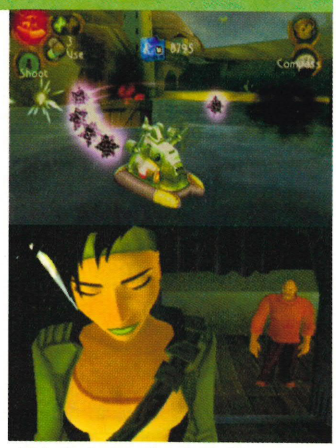


We could deal with the alien warp hole in the sky – we see those all the time. We could deal with the tentacle-wielding mutant thing from the depths – we've been to Weston-super-Mare. We could deal with the talking pig – hey, we're professionals. But when a gang of West Indian rhinos offered to fix our hovercraft we could take no more and switched the game off.

Unusually though, that was a good sign – the games that overwhelm you at the start are often the best. Remember how huge *Wind Waker* felt when you started playing? To say *Beyond Good & Evil* is a bit far out wouldn't really cover it. What you're dropped into is a whole new universe, complete with its own races, history and politics that don't begin and end with you.

If you read our previews (*NOM UK* #129 and #136) you'll know the basics: an alien race called the Domz are attacking your home planet. You think the hard-cases at Alpha Section are there to protect you from the invaders. But then you fall in with a secret organisation called IRIS and you're through the looking glass. It seems Alpha Section are in league with the aliens. And they probably stink up the place, too.

With this in mind you (a tomboy reporter called Jade) and your side-kick (Pey'j the talking pig – pronounced Page) set about gathering info on Alpha Section. But unlike the real world where you'd probably go through their bins, talk to their milkman or take photos of them sunbathing, on Hillys (Jade's home planet) things are different. Here, journalists are brave and moral, and prepared to risk their lives for whatever spurious cause you suggest. The only similarity with real journalism is that you spend a lot of your time in pubs talking to lowlifes.

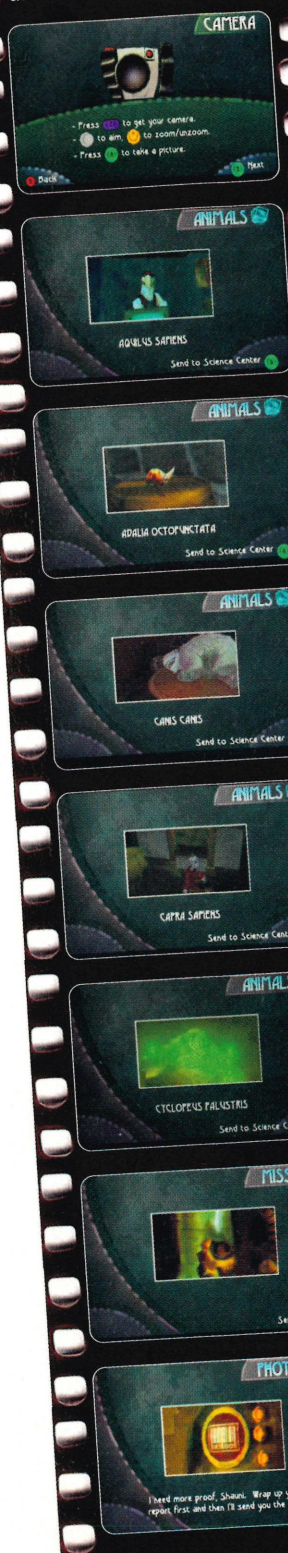


■ Jade hangs her head in despair at that orange jumper

The harsh truth...

... of the camera eye.

At *NOM UK* we're used to people snapping us when we go out. Sometimes Mike can't even get to the chicken shop without a crowd gathering. It's okay though – he likes it. But in *BG&E* we finally got to go behind the lens, snapping rare animals and secret information.



"This is pure escapism from

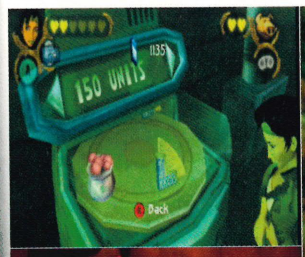
Getting to the truth involves pressing buttons, unlocking doors, talking to people, jumping on platforms, collecting Pearls and giving them to rhinos. It's all standard action-adventure stuff, but it's the world in which you adventure that makes *Beyond Good & Evil* sweet. The graphics aren't the most amazing you'll see this year, but it's obvious that more effort than polygons has been invested in creating a unique feel. Every character has a personality, every building is exciting to explore. In places the look, scripting, humour and attention to detail will remind you of old 2D point-and-click adventures like LucasArts' *Monkey Island* or all those Sierra games like *Space Quest*. If you've never played one, that's a compliment.

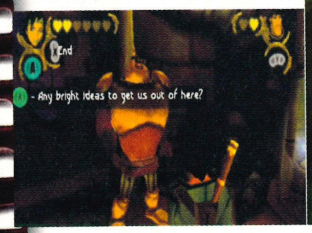
Neither the combat nor the puzzle-solving elements are especially taxing, though, and that means *Beyond Good & Evil* won't last forever. But these kind of games aren't made to last, they're made to be enjoyed; to be savoured. Unless you're rubbish you'll probably finish this in around ten to 15 hours. That's not a huge return for your 40 clams, but those hours will be some of the best you've spent in ages.

The combat mainly involves whacking monsters with a big stick, like *Star Fox Adventures*, but this isn't a combat game and learning a long list of moves would just complicate matters. The puzzles are mostly straightforward and will be familiar to any gamer who has played this sort of thing before. They'll warm your brain, but there's no danger of it overheating here. It's a case of making the effort to unlock the next cool area or cut-scene.

What makes *BG&E* really fun is the way you use your camera to gather information and earn cash. It works very much like Samus' Scan Visor in *Metroid Prime*, but it's faster and, if anything, easier to use. You get paid for snapping animals and monsters, and also use the camera to collect info on Alpha Section and the Domz. What's more, it doubles as a first-person view, which can be helpful when the game camera won't look where you want (but that's a rare occurrence). The thing is, once you pick up a map showing where all the animals are, you might spend more time trying to snap a full set than you do on the main quest, it's that much fun. Your photos are automatically uploaded to the Hillys museum and they'll send you cash and camera upgrades in return.

■ **"If this has anything to do with pulling your flipper, the answer is no."**

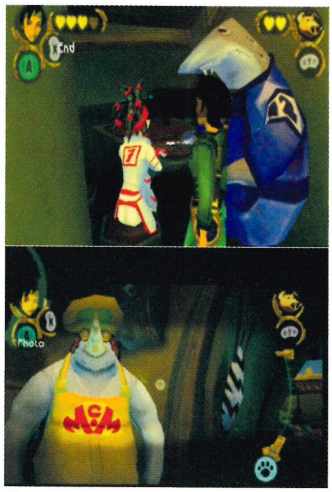




start to finish."

The photography adds a new angle to the format, but like most action adventures, *Beyond Good & Evil* is quite linear. It's the usual case of completing missions before new objectives are set. However, there are cool mini-games to take part in along the way. For example, you can race in the hovercraft, play air hockey or sell a kidney to pick up extra cash. Except you can't do that last one. The interaction between Jade and Pey'j is good and the pig-thing doesn't get too annoying. Besides, you need him around to help solve many of the puzzles, even if sometimes a bag of pork scratchings is more appealing.

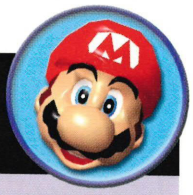
It's often the case that 'Cube owners have to wait a bit longer for their version of a multiformat title, but for once that's a good thing – it means *BG&E* didn't get swept away in the usual tsunami of festive faeces. ***Kingsley Singleton***



■ Great moments in video game history, part 5,449: rhinos in hats

"Every character has a personality, every building is exciting to explore."

So, should you buy it?



Yes if...

You love action-adventures, but can't be arsed playing *Wind Waker* for the fifth time.

No if...

You like a bit of gritty realism in your games. This is pure escapism, start to finish.

You'll love it if you like...

Umm... *Pokémon Snap* plus *The Wind Waker* crossed with crazy French sci-fi movies.

GRAPHICS 8

More originality than polygons – packed with style and oozing atmosphere.

SOUND 8

Good voice-overs and an original soundtrack. No complaints here.

GAMEPLAY 8

Fairly basic if you know the action-adventure drill, but still very rewarding.

LIFE SPAN 7

"The light that burns twice as bright burns half as long", or so they say.

VERDICT

> This isn't a sequel. It's not a movie tie-in, either. This is called 'an original game'. It's dark, funny, bewildering and enormously engrossing. We need more games like this. Go out and buy it.

BEST BIT: Using the camera becomes a real obsession. Don't fight it.

WORST BIT: It's over too quickly. Now we need a sequel... or three.

SECOND OPINION

> Snooping around, taking pictures is a cool and innovative idea. Shame the game has to be played in a letterbox screen mode. Oh, and why's it all gone green? ***Mike Jackson***

Nintendo OFFICIAL MAGAZINE UK SAYS...

"BEYOND GOOD"

84%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Sword of Mana

When the new-game smell wears off, what you're left with is an enjoyable, but flawed, update to a well-respected series.

Game info

Out Now

Price: **£29.99**
Publisher: **Nintendo**
Web: **www.nintendo.co.uk**
Players: **1**

"Hey," you're saying as you look at the final score over there, "you said in a preview that this would be up in the eighties!" Indeed we did, pal, but things change. Playing through *Sword of Mana* in English, it's a lot harder to ignore the flaws – not to mention the fact that the plodding story no longer gets the free pass of "maybe our Japanese just needs brushing up a bit."

The story has been completely rewritten, but takes far too long to tell. You'll spend 20 minutes hitting the A button at the beginning, scrolling through pages and pages (and pages) of stilted dialogue that tells a remarkably simplistic tale – boy (or girl) meets and defeats Dark Lord. You just can't wait for the characters to shut the hell up.

There are lots of weapons and magic, but they're mostly useless. From axe to whip to sword, all the classic *Mana* weapons are here. But the only time you'll want to use anything but the sword is when you ABSOLUTELY have to; to cross gaps with the whip or break down barriers with the axe. There are barriers that only fall to one weapon and stones that only break with a particular spell, but 99% of the time it's swordy-sword-sword.

The weapon and armour upgrade system is rubbish. You can choose to 'temper' your existing weapons, which requires a fruit (that grows from seeds that you find) as well as another piece of the same material from which your weapon was made. Or you can make an entirely new weapon using a vegetable and a piece of armour. The benefits of forging versus tempering are so lopsided that the latter is basically useless.

You often have a computer-controlled partner, but they're completely mental. It's far worse than *Secret of Mana*'s characters, who sometimes got stuck behind walls. Here, your partners go out of their way to get killed. They'll stand and whack away forever at unbreakable barriers. They'll jump into lava. They'll walk off the screen and get murdered. Not once will you be glad they're with you. Luckily, *SoM* is so easy that reviving them isn't necessary.

It was originally announced that this would have multiplayer features. That's not quite what we got. Instead there's the Amigo system, in which you link-up with a friend and trade characters. Then, once per day of game time, you can call all your friends to come and beat up on-screen enemies. Find over five friends and you can summon more powerful spirits. Whoopdi-doo.

The music kicks ass, but... uh... wait... there's "but" needed here. Kenji Ito's arranged version of his own classic soundtrack is one of the best on Game Boy, from up-tempo symphonic battle themes to slow compositions. It's the one area of the game that'll live up to the stellar expectations of *Mana* fans.

In the end, no matter how many things there are to complain about, at least this isn't the worst *Mana* game. That's not exactly high praise, though, is it? While it's true that *SoM* is often fun and worth a play through for fans of the series and of action RPGs in general, we're left stunned that developer Brownie Brown could make such an impressive pile of poor design decisions. If the next *Mana* game isn't any better than this, there will be hell to pay. ***Chris Kohler***

Playing it on the go

Connectivity... ✗
Just put the cable in your mouth and see.

Better Back Lit... ✓
Even better on the GB Player, too.

Multiplayer... ✓
Technically yes, but it is slightly crap.

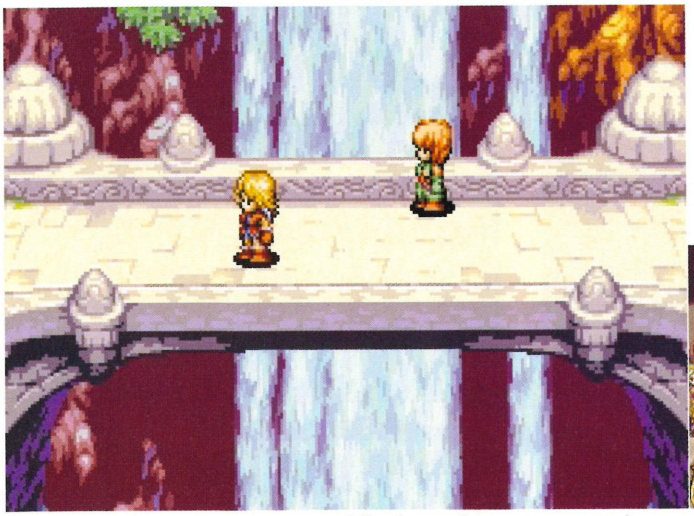
Save... ✓
New technology: progress saved to cart!

Extras... ✗
It won't make you breakfast. It's selfish.

Where we played it...

In the USA, with the smell of apple pie wafting through the air. But not so strong as to obscure the equally sweet smells of FREEDOM and JUSTICE. God bless, etc.

"Your partners are very stupid; they'll jump into lava; they'll walk off and get murdered."



■ Delicate bridges, towering waterfalls, decorative arcane runes, large eyed, stubby bodied characters – *Sword of Mana* has it all

■ Realm Soldier keeps pointing out the obvious. Pack it in, man!

■ They're back! The best bit of any RPG are those tiny numbers

Stats and stones

Levelling-up goodness will keep the geeks happy

■ *SoM*'s levelling-up system gives you a lot of leeway – you can choose between several different classes that upgrade different stats. For example, selecting Knight will power-up your attack and defence, but not magic. The thing is, if you want extra stat bonuses, you shouldn't try to create a well-rounded character. In fact, you need to stick with one or two classes every time you level-up to get extra bonuses, like a more powerful Heal spell. Sadly, neither the instruction manual or the in-game hints bother to let you in on this little gem.

RPG nuts will thrill to the many icons, boxes and mystifying numbers

■ After a night on the mead, waking up in the clink is no surprise

■ Trixie, local lady of the night, talks up your adventuring skills

"If the next *Mana* game isn't any better than this, there will be hell to pay."

■ It's hard to imagine such damage could be done by a simple toothpick

So, should you buy it?

Yes if...

You're a *Mana* fan through and through, and nothing can deter you from new instalments.

No if...

You don't like reading pages of dialogue about Dark Lords and rusty swords.

You'll love it if you like...

Solid action-RPG gameplay that's not as good as *Zelda*, but closer than anything else.

GRAPHICS 8

Very pretty, although the day/night cycle tends to wash out the colours.

SOUND 10

Kenji Ito is like a god walking the Earth, celestial synthesiser in hand.

GAMEPLAY 6

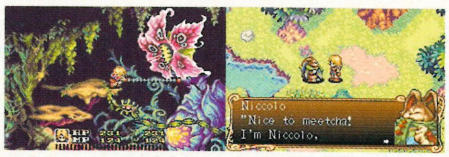
The fighting is always great, but the menus and A.I. partners just plain bite.

LIFE SPAN 7

About 12 hours. Double that if you play both the girl and boy story lines.

VERDICT

> While it's not a disaster like the PSone *Legend of Mana*, *Sword of Mana*'s many flaws overpower its many good points. The old black-and-white Game Boy version was more fun, which says a lot.



BEST BIT: Exciting fights against massive, screen-filling boss characters.

WORST BIT: The stupidity of your computer-controlled partners.

SECOND OPINION

> I'm sick of old Super NES games getting rehashed on GBA. *Secret of Mana* would have been an exception – it was magic. *Sword of Mana* is merely quite good. ***Dean Scott***

Nintendo OFFICIAL MAGAZINE UK SAYS...

"BAD MANA"

72%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

After one curry too many the MI6 microwave decided to blow up

In your face! Ack, ack, ack, ack, ack! Smell the bullets! You love it!

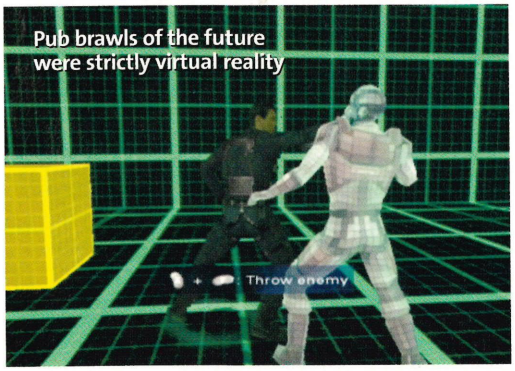
James Bond 007: Everything or Nothing

Game info

Out Feb 27th

Price: £39.99
Publisher: EA
Web: www.eagames.com
Players: 1-2
Memory: 5 blocks

Can the latest 007 shooter reach *GoldenEye* proportions? We're not so sure, James.



Pub brawls of the future were strictly virtual reality

Arrrgh! Someone call the AA

You're down to your last ounce of energy. One more cap in your back and the black and white slow-mo death collapse will roll. Bond sits hunched behind a crate, on an enemy train that's rattling down a track. Armed guards are swarming everywhere. You lock-on, step out and take no prisoners. But you've locked-on to the wrong thing, the camera goes mental and you find yourself side-on as Bond tears holes in the carriage. Enemy lead tears through him. The energy bar drains as you scratch around trying to find some body armour, but James cops it before you get anywhere near.

And that's the problem with *Everything or Nothing*, niggly little problems that just take the edge off this glossy package. It might drop you straight into a shoot-out, rocket launcher in hand, against a jump jet that wants to burn you alive before the credits roll, but we know you want a game that plays as well as *GoldenEye* did for the millionth time you switched it on. A game with its own theme tune and movie-style intro are all very pretty, but it's head-shots and cooler-than-cool gadgets that score well with us.

"The vehicles are woefully over sensitive. Your angry-ometer will fly off the scale."

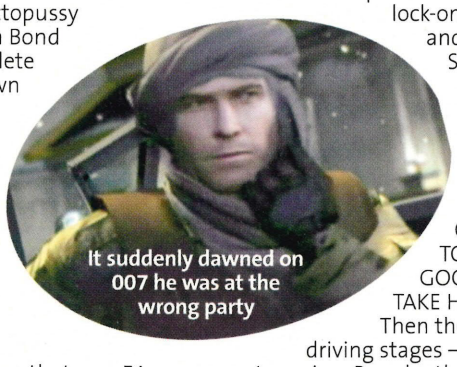
Everything or Nothing has certainly come on since we first saw it just after E3, at EA's Westwood Studios in San Francisco; a huge building complete with football pitch for afternoon soccer practice and a small corner set aside for Bond development. EA's very own Q lab if you will.

It was here in the Octopussy room that third-person Bond revealed himself complete with Rappel to run down the sides of buildings, invisible Porsches, Spider Bombs and a meaty line-up of AKs, grenades and his trusty sidearm.

Eight months down the line and we get our hands on EA's latest *Bond* title. Postponed from a pre-Christmas launch line-up that saw EA dominating the charts. Our first impressions are of something that's not too special. It's slick, but there's just no substance to the challenge on offer.

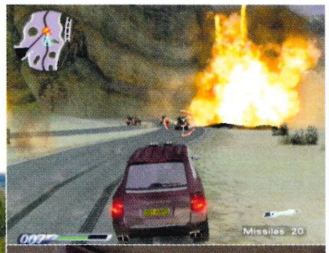
Take that train level for example. You can hunch up close to a crate or wall, lock-on to the enemy, lean out and blast them into next week. That's how it's meant to work anyway, except that sometimes you just won't lock-on, you'll then get charged and they'll mow you down. Sometimes you'll lean out and it will lock-on to something that can't fire back, like a computer. BUT WE DON'T WANT TO LOCK-ON TO THE RUDDY COMPUTER! WE WANT TO LOCK-ON TO THAT OLD GOON OVER THERE AND TAKE HIM DOWN!

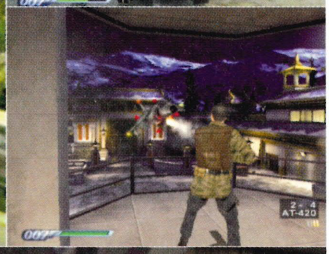
Then there are the vehicle driving stages – razzing round a small town in a Porsche that you can cloak, speed two-wheeled on a Triumph and later take to the air in a helicopter.



It suddenly dawned on 007 he was at the wrong party

Bond's passenger ejected to safety in his jeep





Bond would do anything to get on the train to work

Rising Sun 2

Shoot for the head... or don't

■ As we've mentioned elsewhere in this review locking-on isn't all that easy in an intense firefight. Neither is instant goon death.

As you lock-on you can decide where to shoot them with the C-Stick – head, legs, family jewels, anywhere.

If you've got time and decent cover a head-shot is cool, but on more than one occasion we blatantly shot a bad dude in the head only for them to leap straight back up and carry on firing.

Sounds like *EoN* has nicked *Rising Sun*'s gift of misreading your head-shots, so remember to take cover just in case it doesn't come off.

1

By holding down L, Bond can lock-on, while Z keeps him out of sight

2

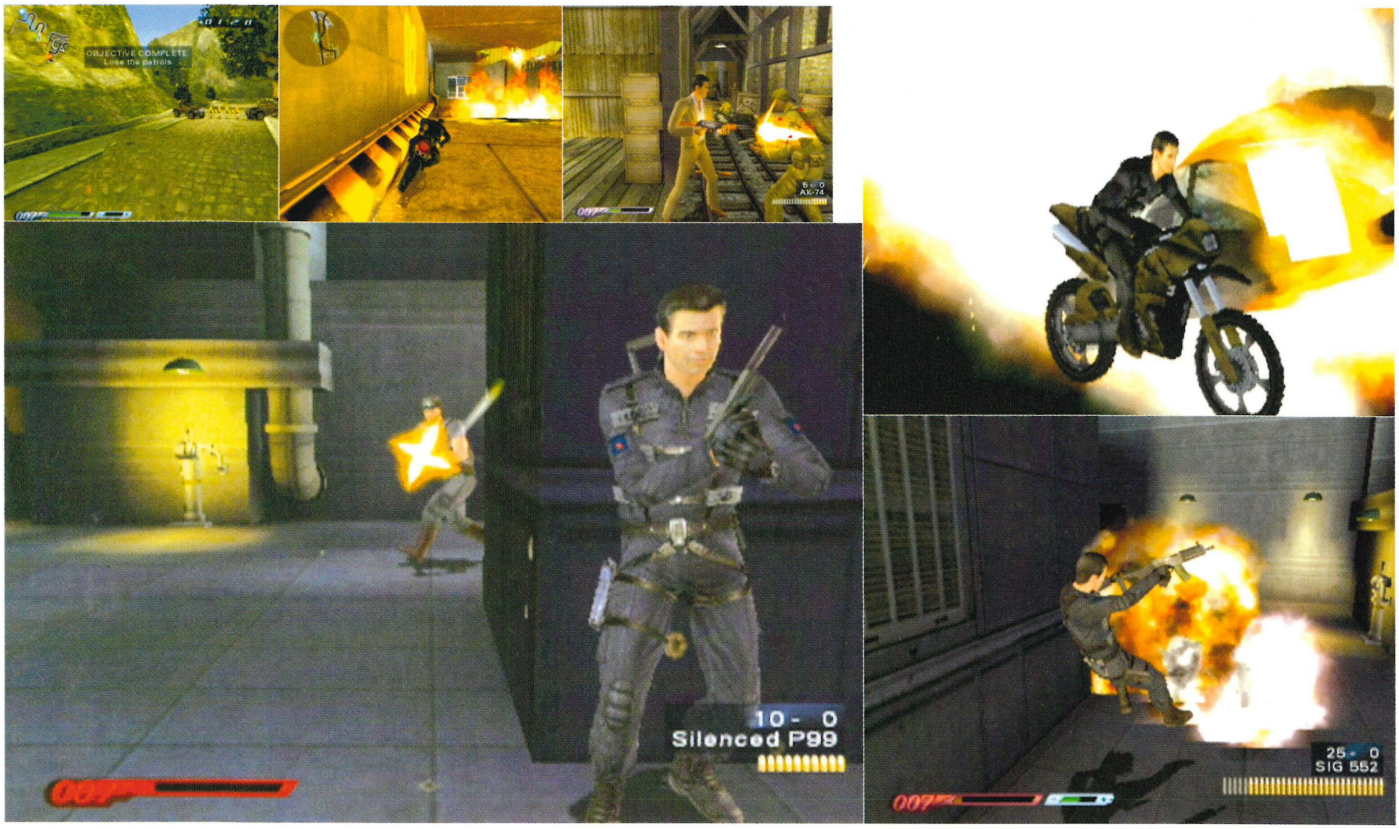
Now you're ready to let his brains decorate the train

3

You pop out and let his head have the full force of your P99 love

4

But wait! For some reason the head-shot didn't quite kill him! 'Ave it!



"Some of these levels barely last

Getting in a car for dummies

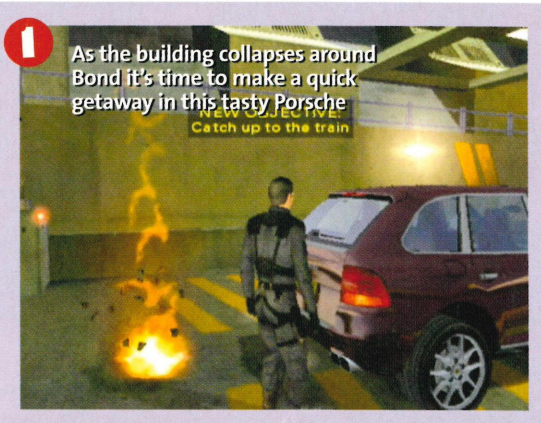
Remember, this game was made in the USA. They don't have time for us

■ Saving fit women thanks to his skills on the trigger and the gadgets tucked in his back pocket must make Bond's life enjoyable. Now imagine if the world's coolest super spy couldn't get in a motor. That would make a crap film and as luck would have it that just so happens in *Everything or Nothing*.

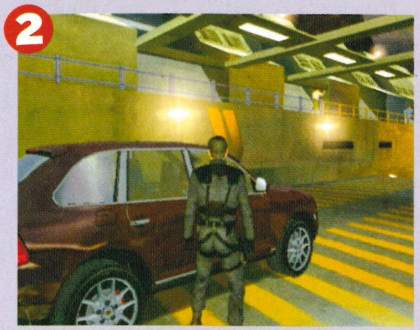
As the runaway train burns out of the enemy installation you are faced with a Triumph bike or Porsche. Each one sits at the end of a raised platform and both drive like dogs. But actually getting in the motor is a nightmare.

Remember this game was made in the US and we Brits have steering wheels on the right. Forget the argument about who is correct because as you're running up to the car you need to know that the left door will get you in.

If you stand their day dreaming on the right side you'll have about as much chance of catching the train and rescuing the fit female scientist as an ice cube does of surviving in Hell.



1 As the building collapses around Bond it's time to make a quick getaway in this tasty Porsche



2 Being the English people that we are, we thought we'd do the usual thing and get into the car on the right

3 Right? Wrong! This Porsche is a left-hand drive. Get in the other side Bond, you idiot!

4 With the train racing away you've wasted valuable seconds just getting in the damn car

Metal mouth

One of Bond's old adversaries is back to make life difficult for you

We're scared of dentists. The sound of drills is horrible and braces are just not natural – have you seen Jaws' teeth lately? Go to the dentist too often and you may end up looking like him. And you'll get a nice close-up with Bond's nemesis only a few levels into the game.

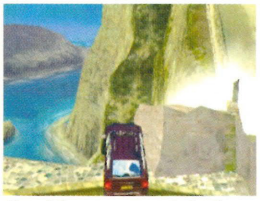
He may be a mountain but Jaws can be defeated at the end of the train level if you smack him in the mouth so that he staggers back into the electricity. Just get out the way of the sparks as he fries or you'll burn too.

1 With big rubber gloves like that we'd be scared

'Look Jaws, I just want a Kitkat and a cup of tea from the buffet car!'

To stop his ticket getting checked Jaws threw himself into the electricity

a full five minutes."



"I told you to go right!'

All necessary in a *Bond* game of course, but woefully over sensitive and when you're trying to get through low Egyptian tombs in a 'copter your angry-ometer will fly off the scale. Try driving a jeep in a small, alley-strewn town and you'll be history within seconds as you try missing enemy jeeps that bombard you with missiles. At that moment in time saving the world from a terrorist threat had very little chance of happening as the controller took a dive into the wall.

Back to the action. We tried again, watching yet another *EoN* cut-scene. As mentioned earlier the presentation is super slick and these cut-scenes look great, even if some of the lip sync isn't always there. Q, M, Bond and tons of fit ladies look great, but when a game has more cut-scenes than actual in-game action you start to worry. Some levels, like the helicopter attack on a helipad, are over before you've started and it's back to another five minutes of GameCube cinema. You even have to save the game after one and there's no point in that.

Being the *Bond* universe there are some cracking gun battles to be had, not least of which is the climb up a disused mine shaft. Goons winch down on wires blasting straight for your head. You'll have to switch to thermovision to see others in the darkness and you can trigger the Bond Zone where you can tactically work out where to go next. It's like Bullet Time, but so much better than the rubbish in *Enter The Matrix*. Throw in a remote-control Spider Bomb and 'Bond moments' where you can drive off cliffs to escape instant rocket death and at times you'll really feel like you're starring in one of the movies.

But let's not forget that these moments shouldn't detract from what are ultimately some quick action-packed levels threaded together by some tasty cut-scenes. *Bond* games in the past have had levels that lasted a good 20 minutes or more. Some of these barely last five. Games are something you play, films are something you watch. Unfortunately for *EoN* there are too many films and not enough game. ***Tim Street***

So, should you buy it?

Yes if...

You can ignore its failings and just see it as a short shooter with some tasty presentation.

No if...

You can't ignore its failings and want far more for your quids than what's here.

You'll love it if you like...

Easy shooters. It's simpler than *TS2* but the stealth is far better in *Splinter Cell*.

GRAPHICS 7

The levels are imaginative while cut-scenes and animations look good.

SOUND 8

You'll never tire of the meaty ack-ack of the AK and the John Barry classic.

GAMEPLAY 6

You'll race through the early levels, but frustration might get the better of you.

LIFE SPAN 6

We blasted through most of the game in the best part of a day.

VERDICT

> Bond is cool, but *EoN* doesn't do the super spy justice. It's great in some areas, seriously flawed in others and with a name like James Bond you simply want something that's loads better than this.

BEST BIT: The Bond bits – leaping off cliffs, taking down helicopters.

WORST BIT: The stupid lock-on system that hates the word 'consistency'.

SECOND OPINION

> I still prefer the excellent stealth aspects of *GoldenEye* and *Splinter Cell*, but the action in this is intense. I also get to give Jaws a new mouth. Sweet. ***Michael Jackson***

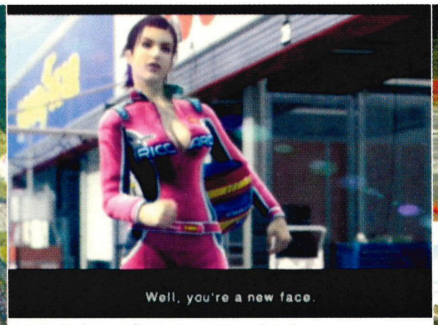
Nintendo OFFICIAL MAGAZINE UK SAYS...

"DOUBLE 'O' DEAR"

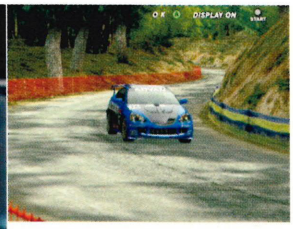
72%

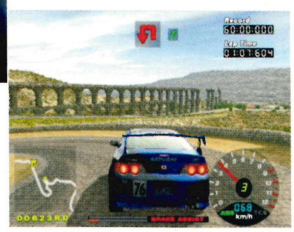
TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

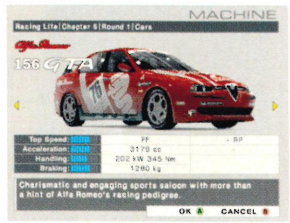
■ You won't find this in *Need for Speed – R: Racing* has a level of graphical realism unsurpassed in GameCube racers



■ Airbags fitted as standard, ensuring safety if you have a bang







R: Racing

No ninja power slides and no helicopters. The GC *Ridge Racer* dream, denied.

Game info

Out 26th Mar

Price: **£39.99**
Publisher: **Electronic Arts**
Web: **www.namco.com**
Players: **1-2**
Memory: **2 blocks**

So, you get to play as a well-fit girl who can never do her top up properly. Strange that; Rena's got a cleavage of justice and, oh, her zip is broken. Convenient, but we like it.

There used to be girls like that in the old *Ridge Racer* games, but all they did was walk past your car at the start, then they slinked off to the nearest catwalk – a minor role in the game compared to Rena.

But that's the smallest of changes made from the *Ridge Racer* series. Yeah, so the name's different, but we all know it's from the *Ridge* family. Being a big fan of the *RR* games, Dean quickly snaps up the pad, tapping A to whizz through the menus. It's loading and we're staring, wide-eyed.

The graphics kicked in and for a moment, it felt like we were booting up *Gran Turismo 3* on PlayStation 2. Gone are the over-sized skyscrapers, the big flashing signs showing Pac Man eating the words Keep it Moving, the exotic palm trees and sea views, and the pointless low-flying helicopter. Now it all looks realistic. Fanboy Dean was already feeling the pain.

In motion, the game looks sweet, the cars are slick and if you watch racing on the telly you'll recognise the tracks easily. There's a serious lack of photo-realistic racing games on GameCube so this is a welcome move, even if it does look a little grainy around the edges.

The race starts and Dean hits the R button to blister off the grid. Everyone sat silent, fixated on the screen, searching for signs that the classic *Ridge Racer* handling had survived. Dean approaches the first bend. Forget braking. He swings the car into the bend, taps the brakes to do a ninja slide and... slams into the wall. What?!

The handling has gone all sim-like, too. Dean screams "WHAT HAVE THEY DONE?!" and storms out of the room, toppling furniture as he goes. If you were hoping for a GameCube *Ridge Racer*, the dream is over. This isn't a total simulation though. It sort of meets realism and arcade racing in the middle. This means you can drive some gorgeous super-cars around real tracks without needing to worry about adjusting dampers and camber or picking tyre compounds.

A nice idea, but here's the problem – arcade racers serve up fast, instant thrills. *R:Racing* doesn't because the sim elements such as the need for sensible braking, racing lines and traction control take that away. This has also tamed the sense of speed.

On the other end of the scale, sims provide a totally real experience, whereas this has energy bars for stress which is totally false (see Red Bar Syndrome boxout). There's no car damage and the motors bounce off each other like bumper cars at a theme park. It's a Jack of all trades, master of none. It's not as realistic as a game like *Gran Turismo* or *Project Gotham Racing*, nor is it as fast or thrilling as *Burnout 2* or the recently released *Need for Speed Underground*.

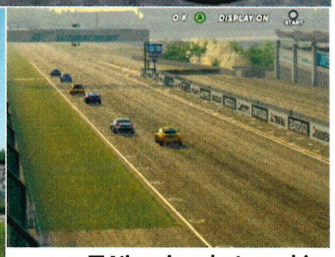
On the other hand, we don't think any of those games have as many race challenges to beat as this. Most interesting is the Racing Life mode where you have to race to bring Rena up from an unheard-of ambulance driver to a world-class racer.

During the races you'll be given Reward Points for good driving skills like clean lap sections, slip-streaming other drivers, good racing lines, drifting and all manner of geeky stuff that nobody outside a *Max Power* rally cares about. These can be used to buy and tune-up cars and also to unlock new challenges in the Challenge mode.

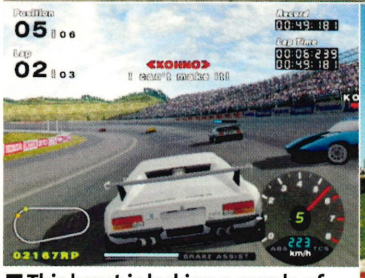
There are over a hundred challenges to contest, so you'll be busy if you want to get gold in all of them. If you can make friends with the twitchy handling in this arcade-sim crossbreed, then you're in for a good drive. ***Mike Jackson***

"Make friends with the twitchy handling in this arcade-sim crossbreed and it's a good drive."

■ "Oi, mate, someone's stuck a big comedy fin on the back of your motor!"



■ Nice view, but graphics aren't everything are they? What?! They ARE? Oh, right...



■ This beast is lacking a couple of exhausts – it's six minimum for us

Red Bar Syndrome

Something like a phenomenon...

■ News report just in: a strange illness has been infecting race car drivers in what's being called Red Bar Syndrome. Early symptoms are a blue bar that appears above the racer's car when they're being closely tailed. As the bar of evil turns yellow, the driver's condition worsens. Eventually, the bar turns red and the suffering driver just spontaneously spins their car off the track and, in extreme cases, ploughs it into a wall. Strange, that. We fear this disease could be implemented as a crap feature in a future driving game. Let's hope not.

That red bar spells disaster for perfect lap times

So, should you buy it?

Yes if...

You crave a *Gran Turismo*-type game on GameCube, without the geeky car stats.

No if...

You want a proper *Ridge Racer* game. You'll hate this like Dean hates vegetables.

You'll love it if you like...

Games that don't know what they're trying to be, like a horror game in Teletubbyland.

GRAPHICS 8

Slick looking, but very grainy around the edges. Ever heard of anti-aliasing?

SOUND 6

Decent enough beats, but the engines sound like high-pitched scramblers.

GAMEPLAY 7

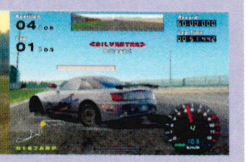
Once tamed, the cars feel good, but who's idea was the Stress Bar? Get out!

LIFE SPAN 8

Tons of challenges that'll take a good while to finish completely.

VERDICT

> It sounded brilliant, with limitless possibilities. Sadly when it comes to the crunch this doesn't have the polish required for a game of its scale. There's still fun to be had, but it comes in small doses.



BEST BIT: The graphics – it's the most realistic looking racer on GC.

WORST BIT: The Stress Bar turns red and the driver commits suicide. Stupid.

SECOND OPINION

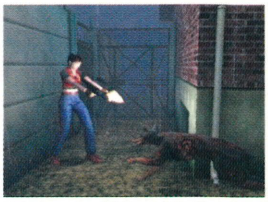
> This is disgusting. I'll NOT slide sideways around corners? I'll just drive behind someone until they swerve off like a retard? Shut up, Namco. Just shut up. ***Dean Scott***

Nintendo OFFICIAL MAGAZINE UK SAYS...

"A NEAR MISS"

72%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK


■ ... even killing Wellard

■ Aim for his right nipple

RE Code: Veronica X

Game info

Out Mar 12th

Price: **£29.99**
Publisher: **Capcom**
Web: **www.capcom-europe.com**
Players: **1**
Memory: **9 blocks**

Evil experiments, rivers of blood and a cross-dressing schizoid maniac. Cool.

You wouldn't want to eat a four-year-old cheese sandwich, so it's lucky that games mature a bit better than food. The final reissue in the *Resident Evil* saga is here at last. It's the jumpiest, most spectacular of all the classic *RE* games, but more than that, it also gets us that little bit closer to the release of the all-new *Resident Evil 4*. Hell – it's enough to make us want to skin a few dogs and set 'em loose on the local kids.

Code: Veronica X begins on an island prison under fire from an unknown assailant. The attack causes a T-virus outbreak and the place is overrun with zombies. Leading the charge against the T-terrors are Claire Redfield, her brother Chris and fellow stranded islander, Steve. It's a two-disc whopper of a game but, this being *Resi*, there are few gaming surprises to match those served up by the plot.

First off, the artificial way you're restricted to carrying just a few items is unchanged and remains the game's biggest pain. You can only discard or swap items at the Item Boxes scattered around.

Arriving at a puzzle knowing what to do, but not being able to do it because you haven't got enough slots on your belt is just plain cack. Fighting zombies is as clunky as ever and you can't even dodge at the last minute like you can in *Resident Evil 3*.

These (and more besides) are the key problems with the entire *Resi* saga, so in a way it's easier to overlook them as you know what to expect. That is to say, don't expect too much. Nevertheless it's hard not to enjoy *Code: Veronica X*. The gameplay is gripping in spite of its flaws, the cut-scenes are fantastic and the story is dramatic and pretty weird in places. It's almost worth playing through to witness the mid-game fight with the Tyrant alone – a battle so frickin' tough it has become the stuff of gaming legend. Evil genius. ***Darren Fox***

So, should you buy it?

Yes if...

You like being scared and want to experience the best of the 'old-style' *Resident Evil* games.

No if...

You like your games to have a fast pace, or to be more logical. Or if you frighten easily.

You'll love it if you like...

Any of the other *Resident Evil* titles, gory monster movies, eating brains...

GRAPHICS 6

Hardly improved since the original, but better than the reissues of *Resi 2* and *3*.

SOUND 8

The minimal soundtrack and zombie moans will scare you witless.

GAMEPLAY 8

Frustrating and rewarding, it's classic *Resi* stuff and the story is a belter.

LIFE SPAN 7

It's one of the longest *Resi* games, but you probably won't come back to it.

VERDICT

> Sure it's old, but for many *Resi* fans, this represents the pinnacle of the series. It's gripping, dramatic, frustrating and pretty scary, too. Shame there are no new Cube-exclusive features, but it's still great fun.

BEST BIT: The Tyrant. *Resi Evil* bad boys don't come much tougher.

WORST BIT: All the bits you didn't like about *Resi* games before.

SECOND OPINION

> If you're not a *Resi* fan this game could convert you. Um, no, actually that's a lie. It's good, but even if you love rotting flesh this should be £10 cheaper. ***Kingsley Singleton***

Nintendo OFFICIAL MAGAZINE UK SAYS...

"IT'S ALIVE!"

77%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

■ Jokes like that are even less funny if you write them down

POISON
Nintendo
OFFICIAL MAGAZINE UK

Puyo Pop Fever

Either we're having an hallucination, or Sega really is releasing this.

Game info

Out Now

Price: £39.99
Publisher: Sega
Web: www.sega.com
Players: 1-2
Memory: 1 block

This is a tragedy. Even more so if you pretend that the shiny disc *Puyo Pop Fever* comes on is made from puppy dogs' teeth, which have to be smashed out of their little furry jaws with a Wavebird controller... without any anaesthetic. It's so basic the whole thing would have probably fitted on a Memory Card 59, with plenty of space left over to store the tedious replays of you linking blobs together.

These blobs have eyes but, dammit, that's not enough. They fall into a well and, if four or more of the same colour link they vanish. Maybe you planned ahead and set up a magical blob chain reaction to really mess with your opponent. More likely you just slipped into a coma from boredom. Compared to this, stamp collecting and trainspotting are extreme sports. Hell, even your 'Cube seems like it's having a crap time spinning the disc and looking at the code with its little laser eye.

We're not sure if the *Puyo Pop* games were ever any good. Certainly not in the *Tetris* class. Or *Bust-a-Move*. Or *Super Puzzle Fighter*. Or *Panel de Pon*. In fact, its entry in the Hall of Puzzle Game Fame seems based solely on the fact that Sega's Sonic Team is responsible for it. New for this version is a Fever mode that sets up full wells against a time limit. You're encouraged to blitz them completely in a single combo. The clock is ticking! Mess with the other guy! EAT THE DRAMA!

There IS no drama. Whatever puzzle magic makes slotting blocks together in *Tetris* seem more important than eating just isn't here. And why the hell is this a GC game? Did somebody at Sega misread an email? Even as a GBA game we'd be bored by this, but at least the attempts at graphics and a soundtrack wouldn't seem quite so pathetic. ***Dean Scott***

So, should you buy it?

Yes if...

No. Forget the 'yes if...' – the answer is just 'no'. Don't buy *Puyo Pop Fever* – it's rubbish.

No if...

You know why not. Because it's RUBBISH. There are at least ten better puzzle games.

You'll love it if you like...

What? There can be no 'love'. It's a waste of your life, starring blobs with eyes. The end.

GRAPHICS 3

Basic 2D, but does a pointless 3D zoomy panny thing when you get a combo.

SOUND 3

Sonic Team are as good at making game tunes as they are at walking on water.

GAMEPLAY 4

Incredibly basic, slow paced and lacking that mandatory puzzle game magic.

LIFE SPAN 3

You'll be bored almost immediately, but could theoretically play on forever.

VERDICT

> Sonic Team is at a pivotal time in its history. It keeps turning out games that are broken or crap and its reputation is fading fast. *Puyo Pop Fever* looks and plays like it time-warped in from 15 years ago.

BEST BIT: The disc fits neatly inside your GameCube. Bargain.

WORST BIT: Everything that happens after you hit the on switch.

SECOND OPINION

> I think Dean's being way too kind on this one. *Puyo Pop Fever* is crud of the brownest, smelliest kind. I say we flush it and ban blobs altogether. ***Mike Jackson***

Nintendo OFFICIAL MAGAZINE UK SAYS...
"PUYO PLOP"
38%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

■ Stone ogre: winner of Most Unspilled Pint for five years running

■ Quick lads, if we get in there, we can see into Arwen's bedroom

■ Three tribes against one pod – not the fairest of battles

■ Goblin carol singers were both annoying AND violent

■ On second thoughts, shooting that exploding barrel was kind of stupid

Goblin Commander

If these vicious little blighters had been around in Middle-Earth, the battle of Helm's Deep would have had a very different ending.

Game info

Out Now

Price: **£39.99**
Publisher: **Jaleco**
Web: **www.goblincommander.com**
Players: **1-2**
Memory: **55 blocks**

Remember the good old days? When the only place you could get goblin-related merchandise was Games Workshop, mixing with the real-life grey-skinned halflings and their little lead models? Well, thanks to *Lord of the Rings*, goblins are cool again. Well, hobbits are. But it's basically all the same thing, right?

So this is where you come to beat down goblin kind, RTS style. Five tribes are at war, for some convoluted and boring reason. You fight them, win, assimilate them and send them off to die some more. Obviously, once the carnage and corpses have been swept away, they'll all laugh about it over a pint.

You can count the number of decent RTS games for GameCube on the fingers of Beadle's bad hand, so thumbs up to Jaleco for taking the risk with the little purple box, delivering a stripped-down introduction to the genre, more reminiscent of the classic *Cannon Fodder* than a typical RTS like *Warcraft*.

The goblin tribes are all aligned to different elements and some are better against others; fire is beats the hell out of ice (obviously) and so on – like *Pokémon*. In practice, however, and as you're limited to 10 units of each tribe, it usually boils down to waiting for one unit of a tribe to die and then sending another off to join the battle. You can also only send entire tribes off as individual groups, so if you want to lay suppressive fire and then send in the brawlers, you have to build one tribe of each. It's limiting and can make you hanker for a larger horde, but obviously the humble 'Cube has its limitations and it does make the game more accessible to the average gamer.

In fact, it's almost impossible to fail, as all your structures can be rebuilt cheaply and quickly, and most invaders can be seen off by the application of a few skirmishers. With souls constantly refreshing from fountains and the death of the enemy, resources are never a real concern. The enemy has towers and Titans at their disposal, but the AI seems limited compared to other games in the genre, never rebuilding structures and following set patterns of attack. Dogged perseverance will get you through even the hardest battles in the end.

Resource management and building maintenance have been stripped to the bone and the only strategy in the earlier stages is in choosing whether to have ranged or hand-to-hand fighters in your motley crew. You pay to upgrade your fighters' capabilities and with enough souls you can unlock the mighty Titans, large monsters specific to each tribe who can wreak more havoc on a battlefield than a US peacekeeping force. It's not subtle, but it's great fun.

One of the great appeals of

■ Fight, fight, fight... don't these guys ever pause to consider the beauty of a flower?

■ See those glowing hammers? They make you hard

■ The country walk turned nasty when Dave forgot to bring the Vimto

Gold? Mine!

Bash up the landscape for money!

■ Hey ugly, show me the money. Show me the goddamn money! None of your mining or trading around here; if you want gold there's only one way to get it, batter the hell out of everything you see. Huge rock formations, ice spires, stray buildings, lumber yards, they're all fair game for your rampaging horde of cash-hungry goblins.

And you'll certainly need all that gold if you're going to upgrade your boys' weapons beyond the effectiveness of a wet sock.

Number miners: fierce AND educated

these games is the ability not to play against the machine, but against the devious, lying, betraying organ that is the human brain. *Goblin Commander* has not passed this opportunity up, including a fairly decent two-player version; the split-screen view can get a little cramped, but you can still have a good old smack around with your mates.

There's nothing overwhelmingly wrong with *Goblin Commander*, but there are a few annoying niggles. Your hordes won't disengage from combat when locked, unless you take control of a single unit; the static camera can be frustrating and there's no easy way to see the individual units in your group.

There's plenty more more good stuff to mention, though. Like the teleport gates that avoid cross-screen trudging. By pressing on the D-Pad you can flick between your barracks and the battle, new units appear instantaneously and join the fray – almost everything that alienates the console gamer from these titles has been streamlined or removed. It'll earn a few wrinkled noses from RTS purists, but hell – it's five tribes of goblins smacking the crap out of each other; how pure do you want it? ***Jon Argles***

So, should you buy it?

Yes if...

You devise a 20-point pincer movement for buttering your toast in the morning.

No if...

You've haven't caught *Lord of the Rings* flu and still think goblins are rubbish.

You'll love it if you like...

The idea of *Advance Wars* on fast forward – that's the closest thing to this.

GRAPHICS 7

Smooth, functional, atmospheric and the goblins have real character.

SOUND 6

Musically challenged, but good effects – plus cool goblin's language.

GAMEPLAY 7

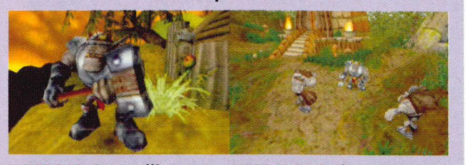
It'll bring new converts to the genre, without scaring off existing devotees.

LIFE SPAN 7

A good week of single-player fun and a fair bit of two-player mileage, too.

VERDICT

> Fantasy Strategy without the annoying knobs and whistles; show Saruman how it should have been done. If you've never played an RTS before, it's a great introduction. Let's hope it starts a GC trend.



BEST BIT: Controlling your Titans: FEAR ME, PUNY GOBLINS – bwah ha haa!

WORST BIT: The enemy teleporting in at your base to ruin you. Grrrr.

SECOND OPINION

> I'll never load this again, but I'll concede it's accessible and well conceived. I've got an image to think of, you know. <strokes pathetically thin Mario 'tache> ***Dean Scott***

Nintendo OFFICIAL MAGAZINE UK SAYS...

"ORC-SOME"

79%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Smaller reviews. For

Spawn: Armageddon

Publisher: **Electronic Arts**
Release date: **Out now**
Price: **£39.99**
Players: **1**
Game Save: **8 blocks**

This is just about playable, but it's also so generic and repetitive that after about five minutes your brain wanders off and starts thinking about how to shave a split second off your *Mario Kart* lap times.

The usual sombre outlook has turned cartoony and the fussy camera doesn't help when you're surrounded by an enemy horde. All of Spawn's usual abilities are here, but it feels like a rush job – which is weird, since there's no movie release to tie-in with at this time.

Basically you clear room after room full of enemies until you're allowed to continue; occasionally you might have to hit a switch. It's that complicated. Oi! Try not to doze off.

Spawn himself looks quite good, but everything else is dated. The sound effects are from a Halloween joke shop and the gore is ridiculous rather than shocking.

It's excruciatingly repetitive and while the wallpaper might change from time to time (from cityscapes to the very depths of Hell itself) the level design is lazy. You forgive the brainlessness of EA's *Return of the King* because it's spectacular looking and captures the mood of the film perfectly. This captures nothing.

Nintendo OFFICIAL MAGAZINE UK SAYS... "HELLISH" 48%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Aladdin

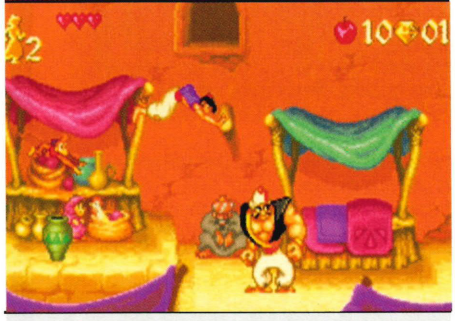
Publisher: **Capcom**
Release date: **Out now**
Price: **£24.99**
Players: **1**
Game Save: **Cart save**

You know those old classics that you remember to be quite good? Then you come back to play them years later only to discover that they're utter rubbish and your lengthy gaming experience has made you wise to it?

That's *Aladdin* for you. Mike remembers playing this on the Super NES round a mate's house yonks ago and loving it. Now, level one was all that was needed to squash his good memories.

What is it with large, over-animated character sprites? They take so long to do anything that it takes away the sort of buzz you should get from a fast-moving platform game. Like when you're flicking Mario left and right in *Super Mario World*, over all kinds of platforms, large or small, still or moving.

The enemies are positioned awkwardly. You'll jump blindly to a platform and be greeted by an arrow to the noggin from an enemy you couldn't even see. You basically have to know EXACTLY where enemies are and what they'll do. Otherwise you see that arrow too late to avoid and have no choice but to eat it like it's your food. Then die. Then start from the beginning, just a teensy bit hacked off.



Nintendo OFFICIAL MAGAZINE UK SAYS... "ALADDIN'S END" 54%

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Urban Freestyle Soccer

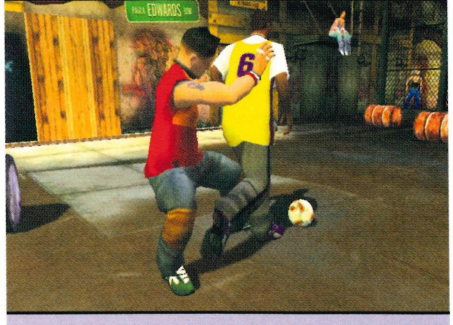
Publisher: **Acclaim**
Release date: **Out now**
Price: **£29.99**
Players: **1**
Game Save: **3 blocks**

This game features 'Sk8-er Boys' playing football in some downtown skatepark or other. They make Pele look like Robbie Savage. All this begs the question: why aren't they playing in a professional league somewhere? Or at least down a nice astro-turfed pitch, not on dodgy concrete with skateboarders razzing around the place like mad men.

In our first game, we pressed pass twice from the kick off and then had a shot. Two quick passes out to the wing and some Zidane-meets-Tony Hawk guy flicks it up and fizzes it into the goal from the halfway line. What the?!

But for all the scissor kicks and pointless breakdancing-on-the-floor volleys, this feels nothing like football. Everything you can do that looks good comes very easily and the ball movement between players is like a ball bearing getting drawn in by some amazingly strong magnet.

It's all attitude and no real substance. Next time, let's set it in a park. Jumpers for goal posts, whatever. Just make it feel a tiny bit like footy, yeah? And stop pretending that girls in tiny tube tops play the game. They'd rather play a game called basketball without the dribbling.



Nintendo OFFICIAL MAGAZINE UK SAYS... "FOOT IN MOUTH" 48%

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your eyes to savour.

Disney's Hide & Sneak

Publisher: **Capcom**
Release date: **March 12th**
Price: **£39.99**
Players: **1**
Memory Card: **3 blocks**

There's no excuse for crap like this. It's not a game, it's an embarrassment. Let's run through the argument and why it's wrong. "This is a game aimed at small children..." Right. And if this young child has played a game before, he'll wonder why he can't control the mouse properly. Why the puzzles make no sense. Why every time he presses a button the game stops.

If the child hasn't played a game before, well, he might never want to do so again. It wants to be a stealth game, but the things you're supposed to hide from aren't quick enough to catch you anyway. You can't move the game camera, so you can't see the pink blobs coming to kill you. The goal is always 'leave the room', much like it'll be in real life if someone switches this on in your lounge.

Surely the idea with these sort of things is to make a sweet little platform game where it's hard to die and easy to do lots of funny stuff? For the most part, this is just an illogical mess.

The most puzzling thing about it is why Capcom released it. Oh right, the mouse on the box. It's supposed to be about 'the kids', but it's actually about 'the dollars'.

Nintendo OFFICIAL MAGAZINE UK SAYS... "HORRIBLE" **28%**

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Disney's Magical Quest 3 starring Mickey and Donald

Publisher: **Capcom**
Release date: **March 19th**
Price: **£29.99**
Players: **1-2**
Game Save: **Cart save**

Another GBA platformer... hmmm. Now it's the turn of Mickey and his speech-impaired mate Donald as they... look, it's not anywhere near as good as any of the Mario games it tries to emulate, okay?

From the outset it's obvious that this is aimed at the younger end of the games market. Bright colours and catchy tunes mark the return of a series whose main failings have always been that they are both too easy and way too short.

Magical Quest 3 has the hallmarks of any generic 2D platformer: Map screen? Check. Ice, water and castle worlds? Check. Pattern-prone bosses? Check. As the title implies you can choose to play as either Mickey or Donald (wow, thanks), who are on a mission to save Donald's nephews, trapped inside a storybook. Did someone say *Yoshi's Story*?

Magical Quest 3 keeps with the series' tradition of magical costumes which grant the duo special powers and these are – naturally – vital for level progression. In 1992 this was a novel idea, but surely it's time for a change?

However, that's not to say it's a terrible game, it's just a tired game. Younger players will no doubt enjoy it, but older gamers will surely be looking for something with far more challenge and greater longevity.

Nintendo OFFICIAL MAGAZINE UK SAYS... "TOO BORING" **62%**

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Megaman Battle Chip Challenge

Publisher: **Capcom**
Release date: **March 5th**
Price: **£29.99**
Players: **1-2**
Game Save: **Cart save**

Place Battle Chips into your Deck. Hit A 'til the battle is done. The end.

Picture *Pokémon Ruby/Sapphire* without the walking bits. No exploring, no dungeons, no speaking to people, no catching Pokémon. You move from city to city using menus. You can only win or buy Pokémon. You don't tell Pokémon what moves to do during battle, you only choose which Pokémon are in your team. The game chooses which Pokémon will fight and what moves to do. All you do is watch. Oh and tap A. That's it.

Battle Chip Challenge's claim to strategy is the fact that you choose your Chips and how they're placed in the Deck. Sorry guys, last time we checked, that stuff is a tiny fraction of the player's interaction in NORMAL games.

By the time you read this review, our copy of *MBCC* will be chewed, stamped on, burnt and flushed down the lav.

Nintendo OFFICIAL MAGAZINE UK SAYS... "DEADLY" **15%**

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"No! Like this!"

You've bought them, now tell us how you'd change 'em.

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- Email! Write no more than 40 words, to tim.street@emap.com, adding your name and town.
- Web! Check out the nintendomagazine.co.uk forums and tell us your thoughts.

"F-Zero GX is one of the best racers ever, but what would make it even better would be a Track Editor so you could make your own tracks." James Stock, Norwich

Mario Kart: Double Dash

We know it's great, but could it be greater?

■ The single-player mode was too easy. I would have liked to see more tracks and maybe another Cup such as the Lightning Cup from *Super Circuit*. And what about more characters like DK Jr. or Lakitu? Racing as them would be great.
Andrew Towle, vie email

■ What I think would improve *Mario Kart: Double Dash* would be if you could jump out of your kart and push characters out of theirs or run down the road to get pick-ups.
Sam Brown, Wirral

■ This awesome game had one thing missing – no Quick Run mode, just like there was in *Super Circuit*. Sometimes it's just nice to have a couple of races to enjoy instead of having to do the whole GP.
Adam Moss, via email

■ The only improvement we would make is if Lakitu actually dropped you onto the track a bit quicker. The way it is now it is so annoying! You lose about half a dozen places and I scream at him to drop us.
Sean and Arran, via email

Zelda: The Wind Waker

■ Why flood the Hyrule map from *Ocarina of Time* when you could have just enlarged it, plus why not bring back the old Link and Zelda. Come on Nintendo!
Samuel House, via email

■ What really lets it down is that in *Ocarina* Link can transform into Adult Link, but in *The Wind Waker* there's nothing. It could have been so much better!
Liam McLuckie, via email

■ The part of the game where you have to get all the Charts ruins it for me. You have to get them translated and find the Shards of the Tri-Force. This is just SO boring. Surely a couple more temples and dungeons would have been a lot better.
James Smith, via email

FIFA 2004

■ I really think EA should put some extra modes in their next *FIFA* game. I would like to see five-a-side training, indoors or on astro-turf. It would be so cool splitting Man Utd into two teams of five in an indoor training match without commentary to make it seem real.
Adam Moss, via email

Billy Hatcher and the Giant Egg

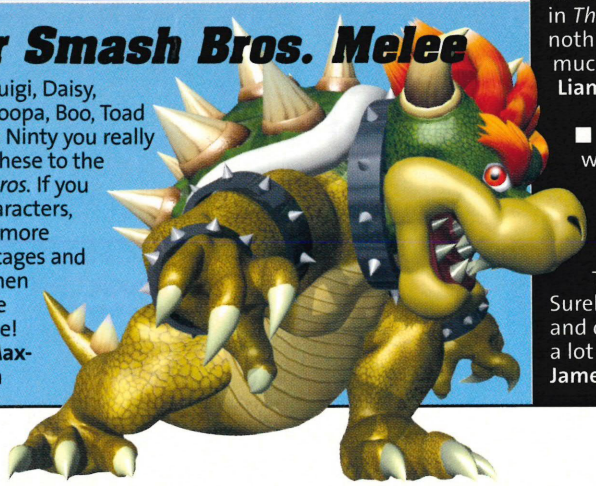
■ It's a lot of fun, but it seems to be copying *Mario Sunshine* throughout. It needs more innovation and plot to the missions, but it has got a great *Sonic* meets *NiGHTS* feel to it.
Thomas Worthington, via email

Super Mario Sunshine

■ The FLUDD contraption was a really cool idea, but surely there are loads more abilities that could've been used. What about an ice cube shooter power-up, or a wave machine to take out the bad guys?
Jamie Panton, Abermule

Super Smash Bros. Melee

■ Wario, Waluigi, Daisy, Paratroopa, Koopa, Boo, Toad and Toadette. Ninty you really need to add these to the next *Smash Bros.* If you add these characters, more events, more multiplayer stages and more items then you've got the PERFECT game!
Alessandro Max-Lino, Croydon



"MoH: Infiltrator is the best shooter I've played in ages. But it's only half a game. Where's the rest?" Brian Cole, London

"It would've been better if every critter was available to catch between Ruby and Sapphire. Now I have to wait for Fire Red and Leaf Green to catch 'em all!" Will Potter, via email

Golden Sun 2

■ This game has such a great story with a clever twist. Plus, with its cool characters and standard RPG random battles it just doesn't ever get annoying. To make it better, all I can suggest is let's have a GameCube version.
Curze, *NOM UK* forums

Mario & Luigi Superstar Saga

■ Just recently I've been playing *Mario & Luigi* and it really is a gem of a game, with beautiful visuals and sound gameplay. However, it can be improved. In *Zelda* there are numerous side quests you can play at any one time and I'd have liked to see that on this game.
Nintendo_Guru, *NOM UK* forums

■ Great sound, great gameplay and it stirs the nostalgia within you. Like a midget at a urinal though, it was too p*ssing short!
Daniel Rogers, *NOM UK* forums

■ It is the best 2D Mario game I've played, but it needs a new multiplayer mode – it's always the same on GBA!
Dominic Preston, *NOM UK* forums

Advance Wars 2

■ This has to be the only game I've ever played that makes me feel completely dumb. I love it to bits, but you need to have the strategic mind of Napoleon to get past some of the later missions.
Daniel Rogers, *NOM UK* forums

■ *Advance Wars 2* is truly the nuts, but I reckon it needs more variety. There could be missions where you only have one unit against one of the enemy, or where you have to fight underground. Hopefully the next in the series will feature stuff like this.
James Plough, Lincoln

■ It's practically perfect in every way. The only thing missing now is a proper GameCube version with more story, more mini-games and cool link-up features. Imagine playing the fog of war missions on your GBA, with explosions on the TV. Sweet.
Rob Forest, Basingstoke

"Sonic Advance 2 isn't a patch on the original game. At such speeds, you're forced into leaps of faith and there are loads of areas where you get thrown through the air with no idea where you'll land."
Android17a, *NOM UK* forums

Pokémon Ruby and Sapphire

■ To improve it I would include a laptop PC so when you defeat the Elite Four someone gives it to you and you can store Pokémon anywhere. That'd be great.
Kieron Spence, via email

■ The Pokémon Contests are a great idea, but I've played other cute adventures like *Hamtaro* and they have some cool mini-games you can play like bowling. Why don't Nintendo add something like this to the game?
Ruth Shepperton, via email

WHAT DO YOU THINK?

We want to know your views on any or all of the following games:

1•• *Sonic Heroes*
2•• *Metal Gear Solid: The Twin Snakes*
3•• *Kirby Air Ride*
4•• *James Bond 007: Everything or Nothing*
5•• *Yu-Gi-Oh! The Sacred Cards*
6•• *R: Racing*

REMEMBER, YOU CAN WRITE, TEXT OR EMAIL US USING THE DETAILS ON THE OPPOSITE PAGE.

Masterclass

Busting the hardest parts

How to...

Beat all the bosses first time through using Team Sonic

If constantly being killed by evil bosses is making you want to smash your joypad on the floor and stamp on it then look no further.

1 End the Egg Hawk

- **Boss:** EGG HAWK
- **Difficulty:** EASY
- **Using characters:** SONIC AND KNUCKLES
- **Ring supply:** PLENTIFUL

Strategy... Use your Speed character at the start and collect all the Rings in front. Your Flying character will offer suggestions but ignore these and come to a full stop on one of the small islands along the track. Wait until the Egg Hawk starts a slow spinning attack, which you can easily avoid using your Speed character. Switch to a Power character and get right next to the machine and start pummelling B.

If you mash the button really quickly and don't stop to breathe you ought to be able to destroy the Egg Hawk on your first attempt. If you're slow and it takes off again repeat the process until you succeed.

2 Tackle Team Rose

■ **Boss:** TEAM ROSE ■ **Difficulty:** VERY EASY ■ **Using character:** TAILS ■ **Ring supply:** ENOUGH TO SEE YOU THROUGH

Strategy... The team you fight will change depending on what team you're using, but the same strategies will work. Switch to your Flying character as soon as the match starts and use the Thunder Shoot against Team Rose.

As you move around make sure you collect as many Rings as possible. The more Rings you have the more powerful your attacks. Keep blasting the other team and eventually you'll knock the whole lot out of the arena.

3 Put the Carnival in a spin

■ **Boss:** ROBOT CARNIVAL ■ **Difficulty:** EASY, BUT VERY LONG ■ **Using characters:** ALL OF THEM ■ **Ring supply:** MORE THAN ENOUGH

Strategy... This fight can take a long time to finish although you are unlikely to fail so long as you know what to expect. You will be attacked in waves of enemies. For the first two waves of robots, use Sonic and leap into the air and perform a bounce attack from one air robot to the next.

The third wave will have ground robots added. Destroy these first with Knuckles then switch back to Sonic to take care of the rest. Use Tails to shoot down the formation of robots that appear in the next wave. Stick with Tails to finish off following wave of lightning air bots.

When the sixth wave appears, use Tails to get rid of the air robots first then switch to Knuckles and bash the ground bots. Use either Sonic or Tails to destroy the next formation of robots then use Knuckles to pound the grappling robots, just be careful not to get caught. Afterwards use Knuckles to smash the turtle gunners that appear. Once they're dead use Tails to shoot down the next wave of air robots.

The following wave is quite tricky so switch to Knuckles and punch the turtles first before destroying the rest. It's much easier if you use Team Blast here to kill everything in one go. The final wave can be destroyed either by brute force using Knuckles or jumping on the springs with Tails and collecting the power-up above to Team Blast all of them.

4 Assassinate the Albatross

- **Boss:** EGG ALBATROSS
- **Difficulty:** MEDIUM
- **Using character:** SONIC
- **Ring supply:** JUST ABOUT ENOUGH

Strategy... Use the Rings at the start to dash forwards then roll almost underneath the vehicle. This should allow you to avoid its annoying pulse cannons. Use a bounce attack to target these and destroy both on one wing. When they're gone start bounce-attacking the wing itself. You want to attack the flat part, not the motor on the end. You can home in on the wing and just tap the attack button to keep Sonic locked-on.

After a few hits the wing will explode and the Egg Albatross will split in two. Back off and let the machine come to you. When it does, jump straight at the propeller on the front and bounce attack it until it explodes. A new aircraft will appear. Again head straight for it and bounce attack it again until it explodes.

5 Torture Team Dark

- **Boss:** TEAM DARK
- **Difficulty:** MEDIUM
- **Using characters:** SONIC AND KNUCKLES
- **Ring supply:** MORE THAN ENOUGH

Strategy... The team you fight will change depending on what team you're using, but the same strategies will work. You can often win this fight by being lucky. Start with Sonic and do Tornado Spins in the middle of the arena over and over again. This can often win you the battle in a few seconds. If that does not work for you then switch to Knuckles and try to beat them off the edge. Don't take too long, otherwise your adversaries will use their Team Blast. If you lose a character then use your Team Blast to get them back from the abyss.

6 Blow Robot Storm away

■ **Boss:** ROBOT STORM ■ **Difficulty:** TRICKY ■ **Using characters:** ALL OF THEM ■ **Ring supply:** NOT ENOUGH

Strategy... Like Robot Carnival only harder. It starts with a wave of air robots followed by some on the ground. Use Tails then Knuckles for these. Switch to Sonic for the third and bounce them into the ground.

You should have your Team Blast fully charged by now so use it on the turtles in the next round. Then use Knuckles on the ground robots, but be careful to avoid their gunfire. As soon as they're done change to Sonic and start bounce attacking the magicians.

Get in the cannon to reach the next platform. Afterwards use Knuckles to blast the soldier bots. They walk by the edge, so attack from a distance to avoid falling off. Next up is a large robot. Use Knuckles and stand next to its feet, then hammer the attack button without using the directional pad.

Finish off the shield bots next, then use the same tactics against the three big robots. Quickly change to Tails, fly up and shoot them down from above their line of fire. Use your Team Blast on the next round of monsters then eliminate the weaker bots. Get in the cannon to reach the final batch. Attack the massive robot. After a few hits your Team Blast should be recharged, so use it quickly.

7 Eradicate the Emperor

■ **Boss:** EGG EMPEROR ■ **Difficulty:** HARD ■ **Using characters:** ALL OF THEM ■ **Ring supply:** ENOUGH

Strategy... The hardest thing about this boss is that every time you make a mistake you are likely to be punished by falling off the edge and dying. Even if you are playing perfectly, Eggman will often decide to attack while you're in the middle of a jump and knock you into the abyss.

At the start of the level, use Sonic and avoid the bosses' attacks. Collect the Rings and pursue Eggman. You want to keep up with him without getting too close or falling too far behind. Keeping at a medium distance your aim is to collect power-ups for each character.

The first three are on the track while the rest are in the air, but they should be easy to get once you've tried the level a few times. When Eggman lands in an open space, use Knuckles to break cannons (there is often a shield under one of them) then quickly switch to Tails and use Thunder Shoot against Eggman.

You can only hurt him when he waves his shield around. Shoot him once and he should move his shield, allowing you a clean hit afterwards. As there are an annoying amount of small robots around targeting Eggman can be tricky so use your Team Blast whenever you get it.

After you land a few hits, Eggman will move back onto the track. Follow him again to the next open area and repeat the process until the sucker is dead.

Tame the Mountain

Down a mug of piping-hot tips and brave the hardest slopes your GameCube has to offer.

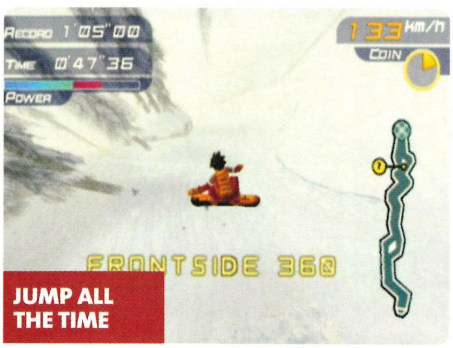
HOW TO...
Slash your times in *1080° Avalanche*

1 Slope School

Find out how...
to unlock secret *1080° Avalanche* extras and loads more on p96.

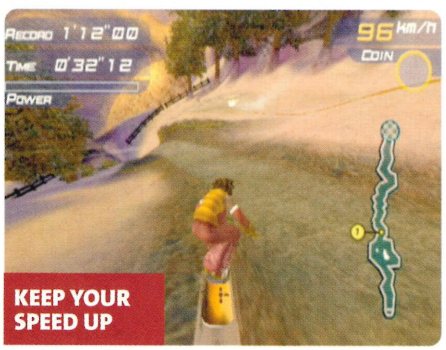
FOLLOW THE LEADER

If you want to learn the short cuts for a run, it's useful to try the Gate Challenge and Time Trial options first. That way you'll gain some knowledge of the short cuts before trying them in a real race. It also helps if you lag behind an opponent – they may show you short cuts like the mugs they are.



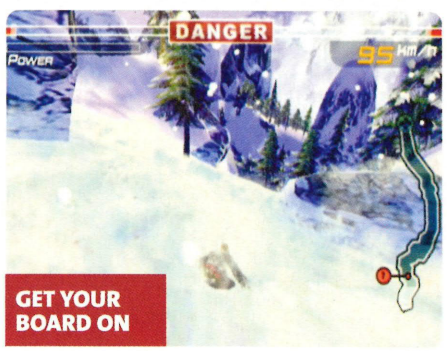
JUMP ALL THE TIME

Pull off big jumps when you can – you'll go further and faster. This is especially true when you're on deep powdery snow, but any contact with the ground will slow you down a bit. You'll also end up clearing tricky obstacles like people and animals.



KEEP YOUR SPEED UP

Many people forget to push forward on the Stick when trying to pick up speed. You'll go faster this way, even if you're holding L. People who don't are kidding themselves. Laugh as you speed past, possibly insulting their mum on the way.



GET YOUR BOARD ON

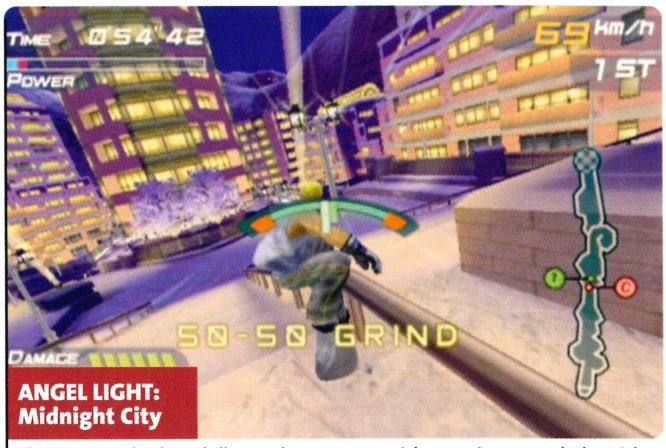
If you're all about getting the extras you need the NST 1080-A. This is the cheetah of the board world and your passport to all the stuff your mates haven't got. Find out how to get it on p96, but don't look at the others – they'll rot your mind.

2 Beat the toughest courses

EXPERT COURSES

EASY LIFE: Revolution Cliff

This baby is a maze of different routes and there are two main short cuts. The first is near the start where, instead of going downhill you must veer right up a bank, jump to the left and onto another bank. Now smash through some gates, grind the poles and it will cause an avalanche, creating a time-saving tunnel. The next is near the finish. Bear left onto a snowy ridge leading to a jump. You'll land in a tree-filled area, saving loads of time.

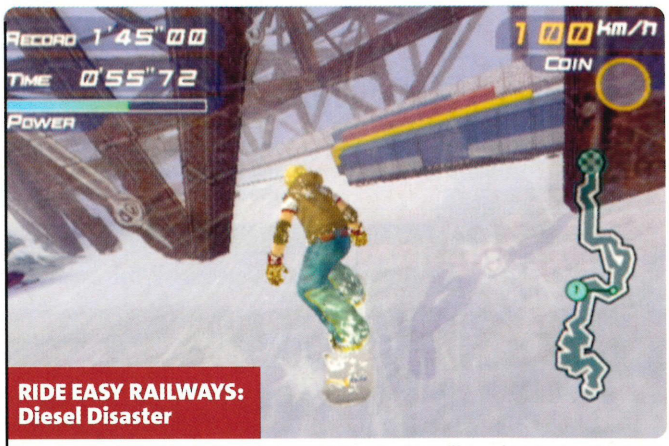


ANGEL LIGHT: Midnight City

This is a straight downhill run where you can pick up serious speed. The trick is to avoid knocking into anything that'll slow you down. First off, watch out for the three large bumps near the start. Then you'll need to weave past the cars, but it's not too tough as they brake to avoid you. Go left through the garage and make sure you avoid the steps in the town by grinding the hand rails and dodge the rubber-neckers by the finish – they'll all slow you down.

ASPEN LAKE DAM: Rotted Ridge

It may look a nightmare, but this is another fairly straight run. There aren't many short cuts, but once you find yourself in the mid-air tunnel, look for the hole on the right. Drop through it and you'll free-fall to the ground, giving you a chance to pull off some tricks and save a lot of time. After this, avoid getting a face full of rock in the avalanche as this could kill you. Near the end you'll hit a jump and need to bear right into some grind-heavy tunnels.



RIDE EASY RAILWAYS: Diesel Disaster

An easy ride this is not. Once you reach the road you'll need to deal with traffic, but you need to stay on the icy road. After the stranded truck the road ends, forcing you into the powdery snow of the mountain. Then there's a blizzard. Cheers. Visibility will be down to zero, but practice makes perfect. Once you reach the smoking train wreck our tip is to cross your fingers. Back on the road, avoid the skidoos and rocket to the finish.

FROZEN MELEE: Sick With It

This area needs to be fully explored as there are multiple paths most of the way down the mountain. It's quite linear though and the paths tend to join up in central areas before splitting apart again. There's no great time difference in any one of the paths, but there are areas where you can get good air for tricks, such as one particularly huge tree that's just sitting there, begging for a good grind.

EXTREME COURSES

What no informative rundown of the Extreme courses? No. Why? Basically they're inverted versions of the Expert ones. Not sure what inverted means? Go away now. There are some minor differences on these courses, but just check out the Expert courses and use your brain to turn all the lefts into rights. There are better riders of course, but you knew that already.

Ruin all karting competitors

HOW TO...
Control the GP mode like a karting god!

Are you picking the right characters for your race?

1 Stop, THIEF!

Double Dash **is the first *Mario Kart* game that allows you to steal items (or Balloons in Balloon Battle) from other players. But to do it, you'll need to give the other kart a solid shunt and there are only three ways to do that.**

We know that when you get a Mushroom, it's instinct to pull to the side of the racer ahead and shoot past through the opening. FORGET INSTINCT. Play dirty. Boost straight into them and not only will the thud take them by surprise and smash them off course, you'll also swipe their item. Win.

You and the racer in front charge through a bunch of item blocks. He gets a Red Shell, you get a Star. Before he uses his Shell, you use your Star and, now invincible, you smash straight into him, sending the blighter into a spin and snagging his weapon at the same time. Double Win.

The third way of stealing items can only be performed in Co-op mode. If the rear player hits the shoulder buttons to do the Slide-Attack manoeuvre, you'll swipe the opponent's item without using any weapons yourself. Just make sure the thud doesn't knock you off course. Win, win, WIN!

2 Karting combos

Decisions, decisions. There are 20 characters to choose from. You've got to pick two, but who should you choose and why? We have our favourites for every occasion. It's all down to what special item they use.

Beginners For rookies, we recommend a lightweight duo. Our favourite miniature racers are the Koopas, with their awesome Triple-Shell weapon, and Baby Mario/Luigi with their Chain Chomps. Choose a small kart with tight handling, you won't have any trouble keeping them on the course.

Tactical One of the best combos is Peach or Daisy with either of the Koopas. Use the Hearts for protection by blocking enemy fire, while you use the Triple-Shell attacks from the Koopas to batter your way up field. The Hearts also give you access to other specials.

Ultimate fighters *Mario Kart* veterans crave speed. Our fave heavyweight is Bowser because of his mean Giant Shell. Of course, teamed with the awesome Triple-Shell firepower of one of the Koopas, you'll be able to pound your way to first place. Heavyweights are best for Time Trial mode.

Unlocked beauties Big Boo and Petey Piranha can get any special weapon at random. Coupled with one of the Toads with their Golden Mushrooms for a super speed boost, each time you pass through a bunch of Item Blocks, the opposition should worry. With a little luck, you'll destroy them.

Pokémon Ruby and Sapphire

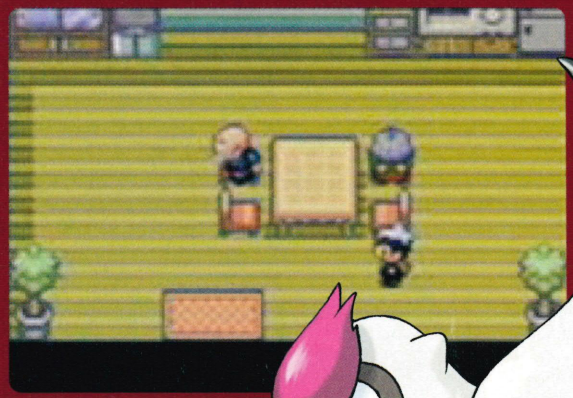
It's not all about fighting, drinking and smashing up the town centre in *Pokémon Ruby* and *Sapphire*. Check out our tips and you'll become a super Pokémon Performer in no time.

HOW TO...

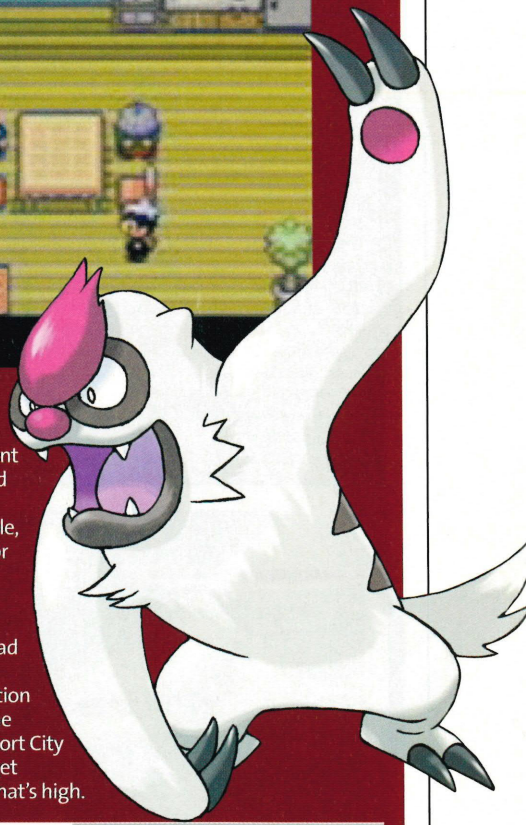
Win the Judge's vote in the Beauty Contests

The four Contest houses in Hoenn are in Verdanturf Town, Fallarbor Town, Slateport City and Lilycove City. First, you'll need to get the Contest Pass from the woman in the house in Verdanturf Town. Now to prepare your Pokémon, look at the critters' stats – a good fighter won't necessarily make a Beauty Contest winner.

It's best to raise separate Pokémon to use in each different type of Contest and you must use the appropriate PokéBlocks on them. A bloke in the house north of the Poké Centre in Mossdeep City can check which PokéBlocks your specific Pokémon like best. Make plenty of PokéBlocks using different types of Berries.



Never use the same move twice in a row, no matter how powerful. You'll lose Hearts and Crowd Excitement will drop. Win the crowd and earn Hearts by performing Contest Combos, for example, Soft Boiled and Egg Bomb, or Smog and Smoke screen. Use Scarfs as well as PokéBlocks to increase your performance. When your lead Pokémon get 200 or more points on a particular condition speak to the Chairman of the Pokémon Fan Club in Slateport City to get a Scarf. The one you get depends on the Condition that's high.



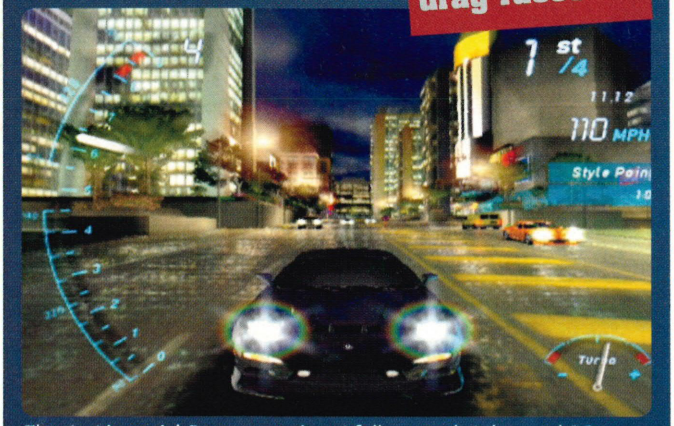
CONDITION	SCARF
Cool	Red
Beauty	Blue
Cute	Pink
Smart	Green
Tough	Yellow

Need For Speed

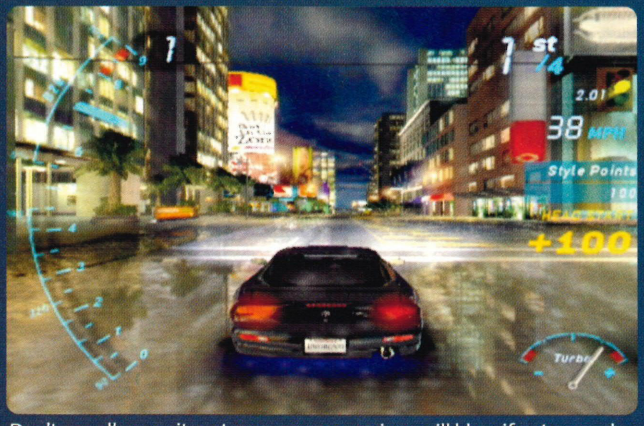
Here are a couple of handy tips to give you top drag racing skills. Innit, guy?

HOW TO...

Humiliate the pack in the drag races



The start is crucial. Rev your engine at full revs and at the word GO, instantly change to second gear and back down to first QUICKLY! Do it fast enough and you'll blister off the line. Eat me, Vin Diesel.



Don't use all your nitro at once – some engines will blow if not properly modified. Use small bursts after each gear change from third upwards.

Nintendo® Official Cheats

It's a snowboarding blowout this month with dozens of secrets revealed for *1080° Avalanche* and *SSX 3*.

1080° AVALANCHE

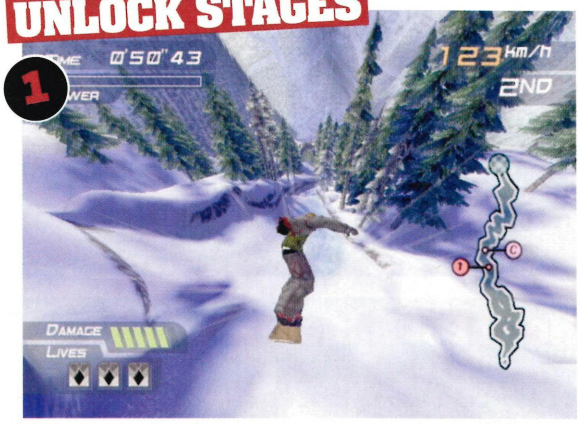
A mountain of unlockables

Just like in the mighty *Mario Kart: Double Dash*, your every skill will be rewarded with some extra goodies. You can unlock new boarders, boards and even costumes to throw on and slide down the slopes.

We tell you what there is and how to unlock it below. But are you up to the challenge? No?! Well, what will you do? What WILL you do?

Unlock...	How...
Extra costumes	beat Expert with any character
Extra Board designs	get 18 Coins in Time Trial
Extra skins for regular boards	get ALL Time Trial Coins
Bones boarder	finish Extreme mode using Rob Haywood
Crystal boarder	finish Extreme mode using Akari Hayami
Frosty boarder	finish Extreme mode using Ricky Winterborn
Mimi boarder	finish Extreme mode using Tara Hunter
Titanium boarder	finish Extreme mode using Kemen Vazquez
Second board for every character	get two Coins in Time Trial
Third board for every character	get five Coins in Time Trial
Fourth board for every character	get nine Coins in Time Trial mode
Extreme Championship	finish Expert mode
Mr Beakes board	win two Trophies
NST 1080 board	win 18 Trophies
Old-skool board	win five Trophies
Powder Painter	win nine Trophies

UNLOCK STAGES



Type in ZAUNIKFS in Options to get to the final stage on Hard, and EATFIKRM for the spectacular finale on Expert.

Skip to the end of the Novice championships using JAS3IKRR – now you're on the last stage.

Just type in 9AVVIKNY at the options screen to skip straight to the final Extreme stage. Tasty.

SSX 3

A blizzard of passwords

To unlock a load of special extras for this wicked snow-fest go into the Options menu and choose 'Enter Cheat'. Now type in one of the following passwords and make out like you were good enough to have unlocked it in the first place.

Password...	Will unlock...
slicksuit	Hiro
brokenleg	Jurgen
back2future	Marty
worm	the Eddie skin
myeyesaredim	all videos
wheresyourtail	Bun San
greatwhitenorth	Canhuck
tankengine	Churchill
milkmedaisy	Cudmore
callhimgeorge	North West Legend
zenmaster	the Brodie skin
finallymadeitin	Unknown Rider
shoppingspree	all Peal one outfits
bronco	Luther

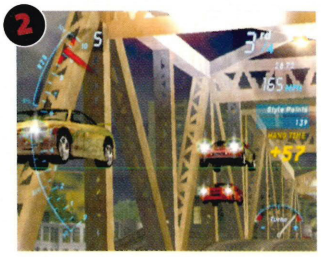
Don't break a sweat trying to open up *SSX 3* with boring old skill. Cheat along with *NOM UK* and all is easy...

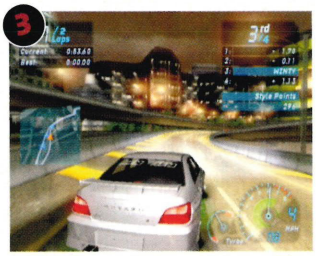
NEED FOR SPEED UNDERGROUND

Unlock all races

The tracks in *Need for Speed Underground* need to be played in the Underground mode before you can select them in the Quick Race option. As there are over 100, that takes ages. Balls to that. Use these saucy codes...

Unlock all the Drag tracks by pressing ▶, Z, ◀, R, Z, L, Y, X at the Main Menu – the same for all the cheats below.





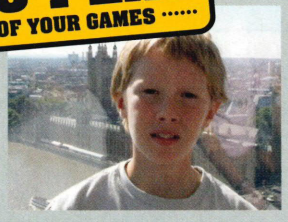
1 Press ◀, ◀, ◀, ◀, ▶, X, R, Y for the Drift tracks.

2 Tapping ▲, X, X, X, X, R, ▼, ▼, ▼ will unlock the Sprint tracks.

3 To unlock all the Circuit tracks, hit ▼, R, R, R, X, X, X, Z.

NEW WAYS TO PLAY

..... HOW TO GET THE MOST FUN OUT OF YOUR GAMES .....



THE SCENARIO: CRAZY CAR PLANTS, *TONY HAWK'S PRO SKATER 3*

By Scott Bass, via email

The whole idea of this game is to do as many Car Plants (ollies over a car) as possible in a two-minute run and write down your score at the end. Now pass the pad to the next player and let them try to beat you. You're not allowed to bail. If you do, you loose all your points and you must begin the count from zero. It's a harsh game.

THE SETTINGS

Two or more players: Only one player should play at a time, in full-screen, so you'll have to pass the controller after your turn.

LA Stage: This is the only stage where you can play my new game, because it's the only one that has moving traffic.

Single Session: This mode will give you just two minutes on the clock. No cheating by doing Manuals to extend your game (unless you like that rule).

Who played: Scott Bass and Dominic Hill-Heaton

What happened: Scott went first. The run went well and he scored a pleasing 20 Car Plants, without bailing once despite nearly being flattened by an annoying red car. Could Dominic better that? He bails at the start. D'oh! But then makes a blistering comeback. The game finishes on a draw, 20 all. Damn. You guys had better sort out who's won using fists. No, only kidding.

GET INVOLVED

Do you have any wacky ways of getting more out of a favourite game? Let us know. Tell us your idea in the same way as above and send it into New Ways to Play at the usual address, or email michael.jackson@emap.com, with your mug shot attached. C'mon, don't be shy.

The Great Nintendo® Challenge

Have you got what it takes to be a Nintendo game ninja?

Tiny John Zeepvat's personal vendetta against these pages continues. John makes up for his tiny 2'7" frame by entering almost every challenge he can in an attempt to alienate all other competitors and claim this section for his own evil plans.

Next month we kick off with the brand-spanking-new Nintendo Hall of Fame, incorporating a rolling league table, retro challenges for all you Nintendo fanatics, and mystery prizes for the gamers that are sitting top of the tree every four months.

MARIO KART: DOUBLE DASH

Name: John Zeepvat
Score: 0:08:681
What happened? Sadly, a dirty word has entered this month's Nintendo Challenge pages. That word is "cheat". It seems that the likes of Zeepvat and Steve Dunlop have been setting such blistering times that the rest of you don't think they're playing fair. Comments such as "cheat disc" and "I'm gonna kill those dirty freaks" have reached the ears of *NOM UK*.

We spoke to John and Steve who, as you'd expect, protested their innocence. John talked us through his winning time and even offered to come in and show us how he did it. "It's called skill... I don't think all that many readers have heard of it. For the lap time, I use both boosts on the same lap... one just prior to crossing the finishing line on the previous lap... I normally go for it on about lap five or six once I have a nice rhythm going. Use mini-boosts as well, one around the corners and two or three before using a Mushroom.

Other notable times came from James Binfield (0:08:721), Wayne Finch (0:09:022) and Matthew Cronin (0:09:090). Dunlop's 0:08:585 would've won, but the lazy tyke missed the deadline. Naaaa!

TG RALLY

Name: Dean Hailstone
Score: 1:47:10
What happened? Dean said his time was "not very good – I've only had it about two days", but he won anyway, perhaps because we were less than inundated with entries for this GBA belter. He went on to say, "I used the Evolve WR – the one that looks like the Lancer. There's no real skill here just practice and never – repeat never – use the brakes". Kingsley says he can beat this time easily, but we though it'd be a bit cruel on little Dean...

POKÉMON PINBALL

Name: Joseph Merrick
Score: 14,880,850,760
What happened? A score so unbelievably good – more than one hundred times better than Tim's paltry effort – we had to show it off. So, how did he get this elephantine score? "I focused on getting lots of coins and bonuses to gain lives, getting Pokémon along the way. Never miss bonuses – especially the Rayquaza one – that gives you a billion points standard, four billion if you still have the Masterball".

Make sure to get your entries in by February 23rd if you want to be in next month's *NOM UK*

BEAT THIS!

Mario Kart: DD, Time Trial, Baby Park, best lap. John Zeepvat; 0:08:681

F-Zero GX, Emerald Cup, Green Plant, Intersection, lap. John Zeepvat; 0:39.307

Zelda: The Wind Waker, mail-sorting challenge. Alex Matthew; 35 letters

NEW CHALLENGE!

Mario Kart: DD!!, Time Trial, fastest time on Daisy Cruiser; 1:52:845

1080° Avalanche, Novice, Easy Life, Tenderfoot Pass. Dave Every; 0'32"99

NEW CHALLENGE!

1080° Avalanche, Time Trial, Ski School; 0'54'28 – *(Rocket boards are banned!)*

Mario Kart: Double Dash, Waluigi Stadium, 3 laps: John Zeepvat; 1:48:009

NEW CHALLENGE!

F-Zero GX, Ruby Cup, Sand Ocean, fastest time on Surface Slide; 1'24"490

Star Wars Rogue Squadron III: Rebel Strike, Raid at Bakura. John Zeepvat; 5:56

Soul Calibur II, quickest time on Arcade mode, Easy mode. Dean Hailstone; 0'49"48

TG Rally (GBA), Time Attack, Alpine Vista, Stage 1. Dean Hailstone; 1:47:10

NEW CHALLENGE!

Pokémon Pinball (GBA), top score on the *Sapphire* table; 380,233,890

Pokémon Pinball (GBA), top score on *Ruby* table. Joseph Merrick; 14,880,850,760

NEW CHALLENGE!

Donkey Kong 64 (N64), Bonus games, Mystery, Rambi's Arena; 220 points

Mario Kart: Double Dash, Peach Beach, 3 laps. John Zeepvat; 1:10:910

What to do now...

If you've bettered one of the New Challenges on this page we want to know. Send your evidence (a photo is best) and a pic of yourself to Nintendo Hall of Fame, *Nintendo Official Magazine UK*, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW or email them to kingsley.singleton@emap.com and he'll reply with a soulless auto-response message.

ZELDA: THE WIND WAKER

Name: Alex Matthew
Score: 35 letters
Got some advice? Alex redoubled his efforts after drawing with 34 letters last month, producing this astonishing display. Anyone who thinks they can beat this is welcome to try, but we think Alex will slap you about.

1080° AVALANCHE

Name: Dave Every
Score: 0'32'99
Tell us about it: Look! It's really Dave this time! And he's got a tiny head growing under his chin! Game-a-holic, Every cheekily used the Rocket board – we didn't say you couldn't – to smash his way to a top time.

BE HERE NEXT MONTH FOR THE INAUGURAL...

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2. All-new challenges
3. All-new retro contests

... AND PRIZES FOR THE BEST OF THE BEST

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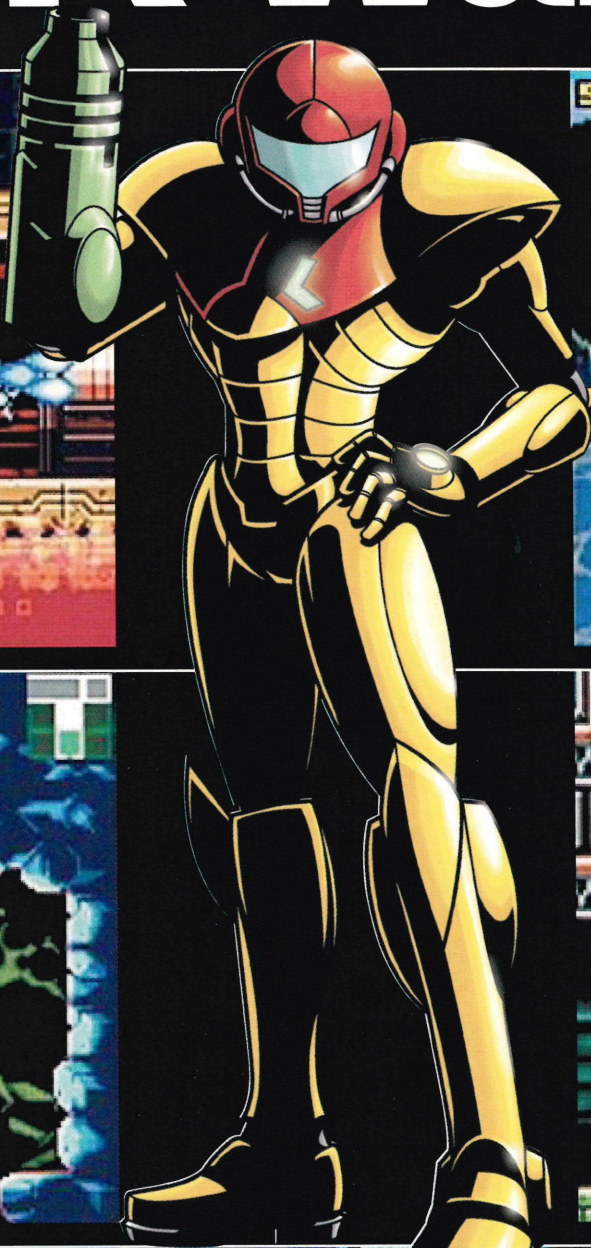
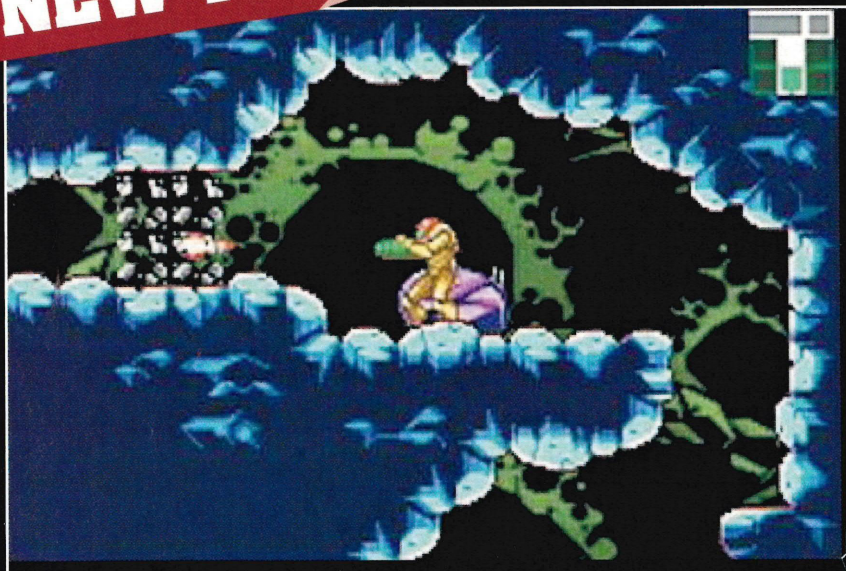
KEEP IT NOM UK

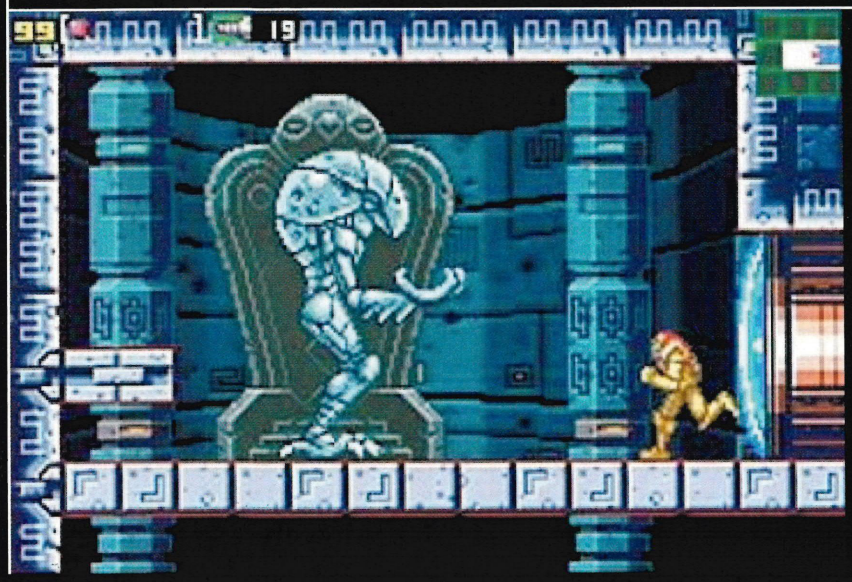
ONLY ENTRIES FOR THE NEW CHALLENGES! WILL COUNT ON NEXT MONTH'S LEADER BOARD – AND NO CHEATING!

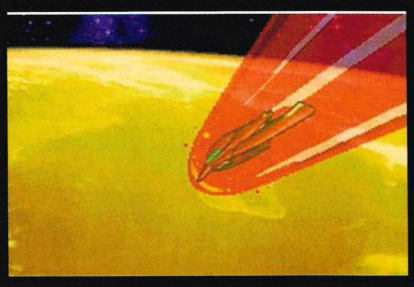
We Can't Wait

NEW PICS!







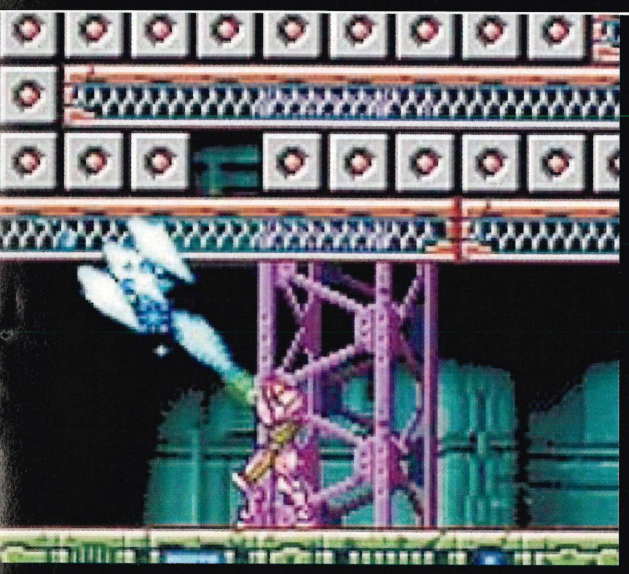


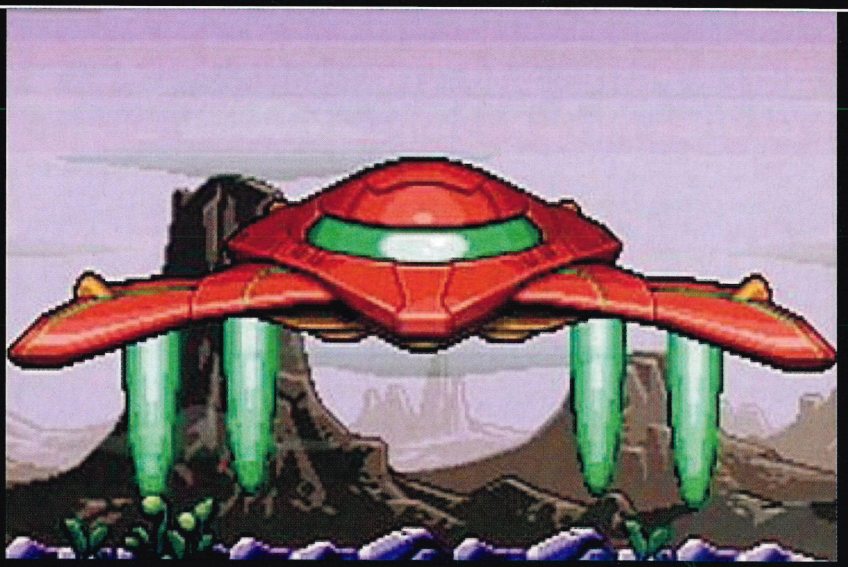
For These...

MORE NEXT MONTH!

Metroid: Zero Mission (GBA)

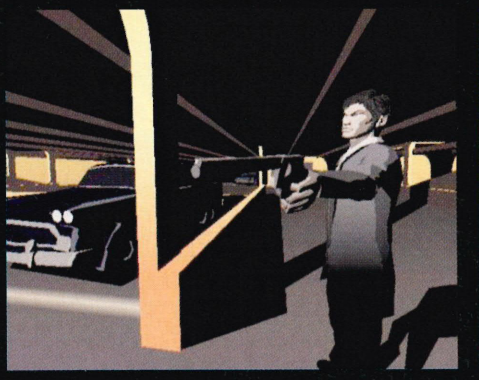
A GBA remake of the original NES game then, eh? We hinted at the possibility back in our hugely satisfying E3 report (*NOM* #131) and now it's been confirmed – *Zero Mission* is *Metroid* on the small screen, complete with orange-suited Samus and enough high-energy firepower to mutate your blistered palms into slimy, razor-sharp gaming claws.
Despite its connectivity with *Metroid Prime*, *Fusion* didn't exactly set the charts ablaze, but we're hoping for more link-up features this time around even though the GameCube sequel has no release date yet (multiplayer is rumoured). Anyway, let's hope more people pick up Samus this time – she'll be slinking onto your GBA in April.

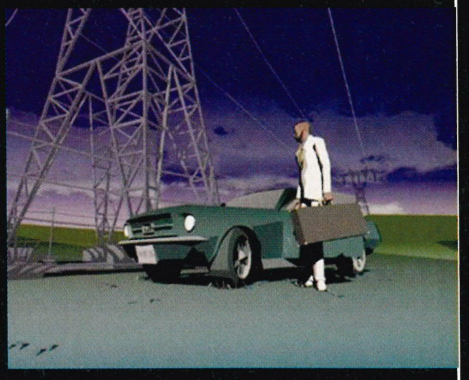




Killer 7

Fact: *True Crime* was a letdown. Fact: We've finished *Metroid Prime*. Fact: *NOM UK* needs some real-life blasting action on GC and *Killer 7* could well be the game. So here we go, another month, another bag of *Killer 7* shots to drool over. Capcom is still staying tight lipped about how it's going to work, but with the split personality idea this could be one of the most original games to arrive in GameCube's lifetime. Think *Viewtiful Joe* for 2004.





Harry Potter and The Prisoner of Azkaban

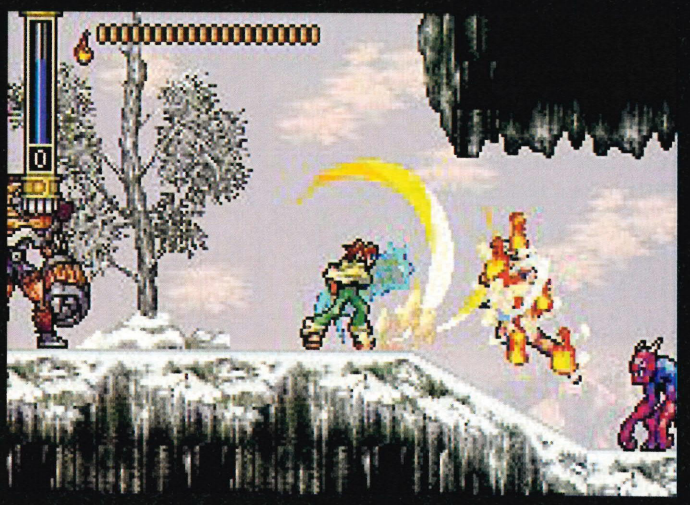
We've always wanted to know what it's like to play as a ginger person and EA will be coming to our rescue this May with its brand-new *Harry Potter* game – in this episode you can play as the carrot-topped Ron Weasley, in addition to old four eyes, Harry.
Taking all the best bits from J.K. Rowling's third book you'll come face to face with Dementors, use the Marauder's Map and fly the half-eagle, half-horse Hippogriff. If you've got a sister or just fancy the chance to stalk the corridors of Hogwarts in girls' clothes, class swot Hermione is playable, too.

Duel Masters (GBA)

This year could turn out to be chock-full of adventures based on new cartoons. With *Shaman King* already on the horizon, another big Japanese export, *Duel Masters*, will be hitting UK GBAs thanks to Atari. It has already enjoyed massive success in the Far East with a hugely popular trading card game, an awesome cartoon and a whole string of comic books. It follows a young lad called Shobu Kirifuda who brings creatures alive using his battle cards. It certainly sounds as though it could give Yugi a run for his money, so start looking out for this soon.

Yu-Gi-Oh! World Championship Tournament 2004 (GBA)

You can't keep an awesome cartoon away from GBA, so expect more deck battling with Yugi and pals in the next few months.
Just announced for a US release in February, the new *Yu-Gi-Oh!* game is another handheld trading card game and sees you duelling with the game's biggest names, including Mai Valentine and Tristan Taylor.

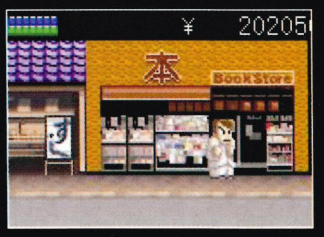


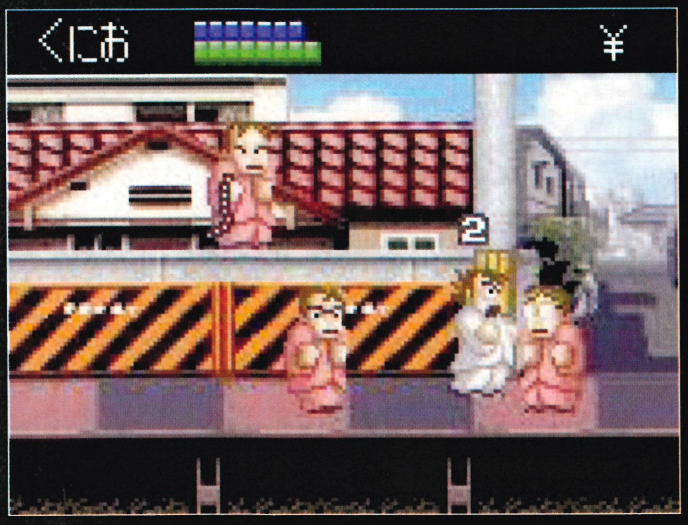
Shaman King (GBA)

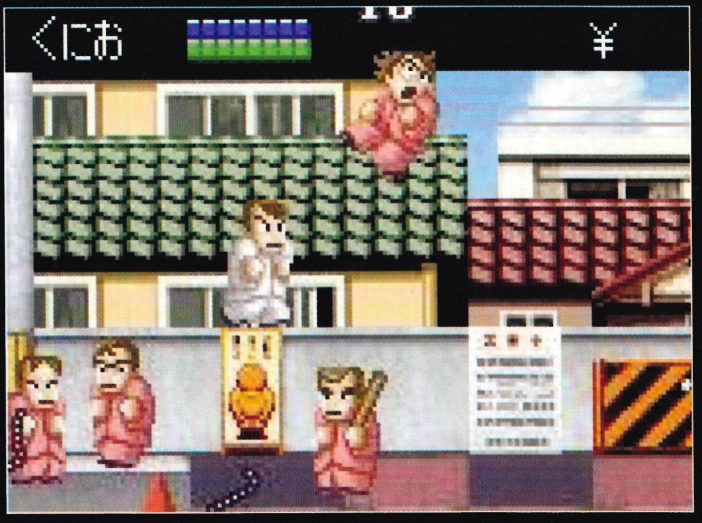
Pokémon and *Yu-Gi-Oh!* fans should be on the lookout for this brand-new TV show about spirits, fighting and a lad who wants to be a rock star. *Shaman King* will be making its debut on GBA later this year in a comic book-style adventure where you take on your enemies, Len and Rio.

River City Ransom EX (GBA)

Slick has taken over the high school and you've got to stop him! No it's not the next episode of *Grange Hill*, but a true NES classic.
You play as Alex or Ryan and must hunt down Slick's gangs, give them a smack in the mouth and rescue Ryan's girl who's been taken prisoner by the man himself.
Items can be picked up along the way, building your stats and new moves can also be learnt as you go, helping to defeat the mob. Our Dean's already needing this and so will you when it gets a new lease of life on the small screen later this year.





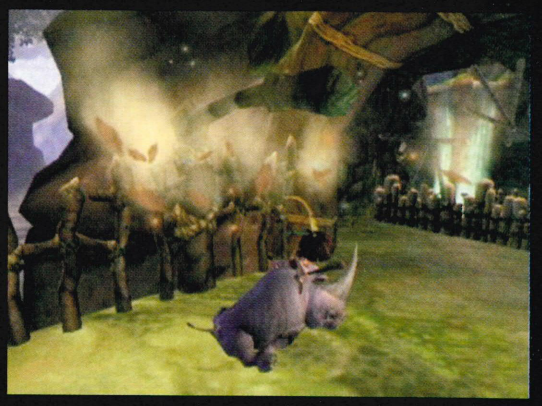


Double Dragon Advance (GBA)

Talk about classic beat-'em-ups and one name that's sure to come up is Technos' *Double Dragon*. Haven't got a clue what that is? Then it's just as well that *DDA* is coming to GBA. Kung-fu twins Billy and Jimmy scour the streets beating up the Shadow Warriors and looking for Billy's kidnapped girlfriend. Punches, kicks, knees to the head, you know the drill, while knives and bats can be picked up for heavier punishment.

Tak and The Power of Juju

Stop for a moment and think about how many decent GameCube platformers there are. *Mario Sunshine*, *Rayman 3*, the list just about ends there. Well this spring we'll be seeing THQ's assault on the platforming big time with their captain caveman, Tak.
We're particularly liking the chicken bomb runs at the moment and with some clever puzzles and enemies to take out with his blowpipe, Tak might just have that secret ingredient to prevent this becoming a half-baked platform pie.



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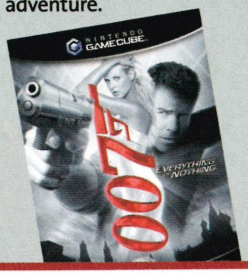
Win! Win! Win! Win!
Thanks to EA the Letter of the Month wins *Everything or Nothing* and a GameCube. Runners-up win a copy of 007's latest adventure.



Sonic Zeroes

>> I was hoping to get the latest *Sonic* game for Christmas and popped into GAME after reading in *NOM UK* that it would be out in November (last year). But when I got there, some bloke told me that it had been moved to a February release. Please get it right!
Sean Williams, Mitcham
It happens. Things change and it's beyond our control, just like night follows day. As we always say 'release dates are based on the information we found to be true at the time of going to press'. That legalese means we ask the games companies, they tell us and then sometimes they change their minds. They're bad like that. If you're lazy like us we'd ring the shop beforehand just to make sure.

At the movies

>> If a *Metroid* movie is going to be possible then why don't they make a movie all about the characters from *Mario* games, *Zelda* or *Soul Calibur*?
Oliver Dickson, via email
We hear you, Oli, although you've got to ask yourself the question of whether you could sit through another two hours of a *Mario Bros.* movie? The first one was rubbish and we'd rather play *Universal Studios*. For a year.

I need to know

>> I have picked tediously through every page of the last three issues, but the Game Selector pages are no longer there. I went through it upside down, shined UV rays on it and everything. Is it hidden or just not there? This is really annoying me as this is one of the most useful parts of the magazine. I have never bought a duff game because of it. My friend has wasted £180 on rubbish games because he doesn't buy *NOM UK*! Please save us gamers from the atrocities of crap games. Bring back the games ratings pages, there is nothing better than it.
Dave G R, via email
Given the choice, would you rather have four pages of listings or six pages on *Metal Gear* or *Mario Kart* showing you everything about a game that must be in your collection? It's these details you need to know. Not if *2002 FIFA World Cup* was awful... and still awful.

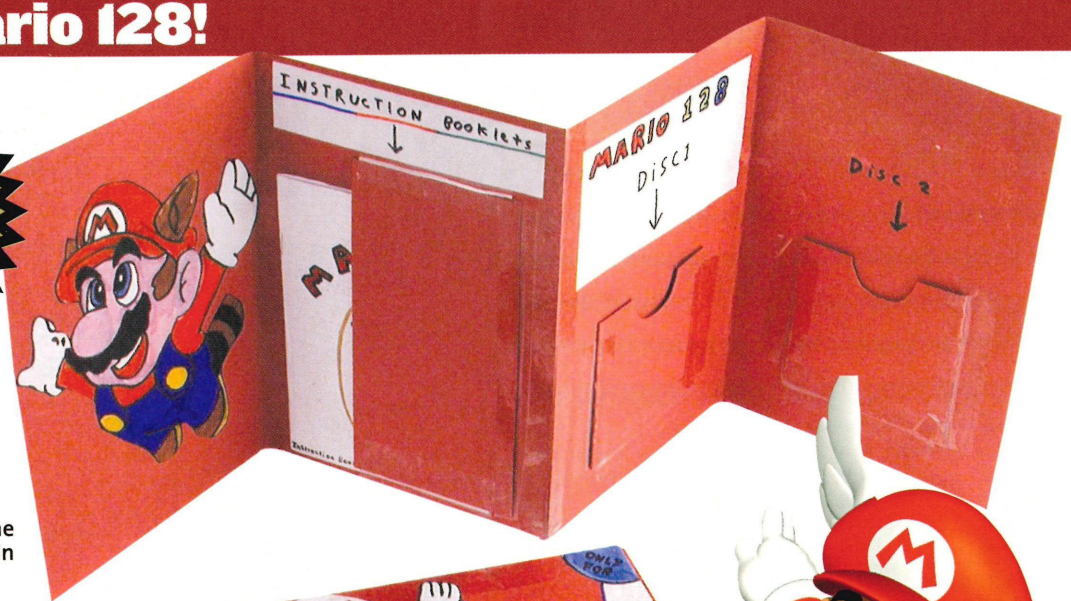
RUNNER-UP

Simple = classic

>> I just wanted to say that too many people care too much about flashy graphics these days. Sure they need to be good, but *Pokémon Red* and *Blue* and *Super Mario Kart* don't exactly have *Wind Waker* graphics, do they? They are three total class games, though. I now curse myself for not having a NES.
Charlotte Joss, Linlithgow

It's Mario 128!

LETTER OF THE MONTH

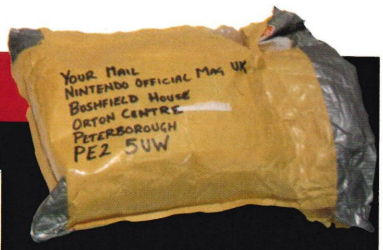


Well no, not really, not even close, but we like it when you guys make things. Remember the Nintendo magazine we featured back in issue 135? Well Daniel Snelson's gone one better with his ideas for a *Sunshine* sequel, all packed together with its own manual and box. He's even gone so far as to include where it was assembled: 'in David Snelson's house'. Full respect to you and the star prize is all yours.

It's *Mario 128* – in your brain!

The Things You Send

Game & Watch and biscuits dropped into *NOM UK* this month.



1. Your Mum will tell you otherwise but biscuits are good for you and thanks to *Dan Golisti* from *Beverley* we've been munching into these *Super Mario* biscuits. Dan said 'sorry you only get one packet but they're too tasty to give away'. Mind it Dan, too many biscuits and your teeth will fall out.
2. *Richard Burnand* from *Hornsea* sent us this Donkey Kong Jr. fridge magnet and an awesome *Zelda* Game & Watch game from 1989. Rich told us: "I found the *Zelda* game at a car boot sale for £1 and thought you'd like to see it". Nice work Rich, those things go for over 30 squids on eBay, y'know.
3. Not to be outdone along came *Adam Thoume* from *Abbots Langley* in Herts who sent us a *Four Swords* Gashapon Link figure complete with sword, shield and bomb. Adam said: "I've also got a Link in his traditional green, but I'm keeping that one." Right, anyone know the way to Abbots Langley?
3. Your GBA SP might not be waterproof, but with this bath and shower foam you can take a pretend Game Boy into the wet stuff with you! Mike was a bit minty when he came to work this morning, so we've asked him to go and test it out. Thanks to *Gary Sharp* in *Rainham* for this one.

Games are like chocolate. *Tetris* is like a Twirl. Not much to look at from the outside, but once you've torn off the wrapper and tasted the yummy goodness inside you've got something you'll want again and again. People sniffed at *Wind Waker* when it first appeared. "Cel-shading is dead!" they told us, then they bought it in their droves.

RUNNER-UP

Metroid Crime

>> I've just bought the latest *Metroid* game on Player's Choice and I love it to bits, except one thing – save points. I'm all for a challenge but when there is such a low number of save points it makes it impossible to play the game. This kind of save game option must surely be abolished.
Christopher Dodd, Hampshire.

It's a tough game, but such a reward if you can complete it. Just two words of help really – be better.

Stick with us

>> I've just finished reading a games supplement that came free with a TV magazine here in Ireland and I am disgusted. They said that *True Crime*, *Need For Speed* and *Splinter Cell* were only on PS2 and Xbox. It even said that *Resi* was the first one on a Nintendo console. This not only shows a lack of knowledge, but it might have put off prospective GameCube buyers when they see that these games aren't on Nintendo when they blatantly are.
Iarlaith Kirrane, Tuam, County Galway

Don't worry about them, trust us. We'll tell you what games are coming out so you don't have to bother picking up a TV mag. They're for females anyway. Who cares what's happening on *EastEnders*, we're busy playing games.

Worried

>> I'm getting concerned about GameCube's future. *Pokémon Colosseum* hardly compares with *Halo 2* and the PS2 gets *Metal Gear Solid 3* and we get a remake of a game that's six years old. Plus multiformat releases such as *DRIV3R* and *Hitman: Contracts* means GameCube is missing out on a lot of potential classics.
David A, Mapperley

Here's a list of games that Tim prays will be good each night before he goes to bed: *Metroid Prime 2*, *Wind Waker 2*, *Geist*, *Star Fox 2*, *Metroid Zero Mission*, the new *Zelda* GBA, *Killer 7*, *Pokémon Colosseum* and so on. In other words there are plenty of GameCube exclusives that will rock your world soon enough. Nuff said.

Japan man

>> What is wrong with the world? How could Bobby Tokyo get complaints? It's one of the best parts of the mag!
Matthew Juggins, Woking

Our man in Japan is taking a well earned rest at the moment. You'll just have to put up with Kingsley's gibberish for a while instead.

Mike the machine

>> I just want to say that Mike is fit. He looks much better than the real Michael Jackson and Tim has the best taste in games. Oh, and Mark has the

MORE LETTERS

best job on the whole mag.
Lucy Marskell, Bath
What? You think our Michael Jackson isn't real? Actually he's a robot created by ex-*NOM* editor, Dave McComb, to churn out 50,000 words a day and play games like a ninja. As for Tim's taste in games, he's been known to play *Hamtaro*.

Oi, moaners!

>> How can people complain that game releases keep being postponed? Games need to be made the best they can, so stop moaning! Count yourselves lucky! Nintendo specialise in console gaming and dedicate their lives pleasing us with games, so have a little faith. Nintendo has delivered and keeps delivering future classics! I know where my faith is!
Aaron Odedra, Brighton
Did you hear that, Sean Williams from Mitcham! Aaron says keep the faith and learn to love Nintendo games no matter how long they take to come out.

Card game

>> I recently bought a PAL *Animal Crossing* from Australia and I haven't slept in days. Now I want to buy an e-Reader because I hear you can add extras. Is the GBA e-Reader the same as the one you can use with *Animal Crossing*?
Christian Castille, via email
It certainly is and allows you to download other town tunes and items. Note though that the e-Reader cards and game aren't out in the UK yet.

Mr Man

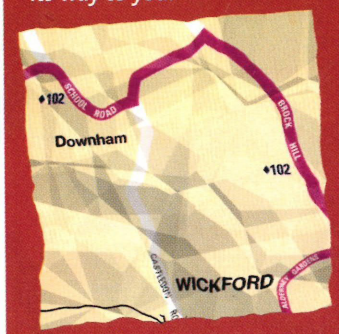
>> I was reading a newspaper a couple of months ago and noticed an article about how dirty Hounslow is. I read a bit then got bored, but then I noticed that the person who wrote the article was called Tim Street, so does the boss have another job?
Anon, via email
It isn't a job, you know, but Tim sometimes scares little children with his height. He's 6'5" by the way. That's Mr Tall to you and I.

RUNNER-UP

Spotted!

More crazy Nintendo place names...

Believe it or not there are some Nintendo locations in Essex! I found Brock Hill in a place called Wickford and there's Star Lane just round the corner from me in a place called Great Wakering.
Scott Fulcher, Shoeburyness
Well we can only applaud such dedicated detective work. There's a copy of *EoN* on its way to you.



And look, it's Brock Hill, named after that bloke from *Pokémon*

It's Star Lane! Right there in the heart of Tim's Southend

From the *NOM UK* forums...

Get over to www.nintendomagazine.co.uk and get involved.

■ MK:DD not good enough

MaxPower01
What the hell are some of you thinking? *Mario Kart: Double Dash* is great. Sure it's a little bit too easy, but we in europe must just be the *Double Dash* champs. just try and beat Steven Dunlop and John Zeepvat's records – then you can moan about it.

Curze
Umm, I've beaten Steve Dunlop's and John Ze... hang on... Anyway, I've beaten them both and that internally confirmed time that Nintendo have on Baby Park is laughably slow. I could beat it blindfolded.

Judodudo
We did beat the europe guys, but the creators of *Double Dash* beat all of them. If you look at the interview with the creators of *Double Dash* they beat, they also beat the current holder of the record, so read the interview and it will prove it.

Curze
Huh? I can't understand your meaning... Please clarify
The only times mentioned in the interview with the *Double Dash* creators were for Baby Park, the seven-lap time and the fastest-lap time, both of which were fairly poor, in my opinion.

nintendoninjah
Can people stop saying that Mario Kart was too easy, please?? It was quite hard! I still haven't finished Mirror Mode.

Curze
Well, it's not exactly hard... I've got every cup done with maximum points, and all of my lap times are a good 5 seconds ahead of the Staff Ghost (notable exception Baby Park, 5 seconds faster would give you something like a 1.04.xxx time) *F-Zero GX*, as a game, is much harder.

Nintendo_Guru
Indeed, I found the mirror mode quite irritating as it was no challenge at all and only took me about 30 mins to complete.

Billyham
Face it, *Mario Kart Double Dash* is easy. I haven't played multiplayer yet, but i'm sure it'll be great.

Curze
T'is good... LAN play is great, there's nothing quite like lapping seven friends on Peach Beach... and the battle modes are equally superb, even if the levels are a tad small.

illp*iir**
i thought *Mario Kart: Double Dash* was very easy seeing as I completed it two days after Christmas (getting full points), although it is very very fun in multiplayer mode as for the challenges i have only beaten Richard Hedges baby park lap time thing with a time of 0:09:773 anyone got a better time, please tell me so i don't feel like a fool when i send a time in that is way slower than anyone else's.

Curze
Yes, there certainly are better times floating around [*check out the best on p98*]

Ady_M
I beat it... I got 0.09.603 and I've sent it in.

Oi! Why not chat to other Nintendoids on the forums at www.nintendomagazine.co.uk

Text the Editor

Make a MARIO MEGA COLLECTION

You can let us know how you feel about the world of Nintendo on a text!

Tap in 'TXT', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us as each text costs 25p to send. Every text sent to us can be viewed online at www.clubnom.com and here's just a small selection of your ramblings:

* Delfino is the italian word 4 dolphin did u know that ?

* how bout a f-zero/ mkdd championship? It wood prove who is da best, ME'

* hi all mariokart double dash fans ive got a tip for dry dry desert try shunting opponents into the sandstorm its got to be perfect

* im pretty naffed off wid nom 4 only givin JFG 93% i no im bout 4yrs 18 but dats cos i had 2 find the tribal who nicked my fone!

* BIG IT UP 2 THE METCALF MASSIVE. BERNS.

* I luv metroid, but an RPG wud be ace'

* I'm a mad rpg fan and i think that tales of symphona SHOULD come out over here!(the one on the SNES was a classic) COME ON NAMCO!!

* Only just got round 2 buyin timesplitters 2 but wot a game!Got 2 be best multiplayer n FPS ever!Grab the bag game is brill!Every1 get this game!

* Arrgh' Where"s bobby tokyo'? Bring back bobby

* wanna know my fave use for the gamecube? The sega games.

Wot no games?

>> I've just been looking through issues of *NOM UK* and I've noticed that just recently you've stopped publishing Game Selector. Why?

David Couch, NOM UK forums

Not again! We felt we were wasting pages with lists of games and found that you much preferred to read more pages on other things like previews and the biggest game each month. The end.

Animal magic

>> All I'm going to say is BRING BACK SEAL! He was awesome and the replies he gave were hilarious. Why don't you bring him out of retirement? It'd make my year, that's all I'd say.

Tony Gorman, Spalding

We rang Seal's agent on getting this letter and he said that he didn't get the part in the *Flubber* sequel, *Blubber*. He did audition for *Finding Nemo*, but got nowhere. Safe to say that Seal is still in Hollywood and we won't be hearing from him for a long time.

How many have you got?

>> I was wondering what the average amount of *NOM*s that other readers have in their collections. I want to know if my 15 is about average.

Robert Treacy, via NOM forums

We know of some who have been collecting from the very start, when *NOM UK* was known as *NMS*, but we want proof! Send in a photo of your *NOM* collection and the biggest will win a prize. Tim used to have loads, but his Dad threw them all out of his loft by mistake. D'oh!

Hit the road

>> I was wondering whether you are going to be going on a *Pokémon Ruby* and *Sapphire* tour? I've got an awesome squad and I really want to kick your ass! I played Tim last time. I destroyed his Articuno.

Martin Fitzgerald, via email

Look out for us on Nintendo's Pokémon EON Download Tour because some of the *NOM UK* team will be out and about at different venues.

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Sign up for Club *NOM*!

You'll get:

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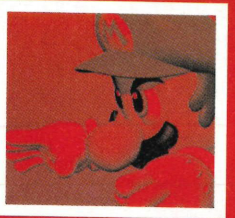

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Nintendo
CLASSIC
SUPER MARIO BROS.

#3 Super Mario World

Dean Scott has been Deputy Editor of this magazine for almost a year. He enjoys writing intros about himself in the third person so it seems like somebody else has written it. He finished *Super Mario World* again in Venice last week, salvaging what might otherwise have been a romantic few days away with his wife.

"It's a wonder Nintendo found the motivation to go on. The Super NES came out and the first game for it was perfection. Apart from making sure Goombas were the right shape next time, there was nothing else to do.

"The connection between the little man on the screen and the big man holding the pad is flawless. The response is instant. The inertia is perfect. You run, you jump. You start on the left and you run right. That is the system. It's perfectly simple and simply perfect. There is no luck, only skill. You die and it's your fault.

"The rewards are mammoth: the 40 Stars for a mad skills leap on the end of level tape jump; the secret exits; the secret worlds, in fact. No game has ever rewarded you so richly for being good at it. Slaying Bowser is just the beginning. You probably only saw a third of what the game's got to offer first time through.

"*Super Mario 64* is the game your brain tells you is the best, but *Mario World* is the one you love with your heart. See you on Cheese Bridge. I'll be the one swooping underneath with my cape on like a NINJA."

Next Month

FREE NES controller keyring!

LOOK!

If you're a fan of Nintendo and loved the NES then you've gotta get the next issue of the UK's best-selling Nintendo magazine. Free with *NOM UK* will be a cool NES keyring that looks just like Ninty's 8-bit controller. You KNOW you want it.

GET IT ON MARCH 12th

PLUS!

Metroid: Zero Mission

The first review. Only in *NOM UK* next month

TONS MORE!

- ***Pokémon Fire Red* and *Leaf Green*: more on the GBA remakes**
- ***Sabre Wulf*: Rare's adventure finally comes to GBA**
- ***Pokémon Channel*: we've got the first review**

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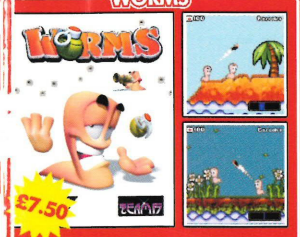

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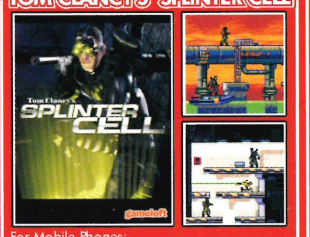

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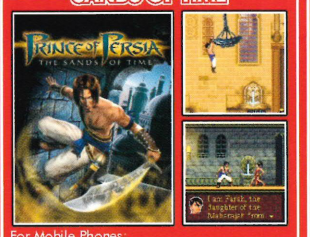

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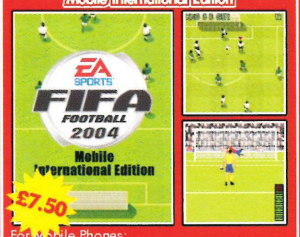

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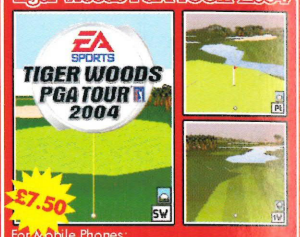

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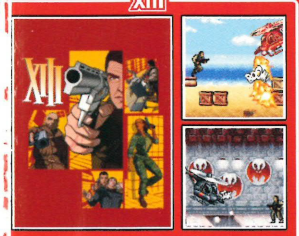

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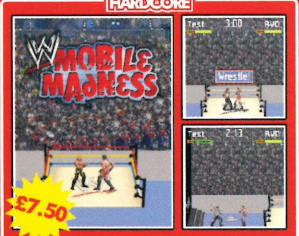

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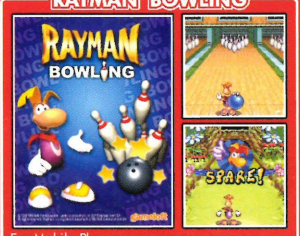

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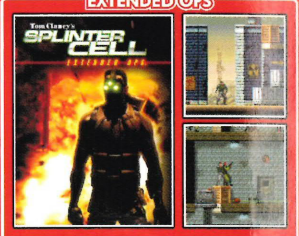

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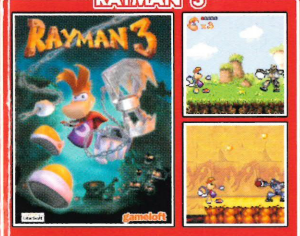

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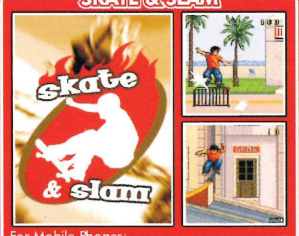

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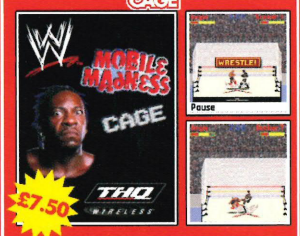

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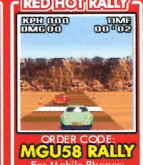

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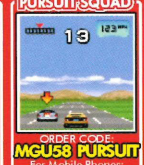

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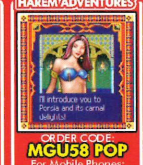

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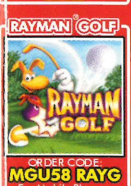

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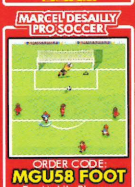

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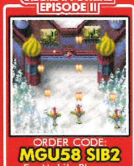

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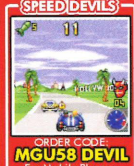

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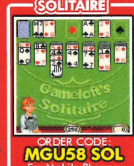

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7250	D	V525	U
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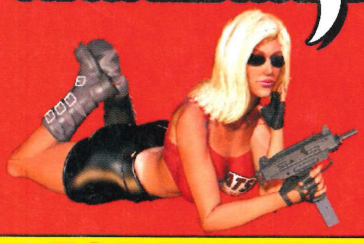

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Dark Cloud 2
Dave Mirra Freestyle BMX 2
Destruction Derby Arenas*
Die Hard: Vendetta
Dragon Ball Z: Budokai 2
Dynasty Warriors 3
Dynasty Warriors 4
Enter the Matrix
FIFA 2004
Final Fantasy 10
Final Fantasy X-2
Getaway
Ghost Hunter
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Gran Turismo 4*
Grand Theft Auto 3
Grand Theft Auto: Vice City
Harry Potter & Ch.of Secrets
Hitman 2: Silent Assassin
Hulk
Indiana Jones: Emp.'s Tomb
Jak 2: Renegade
James Bond 007: Nightfire
Kya: Dark Lineage
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Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Mafia
Manhunt
Mark of Kri
Max Payne 2
Maximo vs the Army of Zin*
Medal of Honor Frontline
Medal of Honor: R. Sun
Mission Impossible:O.Surma
Need for Speed Undergr.
NFL Street
No One Lives Forever
Onimusha: Warlords
Premier Manager 2002
Prince of Persia: S. of Time
Project Zero
Ratchet and Clank
Ratchet and Clank 2
Res. Evil: Code Veronica X
Secret W. Over Normandy
Silent Hill 2
Silent Hill 3
Simpsons: Hit & Run
Sims: Bustin' Out
SOCOM: US Navy Seals
Sonic Heroes*
Splinter Cell
Spy Hunter 2
Spyro: Enter the Dragonfly
Terminator 3 R.of Machines
The Getaway
The Return of the King
The Simpsons: Hit & Run
The Sims: Bustin Out
The Thing
Thirteen (XIII)
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Tom Clancy's Jungle Storm*
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XIII (Thirteen)
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Animal Crossing
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Avalanche - 1080*

B = 0 2
Back in Action
Back to Baghdad
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Barbarian
Batman: Dark Tomorrow
Batman: Rise of Sin Tzu
Battle for Atlantis
Battle Houshin
Battle, Sonic Adventure 2
Battlecry, Robotech
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Beach Spikers
Beyblade
Big Air Freestyle
Big Mutha Truckers
Billy Hatcher and Giant Egg
Black and Bruised
Blood Omen 2
BloodRayne
Blue Storm, Wave Race
BMX XXX
Bomberman Generation*
Bond 007: Agent Under Fire
Bond 007: Nightfire
Bounty Hunter, Star Wars
Budokai - Dragon Ball Z
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bust a Move 2
Bustin' Out, The Sims

C = 0 3
Capcom vs. SNK: EO
Casper: Spirit Dimensions
Cel Damage
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Clone Wars, Star Wars
Combat Zones, Top Gun
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash Bandicoot
Crash Nitro Kart
Crush Hour, WWE

D = 0 4
Dakar 2
Dark Alliance, Baldur's Gate
Dark Legacy
Dark Tomorrow, Batman
Dave Mirra Freestyle BMX 2
Dead to Rights
Def Jam Vendetta
Defender
Desert Storm
Desert Storm 2
Destroy All Monsters
Die Hard: Vendetta
Dinosaur Planet
Disney Sports Football
Doshin the Giant
Double Dash, Mario Kart
Dragonball Z: Budokai
Driver 3*

E = 0 5
Eighteen Wheeler
End Game
Enter the Dragonfly
Enter the Matrix
ESPN Int. Winter Sports '02
Eternal Darkness
Evolution Skateboarding
Evolution, Turok

F = 0 6
FIFA 2002
FIFA 2003
FIFA 2004
Finding Nemo
Fire Blade
Fox McCloud in StarFox Adv.
Freedom Fighters
Freekstyle
F-Zero GX

G = 0 7
Ghost Recon
Gladius
Glitch in the System
Godzilla: Destroy all Monst.
Gotcha Force*
Grand Heat, Burnout

H = 0 8
Harry Potter & Ch.of Secrets
Harry Potter: Quidditch Cup
Haunted Mansion
Hit & Run, The Simpsons
Hitman 2: Silent Assassin
Hobbit
Hoodlum Havoc
Hot Pursuit 2
Hot Wheels: Velocity X
Hulk
Hunter: The Reckoning

I = 0 9
Ikaruga
Italian Job: L.A. Heist

J = 1 0
James Bond 007: Nightfire
James Bond: Agent Under F.
Jedi Knight 2: Jedi Outcast
Judge Dredd:Dredd v Death

K = 1 1
Kirby's Air Ride

L = 1 2
L.A. Heist, The Italian Job
Leg. of Kain: Blood Omen 2
Leg. of Zelda: Master Quest
Leg. of Zelda: Ocarina of T.
Leg. of Zelda: Wind Waker
Leg.of Zelda: Majora's Mask
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Legends of Wrestling 2
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Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lost Kingdoms
Lost Kingdoms II: Rune
Luigi's Mansion

M = 1 3
Madden NFL 2002
Madden NFL 2004
Magical Mirror
Majora's Mask
Mario Golf: Toadstool Tour
Mario Kart: Double Dash
Mario Party 5
Mario Sunshine
Mat Hoffman's Pro BMX 2
Matrix, Enter the
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Medal of Honor: R. Sun
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Metal Arms:Glitch in System
Metroid Prime
Micro Machines
Minority Report
Mission Impossible:O.Surma
Monsters Inc. Scream Arena
Mortal Kombat: Deadly All.
MTV's Celebrity Deathmatch
MX Superfly
Mystic Heroes

N = 1 4
NBA Live 2004
NBA Street Volume 2
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
NFL Quarterback Club '02
NHL Hitz 2002
Nightfire

O = 1 5
Ocarina of Time: Master
Ocarina of Time: Zelda
007 Agent Under Fire
007 Nightfire
Operation Surma, M.I.

P = 1 6
P.N 03
Pac-Man World 2
PGA Tour 2004
Phantasy Star Online
Pikmin

R = 1 8
Rayman 3
Rebel Strike, R. Squadron 3
Reckless: Yakuza Missions
Reckoning, Hunter
Red Card Soccer 2003
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X*
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Return of the King
Rev. of the Flying Dutchman
Rise of Sin Tzu
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Rising Sun, Medal of Honor
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Rogue Ops
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Rune: Lost Kingdoms 2

S = 1 9
Sanity's Requiem
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T = 2 0
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Thirteen
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Top Gun: Combat Zones
True Crime: Streets of LA
Turok, Evolution

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Underground, N. for Speed
Underground, Tony Hawk's
Universal Studios Adventure

V = 2 2
Viewtiful Joe
V-Rally 3

W = 2 3
Wario World
Warzone, Smuggler's Run
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Wrath of Cortex
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WWE Wrestlemania X8
WWE Wrestlemania XIX

X = 2 4
XIII (Thirteen)
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X-Men: Next Dimension

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