ISSUE 121
OCTOBER 2002

Nintendo®

OFFICIAL MAGAZINE

Nintendo GAMING 24:7

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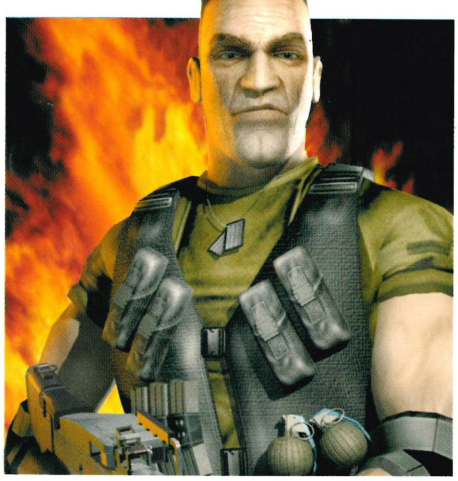
FIRST LOOK AT...

DIE HARD



NEW SHOTS OF...

Resident Evil 0

Final Fantasy

Pokémon Ruby and Sapphire

Mario Advance 3

BRAND NEW SHOTS AND INFO

STAR FOX ADVENTURES

Get the lowdown on Rare's masterpiece

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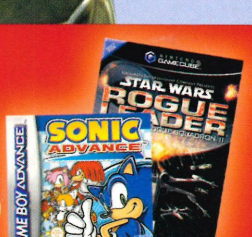
SHOTS GALORE

OVER 150 EXCLUSIVE NEW GAME SHOTS INSIDE

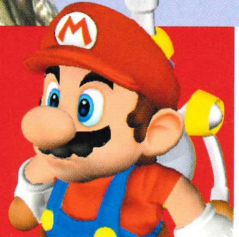
GAMES

THE BEST GBA AND GAMECUBE TITLES RATED



MARIO

THE TOP TEN GREATEST MARIO GAMES REVEALED



KNOW IT FIRST ■ END OF RESI EVIL ■ GAMECUBE CAR ■ SUPER MARIO SUNSHINE SCORE

9 770965 424098 10

STAR FOX ADVENTURES – NEW SHOTS AND INFO

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Resident Evil
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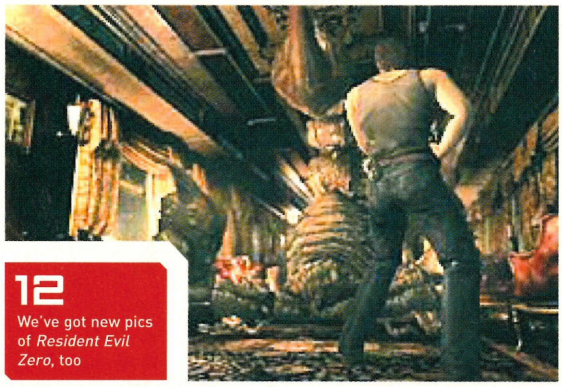
PAL
EXCLUSIVELY ON NINTENDO GAMECUBE

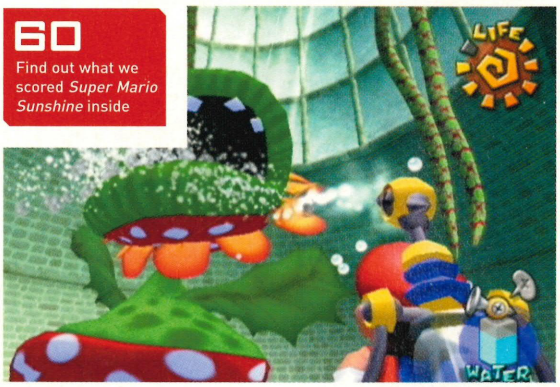
contents

46
We've got brand new shots of *Star Fox Adventures*



12
We've got new pics of *Resident Evil Zero*, too

60
Find out what we scored *Super Mario Sunshine* inside



126
Read all about Mario's ten greatest games

86
Mickey and Minnie's Super NES classic is now on GBA

Issue 121 / October 2002

YOUR PAGES

92
Letters
Five tasty £10 HMV vouchers will be winging their way to one lucky writer. Will it be you?

112
High Scores
You'll need to be king of the controller if you want to get a place in our top five charts

114
Q&A UK
We answer your gaming problems that have arrived from all corners of the British Isles

122
Get the lowdown on the latest GBA and GameCube add-ons

42
GameCube Car
See what happened when *NOM* and the car experts at *Max Power* joined forces to put a GameCube in a motor

117
TNT Buyer's Guide
Now we've rated every GameCube game and five of the best Game Boy Advance titles. Turn the pages for the skinny

124 WIN GREAT PRIZES!

ALSO REVIEWED

66 Disney's Magical Mirror
The world famous Mickey Mouse isn't quite so good in this GameCube outing

70 MX Superfly
Mad, muddy, motorcross action is revving up for GameCube glory

74 Aggressive Inline
Inline skating gets an extreme sports game all of its very own

84 Castlevania: Harmony of Dissonance
GBA adventuring heaven with another Belmont belter

87 Ghouls 'N Ghosts
GB Advance holds court to another retro title, this one starring Prince Arthur

PLANET NINTENDO

12 Resident Evil Zero
Take the train with Rebecca and Billy. New shots inside...

32 TimeSplitters 2
A month to go and we've got some awesome new info

32 Wario World
Mazza's alter ego stars in some brand new pics

TIPS & GUIDES

96 Resident Evil
Follow the second part of our guide to finish this gory game

98 GC and GBA tips
Beach Spikers outfits, *Aggressive Inline* codes and a little Mario surprise await

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LEGAL STUFF

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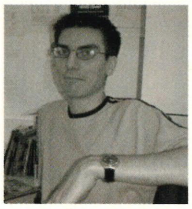
Meet the team

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



There's exactly five weeks to go until the release of *Super Mario Sunshine* as I write this, and I can't wait. With this in mind we thought another Mario blow-out was needed, so free with this month's issue is your guide to completing *Super Mario Sunshine* with the least number of Shines and a full review of the game on page 60. Mariomania doesn't end there though because we've also featured what we think are the ten greatest Mario games on page 126 and there's even the chance to have your say on the matter. You can't say fairer than that!

More Nintendo stars are out in force this month as we've also managed to bag tons of new *Star Fox Adventures* shots and information on what is looking to be Rare's most spectacular game to date. It's already being talked about as a video games classic even three months before the game is released!

But what else awaits you this month? Well, Dom's been the first person to play the first four levels of *Die Hard Vendetta* and you can read what he has to say about the game on page 54. There's also the second and final part of our *Resident Evil* walkthrough and new shots of *Resident Evil 0*, *Final Fantasy*, *Super Mario Advance 3*, *Skies of Arcadia*, *Rayman 3* and *Galleon*! Oh. My. God.

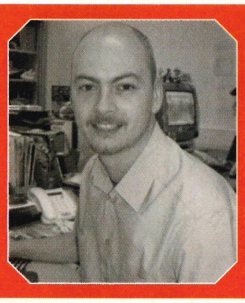
But the *NOM* team isn't one to rest on its laurels and we've listened to your comments on the magazine and made a few changes. The best bits of NSider are now in Planet Nintendo and you'll be able to swot up on every GameCube title, and the best GBA has to offer, in our new look TNT Buyer's Guide. If you've got £40 going spare then this is where you can make your choice without the threat of wasting your money.

Enjoy the mag!

Tim Street

Tim Street, Editor

RICHARD MARSH, DEPUTY EDITOR

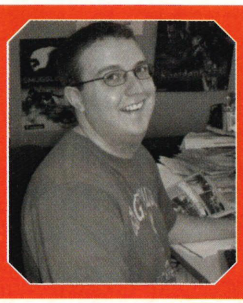


If I were an action movie star I'd be... Edward Woodward in *The Equalizer*

Favourite games this month...

- *Beach Spikers*
- *Resident Evil 0 E3 demo*
- *Silly buggers*

DOMINIC WINT, STAFF WRITER

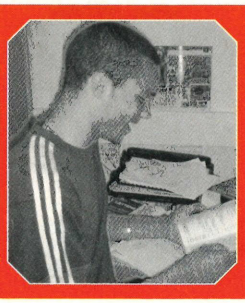


If I were an action movie star I'd be... Sly Stallone in *Cobra*

Favourite games this month...

- *Beach Spikers*
- *Super Ghouls 'N Ghosts*
- *Super Monkey Ball*

MICHAEL JACKSON, TIPS EDITOR

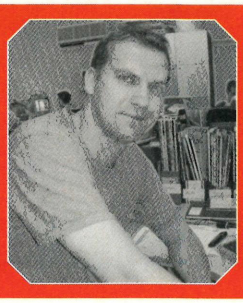


If I were an action movie star I'd be... Ralph Macchio in *Karate Kid*

Favourite games this month...

- *Super Mario Sunshine*
- *Resident Evil*
- *Beach Spikers*

MARK SOMMER, ART EDITOR



If I were an action movie star I'd be... Charles Bronson in *Death Wish*

Favourite games this month...

- *Beach Spikers*
- *ISS2*
- *British bulldog*

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FINAL FA

FINAL FANTASY CRYSTAL CHRONICLE ● GAMECUBE ● OUT 2003

SNEAK TEASER REVEALS THE FIRST CONCRETE SHOTS OF NINTENDO GAMECUBE'S FORTHCOMING *FINAL FANTASY* QUEST.

First Final Fant

Nintendo recently released a TV advert for the Japanese market which showcased many of the top titles heading to Japan over the next few months including *Star Fox Adventures*, *The Legend of Zelda* and *Eternal Darkness*. But more importantly there was the first visuals from the new *Final Fantasy* game, now titled *Final Fantasy: Crystal Chronicle*.

The game is being developed by a group of Square developers, led by *Final Fantasy* veteran Akitoshi Kawuza, who have split from Square to form a company called the Game Designer's Studio that is funded by Nintendo's Fund Q. You may remember that this was set up by Nintendo of Japan's former president, Hiroshi Yamauchi.

The GameCube title is scheduled for a release in Japan some time before the end of March and it will interact with a separate Game Boy Advance *Final Fantasy* title that is also being created by the Game Designer's Studio.

Hard gameplay details are still in short supply, but from what we understand *Crystal Chronicle* will star three characters. From the brief clips we have seen we know that dark dungeons, plenty of sword fighting and magic to cast are firmly on the agenda.

This is just part of the Japanese advert

The game is something of an experiment, and a response to Yamauchi's concern that two and three year development cycles on games are bankrupting the industry. By using GameCube's streamlined development tools and expertise the hope is that high quality games can be produced in a third of the time.

TASY

ファイナルファンタジー

asy shots

❑ This guy carries a sword and shield, so you can expect plenty of battles during your adventure

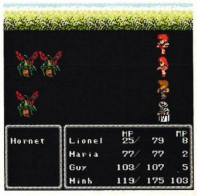
❑ We don't know his name yet, but we think he is the star of *Final Fantasy: Crystal Chronicle*

FINAL FANTASY NINTENDO HISTORY

While the *Final Fantasy* series has been housed on Sony's consoles over the last few years, it hasn't always been that way as some of you may remember. The incredible *Final Fantasy* series actually began life on the NES in 1987 and then progressed onto the Super NES a few years later.
So if you want to know what they are all about, read our potted history below...

1987 *Final Fantasy I*
The first game was made as a competitor to the then king of console RPGs, *Dragon Quest*. It incorporated a story that spanned two millennia and characters with very specific abilities.

1988 *Final Fantasy II*
The second quest never made it out of Japan unfortunately. Apparently the English translation was almost complete before the western release was cancelled. Shame.



1988 *Final Fantasy III*
Seen as one of the best RPGs of its time the plot told the story of four youths trusted with bringing balance between light and dark. Again, it wasn't originally released in the west.

1991 *Final Fantasy IV*
After four years away, western gamers finally got a *Final Fantasy* game. It followed the exploits of Cecil, a one time bad boy, who championed the causes of good.

1992 *Final Fantasy V*
Being one of the finest Super NES RPGs ever made, this game saw a planet under attack from meteors. It was up to a band of adventures to travel the world to defeat Gilgamesh.

1994 *Final Fantasy VI*
Many cite this as the game in which the series grew up. It deals with heavyweight issues such as suicide and teenage pregnancy in a storyline credited with being deep, funny and profound.

FACTS

NINTENDO BY NUMBERS

Numbers numbers, everyone loves numbers. Dazzle your mates with your numerical Nintendo knowledge...

3,265
The weight, in pounds, of pasta that filled Nintendo's world record-breaking bowl of spaghetti.

10 billion
The number of dollars that Mario has generated since he was created in 1981.

21
The ripe old age of the one and only, Mario Mario. Is he really that old?

3
The number of unnamed Capcom GameCube titles at the Tokyo Games Show.

1928
The year Walt Disney drew his first Mickey Mouse.

100
Star Fox Adventures will be the 100th game to be released on the Nintendo GameCube when it arrives on 22 November.

6,220
The miles you would have to travel from London in order to arrive at the Tokyo Games Show.

125
The combined age, in years, of the *Nintendo Official Magazine* team.

First shots of Res 2 & 3

THE BUCK DOESN'T STOP WITH *RESIDENT EVIL* 'COS NEW SHOTS OF GAMES TWO AND THREE ARE RIGHT HERE.

The survival horror onslaught continues with the first shots of *Resident Evil 2* and *Resident Evil 3*, both of which are GameCube bound, with a release looking likely for next summer.

We've also learned that unlike the massively enhanced remake of the original *Resident Evil* game and the all-new *Resident Evil Zero*, the GameCube remakes of these two titles will have very little graphical enhancements or added extras, so expect *Resident Evil 2* to almost be a carbon copy of the N64 version.

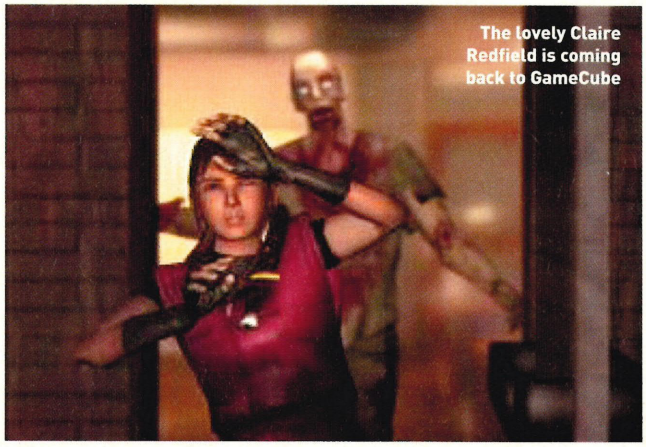
Obviously this is a blow to everyone hoping for two essentially new games, but after contacting Capcom we can confirm they are considering bundling both games together, as a semi-budget title, that will go some way to making up for any fan's disappointment.

Resident Evil 2

Nintendo 64 owners will no doubt remember this game that appeared way back in December 1999 to massive critical acclaim, offering as it did some much needed adult gaming into the diet of Nintendo gamers.

The adventure follows the exploits of Leon Kennedy and Claire Redfield, the sister of Chris, who was last seen pumping lead into zombies in the original *Resident Evil*.

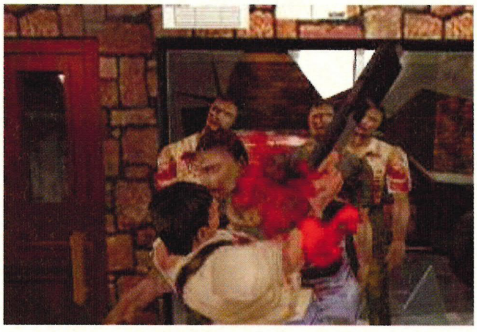
The two find themselves in Raccoon City, a town overrun by creatures of the night with an ammo supply rapidly running out and an army of zombies to fell. It's up to the duo to halt the spread of Umbrella Corporation's T-Virus and find out what has happened in the city.



The lovely Claire Redfield is coming back to GameCube

Despite reports suggesting this will be a straight port of the PlayStation original and the N64 remake we can't fail to notice a crisper look to this GameCube version. With sharper textures and moodier lighting, your search through the city streets and the spooky Police Station to try and find the Umbrella Corporation's labs is looking like an excellent gore-packed game. More news on this as it breaks.

Leon and Claire take different routes in the game so there will be plenty of replay value in *Res Evil 2*



Kendo obviously hasn't learnt from last time around as he's gnawed by a pack of zombies

Resident Evil 3: Nemesis

If you're a newcomer to the *Resident Evil* franchise you'd be forgiven for thinking this game takes place after *Resident Evil 2*, but in fact *Nemesis* takes place between the original and *Resident Evil 2*.

It stars the heroine of the original, Jill Valentine, who, after destroying the Umbrella Corporation's Mansion in the first game, retires from S.T.A.R.S. and heads out of town on the lookout for a normal life.

The poor love soon gets stranded in Raccoon City, where a new posse of zombies is running amok. She's joined by new boy, Carlos Oliviera, a one time Umbrella Corporation security guard who has decided to switch sides and fight the zombie scourge alongside the lovely lady.

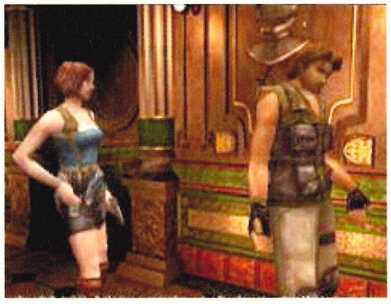
What sets this game apart from other *Resident Evil* games is the introduction of a character called the Nemesis. This hardcore monster is a product of Umbrella's sick experiments, but unlike the generally gormless zombies, it's a clever creature capable of thinking for itself. It can open doors and run as fast as Jill and Carlos and crucially it carries a rocket launcher, which it isn't afraid to use. You'll also be pleased to hear that throughout the game you will be hounded by this monster, making for a game that is relentless in its pressure.

It may be an old game, but some parts of *Nemesis* are still terrifying

Another difference from previous games is the introduction of pause screens that give you the choice of two courses of action. For example, you'll encounter a particularly gruesome mutant and the game will ask you whether you want to stand and fight your ground or high tail it out. Your choices will then dramatically alter the course of the adventure.

So far so good, and seeing as this game never made it to the N64, chances are there's an army of gamers yet to feel the dubious pleasure of running for their lives, whilst ducking incoming rockets.

You'll come across even more moments of sickening crimes in *Resident Evil 3: Nemesis*



Almost as hot as the *Beach Spikers* babes, we'd like to be Jill's valentine

Meet your Nemesis

Standing eight foot tall and in possession of a rocket launcher, Nemesis is the pinnacle of Umbrella Corporation's warped experiments.

There has been endless speculation as to who he actually is, or more precisely, was. Many claim that Nemesis is the mutated remains of Albert Wesker, last seen being a nutter in the first *Resident Evil* game, while others claim it's Rebecca Chambers in heavy make-up. The truth is, nobody knows, but by the time you have played this game you'll have fought the mutha over ten times and will be waking up at night in a cold sweat.

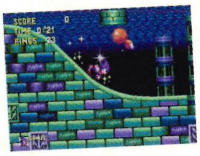
Please close your mouth, your dog breath is killing me

STATE NEWS

■ The e-Reader add-on for the Game Boy Advance, which will allow players to read data from e-cards, gets released in the US on 16 September.

For just $39.99, you'll get an e-Reader, *Donkey Kong Jr.-e* or *Pinball-e*, one Game & Watch *Manhole-e*, three *Pokemon-e* and *Animal Crossing-e*. Classic NES games, including *Donkey Kong Jr.-e*, *Pinball-e*, *Tennis-e* and *Excitebike-e*, will retail at just $4.95.

■ *Sonic Mega Collection* will be released on the GameCube this November in the US. As reported last issue, the disc will include seven games – the first three *Sonic the Hedgehog* quests, *Dr. Robotnik's Mean Bean Machine*, *Sonic and Knuckles*, *Sonic 3D Blast* and *Sonic Spinball*.



■ THQ will release *Phantasy Star Collection* for GB Advance in November. The cartridge will include the first three *Phantasy Star* games and was expected to contain enhancements to each title. However, THQ has stated that the games will be straight ports of the Sega Master System and Mega Drive games.

■ US marines are getting the chance to whittle away their time playing games thanks to a donation from the US computer and video games industry.

Showing support for the troops waging their war on terrorism, the marines were given a selection of consoles and games, including Nintendo GameCube. Force Master Chief Donald Kultti said: "We are really working our people hard these days and this sort of thing permits them an escape from the demanding schedule."

■ **Nintendo is renowned for breaking hardware and software sales records but it recently made headline news in the US by breaking records of a different kind.**

Mario's Spaghetti Plunge, prepared by Buca Di Beppo in San Francisco's Little Italy, saw the world's biggest pasta mountain ever created. The mound of spaghetti weighed in at a mammoth 3,265lbs, easily smashing the previous best of 2,564lbs. Mario fans, dressed as the man himself, were then invited to dive into the pasta to try and retrieve prizes that included a trip to Hawaii.

***RESIDENT EVIL ZERO* ● GAMECUBE ● OUT SPRING 2003**

ZERO HOUR APPROACHES

JAPANESE-ONLY PLAYABLE DEMO UNVEILS THE SECOND EXCLUSIVE *RESIDENT EVIL* GAME BUT CAN IT GET ANY BETTER? AFTER PLAYING THIS BEAUTY THE ANSWER IS A CLEAR 'YES'.

Japanese gamers who have pre-ordered *Resident Evil Zero* or bought *Resident Evil* on GameCube were lucky enough to receive a playable demo of the next instalment in the survival horror series, giving them an unbearable teaser for what looks like being an even better game than the astounding original remake.

Not content to hear the impassioned screams of Japanese gamers going gaga over the forthcoming *Resident Evil Zero*, we managed to play a demo of the game and can confirm yet another GameCube belter is just around the corner.

While the recent *Resident Evil* remake is an enhanced version of the PlayStation classic, *Resident Evil Zero* is as new as freshly fallen snow, with a storyline that fills in the blanks in the series, introducing new characters and entirely new ways to play.

The two controllable characters are Rebecca Chambers, a S.T.A.R.S. team member, and Billy Coen, an ex-navy S.E.A.L. who both find themselves on a speeding train carrying a deadly assortment of zombies towards an unknown destination.

The sense of movement on the train is superbly observed with swinging lights casting ominous shadows and shuddering carriages that cause the camera to shake. As ever, surviving is the name of the game and within the claustrophobic confines of the train the action feels even more intense than the recent remake, with little room for error and even less room for manoeuvre.

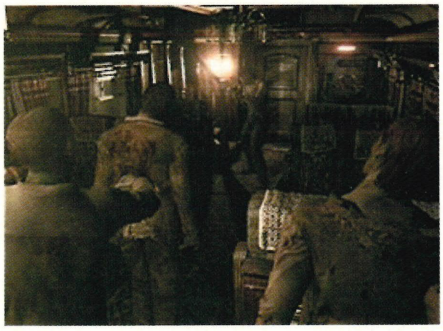
The biggest change to previous games is the way in which players can now switch between Rebecca and Billy at any stage in

❑ **Don't step back Rebecca! Or step forward! Pull out a weapon and get blasting those suckers**

❑ **The runaway train is being overrun by packs of zombies who are itching for some lead in the face**

❑ The train's compartments and dark corners contain plenty of zombie scum to take down

❑ You've seen Yawn the snake and Neptune the shark, now meet this scorpion. He's called Derek



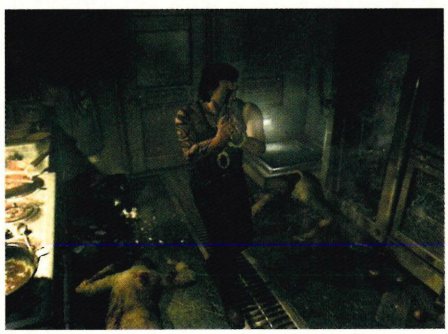
❑ There's hardly any room to manoeuvre in the train. Just like the Underground in rush hour then

the adventure. By doing so one character will fade away while your replacement is transported into the action.

Players can even opt to control both players at the same time. One character is controlled with the 3D Stick and the other via the C-Stick. You can also decide whether to make one character follow the other or order them to split up and take different routes. This often seems to be the way to complete the game's many fiendish puzzles, as while one character performs a task at one end of the train another can be busy seeing to another job. It's a brilliantly executed idea and you'll find yourself constantly switching characters to make use of their strengths and weaknesses.

Another change to previous *Resident Evil* games is the ability to drop items on the floor and pick up previously discarded items, doing away with the troublesome storage chests altogether. Players will even be able to swap items between Billy and Rebecca if they're standing close together. All in all this is a brilliant showcase for what will be a must buy game next year.

❑ What you'll notice here is the sloshing oil in the frying pan as the train rattles down the track



❑ Whatever's been cooked on that table doesn't look very nice, so keep on walking Billy

JAPAN NEWS

■ Screenshots have appeared on Nintendo's Japanese website showing a Disney-inspired party game, much like the *Mario Party* series. The title looks to support up to four players with special Disney cards being awarded to the winners. The graphics look sharp and colourful, much like a Disney cartoon show, and all of your favourites are included.

■ Japanese fans of *Phantasy Star Online* can take their devotion one step further with the upcoming release of the *Episode I & II* soundtrack on 19 September. Entitled *The Sound of Rangol Odyssey* it will include 35 tracks on two CDs.

■ Renowned Japanese developer Treasure, the makers of *Sin and Punishment* for the N64, is working on a GameCube version of *Ikaruga*. Already a hit in the arcades, *Ikaruga* is a top-down space-blaster featuring frenetic action and some unfeasibly large enemies. The game will release on Sega's Dreamcast first, with a GameCube version then being started.

■ Capcom has announced that its long-awaited prequel to the classic *Biohazard* series, *Biohazard 0*, will release in Japan on 21 November.

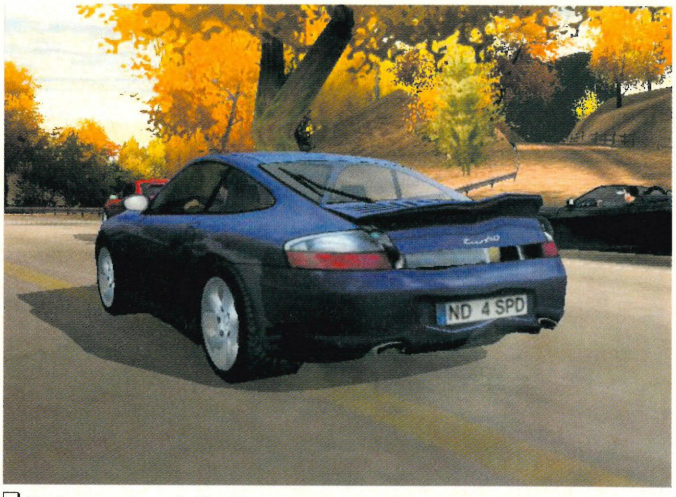
■ Nintendo has topped the charts once again by heading up the latest table of best performing games publishers for the first half of 2002.

The chart is based on the number of titles a publisher's had in the Japanese top 100 games. The chart follows with the number of titles in brackets: Nintendo (16), Konami (14), Sega (seven), Bandai (six), Enix (six), and Sony Computer Entertainment (six).

■ Anime fans should take a look at the latest game from Asmik Ace Entertainment called *Lupin the 3rd: Lost Treasure from the Sea.*

The new GameCube title is a dramatic 2D adventure based around the highly popular Japanese cartoon series, *Lupin the 3rd*. A release has been hinted for December and the game will feature over 15,000 frames of animation.

❑ Don't you touch my motor! Even these beauties will have to be trashed

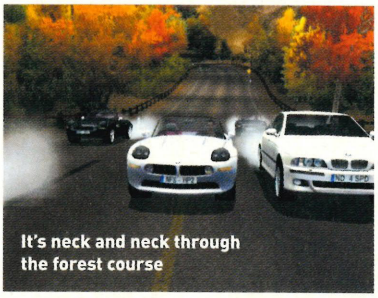


❑ Each motor is packed with power under the bonnet, so hold on to the wheel

NEED FOR SPEED HOT PURSUIT 2 ● GAMECUBE ● OUT NOVEMBER

NEED FOR SPEED HOT PURSUIT 2

WHAT GOES OVER 200MPH, HAS 630 BRAKE HORSEPOWER AND HITS 60 MPH IN UNDER FOUR SECONDS? YOU, THIS WINTER.



It's neck and neck through the forest course

❑ Keep an eye on the car's radar on the left to see whether your rival racers are cutting you up or burning away

The thrill of the open road, the luxurious feel of leather driving gloves, the roar of pumping metal, the sound of chasing sirens and the thud of a flat hedgehog hitting a mud-caked wheel arch. This is the essence of *Hot Pursuit 2*, minus the hedgehog. Possibly.

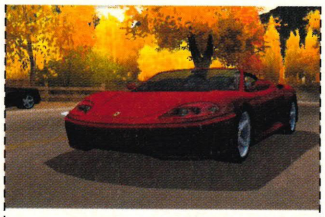
It's all to do with horses under the bonnet. With up to 630 thoroughbreds under some, giving enough metal muscle to propel 1635kg of supercar from stationary to 60mph in just over three seconds. It may just leave your stomach's contents at the start line.

With power like this you might think this was a game set on specially made racing tracks, complete with safety marshals and fire-resistant suits. But no, this is an open road thrasher complete with Sunday drivers, stupidly placed environmental objects and motorised bobbies ready to bust your speeding ass.

There are over 20 courses on offer, some of which stretch for over 15 miles, with everything from sudden dust storms to flooded roads to test your skills. There are also some mint cars on offer including the likes of the McLaren F1, Lamborghini Murcielago and Ford's GT40 and you can become a traffic cop and bust the Highway Code violators. There's no doubt this looks the business, but we'll have to wait for a test before we know how it handles.

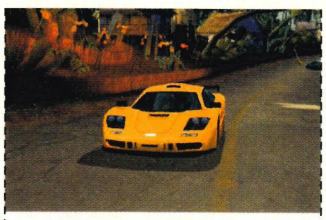
ADDED GRUNT

Here's our pick of the motors, chosen by *NOM*'s very own street racer, Mark Sommer, who can be seen pulling donuts on most Saturday nights in Surbiton whilst listening to some raw, smelly bass. Give him a wave if you see him...



Ferrari 360
Top Speed: 180mph
Brake Horse Power: 401bhp
0-60 MPH: 4.5 seconds
Price: £105,000
Mark's Verdict: Nice shape, but really a posh lady's car.

Lamborghini Murcielago
Top Speed: 205mph
Brake Horse Power: 581bhp
0-60 MPH: 3.8 seconds
Price: £170,000
Mark's Verdict: Awesome. Not bad for a tractor manufacturer.



McLaren F1
Top Speed: 240mph
Brake Horse Power: 630bhp
0-60 MPH: 3.2 seconds
Price: £740,000
Mark's Verdict: What a beast, it's not for the faint-hearted.

Race of Champions

Every year the biggest names in world rally sport gather on the sunshine island of Grand Canaria to see who's the real off-road daddy. Now *Rally Fusion* is on the way to bring the action to your GameCube in all its mud-splattered glory.

Rally Fusion is, by the maker's admission, a homage to *Sega Rally* and even we agree it is the greatest arcade rally game ever made. It's all about impossibly extravagant handling and pin sharp track design where the key to success is learning the tracks.

While its roots might be arcade-based its roster of cars and drivers are pulled straight out of the annuls of rally legend, with the likes of Marcus Gronholm, Walter Rohl and Didier Auriol bringing their race-tuned chariots to the game.

Each car is resplendent with their real-life sponsors and each road machine boasts real-time damage that can see you driving around minus doors and wheels. Comically, if you drive badly enough your co-driver will even throw his notes out of the window in disgust.

The Grand Canaria course is the only real-life track to be found in the game, but another 20 tracks will be included to test players across a plethora of different environments with deserts, forests and mountain courses to be found.

We're expecting a November release for this title and early reports suggest this will be a solid addition to the GameCube's garage of driving games.

Doors, wheel, bonnets and even your co-driver's papers will litter the road if you do badly

Gran Canaria is the only real-life course in the game, but if offers high-speed racing thrills

COMING UP

At the time this mag went to the printers these games were on the release schedule...

September

NINTENDO GAMECUBE

• Disney's Magical Mirror	13/9
• Doshin the Giant	20/9
• Madden NFL 2003	27/9
• Kelly Slater's Pro Surfer	27/9
• Freekstyle	27/9

GAME BOY ADVANCE

• Colin McRae Rally 2.0	27/9
• Super Ghouls 'N Ghosts	27/9
• Mat Hoffman's Pro BMX 2	27/9
• Platinum GB Advance	27/9
• Disney's Magical Quest	27/9

October

NINTENDO GAMECUBE

• Super Mario Sunshine	4/10
• Mario Sunshine Bundle	4/10
• MX Superfly	4/10
• Eggo Mania	4/10
• TimeSplitters 2	11/10

GAME BOY ADVANCE

• Medal of Honor	4/10
• Yoshi's Island	11/10
• Game & Watch Gallery 4	25/10
• Pinball of the Dead	25/10
• Spyro 2	25/10

November

NINTENDO GAMECUBE

• Eternal Darkness	1/11
• Star Fox Adventures	22/11
• Star Wars Clone Wars	22/11
• James Bond Nightfire	29/11
• Tony Hawk's 4	29/11

GAME BOY ADVANCE

• Ecks Vs. Sever 2	1/11
• SSX Tricky	1/11
• Doom 2	8/11
• Metroid Fusion	22/11
• GTA3	29/11

BIG AIR FREESTYLE ● GAMECUBE ● OUT OCTOBER 2002

Don't try this at home

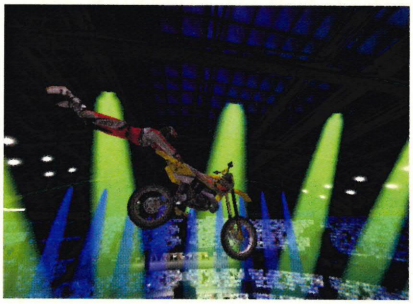
BIG AIR FREESTYLE IS MADE USING HIGHLY TRAINED POLYGONS.

There's only so much real-life dare devils can do, even Evil Knievel and Tony Hawk have their limits. Which is why *Big Air Freestyle* and games of its ilk were created for us gamers.

The game aims to do to dirt biking what *SSX Tricky* did to snowboarding with a formula that mixes tricks sicker than a dose of Deli Belly and tracks more extreme than a Slipknot concert.

We've yet to see whether it can deliver on its claim of white knuckle gameplay, but what it does promise to do is deliver 20 Supercross and Motocross races taking place indoors and out.

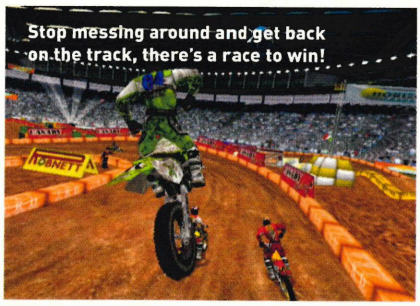
What sounds the most deadly are the six indoor Freestyle arenas that claim to be full of the biggest and daftest trick objects, which if done right could yield some satisfying trickery.

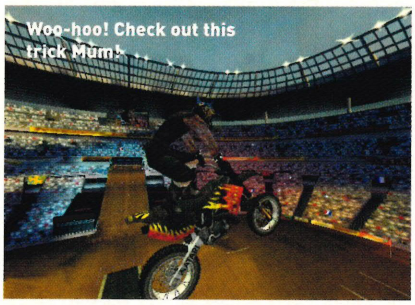


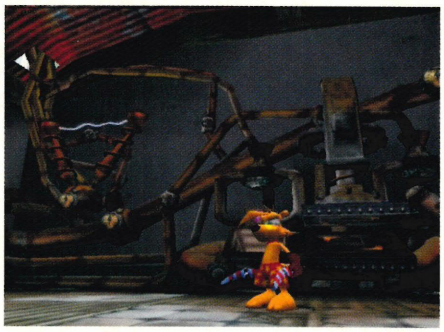
❑ Expect to perform some mean stunts high above the packed indoor arenas

❑ The longest woman in the world was a dab hand at the controls of her bike

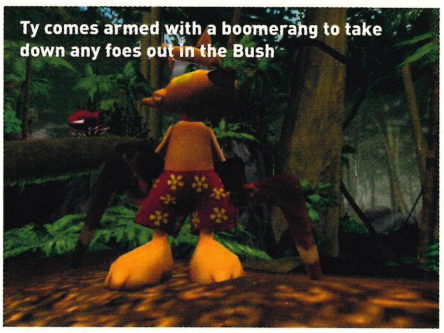
❑ You'll even have to take your biking skills onto the outdoor tracks







❑ We've never seen a game starring a Tasmanian Tiger, so we've got high hopes for this game



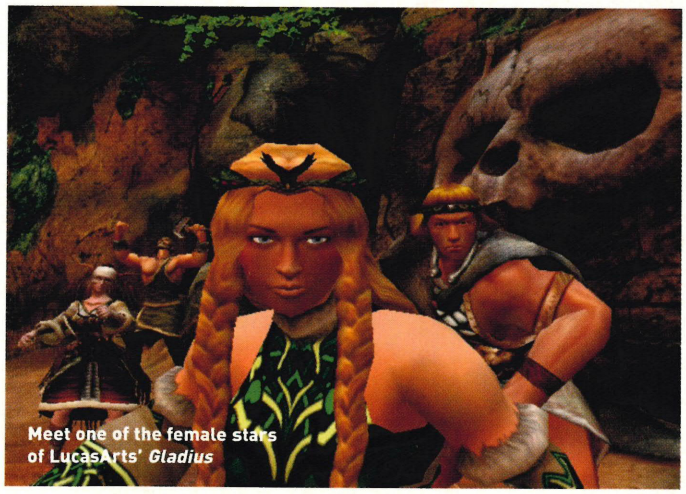
TY THE TASMANIAN TIGER ● GAMECUBE ● OUT LATE 2002

Bush tucker

❑ For almost all his young life, Ty has been raised by a pack of bilbies thinking he was the last remaining Tasmanian Tiger. But through an encounter with a mysterious elder he learns his kind are trapped in an alternate reality called Dreamtime.

And so the scene is set for a light-hearted action adventure through the Australian wilderness where a cast of indigenous creatures live. Some are on hand to help the little scamp, although some think he would look much better as a nice rug.

Armed with a boomerang and his mysterious chomping abilities, Ty must persevere to find five magical talisman that can free his friends and family. Definitely one for the young at heart, this Aussie game will surely be better than *I'm A Celebrity.*



GLADIUS ● GAMECUBE ● OUT 2003

GLADIUS

❑ LucasArts seem to be on a roll at the moment with a slew of promising titles in the pipeline, not least *Gladius,* the action RPG set in a time when the Roman Empire was at its most powerful.

The game sets two one-time rivals on a quest to stop an evil force threatening the future of gladiatorial combat, of which they are famed trainers. To stop the evil, players have to train up a team of gladiators and earn experience points by winning battles.

The fighting is said to mix turn-based attacks with real-time action, so what this means is that you can select an attack and affect its strength by using a swinging meter similar to those seen in golf games. There will also be the option to allow the computer to determine the effectiveness of each attack. More news as we get it.

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CLEANIN' OUT MY CLOSET - *Eminem*	112062	ROUND ROUND - *Sugababes*	112018
THE THEME - *Jurgen Vries*	112063	DO U C THE LIGHT - *Snap Vs Plaything*	112027
WITHOUT ME - *Eminem*	111952	GOT TO HAVE UR LOVE - *Liberty X*	112024
THE LOGICAL SONG - *Scooter*	111965	LOVE DA SUNSHINE - *Intenso Project*	112015
NESSAJA - *Scooter*	112050	SEXIEST MAN IN JAM. - *Mint Royale*	112032
LITTLE LESS CONVERS. - *Elvis vs JXL*	111957	THE TIDE IS HIGH - *Atomic Kitten*	112029
HOT IN HERE - *Nelly*	111977	SAFE FROM HARM - *Narcotic Thrust*	112017
COLOUR BLIND - *Darius*	112010	FOREVER - *Dee Dee*	112022
LONG & WINDING RD - *Gareth & Will*	112028	ALONE - *Lasgo*	112023
JUST THE WAY YOU ARE - *Milky*	112045	ROMEO DUNN - *Romeo*	112025
OH BOY - *Cam'ron*	112020	DY-NA-ME-TEE - *Miss Dynamite*	112026
JAMES DEAN - *Daniel Bedingfield*	112008	TOO BAD - *Nickleback*	112030
LIKE A PRAYER - *Mad'house*	112016	IN AND OUT - *3rd Edge*	112033
SHOOTING STAR - *Flip N Fill*	111987	GIRL ALL BAD GUYS.. - *Bowling 4 So.*	112042

Street Movers

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Dolphin leaping. 180009

Racing car speeding away from grid 180004

Gopher emerges, looks around 180019

Sexy Wink 180033

Graphic Equalizer 180026

Drinking Man raising Glass 180016

Union Jack in wind. 180002

COMPATIBILITY: 'Animated Screen Savers' are compatible with WAP Enabled Nokia 3330, 5210, 5510.

Pictures

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141244 · 141205 · 141604 · 141245

141055 · 141658 · 141160 · 141668

141217 · 141545 · 141288 · 141270

141097 · 141241 · 141038 · 141267

141162 · 141517 · 141538 · 141242

141599 · 141675 · 141685 · 141544

PICTURE MESSAGE COMPATIBILITY - NOKIA: 3210, 3310, 3330, 3410, 5210, 5510, 6210, 6250, 6310, 8210, 8850, AND 9110i. NOKIA 3310, 3330, 5510 CAN USE PICTURES AS SCREEN SAVERS. ERICSSON: T29S, R520M

Logos

LOGO COMPATIBILITY - NOKIA: 482, 702, 3210, 3310, 3330, 3410, 3510, 5110, 5130, 5146, 5210, 5510, 6110, 6130, 6150, 6210, 6250, 6310, 7110, 8810, 8210, 8310, 8910, 8850, 8850, AND 9110i ERICSSON: T20E, R520M

131262 · 131717 · 131353 · 131107 · 131223 · 131582 · 131698 · 131700

131635 · 131666 · 131693 · 131710 · 131665 · 131450 · 131182 · 131664

131691 · 131210 · 131396 · 131596 · 131682 · 131576 · 131536 · 131141

131688 · 131483 · 131692 · 131482 · 131478 · 131147 · 131588 · 131111

Polyphonic Ringtones

COMPATIBILITY: Polyphonic Ringtones - WAP Enabled Nokia 3510 & 7210. NOT AVAILABLE ON O2 / CELLNET

WITHOUT ME - *Eminem*	121113	JAMES BOND - *Theme*	121111
STILL DRE - *Dr Dre/ Eminem*	121114	BATMAN - *Theme*	121112
STAN - *Eminem*	121116	MISSION IMPOSSIB. - *Theme*	121115
BAD INTENTION - *Dr Dre/Emi..*	121132	STAR WARS - *Theme*	121128
CASTLES IN' SKY - *Ian V.Dahl*	121117	MUPPET SHOW - *Theme*	121130
HEY BABY - *DJ Otzi*	121118	MEN IN BLACK - *Theme*	121139
'CAUSE I GOT HIGH - *Afroman*	121129	PULP FICTION - *Theme*	121143
LIVIN IT UP - *Ja Rule*	121133	SCOOBY DOO - *Theme*	121144

For more Polyphonics go to www.Partymob.com

POP

Cant Get U Outa My Head - *Kylie*	111388
Kiss Kiss - *Holly Valence*	111898
Whenever Wherever - *Shakira*	111661
Hard Knock Life - *Dr Evil & Min..*	112012
Just A Little - *Liberty X*	111935
Underneath UR Clothes - *Shakira*	111992
Hey Baby (Uhh, Ahh) - *DJ Otzi*	111446
Nod Ya Head - *Will Smith*	112007
A 1000 Miles - *Vanessa Carlton*	112035
Follow Da Leader - *Nigel&Marvin*	111943
I Love Rock N Roll - *Britney*	112043
Uh Huh - *B2K*	112049
Take The Long Rd & - *The Music*	112057
Love 2 C U Cry - *Enrique Inglesias*	112059
Evergreen - *Will Young*	111659
Unchained Melody - *G. Gates*	111684
Hero - *Enrique Inglesias*	111642
Country Road - *Hermes H'se Band*	111571
MurderOnThe..*Sophie E Bextor*	111594
Any One Of Us - *Gareth Gates*	111988
Somethin Stupid - *Robbie Williams*	111556
A World Of Our Own - *Westlife*	111654
Get The Party Started - *Pink*	111640
Fly By - *Blue*	111664
Escape - *Enrique Inglesias*	111927
Dancin the Moonlight - *Toploader*	111306
Its In Your Eyes - *Kylie*	111639
If Tomorrow Never.. - *Ronan*	111923
Queen Of My Heart - *Westlife*	111518
Freak Like Me - *Sugababes*	111896
Sex Bomb - *Tom Jones*	111180
Girlfriend - *NSYNC*	111933
Foolish - *Ashanti*	111921
Eternal Flame - *Atomic Kitten*	111256
Don't Let Me Get Me - *Pink*	111930

DANCE

Blow Your Whistle - *DJ Alligator*	111567
Gotta Get Through.. - *D.Bed'field*	111545
Shooting Star - *Bang*	111588
Set You Free - *N Trance*	111445
On The Move - *Barthezz*	111447
Sandstorm - *Darude*	111290
Addicted To Bass - *Puretone*	111636
Something - *Lasgo*	111682
Fire Wire - *Cosmic Gate*	111284
Café Del Mar - *Energy 52*	111386
Will I - *Ian Van Dahl*	111547
Reason - *Ian Van Dahl*	111926
True Love Never Dies - *Flip & Fill*	111655
For An Angel - *Paul Van Dyk*	111363

HIP HOP

Bad Boy 4 Life - *P Diddy*	111394
Purple Pills - *D12*	111213
Livin It Up - *Ja Rule*	111931
Bad Intentions - *Dr Dre*	111620
Break Ya Neck - *Busta Rhymes*	111670
Crazy Rap - *Afroman*	111631
Fight Music - *D12*	111504

THEMES

Mission Impossible	111121
Good, Bad and the Ugly	111181
Scooby Doo	111142
Rocky	111141
Muppets	111134
Axel F Beverley Hills Cop	111601
James Bond	111119
Star Wars Main Theme	111125
The A Team	111115
Indiana Jones	111466
Knight Rider	111127
Red Dwarf	111611
Flintstones	111465
Inspector Gadget	111251
South Park	111144
Captain Scarlet	111605
Ghostbusters	111455
Pinky And The Brain	111607
South Park Uncle Song	111344
Austin Powers	111255
Binary Sunset	111346
Dirty Dancing	111249
Thunderbirds	111279
Batman	111606
Superman	111143

NU METAL

Smooth Crim.. - *Alien Ant Farm*	111377
In The End - *Linkin Park*	111489
In Too Deep - *Sum 41*	111559
Heaven Is A Halfpipe - *OPM*	111269
Tainted Love - *Marilyn Manson*	111888
Teenage Dirtbag - *Wheatus*	111186
Fat Lip - *Sum 41*	111468
Points Of Auth.. - *Linkin Park*	111621
Follow Me - *Uncle Kracker*	111381
Motivation - *Sum 41*	111689
First Date - *Blink 182*	111485
At The Movies - *Alien Ant Farm*	111646
Outside - *Staind*	111551
Blurry - *Puddle Of Mudd*	111974
Butterfly - *Crazy Town*	111216

UK GARAGE

21 Seconds - *So Solid Crew*	111341
They Don't Know - *So Solid Crew*	111519
Oi - *More Fire Crew*	111692
One Night Stand - *Mis-teeq*	111498
Heartless Theme - *Heartless Crew*	111942
Do U Really Like It - *DJ Pied Piper*	111189
B With Me - *Mis-teeq*	111649
Champagne Dance - *Pay As U Go*	111894
Roll On - *Mis-Teeq*	111982

R & B

Aways On Time - *Ja Rule*	111644
Bootylicious - *Destiny's Child*	111214
Aint It Funny (Remix) - *J Lo*	111690
What Would You Do - *City High*	111451
More Than A Woman - *Aaliyah*	111626
Perfect Gentleman - *Wyclef Jean*	111268
Blow Ya Mind - *Eve & Gwen..*	111304

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RINGTONE COMPATIBILITY - NOKIA: 3210, 3310, 3330, 5510, 61xx, 62xx, 8210, 8310, 8110i, 88xx, 7110, and the 9110i. SAGEM: MC930, MC/MW932, MC935, MC/MW935, MC940, MC942, MC946, MC949 MC950, MC952, MC959 & MC959i. MOTOROLA: T250, V50, V100, V8088 & Timeport 260

1 call gets 3 ringtones

EMINEM - 119915
Real Slim Shady
Stan
Purple Hills - *D12*

MOVIE PACK - 119923
Harry Potter
Top Gun
Spiderman

KYLIE - 119918
Can't Get You Outa My Head
It's In UR Eyes
On A Nite Like This

DANCE - 119906
Resurrection - *PPK*
On The Move - *Barthezz*
The Launch - *DJ Jean*

NU METAL - 119924
Rollin' - *Limp Bizkit*
Crawlin - *Linkin Park*
Loves Me Not - *Papa Roach*

STONE ROSES - 119917
Fools Gold
I Wanna Be Adored
Waterfall

ROCK - 119909
Sweet Child o'Mine - *Guns'nRoses*
InThe End - *Linkin Park*
EnterSandman - *Metallica*

PARTY - 119908
Doo Wah Diddy - *DJ Otzi*
Saturday Nite - *Whigfield*
Y.M.C.A. - *Village People*

FOOTBALL - 119919
The Great Escape
We are the champions
Eat My Goal

HITS 2001 - 119921
Hey Baby - *DJ Otzi*
Because I Got High - *Afroman*
Castles In The Sky - *Ian V. Dahl*

SO SOLID - 119911
21 Seconds
They Don't Know
Haterz

COMEDY - 119916
Only Fools and Horses
Benny Hill
Father Ted

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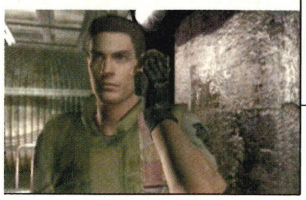
Your Month Ahead

A complete run down of the big events that are happening between now and the next issue of *Nintendo Official Magazine*.

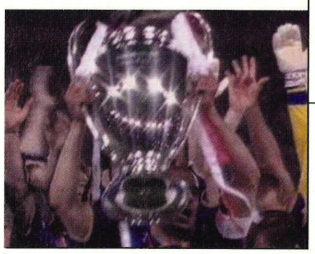
13 September

The wait is finally over as the GameCube *Resident Evil* reworking finally gets a UK release. Remember to pick up some spare pants on your way back from the shops.



17 September

With *FIFA 2003* in development you'll be wanting to brush up on the hottest tactics and the best players, and with the Champions League, tonight's the perfect opportunity.



20 September

The Tokyo Games Show kicks off today and lasts for three days. Expect to hear some very exciting news from this event in next month's *NOM*.

27 September

If you're in the mood for collecting a little piece of Nintendo history then make sure you get your hands on the super-cool Platinum Game Boy Advance which goes on sale across Europe today.

30 September

Learn the lines from *Futurama* with the Season Two box set which goes on sale today. You'll need to make a note of Bender's smart-arsed remarks to use in next year's planned GameCube title.

4 October

Mario is here! *Super Mario Sunshine*, the only GameCube game to score a perfect ten so far in *NOM*, gets its European release today. This is one release you do not want to miss.

11 October

What a great day this is. Not only does the November issue of *NOM* go on sale priced just £3.15, you should also be able to get yourself a copy of *Super Mario Advance 3*.

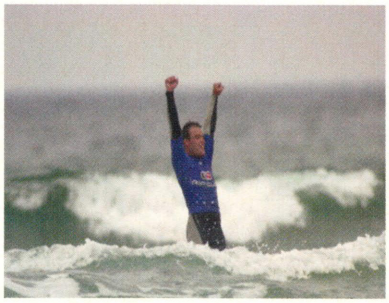
Nintendo OFFICIAL MAGAZINE

GAME BOY XTREME CHAMPION

As well as creating some of the finest gaming moments you'll ever see, Nintendo also like to get involved in extreme sports action. The Game Boy Advance Xtreme Team combines the best of British wakeboarding, snowboarding, kite surfing, mountain biking and surfing, all sponsored by the mighty handheld machine.

The sponsorship was rewarded at the annual Rip Curl Boardmasters Surf Festival held in Newquay between 27 July and 4 August as Britain's Russell Winter cruised to victory in the World Qualifying Series final. Russell is a huge Nintendo fan whose favourite character is hairy ape, Donkey Kong. What a guy.

The action was wet and wild, and Russell did us Brits proud by winning his competition



With his arms aloft, Russell forgot he'd left his GBA on the shore.

HUNTER: THE RECKONING ● GAMECUBE ● OUT LATE 2002

HUNTER: THE RECKONING

IT MAY BE AN XBOX CAST OFF, BUT THIS IS ALLEGEDLY RATHER FINE. NO REALLY.

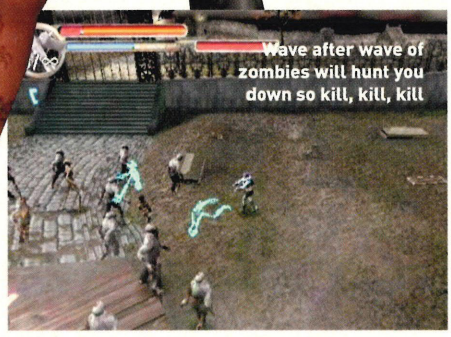
You heard right, it first came out on Xbox. But don't turn the page just yet, because it's supposed to be a rip-roaring four-player hack and slash action game that improves upon the formula set down by games like *Gauntlet*. This might just be one to watch.

The game's set in the modern day, in a sleepy town called Ashcroft. The town's youngsters decide to throw a rave in an abandoned prison (as you do) which happens to awaken the spirit of an executed prisoner. This spirit unleashes an army of marauding zombies who cause mayhem by killing everything they come across.

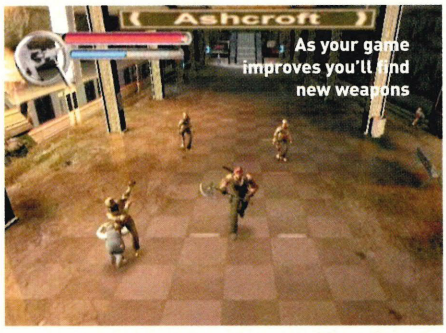
A situation like this calls for a band of heroes and true to form four turn up ready to kick undead hinny, and there's a lot to kick, with what seems like hundreds swarming around at any given time.

Unlike most zombie games, the enemies are agile and are a dab hand with a weapon, with the likes of flamethrowers and machine guns given an outing. As in *Gauntlet*, each character also has a distinct ability, whether it be with an axe or pistols, and as the game progresses they gain experience points to maximise their attacks and develop better weapons.

The zombie on the right doesn't look very well as he spews all over the place

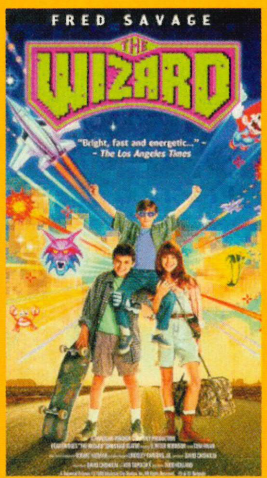


Wave after wave of zombies will hunt you down so kill, kill, kill



As your game improves you'll find new weapons

IN THIS YEAR... 1989



Do you remember this film?

The Game Boy was released in Japan in 1989, along with *Tetris* and *Super Mario Land* and this year also saw the announcement of the Super NES. Studies in the US showed that Mario was now more popular than Mickey Mouse and movie fans also caught a glimpse of *Super Mario Bros. 3* in *The Wizard* starring Fred Savage. The film told the story of a boy's attempt to win the Nintendo World Championship.

Super Mario Bros. 3 first appeared in *The Wizard*

You can read more on *Super Mario Bros. 3* on page 126

ONLINE. DEALS

Every month we'll be detailing a specific website to discover the best Nintendo deals on the Internet.

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DEALS

GAMECUBE DEALS

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DELIVERY

Deliveries to the UK are dispatched within 24 hours of the order being placed as long as they are in stock. Postage prices vary depending on the size of your order, so check the website. VISA, Delta, VISA Electron, MasterCard, Eurocard, American Express, Switch, Solo, cheques or postal orders (denominated in Sterling) are all accepted.

HINTS

Amazon stock everything from consoles to peripherals and games. Pre-ordering is the key to getting a good deal and you can save pounds by doing this. *Super Mario Sunshine*, for example, is only £32.99 if you order now, as is *Star Fox Adventures*.

PINBALL-E, EXCITEBIKE-E, TENNIS-E, DONKEY KONG JR. **-E ● GAME BOY ADVANCE AND E-READER ● OUT EARLY 2003**

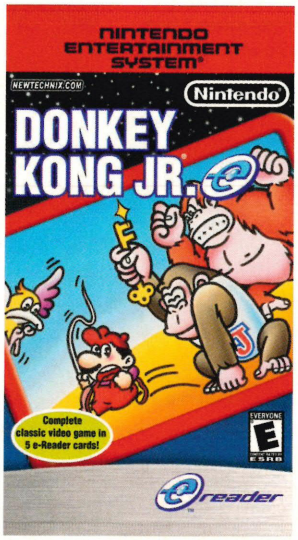
Card Games

THE FIRST BATCH OF E-READER GAMES SURFACE AND IT'S A RETRO GAMER'S DELIGHT. CHECK THIS LOT.

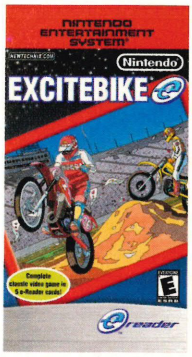
With the e-Reader due for release sometime next year Nintendo has released boxart for the first four games, all of which ransack the NES' back catalogue.

Players will be able to buy e-cards containing versions of *Pinball*, *Excitebike*, *Tennis* and *Donkey Kong Jr.* and the cards are swiped through the e-Reader which slots into the GBA's cart port. You can also expect the likes of *Pokemon-e*, *Animal Crossing-e* and Game & Watch *Manhole-e*.

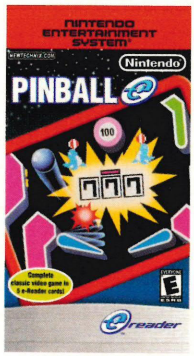
Although UK prices have yet to be set we're hoping for something well below the cost of a full price Game Boy Advance title.



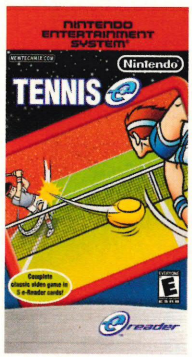
The NES classic, *Donkey Kong Jr.*, can be swiped onto GBA



The original was in *Excitebike 64* and now it's GBA bound

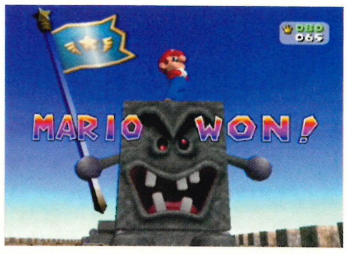


Flippin' mental! *Pinball-e* will also be available soon



Anyone for NES *Tennis*? This 8-bit game was a corker

Try and keep your crayon on the line and you will win this mini-game



Check out Mario! He looks well smug to have won that game

MARIO PARTY 4 **● GAMECUBE ● OUT 29 NOVEMBER**

BOARD FUN

ANOTHER PARTY AND EVEN MORE GAMES. PREPARE TO JOIN THE CREW IN NO.4.

Arriving just in time for Christmas, *Mario Party 4* could finally be the game to convince your gathered relatives that video games aren't all that bad because this is a game the whole family can enjoy.

Like previous *Mario Party* iterations, the concept is simple. Once again you must travel around five action-packed boards collecting more Stars and Coins than your opponents.

To do this players will have to score well in the game's 50 all-new mini-games, which if previous titles are anything to go by, should be the pinnacle of riotous fun.

For the first time in the series players will be able to team up with another person and go two against two and other alterations include power-up Mushrooms capable of making the gathered Nintendo all-stars either bigger or smaller.

As midgets players will then be able to access hidden areas of the board and as giants players will be able to steal coins off their smaller opponents.

This should be a definite hoot in multiplayer, but like previous games it might be a little dull in the single player quest. Expect a full UK review of the game in the next couple of months.

More four-player party mayhem will arrive on GameCube this November

Metroid for early

She's a lady! Armed to the teeth, meet next gen Samus Aran

GODZILLA: DESTROY ALL MONSTERS MELEE ● GAMECUBE ● OUT NOVEMBER

Monster Melee

GIANT MONSTERS BATTLE THROUGH THE CITY – BUT WHERE'S GODZOOKY?

It's been a few months since we featured *Godzilla: D.A.M.M.*, so we thought we'd spoil you with some new shots and details on this promising monster battler.

There will be a choice of 14 different monsters, all taken from the *Godzilla* universe whether it's creatures from the TV shows or the Japanese films. So far we've seen two versions of Godzilla, along with Destroroyah, Ghidorah and Mothera all looking very solid, with an above average amount of detail on their bodies.

❑ **You can use parts of buildings to throw at your opponent**

Attacking opponents will be done via the A and B buttons that dish out punches and kicks with throws accessed by holding down both at the same time. We've also learned that the Z button fires projectiles. Running and jumping is dealt with by the shoulder buttons making for a quick-fire control system that appears to cock its hat at *Super Smash Bros. Melee*. We hope to have a playtest report for you some time soon.

❑ **Melee seems to be the word of choice for GameCube fighters**

❑ **This three headed winged beast will be one tough cookie to crack**

❑ **Even aliens beam down to get a good view of the monster fighting**

next year

METROID PRIME ● GAMECUBE ● OUT 2003

❑ **It has slipped. Bad news for those wanting to spend Christmas with Samus, but good news for those wanting the best quality *Metroid* game that money can buy. It seems preparing the game for a European launch is taking longer than expected, but we're confident the delay will mean this will rock when it hits PAL GameCubes.**

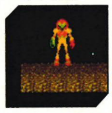
In the mean time we've uncovered some new facts that might persuade you to stash £40 for its release. Firstly, we've learned that Samus' Scan Visor not only provides information on how to destroy enemies and overcome obstacles but also gives players an exhaustive reference on the game's characters and locations. This should give *Metroid* fans a fascinating insight into the legendary series.

Another new feature we've seen is the double jump which is essential for reaching ledges. We were expecting this move to use a third person view, but it seems it uses a first person view instead. Early reports suggest this works well with a high degree of accuracy and cool sound effects including one that conveys a sense of whooshing though the air. Some excitable US hacks even claim it to be Nintendo's best GameCube title to date.

CLASSIC CHARACTER

A BRIEF HISTORY OF SAMUS ARAN

1986



Samus Aran hit the NES in this genre-defining shoot 'em up. Space pirates were set to unleash the awesome power of the Metroid onto the galaxy and only the ace bounty hunter Samus could stop their evil work.

1994

Super Metroid hit the shelves to much acclaim. The Metroid had once again been captured but the space pirates were back to lay siege to the base and return the monster to the planet Zebes. Samus Aran to the rescue, again.

2002

After appearing in *Super Smash Bros.* Samus appeared in the GameCube sequel, *Super Smash Bros. Melee* and she sure looked good. This made the prospect of *Metroid Prime* on GameCube all the more tantalising.

2003

Metroid Prime on GameCube will feature a dazzling array of weapons and enemies. Samus still has all the old tricks up her sleeve and she'll need them to overcome the threat of the deadly Metroid in this FPS.

During the days of the NES, *Super Mario* and *The Legend of Zelda* games were all the rage, but where were the dirty great space blasters?

Enter *Metroid*, a futuristic shoot 'em up with more action than a triple-bill of Schwarzenegger movies and the most surprising thing was that the hero was a lovely lady.

The first game saw a peaceful galaxy disturbed when a gang of space pirates captured a deadly monster called the Metroid and decide to use it as a weapon. Samus Aran then had to infiltrate the pirates' base on the planet Zebes and destroy the beast.

The *Metroid* games quickly became classics on the NES and Super NES and had a huge following, especially in America.

If you missed the action first time around you'll soon be able to lead Samus on two brand new missions. *Metroid Fusion* on the Game Boy Advance is due out in November and *Metroid Prime* should blast onto GameCube early next year. We can't wait!

More monsters join the party

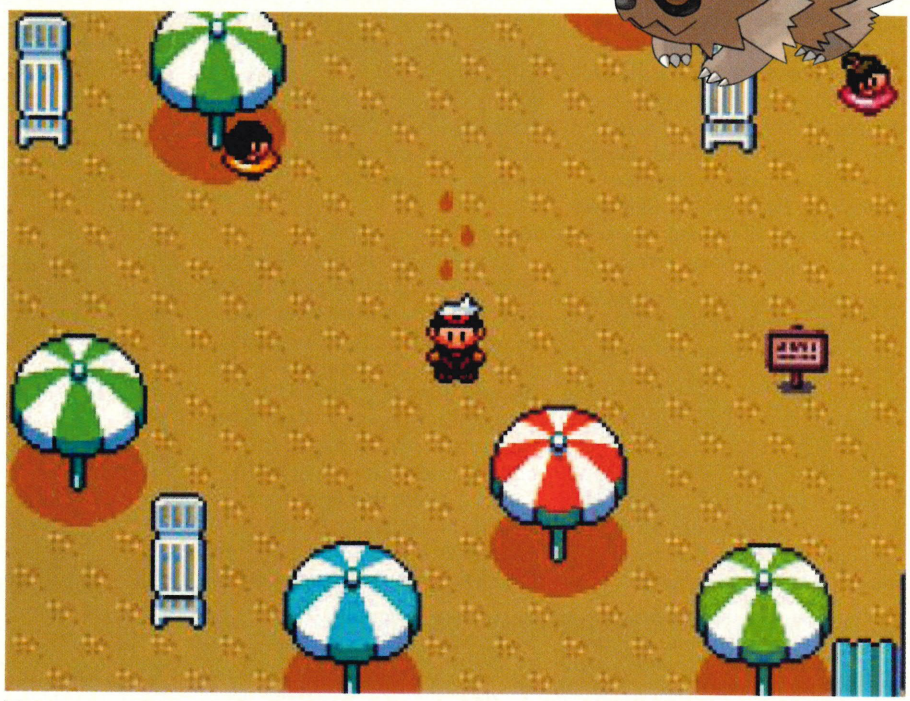
WE UNCOVER THREE NEW MONSTERS AND BRAND NEW SCREENSHOTS

The *Pokemon Ruby* and *Sapphire* train just keeps on gathering speed with new screens and creature artwork emerging all the time.

The three Pokemon you see here are the dog Pochena, a bird called Subame and Jiguzaguma, a creature that's like a raccoon. Although no more info has been released these are their Japanese names, although rumours are already flying around that Pochena is a pre-evolved form of Houndour and that he's an Ice Type Pokemon. We'll just have to wait and see if these rumours prove to be right.

As for the screenshots, they show one new location that seems to have a mountain range in the background and a selection of shops and buildings. The others show some more detail of the beach locations complete with footprints your Trainer leaves in the sand and parasols to shade you from the glaring sunshine.

NOM has also learnt that the weather alters during the game with rain leaving puddles all over the place, which may affect battles.



❑ Walk around the beach and you'll leave footprints in the sand. Expect loads of attention to detail

❑ SameHader prepares to square off against Subame in all-new battles

❑ It looks like there are mountains behind the shops, so why not investigate

GBA GOES PLATINUM

❑ To celebrate the fact that the Game Boy Advance is Nintendo's fastest selling console, shifting over four million units in Europe since its launch just over a year ago, the amazing handheld is to get a new colour.

To be released in a limited edition platinum livery here in Europe, those with a taste for all things collectable or an eye for style will already be queuing for this very exclusive piece of Nintendo history.

The brand spanking new platinum Game Boy Advance will be hitting the shelves on 27 September, so make sure you get down to the High Street before the shops sell out.

NINTENDO GAMECUBE™

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Mario's back to clean up the world.

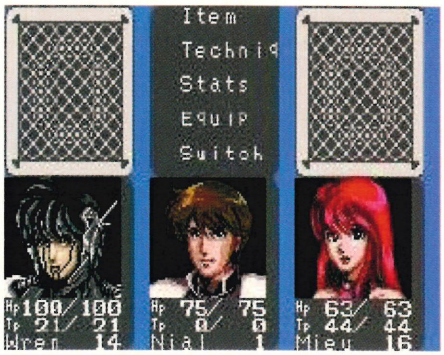
From 4th October.

Life's a game

www.nintendo-europe.com

These titles could be great value for money for anyone itching to relive these amazing titles

Not one, not two, but three massive *Phantasy Star* adventures will be coming to GBA



The usual RPG formula of equipping items and checking your character stats is here

These three games will feature all manner of weird and wonderful creatures to slay with either magic or your sword

PHANTASY STAR I, II, III ● GAME BOY ADVANCE ● OUT TBC

PHANTASY LINE UP

The *Phantasy Star* series of games earned their stripes on the ancient Mega Drive system, with their winning brand of space exploration and hardcore battling.

Now GBA owners can look forward to reliving the titles in a compilation game that will contain classic and enhanced versions of the first three *Phantasy Star* games.

The games are typified by quests that are bursting with sword wielding, magic and exploration, all held together by some great storylines.

The first game will see you starring as Alis Landale who must lead his merry band of adventurers on a mission to thwart King Lassic and his evil lackeys in a sci-fi RPG.

The second quest returns to the setting of the first game, but this time stars a character called Rolf who must uncover the truth behind an evil force that is effecting the planet Mota. The third quest is by far the most ambitious with a story that spans three generations and seven planets. We'll have more on this as it breaks.

TIMESPLITTERS 2 ● GAMECUBE ● OUT OCT

TimeSplitters 2 is go

IT'S READY TO ROLL, AND WE'LL BE REVIEWING IT NEXT MONTH.

This time next month you should be settling down to a review of *TimeSplitters 2*, the highly anticipated shooter from Free Radical Design and Eidos Interactive.

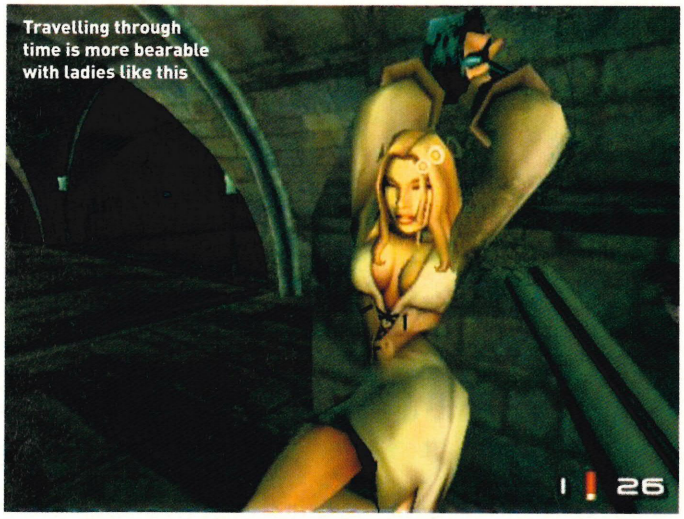
The game follows the last ditch mission to wrestle control of nine crystal shards that the TimeSplitters use to travel through time to alter the course of history. It's up to players to follow the TimeSplitters through their time portal and find the crystal shards before life as we know it is altered beyond recognition.

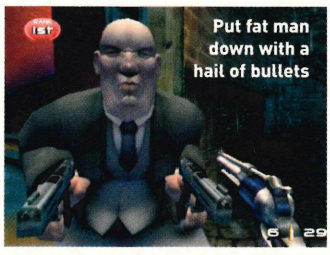
The game's missions span eras from the past, the present and the future with locations such as a futuristic vision of Tokyo and the Wild West.

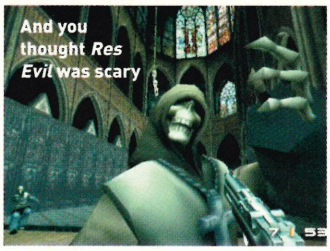
But what seems set to elevate this shooter above the opposition is the varied and inspired gameplay that is full to the brim with wicked character design and weapons that reflect the time in which the game is taking place.

Many of the team responsible for the game also worked on *GoldenEye 007* and this shines through in the game's level design and the ramped up multiplayer modes that appear to be as fast as they are intense.

TimeSplitters 2 comes with an amazing amount of options you can customise, including the ability to create your own deathmatch arenas for some hardcore four-player mayhem on your GameCube.







RUN TO THE HILLS

MAKING A GREAT ESCAPE FROM THE LONG ARM OF THE LAW HAS NEVER BEEN SO MUCH FUN.

Since we brought you news of the upcoming GameCube off-roader, *Smuggler's Run Warzones*, we've managed to get our hands on the game to give it some welly and can safely say that it's set to be an exhilarating ride across some insane off-road terrain.

You play as a driver for the Exotic Imports courier service, a clever disguise for an underground smuggling operation doing dirty deeds for shady characters. At the beginning of each level you are set objectives to complete, usually involving collecting cargo and dropping it off at its destination, while always being on the lookout for the fuzz as they hunt you down.

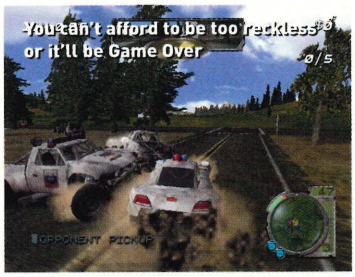
What will amaze you about this game is the sheer scale of the levels, as you can simply go anywhere. The rolling scenery, from the snowy wastes of Russia to the hills of Vietnam, looks superb and the draw-distance of the landscapes is very impressive. You'll also be wowed by the sheer speed that the game runs at as even when there are four players taking part the action doesn't lose any of its pace.

The multiplayer mode also gives you the chance to get first-hand experience of the newly implemented Countermeasures. Each vehicle has specific weapons that can be used at any time, like the vertical jump or speed boost. The best Countermeasure though has to be the Smokescreen as when this is deployed the opposition's screen fills with billowing white smoke that will reduce their view to nothing, giving you the chance to get the jump on them.

We'll have a full review of *Smuggler's Run Warzones* in next month's issue of *Nintendo Official Magazine*, but until then, just check out the awesome new screenshots and prepare for what we hope will be a very special title.

❑ The police are relentless and they will not stop attacking you until your vehicle is destroyed or the mission is lost

❑ The rozzers will stop at nothing to make sure you don't make a delivery



❑ Follow the arrow at the top of the screen and look out for the flares as they'll guide you to your objective

❑ The draw-distance is amazing and the game loses none of its speed when four players are in action

YOUR VOTE

Nintendo OFFICIAL MAGAZINE

NOM POLL

Last month we asked you...

"WILL *POKEMON RUBY AND SAPPHIRE* BE THE BEST POKEMON GAMES YET?"

YES, OF COURSE

65% VOTES

"They will be much better because the ability to use two Pokemon at once will mean more fluid and harder fought battles between you and your mates."
Sam Taylor

NO, STOP IT NOW

35% VOTES

"The *Pokemon* series has been stretched too far. The *Red* and *Blue Versions* were the best of their kind and always will be."
Stephen Colville

NEXT MONTH

This month we ask you...

"SHOULD NINTENDO START TO MAKE MORE ONLINE GAMES?"

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

ECKS VS SEVER 2: BALLISTIC ● GAME BOY ADVANCE ● OUT OCTOBER 2002

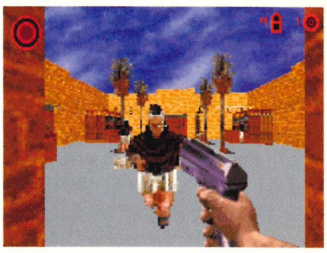
GOING BALLISTIC

ONE OF GBA'S BEST FIRST PERSON SHOOTERS IS ABOUT TO RECEIVE A SEQUEL.

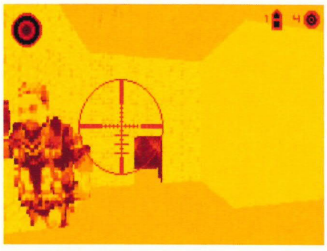
Even after a year, the first *Ecks Vs Sever* game is still one of the best First Person Shooters for the GBA, and with a film on the way, Bam! is about to bring the all-action flick to the ickle screen.

After putting the sequel through its paces it seems Crawfish is preparing to serve up a slicker, more varied, evolution of the first game, which sounds fine by us.

One of the most notable changes is that Ecks and Sever work together after they twigged that they were being set up in the first game. While ex-FBI agent Ecks takes care of business back home in America, black-ops expert Sever is stamping his passport around the world. This makes for more variety as they track down a sinister terrorist organisation and a rogue nuke, last seen in a suitcase somewhere in Russia, but now missing and presumably in the hands of the terrorists.



❑ There's loads more exploring to do in this shoot 'em up sequel



❑ Use the Night Vision Goggles and the sniper sight to take them down

❑ Line up your gun's sight and take out those terrorists with one shot

The gameplay remains much the same with plenty of frantic gun running and exploration, but now there seems to be more character interaction. Each agent can also climb ladders, swim and manually aim to give more scope for level design and from our brief playtest the sequel seems to be much more colourful and varied.

Ecks Vs Sever 2: Ballistic will come with 24 one-player missions and a raft of multiplayer modes including a two-player Co-operative option, that includes up to six bots in the game's multiplayer arenas. Expect a full review in next month's issue of *NOM* when we'll be delving a lot deeper into *The X-Files*-inspired truth.

PAC-MAN WORLD ● GAMECUBE ● OUT TBC

Coin-op comeback

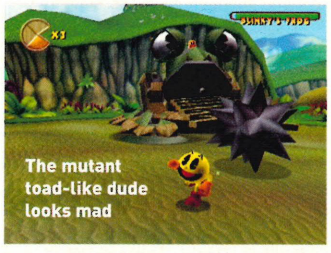
THE ARCADE VETERAN IS GAMECUBE BOUND.

❑ Pac-Man is ready to gobble up on GameCube and he's bringing many of his coin-op classics along with him in this 3D platforming romp.

With six worlds and 20 levels of colourful run and jump action, Pac-Man World will also be interspersed with 3D mazes and a smattering of levels that see the old yellow sphere ice skating and even taking the controls of his very own submarine.

Retro fans will also be happy to hear that pristine GameCube versions of *Pac-Man*, *Pac-Attack*, *Pac Mania* and *Ms Pac-Man* also figure in the game.

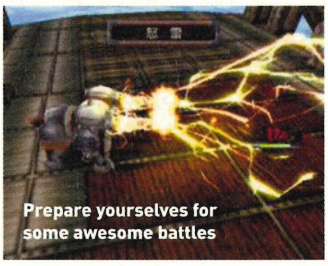
Don't expect this to change the face of platformers as we know it, but from our recent playtest we're expecting this to do well for what looks like being a formulaic package.



❑ Doesn't Pac-Man look happy now he's on GameCube

Sega's classic RPG is now coming to GameCube

Next year will be a great one for RPG nuts


Prepare yourselves for some awesome battles

❑ There was loads of swearing and drinking in the Dreamcast game but this will be dumbed down for the GameCube

ETERNAL ARCADIA LEGEND ● **GAMECUBE** ● **OUT TBC**

ETERNAL ARCADIA LEGEND

FLOATING CONTINENTS AND MOON STONES CAN ONLY MEAN RPG NIRVANA.

So you've finished *Lost Kingdoms* and your RPG thirst still isn't quenched. What's an adventurer to do? How about consoling yourself with the news that *Eternal Arcadia Legend* is heading to the UK next year, bringing with it an adventure that promises to be as captivating as any *Golden Sun* or *Lost Kingdoms* game.

❑ This game is packed with beasts who inhabit the many floating lands you must travel across

Eternal Arcadia Legend isn't an entirely new game, having done the business on Dreamcast a couple of years back when it went by the name, *Skies of Arcadia*.

That said Sega promise to make this distinctly different to its Dreamcast cousin, although the Japanese publisher is remaining tight-lipped on specifics, except to say that the original's swearing, drinking and smoking will be removed. This is possibly a blow to hard drinking, smoking and swearing Nintendo gamers, but we don't think this change will be too detrimental if it captures the level of playability that made the original so popular.

The game is set centuries ago on a planet called Arcadia. This land has been bombarded by Moon Stones that over time formed to create giant floating continents on which the planet's inhabitants settled. Some of the Moon Stones harbour tremendous power and a group called the Elders have harnessed the power to create malevolent monsters called Gigas.

Playing as a young sky pirate called Vyse, you must find the Moon Stones that give the Gigas their power before other less peaceful groups. To do this you must work alongside your feisty female partner, Aika, and undertake a series of adventures spanning the many floating lands, many of which are awe-inspiring in size.

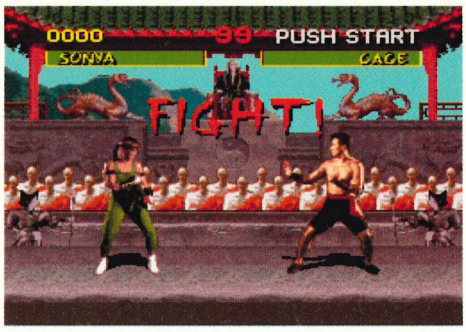
Through the course of the quest we're promised beautifully animated characters, excellently acted dialogue, many battles and huge towns and quaint villages just waiting to be explored.

In fact, many cite the Dreamcast version of this game as the prettiest title ever to grace Sega's doomed console so we can only hope that Sega up the quality a further notch by utilising the power of GameCube. Again we're left wanting a truly new RPG but we're confident that role playing nuts will lap this up alongside *The Legend of Zelda* when it's released over here next year.

NO BLOODY HELL

Before you start a petition against censorship in video games we should point out that this is nothing new. The history of gaming is littered with titles that had to have their act cleaned up.

One of the most high profile cases was the removal of blood from *Mortal Kombat* on the Super NES after the free-flowing claret on the arcade game. Then there was the frankly disgraceful N64 version of *Carmageddon* which opted for green blood. And who can forget the incredible *WWF No Mercy* on the Nintendo 64 that looked for one moment like it would appear with blood. Unfortunately the bubble was soon burst when German authorities wanted it removed from the game.



❑ Cage and Sonya were ready to fight, but there was no blood in the Super NES version of *Mortal Kombat*

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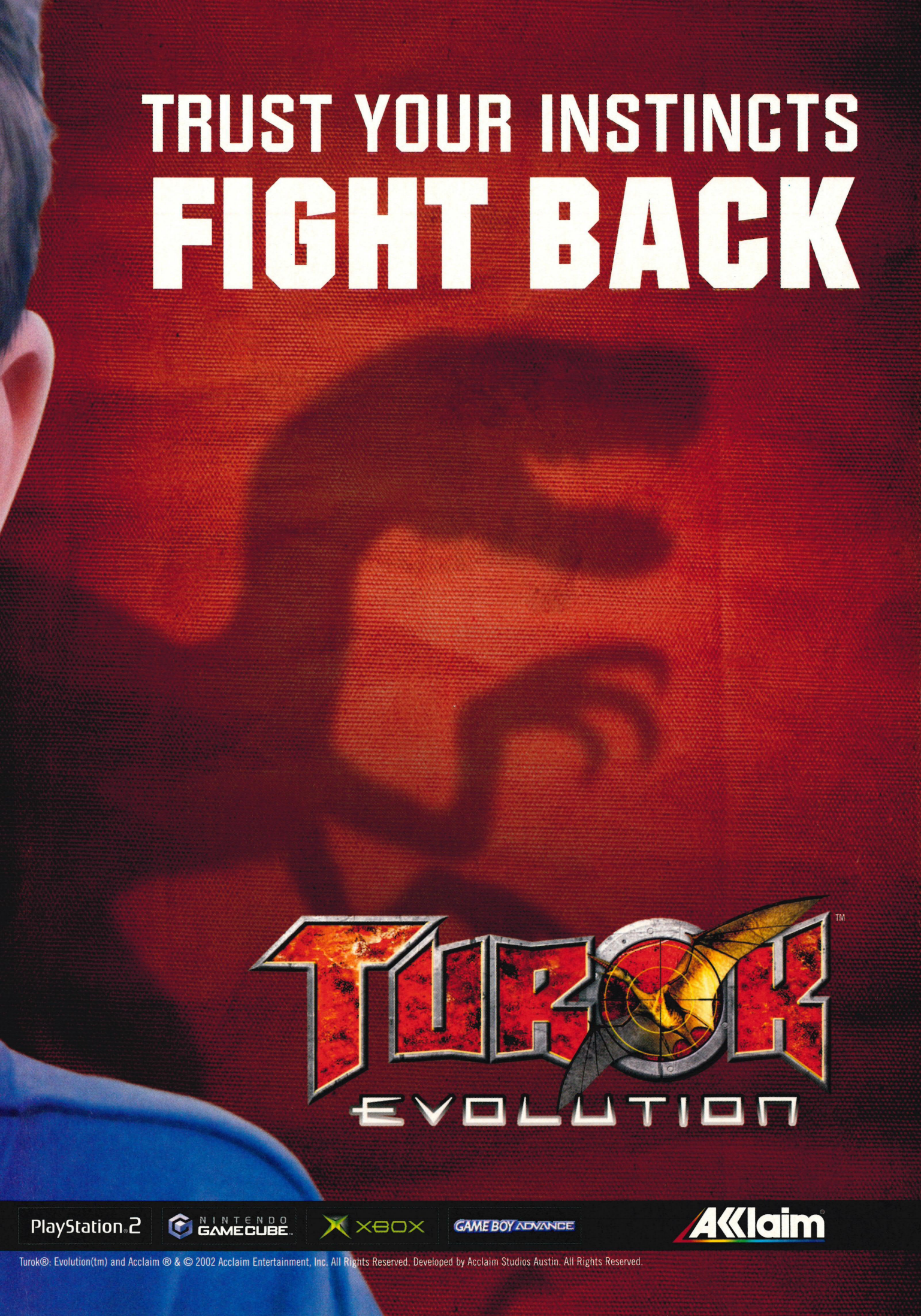

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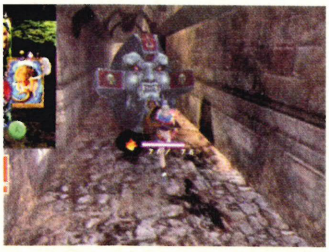
It wouldn't be an adventure without a scantily-clad lady running around



❑ It's not just humanoid enemies that you'll have to face

❑ Card collectors can smile again now that a sequel's been announced

LOST KINGDOMS 2 ● GAMECUBE ● OUT 2003

Return to the Lost Kingdoms

ACTIVISION'S CARD BATTLING GAMECUBE ADVENTURE SET TO GET A SEQUEL.

Japanese developers, From Software, recently announced that work has begun on a sequel to the hugely successful card-based RPG, *Lost Kingdoms*. Details are sketchy at present, but this is what we know so far.

Lost Kingdoms 2 is set some 200 years after the last adventure and the warring countries from the original title have been unified under the queen. But someone has learned how to manufacture Rune stones that allow people to use the magic locked away in the cards. With this new development comes a wave of evil forces intent on using this new found power to their advantage, disturbing the peaceful balance that exists.

❑ You don't want to hang around for too long, someone might push you in

Of course the game will feature enhanced graphics, but what will really excite fans is the news that over 200 cards will be included – more than double the number available in the original. A new type of card will also enable players to alter the game's environment. It's also expected that battles will now take place in real-time, with no pauses between exploring and battling against enemies.

❑ As you'd expect, *Lost Kingdoms 2* will benefit from a graphical overhaul

❑ Players will be able to collect over 200 cards, more than double the original

❑ Evil forces are trying to overthrow the queen and only you can stop them

❑ If you'd stayed away you wouldn't have had to deal with this monster

GALLEON ● GAMECUBE ● OUT 2003

Galleon

NEW SCREENSHOTS AND DETAILS ON THE DELAYED SWASHBUCKLING EPIC

When you're responsible for creating Lara Croft it's understandable that you'll want to spend a good amount of time on your next project, but even this can't explain the wait we've endured for Toby Gard's swashbuckling adventure *Galleon*.

Still, with brand new screens emerging and a playable version of the game at this year's E3, all signs point to the game nearing completion. And it's starting to come together very nicely indeed.

Galleon tells the story of Captain Rhama Sabrier, legendary mariner and cartographer of uncharted seas. He finds himself summoned to the port of Akbah where a wealthy man hires Rhama and his crew to try and uncover the mysteries of a strange ship that has recently been discovered.

Players take charge of Rhama as he searches around the island for clues to help him solve the eerie vessel's puzzles, but he soon finds that his benefactor is not what he seems and that there are some very odd happenings in Akbah.

Being the suave, sea-faring type, Rhama is bound to attract some female attention

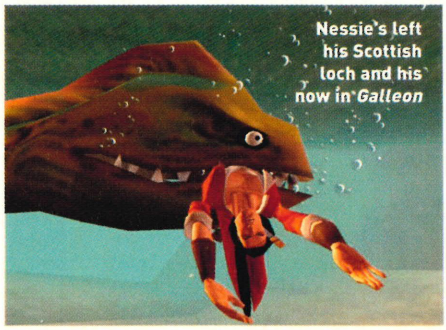
❑ You can understand why he's got a big grin on his face, she must be good at telling jokes

As you can see from these fresh screenshots, *Galleon* has a very unique and original look with some fantastically detailed scenery. This is a third-person action adventure in every sense with players needing to master some tough jumps and other tricky manoeuvres. There will also be artefacts and clues to find that will help you to solve the game's puzzles.

Hopefully *Galleon* won't be spending too much longer in development and we'll be able to get our hands on a playable version to bring you the full story in a future issue. Until then, sharpen your cutlasses and prepare to set sail because this is definitely one that's worth keeping an eye on.

❑ The animations in the game are incredibly fluid and make battles a joy to take part in and watch

❑ The locations in *Galleon* are highly detailed and the characters have a very distinct look to them



Nessie's left his Scottish loch and his now in *Galleon*

***KNOCKOUT KINGS 2003* ● GAMECUBE ● OUT LATE 2002**

FIRST BLOW

CAN THIS DELIVER THE KILLER BLOW WHERE PREVIOUS *KNOCKOUT KINGS* HAVE FAILED?

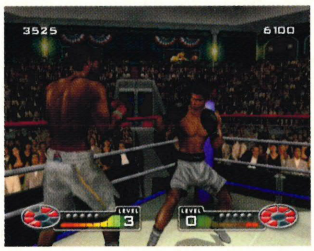
For the first time in what seems like an age, Britain finally has a heavyweight boxing champion. Okay, he may not sound all that British, but are you going to tell Lennox Lewis that? Thought not. But in *Knockout Kings 2003* you can!

Due to hit the UK later this year, *Knockout Kings 2003* features Lennox and many other big-time boxing greats who are ready for you to fight or defend against. Other champions of the ring who appear in the game will be Muhammad Ali, Joe Frazier, Roberto Duran and Sugar Ray Leonard and they're joined by a stable of current bruisers including Oscar De La Hoya and Felix Trinidad. There's no word yet on whether Audley Harrison is also on the roster, but we do know that the real-life bruisers will be joined by 20 fictitious fighters.

While *Knockout Kings* has never had a reputation for out-and-out simulation, this edition will stray even further from the roots of boxing and towards the world of WWE. The makers, Electronic Arts, promises to deliver pumping hip-hop entrance music, a bout system that can be tweaked to high heaven, the chance to remove timed bouts and whether a number of knockdowns or knockouts decides the winner.

❑ It could never happen today, but you can set up a Lewis-Ali bout in this game

The world's greatest fighters come together in EA's new game



❑ You can tweak loads of options in *Knockout Kings 2003*

❑ Wait for your opponent's guard to drop and pound their head

One idea we really liked is the heartbeat rumble that lets you know whether you're on your last legs, giving you the option to ease off or go for the win. There's said to be character specific taunts and A.I. developed by boxing encyclopedia, Bert Sugar, and commentary from two blokes we take to be American, and thus unknown over here.

The Career aspect sees points awarded for the number of knockouts, blocks, punches thrown and knockdowns, and allows you to use these points to build up the attributes of the pre-loaded boxers and those made in the Create-A-Player mode.

It all sounds like a boxing blast but through painful experience we know boxing games can be slow and clunky, lacking the agility and responsiveness needed to rival the likes of beat 'em ups like *Soul Calibur* and *Super Smash Bros. Melee*. Only a thorough playtest will convince us this is no different, so expect a review in a forthcoming issue of *NOM*.

***WARIO WORLD* ● GAMECUBE ● OUT DECEMBER 2002**

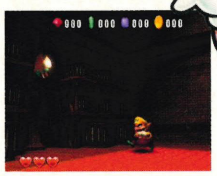
BAD BOY UPDATE

❑ For such an in-yer-face Nintendo character, Wario's entrance into 3D gaming has been remarkably muted.

There has been little information on Nintendo's cult star after a brief appearance at this year's E3 show, where, if truth be told, he didn't shine next to the rest of Nintendo's offerings such as Mario.

But Nintendo wanted to let you know that work is continuing, and to prove any doubters wrong, here's a handful of new screenshots.

Mario's nemesis will arrive in time for Santa

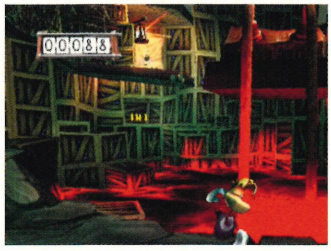


❑ That light's got to do something, Wario

RAYMAN 3: HOODLUM HAVOC ● GAMECUBE ● OUT 2003

MOSTLY ARMLESS

FRENCH SUPERSTAR RAYMAN RETURNS FOR ANOTHER ADVENTURE IN THE TASTY LOOKING *HOODLUM HAVOC*.



❑ Instead of colourful levels, our hero must venture into sinister areas

❑ Globox has got himself captured. Honestly, with friends like these...

That loveable rogue Rayman is back once again in his debut performance on GameCube entitled *Rayman 3: Hoodlum Havoc* and we've got brand new shots and info just for you.

The game sees you battling against those evil Dark Lums yet again as they have discovered the power of plum juice. One particularly nasty Dark Lum has used the juice to create an army of hoodlums ready to disturb the peace in Rayman's world.

Relations between good and bad aren't helped when Rayman's greedy friend, Globox, accidentally swallows one of the Dark Lums, prompting Rayman to go on the hunt for a cure for his mate.

Hoodlum Havoc maintains the exceptional graphical standard associated with the series and this time around the levels have been given a more sinister twist. You can expect some creepy locations including a trip to Razof's mansion in Dangerous Games, a flight in a super-quick spacecraft in Special Invaders and a visit to Begoniax the Witch in the Bad Sauce level.

Old faces like Murfy are in the game and you can expect to be able to collect upgrades to make his rock hard punches even more powerful.

❑ Globox has accidentally gobbled up a plum juice-addled Dark Lum. What a wally

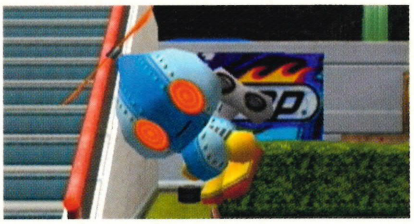
❑ Murfy's back and he can fly around to look out for any danger coming Rayman's way

RIGHT HAND MAN

Rayman's may have Murfy as a little sidekick, but the little flying chap isn't the the first of his kind, oh no. There have been others on Nintendo, too...

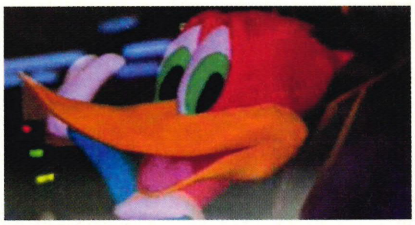
Professor E. Gadd *Luigi's Mansion*

This old professor was on hand at all times to give Mario's lankier brother a helping hand in the spooky mansion.



Omochao *Sonic Adventure 2 Battle*

Sonic's GameCube adventure would have been a whole lot harder if it hadn't been for Omochao buzzing around his head telling him what to do.



Woody Woodpecker *Universal Studios*

His only piece of advice should have been 'get out of this park before it drives you insane.' But alas, he stuck his oar in at all times.

BLACK & BRUISED ● GAMECUBE ● OUT NOVEMBER

BLACK & BRUISED

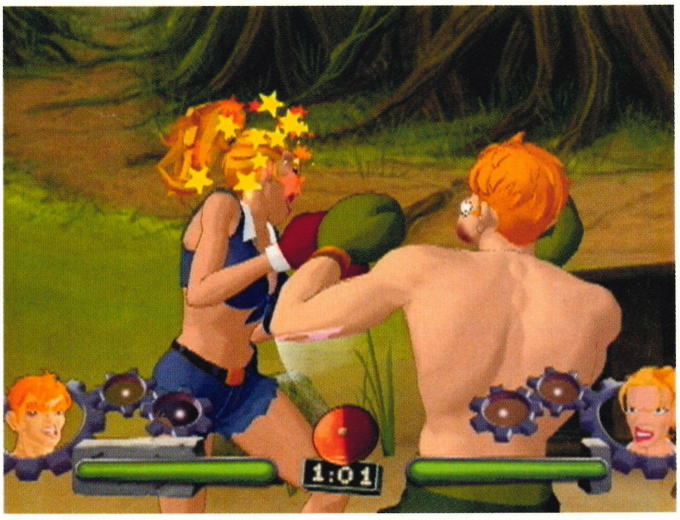
❑ *Black & Bruised* is a boxing game that combines hardcore pugilistic action with a crazy sense of humour.

As you can see from this new screen, this game uses the heavily-debated cel-shaded style of graphics and we have to say that it looks amazing.

There are 18 fighters to get your hands on from an eccentric French millionaire to a penniless Irish chancer, each with a story to tell as to why they've got themselves into the fight game.

If you choose the Boxer's Life mode then you'll be treated to some fabulous cut-scenes showing the ups and downs of your fighter's career.

As well as the standard jabs and uppercuts, players will be able to perform a unique Super Punch that should see off any challenger. With its intelligent A.I. and crazy cast, *Black & Bruised* could be just what the boxing genre needs.

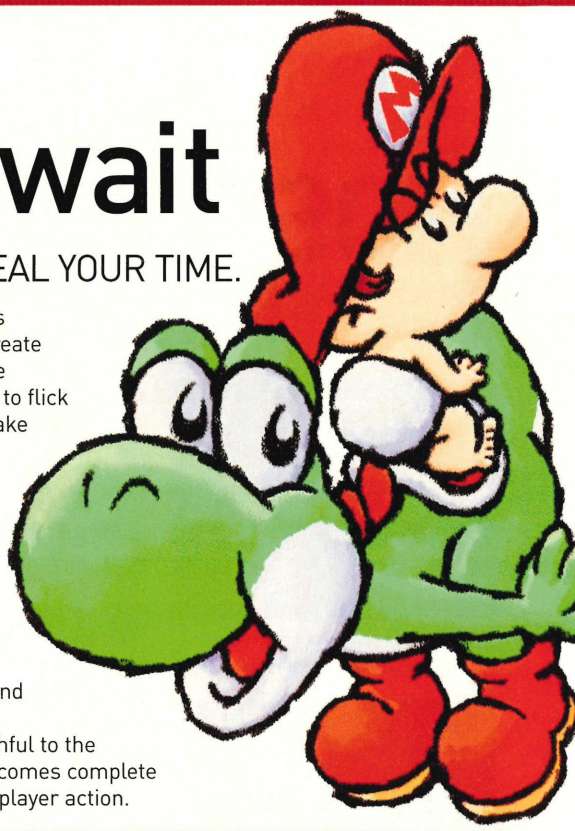


❑ The graphics make this look like a cartoon, but you can use real moves

YOSHI'S ISLAND: SUPER MARIO ADVANCE 3 ● GAME BOY ADVANCE ● OUT 11 OCTOBER

Only a month to wait

NINTENDO'S SEMINAL PLATFORMER IS READY TO STEAL YOUR TIME.



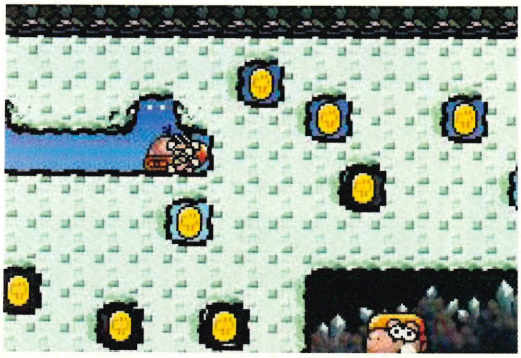
It's one of Nintendo's finest ever platformers and at the time *Yoshi's Island* pushed the Super NES as hard as it could go, using the Super FX chip to produce mind-bending stuff. The scaling and rotating effects were a thing to behold and the overall design prompted either disdain or complete wonderment (just like cel shaded *Legend of Zelda* does today) with its wibbly-wobbly animations and crayon-effect backgrounds.

The game sees baby Luigi and Mario en route to their parents in a bag, carried by a stork – things were crazy even back then – when they're hit by Bowser's minions. Baby Mario lands safely on Yoshi Island, but Luigi is captured by Bowser. So begins your quest to find Baby Mario's brother with the help of the Yoshis, and it's green-skinned Yoshi who you control through the course of this adventure.

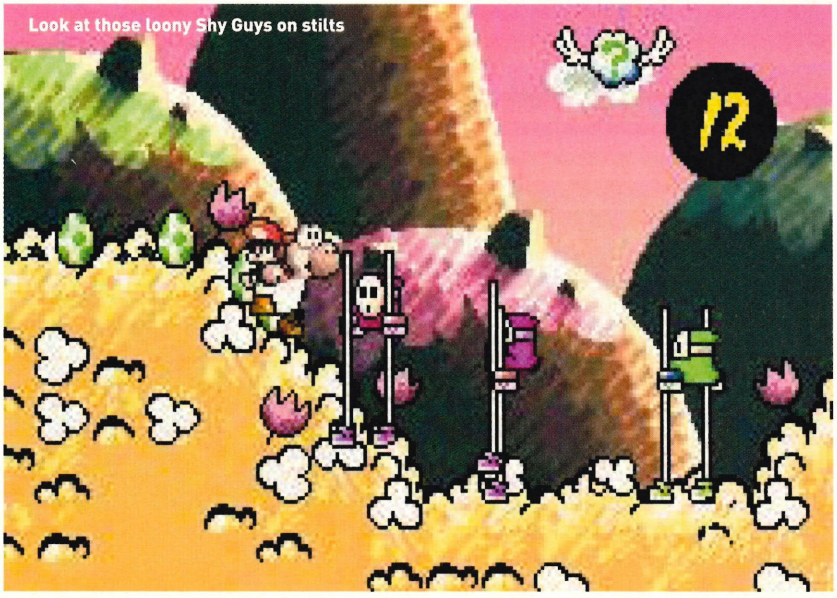
Older gamers will no doubt remember Yoshi's prodigious talents for snaring enemies with his tongue and either hurling them as projectiles or digesting them to create eggs, which make particularly fine missiles. These eggs can be used to flick switches, break down walls and take out enemies, of which there are many, with Shy Guys, monkeys and Piranha Plants being just some of the game's bad guys.

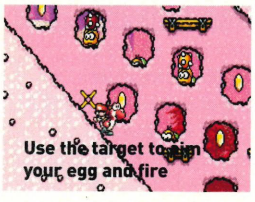
Super Mario Advance 3 is packed with clever ideas such as having ten seconds to find Baby Mario if he happens to fall off Yoshi's back. Magic melons even provide Yoshi with fireballs and rapid-fire melon seed bullets.

It's all good and completely faithful to the original, except this GBA remake comes complete with even more *Mario Bros.* multiplayer action.

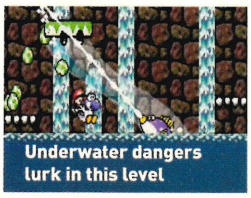


❑ Expect more manic Coin collecting in *Yoshi's Island*





Use the target to aim your egg and fire



Underwater dangers lurk in this level

NINTENDO GIBBERISH

Recently the producer of *Super Mario Sunshine*, Takashi Tezuka, spoke about the creation of Mario's latest opus, in particular the subject of Mario's clothing.

"When Koizumi the director submitted his original idea, he asked if we could change Mario's clothing. At the time I took a rather conservative attitude and said, 'He is not Mario without these clothes.' But I also said, 'You may let him wear short-sleeved shirts.'"

MEGA MAN BATTLE NETWORK 2 ● GAME BOY ADVANCE ● OUT LATE 2002

More Mega Man

CAPCOM'S SEQUEL NEARS COMPLETION.

❑ **Just like last time round, *Battle Network 2* sees Mega Man and his keeper Lan battling cyber criminals, both in the real world and inside computers.**

The gameplay looks very similar to last time with exploration and interaction in Lan's bright, colourful world mixed with battles inside all kinds of computers. Fights have evolved though with a paper, scissors, stone attack system and defence moves that are like stripped down *Pokemon* battles with water attacks beating fire abilities and electrical moves countered by wood attacks. Although it sounds quite similar to the last game, we imagine this will be a satisfying RPG, just like its predecessor.

You'll have to battle plenty of cyber beasts

Mega Man and Lan will return later this year

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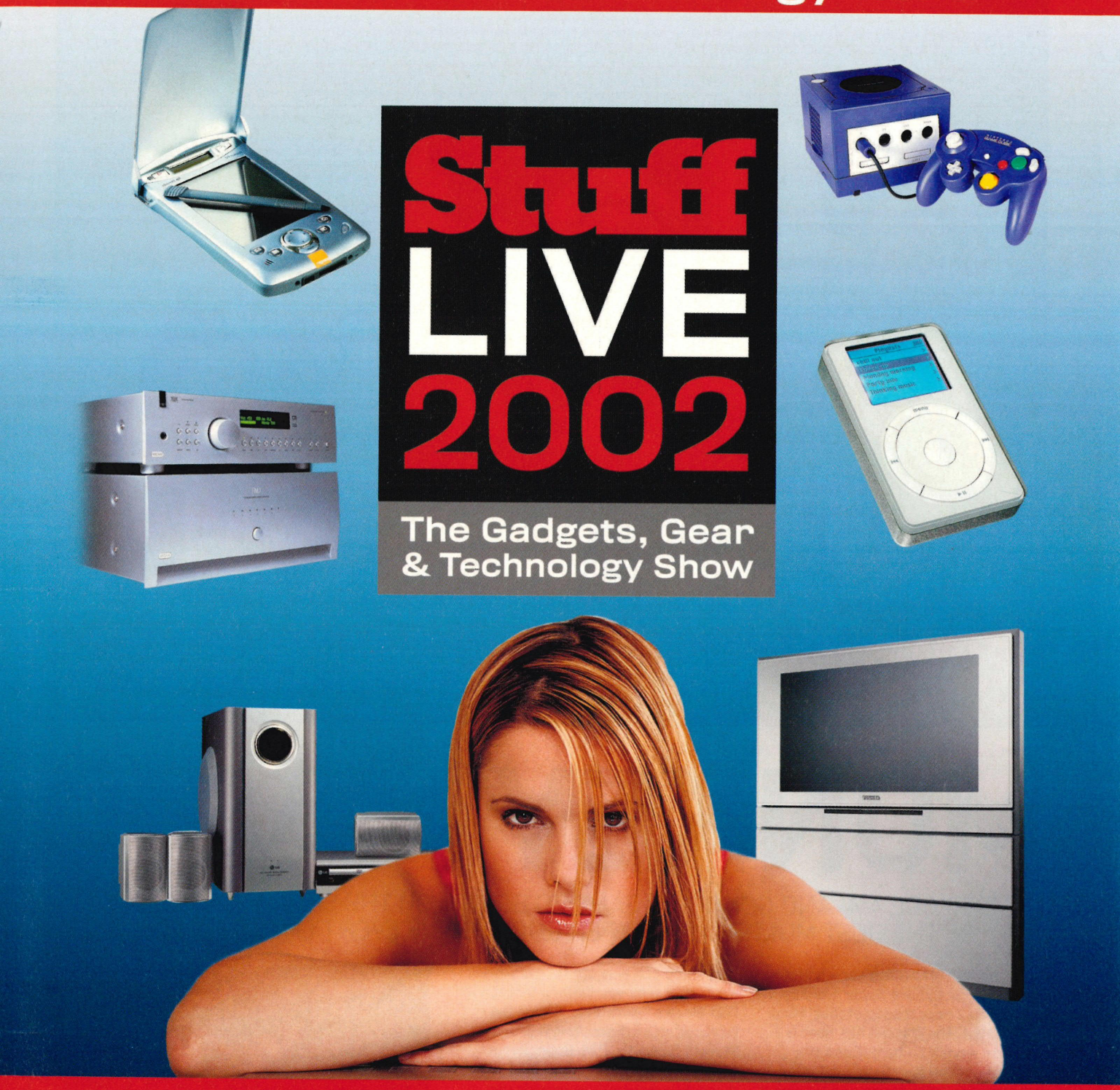

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SUPER MONKEY BALL 2 ● GAMECUBE ● OUT LATE 2002

MONKEY MAGIC

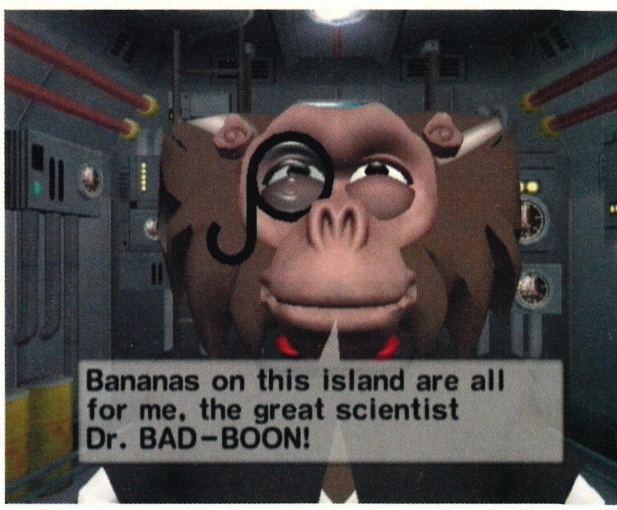
WE EXPLODE AIAI AND GONGON'S GAME TO BRING YOU THE SCOOP ON WHY THIS WILL BE THE BEST MULTIPLAYER EXPERIENCE YOU'VE EVER PLAYED.

Any self-respecting games player has got to have *Super Monkey Ball 2* near the top of their Most Wanted list. The original has been a surprise smash on GameCube this year, combining simplistic gameplay with fiendish level design and topping it all off with sublime multiplayer games.

The sequel ups the ante with more one-player levels, over 150 in fact, and more multiplayer modes than you can probably handle. But before the game hits the shops later this year, we've got our hands on a copy of the game to let you know what you can expect.

Of course, the single-player game is back with two options that are bigger and badder than before. Like the original, Challenge mode has Beginner, Advanced and Expert stages spread across 90 levels with added bonus floors. You can also opt for the Story mode that sees you battling through Dr. Bad-Boon's labyrinth to rescue the bananas stolen from Jungle Island. Players follow Dr. Bad-Boon across various Jungle Island locations and these different settings provide the scenery for the various stages. You'll get to go around Jungle Island itself, underwater and even inside the belly of a giant whale. Each set of ten stages gets increasingly harder as you play and they're all joined together by some extremely cute cut-scenes.

The new levels provide a stiff test for even veteran monkey ballers requiring quick thinking and an expert sense of timing. Thankfully the Story mode gives you infinite continues so you can keep trying the levels again and again if you've got the patience.



❑ Bad news for the monkey crew because Dr. Bad-Boon has nicked all the bananas. Go get them guys

What made the original such a hoot though were the multiplayer games and they return with a vengeance making *Super Monkey Ball 2* the must-have party title.

The six original Party games are all included and unlocked as soon as you turn on the game. Monkey Target, Race, Bowling, Billiards, Fight and Golf should satisfy your monkey thirst for a short while and each favourite has even had a slight revamp with new modes added. Monkey Target, for example, now allows you to control five monkeys at a time in formation and guide them to massive scores out on the targets. Monkey Bowling also includes a Special mode with some crazy lanes that bend and bounce the ball toward the pins. If this dirty half-dozen isn't enough, just take a look at the six new Party games below that are fighting for your precious time...

Super Monkey Ball 2 will be this year's must-have GameCube party title

BOAT

Brave the gushing white water as you grab your paddle and charge through the raging torrent. Players paddle by alternately pressing the L and R buttons to gain speed and you'll have to tap just one of the shoulder buttons to get round the bends. It's incredibly tough to get into at first and even after practice it provides a stern test.

SHOT

This is quite a departure from the usual Party games because Monkey Shot is a *Virtua Cop*-style on-rails shooter where you control a target. It's your objective to take down enemies before facing off against a final boss. There are three levels of difficulty to get stuck into but you'll need to unlock the harder two first.

DOGFIGHT

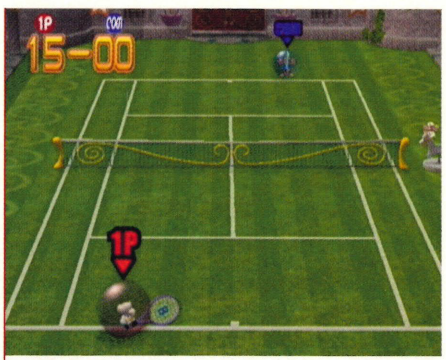
Take to the skies with your flying monkey and try to knock the other three from their perch. Machine guns and missiles are at your disposal and there's even a target lock-on facility that allows you to be ultra-accurate with your fire. Various fruit-shaped power-ups are littered about the arena to give you a health boost.

SOCCER

Primate five-a-side action with very simple controls: A is used to tackle or shoot and B passes the ball around. The action is very fast and the size of each monkey's ball leaves little room for manoeuvre so it's intense end-to-end stuff. The game is two-player only and if you're a real footy fan you can tinker with the tactics to give your side an offensive or defensive style.

BASEBALL

This is like a home run derby with players taking turns to score as many times as they can within nine innings. Normal baseball rules apply with fouls and strike-outs but players score by hitting the ball across the outfield and into targets to trigger a base hit, an out or a home run. Look out for the fielders too as they're always ready to pounce on the ball.



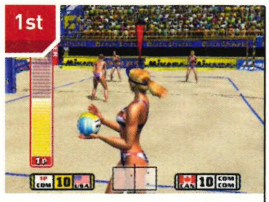
TENNIS

Grass, clay and hard tennis courts are all available for budding pros in this new Party mode. There are singles and doubles matches and players have a selection of shots including a lob, smash, forehand and backhand and you can also take advantage of a power-up system where the player must stand inside a star that appears on court to add strength to their shots.

Winner Stays On

This month's chart topper may come as a bit of a surprise, but that's what's been eating up our time at *Nintendo Official Magazine*.

1st



Beach Spikers
It's beaten Mario, but that's only because the multiplayer mode is so darn good.

2nd

Super Mario Sunshine
Mario will be around for months now that he's the owner of our TNT Gold award.

4th

ISS2
It's the only footy title worth buying and we still put it on the office GameCube for a game.

NOM'S TOP TEN GAMES

#	TITLE	PUBLISHER	LAST MONTH
1	BEACH SPIKERS	SEGA	NE ▲
2	SUPER MARIO SUNSHINE	NINTENDO	NE ▲
3	RESIDENT EVIL	CAPCOM	1 ▼
4	ISS2	KONAMI	3 ▼
5	BURNOUT	ACCLAIM	2 ▼
6	SUPER MONKEY BALL	SEGA	4 ▼
7	JAMES BOND 007 IN... AGENT UNDER FIRE	EA	7 ◀
8	SUPER SMASH BROS. MELEE	NINTENDO	6 ▼
9	PIKMIN	NINTENDO	5 ▼
10	F1 2002	EA	NE ▲

6th

Super Monkey Ball
From Bowling to Billiards, the primate world's awesome foursome are still a joy to play.

9th

Pikmin
Most of the *NOM* team has finished this now, but it's so original it's worth returning.

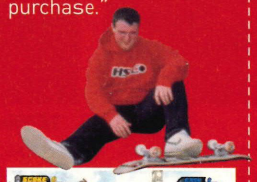
10th

F1 2002
Dom's been ripping up the track this month in the GameCube's only F1 racer.

GAMES WOT I WANT

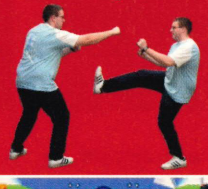
NOM's resident writer, Dom, is purring over these forthcoming Nintendo games...

Tony Hawk's Pro Skater 4
"The *Tony Hawk's* series always delivers and this should contain enough improvements to make it an essential purchase."

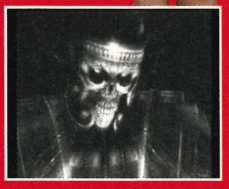


Die Hard Vendetta
"Not since the days of *GoldenEye 007* have I been so excited about a first person shooter. With its clever mix of action and stealth elements, *Vendetta* should be amazing."

Street Fighter Alpha 3
"With so many new fighters and other improvements, *SF Alpha 3* will be welded into my Game Boy Advance for ages."



Eternal Darkness
"This is so different from anything I've ever played before. The insanity effects are amazing and the magic system is top drawer."



JAPAN CHART

1	*Super Mario Sunshine* (GC)
2	*Super Robot Taisen R* (GBA)
3	*Rockman & Forte* (GBA)
4	*Mr Driller Ace: Mysterious Bateria* (GBA)
5	*Custom Robo GX* (GBA)
6	*Jikkyou Powerful Pro Baseball 9* (GC)
7	*Crash Bandicoot Advance* (GBA)
8	*Harutoki* (GBA)
9	*Disney's Magical Quest Starring Mickey and Minnie* (GBA)
10	*Hikaru Go 2* (GBA)

USA CHART [GC]

1	Resident Evil
2	Spider-Man
3	Super Smash Bros. Melee
4	Sonic Adventure 2 Battle
5	Star Wars Rogue Leader: Rogue Squadron II
6	James Bond 007 In... Agent Under Fire
7	Luigi's Mansion
8	Bloody Roar Extreme
9	Gauntlet Dark Legacy
10	Super Monkey Ball

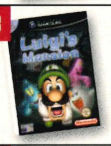
UK CHART [GC]

1	Super Smash Bros. Melee
2	Pikmin
3	Star Wars Rogue Leader: Rogue Squadron II
4	Luigi's Mansion
5	Super Monkey Ball
6	Sonic Adventure 2 Battle
7	Lost Kingdoms
8	James Bond 007 In... Agent Under Fire
9	Spider-Man
10	Wave Race Blue Storm

READER CHART

NAME: DANNY MOLTRASI
FROM: LONDON

READER'S TOP FIVE GAMES

	TITLE	REASON
1		Not many companies can say they have 25 world famous characters fighting in one game. Trying to collect all the trophies though is really hard, but well worth it.
2		The Hero and Dark sides of the game are very good and the ending is fantastic! The camera angles may be slightly dodgy at times but the lovely little Chaos make up for it.
3		Luigi finally gets an awesome game all to himself. He deserves one after playing second fiddle to Mario for so long and it's the first time I've played a hoover 'em up.
4		Ice hockey may not be Britain's favourite sport but anyone can pick this up. You may have to pick random answers for the trivia questions but the secret teams make me crack up.
5		This may be a short game but the Chaos and Time Attack keep me coming back for more. Also, Sonic has always been my favourite character. Sorry Mario!

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. Each winner will receive a WSO game, so don't forget to add your name, address and phone number.

GAMECUBE SALES CHART

You've been buying GameCube titles in droves this month. Here are GAME's best sellers...

GAME

	TITLE	PUBLISHER
1	*Super Smash Bros. Melee*	*Nintendo*
2	*Capcom Vs. SNK 2 EO*	*Capcom*
3	*Super Monkey Ball*	*Sega*
4	*James Bond 007 In... Agent Under Fire*	*EA*
5	*Pikmin*	*Nintendo*
6	*Star Wars: Rogue Squadron II*	*Activision*
7	*Sonic Adventure 2 Battle*	*Sega*
8	*Luigi's Mansion*	*Nintendo*
9	*Spider-Man*	*Activision*
10	*Wave Race Blue Storm*	*Nintendo*

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(9) The voucher is valid until 10 October 2002.

Nintendo OFFICIAL MAGAZINE

GAME

5 034410 100796

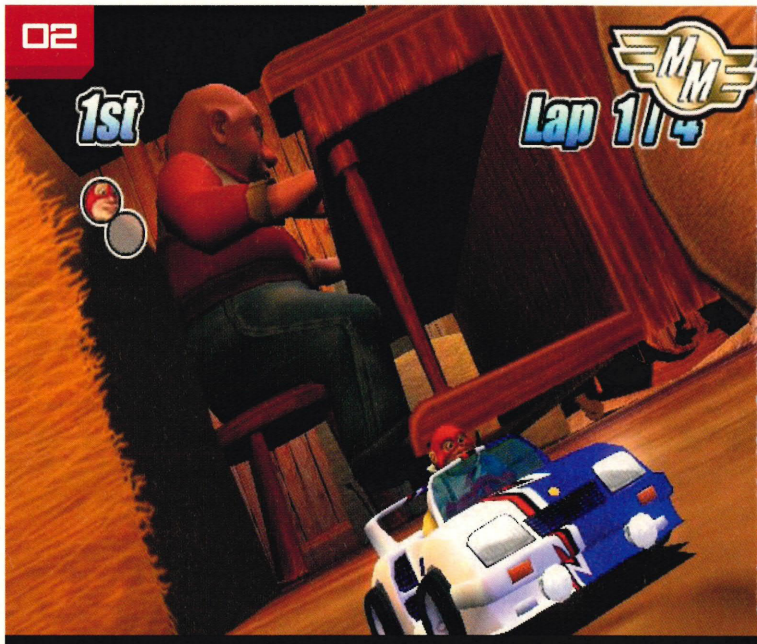
10 HOT GAMES YOU'LL BE PLAYING THIS TIME NEXT YEAR

COME WITH US ON A JOURNEY INTO THE FUTURE WHERE WE'LL DISCOVER THE GAMES YOU'LL BE WANTING OVER THE NEXT YEAR.

01

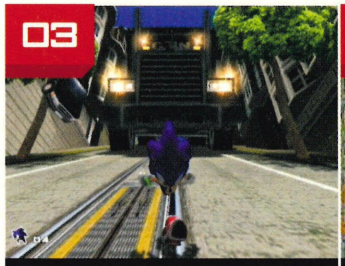
One of the year's PS2 best sellers is blasting onto GameCube

02



Bang a left at the old joanna and put your foot down to the bar...

03



Sonic's speeding back to Nintendo

04

Final Fantasy is heading to the GBA

OUT: **TBC**

01. MEDAL OF HONOR FRONTLINE

It's already a strong contender for the PlayStation 2's game of the year and now this amazing First Person Shooter is coming to GameCube complete with a new multiplayer mode. Set during the Second World War, *MOHF* throws you in at the deep end as part of the D-Day landings on the beaches of Normandy. From there, the totally immersive experience sees you as a lone force battling the Nazi army.

OUT: **TBC**

03. SONIC ADVENTURE 3

The spiky blue hero from Sega's stable is coming back to GameCube in the continuation of the *Sonic Adventure* series. News on the game is in short supply until after the Tokyo Games Show at the end of September but rumour has it that the story will revolve around Sonic's attempts to thwart Dr. Eggman's evil plan to take over or destroy the world. Let's hope it beats *Sonic Adventure 2 Battle*.

OUT: **LATE 2002**

02. MICRO MACHINES

Still going strong after all this time and a neat title on the Nintendo 64, the Micro Machines make a barnstorming return in this high-speed GameCube multiplayer mash-up. Containing the tiniest vehicles and some miniaturised tracks set in the unlikeliest of places, *Micro Machines* on GameCube should put the fun back into those long dark winter nights as you go neck and neck against your mates.

OUT: **TBC**

04. FINAL FANTASY TACTICS

Square has confirmed that this game has been in development for the Game Boy Advance since March. The latest RPG epic tells of an ancient conflict between royal families and a kidnapped princess who must be rescued. Gamers have to assemble an army and train them hard in order to turn them into a worthy fighting force before your enemies have the chance to attack. It looks like this will be a winner on Nintendo's handheld.

OUT: **NOVEMBER**

05. DOOM II

The original Game Boy Advance shoot 'em up was a blasting masterpiece that managed to cram in all the action from the PC classic. Now Activision has confirmed that the sequel is underway for the Game Boy Advance and is expected to reach stores just in time for Christmas. Featuring bigger levels, scarier monsters and some awesome weapons, *Doom II* should prove to be a gore-soaked extravaganza. Stay tuned to *Nintendo Official Magazine* for a full review in a couple of issues.

OUT: **NOVEMBER**

07. SSX TRICKY

Already a hit on GameCube, this extreme snowboarding game from EA's BIG stable is making the transition to Game Boy Advance in just a couple of months. All 12 of your favourite snowboarders, from Elise to Eddy, are set to make a return in this handheld version and you can also expect to take part in some high-speed mountain malarkey including the Showoff mode, World Cup races and a Free Ride option. We'll have more news on this development as it breaks.

OUT: **OCTOBER**

06. NHL HITZ 20-03

Midway has always had a reputation for creating over-the-top sports titles and *NHL Hitz 20-03* is going to be no exception. Featuring up-to-date teams and rosters and an enhanced graphics engine, *Hitz* should have all of the attitude that you've come to expect. This sequel also contains a new Franchise mode where players get the chance to create a team from scratch and try to take them through the minor leagues and on to the top flight. With more scraps and thundering attacks, this will be a sports title to watch.

OUT: **TBC**

08. PROJECT DEVIL

The team responsible for the PlayStation 2 smash *Devil May Cry* is hard at work on a new title that's rumoured to be exclusive to GameCube. Little is known about *Project Devil* but it's believed to be similar in style to *Devil May Cry* and that means big guns, massive levels and huge monsters to battle against. Expected to be unveiled at the Tokyo Games Show at the end of September, we'll bring you more news in the next issue of *NOM* on this promising new title.

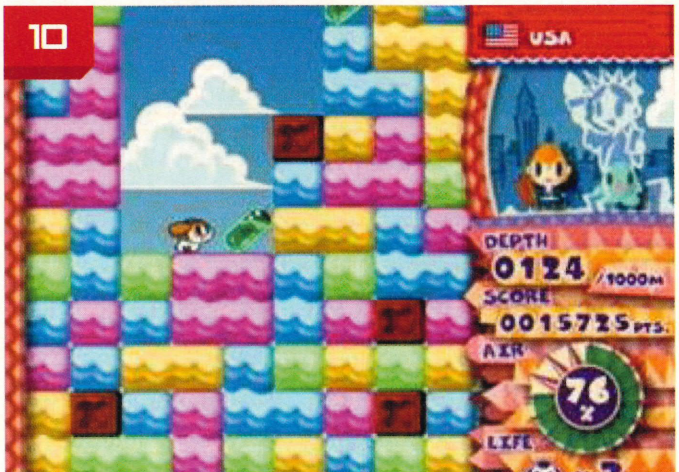
Don't brick it just yet, *Doom II*'s not here until November

That's not the way to get a handful of popcorn

Expect big tricks when this comes to GB Advance

Devil May Cry has been huge on PS2

Warning: More adult gameplay coming your way



Everyone's favourite driller will be busting onto GameCube and GBA

OUT: **2003**

09. BLOODRAYNE

New shots of this *Blade*-inspired vampire title have emerged and they show that agent Bloodrayne is a saucy little minx. Set some time during the Second World War, Bloodrayne sees players controlling the character who is on the hunt for Nazis. The half-human, half-vampire creation is trying to track down those who are creating a super powerful army and of course there's a much more sinister underside to this tale. This adult adventure is expected next year and we'll have more news soon.

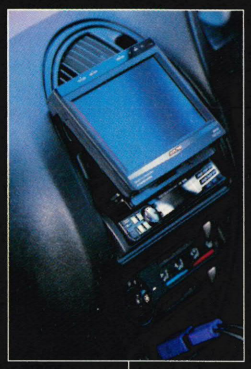
OUT: **TBC**

10. MR DRILLER: DRILL LAND

The pneumatic hero is back again, this time on GameCube and Game Boy Advance. *Drill Land* will contain the classic *Mr Driller* gameplay but this time it'll be bigger, bolder and much more vibrant. The GameCube version even comes complete with a frantic four-player option and Game Boy Advance connectivity. From what we've seen the menus will contain some wonderful cel-shaded characters and worlds, so expect more news soon on what could be a corking puzzle game.

TECH SPEC

CITROEN SAXO VTS
ENGINE: 1587cc, four-cylinder 16-valve
TRANSMISSION: Five-speed gearbox
MAX SPEED: 127mph
IN-CAR ENTERTAINMENT: Two GameCubes, two Alpine V12 amps, four-channel Alpine amp and two ten-inch Alpine subs



MARIO'S KART

Mazza and his crew may have karts, but this road baby is what you need. Stand aside for the GameCube car.

If you've ever fancied rigging up a Nintendo GameCube to the family car but were too frightened to ask, just pour your eyes over the future of in-car entertainment and see what can be done with just £20,000 in your back pocket.

A joint project between *Max Power*, *Nintendo Official Magazine* and Nintendo UK, the GameCube car does 0-60 in just eight seconds and started life as a white Citroen Saxo VTS. New bumpers, a roof spoiler and sidetrims were added before they were doused in purple paint to create the authentic GameCube look.

But the team didn't just finish the job there because what will impress Nintendo gamers is what's inside this beast. The back seats have been ripped out to make way for Alpine speakers and amps so that the sound effects and music from each game will blow you away. Sitting pride of place on top of everything is the GameCube itself while below it sits a giant screen on which to view the action when the car is parked up.

The Nintendo fun doesn't end there though as another GameCube sits behind the gearstick and allows the gamer in the front seat to play along, too.

Stuff LIVE 2002
The Gadgets, Gear & Technology Show

SEE THE CAR

Where is it?
Stuff LIVE 2002,
Earls Court, London

When is it?
3-6 October

What's happening?
The GameCube car will be on display for the duration of the show for you to admire, so why not pop down to the event?

MAKING REALITY

So you think game developers sit in comfy offices twiddling knobs and drinking tea? Wrong! They're out risking life and limb so you can enjoy games that look lifelike.

In these days of 128-bit technology it's easy to take realism in games for granted, but making titles based on real locations requires an almost superhuman effort involving upwards of 30 people working tirelessly for over a year.

With that in mind we hooked up with Peter Hickman, the producer for the forthcoming SCi GameCube rally title, *Rally Championship*. Due for release in November the game will be the first rally title for GameCube and it promises to be a mix of real locations and arcade style racing.

Peter explained the extraordinary lengths developers go to in order to bring realism to our gaming diet, and in particular how they recreated Rally USA, the premier North American rally that takes place in Nevada every December and is one of six rallies found in the game.

Risking frostbite from the sub-zero conditions, the team spent early mornings crashing four-wheel drive jeeps in order to document every conceivable part of the rally, from ancient rock formations to the myriad of different kinds of mud found on the track. One of them even lost a finger. Okay, that last bit was made up but they assure us this was no holiday as you will soon find out.

If developers didn't make the effort we'd still be playing *Pong*. Look out for the breast in the road!

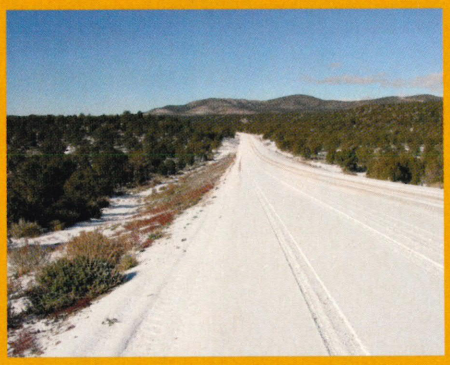
STEP ONE:
Photograph everything

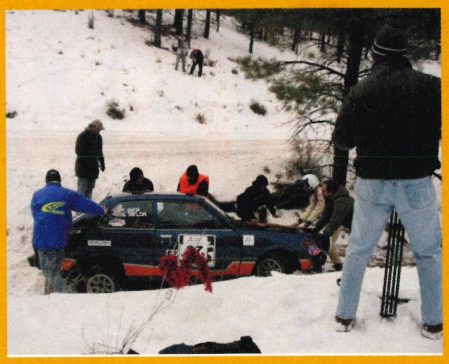
Armed with a high-end digital camera, Peter and his team took to the course early in the morning and took pictures of everything – rocks, mud, trees, hills, roads, snow, wildlife, grass, water and even road kill.

The shots that were taken are then used to remember where objects like bridges and walls are situated and for building up a stockpile of images that are used to create believable textures in the finished game.

The team also drove along the actual rally course and taped the race track, racking up hours of video footage that is used as a basis for what's seen by someone who is playing the game.

Satellite GPS tracking was also used to take incredibly accurate shots of the tracks, ensuring the course layout is identical to the real thing, from the width and height of the road to how it banks and undulates.





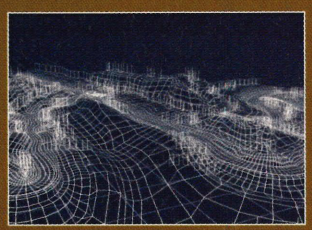
STEP TWO:
Get modelling

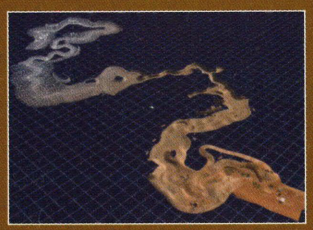
Back in the confines of the development studio the real work starts with the laborious job of cataloguing the 3000 photographs and video footage.

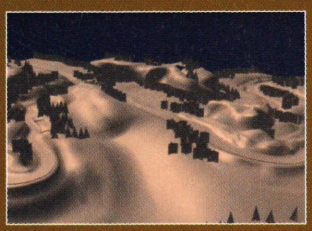
Once this is done it's time for the map modellers to sift through Ordnance Survey maps, satellite images and photos to start building up the course using millions of polygons.

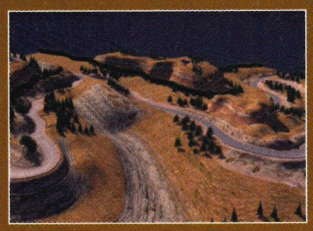
Whilst the layout of the track is painstakingly created another set of artists starts to create a Data Set. This is a collection of textures and objects that will eventually be put on the course to bring the game to life. It's at this stage that the masses of photographs come into their own as the artists use them to recreate what they saw in the US, making everything from boulders to snow.

Once textures and objects are made they're then given to the map makers who piece together the various elements like a giant Lego set, only this one is tons more complicated.









STEP THREE:
Make it dynamic

At this stage the track looks just like the real thing, but this doesn't mean the course acts like its real-life counterpart.

To make that happen data has to be placed on the track to act like a series of electronic triggers. This means that game code is written that can tell the car to lose traction if it passes through a puddle, or to slow down if it hits a muddy bank. The code is designed to change over time, with mud getting worse if it's constantly driven through and puddles that grown in size should it start to rain heavily.

Everything on the track has a code attached to it so players instantly feel the difference when they move from one surface to another, or if a crash has altered the car's handling. Once this process is complete it's time to add the cars and start testing their handling, looking for bugs and optimising each car's performance so that the game you play puts you in the driving seat of a real rally car, driving a real rally course.

THE BIG SCOOP

STAR FOX ADVENTURES

The universe's coolest fox is preparing to touch down on Dinosaur Planet.

Forget Andross, Fox must now fight Scales

Even the bosses leave Fox and Tricky gawping

This will be one of Nintendo's biggest games

LOG ON

http://www.rareware.com

IN BRIEF

The makers of *GoldenEye 007*, *Donkey Kong 64* and *Perfect Dark* put their Nintendo genius behind a new adventure starring one of the most loved Nintendo characters of them all. Fox McCloud is back playing the hero on GameCube. Time to dust off the Arwing...

DETAILS

Release:
22 November

Developers
Rare/Nintendo

Game Genre
Action adventure

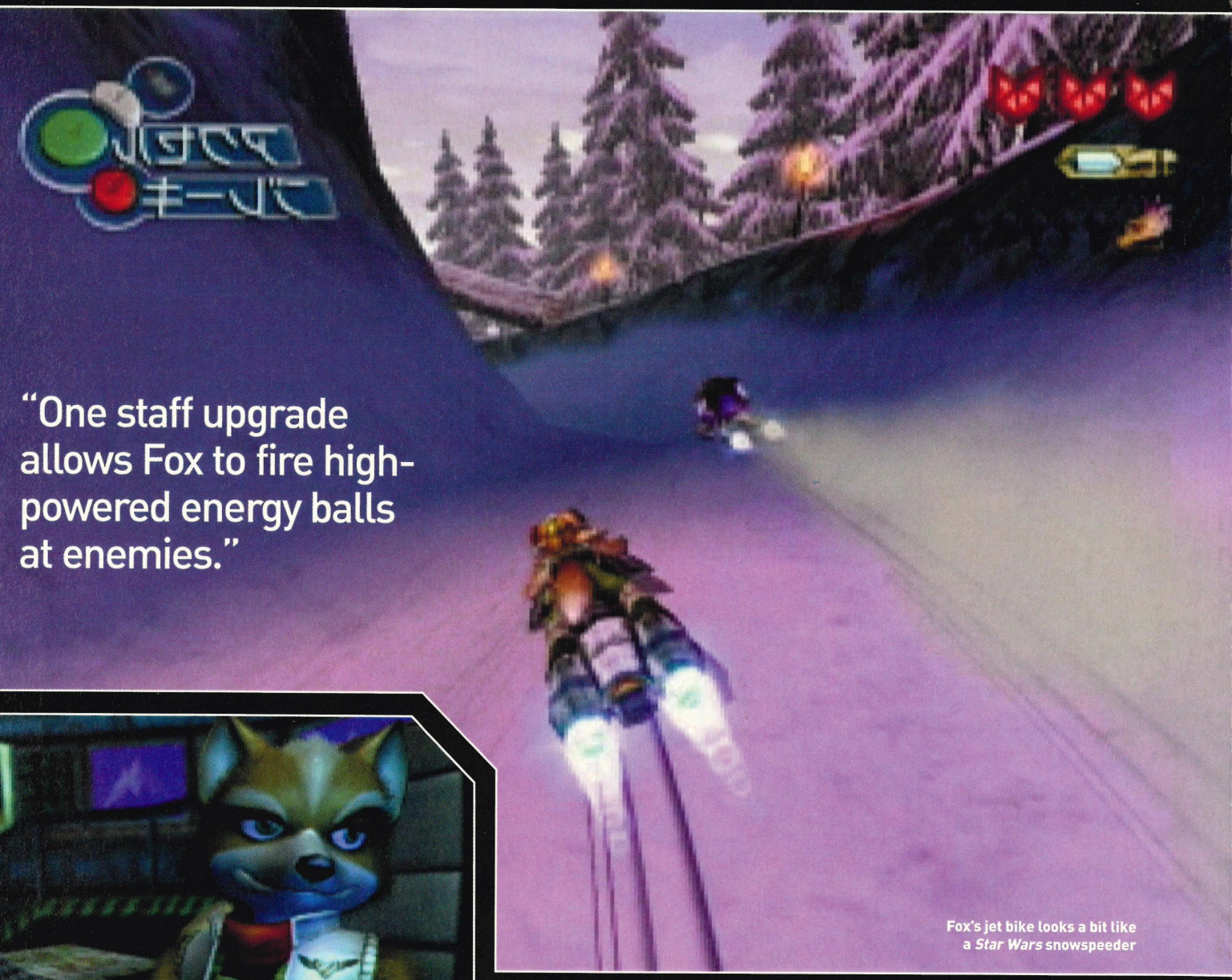
It's taken a while to finish – small mammals live and die in the time it's taken to make this game – but the final layer of polish has now been applied, readying *Star Fox Adventures* for a European launch on 22 November, a date Nintendo tell us is written in stone. Prehistoric stone.

This is Rare's first GameCube offering, intriguingly made in partnership with Nintendo of Japan. So what do two of the biggest names in games working together mean for a cherished Nintendo character? Well, from what we've gleaned from seeing and playing the game it's a mix of Nintendo of Japan's dedication to control and gameplay (think *Super Mario Sunshine*) and Rare's trademark humour and attention to character (likewise, *Donkey Kong 64*).

The game doesn't begin with Fox and the team, but a blue-furred feline called Krystal after she receives a distress signal from Dinosaur Planet.

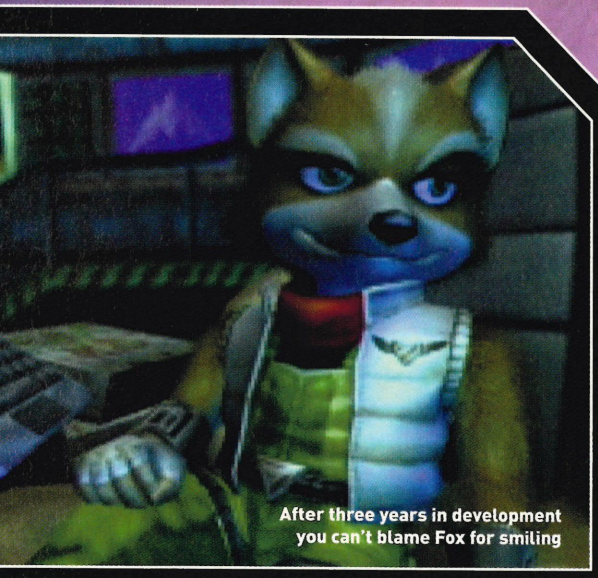
"From what we've seen the game's stunning locations will trump anything so far on the GameCube."

Rare's new adventure is one of the best we've ever seen



"One staff upgrade allows Fox to fire high-powered energy balls at enemies."

Fox's jet bike looks a bit like a *Star Wars* snowspeeder



After three years in development you can't blame Fox for smiling

■ All the characters animate beautifully, including Krystal the blue haired vixen, who moves with the grace of a cat

Fox and the rest of the team also receive the unfortunate message that tells how the peaceful dinosaurs who roam Dinosaur Planet are under threat from General Scales and his army of SharpClaw cronies.

The feisty madam's first encounter with General Scales occurs onboard his flying ship in the middle of a brewing thunderstorm. After being given a stern talking to Krystal is thrown overboard, to what Scales thinks is her imminent death. Luckily Krystal is saved by a winged friend, only to be captured later, as females often do in Nintendo games.

A situation like this calls for a hero, and they don't come any hairier than Fox McCloud. This is just the kind of mission Fox and the team have been looking for following the defeat of Andross eight years ago, in which time they've drifted around the Lylat System looking for fruitful labour.

In this time things have changed with the departure of Falco Lombardi and the changing roles of Slippy Toad and Peppy Hare, both of whom have hung up their flying wings in favour of backroom support roles. And with that in mind, Fox decides to explore the lands of Dinosaur Planet...

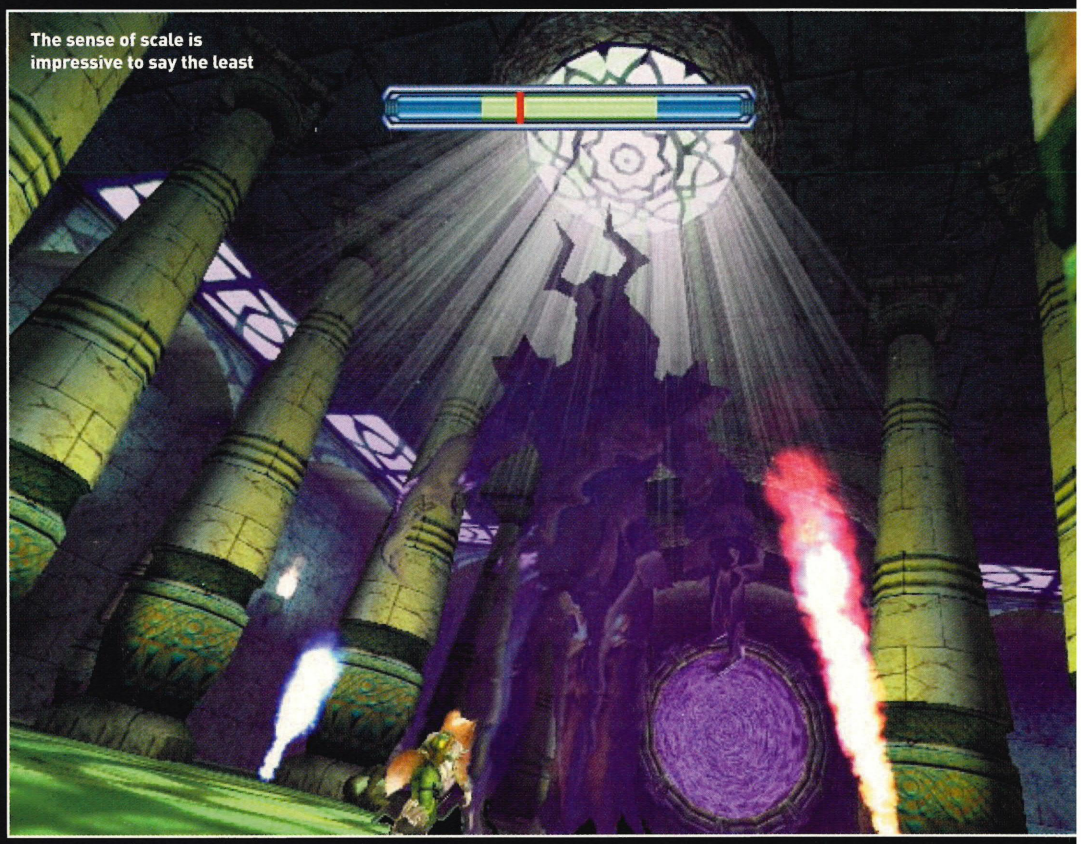
Fox's Arwing lands in an area called Thorn Tail Hollow, a lush area named after the friendly Thorn Tail dinosaurs found grazing the land. It's from here that players access the game's many areas and buy items from the Thorn Tail Store using the planet's currency, Scarabs. These can be found littering the planet in a variety of cunningly hiding places and the shopkeeper has an impressive line-up of products with maps, bombs, lanterns and even a Scope Visor that allows Fox to zoom in on far off enemies and locals. It's also here that Fox meets the Warp Stone, the giant Scottish stone statue that plays an integral role in getting Fox McCloud about the planet.

Early on Fox finds the magical staff

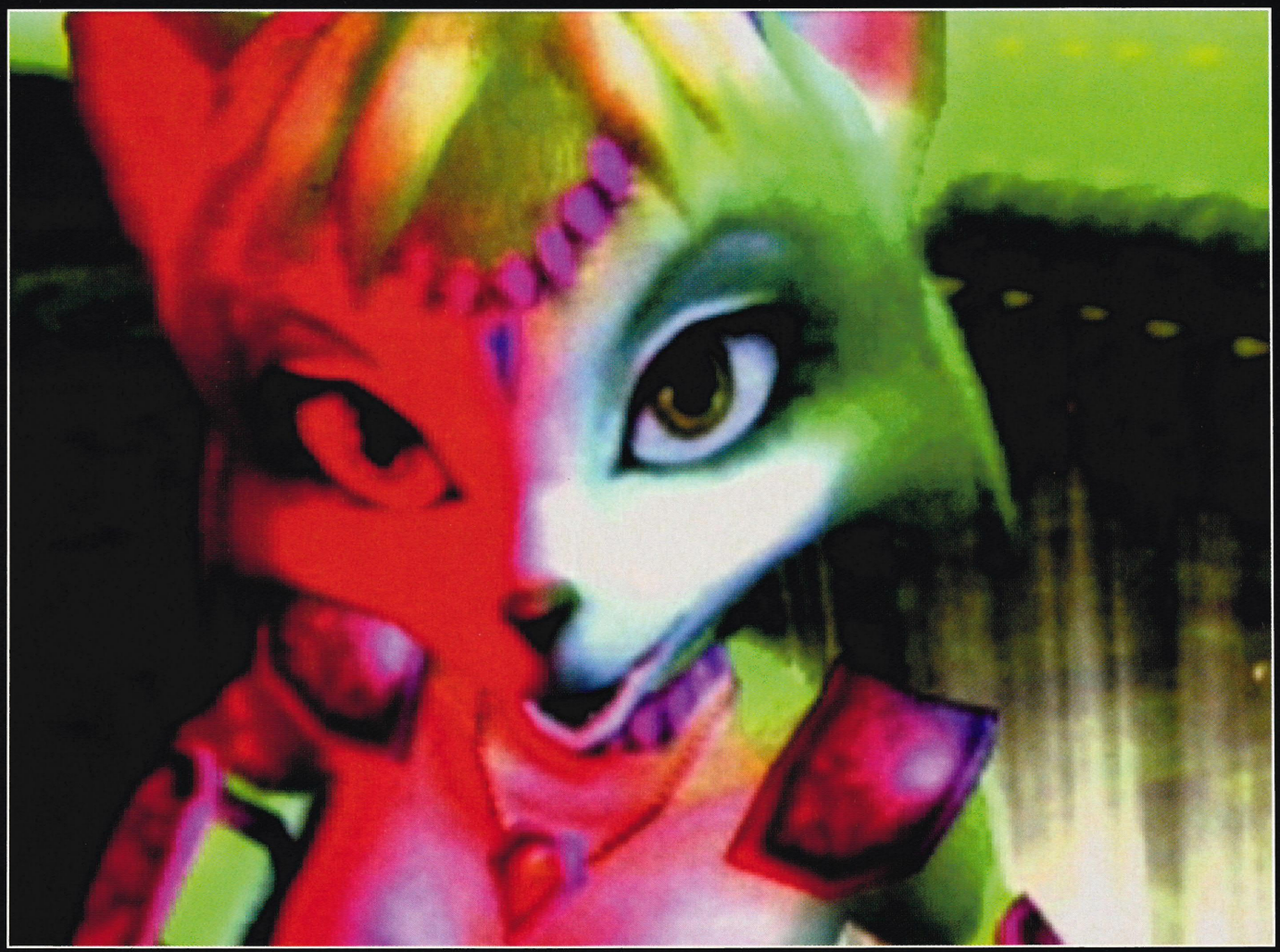
■ Fox can buy a ball to entertain Tricky during the long journey ahead

that plays a central role in his quest. The staff belongs to Krystal, who dropped it during her run-in with General Scales, and so far we've learned that it can levitate rocks to find hidden items, unleash attack combos, and as the game progresses, utilise its creative and more powerful abilities.

One of the upgrades allows Fox to fire high-powered energy balls at enemies and switches. Another gives Fox the ability to fire himself up onto ledges and another even emits a blast of icy mist that later plays an instrumental role in solving one of *Star Fox Adventures*' many tough puzzles.



The sense of scale is impressive to say the least



■ Instead of dreaming sweet thoughts about rummaging through rubbish bins and eating sheep this is the sort of thing foxes think about when they go to bed

Puzzle action is seamlessly woven into the game's plot, adding variety to the quest

Prince Tricky does have his uses including the ability to dig up the ground to find buried goodies

You'll also be pleased to note that special staff moves can be assigned to the GameCube controller's Y button so a life-saving move shouldn't be more that a button press away. Alternatively the menu of moves are accessed via the C-Stick.

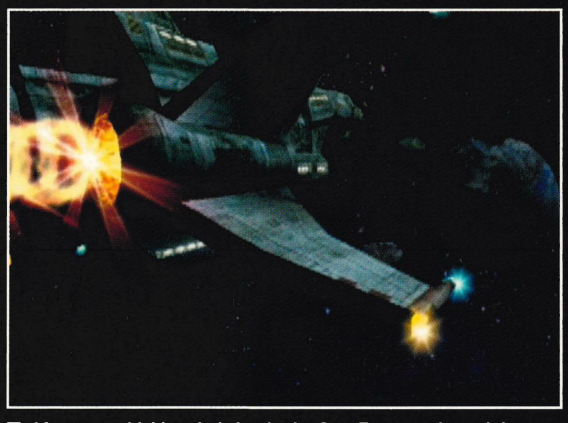
It's immediately obvious that a lot of time's gone into making the combat system as frustration free as possible and we'd have to say it seems to work well. The biggest help is the target lock-on system that works similarly to *The Legend of Zelda: Ocarina of Time*. As soon as the staff is drawn near an enemy the camera automatically locks onto Fox's prey, instantly blurring the background to focus on the enemy you're fighting, making it easy to connect the many attacks our furry friend can unleash.

Once Fox is up to speed with his new control and combat system it's on to meet the Queen of the Thorn Tails who wants Fox to find her son, Prince Tricky. This cute looking dino has been kidnapped – most probably by General Scales – and so Fox sets off in his trusted Arwing to Ice Mountain on a mission to find the fellow-me-lad.

Two Raptor-type creatures have picked the wrong fox to attack

Not all the creatures you meet are enemies

■ Like all bad boys General Scales just wants to be loved



■ After years kicking their heels the Star Fox team has a juicy mission to sink their teeth into. What will the planet have in store?

This moment heralds the first Arwing flying level and just like *Lylat Wars* the level challenges players to guide Fox's craft through a sky full of asteroids, air mines and swarming enemies, all the while ensuring the Arwing flies through a series of rings.

Later in the game Fox will also have access to a jet-powered bike, that later gives rise to toboggan-style races, and makes for a quick way to traverse the game's massive levels. Fox will also ride on the back of a flying beast. Aside from these, Fox can also ride on the back of Prince Tricky, but only if he's in the mood.

After a little exploration Fox finds the stricken dino-teen, and what a little horror he is. Think Jar Jar Binks meets Donkey from *Shrek* and you'll have some idea of exactly what we're talking about.

■ Fox's staff is a multi-purpose weapon that's useful for big and small enemies

This is one reptilian boss who needs putting in his place

"This is just the sort of game that fans of sweeping quests will like."

■ A red heart hangs over the goon you're locked onto, making it easy to unleash Fox's deadly arsenal of attacks

At first Prince Tricky does little but complain about his empty stomach, but once fed he becomes more useful, capable of digging up hidden items, carrying Fox and eventually breathing fire.

And then it's on to explore the rest of the game's genuinely stunning locations that from what we've seen will trump anything so far seen running on GameCube. One area is a vast icy mountain range covered in mist, leading to an area dominated by lava-filled lakes that warp the air with incredible heat haze effects. Another area we've explored is the foreboding confines of Krazoa Palace, a maze of torchlit passages and huge hallways populated by Scales' army of bloodthirsty guards.

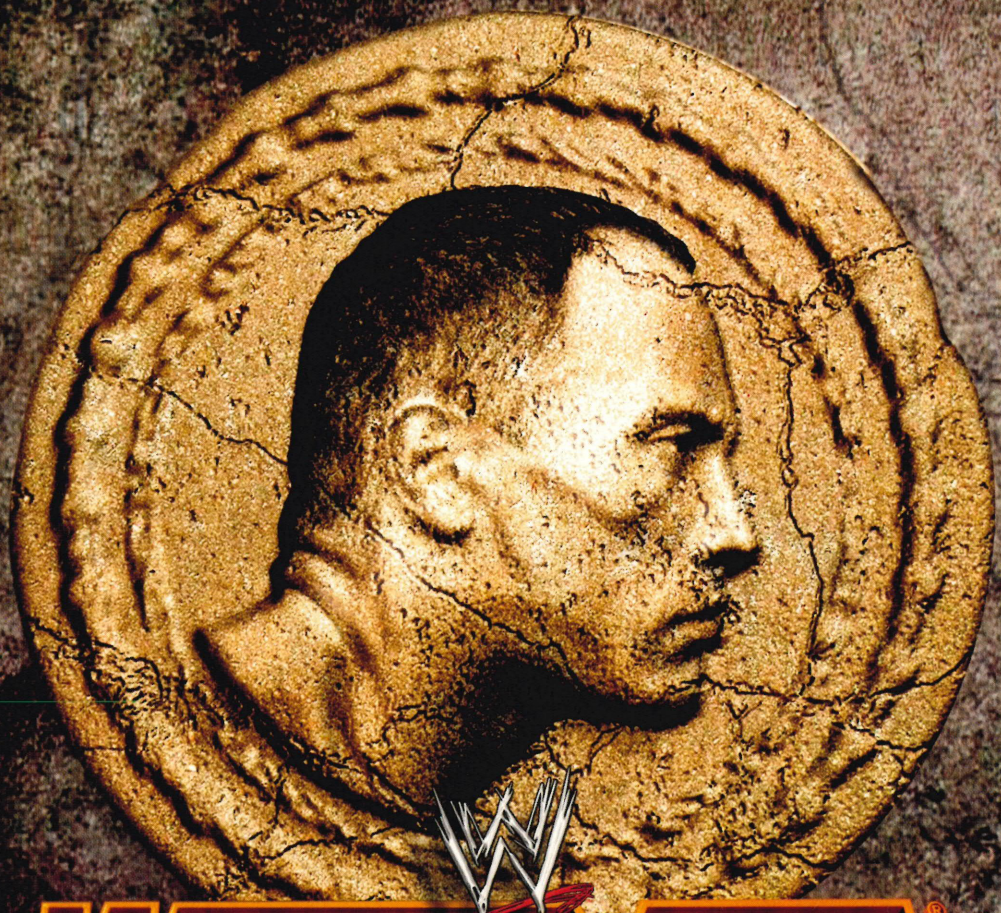
If the small portion we've seen is any indication this should be just the sort of game that fans of sweeping quests will like, with epic landscapes set in the backdrop of a prehistoric age. It's the best of Rare and the best of Nintendo, just in time for Christmas. **Rich Marsh**

■ The lighting effects in are something to behold. Just check out this moody shot!

■ *Star Fox Adventures* has flying missions too

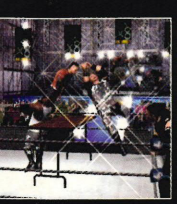
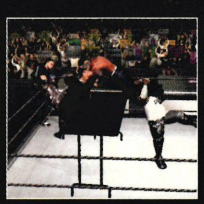
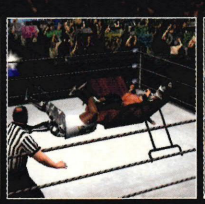
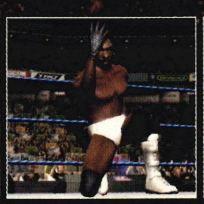
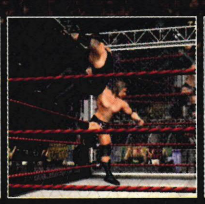
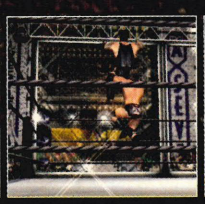
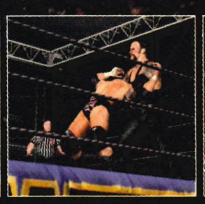
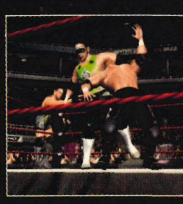
■ Imagine having to pilot the Arwing through that

SHOWCASE OF THE IMMORTALS



WWE WRESTLEMANIA X8

THE LEGACY CONTINUES

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IN BRIEF

Wrong place, wrong time? That sounds like a job for John McClane, the cop who's made a habit out of getting himself into and out of sticky situations. Could this be the shooter that betters *GoldenEye 007*? It's going to be a close race.

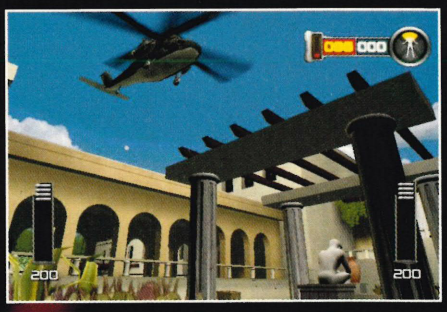
DETAILS

Release:
8 November

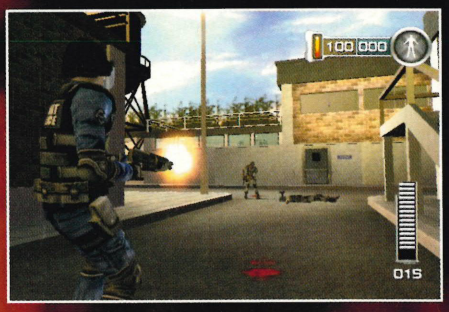
Developer:
Bits Studios

Game Genre
First Person Shooter

■ Two guns are always better than one, especially when you're dealing with the scum of the earth



■ Don't be surprised if you have to withstand an aerial assault from the terrorists



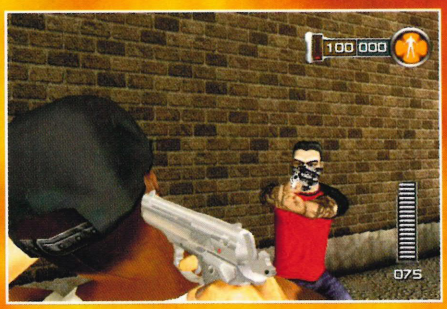
■ It looks like a scene from High Noon

VENDETTA

We got an exclusive play of the first four levels in this thinking-man's first person GameCube shooter. Read on to get the skinny...

When news was announced of a GameCube title in development based on the *Die Hard* movie trilogy, the obvious question was why? The thought of a first person shooter based around a 14 year-old action movie franchise wasn't one that filled us with anticipation. But then we saw the game in action and our opinion quickly changed. It looked awesome. Now we've managed to snag an exclusive play of a near-finished version to let you know what you can expect when the game is released in November.

The story is set five years after the end of *Die Hard with a Vengeance* and revolves around police officer John McClane. Whilst following a routine investigation John stumbles across a gang who seem better organised and equipped than your average band of street punks. From here the story explodes with action involving art theft, international terrorism and the kidnapping of John's daughter, Lucy.



■ Grabbing a gang member and using them as a shield may sometimes be the only way to survive

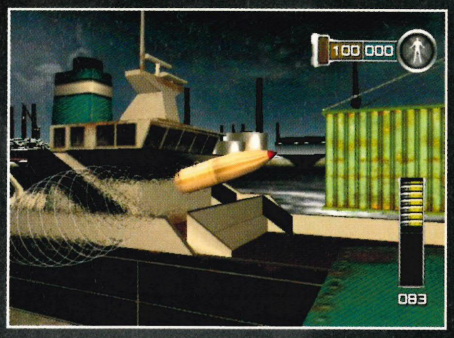
The developers at Bits Studios point out that they tried to create the game for all ages but after numerous tests they decided that this approach didn't fit in with the *Die Hard* ethos. So expect plenty of blood, a very adult sense of humour and a probable age rating when the game's released.

The game begins with three difficulty levels for you to try; Die Hard, Die Harder and Die Hardest. These will affect the amount of damage inflicted and the way in which enemies react to your attacks. Your foes aren't just a gang of stupid thugs, these guys have got brains, so if you run down a hallway with all guns blazing then they will hide and wait for the right moment to attack.

The version we played also included the Shadow meter for the first time. This sits in the top right of the screen and takes the shape of a circle split into four quarters. When there is no enemy activity in the area the meter remains grey, but should an enemy be close by the meter will change to purple. The meter also detects when you have been spotted and will turn from yellow to red depending on how much danger you are in. If you come under attack the Shadow meter flashes in one particular direction to alert you to the threat.

The object of the game may be to stop terrorists but it's worth remembering that John McClane is a human being and can only take a finite amount of damage. For this reason it's important not to fly around the levels firing aimlessly. Many situations require you to sneak past your enemies and use more covert methods to take them out. To help with this, *Die Hard Vendetta* allows you to switch between two different game modes, Stealth and Action. When in Stealth mode the enemies won't pay too much attention to you allowing you to sneak about unnoticed.

■ **Your Shadow Meter sits in the top-right corner of the game screen and alerts you when enemies are sitting nearby and where any attacks are coming from so you can return fire**



■ **Bullet-time effects only occur when you take out an important bad guy or an area's final enemy**

■ **As a member of the police John isn't supposed to kill innocent civilians, but we're sure you'll try**

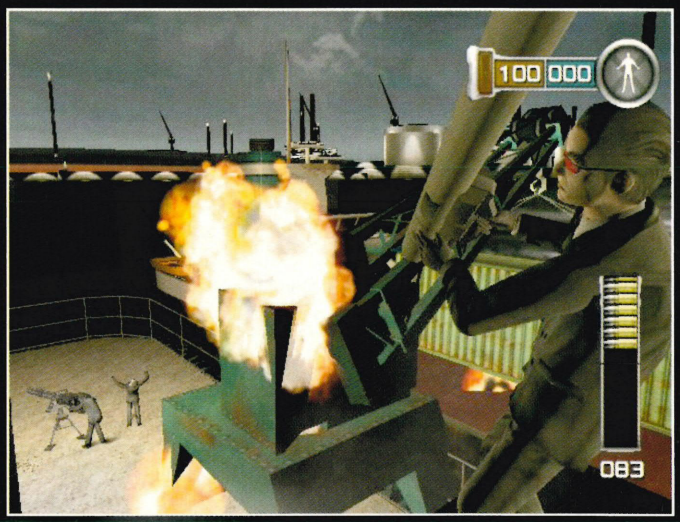
One stage where you can do this is on the Prison level. The stage finds John locked in a cell with no means of escape when the building is stormed by a gang of terrorists who order all of the cells to be opened. They threaten to kill anybody found outside their cell and your objectives state that you can't kill any thugs so you must put any weapons away. Using a combination of sneaking and running, John must make his way out of his cell, set up a decoy and hide whilst the furore dies down, only then will he have the chance to get out alive.

Other levels we got our hands on included the Chinese Cinema with an incredibly cool booby trap in the opening sequence and the most camp theatre usher you are ever likely to see in a game. It also had a very tense atmosphere and a great mix of sneaking,

Powell's been taken hostage and the enemies are shooting out the glass. John McClane's used to that though

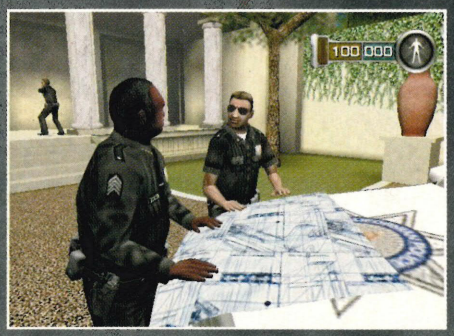
■ **When faced with multiple enemies only rocket grenade launchers and bazookas will suffice**

■ Disguise is another weapon in the fight against evil as John can also wear a fireman's uniform in the game to confuse the enemy



■ Don't be afraid to use any heavy weaponry you find lying about the place to blow the baddies into oblivion and stop the terrorist threat

"Expect plenty of blood a very adult sense of humour and a probable age rating when *Die Hard Vendetta*'s released."



■ Remember Sergeant Al Powell from the *Die Hard* movies? He's in the game, too

■ The thugs aren't your average street punks stealing stereos and nicking old ladies' handbags. The goons in this game use some awesome firepower and have a good shot on them, too

blasting and puzzle solving.

We also got a chance to try and stop the raid on the Police Station with some well hidden proximity mines to keep an eye out for and a section involving roving reporter Dick Thornburg, the bane of John McClane's life. All you've got to do on this stage is to establish a computer link with the outside world in order to call for more back up.

Finally, we took a look at a new section of the Subway level that demonstrated the auto-jump feature to good effect and also showed how John must interact with civilians in order to find out clues and get help in solving the game's puzzles.

Although our time with *Die Hard Vendetta* was all too short and the version was some way from completion, the quality of the title is shining through. It looks superb and each of the levels has a distinct style and atmosphere. The balance between sneaking and shooting seems well thought out, adding variety and originality to *Vendetta*, requiring quick decisions and a degree of lateral thinking to progress. The controls allow for an easy transition between the Action and Stealth modes and the three controller configurations should mean that there's one to suit any kind of player.

Nintendo GameCube is going to be seeing the first person shooter competition hotting up over the next few months with the likes of *TimeSplitters 2*, *Turok Evolution* and *XIII preparing to* enter the fray, not to mention the awesome-looking *Metroid Prime* that we probably won't see until next year. In the mean time though, *Die Hard Vendetta* will certainly have a go at staving off its shoot 'em up rivals and the game's unique combination of brains and brawn could be enough to make it a winner. Expect a full review for next issue.

■ You've got a clear shot on this guy's head so what are you waiting for?

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60 *Super Mario Sunshine* is coming to the UK on 4 October. Find out what we thought...

REVIEWED 10/2002

NINTENDO GAMECUBE

p60 *Super Mario Sunshine*
p66 *Disney's Magical Mirror Starring Mickey Mouse*
p70 *MX Superfly*
p72 *Madden NFL 2003*
p72 *Beach Spikers*
p73 *NHL 2003*
p74 *Aggressive Inline*
p76 *Freekstyle*
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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**

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Mario, Yoshi, Princess Peach, the FLUDD. It's all too much to take in

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http://www.supermariosunshine.com

IN BRIEF

Super Mario 64 set new standards for console gaming and established the N64. Now we get to see exactly what the GameCube can do with one of the greatest platform games ever made.

NINTENDO OFFICIAL MAGAZINE TOP NINTENDO TITLE GOLD

DETAILS

1 Player

7 Blocks

Price: **TBC**

Release: **4 October**

Publisher: **Nintendo**

SUPER MARIO SUNSHINE

SUPER MARIO 64 DEFINED THE SPIRIT OF A WHOLE GAMING GENERATION. NOW THE BIG N'S HERO HAS COME HOME TO GAMECUBE IN ONE OF THE GREATEST GAMES EVER MADE. PREPARE TO PUT YOUR LIFE ON HOLD.

Everyone wondered why there was no new *Super Mario* game ready for the GameCube launch. Now we have the answer – Nintendo was protecting us. Wise that they are, they knew that we really wouldn't have been able to take so much excitement in just one day. Break them in gently with a little *Luigi's Mansion*, they thought, all the while chuckling up their magician's sleeves because they knew what was coming just around the corner...

Super Mario Sunshine's intro sequence is like a mini-Mario movie. The GameCube's technology kicks in right away as you notice that the tiny plumber looks better than ever before. Bright, vibrant colours from huge cartoon brushstrokes infuse the screen and bring Mario and his pals, Princess Peach and Toad, alive as they head for their holiday. Mario's been locked away in a haunted mansion for too long and now he's about to sit back and relax

❑ Cleaning graffiti from the streets of Delfino to clear his name is Mario's prime task

❑ This little guy is the impostor who's trying to ruin Delfino and put Mario in jail

❑ Careful does it Mario! Use the cables to walk across or bounce on them to reach the higher Shines

A TIP TO GET YOU STARTED

Wall jumping is one of the most important moves to master. You'll need it to scale heights in the game's obstacle courses when you don't have the FLUDD's smart hovering ability. If you want to jump left, simply stand side-on to the wall, then quickly tap right and left on the 3D Stick and press A

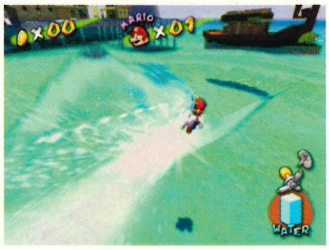
▶ his troubles away. No sign of Luigi though; that's gratitude for you.

As the plane lands, a dark shadow flickers across the screen that Peach notices first. She's a bright girl. It turns out that the airport has been covered with some sort of fluorescent goo. On landing, Mario takes delivery of FLUDD (Flash Liquidiser Ultra Dousing Device), courtesy of Professor E. Gadd enterprises and sets about clearing up the mess. But the island's citizens are having none of it and slap him in prison, thinking that he's the one responsible for all the foul graffiti.

Upon release there's no more time to relax as he must save the island and trap the fiend who is impersonating him. Oh, and Peach is kidnapped again, of course.

The object of the game is simple.

❑ This time around you can leap on Yoshi's back and ride round

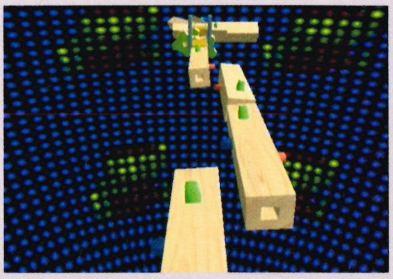


❑ You can hurtle around the bay at top speed with the FLUDD's propeller

FIENDISH BLOCKS

Whilst much of *Super Mario Sunshine* involves romping around in the sunshine and collecting Coins, you'll sometimes find yourself plunged into one of the game's many obstacle courses.

These consist of moving puzzle blocks, suspended in thin air with a tantalising Shine waiting at the end. They are incredibly difficult to get across because one false move will send you plunging down into the darkness, losing a life and returning to the start. Thankfully, there are usually two 1-Up Mushrooms hidden amongst the blocks to help compensate for any frustration.



❑ Sometimes it's easier to pull the camera back when trying to balance on the blocks

❑ These shifting blocks are responsible for incredible amounts of swearing

Including the central hub of the island's town there are seven resorts on Isle Delfino for Mario to visit. Every location is divided up into eight Stories, and they are all very different from each other. At the end of each story our hero can collect a Shine, although each world contains several secret Shines to discover as well.

Some of Mario's moves will be familiar to fans of previous games. The butt-stomp is still very much alive, as is the game's spin-jump and sideways-jump.

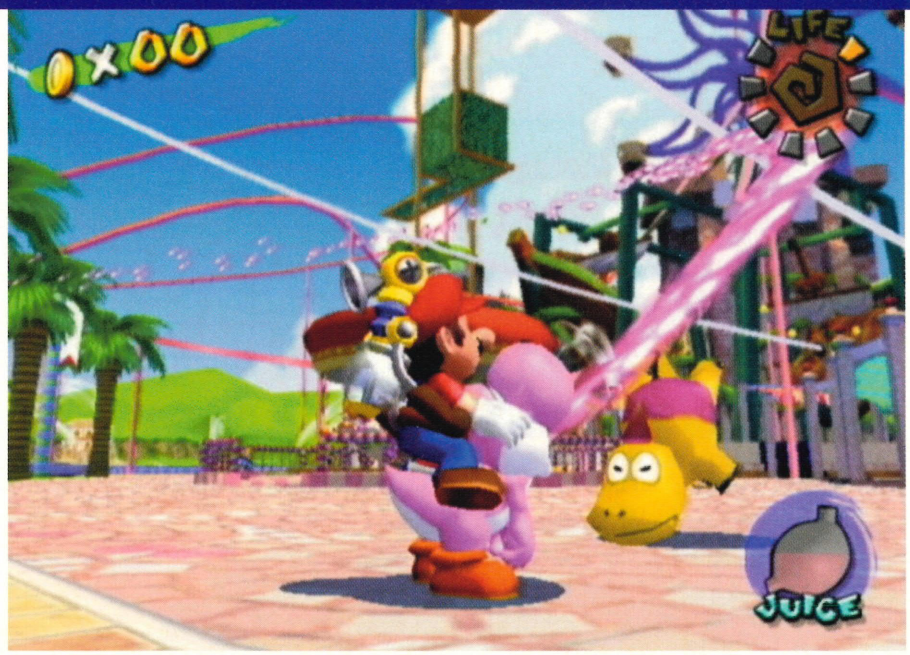
The main point of difference this time around though is the FLUDD Mario uses to clean all the muck his impostor is spreading around. There are several different ways of using the FLUDD, but the contraption is a talkative fellow and will help you to get used to the control system.

▶ The controls do feel a little weird to begin with but you'll soon be spraying around like a natural. By pressing Y you can zoom in for a close-up view that works well when trying to clear graffiti off the walls. Pressing X toggles between the hover pack that enables Mario to float across the sky for short distances and the normal hose mode.

Later in the game you'll get to unlock two more special attachments for your FLUDD, a jet pack that allows you to soar into the heavens and a propeller that enables Mario to turn into a veritable human torpedo.

As ever with Mario games, looks and challenges are everything. Mario and his friends are animated with far more detail than ever before and at first glance the locations of Isle Delfino are teeming with life. The buildings are crisply drawn, the game's backgrounds are distinctive and everywhere you look the attention to tiny detail is unparalleled in any GameCube title.

Slowly but surely, Shigeru Miyamoto is actually able to create Mario's world exactly as he's always envisioned it with splashes of magic that are all around. The way that Mario's face gets covered in goo if he happens to fall in a paint puddle or the astonishing water effects that are surely the



❑ Mario's pal Yoshi will change colour depending on the variety of fruit he decides to gulp down

❑ For every ten Blue Coins that you collect you get another Shine from the hut in the town

❑ You'll interact with plenty of old friends such as Toad, but there are also some new creatures

SQUIDS AND PIRANHAS RULE

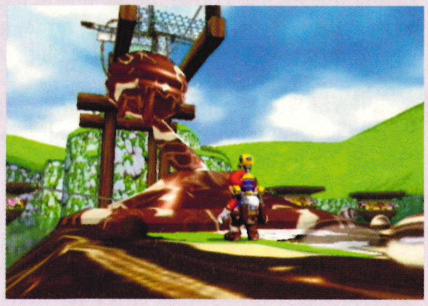
Despite the glossy visual makeover, *Super Mario Sunshine* reflects the simple values of traditional platform games.

In each world you get at least one huge boss to battle in time-honoured fashion. Fans will be delighted to see many familiar faces from classic *Super Mario* games including the ever-hungry Piranha Plants. Be on the look out for King Calamari the giant squid, too.

All of them look incredibly detailed, but don't worry, we won't spoil the game's surprises for you.

❑ King Calamari is so cute with his filthy face. Pulling his tentacles off makes his eyes water

❑ There are secrets to find all over the island



❑ There are Piranha Plants all over the island. Some are big, others are small, but all vicious

❑ This Boo in the casino doesn't like having his gambling fun disturbed by Luigi's pesky brother

❑ This view gives you much greater control over the FLUDD's powerful jets of water

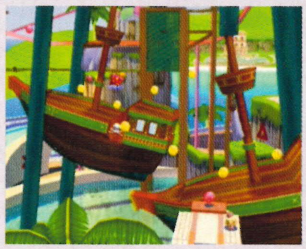
WISH YOU WERE HERE

Although the various worlds in *Super Mario Sunshine* are all based on similar seaside themes, each one has its own sense of style.

Just like any real-life holiday resort you'll find some areas that are packed with tourists and other areas that are close to nature and off the beaten track.

Although you have set tasks to do in each Story, you still have the freedom to explore and hunt down those secret Shines or try collecting 100 Coins.

❑ Mamma Beach is a relaxing tropical paradise. If only Mario had time for a spot of sunbathing.



❑ Pinna Park is the ultimate funfair, although the Ferris wheel does get jammed up with insects

❑ Sirena Beach is one of the more sophisticated resorts, but Mario still has to remove the ghouls

❑ Monte Village is a truly unspoilt landscape. A visit here is like taking a step back in time

> "QUITE SIMPLY, YOU WILL FIND NOTHING BETTER THAN *SUPER MARIO SUNSHINE* CURRENTLY ON NINTENDO GAMECUBE."

❑ You spend lots of time swimming in the ocean, so brush up on your breaststroke.

❑ If your FLUDD is running low on water, take a dip in the sea or a river and you will fill it up

▶ best ever seen in a game are just two such examples. Just try swimming with the shoals of fish among the coral in Mamma Bay and your breath will be taken away as you inspect every shimmering scale.

Don't be fooled, though. Behind the fluffy, candy-coated exterior lies a solid core of intense gameplay. *Super Mario Sunshine* may look like a child's game to the uninitiated, but what lies beneath all the technological advances that the GameCube can offer is a refreshing style of gameplay. There are no short-cuts here.

Whilst the learning curve is gentle at first, once you start trying to climb the scaffolding above Ricco Harbour you'll realise that you're in for plenty of tears. Believe us you will fall into the water for the 20th time and pick yourself up to do it all over again.

The end result is that you have to work incredibly hard for any rewards in the game, and with 120 Shines to collect, you will be here for weeks. You won't need every Shine to complete *Super Mario Sunshine*, but if you manage to find them all it will certainly earn you bragging rights and makes the moment when you grab each and every Shine even sweeter.

❑ Switch the FLUDD to the hover mode and you can use the water pressure to drift across the sky

PACK MANIA

With the release of Mario's latest opus around the world, anyone sensible enough to own a GameCube has snapped up a copy of the game.

With it due to hit stores in the UK on 4 October, there's good news for gamers who have yet to buy a GameCube. Nintendo's *Super Mario Sunshine* bundle is available on the same day and will include a GameCube, a copy of the game, a controller and a Memory Card 59.

Be sure to check next issue to try and win one in our exclusive competition.

❑ **If you haven't bought a GameCube yet the *Super Mario Sunshine* bundle is worth a look**

❑ **You'll be screaming with joy every time you catch a Shine in *Super Mario Sunshine***

So we now know it looks and feels great. How does it sound? The music is simply magnificent and combines with the sound effects to truly convey the feeling that you're exploring an amazing holiday island. Each area has distinctive themes that you'll love including tropical rhythms, jungle drums and mad jazzy reworkings of familiar *Super Mario* tunes, most notably during the obstacle courses. If you don't already have a surround sound system for your console now might be a good time to put one on your GameCube shopping list.

There's also a lot of voice acting at the start of the game, but it does tail off as you progress. Most of the creatures you meet rely on text to communicate, and although you may think the FLUDD is turning into the Jar Jar Binks of *Super Mario Sunshine*, *NOM* reckons it sounds a little like a mischievous Bart Simpson.

Any quibbles there might be with *Super Mario Sunshine* are far outweighed by the overall quality of the package. Quite simply, you will find nothing better currently on GameCube. Some of the time you have to swing the camera around using the C-Stick, but this is just a very minor gripe and it soon becomes second nature.

It's also worth noting that the game's difficulty setting might be another problem for some. The obstacle courses are incredibly difficult at times and will have you pulling your hair out in clumps. But that's what makes a Mario game great and you'll keep returning until this beast is licked.

Whilst *Super Mario Sunshine* could never duplicate the huge leap from 2D to 3D made when *Super Mario World* was followed by *Super Mario 64*, it once again reaffirms Nintendo's position as purveyors of the most unique and magical video games that have ever been created.

It's almost impossible to put into words what *Super Mario Sunshine* has about it that holds you spellbound. Not only does it star one of the most-loved characters of all time, but this epic adventure is just a joy to play. Quite simply, it's golden. **Maura Sutton** NOM

❑ **Some things never change. Butt bouncing is still Mario's preferred method of taking out enemies**

VERDICT

GOOD	■ It's Mario, back where he belongs and better than ever. Nuff said. ■ The eco-friendly theme is refreshing. Making the world beautiful is cool.
BAD	■ The controllable camera can be erratic, especially when negotiating tricky jumps. ■ The moments of utter frustration during some of the difficult obstacle courses.
FUN	If you don't enjoy leaping around in the sunshine you're a relative of Bowser.
VALUE	You only need 50 Shines to finish the game, but there are at least 120 to find.
LIFE	You'll be returning to play in years to come, never mind months.

Super Mario Sunshine is a dazzling delight, crammed full of joy, humour, innocence and wonder. The game is so beautiful you'll long to go on holiday there yourself.

10

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LOG ON

http://www.nintendo-europe.com

IN BRIEF

Mickey's stuck behind a broken mirror in a dream. Put the mirror back together in this point and click adventure and sadistically torture the star of the show at every opportunity.

❑ Bet you can't spot the item you're supposed to grab here

❑ Look everywhere for keys. Even have a root around inside pots and vases

❑ That's the holy grail, a mirror piece. Hopefully Mickey won't slash his wrists

DISNEY'S MAGICAL MIRROR STARRING MICKEY MOUSE

MICKEY'S FALLEN ASLEEP, BUT HE NEEDS YOUR HELP. THE BIGGEST CHALLENGE IN THIS GAME WILL BE STAYING AWAKE YOURSELF.

❑ Like the Heart Containers in *The Legend of Zelda*, these let you store more trick points to wind Mickey up

This isn't game, it's an experiment. How much cruelty can you dish out to the world's friendliest cartoon character before he flips out and goes on a psychotic killing rampage? It's a strange one this; you're supposed to help Mickey out of the mirror he's trapped in, but to do so you have to play a series of nasty pranks on the poor little mouse.

You don't play as Mickey. You are a disembodied white hand. You point to a part of the screen and Mickey goes there. You point to a cupboard and he dutifully opens it. That's when you send the loose plank inside smashing into his face. You're his saviour and his tormentor. It's an odd mix.

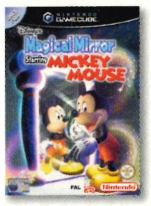
But not as odd as finding a point and click adventure game on GameCube in 2002. In the early 1990s, these were big on PC. But people got bored because nothing much happened and you didn't really feel part of the action. That's part of the problem here,

"WHAT'S MICKEY DONE TO BE PUNISHED LIKE THIS? HAD IT BEEN DONALD DUCK, FINE."

❑ There's our hero at the start of the game, before you crush his spirit

❑ See how Mickey gets excited about a small glass ball!

DETAILS



1 Player

3 Blocks

Price: **£39.99**

Release: **Out Now**

Publisher: **Nintendo**

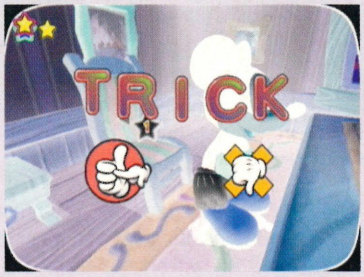
❑ Looks a nice toy doesn't it? It shrinks Mickey right down

❑ Every time you grab a mirror piece it flips back to show you how many are left to get

EAT IT, MOUSE

An important part of the gameplay is being cruel to Mickey. Fair play to him, the foulest language that comes out of his mouth is "That's not very nice". Here's how the school classic 'pulling away the chair' trick works in the game on the poor mouse.

❑ Tell Mickey Mouse to sit down. Go on, have a seat little fella



❑ The screen flashes to tell you the trick is on. Now it's time to have some fun

❑ Hit the button to yank away the chair as Mickey sits down

❑ He hits the floor and springs back up in a rage. Mickey sure doesn't look swell

▶ even if it does star such an iconic character.

The idea is to scour the house looking for the bits of the shattered magic mirror so you can escape the dream world you're trapped in and wake up happy. Keys open doors and any important items flash so you won't easily miss them. Getting mirror pieces depends on extremely basic puzzles or torturing the mouse.

Collecting stars as you travel through your adventure enables you to do tricks on Mickey. The screen wobbles to signify a trick is on and you 'spend' a few stars to give Mickey a hard time.

❑ But which one is the real Mickey? Sometimes the drama just gets too much

A QUICK TIP TO GET YOU STARTED

This isn't a hard game at all. The puzzles are no more difficult than you find it to breathe in and out. The secrets aren't all that obvious, so make sure you spin every wall picture and shake every plant to make things happen.

❑ Looks like we're wearing him down. Mickey looks like he's about to wig out

Thing is, the tricks aren't all slapstick humour. Some of them are downright sadistic. As Mickey gazes at a picture of a beautiful princess, you pull a trick that turns it instantly into an evil witch. Mickey is sent across the room in shock, but as he's lying on the floor panicking you've got the option to compound his misery by dropping shoes on his head. We felt guilty pressing the button. What has Mickey done to be punished like this? Had it been Donald Duck, fine. He deserves all he gets.

You can't deny it's a lovely looking game. Mickey has the exact mannerisms of his cartoon counterpart and the world he's in looks great. There are also some genius areas in the game, too. Mickey finds a witch doll in the playroom and the trick you play

❑ Go on Mickey, open the fridge. We promise we won't push you inside

❑ Should this game really be teaching kids to mess about with knives in the kitchen?

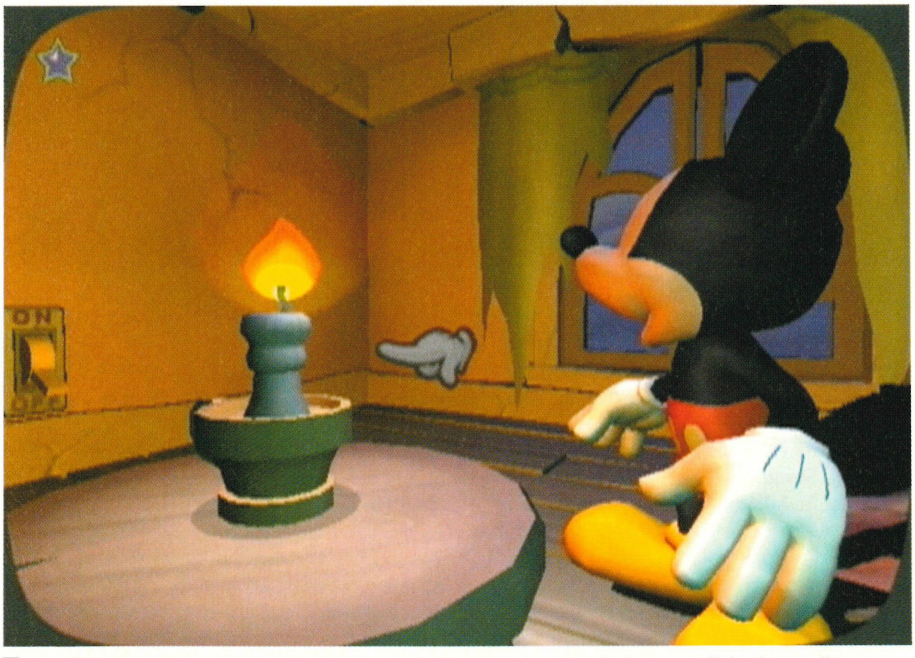
▶ makes the witch come to life. The old hag then zaps Mickey into giant and back down to bug size. The toy train set is now big enough to ride on, so Mickey climbs aboard and gets chased along the carriages by a suitcase with sharp snapping teeth.

A sequence like that in a platform game would have had has us salivating, but it's almost wasted here. It's such a slow paced game it's difficult to get very enthusiastic about. It doesn't help either that it's got basically no challenge. Practically every puzzle is insultingly obvious. See if you can work this out: there is broken clock. It's powered by cogs. Mickey notices there is a cog missing. You have a cog. Hmm, tough.

It's clearly aimed at younger kids, but they're the ones most likely to get frustrated that they can't control Mickey. Hilariously, there's also a 'kids' difficulty level that plays itself if you leave it. Bizarre. **Dean Scott** NOM

❑ Some secret toys appear in Mickey's bedroom

❑ Mickey realises his new game isn't very good



❑ One of the rare opportunities to get to properly interact. Hammer the button to light the candle

VERDICT

GOOD	■ It looks really good. Walt Disney would be proud of this effort. ■ Genuine innovation in the bizarre situations Mickey finds himself in
BAD	■ The game's extremely slow and not all that interactive. ■ One of the easiest titles GameCube will ever load up in its lifetime.
FUN	Doesn't test your brain or your reactions, but it does provide simple satisfaction.
VALUE	£40 is a bit on the steep side for an interactive cartoon.
LIFE	Easy to finish, but there are a stack of secrets to discover.

There's an amazing platform game in here waiting to get out, but what you actually get is an old fashioned adventure that lacks pace and a tough challenge.

6

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LOG ON

http://www.mxsuperfly.com

IN BRIEF

Thrash powerful motorbikes around on muddy courses, pulling crowd-pleasing tricks whilst in mid air. Or deliver pizzas and play golf in a series of off-the-wall mini-games.

❑ It's crucial start well, but don't get rammed or you'll fall off

❑ It's a businessman's 'mare – a bike destroying the golf course

MX SUPERFLY

RACE AROUND MUDDY TRACKS ON TWO MUDDY WHEELS IN THE MORE SENSIBLE OF THIS MONTH'S MOTOCROSS OUTINGS.

God invented mud for people to get dirty. That was the whole point. When old people started planting flowers in it, he started to lose faith in mankind. But then man invented motocross where bikes burn around in the mud getting filthy. God was pleased, and aborted his plans to flood the world.

You can't argue that doing big jumps in the mud is a recipe for fun, so *MX Superfly* is onto a good thing straight away. There's a history of classic motocross games on Nintendo consoles with *Excitebike 64* on N64, and this month we've got new contenders; this, the realistic one, and EA's mental *Freekstyle*.

It doesn't start well for *MX Superfly*. 125cc bikes amble around in the mud so slowly you almost fall asleep. You get caught in bits of scenery and it's annoying as hell. But as the bikes get quicker, it gets far more interesting. Taking corners well becomes as critical as getting the right amount of spring off a jump. It's tough to win by a massive margin, so there are always bikes buzzing around behind you giving the gameplay a bit of edge.

But *Freekstyle* manages mind-jarring excitement from the off by translating tricks into speed. In Career mode any Nac Nac Lookbacks you pull off are for show only, and you might not risk it as one fall can easily screw up your race. Freestyle mode also rewards your mad skills in a series of trick arenas, but the racing and stunt elements feel like separate games.

What saves this from being just average are the mini games. Each bit of success in the Career mode unlocks crazy one-off events like Moto-Golf and Pizza Delivery. Each one of these is a wicked laugh,

DETAILS

1-2 Players

8 Blocks

Price: **£39.99**

Release: **4 October**

Publisher: **THQ**

❑ Yes, yes. Very clever. You still only finished second though, which still makes you a loser

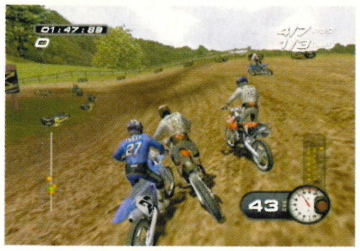
❑ Superbike swoops to catch a man falling out of a building.

❑ No bikes were harmed in making this shot. The rider died, though.

A QUICK TIP TO GET YOU STARTED

Holding R and releasing it at the crest of a jump sends you even higher into the air. Try not to jump too high though because if you're still flying and everyone else has landed on the ground, they'll be speeding away. Try to land on the down slope of a bump to get a speed boost and hit the front.

❑ Well, that's one way of making sure you never get your girlfriend pregnant



❑ It's a grubby looking game, but that's mud for you. How exciting can mud be?

❑ In Freestyle mode, you can showoff as much as you like. Just don't do the same one twice

> "YOU CAN'T ARGUE THAT DOING BIG JUMPS IN THE MUD IS A RECIPE FOR FUN, SO MX SUPERFLY IS ONTO A GOOD THING STRAIGHT AWAY"

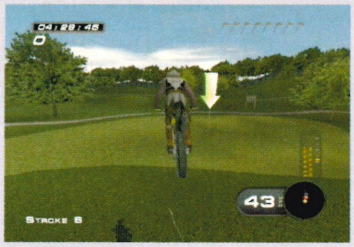
❑ Stopping chatting to your family about the weather, mate. There's a motocross race you've got to win

▶ whether you're tearing up a golf course or zipping around a city picking up and dropping off pizza *Crazy Taxi*-style.

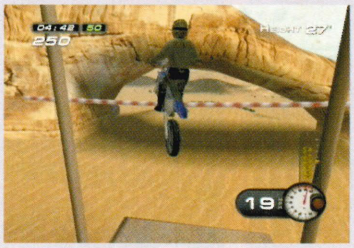
The two-player modes split the screen for standard races or trick competitions. The biggest laugh comes if one of you gets stranded on the upslope of a steep hill, as your engine makes rasping fart noises as the bike struggles for grip. Well, it made us laugh. **Dean Scott** NOM

MINI-GAME MANIA

❑ This is Bus Jump, where you must, er, jump buses



❑ Ride to the holes in Moto-Golf



❑ Step Up's like high jump, only less dull

Considering the main racing action of the game takes itself so seriously, it's surprising that the 11 unlockable mini-games are so mad. Bus Jump has you leaping rows of buses in the street, Wheelball is basically footy on a bike and Step Up plays out a ridiculous petrol-powered high jump competition.

VERDICT

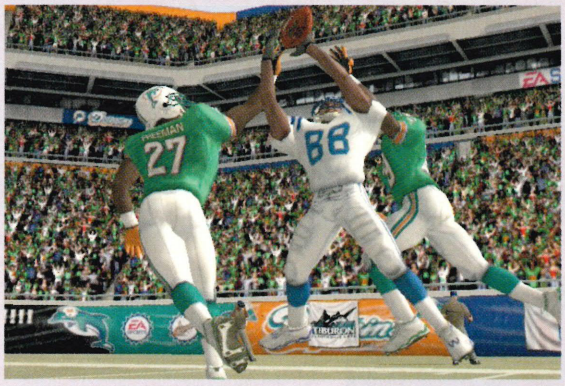
GOOD	■ Neat Career structure to play through, and wicked mini-games as a reward. ■ The Freestyle stuff feels like an extra game tacked on for free
BAD	■ The racing could have been more fun if it encouraged you to do tricks. ■ The slow bikes at the start of Career mode will do your head in.
FUN	Not as enjoyable as *Freekstyle* as it wants to be realistic. The mini-games help.
VALUE	Stacks of courses and bikes to unlock, and a few secret riders, too.
LIFE	After you've cracked Career mode, you'll return to better your mini-game scores.

Solid motocross action that's just saved from being too dull by its bizarre mini-games. Had it been less serious, it might have rivalled *Freekstyle*.

7

MADDEN NFL 2003

GAMECUBE'S FIRST GRIDIRON TITLE WILL TAKE SOME BEATING. THIS IS SUPERBOWL MATERIAL.



❑ Not all receivers can break double coverage like this so it's important to find out who's hot and who's not

Log On: http://www.uk.ea.com

59 Blocks

1-2 Players

Price: £39.99

Release: 4 October

Publisher: EA

From the first snap of the ball it's clear that this is more than just a basic update because, even if you're not a fan of the sport, there are two excellent features.

The Mini Camp sees players touring across America in the Madden Cruiser, stopping at NFL stadiums to complete mini games like quarterback passing accuracy tests and interception drills. Once these have been completed you must transfer them to a game situation to see if you can get the win or stop a defeat.

Secondly, there's Football 101 that allows you to choose an NFL team and practise the entire playbook until you get it right. This mode also includes in-depth commentary from John Madden who tells you exactly when a particular play should be used.

All of the NFL rosters are included and you can create your own player or team, too. There's also the Franchise mode where you must lead a side through 30 seasons dealing with plays and firing staff. It's just a joke that you'll have to buy a new memory card to save your game. **Dominic Wint** NOM

VERDICT

While American football games will always have limited appeal outside the US, that shouldn't stop the select few enjoying this game. For any fan this is a must.

8

LOG ON: http://www.sega.com

IN BRIEF: Beach volleyball may not be first on the list of sports to simulate, but Sega's frantic games sees you serving, spiking and blocking to be the first to reach 15 points. A sensation in multiplayer, *Beach Spikers* might just be the four-player sports game of the year.

DETAILS:

1-4 Players

3 Blocks

Price: £39.99

Release: 27 September

Publisher: Sega

BEACH SPIKERS

SEGA PUT THEIR NAME TO BEACH VOLLEYBALL AND ITS TANNED LADIES IN BIKINIS. MMMM, TANNED LADIES...

❑ For a spot of button bashing starring hip-wiggling ladies in bikinis, Beach Flag is a hilarious game

Few games come along that can stake a claim as one of the best ever Nintendo multiplayer games, but the bets are on with Sega's *Beach Spikers* and we'll eat our hats if you and your mates don't love it.

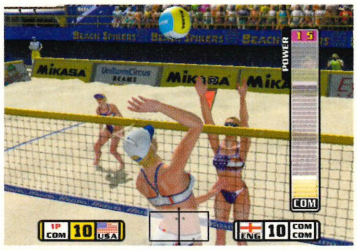
It may not have strength in depth when played on your own as the short World Tour involves building up your partner's skills over a handful of tournaments, but this is multiplayer heaven thanks to some excellent Versus modes. One example, Beach Flags, sees you button bashing to reach a flag before your opponent, but where it gets serious is when four of you play a two-on-two match and try to outwit each

❑ Forget the serves, check the butts. They're better than Kylie's

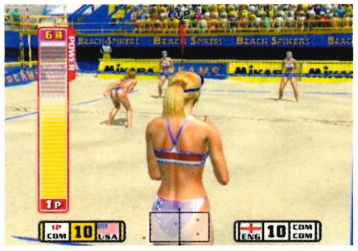
❑ Expect to play in a variety of sponsored stadiums including Sega, Coca-Cola and Holiday Inn. Each one is played at a different time of the day, too

❑ You can rip into your team-mate. Shame they don't kiss and make up

❑ England may not be known for volleyball, but you can put that right



❑ As your opponent goes up to spike the ball you can attempt to block it



❑ What a view from the back! Better stop oggling her and get the ball in play

other to be the first to reach 15 points and claim a famous volleyball victory.

The game's controls are a synch and all you'll need to keep your fingers busy is the 3D Stick to move and the Ⓐ and Ⓑ Buttons to spike and block the ball. You can also choose your country of choice, and when played on your own, you can choose your body characteristics including hair and skin colour.

This is a brilliant title and has been played non-stop at *NOM*, so get your mates round for a blast to see what we mean. **Tim Street** NOM

VERDICT

GOOD
- Without doubt this is one of the finest multiplayer games to grace a Nintendo.
- The controls are so easy that you'll soon be covering every inch of sand with ease.

BAD
- One-player isn't bad; it just takes ages to build up your team-mate's stats.
- Don't expect the commentary or game music to bowl you over.

Sega's blend of multiplayer fun and arcade gameplay certainly make this a sporting winner. Just don't think it warrants a purchase on the one-player mode alone.

8

NHL 2003

IF YOU WANT TO SPLASH OUT £40 ON A SUB-STANDARD ICE HOCKEY SIM FOR YOUR GAMECUBE THEN STEP RIGHT THIS WAY.

❑ Prepare yourself to see lots of replays complete with grating commentary. They can be skipped by pressing Ⓑ

Log On:
http://www.uk.ea.com

30 Blocks

1-4 Players

Price:
£39.99

Release:
18 October

Publisher:
EA

Is this more than an update to a well-established series? The simple answer is no. What you get is a totally up-to-date list of teams, including a selection of international sides, with all of the rosters from the latest NHL season. You also get the choice of four game modes to play including Play Now, Franchise, Playoffs and International.

The game itself is very difficult to play because you often can't see any of your team-mates on the screen. This makes tackling and winning the puck unnecessarily hard while the tough passing system is just plain awkward.

On the plus side, the game moves smoothly and there's a real rink-side atmosphere helped by some rousing music and cheering crowds, although the commentary is dire. If you're in for the long haul then there's also a task list for you to complete that contains challenges from stringing three passes together to scoring 500 career goals with a created player.

NHL 2003 isn't a bad game but it's let down by poor A.I. and sloppy controls, all adding up to a simulation with hardly any redeeming features. **Dominic Wint** NOM

VERDICT

While *NHL 2003* is up-to-date and great to look at, it's not much fun. Compared with *NHL Hitz 20-02* it's very boring, so wait for Midway's update instead.

5

LOG ON

http://www.acclaimuk.com

IN BRIEF

Rollerskating has evolved. Choose from a line up of some of the world's best inline skaters and take them on a trip around town annoying pedestrians and racking up the points.

The intro movie demonstrates how the real thing is done

AGGRESSIVE INLINE

TONY HAWK'S ON 'BLADES? NOT SO. THIS EXTREME SPORTS TITLE IS PACKING IN MORE THAN A HINT OF ORIGINALITY.

DETAILS

1-2 Players

57 Blocks

Price: **£39.99**

Release: **Out Now**

Publisher: **Acclaim**

❑ Learn to Skitch on the back of vehicles in the Tutorial mode

❑ Find as many pedestrians as you can as they give you new challenges

It's the first inline skating game to hit the GameCube and it's quite a corker.

Aggressive Inline combines all of the skills and tricks that you've learnt from *Tony Hawk's Pro Skater* games and adds some great new ideas and fresh gameplay to make this an original gaming proposition.

As usual the bulk of play takes place in the Career mode where you choose a famous skater from the list of 12 on offer, including Chris Edwards and current world champion Taig Khris, and guide them to glory.

Seven huge worlds await from the Movie Lot to the Museum and each one is absolutely massive with tons of cool stuff going on as you skate. The Boardwalk funfair is particularly impressive with its wide variety of fairground rides and pier-side grinds to look out for as you tear round.

Where this game differs from the rest of the extreme sports crop is that there is no timer. Instead, players must keep an eye on the Juice Meter; players add Juice by successfully completing tricks, if the meter runs dry then it's Game Over. This makes

> "*AGGRESSIVE INLINE* IS CERTAINLY WORTH CASTING YOUR EYE OVER IF YOU'RE BORED WITH THE 'BOARD."

❑ Phrases such as 'does your mother let you go out like that' and 'more than a handful's a waste' spring to mind

❑ Although the game is allegedly based in reality, we doubt that anyone could perform this trick

BREAK THE ICE

❑ The pieces shatter as you skate over them so careful planning is needed

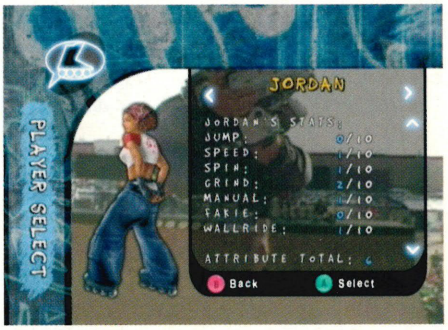
❑ Choose a frozen piece of skate park and place it wherever you want

As well as the usual array of challenges that you'll face, *Aggressive Inline* gives you the chance to control your own fate.

In the Cannery level you have to score 50,000 points in three minutes. Easy we hear you cry, but that time limit also includes having to design your own skate park in the space provided. And there's another catch as the ramps and walls are made from ice so when you skate over them once they shatter into a thousand tiny pieces. This stage is truly a test of your gaming skill.

❑ The Boardwalk is the best looking level with tons of cool rides and bags of colour

❑ Grinding the traffic lights is just one of the mad tasks in the Movie Lot level



❑ Jordan is just one of the playable characters available from the start of the game

❑ From on high you can see loads of the Industrial level, complete with unfinished cars and lasers

▶ the game much more fun to play as you're not constantly restarting the levels.

To unlock each level you'll need to complete a series of challenges and even the early tasks are tough to complete. It will take even hardened gamers a good while to get to grips with it.

The levels are also full of characters and they'll give you another challenge to complete if you go and ask them. If you're not sure where you should be going then each challenge has a Fly-Thru option that allows you to view a video showing you where you've got to go. It helps to find the obstacle but it doesn't make it any easier.

The levels in *Aggressive Inline* are massive and there's a huge selection of moves to learn and some tough challenges to complete. It doesn't have the same polish as the *Tony Hawk's* titles and the amount of memory blocks it requires is unforgivable, but aside from this, *Aggressive Inline* is worth casting your eye over if you're bored with the 'board. **Dominic Wint** NOM

VERDICT

GOOD	■ Removing the timer from Career mode lets you to skate round at your own pace. ■ The challenges are highly original and there's a lot of life with the tough tasks.
BAD	■ There are some ugly glitches in the scenery and it's a little rough at the edges. ■ It requires 57 blocks to save the Career mode. That's nearly a whole memory card!
FUN	The Tutorial is good for learning the basics and the controls come naturally.
VALUE	The new ideas, huge levels and wealth of challenges are welcome.
LIFE	The sheer size and depth of the game will keep you coming back.

It's great to see an extreme sports title that doesn't follow the leader. A bit of a face-lift and a cheaper save option and this could be a series to watch.

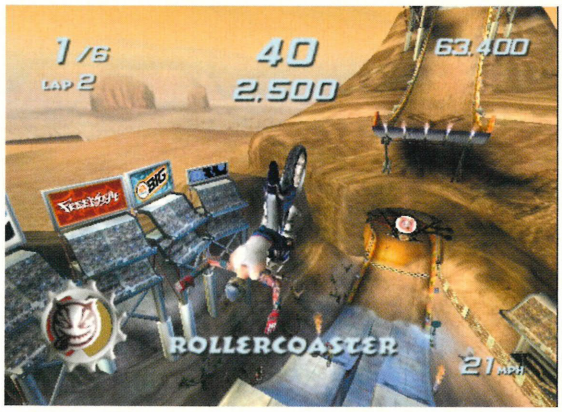
7

LOG ON

http://www.uk.ea.com

IN BRIEF

EA goes BIG yet again and this time it's the world of motocross racing that gets a dose of the outrageous. Choose from one of eight crazy riders and race your way to glory across some of the strangest circuits you've ever seen in a game.



❑ Insane air on a bike makes *Freekstyle* a thrill seeker's choice

❑ Forget tricks when in fifth, just concentrate on catching up

FREEKSTYLE

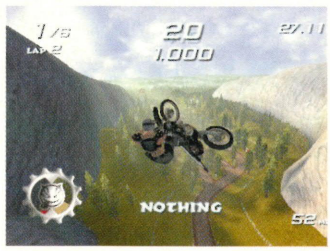
HIGH-OCTANE OFF-ROAD ACTION ON TWO WHEELS. OUTRAGEOUS RIDERS, INSANE TRACKS AND CRAZY TRICKS ARE FOUND AT EVERY TURN.

Adding to EA's stable of outrageous BIG titles comes this dirt bike trick fest that's not wholly dissimilar to *SSX Tricky*. What you have is a selection of crazy riders all raring to go on one of the nine wild tracks available.

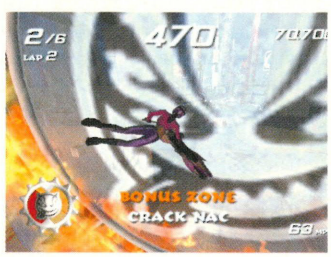
The main chunk of the game is found in the Circuit mode. This sees you choose a rider from the eight on offer and take them to championship glory across six different courses. There are three rounds to each course and you must first qualify for the main event by finishing third or higher in two heats.

You can treat this game as an out-and-out racer where you thrash your bike from point A to point B in the fastest time possible, but the secret to winning lies in building up your boost and the only way to do this is to perform tricks. The courses are littered with jumps that allow you to pull off tricks from a selection of over 100 that are on offer. To gain enough boost you'll need to fill up the Freek Meter and then you can perform an unfeasible four-button special combo for major points. It's definitely worth persevering as winning races and scoring big points will unlock new riders, bikes, costumes and skills. If you decide you don't want to race then you should head for the Freestyle mode where your objective is to score as many points as you possibly can.

The courses are enormous and the scenery looks great on the GameCube. But don't stand gawping for too long because there are secret jumps to uncover and



❑ The views are impressive and from up here you can pull a few tricks



❑ Smash through to get bonus points

DETAILS

1-4 Players

2 Blocks

Price:
£39.99

Release:
27 September

Publisher:
EA

▶ shortcuts to find that give you the edge over your rivals.

Despite the pros though, there are some problems. The bike's steering is over-sensitive and can cause you to jerk across the track too much. Pulling off a trick only requires holding a few buttons too so the daunting array of stunts on offer can lead to you simply stabbing at the controls and hoping for the best.

Freekstyle is a challenging game with plenty to try if you're an extreme sports fan. Like *SSX Tricky*, it's packed with bonuses and it rewards the diligent player with lavish extras. But also like *SSX Tricky* it can seem unfair and unforgiving at times, punishing poorly timed jumps and dropping you from first to last in the blink of an eye. If you can cope with the tough challenges and the perfect performances required to win then *Freekstyle* should be tracked down. **Dominic Wint** NOM

The No Hander is a simple trick to perform. Just press L

From this high up you can even see the curvature of the Earth

"THE DAUNTING ARRAY OF STUNTS ON OFFER CAN LEAD TO YOU SIMPLY STABBING AT THE CONTROLS AND HOPING FOR THE BEST."

LIE BACK AND FEEL THE AIR

The most important thing to perfect in *Freekstyle* is timing your landings. Get it wrong and your face will be interacting with the dirt more than an army of moles. When flying through the air, pulling back on the 3D Stick will cause your rider to lean back and grab those vital few feet needed to make a jump. If you need to land in a hurry, then push forward and your rider will head for the ground in double quick time. Master this technique and you'll be a champion in no time.

❑ If you feel like you don't have the speed to get over a jump, push forward to land quicker

❑ Pulling back will increase the air you get and make it easier to complete bigger jumps

VERDICT

GOOD	■ Huge, imaginative courses with loads of secret routes and short cuts to find. ■ An excellent selection of riders, costumes, tricks and bikes.
BAD	■ The jerky controls take a bit of getting used to and can cause wayward steering. ■ It often seems unforgiving, requiring perfect jumps and accurate trick execution.
FUN	Basic control is simple but there are a daunting amount of tricks to learn.
VALUE	Tons to unlock and Circuit mode offers a challenge to anybody who's willing.
LIFE	Getting the secrets takes time and there's still Freestyle and two-player modes.

When you're winning and the tricks are flowing the game's fantastic, but one fall and you'll be cursing. It's crammed with features but it will take time to tame it.

7

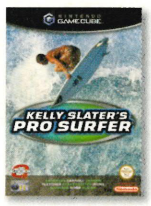
LOG ON

http://www.activision02.com

IN BRIEF

Activision's 02 range begins cranking up its production line with Tony, Mat and now Kelly Slater starring in all-new challenging games. Taking elements of the classic *Tony Hawk* series, *Kelly Slater's Pro Surfer* puts you in the path of raging waves as you ride the tube and trick high above the surf at 13 different locations around the world.

DETAILS



1-2 Players

10-14 Blocks

Price:
£39.99

Release:
27 September

Publisher:
Activision

KELLY SLATER'S PRO SURFER

IF YOU'VE EVER BELLY BOARDED ON THE BEACHES OF NEWQUAY IT'S HIGH TIME YOU WENT ONE BETTER IN ONE OF THE MOST REFRESHING EXTREME SPORTS GAMES EVER.

Kelly didn't see the hidden rock as he somersaulted

Think of an extreme sports game and most will plump for *Tony Hawk*, but as *Pro Skater* prepares to enter yet another outing, a new 02 star's sweeping in.

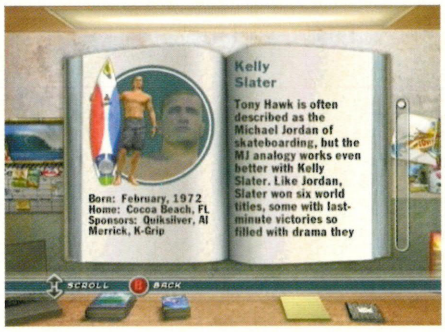
Six times world champion, Kelly Slater, is the man in question and what catches your eye straightaway is the game's gorgeous movies. Nearly two hours of footage has been filmed to give you an insight into the world of surfing, explaining just what possesses these nutters to take on raging waves, all complete with ambient music that is totally in keeping with its look and appeal.

The game centres around the *Pro Surfer* boat and it's here that you can select your surfer, board and your preferred location. You'll want to start at the Japanese indoor wave pool, a Tutorial mode where you'll learn how to perform tricks and how to keep your balance – all necessary if you want to survive the world's 13 most turbulent breaks.

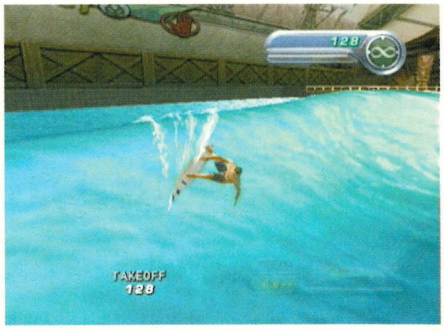
To open up new locations you don't have to complete all the set objectives in one area, so at least there's a little variety. Goals like reaching a certain score have been included, but there's also some fun to be had out on the waves as you try to soak windsurfers, leap a pier or beat the Grom, the surfing rookie. The developers have also added a variety of Exit Moves so you can leap off your board to complete a combo

❑ **The usual keeerayzee extreme sports trick names reappear in *Pro Surfer***

❑ If you can't remember what game you're playing, a plane up in the sky will remind you



❑ Read all about Kelly and the rest of the game's surfers in their own biographies



❑ The Tutorial is set inside Japan's giant indoor wave pool and gives you a taste of things to come

WATERPROOF PAPARAZZI

One of the best objectives in Kelly Slater's Pro Surfer sees you playing to the camera in order to record a massive score.

❑ When the camera shutter appears you've got five seconds to prepare a sensational stunt

Sitting in the water are crazy cameramen who will take your picture as you bomb across the water, so when the camera shutter appears and the five second countdown starts get ready to perform a great trick.

The better your move the more points you will score, so it pays to line up a huge jump off the crest of a wave. You can even save the photos to your memory card, so just don't wipe-out or you'll end up with nothing and will look an idiot to your mates.

❑ One of your tasks on the first beach is to leap clean over the pier without smacking into the sides. We did. It hurt

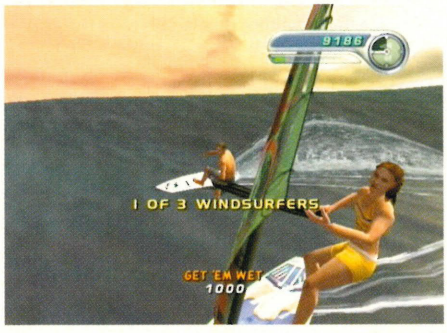
▶ even once the buzzer has gone to end your two-minute run.

In addition to meeting each set objective, another option is available. Icon Challenge sees surfing tricks dropping down the side of the screen and once performed they will disappear. It's your mission to keep up with the ever-falling stunts because if the list reaches the top of the screen you'll wipe-out and it's the end of your mission.

Though the water effects aren't quite as awe-inspiring as those in *Wave Race* they do come pretty damn close. Gentle rolling breakers to thundering tsunamis are all here and continually change as you race, so expect your heart to race as a dodgy turn sees you caught up in the wake of a tube and facing a potential wipe-out.

Kelly Slater's Pro Surfer may be a new extreme sports icon, but his game shouldn't be taken lightly. Containing that all-important ingredient to keep you at the controller for just one more go, it will take time to master, as landing is hard. But get back on and try again because it's well worth the effort. **Tim Street** NOM

❑ To stay on your board in the tube you'll need to keep the meter in the middle. Just like Tony Hawk!



❑ The pesky windsurfers love to get in your way, so surf close and give them a soaking

VERDICT

GOOD	■ Nearly two hours of beautiful footage sets the scene for a rewarding game. ■ Top drawer wave effects bring the oceans alive as they spray, crash and roll.
BAD	■ You'll wipe-out loads at first so perfecting landing takes sustained effort. ■ After sprawling *Tony Hawk* levels you'll feel restricted as to where you can go.
FUN	You don't have to be a surfer to love it, but too many initial wipe-outs is annoying.
VALUE	There are tons of objectives to make one-player and multiplayer worthwhile.
LIFE	The later breaks are very hard, but you will return just to increase your scores.

There are no signs here of the 02 line-up slowing down its exhilaration, presentation and challenge. A prime choice for gamers looking for something different.

8

LOG ON

http://www.kemco-europe.com

IN BRIEF

It could be described as reverse *Tetris*, as the object of *Eggo Mania* is to build a sturdy tower using different shaped blocks and be the first to escape. This one will certainly keep you on your toes.

❑ Keep an eye on the image in the middle to see the height of your opponent's tower

❑ If your tower collapses or your rival gets to their balloon first it's Game Over

❑ If your Wobbleometer enters the red then prepare to watch your tower fall

EGGO MANIA

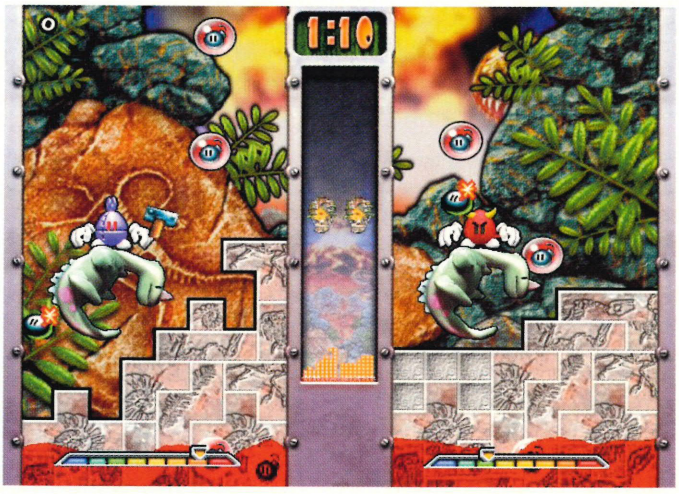
THE FIGHT FOR THE BEST GAMECUBE PUZZLER HOTS UP AS THIS FRANTIC BLOCK BUILDER STEPS INTO THE RING.

While it may sound like the simplest of ideas, *Eggo Mania* is also one of the most frantic and addictive puzzlers you'll play this year.

The game sees you attempting to build a strong tower from various shapes that fall from the sky, rotating them to fit together. You have to build a tall enough tower to reach a balloon that whisks you away to the next manic level.

The problem comes from your opponent who is trying to do the same as you, only quicker. As well as the falling blocks, players will also have to handle bombs and lightning storms that you can inflict on the opposition.

❑ Look out for attacks from above as these beasts will steal the pieces out of your hands



❑ If you fall in the water then a friendly animal will be on hand to lift you back to the top of your building so you can start building again

You'll also have to watch the Wobbleometer at the bottom because if your tower is full of holes the gauge will teeter towards the red and will collapse if you don't plug the gaps.

The action is frantic and at first it seems that there's too much going on, but before you know it you'll be sucked right in. It's also a good price, too. **Dominic Wint** NOM

DETAILS

1-2 Players

3 Blocks

Price: **£29.99**

Release: **20 September**

Publisher: **Kemco**

❑ Who'd have thought that a game starring eggs would be this good?

❑ When bombs start getting thrown about the action becomes very hectic

VERDICT

GOOD

- Both frantic and easy to learn, you'll be throwing blocks down like a pro in no time.
- There's a wealth of options to play with and some excellent multiplayer games.

BAD

- The Tutorial mode is incredibly poor and only covers the most simple of moves.
- It can get ridiculously hard, especially when the weapons start flying around.

Eggo Mania has stolen *ZooCube*'s crown as the GameCube's premier puzzler. The action's fast and it has that vital one-more-go feel found in all top puzzlers.

8

LOG ON

http://www.vie.co.uk

IN BRIEF

Older GameCube owners may remember the home computer version of *Barbarian* and this next generation title sees you taking the lead in frantic one to four-player fights featuring huge battle arenas. It's a shame it's not quite as memorable as the home computer versions.

DETAILS

1-4 Players

3 Blocks

Price: **£39.99**

Release: **Out Now**

Publisher: **Virgin Interactive**

❑ Look out for Mongo the mutated ape as he's quick and strong

❑ You can pick up objects like pillars and planks to use in attack

BARBARIAN

GRAB YOUR FAVOURITE SWORD AND HEAD INTO BATTLE AS YOU ATTEMPT TO PROCLAIM YOURSELF RULER OF BARBARIA.

Inspired by the classic 8-bit adventure, this reworking of the *Barbarian* franchise comes in the form of a beat 'em up as the story centres around a group of characters who are all drawn into battle to try and win the right to be ruler of Barbaria.

There are some excellent looking characters on offer including Mongo the ape and a huge Neanderthal-like prisoner, simply known as 21.

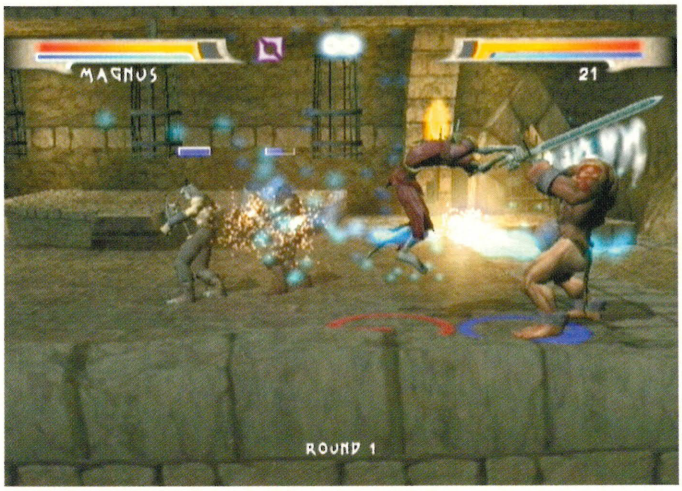
Barbarian forces you to use battle tactics as you hack and slash your way to victory. Attacking is almost as important as defending, but the main downfall to the game is in the use of combos. These form the basis for most of your attacks but they are carried out by using a lengthy combination of the Ⓐ and Ⓑ buttons. Unfortunately, this leads to either bashing the two buttons hoping to make a strike or finding a combo that is difficult to defend against and using it all the time.

Graphically, *Barbarian* is a right mixture with some excellent lighting effects and detailed battle arenas, although the majority of the levels are too dark to truly appreciate what's happening.

Up to four players can take part in a battle and this can lead to some frantic action but occasional slowdown will mar the experience.

Barbarian should be commended for having a very strong plot and some interesting ideas. The areas are huge and the scenery can be broken to provide access to hidden areas. Sadly, the game's let down by a poor control system that will see you hammering away at the buttons until you win. **Dominic Wint** NOM

❑ Magnus the undead warrior menacingly floats around the screen before attacking



❑ As well as fighting a main enemy, you'll also have to face random rivals

VERDICT

GOOD

- Huge arenas with great detail and a lot of imagination, including hidden areas.
- The plot is well conceived and it's great to see how the characters link together.

BAD

- The combos require too many button presses and you'll just use one that works.
- There's some horrendous slowdown that can make the game difficult to play.

Unfortunately, the graphics engine can't handle the intense action. Some sharper controls and much faster presentation would have made *Barbarian* a winner.

6

TOP GUN
COMBAT ZONES

FEEL THE AWESOME POWER OF YOUR AFTERBURNERS AND BLOW UP SCUM FROM THE SKY IN YOUR FLYING MACHINE.

❑ Use your 20:20 vision to take out enemy aircraft who will try and blow you up high above the clouds

Log On: http://www.vie.co.uk

3 Blocks

1-4 Players

Price: £39.99

Release: 20 Sept

Publisher: Virgin Interactive

Like the GBA version we reviewed a couple of issues ago, *Combat Zones* has no reference to Tom Cruise, but that doesn't stop it being a duff game, it's just not all that spectacular either.

Taking the controls of some of the world's best planes, including the F-14, you are on a mission behind enemy lines to take out the enemy's aerial threat and destroy ground defences.

Various locations from around the world feature in the game including a vast oil plantation and the chance to experience low level flying across scorching desert plains and through narrow gorges.

Your plane handles well and you'll be blowing up the enemy from take-off, but despite this, and the fact that many of the game's locations look tremendous, there appears to be no real imminent threat of danger in the game. All too often you'll be flying around aimlessly with no enemy fire being trained on you, and as this is a war sim, you'll feel as though your money has been seriously wasted. **Tim Street** NOM

VERDICT

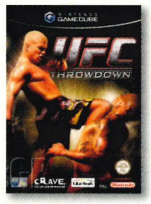
Top Gun is ideal if PC-style shoot 'em ups get your trigger finger twitching. There's nothing here that screams originality, but if you like this sort of thing, hunt it down.

6

LOG ON: http://www.ubisoft.co.uk

IN BRIEF: It might not be a household name in the UK, but that hasn't stopped Ubi Soft releasing this mad fighting game – a no hold barred brawler where you must give as good as you get as you punch, kick, grapple and pummel your opponent's face into bloody mush.

DETAILS:



1-4 Players

5 Blocks

Price: £39.99

Release: Out Now

Publisher: Ubi Soft

UFC
THROWDOWN

PLEASE PUT YOUR BOXING GLOVES AWAY GIRLS, THIS IS HARDCORE RING BRAWLING WITH NUTTERS IN PANTS.

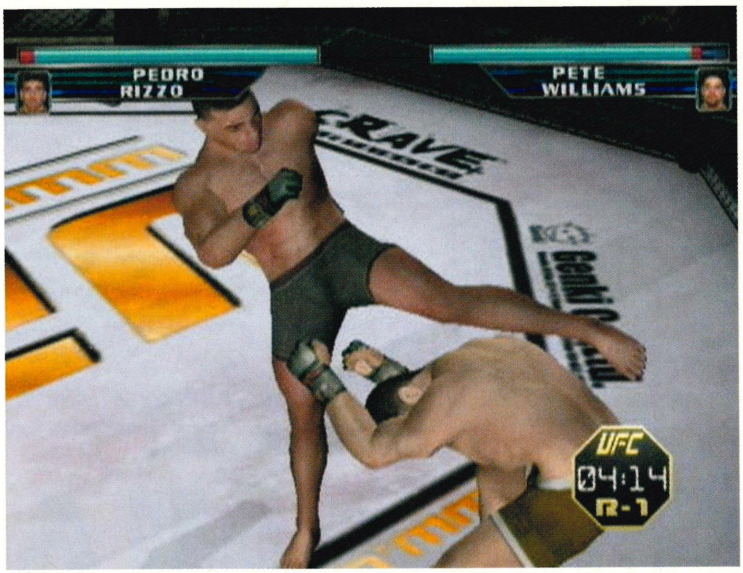
❑ The game begins with some wicked FMV scraps

The likes of WWE maybe a household name over here, but one sport that makes it look like handbags at ten paces is Ultimate Fighting Championship, a one-on-one scrap where men wear pants and where wimps get smashed to pieces.

UFC: Throwdown is the GameCube take on this brutal sport and sees you choosing one of 25 UFC fighters before entering the fighting arena to beat each other up.

Using a mix of bare knuckle fighting and wrestling, this really is brawling at its most violent. The long-term Career mode in particular will keep you bashing buttons until the claret starts to fly and you are victorious.

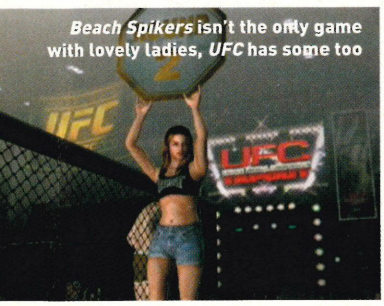
Despite the no-brainer game style on offer, the game just doesn't utilise the GameCube's power to its advantage. The character models are bland



❑ Pedro Rizzo is one of the UFC's stars and you can control him in this game

❑ Here come the men in pants! These guys maybe hard but they still wear Y-fronts

and the animation is average at best, while the cool FMV sequences just cover up its shortfalls. If you know UFC you may want to check it out, otherwise this is only really worth a rent. **Tim Street** NOM



Beach Spikers **isn't the only game with lovely ladies,** ***UFC*** **has some too**

VERDICT

GOOD
- The number of Career mode options in the game is quite phenomenal.
- Multiplayer fighting is a good crack, if only for a Friday night in.

BAD
- It looks like something from the N64 and the dodgy camera angles don't help.
- Once you've learnt a few decent moves you'll only be using those to win.

It's not very well known over here but don't let that but you off. It doesn't look the greatest, but if you're a fan of UFC you might consider purchasing this fighter.

6

GAUNTLET DARK LEGACY

THE FOUR-PLAYER CLASSIC CHANCES ITS ARM AT GAMECUBE SUCCESS, BUT FALLS WELL SHORT.

Each character has a different weapon and you cast different kinds of spells

Log On: http://www.midway.com

8 Blocks

1-4 Players

Price: £39.99

Release: Out Now

Publisher: Midway

It's been years since *Gauntlet* first hit the arcades, but despite its transition to Nintendo's next generation machine and more four-player fighting the game hasn't changed one bit.

Whether playing on your own or with three mates, this hack and slash fighter allows you to choose a band of warriors including a wizard, archer or sorceress and battle your way to the end of the game using your weapon of choice including magic and a bow and arrow.

Various locations await you in this brainless adventure from a mountain range to dense forest, but even after a few mental battles you will have had enough as you just move from one scene to the next, killing everything in your path before moving onto the next battle.

It may be in 3D now, but the mechanics are still the same as all those years ago on the arcade machine. *Gauntlet* hasn't moved on at all, and when you compare this to the N64 version, this is a major disappointment. If you buy this you really will be wasting your money and even if you loved the original you'll quickly get sick of this awful GameCube quest. **Tim Street** NOM

VERDICT

It was average on the N64 and with the GameCube's extra power you'd have hoped for something different. A shocking waste of a game that was once a classic.

4

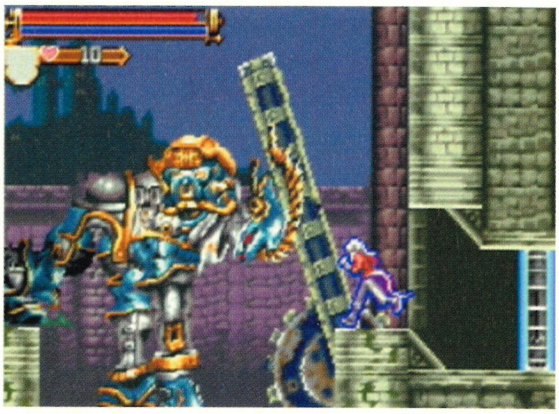
LOG ON

http://www.konami.com

IN BRIEF

Slay all manner of evil beasts with your whip in this classy mix of 2D platforming, action adventure game and good old fashioned RPG fun. The latest in the long line of *Castlevania* games sees Juste Belmont continuing the family line as he sniffs out Dracula and destroys his army of vampires.

❑ You'll be pleased to note that the graphics are much brighter than in the last game. Check out the trippy speed blur



❑ Eat that, mechanical monkey type thing! Drawbridge up! Now let's go find ourselves some Dracula hide to slay

CASTLEVANIA HARMONY OF DISSONANCE

IT'S A BAD TIME TO BE A CANDLE. ANOTHER WHIP CRACKING BELMONT IS BACK ON THE VAMPIRE TRAIL IN A NEW GB ADVANCE ENCOUNTER.

It's cool when you kill as foes catch fire and burn away

❑ Face off with all manner of nasty foes, like Death himself. He's a nice guy really

There's a whole bunch of older gamers who'd prefer something a little darker than your average platform game. Konami misunderstood them for the last *Castlevania* title as they made the graphics so dark you could hardly play the thing. D'oh!

The follow up is brighter and you don't need to be a Shaolin monk to play it as the difficulty curve has been ironed out. It's still the same fabulous blend of leaping and exploring as Juste Belmont continues his family's quest against Dracula.

It's great to play, using your whip to take down a host of morphing monsters as you solve puzzles to progress. You might find yourself wishing Juste could climb or run a bit quicker, but you can't complain about the game's lifespan. This baby is absolutely huge.

Harmony of Dissonance ranks as one of GB Advance's finest adventures and you should definitely grab it if you don't mind the fact that it plays a lot like the last one. **Dean Scott** NOM

VERDICT

GOOD

- A massive adventure that solves the graphical flaws of the previous version.
- Brilliant mix of adventuring, platform jumping and role playing elements.

BAD

- The core gameplay is still very reminiscent of *Circle of the Moon*.
- Juste Belmont lacks a little bit of agility. Learn to climb, dude!

A cracking adventure that'll keep you going for weeks. It hasn't changed much, but the difficulty level is more balanced than last time and it's much more playable.

8

DETAILS

Game saves to battery back-up.

Price:
£29.99

Release:
20 September

Publisher:
Konami

BELIEVE THE HEIGHT!

The Ultimate combination of...

Motocross

Supercross

Freestyle

MX SuperFly™ FEATURING RICKY CARMICHAEL

NINTENDO GAMECUBE

PlayStation.2

THQ

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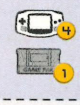
www.thq.co.uk/mxsuperfly

COLIN MCRAE RALLY 2.0

REALISM? CHECK. SPEED? CHECK. FUN? ER... HEY GUYS! WHERE DID WE PUT THE FUN?

The cars handle in a very realistic way but you can end up weaving all over the track as the steering is too sensitive

Log On: http://www.ubisoft.co.uk



Adding to the GBA's growing list of rally titles comes the most famous off-road racer of recent times. *Colin McRae 2.0* features nine realistically modelled rally cars from the Subaru Impreza 22b to Colin's very own Ford Focus. Players can then choose to race in a single event or a full championship season complete with damage, service stops and varying weather conditions.

The game moves at an impressive speed although this means that some of the scenery is less than detailed and there can be some annoying pop-up that conspires to place obstacles in your way. The cars are very tough to control too and veer across the road and even spinning with only a slight tap on the D-Pad.

If you're prepared to spend time with the game then it will reward you, the control difficulties can be overcome to a large extent after a few hours of play and the difficulty level is set just right. Attention to detail is impressive and the game even includes pace notes from Colin's team-mate, Nicky Grist. **Dominic Wint** NOM

Price: **£29.99**

Release: **27 Sept**

Publisher: **Ubi Soft**

VERDICT

Colin McRae Rally 2.0 is an impressive mix, but the game doesn't have the immediacy, or the polish, of *V-Rally 3* and it requires patience to succeed.

8

DISNEY'S MAGICAL QUEST STARRING MICKEY & MINNIE

CAN THE MAGICAL MOUSE AND HIS FRIENDS FIND PLUTO?

LOG ON: http://www.nintendo-europe.com

IN BRIEF: Not content with his own GameCube adventure, the world's most famous mouse is back for more in this GBA remake of a classic Super NES title. Take charge of Mickey or Minnie and try and rescue Pluto from the clutches of evil Emperor Pete.

Whilst enjoying a game of catch, Mickey Mouse's dog Pluto goes missing, so the plucky little mouse heads off to find his canine friend. But Mickey is soon in for a shock as he discovers that the dastardly Emperor Pete has kidnapped Pluto so that he can be carry out experiments on the poor mutt. Mickey must find his companion before it's too late.

As you journey across the six worlds, including fiery caves and treacherous mountains, Mickey will get help from his friends in the form of costumes that he can change into to gain new powers. The fire fighter outfit, for example, allows Mickey to deal with some of the blazing platforms in the Fiery Grotto.

In order to keep on top of the action you'll

One-player quest, two-player party games. Game saves to battery back up

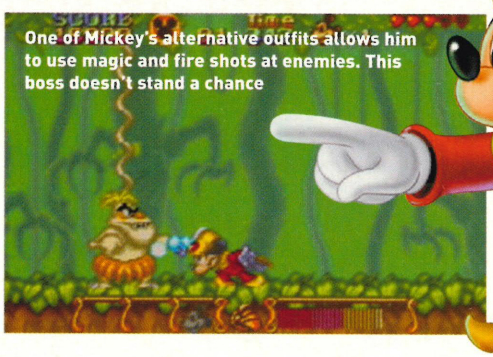
DETAILS

Price: **£29.99**

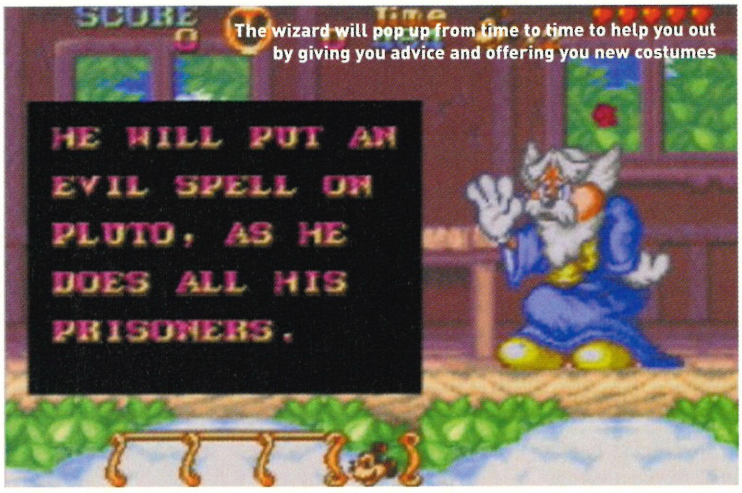
Release: **Out Now**

Publisher: **Nintendo**

The fire fighter outfit comes complete with a hose to allow you to extinguish any pesky flaming baddies that may come your way



One of Mickey's alternative outfits allows him to use magic and fire shots at enemies. This boss doesn't stand a chance



The wizard will pop up from time to time to help you out by giving you advice and offering you new costumes

need to continue to swap between guises to perform different actions, but this soon becomes extremely tiresome.

Magical Quest looks great and each of the worlds has that fantastic Disney feel with some impressive detail and solid animation. The sound just can't match this and it sounds more like a GBC title than a GBA one. Collision detection can be suspect at times leading to some frustrating moments and the boss battles tend to be a little bit easy. **Dominic Wint** NOM

Six magical worlds await the intrepid adventuring mouse, all the way to Emperor Pete's palace

VERDICT

GOOD
- The animation is some of the best ever seen on the Game Boy Advance.
- Some of the best sounds effects ever heard on Nintendo's handheld.

BAD
- You'll have to keep changing costumes which can get very repetitive.
- If you've completed any of the *Super Mario Advance* titles this is a walkover.

This is a charming and solid GBA platformer with that unmistakable Disney style. But it has a definite air of style over substance. Mario shouldn't worry.

7

SUPER GHOULS 'N GHOSTS

IT WAS BEGGING FOR A GAME BOY ADVANCE REMAKE AND NOW IT'S ARRIVED. BEGIN THE QUEST TO SAVE PRINCESS PRIN PRIN.

The opening levels see you facing off against zombies, flaming skulls and wild dogs. All in a day's work for Arthur

Log On:
http://www.capcom.com

Price:
£29.99

Release:
27 Sept

Publisher:
Capcom

Capcom's *Super Ghouls 'N Ghosts* is an absolute classic of a game and it's lost none of its charm in this conversion to Game Boy Advance. It's also not become any easier; this is one of the toughest games that you will ever play.

The story centres on Princess Prin Prin who is kidnapped by an evil demon and taken to the Phantom Zone. The noble knight Arthur, Prin Prin's true love, takes up the challenge to rescue the princess from the clutches of Sardius' undead army.

The game is set across seven levels that are all inhabited by vicious zombies and monstrosities from the Ghoul Realm. Arthur must simply get from one end of the level to the other, defeating the enemies and collecting weapon and armour upgrades along the way. If you take a hit from a monster then your armour is knocked off and you're reduced to running around in your pants. Take another hit and you lose a life.

It looks just like the original and the classic soundtrack and collision detection are spot on, but this is a very tough game. If you want value for money, this is a must have game. **Dominic Wint** NOM

VERDICT

Super Ghouls 'N' Ghosts is a faithful remake of an arcade classic and the game is still as challenging today as it was all those years ago. Definitely worth a look.

8

LOG ON

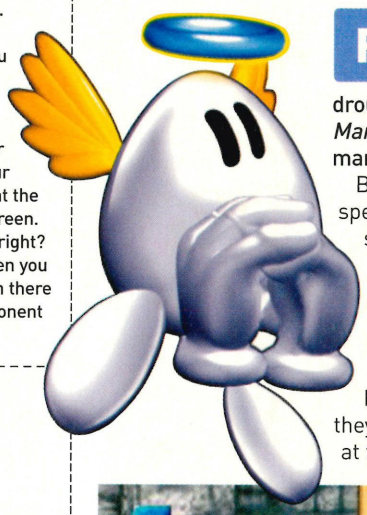
http://www.kemco-europe.com

IN BRIEF

Quietly sneaking onto Game Boy Advance comes one of the handheld's most addictive puzzlers. Controlling small eggs you must stack puzzle pieces on top of one another to reach your rescue ship at the top of the screen. Sounds easy right? But that's when you didn't count on there being an opponent to beat.

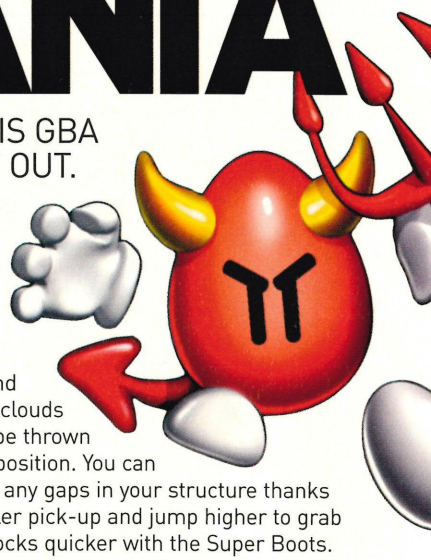
EGGO MANIA

THE NAME MIGHT BE A RIGHT YOKE, BUT INSIDE THIS GBA TITLE IS A FIENDISH PUZZLER SCRAMBLING TO GET OUT.



Puzzle fanatics have now got something to enjoy on Game Boy Advance after the long puzzle game drought, and after *ZooCube* last issue, *Eggo Mania* arrives with its cute characters and marvellous gameplay.

Bursting with bright colours and superb speech effects, *Eggo Mania* involves stacking up falling shapes to reach your getaway ship at the top of the screen. Making sure your structure is safe is paramount to success so keeping your Wobbleometer in the green is a necessity. You'll also need to be quick to beat the likes of Astro and Spike because they too are racing to the top of the screen at the same time as you.

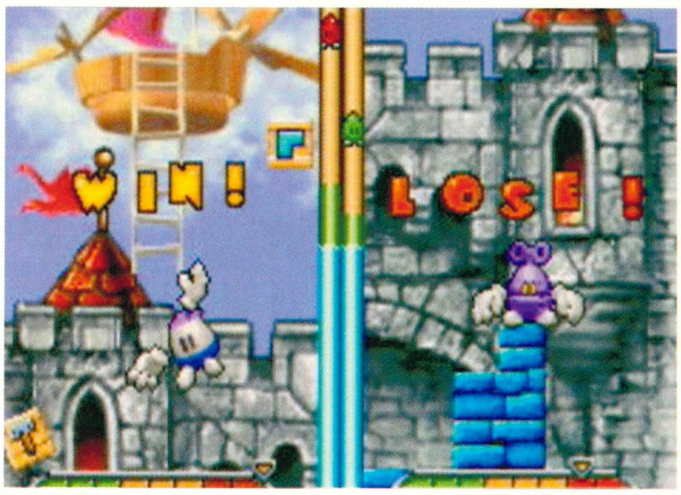


Extra pick-ups are there to be caught, including bombs and lightning clouds that can be thrown to the opposition. You can also plug any gaps in your structure thanks to the Filler pick-up and jump higher to grab falling blocks quicker with the Super Boots.

Highly addictive and with enough appeal to drag you back in for repeat performances, *Eggo Mania* is a great GB Advance puzzle game that deserves a look. **Tim Street** NOM

❑ If you fall in the drink a helpful killer whale will leap out of the water and push you back into the action

❑ You can rotate the blocks and use its shadow to see where they will sit when you drop them onto your playing grid



❑ When you climb nearer the top of the screen you'll have to jump to escape

Two players/two carts: Head-to-head

DETAILS

Price:
£29.99

Release:
20 September

Publisher:
Kemco

VERDICT

GOOD

- *Eggo Mania* is highly addictive and the speech samples are excellent.
- This is incredibly simple to start playing and even young GBA owners will lap it up.

BAD

- Some of the games are a little too easy for puzzle fan pros.
- Stacking up different shaped blocks, just like *Tetris*, isn't very original.

Bursting with colour and mad challenges, *Eggo Mania* is perfect for puzzle game devotees and will make an ideal addition to your GB Advance collection.

8

KELLY SLATER'S PRO SURFER

Price: **£29.99**

Release: **27 Sept**

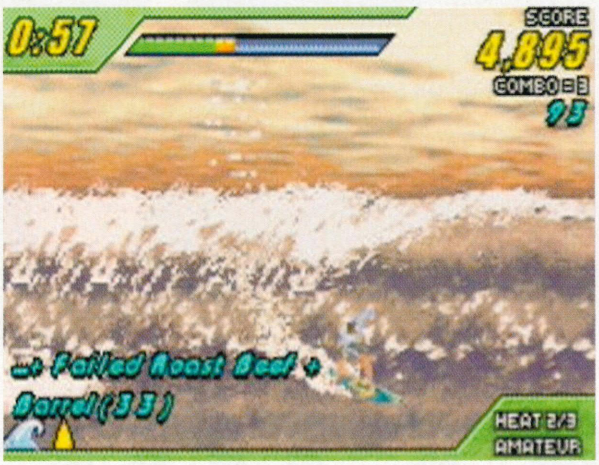
Publisher: **Activision**

Verdict: **7**

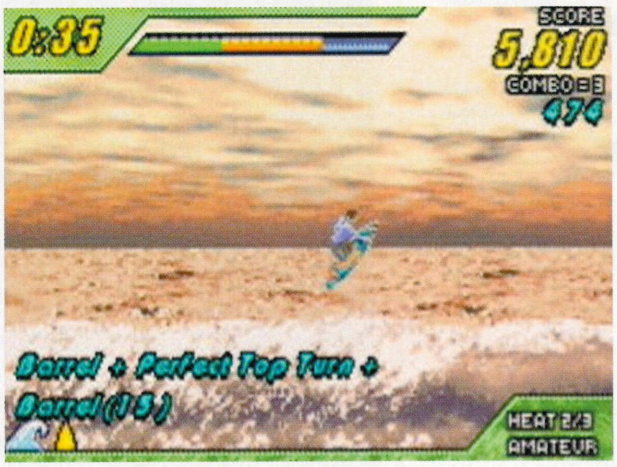
With the scintillating GameCube version also out this month, its baby brother is also due for release though it doesn't quite make as much of a splash.

Beginning with either Amateur or Professional mode you must take to the waves armed with your board and surf like you are a veteran of the ocean. Various objectives await including trick, point and special challenges and there are a variety of stages, but you will feel way out of your depth no matter how many times you play.

The wave effects are well implemented but all too often you'll be wiping-out no matter how many times you appear to land cleanly and it's impossible to see your surfer under the waves. Rewarding, but very frustrating at times.



❑ **The wave effects look great on the small screen, although it's impossible to see your surfer when you're in the tube**



❑ **There's a huge array of tricks to perform and combos to score big**

MEGA MAN ZERO

Price: **£29.99**

Release: **20 Sept**

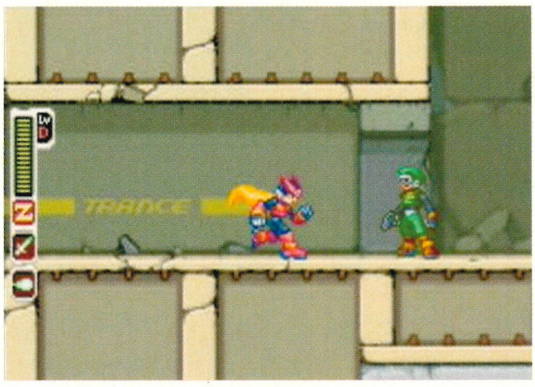
Publisher: **Capcom**

Verdict: **7**

One of video games' most loved characters returns to Game Boy Advance in a 2D side scroller that's part shooter, part platformer.

Awake after a 100 year slumber, Mega Man X must save a race of reploids from the evil Neo Arcadia. Using the Cyber Elf System you must strategically use Elves to improve Mega Man's powers and energy.

Containing many infuriating moments of impossible jumps and annoying enemies who love to reappear at exactly the wrong time, it's harder than it looks, but the chance to beat your records will keep up *Mega Man Zero*'s replay value.



❑ **He may have been asleep for a century, but our hero is ready for anything Neo Arcadia throws at him**

DRIVER 2 ADVANCE

Price: **£29.99**

Release: **27 Sept**

Publisher: **Infogrames**

Verdict: **4**

The original *Driver* on GB Color was a right laugh, but with the advent of Game Boy Advance the sequel has reverted to a 3D style instead of a top down view which looks good, but it messes the gameplay right up.

Playing the part of undercover cop Tanner, you must enter the seedy underworld and get gangsters off your back by taking part in high speed racing through city streets and down tight alleyways.

For all the GBA's power, this is awful. Any sense of speed has been lost as your motor chugs along, and with a plot as good as this, it's a huge missed chance.

❑ **The game is slower than a milk float and even at top speed you'll chug down the city streets like a Sunday driver**

LOG ON

http://www.ubisoft.co.uk

IN BRIEF

Based on the latest Disney cartoon adventure, *Lilo & Stitch* tells the tale of a four-armed alien and a Hawaiian girl who must battle Dr Pestus' forces to save the world.

❑ Don't be afraid of the big green monster, he's there to help you solve this handheld title

LILO & STITCH

TAKE CONTROL OF A FOUR-ARMED ALIEN AND A HAWAIIAN GIRL AND TRY AND SAVE THE WORLD FROM DR PESTUS.

The latest in a long line of Disney movies to get the GBA treatment, *Lilo & Stitch* is a platformer with a puzzle twist starring Stitch, a genetically created military experiment that was designed to wreak intergalactic mayhem and destruction.

But after crash-landing on a beach in Hawaii, Stitch has integrated himself into society and is now a member of a family and a new sister for Lilo. One day Dr Pestus and his minions invade Earth, kidnapping poor Lilo in the process and it's up to Stitch to rescue her and defeat Pestus.

Players get the chance to control both Lilo and Stitch and whoever you choose will depend on the style of gameplay. Lilo's levels see her trying to escape from Pestus' base while Stitch's stages are much more action based.

It's a good blend and the animations and backgrounds are superb. However, it doesn't offer anything new and it can be very unfair at times. It also has a ridiculous password system that only a genius could remember, so you'll need a pen and paper handy if you play this cartoon platformer on the move. **Dominic Wint** NOM

There's even an *Iridion*-style shoot 'em up stage where the enemies fly at you from all directions

❑ Stitch will need all the firepower he can get to escape the hordes

❑ Stitch even gets to ride in some crazy machinery like these robots

VERDICT

GOOD

- Great graphics with colourful sprites and detailed backgrounds.
- The mix between action and puzzling is good and it gets taxing in certain sections.

BAD

- Collision detection can be poor and this can make the game unnecessarily difficult.
- The password system is ridiculous, causing you to remember seven icons.

Lilo & Stitch is a good little platform game with a few neat touches, but it certainly doesn't offer anything new. The mix of puzzles and action is good though.

6

One player only. Password save

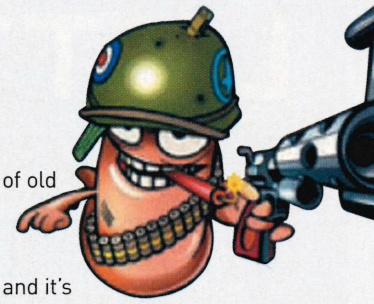
DETAILS

Price: **£29.99**

Release: **Out Now**

Publisher: **Ubi Soft**

WORMS WORLD PARTY



The ultimate multiplayer party game of yesterday comes back for more on the Game Boy Advance as you attempt to lead a team of commando worms into battle against equally tooled up and deadly annelids.

Worms are randomly dropped into a battle arena and players take turns to choose from a huge assortment of weapons and use them to try and kill the opposition.

Worms is really starting to show its age now. It still retains the charm and sense of humour of old but it's a stale one-player game that drags along as you wait for the opposition to take their turn.

Multiplayer is a different story and it's the real reason why you'd buy this, especially as you can have a four-player battle with just one GBA cart, but even this is let down by the small sprites and dark backgrounds.

Price: **£29.99**

Release: **27 Sept**

Publisher: **Ubi Soft**

Verdict: **6**

❑ There's an excellent selection of weapons available including the Shotgun, Uzi, Bazooka and Air Strike. Have some of this lot!

❑ Multiplayer can be customised to suit all tastes. Any weapon can be turned on or off, game times set and teams chosen

FROGGER ADVANCE: THE GREAT QUEST

Following on from last year's surprisingly good *Frogger* title comes this very playable sequel. Our young hero has heard tales of a princess who can turn a frog into a handsome prince with a single kiss, and so he journeys to find her.

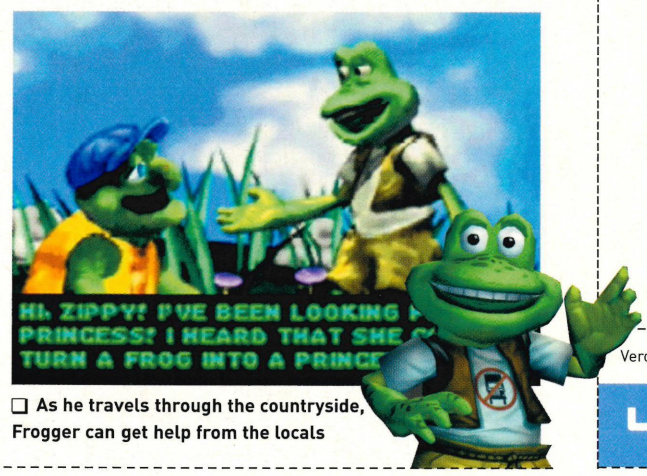
What seems like a fairly simple platformer at first soon turns into a reasonably tough quest as you scour the levels looking for money and jewels. Frogger learns new moves once a level is completed, though the game may prove too simplistic for some.

Price: **£29.99**

Release: **27 Sept**

Publisher: **Konami**

Verdict: **6**



❑ As he travels through the countryside, Frogger can get help from the locals

PINBALL ADVANCE

Featuring three tables and six difficulty levels, *Pinball Advance* is the latest silver ball simulator to hit the Game Boy Advance.

The game has a very retro feel about it and the ball moves in a realistic manner, although it does have a tendency to jerk about on the Tarantula, Jailbreak and Daredevil tables. It's also a little bit on the hard side and the ball often disappears down the sides or between the flippers.

The tables are colourful but they are too busy and it's difficult to make out where you're aiming. You'd be better off with *Pinball Challenge Deluxe*.

Price: **£34.99**

Release: **Out Now**

Publisher: **ZOO**

Verdict: **4**

❑ Each table has a distinct theme. Daredevil has loads of stuntman-related bonuses and multipliers

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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?

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Preview review

I noticed in your preview of *WWE Wrestlemania X8* that you didn't mention a single bad thing about it. However, another mag reviewed a US import and gave it only 70 percent. You have to say how good or bad the gameplay is, not just fill up the preview with information on how many options, weapons and characters there are. To stop this happening I think you should give every game you play a score, and a very honest one too. This preview score does not have to match the final review score.

Jake Colvin, Ross-on-Wye

A preview is just that, a look at what will be included in the game, what the developers have tried to achieve and how it is shaping up. You can't review a game that isn't finished, it's not fair.

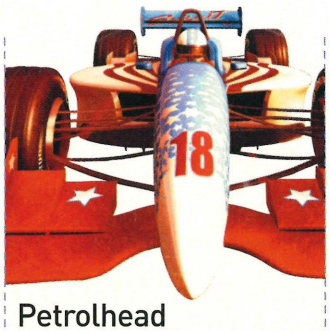
The monkey lined up a shot in the jungle bowling final

Joanna Vs Monkey Ball

I was thinking of buying a GameCube, but in my opinion, they are too much money. I know the graphics are good, but are the games better than N64 titles? I have *Perfect Dark* on the N64 and there is *Super Monkey Ball* on the GameCube. Would you rather run around with whopping great guns blowing the living daylights out of people or roll around in a little ball in childish arenas trying to get to the finishing line? And one more thing, is Mike's real name Michael Jackson or is he pulling our legs?

Bob Seager, Colchester

It's unfair to compare the two as they are different types of games. The N64 may have had *GoldenEye 007* and *Perfect Dark*, but if we look to the future, blasters like *Die Hard Vendetta*, *TimeSplitters 2* will be great on GameCube. Oh, and Mike's real name is actually Algernon Biscuit.



Petrolhead

Gran Turismo 3 and *Project Gotham Racing* are both great racers with true-to-life cars, but why aren't they on the GameCube? I'm sure all true Nintendo race fans would love the chance to drive famous cars on the world's most famous circuits.

Karl Leggett, Llangollen

This is something that truly bugs us too. There are already some great racers for the GameCube but it would be awesome if we could get our hands on some real racing machines.

A man of many letters

Last month I sent you 13 e-mails and you didn't print any of them in *NOM*. So just what are the chances of you printing one of my letters?

Steven Yendole

You sent in 13 e-mails you say? Well, it's unlucky for some because Dom opens approximately 428,925 letters each month and reads them all. The chances of one being printed are slim but Dom says if they make a valid point then there is more chance they will be put in these pages.

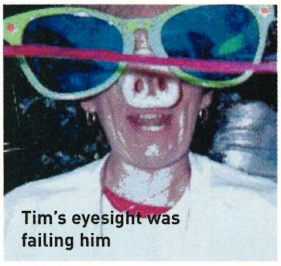
IDIOT OF THE MONTH

Look again

I recently stopped buying *NOM* but you've since given the whole thing a complete overhaul and got rid of that idiot Chris, so I'm now a regular reader again. You've lowered the extortionate price and given the mag a sleek modern look. You have changed the way you review games for the better and score them fairly, too.

Adam McGregor, London

Who in the name of Mario is Chris? We haven't had anybody called Chris working here since 1997 and we raised the price by 16p. Are you sure you're not reading a different magazine Adam?



Tim's eyesight was failing him

Everything was perfect

In the days of the N64, almost every game was pure, original magic as everyone enjoyed them to the full. What's more, N64 games were never too hard or too easy and had loads of replay qualities. Now the current crop of games on GameCube are all becoming

WHAT'S WRONG WITH NOM?

Magnetic attraction

In issue 119 of *NOM* you described Largo Winch as a 'powerful financial magnet', does this mean that his body attracts money? I think the word you were looking for is 'magnate' meaning 'a powerful or influential person'.

James Naysmith, Durham

Curse our dictionary monkeys, they assured us they were right. Next time we'll hire reliable silverbacks.

❑ *NOM* was thrown into Hell's fires

less innovative with Nintendo putting old characters in a slightly new situation and using the graphic capabilities of the GameCube to keep away thoughts of 'Haven't I seen this somewhere before?'.

Michael Carson, via e-mail

While the N64 certainly had its fair share of gaming greatness, you can hardly call games like *Carmageddon* and *Superman* 'pure, original magic'. Don't forget that the N64 was around for five years while GameCube is still less than six months old. There's still plenty of time for some truly great titles to appear on the GameCube, don't you worry.

Just wondering

When you reviewed *2002 FIFA World Cup* a little while ago, I was shocked at how bad you made it seem. I haven't played it yet but surely it can't be that terrible. Is it because Nintendo don't like FIFA or do you really hate it that much? Just for the record, I didn't find *ISS2* that great either.

Sam Smart, Slough

All we try to do in our reviews is offer our honest opinions. Some people may think we're generous, some may think we're too harsh but we honestly tell you what we think about a game and we thought *2002 FIFA World Cup* was truly awful.

Mad about the Boy

What has happened to the good old Game Boy Color? I have one and I think it is really good, not as brilliant as the GBA, but still good. The only game I've seen for it recently is Dragonball Z which is not my kind of game. Are Game Boy Colors being fazed out or staying in with limited releases?

Emma Sullivan, Surrey

After the release of the GB Advance, there won't be many more titles available on the Game Boy Color. Most developers put their efforts into titles for the GBA these days, although we do know that the next GBC game on the horizon is the second *Harry Potter* game which is due in November. It looks as though the Game Boy Color's reign is coming to an end. Rest in peace old buddy.

What language is that?

I've just bought my GameCube and it's a fantastic machine, but there's one question that I've been wanting someone to answer, why do PAL games take so long to be released? I've just played *WWE Wrestlemania X8* at my cousin's and I knew that I had to get that game. I've saved up enough and I'm ready to buy it only to find that its not yet released and we have to wait until October. Why do PAL versions of games take so long to be released?

Hatem Hannoun, via e-mail

The disadvantage is we aren't the only gamers in Europe as Nintendo has to think about other countries like Germany, France and Spain. Because other nations don't speak English as their first language, games have to be translated into other lingos which takes a lot of time. Thankfully Nintendo don't have to make a Cockney version. That would take absolutely ages.

It's (not) a date

No offence but a number of times the release dates in your reviews have been wrong. It doesn't happen all the time but this is quite annoying. Sorry to moan, but it's true.

Ryan Finney, Warrington

When we get a game to review, we play it, write the review and then ring the publishers to get artwork and the release date. We then print these release dates in the mag only to find that as soon as *NOM* hits the shops the dates change. We just print what we're told. We think they do it to spite us.

Zero hour

I was looking through the vast array of GameCube racing games and noticed one problem; there isn't an *F-Zero* game! Is one coming out?

Luke Cheesbrough, Cambridge.

Double good news here Luke as there's an *F-Zero* game in development for the GameCube and the arcades, too. Hopefully you'll be able to transfer save data from the home version to the arcade to access secret tracks.

Patience is a virtue

Why don't you allow import gamers to take part in your High Scores & Challenges section? How much of an unfair advantage can we have and why discriminate against loyal Nintendo followers? We have paid more for our machines simply because we could not wait to get hold of the GameCube. So why not have a separate section for High Scores & Challenges using import games only. It might even be interesting to see how the top scores differ.

Norman Marr, Aberdeen

We are the UK's official Nintendo Magazine. We don't review import games, we don't tip import games and we don't accept high scores taken from import games. Them's the rules.

QUICKFIRE QUESTIONS

Is there a chance that Codemasters will bring out an update of the superb *Jonah Lomu Rugby* for the GameCube?

David Downey, via e-mail
No

Are there plans to release any golf games at all for the GameCube?

Oliver Lees, via e-mail
Yes. Mario Golf and Ace Golf.

Will any *Lord of the Rings* games be coming out for the GameCube?

Campbell Ogilvie, via e-mail
Yes

Have you any idea when the WaveBird controller will be released over here?

Pav Nahal, Derby
22 November

LETTER OF THE MONTH

Where am I? What's going on?

There is one thing that really annoys me for some strange reason, that is at the beginning of a level, race or match there is never any explanation as to how the characters got there, no door hatch or gate in sight. Even in masterpieces such as *GoldenEye 007* the only reason that you know how you got there is because it's incorporated into the plot, such as the Jungle level where you crash land in a plane. Basically all I would like to see is a small, ten second intro on games that show how the racers got to the track or how the hero got into a building. I think that it would just give that edge to a game to make it more involving.

Tom Huddy, via e-mail

Good point Tom and for that here's £50 of HMV vouchers. We agree that it would help the story along and bring a stronger sense of interaction to the game, but do you think that it's needed on all games? Storylines are good but they can be unnecessary at times. What do the rest of our readers think?

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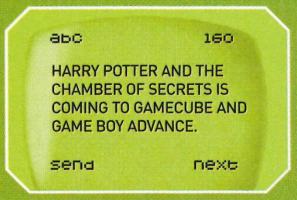

☐ Whether it's GBA or GameCube, you'll hear it first

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new releases

Got to have your love - Liberty X	10153
Like A Prayer - Madhouse	10167
Missy Queens gonna Die - Toktok	10168
Naked - Melodi Brown	10169
Nothin - NORE	10171
Oh Boy - Camron Feat Santana	10172
This Is How We Do It - Mis Teeq	10174
Too Bad - Nickleback	10175
Walk On Water - Milk Inc	10176
What More - Sarah	10177
Whyd You Lie To Me - Anastasia	10179
You And Me - Easyworld	10180
Daydream - The Lovin Spoonful	10057
Do You See The Light - Snap	10060
Dont Say Goodbye - Paulina Rubio	10061
Feel It Boy - Beenie Feat Janet	10063
Jam Side Down - Status Quo	10044
Time Of My Life - Toploader	10045
Depend On You - Rebekah Ryan	10001
Right Through To You - DJ Encore	10012
Jump Up - Just For Jokes	10015
Leap Of Faith - David Charvet	10016
Romeo - Romeo Dunn	10021
Dont Do For Love - Kioki	9708
Easier Said Than Done - Stargate	9709
Fallin For You - Ashley	9710
Get Up And Move Feat Tor - Harvey	9712
Have Fun Go Mad - The Tweenies	9715
Love Story - Lisa Roxanne	9718
Politik - Coldplay	9720
Rippin Kittin - Golden Boy	9722
The Bad Girls Want - Bowling 4Soup	9713

best sellers

The Logical Song - Scooter	9422
Without Me - Eminem	9015
A Little Less Conversation - Elvis	8688
The Great Escape - Film Theme	3548
Just A Little - Liberty X	8172
Kiss Kiss - Holly Valance	8139
Italian Job - Film Theme	4856
Eye Of The Tiger Rocky - Film Theme	4852
Tomorrow Never Comes - Ronan K	8974
Escape - Enrique Iglesias	8513
Hey Baby - DJ Otzi	5767
Hawaii 5 O - TV Theme	4855
Whats Luv - Fat Joe	8192
Sweet Child O Mine - Guns N Roses	5793

indie

Sit Down - James	6333
Come Home - James	5450
Dont Look Back In Anger - Oasis	4122
Wonderwall - Oasis	4121
Roll With It - Oasis	4120
Parklife - Blur	1520
Get A Job - The Offspring	0405
Alwas Rain On Me - Travis	0404
Out Of This World - The Cure	0359
goletitout	0318
Breathe - Prodigy	0286
Losing My Religion - REM	0217
Bitter Sweet Symphony- Verve	0164
Fly For A White Guy - Offspring	0108
Green Day	0063

club ibiza

Dee Dee - Forever	6264
Kelly Llorenna - Tell It To My Heart	9513
Flip & Fill - Shooting Star	9505
Ian Van Dahl - Reason	8979
Paffendorf - Be Cool	8878
Starchaser - Love Will Set You Free	9285
Basement Jaxx - Get Me Off	9303
Liberty X - Just A Little	8172
Kluster - I Feel Love	9277
Distant Soundz - Runaway	9394

trance tracks

Db Boulevard - Point Of View	6616
Danni Minogue - Who Do You Love..?	6234
Milk Inc - In My Eyes	8169
Ppk - Resurrection	6506
Tillmann Uhrmacher - On The Run	7605
System F - Out Of The Blue	6041
Yves Deruyter - Back To Earth	6655
Cosmic Gate - Exploration Of Space	9007
The Clergy - Oboe Song	9450
M Factor - Mother	8896
William Orbit - Barbers Adagio	6045
Space Cowboy - I Would Die For You	9169

dancefloor

Paul Oakenfield - Southern Sun	9424
Rob Dougan - Clubbed To Death	8880
M Factor - Mother	8896
Korn - Here To Stay	8892
Starchaser - Love Will Set You Free	9285
Moony - Dove	8864
Green Velvet - La La Land	8173
Lasgo - Alone	9490
Tiga & Z - Sunglasses At Night	7944
Solid Sessions - Janeiro	9553

rock

Black Dog - Led Zepplin	9440
Always On The Run - Lenny Kravitz	9437
Alive - Pearl Jam	8659
Main Offender - The Hives	8141
Stillness of Heart - Lenny Kravitz	8005
Breaking Up The Girl - Garbage	7963
Love A Bad Name - Bon Jovi	7611
Teenspirit - Nirvana	7608
Paradise City - Guns & Roses	7606
Anything For Love - Meatloaf	7602
Good Enough - Dodgy	6946
Design For Life - Manic S Preachers	6939
Girls And Boys - Blur	6750
Whippin Piccadilly - Gomez	6683
Sinobi Vs Dragon - Lost Prophets	6680
Always - Bon Jovi	6401
Walk On - U2	6241
Sweet Child O Mine-Guns N Roses	5793
Hard To Handle - Black Crowes	5367
With Or Without You - U2	5338
Under The Bridge - Chilli Peppers	5336
Bohemian Rhapsody - Queen	5260
Bat Out Of Hell - Meatloaf	1583
Scar Tissue - Chilli Peppers	0372
American Woman - Lenny Kravitz	0258
Walk This Way - Aerosmith	0005

attitude

Bubba Sparxx	Lovely	6756
	Ugly	6168
Busta Rhymes	Woo Haa	8195
	Break Your Neck	7209
Eminem	Witout Me	9015
	The Way I Am	1579
	Real Slim Shady	1515
	Stan	1513

chilled zone

Afroman	Crazy Rap	6772
	Because I Got High	5603
Shaggy	Me Julie	7297
	Luv Me	5229
	Angel	4633

football

Celtic -Fields Of Athanray	3547
You'll Never Walk Alone 2	3545
Glory Glory - Football Anthem	4134
Z Cars - Everton	3546
Marching On Together - Leeds	3541
Blue Is The Colour - Chelsea	4140
Blue Moon - Manchester City	4130
Keep Right On.. Birmingham	4137
Vindaloo - Football Anthem	1514
Forever Blowing Bubbles - West Ham	3543

film & tv

Beverly Hills Cop - Axel F	0173
James Bond theme	0025
Top Gun - Breath Away	4864
Italian Job	4856
Sex And The City	9118
Buffy The Vampire	4846
Rugrats	8673
Banana Splits	5316
Winnie The Pooh	6179
Simpsons	9130
Itchy & Scratchy	9129
Banana Splits	5316
Magic Roundabout	4690

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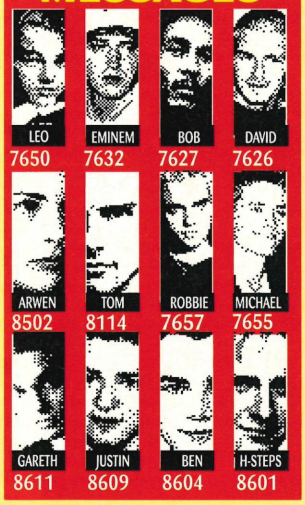

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PART TWO

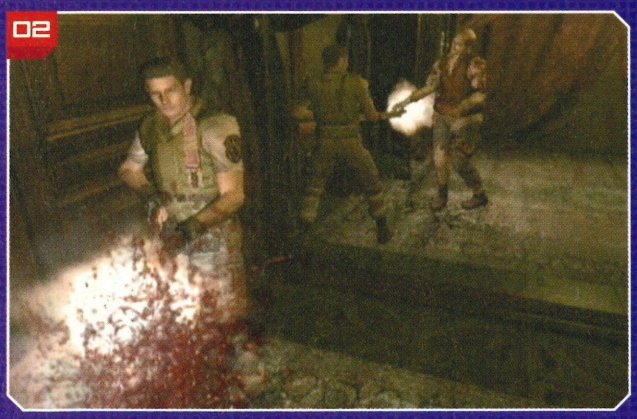
RESIDENT EVIL GUIDE

CHRIS REDFIELD GUIDE

Part one was only the beginning. Now the monsters are tougher and even more horrific with one helluva boss at the end. But don't worry, we're with you all the way.

JEWELLERY BOX

■ Once you arrive back in the Mansion from the Residence use the Helmet Key to unlock the door on the right side of the main Hall. You should find yourself in a room with some revolting organs in jars that are sitting on the shelves.



■ Get Trevor's Diary from the shelf then go through the door in the corridor that's at the back of the room. Blast the zombie and take the Jewellery Box from the shelf. Remember, you won't be able to open it just yet.

EAGLE MEDAL

Getting your hands on the Eagle Medal is a double-edged sword. Possessing it is essential to finishing the game, but once you have it there really is no turning back from the horrors that lie in wait underneath the Mansion.

■ Head for the room with the fireplace above the east stairs Save Room, making sure you have the Helmet Key in your possession. Unlock the door and you will find another statue puzzle to complete.

■ Push the statue through the main room to the far wall. The side walls will close in, but the statue will stop them from crushing you. Now run back round to the right, press the switch and the walls will move.

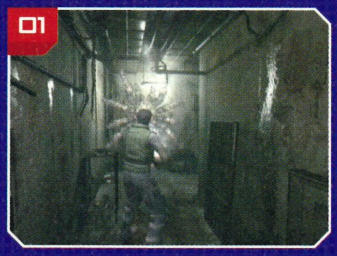
■ The instant the walls start to slide again, dash back round to the statue and push it to the left until it slots into the square recess. If you do it correctly it will trigger the opening of a secret passage.

■ Walk through the doorway, then drop down the hole. Inch forward and pick up the Last Book from the floor. Examine the book to retrieve the Medal of Eagle. Read Trevor's sad Diary that's next to the gravestone.

BATTERY

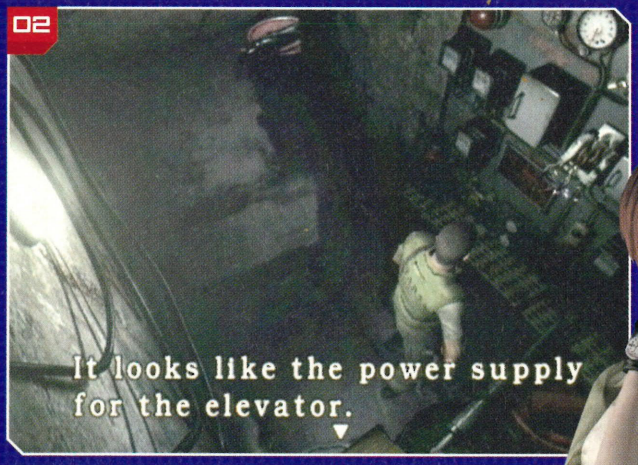
If reading poor Trevor's final words hasn't given you second thoughts about exploring the bowels of the scariest building ever, maybe the next few moments will have you changing your mind, if not your trousers. Just when you thought things couldn't get any gloomier...

01



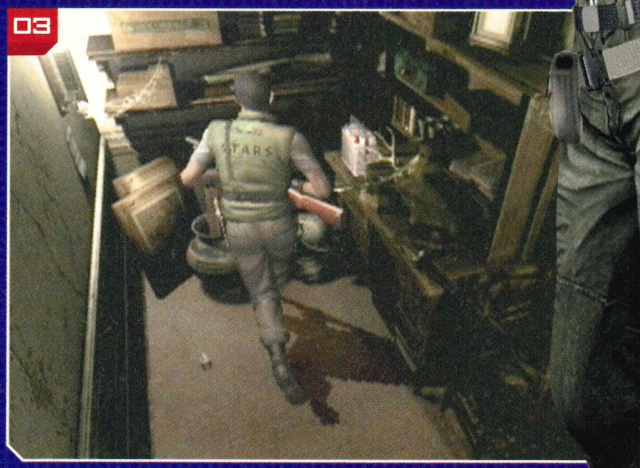
■ Press the switch next to Trevor's gravestone and climb down the ladder. Walk round the corridor where you'll face three hideous Tarantulas lurking in the murkiness. You'll also find a useful Map to the B1 level on the wall.

02



■ Go through the door and take out the zombies. When you've disposed of them, follow the corridor until you reach a dead end and press the switch to pump the juice into the Kitchen lift. Walk round to the other side and enter the Kitchen.

03



■ You'll have to tackle some angry flesh eaters in the Kitchen on your way to the lift, so make sure you are armed with some decent firepower. Ride up in the lift and you'll be ambushed by two wailing zombies. Head to the small Storeroom on the left where you'll find the Battery.

EMBLEM KEY

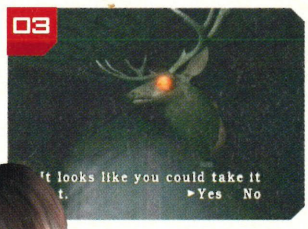
01

■ Head over to the west side of the Mansion and use the Helmet Key to unlock the Trophy Room, located above the Drugs Room. Once you're inside, turn off the light and you'll see two Gems glinting in the two animal heads.

02

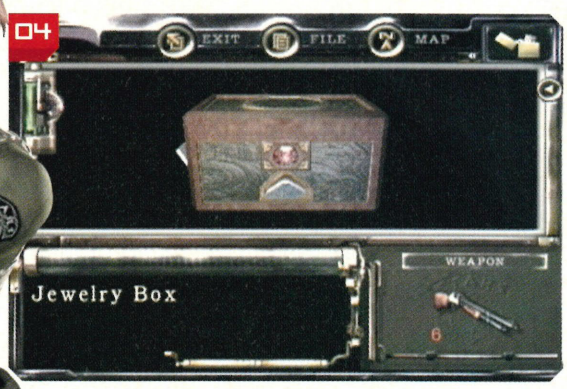
■ Use your strength to push the chest of drawers under one of the animal heads then walk across and stand under the opposite head. You should notice that the sinister eagle head in the middle will swivel round to watch you.

03



■ When the eagle's eye is fixed on you, run back across and climb up on top of the chest of drawers to collect the Gem before the eagle fully turns its head back again. Now repeat the trick to pick up the other Gem.

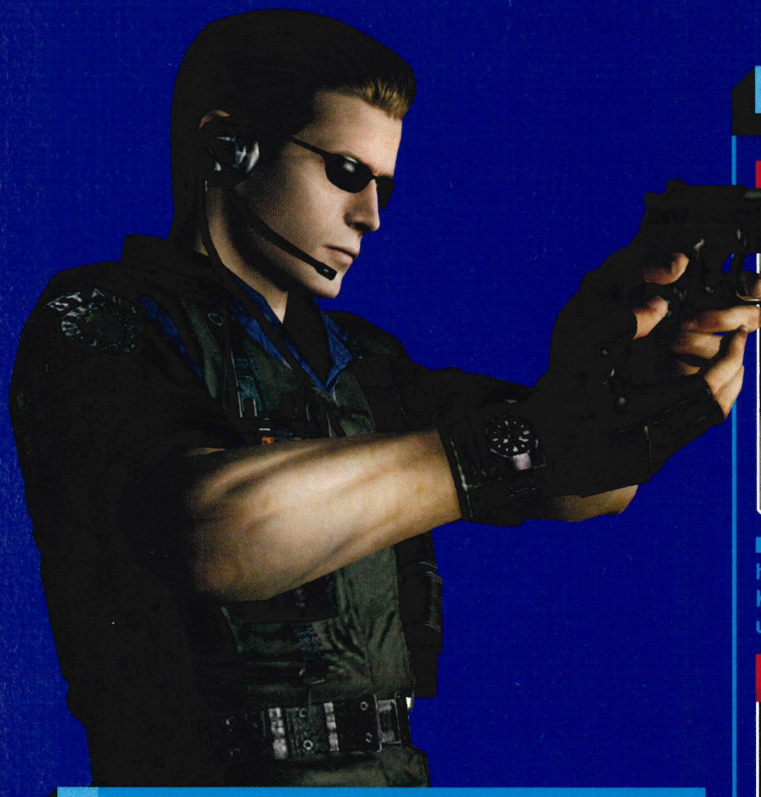
04



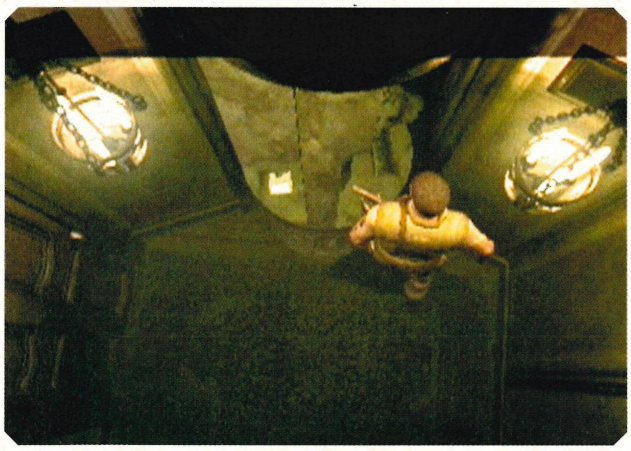
■ You should now have a Yellow and a Red Gemstone. Use the red Gemstone on the Jewellery Box to be presented with a five piece puzzle. Treat it like a jigsaw, starting with the edges.

05

■ Place the biggest piece on the bottom, then arrange the others as shown in the screenshot above, making sure to slot the middle piece in last. The Jewellery Box will now open and you can use the Emblem Key that's sitting inside.



M.O. DISC ONE



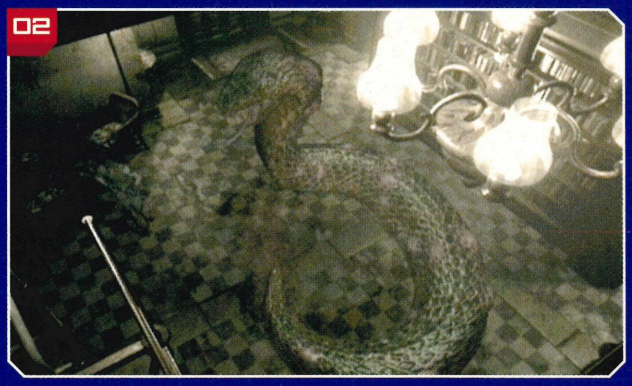
■ Take the Yellow Gemstone down to the Tiger's Head Statue Room and insert it in the statue to retrieve the M.O. Disc One. Now you can store your new found Disc in the Item Box because you don't need it just yet.

YAWN THE SNAKE

01

■ Get the Emblem Key, Assault Shotgun and Helmet Key and head for the spiked trap room where you left the Imitation of a Key in order to collect the Armour Key. To enter the room, just unlock the door with the Helmet Key.

02



■ You emerge on the Library balcony. Yawn the snake will attack almost immediately and give you quite a battle. To defeat Yawn, run down the steps and keep moving around the Library, picking him off as you go with the Assault Shotgun.

03

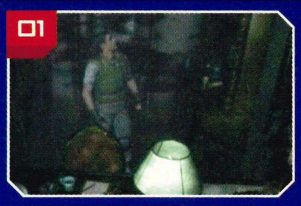
■ Just when you thought you couldn't stand any more, Yawn will keel over for good and you can pick up the Last Book Volume Two. Examine it to get the Wolf Medal.

DAMSEL IN DISTRESS

Resident Evil is bursting at the seams with scary characters at just about every turn.

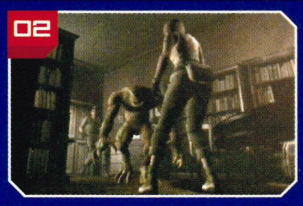
Whether it's Crimson Heads or the hideous tarantulas, you won't be sleeping for weeks if you play this game to the end, but for now you're about to encounter one of the most gruesome in the game. Please step forward the Hunter and make yourself known...

01



■ Go to the Spenser Family Crest room and use the Emblem Key to get inside. You'll hear Rebecca scream.

02



■ If you're quick you can turn on the light to get the Metal Object. Go to the Office and shoot the Hunter to save her.

03

■ You've got three minutes to save Rebecca after the first scream. If she dies the game will become harder.

ENTER THE CATACOMBS

01

■ You're about to leave the creepy Mansion now as you make your way outside to the Courtyard. Make sure that you take a strong weapon, such as the Assault Shotgun, with you as well as the Battery and Crank because you never know who you might bump into in this skin-crawling place.

02

■ Go through the Courtyard double gates, across the drained pool, past the snakes and back down to the lower Courtyard in the cylindrical lift. Now head to the south east corner and place the Battery in the space provided for you.

■ Now that you've juiced up the lift, step inside and take it up to the Courtyard you should remember. Walk back to the faithful old Crank and start to turn it. As you crank it the water level in the pool with begin to rise, so keep going.

03

04

■ Take the lift back down to the lower Courtyard and lo and behold you'll see that a tunnel has appeared just where the waterfall used to be. Walk through the dank old tunnel and climb down the ladder that appears until you reach Courtyard B1. If you thought the game was scary, just you wait and see...

ENRICO AND THE CRANK

The Mansion is crawling with scares in each room, but they are nothing compared to what you're about to face down in this stinking part of the game.

Welcome to the Catacombs, the hideout for Umbrella's most evil experiments and vile enemies.

01

■ If you've suffered a battering from the zombie dogs on your way to the Catacombs there's a Typewriter and Item Box just to the north of the ladder for you to use. When you're fully prepared to carry on with your quest, go through the door next to the ladder to delve deeper into the Catacombs.

02

■ There are some sheer terrors lurking deep in the dank Catacombs and you'll soon find out what they are. Take the left passage and go through the door into the Freight Elevator Dock. Note the Shaft in the power unit, but leave it for now.

03

■ Carry on through the south door, through more dripping tunnels until you reach injured Bravo Team Squad Leader, Enrico. After a dramatic cut-scene get the Hexagonal Crank from Enrico and head back to the Save Point. Just be sure to watch out for Hunters as you follow your old footsteps.

ROLLING ROCKS

01

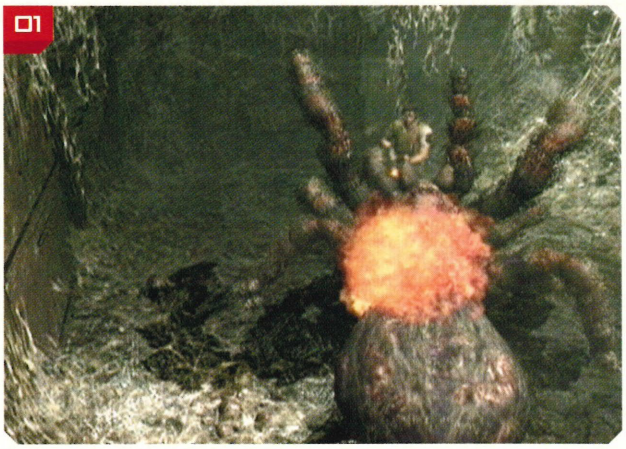
■ Continue along the tunnel and use the Hexagonal Crank in the hole that's beyond the Typewriter to turn the tunnel round and walk through. Go through the next door and pick up the Flamethrower from the wall.

02

■ Examine the huge boulder and when you turn back it will roll towards you, so leg it back to the door to avoid being squashed. Exit via the hole made by the runaway boulder.

BLACK TIGER

01



■ Emerge from the hole and go through the double doors that are ahead of you. If you're scared of spiders, look away now! The hideous Black Tiger Tarantula will scuttle towards you, so keep moving to dodge the venom and use the Flamethrower to make instant arachnid on toast. It'll be better than sprouts!

02

■ Once you've barbecued Black Tiger, use the remaining fuel in the Flamethrower on the two remaining Tarantulas and finish them off with your Handgun. Use the Survival Knife to cut away the cobwebs blocking the bottom door.

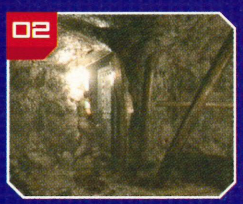
CEREMONIAL CHAMBER PUZZLE

01

■ Enter the passage and deposit the cool Flamethrower. Go through the door and walk until you reach a new rotating cylinder. Turn the Hexagonal Crank three times.

■ A boulder will roll towards you so turn on your heels and run towards the gap on the left. You can now enter the room on the left that was previously blocked by the rock.

02



03

■ Now you must move the statue so that it slots into the space by its twin. Push it until it sits in front of the dark wall panel and turn the Hexagonal Crank in the wall.

■ This will move the panel and push the statue into the room. Now push the statue onto the turntable and it will turn once. Push the statue off and put it back on again.

04

05

■ The statue will rotate again and the back will now face the slot in the wall. Push it into the space to get the Cylinder. Take this object and head to the Freight Elevator Dock.

FREIGHT ELEVATOR

Another puzzle awaits you now, but with our handy hints you'll breeze right through without a spot of bother.

01

■ Go to the Freight Elevator's inoperative power unit and combine the Cylinder and the Shaft. Twist it so the numbers on the side line up.

02

■ Place the Cylinder Shaft in the power unit and press 4, 2, 3,1 when prompted. The Freight Elevator will now be up and running smoothly.

LOSING LISA

01

■ Get out of the Freight Elevator when you reach the Underground Dock and go through the door. The hideous figure of Lisa Trevor will stalk you through these tunnels. You can't kill her so you'll have to run away for now.

02

■ Go through the door on the east side of this circular area. Climb up the crates to collect the ammo, then push the other crate onto the Device for Transporting Materials. Start up the mechanism to set the crate moving.

03

■ Now run back through the dark tunnels to the Underground Dock, making sure you dodge rampaging Lisa along the way. When you reach the ladder, climb down to the lower area and you'll see the crate that you just moved. Your next job is to move the water under the Trash Compactor, but this shouldn't cause you too many problems.

04

■ Press the button to activate the Compactor to get the Broken Flamethrower. Run back to Lisa's lair, still avoiding the crazy chick, and press the large switch in the southern part of the circular tunnel to release the Flamethrower wall brackets. Now you're against the clock, so make sure you're ready to make a quick exit.

05

■ You only have 15 seconds before the brackets re-set so run to the locked door at the end of a short tunnel that's to the north west of the circular passage. Simply place the Broken Flamethrower on the brackets to gain access.

■ You're now in mad Lisa's bedroom which, for a change, is very spooky. Run through the tunnel to reach another bedroom. Take the Jewellery Box and examine it to get the Stone Ring. Climb the ladder to emerge in the Forest Cabin.

06

DEEPER INTO HELL

01

■ Combine the Stone Ring with the Metal Object you got in the Spenser Family Crest Room to make a Stone and Metal Object. Now it's time for a trek through the creepy forest, back to the Mansion side entrance, so be on your guard.

02

■ Remove the original Stone and Metal Object from the recess by the Mansion side door. Now go to the iron gate that's below the Hall's central stairway. Place both Stone and Metal Objects in the holes in the gate.

■ There's a very handy Typewriter here so make sure you save your progress as the game's most dangerous battle is coming up. Collect the Wolf and Eagle Medals from the Item Box and carry on down the steps.

03

LISA'S FACE OFF

■ Walk along the muddy passages to the ladder. Climb down to trigger a cut-scene. When the action starts, you're into a three-way battle with Lisa.

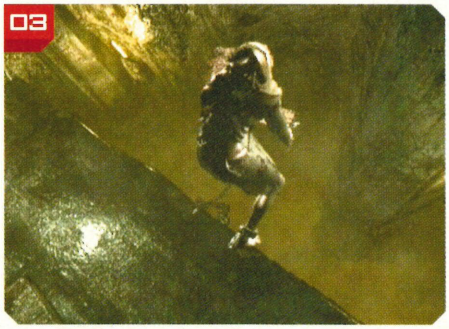
01

■ If Lisa gets near enough to hit you she can knock you over the edge. Leave Wesker to keep shoot at Lisa and concentrate on pushing the four stones over the side.

02

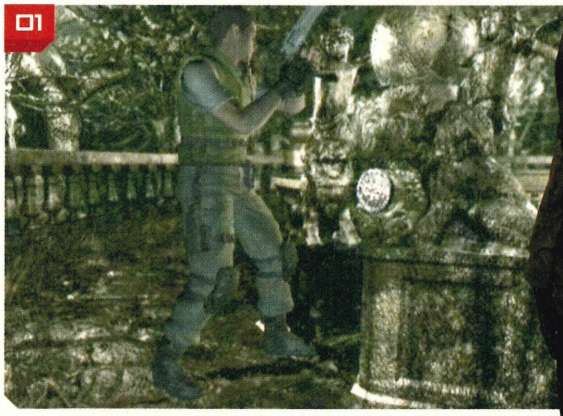
■ When all the stones are pushed over Lisa's dead mother's face will appear and Lisa will jump over the side. Look in the coffin for a photo before departing.

03



ENTER THE LABORATORY

01



■ Leave the tomb by the gate at the back and go up in the lift. Go through the door to a courtyard and place the Wolf and Eagle Medals in the right holes on the fountain.

02

■ The fountain water will now drain away to reveal a secret staircase. Go down and use the lift. You'll now be prompted to change discs and save your game.

UNLOCKING THE UMBRELLA LAB DOORS

01

■ At the lab entrance you'll find a Typewriter, an Item Box and a Fuel Canister nearby. There are lots of zombies lying around the Umbrella Lab so you should torch as many as possible to stop them reanimating later and hunting you down.

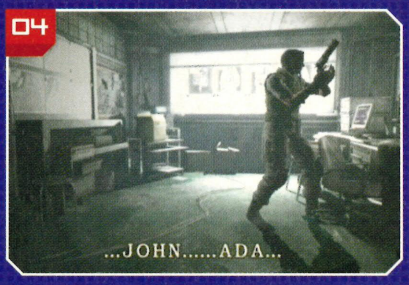
02

■ Go through the doors and down the corridor. Check out the desk in the alcove on the left where you'll find the second M.O. Disc. Note that the doors to the adjacent room, B-2F ,are electronically locked. Remember that for later.

03

■ Go down the stairs, through the wooden gate and the double doors that are situated opposite the corridor. You'll now find yourself in the Security Corridor. Again, make sure you remember that the door at the end that leads to the cells is protected by three electronic locks.

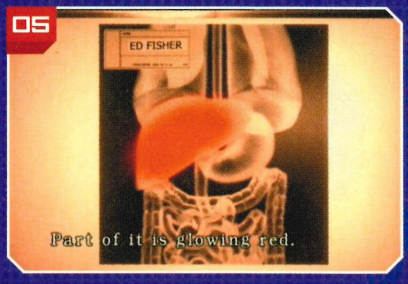
04



■ Enter the Dark Room, next to the Security Corridor entrance. Read the Researcher's Letter to learn the two passwords, JOHN and ADA. You'll find another in some x-rays pictures.

■ In order to look at the four x-rays that are found in the Dark Room turn on the light switch. Each x-ray shows an inflamed organ. The first letter of each organ spells CELL, the final password.

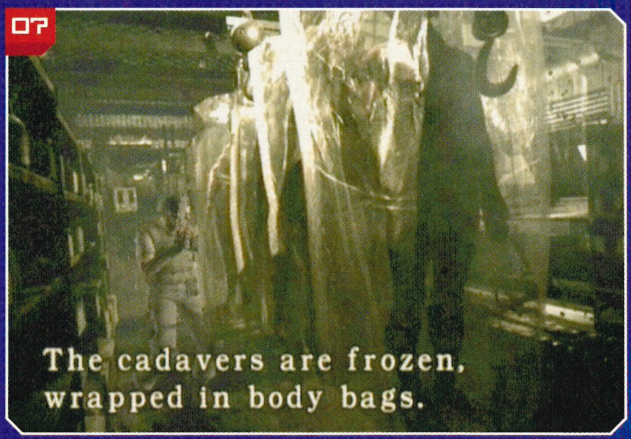
05



06

■ Now leave the Security Corridor and go to the one opposite. Enter the Communications Room and access the computer by using JOHN as the Login and ADA as the password.

07



■ You now have access to the electronic door locking system. Select to unlock B-2F and enter CELL as the password. You can unlock door B-3F without a password. Search the room.

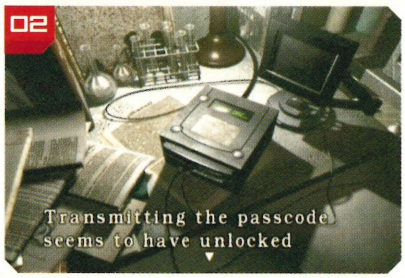
M.O. READERS

01

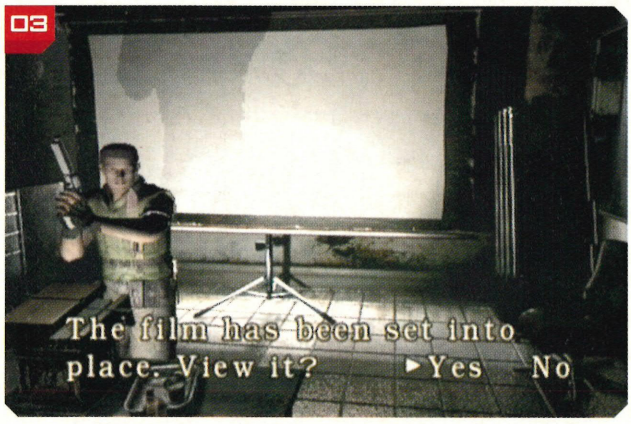
■ Head for the Researcher's Room which you have just unlocked. Make sure you pick up all of the items, including the Slide Filter. Take care of the flesh eating visitor while you are there, too.

■ Use one of your Discs on the M.O. Reader. Head back to the Security Corridor and pull the lever that you've just unlocked on the Security Door. Go back upstairs to room B-2F.

02

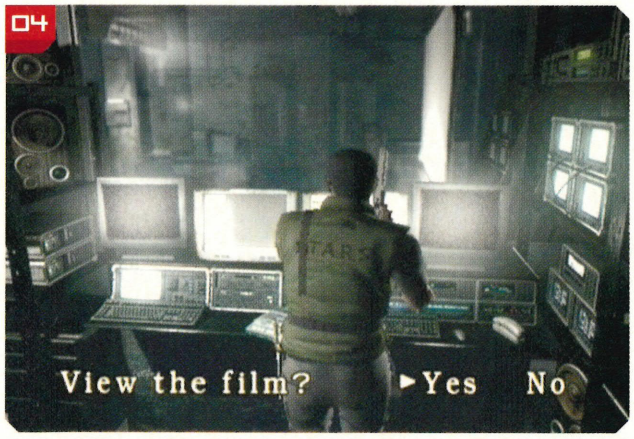


03



■ You'll find the third M.O. Disc on the bookshelf by the door in the Imaging Room. Collect the other goodies and files before using the Slide Filter on the projector. Watch the Umbrella Slide show and you will learn a new passcode, 8462.

04

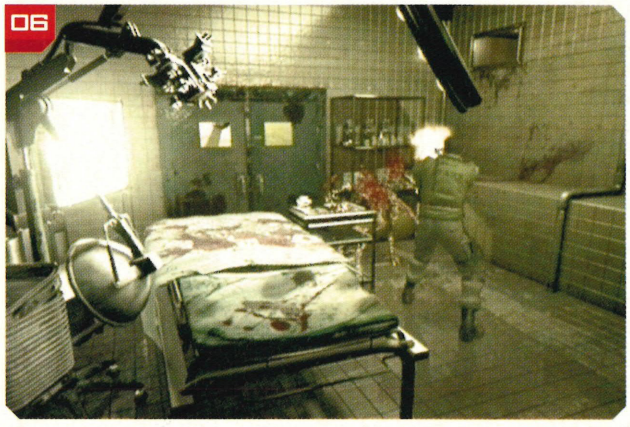


■ Enter the passcode on the keypad that's situated on the wall to unlock the door to the video suite where you can watch the video nasty of Kenneth's death at the hands of the zombie. Before you leave, don't forget to pick up the Power Room Key because you're going to need it later.

05

■ Making sure that you have the two remaining M.O. Discs safely in your back pocket, head back to the main corridor on floor B3. Follow the dim corridor round and unlock the Medical Storage Room that's on your left. You've probably hardened yourself to squeamish sights, but the next one's sick.

06



■ Push the shelves back, then climb up and through the gap on the right. You'll emerge in a blood-soaked operating room. Try not to throw up all over the floor and concentrate on shooting the two Chimeras that attack you as these beasts are very fast.

07

■ Climb up and through the duct in the rear to reach the other side of the Medical Storage Room that's filled with body bags. Use the second Disc in the M.O. Reader and push back the shelf.

■ Use the Power Room Key to unlock the door just ahead. Turn right and enter the first Furnace Room. Keep to the left path to enter the second Furnace Room and use the last M.O. Reader.

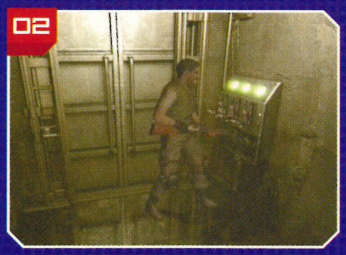
08

CAREFUL WITH THAT NITRO

01

■ After using the third M.O. Reader head for the south west corner of the first Furnace Room, but make sure you take out all the Chimeras you can find in this area. On no account do you want to meet them later on in your quest.

02



■ Take the empty Fuel Supply Capsule and head back to the Security Corridor and the Researcher's Room. On the way, take time out to flip the two remaining levers on the Security Door that you unlocked.

03

■ Inside the Researcher's Room, place the Fuel Supply Capsule in the Nitro refuelling device. It's now full of highly volatile Nitro-glycerine. Take it back to the first Furnace Room, but don't run or it will explode.

04

■ Place the Capsule in the Generator to supply fuel to the Power Room. Head to the third Furnace Room and use the console to send power to the lift and the holding cell door.

TYRANT ROUND ONE

01

■ The lift is at the far north of the furnace area, just past the Storage Room that contains lots of useful ammo clips and health pick-ups. Before jumping in the lift make sure you equip the Magnum and lots of ammo because there are some serious gun battles that await you up ahead.

02

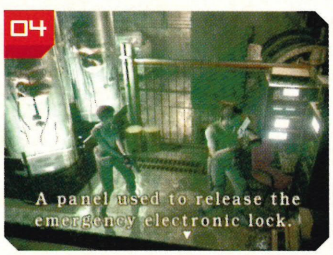
■ Press the button to call the lift and Rebecca will team up with you provided you saved her in the Mansion earlier in the game. Take the lift down to Basement Four then go around the corner and through the door to witness another cut-scene. Still got your gun primed? Good, you're going to need it now.

03

■ The giant Tyrant looks terrifying, but as long as you've saved those Magnum rounds just for him you'll have no problems. Keep moving round the lab, pumping five or six shots into his freakish body in order to floor him.

■ Rebecca will be injured in the struggle, so go over and examine her to find out that she's okay. Make sure you examine Wesker's body to get the William Birkin's Observation Notes. Access the console to release the electronic door lock.

04



JILL VALENTINE I PRESUME

■ Head for the lift and Rebecca will tell you that she's going to start the Lab's auto-destruct programme, so that the evil T-Virus is finally destroyed.

■ Now you're against the clock. Go to the Security Door that you opened with the Discs and watch for Jill because you'll get an inferior end sequence if she dies.

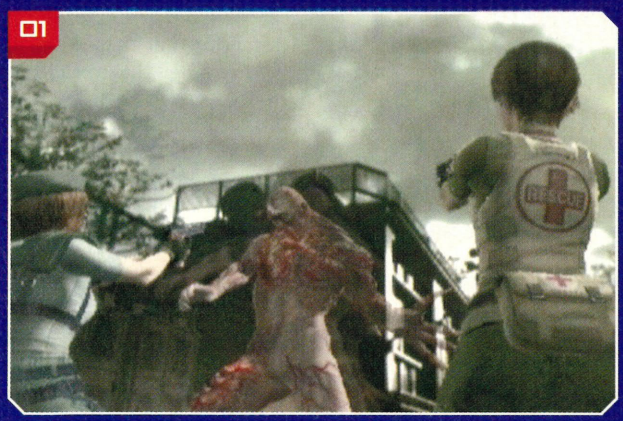
■ Go down the steps to the cell and save Jill. After the cut-scene, go back inside the cell to get the ammo. Now make your way to the first Save Room on the top floor.

FINAL ESCAPE

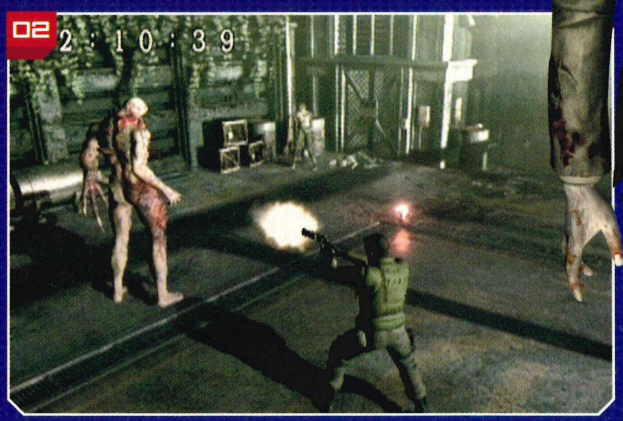
■ In the Lab Save Room go up the ladder and through the Emergency Escape door. Run round and listen to the radio message from Brad. You've got one last chance to escape!

■ Use the Fuse Unit that's on the floor to start the lift. With Jill and Rebecca gone, go to the Helipad and use Signal Rockets to alert Brad.

TYRANT ROUND TWO



■ Rebecca and Jill will run up only to be ambushed by the Tyrant's second entrance. This time he comes out of the ground and knocks Jill flying, but you'll have to leave her.



■ Start by pumping him with Magnum rounds. Eventually Brad will throw down a Rocket Launcher, so when the Tyrant's throttling Rebecca, one hit will blow him away.

RICH REWARDS

■ You'll be rewarded with the Superb rated ending if both Rebecca and Jill are still alive when Brad rescues you. Now you'll see the team reflecting on their narrow escape.

01

■ Jill looks very restful as she leans on Chris Redfield's shoulder. Rebecca on the otherhand looks understandably shattered. So how do you achieve this perfect ending?

02

03

■ Just make sure that you rescue Jill from the cell and keep an eye on Rebecca during the final Tyrant battle as it is easy for her to be killed if the Tyrant bashes her about too much.

04

■ To earn the Appalling rated ending, both Rebecca and Jill must die. Chris must also escape the Lab without setting off the auto-destruct sequence, leaving the T-Virus to run riot.

IT'S ALL OVER, OR IS IT?

SPOILER WARNING

01

■ After finishing *Resident Evil* in either Mountain Climb or Hiking mode, check out the Start screen and you'll see that the Once Again option has miraculously appeared on the Menu.

■ You've now got three difficulty levels that include the all-new Hard setting. Finish the game on Hard or Normal and you can open up new options such as Real Survivor or Invisible Enemy.

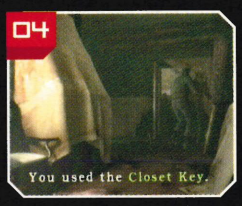
02

03

■ Should you finish the game for the first time, regardless of difficulty or completion time, you'll get a Closet Key and a chance to change Chris or Jill's clothing. It's in any Item Box when you re-start.

■ To access the Closet, play in Once Again mode and go to the curtained passage at the back of the Water Carrier Statue Room. Just unlock the door that has the image of a castle painted on it

04



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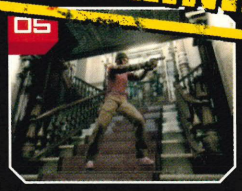


■ If you've completed it once as Chris a Deep Cover costume will be on the Secret Closet clothing rail. It's funny to see Chris dressed like an undercover thug. Finish the game again for another suit.

nintendotips@emap.com

OFFICIAL TIPS

Tired of looking at characters wearing the same old clothes? Fancy taking a peek at secret levels? You've come to the best place for all your needs.

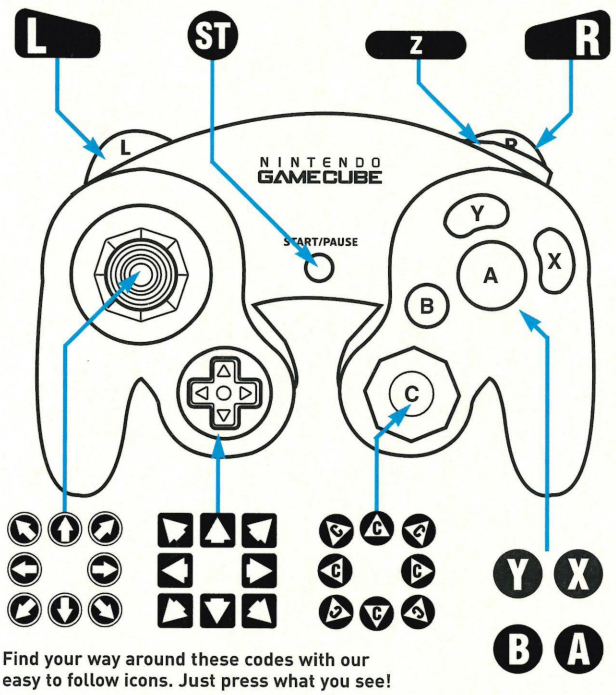
Aggressive Inline Perfect grinds **p108**

Beach Spikers New cozzies **p109**

ZooCube New levels **p110**

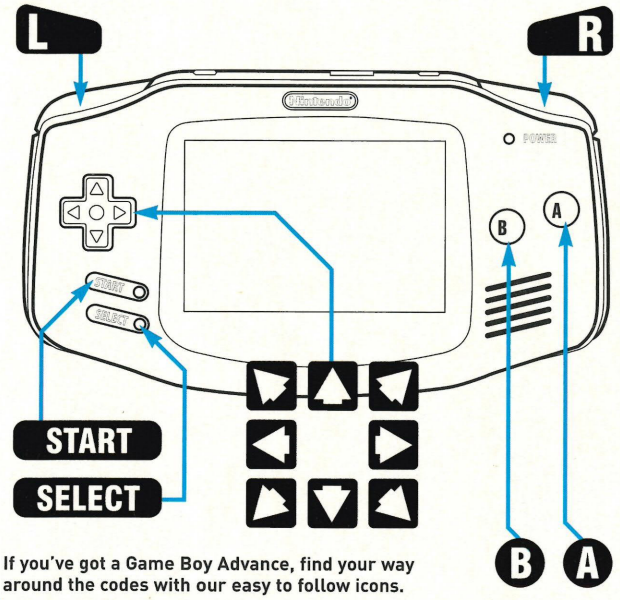
Super Mario Sunshine New specs **p111**

GAMECUBE CONTROLLER



Find your way around these codes with our easy to follow icons. Just press what you see!

GBA CONTROLLER



If you've got a Game Boy Advance, find your way around the codes with our easy to follow icons.

AGGRESSIVE INLINE

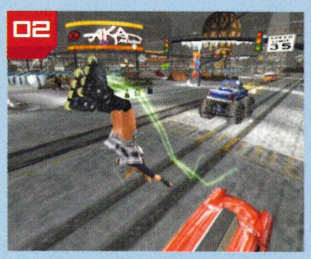
■ FULL JUICE BAR, PERFECT GRINDS AND OTHER EXTRAS

Inline skating is almost as popular as skateboarding these days so it's great to see a game that tries to capture the street-level spirit of the sport. All of the following codes should be entered at the Cheats screen that can be selected via the Options menu.

01

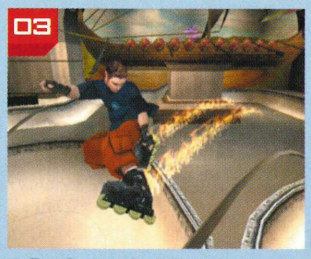
❑ To unlock every bonual character press ▼ ▶ ▶ ▼ ◀ ▼ ◀ ▼ ▶ ▶ ▶ You can now skate as the likes of Junkie, Mummy and Goddess.

02



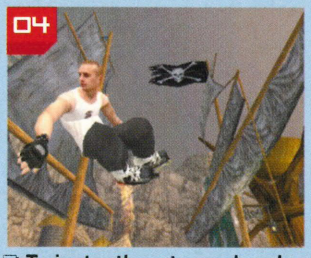
❑ If you want to keep your Juice bar full at all times during the game even when you crash or bail, just enter the simple code BAKABAKA. Nice code!

03



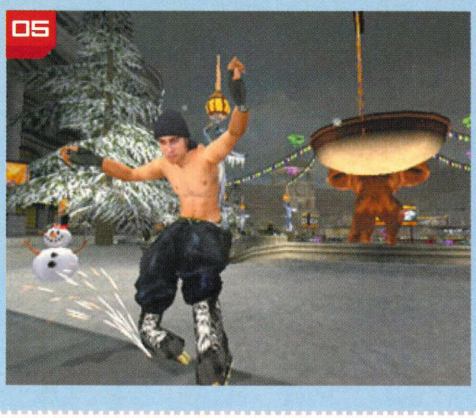
❑ Perfect grinds can be a tricky to pull off unless you use this cracking code. Simply enter BIGUPYASELF to achieve perfection.

04



❑ To instantly get your hands on all level keys just enter the code SKELETON and you'll be free to skate wherever you decide to choose.

05

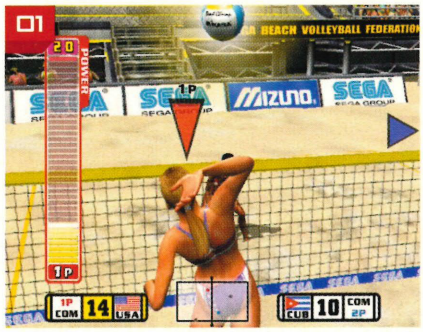


❑ To unlock every level in the game, all stats and all Park Editor goodies just press ▲ ▲ ▼ ▼ ◀ ▶ ◀ ▶ B, A, B, A and they will be yours for the taking inline skate fans.

BEACH SPIKERS

■ DRESS UP THE BEACH BABES IN FANCY COSTUMES

Beautiful girls bouncing around on a sun-kissed beach playing volleyball. Can life get any better than that? Well, yes it can. By entering these codes at the Password screen you even get to fiddle around with their clothing.

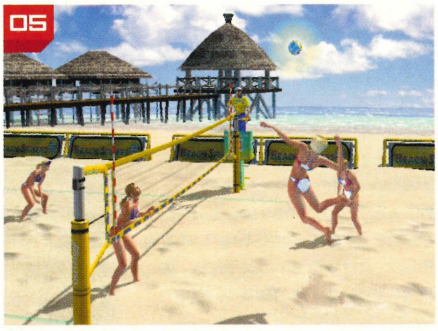


❑ To get *Virtual Cop* uniforms for your girls enter JUSTICE. You will now be able to select uniforms 105 and 106 as well as sunglasses 94.

❑ To dress your babes up in *Daytona USA* costumes just enter the code DAYTONA. You can now get costumes 104 and 108 to put on your ladies.

❑ If you want uniforms from *Phantasy Star Online 2* enter the code PHANTA2. You should now have uniforms 114 and 115, hair 77 and face 53.

❑ To unlock a *Space Channel 5* costume enter ARAKATA. You will now be able to select uniforms 111, 112 and 113, hair 76 and face 52. Sweeeet!



❑ If you want your team to dress like a band of warriors enter the code FVIPERS to unlock *Fighting Vipers* uniforms 109 and 110, hair 75 and face 51.

❑ To access a special Sega costume enter OHTORII. You can now choose either uniform 116 or 117. Let's hope they're not too hot under that sun.

THE KING OF FIGHTERS EX

■ DISCOVER HIDDEN CHARACTERS

The best thing about this handheld beat 'em up is the Team Battle mode where you get to participate in an almighty four-on-four scrap. Here are some hints that will help you to unlock even more brawlers to beef up your team.

❑ To unlock the character Geese all you have to do is complete the game using the *Fatal Fury* team.

❑ If you want to add Lori to the list of fighters available you simply need to finish the game using the Hero Team.

❑ Things get a little more difficult if you want to unlock Yamazaki. You have to beat the game in single mode using Ryu, on the Very Hard difficulty setting.

FAST TIPS

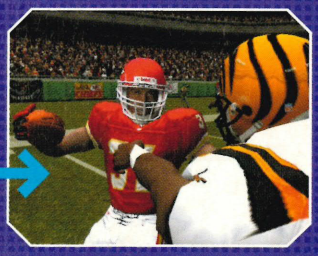
Look right here for some tips for Super Smash Bros. Melee, Tiger Woods and Madden NFL 2003.

SUPER SMASH BROS. MELEE

To unlock the original N64 *Yoshi's Island* level hit over 1350 feet when using Yoshi in the Home Run Sandbag challenge.

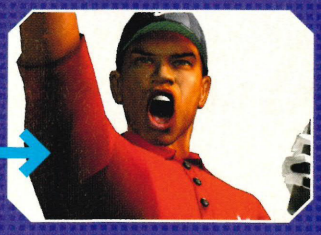
MADDEN NFL 2003

First complete the Game Situation challenges in Mini-Camp mode. You will then have unlock the secret Cheerleader or Pump Up Crowd cards.



TIGER WOODS

Tiger's crown may be slipping, but if you want to unlock Snake in this GBA golf game all you have to do is win the Open Style Championship title five times.



ZOO CUBE

■ UNLOCK NEW PUZZLE LEVELS

ZooCube is the sort of game that will appeal to puzzle addicts everywhere, although first person-shooter fans might find it a little lacking in the action stakes. There are lots of worlds to explore but here's a way to unlock even more in this puzzle title.

01

❑ To unlock the Pacific Ocean Gold difficulty setting and the bonus Gulf of Mexico level just finish the Pacific Ocean stage on the game's Classic setting and it's yours.

02

❑ To unlock the Gulf of Mexico Gold difficulty setting and the Pacific Ocean Platinum level successfully complete the Pacific Ocean stage on Gold and it shall be yours.

03

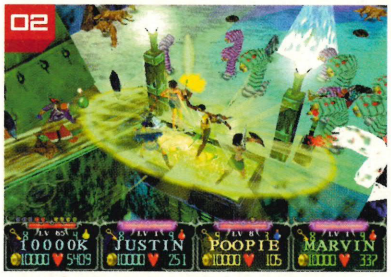
❑ If you can complete all the game's difficulty levels including Pacific Ocean Platinum you will be rewarded with a special Warp Speed setting.

GAUNTLET: DARK LEGACY

■ AWESOME CODES TO UNLOCK AMMO AND POWER-UPS

All the following codes should be entered as if you were entering a new character name by pressing Start at the title screen and then pressing New. To activate the codes once entered, first select them from your Inventory.

02



❑ To give your enemies a headache, make your character invisible on the battlefield by entering 000000.

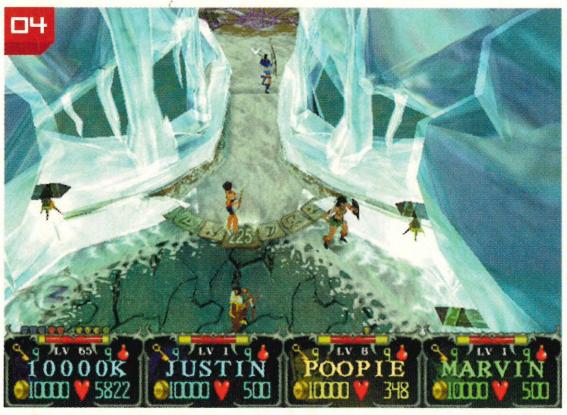
03

❑ Get x-ray vision like Superman by tapping in the code PEEKIN as your name. It's as simple as that!

01

❑ To make your character invincible against attacks from all those dragons and demons, just enter the name INVULN and it's yours.

04



❑ Enter the cheeky name MENAGE to unlock the Triple Shot attack which will make mincemeat of any enemies who love to attack you in force.

SUPER MARIO SUNSHINE

■ SEE MARIO'S WORLD THROUGH TINTED SPECS

There are no shortcuts in *Super Mario Sunshine*, you can only get those elusive golden Shines by genuine hard graft. Happily there are still plenty of secrets included to make you smile even when the going's getting a little too tough.

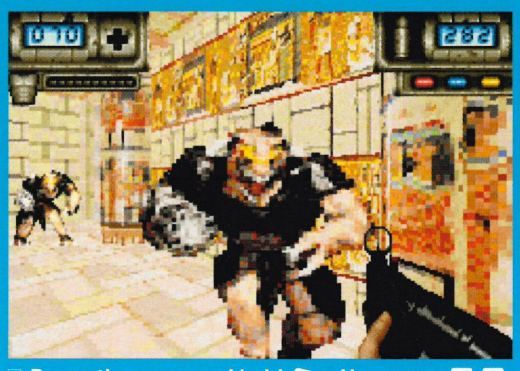
❑ When you have 30 Shines, talk to the man standing under an umbrella on the beach in the town. He'll give Mario some wicked sunglasses to wear.

❑ Once you've beaten the final boss you can also go back and visit this same man to get a Hawaiian shirt from him for Mario to wear. Very tasteful.

DUKE NUKEM ADVANCE

■ ACCESS CHEAT MODE

He's big and bad but the babes all love Dukie's wisecracking antics. Now that the larger than life action hero has managed to cram his ego onto the small screen we've found a code that unlocks the secret Cheat mode.



❑ Pause the game and hold L. Now press ◀, ▲, A, ▲, ◀, A, START, SELECT. Enter the code LUAULASS to unlock the game's level select, all weapons, unlimited ammo and God mode.

The CHEATMISTRESS presents

CHEATS UNLIMITED

"THE WORLD'S NUMBER ONE - FAST ACCESS CHEATS & GUIDES"

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

GAME CUBE

A = 0 1
Agent Under Fire
American Pro Trucker
B = 0 2
Batman Vengeance
Bloody Roar: Primal Fury
Bomberman Generation
Burnout
C = 0 3
Cel Damage
Crazy Taxi
D = 0 4
Dave Mirra BMX 2
E = 0 5
Eighteen Wheeler
ESPN Int.Winter Sports'02
Extreme G 3
F = 0 6
FIFA 2002
Fifa World Cup 2002
G = 0 7
Gauntlet: Dark Legacy
Groove Adventure Rave
I = 0 9
Int. Winter Sports 2002
J = 1 0
J McGrath's S'cross World
L = 1 2
Legends of Wrestling
Lost Kingdoms
Luigi's Mansion
M = 1 3
MX Superfly
Mystic Heroes
N = 1 4
NBA 2K2
NBA Courtside 2002
NBA Street
NFL Blitz 2002
NFL Q'back Club 2002
NHL Hitz 2002
P = 1 6
Pac-Man World 2
Pikmin
R = 1 8
Red Card Soccer 2003
Resident Evil
Rogue Leader
S = 1 9
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 = 2 0
Tarzan Freeride
The Simpsons: Road Rage
Tony Hawk's 3
V = 2 2
Virtua Striker 3: V. 2002
W = 2 3
Wave Race: Blue Storm
World Cup 2002
WWE Wrestlemania X8
Z = 2 6
Zoocube
0-9 = 2 7
007 Agent Under Fire
2002 FIFA World Cup

GAMEBOY ADVANCE

A = 0 1
Advance Rally
Advance Wars
Army Men Advance
Asterix
B = 0 2
Batman Vengeance
Back Track
Bomberman Tournament
Breath of Fire
Breath of Fire 2
Britney's Dance Beat
Broken Sword 1
C = 0 3
Castlevania: C of Moon
Crash Bandicoot XS
D = 0 4
Donald Duck Advance
Doom
E = 0 5
Ecks vs Sever
E.T.
F = 0 6
Final Fight One
F-Zero: Max. Velocity
G = 0 7
Golden Sun
Gradius Galaxies
H = 0 8
Harry Potter
I = 0 9
Inspector Gadget
Int. Super Soccer
J = 1 0
Jackie Chan Adventures
K = 1 1
Kao the kangaroo
M = 1 3
Mario Advance
Mario Kart Super Circuit
Mat Hoffman's Pro BMX
Monsters Inc
P = 1 6
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Power Rangers: T. Force
R = 1 8
Rayman Advance
S = 1 9
Scorpion King
Sonic Advance
Spiderman The Movie
Spiderman: M's Menace
Spyro: Season of Ice
Star Wars Jedi P. Battles
Star Wars: Att. of Clones
Street Fighter 2 Revival
Super Mario Advance
Super Mario Advance 2
T = 2 0
Tekken Advance
Tony Hawk's 2
Tony Hawk's 3
W = 2 3
Wario Land 4
WWF Rd to Wrestlemania
Z = 2 6
Zelda: Oracle of Ages

N64

A = 0 1
Army Men Sarges Heroes
B = 0 2
Banjo Kazooie
Buck Bumble
C = 0 3
Conkers Bad Fur Day
D = 0 4
Diddy Kong Racing
Donkey Kong 64
Doom 64
G = 0 7
Goldeneye
J = 1 0
James Bond: Goldeneye
L = 1 2
Legend of Zelda
Lylat Wars
M = 1 3
Mario 64
Mario Karts
Mission Impossible
P = 1 6
Perfect Dark
Pokemon Stadium
Pokemon Stadium 2
Q = 1 7
Quake 2
R = 1 8
Rayman 2
S = 1 9
South Park
Star Wars: Racer
Star Wars: Rogue Squad.
Super Mario
Super Smash Brothers
T = 2 0
The World is not Enough
Tony Hawk's 2
Turok 1 & 2
W = 2 3
WWF No Mercy
WWF Wrestlemania '00
Z = 2 6
Zelda
Zelda: Majora's Mask

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PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

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GAME BOY COLOR PC PlayStation 2 GAME BOY ADVANCE

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24hr Customer Service: (Freephone) 0800 081 6000

HIGH SCORES & CHALLENGES

If you think you've got what it takes not only to beat the *NOM* crew but other Nintendo gamers across the country, why not have a go and send us your entry. You may even see your name in print and winners will each receive a JOYTECH Advanced Controller.

1 SUPER MARIO SUNSHINE: FASTEST TIME ON RICCO HARBOUR, STORY TWO, SQUID RACE.

Enter the cave on your squid, then talk to the man to start the race. Choose the yellow squid and photograph yourself on board the squid as you cross the finish line.

Once you've planned out your route through the obstacles, stick to it every time. Make sure you really go for it on the last couple of tight corners before the finish line when there's nothing in your way to slow you down.

1 Maura Sutton	**00:41.23**
2 Mike J	**00:41.31**
3 Dominic Wint	**00:42.14**
4 Tim Street	**00:42.54**
5 Rich Marsh	**00:43.71**

2 SONIC ADVENTURE 2 BATTLE: FASTEST TIME WITH SONIC ON FINAL RUSH, MISSION THREE

All you need to do is record your fastest time possible at the end of the level. You'll need to practice a couple of times to learn the quickest route to find the lost Chao and finish the level.

Look for the rails where the green crosses at the end because these are the ones that you can do tricks on. Just run as fast as you can to the end and keep crouching whenever you're not jumping to record a fast time.

1 Tim Street	**4:11**
2 Richard Marsh	**4:15**
3 Dominic Wint	**4:30**
4 Mike J	**4:95**
5 Dominic Wint	**5:05**

3 SUPER SMASH BROS. MELEE: FASTEST TIME IN EVENT TWELVE, 'SECONDS, ANYONE?'

Super Smash Bros. Melee challenges are proving so popular that we're going to set you yet another one. How many seconds will it take you to beat this level?

Jigglypuff is your most effective fighting character to use for this challenge. Alternate between dashing and jumping to your destination to finish in double quick time.

1 Mike J	**40 seconds**
2 Tim Street	**41 seconds**
3 Dominic Wint	**43 seconds**
4 Rich Marsh	**44 seconds**
5 Mike J	**45 seconds**

4 SUPER MONKEY BALL: BEST OVERALL SCORE ON THE MONKEY GOLF MINI-GAME, ANY CHARACTER

Record your lowest total score after playing a full round of 18 holes. Simply send us a shot of the final leaderboard as proof and you could win a prize.

Your score will improve drastically if you can get a few holes-in-one on your way round the fairway. This challenge is all about taking the time to look ahead and plot the effective shots.

1 Rich Marsh	**42**
2 Tim Street	**44**
3 Dominic Wint	**47**
4 Mike J	**70**
5 Tim Street	**98**

RESULT TABLES

1 SONIC ADVENTURE 2 BATTLE: FASTEST TIME WITH SHADOW ON RADICAL HIGHWAY

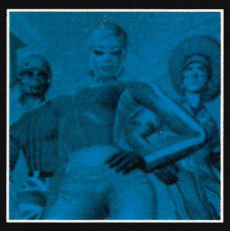
This proved to be quite a difficult challenge, but we had one very clear runaway winner. Darren Jones really knows how to make Shadow Sonic fly with his astonishing time that thrashed the rest of the pack.

1. Darren Jones	1:58
2. Shane Finn	2:16
3. Andrew Wright	2:20
4. Paul Trinker	2:36
5. Omar English	2:88

2 SUPER MONKEY BALL: HIGHEST SCORE ON MONKEY BOWLING, ANY CHARACTER

Super Monkey Ball is as popular as ever and we've had some very close scores on the Monkey Bowling challenge, including two ties for first and last place. Prizes go to W. Cheung and David Bedwell.

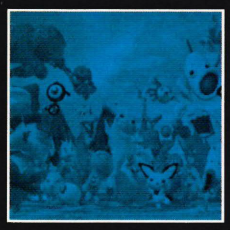
1. W. Cheung	300
1. David Bedwell	300
3. Frazer Richardson	267
4. S. Vandertak	257
4. David Williams	257



3 SSX TRICKY: TOP STUNT SCORES ON GARIBALDI COURSE

Richard's amazing Garibaldi score really takes the biscuit as he soars ahead of the rest of the pack trying to twist themselves into knots pulling off some high scoring stunts.

1. Richard Marks	644,440
2. Michael Mouat	416,580
3. Chris Streeter	410,440
4. Alex Archer	330,280
5. Wayne Crighton	200,320



4 SUPER SMASH BROS. MELEE: SANDBAG CHALLENGE

Clearly this was the challenge that caught everyone's imagination. We had piles of very impressive scores but Frazer Richardson pulled off a remarkable result by hurling that sandbag further than everyone else. Expect your prize soon Frazer!

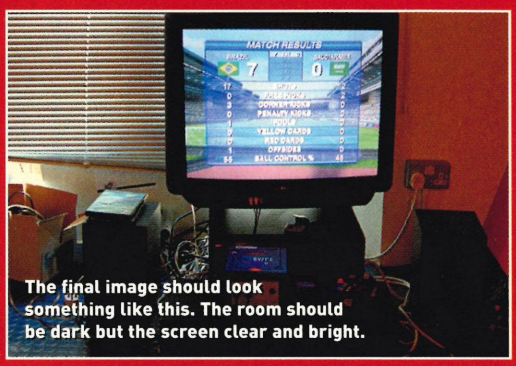
1. Frazer Richardson	717.9
2. Thomas Jarvis	557.7
2. Paul Wong	557.7
4. Ben Turner	522.8
5. Dean Hailstone	517.4

CHEATS NEVER 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 be 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.

PHOTOGRAPH YOUR TV



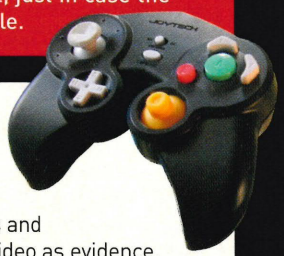
The final image should look something like this. The room should be dark but the screen clear and bright.

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 the *NOM* 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®

Q&A UK

Once again your gaming questions have been flooding in, so keep them coming and we'll do our best to solve them. With the imminent release of Mario's new quest we've been asking which platformer they'd recommend.

GOLDEN SUN

Q I have just bought *Golden Sun* and it is a fantastic game, but I can't get out of Vale and find the first Djinn (Flint). Your guide in issue 115 doesn't explain how to get out so I would really appreciate your help.

Matthew Dennis, Chorlton, Manchester
Did you know? Famous Mancunians include Emmeline Pankhurst, the leader of the Suffragette movement that won women the right to vote in the early 20th Century.

Vale's a nice town, but you don't want to spend the whole game stuck there

A You won't be able to leave Vale and get Flint until you've carried out all the necessary tasks at Sol Sanctum. Head for Kraden's cottage, talk to him, then head for Mt Aleph and Sol Sanctum. When exploring Sol Sanctum you will trigger events which lead to Saturos, Menardi and Felix stealing the Elemental Stars. When the action switches back to Vale you'll learn details of your lighthouse quest. You should then be able to leave Vale. Directly south of the town you'll meet up with the Djinn Flint who will then join your party.

Local games store

- Gamestation
- Tel: 0161 8331982

180a Halle Mall Upper Mall Arndale Centre, Manchester, Lancashire

Super Mario Sunshine was the first game mentioned and the staff were very knowledgeable. 9/10

SUPER SMASH BROS. MELEE

Q How do you get Mewtwo on *Super Smash Bros. Melee*?

Mark Longmore Sutton-In-Ashfield, Nottinghamshire
Did you know? The town of Nottingham started life way back in 1016 as a village called Snot. The unfortunate name derived from an Old English word meaning 'full of caves' rather than something you might dig out of your filthy nostrils.

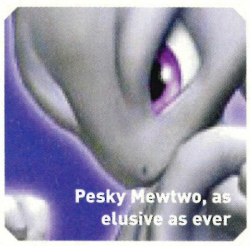
A A popular question from *Super Smash Bros.* fans. To unlock Mewtwo you need to have played for over 20 hours in Combined Vs Play Time or played 700 Vs matches.This is a tall order, but well worth it to get the power of this mighty Pokemon.

Local games store

- ***GAME***
- ***Tel: 0115 9411819***

Unit 308a, Victoria Centre Nottingham, Nottinghamshire

The GAME person that answered the phone was extremely helpful. He said that *Super Mario Sunshine* would undoubtedly be the best game on the GameCube to date, as well as the best platform game ever made. We certainly had to agree with you their sir. What a star! 9/10



Pesky Mewtwo, as elusive as ever

SUPER SMASH BROS. MELEE

Q Have you guys got any tips on Event Match 51? I am so stuck.

Luke McInerney, Lurgan, Co. Armagh
Did you know? Armagh is the smallest county in the whole of Northern Ireland. Its main crops are potatoes, apples and flax. For 700 years Armagh town was the seat of the Kings of Ulster.

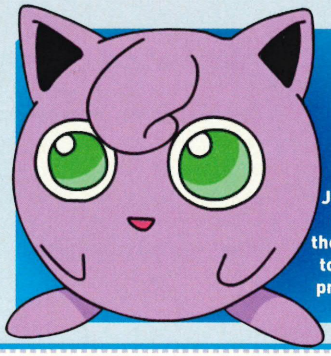
A The Final Showdown with Giga Bowser is a very tough battle, especially as he's joined by Ganondorf and Mewtwo. Jigglypuff is a good character to use here as her Rest attack will be effective against all three. As far as general attacks go, try and hit them from the air as much as possible. You could even try being very sneaky and make Kirby float over the side of the stage. If you keep your fingers crossed your three opponents will be stupid enough to launch themselves at Kirby and fall right over the edge into the oblivion below.

Local games store

- ***Games Machine***
- ***Tel: 028 86769944***

44a, Molesworth St, Cookstown, County Tyrone

The staff at Games Machine discussed our question amongst themselves in an effort to decide on which would be the best platform game to recommend for the GameCube. In the end they suggested *Luigi's Mansion*. 6/10



Can Jigglypuff really be the answer to all your problems?

ADVANCE WARS

Q I'm on the Final Battle in *Advance Wars*. I've got Andy as my main CO and Grit and Sami for allies. Do you have any tactics for winning?

Tom Kelly,
Hayling Island, Hampshire

Did you know? In the past Hampshire was the chosen home of two great writers, Jane Austen and Charles Dickens. Modern day residents include *Cats* composer, Andrew Lloyd Webber.

A Andy is your main man in this battle. Try and protect as many of his units as possible whilst making him take out as many enemy units as he can in one day. Make sure that Andy concentrates on building tanks and anti-air units. Make Grit attack from the mountains on Sturm's left. Choose Eagle and Max, but if you're stuck with Sami concentrate on building Mechs and APCs.

Local games store

- ***Games On Demand UK***
- ***Tel: 023 92 46 5729***

61 Station Road,
Hayling Island,Hampshire

They said *Super Mario Sunshine* will be the major GameCube release before Christmas. Correct! 8/10

LEGEND OF ZELDA: LINK'S AWAKENING DX

Q I'm stuck on level two,: Bottle Grotto. Firstly, I don't know how to get the Nightmare Key. Also, what is the Boss behind the door and how do I defeat it?

Rory Day
Stowmarket, Suffolk

Did you know? A young butcher's son from Ipswich in Suffolk grew up to become Cardinal Wolsey, Henry VIII's chancellor. In 1513 he helped plan England's successful invasion of France.

A Destroy the Pols Voice with a pot, then kill the Keese and the Shrouded Stalfos in exactly that order. A chest will appear with the Nightmare Key. The boss behind the Nightmare door is the Genie. You can defeat it by keeping away from the fireballs it casts and striking it's pot with your sword whenever it goes inside. When the pot goes still, pick it up and smash it against the wall. Repeat the whole process two more times to break the pot and release the Genie. Keep dodging around and hitting the Genie until you kill it once and for all

Local games store

- ***Play 'N' Exchange***
- ***Tel: 01394 272021***

8 Great Eastern Square,
Felixstowe, Suffolk

The staff were friendly but they could only come up with *Zelda* as a possible suggestion. They were wrong on two counts, as it's not out until next year and it's not exactly a platform game either. Oh dear. 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 the top people at Gamester.

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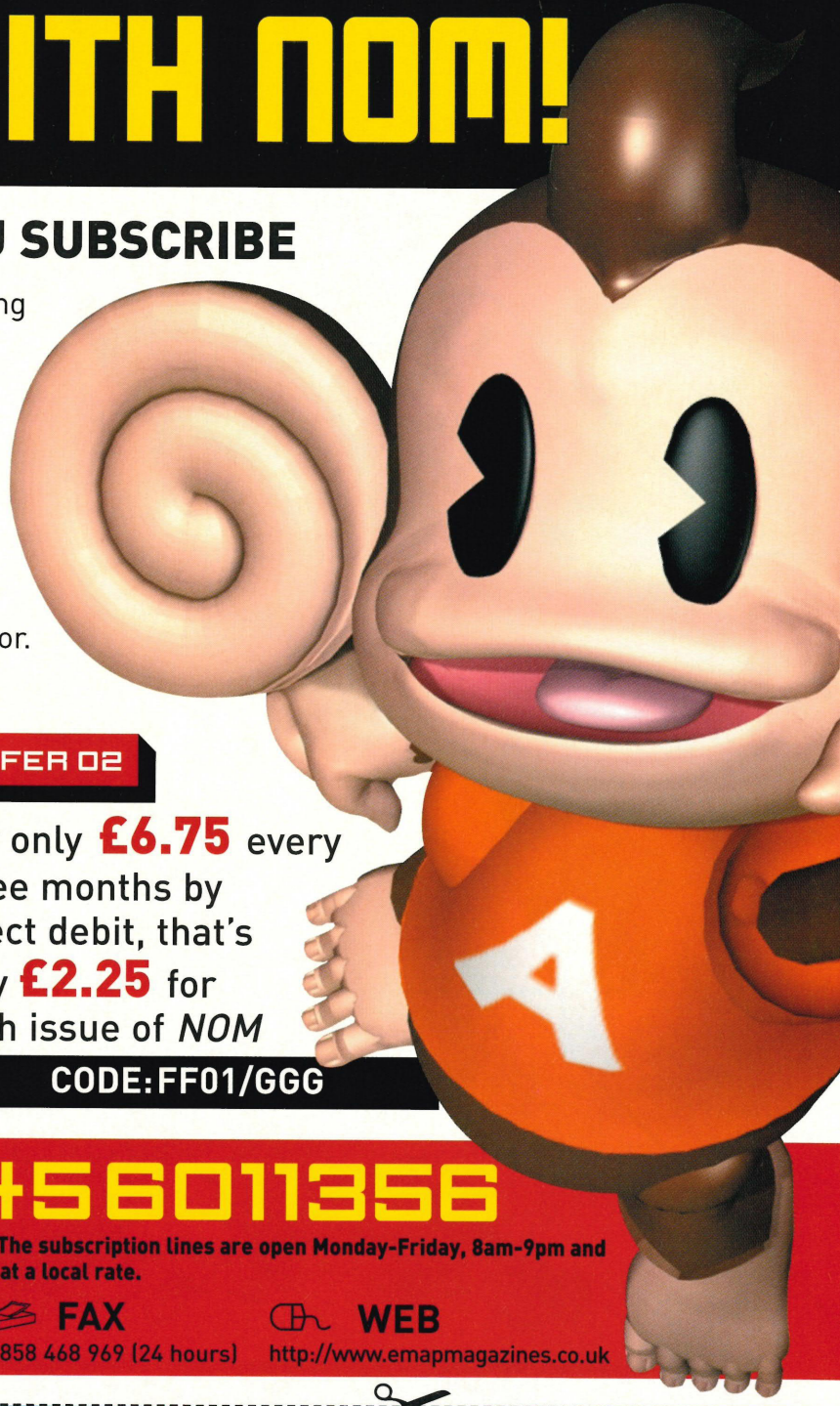

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Nintendo®
OFFICIAL MAGAZINE

TNT BUYER'S GUIDE

TURN THE PAGE TO DISCOVER MORE ABOUT EVERY GAMECUBE TITLE AND THE BEST GAME BOY ADVANCE GAMES ON YOUR HIGH STREET.

TNT: GOLD – 10/10
Gaming perfection

TNT: MUST BUY – 9/10
Almost perfect

BLOODY ROAR EXTREME

■ 1-2 Players
■ Memory / 3 Blocks

■ **Our Verdict** Mutant fighters go one-on-one in this GameCube beat 'em up. Choose from 16 fighters who have the power to morph into a lion, rabbit and even a bat. A tough fighter with great replay value.

Price £39.99

8

http://www.activision.com

CAPCOM VS. SNK 2 EO

■ 1-2 Players
■ Memory / 2 Blocks

■ **Our Verdict** Stars from the likes of *Final Fight* and *Street Fighter II* line up for some 2D old skool brawling. Unfortunately, over sensitive controls and unconvincing graphics let this down.

Price £39.99

6

http://www.capcom.com

CEL DAMAGE

■ 1-4 Players
■ Memory / 2 Blocks

■ **Our Verdict** GameCube's first foray into cel shaded games produces a racer packed with crazy weapons, violent smashes and an excellent multiplayer mode. Shame it doesn't last long on your own.

Price £39.99

7

http://www.uk.ea.com

BURNOUT

■ **Our Verdict** Acclaim's street racer is still a regular in the *NOM* office and with its mix of ramped up arcade gameplay and pin sharp graphics it's no wonder that it scored a whopping nine out of ten.

Burnout differs from most racers in that the roads are full of vehicles going about their business. It's up to players to weave through the traffic, building up the Burnout gauge and launching incredible speed boosts.

1-2 Players

4 Blocks

■ **Reader Verdict** No other racer comes close to the mental speeds and crashes in *Burnout*. Trying to beat each record kept me returning for another go to try and unlock the later vehicles. If you love racing games and have a GameCube, this is essential. **Gary Potts**

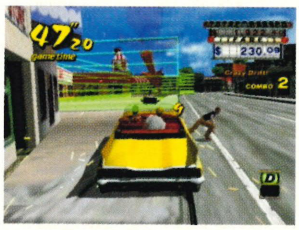
Website http://www.acclaimuk.com

Price £39.99

9

CRAZY TAXI

■ 1 Player
■ Memory / 8 Blocks



■ **Our Verdict** Two years since Sega's classic made its Dreamcast debut, and nothing has changed. It's still great fun to play, but no extras or graphical touch-ups have been made. A wasted opportunity.

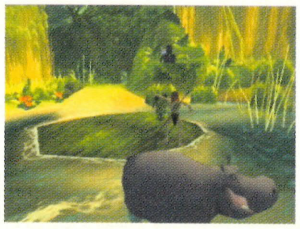
Price £39.99

6

http://www.acclaimuk.com

DISNEY'S TARZAN FREERIDE

■ 1 Player
■ Memory / 8 Blocks



■ **Our Verdict** Perfect for your baby brother or sister, lead the lord of the jungle against Oswald Gardner to save a load of apes. Expect unforgiving water levels and levels that appear to run on rails.

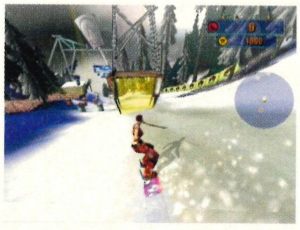
Price £39.99

6

http://www.ubisoft.co.uk

DARK SUMMIT

■ 1-4 Players
■ Memory / 4 Blocks



■ **Our Verdict** Strange things are happening at the summit of Mt. Garrick and you've got to find out what. Race (or rather trudge) down the slopes in this painfully slow snowboarding/adventure title.

Price £39.99

7

http://www.thq.com

DRIVEN

■ 1-2 Players
■ Memory / 5 Blocks

■ **Our Verdict** The dire film turns into a very respectable racer. Enter the Zone for eye-watering speeds and try beating Story mode on tracks from New York to Germany. Just don't expect an easy ride.

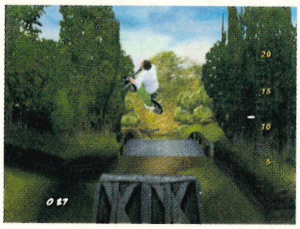
Price £39.99

8

http://www.bam4fun.com

DAVE MIRRA 2

■ 1-2 Players
■ Memory / 4-13 Blocks



■ **Our Verdict** Lacking the polish of a *Tony Hawk* title, this BMX sim features uninspiring levels and terrible bike handling, even if there is an excellent soundtrack and a huge range of tricks to master.

Price £39.99

6

http://www.acclaimuk.com

ESPN INT'L WINTER SPORTS 2002

■ 1-2 Players
■ Memory / 3 Blocks

■ **Our Verdict** Brought to you by the *ISS2* studio, this *Track & Field* style sim offers ten events including curling and bobsleigh. However, it's over quickly and the lack of a four-player mode definitely shows.

Price £39.99

6

http://www.konami.com

EXTREME G-3

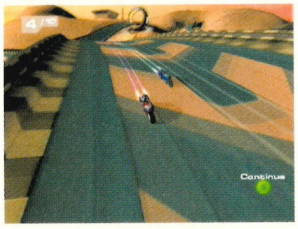
- 1-4 Players
- Memory / 3 Blocks

Our Verdict Putting the series back on track, the third instalment has a wicked turn of speed and some mental tracks. With no slowdown in multiplayer, speed freaks would be wise to take a look.

Price £39.99

8

http://www.acclaimuk.com



F1 2002

- 1-4 Players
- Memory / 4 Blocks

Our Verdict Coulthard & Co bring the F1 world alight to give race fans an authentic looking game. Those less patient will hate the load times and cars tend to spin and get damaged far too easily.

Price £39.99

7

http://www.uk.ea.com

ISS2

- 1-4 Players
- Memory / 5 Blocks

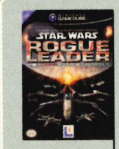
Our Verdict The firm football favourite at *NOM*. *ISS2* is dead easy to pick up and it looks better than ever. Shooting is sensitive and you'll have to build up your play to get an opening, but it's better than *FIFA*.

Price £39.99

8

http://www.konami-europe.com

ROGUE SQUADRON II



Our Verdict No video game has ever come close to recreating the original *Star Wars* trilogy, but now LucasArts' stunning game has arrived and it's only playable on GameCube.

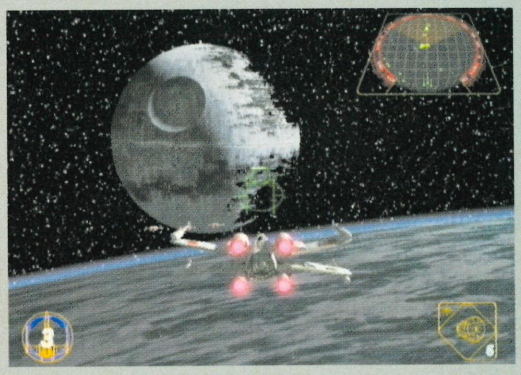
Fly some of the most famous *Star Wars* craft including the X-Wing and battle over Hoth, Endor and Bespin. Better than anything though is the first level where you fly down the Death Star trench run.

1 Player

3 Blocks

Reader Verdict *Star Wars Rogue Leader: Rogue Squadron II* is a very good game with a lot of nice touches that continues Factor 5's *Star Wars* successes on Nintendo consoles. This sci-fi title is well worth your hard-earned cash. **Rob Styles**

Website http://www.lucasarts.com



Price £44.99

9

RESIDENT EVIL

Our Verdict Amazing to look at and packed with skin-crawling scares to make grown-ups stand there and wet themselves, *Resident Evil* is *the* horror game to buy for your GameCube.

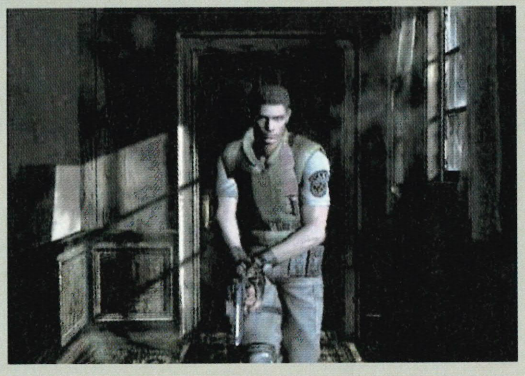
With over 15 hours of gameplay, two characters to control and a heap of puzzles to decipher, this slick product will certainly keep you busy. Just a word of warning though, this isn't for young Nintendo fans.

1 Player

8 Blocks

Reader Verdict I thought *Resident Evil 2* on the N64 was scary, but this is loads more frightening. Whether it's the battle with Yawn the snake, Neptune the shark or the final boss, you'll be waking up at night in a cold sweat for weeks on end. **Simon Charles**

Website http://www.capcom.com



Price £44.99

9

JAMES BOND 007 IN... AGENT UNDER FIRE

- 1-4 Players
- Memory / 3 Blocks

Our Verdict It's not quite as classic as *GoldenEye 007*, but it stays true to the Bond name. It doesn't offer much challenge to veterans, but the mix of driving and shooting makes it worth a look.

Price £44.99

7

http://www.ea.uk.com

LOST KINGDOMS

- 1-2 Players
- Memory / 2 Blocks

Our Verdict Formally known as *Rune* in Japan, this exclusive GameCube RPG will leave you obsessed collecting cards for some excellent monster battles. Worth a look in the wait for *Zelda*.

Price £39.99

7

http://www.activision.com

LUIGI'S MANSION

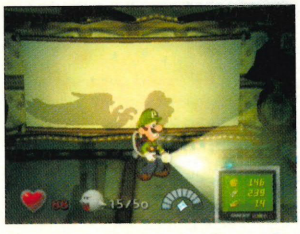
- 1 Player
- Memory / 3 Blocks

Our Verdict Mario's younger, lankier brother steals the limelight in a game that shows you exactly what GameCube can do. Catch ghosts and save Mazza in a classic that's a little too short for some.

Price £39.99

8

http://www.nintendo-europe.com



TNT: GOLD - 10/10
Gaming perfection

TNT: MUST BUY - 9/10
Almost perfect

SMASH BROS. MELEE

Our Verdict The sequel to the N64 bestseller, this fighter sees you battling an all-star cast from classic Nintendo games across some memorable locations including *F-Zero*'s Mute City and Termina.

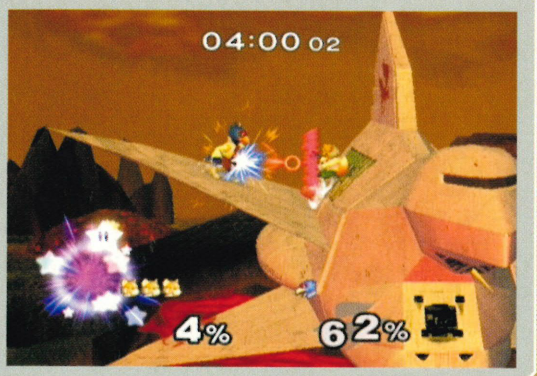
Join Mario, Yoshi, Link and the rest of the crew in furious scraps and some clever mini games like the Sand Bag Challenge. You can even collect over 200 trophies and learn all about Nintendo characters.

Reader Verdict The number of moves has increased along with better graphics and incredible effects. Boasting Nintendo's biggest heroes such as Mario, Samus Aran and Pikachu, *Super Smash Bros. Melee* is a must buy for all beat 'em up fans.

1-4 Players

3 Blocks

Website http.//www.nintendo-europe.com



Price £39.99

9

RED CARD

■ 1-2 Players
■ Memory / 12 Blocks

Our Verdict Just as *NHL Hitz 20-02* is to ice hockey, *Red Card* is to football. Crunching tackles and fast flowing action makes this a change to the usual realism of *FIFA* and *ISS2*. Great two-player mode.

http://www.midway.com

Price £39.99

8

SONIC ADVENTURE 2 BATTLE

■ 1-2 Players
■ Memory / 3 Blocks

Our Verdict Don't be fooled because it stars Sonic and his pals. This may be a hoot to play and it does link-up with *Sonic Advance* on the GBA, but the in-game camera ruins a possible classic.

http://www.sega.com

Price £44.99

6

SPIDER-MAN

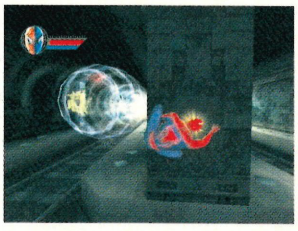
■ 1 Player
■ Memory / 2 Blocks

Our Verdict The awesome film turns out to be an average game thanks to iffy controls and poor camera angles that make it difficult to play. Still, there's a variety of levels and some top bosses.

http://www.activision.com

Price £39.99

7



NBA COURTSIDE 2002

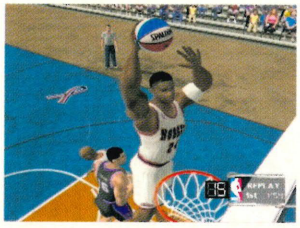
■ 1-4 Players
■ Memory / 7 Blocks

Our Verdict It may not be every GameCube owner's sport of choice, but this basketball sim features incredible A.I. and a mint passing system. It's just a shame that only fans of the sport need apply.

http://www.nintendo-europe.com

Price £39.99

8



SPYHUNTER

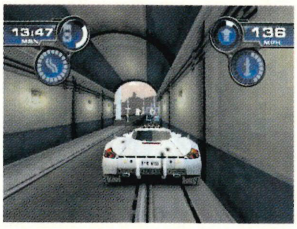
■ 1-2 Players
■ Memory / 2 Blocks

Our Verdict The name may be 20 years old, but this fast-paced blaster is still fun. Graphically, it would have looked at home on the N64, but the weapons are superb and two-player is a cracker.

http://www.midway.com

Price £39.99

7



NHL HITZ 20-02

■ 1-4 Players
■ Memory / 8 Blocks

Our Verdict Over the top and over here, ice hockey breaks the rules with dirty play and skaters who catch 'fire' if they score loads of goals. A multiplayer must, this lacks one-player depth.

http://www.midway.com

Price £39.99

7

SSX TRICKY

■ 1-2 Players
■ Memory / 5 Blocks

Our Verdict EA BIG gets its first taste of GameCube in a massive snowboard sim that's packed to the gills with mad tricks. But it does suffer slowdown at busy times and later courses are cluttered.

http://www.uk.ea.com

Price £39.99

7

PIKMIN

■ 1 Player
■ Memory / 4 Blocks

Our Verdict Shigeru Miyamoto has done it again with a puzzle solving strategy game featuring cuddly Pikmin. Totally mad, but a gem to play, *Pikmin* misses a top score as it's just too short.

http://www.nintendo-europe.com

Price £39.99

8

SUPER MONKEY BALL

■ 1-4 Players
■ Memory / 3 Blocks

Our Verdict Highly original and packed with arcade fun, Sega's new heroes are a blast. Simple to play and nectar in multiplayer, it doesn't quite hit the top spot due to a lack of one-player replay value.

http://www.sega.com

Price £39.99

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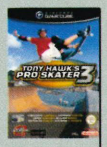

TONY HAWK'S 3

Our Verdict The best just got better in what is the definitive extreme sports game on GameCube thanks to a list of modes including Free Skate, Single Session, various multiplayer modes and a Park Editor.

Extremely addictive and very hard to master, this will keep you playing for months and the chance to skate as Darth Maul or Wolverine will keep you returning for just one more go to complete all the objectives.

Reader Verdict Tony Hawk's had his name on a number of games and after three years they've nearly reached perfection. Setting new standards in extreme sports gaming the skating comes to life once you've mastered its unique control style. **Jason Wemyss**

1-2 Players

6-8 Blocks

Website http://www.activision02.com

Price £39.99

9

FIVE GREAT GAME BOY ADVANCE GAMES

Just cast your eyes over this hot list of games and we will guarantee that you won't be disappointed by any of them.

1 MARIO KART SUPER CIRCUIT

■ 1-4 Players ■ £29.99

Our Verdict Retaining the enormous fun and excitement of previous *Mario Kart* games, *Super Circuit* is a racing classic.

2 SONIC ADVANCE

■ 1-2 Players ■ £29.99

Our Verdict Join Sonic and his gang in this absorbing GBA platformer. Train up Chaos and link up with *Sonic* on GameCube.

3 SUPER MARIO ADVANCE 2

■ 1-4 Players ■ £29.99

Our Verdict It's been years since this was on the Super NES and now it's on GBA. Link-up for *Mario Bros.* battles, too.

4 DOOM

■ 1-4 Players ■ £29.99

Our Verdict Battle Cacodemons, Lost Souls and Barons of Hell in this gory 3D blaster. Awesome sound effects.

5 ECKS VS. SEVER

■ 1-4 Players ■ £29.99

Our Verdict With a sequel pending, ECKS Vs. Sever is an excellent blaster with 12 levels of stealth and gun running battles.

WAVE RACE BLUE STORM

■ 1-4 Players
■ Memory / 12 Blocks

Our Verdict No GameCube title has water effects like those in *Blue Storm* and with highly tuned computer A.I., the single player mode is very tough to beat. Give it a go, you won't be disappointed.

Price £39.99

8

http://www.nintendo-europe.com

WORMS BLAST

■ 1-2 Players
■ Memory / 3 Blocks

Our Verdict Those crazy Worms star in a brain mashing puzzler that's easy on the eye, but a beast to perfect. Taking the best from games like *Bust-A-Move*, 60 puzzles await and the later ones of very nasty.

Price £39.99

7

http://www.team17.com

ZOOCUBE

■ 1-4 Players
■ Memory / 2 Blocks

Our Verdict At just under £40 there isn't enough variety at this price and it would have looked at home on the N64. Saying that, *ZooCube*'s simple enough to pick up and isn't just another sequel.

Price £39.99

7

http://www.acclaimuk.com

NINTENDO OFFICIAL MAGAZINE'S GAME BIN

We think those titles that get five or less just aren't worth it, so we've dumped some of the stinkers in the Games Bin. Steer clear of these, your gaming prestige depends on it.

GAMECUBE
- 18 Wheeler 4/10
- FIFA World Cup 4/10
- Batman Vengeance 5/10
- Donald Duck 4/10
- Jeremy McGrath Supercross World 5/10
- Legends of Wrestling 4/10
- The Simpsons Road Rage 5/10
- Universal Studios 4/10
- Virtua Striker 3 Ver. 2002 4/10

GAME BOY ADVANCE
- Star Wars Episode II: Attack of the Clones 4/10

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	4	POOR
7	GOOD	3	DIRE
6	AVERAGE	2	DISASTROUS
5	COULD BE FLAWED	1	A DISGRACE

Nintendo Gadgets

Those gadgets just keep on coming. Find out which ones are the best this month as *NOM* takes a look at memory cards, pads, cases, lights and a TV tuner.

■ **Spider-Man GameCube controller**
■ **Meerkats** ■ **020 85953888** ■ **£19.99**

Verdict: This Spider-Man pad is very comfortable, owing to the fact that its shape is very similar to Nintendo's official pad. The 3D Stick feels excellent and offers a good amount of resistance, but the face buttons feel a little bit cheap and the pad shakes far too much when the rumble feature is on. This is not a bad GameCube controller, but it feels half-finished and the garish Spider-Man design will also limit its appeal. Go with the official one instead. **6/10**

■ **TV tuner** ■ **Blaze**
■ **01302 325225** ■ **£69.99**

Verdict: After a year of wanting, a GBA TV attachment finally comes to the market. The TV tuner offers up to 99 channels and also has an RF input so you can attach DVD players or home consoles. It fits nicely onto the back of your machine, although it is rather bulky. The unit requires four AA batteries and life is estimated at a disappointing two hours, but a mains adapter is included. The instruction manual also warns that it may be difficult to receive a TV signal in a car, near an airport, on a train or indeed anywhere that doesn't have a strong TV signal which takes away some of the mobility of the unit. Picture quality is good, but at £69.99 you may consider buying a dedicated mini TV that offers better features. **5/10**

■ Flo-Light ■ Gamester
■ 0870 8006150 ■ £12.99

Verdict: This powerful fluorescent light attaches to your Game Boy Advance to try and alleviate any problems with a dark screen. The unit offers good, even light distribution and it can be tilted for optimum performance. It does add a lot of weight to your GB Advance and it can be tough to get the Flo-Light tilted so you don't get glare on the screen, but this is definitely one of the best lights on the market. **8/10**

■ RGB SCART Cable ■ JOYTECH
■ 01753 496700 ■ £9.99

Verdict: If the standard GameCube SCART doesn't offer the picture quality you'd like then you might consider this JOYTECH cable. It displays true RGB output and will display at 60Hz if the software supports it. It also comes with a gold-plated SCART connector for enhanced signal transfer. It certainly makes a subtle difference to picture quality, sharpening edges and making text more legible. For the money, this is definitely worth a look. **7/10**

■ Memory Cards ■ JOYTECH ■ 01753 496700
■ 4Mb £9.99 ■ 8Mb £14.99

Verdict: Coming in either 4Mb or 8Mb versions (and soon to be available in 16Mb and 32Mb varieties), JOYTECH's memory cards offer game storage at a discount price. They look cool and come in a range of colours to suit your tastes or match your GameCube. After numerous saves however, we found that game save files became damaged, especially with *Super Monkey Ball*. While this may be a one off, it does call into question the reliability of these unofficial cards. Buy the official Nintendo one instead. **5/10**

■ Gamester N-Case ■ Gamester
■ 0870 8006150 ■ £4.99

Verdict: This case has been available for a while now but it's being re-released in metallic livery. It offers reasonable protection for your GBA and a good fit. The zip is good and strong so your precious GBA won't fall out. At the price it's an absolute bargain although some extra storage for a couple more cartridges would have made this an indispensable unit to own. **7/10**

■ G-Case ■ Gamester
■ 0870 8006150 ■ £7.99

Verdict: If you're sick of carrying all those DVD cases around with you then this case could be just what you are looking for. The G-Case has the room for 12 GameCube game discs, offering a snug fit and protection against scratching. It would have been better if the case had a couple of spaces to fit your memory cards as well. **7/10**

win all this cool stuff

We've got loads of stuff for you to win this issue. To get blagging just phone **0905 053 110** then add the number of the competition at the end. So if you're entering the *Aggressive Inline* compo, just dial **0905 053 1103**. Answer the question, leave your name, address and daytime phone number and we'll call you on 4 October if you win the loot. Don't forget to ask permission from whoever pays the bill before dialling.

2

03 UP FOR GRABS

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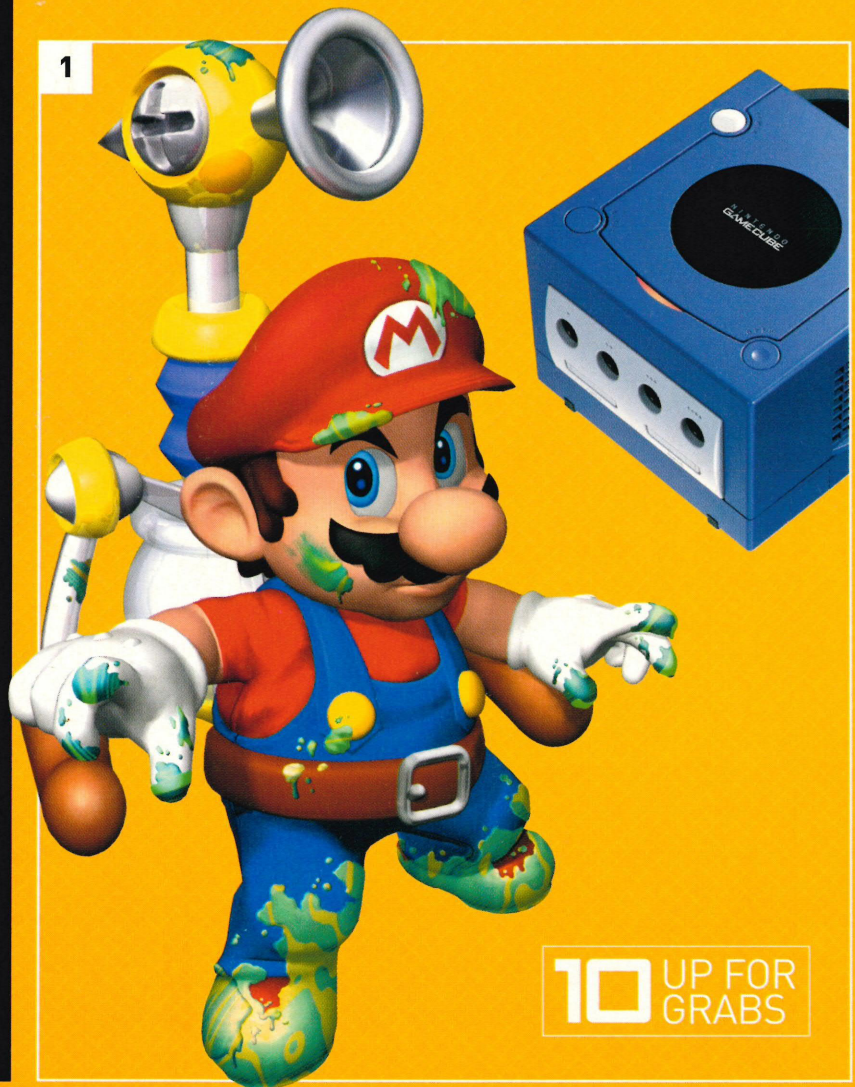


10 UP FOR GRABS

1. GameCube and *Super Mario Sunshine*

You've dribbled over last month's preview, poured over the review (turn back to page 60 if you missed it) and committed our free walkthrough to memory in anticipation of the game of the year. So how about getting your hands on a copy of the most highly anticipated GameCube title so far, along with a spanking new console to play it on?

Super Mario Sunshine is all we hoped it would be, combining tough platforming action with crazy puzzles, taxing mini-games and a little sprinkle of the good old Nintendo magic to bring Mario leaping, bouncing and running into the 21st Century.

This is one game you cannot afford to be without and one lucky winner will receive a GameCube, controller and a copy of the game. Nine runners-up will all receive a copy of the game, so if you simply want to be the envy of all of your mates then get answering this Mario brainteaser and you could be playing *Super Mario Sunshine* before anyone else.

Q. In *Super Mario Sunshine*, what is the name of Mario's water-squirting backpack?

a. FLUDD
b. DUDD
c. MUDD

3

05 UP FOR GRABS

4

02 UP FOR GRABS

2. *Mickey Mouse* for GameCube and GBA

Everyone's favourite mouse returns to Nintendo this month with the release of *Magical Mirror* on GameCube and *Magical Quest* on Game Boy Advance. The two games link together to unlock more fun and thanks to Nintendo we've got hold of three bundles. Each winner will get both games, so just answer this:

Q. What was the name Mickey's first cartoon?

a. Paddleboat Sam
b. Steamboat Willie
c. Cruiseship Norman

3. *Aggressive Inline*

GameCube's enormous catalogue of extreme sports titles keeps on growing this month with the arrival of Acclaim's *Aggressive Inline*. Featuring 12 of the brightest inline stars, including world champion Taig Khris, this is a great game that will delight fans of the genre. For a chance to grab one of five copies of the game, give this question your best shot.

Q. Where was Taig Khris born?

a. Turkey
b. Greece
c. Algeria

4. *Guilty Gear X, King of Fighters* and Advance Travel Pack

Add some fighting spice to your GBA thanks to BBI with these old skool bruisers featuring some of the most famous fighters around. We're also throwing in a 4Gamers Advance Travel Pack that includes a carry case, light magnifier, link cable and rechargeable battery pack with a mains adapter. First prize gets the games and the Travel Pack, one runner up gets the Pack.

Q. Which of these is a fighter from *King of Fighters*?

a. Tenchu
b. Kensou
c. Raichu

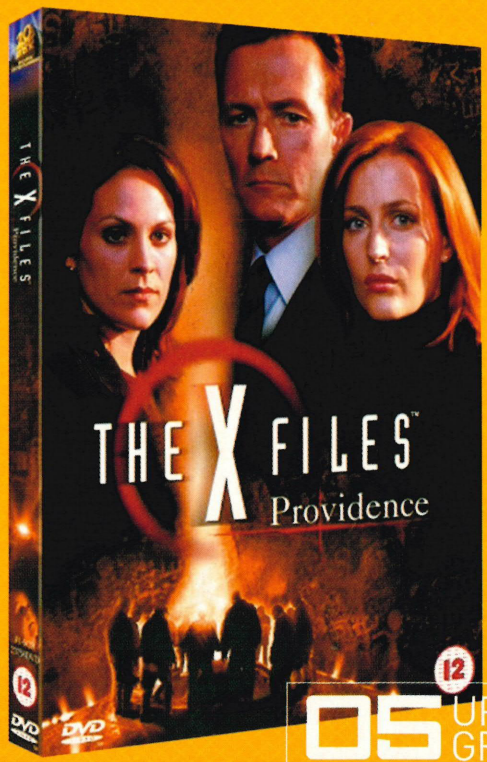
5. *The X-Files Providence* DVDs

Prepare for some more eerie goings on in this feature-length episode of *The X-Files* from season nine. Why is an intruder trying to murder Scully's baby? Is Mulder alive? All the answers to these questions will be revealed in this DVD containing a behind the scenes documentary. Available to buy from 16 September we've got five DVDs to win thanks to Twentieth Century Fox Home Entertainment. Just try this out:

Q. Which actress plays Dana Scully in *The X-Files*?

a. Gillian Anderson
b. Jodie Foster
c. Meg Ryan

5



05 UP FOR GRABS

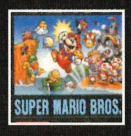
Terms and conditions: Calls cost 50 pence per minute. Calls last two minutes. Please get permission from bill payer before calling. *Nintendo Official Magazine* and the companies providing prizes accept no liability for injuries or damage sustained while using competition prizes.

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 *Aggressive Inline* competition, write to: **Competition 3, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon lane, London, EC1R 3AU**. Closing date 4 Oct, 2002

NINTENDO OFFICIAL MAGAZINE'S 10 GREATEST MARIO GAMES

Super Mario Sunshine is one of Mario's greatest adventures off all time, but in his 21 year history the Italian stallion has starred in some gaming beauties. Can you remember any of these...?

1 SUPER MARIO BROS. 1985 NES



WHAT HAPPENED?
The evil Bowser kidnapped innocent Princess Peach for the first time and it was up to Mario to rescue the poor damsel. An astonishing 32 levels of the Mushroom Kingdom awaited our hero.

DID YOU KNOW?
Super Mario Bros. marked Bowser's and Princess Peach's Nintendo debut. Piranha Plants, Lakitu and Koopa Troopas also made their debut in what was one of the biggest ever NES sellers.

2 DONKEY KONG 1986 NES

WHAT HAPPENED?
Mario's arch enemy, Donkey Kong, escaped with Pauline. In an attempt to save the poor lady, Mazza used his platform jumping skills and ladder climbing talents to reach the top of the screen, all while avoiding barrels.

DID YOU KNOW?
Donkey Kong first appeared in arcades in 1981 and it took five years for the game to come to the NES. At the time of the Japanese release Mario was known as Jumpman and was a carpenter by trade.

3 SUPER MARIO BROS. 3 1989 NES

WHAT HAPPENED?
With the Mushroom Kingdom safe, Bowser and his seven Koopa kids entered the Mushroom World. After turning the World's kings into animals, Mario had to save the day.

DID YOU KNOW?
The game first appeared in *The Wizard*, a film that told the story of two kids who run away to a video game championship. It was so popular that it entered *The Guinness Book of Records*.

4 SUPER MARIO LAND 1989 GAME BOY

WHAT HAPPENED?
At the birth of the Game Boy, Mario's mission was to battle across Sarasaland to save Princess Daisy from the evil space brute, Tatanga.

DID YOU KNOW?
Jumping on Koopa heads wasn't the only skill Mazza possessed in *Super Mario Land* as he also leapt behind the controls of a plane and a submarine.

5 SUPER MARIO WORLD 1990 SUPER NES

WHAT HAPPENED?
In addition to kidnapping Princess Peach, Bowser imprisoned Yoshi's pals inside eggs. Mario had to find the eggs and save Princess Peach.

DID YOU KNOW?
Super Mario World was Yoshi's first ever Nintendo appearance. This 16-bit classic is also now playable on the GB Advance as *Super Mario Advance 2*.

6 SUPER MARIO KART 1992 SUPER NES

WHAT HAPPENED?
Mario put aside his platform jumping powers to lead the Nintendo crew onto the race circuit in what is arguably one of the finest Super NES titles. Four Cups and classic multiplayer racing have made this a winner.

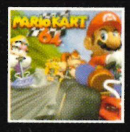
DID YOU KNOW?
The loveable Koopa Troopa and Donkey Kong Jr. were in the starting line-up in this Super NES race fest. Unfortunately, they were replaced by Wario and Donkey Kong in time for the sequel on the Nintendo 64 five years later.

7 SUPER MARIO 64 1997 N64

WHAT HAPPENED?
One of the greatest games of all time, Mario went 3D as Bowser once again kidnapped helpless Princess Peach. Mario had to jump into various paintings inside Peach's Castle to find all the Power Stars.

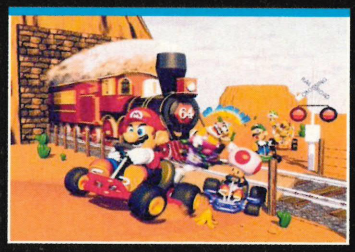
DID YOU KNOW?
The Japanese *Famitsu* magazine gave *Super Mario 64* 39 out of 40, which was one less than *The Legend of Zelda: Ocarina of Time* – one of the only games ever to score a perfect mark.

8 MARIO KART 64 1997 N64

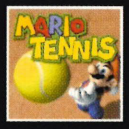


WHAT HAPPENED?
Cartoon racing was back on the agenda, but this time with four-player races instead of two. Multiple Red Shells and a Blue Shell that took out the leader were new additions to the game's arsenal.

DID YOU KNOW?
Even though Wario appeared in the final version, Kamek was seen in screenshots earlier in development. Rainbow Road also featured in *F-Zero X* on the N64.



9 MARIO TENNIS 2000 N64



WHAT HAPPENED?
After golf in 1999, it was anyone for tennis on the N64. Playing as one of 16 all-star characters, it was a case of singles or doubles and the classic Bowser court with its suspended surface and mad power-ups.

DID YOU KNOW?
Even though he hasn't made an appearance since, the game marked Waluigi's debut. N64 data could also be transferred to the GB Color version via the Transfer Pak.

10 PAPER MARIO 2001 N64

WHAT HAPPENED
You guessed it, *Paper Mario* saw the return of old fiend Bowser who, surprise surprise, whisked Princess Peach away. Controlling Mario, you had to save the Princess and free the seven Star Spirits.

DID YOU KNOW?
Intelligent Systems, the makers of *Paper Mario*, was formerly known as R&D1 - Nintendo's first internal development studio. They also made *Metroid* and *Excitebike*.

Now it's your turn

Do you prefer *Super Mario 64* to *Super Mario World*, or is *Mario Golf* your favourite Mazza title of all time? Whatever your selection we want to hear from you to create your Ten Greatest Mario Games chart in a future issue of *NOM*. To enter, just tell us your favourite Mario game and scribble 25 words on why you like it so much. Add your name, age and home address then send it to: **NOM's Ten Greatest Mario Games, Nintendo Official Magazine, EMAP Active, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

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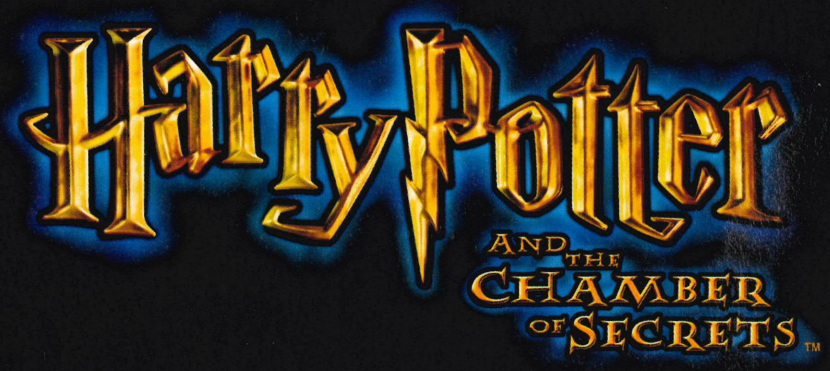

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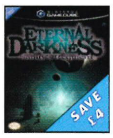

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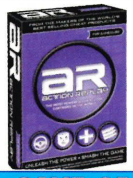

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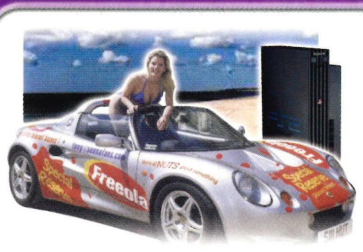

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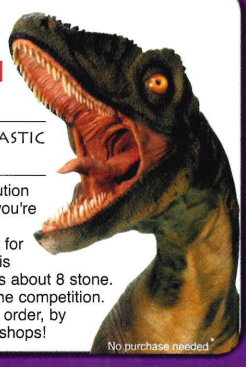

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