NEW LOOK

Nintendo®

OFFICIAL MAGAZINE

Nintendo GAMING 24:7

THE UK'S BIGGEST AND BEST SELLING NINTEN

ISSUE 118
JULY 2002

£3.15

TUROK EVOLUTION

UK EXCLUSIVE! New shots and info on the best looking Turok game yet

HOT NEW SHOTS

Metroid Prime
Wario World
Legend of Zelda
Super Mario Sunshine

PIKMIN

REVIEW OF MIYAMOTO'S MASTERPIECE

20 PAGES OF THE HOTTEST NEW GAMECUBE AND GBA GAMES

PLUS! Spider-Man, 2002 FIFA World Cup, 007 Agent Under Fire, Virtua Striker 3 and win a £1000 RC Car

KNOW IT FIRST | WWE CRUSH HOUR | LINK'S GOT A SISTER | HAMTARO | 007 NIGHTFIRE

Sony Ericsson
Sony Ericsson

Sony Ericsson

Catch the moment.

Take full colour snapshots. Forget about developing any film, just attach the Sony Ericsson CommuniCam™, take a shot and get it on screen any place, anytime. Or share your snaps using MMS (Multi Media Messaging) or email direct from your T68i to your friends. There's a lot going on out there. Capture it with the T68i.

*Network dependant feature. Resolution may vary from image to image.

Messaging

Imaging

The Sony Ericsson T68i and CommuniCam™

Colour Screen ▪ World Coverage ▪ Mobile Internet ▪ Bluetooth™ ▪ MMS*

www.SonyEricsson.com

contents

32 We blast open *Turok Evolution*, and you'll love it

10 Relax, we've played the new *Zelda* and it rocks

44 Now you can find out if *Pikmin* lives up to its hype

12 We go hands on with *Metroid Prime* and Samus

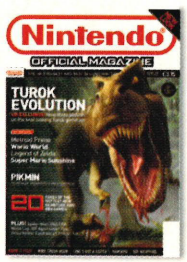
80 Have we rated or slated *Spider-Man: The Movie* on GBA?

YOUR PAGES

86 **Letters** There's £50 worth of HMV vouchers for the best letter. But did your rant bag the cash?

104 **High Scores** We've got four new challenges ready and waiting, with a top controller going to the best of the best

106 **Q&A UK** If you've got a gaming problem then this is the place to send your heartfelt pleas for help



Issue 118/July 2002

124
We pick the best memory cards and steering wheels

112
Launch Special
Meet the first people in the UK to buy a Nintendo GameCube and see all the launch day commotion

121
TNT Buyer's Guide
If you're on the prowl for the very best GameCube and Game Boy Advance games then you need to read this feature

126 WIN FREE STUFF!

ALSO REVIEWED

54 2002 FIFA World Cup
Is this more Worthington Cup than World Cup?

58 007 Agent Under Fire
James Bond returns in a hail of automatic gunfire

78 V-Rally 3
Highly rated GBA racer is given the full once over

NSIDER

110 US and Japan News
Find out about the retirement of Nintendo's president

116 WWE
It's lost an F, but we're still giving you the skinny

118 Winner Stays On
What's been rocking our gaming boat this month

PLANET NINTENDO

08 Super Mario Sunshine
We've played it, so turn over to see how it rates

16 Star Wars: The Clone Wars
First shots of super cool game

26 Tony Hawk's 4
Can they make Hawk games any better? You bet they can!

TIPS & GUIDES

90 Pikmin
Everything you need to know, right here

100 GC and GBA tips
Spider-Man GameCube cheats, Pikmin extras and GT Advance 2 codes

Nintendo OFFICIAL MAGAZINE

Nintendo Official Magazine,
Emap Active, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU

SEND US THINGS
Letters, *NOM*, Emap Active,
Priory Court, 30-32 Farringdon Lane,
London EC1R 3AU

E-MAIL LETTERS
Nintendoletters@emap.com

E-MAIL TIPS
Nintendotips@emap.com

CAN'T FIND US?
If you can't find *NOM* in the shops call Customer Services on:
0845 601 1356

WHO DOES WHAT

Editor ..... Tim Street
Deputy Editor ..... Richard Marsh
Staff Writer ..... Dominic Wint
Tips Editor ..... Michael Jackson
Art Editor ..... Mark Sommer

Thanks to: Zeta Fitzpatrick, Jaime Smith, David McComb, Maura Sutton, Shelly Friend, James Honeywell, everyone at Cake, Shigeru Miyamoto, Bo Eatwell, Chris Glover, Raven Games, Lee Kirton, Shaun White, Cat Channon, Anna Downing, Steve Key, Jodie Van Hibb, HMV, Joytech, Gamester, Clair Stocks-Wilson and Lee Ali

Repro by: AJD Colour Ltd Printed by: St Ives, Andover

Publisher ..... Gil Garagnon
Advertising Director ..... Julie Dupree
Tel: 01778 561761
E-mail: julie@dupreecreative.com
Marketing Manager ..... Stuart Bell
Tel: 01733 288090
Promotions Executive ..... Kate Chapman
Tel: 01733 465661
Editorial Enquiries ..... **Tel: 020 7017 3563**

WANT TO SUBSCRIBE?
All *NOM* subscriptions include post and packing. One year UK subscription is £26.50; Europe £37.50; World £62.50. Back issues cost £3.95 UK; £4.95 Europe and World. To order tel: 0845 601 1356

LEGAL STUFF
Nintendo Co., Ltd. is the owner of certain copyright which subsists and trade marks and other intellectual property rights in certain content, characters, artwork, logos, scripts and representations used in this publication. All rights are expressly recognised and they are used by EMAP Active Ltd. under licence. © 2002 Nintendo Co., Ltd. All rights reserved.

Nintendo Official Magazine is © Emap Active. Duplication, transmission in any form or use of text or images without obtaining our express permission in writing beforehand will result in legal action.
Everything we write is based on our own opinions. Information we use comes from the companies, or is correct to our knowledge. News, previews and release dates are based on the information we found to be true at the time of going to press.

emap active

Meet the team

MEET THE PEOPLE WHO MAKE *NINTENDO OFFICIAL MAGAZINE* SO BLOODY GREAT

I've got a question for you this month: 'Who are your five favourite Nintendo characters?' I'm certain that Mario and Link would be in there, but what about Wario, Fox McCloud or Samus Aran? If you are finding it tough I thought you might because no other video game company has such a famous galaxy of stars.

Some may have Solid Snake and Lara Croft but where else can you play games starring Mario, Luigi, Link, Donkey Kong and Yoshi? The answer is nowhere. They only ever appear on Nintendo consoles and you and I both know that their games won't let you down – when was the last time you played a poor Mario platformer?

So many of them have starred in the biggest video games in history and that's why Nintendo focused on their Game Giants at the recent Electronic Entertainment Expo (E3) trade show in Los Angeles. These classic characters are the bread and butter of Nintendo and even though online gaming is in their plans it won't be the be all and end all of Nintendo's future.

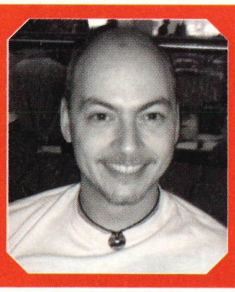
Once again Nintendo dominated the E3 show floor and *Nintendo Official Magazine*, together with the rest of the world's video games media, battled to play *Super Mario Sunshine*, *Legend of Zelda*, *Metroid Prime* and *Wario World* for the first time. You can read our impressions of these and many more games starting just a few pages away in Planet Nintendo.

But what else have we got for you this month? Well Rich has cast his critical eye over Miyamoto's latest creation, *Pikmin*, and we love it so much that Mike ripped the game apart to bring you the first complete guide. Meanwhile Dom has been a reviewing machine and you can read what he thinks of *Spider-Man*, *SSX Tricky* and others in our bulging reviews section.

We've also discovered what we think will be the next *Pokémon*. We think cute hamsters will be Pikachu-beaters the world over and you can read all about Hamtaro and the Ham-Hams on page 110.

Tim Street

Tim Street, Editor



RICHARD MARSH, DEPUTY EDITOR

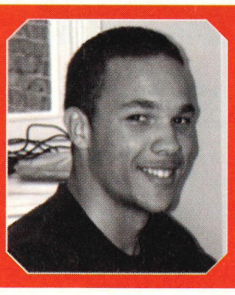
If I were a World Cup football star I'd be...
Fabien Barthez

Favourite games this month...
- *Pikmin*
- *ISS2*
- *007 Agent Under Fire*

DOMINIC WINT, STAFF WRITER

If I were a World Cup football star I'd be...
Jesper Christiansen

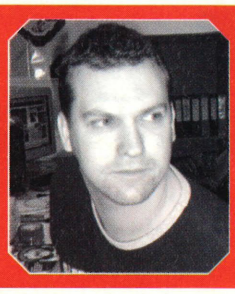
Favourite games this month...
- *Burnout*
- *SSX Tricky*
- *V-Rally 3*



MICHAEL JACKSON, TIPS EDITOR

If I were a World Cup football star I'd be...
Kieron Dyer

Favourite games this month...
- *Pikmin*
- *Super Monkey Ball*
- *ISS2*



MARK SOMMER, ART EDITOR

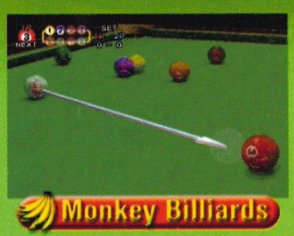
If I were a World Cup football star I'd be...
Oliver Bierhoff

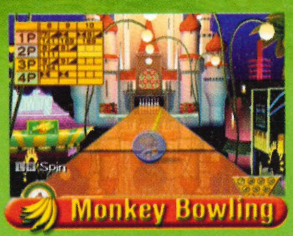
Favourite games this month...
- *ISS2*
- *Burnout*
- *Risk*

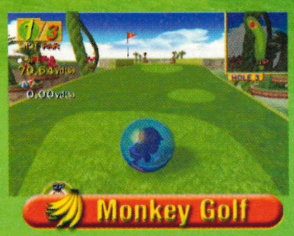
SUPER MONKEY BALL™

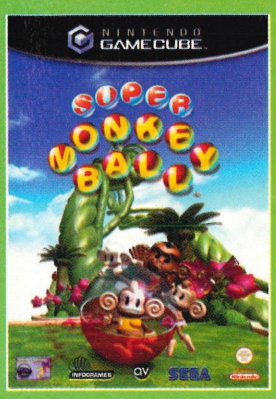
"IF YOU CAN ONLY AFFORD ONE GAME, THIS IS THE ONE TO GET HOLD OF!"
9.2/10 - CUBE

HEY PARTY ANIMALS!









www.infogrames.com

© AMUSEMENT VISION, LTD/SEGA CORPORATION, 2001. DOLE® and DOLE & Sun Design® are registered trademarks of the Dole Food Company Inc. Nintendo GameCube™, ® and the GameCube Logo are trademarks of Nintendo Co, Ltd. © 2002 Nintendo.

Distributed by INFOGRAMES

SEGA

NINTENDO GAMECUBE

SUPER MARIO SUNSHINE ● GAMECUBE ● OUT OCTOBER

SUPER MARIO SUNSHINE IN TIME FOR CHRISTMAS

THE ITALIAN STALLION AND HIS CLASSIC PLATFORMING CHUMS ARE HEADING FOR NINTENDO'S GAMECUBE THIS OCTOBER.

This muck-spraying beast is tough

The colourful town looks amazing

It's Yoshi, and Mario's on his back

Nintendo got off to a flying start at this year's Electronic Entertainment Expo (E3) in Los Angeles with the first opportunity to go hands-on with *Super Mario Sunshine*.

Confirmed by Mario's creator, Shigeru Miyamoto, as roughly the same size as *Super Mario 64*, this new adventure pushes the genre to new heights with stunning water effects and a 3D world bursting with life and colour.

As we already know, someone is impersonating Mario and has covered our favourite plumber's vacation island with brown sludge. By using his ingenious water cannon and collecting sun-shaped Shines, Mario sets about destroying the mess so he can enjoy the rest of his holiday.

Accompanied by a Caribbean flavoured soundtrack, *Super Mario Sunshine* stars all your favourite Nintendo characters including Peach and Toad, while one new screen shot even sees Mario riding his dinosaur buddy, Yoshi.

Like its predecessor, *Super Mario Sunshine* is a puzzle fan's paradise. You'll need to use cannons to see off a giant Piranha Plant by blasting water into its gaping mouth, and kill a giant muck-spraying octopus by pulling off its legs.

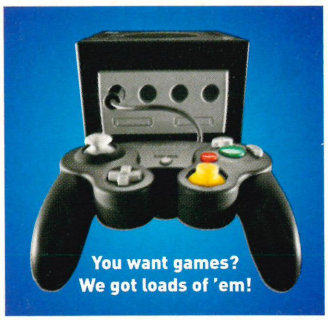
Nintendo also unveiled a new backpack move that sees Mario hovering in the air using powerful jets of water to float across the sun-drenched landscapes, hitting enemies and clearing the muck below. By jumping on a lily pad Mario can also use water jets to push away from the shore and float across the island's network of rivers.

Nintendo has even gone to town in creating gorgeous real-time lighting effects and reflections. One spectacular scene in particular sees you knocking duck-shaped beasts from solar powered mirrors that shine onto the Tower of the Sun.

But above all else it's the water effects that will blow your mind. Simple pleasures like swimming on the gently rolling sea to fill up your water cannon are visual benchmarks, with sunlight reflecting off the water and refracting the multi-coloured fish swimming below.

With a launch date less than six months away, it's going to be a long summer waiting for what will be a defining moment in Mario's legacy. Stay tuned to *NOM* for news as it breaks. NOM

Mario's backpack features powerful jets of water which he can use to fly across the beautiful game worlds



NINTENDO'S LINE UP
● GAMECUBE ● OUT 2002

MASSIVE TITLES FOR 2002

☐ *Super Mario Sunshine* wasn't the only title to get tongues wagging at E3 because Nintendo also came up trumps by announcing UK release dates for some of the biggest GameCube titles currently in development.

Alongside *Super Mario Sunshine* in October will be the psychological thriller *Eternal Darkness: Sanity's Requiem* and a month later we'll be playing Rare's epic *StarFox Adventures*.

Bounty hunter Samus Aran will be here in time for the festive season in *Metroid Prime*, but UK gamers will have to wait a little longer for the *Legend of Zelda* GameCube adventure.

Nintendo confirmed at E3 that Link's new quest has been put back until February 2003 in the US. Let's just hope that we don't face the same delays as we did with *Ocarina of Time*.

Check out *StarFox Adventures* on **page 18**

See more of Samus Aran in *Metroid Prime* on **page 12**

Take a gander at *The Legend of Zelda* on **page 10**

Sneak a peek at Wario World on **page 14**

FACTS

NINTENDO BY NUMBERS

If your brain craves numbers then you've come to the right place. Satisfy your cranial desires with these nuggets of information.

11,866
The distance in miles Tim travelled to bring back the freshest slices of E3 news.

14.82
The number of GameCube consoles needed – stacked on top of each other – to reach the same height as Shigeru Miyamoto.

6,487,656,637
The number of bytes of information contained in issue 117 of *Nintendo Official Magazine*.

1,074,790
The number of copies of *Super Smash Bros. Melee* sold so far in Japan.

1952
The year Shigeru Miyamoto was born.

4
The number of players that will be able to take part simultaneously in the new GBA *Zelda* game.

136
The total number of points given – out of a possible 210 – in this month's reviews section.

66
Combined weight in stones of the *NOM* team.

***THE LEGEND OF ZELDA* ● GAMECUBE ● OUT 2003**

THE LEGEND RETURNS

RPG HEAVEN AS NEW *LEGEND OF ZELDA* SCREENS ARE UNVEILED. AND THERE'S A NEW FAMILY MEMBER, TOO.

You either love it or hate it, but there's no denying that the cel shading in Link's new adventure makes for a hilarious and vibrant cartoon world.

Beginning with the famous *Legend of Zelda* theme music, the camera swoops down onto a beautiful blue ocean to see Link skimming across the water in his own ship.

The quest is set when Link was a young boy and sees a giant bird kidnapping his younger sister. Not one to be put off by a challenge, Link sets out to find his sibling, defeating enemies as he goes with his trusty sword. The targeting system from the Nintendo 64 quests returns, as do Link's shouts as he moves in for the kill. Navi is gone this time and instead help is at hand from a female ally who gives Link clues from inside a crystal that he keeps in his back pocket.

Like previous adventures you'll need your wits about you because the Artificial Intelligence is such that each enemy reacts differently to any situation. You'll need to stealthily crawl through grass for surprise attacks or negotiate a goon-filled cavern by hiding in a barrel as enemies saunter alongside you. Kill them, though, and they will leave behind weapons that you can pick up and use.

Visually the cel shading makes you feel as though you are battling your way through a cartoon. From the opening moments as Link's ship skims through the water to the heat hazes caused by raging fires and torches in Dragon's Mountain, *The Legend of Zelda* is looking truly mesmerising. The cel shading technique has also enabled the creators to give Link many different facial expressions, ranging from happiness to anxiety, and they all change depending on the situation in which our Hyrule hero finds himself.

As well as bowling us over with playable levels, Nintendo also stated that the GameCube version will link up with Game Boy Advance without the need of a cart in your handheld. By activating the character known as Tingle you can use him to open new routes on the GBA and watch his movements on a map on the TV screen.

QUICK NEWS *Harry Potter and the Chamber of Secrets* is coming to GameCube and Game Boy Advance this Autumn. The two games will link up, too.

❑ The screen set up will be familiar to N64 fans, but this adventure looks completely different

❑ The cel shaded graphics look incredible and gives each character Link meets great personality

❑ The adventure begins with Link skimming across the water in his Viking-style longboat

CLASSIC CHARACTER

A BRIEF HISTORY OF MARIO

❑ **Mario has become a true icon of video gaming, but the small plumber's had to go through a serious amount of change in his career to get where he is today.**

He began life in 1981, in the arcade game *Donkey Kong* when he was simply called Jumpman. He also started life as a carpenter, not a plumber.

Since then Mario has starred in more Nintendo titles than he'd care to remember. He's also been immortalised on the silver screen in the *Super Mario Bros.* movie, although that's probably something he'd rather forget.

Oddly enough Mario's surname is Mario, making his full name Mario Mario.

1981

When Mario made his debut he was the bad guy. Donkey Kong belonged to Mario but it had been so cruelly treated that it kidnapped Mazza's girlfriend.

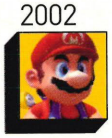
1986

Mario comes to the NES in the original *Super Mario Bros.* Set across eight worlds and ending up in Bowser's castle, Mario had to defeat the evil enemies and rescue Princess Peach.

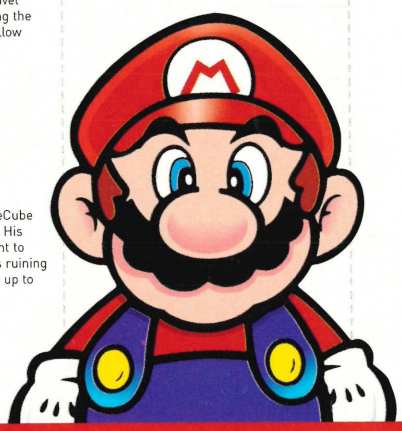
1997

Super Mario 64 is still one of the best video games ever released. This time Mario had to travel across 15 worlds collecting the Power Stars that would allow him to defeat Bowser.

2002



Mario comes to the GameCube in *Super Mario Sunshine*. His peaceful holiday is brought to an end by a vandal who is ruining the desert island, and it's up to Mario to save the day.



WHILE YOU WERE...

... completing a two minute lap on the Expert Southern Island course in *Wave Race: Blue Storm*, did you spare a thought for the fact that...

- Your GameCube could have transferred as much as 3,000 megabytes of information.
- An F-14 Tomcat fighter aircraft could have travelled 50 miles.
- 316 human beings have been born.
- 298 acres of the world's forests have been destroyed.
- A snail travelled 1.6 metres.

Samus isn't going to last long against this raging alien beast

METROID PRIME ● GAMECUBE ● OUT DECEMBER

PRIMED AND READY

GIRL POWER IS ALIVE AND WELL IN THE RETURN OF NINTENDO'S FEARLESS FEMALE BOUNTY HUNTER. JANGO FETT NEED NOT APPLY.

The *Attack of the Clones* movie may be doing the rounds but there's one bounty hunter who would give Mr Fett a battering. And that's Samus Aran.

One of the most popular titles at E3, *Metroid Prime* is sci-fi shooting at its most intense, and we managed to get our hands on more juicy details to keep you ticking over.

Set on a planet called Tallon IV, this quick fire First Person Shooter is packed with well detailed and beautifully animated monsters, and in the first level you'll need to know how to shoot from the hip as space mutants come thick and fast as soon as you begin.

To prevent time wasting in the middle of a battle, two cross pads in the corners of the screen act as your on-screen inventory, so there's no need to stop the action as all the information you need is there in front of you.

The left cross pad enables you to switch between four different visors using the controller's D-Pad, including a Scan Visor and Combat Visor. To be successful you'll need to switch constantly between visors as they will help you solve puzzles and discover secrets. The cross pad on the right acts as your weapons inventory, allowing you to change your gun just by moving the C-Stick.

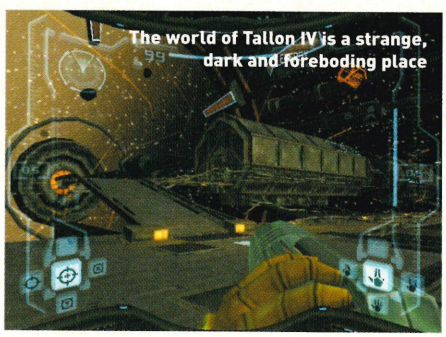
At E3 there was only one weapon that Samus Aran could use, but by charging it up you could take out enemies with some impressive firepower. There was also a lock on feature which made blasting aliens easier.

In addition to the shooting stages the action also switched to a third person view as Samus curled up into a ball to tear through Tallon IV's network of tunnels.

With an impressive turn of speed *Metroid Prime* is looking like the essential GameCube shoot 'em up, so stay tuned to *NOM* for more news over the coming months.

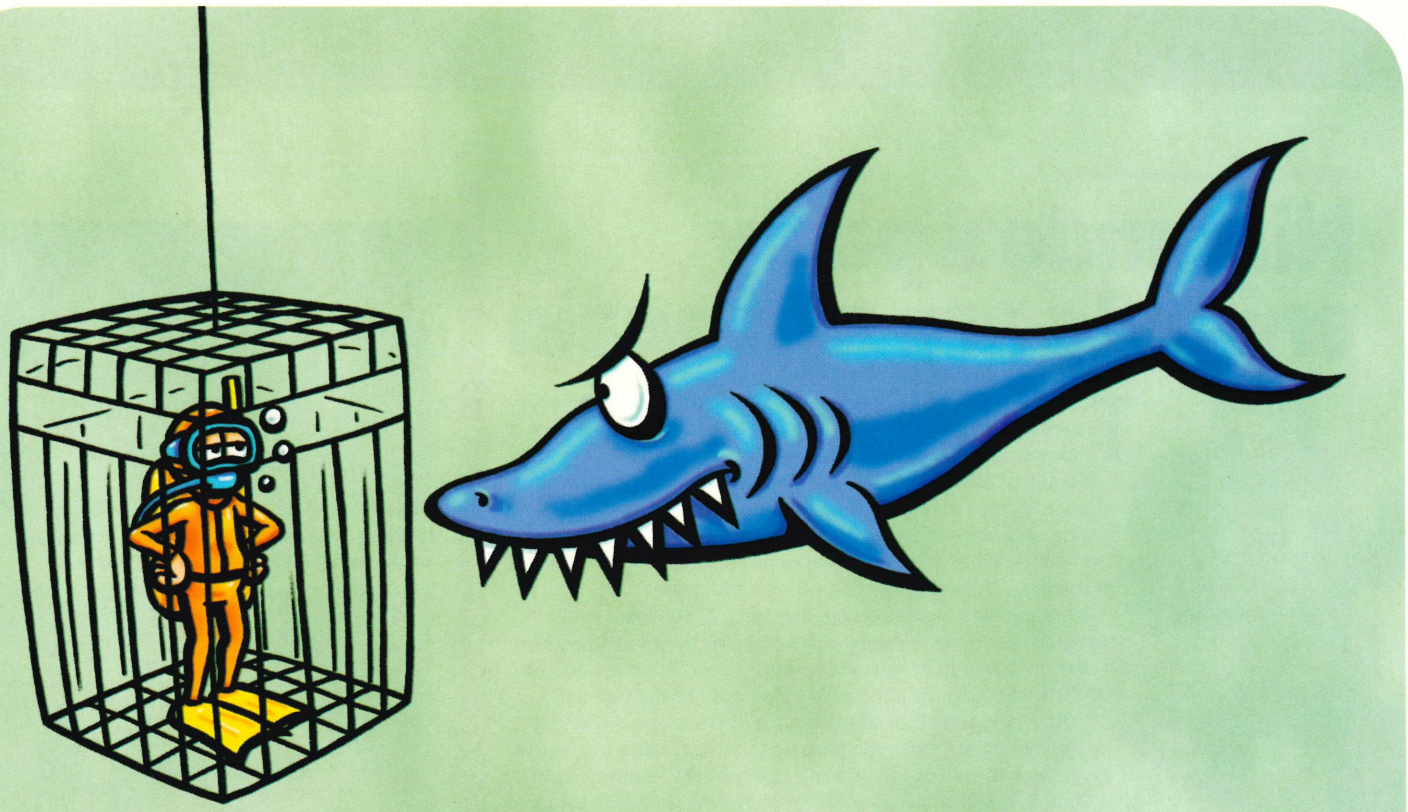
The aliens in *Metroid Prime* are creepy as hell

❑ There will be loads of terrifying monsters to kill

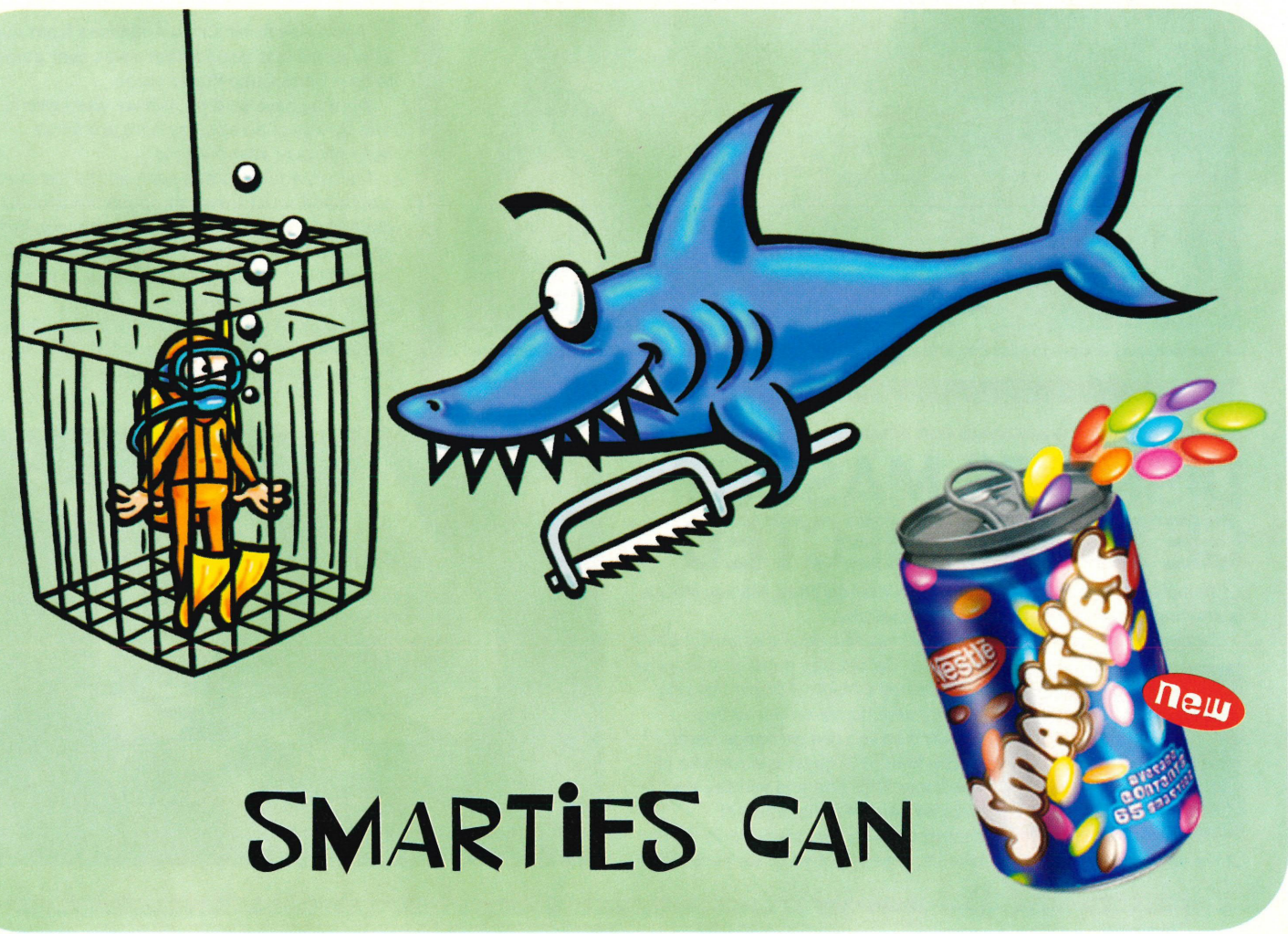


The world of Tallon IV is a strange, dark and foreboding place

QUICK NEWS *Game & Watch Gallery 4* on GBA was playable at E3 and it included 11 classic handheld titles from *Mario's Cement Factory* to *Donkey Kong Jr.*



DUMMIES CAN'T



SMARTIES CAN

MARIO PARTY 4 ● GAMECUBE ● OUT TBC

Nintendo's party animals are at it again

The annual Nintendo event that is the *Mario Party* series is preparing for installment number four with all-new mini games and 3D boards to play across.

This latest addition to the ever popular gaming series will include 50 new mini games including a drawing race where you must guide a crayon over a set line as the screen scrolls from left to right. In this particular challenge the character who sticks closest to the line will win the game.

Other delights include a race through a book where your character must leap through the holes in the pages as they're turned over or face getting squashed. There's even the chance to try your luck shooting hoops at a wall filled with basketball nets.

Once again you can expect four players to join in the fun and two mates can now team up for a Tag Battle mode and join forces to collect the winning stars. A new feature called Mini Giant will also allow your Nintendo star to double in size or shrink to activate different parts of the game boards.

❑ The gameplay is much the same as other versions, but *Mario Party 4* features much better graphics

❑ Wario looks good in his GameCube debut and he comes complete with all his special moves

❑ There will be loads of terrifying monsters to defeat

WARIO WORLD ● GAMECUBE ● OUT TBC

MARIO'S NEMESIS GOES BIG SCREEN ON GAMECUBE

☐ **Apologies to Mr Craig Anderson from Ayr who asked last issue if there was ever going to be a GameCube Wario game.**

We may have said no, but we were wrong. And by way of an apology here are some tasty shots of *Wario World*.

Mario's alter ego has seen all his treasure stolen and must travel through colourful 3D platforming worlds to retrieve his booty. Pick up enemies and objects to use as weapons and look out for sticky yellow balls to reach secret ledges and coins.

Although it wasn't one of the best-looking Nintendo titles at E3, time will tell if Wario has got what it takes to be a GC winner.

MICKEY MOUSE TITLES ● GAMECUBE AND GAME BOY ADVANCE ● OUT TBC

DISNEY'S MASCOT GETS CONNECTED

☐ **As he's set to star in two colourful Nintendo titles, Mickey Mouse is starting to feel right at home on GameCube.**

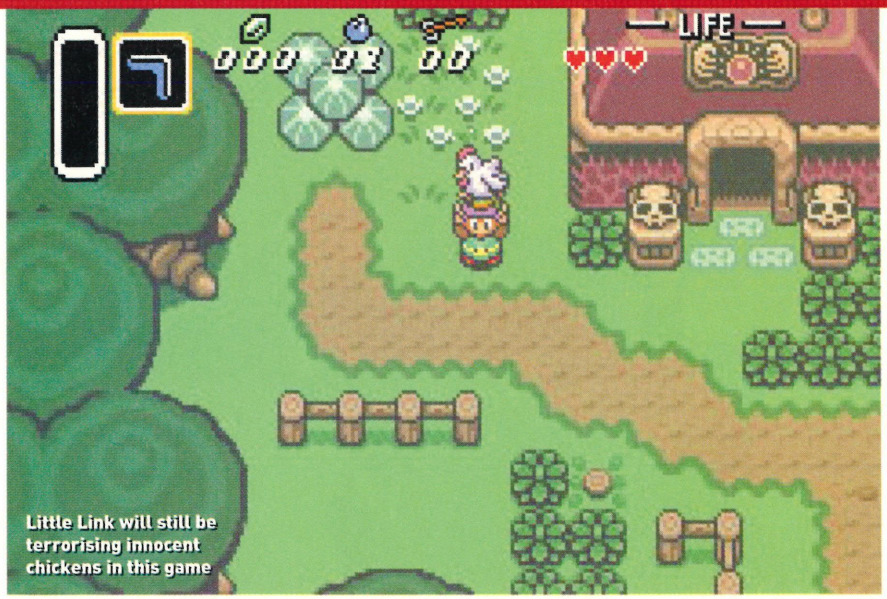
Disney's Magical Mirror Starring Mickey Mouse is a colourful point and click GameCube quest that links up with *Disney's Magical Quest Starring Mickey and Minnie* on Game Boy Advance so you can exchange items.

The handheld quest is a remake of the Super NES title and will see the mousey pair wearing different costumes to try and track down Pluto who has been nabbed by Emperor Pete.

❑ The GBA title looks awesome

The graphics in this Mickey title are sharp

QUICK NEWS Sony PlayStation star Crash Bandicoot is heading to GameCube courtesy of developers Eurocom. The game will be called *The Wrath of Cortex*.



Little Link will still be terrorising innocent chickens in this game

❑ The monsters look much sharper this time

❑ Four player *Zelda*... this game will rock!

❑ Team up with your mates to mash monsters

❑ The swashbuckling action won't be lonely this time

***THE LEGEND OF ZELDA* ● GAME BOY ADVANCE ● OUT TBC**

SUPER NES ZELDA WITH ADDED FOUR PLAYER

After much praying on our part, the classic 16-bit *Legend of Zelda* RPG has been shrunk to fit onto your GB Advance, but there's going to be an exciting extra.

The game once again sees you on a mission across Hyrule to find the evil magician Agahnim as you scour two parallel worlds, Dark and Light.

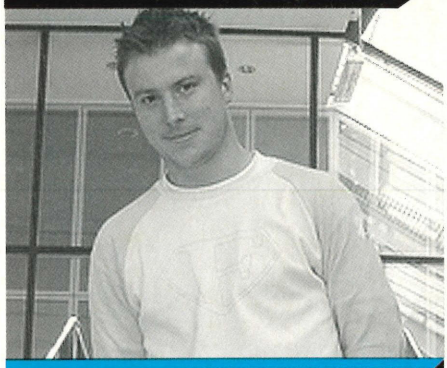
What's new about this GBA version is that there will also be a *Gauntlet*-style multiplayer quest – which is tentatively titled *The Four Swords* – that will see a quartet of coloured Links banding together to solve puzzles, swap items, battle monsters and even fight each other if you so wish!

No release date has been confirmed for the UK, but rest assured that we'll have more shots of this classic re-make over the next few months.

INDUSTRY

FOOT IN THE DOOR

Every month we'll be looking at a job in the games industry to see what's involved and how you can get a piece of the action.



■ Name: Tim Wileman
■ Job: Nintendo GameCube Platform Specialist, Electronic Arts

Q: What does your typical day involve?
A: It is my job to look at every GameCube game EA releases and make sure that they are all technically perfect. This may include checking the game against Nintendo's own list of requirements including memory card functions such as loading and saving procedures. I also proof read game manuals, making sure all of the text included in the game is displayed without any errors and working closely with game testers to ensure that every section of the game has been fully checked.

Q: What's the best part of your job?
A: Probably playing all the latest games before they've been released in the shops and the satisfaction that you gain from knowing that the games that are released meet the high technical standards required by Nintendo and gamers alike.

Q: What's the worst part of your job?
A: Definitely the weekend work. Unfortunately this is one part of the job that is unavoidable. All games have a release deadline and this often means that extra work is required to make sure they are ready for the required dates.

Additional information

Electronic Arts has teamed up with the Kent Institute of Art and Design (KIAD) to provide equipment and expertise to the 3D Design BA (Hons) course, based at the School of Design in Rochester, which will prepare students for a range of careers including leisure software and games design. For more information call KIAD on 01634 830022.

❑ Eugene Wheeler is rock hard

❑ There's plenty of detail on show

***CLONE WARS, BOUNTY HUNTER* AND *RTX RED ROCK*● GAMECUBE ● OUT LATE 2002**

LUCASARTS SHOWCASE THREE NEW TITLES

NEW *BOUNTY HUNTER* INFORMATION AND A SHOOTER THAT, SURPRISINGLY, DOESN'T HAVE *STAR WARS* ANYWHERE IN THE TITLE.

Following the massive success of *Star Wars: Rogue Squadron II* on GameCube, LucasArts is following it up with not one but two new adventures for Nintendo's GameCube console.

Star Wars: The Clone Wars picks up where *Star Wars Episode II: Attack of the Clones* finishes and sees you taking control of ground and air units against the Confederacy of Independent Systems.

Your mission is to stop the Confederacy getting their hands on a Sith weapon with enormous destructive power, and to do that you get to play as Obi-Wan Kenobi, Mace Windu or Anakin Skywalker.

The ability to command your allies (like the wingmen in *Rogue Squadron II*) has been resurrected and you can expect battles on speeder bikes and in AT-SX Assault Walkers across six *Star Wars* worlds including the home planet of the Wookies; Kahyyyk, and the plains of Geonosis.

One big talking point about *The Clone Wars*, though, is the addition of a four player mode. Three options have so far been confirmed – Duel, King of the Hill and Conquest. In the latter you must blast your opponents' home base and by destroying their outposts you will be rewarded with extra back up troops.

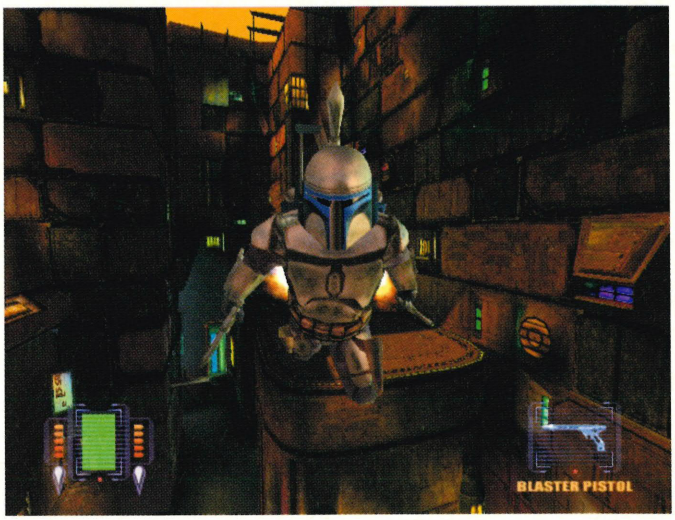
In addition to *The Clone Wars* we've also managed to bag new shots of *Star Wars: Bounty Hunter*, the new shoot 'em up starring Jango Fett, Boba's father.

Armed to the teeth with dual blaster pistols and a flamethrower your missions involve killing thieves and other scum of the universe including corrupt politicians.

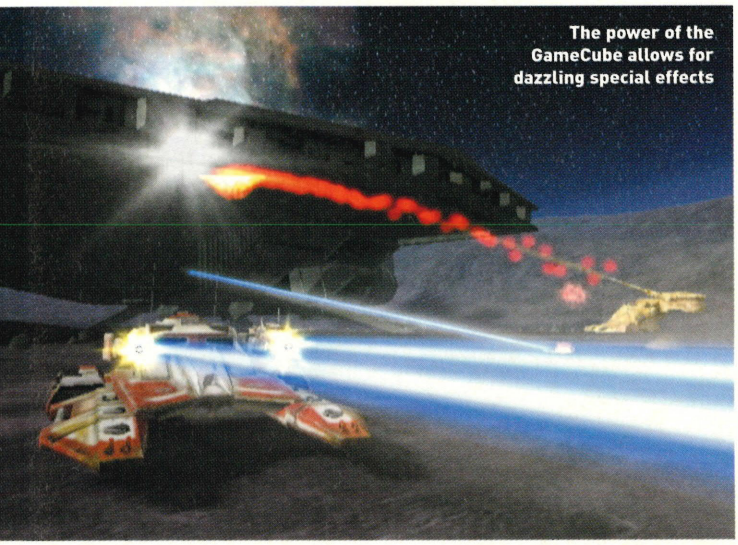
Thanks to Jango Fett's jetpack you can take to the air to evade enemy fire and you can also utilise your arsenal to burn holes in metal doors, then watch as you kick it down and step through. There are no keys where this guy comes from!

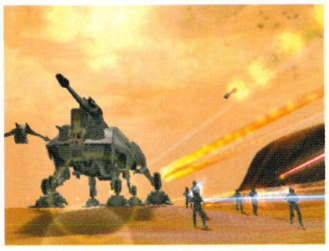
QUICK NEWS Ubi Soft are going to bring a brand new *Tomb Raider* game to the Game Boy Advance entitled *Lara Croft Tomb Raider: The Prophecy.*

❑ Jango Fett's backpack can help him evade brutal attacks on the ground

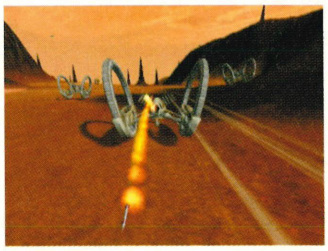


❑ As Jango Fett you'll get to explore the futuristic *Star Wars* universe

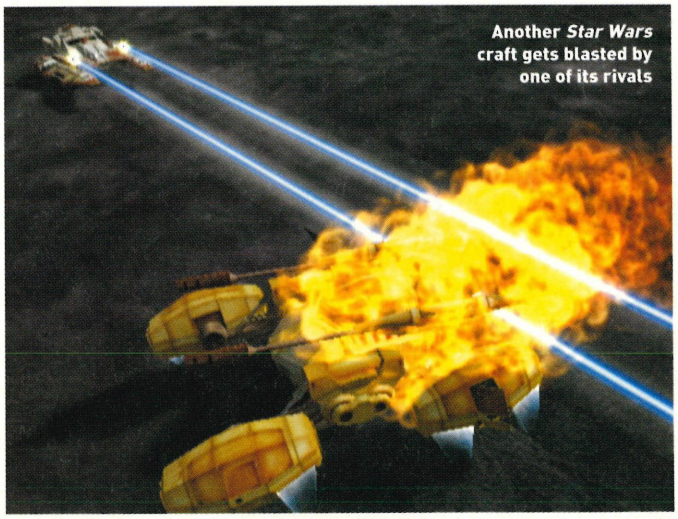


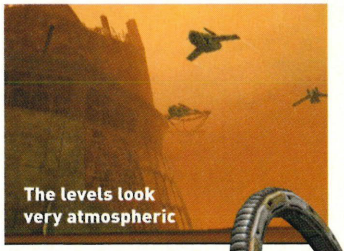


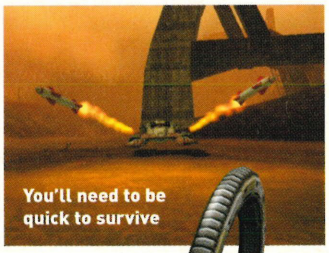
❑ All the famous vehicles will feature



❑ Watch out for the incoming missile







More outer space sci-fi shooting is also expected in *RTX Red Rock* – an original title that's set on a colonised Mars 100 years in the future. You play as Radical Tactics Expert (RTX) Eugene Wheeler who must rescue a cut off platoon led by Cimmeria Rajan.

Enemy forces known as LEDs are closing in on Cimmeria and her troops, but thankfully Wheeler has a variety of special moves as part of his arsenal. To help combat injury Eugene Wheeler's right arm has been grafted so it can be used as a grappling hook, taser and a grenade launcher. His left eye has also been enhanced to find enemies and hazards easier and pick up any bonus power ups that may be littered around the stunning game worlds.

With *Metroid Prime* nearing completion it's going to be a hard fought race to be king of the space shooter, but *RTX Red Rock* could well be one to watch.

❑ Battles will take place on the ground and in the air, requiring you to master loads of different craft

STARFOX ADVENTURES ● GAMECUBE ● OUT NOVEMBER

StarFox Adventures

FRESH DETAILS AND A DELUGE OF NEW SHOTS EMERGE ON RARE'S EPIC ACTION RPG.

It may have dropped the *Dinosaur Planet* tag, but that hasn't stopped Rare's GameCube screen shot department from going into overdrive.

Now set for a November release, Fox McCloud's journey looks more tantalising every time we see it – from the detailed fur on Fox's face to the two and four-legged dinosaur species who live on the lush planet.

The game begins in an electrifying thunder storm as you take control of a CloudRunner dinosaur that's being flown by a blue fox called Krystal. Up ahead is General Scales' ship and it's your mission to take out its giant turbine and gun turrets so that you can climb aboard the hostile craft.

During this battle the brave Krystal drops a staff that is later retrieved by Fox in Thorntail Hollow. After picking up the staff, Fox is given advice by Krystal in her own tongue (thankfully there are subtitles to help you out), and by collecting staff upgrades you can change it from a fighting weapon into a device that can fire lasers and unlock doors. The staff's power can also be used to lift giant boulders.

This is one of the best GameCube offerings, and let's hope that rumours that Rare may be bought by Activision doesn't spell the end of this red hot gaming factory which has worked exclusively for Nintendo for many years.

❑ Krystal's staff has enormous powers

❑ Prince Tricky is Fox McCloud's sidekick

Rare certainly knows how to create epic gaming worlds

Huge dinosaurs roam the sprawling lands of Dinosaur Planet

QUICK NEWS The bizarre helicopter puzzler, *kuru kuru kururin*, is being turned into a sequel for Game Boy Advance. It will be called *Kururin Paradise*.

In-game footage like this will make *Resident Evil 0* a GameCube classic

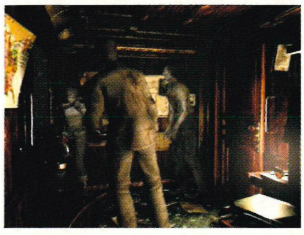
***RESIDENT EVIL 0* ● GAMECUBE ● OUT 2003**

Resident Evil 0

AFTER LAST MONTH'S EXCLUSIVE FIRST LOOK AT *RESIDENT EVIL*, MORE IMAGES OF THE SECOND GAMECUBE-EXCLUSIVE SURVIVAL HORROR ADVENTURE ARE STARTING TO ARRIVE.

❑ You will need to take control of both Rebecca and Billy in this title

❑ Lights swing as the train moves



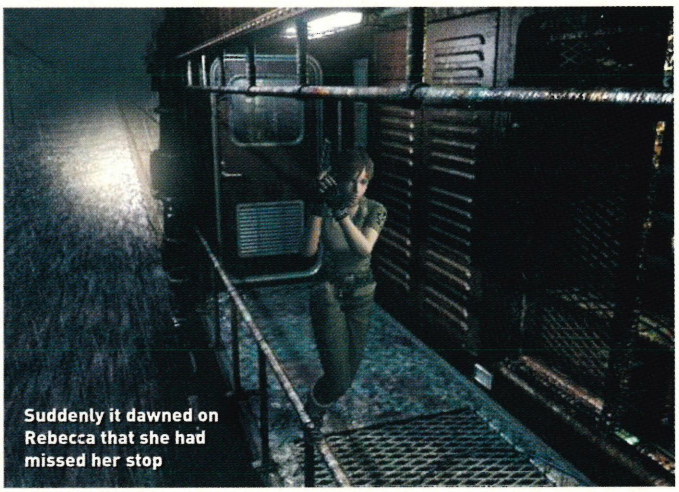
❑ The train level is very scary

Playable for the first time at E3, *Resident Evil 0* begins on a runaway train in the middle of a torrential thunder storm. As the train speeds along it causes lights to swing and curtains to flap in the wind, which looks very realistic.

The eerie atmosphere is further heightened as packs of zombies stalk the game's two stars – Rebecca and Billy – in the small carriages and tight corridors of the train.

But what's new is that you can decide what strategy to use, ranging from Back Up where your partner carries a weapon, to the scary Act Alone option.

You'll need to keep changing your strategy to complete the game as some puzzles need to be solved with your partner and others individually.



Suddenly it dawned on Rebecca that she had missed her stop

YOUR VOTE

Nintendo OFFICIAL MAGAZINE

NOM POLL

Last month we asked you...

"ARE THERE TOO MANY GAMES BEING MADE BASED ON FILMS AND TV SERIES?"

✔ YES, STOP IT NOW

53% VOTES

"These games aren't original and rarely do justice to whatever they're based on. Please developers, make them good or not at all!"
John Bradford

✘ NO, KEEP 'EM COMIN'

47% VOTES

"There can be amazing games like *Goldeneye 007* and *The World is Not Enough*. How can anyone think that there are too many movie-based games?"
Stuart Reid

NEXT MONTH

This month we ask you...

"WOULD YOU LIKE TO SEE MORE TITLES RELEASED THAT ARE EXCLUSIVE TO THE GAMECUBE?"

IF YOUR ANSWER IS YES SEND YOUR E-MAILS TO:
Nompoll-one@emap.com

IF YOUR ANSWER IS NO SEND YOUR E-MAILS TO:
Nompoll-two@emap.com

Remember to include any relevant comments

Enemies come thick and fast in this *James Bond* blaster so make sure your weapon is primed and ready

JAMES BOND 007 NIGHTFIRE ● GAMECUBE ● OUT NOVEMBER

BOND IS BACK

THE HOTSHOT CREATORS OF *THE WORLD IS NOT ENOUGH* ON NINTENDO 64 ARE PLAYING BOND AGAIN.

Acclaimed UK studio, Eurocom, is hard at work creating the next Bond spin-off in time for an autumn release.

Influenced by the Bond films and due out in time for the next spy flick, *Die Another Day*, *Nightfire* will see you hot on the heels of the evil Rafael Drake as you battle it out in underwater stages, across the Alps and even inside an orbiting space station. There will also be a variety of driving stages to break up the shooting action, much like those seen in *James Bond 007 in... Agent Under Fire*.

In addition to the 10 stages on offer, four way multiplayer blasting will be added to the bill and you can expect to come across the luscious Zoe Nightshade from *Agent Under Fire*. Cool cut scenes have also been added should you complete a certain objective in this GameCube adventure.

As is the norm with James Bond video games, Q Branch has also been hard at work creating the best crime busting gadgets to help Bond defeat Rafael Drake. Our favourite is a set of car keys that can be used to stun Drake's henchmen.

With *The World Is Not Enough* already under its belt, Eurocom's *Nightfire* is already looking like another classic 007 action adventure.

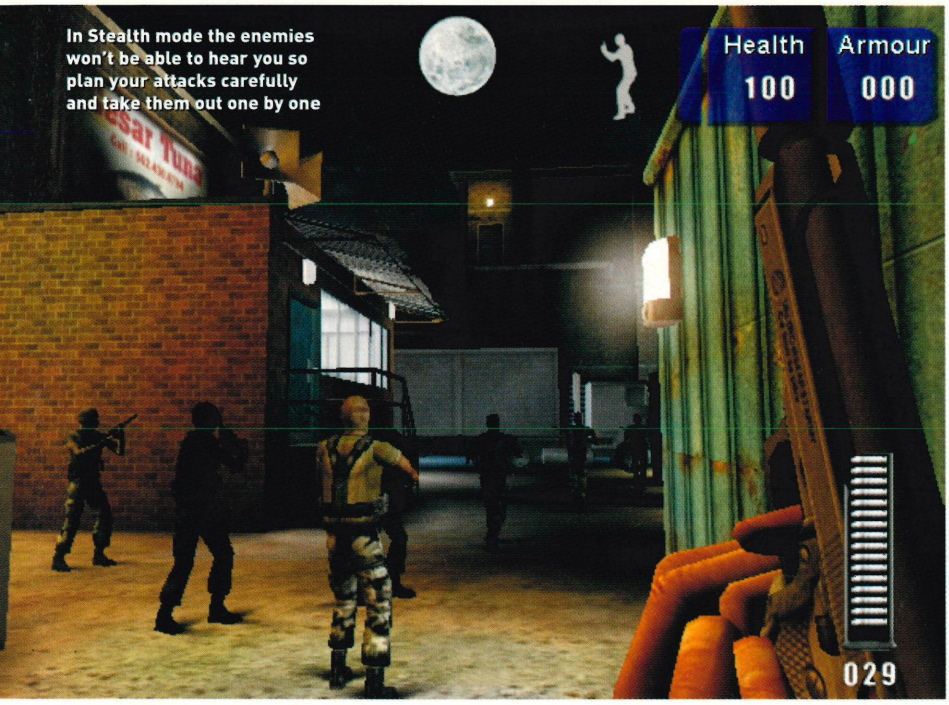
The worlds in this game look fantastic and we can't wait until it arrives on UK shores

❑ Cool cut scenes help fill in the gaps in the plot

❑ There will be loads of great weapons to use

QUICK NEWS Brand new *Pokémon* names for the new Game Boy Advance adventure will include Kecleon, Azurill, Wailmer, Volbeat and Wynaut.

If he makes one false move you'd better finish him or you'll be the one pushing up daisies



In Stealth mode the enemies won't be able to hear you so plan your attacks carefully and take them out one by one

***DIE HARD VENDETTA* ● GAMECUBE ● OUT NOVEMBER**

Die Hard Vendetta

COULD THIS BE THE GAME THAT FINALLY TOPPLES *GOLDENEYE 007* FROM THE TOP OF THE TREE?

Set five years after the last *Die Hard* movie, John McClane is on his beat chasing down a gang of thieves. He follows the group into a subway and prepares to take them on, but he's about to uncover more than he expected.

Players can decide how to tackle different situations in this GameCube quest, choosing whether to activate the Stealth mode where enemies can't hear you – giving you the element of surprise – or go in with all guns blazing in the Action setting.

And to further complicate things some characters react differently depending on how you approach them. For instance, on the subway level you have to disguise yourself as a tramp and hide your gun otherwise the thieves will recognise you.

Die Hard Vendetta has a cool look with detailed city streets and seedy underground locales. There are some impressive glass and water effects as well, with real-time refraction which makes surfaces look photorealistic.

Vendetta is a mission based blaster and there are 11 unique locations comprising over 25 levels. There will also be several multiplayer options with the promise of some original game modes.

Vendetta injects enough new ideas into this ageing franchise to bring it back to life with great attention to detail and an intriguing stealth element, although the different reactions you get from the enemies may mean that you won't complete a level at the first attempt.

INDUSTRY

Q&A

Mario Aguera, Game Director on *Die Hard Vendetta*

Q: Why did you decide on the action movie *Die Hard* as your inspiration?
A: With *Die Hard* we immediately have characters that most people will be familiar with. John McClane is such a great lead character and one you can really have fun with. He's cool but he's not a superhuman character who you can't relate to.

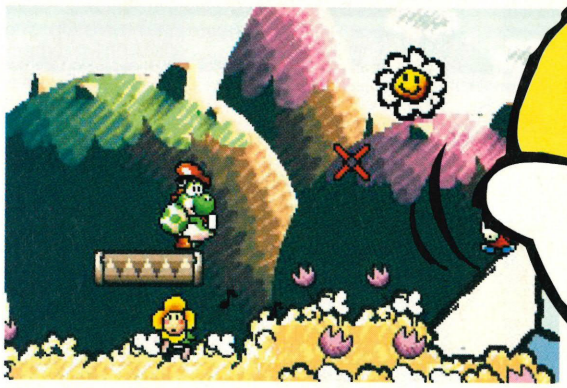
Q: What is the biggest challenge when developing the game?
A: Remaining true to the spirit of the films. *Vendetta* isn't just a First Person Shooter with a license attached. We've built the game from the ground up with *Die Hard* in mind, and what that means to the fans. The films were cool and the challenge is to do them justice.

Q: With the *Die Hard* movies being around for a lot of years, how did you make it feel fresh?
A: The first thing we decided was that we weren't going to make a game based on the events of any of the Hollywood films. We always planned on doing a totally original story, so that the player doesn't know what is going to happen next. Our story takes place after the movie *Die Hard with a Vengeance*, allowing us to grow the main characters but at the same time we can refer back to events that happened in the films.

Q: Is there anything that you would have liked to have included but couldn't?
A: With regards to the game I'd say no, its pretty much all in there.

Q: Speaking personally, what's your favourite part of *Die Hard Vendetta* so far?
A: It's certainly satisfying blowing a bad guy across the room with a shotgun. However, I think the part of the game that I'm most pleased with is the characterisation that we've achieved. The people you come across in the game always have something fresh to say and can be quite opinionated.

QUICK NEWS *Ecks Vs. Sever* are blasting back on Game Boy Advance. Expect 24 one player levels inspired by the forthcoming Warner Bros. movie.



❑ Fans of the Super NES original will go ape for the GBA edition

❑ The bosses are some of the most imaginative ever seen

YOSHI'S ISLAND: SUPER MARIO ADVANCE 3 ● GAME BOY ADVANCE ● OUT TBC

More Mario Advance platform fun with installment three

SUPER NES CLASSIC TO GET GAME BOY ADVANCE RE-MAKE IN *SUPER MARIO ADVANCE 3*.

The classic *Yoshi's Island* is entering the realm of Nintendo's handheld dream machine to become the third *Super Mario Advance* title after re-makes of *Super Mario Bros. 2* and *Super Mario World*.

The 16-bit platformer was the first title to star Baby Mario and went on to become a classic. Now it's back as you take control of Yoshi and his friends in your bid to reunite Baby Bowser with his brother.

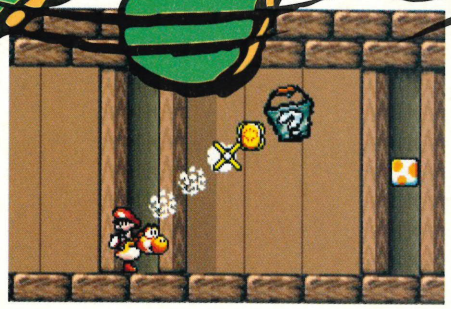
By wolfing down colourful enemies with his giant tongue Yoshi can create powerful eggs to hurl at Kamek's evil troops.

If you get split up from Baby Mario you'll have 10 seconds to find your buddy, so it pays to stay alert for the traps that Kamek sets.

Fans of the Super NES original should also note that morph bubbles can change you into new characters such as a mole or helicopter, allowing you to reach new areas and secrets.

The game's landscapes also remain faithful to the original, so instead of using solid looking worlds the stages appear to have been coloured in with waxy crayons.

Like the last two *Super Mario Advance* titles, Nintendo also incorporates a four player link-up version of *Mario Bros.* It'll certainly be value for money when this baby arrives on these shores.



❑ Use your targeting system to hurl Yoshi's eggs

❑ All your favourite enemies will appear in the game

❑ Different coloured Yoshis feature throughout

When leather struck leather, your jaw dropped.
As that ball went hurtling like a shooting star,
punching deep into the net, you knew it was all over.
Admit it, I'm the master.
The master executioner of awe inspiring goal strikes destined
for history. This is Virtua Striker 3 ver.2002, full on football
action played at a blistering pace in stunning graphical detail.
Stick your tongue out, its time to lick boots.

VIRTUA STRIKER 3 ver.2002

Distributed by

INFOGRAMES SEGA AV NINTENDO GAMECUBE

Original Game © SEGA © SEGA/AMUSEMENT VISION, LTD., 2001, 2002 ©1996 JFA. adidas, the adidas logo,
the three stripe device mark and FEVERNOVA are registered trade marks of the adidas-Salomon Group, used with permission.
Trigon logo is a trade mark of the adidas-Salomon Group, used with permission. Trademarks owned by third parties are used with permission.
TM, ®, AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2002 NINTENDO. © 2002 INFOGRAMES. All rights reserved.

Play to be worshipped

MORTAL KOMBAT: DEADLY ALLIANCE ● GAMECUBE AND GAME BOY ADVANCE ● OUT LATE 2002

MORTAL COMEBACK

NO MORE DUFF *MK* GAMES AS *DEADLY ALLIANCE* ROCKS GAMECUBE AND GBA.

The *MK Mythologies* and *MK Trilogy* games may have been dog, but at least there was the reputable *Mortal Kombat 4* to satisfy the needs of Nintendo 64 beat 'em up fans.

Thankfully the release of *Deadly Alliance* should put an end to dodgy games souring the name of *Mortal Kombat* as Midway sets out to create the definitive next generation GameCube fighting title.

❑ **All the *Mortal Kombat* fighters look better than ever in this fighting extravaganza**

The story behind the game sees two powerful sorcerers – Shangtsung and Quan Chi – joining together to try and become immortal. With this in mind you must set out to defeat them using a variety of new and old fighters, including Scorpion, Subzero and thunder god Raiden.

Classic gory Fatalities also make a return together with brand new finishing moves, and you can also expect weapons to be at hand to dish out some serious punishment.

❑ **Shangtsung is hoping to become immortal in *Mortal Kombat: Deadly Alliance*, but the icy Subzero is out to stop him**

NINTENDO GIBBERISH

NOA marketing executive, Peter Main, causes us to ask the question: 'What exactly does Nintendo want to be?'

"No one will deny that Sony is a world-class hardware company, and no one would deny that Microsoft is a world-class software company. Nintendo aspires to be neither of those things."

IN THIS YEAR... 1997

■ **The N64 was released in 1997 and set the world on fire**

Nintendo once again rocked the gaming world with the European release of the N64, and in *Super Mario 64* and *Pilotwings 64* the console was backed up with some exceptional software. Also in this year, *Pocket Monsters* was released in Japan and went on to outsell *Final Fantasy VII* by two to one. And the gaming world mourned the loss of genius Game Boy creator, Gunpei Yokoi.

■ ***Pilotwings 64* was one of the first N64 games ever released and it's still a gaming classic**

QUICK NEWS *Reign of Fire* from Bam! sees you playing an evil dragon or human resistance fighter trying to save mankind on GameCube and GBA.

ANIMAL CROSSING ● GAMECUBE ● OUT TBC

Miyamoto reveals more Animal Crossing madness

NINTENDO'S COMMUNICATION GAME HAS GOT 'CLASSIC' WRITTEN ALL OVER IT.

While Mario and Link were stealing the limelight at E3 the quirky world of *Animal Crossing* was sneakily showing off its amazing wares with some astonishing new gaming ideas.

As reported back in issue 116, *Animal Crossing* uses the GameCube's internal clock to trigger events in the game. So should the sun be setting outside as you play the light in the game will also be getting darker.

The same goes for the seasons, so as winter moves into spring in the real world it will do the same in the game – so you'll see the landscape changing from a wintry wonderland to a world full of new types of fish and insects to catch. All these changes look fabulous in the game.

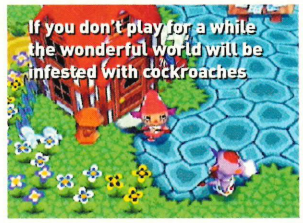
Animal Crossing will also be reworked specifically for the US market so that the characters celebrate different American holidays. There's no news whether the UK version will feature British holidays or not, but just imagine if it starts to rain in *Animal Crossing* when you're playing on a Bank Holiday! What we do know is that if you play it on Christmas Day a special Santa Claus character will appear to give you a message and perhaps a lovely present.

Animal Crossing is like nothing else we've seen on Nintendo's GameCube but you'll need to play it a lot because your world will start to become overrun by weeds and disgusting cockroaches if you stop playing for even a day or two.

E3 also saw the unveiling of N-Port, a new idea that will allow you to load NES games on your Game Boy Advance via the GameCube-GBA link cable should you find and unlock them in your *Animal Crossing* game.

The fact that *Animal Crossing* is randomly generated also means that by saving your characters onto a memory card you can open them on a friend's GameCube, giving you the chance to explore and talk to new characters.

❑ ***Animal Crossing*** **uses the GameCube's internal clock for special events**



❑ **Not much has been seen of this Rayman adventure so far, but you can bet your bottom dollar that it'll be a colourful and exciting GameCube quest**

RAYMAN 3: HOODLUM'S HAVOC ● GAMECUBE ● OUT 2003

UBI SOFT'S MASCOT IS GAMECUBE BOUND

RAYMAN TO BE UNLEASHED NEXT YEAR.

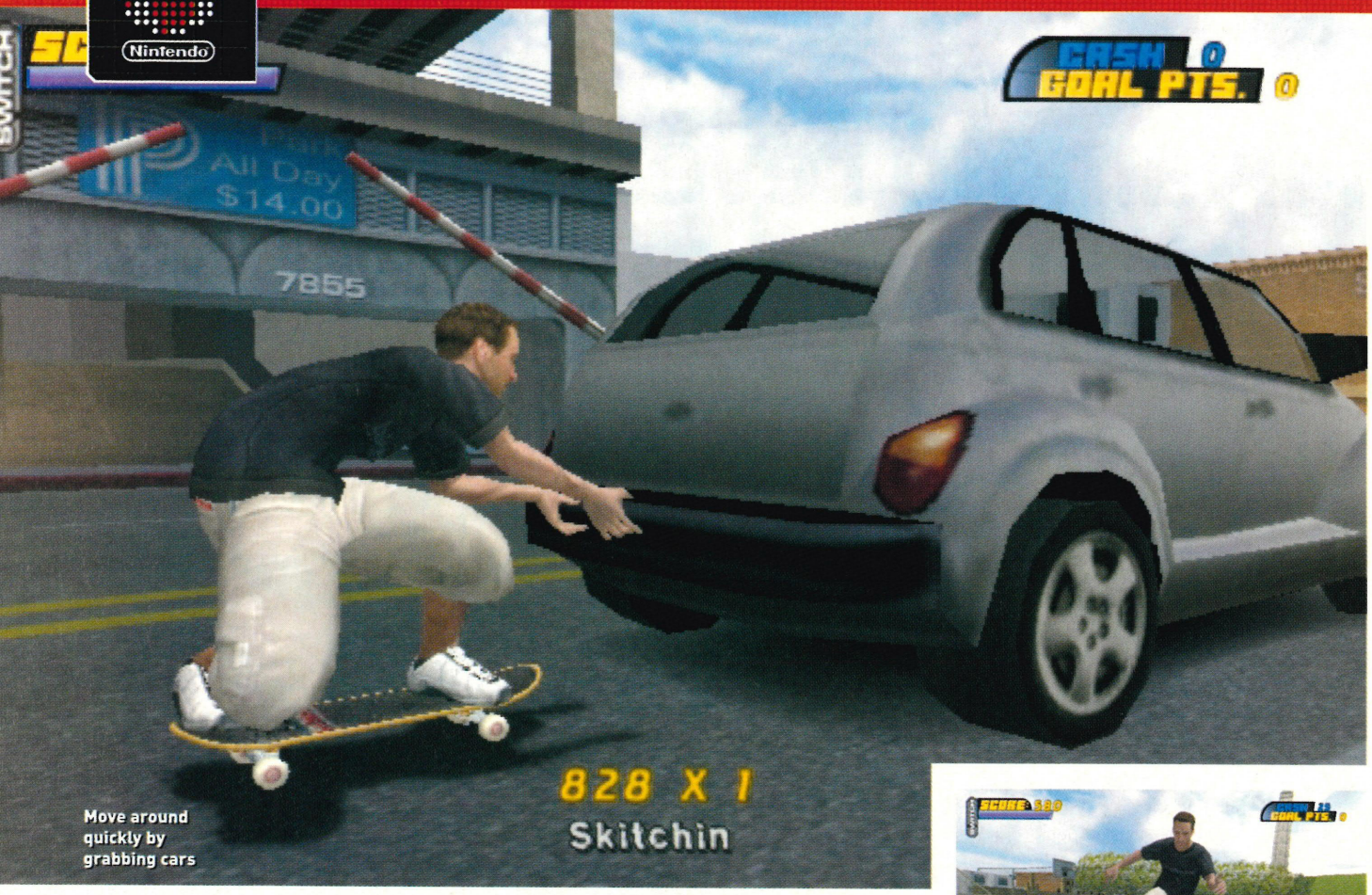
❑ **Aside from Mario and Wario one other infamous platforming hero was strutting his funky stuff at E3.**

Rayman 3: Hoodlum's Havoc once again stars the armless and legless hero who must pit his wits against the Hoodlum tribe.

Utilising moves such as a grapple and a Super Helicopter attack, Rayman must not only defeat the Hoodlums, but ever-changing bosses such as Dark Lums and Khaaren. Thankfully Rayman can also use his Power First attack to defeat cartoon goons from a distance thanks to his extendible hands.

Ubi Soft has so far exposed three worlds in *Rayman 3: Hoodlum's Havoc* – a deadly swamp, a misty moor and the foreboding Deadlands – but rest assured that we'll have more news on this promising platformer over the next few months.

QUICK NEWS Despite an awful original, *Legends of Wrestling II* is in the works. This time though the game engine is being started again. Phew!



Move around quickly by grabbing cars

TONY HAWK'S PRO SKATER 4 ● GAMECUBE ● OUT AUTUMN 2002

TONY HAWK'S PRO SKATER 4 OUT THIS AUTUMN

TONY HAWK STARS IN ANOTHER GAMECUBE TITLE.

Tony Hawk's games have been phenomenally successful on every format they've been released on, and now the GameCube is getting the latest, and possibly the greatest, version so far.

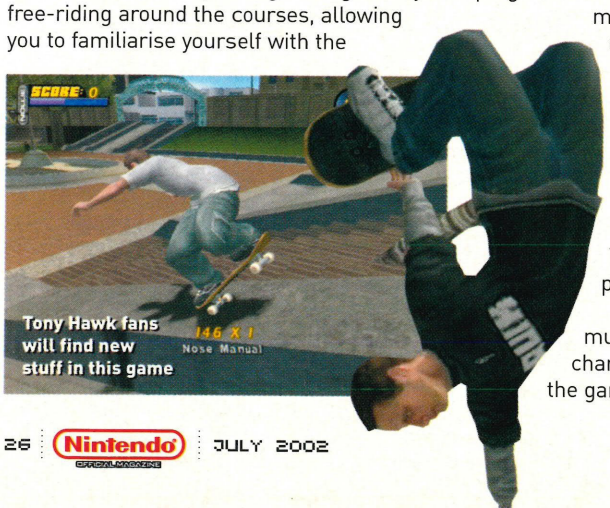
The major difference between this and other *Hawk* games concerns the Career mode. In previous versions you had to complete a set of objectives against the clock to open new levels, and the closer you got to perfecting the tasks the more secrets, bonuses and cash you bagged.

This time around you begin the game by free-riding around the courses, allowing you to familiarise yourself with the layout of the level. By stopping and talking to other skaters and passing pedestrians you'll receive objectives and tasks, and from there the clock starts ticking. Completing these objectives unlocks more goals which gives you an opportunity to win cash and points that ultimately aid your rise through the ranks, taking you from amateur status right up to becoming a fully-fledged professional.

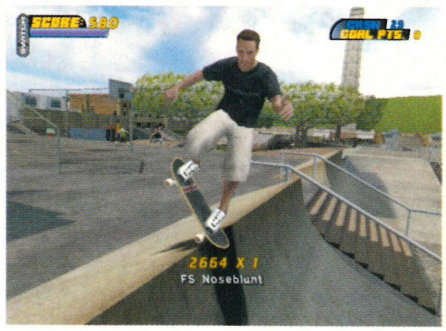
We've been lucky enough to play an early version and can report that it is the best looking *Tony Hawk's* game ever. The programmers at Neversoft have tried to make each level appear as realistic as possible, with cracked concrete and asphalt replacing the ultra smooth look of previous games.

Character animation has also received an overhaul, with more facial detail and a fluid skating style that takes *Tony Hawk's 4* that bit closer to photo-realistic skateboarding.

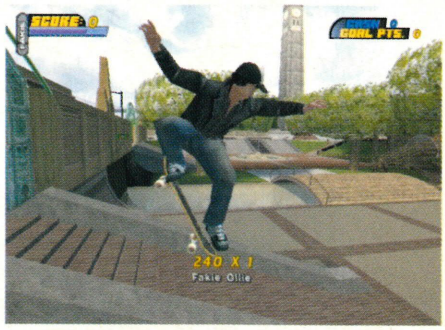
The control set-up remains much the same, although subtle changes have taken place to make the game even more playable.



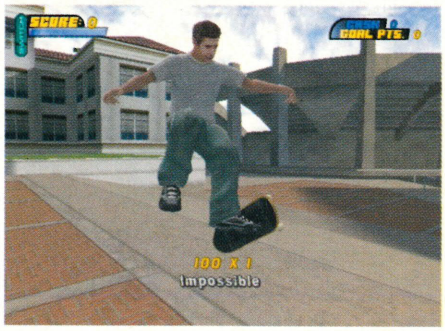
Tony Hawk fans will find new stuff in this game



❑ Players will be able to perform lots of stunts in the various arenas which appear in the game



❑ The graphics look even better this time with backgrounds which look more detailed and real



❑ Skaters now move more realistically

Distributed by

INFOGRAMES

NINTENDO GAMECUBE

CREATED BY

SONIC TEAM

SEGA®

Come all ye Faithful.

The mighty armies of light and dark have gathered. The future of a fragile world hangs in the balance. Will you follow the force for good by becoming Sonic the superhero in a race for worldly peace? Or perhaps you will succumb to the dark and dastardly Shadow and reap terrible destruction upon the earth? The time has come, choose your hedgehog leader wisely.

• 30 action stages with over 50 missions. • Multiplayer modes featuring new battle stages and classic kart racing. • 12 Characters to choose from including newcomers Metal Sonic, Amy, Chaos Zero and the comical Chao Walkers. • Enhanced Chao mode boasting new mini games and including an exclusive link-up feature with Game Boy Advance.

SONIC ADVENTURE 2 BATTLE

Time to take sides

Original Game © SEGA © SONICTEAM/Sega Corporation, 2001 © 2002 INFOGRAMES. All rights reserved. Nintendo GameCube™, ® and the GameCube Logo are trademarks of Nintendo Co., Ltd. © 2002 Nintendo.

VEXX ● GAMECUBE ● OUT OCTOBER

Platforming with attitude

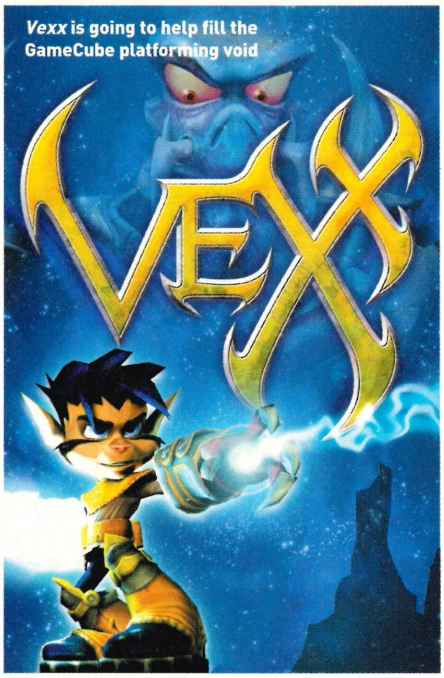
MEET THE VIDEO GAME CHARACTER WITH THE LONGEST NAILS IN THE BUSINESS.

Apart from *Super Mario Sunshine* and *Wario World* there are few platform titles being developed for GameCube, but that's where *Vexx* enters the fray.

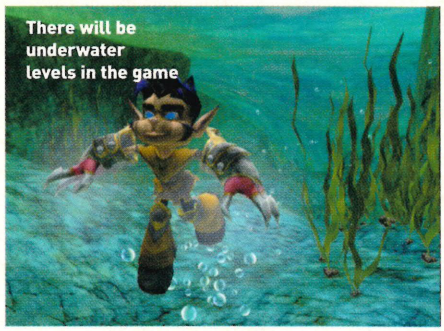
New storyline details have emerged detailing Vexx's fellow Rockhaven villagers being enslaved by Dark Yabu and being sent to work in the village's cave network.

From what we know, this action packed platformer runs in real-time so as you play the day turns into night and different enemies appear. Should you want to alter the time to solve the various puzzles you must locate sundials that are scattered throughout the game's worlds.

The main plotline sees Vexx in a bid to save the villagers and avenge the death of his grandfather. When Vexx discovers a chest after sneaking onto Dark Yabu's windship it mysteriously opens to reveal a pair of Battle Gauntlets that clamp onto his hands thanks to some strange, mystical force. These gauntlets help Vexx attack enemies and you'll need them if you're to go all the way to the final battle.



Vexx is going to help fill the GameCube platforming void


There will be underwater levels in the game

Vexx will have to fight loads of enemies

❑ The muscular monsters in *Contra Advance* are colourful and imaginative

CONTRA ADVANCE ● GAME BOY ADVANCE ● OUT JANUARY

Classic blaster goes handheld

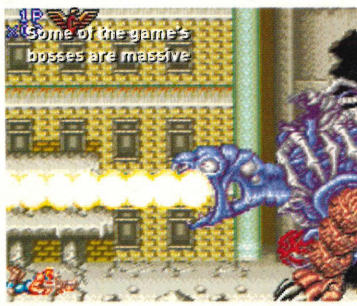
ONE OF THE GREATEST SHOOT 'EM UPS IS BEING SHRUNK TO FIT ON GB ADVANCE.

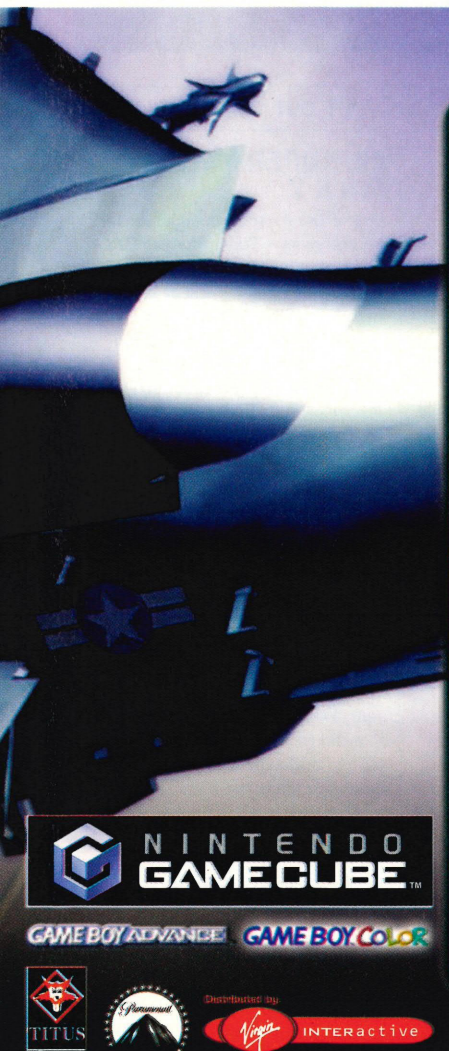
The *Contra Advance* adventure on Nintendo's Game Boy Advance is warming up to give handheld fans one of the toughest challenges ever seen.

Based on the original Super NES title, *Super Probotector*, this is relentless gun blasting at its very best as you take out swarms of enemy soldiers and man eating dogs.

To aid you in your mission weapon upgrades can be blasted open, and on one level you'll be able to take control of a tank and use its gun to kill foes or simply run them over.

Veterans of the series will also be happy to hear that the developers are hard at work adding a two player link up mode that allows you to co-operate with a mate. New stages are also being added to give fans of the original even more gun running enjoyment.





TOP GUN TEXT CLUB

WIN WITH THE TOP GUN MOBILE PHONE CLUB!

TOPGUN COMBAT ZONES

Join the Top Gun text club now for all the latest information, hints & tips, gossip, competitions and exclusive Top Gun discount offers!

You can get all this by SMS straight to your mobile phone now!
It's easy to join just text the word "Top Gun" to the phone number below to receive all the latest up-to-date information from the world of Top Gun!

07818 015474

5 lucky members each month will win a copy of Top Gun available soon for the Nintendo Gamecube & Gameboy Advance and out now for the Playstation 2 and GameBoy Color.

It's about being an Ace...

Parental consent required if under 12. To unsubscribe from the club, just text us the word "drop" to 07818 015474. It will cost you no more than the price of one text message - usually 10p. Virgin Interactive and its partners may wish to contact you with details of exciting offers. Subscribing to this text club means you are happy for us to contact you.

NINTENDO GAMECUBE™
GAME BOY ADVANCE GAME BOY COLOR
TITUS
Distributed by Virgin INTERactive

TOP GUN ... used under license from Paramount Pictures. © 2002 Paramount Pictures. All Rights Reserved. Software © 2002 TITUS.
TITUS and the TITUS logo are registered trademarks of TITUS. All rights reserved. TM and ® are trademarks of Nintendo. © 2002 NINTENDO.

10 HOT GAMES YOU'LL BE PLAYING THIS TIME NEXT YEAR

WE'VE HUNTED HIGH AND LOW TO BRING YOU THE HOTTEST SELECTION OF FORTHCOMING GAMECUBE AND GAME BOY ADVANCE TITLES.

Mario and his groovy gang have never looked so crisp and colourful

There will be different challenges to try in the next *Super Monkey Ball* game

The e-Card Reader will be here soon

This snowboarding game will rock

OUT: **OCTOBER**

01. SUPER MARIO SUNSHINE

We couldn't leave you this month without giving you more details about *Super Mario Sunshine*.

As reported on page eight Mario has two different water cannon moves that he can perform, but according to Miyamoto these won't be his only manoeuvres.

Miyamoto didn't speculate on what these will be but from footage we've seen Mario can swing from cables and fire water at the same time.

OUT: **TBC**

03. E-CARD READER

The GBA is renowned for some of the best retro titles on the shelves, so it comes as no surprise that *Game & Watch* is heading to the small screen in the form of e-Reader cards.

By scanning cards through an e-Card Reader you'll be able to play complete Game & Watch-e card titles including *Manhole*.

Pokémon-e and Animal Crossing-e cards will also be available for the Reader.

OUT: **LATE 2002**

02. SUPER MONKEY BALL 2

One of the most original games in recent years – *Super Monkey Ball* – has been selling truck loads since GameCube's launch and at last we've had chance to play the sequel.

In addition to a wealth of one player puzzles the number of mini games has been increased so you can expect primate twists on tennis, golf, football and even white water rafting.

Monkey Target will also return, this time allowing for multiplayer action.

OUT: **TBC**

04. 1080° WHITE STORM

The original set the benchmark for snowboarding titles and at E3 Nintendo displayed footage on the sequel.

Due for release in the US next year, *White Storm* will see you having to avoid mountain hazards from rock falls to avalanches, all while trying to beat your foe to the finish line.

This time *1080°* supports four player races and you can expect a host of options including Match Race, Time Attack, Contest mode and a half pipe where you can show off tricks.

OUT: **TBC**

05. GOLDEN SUN 2

The original adventure hasn't been out for very long, but Nintendo has already announced a sequel to the Game Boy Advance's definitive RPG.

Tentatively titled *The Lost Age*, the sequel to *Golden Sun* will again see you learning the powers of the mysterious Djinn and using them in fearsome battles with monsters.

Reportedly bigger than the original, the sequel stars some brand new characters and you'll need your adventuring head on as you try and solve tough Psynergy puzzles. A classic in the making.

OUT: **TBC**

06. GLADIUS

In addition to *RTX Red Rock* and two *Star Wars* titles, LucasArts is also working on a game that doesn't have anything to do with Lucas' world.

Gladius sees you travelling a fantasy world as one of two young heroes, Ursula and Valens, as you battle it out with other gladiators in your bid to become champion.

Your journey will see you fighting in arenas using magic and weapons to slay your opponents using a fighting style that sees you matching button combos – miss a button and your attack won't be quite so devastating.

The next *Golden Sun* game is bound to be a classic

OUT: **AUTUMN**

07. WWE WRESTLEMANIA X8

We'll have an exclusive first look at the game next issue, but in the meantime here's some tasty news to whet your appetite.

Six hidden wrestlers are tucked away in the title including Ric Flair and Vince McMahon while the game will also feature four game modes.

One new option is Battle for the Belts, a fight to the top where you must try and win all 51 belts that have been created especially for *WWE Wrestlemania X8*.

OUT: **SEPTEMBER**

08. TIMESPLITTERS 2

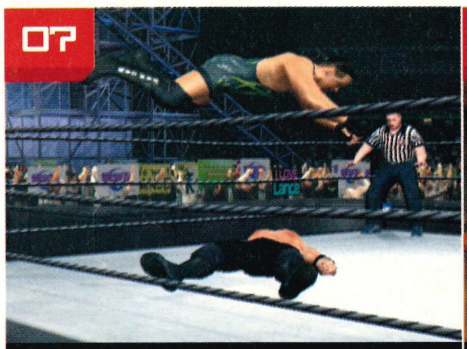
The sequel to the PS2 original is shaping up well and is now due for release in just over two months.

Made by some of the team behind *GoldenEye 007*, *TimeSplitters 2* will see you travelling through a TimePortal to try and locate nine crystals and stop the evil TimeSplitters destroying mankind.

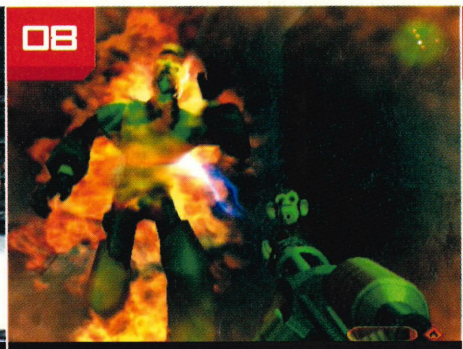
The action takes place in different eras, from futuristic settings right back to 1930s Chicago and the Wild West.

TimeSplitters 2 will also have a fast and furious four player battle mode.

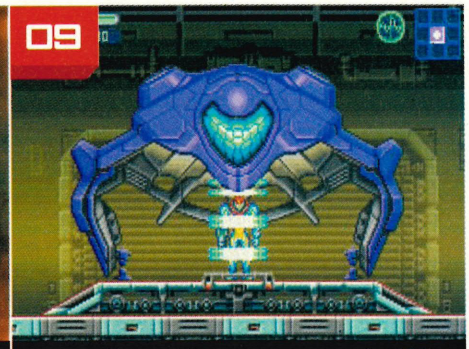
Vicious gladiator action is coming to the Nintendo GameCube



How much *WWE* action can the GameCube take?



TimeSplitters 2 on the 'Cube already looks amazing



Samus will also make an appearance on the GBA

OUT: **2003**

09. METROID FUSION

Samus Aran isn't just taking the GameCube by storm because she's also taking the lead in a new Game Boy Advance title.

Metroid Fusion is being developed by the team who made the NES and Super NES *Metroid* titles and it's up to Samus to defeat a strain of X species after she swallows the Metroid vaccine.

With a new suit and a variety of fresh and classic weapons to use, this new *Metroid* title already looks like something incredibly special. Stay tuned for more news.

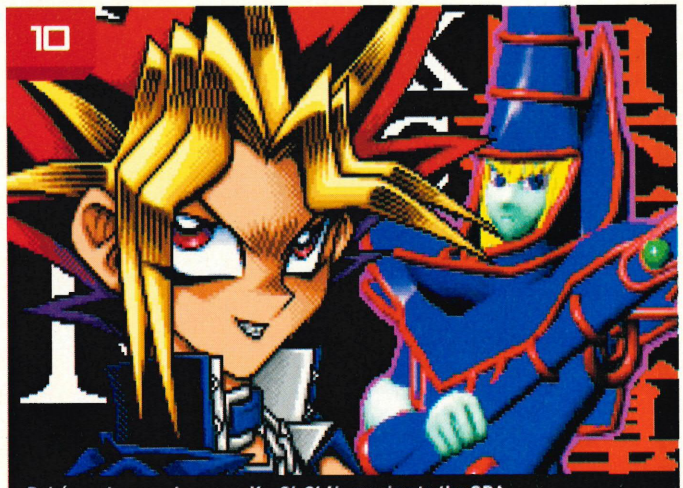
OUT: **TBC**

10. YU-GI-OH!

With the trading cards selling out and the TV series on Sky, Konami is developing two GBA *Yu-Gi-Oh!* titles – a card battle game called *The Immortal Duelist Soul* and a board game known as *Dungeon Dice Monsters*.

Duelist Soul takes the trading card game rules and enables you to trade and battle friends. The cart will even come with three trading cards.

Dungeon Dice Monsters sees you competing across a *Yu-Gi-Oh!* board to try and win 100 creatures including such classics as Blue Eyes White Dragon and Black Magician Girl.



Pokémon beware because *Yu-Gi-Oh!* is coming to the GBA

TUROK EVOLUTION

We've waited five years for this and at last Turok is back on familiar ground with this gore-packed new addition to the series. It's back to the Lost Land with UK exclusive information and shots.

LOG ON

http://www.turok.com/evolution

IN BRIEF

The demise of *Turok* games stops here as Acclaim prepares to take a bold step into next generation territory. Set before the N64 quest, *Turok Evolution* sees you back in the Lost Land with dinosaurs to kill and fly. But will you live long enough to destroy Tyrannus' dark army?

DETAILS

Release: **September**

Developer **Acclaim**

Game Genre **Shooter**

You stop dead in your tracks, aiming your gun at the dense undergrowth, craning for that hidden, scuttling sound. You can feel hostile eyes boring into your head as your heart begins to pound in your chest, but there's a job to do so forget about the lump in your throat and take aim because there's something in there that wants your blood.

Suddenly a plant moves and out leaps a screaming, clawing Raptor with enough strength to rip off your head with one swipe. In the panic, your instincts tell you to pull the trigger and blast the screeching beast with all you've got. The monster collapses on the floor to stir no more – that's the only way you can survive in the Lost Land. Wish you were here?

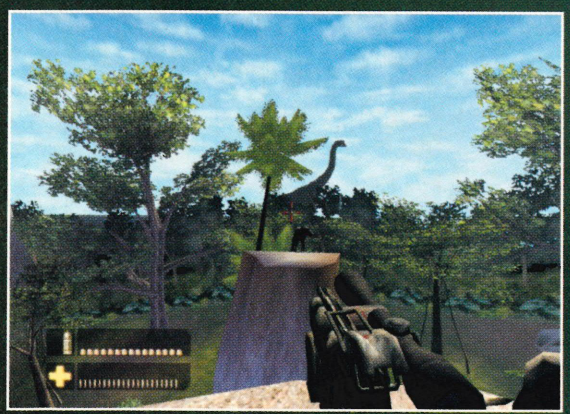
After a series that started so promisingly on the N64 with *Turok: Dinosaur Hunter*, the shoot 'em up series nose-dived with the impossible challenges of *Seeds of Evil* and the

■ *Turok Evolution* isn't a game for younger Nintendo players

"*Turok Evolution* has put the series firmly back on track with gore-inducing nuclear-powered weapons that put the classic Cerebral Bore to shame."

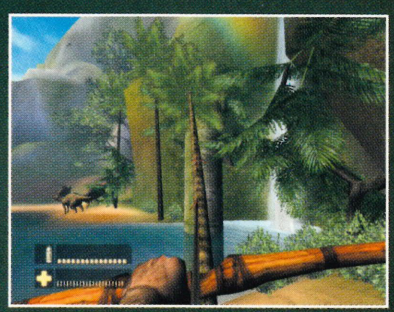
There will be dozens of guns in *Turok Evolution*, each with a secondary function

You'll find friendly wildlife in the forests such as this rather ugly baboon. Shoot it!



Not all the dinosaurs are hostile in *Turok Evolution*, so don't attack peaceful creatures

Why is it that all *Turok* video games have to feature a realistic waterfall?



The bow and arrow is your basic weapon but you'll need something bigger to beat the game

duff gameplay predominant in *Turok 3: Shadow of Oblivion*. Restoring the series to distant critical glories wasn't going to be easy but *Turok Evolution* has put the series firmly back on track as it returns the game to its prehistoric roots. From impressive aerial dogfights to gore-inducing nuclear-powered weapons that put the Cerebral Bore to shame, and locations from steaming jungles to searing desert canyons, you've got a package that is shaping up to be a winner.

But instead of beginning where *Shadow of Oblivion* left us, *Evolution* returns to a time before *Turok: Dinosaur Hunter* and stars a Saquin warrior called Tal'Set. Instead of beginning in the Lost Land the quest starts in Texas during November 1886 with some very strange events.

Under orders to hunt down the Saquin tribe's Chief Grey Bear and his remaining warriors, Captain Tobias Bruckner and his army have them surrounded. As the Saquin try fleeing to the safety of Mexico, Grey Bear is fatally wounded by a sniper's bullet and with the odds stacked against him Tal'Set leads a revenge mission.

As Bruckner and Tal'Set clash a crescendo of noise sees the ground opening up to reveal a cave far below adorned with etchings and artifacts from a long-forgotten time. Finding himself close to death from Bruckner's shooting, Tal'Set's dripping blood triggers an electric storm in the cave that blows him through a portal and into the Lost Land.

Fortunately Tal'Set isn't alone in the strange new world and is brought

back to health by a powerful sorcerer called TarKeen after being discovered by the people of the River Village, a community that's in hiding from Lord Tyrannus and his invading reptilian army. Tal'Set then discovers that his arrival in the Lost Land was not an accident – the slaughter of the Saquin tribe was ordered so that Tal'Set would become Turok, the Son of Stone and the only hope to free the beautiful Lost Land from invading forces. Unfortunately for Tal'Set, Lord Tyrannus has been joined by the evil Captain Bruckner...

So that's the epic plot, but what about the game? The first thing that strikes you about *Turok Evolution* is how the developers have created game worlds that teem with life. The jungle levels are incredibly vivid, making it feel as though you are blasting through your very own *Jurassic Park*. You can also see the sense of scale that the developers have created, with some levels even stretching over two kilometres.

Over 30 different species walk, swim and fly through the jungle landscapes, including evil Raptors and Direwolves, but more friendly wildlife such as chimps, gazelles and macaws form a tantalising backdrop to the frantic gun battles. Just wait for the moment when you stand next to a Stegosaurus and you'll be able to see every muscle move as it stomps past.

■ Keep an eye on the undergrowth to spot hidden beasts creeping towards you

■ There will be loads of objectives to complete to progress through the levels

Shoot an enemy in the head and their ugly bonce may be ripped clean off their shoulders

"Paranoia will take over as you wait for surprise enemy attacks from every angle and at any moment."

You'd better be warned though because these environments may look serene but before long paranoia sets in as you wait for surprise enemy attacks from every angle, and at any moment. Tyrannus' allies are experts at blending into their surroundings, so watch out for movement in the undergrowth as enemies hunt you down. You may think that using the flora for your own personal safety is a good idea, but even your smallest movements will be spotted by prehistoric foes. You'd better be armed and ready to creep through long grass without being seen or you'll be forgiven for letting out a terrifying scream as the monsters spot you and charge.

Turok Evolution also sees the advent of some vastly improved enemy Artificial Intelligence. Using the all-new Squad Dynamics System, Sleg foes react to your attack movements and use manoeuvres to avoid getting killed. They hide behind corners, duck under scenery, roll to avoid getting hit and defend or attack in groups. Faint-hearted Slegs will even run a mile if the situation is too dangerous and should you kill a

Use your weapon's secondary function wisely as ammunition is limited in *Turok Evolution*

■ The fire effects are convincing, but don't get too close or Turok will get singed by the flames

■ Grenades are an excellent way to take out foes who are hiding behind objects in the scenery

■ Timid dinosaurs will leg it when you approach, but other creatures will try to rip you to shreds

The lighting effects are dazzling and push the GameCube to its limits

You can lock onto enemies while flying to destroy them with a devastating missile

squad leader the enemy platoon may surrender (enabling you to disarm them) or rally around a new Sleg leader to try and counter your attacks.

The excellent computer A.I. also applies to your allies on some of the later undercover missions. They will return enemy fire as you move in for the kill and you can cover them when they decide to move out. Instead of having to send orders (as seen with your wing men in *Rogue Squadron II*) the intelligence of your troops is such that they will react to any given situation, so you can concentrate on taking out the enemy Slegs up ahead. Just make sure you don't take them out with any stray bullets when you are covering their backs!

To make matters even more advanced Slegs can call for back up. Reinforcement ships regularly appear and it's your job to destroy the ships' portals to cut off the enemy supply line and stop more Slegs from appearing. Should you find yourself confronted with a mighty army of Slegs, medikits and extra ammo clips can be picked up, so keep a watchful eye and grab any boxes that you see because you never know when you might need them.

One of the major points of difference compared with past adventures is that the game doesn't just stick to the ground – you can take to the air too. An idea originally conceived for the original *Turok* title but not put in place until this GameCube quest, you can ride high above canyons on the back of a Pteranadon as you circle and swoop above enemy bridgeheads, landing craft and bunker installations – all while avoiding white hot flak.

To take out enemy bases Tal'Set's prehistoric bomber is armed with two machine guns for rapid fire and a limited number of rockets that lock on and enable you to perform low level bombing raids. In these levels of 360° dogfighting madness you'll also be treated to camaraderie with your wing men as they whoop and cheer your successes. Their Artificial Intelligence is such that they have their own agendas and will take out Tyrannus' ground installations too.

Make sure you look out for mules that are suspended hundreds of feet in the air by supply balloons as they are your valuable health reserves. Just fly the Pteranadon into the mule and it will wolf the helpless creature down in

The Artificial Intelligence is so good that enemies will react to your attack movements

Some enemies will hide to avoid your wrath

■ *Turok Evolution* will feature several different destructive vehicles for you to drive

one gulp and replenish your dwindling health meter in the process.

But *Turok* wouldn't be the same without some explosive weapons at your disposal and once again the creators have redefined the shoot 'em up arsenal with some ground breaking creations that all come with destructive secondary functions.

The usual suspects make a welcome return including the bow and arrow, pistol (complete with sniper sight), shotgun and the War Club that can be used to chop down foes with a vicious swipe.

By far the best of the newcomers is the Nuclear Burst, a nuke that will obliterate everything on impact with an enormous 300 feet high mushroom cloud – and it can all be charged-up in the barrel of the gun.

The problems with the inaccurate rocket launcher from the last *Turok* game has also been addressed and is now much more deadly, particularly when switched to its secondary function as it not only fires a rocket but smaller explosives which spin around the outside for maximum damage. Come September, make sure you also look

■ Enemies in *Turok Evolution* will hide behind corners, duck under scenery, roll to avoid getting hit and defend or attack in groups

The flying sections are very exciting and add variety to the *Turok* experience

Raptors are some of the most dangerous foes as they're fast and vicious

You'll need to move like greased lightning to escape a pack of hungry Raptors

There will be indoor locations to explore

When you stand next to a Stegosaurus you'll see every muscle move as it stomps past

"The best of the newcomers is the Nuclear Burst, a nuke that will obliterate everything on impact with an enormous mushroom cloud."

out for the Mini Gun, a double-barrelled rapid-fire machine gun that may not be very accurate from a long distance, but get close to your hapless enemy and they will be blown away in a blurred hail of red hot bullets.

These weapons may be powerful, but the sharp shooters among you will want to go for more accurate shots as they are rewarded with the sight of an enemy Sleg's head being ripped off or arms and limbs being torn from torsos. As blood spurts from gaping wounds it splatters the floor and smears walls, so be prepared for some gory theatres of war when you take on tougher Sleg armies during later levels of the game.

With over 15 environments in the quest both you and enemy beasts can interact with the scenery, so blasting down giant trees to kill dinosaurs marching underneath all adds to your attack strategies. Just take care to keep on the move as your opponents can do exactly the same to you and that's the case when vicious Velociraptors attack.

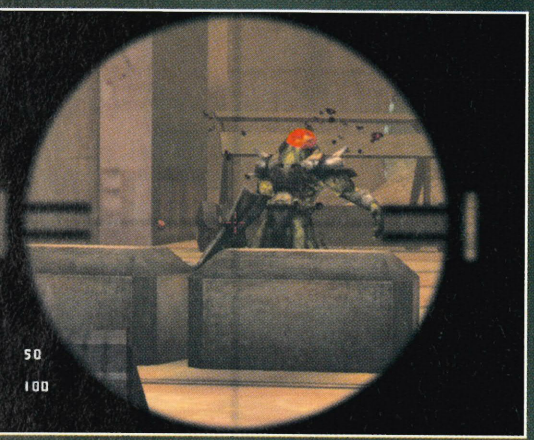
They never charge on their own, so when they spot you from a distance be on your guard because they will call on their allies and proceed to attack you in a wave of razor sharp claws and gnashing teeth. It's made even worse if they are rearing their young as they will protect them at all costs, and be warned because the Raptors will be able to jump higher and attack quicker the further you progress.

To make it worth your hard-earned cash, the one player mode isn't the only option in *Turok Evolution* and a number of multiplayer options are expected in the game. After disappointing multiplayer games in previous adventures (*Turok: Rage Wars* being the only exception) we're hoping that the multiplayer firefights will be overhauled to give the game that extra slice of magic that will turn

it into a GameCube classic. At the time of going to press, Acclaim could not provide *Nintendo Official Magazine* with any further details but we'll have an update on multiplayer developments next issue.

Whether you're a sucker for the classic *Turok* Nintendo 64 series or new to Acclaim's prehistoric shoot 'em up romps, *Turok Evolution* is certainly warming up to be one of the GameCube's most exciting and violent first person shooters.

If the planned multiplayer modes and challenges are successfully implemented and add extra life to the tasty GameCube shooting package we've seen so far, *Turok Evolution* will be this year's definitive Nintendo monster blaster. **Tim Street** NOM



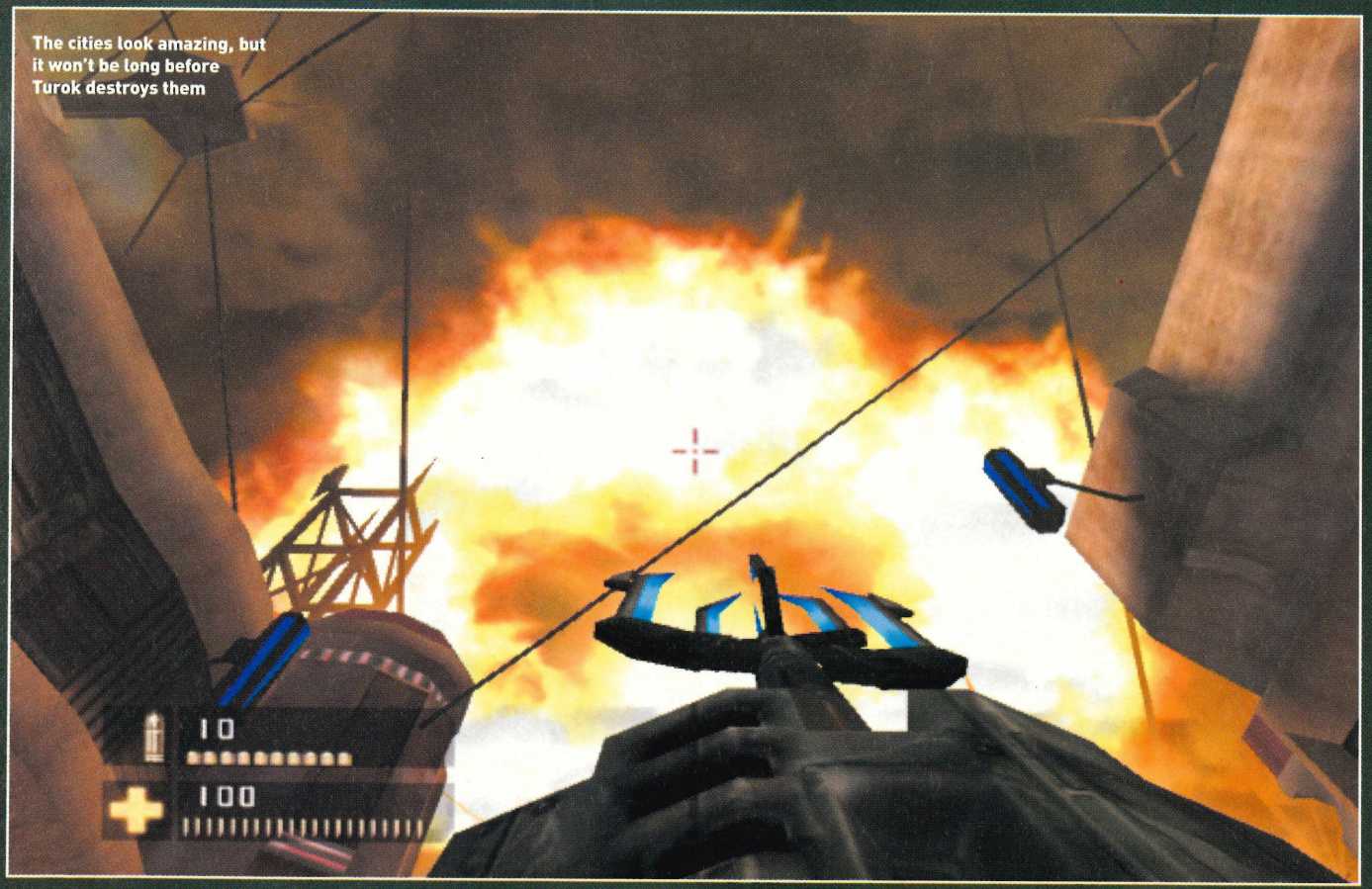
Well placed shots can remove limbs from your foes, even their ugly head if you're a sharp shooter

Lone enemies will call for back up, so be sure to take them out quickly and quietly

You'll also be able to interact with friendly characters in the game

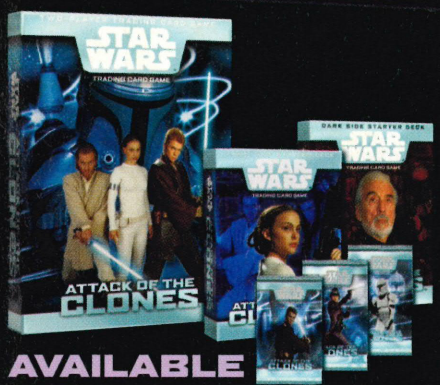
The explosive effects are some of the best we've ever seen

The lush outdoor locations are the most fun to explore



The cities look amazing, but it won't be long before Turok destroys them

IT'S FAST
IT'S EPIC
IT'S PERSONAL



AVAILABLE NOW

STAR WARS™
TRADING CARD GAME

Make your moves at lightspeed in the new *Star Wars* Trading Card Game. Three different arenas command your attention as you direct the action using characters, weapons and ships from the *Star Wars: Attack of the Clones* movie.

www.wizards.com/starwars

Game Support Line: 08457 125599

Official *Star Wars* Web Site
www.starwars.com

© 2002 Lucasfilm Ltd. & TM. All rights reserved.
The Wizards of the Coast logo is a registered trademark of Wizards of the Coast, Inc.
A Hasbro Group Company.

Available From:

WOOLWORTHS WHSmith and all good independent toy & hobby shops

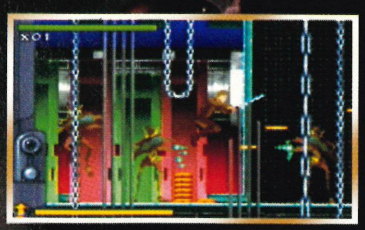
GRAB YOUR LIGHTSABER, THE CLONE WAR HAS BEGUN!

LUCASARTS ENTERTAINMENT COMPANY PRESENTS

STAR WARS™

EPISODE II: ATTACK OF THE CLONES™

Relive the exciting Jedi adventures seen in the movie!



- *Play as Anakin Skywalker, Obi-Wan Kenobi and Mace Windu*
- *Combat villians like Jango Fett, Zam Wesell and Count Dooku*
- *12 levels take you to Tatooine, Coruscant, asteroid fields, and Geonosis*
- *Control Republic gunships, speeders and Jedi starfighters*

GAME BOY ADVANCE™

www.starwars.com

LUCAS Arts

www.lucasarts.com

THQ

www.thq.co.uk

© 2002 LucasArts Entertainment Company LLC. © 2002 Lucasfilm Ltd. & TM. All rights reserved. LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. Published by THQ Inc. THQ and the THQ logo are trademarks of THQ Inc. All rights reserved.

44 The cute Pikmin are coming to a GameCube near you and they're totally irresistible

REVIEWED 7/2002

NINTENDO GAMECUBE

p44 ..... Pikmin
p50 ..... Spider-Man
p54 ..... 2002 FIFA World Cup
p58 ..... James Bond 007 in... ..... Agent Under Fire
p62 ..... SSX Tricky
p66 .. Virtua Striker 3 Ver. 2002
p70 ..... F1 2002
p74 ..... Jeremy McGrath

GAME BOY ADVANCE

p78 ..... V-Rally 3
p80 ..... Spider-Man: The Movie
p82 ..... Breath of Fire II
p83 ..... Droopy's Tennis Open
p83 ..... CT Special Forces
p84 ..... Sheep
p84 ..... Space Invaders

Plus! More GBA reviews including *Gremlins: Stripe Vs Gizmo, Downforce, Football Mania, Dokapon Monster Hunter* and *Next Generation Tennis*

Nintendo® REVIEWS

WE PROMISE THAT EVERY GAME HAS BEEN THOROUGHLY TESTED BY THE EXPERTS AT NINTENDO OFFICIAL MAGAZINE, AND WE ONLY REVIEW FINISHED UK VERSIONS

HOW WE SCORE

Games are now scored out of ten. Titles that score nine or ten out of ten will receive our new TNT (Top Nintendo Title) award.

10	**TNT: GOLD** Gaming perfection
9	**TNT: MUST BUY** Almost perfect
8	**HIGHLY RECOMMENDED**
7	**GOOD**
6	**AVERAGE**
5	**COULD BE FLAWED**
4	**POOR**
3	**DIRE**
2	**DISASTROUS**
1	**A DISGRACE**

HOW OUR OFFICIAL REVIEWS WORK

LOG ON

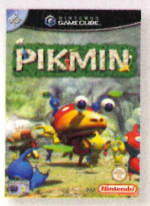
www.nintendogamecube-europe.com

IN BRIEF

At its heart *Pikmin* is a real-time strategy game that is as much about solving puzzles as it is about fighting and exploring. And as you'd expect from Miyamoto it's got a playful and amusing visual style with great attention paid to the game's characters.

WHISTLE!

DETAILS



1 Player

4 Blocks

Price: **TBC**

Release: **14 June**

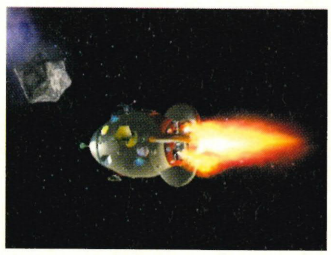
Publisher: **Nintendo**

PIKMIN

IN A GAMING WORLD DOMINATED BY SEQUELS AND TRIED-AND-TESTED FORMULAS COMES A TITLE POSITIVELY REEKING OF ORIGINALITY.

Inspiration can come from the most unlikely places. Take *Pikmin*, for example. The story goes that Shigeru Miyamoto moved into a new house with a back garden – something which is quite rare in Japanese cities – and became fascinated by the yard's insect life and, in particular, how teams of ants worked together to move objects and overcome other insects.

Because of the game's unusual influences it would be easy to dismiss *Pikmin* as a title only suited to Japanese gamers or small kids, particularly as it's a bit off-the-wall and a million miles away from the glut of overly-serious strategy games



❑ A meteor hits Olimar's spaceship

❑ Olimar's ship is totally knackered

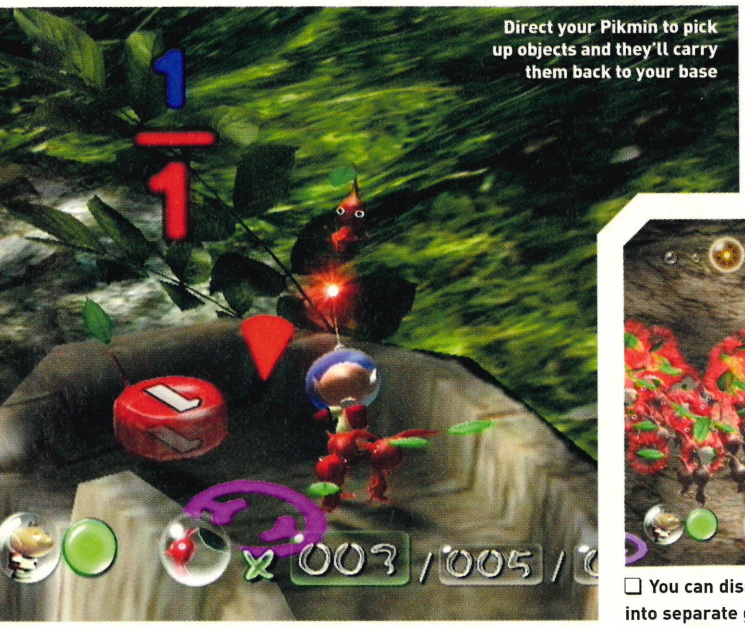
CLOCK WATCHING

Playing against the ticking clock is what gives *Pikmin* its edge, but the game ensures that everything isn't lost if you fail to recover the lost parts.

You can keep replaying days over and over again until you've figured out how to reach the spaceship parts, and it's also possible to advance to sundown if you complete all your objectives before night falls.

❑ When night comes down the Onions fly away to avoid monsters

❑ The lighting and special effects in *Pikmin* are amazing. Check out the fireworks



Direct your Pikmin to pick up objects and they'll carry them back to your base

❑ You can dismiss your squad of Pikmin or split them into separate groups by simply hitting a button

❑ Take objects back to your Onion to generate more Pikmin warriors

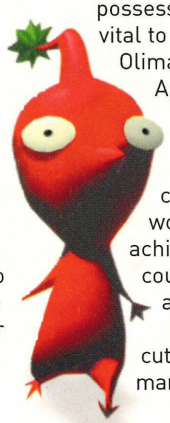
▶ cluttering shop shelves. But for all its kooky character – and it's got plenty – *Pikmin*'s a game for everywhere and everyone, having wowed players of all ages in Japan and the US.

Pikmin's story follows the misadventures of Captain Olimar, a cosmic lorry driver who finds himself stranded on a strange and hostile planet after a meteor strikes his spaceship. To make matters worse vital parts of his ship are scattered across the planet and Captain Olimar's life support system can only sustain him for 30 days. So the challenge is to find the 30 lost parts before Olimar turns blue. The game is broken down into 30 days, each stage starting at sunrise and ending at sundown.

On hand to help Olimar are a strange species of tiny creatures called Pikmin. Standing less than an inch tall there are three types of Pikmin, with red, yellow and blue varieties to be found, each possessing an innate ability vital to the success of Olimar's mission.

Appearing like a cross between a plant and a Pokémon, Pikmin are loyal and fearless creatures capable of working together to achieve tasks that they couldn't possibly manage as individuals.

And, damn, they are cute! It's a shame that so many of them perish in the



> "*PIKMIN* IS A GAME THAT JUSTIFIABLY COMES HIGHLY RECOMMENDED."

❑ It looks like an Arsenal supporters' convention

A QUICK TIP TO GET YOU STARTED

As well as checking out our in-depth *Pikmin* guide which starts on page 90, we suggest you learn to use the C-Stick to control your Pikmin crew. The C-Stick is a much more efficient way of directing Pikmin as it moves them in a group rather than one at a time, allowing you to defeat enemies much quicker.

TURN IT UP!

We've really noticed the leap in sound quality since Nintendo's GameCube arrived and *Pikmin* is a prime example of why moving to a disc-based system makes sense. *Pikmin*'s soundtrack is of the highest quality with a musical style that lies somewhere between classical and new age. The soundtrack proved so popular in Japan that the score was released on a CD which went on to shift more than one million copies.

❑ The large number on the pellet shows how many Pikmin you'll need to carry it back to your base

❑ When night falls be quick to gather your Pikmin

❑ Red and blue Pikmin are pretty flammable, so make sure you avoid the fire-breathing beasts

❑ It's good to take a mixture of Pikmin with you

The red Onion is the first one Olimar finds

▶ course of the game. And this is the odd thing – because they're so cute and full of such playful character it's easy to grow attached to them. But without sacrificing a few (well, more than a few), it's impossible to complete the game. Needless to say those of a sensitive disposition will find it hard to send their Pikmin to certain death.

At the start of the adventure Olimar only has one Pikmin at his disposal. The solitary red critter is spawned from its mobile home – called an Onion – and embeds itself in the ground. By plucking it from the earth the Pikmin is awoken, and it immediately becomes apparent that they're much smarter and tougher than their small size suggests.

However, there are certain rules to bear in mind, the most important of which is to make sure your Pikmin are safely housed in their Onion before night falls, otherwise they'll be eaten by the planet's numerous and bloodthirsty predators.

Building an army of Pikmin is Olimar's first priority as he alone can't carry the lost parts back to his stricken spaceship, and the game has three ways of doing this. One method is to order Pikmin to attack the flowers with numbers on them as these figures tell you how many Pikmin are needed to carry the pellet which is left behind once the plant is destroyed. Once transported to an Onion the pellet is sucked into its core, causing new Pikmin to fall to the ground. In addition to cutting down flowers there are a number of pellets which can be found lying around each stage, ready to be taken to an Onion.

The most exciting way to build up the Pikmin population is to attack indigenous animals which roam the land. Knowing how to attack the beasties is absolutely vital because while it's possible to chuck a mob of

The blue Pikmin are great in watery situations

❑ Never attack the fearsome monsters head on

▶ Pikmin at a smaller beast and win through sheer weight of numbers, beating a big creature requires strategy and cunning. One of the best tactics is to sneak around the rear of a predator and mount an attack because once Pikmin are lodged on the back of an enemy they're hard to shift.

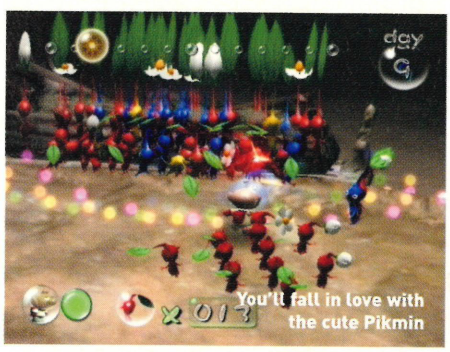
Pikmin can be commanded in a number of ways, allowing players a surprising amount of control that quickly becomes second nature. The easiest way is to use the ever-present cursor in tandem with the Ⓐ button. This will make Olimar pick up individual Pikmin that are close by and throw them where the cursor is placed. Another way is to use the C-Stick which moves your posse of Pikmin en masse, allowing for swift attacks that will swamp enemies with a tide of angry plant people.

It's a credit to the game that the control system gives you quite sophisticated control over your Pikmin without making you feel bogged-down by boring menus or elaborate button combinations. For example, by pressing Ⓑ Olimar will blow his whistle, instantly grabbing the attention of any Pikmin within earshot. The longer the blow, the further afield the whistle is heard, making control a doddle. Additionally, by pressing Ⓧ you can sort Pikmin by colour, making it easy to choose Pikmin for certain tasks such as crossing water, which only the blue Pikmin can do. Dismissed Pikmin will change to a pale yellow colour and wait patiently for further orders.

Knowing which Pikmin to use and learning how to manage gangs of beasties is the key to beating this game, and before long you'll be sending a squad of yellow

❑ The Pikmin have to carry all sorts of items

The fire-breathing beasts are particularly troublesome



▶ Pikmin to blow up a wall, while a team of red Pikmin carries a large beast back to their lair. The game can become quite frantic because you've always got an eye on the timer, and puzzle fans will find themselves having to engage grey matter in order to reach the well-hidden spaceship parts.

For all its frantic dashing about, *Pikmin* feels like a game that should be played at a leisurely pace. This impression isn't helped by the superbly-orchestrated score that is the very essence of chilled. The desire to kick back and take in the scenery is almost overpowering because without resorting to flashy, attention-grabbing visual effects *Pikmin* is a beautiful game.

Each and every one of the five areas is brought to life with stunning attention to detail. Individual leaves sway as you brush past them, while all manner of animals, big and small, go about their business as if living a life of their own. Beasties lie sleeping, their wistful snoring blowing bubbles from their mouths, while creatures burrow through the undergrowth, greeting the outside world like a mole.

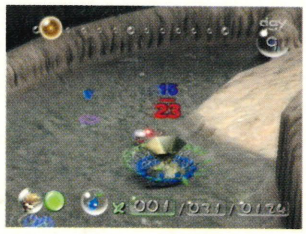
And then there's the lighting that captures the hazy atmosphere of a summer's morning, before hardening into midday sun and then softening into the golden glow of evening, all delivered with a subtle but effective dappled lighting effect that instantly captures the feeling of being a tiny creature in a massive forest.

But like many of Miyamoto's games the icing on the cake is the way in which characters are brought to life. Despite having up to 100 Pikmin following Olimar it seems like each and every one has a personality.

WHAT THEY DO

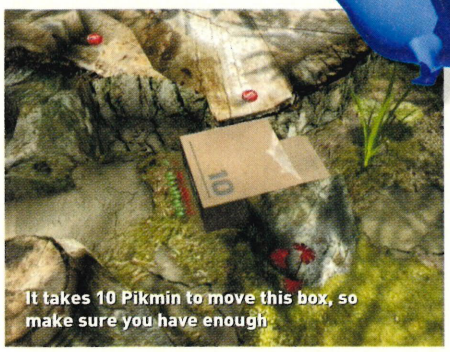
Pikmin can be used for a variety of tasks, some of which are specific to particular types. Seeing them in action is without doubt the highlight of the game, so feast your peepers on the little beauties in action...

❑ Use red Pikmin to destroy objects



❑ Blue Pikmin are good in the water

❑ Yellow fellas can throw bombs


It takes 10 Pikmin to move this box, so make sure you have enough

Don't let your red Pikmin stray into the water or they'll drown, and you'll cry

▶ Certain ones are always straggling behind the rest, while others seem to be the first into battle. Time and again you'll find clusters standing around interacting with each other, and we guarantee that you'll watch completely transfixed, just as Miyamoto was when he saw the ants in his new garden.

Although it's a stunning achievement, *Pikmin* does have its faults. With just five areas to explore the game feels a little light, leaving you wishing for another ten spaceship parts to find. However, things are helped by the game's Challenge mode which sets players the task of raising as many Pikmin as possible in a day.

Another problem is the camera which sometimes gets caught behind objects, making it difficult to manoeuvre through certain areas and sneak past enemies.

All these grumbles aside, *Pikmin* is a game that justifiably comes highly recommended because it's one of the most original and engaging titles we've played in a long time. **Rich Marsh** NOM

❑ Keep filling your Onion with items to generate more Pikmin

❑ Make sure you carry items back to your base before dark

When the day ends Olimar uses his whistle to lure the Pikmin back to the safety of their Onions

❑ You can only have 100 Pikmin on the ground at one time, but you can store thousands in your Onions

VERDICT

GOOD	■ It's no exaggeration to say that you'll be royally entertained from start to finish. ■ The combination of exploring, fighting and puzzle solving is expertly executed.
BAD	■ There are only five areas to explore and you'll breeze through the game. ■ The camera occasionally gets caught behind an object, obscuring the action.
FUN	Controlling Pikmin is easy and if you don't fall for their charms you have no heart.
VALUE	This is what The Nintendo Difference is all about. There's nothing else like it.
LIFE	It's too short and aside from a Challenge mode there's nothing to tempt you back.

If you're up for an original and absorbing game *Pikmin* hits the spot with charm, innovation and fun at every turn. The only downside is a lack of replay value.

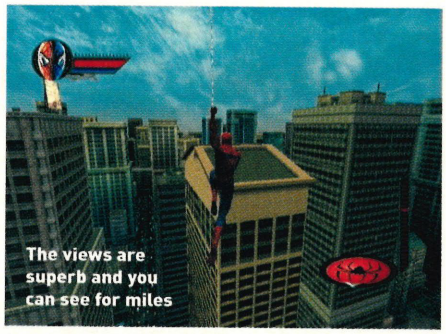
8

LOG ON

Log on: http://www.activision.com

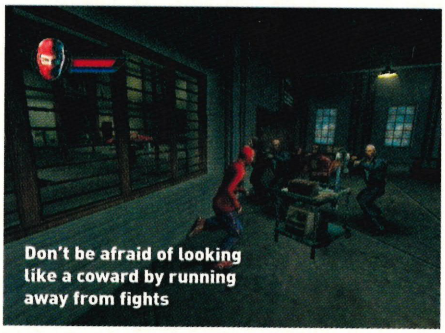
IN BRIEF

Based on the new *Spider-Man* movie, you must take control of the webbed wonder to put a stop to a city-wide crime wave and halt the Goblin's evil plans.



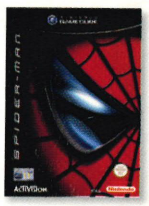
The views are superb and you can see for miles

These metal spiders can track down our hero



Don't be afraid of looking like a coward by running away from fights

DETAILS



1 Player

2 Blocks

Price: **£39.99**

Release: **Out Now**

Publisher: **Activision**

SPIDER-MAN

SUPER HERO VIDEO GAMES ARE GENERALLY RUBBISH, BUT HERE'S ONE THAT MIGHT BUCK THE DEPRESSING TREND. STEP FORWARD SPIDEY.

Peter Parker, an average if rather weedy school kid, is bitten by a genetically enhanced arachnid whilst on a school trip. When he wakes up the next morning he finds that his once puny body has developed into a tower of muscle-bound strength. He also discovers that his hands and feet now stick to walls like glue, allowing him to scale huge buildings quickly and easily. He is becoming Spider-Man.

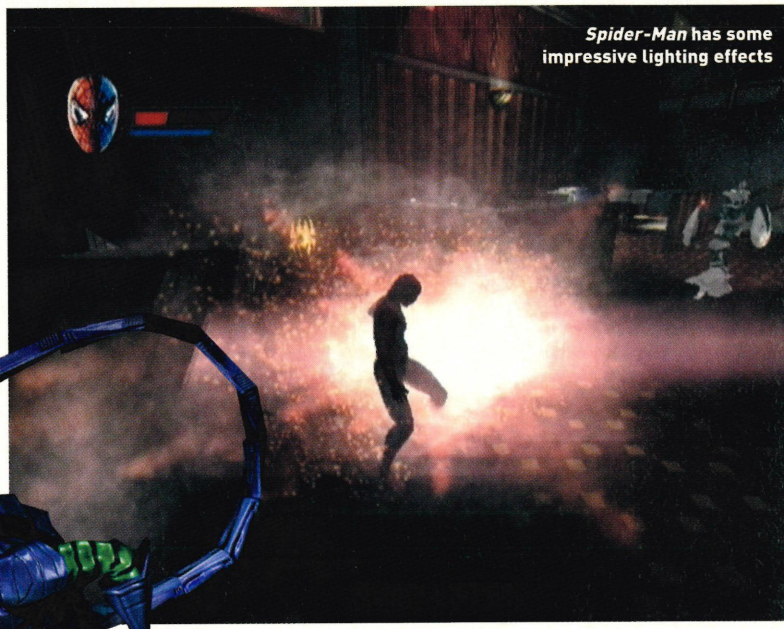
Although it appears to be a typical third-person action adventure, *Spider-Man* has many tricks up its sleeve that lift the game above mediocrity. As with most video game titles set in a third person perspective, the action is often hampered by a poor camera that fails to track the action. Using the controller's yellow C-Stick can bring the in-game camera under control, but even this manual method has severe limitations that can ruin your enjoyment of the adventure from time to time.

Players are given total control of Spider-Man in this quest. You choose when and where to swing, who to attack and when to run away, and on many occasions you're left to formulate your own plans as there are multiple solutions to most problems.

Because Spider-Man can run on floors, walls and ceilings, the controls often reverse themselves as you leap around, meaning that you have to stop and think about what you're doing. In the heat of battle this can become

The Green Goblin doesn't take too kindly to you invading his personal space

> "SPIDER-MAN HAS LOADS OF TRICKS UP HIS RED AND BLUE SLEEVES TO HELP LIFT THE GAME ABOVE MEDIOCRITY."



Spider-Man has some impressive lighting effects

incredibly annoying, especially when you lose sight of an enemy aiming a shotgun at your head.

The best place to start in *Spider-Man* is the Tutorial mode where you'll learn all the basic skills such as climbing walls, web-swinging and moving around using the zip line. You'll also learn to use the radar and the height meter which become invaluable as you hunt around the levels. Once the basics are out of the way then it's time to move on to some advanced techniques such as fighting multiple enemies and swinging around corners. It's worth spending time with the Tutorial to acquaint yourself with the controls as this will improve your enjoyment of the game immensely.

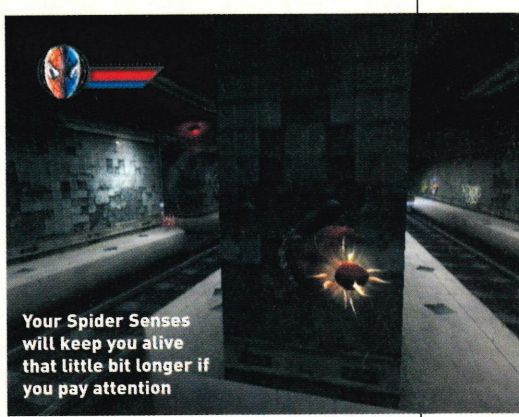
Some of the levels in *Spider-Man* take place outdoors and these sections give you a chance to marvel at the

THE SIXTH SENSE

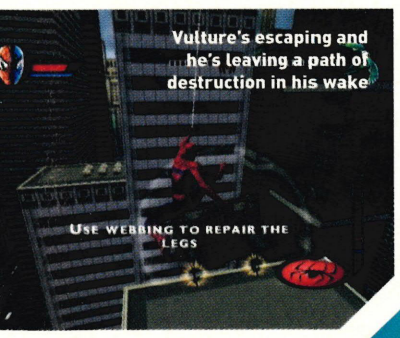
Fans of *Spider-Man* will know that he has an innate ability to foresee danger, known as his Spider Sense.

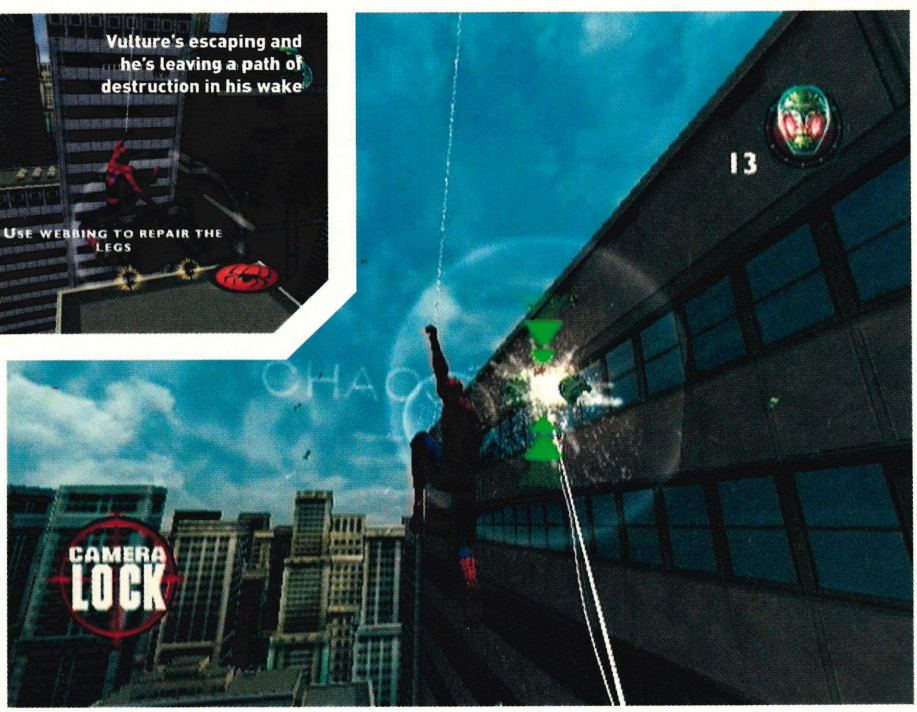
The in-game Spider-Man also has this ability, so look out when yellow sparks appear around his head as it means danger is approaching.

This may mean that a nearby guard has spotted you and that it's time to hide or that you're about to get run over by a forklift truck. Either way it's best to get out of the way sharpish.



Your Spider Senses will keep you alive that little bit longer if you pay attention





Lock onto a target by pressing Ⓐ and your enemy will never disappear from Spider-Man's sight

Oscorp's Ultimate Weapon is deadly from a distance so make sure you don't swing too far away

▶ fantastic views. The New York cityscapes look fantastic with no fogging, and although you can't actually swing as far as the eye can see the fact that you can look so far into the distance is a wonder in itself.

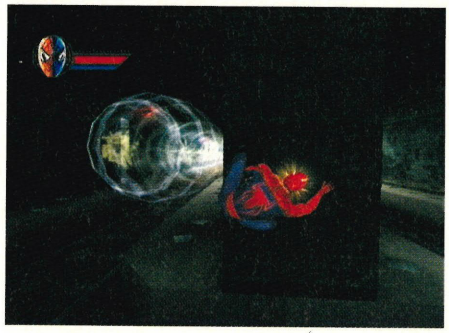
When indoors you're also treated to some highly detailed visuals. Warehouses look seedy and dirty, littered with the remnants of activity. The effect is accentuated by the moody lighting that Spidey can put to good use by hiding in the shadows to escape his enemies.

Stealth also plays a key part in your attacks and you'll often be outnumbered by enemies, so it's essential that you escape with the minimum of fuss.

The game has an uneven difficulty level and a steep learning curve, and some of the later levels are far easier than the first four missions. The early quests are also quite dull which is a shame because, if you aren't prepared to persevere, you'll miss some great later stages.

As Spider-Man is dealing with a crime wave in this adventure expect to meet a lot of fearsome bosses. As well as the Green Goblin you'll have to face adversaries such as Shocker, Vulture and Scorpion. These sections of the game look spectacular with some absolutely jaw-dropping lighting and blur effects. The battle against Shocker in the subway looks gorgeous, with some fantastic lightning attacks.

❑ Goblin's glider is fast but you can jump on top of it

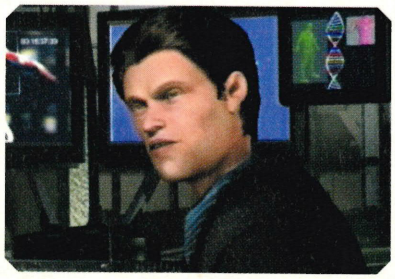


❑ Shocker's subway attacks are incredibly powerful

STARS INCLUDED

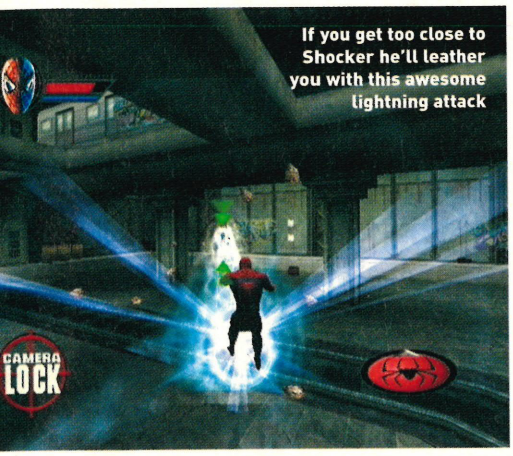
To add to the authenticity of the *Spider-Man* experience and make it feel more like a true extension of the blockbuster movie, the vocal talents of its two main characters are included.

Tobey Maguire is on hand to bring Spidey to life with an incredibly sarcastic sense of humour and some cheesy one-liners whilst Willem Dafoe provides the maniacal voice of Norman Osborn, The Green Goblin. Bruce Campbell (star of Sam Raimi's *Evil Dead* series) narrates the training sections in his own inimitable style.



❑ Norman Osborn, voiced by Willem Dafoe, is hatching a plot to destroy Spider-Man

❑ Peter Parker doesn't look much like a super hero but wait until he gets that suit on



For an old bird Vulture's certainly got some new tricks up his sleeve

▶ *Spider-Man* looks and sounds great, although some of the speech samples are cheesy and get repeated too often.

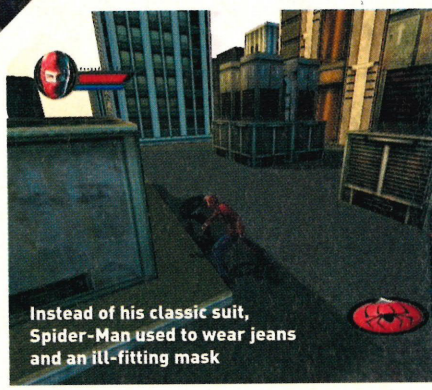
The gameplay is good, if a little on the tough side, and the variety in the levels and the boss battles is refreshing to see.

But for all its good points *Spider-Man* on the GameCube still has some serious limitations. The in-game camera, for example, is frustrating and spoils the adventure, but at least you can control it for the most part to get a decent view of the action. Another flaw is the combat system which feels a little flat, and you'll find yourself bashing the punch and kick buttons until your opponents are dead.

Spider-Man is the certainly best GameCube super hero adventure so far, but it probably won't be able to hang onto that title for long. **Dominic Wint** NOM

❑ Some enemies can only be damaged when they're grounded

❑ Scorpion's main strength is his tail which can unleash lasers


Instead of his classic suit, Spider-Man used to wear jeans and an ill-fitting mask

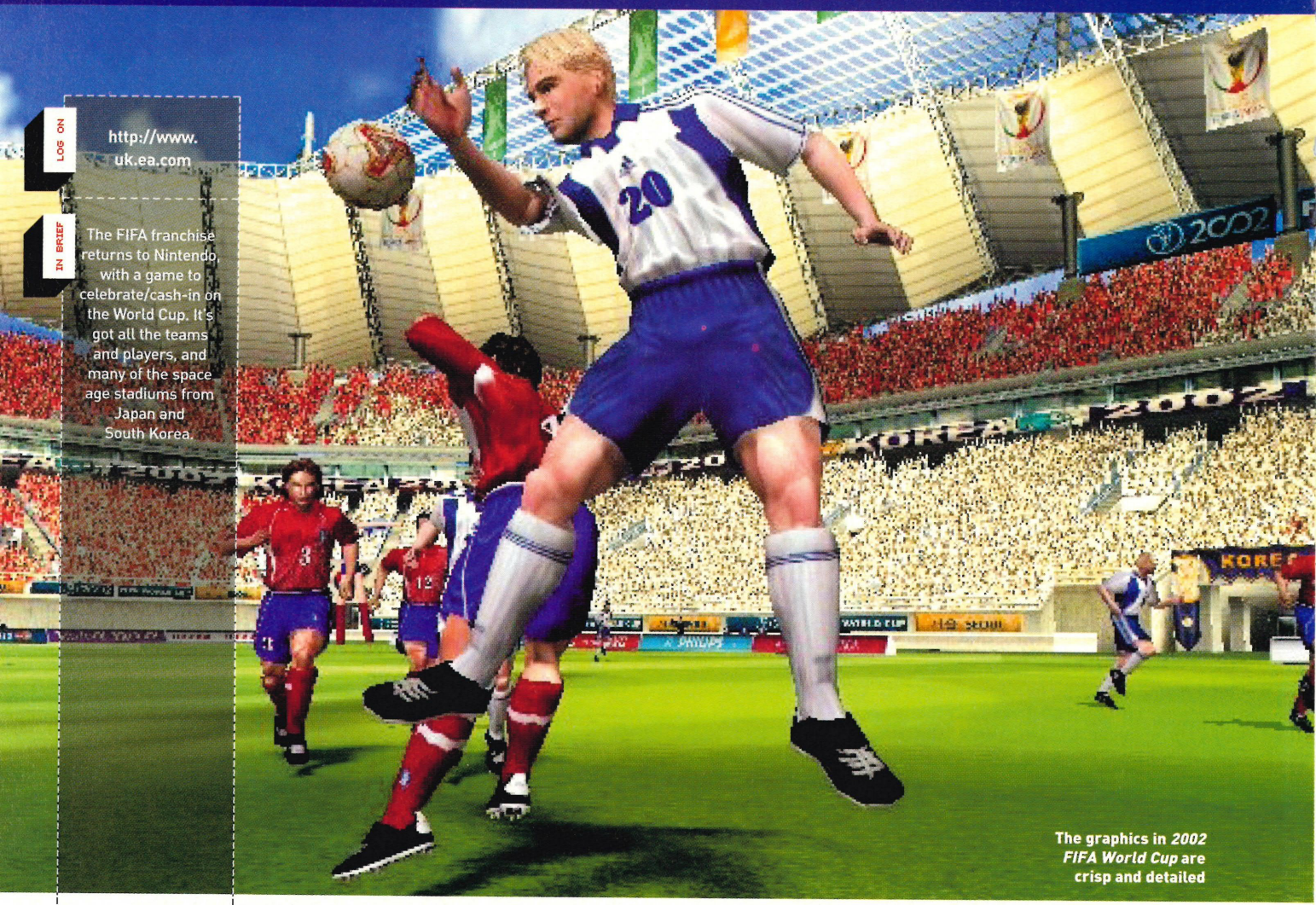
❑ These generators power Oscorp's Ultimate Weapon. Destroy ten before the monsters destroy you

VERDICT

GOOD	■ Awesome visuals that do a fantastic job of recreating the atmosphere of the movie. ■ A wide variety of levels with plenty of different skills to learn and put to use.
BAD	■ The camera can get a little confusing, leaving you with a poor view of the action. ■ The uneven difficulty level is confusing and can be off-putting.
FUN	A lot of controls to remember but playing through the Tutorial makes things easier.
VALUE	There are plenty of levels and loads of secrets to find along the way.
LIFE	This is a tough game so even hardened players will take a while to complete it.

For all its good points *Spider-Man* is hampered by awkward controls and a poor camera. It looks great and the levels are cool, but the fun comes in fits and starts.

7



The graphics in *2002 FIFA World Cup* are crisp and detailed

LOG ON

http://www.uk.ea.com

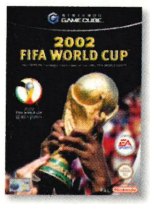
IN BRIEF

The FIFA franchise returns to Nintendo, with a game to celebrate/cash-in on the World Cup. It's got all the teams and players, and many of the space age stadiums from Japan and South Korea.

2002 FIFA WORLD CUP

EA SNEAKED THIS GAME OUT WITHOUT SO MUCH AS A WHISPER TO THE LIKES OF US, AND AFTER PLAYING IT WE CAN UNDERSTAND WHY...

DETAILS



1-4 Players

4 Blocks

Price: **£39.99**

Release: **Out now**

Publisher: **EA**

❑ The crowd goes wild when your heroes walk onto the pitch

Recently we were told that there wouldn't be a GameCube *FIFA* game for Europe, which puzzled us. How could EA – one the world's largest publishers – not make a *FIFA* game for the area of the world that arguably loves football the most? Do they not like making money? Then imagine our surprise when we saw *2002 FIFA World Cup* in shops throughout the land, a week before GameCube's launch. At this point it was clear something odd was afoot.

When we popped the game into our PAL GameCube we were fully expecting an updated version of the *FIFA* game that graced the Japanese console launch, and which we generally enjoyed playing. However, it quickly became apparent that we were looking at a completely different game, and it was equally apparent that this wasn't a good thing.

"THIS GAME HAS A STUTTER PROBLEM OF GARETH GATES PROPORTIONS AS THE PLAYERS AND BALL MOVE WITH A STOP-START MOTION."

Even the official 2002 World Cup mascots appear in the background

The graphics are so detailed it's almost real

The two games share the same control system which isn't a bad thing because, despite a few niggles, it's a workable set up which is well suited to the GameCube controller.

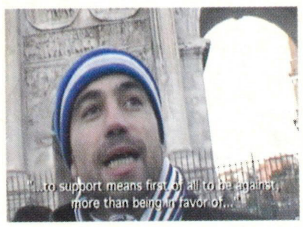
Passing is done using the A button for a kick along the ground, while B performs a lob pass. The C-Stick can be used for slick one-twos, while shooting uses the X button and sprinting is achieved by tapping Y. It's a simple system that still allows for loads of special moves, from step-overs to juggling.

But it does have its problems, chiefly in the passing area. Too often passes go astray, even though the player in possession is firmly pointed in the direction of the receiving player. It's damn frustrating and breaks up the game, reducing it to a scrappy Third Division encounter rather than a game in the World Cup finals. Other than this the control system works okay,

ADDED EXTRAS

While gameplay options might be thin on the ground with just Exhibition and World Cup modes to choose from, the makers have included a series of short films looking at the World Cup in Japan and South Korea. Here you'll find out what the Japanese and Koreans think about co-hosting the cup, and which country thinks it has the best fans.

❑ The short films look at the World Cup in Japan and South Korea

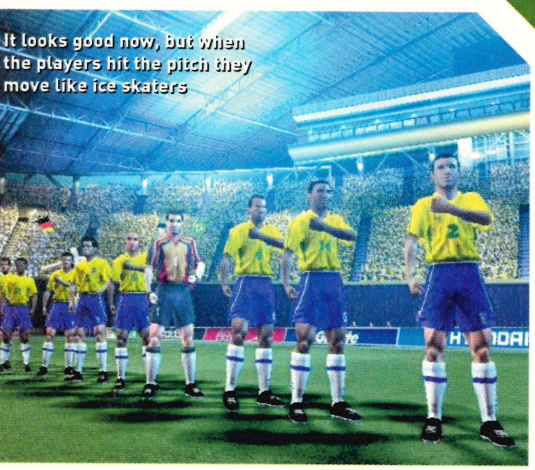


❑ The movie shows which country thinks it has the best fans

❑ Passes often go astray, even if the player in possession is facing the receiver

❑ The A button is used for passing along the ground and B performs lobs

You can opt to become a counter-attacking side or attack with all guns blazing



It looks good now, but when the players hit the pitch they move like ice skaters

▶ although scoring goals is still ridiculously easy. Tackling can also be a hit and miss affair, with the B button tackle usually resulting in your player being sent off unless timed to absolute perfection.

And then there are the skating players whose grace on the green ice is still legendary and entirely in the *FIFA* tradition. Sadly the players still insist on the ball being tethered to their boots, making a dribbled run from penalty box to penalty box a tempting option. On the plus side the players no longer run as if sprinting to the nearest lavatory.

The game features all the teams appearing in the World Cup finals, along with many of the tournament's beautiful stadiums. And because the game came out after the qualifying groups were announced there's no need to manually set up the groups as it's all done for you. Also worthy of mention are the player models which are incredibly realistic and which move well in the game's numerous cut scenes.

Another new addition is Star Players. Each team has at least one and they're marked out by a star above their head. Each Star Player has a talent that sets them above their team mates, whether it be defending, passing or shooting. Naturally it pays to involve your Star Players in the game as much as possible.

But *2002 FIFA World Cup*'s main problem robs the game of virtually all enjoyment. Put simply, this game has a stutter problem of Gareth Gates proportions. Both the players and the ball seem to move with a stop-start motion, as if some invisible force is momentarily halting their progress. It's maddeningly annoying, chiefly because the Japanese *FIFA* game moves with all the smoothness of a well-oiled Rolls Royce. The game's speed is also much too slow, offering up a sporting spectacle more reminiscent of an over-70s kickabout than the World Cup.

And then there's the graphics. It's as if the development team

❑ **The player models are incredibly realistic and look great in the cut scenes**

RON MANAGER TIME

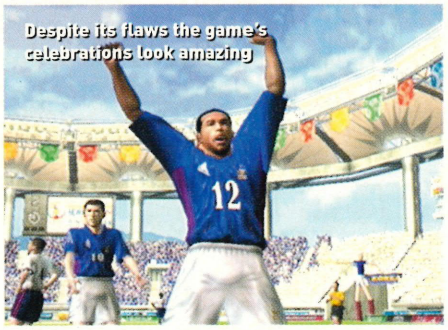
While *2002 FIFA World Cup* doesn't come with a mangy sheepskin coat and Ron Manager jewellery, the game does feature a wealth of options to fine tune your tactics and formation.

You can opt to become a counter-attacking side like Liverpool or an all-guns-blazing attacking team such as Arsenal. Likewise, it's up to you whether you play with a back four or with wingbacks, and if you go for man marking or zonal defending.

❑ **There are a wealth of options in the game to fine tune your tactics and formation**

❑ **Will you opt for a reliable 4-4-3 formation like Sven Goran Eriksson has...?**

❑ **The slowdown in *2002 FIFA World Cup* is definitely at its worst when the ball is played around at pace**


Despite its flaws the game's celebrations look amazing

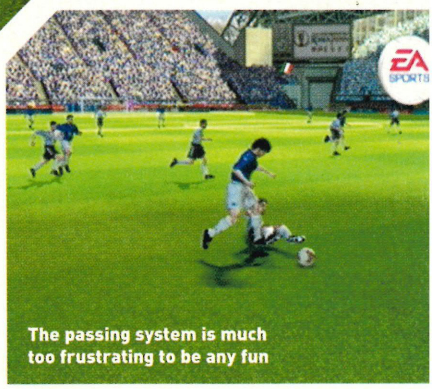
The grass in this game looks more like green felt

This cool shot doesn't show the dodgy motion blur effect

▶ decided normal grass wasn't green enough for Nintendo fans, and owners of this game will get the opportunity to play on day-glo green felt. Equally absurd is the motion blur on players which we suspect was used to mask the game's not-very-impressive turn of speed. Wrong on both counts. This is the World Cup, so would it be too much to ask for some realism, rather than a Disney-inspired overdose of colour that will leave most real footie fans cold? **Rich Marsh** NOM

❑ The slowdown is terrible

❑ The N64 game was better


The passing system is much too frustrating to be any fun

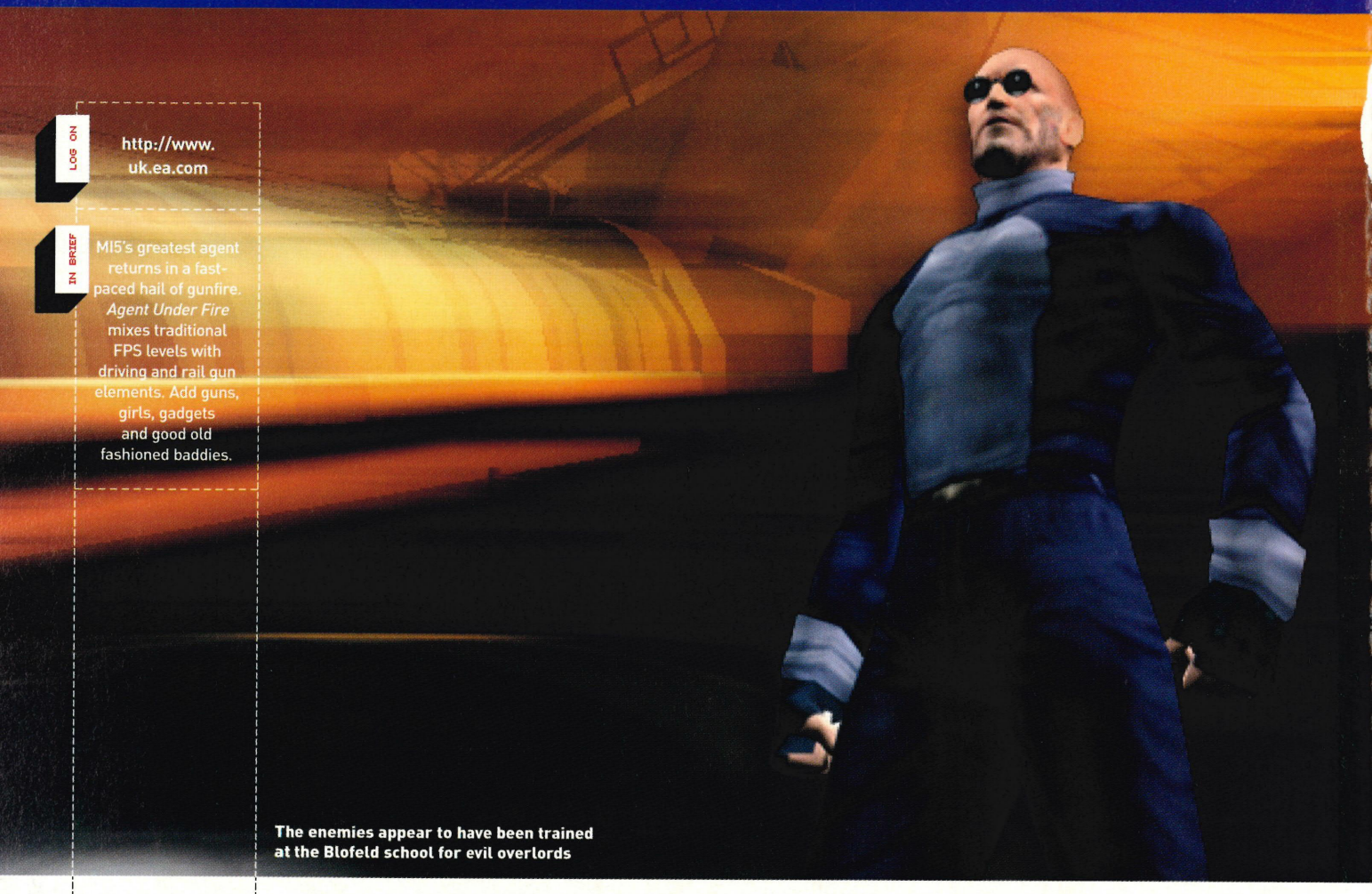
The star indicates your best player. Make sure you pass them the ball

VERDICT

GOOD	■ The players in *2002 FIFA World Cup* look good, with a stunning likeness to their real life counterparts. ■ That's it.
BAD	■ The slowdown is appaling and makes playing the game a joyless experience. ■ The passing system can become frustrating and scoring is too easy.
FUN	With constant stuttering there's not much free flowing football to enjoy.
VALUE	The N64 FIFA games were much better than this disappointing GameCube effort.
LIFE	With just Exhibition and World Cup modes there isn't much to keep you playing.

Although it looks sharp this won't win over many football fans with its stuttering frame rate. A reminder that cool graphics don't always make for a great game.

4



The enemies appear to have been trained at the Blofeld school for evil overlords

LOG ON

http://www.uk.ea.com

IN BRIEF

MI5's greatest agent returns in a fast-paced hail of gunfire. *Agent Under Fire* mixes traditional FPS levels with driving and rail gun elements. Add guns, girls, gadgets and good old fashioned baddies.

JAMES BOND 007 IN... AGENT UNDER FIRE

FANS OF FIRST PERSON SHOOTERS AND JAMES BOND ACTION MOVIES NOW HAVE A GOOD EXCUSE TO FLASH THE CASH FOR A GAMECUBE.

DETAILS

1-4 Players

3 Blocks

Price: **£44.95**

Release: **14 June**

Publisher: **EA**

The wait for GameCube's debut first person shooter is over. *James Bond 007 in... Agent Under Fire* is now in the shops, and while it might not be based on an actual Bond film the makers have gone to great lengths to create an authentic 007 experience.

The story centres on Bond's mission to stop terrorist leader Malprave who's developing an army of deadly clones to take over the world. As you'd expect from a Bond game the action crisscrosses the globe, taking players from the streets of Bucharest to Hong Kong. The story unfolds through numerous cut scenes and the briefings that accompany each mission. It's not Oscar-winning stuff but it's done with a healthy dash of Bond-style, with gorgeous ladies throughout and enemies that appear to have trained at the Blofeld school for evil overlords.

What sets *Agent Under Fire* apart from previous Bond shooters like *Goldeneye* and *T.W.I.N.E.* is the inclusion of levels where Bond drives some of his most famous cars, and other stages that see our hero shooting from moving

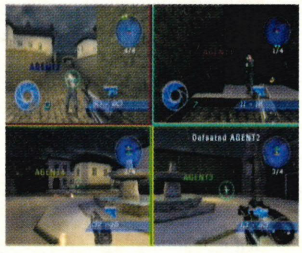
❑ **Many stages in *James Bond 007 in... Agent Under Fire* see our hero shooting from moving vehicles, trying to blast the bad guys as they chase him down bustling city streets**

BRING ON THE BOTS

Agent Under Fire comes with 12 multiplayer areas and five different gameplay modes. Expect the usual fare of deathmatches and protect the flag games, along with fresher ideas such as Anti-Terrorist Training which challenges players to defuse bombs.

Another cool addition, which isn't included in the PS2 version, is the computer controlled Bots. They make a respectable substitute for human opponents and are perfect for when you haven't got three mates to hand.

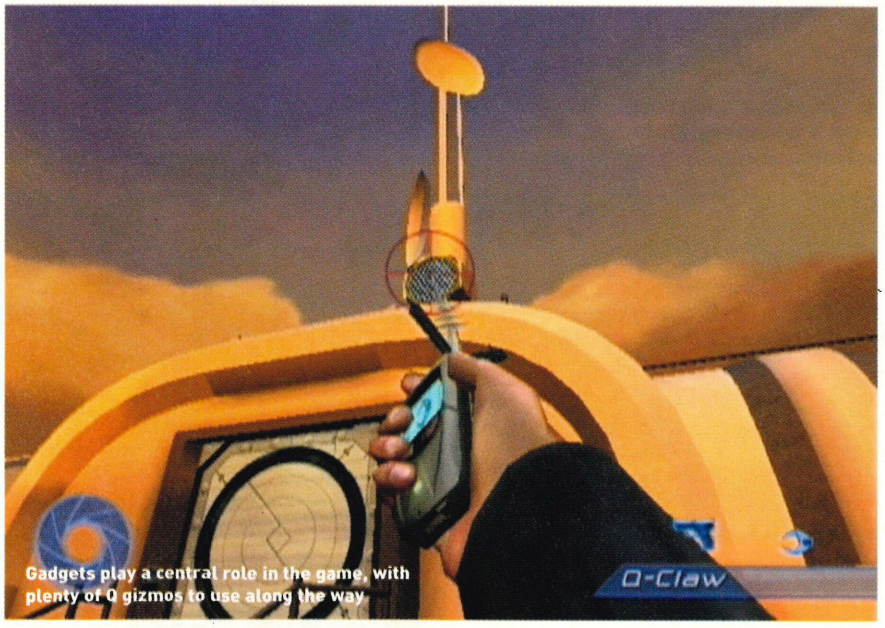
❑ The Bots are great if you want to try multiplayer by yourself

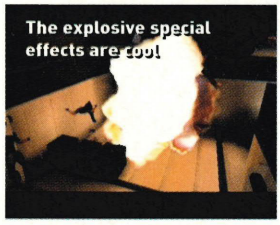


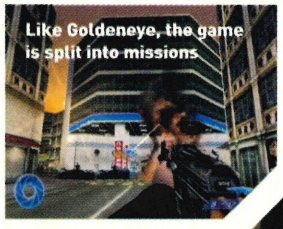
❑ The split screen multiplayer mode could be much faster

❑ There are loads of different multiplayer challenges to try

"MOST PLAYERS WON'T FIND THIS GAME TOO TOUGH."







❑ Most of the game is played from this perspective

▶ vehicles. We'd expected the driving levels to feel like an afterthought but we have to say it's done well with excellent control and handling, not to mention some tidily-modelled cars including Bond's beloved Aston Martin DB5 and BMW Z8.

Four of the levels are driving stages, with the remainder being made up of traditional first person perspective challenges. Like previous Bond games players are given a set of objectives which must be completed to beat the mission. It's all standard Bond stuff, with missions to recover secret computer chips, photograph blueprints, rescue an ally held hostage and other kinds of secret agent shenanigans.

Most players won't find the game too tough as it constantly prompts you with cut scenes that hint at what needs to be done. Some might find this level of help

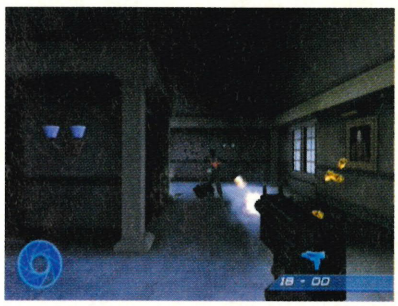
THE GUN CLUB

First person shooters are only as good as their weapons and *Agent Under Fire* doesn't always hit the mark.

Some weapons, such as the Ingalls Type 20, seem to take an eternity to fell an enemy, making you wonder if the gun is firing bullets made of jelly.

There are some great weapons as well, including a feisty assault rifle called a Koffler & Stock D17 that uses caseless bullets, making it more powerful and accurate.

❑ Some weapons inflict a lot of damage



❑ Is this gun firing jelly...?

Weapons and gadgets are selected via the D-Pad, but there's an annoying delay

❑ You need to be a sharp shooter to tackle airborne enemies

❑ The city streets are a very dangerous place in this game

❑ The driving levels are lots of fun

annoying, but casual gamers will no doubt appreciate a little help. It's also worth noting that this is in general an out-and-out shooter with little in the way of stealth.

James Bond gadgets play a central role in the game, with plenty of Q gizmos to use along the way. One of the most handy is the Q-Claw that propels Bond towards whatever the hook is attached to. It's useful for reaching high ledges and gaining entry to many of the game's heavily guarded buildings. Other gadgets include a Q Laser that can melt metal obstacles, making it perfect for breaking padlocks.

There are plenty of gadgets to try in the game but the downside is a clumsy system to select them which can leave you open to attack. Both weapons and gadgets are selected via the GameCube controller's D-Pad, and the problem lies in the frustrating time delay between selecting an item and it appearing in 007's hand. Too often James Bond is left dodging a hail of bullets while he fiddles around trying to find the item he's looking for.

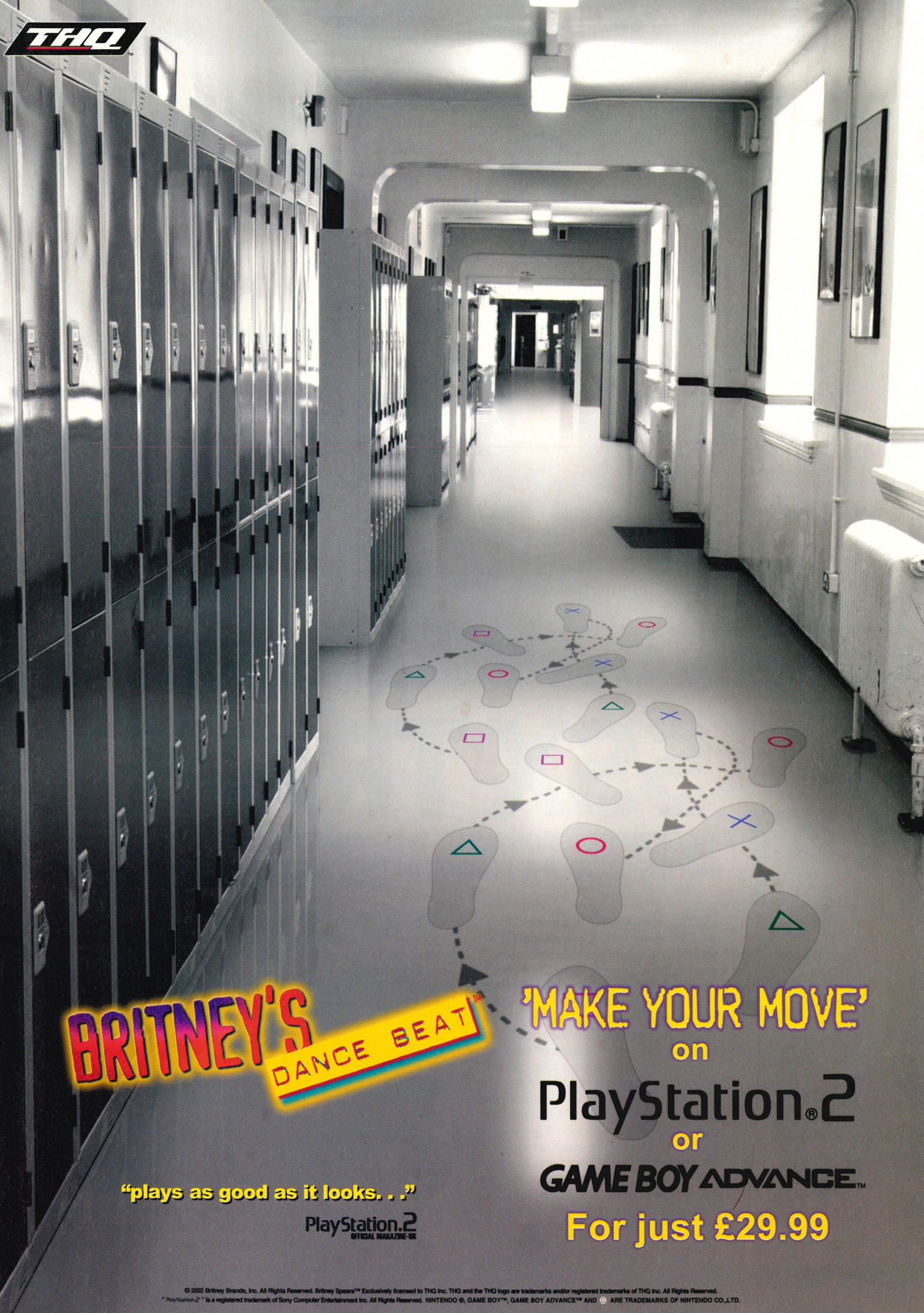
Other that this the control system works well. Like *Luigi's Mansion* the game uses both analogue control sticks; the 3D Stick on the left of the GameCube controller moves Bond, while the yellow C-Stick aims weapons and allows your action hero to strafe. Firing and aiming is handled by the two large shoulder buttons, while the face keys are used to crouch, jump, open doors and use gadgets. **Rich Marsh** NOM

VERDICT

GOOD	■ Above average graphics that capture the essence of Bond's world. ■ The mix of three different gameplay styles keeps the game fresh and exciting.
BAD	■ Experienced gamers will zip through the 12 missions without too much bother. ■ The shooting elements focus too much on blasting with little in the way of stealth.
FUN	Getting used to using two analogue sticks at once is easier than you think.
VALUE	This feels like a collection of ideas borrowed from other Bond games.
LIFE	The multiplayer modes are well designed and should keep you occupied.

A well put together game that stays true to the Bond licence. The downside is an adventure that's a little easy and too similar to other Bond games.

7



© 2002 Britney Brands, Inc. All Rights Reserved. Britney Spears™ Exclusively licensed to THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved.
" PlayStation.2 " is a registered trademark of Sony Computer Entertainment Inc. All Rights Reserved. NINTENDO ®, GAME BOY™, GAME BOY ADVANCE™ AND ® ARE TRADEMARKS OF NINTENDO CO.,LTD.

The graphics are colourful and show of the GameCube well

LOG ON

http://www.uk.ea.com

IN BRIEF

SSX Tricky ditches the realistic approach to snowboarding and opts for all-out fun. Race against madcap opponents in an attempt to finish first. But being quick isn't enough – you've got to trick like a pro to be a true champ.

SSX TRICKY

BROKEN RECORDS AWAIT THE WINNERS AND BROKEN BONES GO TO THE LOSERS IN THIS WILD SNOWBOARD RACER.

DETAILS

1-2 Players

5 Blocks

Price: **£44.99**

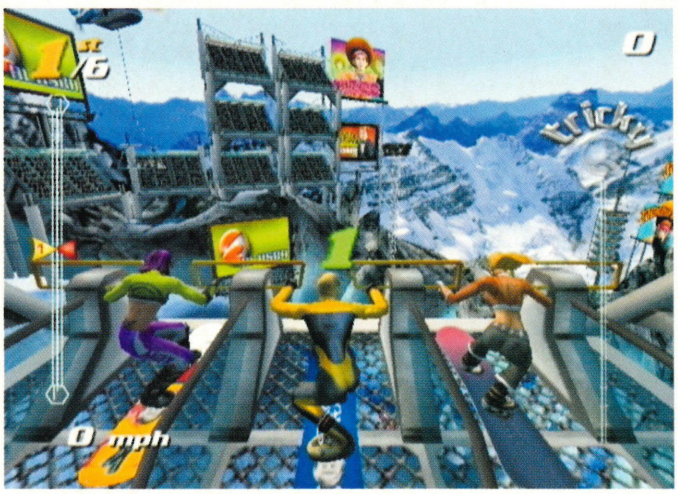
Release: **28 May**

Publisher: **EA**

Snowboarding in Hawaii? Think about it for a minute and let the ridiculousness of the premise really sink in. It's not every day that America's 50th and warmest state plays host to a winter sports jamboree, but it's just one of the events that makes *SSX Tricky* on the GameCube a little different from your average snowboard racer.

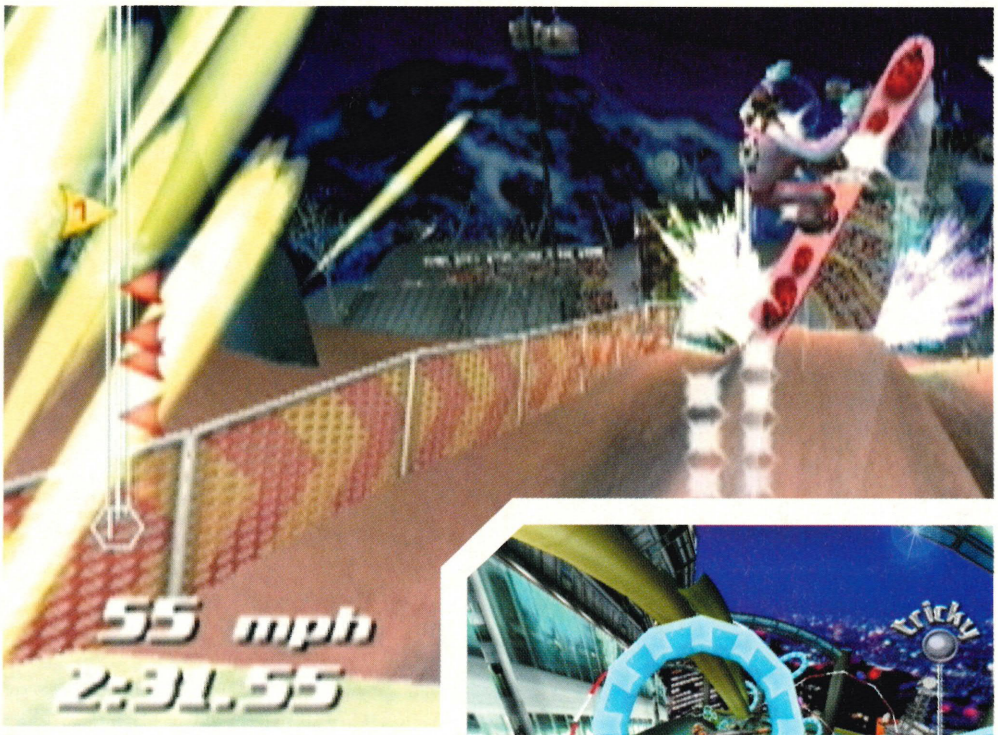
Set across eight huge courses spread around the entire planet, *SSX Tricky* challenges you to take part in the ultimate snowboard racing series in which you'll need style as well as speed if you want to triumph. As the name suggests this game is not just about a flat out races to the finishing line – if you want to win big then you'll need to pull a few tricks along the way.

Players choose from one of 12 characters, each with their own strengths and



At the start of an event the racers limber up on the starting line. As soon as they're told to begin they hit the slopes, racing to be first over the finish line

> "THE FIRST FEW COURSES ARE SLICK AND UNCLUTTERED ALLOWING YOU TO FIND A GOOD RACING LINE AND COMBINE A FAST RACE WITH SOME BIG TRICKS."



❑ Some of the special effects are pretty dazzling

▶ weaknesses. The game is a solid snowboard racer but the proceedings take on a whole new slant when you add the Adrenaline meter. The courses are full of jumps that allow you to perform some mad tricks; the more stunts you pull the more adrenaline you accumulate. When the meter reaches its maximum you'll be able to do an Uber Trick by pressing B with either L, R or Z. Get it right and you'll be treated to an impossible stunt that belies the simple button command required to perform it.

The trick aspect of the game is a commendable effort to add some originality to the title, but landing tricks is difficult due to cluttered and poorly laid out courses. Obstacles are often hidden as you approach a ramp and it's not until you take off and begin to turn upside down that you notice a large advertising board or lamp-post waiting to knock you to the ground.

This is not so apparent in the early stages as the first few courses are relatively uncluttered, allowing you to find a good racing line and combine a fast race with some big tricks. But in the later stages the courses are packed with obstacles that

❑ Reckon you can jump through all these blue rings? It may look easy but it's not so simple when you're travelling fast

I HEAR VOICES

Don't be surprised if you find yourself recognising some of the voices in *SSX Tricky*.

Many famous names have lent their vocal talents to the 'boarders including the gorgeous Lucy Liu who plays Elise. Other names of note include gravel-voiced Macy Gray as Seeiah; Courteney Cox's other half, David Arquette, as Eddie Wachowski; perennial B-list bad guy Billy Zane (Kate Winslet's evil boyfriend in *Titanic*) as Brodi and everyone's fave fat man, Oliver Platt, who starred alongside actor Robin Williams in *Bicentennial Man* as Luther.

❑ The lovely Lucy Liu provides the voice of snowboarder Elise

❑ Seeiah is played by gravely-voiced songstress Macy Gray

❑ The fun multiplayer mode allows GameCube fans to go head-to-head

A QUICK TIP TO GET YOU STARTED

A bit of a simple one this but it'll help you gain speed and improve your cornering abilities. If you push forward on the 3D Stick as your 'boarder is hurtling down the mountain then the character will lean forward and gain more speed. Conversely if you gently pull back on the 3D Stick as you go round a tight bend then your 'boarder will brake slightly and turn more easily.

severely hinder your progress. Playing the tracks over and over again will help to overcome this problem but it may put off the more casual games player.

Although they're poorly designed there's no denying that the courses look really good. The level of detail in the backgrounds is impressive and the snow itself looks crisp and white; your 'boarder even leaves a trail as you hurtle down the mountains to the finish line. The party atmosphere is further enhanced by the excellent soundtrack that has a good range of dance and hip hop tunes. The races are fast and long – some last over six minutes – and you'll reach speeds over 70mph. The sense of speed is impressive and when you hit top gear you get a great feeling of being almost out of control. Alas, when the screen fills up with competitors the frame rate drops considerably and the action takes on a jerky feel.

If you want to ignore the racing part of the game then try the Showoff mode. This is a simple test of your tricking skills with medals being awarded for reaching high score targets. Winning medals will unlock later tracks where you'll have to pull bigger and better tricks to

❑ You must pass the checkpoints if you want to complete the level you're playing

❑ One of your biggest challenges is learning all the stunts. Mastering tricks like this one will keep you returning to the game time and time again

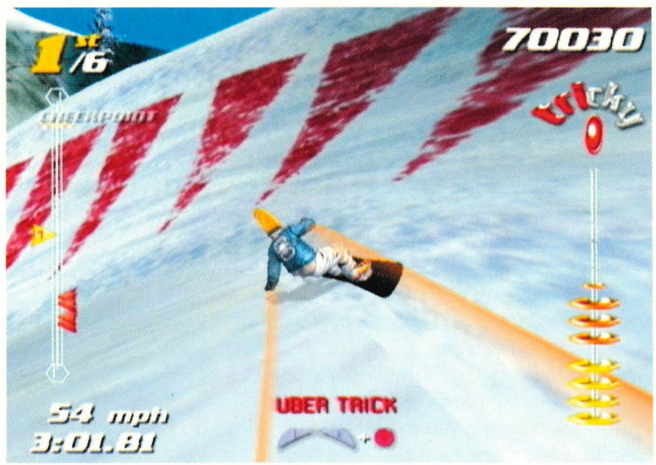
❑ Doing massive stunts is your key to success in *SSX Tricky* on the 'Cube

❑ Your boarders leave trails in the snow making the game feel realistic

BOOST ME BABY

Your Adrenaline meter serves two purposes. When it reaches full capacity and lights the Uber meter you'll be able to perform an Uber Trick, but it also serves as a handy boost for your 'boarder. If you press B when there's some boost left in your Adrenaline meter you'll get a useful burst of speed that can prove vital in those one-on-one dashes for the finishing line. If you manage to complete five Uber Tricks in one run you'll be given infinite boost, allowing you to ride off into the sunset unchallenged.

❑ Remember to use the boost that's accumulated in the Adrenaline meter



❑ The boost can give you that added edge over your hapless opponents

There are lots of different characters to choose from in *SSX Tricky*, all with an individual style

❑ **Compared to *Wave Race: Blue Storm* the graphics are nothing to write home about, but they do their job well**

▶ get the prizes. For absolute beginners there's a Practice mode where you have a chance to go one-on-one with the courses and look for clean racing lines, trick opportunities and short cuts (usually marked out by large red billboards).

SSX Tricky is huge, the courses are massive and you'll need to race along each one three times if you want to take away a medal. Times that by eight and you've got 24 races, multiply that by 12 characters and you're up to 288, and that's just in the World Circuit race mode. Add the Showoff challenge and unlocking better snowboards and new costumes for your characters and you could be playing this for months.

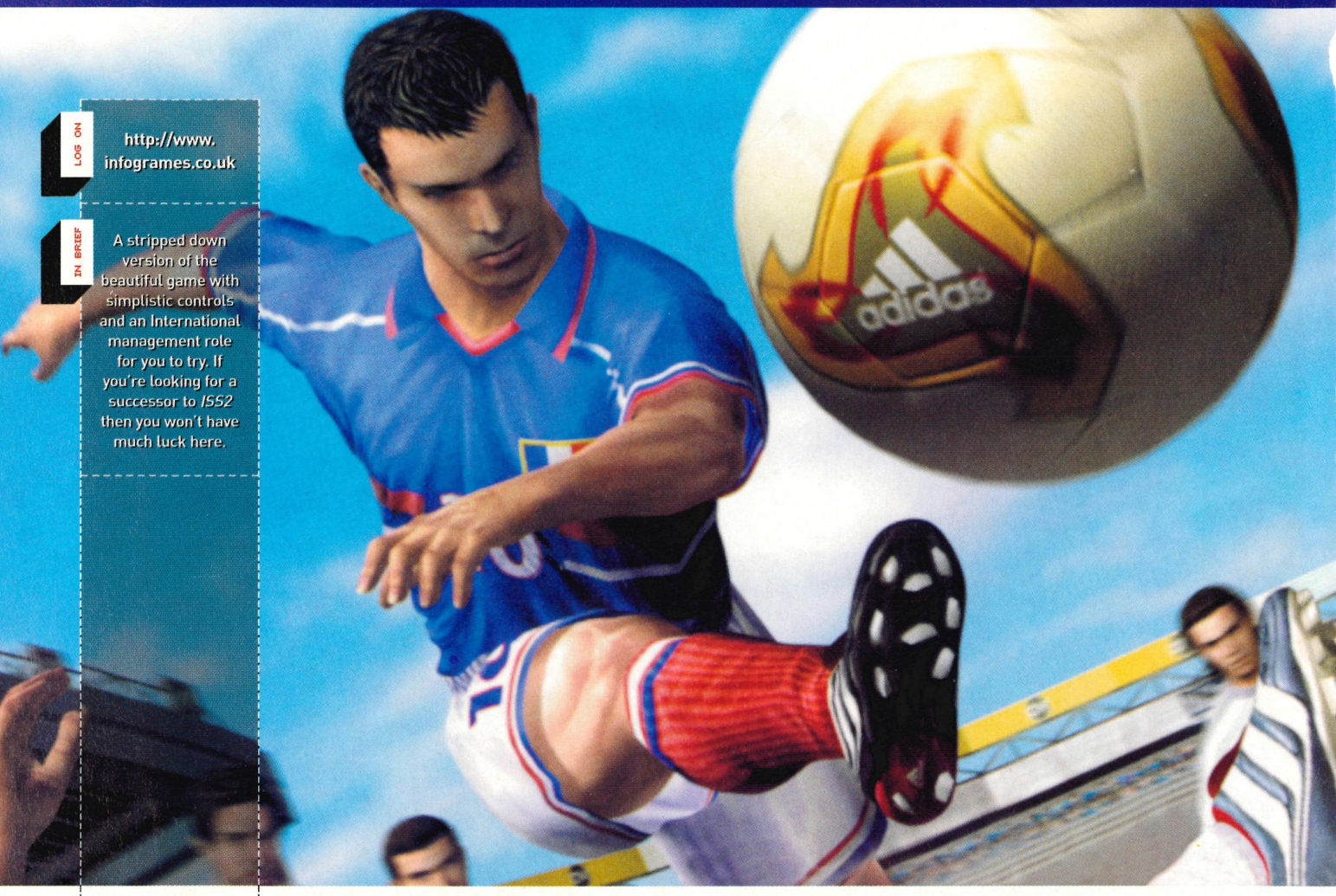
However, *SSX Tricky* tries to be too outrageous for its own good. The courses look great but when you actually get to play you'll find them confusing, awkward and frustrating. The racing aspect of the game is great fun but trying to pull off tricks and stunts often leads to disaster and ultimately frustration. Less is more, *SSX*. Read and learn. **Dominic Wint** NOM

VERDICT

GOOD	■ Absolutely huge game with loads of tasks to complete and extras to unlock. ■ Some really great looking tricks that are surprisingly easy to pull off.
BAD	■ Cluttered course design makes some of the later stages tough and frustrating. ■ When the screen fills up with characters the game slows right down.
FUN	Tricks are easy to master and the general controls are simple.
VALUE	Loads of courses and game modes and a whole host of extras to unlock.
LIFE	There are plenty of opportunities to go back and try to better yourself.

SSX Tricky is packed to the gills with great ideas and tough challenges but it's hampered by some crazy course designs that can take a lot of fun out of the game.

7



LOG ON

http://www.infogrames.co.uk

IN BRIEF

A stripped down version of the beautiful game with simplistic controls and an International management role for you to try. If you're looking for a successor to *ISS2* then you won't have much luck here.

VIRTUA STRIKER 3 VER. 2002

DETAILS

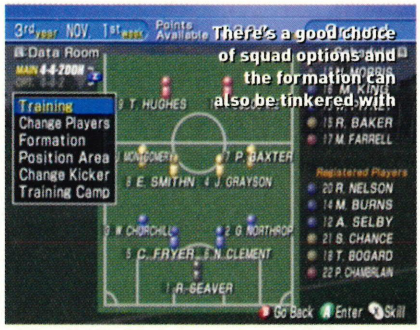
1-2 Players

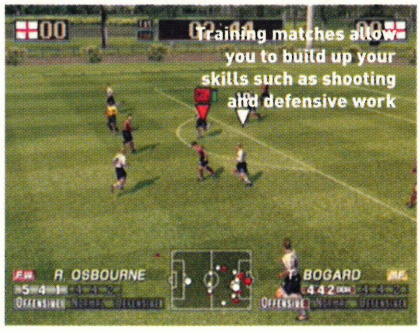
2 Blocks

Price: **£39.99**

Release: **Out Now**

Publisher: **Infogrames**





FED UP WITH *FIFA*? IRKED WITH *ISS*? PERHAPS SIR WOULD PREFER TO TRY FOOTBALL WITH THAT UNMISTAKABLE ARCADE FLAVOUR?

Up until recently, Nintendo fans have had to make a choice between just two footie games, *FIFA* and *ISS*. So understandably there's a slight air of anticipation surrounding Sega's latest GameCube effort to capture the magic of football. Sadly this title fails to capture the essence of the game and opts for simplistic soccer that's more Boston United than Brazil.

With its pared down arcade style, *Virtua Striker 3 Ver. 2002* is simple to get to grips with. The B button tackles and passes, A plays a lob pass and X is used for shoot. That's it, no more buttons to learn. The game also looks great with huge players that actually make the pitch look like it's a normal size and not a football field the size of Norfolk with 22 midgets running around. The players are also well animated and they move about in a realistic way.

If you're after a more rewarding and challenging experience then look no further

> "GAMECUBE OWNERS DESERVE BETTER THAN THIS. *VIRTUA STRIKER 3* IS A POOR IMITATION OF FOOTBALL."

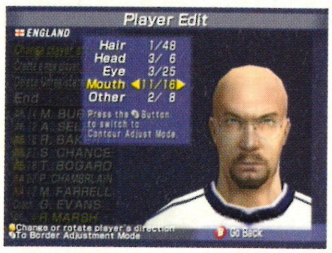
If you string passes together before you score you'll get this rainbow effect in the replay

SPEAKA DA INGLISH?

Japan has provided the West with some amazing innovations, but their language doesn't translate well into English.

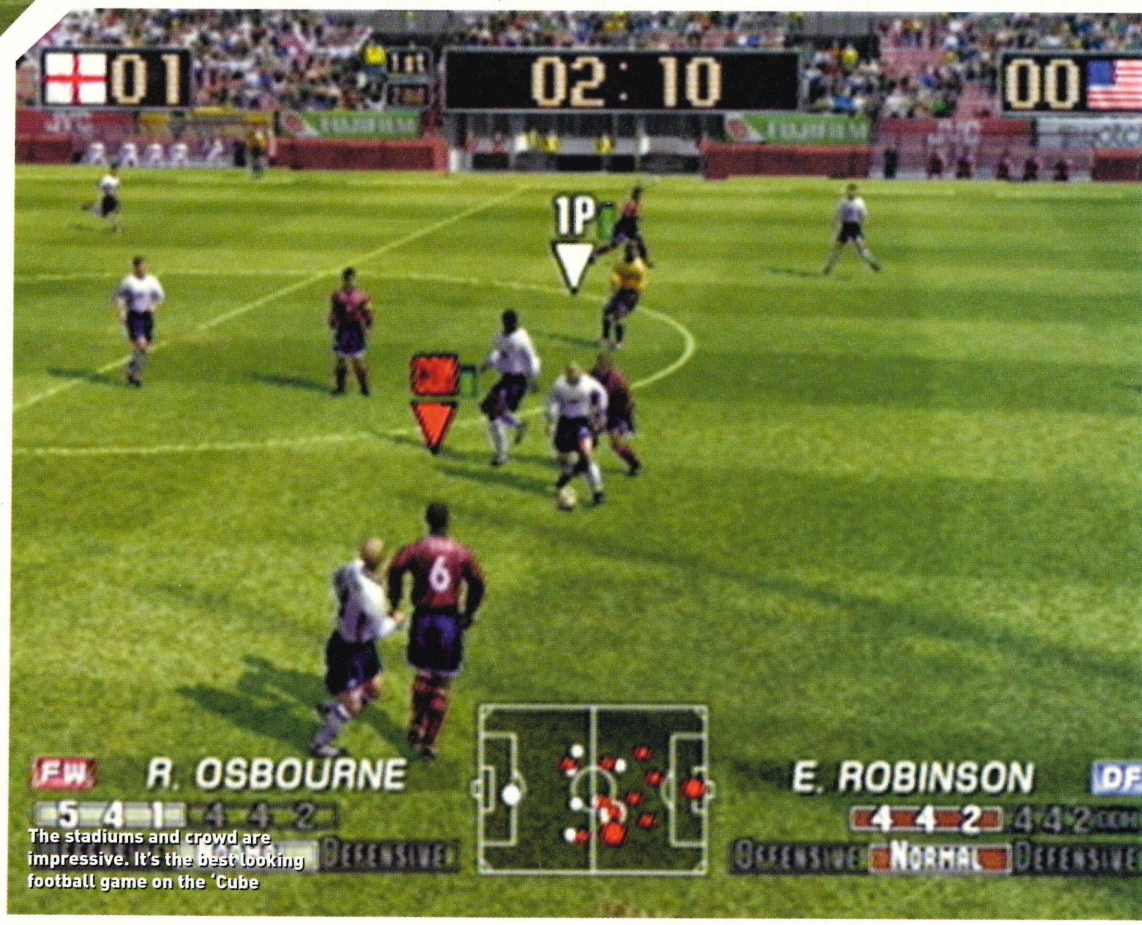
Take this nugget of advice from the *VS3 Ver. 2002* instruction manual: "The team that you developed and have grown to love in this mode can also be used in other modes... Develop your team through hardship and determination and until the day you reach the honourable victory." Can't imagine Sven saying that, can you?

❑ Ascertain Hurricane Boy's ability...? What are you talking about!?



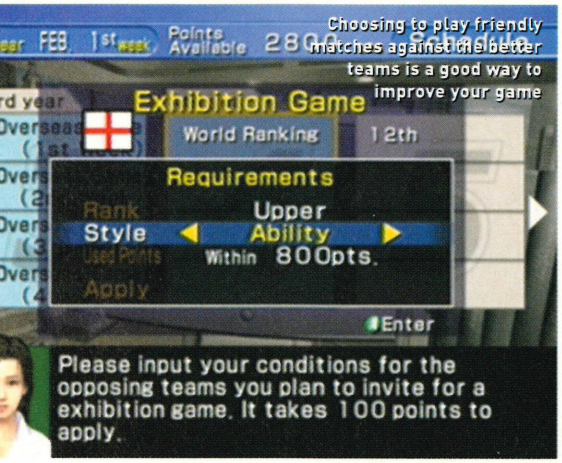
❑ You can create your own authentic team in the Player Edit option

▶ than the Road to International Cup. Here you'll get to take control of a national side and lead them to glory against the world's best. You get to organise training schedules and arrange friendly matches. You'll also get a chance to blood new players and sign talent to improve your squad. It's a rough attempt at including a management simulation in the proceedings but it's incredibly dull. Your 'staff' are patronising and the game seems to pay no attention to your team's performance, telling you that morale is low because you



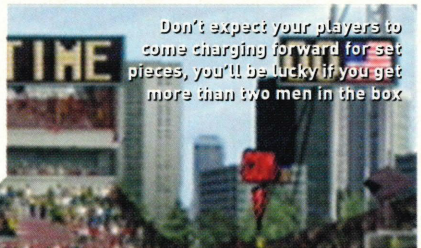
The stadiums and crowd are impressive. It's the best looking football game on the 'Cube

❑ It's sometimes hard to see where your team mates are



❑ The stadiums aren't real but they look nice. Perhaps the Wembley planners should take a look

❑ Goalkeeper errors occur frequently allowing the opposition to slide the ball home comfortably



haven't won many matches even after a six game unbeaten run.

Strip out all of the extras and you're left with a very lacklustre attempt at a football game. The limited controls will appal purists demanding the subtle through-balls and deft touches of skill that make the game what it is. This is football at its most basic; run, pass, shoot, tackle, pass, run, shoot ad infinitum. And because there's no differentiation between strong and weak tackles you'll inevitably find your men lunging around the park, scything down the opposition and being sent off for their troubles.

There are two unforgivable aspects of the game: the lack of a sprint button and dreadful goalkeeper A.I.. Not being able to sprint hampers your play in so many ways and ensures that no matter how good a run you make, you'll never be able to escape the defenders. The goalkeepers make bad decisions when it comes to claiming the ball, especially during free kicks where they come to collect, fail to do so and allow the opposition striker to slide the ball home with minimum fuss.

The final nail in *VS3 Ver. 2002*'s coffin is the camera. There's only one camera angle; a very close up, slightly elevated view from the sidelines. It makes finding your team mates almost impossible and leads to constant hit-and-hope passes that rarely find their intended targets.

GameCube owners deserve better than this. *Virtua Striker 3 Ver. 2002* is a poor imitation of football with no real depth even with the management aspect included. Players are robbed of creativity through the lack of any decent controls and you end up with your players taking part in a 20-man midfield scrum to win the ball. *Virtua Striker 3 Ver. 2002* looks good from afar, but it's far from good. **Dominic Wint** NOM

VERDICT

GOOD	■ Good characters and solid animation make *Virtua Striker 3* look like a winner. ■ Goes beyond the average football sim by including the team management element.
BAD	■ The controls are too simplistic and don't allow you to move the ball around. ■ Poor A.I. often leaves you totally exposed and causes you to let in soft goals.
FUN	Not much fun as you'll spend most of the game hitting B to win the ball back.
VALUE	GameCube isn't swamped with football games but *ISS2* is far superior to this.
LIFE	The Road to International Cup is a long game with plenty of matches to play.

If all football games looked like this we'd be a nation of contented gamers. But if all football games played like this we'd probably take up cricket.

4

WARNING:

CLEAR SKIN CAN SERIOUSLY IMPROVE YOUR CHANCES

So you won't want your chances ruined because of spots. What causes them? Well, pesky spot-causing bacteria breed in clogged pores, but OXY Pads help unclog your pores and open them up to the air. And because the little critters hate oxygen, those bacteria can't survive. So don't worry about getting spots before the big party: let OXY Pads help prevent them, leaving you to knock 'em dead.

DON'T RUIN YOUR CHANCES

LOG ON

http://www.uk.ea.com

IN BRIEF

It does what it says on the tin, so expect a totally up-to-date Formula One game with all the cars, drivers and tracks, all looking rather nice and equipped with a superb turn of speed.

The rain effect on the track looks impressive and adds great realism

F1 2002

THE MOTOR SPORT ALSO KNOWN AS THE MICHAEL SHUMACHER ROADSHOW ROLLS ONTO GAMECUBE.

The current F1 season might be just as predicable as last year's, but this hasn't dampened people's enthusiasm for the sport. Thankfully with the arrival of EA's *F1 2002* it's now possible for anyone hoping to stop Ferrari's domination to halt the unstoppable rise of Michael Shumacher.

F1 2002 is EA's first Formula One game for a Nintendo machine and, like its *FIFA* stable mate, *F1 2002* goes that extra mile to make sure that this is the most up-to-date F1 game money can buy. It's a wise move because if there's one thing that'll upset F1 fans it's out-of-date information on who races for which team and in what car.

EA has ensured accuracy by working closely with F1's governing body, the FIA. This means that both of this season's new teams – Renault and Toyota – are included, along with all the new drivers such as Alan McNish and Felipe Massa. As you'd expect the new cars are also present, along with their sponsor's stickers, making the whole package feel bang up-to-date.

As it's an F1 game there are no shocks in the track department, and all the courses from this year's season are ready for your driving attentions, all looking solid and identical to the real deal with a respectable level of detail throughout. It's a pleasing jump from N64 standards, but don't expect your breath to be taken away as the look is competent, not outstanding.

F1 2002 comes packed with race options, but players might be

There are four camera views to choose from in this GameCube racer

All this season's new teams feature, such as Renault and Toyota

New drivers Alan McNish and Felipe Massa also appear in the game

DETAILS

4 Players | 4 Blocks

Price: **£39.99**

Release: **21 June**

Publisher: **EA**

> "YOUR FELLOW DRIVERS ARE A CLEVER BUNCH WITH SOME ADVANCED ARTIFICIAL INTELLIGENCE GUIDING THE COMPUTER CONTROLLED CARS."

▶ surprised to hear that the Grand Prix mode is locked at the start. To open it players must first complete the rigorous Challenge mode which is on hand to test your F1 driving skills. Everything from braking accurately to cornering in a chicane is covered, with medals awarded on how well you do. There are more than 15 challenges, and while it isn't necessary to complete all of them you do have to fulfil a certain number to enter the Grand Prix season. It's a good idea because, by the end of it, players will have a solid grounding in how to get the best out of their cars.

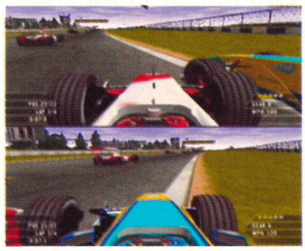
❑ The special effects are realistic

FOUR WAY FUN

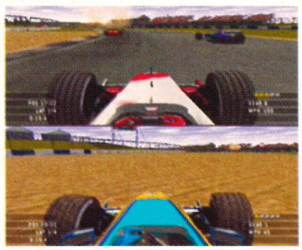
F1 2002 doesn't skimp when it comes to multiplayer action, with five modes to choose from. There's a split screen race for up to four players, with or without computer controlled drivers. Unfortunately it doesn't allow you and your mates to compete in the Grand Prix season together, but all the tracks can be raced.

Time Challenge pits you against other players to see who can clock the fastest lap, while Tag Team involves choosing two drivers and racing a lap as each.

Advantage allows players to give a racer a time penalty so that you can challenge someone better or worse and still enjoy a competitive race. Last Man Standing works by disqualifying the racer in last position after each lap.



❑ The multiplayer modes are fast



❑ There are many options to try

❑ Completing the tough Challenge mode will teach you all you need to know about Formula One racing

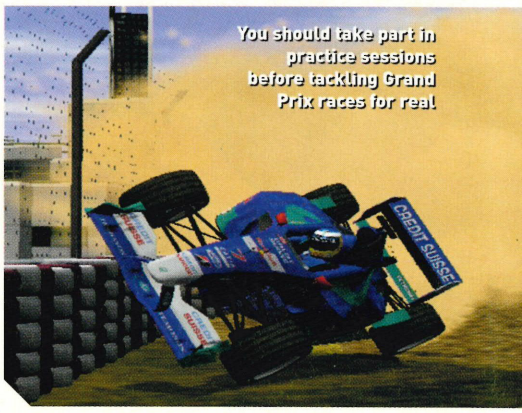
❑ The rival drivers all boast incredible intelligence

▶ Another top idea is the choice of two driving styles, with a Simulation and Normal set up offered. Simulation mimics the feel of a real F1 car with sensitive steering and a back end liable to flip out at the faintest hint of bad driving. Clearly some will love the simulated approach, but those looking for a forgiving car will find the Normal setting just about right. While it's still possible to spin out of control it's a darn sight more difficult to do on the Normal setting as the steering is noticeably heavier, giving the cars a greater sense of stability.

Once you've unlocked the Grand Prix mode it's full steam ahead with the F1 experience. There's a world of car tweaking to behold, and everything including the suspension, aerodynamics, tyres and fuel capacity can be tinkered with. It's also possible to take part in a practice session before moving on to the qualifying laps and a warm up session, giving racers ample opportunity to test out the circuit and the car before the race. It's all good stuff and just the sort of thing F1 fans will love. Those looking for a simpler route to racing fun needn't worry though as it's possible to skip all the tweaking and hit the starting grid with the default settings.

Once racing it's clear your fellow drivers are a clever bunch with some advanced A.I. guiding the computer controlled drivers. Cars know exactly where and when they can overtake and how to stop you getting past. This means you'll have to bide your time and plan your race strategy well, otherwise you'll be looking up at the podium wondering how to join the winners.

❑ The Simulation and Normal driving styles are different and will please all types of players



Other drivers know how to overtake you and block your race progress

WEATHER REPORT

In the real sport weather can play havoc with a race – forcing teams to adjust their strategy and race set up – and *F1 2002* is no different.

Races can start out perfectly dry before storm clouds gather, eventually leading to a torrential downpour. It's a great effect, with the water on the track looking particularly cool.

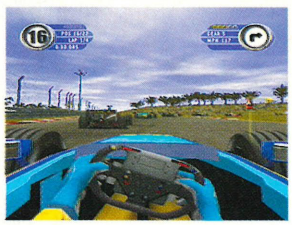
❑ The weather may change mid-race, forcing you to change your racing strategy

It's a sunny day now, but clouds could soon sweep in and unleash a rain storm

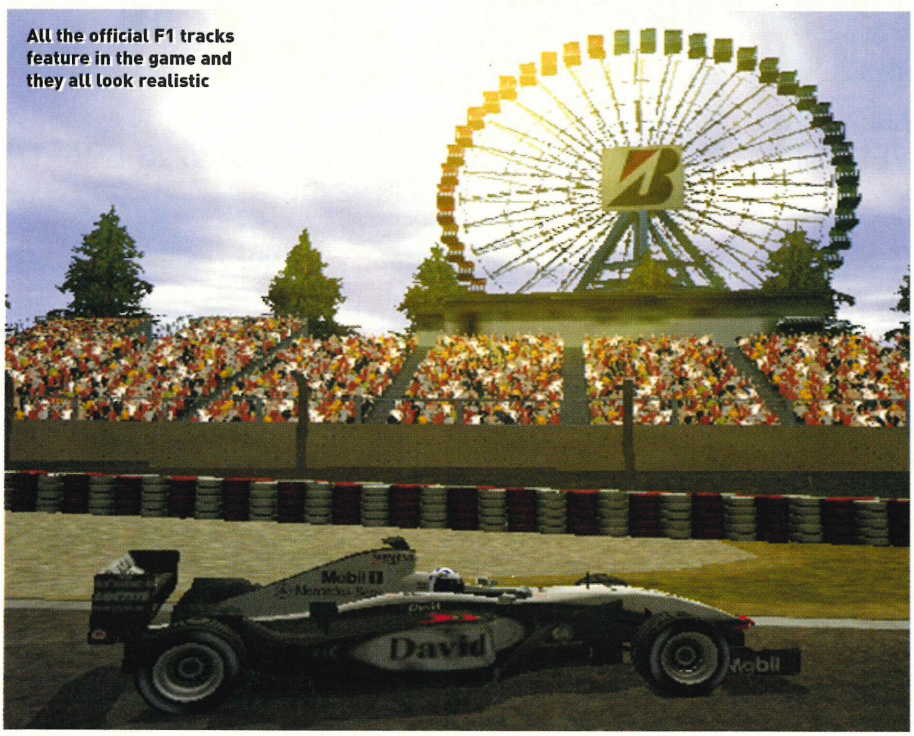
▶ Formula One fans may be disappointed to learn that there isn't a recognisable race commentator in *F1 2002*. Instead, the makers have plumped for a nameless radio operator who lets you know what's happening on the track ahead. The effect is authentic and atmospheric but you do tend to hear the same comments over and over again. **Rich Marsh** NOM

❑ Bide your time and wait for the right moment to steam past

❑ On the Normal car setting it's much harder to spin out



❑ The Simulation setting is well suited to F1 fans who crave realism



All the official F1 tracks feature in the game and they all look realistic

VERDICT

GOOD	■ There's enough racing action here to see you through to the end of the season. ■ The game looks solid as a rock and successfully apes the real F1 circuit.
BAD	■ The game features some of the worst GameCube loading times yet seen. ■ It can be ridiculously easy to spin the cars and inflict critical damage.
FUN	Control only comes with time, but once mastered this is a great F1 experience.
VALUE	It's the only F1 game and it's likely to be the only GameCube choice this season.
LIFE	Honing your skills takes time and trying to drive the perfect race will keep you hooked.

This is a very well put together game, as you'd expect from EA, but it lacks the sparkle and excitement to attract general racing fans. Great for F1 nuts, though.

7

LOG ON

http://www.acclaim.com

IN BRIEF

One time world champion Jeremy McGrath fronts up this extreme sports fest featuring 25 tracks, taking in all forms of dirt bike worship. The game comes loaded with many of the biggest names in Supercross.

The Nintendo 64 version had iffy graphics and the GameCube edition isn't much better

JEREMY MCGRATH SUPERCROSS WORLD

LOTS OF REASONABLY GOOD IDEAS MEET SLOPPY CODING TO MAKE A GAME THAT MISSES THE MARK. TIME TO GO BACK TO THE DRAWING BOARD.

DETAILS

1-2 Players

3 Blocks

Price: **£39.99**

Release: **7 June**

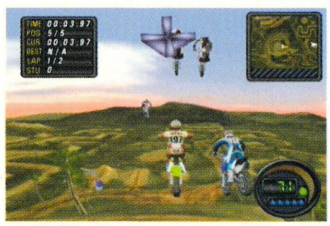
Publisher: **Acclaim**

Jeremy McGrath may be the biggest name in Supercross with a staggering 10 world championships under his belt, but this hasn't stopped young upstart Ricky Carmichael from walking away with this year's title. Still, McGrath can console himself with the knowledge that his games are the best selling Supercross titles on the market.

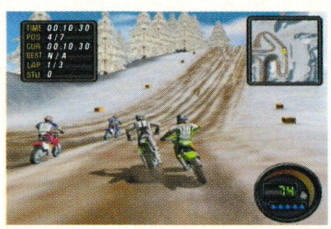
Which is why we were looking forward to *Jeremy McGrath Supercross World*. The N64 version wasn't much to write home about – with poor handling and iffy graphics – but with the power of GameCube there's a chance this edition could be the best yet. And in terms of value it's a sure fire winner.

There are 25 different tracks to burn around, spread across four riding disciplines which take in in Supercross, Motocross, Freestyle and Baja. Supercross races take place inside massive arenas and have super tight corners and sudden jumps. Motocross takes place outside on man-made tracks that are generally wider and longer than Supercross courses. The Freestyle competition is staged indoors, on courses filled with jumps, ramps and bowls. Baja racing involves racing from point-to-point with the route taken left up to the riders.

There are nine riders to chose from at the start of the game, with others to unlock as you progress. Along with McGrath expect to see the likes of Grant Langston, Nathan Ramsey, Tim Ferry, Sebastien Tortelli, Ezra Lusk and Travis Pastrana. Each rider is



There are 25 tracks to burn around, spread across four biking disciplines



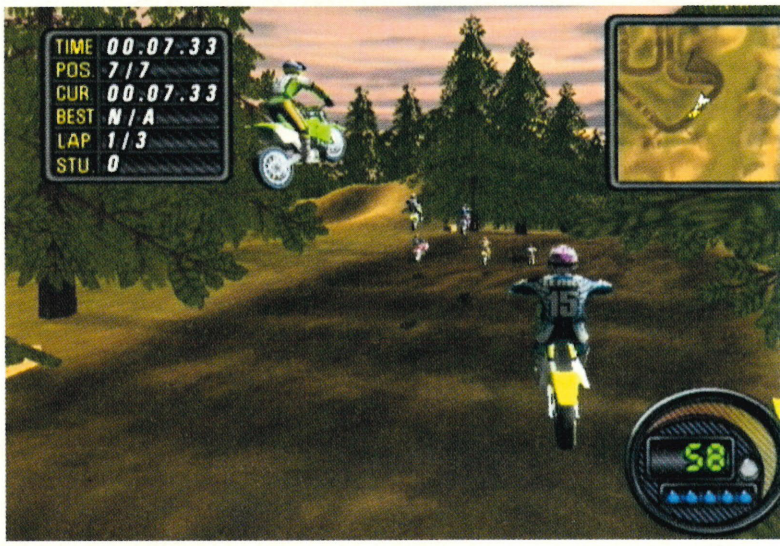
The outdoor courses look the best

SKILL!

Improving the performance of your rider and bike depends on earning Skill Points. By coming first in each of the four race series – made up of Motocross, Freestyle, Supercross and Baja – you'll be awarded points and each one can increase your rider's attributes. It's also worth collecting the Series Points; winning a race earns 10 Points and eventually these prizes will unlock new bikes and courses.

❑ Rack up Skill and Series Points to improve your in-game riders

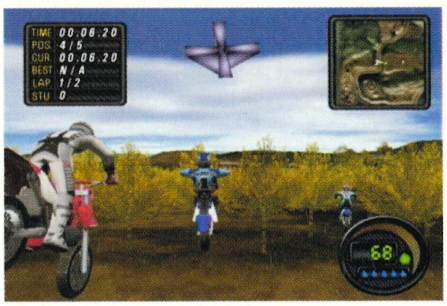
"A BIG PROBLEM IS SLOWDOWN ONCE A FEW RIDERS ARE ON SCREEN AND STIFF AND UNNATURAL RIDER ANIMATIONS."



❑ There are nine riders to choose from at the start and others can be unlocked

The freestyle event takes place inside massive arenas filled with stunt potential

❑ Motocross races are staged in the great outdoors



❑ Real riders are included such as Grant Langston

▶ rated in four ways with marks for stability, cornering, jumping and stunt skills, and by winning a race series it's possible to bolster your rider's stats. There is also a choice of bikes in the game, each with a set of attributes which make some machines more suited to certain types of races.

Each rider in the game has access to 35 amazing stunts and tricks. Rather than being merely cosmetic the stunts are awarded points which in turn fill up a Boost meter which can be unleashed once full, giving you both a speed and technique advantage over the other competitors.

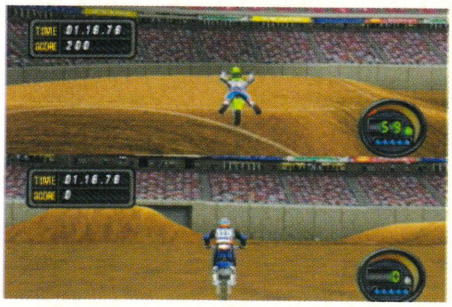
It's possible to dip in and out of the various races in the Single Event mode, but to become a champion and improve your chosen racer and bike you'll need to tackle the tough Career mode, which will take you from rookie status right up to the upper echelons of Supercross.

However, it's unlikely that you'll want to bother as *Jeremy McGrath Supercross World* has some fundamental flaws that stop it being the fun game it wants to be. Our main gripe is the control system that doesn't convey the sensation of being on a bike. It all feels very unconvincing and things aren't helped by a trick system that will see you wiping out far too often.

The problem lies in the sluggish nature of the trick system. The tricks are executed by pressing and holding Ⓧ or Ⓨ and then moving the 3D Stick. We found that the time

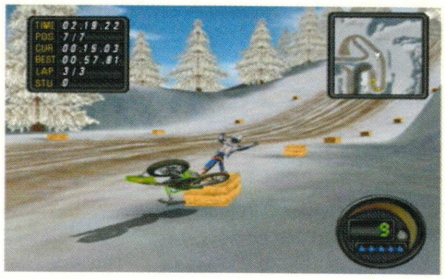
❑ Each rider in the game has access to 35 amazing stunts and tricks which can fill their Boost meter

❑ Tricking in the air can lead to disaster

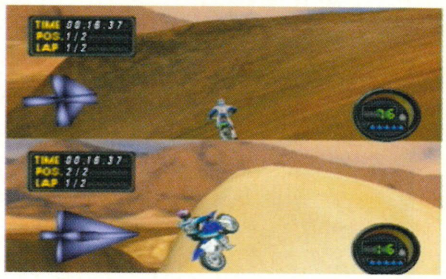


❑ At least two players can double the fun

❑ There are lots of options in the multiplayer mode



❑ The control system is poor and leads to crashes



❑ The two player split screen mode is very slow

▶ lag between pressing the buttons and your rider actually doing them was too long. Again and again riders attempt to trick while on the way back to earth, making messy landings a frequent occurrence.

The graphics are also under par, with a drab visual style that doesn't do the well-designed courses justice. Another major problem is slowdown once a few riders are on the screen at the same time and rider animations that appear stiff and unnatural. All-in-all, *Jeremy McGrath Supercross World* is disappointing. **Rich Marsh** NOM

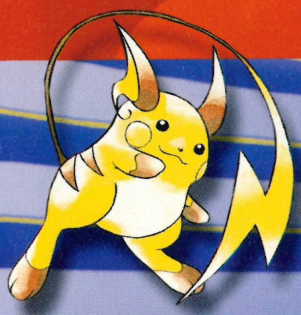
VERDICT

GOOD	■ There's a tremendous selection of tracks and a smattering of hidden goodies. ■ Many of the courses are well designed and full of fun jumps.
BAD	■ The control system isn't inspiring and makes what should be a fun game boring. ■ Successfully pulling tricks is hampered by sluggish controls.
FUN	You never really feel as if you're in control of a racing bike.
VALUE	The game excels at delivering a long playing experience.
LIFE	We doubt many players will put the hours in to finish the Career mode.

There are lots of good ideas in this title trying to get out but, because of poor execution, the game never gets a chance to shine.
A seriously flawed effort.

5

THE BEST OF THE PACK ARE BACK



Pokémon®

TRADING CARD GAME

LEGENDARY COLLECTION™

Charizard, Blastoise, Venusaur and all of your all-time favourite Pokémon, are on the prowl again... in all-new FOIL versions, too!

www.wizards.com/Pokemon

Game Support Line: 08457 125599

Available From:

WOOLWORTHS **WHSmith**

and all good independent toy & hobby shops

Pokémon USA, Inc. ©2002 Pokémon.
©1995-2002 Nintendo/Creatures Inc./GAME FREAK inc.
TM & ® Nintendo.
Manufactured and distributed by Wizards of the Coast, Inc.
The Wizards of the Coast logo and the play-level logos are trademarks of Wizards of the Coast, Inc.
Wizards of the Coast is a Hasbro Group company.

LOG ON

http://www.infogrames.co.uk

IN BRIEF

The most realistic rally sim ever seen on a handheld console. *V-Rally 3* has enough to keep even the most hardened racers coming back for more.

NINTENDO OFFICIAL MAGAZINE TOP NINTENDO TITLE MUST BUY

V-RALLY 3

V-RALLY 3 IS PROOF – IF ANY WERE NEEDED – THAT GB ADVANCE GAMES ARE GETTING BETTER AND BETTER. THIS'LL BLOW YOUR SOCKS OFF.

Just when you thought that Game Boy Advance titles had peaked with the likes of *Crash Bandicoot* and *Doom*, along comes a game that blows the competition away and raises the standards once again. *V-Rally 3* manages to combine realistic handling with super sharp graphics and an incredible sense of speed, and this latest portable speed fest will delight and amaze you in equal measure.

The fact is that *V-Rally 3* is a perfect mix of fun and realism that provides the most believable racing experience on the GBA to date. The handling of the cars is superb and you feel in total control of your vehicle as you powerslide around tight hairpins and through tricky chicanes. Advanced driving techniques such as opposite lock steering and braking and accelerating at the same time are required to win.

❑ Kenya is typified by long stretches of dusty dirt tracks which look incredible on the small Game Boy Advance screen. Your car will slide around on the sharp corners

❑ The in-car view in *V-Rally 3* is sensational and surprisingly playable

❑ The Citroen Saxo is just one of the cars available in *V-Rally 3* on GBA

Four player, four cart. Data saves to battery back-up.

DETAILS

Price:
£29.99

Release:
21 June

Publisher:
Infogrames

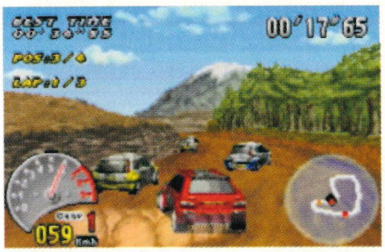
The level of realism in *V-Rally 3* is heightened by the sensational graphics that will totally blow you away. The courses are highly detailed with a decent draw distance, making them seem more solid.

The game's sense of speed is exhilarating – with the trees and canyons whizzing past at insane rates – and an in-car view is included to put you right at the heart of the action. The game's speed occasionally slows but not enough so you'd notice and certainly not enough to spoil the experience.

The main V-Rally mode is based around the genuine sport where you have to complete a stage in the quickest overall time to win, rather than racing head-to-head against your opponents. Checkpoints along the routes allow you to compare your times against the other nine competitors, and you can practice the courses individually in the Time Trial mode. And if you yearn for some visible competition then you can also have a go at the V-Rally Cross mode where you race against three other on-screen opponents.

V-Rally 3 has some minor faults such as slowdown and some collision detection niggles in the V-Rally Cross mode, but these really do little to harm the overall gaming experience. Forget the minor gripes and simply enjoy the best handheld racer on the market. **Dominic Wint**

> "*V-RALLY 3* ON THE GAME BOY ADVANCE IS A PERFECT MIX OF FUN AND REALISM THAT PROVIDES THE MOST BELIEVABLE PORTABLE RACING EXPERIENCE TO DATE."



❑ V-Rally Cross mode is a straight race to the finish. The enemy cars are really vicious

❑ Passing the opposition is easier said than done. Always try and sneak up on the inside

❑ Driving at 150mph through a forest isn't recommended

FIX ME UP

Success in *V-Rally 3* means making sure that your car is in full working order at all times. As you race through the frantic stages your poor car will take a lot of damage which will greatly hinder your progress and you'll only get to fix it when you reach a service station.

You're given 50 minutes to bring your car back up to working spec at the service stations so make sure that you get the important things fixed first like the turbo and the brakes otherwise you'll end up limping over the finish line.

❑ You can only fix your car in the service areas so make sure you get everything done

VERDICT

GOOD	■ Realistic controls that make you feel like you're driving a proper rally car. ■ The in-car view is superb and it puts this game streets ahead of other GBA racers.
BAD	■ Hitting an opponent in the V-Rally Cross mode slows your car down to a standstill whilst your racing rival speeds off into the distance.
FUN	Easy to get into with very few controls to learn and a 'just one more go' feel.
VALUE	No replay mode, but this feels less like an arcade game and more like real life.
LIFE	Unlocking the cars and courses will take a while and there's four player link up.

This is the ultimate GBA racing title. Sharp graphics and fine control add up to bring you a classic slice of rally action. This is the only GBA racer you'll ever need.

9

LOG ON
http://www.universe-ofheroes.com/game_themovie.html

IN BRIEF
Follow the plot of the hit movie in a side-scrolling action adventure. Bash bad guys and use your super Spidey powers to rescue hostages, destroy poisonous gasses and trounce freakish criminal masterminds such as the Goblin and Vulture. Take snapshots to unlock secrets stills from the film and enjoy the amazing technology of the Z-Axis control method in the bonus levels.

© 2001 Sony Pictures Digital Entertainment Inc. All rights reserved. Green Goblin ®, the character, © & © 2001 Marvel Characters, Inc.

SPIDER-MAN:

THIS SUMMER'S BLOCKBUSTER SUPER HERO MOVIE SWINGS ITS WAY ONTO GBA AND TIES THE COMPETITION UP IN STICKY KNOTS.

Single player only. Automatic cart save at end of each level.

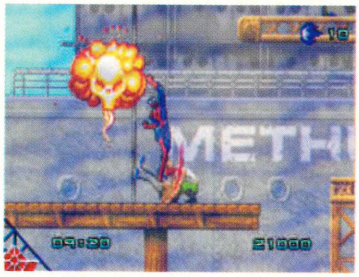
DETAILS

Price:
£29.99

Release:
28 June

Publisher:
Activision

❑ Our hero's Spider Sense warns him of the arrival of a speeding subway train



❑ The explosions and backdrops appear to be lifted straight out of a classic *Spider-Man* comic book

Mild-mannered photographer, Peter Parker, finds his life literally turned upside down when a mutant spider takes a bite out of his flesh. The genetically modified arachnid venom transforms Parker into the web-slinging, wall-crawling super hero known as Spider-Man. Whilst there have been plenty of other games based on the *Spider-Man* mythology – some more successful that others – this marks Spidey's second outing on GBA and carries with it the kudos of the successful movie.

Sticking faithfully to the plot of the Hollywood blockbuster, the side-scrolling action has Spider-Man tackling an ugly assortment of brainless thugs and evil villains and attempting to make the streets save for law-abiding citizens.

The action is fast and furious, and throughout each level you'll be aware of a ticking clock that will time you out if you take too long.

Spidey's do-or-die missions include rescuing hostages and destroying barrels of noxious green gas. Not surprisingly the seedy criminal underworld doesn't take too kindly to Spider-Man sticking his lycra-clad nose into their murky affairs, so expect to face an onslaught of muscle-bound crazies

> "*SPIDER-MAN: THE MOVIE* IS VERY IMPRESSIVE AND IS A MUST FOR FANS OF THE NEW HOLLYWOOD BLOCKBUSTER."

CAREER OF EVIL

All of the major villains in the film appear as end-of-level boss characters in the game.

Be prepared for hair-pulling frustration as you attempt to work out the most effective attack patterns and tricks to beat each boss, and it won't help your already-elevated blood pressure when they start laughing at you.

You'll need all your silky Spidey skills to make these super villains eat their words.

❑ Don't waste time trying to catch Vulture in the air, wait until he lands

❑ The Net Blast is just one of seven web power ups. Press L to smother the thugs in sticky spider goo

THE MOVIE

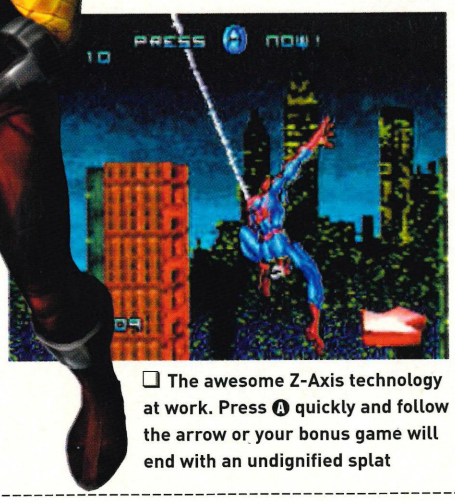
❑ Fight your way through the collapsing building to avoid getting crushed by falling masonry

▶ and armed goons all attempting to knock Spidey's lights out for good.

The sort of moves, tricks and stunts that Spider-Man is able to pull off are among the most impressive to be seen so far on the GBA. The Webbed Wonder is able to crawl across ceilings, shin up walls and swing web-handed from building-to-building. He can even punch opponents whilst hanging upside down.

There are also seven special web power ups to use along the way in this adventure – including Sticky Web and Net Blast – and there's nothing quite like the simple satisfaction of smashing bad guys in the face accompanied by traditional comic book exclamations such as Thwack! and Crash!

The look of the game is stylish in the extreme, from the movie clips used in the introduction sequence to the detailed cityscapes which serve as colourful backdrops. All new Z-Axis technology used in the bonus levels scores top marks as it allows players to swing from skyscraper to skyscraper, hot on Spidey's red and blue heels. Very impressive and a must for fans of the film. **Maura Sutton** NOM



❑ The awesome Z-Axis technology at work. Press A quickly and follow the arrow or your bonus game will end with an undignified splat

VERDICT

GOOD	■ Revolutionary Z-Axis technology allows you to swing along with Spidey. ■ Despite being a side-scroller you have plenty of freedom to take different routes.
BAD	■ Controls are tricky to master. Hanging upside down and bashing villains ain't easy. ■ You can only use one web power up at a time, which can be frustrating.
FUN	Looks and plays like a comic book come to life. Kapow! Thwack! Crash!
VALUE	A great souvenir of a fantastic film and a fitting representation of this classic hero.
LIFE	Eleven levels seems a bit short but there are loads of secrets to unlock.

If only all movie tie-ins were this polished, exciting and fun to play. *Spider-Man: The Movie* truly captures the colourful comic book feel of the film.

8

LOG ON

http://www.ubisoft.co.uk

IN BRIEF

The second installment in the classic Super NES series makes it to the small screen. In time-honoured RPG tradition you assemble a party of heroes and roam the world map, stopping at towns and villages to undertake quests, rescue damsels in distress, eat cockroaches, chat up witches and dive headfirst down toilet bowls. Honest.

Two GBA, two cart for item exchange. Game is one player.

DETAILS

Price:
£29.99

Release:
28 June

Publisher:
Ubi Soft

The turn-based battles might not be as spectacular as *Golden Sun*, but they rattle along at a cracking pace

Conversing with the natives is frequently surreal, adding to the humourous charm of *BOFII*

BREATH OF FIRE II

THE MASSIVE SEQUEL TO THE CLASSIC SUPER NES ADVENTURE IS LOVINGLY REFURBISHED FOR THE GAME BOY ADVANCE.

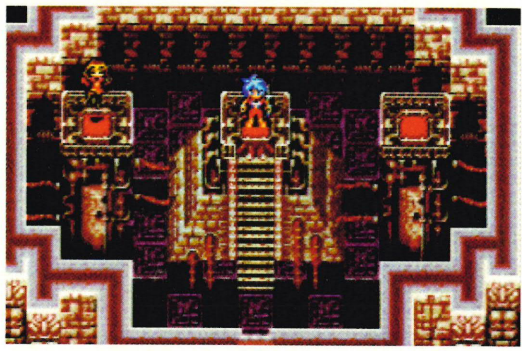
Some 500 years after the adventures of the first *Breath of Fire* game, a young blue-haired boy called Ryu comes across a mysterious dragon statue in the woods. On returning to his village Ryu steps straight into a nightmare. His friends and neighbours treat him as a stranger and, worst of all, his beloved sister and father have strangely disappeared.

Following hot on the heels of the GBA version of the first installment in the Super NES series, *BOFII* is an equally faithful edition of a much loved classic. You start off controlling just Ryu and end up with a party of amazing characters, many of whom have their own special abilities such as Rand the warrior who can roll himself into a wrecking ball of destruction.

As you attempt to uncover the mystery behind the disappearance of Ryu's sister and father you'll have plenty of side quests to fulfil, many of which are completely mental in the style of classic Japanese RPGs. For example, one lengthy diversion sees Ryu gathering ingredients such as worms, cockroaches and flies for a cooking competition. In the end Ryu has to taste the revolting concoction himself and promptly vomits. Can't imagine that happening to Link...?

The gameplay is virtually identical to the first GBA *Breath of Fire*. When you're not busy conversing with strangers and stocking up on potions and weapons in quaint towns, you're earning experience points in random battles. It'll be a familiar formula to all RPG devotees, but the strength of the compelling storyline prevents *BOFII* from ever being just another RPG. If you've just finished *Golden Sun* and are looking for a fresh RPG challenge whilst awaiting the sequel, your search is over. **Maura Sutton** NOM

❑ **This dank dungeon is full of kids turned to stone by a wicked witch. Can you help them...?**



❑ **Performing Unity with Shamen enables your characters to share their awesome powers**

❑ **The towns you visit are beautifully designed and you'll never get tired of exploring them**

> "THE GAMEPLAY IS IDENTICAL TO THE FIRST GBA *BOF* TITLE."

SIM CITY

One of the most interesting aspects of *BOFII* is the introduction of a town-building element, but the chance to become Mayor of your own homestead depends on choices you make during the early stages of the game.

If you opt to rebuild Niro's hideout and start telling certain people you meet such as the Shaman Grandmother to live there, you'll find that the humble hut will start turning into something special.

❑ **Your heroes use Niro's hideout as a makeshift operations base**

❑ **Once Ryu's Dragon Powers are awakened he gains a spectacular array of Dragon Attacks**

VERDICT

GOOD	■ The graphics of the first game have been enhanced with hand-drawn character art. ■ The fascinating plot and cute characters will have you spellbound.
BAD	■ Too many random battles when exploring the world map will make you want to scream. ■ You spend far too much time trudging back to Hometown from far-flung shores.
FUN	The weird and wacky humour of the original translates well onto the GBA.
VALUE	With over 40 hours of gameplay *BOFII* will consume your every waking hour.
LIFE	There are a huge number side quests to undertake and secrets to find.

A near-perfect port of a classic. Old school RPG fans will love this almost as much as *Golden Sun* and the gameplay is intuitive enough to attract new RPG devotees.

9

DROOPY'S TENNIS OPEN

Price: **£29.99**

Release: **28 June**

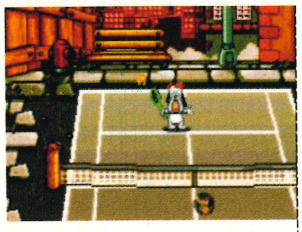
Publisher: **LSP**

Verdict: **6**

The idea of morose cartoon hero, Droopy, dragging his tubby bod around a tennis court may sound bizarre, but that's exactly what you get in this crazy cartoon tennis caper.

Classic mode is traditional tennis for the purists, albeit involving dogs, cats and wolves.

Cartoon mode throws in all manner of tricks and gimmicks, including sticks of dynamite and giant nets. It's all good clean fun, but aimed at younger gamers.



❑ **Few people are aware that Droopy is actually the coaching genius behind Pete Sampras**

CT SPECIAL FORCES

Price: **£29.99**

Release: **28 June**

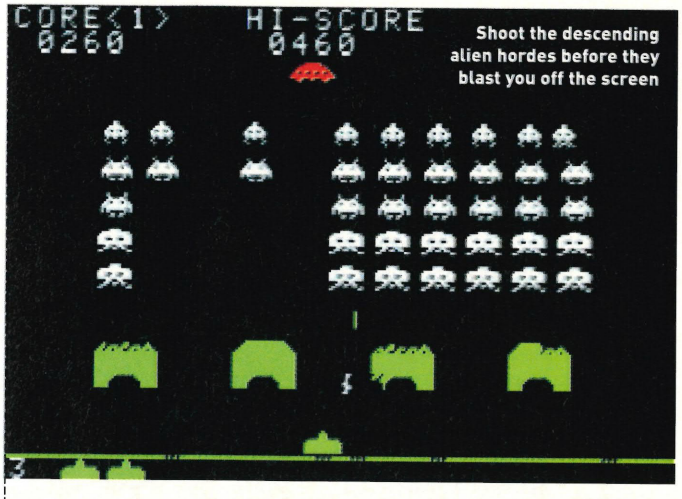
Publisher: **LSP**

Verdict: **7**

Heads up, soldier! You're part of an elite counter-terrorism force on a mission to save the world from evil madmen. Starting off as a simple side-scrolling 2D shoot 'em up, *CT Special Forces* expands into three different styles of gameplay where you get to shred heads as a paratrooper, command an Apache helicopter and sneak around with a sniper rifle, across 12 huge missions.

Looking like a modern version of arcade classic *Metal Slug*, *CT* takes no prisoners with its relentlessly fast-paced action. Your paltry life bar will soon get eaten away by constant attacks and once all your continues are gone it's Game Over and back to the beginning. Harsh, but who ever said that war was fair...?

❑ **The action in *CT Special Forces* on the GB Advance is fast-paced and violent**



Shoot the descending alien hordes before they blast you off the screen

SPACE INVADERS

Price: **£19.99**

Release: **Out Now**

Publisher: **Activision**

Verdict: **7**

Possibly the most famous video game of all time now comes to Nintendo's Game Boy Advance and not just as part of a compilation but greedily hogging a whole cartridge to its little alien self.

Featuring both the classic game and an updated version – with new power ups and 3D graphics but the same familiar gameplay – this is one for arcade purists.

Work your way through the planets of the solar system, repelling 13 different species of Space Invaders across 100 levels and facing 10 rock hard bosses. There can be no doubt that certain classic games still stand the test of time and, as with *Tetris*, *Space Invaders* is as addictive as ever.

A smart buy for retro gaming fans and at a reasonable price, too.

❑ **The spruced-up graphics don't make it any easier to beat the tough end of level bosses**

SPY HUNTER

Price: **£29.99**

Release: **28 June**

Publisher: **Midway**

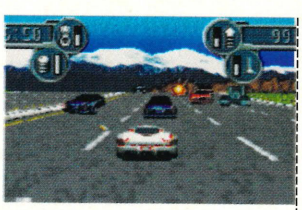
Verdict: **6**

In this revamp of the classic 80s arcade game you control a G-6115 Interceptor super car armed to the hilt with missiles, bullets and gadgets.

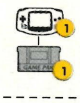
Your aim is to smash the international NOSTRA terrorist network. Each mission consists of a primary objective as well as several minor tasks such as avoiding killing innocent civilians.

Whilst the sinister music and cut scenes in *Spy Hunter* can't help but get you fired up, the overall gameplay doesn't live up to the dramatic fanfares.

Spy Hunter suffers from dull graphics that make it difficult to spot your targets whilst travelling at speed. The textures look blocky on some of the levels, detracting greatly from the enjoyable experience of weaving in and out of fast moving traffic.


❑ **Your trigger finger may be itching to take out the goons but it takes skill to avoid civilians**

SHEEP



Price: **£29.99**

Release: **Out Now**

Publisher: **Empire Int**

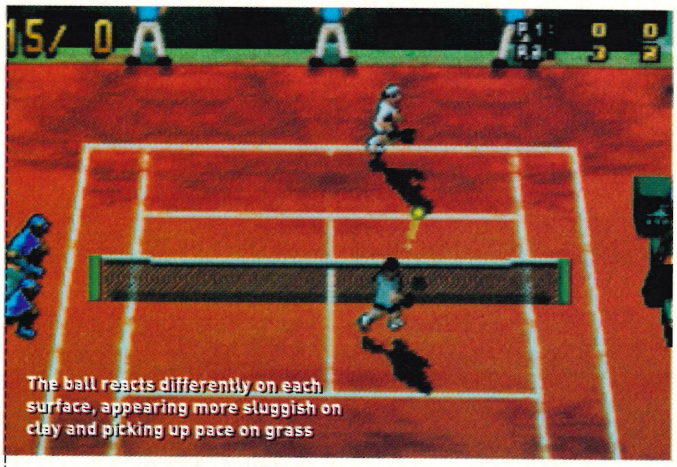
Verdict: **7**

The idea of a sheep herding game might seem a little strange, but there's something curiously compelling about trying to persuade the fluffy little devils to jump over fences.

You can choose to play either the Normal mode where your only concern is getting your sheep safely packed away in the van or the Train mode where you can groom your chosen sheep-dog or sheep-pig to become a champion.

You can choose which type of sheep you want to herd, ranging from the placid and docile to shades-wearing prima donnas who refuse to budge. *Lemmings* fans will go ape for this game.

❑ **The object of the game is to guide the sheep around obstacles and herd them into the van**


The ball reacts differently on each surface, appearing more sluggish on clay and picking up pace on grass

NEXT GENERATION TENNIS

Price: **£29.99**

Release: **28 June**

Publisher: **Wanadoo**

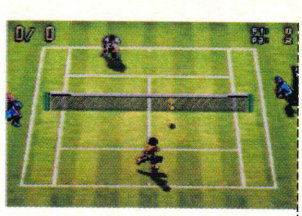
Verdict: **8**

The current crop of GBA tennis games is impressive and *Next Generation Tennis* is no exception.

NGT carries the official licences of both the Roland Garros French Open and the US Open as well as featuring 10 well known male and female players including former world number one, Gustavo Kuerten, and our very own Tim Henman.

Playing options include Exhibition mode if you fancy a quick game, Arcade modes such as Mini Tournament and Survival, as well as Career where you can create your own hero.

All the modes play like a tennis fan's dream, and the sense of control over your player and the response of your opponent are spot on. One of the best GBA tennis games available.


❑ **Players are recognisable by their signature clothing, such as Kuerten's Brazil-yellow shirt**

GREMLINS: STRIPE VS. GIZMO

Price: £24.99

Release: Out Now

Publisher: Wanadoo

Verdict: 5

Take control of that loveable lump of fluff, Gizmo, who's trying to rescue all of the Christmas presents in Kingstone Falls that have been stolen by Stripe.

Gizmo has a wide range of abilities at his disposal such as double jump, roll attack and crawl. Gizmo can also find flashlights that can be used to stun the evil Gremlins and melt their green butts.

This is a pedestrian platform game with little or no imagination in level design and no new innovations.

The graphics look exactly like the GBC version of the game with a little more colour.

On the plus side the music manages to capture that fairytale-gone-wrong vibe of the film, providing a rare highlight to an otherwise dull title.

❑ **The music is the only good thing about this dull GBA game**

FOOTBALL MANIA

Price: £29.99

Release: 28 June

Publisher: EA

Verdict: 4

It's football with a Lego twist, aimed firmly at younger Game Boy Advance players.

All of Lego's familiar brands are represented with seven teams on offer, taking in Pirates, Knights, Wild West, City, Arctic, Adventure and City Stars. There are also four different arenas, all of which have a theme, whether it's the Wild West or Lego City.

The gameplay is very basic – with only pass, tackle and shoot commands – which would be fine but the graphics are very shaky and rather drab, while the opponents are far too easy to beat, even if you're a youngster.

❑ **Even young kiddies will find this drab game easy to beat with its simple gameplay**

DOWNFORCE

Price: £29.99

Release: Out Now

Publisher: Virgin

Verdict: 3

***Downforce* is an F1 racing game with a difference. Apparently a band of rebel drivers have formed their own renegade motor racing league, opting to use the streets of major cities as Grand Prix race tracks.**

Having decided to raise hell in hotspots such as Hong Kong, Geneva and Las Vegas the breakaway drivers make the fatal error of forgetting to put steering wheels in their hi-performance vehicles, or so it would seem from the appaling control system in *Downforce*. Cars skate across the track with all the speed of a geriatric snail, and handle with all the manoeuvrability of a milk float stuck in mud. One to be avoided.

❑ **Watch out, your local milkman is just about to overtake you**

The random turn-based battles can be frustrating with their reliance on the arcane scissors, paper, stone system

DOKAPON MONSTER HUNTER

Price: £29.99

Release: 21 June

Publisher: Ubi Soft

Verdict: 6

***Dokapon Monster Hunter* is an RPG/creature hunting hybrid that centres around the adventures of a little hero called, um, Hero.**

Hero lives in the town of Poponga in Dokkano Island and he undertakes a trial to become a brave adventurer.

In typical RPG style the *Dokapon* action switches between talking to people and exploring caves and forests to fulfil tasks. The one twist in the formula is the monster catching element where you set traps to get creatures to join your party. The combat system is a strange mixture of magic, physical attacks and the ancient scissors, paper, stone game.

The graphics are crisp but the gameplay is more simplistic than the likes of *Golden Sun*.

❑ **Heros' town looks gorgeous, and some of his mates are really insulting towards him**

HMV
top dog for games

LETTERS

nintendoletters@emap.com

We always like to know what you think about the world of Nintendo and the winning scribble each month gets £50 worth of HMV vouchers. So what are you waiting for?

→ **Write to us:** Letters, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
→ **E-mail us:** Nintendoletters@emap.com

Move along now

I think Nintendo needs to concentrate on new games and not ports of out-of-date PS2 titles. Everyone wants *GTA3* for GameCube but, by the time it arrives, *GTA4* will be on its way. Why stay stuck behind the PS2 when Nintendo could release new up-to-date versions?

Liam O'Toole, Alderney

It would be great to see dozens of original titles coming to GameCube but you can't deny that there are some cracking games on rival consoles, so what's wrong with sticking them on your new Nintendo machine?

Expanded evil

Since announcing that the *Resident Evil* series is exclusive to GameCube, Capcom hasn't released any screen shots from most of these new titles. Will they all have fancy graphics like GC *Resident Evil* or will some of them be simply ported from the PSOne?

Richard Errington, Doncaster

Fancy graphics, new puzzles, new areas, bells and whistles will be included in all the *Resident Evil* remakes for GameCube, and the icing on the cake is the stupendously good looking *Resident Evil 0*. Mmmmm...

Drop 'em

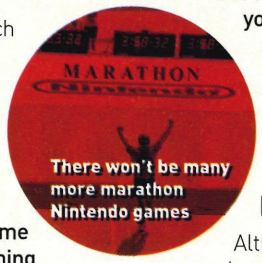
Why is it that Nintendo can sell GameCube for £130, Game Boy Advance for £60 and GameCube games for £40-45, yet GBA games cost £35. For £15 more you can get an actual GBA console, so does Nintendo plan to drop the GBA games to between £25 and £30?

Anon, via e-mail

This is the disadvantage of using carts as they are expensive to manufacture. GB Color games still cost £25, so we don't expect a GBA game price drop any time soon.

Short's not sweet

It's terrible that Nintendo is planning to make games shorter so people can 'get to the end'. One of the main things I like about Nintendo games is that they are big and have replay value. I like massive games which last for days and make you feel as if you've got your money's worth.



There won't be many more marathon Nintendo games

Duncan Hawkes, Leamington Spa

This shorter game policy is something that Nintendo is going to have to monitor closely over the next few years. There's no doubt that some games drag on a bit and can be off-putting, but everyone likes a challenge.

Englishman in New York (and Tokyo)

I was wondering if games from the United States and Japan would work on a UK GameCube because they're a lot cheaper to buy over there?

Jonny, County Durham

The GameCube is region-encoded like DVD players, so you will only be able to play European games straight from the box. There may be a way of modifying your GameCube to play all games, but that depends on if you mind some oik poking around with a soldering iron and invalidating your warranty.

Let them lead the way

Although Nintendo makes a lot of kids' games, there is a reason for this – children are the future. If Nintendo can get youngsters hooked on its games now, the chances are that they will continue purchasing its products in the future.

Neil Murphy, Cumbernauld

A fair point, but surely there needs to be something more 'grown up' to maintain that hard-won loyalty? Games like *Resident Evil* and *Eternal Darkness* are vital to continued success.

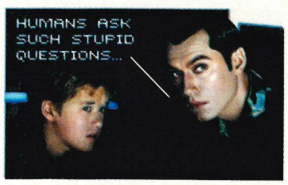
IDIOT OF THE MONTH

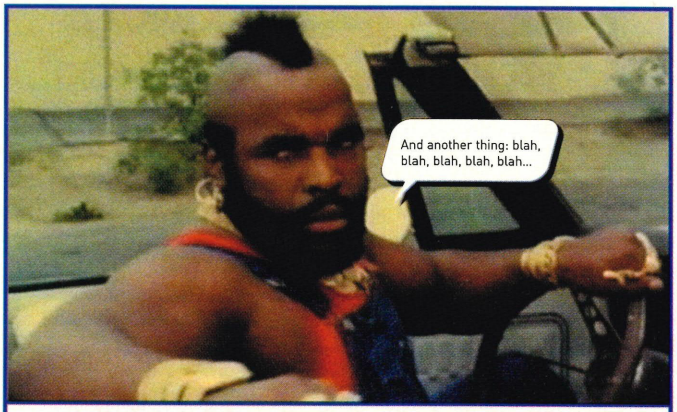
Disc error

Now that Nintendo has made the change to disc format I'm interested how this will affect the playability of games. Everybody knows discs can hold more graphics and music information, but are they able to deal with enemy A.I. as well as carts?

Stuart Masterson, Barnsley

The storage medium has no bearing at all on the playability of games, it simply stores the information so that the console can access it. GameCube games will be bigger, look better and have improved sound because the new discs hold huge amounts of information compared to the old Nintendo 64 carts.





Been in publishing all my life

I started reading your magazine during the Super NES days, but since the N64 came out your publication has gone from bad to worse. The new look has righted many of the wrongs, but below are some things which you must watch to stay ahead of the competition:
You need more jokes, reviews that make you want the games, better free gifts, posters every month, more pointlessly amusing features, previews of games people want and not a page of the same stuff every month, smaller reviews, web sites, bargains, more reader interaction such as ideas for new games, more letters, tips that are worth printing, rumours, e-mail compos, better letters and no more guides on things like *Luigi's Mansion*. Last thing – Idiot of the Month; GET RID OF IT! Otherwise great mag and keep up the good work.

Trowa Barton, via e-mail

Righted the wrongs? Sounds like we've created a monster. Are you sure you haven't forgotten something?

QUICKFIRE QUESTIONS

Does the GameCube come with a game?

Jerome Comacle-Smith
NOM: No

Is the Panasonic QCube being released in Europe?

Donald Mun, via e-mail
NOM: No

In the *Die Hard: Vendetta* game, do you actually play as John McClane?

Rob Francis, via e-mail
NOM: Yes

When is *Star Wars Episode II* coming out on GBA?

J Curtis, Slough
NOM: June 21

Can't do the maths

I don't like the change from the percentage rating to the games being scored out of 10. With a percentage score you can be more accurate but with an out-of-ten rating it is too general. For instance, someone might see two 8/10 games they quite like the look of but they won't know which one's best. But with a percentage you could have one at 86% and one at 87%, making it clear which one you should buy.

James Allcock, Awsworth

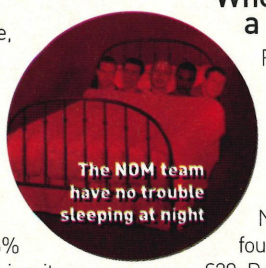
And what happens if you have two games that get 87%? Perhaps we should mark out of 1,000, but then what if two games get 872? In our next issue we will be marking games out of 10 to the power 99 for total accuracy.

... and one pound of flesh, please

Nintendo Official Magazine is changing... so is the price! What's your game? It used to be £2.95, then £2.99, now £3.15! How much exactly do you make? An extra 16p off everyone who buys it? That would make millions and millions! How can you sleep at night? Hope you're going to print this. If you don't it just means that I'm right and you don't want to be exposed for what you really are.

Chris Parker, via e-mail

We added 32 pages, we bring you more news and reviews than ever before, we give you more of everything and we're still cheaper than the competition. Surely that's worth an extra 16p?



When I were a lad...

For all the GC glory let us not forget the consoles of yesteryear. I encourage fans to invest in a Super NES and NES as I found them for under £20. Don't forget the games that made Nintendo what it is.

Kevin Hall, East Lothian

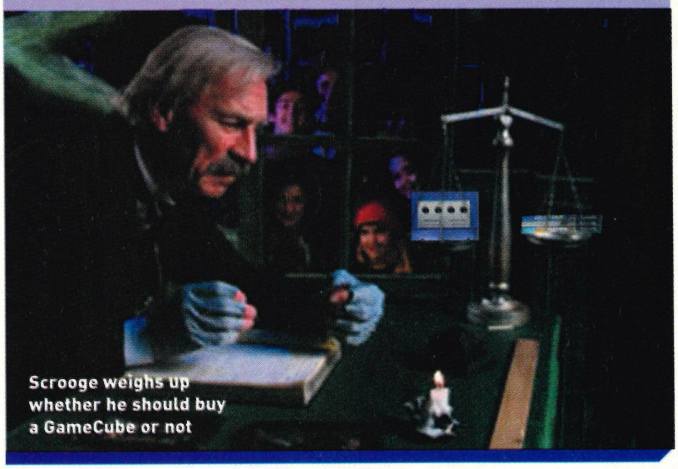
LETTER OF THE MONTH

We want cheap games

Luckily I got my GameCube on launch day with *Wave Race: Blue Storm* and *Rogue Squadron II*. I got the console for a bargain price of £129.99 but I paid about £40 for the games. Now doing a little bit of maths I worked out that we are paying roughly a third of the price of the console on one game compared with a fifth of the price of the console with the XBox and PS2. Now I'm not being picky but perhaps there should be small price drop in the games? Only about £5-10, just to make the games seem a fairer price when compared to the console. By the way, I'm not trying to sound like a Scrooge.

Joe Tapper, via e-mail

In the end it all boils down to the money. You can buy a DVD player for £100 but DVDs cost about £18-20 each. When it comes to consoles, companies are prepared to make a loss on the hardware because they can recoup those losses on software sales. That's just the way it is and some things will never change. It's like having to pay £35 for a Game Boy Advance cartridge. Don't even get us started...


Scrooge weighs up whether he should buy a GameCube or not

Those with an eye for a bargain can pick up a vintage Nintendo console for next to nothing, and it's worth doing if you're in the mood for some classic gaming.

Bigger not better

You said the GC memory card holds 0.5Mb. This is an incredibly weak amount of storage which could barely hold a couple of images. It's something to be ashamed of because it doesn't even match the standards of the obsolete 3.5" floppy disk.

Amarjit Singh, via e-mail

The GC memory card is split into 59 blocks and as each game needs around 3-5 blocks you can save about 12 games. And if the capacity's not big enough there'll be a Memory Card 251 this summer.

Just buy it

The GC launch price is low in comparison to the XBox and PS2. Surely Nintendo could charge more and people would still cut off their right arm for one? I'm not complaining, I am just confused. Is there something fishy going on?

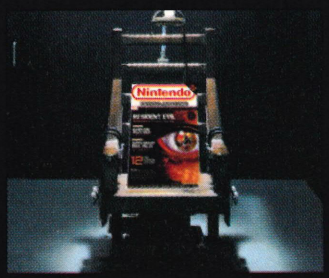
Ben Martindale, Shoreham-by-sea

Releasing the GameCube at £130 means that the gloves are off and Sony and Microsoft had better watch out. Nintendo will destroy them!

WHAT'S WRONG WITH *NOM*?

Tough love

In issue 116 Rich Marsh shamed the male world with his lack of football knowledge. On page 59 there's a picture of England Vs Holland where Rich added the caption, "England take another beating from rivals Germany". Please Mr Editor, rectify this situation and have him shot. It's harsh but the punishment should fit the crime.



NOM gets destroyed once again by our eagle-eyed readers

David Robertson, Weston-Super-Mare

Rich's lack of football knowledge goes much deeper, what with him blindly following Liverpool week-in, week-out and all...

Nintendo®

OFFICIAL MAGAZINE

abc 160

TO FLY THE MILLENNIUM FALCON ENTER THE CODE MVPQIU?A, AND THEN OH!BUDDY. NOW IT'S YOURS.

send next

GET TIPS SENT STRAIGHT TO YOUR MOBILE PHONE

Want the best spaceships? We'll text some to your phone

SMS TIPS SERVICE

SIGN UP NOW AND GET TIPS FREE

If you're finding a game too tough, or want to unlock hidden goodies we're here to help. Because now you can receive the latest GameCube and Game Boy Advance tips straight from the experts at *NOM* to your mobile phone, thanks to our new SMS tips service.

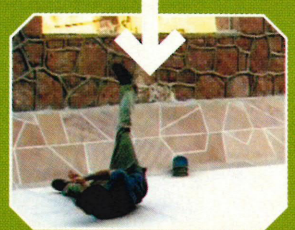
To register for our exclusive tips, just dial 0907 787 6619. If you subscribe to the service you will receive a daily text tip from the experts at *Nintendo Official Magazine* for a period of 28 days.

abc 160

IF YOU BAIL IN THPS3 PRESS ALL THE BUTTONS REPEATEDLY AND YOU'LL RECOVER QUICKER.

send next

GET TIPS SENT STRAIGHT TO YOUR MOBILE PHONE



We'll tell you how to be better at games. That's the joy of text

Terms and conditions: Calls cost £1.50 per minute. Calls last two minutes. Please get permission from bill payer before calling. Service only available to SMS Text compatible mobile phones. First message will be received 24 hours after registration.

IS YOUR MOBILE READY FOR THE 2002 WORLD CUP?

SELECT YOUR PICTURE MESSEGES, CALL 0907 015 2215, AND INPUT THE CODE

7655
MICHEAL OWEN

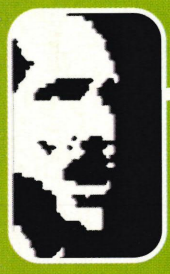
7626
DAVID BECKHAM

8612
STEVEN GERRARD

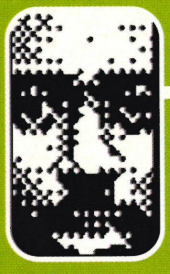
8614
RIO FERDINAND

8613
KEVIN PHILLIPS

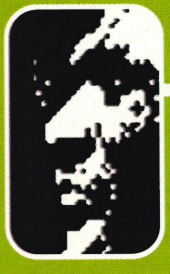
8595
ROBBIE FOWLER



8594
DAVID SEAMAN

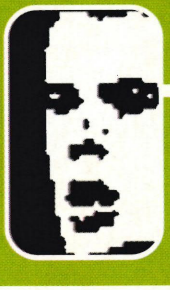


8644
DARIUS VASSELL



8615
SOL CAMPBELL

8598
SVEN GORAN ERIKSSON



8596
JAMIE CARRAGHER

8597
EMILE HESKEY

GREAT ENGLAND LOGOS

SVEN-GORAN ERIKKSON
4266

SVEN
4267

ENGLAND
7471

GOAL
7472

ENGLAND
8936

SVEN'S ARMY
8947

BECKHAM
8948

OWEN
8949

GOAL FLASH FRANCE 0 ENGLAND 35
8951

GOAL FLASH ARGENINA 0 ENGLAND 35
8952

GOAL FLASH BRAZIL 1 ENGLAND 30
8953

GOAL FLASH GERMANY 0 ENGLAND 35
8954

PICTURE MESSEGES

Turn your mobile phone into the pride of the Three Lions with these amazing picture messages.

9091

9089

9095

9092

9096

8858

8913

9090

9094

9108

Calls to the number are charged at £1.50 per minute, maximum cost £3. Calls from mobiles may cost more. If under 16 get permission from the bill payer. Customer helpline is open Monday to Friday 9am until 5pm, call 0871 872 9899.

*Picture messages work on the following NOKIA™ Phones: 3210, 3310, 5510, 61XX, 6210, 7110, 8210, 88XX, 9XX. Operator logos work on the following NOKIA™ Phones: 3210, 3310, 51xx, 61xx, 62xx, 7160, 8210, 8310, 88xx, 9xx.

POWERED BY OPERA TELECOM

BLUE PIKMIN RED PIKMIN YELLOW PIKMIN

PIKMIN

SHIP PART LOCATIONS AND TACTICS GUIDE

Pikmin oozes innovation and originality but don't let its cutesy style fool you as there are plenty of brain-busting puzzles.

PIKMIN COLOURS

The super cute Pikmin come in three different colours – red, yellow and blue – and they're discovered in that order. You will need each colour's unique abilities to get all the ship parts from the various terrains. Here's what each coloured Pikmin can do...

❑ Red Pikmin will not die if exposed to fire, which is useful for getting ship parts from areas littered with flame-throwers and to take on fire breathing enemies. Red Pikmin attacks are also stronger.

❑ Yellow Pikmin have two abilities. When thrown they will reach about twice the height of the other Pikmin colours. You will have to use yellow Pikmin to get higher placed ship parts and hard to reach pellets.

❑ Yellow Pikmin can also pick up and carry Bomb Rocks, which can then be used to blow up enemies and stone walls. Be careful with Bomb Rocks. One careless move may result in the death of many Pikmin.

❑ No matter how long Blue Pikmin are under water, they will not drown. Deep lakes and long streams are no problem for these Pikmin, and you will need them to retrieve many ship parts from flooded areas.

USING THE C-STICK

Pushing the C-Stick will make any Pikmin following you run in that direction. This feature has many functions but it can be tough to use when controlling 60 or more Pikmin. Check out these top tips to maximise the usefulness of the C-Stick.

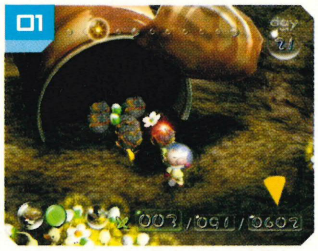
❑ When running in a particular direction, pushing the C-Stick the opposite way will make the Pikmin follow you in a tighter line. This is handy for getting though smaller openings or thin platforms as fewer Pikmin will be lost.

❑ When attacking an enemy, throwing your Pikmin at it one by one can take too long. Guide the Pikmin towards the enemy with the C-Stick and they'll all attack at once. Often the enemy won't get a chance to retaliate.

❑ At times you may need to throw Pikmin into areas that you can't get to by yourself. You'll then need to use the C-Stick to guide them to your objective, and you can also use it to guide stray Pikmin back towards you.

TACTICS FOR SUCCESS

The basic concept of *Pikmin* is really quite straightforward but, to be really good at the game, you will need to adopt special tactics in order to take total control of your Pikmin and rebuild your ship within the 30 day time limit.



❑ Pressing the Ⓧ button will separate the Pikmin into their respective colours. Also, yellow Pikmin with Bomb Rocks will separate from other yellows. This will help ensure you use the right Pikmin for each task.

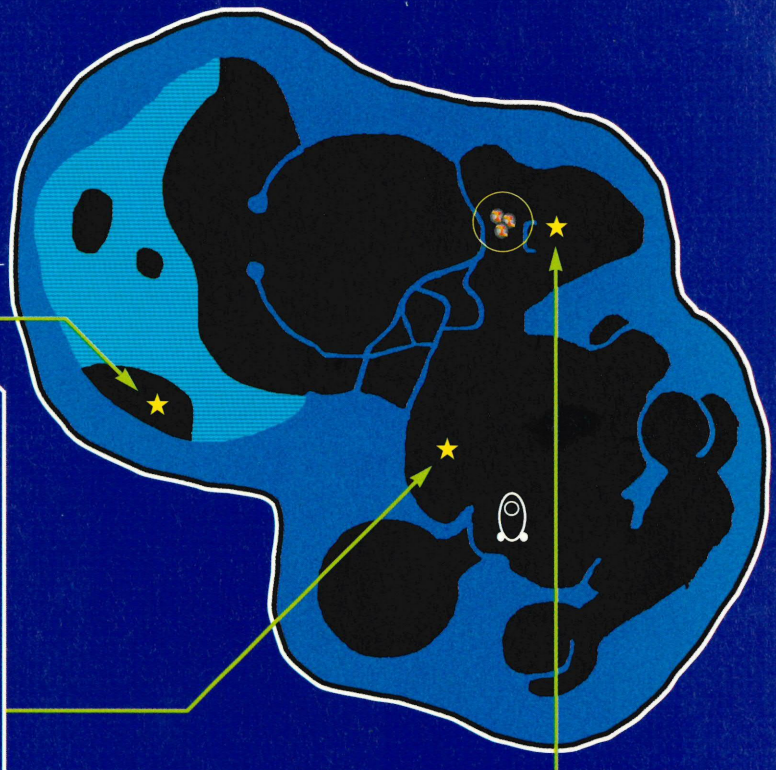
❑ Be careful with your Bomb Rocks! Separate Bomb Rock-carrying Pikmin from the rest with the Ⓧ button when you need to use them. Only throw them one at a time and stand well back from the dangerous detonation.

❑ Saving time is important. If you have 100 Pikmin out you won't have to waste time plucking new creatures. Also, the more Pikmin are carrying an object the faster they'll move.

❑ To grow fast flower Pikmin leave them in the ground for a while before picking and let them eat grass.

IMPACT SITE

The Impact Site is a small area with only a couple of simple puzzles to ease you into the role of Pikmin commander.



Positron Generator

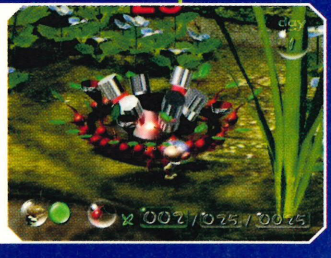
Do not return to Impact Site until you have all three Pikmin colours as you'll need them for this task. First use yellows to grab Bomb Rocks from inside the box and blow down the wall. The ship part is inside the clam to the south of the water area. Throw blue Pikmin into it, and call them back before it slams shut. Repeat this until the part is freed and take it back to your ship.

Red Onion

After Captain Olimar regains consciousness, head into the open area near your ship. As you approach the Red Onion it will spring up and sprout your first Pikmin. Wait for a few seconds then pick it out the ground. Once you're used to the controls, start gathering pellets until you have 10 Pikmin, the number needed to push the cardboard box. Simply throw your little helpers near the box and they'll get to work.

Engine

Before you can reach the Engine part you will need to push the nearby box to clear the pathway and then grow the 20 Pikmin required to carry it. Retrieving this part ends the day so grow 25 Pikmin before nabbing it.



THE FOREST OF HOPE

The Forest of Hope stage is much larger than the Impact Site, with nine essential ship parts to find. However, you'll need lots of blue Pikmin to get them all.

Radiation Canopy

Use yellow Pikmin to bomb the stone wall in the landing area. Head out with blue Pikmin and break down the gate on the right, the gate in the water and the darker coloured gate ahead. Now beat the boss (tips on page 99) for the part.

Extraordinary Bolt

01

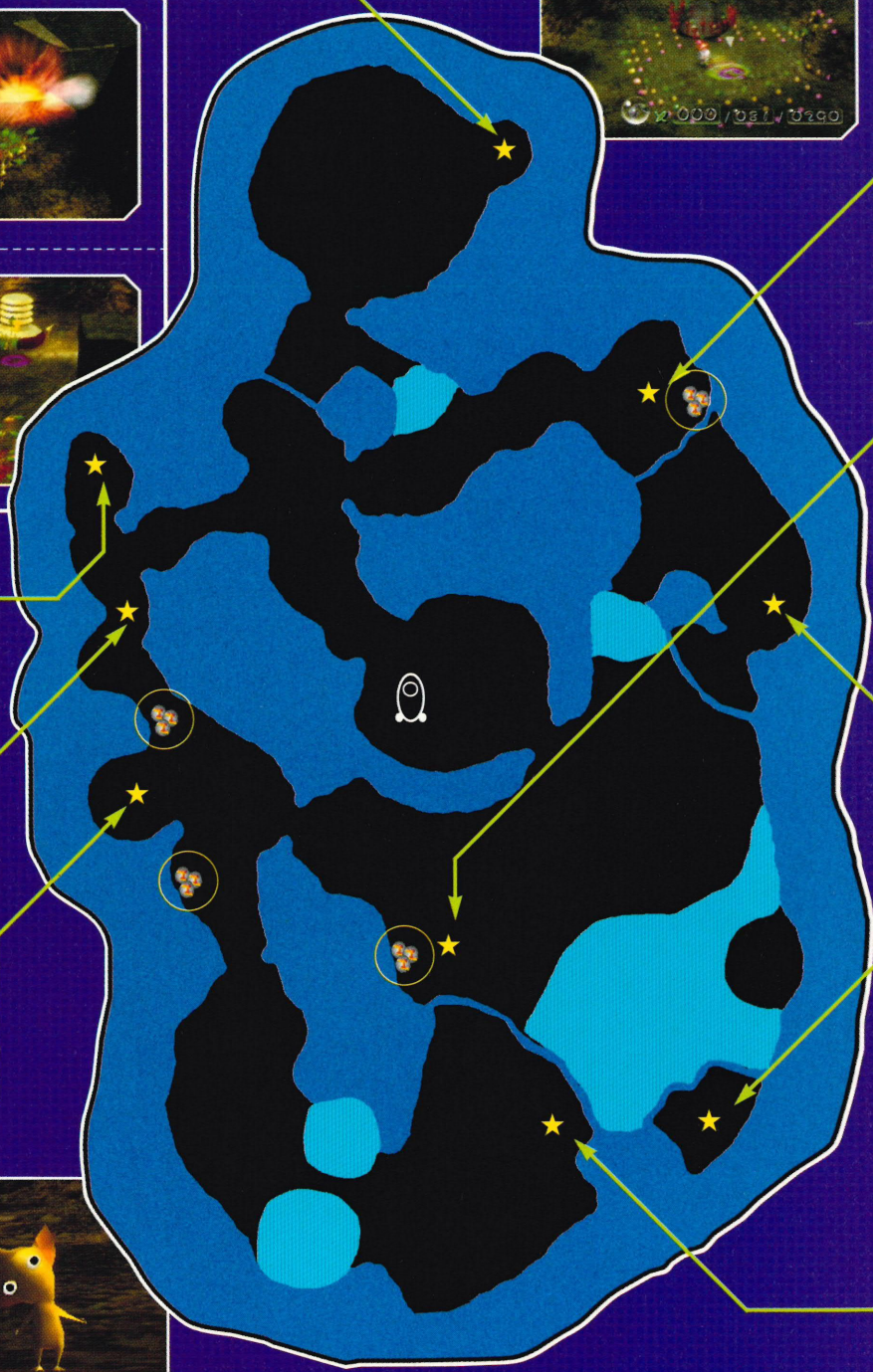
Make yellow Pikmin carry Bomb Rocks down the thin path to this ship part – blowing down the stone walls on the way – and have red types defeat all the enemies. Carry any corpses back to base so they don't reappear.

02

You will need to use nine Bomb Rocks to take down the final, darker coloured stone wall. If you don't have enough Bomb Rocks you will have to wait until the next day to finish it off. In total, 30 Pikmin are needed to carry the Extraordinary Bolt.

Whimsical Radar

Getting this part will activate the radar that can be used to see the layout of the levels and locate ship parts. Bomb the wall to the east of the large area south of your ship, then fetch the Whimsical Radar from the ledge ahead.



Yellow Onion

From the landing area, break down the gate to the south and head west. Sneak past the large Spotty Bulborbs and take care of another gate. Just ahead you'll see the yellow Onion. Now yellow Pikmin are at your service.

Nova Blaster

From where you find the Extraordinary Bolt, head east. Take out the black gate and use an army of Pikmin to battle the many enemies on this path. The Nova Blaster will require 30 or more Pikmin to carry it back to Captain Olimar's knackered spaceship.

Fuel Dynamo

First you'll need to destroy the gate that is near your ship. Go through the gate and head towards the Fuel Dynamo, taking out all the enemies you meet along the way. You'll need 40 Pikmin to carry the Fuel Dynamo so grow more first if you need to.

Shock Absorber

It is possible to get the Shock Absorber without blue Pikmin but it's much easier if you have them. With blue Pikmin, simply walk through the water just south of the ship part and up the slope to get to it.

01

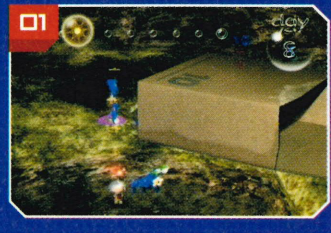
If you don't have blue types you'll have to throw Pikmin up to the platform to the right of the pool. Then go through the water and meet your Pikmin up there. You'll need 30 to carry the part and more to battle the hostile natives.

02

Geiger Counter

Take out 10 blue, 10 yellow and 80 red Pikmin. From where you first found the yellow Onion, go left and blow up the stone wall. Go through into an open area with a thin path that is blocked by a cardboard box.

01



Take blue Pikmin into the water and throw them to the other side of the box to push it out of the way. Now lead the other Pikmin along the thin path in small groups using the C-Stick so they don't fall in the water. Use the tips on page 99 to beat the boss.

02

Sagittarius

This piece is found on a small island to the far south of the level and you will have to make both bridges to get to it. Set to work 50 Pikmin on the first bridge and take 50 blue Pikmin into the water towards the small island.

01

Throw them all onto the island from the small ledge to make the second bridge. Once both bridges are built, grab the Sagittarius with 20 or more Pikmin. Make sure you have spare Pikmin to fight off the beetles who'll attack you on the way home.

02

THE FOREST NAVEL

This is where things start to get really tricky so get your thinking cap on and use Pikmin team work.

#1 Ionium Jet

This is an easy part to retrieve. Just knock down the gate to the north of your ship. Lead out 15 blue Pikmin past where you found the blue Onion and into the pool of water where the #1 Ionium Jet is waiting for you.

Space Float

You will get this part for defeating Breadbug, the enemy that tries to steal your Pikmin pellets. But simply swarming him will do the beast no harm. Refer to page 99 to beat him and use 25 Pikmin to retrieve the part.

Blue Onion

The first thing you should do in this level is activate the blue Onion. Simply zoom the camera out and look to the west of the landing area and you should see it. Take a moment to raise some new Pikmin before continuing.

Anti-Dioxin Filter

With an army of red Pikmin, head south from your ship and build the two ramps that lead down to the beach. Fiery Blowhogs are defenceless against red Pikmin so kill them all before taking other coloured Pikmin down there.

Now get 100 blue Pikmin. Take them to the beach and into the water to take care of the Wollywogs. The Filter is in the water and 40 Pikmin are required to carry it back to your stricken spaceship. Make sure your blues aren't attacked on the way back.

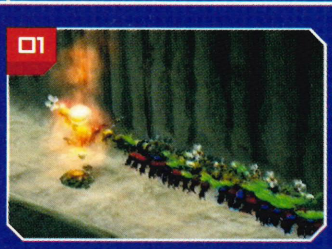
Gravity Jumper

Take 100 blue Pikmin to the far left side of the beach and around to the other side of the platform where the Gravity Jumper is. Throw up your Pikmin and go up there using the water geyser. Build the ramp and take the part back to the safety of your base.

Analogue Computer

Knock down the black gate that blocks the thin path along the west side of the map. Now take 20 red and blue Pikmin. Pushing them against the wall with the C-Stick, and lead them to the far end of the path.

01



Now separate your Pikmin, select the blue types and use them to get the Analogue Computer out of the water. Stop them once they reach dry land and make the red Pikmin carry the Computer from there through the fire and back to your base.

02

Automatic Gear

The Gear is on a thin raised platform near where the blue Onion was first found. It's really simple to get – just make 15 Pikmin build the stick bridge near it. Once complete they will climb over and retrieve the part.

Omega Stabiliser

Take out 100 red Pikmin and lead them into this dark area. To get the Stabiliser you will have to defeat a huge Puffstool. Refer to our enemy tips on page 99 and have this oversized mushroom for breakfast.

Libra

Take about 20 of each type of Pikmin down the thin path using the C-Stick to keep them away from the fire and build the bridge that's there. Cross and throw all the yellow Pikmin onto the first high platform on the island.

01

Make your blue Pikmin open the geyser and use it to get up. Throw your yellow Pikmin up to the Libra to make them bring it down. Once it's down to ground level, make them drop it and let the red types do the rest.

02

Guard Satellite

Get some Bomb Rocks from a tin can in the north west area amongst the puddles of water, without drowning your yellow Pikmin. Throw them back up the platforms and use the water shoots to meet them up there.

01

Go to the sectioned-off part of the map to the east, getting rid of the stone wall that blocks the way. You have to fight Beady Long Legs to get the Guard Satellite, and he's a giant spider enemy with a bad attitude. Page 99 holds the secrets to defeating this tricky enemy.

02

BLUE PIKMIN RED PIKMIN YELLOW PIKMIN

THE DISTANT SPRING

This is the largest level in the game and getting all 10 ship parts is quite a big challenge. All Pikmin at the ready!

Pilot's Seat

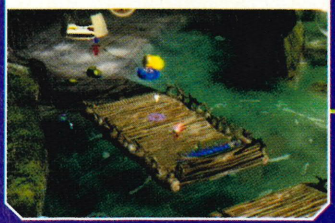
If you have not already taken care of all of the enemies in the northern area, do so before grabbing the Pilot's Seat. Once the route has been cleared, grab 25 Pikmin and take the Pilot's Seat back to your spaceship.

Zirconium Rotor

The Zirconium Rotor itself is easy to get – just break down the gate blocking the opening in the log. However, on the way back you will have to help your Pikmin to defeat lurking enemies and clear the remaining gates.

Gluon Drive

With a huge army of blue Pikmin, head north west along the stream. Throw Pikmin up onto the split bridge to build it, then grab the Gluon Drive. It's quite a heavy lump and requires 50 Pikmin to be carried.



#2 Ionium Jet

Take 100 blue Pikmin as far north as possible. When you see the Jet on a ledge, go left and throw 20 Pikmin onto the raised path. Then use the geyser to get up and throw them to the second Ionium Jet. They'll do the rest.

Interstellar Radio

To get this ship part you will need to battle a Puffy Blowhog, a spiky creature that hovers overhead and attacks your Pikmin with blasts of air. Quickly flick to page 99 to discover his weak spot then kick his ass.

Chronos Reactor

Go to the north east corner of the map with blue Pikmin. Throw 20 of them onto the island with the yellow flower. Get up there using a geyser and throw them into the flower to turn your blue creatures into yellow Pikmin.

01

Now throw them down to the sand to the north, then up to the ship part nearby. Once they get it down to ground level call them and turn them back to blue Pikmin with the blue flower, then take the spaceship part back to your base.

02

Bowsprit

In this circular arena north of your ship you will find another Armoured Cannon Beetle like the one from The Forest of Hope. Use the same tactics as before to beat him to reveal the part. Battle tactics are on page 99.

01

Your Pikmin will have to take the left exit from the arena to get out. Make them drop the part when they get to the bridge and gate if attacked by enemies. A swarm of red Pikmin warriors will make short work of these obstacles.

02

UV Lamp

First you will need to take out the tough stone wall near the landing area and it takes nine Bomb Rocks to shift it. Next swarm all the enemies in this area to make it safe for your Pikmin when retrieving the Lamp.

01

To get to the part you have to throw 20 Pikmin up to it platform by platform, meeting them each time using the slope to the left. Once at the top the Pikmin will grab the part and take it back automatically.

02

Massage Machine

Getting this part involves a lot of fighting, but with 100 blue Pikmin it's not a problem. The Massage Machine is out in the open for the taking, and all you need to do is build the nearby log bridge to get it back to base.

Repair-Type Bolt

Just east of your ship is a path leading to the Bolt on a high platform, but don't try to use yellow Pikmin. Throw 20 blue types onto the raised path beside it and lead them around to it with the C-Stick. Simple but clever.

BLUE PIKMIN RED PIKMIN YELLOW PIKMIN

THE FINAL TRIAL

You'll find the final ship part here which is needed to take off, but you'll have to get through some tough obstacles and beat the big boss first. We'll guide you through this stage step by step...

Step 1

Get about 90 blue Pikmin and take them into the water. Throw half of them on one side of the stone wall to build that bridge and throw the rest up to the other side to get on with constructing the second bridge.

Step 2

Throw 10 yellow Pikmin onto the island to the right of your ship and then over to where the tin is, then get Bomb Rocks from the can to use on the stone wall. Remember, when yellows are carrying bombs retrieve them by touch, not by whistling.

Step 3

Once the bridges are built and the stone wall is gone, get some red Pikmin and throw them onto the fiery path to the west. Now drop into the water to the right and call them with your whistle to get their attention.

01

They won't be able to come down but they'll follow you. Go north and under the second bridge and guide them to the box that blocks the path above and they'll push it out the way. Use the C-Stick to get your army to do what you need them to do.

02

Step 4

Now cross the bridges and break down the stone gates on either side of the round arena. Going near the green object in the middle awakens the boss so stay away. Only start the fight in the morning as you'll need a whole day.

BATTLE TIPS

You'll have to defeat enemies to get ship parts and many of them require special attack methods. Red Pikmin are the strongest.

ARMOURED CANNON BEETLE

■ Wait in front of him until he starts sucking in air then throw Pikmin into the hole in his head. Now wait for his shell to open and attack his vulnerable back. If he shoots a boulder, move before your Pikmin are squashed.

BURROWING SNAGRET

■ There are three Snagrets and the safest way is to lure them out one at a time. If one pops his head up high, move away. When one appears just a little above ground, move in fast. Use your map to see the Snagret with the piece.

BREADBUG

■ When a Breadbug grabs a pellet, make two Pikmin pull from the other side. They'll overpower him and drag him back to base. He will take damage when the Onion sucks up the pellet then two hits should finish him.

PUFFSTOOL

■ Swarm his feet with Pikmin to make him fall over and turn upside down. Now throw Pikmin up to attack his weak underside. If he releases spores, pull your Pikmin away because they'll turn your friends against you.

BEADY LONG LEGS

■ Watch out for its stomping feet that will crush your Pikmin. His weak spot is his central orb so throw Pikmin at it quickly. Call away any Pikmin that attack his feet and use the C-Stick to keep them from being crushed.

PUFFY BLOWHOG

■ This beast hovers in mid air and blows powerful bursts of air that scatter your Pikmin and take their petals. Throw your little helpers up to attack Puffy Blowhog until he falls to the ground, then swarm him using the C-Stick.

EMPEROR BULBLAX

■ Gather about 80 red Pikmin and 20 yellow, and go through the north gate in the arena. Have the yellow Pikmin pick up Bomb Rocks and grab one of them, keeping the Ⓐ pressed so that Olimar doesn't throw him.

■ Touch your red Pikmin to get control of 30. Now stand in front of Bulblax and when he opens his mouth throw in the yellow Pikmin. Throw red Pikmin at his cheeks while he's stunned and call them back when he recovers.

■ Repeat a few times and eventually he'll start pounding the floor so stay away when he jumps up. Continue to repeat your attacking method until he dies. Now use 85 Pikmin to carry back the Secret Safe.

3, 2, 1... LIFT OFF!

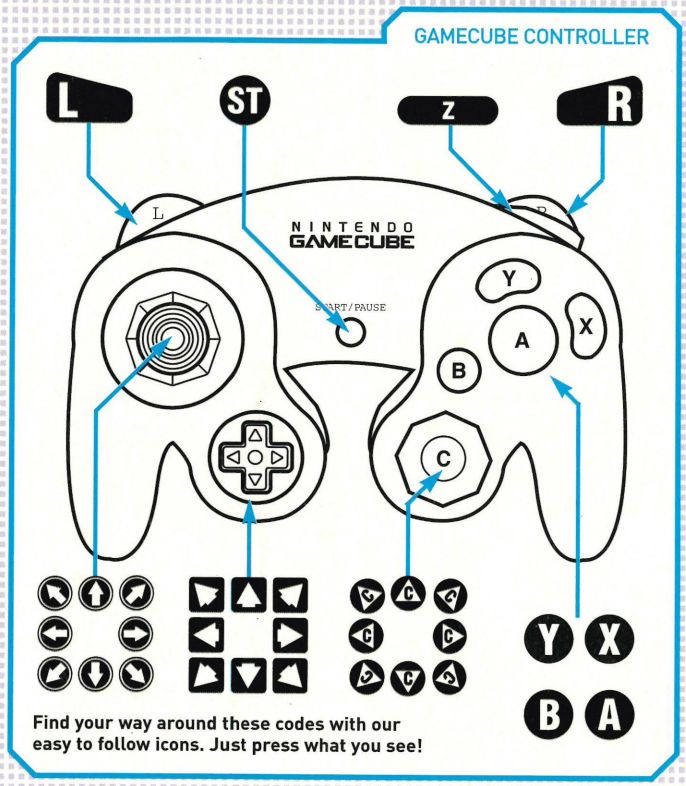
Now that Captain Olimar's ship is completely repaired he can safely shoot off back to his home planet . It's almost a shame to have finished such a great game. Roll on the sequel!

nintendotips@emap.com

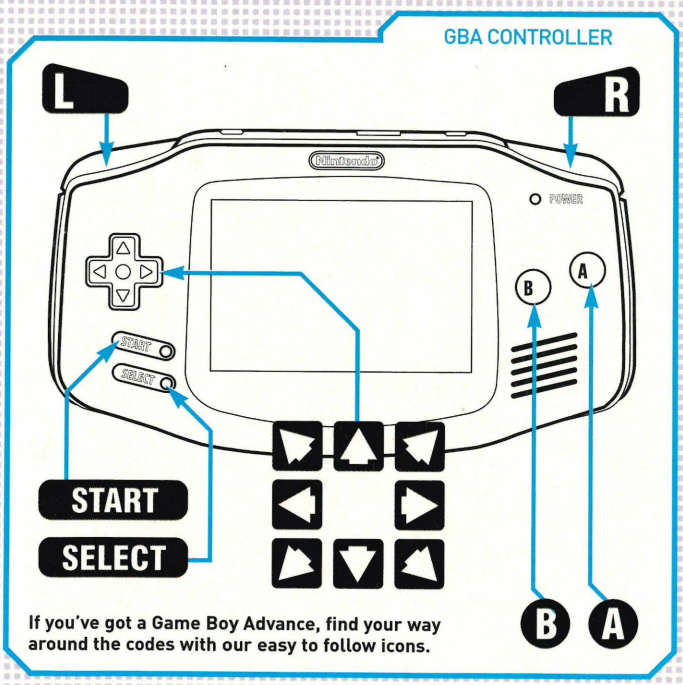
OFFICIAL TIPS

If you're looking for some cheats to help you beat a game, or a fun code or two to make a title you've finished more exiting, you're at the right place.

Spider-Man: The Movie swinging codes p100 | *Pikmin* Challenge mode and other extras p101 | *Rogue Squadron II* levels and ships p101 | *Extreme-G 3* league winning cheats p101



Find your way around these codes with our easy to follow icons. Just press what you see!



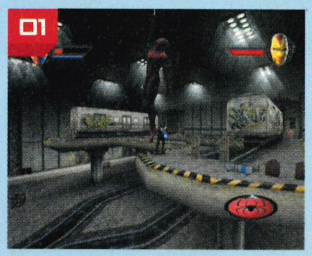
If you've got a Game Boy Advance, find your way around the codes with our easy to follow icons.

SPIDER-MAN: THE MOVIE

ALL YOU NEED TO BECOME A KING WEB-SLINGER

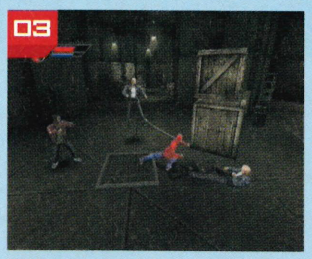
This game has an uneven learning curve and, before long, you'll be tackling some really tough levels. Luckily for you we have all the codes needed to make the life of a super hero a lot easier.

01



❑ If you fancy jumping straight into any level in the game, go to the Specials menu and enter the cheat **IMIARMAS** for a level select.

03



❑ Is keeping your webbing supply topped up becoming a problem? Enter the cheat **ORGANICWEBBING** for an unlimited supply of webs.

02

❑ From the Specials menu, enter the cheat **KOALA** to unlock all of Spidey's fighting moves. Now combat will be not be a problem.

04

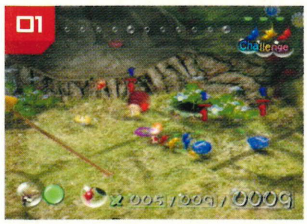
❑ Enter the cheat **ROMITAS** at the Specials menu. Now if you get totally stuck in a level all you have to do is press pause and select the new Next Level option.

PIKMIN

■ CHALLENGE MODE AND OTHER COOL EXTRAS

Just when we thought we knew everything there was to know about this seemingly-simple game, we discovered a few extra features and unlocked a brand new play mode. So fixing your spaceship isn't all there is to *Pikmin*...

01



❑ When you finish the main game – after seeing the dazzling end sequence – go back to the Press Start screen to find a Challenge mode waiting for you.

02

❑ If you take a pearl from the mouth of a Pearly Clamclamp on the Impact Site back to an Onion you will get 50 Pikmin! This is a great way to top up your Pikmin totals.

03

❑ If Captain Olimar is low on health and surrounded by vicious enemies, press ▼. He will lie down, invulnerable to attack. Now you can pick your moment to escape to safety.

04

❑ If you press ▼ whilst in control of four or more Pikmin they will pick up Captain Olimar and take him to their Onion, setting of a beautiful firework display.

STAR WARS: ROGUE SQUADRON II

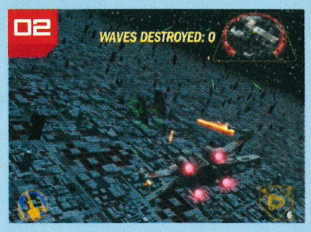
■ MORE NEW LEVELS AND EXTRA SHIPS

Star Wars: Rogue Squadron II has some of the best bonus features we've ever seen in video game, but you'll need to have amazing gaming skills to unlock them all... unless you cheat, of course! This month we have more great tips for you.

01

❑ Go to the Passcodes screen and enter the cheat code **OGGRWPDG** then **EEKEEK!**. These sneaky codes will unlock the awesome Revenge on Yavin bonus level.

02



❑ To open the Endurance bonus stage, type in the codes **?WCYBRTC** then **??MBC???** at the Passcodes screen. Now bag some Imperial TIE Fighters.

03

❑ Enter the codes **AJHH!?JY** and **BUSTOUR** in the Passcodes screen to get the Imperial Shuttle in missions where you play as the dark lord himself, Darth Vader.

04

❑ In missions where you're playing as Darth Vader you can fly his TIE Advanced if you type in the codes **NYM!UUOK** and **BLKHLMT!** in the Passcodes screen.

EXTREME-G 3

■ MORE LEAGUE WINNING CHEATS

As they're fast enough to melt your eyes, you might find it tough keeping up with the competition. If you're finding yourself trailing behind, these crafty codes are sure to help...

01

❑ At the Press Start screen hit L+R+Z, L+R, Z and L+R+Z. Now you'll win the first race you play even if you crash or finish in last place.

02

❑ If you pause the game and hit L, R, Z, L, R, Z and L+R you'll double your prize money for that race. Re-enter code for every race.

03

❑ Both of these awesome *Extreme G-3* cheats will also work on the Pause screen during a race, so you can enter the codes at any time to win each high speed challenge and never loose again.

FAST TIPS

With one swift peek at this column you could find a neat tip for one of your favourite GC games. Check it out...

ROGUE SQUADRON II

It is possible to make a car appear in your hangar. Simply enter the code !ZUVIEL! then !BENZIN! at the Passcodes screen. How bizarre.

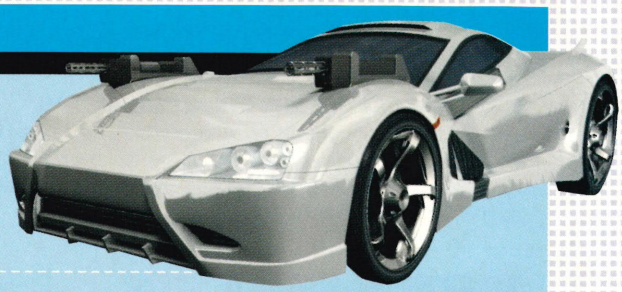
SUPER SMASH BROS. MELEE

If you have a *Pikmin* game saved on the same memory card as your *Super Smash Bros. Melee* file you'll be given the Captain Olimar trophy for nothing.

WAVE RACE: BLUE STORM

When racing in rough or choppy conditions, push the 3D Stick forward on straights. This will make your racer cut through the waves easier.

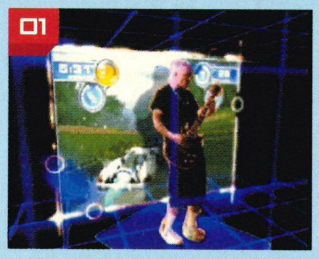
SPYHUNTER



■ UNLOCK NEW FMV MOVIES

Games have come a long way since the 80s and it's great to see old classics being given a next gen makeover. *SpyHunter* is an action packed title but, if you fancy a break from the mayhem, enter these cheats.

01



❑ If you enter the name **GUNN** in an empty slot you'll unlock the entertaining *SpyHunter* theme FMV movie in the Extras menu. Rock 'n' Roll, baby!

02

❑ Go to an empty save slot and enter the name **WOODY** to unlock an animated sequence made from early planning sketches for the game.

03

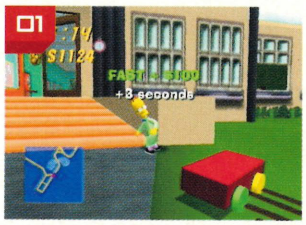
❑ After entering these codes, start your current saved game. Now go into System Options, Extras, Movie Player and look for the new FMV clips.

THE SIMPSONS: ROAD RAGE

■ NEW VEHICLES AND TIME TRIAL MODE

The Simpsons: Road Rage is a wacky game, but wait until you see the Red Brick Car! These button commands should be entered at the Options screen and you'll get a confirmation tone.

01

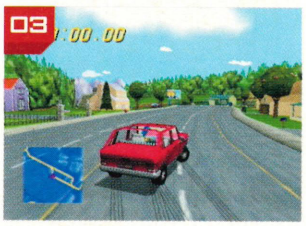


❑ Hold the L + R buttons and hit B, B, Y then X. When you start you'll be inside the red Brick Car, driven by an invisible Homer.

02

❑ If you fancy cruising around in Mr Burns' stylish limo, simply hold L + R and press B, B, Y and Y at the Options screen. Mr Burns' simpering assistant, Smithers, will be at the wheel.

03

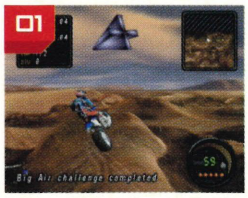


❑ Hold L + R and input X, B, Y and A for Time Trial mode. This gets rid of all the traffic and customers and gives you a new timer which is controlled by your horn.

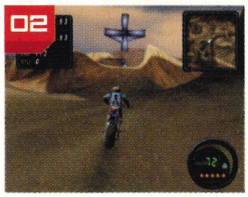
JEREMY MCGRATH

■ MOON GRAVITY, UNLIMITED TURBO AND MORE

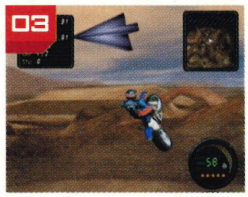
If you bought *Jeremy McGrath Supercross World* expecting a super-realistic biking simulation, you may be a little disappointed. But don't despair because we've found some codes that'll make this GameCube title much more entertaining.



❑ Moon gravity always makes for a great laugh. At the main menu hit ◀, ▶, ▲, ▼ and B three times. Now every jump will send you flying into the air.



❑ If you want to raise the pace a little, press ▼ three times, L, R and Z at the Main Menu. This will give your once weedy bike unlimited turbo.



❑ At the Main Menu, press ▲, ▲, Y, Y, X and X to make your bike extra bouncy. If you turn moon gravity on too you'll have difficulty staying on the ground.

GT ADVANCE 2: RALLY RACING

■ TOP CODES FOR THIS WICKED RALLY TITLE

Get in a super-powerful rally car and thrash it around muddy tracks, fighting to stay in control. That's what *GT Advance 2: Rally Racing* is all about and you'll enjoy the game even more with these handy codes.

❑ If you want to unlock all of the cars in the game, hit L+◀+SELECT+A at the Main Menu screen at the same time. Now go choose your motor.

❑ There are some great courses to race on. To get them all instantly hit L+▶+SELECT+A at the Main Menu screen simultaneously.

❑ At the Main Menu screen press R+SELECT+A at the same time. This cheat will activate a super secret Co-Driver mode.

The CHEATMISTRESS presents

CHEATS UNLIMITED

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

GAME CUBE

A = 01
Agent Under Fire
B = 02
Batman Vengeance
Bloody Roar: Primal Fury
C = 03
Crazy Taxi
D = 04
Dave Mirra Freestyle BMX 2
E = 05
Extreme G 3
F = 06
Fifa World Cup 2002
G = 07
Gauntlet: Dark Legacy
J = 10
J McGrath's S'cross World
L = 12
Luigi's Mansion
N = 14
NBA 2K2
NBA Courtside 2002
NBA Street
P = 16
Pikmin
R = 18
Resident Evil
Rogue Leader
S = 19
Sega Soccer Slam
Simpsons: Road Rage
Sonic Adventure 2 - Battle
Spiderman The Movie
Spy Hunter
SSX Tricky
Star Wars: Rogue Leader
Super Monkey Ball
Super Smash Bros Melee
T = 20
The Simpsons: Road Rage
Tony Hawk's Pro Skater 3
W = 23
Wave Race: Blue Storm
World Cup 2002
0-9 = 27
2002 FIFA World Cup

Breath of Fire
Britney's Dance Beat
Broken Sword 1
C = 03
Castlevania: C of Moon
Chimp Chase
Chu Chu Rocket
Crash Bandicoot XS
D = 04
Donald Duck Advance
Doom
E = 05
Earthworm Jim
Ecks vs Sever
ESPN Final Round 2002
ET The Extraterrestrial
F = 06
F-14 Tomcat
Final Fight One
Final Round Golf
Fire Pro Wrestling A
F-Zero: Maximum Velocity
G = 07
Golden Sun
GT Advance 2
GT Advance Championship
H = 08
Harry Potter
High Heat Baseball '02
I = 09
Ice Age
Inspector Gadget
International Super Soccer
Iridion 3-D
J = 10
Jackie Chan Adventures
Jedi Power Battles
Jurassic Park 3: P. Builder
Jurassic Park 3: DNA Factor
K = 11
Konami Arcade Advanced
Konami Krazy Racers
Kuru Kuru Kururin
L = 12
Lady Sia
Lego Bionicle: Tohunga
M = 13
Mario Advance
Mario Kart Super Circuit
Mat Hoffman's Pro BMX
Men In Black: The Series
Metal Gear Solid
Midnight Club
Monsters Inc
Mortal Kombat Advance
P = 16
Pac Man Collection
Pitfall: The Mayan Adv.
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Trading Card
Pokemon Yellow
Power Rangers: T. Force

Prehistorik Man
R = 18
Rayman Advance
Razor Freestyle Scooter
Ready 2 Rumble Boxing 2
Road to Wrestlemania
Rugrats: Castle Capers
S = 19
S Palmer's Snowboarder
Scorpion King
Sonic Advance
Spiderman
Sports Illustrated Baseball
Sports Illustrated Football
Spyro: Season of Ice
Star Wars Jedi P. Battles
Star X
Street Fighter 2 Revival
Super Dodgeball Advance
Super Mario Advance
Super Mario Advance 2
T = 20
Tekken Advance
Tetris Worlds
The Scorpion King
Tony Hawk's Pro Skater 2
Tony Hawk's Pro Skater 3
W = 23
Wario Land 4
Wolfenstein 3D
WWF Rd. to Wrestlemania
Z = 26
Zelda: Links Awakening DX
Zelda: Oracle of Ages
Zelda: Oracle of Seasons

GAMEBOY ADVANCE

A = 01
Advance Wars
Army Men Advance
Army Men: Op. Green
Asterix & Obelix
Atlantis: The Lost Empire
B = 02
Back Track
Batman Vengeance
Bomberman Tournament
Boxing Fever

THE ABOVE LIST IS JUST A SELECTION OF WHAT'S AVAILABLE

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 094 866
PERSONS AGED UNDER 16 MAY CALL THIS NUMBER
09066 094 336
CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE
NON-UK CALLERS: +44 700 590 7575

PlayStation · GAMECUBE · NINTENDO 64 · Dreamcast · XBOX
GAME BOY COLOR · PC · PlayStation 2 · GAME BOY ADVANCE

All logos are trademarks of their respective companies

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or email: custserv@cheatsunlimited.com, or call our

24hr Customer Service: (Freephone) 0800 081 6000

HIGH SCORES & CHALLENGES

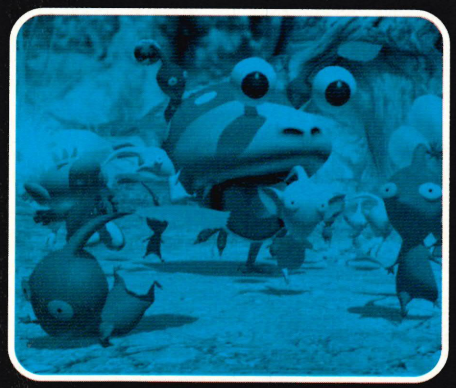
Now that Nintendo gamers have had a chance to hone their skills on the GameCube's top titles we've received the first big batch of challenge entries. Check out the results...

1 *PIKMIN*: CHALLENGE MODE, MOST PIKMIN ON IMPACT SITE STAGE

Start a Challenge mode game on the Impact Site and sprout as many cute Pikmin as you can in one day. Afterwards, snap your results screen for proof.

■ **Look out for Breadbug, a beetle-like creature that steals your Pellets. If you manage to kill him you will get two level five Pellets as a reward.**

1. Mike J	175
2. Dominic Wint	167
3. Mike J	163
4. Richard Marsh	151
5. Tim Street	146

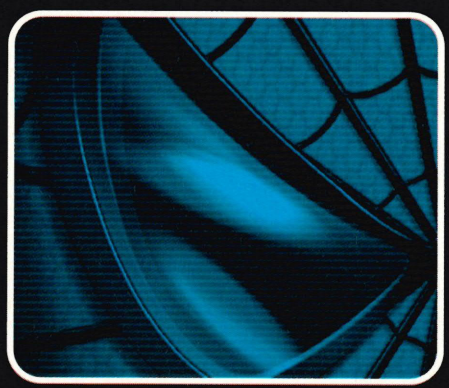


2 *SPIDER-MAN THE MOVIE*: SWINGING ON THE TRAINING MISSION

We want to see your fastest times on the Advanced Swing Training mission in *Spider-Man: The Movie* on GameCube. A shot of your finishing time is all we need.

■ **Keep away from the walls. If Spidey sticks to a wall you'll lose a lot of time. Also remember that holding down the swing button will make Spidey move faster.**

1. Dominic Wint	2:11
2. Tim Street	2:15
3. Richard Marsh	2:20
4. Mike J	2:26
5. Richard Marsh	2:35

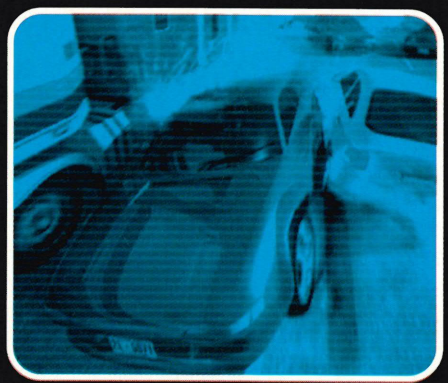


3 *BURNOUT*: FASTEST TIME ON INTERSTATE TRACK, TIME ATTACK MODE

Get the fastest time possible for three laps around the Interstate track in Time Attack Mode. Send in a photograph of your time for a shot at the top spot.

■ **Your biggest concern is traffic. If you drive along the lines in the road you should get past anything. Be extra cautious on the right angled bends in the town area.**

1. Richard Marsh	7: 03: 679
2. Tim Street	7: 11: 567
3. Dominic Wint	7: 21: 398
4. Mike J	7: 24: 465
5. Dominic Wint	7: 33: 626



RESULT TABLES

1 *LUIGI'S MANSION*: MOST MONEY AT THE END OF THE ADVENTURE

We thought Richard's score was awesome, then we got Jamie's entry and were blown away! With a lead of over 55 million G, Jamie has earned his spot at the top.

1. Jamie Butters	184,060,000 G
2. Richard Lambeth	133,990,000 G
3. Ben Lawley	119,705,000 G
4. Paul Rodgers	117,035,000 G
5. Phil Abernethy	115,025,000 G

2 *SONIC ADVENTURE 2 BATTLE*: FASTEST TO FINISH, FIRST STAGE

This was a popular challenge but Craig managed to take the top spot. Leon and Kelly must have practiced together as they both finished in the top 5.

1. Craig Bedford	2: 26: 54
2. Leon Baker	2: 35: 12
3. Kelly Baker	2: 36: 97
4. Michael Taylor	2: 39: 50
5. David Lawes	2: 43: 48

3 *SUPER MONKEY BALL*: HIGHEST SCORE ON MONKEY TARGET GAME

We knew that the scores for this would be high but we we're shocked when we saw Gavin's score! All qualifiers have shown skill but Gavin's in a league of his own.

1. Gavin Gilligan	7,200
2. Robert Huntley	3,850
3. Josh Wilson	2,666
4. Alex Hayle	2,540
5. Jason Ward	2,380

DON'T FORGET TO FOLLOW THESE RULES

4 *SSX TRICKY*: BEST TIME ON SNOWDREAM SLOPE IN FREERIDE MODE

Use any character on the Snowdream slope in Freeride mode. Although you can't see a clock you will get a time at the end. We want to see your fastest run.

■ There are many different short cuts to be discovered on this slope, so practice first, planning your perfect route before attempting to beat the record.

1. Tim Street 29.425
2. Richard marsh..... 29.349
3. Dominic Wint..... 30.459
4. Mike J 30.524
5. Tim Street 31.146

4 *STAR WARS ROGUE SQUADRON II*: MOST KILLS, BATTLE OF ENDOR

James did well to snap up first place. Completing the Battle of Endor is a feat in itself so concentrating on getting kills as well as surviving must have been tough.

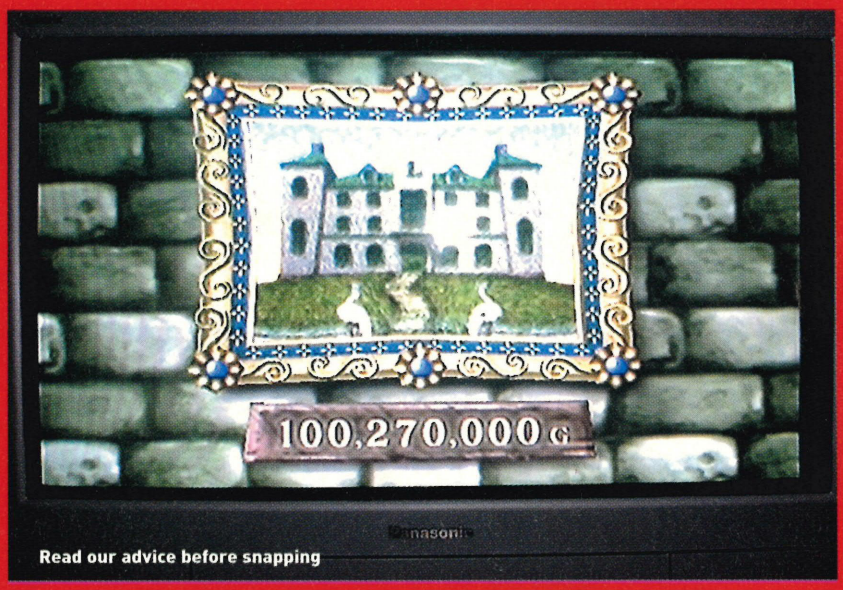
1. James Pugliese 56
2. Patrick Shankle 50
3. John Larmont..... 49
4. Phillip Swain 49
5. Mark Gendron 47

CHEATERS WILL NOT PROSPER

There's no doubt that less-skilled Nintendo GameCube players will try to use cheats to get into our exclusive high score tables.

Cheats should not used to help with challenges unless we say so. Using import games is also strictly forbidden as they can often give players an unfair advantage. Don't cheat, chaps. It's not big and it's certainly not clever.

HOW TO PHOTOGRAPH A TV SCREEN



Read our advice before snapping

Using a camera to take a photo of your top score on a TV can be tricky, but follow these simple instructions and you should be fine.

1. Make the room as dark as possible. Draw the curtains, turn out the lights and take the photo standing at an angle to the television screen.
2. Turn off the flash or the television screen will appear black in the developed photograph. And you don't want that to happen, do you?
3. Take more than one shot, just in case the first photograph is unreadable.

WHAT YOU HAVE TO DO TO WIN

When you've achieved a top score on one of our challenges and got your hands on a photo or video as evidence, pack it up and send it to our new address. If you manage to get the best score next month we'll send you a smart Joytech Advanced Controller for your GameCube, so it's definitely worth the extra effort.

High Scores and Challenges,
***Nintendo Official Magazine*,**
Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.

JOYTECH
THE ESSENTIAL SELECTION
www.joytech.net

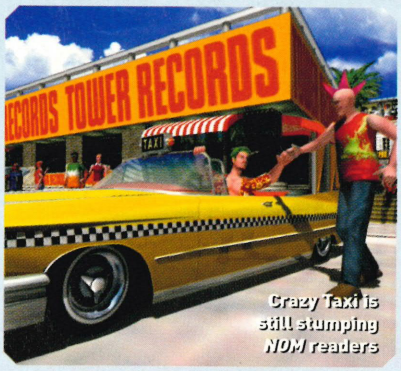
Q&A UK

Another month has come and we're sorting out the problems of even more troubled gamers. With the passing of the E3 show we wanted to see if the shops had been following the event by asking about the new *Zelda* adventure on Game Boy Advance.

CRAZY TAXI

Q I am completely bamboozled on the Crazy Box challenge 2-3, Crazy Bound. I either go over the jumps too fast and end up in the water or go too slow and run out of time. Can you please tell me what I'm doing wrong?

Christian Keffer
Galway
Did you know? Christopher Columbus worshiped at the famous Church of St Nicholas in county Galway in 1492 before beginning his epic voyage to discover the New World.



Crazy Taxi is still stumping NOM readers

A This can be tricky. To master this challenge you have to perform Crazy Drifts on the ramps turning in the direction that the arrow points. You will fly through the air sideways and land facing in the direction of the next ramp. Do a Crazy Dash as you hit the floor to get instant traction and speed off towards the next terrifying jump.

Local Game store

- ***Games World***
- ***Tel: 091 562100***

Corbett Court, Eyre Square, Galway

The staff had not got any information on Link's new portable quest on the Game Boy Advance but they did say that they expected Nintendo to make one very soon. 7/10

LUIGI'S MANSION

Q I really want to see everything in *Luigi's Mansion* but I can't find the key to the door in the first floor hallway outside the Rec Room. Where is it?

Bruce Caston
Downpatrick
Did you know? Rock band Ash, whose hits include *Goldfinger* and *Shining Light*, are originally from Downpatrick. The group was formed in 1992.

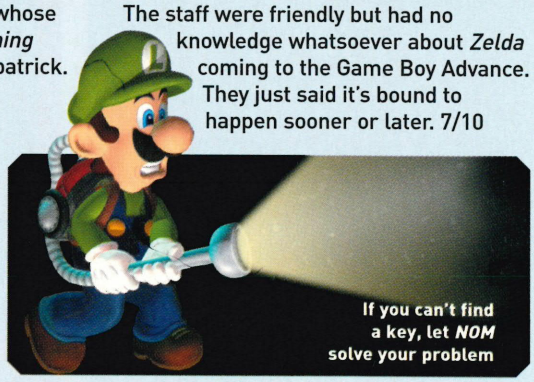
A The key you are looking for is hidden in the Rec Room, inside the treadmill that sits to the left of the room. All you have to do is stand on the treadmill and run to the left to make the belt rotate and the key will pop out. Now you can open the door in the hallway.

Local Game Store

- ***Replay***
- ***Tel: 028 9145 2210***

97 High Street, Bangor, County Down BT20 5BD

The staff were friendly but had no knowledge whatsoever about *Zelda* coming to the Game Boy Advance. They just said it's bound to happen sooner or later. 7/10


If you can't find a key, let *NOM* solve your problem

GOLDEN SUN

Q I don't know what to do after defeating the Evil Spirit inside the tree in Kolima Forest in *Golden Sun* on the GB Advance. Can you help me?

Christopher Bennie
Ayrshire
Did you know? Ayrshire was home to Sawney Bean, a vicious murderer and cannibal who lived in a cave and preyed on travellers. This loon went on to father 14 children.

A After defeating the Evil Spirit you have head to the town of Imil. Exit the tree and go west to Bilibin to heal at the Inn, then head north-west. Cross the bridge and follow the path to Bilibin Cave entrance. Make your way through the cave, turning right at the first fork. Then exit and head north-west to Imil.

Local Game Store

- ***The Games Centre***
- ***Tel: 01563 570473***

72 Titchfield St, Kilmarnock, Ayrshire KA1 1QS

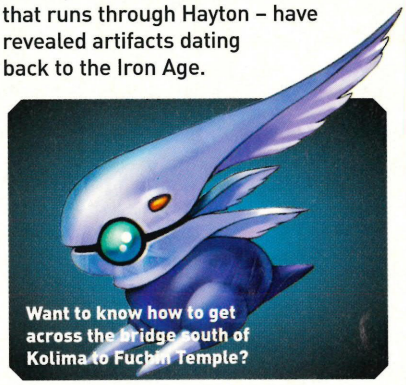
The staff had not heard about the *Link to the Past* remake on GBA but did mention *Zelda* on GameCube. They answered quickly and were friendly but not up with the latest news. 7/10

Your Evil Spirit problem is solved right here

GOLDEN SUN

Q I do not know how to get across the bridge south of Kolima to Fuchin Temple. What do I have to do?

Adam Wagstaff
Hayton
Did you Know? Excavations at Burnby Lane – a Roman road that runs through Hayton – have revealed artifacts dating back to the Iron Age.


Want to know how to get across the bridge south of Kolima to Fuchin Temple?

A To get to Fuchin Temple you first have to give the Hermes Water from the Mercury Lighthouse to Fret to return the people of Kolima back to normal. After that, head east of the village and follow the path to Kolima Bridge. Continue along the path until you see the Fuchin Temple to the right. Now all you have to do is walk in.

Local Game Store

- ***Planet Gamez***
- ***Tel: 01904 783 8664***

Regent Buildings, York Rd,
York, North Yorkshire YO26 4LT

Verdict: The staff said that they expected a *Zelda* quest on the Game Boy Advance some time in the near future but said there had been no official announcements as yet. 7/10

BROKEN SWORD THE SHADOW OF THE TEMPLARS

Q In *Broken Sword* a priest offered to polish my chalice. I said yes but he didn't give it back. What should I do?

James Lebaigue
North London
Did you know? Highgate Cemetery is the final resting place of many famous people such as Charles Dickens and Karl Marx.

A The reason why he keeps cleaning the chalice is because you have to perform another task first. While he is distracted with polishing you can examine the statue using the lens until George looks at the scroll. Afterwards talk to the priest who will now have finished polishing your chalice.

Fancy getting your chalice polished?

Local Game Store

- ***N1 Games***
- ***Tel: 020 7713 7979***

25 Baron St, London N1 9ET

The staff said that there was no *Zelda* game coming to the Game Boy Advance and that Nintendo had not announced the game as yet. We were put on hold for a long while, too. Disappointing. 5/10

WRITE IN, WIN PRIZES!

There's nothing more frustrating than being stuck in a game. If a Nintendo adventure has you puzzled or you can't defeat a beastly boss, share your problem with us. If your letter is printed you'll receive a package of prizes from Gamester.

GAMESTER

FASTER LONGER BETTER!

THE NEXT GENERATION OF GT ADVANCE IS HERE

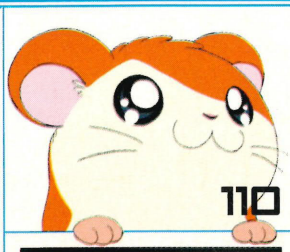
- Sequel to the bestseller GT Advance Championship Racing
- 15 of the world's top rally cars - each with individual characteristics
- 42 tracks in multiple world climates across 14 different stages.
- 7 modes of play including multiplayer via GBA link cable
- Lifelike co-driver helps you navigate the tough spots
- Action Replay Mode
- Battery enabled for advanced save game option

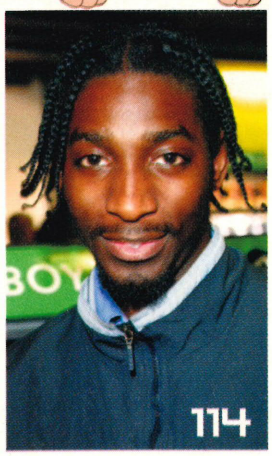
ADVANCE TO THE NEXT STAGE

THQ

GAME BOY ADVANCE

THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved.
NINTENDO ®, GAME BOY™, GAME BOY ADVANCE™ AND ARE TRADEMARKS OF NINTENDO CO.,LTD.





110
US & JAPAN NEWS
The latest Nintendo gaming news from around the world.

112
GAMECUBE LAUNCH
We were at HMV on London's Oxford Street for the midnight launch of Nintendo's new GameCube console.

114
YOUR SAY
NOM speaks to the first nine people in the UK to buy a GameCube. But what games did they choose and why?

INSIDER

STUFF ABOUT GAMES YOUR MATES DON'T KNOW

116
WWE
All the hottest *WWE* news, from when it's on TV to shots of the latest *WWE* GameCube title.

118
WINNER STAYS ON
Which titles are still glued into *NOM*'s GameCubes?

124
NINTENDO GADGETS
Everything for gaming excellence is tested.

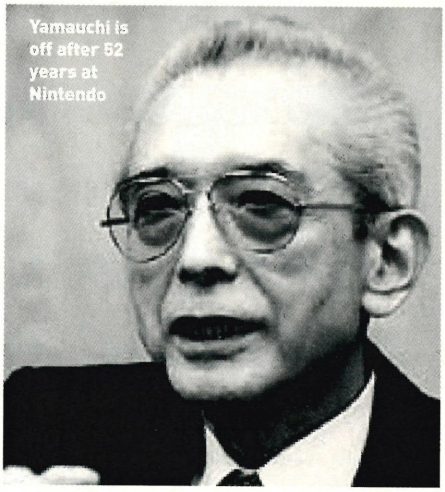
126
WIN COOL STUFF
Pikmin games, *Harry Potter* DVDs and more up for grabs.

Welcome to our one-stop shop for US and Japanese news. This month, details of Nintendo's President's retirement, *Eternal Darkness* movies and our tip for the next *Pokémon*.

US AND JAPAN NEWS

Veteran Nintendo President Hiroshi Yamauchi retires

After 52 years at the helm Hiroshi Yamauchi, the charismatic head of Nintendo's Japanese operation, is set to retire at the grand age of 74. He will stand down at the start of June and his place will be taken by Saturo Iwata, the Director of Corporate Planning.


Yamauchi is off after 52 years at Nintendo

Yamauchi played an instrumental role in modernising Nintendo, taking it from a small playing card company into the multinational gaming giant we know today. It was Yamauchi who saw the potential of young games designer Shigeru Miyamoto, promoting him to head of internal game development. The retiring president was, if anything, never afraid to court controversy, frequently issuing pointed and biting comments on the state of the industry and the practices of Nintendo's competitors. All at *NOM* wish him well, and we'll leave you with a selection of his most controversial quotes...

"An ordinary man cannot develop games no matter how hard he tries. A handful of people in this world can develop games that everyone wants. These are the people we want at Nintendo."

"The world acknowledges Bill Gates as a great business man, but he too is human: there are things that he does not know. And that would be games."

"The GameCube is the most advanced machine for playing games, and it is totally different from the Microsoft product. It is just like trying to compare a sumo wrestler and pro wrestler; they play by totally different rules. We do not consider Microsoft to be our competitor."

"Times have changed and it's no longer a race to see how many useless companies you can get on your side. There are many people in the industry that know nothing about games."

"If we release software for the [GameCube] console similar to what Sony has for PlayStation 2, that would be a failure."

Prepare for the new *Pokémon*

Many things have been touted as the new *Pokémon* - remember *Digimon*, for example?

But it looks as if Nintendo believes *Hamtaro* – the Japanese cartoon phenomenon – is the real thing as they're teaming up with the show's creators to produce a GBA title based on the series.

Hamtaro follows the adventures of a fifth year student called Laura, her hamster Hamtaro and his fellow rodents, the Ham-Hams.

It may sound completely bonkers but the show is currently the biggest programme on children's TV in Japan, with countless merchandise spin-offs including a film that smashed box-office records.

Hamtaro will debut on the FOX Kids network on 1 September 2002. You heard it here first.

Could these cute lil' fellas be the next *Pokémon*?

Eternal Darkness films now online

Last month we brought you news of the *Eternal Darkness* film competition set up by Nintendo of America to promote the release of the highly anticipated GameCube adventure.

The *Eternal Darkness* competition – which has a $20,000 first prize – has been swamped with entries and now the 10 short-listed films are online, ready for your perusal and rating.

Anyone expecting tales of love and friendship are in for a surprise as many of the films have a spine-chilling flavour and deal with some very mature themes. The films will be posted until 4 July so get over to the **www.eternaldarknessfilms.com** and cast your vote for the best one.

NINTENDO GAMECUBE™

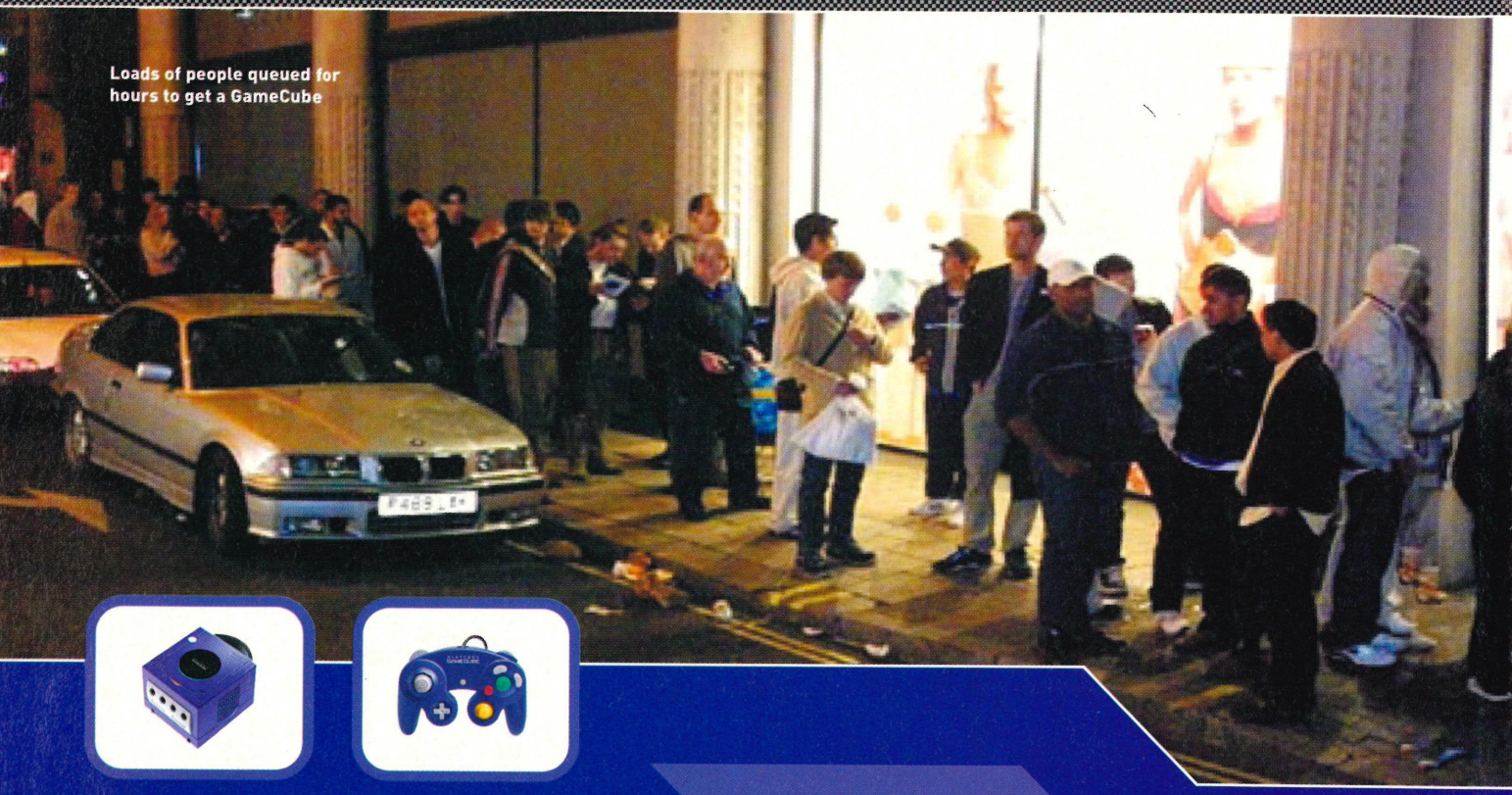
SUPER SMASH BROS. Melee

Cute characters.
Nasty injuries.

Life's a game

www.nintendogamecube-europe.com

Super Smash Bros.™ Melee © 2001 Nintendo/HAL Laboratory, Inc. Characters © Nintendo/HAL Laboratory, Inc./Creatures Inc./GAME FREAK inc./APE inc.™ and ® are Trademarks of Nintendo



Loads of people queued for hours to get a GameCube

GAMECUBE HAS ARRIVED

For the truly hardcore Nintendo fan there was only one place to be at midnight on 3 May and that was HMV, Oxford Street in London...

It was the date that every true gaming fan had been counting down to – 3 May – GameCube launch day. To celebrate the arrival of Nintendo's new console HMV opened its Oxford Street doors at midnight, and we were there to capture the excitement first hand.

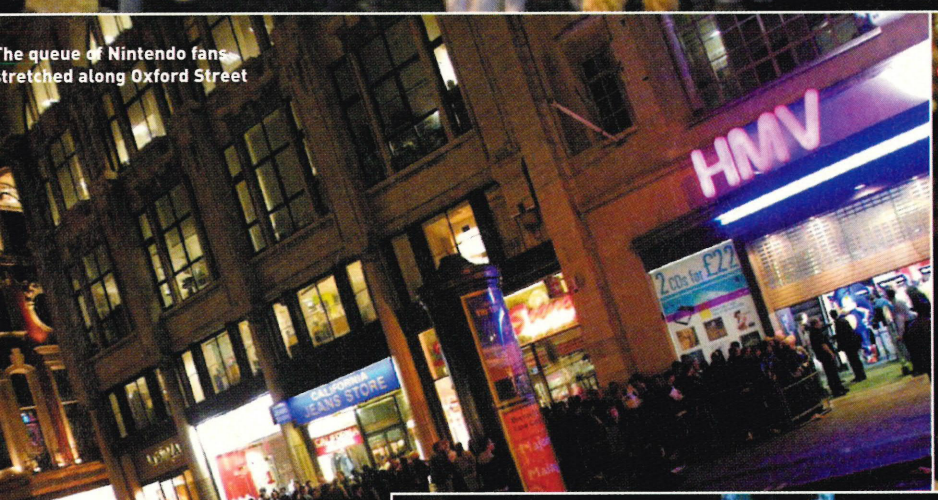
As we approached we were greeted by the sight of hundreds of gamers patiently waiting for the store to open. Many had been there for hours, passing the time by deciding which of the 20 launch titles they were going to buy and linking up GBAs for late night gaming challenges. Some had even decided to dress up as game characters – amongst the throng we counted 15 people dressed as Pikmin, along with a Sonic and a Mario, but our favourites had to be the group dressed as *Star Wars* characters, with stormtroopers, C3PO and Princess Lea – no guessing what launch game they were after!

Once the doors opened all hell broke loose as anxious Nintendo devotees scrambled inside to buy a GameCube and claim their free copy of *Luigi's Mansion*. Thankfully there were just enough copies of the game to go around.

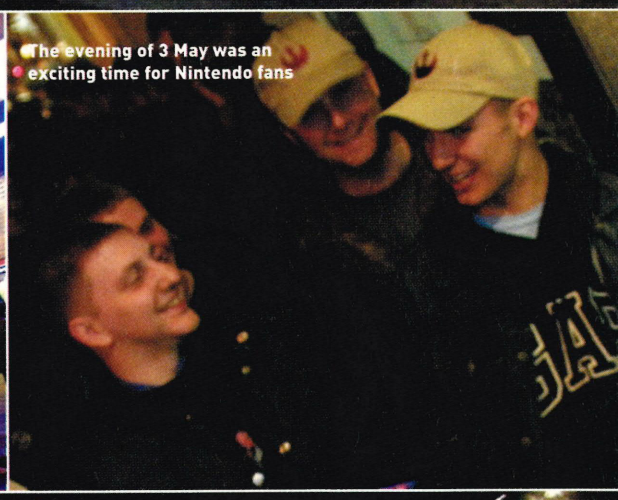
There's little doubt that Nintendo's £130 price persuaded many people to go out and buy a GameCube, and the launch week eventually turned out to be the biggest home console debut the UK had ever seen, far outstripping the sales of Microsoft's new XBox console and Sony's PlayStation 2 with UK sales of 75,000, and cross European sales of 400,000 in the first week. Turn the page to meet the first nine lucky people in this country to buy a Nintendo GameCube...

No prizes for guessing which launch game these guys wanted...

The queue of Nintendo fans stretched along Oxford Street



The evening of 3 May was an exciting time for Nintendo fans



The *Star Wars* game was one of the most requested releases

YOUR SAY

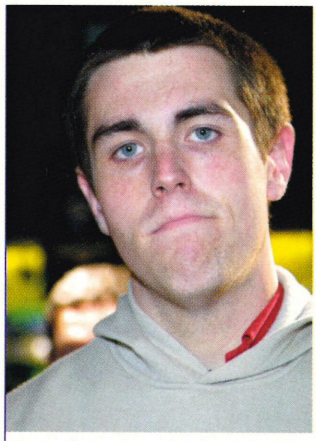
We managed to talk to the first people in the UK who bought a GameCube, and we asked them...

'WHAT LAUNCH GAMES ARE YOU BUYING AND WHY?'

Sarah Dodd
"I've bought *Super Monkey Ball*, *Rogue Squadron II* and *Luigi's Mansion*. I like them all for different reasons. I love *Rogue Squadron II* because it's a cool game, the graphics are amazing and it has great playability. I like *Super Monkey Ball* for the fun factor. I've played *Luigi's Mansion* quite a lot and I'll be completing that soon. I think most of the games at launch are high quality. I've been a fan of Nintendo since I was six or seven – I play Nintendo a lot. The first present I ever asked for from my parents was a Nintendo console and I've had every single Nintendo machine ever since. I love Game & Watch, Miyamoto's work and everything else."

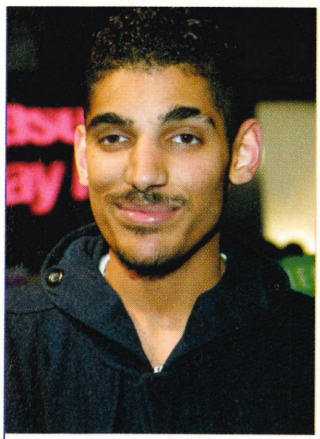
Daniel Kelly
"I'm going to buy *Luigi's Mansion* on the GameCube because the missus likes it. I really wanted *Resident Evil* but it's not out yet so I'm going to have to wait."

Grant Tipler
"I've bought *Rogue Squadron II* and *ISS2*. I've tried a *Star Wars* demo and it was really playable. I'm a soccer fan and I've bought a footie game with every new console."

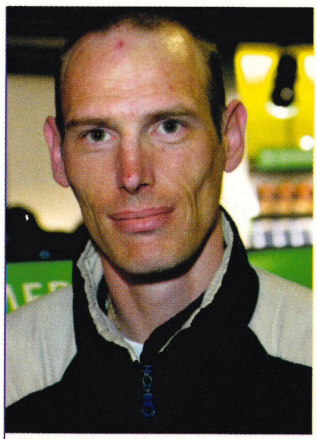


Paul Wills
"I've bought *Rogue Squadron II* – the pictures I've seen look amazing. It looks much better than *Rogue Squadron* did on the N64 and that was impressive."

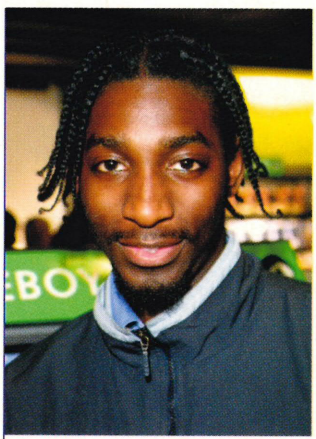
Sanjay Kandavel
"I bought *Star Wars: Rogue Squadron II* for my GameCube because it's *Star Wars*, basically. It feels exactly like the movie which is just what I wanted."



Frankie Boyd
"I bought *Luigi's Mansion* on the GameCube because of the excellent deal here at HMV and because it's the first game with Luigi in the starring role."



Andy Sanderson
"I bought *ISS2* with my GameCube because the World Cup's coming soon. I also got *Luigi's Mansion* because it was free and *Rogue Squadron II* because it's good."

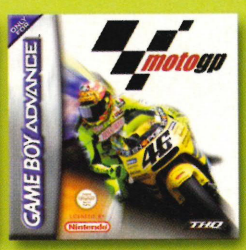


Andre Active
"I got *Luigi's Mansion* with my GameCube because I'm a big Mario fan and Luigi is his little brother. I'm not sure what else to get yet but this game will keep me busy."

David Basser
"I got *Luigi's Mansion* because my sister really likes it – she loves anything to do with Nintendo. I'm buying the GameCube for her birthday on 10 May."

ADVANCED FUN!

Also available from THQ...

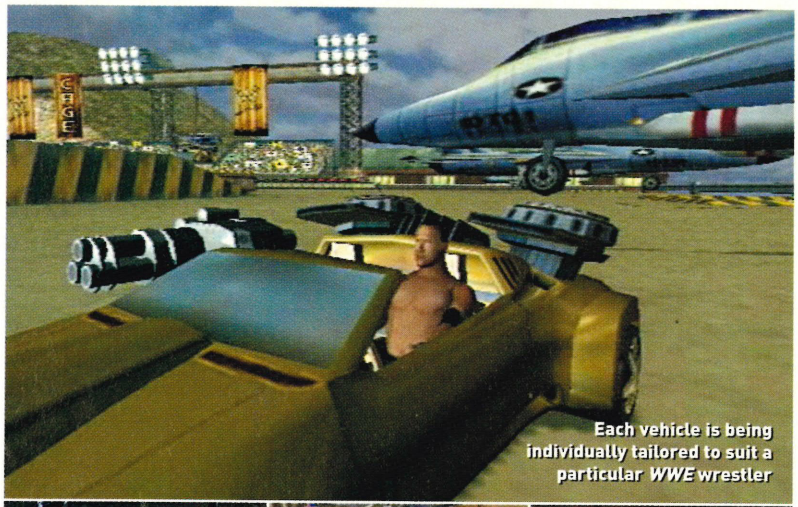


www.gclub.net www.thq.com THQ™

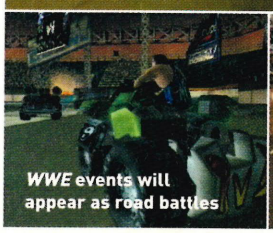
GT Advance 2: Rally Racing – Game and Software © 2002 MTO Inc. Exclusively licensed to and distributed by THQ Inc. worldwide, excluding Japan. Developed by MTO.Co., Ltd. All manufacturers, automobiles, names, brands and associated imagery and logos are trademarks and or copyrighted materials of their respective owners. All automobiles featured may not be commercially available outside of Japan. All Rights Reserved.
Spirit: Stallion of the Cimarron TM & © 2002 DreamWorks L.L.C.
© Disney/Pixar. Game Code © 2002 THQ Inc.
Moto GP™ and © 2001 Dorna Sports, S.L. Moto GP and related logos, characters, names, and distinctive likenesses thereof are the exclusive property of Dorna Sports, S.L. and/or their respective owners. Used under license. All Rights Reserved.
© 2002 LucasArts Entertainment Company LLC. © 2002 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd.
FILA® and F® are registered Trademarks of Fila Sport Spa.
© 2002 Britney Brands, Inc. All Rights Reserved. Britney Spears™ Exclusively licensed to THQ Inc. Developed by Art Co. Art Co. and its logo are trademarks of Art Co., Ltd. Motion Capture data provided by House of Moves Motion Capture Studios, LLC.
Game and Software - © 2002 THQ Inc. The Ripping Friends, Crag, Rip, Slab,Chunk, He-Mom, and all related character names are trademarks of John Kricfalusi. All Rights Reserved. The distinctive likenesses of The Ripping Friends and all related characters are © 2001, 2002 John Kricfalusi. All Rights Reserved. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved.

Here's your unique opportunity to get the inside knowledge on what's happening in *World Wrestling Entertainment*

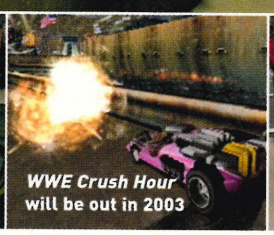
WWE STARS TAKE TO THE STREETS IN CRUSH HOUR



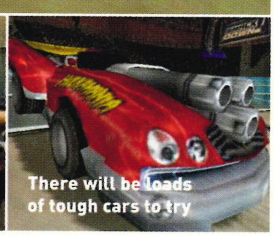
Each vehicle is being individually tailored to suit a particular *WWE* wrestler



WWE events will appear as road battles



WWE Crush Hour will be out in 2003



There will be loads of tough cars to try

Stars from the *WWE* are preparing to leave the ring and jump into their cars in this latest GameCube offering from THQ. *WWE Crush Hour* will see famous wrestlers such as The Rock and Hulk Hogan in customised vehicles preparing to go tyre-to-tyre in massive arenas of destruction.

Each vehicle is being individually tailored to a particular wrestler so expect all of the attitude and personality to come shining through in their rides such as Big Show's Big Rig and Stone Cold's jacked-up monster truck.

Multiple match types will be included and events from the *WWE* ring – such as ladder matches and hardcore bouts – are being converted to run on the roads. Players will also be able to grab new weapons and attach them to their vehicles to help annihilate the opposition.

Commentary comes courtesy of Jim Ross and you'll even be able to use signature taunts to goad the other drivers. *WWE Crush Hour* won't be available until 2003.

In memory of The British Bulldog

☐ The wrestling world recently lost one of its brightest former stars and greatest ever characters. Davey Boy Smith, also known as The British Bulldog, died of a suspected heart attack at the age of 39.

Davey had been wrestling professionally since 1979 and he hit the big time in 1985 when he joined the *WWE* with his tag team partner Tim Billington, aka The Dynamite Kid, under the name of The British Bulldogs. He also held the *WWE* Tag Team Championship belt with Owen Hart.

Davey also enjoyed a glittering solo career in the ring, winning the Intercontinental Championship from Brett 'The Hitman' Hart at 1992's Summerslam, and taking the Hardcore title from Crash Holly in 1995.

SHOW TIMES

KEEP UP TO DATE ON DEVELOPMENTS IN *WORLD WRESTLING ENTERTAINMENT* BY TUNING IN TO SKY TELEVISION

LISTINGS

FRIDAYS	SKY SPORTS	10PM	*RAW*
SATURDAYS	SKY ONE	11AM	*SMACKDOWN!*
	SKY ONE	1PM	*LIVEWIRE*
SUNDAYS	SKY ONE	11AM	*METAL 15*
	SKY ONE	12PM	*SUPERSTARS*
	SKY SPORTS 1	10PM	*EXCESS*

SKY SPORTS
SKY one
sky

NINTENDO GAMECUBE™

PIKMIN™ © 2001 Nintendo. ™ and ® are Trademarks of Nintendo

PIKMIN™ Let Pikmin do your dirty work.

Life's a game

www.nintendogamecube-europe.com

Winner Stays On

Surely *ISS2* can't still be at the top of the WSO chart for another month? Better check out the *Nintendo Official Magazine* top ten...

NOM's Top Ten Games

	TITLE	PUBLISHER	LAST MONTH	
1	PIKMIN	NINTENDO	NE	▲
2	ISS2	KONAMI	1	▼
3	STAR WARS ROGUE LEADER: ROGUE SQUADRON II	ACTIVISION	3	◀
4	SUPER MONKEY BALL	SEGA	NE	▲
5	SUPER SMASH BROS. MELEE	NINTENDO	2	▼
6	BURNOUT	ACCLAIM	NE	▲
7	TONY HAWK'S PRO SKATER 3	ACTIVISION	NE	▲
8	EXTREME-G 3	ACCLAIM	6	▼
9	LUIGI'S MANSION	NINTENDO	4	▼
10	NBA COURTSIDE 2002	NINTENDO	9	▼

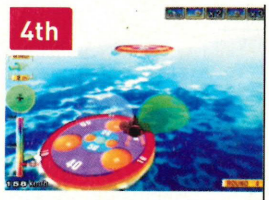
1st

Pikmin
This unique game heads the chart this month and finally dumps *ISS2* into second spot.

2nd

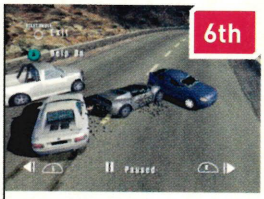
ISS2
Every day sees different results and that's what makes *ISS2* so addictive.

4th



Super Monkey Ball
Some of the best multiplayer games and Expert mode will make you boil with frustration.

6th



Burnout
It wasn't going to stay away from the WSO chart for long. Can it climb higher next time?

9th

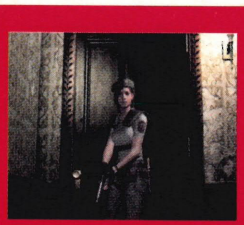
Luigi's Mansion
Nintendo's easy ghost busting quest is tumbling down the chart. Is it the end for Luigi?

10th

NBA Courtside 2002
We're still mastering this sim, but it won't have the staying power of *ISS2*.

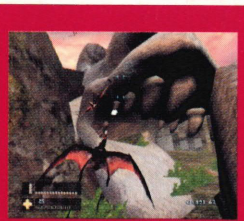
COMING UP

Meet the four titles we think will be big on the Winner Stays On chart over the next few months...



Resident Evil
Rumoured to be out on 13 September in the UK, this ground breaking GameCube adventure will not only terrify you but it's also guaranteed to be riding high at the top of the WSO chart with a very difficult challenge spread over two separate discs.

Dragon Ball Z
Over 300,000 copies of the game will be shipped to stores in the United States, making it one of the largest expected sellers for Game Boy Advance. Due here in the next few months, this RPG adventure is looking tastier every time we see it.



Turok Evolution
You've read all about *Turok Evolution* in our Big Scoop cover story this month and all the guys at *Nintendo Official Magazine* reckon it will be massive. Dino flying, stealth shooting and classic weapons make this a highly anticipated *Turok* adventure.

V-Rally 3
Fight the corners and check out the in-car view in one of the most challenging GB Advance racers we've seen. With our TNT Must Buy seal of approval this could be roaring up the chart over the next few issues of *Nintendo Official Magazine*.

WHERE DID THEY GO?

Every month, we'll be taking a look at some of the games that have crashed and burned out of the Winner Stays On chart. This month it's the turn of Mario, NBA stars and the cast of *Golden Sun*.

Super Mario Advance 2
Best WSO chart position: 4
Just two months was the length of time *Super Mario Advance 2* was in the chart. The Super NES re-make is a classic, but after beating the game the lack of any decent multiplayer options meant this tumbled out.

NBA Street
Best WSO chart position: 10
Despite sneaking into the first WSO chart, *NBA Street* was dumped out last issue. Despite being told it was coming to these shores, *NOM* has learned the terrible truth that *NBA Street* won't be launched in the UK.

Golden Sun
Best WSO chart position: 7
Despite a very good early showing this GB Advance RPG is very straightforward. Once you've completed the quest there is nothing to go back to, but if you want a long-term adventure it's definitely worth a look.

READER CHART

You've seen our selection but do you agree with the titles? Have you been playing *18 Wheeler* to death or is *The Simpsons Road Rage* the number one game in your house?
Whatever your selection we want to know, so send in your top five games (giving reasons why you like them) and a picture of yourself to: **My WSO Chart, *Nintendo Official Magazine*, Emap Active, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. The winner will receive a WSO game for their efforts, so don't forget to include your name and address.**

GAMECUBE SALES CHART

You've been buying GameCube titles in droves this month. Here are the best sellers in full...

GAME

	TITLE	PUBLISHER
01	*Star Wars: Rogue Squadron II*	Activision
02	*Luigi's Mansion*	Nintendo
03	*Sonic Adventure 2 Battle*	Sega
04	*Super Monkey Ball*	Sega
05	*Wave Race: Blue Storm*	Nintendo
06	*Burnout*	Acclaim
07	*2002 FIFA World Cup*	Electronic Arts
08	*ISS2*	Konami
09	*Tony Hawk's Pro Skater 3*	Activision
10	*Bloody Roar Extreme*	Activision

£5 OFF

any GameCube game over £39.99

For more information on Nintendo products at GAME, point your browser at www.game.uk.com

(1) Offer only valid on redemption of this voucher, which cannot be used in conjunction with any other offer or voucher.

(2) Voucher is redeemable at any GAME store in the UK and Eire.

(3) This voucher is not recoverable and not exchangeable for cash.

(4) Only one voucher may be used per product.

(5) This voucher cannot be redeemed against a pre-owned purchase.

(6) This offer may be withdrawn at any time without prior notice.

(7) Valid against any one product over £39.99

(8) This voucher is redeemable against any GameCube software and accessories only.

(9) The voucher is valid until 11 July 2002.

Nintendo OFFICIAL MAGAZINE

GAME

5 034410 100796

SUBSCRIBE TO *NOM* AND SAVE MONEY!

Six issues for only £14.97
That's less than £2.50 per issue!

Telephone 0845 601 1356 with a credit or debit card, quoting **FA05/F2A** or surf your way to www.emapmagazines.co.uk

This offer is available to UK subscribers only. Offer closes 1 July 2002. Emap reserves the right to withdraw this offer at any time. If you do not want your details to be used for marketing purposes, please mention when calling.

Nintendo®
OFFICIAL MAGAZINE

TNT BUYER'S GUIDE

TURN THE PAGE TO DISCOVER MORE ABOUT THE BEST GAMECUBE AND GAME BOY ADVANCE TITLES ON YOUR HIGH STREET.

TNT: GOLD – 10/10
Gaming perfection

TNT: MUST BUY – 9/10
Almost perfect

TONY HAWK'S PRO SKATER 3

MUST BUY

1-2 Players

6-8 Blocks

Score
9/10

Price
£39.99

http://www.activision02.com

The Hawkster returns with a white-hot slab of Nintendo gaming where everything is bigger and better than ever before.

There are more tricks and an improved balance meter, meaning that it's much easier to string together big scoring combos, especially if you take time to play through the Tutorial mode. There are 13 skaters to use, along with some hidden characters including a lightsabre-wielding Darth Maul.

The biggest improvements are the courses which are packed full of innovative tricking obstacles and hidden areas. A must buy for fans of addictive gameplay.

BEST MOMENT

Linking together a million-plus move without bailing will give you a giant buzz and urge you to even greater things. It's one of the best feelings you can get when playing GameCube.

This *Tony Hawk's Pro Skater* game is bigger and better than any other version

There are many hidden characters to unlock including the fearsome Darth Maul

Scoring over a million from one combo is tough but it's certainly worth the effort

BURNOUT

MUST BUY

1-2 Players

4 Blocks

Score
9/10

Price
£39.99

http://www.acclaimuk.com

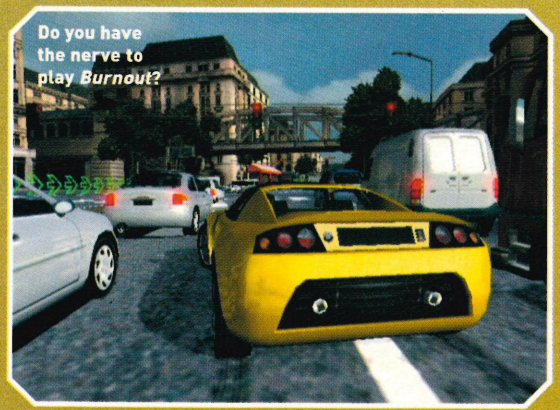
Forget boring race tracks and stupid competitors because *Burnout* on Nintendo's GameCube is all about taking to traffic-filled streets and testing your reactions against oncoming cars and lorries. It's a game which demands skill, cunning and nerves of steel.

Playing chicken with other vehicles is the quickest way to fill your Burnout Gauge, and once you do you'll be propelled to a quite ridiculous speed.

Burnout features loads of dazzling races inspired by real US and European roads, though thankfully not a rush hour M25. The cars available in the game are a varied bunch, ranging from nippy roadsters to throaty V8 pickup trucks. A GameCube classic.

■ BEST MOMENT

Take your pick from travelling round corners side-on, pulling out of a 100mph near crash and barging opponents into the side of an oncoming lorry. This game is packed with incredible moments.



SUPER SMASH BROS. MELEE

MUST BUY

4 Players

3 Blocks

Score
9/10

Price
£39.99

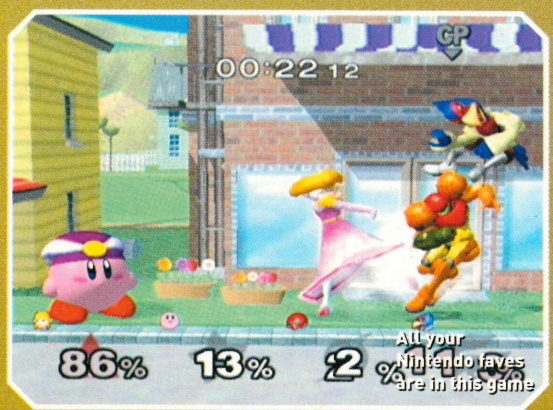
http://www.smash-bros.com

Nintendo delivers a lightning fast follow-up to *Super Smash Bros.*, improving just about every aspect of the game along the way.

This game features 25 of the biggest Nintendo stars from Link to lesser known characters such as Ness. As you'd expect there's months worth of gameplay to tuck into, including a vastly improved single player quest.

■ BEST MOMENT

Some of the single player levels are truly stunning, perfectly capturing the classic games they're based on – such as Princess Peach's beautiful castle from *Super Mario 64*. But true fans will head for the game's massive four player arenas which offers up a textbook definition of multiplayer carnage, where battles can hang in the balance until someone pulls off a spectacular Smash move. A breathtaking game.



CRASH BANDICOOT XS

1 Player

1 Block

Score 9/10

Price £34.99

http://www.vivendi-universal-interactive.co.uk

He may have been hanging out on Sony's PlayStation for the last few years, but this hasn't harmed Crash's platforming credentials. In this quest he's up against the evil Dr Cortex and on the lookout for hidden crystals. But what makes this game rock is the tight controls and the mix of 2D and 3D levels that are amongst the prettiest on GBA.

■ BEST MOMENT

The boss battle against the massive zeppelin is expertly done, with a screen filled with deadly cannon balls and fearsome rockets which Crash has to avoid. Very sweaty-palmed and great fun to play.

GT ADVANCE 2: RALLY RACING

1-2 Players

1 Block

Score 9/10

Price £29.99

http://www.thq.co.uk

The follow-up to one of last year's best GBA racers takes the action off normal race tracks and injects some rally racing into the mix. There are loads of real cars and a worthwhile car tweaking options, but what sets this racer apart are the detailed graphics, the sensation of speed and the realistic feel of off-road racing.

■ BEST MOMENT

Winning the World Rally Championship is a giant undertaking, but playing through the challenge will mean playing some excellent levels, especially the blazing desert track in Australia.

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

1 Player

3 Blocks

Score 9/10

Price £39.99

http://www.lucasarts.com

The Force is certainly strong in this incredible *Stars Wars* blasting adventure. And it appears that it isn't just us who think so because, for the first time ever with a Nintendo console launch, a third party publisher has the best selling launch title of all.

This is because *Rogue Squadron II* is most realistic vision of the *Star Wars* universe ever seen on a console. It features 11 missions ripped from the legendary film trilogy and a selection of the tastiest *Star Wars* craft, ensuring that this is a must-have for all sci-fi fans.

For once a third party publisher has the biggest selling game for a Nintendo launch

The game features 11 missions, many lifted directly from the classic movies

BEST MOMENT

From a visual point of view the Battle of Endor is hard to beat, with a sky filled with hundreds of space ships.

The graphics in this game look even better than the original *Star Wars* movie

RUMOURS BUSTED

■ If you've heard a rumour or need to ask a question about any of the games featured here, drop us an e-mail at nintendotnt@emap.com and we'll put you out of your misery.

Nintendo Gadgets

Fans of racing games will be pleased with the bundle of high quality steering wheels that have come out this month. We also get our hands on another portable screen, a CD cleaning kit and some high capacity memory cards, so check out our comments before you go gadget shopping.

■ **Pro Racer**

■ **Gamester** ■ **£19.99**

Verdict: Twist the handles to steer cars in a racing game or use it as a standard control pad. The steering feature takes time to get used to but it works well. However, the 3D Stick is too loose and is uncomfortable when used as a regular controller. A decent pad if you're looking for something different. **6/10**

■ **Racing Wheel**

■ **4Gamers** ■ **£29. 99**

Verdict: The turning is responsive and accurate – giving you precise control – and the rumble motor provides strong force feedback. All the wheel's buttons and pedals can be programmed, so they will work with any game. The wheel also clamps to a desk or sits comfortably on your lap. **9/10**

■ **Challenge 2 Racing Wheel**
■ **Thrustmaster** ■ **£24.99**

Verdict: A smaller racing wheel that can be clamped securely onto a desk. We found the wheel to be highly responsive but the lack of pedals means that you have to press buttons on the face of the unit, making it awkward to use. Comes with rumble force and programmable buttons. A good budget option. **7/10**

■ **GC Topdrive**
■ **Logic 3** ■ **£29. 99**

Verdict: The Logic 3 GC Topdrive wheel performs very well but it's not as responsive as the 4Gamers Race Wheel. The rubber trimming enhances this wheel's grip and a heavy base keeps the unit steady. Also features a rumble motor and programmable buttons, making it a solid choice. **8/10**

■ **CD Game Cleaning Kit**
■ **Interact**
■ **£4.99**

Verdict: After months of use your discs will get dirty and this cleaning kit gets rid of the grime on your discs without scratching them. **10/10**

■ **TFT Screen**
■ **Logic 3**
■ **£99.99**

Verdict: This five inch monitor gives a sharp picture but colours appear a little washed out. Features stereo sound, brightness, colour and volume control, two headphone sockets and A/V inputs for other consoles. Also comes with a car adapter that'll power the 'Cube and screen. **8/10**

■ **2X Flash Memory Card**
■ **Interact**
■ **£14.99**

Verdict: This memory card is twice as big as the official card, with 123 save blocks, and it comes in a range of cool colours. **9/10**

■ **16X Mega Memory**
■ **Interact**
■ **£19.99**

Verdict: With 1,019 save blocks you may never need to buy another memory card. Great value for just under £20. **10/10**

■ **Multi-Format Scart, A/V and S-Video Cable**
■ **Logic 3**
■ **£14.99**

Verdict: Provides high quality RGB, S-video and A/V outputs, with an A/V or RGB switch for the scart connection. **10/10**

win all this cool stuff

We've bagged the best prizes, just for you. To win simply phone **0905 053 110** then add the number of the competition at the end. So if you want to enter the *Pikmin* compo you'd dial **0905 053 1102**. Got that? Answer the question, leave your name and daytime phone number and we'll call you on 10 July if you win. Don't forget to ask permission from whoever pays the phone bill before you dial...

1. Tamiya RC Cars

To celebrate the release of *GT Advance 2: Rally Racing* on Nintendo's portable Game Boy Advance console, THQ and Tamiya are giving three lucky *Nintendo Official Magazine* readers the chance to get their hands on these super cool radio controlled rally cars. First prize in this competition is an Expert Build Subaru Impreza model that can be upgraded and modified using the wide variety of extras which are available in the shops. Two lucky runners-up will each receive an awesome Quick Drive Impreza model that represents an excellent entry into the world of radio controlled cars. To be in with a chance of getting to grips with these amazing motors just answer this simple sporting question:

Which of these is not a famous British rally driver?
a. Richard Burns b. Colin McCrae c. Damon Hill

TAMIYA

THQ

1

03 UP FOR GRABS

2

10 UP FOR GRABS

3

05 UP FOR GRABS

2. *Pikmin*

Fancy a shot at saving the hapless Captain Olimar and getting to know his super cute Pikmin? Well, here's your chance as we've teamed up with our mates at Nintendo to give you the opportunity to win some amazing *Pikmin* goodies. There are five first prizes of *Pikmin* games and goodie bags – which include a cool T-shirt, cap and sticker set – and five runners-up will each receive a goodie bag. Just answer this easy-peasy question:

How many days does Captain Olimar have to fix his ship?
a. 40 b. 30 c. 100

3. Game Boy Advance and *Breath of Fire II*

Breath of Fire II is the sequel to last year's RPG smash hit on the Game Boy Advance. This latest *Breath of Fire* adventure is set 500 years after the first game and the Black Dragon Clan are back wreaking havoc and only you can stop them. The good people at Ubi Soft are giving five of you the chance to bag a copy of the game and one lucky winner will also get their hands on a brand new Game Boy Advance. To be in with a shout, answer this question:

What was the name of the hero in *Breath of Fire*?
a. Ken b. Ryu c. Dhalsim

4. *Harry Potter* DVDs

Harry Potter and the Philosopher's Stone was one of the biggest and best movies of last year, bringing all the magic and mystery of JK Rowling's novel to the silver screen. It's now available to buy on DVD and VHS and thanks to Warner Home Video we can give you the chance to get your hands on the DVD for free, complete with new footage and cool games:

Who plays Professor Dumbledore in the movie *Harry Potter and the Philosopher's Stone*?
a. Robbie Coltrane b. Richard Harris c. Alan Rickman

4

05 UP FOR GRABS

5. *2002 FIFA World Cup* on GameCube

With the World Cup in full swing what better way to spend your free time than playing the beautiful game on your GameCube or kicking a football around the park? The generous folks at Electronic Arts have kindly given us five copies of the *2002 FIFA World Cup* GameCube title to give away and one lucky winner will also receive an EA footy strip and official England training ball. To be in with a chance of winning, just answer this question:

Wow many times have England won the World Cup?
a. Never b. Once c. Twice

5

05 UP FOR GRABS

Terms and conditions: Calls cost 50 pence per minute. Calls last two minutes. Please get permission from bill payer before calling. *Nintendo Official Magazine* and the companies providing prizes accept no liability for injuries or damage sustained while using competition prizes.

You can also send your entries by post. Please write the competition number clearly at the top of the envelope or postcard. If, for example, you're entering the FIFA competition, write to: **Competition 5, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon lane, London, EC1R 3AU.**

ADDICTED TO GAMES

computerandvideogames.com

The essential resource for all Nintendo gamers

computerandvideo GAMES .com

▪ 3,000 reviews ▪ Cutting edge news ▪ 12 million player rankings ▪ Exclusive interviews
▪ 26,000 cheats ▪ 2,600 downloads ▪ Hardware guides ▪ 500,000 users ▪ 40 formats

Dial-a-Prize

These People called and won, so can you!
Jason Woodley (Birmingham), Hussain Mackay (London), Paul Young Lim (london), Ross Lewis (Herts), Andrew Fletcher (Cambs), P Scott (Manchester), Andrew Croxley (Staffs),

Call 0906 577 5551
& Win, Win, Win!!!

PS2 & Games
Advance & Games
GameCube
PSone
DBZ Games

Call
0906 577 5552
& Win, Win, Win!!!

XBox
16" DBZ Action Figures
Choice of Mobile Phones
DBZ Videos
G-Cube

call to dial-a-prize cost £1.50 per min. average call 2 mins. ask bill payers permission before calling. for rules of entry and winners write to: king cat, po box 24363 london sw17 9ff.

King Cat Entertainment
Call: 020 8972 9494 (24hrs)
Mon-Sat 11am/7pm
WWW.KINGCAT.CO.UK
secure online ordering

Payments to:
King Cat
PO Box 24363
LONDON
SW17 9FF

DRAGON BALL Z
Final Bout
Legends
UB22
new!
T-Shirts, Posters, Videos, Trading Cards, DVD's, Books, Action Figures and more...
Loads of Dragon Ball Z Videos/DVD's
Biggest selection of DBZ gear anywhere...
Games Adaptor to play USA/JAP N64 games!
Yu-Gi-Oh!
DWM2 Coby & Tara Journey
Trading Cards, Games, Posters, Model Kits and loads more....
Endless Waltz DVD Movie
Tenchi, Escaflowne, Cardcaptors, Akira, Go online for full list.
Trading Cards T-shirts Games Videos and more...
Gundam Battle Assault
Gundam Wing Action Kits
Dragon Ball Graphic Novels
Sailor Moon Action Figures Cards School Stuff and more
PSone Win! Or DBZ Games
0906 577 5551
Win! PS2 or GameCube
0906 577 5551
Win!
0906 557 5551
Microsoft XBox
Win! Panasonic DVD GameCube
to win: Pokemon DBZ Gundam PowerPuff Sailormoon & other Anime Goodies!!!
Choice of Mobile Phones
DBZ Box Set or 16" DBZ Figures
0906 577 5552

Call to prize lines cost £1.50 per min. Average call 2 mins. Calls from mobiles may vary. Ask bill payers permission before calling. For rules go online or write to us.

Is your dream job to work for this magazine?

If you're interested in:

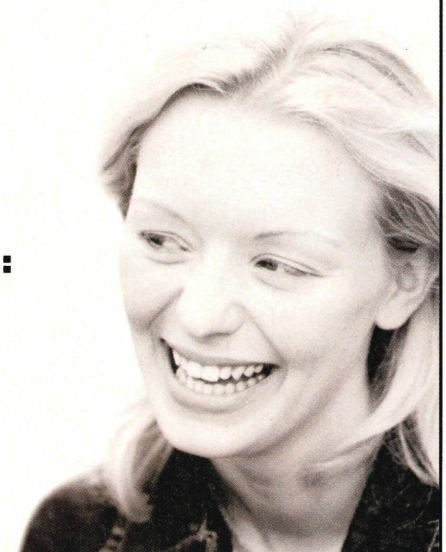
- ADVERTISING SALES
- DESIGN
- EDITORIAL
- MARKETING
- SUPPORT SERVICES
- TRAINING to be a journalist

visit...

TASTELIFE GETPAID

www.tastelifegetpaid.co.uk

click for jobs



or for journalism TRAINING only write to:

The Personnel Dept (Ref J1)
Emap Active/Automotive
Bretton Court, Bretton
Peterborough, Cambs PE3 8DZ

emap active
emap automotive

Magazines, websites and live events. Based in Peterborough, Cambridgeshire

GET READY FOR MORE BACK BUSTIN', SPINE CRACKIN', ASS KICKIN' WRESTLING ACTION

Nintendo®
OFFICIAL MAGAZINE

WWE WRESTLEMANIA X8 EXCLUSIVE FIRST PLAY
ON SALE 12 JULY, PRICED £3.15

BLACK OR PURPLE GAMECUBES AVAILABLE

GameCube with FREE Extender Cables £129.99
Console, Official Controller and FREE pair of 1.8 m controller extension cables & comosite lead with scart adaptor

GameCube BONUS PACK £144.99
Console, Official controller, EXTRA Logic 3 controller and BONUS 4 MB memory card & comosite lead with scart adaptor

GameCube FIRE PACK £159.99
Console, TWO Official controllers, and Official 4 MB memory card & comosite lead with scart adaptor

GameCube STAR WARS BONUS PACK ...£179.99
Console, one Official controller, EXTRA Logic 3 controller, BONUS 4 MB memory card and Star Wars Rogue Leader game & comosite lead with scart adaptor

GREAT SAVINGS OF UP TO £25.00!

LUIGI'S	PIKMIN	S MONKEY BALL	SW: ROGUE	S. SMASH BROS	BURNOUT	WAVE RACE	FIFA WORLD
35.99	35.99	38.99	38.99	35.99	34.99	35.99	39.99

BEST SELLING GAMECUBE GAMES

2002 FIFA WORLD CUP	**39.99**
007: AGENT UNDER FIRE	39.99
ALL-STAR BASEBALL 2003	35.99
ANIMAL FOREST +	35.99
ANIMANIACS	39.99
ARCTIC THUNDER	38.99
BATMAN: DARK TOMORROW	39.99
BATMAN: VENGEANCE	**39.99**
BEAR IN THE BIG BLUE HOUSE	39.99
BLOODY ROAR PRIMAL FURY	36.99
BURNOUT	**34.99**
CEL DAMAGE	39.99
CRASH BANDICOOT	39.99
CRAZY TAXI	**34.99**
CREATURES	39.99
CROUCHING TIGER, HIDDEN DRAGON	39.99
DARK SUMMIT	39.99
DAVE MIRRA FREESTYLE BMX 2	**34.99**
DIE HARD: NEXT GENERATION	39.99
DISNEY'S TARZAN UNTAMED	39.99
DONALD DUCK: GOIN' QUACKERS	39.99
DONALD DUCK: QUACK ATTACK	39.99
DRIVEN	39.99
ESPN WINTER SPORTS	39.99
ETERNAL DARKNESS: SANITY'S REQUIEM	35.99
EXTREME G3	34.99
GALLEON: ISLAND OF MYSTERY	39.99
GAUNTLET DARK LEGACY	**38.99**
HARRY POTTER: CHAMBER OF SECRETS	39.99
ISS 2	**39.99**
JEREMY MCGRATH SUPERCROSS WORLD	35.99
LEGENDS OF WRESTLING	34.99
LUIGI'S MANSION	**35.99**
NBA COURTSIDE 2002	35.99
NHL HITZ 2002	39.99
PERFECT DARK: ZERO	35.99
PHANTASY STAR ONLINE V2	**39.99**
PIKMIN	**35.99**
RAYMAN ARENA	39.99
RED CARD SOCCER	**39.99**
RESIDENT EVIL: BIOHAZARD	**39.99**
ROGUE SPEAR	39.99
SGT CRUISE	39.99
SIMPSONS ROAD RAGE	39.99
SONIC ADVENTURE 2 BATTLE	**38.99**
SOUL CALIBUR 2	39.99
SPIDER-MAN: THE MOVIE	**36.99**
SSX TRICKY	39.99
STAR WARS: ROGUE LEADER	**38.99**
STARFOX ADVENTURES: DINOSAUR PLANET	35.99
SUPER MONKEY BALL	**38.99**
SUPER SMASH BROS MELEE	**35.99**
TETRIS WORLDS	39.99
THE ROAD TO EL DORADO	39.99
TONY HAWK'S PRO SKATER 3	**36.99**
TUROK EVOLUTION	39.99
UNIVERSAL STUDIOS: PARK ADVENTURE	39.99
VIRTUA STRIKER 3 V2002	39.99
WAVE RACE: BLUE STORM	**35.99**
WWF WRESTLEMANIA	39.99

MORE GAMES ONLINE VISIT: UKgamecube.com

OFFICIAL 59 BLOCK MEMORY CARD FOR GAMECUBE
£14.99 INC VAT

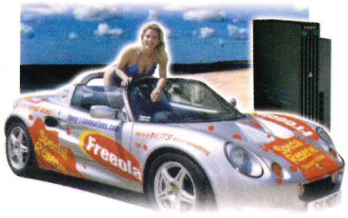
STAR BUY
OFFICIAL CONTROLLER PURPLE, BLACK OR PURPLE & CLEAR FOR GAMECUBE
£24.99 EACH INC VAT

SAVE £5
LOGIC 3 SOUNDSTATION 3 FOR GAMECUBE
£34.99 INC VAT

SAVE £20
LOGIC 3 LCD COLOUR 5" SCREEN FOR GAMECUBE
£99.99 INC VAT

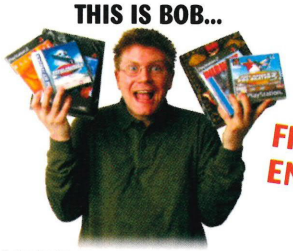
OFFICIAL GBA CONNECTING CABLE FOR GAMECUBE
£9.99 INC VAT

SAVE £15
GAME BOY ADVANCE ARCTIC, GLACIER, INDIGO, CLEAR RED AND BLACK
£64.99 EACH INC VAT



WIN OVER £14 MILLION IN PRIZES! CARS, CASH + MORE!
WINACAR.co.uk

THIS IS BOB...



FREE ENTRY!

HE DOESN'T BUY GAMES, HE WINS THEM!
Win any GAME or DVD of your choice, every day!+
GAMEADAY.co.uk

WOULD YOU CHEAT ON LARA?
OVER 20,000 CHEATS FOR ALL FORMATS!
UKCHEATS.com

gamer of the year 2002

WIN! WIN! WIN!
- £1,500 Pentium 4 PC
- 77 Games of your choice!
- £700 in Gift Vouchers!
- 77 "Gamer of the Month" Trophies
- "Gamer of the Year 2002" Trophy

JUST TURN UP AT ANY SPECIAL RESERVE SHOP TO ENTER!
FOR MORE INFORMATION VISIT: GAMEROFTHEYEAR.CO.UK

NEW FOR OLD!

EXCHANGE CONSOLE, PC GAMES AND DVD MOVIES

Bored of Bomberman, tired of Tony Hawk and fed up with Fur Fighters?! Then bring your old games in to any of our seven Special Reserve Big Club Shops and part exchange them against any new game or peripheral of your choice! So go on, give your old games a new lease of life and get some money off a brand new game at the same time!

We regret not all games can be accepted.

INCREDIBLE FREE GIFTS FROM Special Reserve

JOIN SPECIAL RESERVE FOR A YEAR FOR £7.50 (UK) - CHOOSE ONE OF OVER 40 INCREDIBLE FREE GIFTS!

NEW!

CHOICE OF PURPLE OR BLACK
FREE
4 MB 59 BLOCK MEMORY CARD FOR GAMECUBE

NEW!

FREE
PAIR OF EXTENSION CABLES FOR GAMECUBE

FREE
OFFICIAL NINTENDO CARRY CASE FOR GBA

FREE
SCREEN MAGNIFIER WITH LIGHT FOR GBA

FREE
RECHARGEABLE BATT, MAINS LEAD & LIGHT FOR GBA

CHOOSE ONE OF OVER 40 INCREDIBLE FREE GIFTS WHEN YOU JOIN SPECIAL RESERVE FOR ONE YEAR! THERE IS NO OBLIGATION TO BUY ANYTHING. MEMBERS RECEIVE REGULAR ISSUES OF THE CLUB MAGAZINE, PLUS REDDY VOUCHERS WITH EVERY PURCHASE OVER £5 - COLLECT 5 REDDIES AND CHOOSE ANOTHER FREE GIFT! SEE THE FULL LIST OF GIFTS AT UKGAMES.COM, OR ORDER BY PHONE: 0870 725 9999, OR VISIT ANY SPECIAL RESERVE DISCOUNT STORE.

Special Reserve

Discount Network
Specialreserve.net

MAIL ORDER SALES - PHONE US ON:
0870 725 9999
SHOP WITH US VIA THE INTERNET AT:
UKGAMES.com
OR VISIT ONE OF OUR AMAZING
7 BIG CLUB SHOPS

OPEN UNTIL LATE

BASILDON
Festival Leisure Park, Basildon, Essex
☎ 01268 28 77 76

BRISTOL
351 Gloucester Road (A38), Bristol
☎ 0117 924 5000

CHELMSFORD
43 Broomfield Road, Chelmsford
☎ 01245 348 777

EGHAM
M25 J13, 168 High Street, Egham, Surrey
☎ 01784 473 444

NOTTINGHAM
M1 J25, 164 Derby Road, Stapleford, Nottingham
☎ 0115 949 1000

SAWBRIDGEWORTH
The Maltings, Station Road, Sawbridgeworth, Herts
☎ 01279 322 399

UPMINSTER
Just 6mins from M25 J29, 209/213 St Mary's Lane, Upminster, Essex
☎ 01708 22 55 44

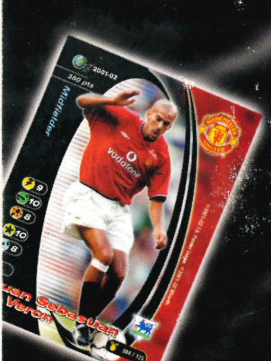
Prices include VAT and postage & packing to UK mainland addresses. Trial Membership is £1 including one magazine. All offers are subject to availability. Prices & specifications may change. We sell to everyone but the prices listed are for Special Reserve Members. Save = Save off manufacturer's RRP. E&OE - Errors and Omissions Excluded. +Special Reserve members can win the Game or DVD of their choice. Non-members who contribute can still win Gameaday, they will win a 1 year Special Reserve membership plus their choice of Free Gift. *Satisfaction Guarantee and 0% Finance subject to status, total purchase must be over £250, see club mag for details. Sent to press 15/05/2002

BOOST YOUR SQUAD!

NEW 7 CARD BOOSTERS

NEW PLAYERS

MID-SEASON TRANSFERS



There's 120 new, exclusive cards to collect in these special 7 card booster packs.

NEW CARDS

NEW * EXCLUSIVE CARDS 120 NEW * EXCLUSIVE CARDS

F.A. PREMIER LEAGUE FOOTBALL CHAMPIONS™ TRADING CARD GAME

The latest players, new signings, new strips, updated shots: complete your squad – the race for the championship is on!

THE ULTIMATE TRADING CARD GAME

www.PLAYFOOTBALLCHAMPIONS.COM
Football Championship Hotline: 08457 125599.

The F.A. Premier League Logo © The F.A. Premier League 2001.
The Wizards of the Coast logo, The Football Champions logo, the play levels logos are trademarks of Wizards of the Coast © 2001 Wizards of The Coast Inc. All rights reserved.

Wizards of the Coast

THE F.A. PREMIER LEAGUE