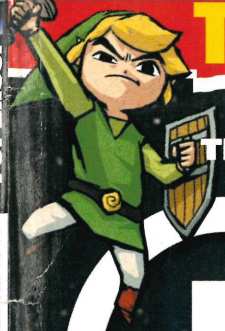
The best endings ever! But no Wind Waker?



The UK's No.1 Nintendo Magazine

NINTENDO GAMECUBE

GAME BOY ADVANCE SP

Nintendo®

OFFICIAL MAGAZINE UK

Issue 134
Nov 2003
£3.50

VIEWTIFUL JOE
"Pure genius!"
OFFICIAL verdict

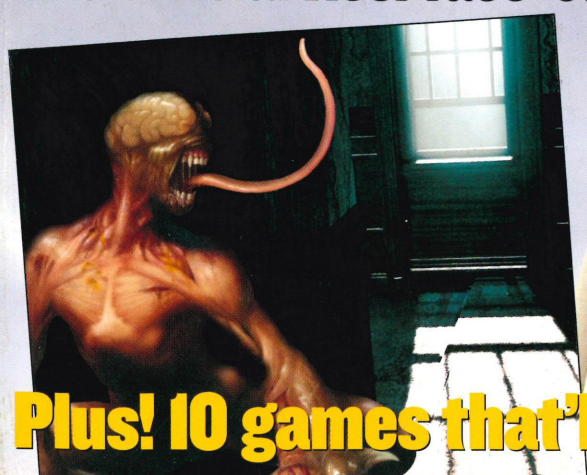
FIRST UK REVIEW!

Rebel Strike

Speeder Bikes! Ewoks! Thank you, Lucas!

"Get me the hell outta here!"

Film v game:
The official Resi face-off



22

Reviews and Previews including...

Conflict Desert Storm II
Freedom Fighters
Sword of Mana
Banjo-Kazooie
Billy Hatcher
Sonic Heroes
SSX 3
Buffy
XIII
and more!

Plus! 10 games that'll send SHIVERS down your spine

ISSUE 134 NOVEMBER 2003

STAR WARS ROGUE SQUADRON III: REBEL STRIKE

PC CD-ROM PlayStation 2 XBOX NINTENDO GAMECUBE GAME BOY ADVANCE NEW LINE CINEMA

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YOU'VE MOSTLY BEEN BUYING...

Soul Calibur II

Bad Link. Naughty Link. Wicked, dirty Link. How could you? You've broken children's hearts, slashed at their dreams with your Master Sword. What's your crime, you may well ask? You've deposed the Pokémon from the top of the charts with your vicious beat-'em-up antics, bringing an end to the rule of the 'mon.

Of course it's not just the Hyrulian who's to blame for the toppling of Nintendo's collect-a-thon, there's a whole host of muscle-bound, violent reasons why *Soul Calibur II* has stormed to the top. And GameCube rules supreme again.

GAMECUBE SALES CHART

Link rules the roost, slapping *Wrestlemania XIX* into second place. And just look at *Freedom Fighters* go!

	TITLE	PUBLISHER
1	*Soul Calibur II*	Nintendo
2	*WWE Wrestlemania XIX*	THQ
3	*Tiger Woods PGA Tour 2004*	EA
4	*Freedom Fighters*	EA
5	*Zelda: The Wind Waker*	Nintendo
6	*Sonic Adventure DX: Director's Cut*	Sega
7	*Finding Nemo*	THQ
8	*Sonic Mega Collection*	Sega
9	*Wallace And Gromit In Project Zoo*	Bam!
10	*Wario World*	Nintendo

GAME BOY ADVANCE CHART

The Pokémon may be licking their wounds, but they're still dominating the GBA charts – with no end in sight.

	TITLE	PUBLISHER
1	*Pokémon Sapphire*	Nintendo
2	*Pokémon Ruby*	Nintendo
3	*Advance Wars 2*	Nintendo
4	*Golden Sun: The Lost Age*	Nintendo
5	*Finding Nemo*	THQ
6	*Yu-Gi-Oh! Worldwide Edition*	Konami
7	*Harry Potter: Chamber of Secrets*	EA
8	*Lord of The Rings: The Two Towers*	EA
9	*Scooby-Doo and The Cyber Chase*	THQ
10	*Zelda: A Link to the Past*	Nintendo

The Official UK weekly leisure software charts (C)2003 ELSPA Ltd (www.elspa.com), compiled by ChartTrack

Welcome to NOM UK

While we've been working on this month's *NOM UK*...

1 of us was in a car crash
1 Virtual Boy was bought
5 mint copies of *NMS* were won on eBay
6 different covers were considered
8 times Dom wet himself playing *Resi*
21 times Mike asked Tim how many games he's finished (it's tons! – Ed)
39 competition entries came from just one person – Alex Praed
634 messages were posted on our site
712 of you emailed Mike
965 quid was spent on the crashed car
2,671.3 was the number of metres reached by a gob-smacked Arman Faghihi on the *SSBM* Home Run Contest

Enjoy the mag!

Tim Street

***Tim Street*, Editor**

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(and their favourite peripheral *Star Wars* character)

Editor Tim Street (IG-88)
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Production Editor Kingsley Singleton (General Veers)
Senior Writer Dominic Wint (Admiral Ozzel)
Staff Writer Mike Jackson (Wicket)
Art Editor Mark Sommer (Yarael Poof)
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Thanks to... Rob Carter, John Ricciardi, Chris Kohler, Barny Zoeller, Jonny Crouch, Tim Ponting, Bo Eatwell, Ben LeRougetel, Delilah Pollard, Andy Muir, Claire Stocks-Wilson and James Honeywell.

Publisher Andy McVittie
Advertising Director Julie Dupree
Tel: 01778 561761
Email: julie@dupreecreative.com
Marketing Manager Stuart Bell
Tel: 01733 288090
Promotions Executive Richard Woolley
Tel: 01733 468163
Editorial Enquiries Tel: 01733 237111
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Cover image – *Star Wars™: Rogue Squadron™ III Rebel Strike™*
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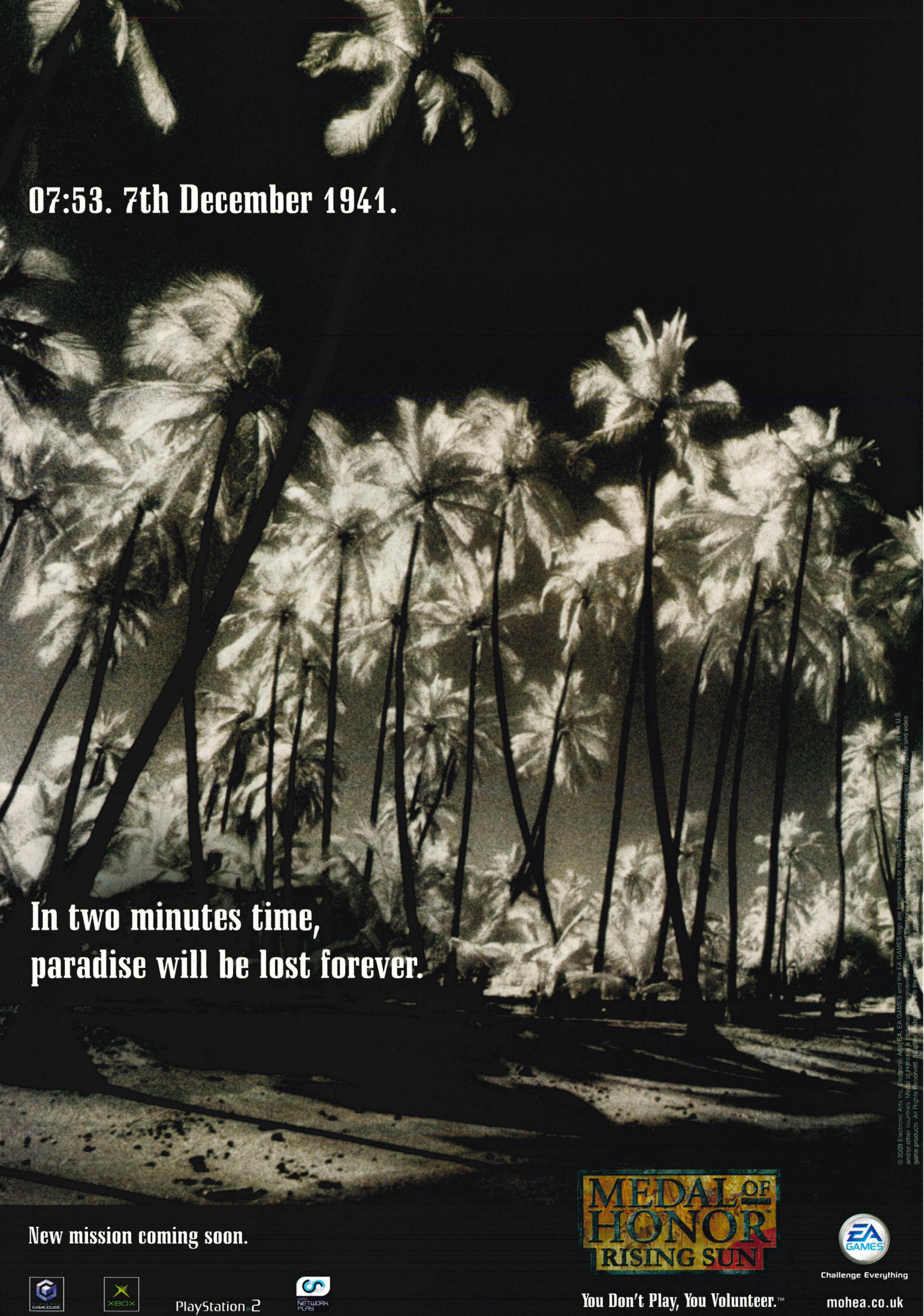
ANSWERS TO THE ROCK-HARD QUIZ, P130

1) *Castlevania IV.* 2) *Zelda: A Link to the Past.* 3) *Earthbound.* 4) *Pokémon.* 5) *F-Zero GX.* 6) *Luigi's Mansion.* 7) *Star Wars Bounty Hunter.* 8) *Mortal Kombat.* 9) *Soul Calibur II.* 10) *Star Wars The Clone Wars.* 11) *Super Monkey Ball.* 12) *Star Wars Rebel Strike.* 13) *Street Fighter II Turbo.* 14) *Super Mario Sunshine.* 15) *Rocky.* 16) *The Wind Waker.* 17) *Super Star Wars.* 18) *Star Fox Adventures.* 19) *Metroid Prime.* 20) *UN Squadron.* 21) *Super Metroid.*


07:53. 7th December 1941.
In two minutes time,
paradise will be lost forever.
New mission coming soon.
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RISING SUN
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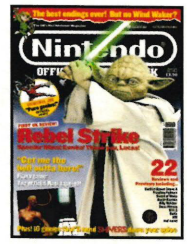
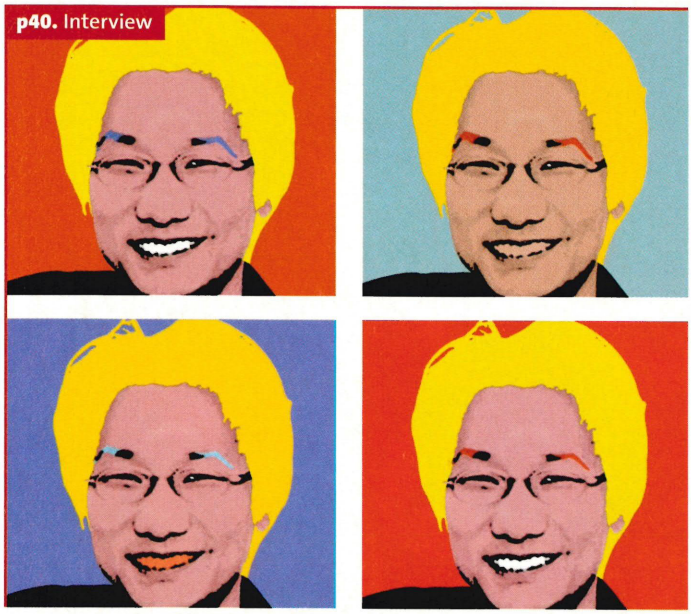
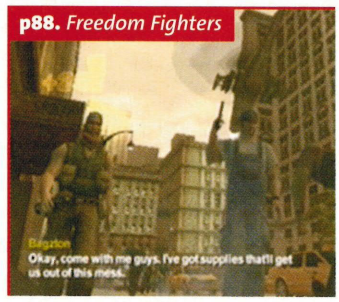
November 2003

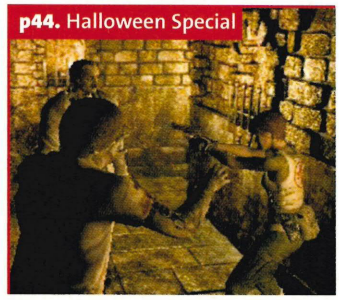
Contents




p40. Interview



p88. *Freedom Fighters*

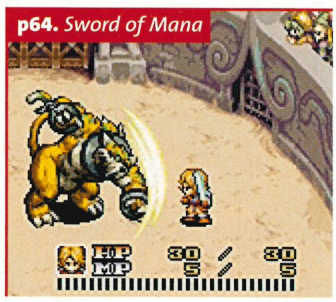

p44. Halloween Special

p32. Hardware Pad Special

p30. Big in Japan

p80. *Viewtiful Joe*

p104. Masterclass



p64. *Sword of Mana*

Regulars

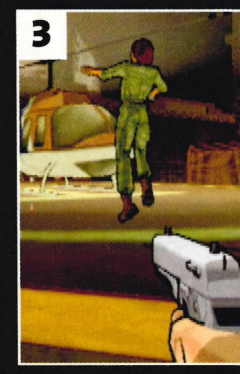
You've Mostly Been Buying... p5
Welcome to *NOM UK* p6
What We Know p22
Nintendo Know-it-all p26
The NOM UK Giveaway p28
Big in Japan p30
Hardware p32
NOM UK survey p34
Play Radar p35
Feedback Team p36
Next Month p37
Celebrate Nintendo p42
GameCube Reader Reviews p102
GBA Reader Reviews p103
Masterclass p104
The Great NOM Challenge p114
Game Selector p118
We Can't Wait For These... p122
Your Mail p128
The Rock-Hard Quiz p130

God Bless Nintendo For...

Star Wars Rogue Squadron III: Rebel Strike ____ **p10**

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

1 A polygon ass could look this fine (*Buffy: Chaos Bleeds*, p94) 2 Winty would need a week off after playing *Resi Evil* (Halloween Special, p44) 3 The French aren't just good at footy and surrendering (*XIII*, p54) 4 Shigsy is Kojima's daddy (Kojima Interview, p38) 5 We'd set a challenge everyone could beat (The Great NOM Challenge, p114) 6 A GameCube would now cost less than 15 trips to the cinema (price cut, p22) 7 Bullet Time is still cool, even after the *Matrix Reloaded* (*Viewtiful Joe*, p80) 8 A GameCube game won't flush, no matter how turd-like (*Disney's Party*, p101) 9 Samus is definitely foxy! (Greatest Game Endings, p71) 10 We'd feel like kids again – except Jackson who was a sperm at the time (*Rebel Strike*, p10)



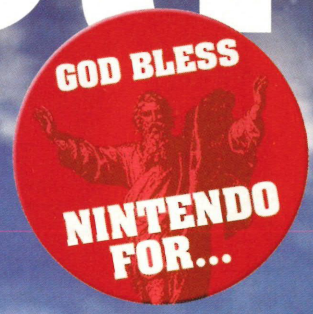
Reviews

Banjo-Kazooie: Grunty's Revenge ____ **p86**
Bionicle: The Game ____ **p101**
Buffy the Vampire Slayer: Chaos Bleeds ____ **p94**
Conflict Desert Storm II ____ **p98**
Disney's Party ____ **p101**
Ed, Edd n Eddy: Jawbreakers ____ **p100**
Freedom Fighters ____ **p88**
Megaman Zero 2 ____ **p96**
Oddworld: Munch's Oddysee ____ **p101**
Samurai Jack: The Amulet of Time ____ **p100**
Super Bust-A-Move All Stars ____ **p92**
Teenage Mutant Ninja Turtles ____ **p100**
Viewtiful Joe ____ **p80**

GAME INFO **Price:** £39.99 **Publisher:** Activision **Website:** www.lucasarts.com **Players:** 1-2 Memory: 5 blocks

Feel the AT-AT's footsteps, the cold wind in your face. This doesn't just look like *Star Wars*, this IS *Star Wars*

Star Wars Rogue Squadron III: Rebel Str



Imagine it's you in that cell on the Death Star explaining to Princess Leia that you're here to rescue her. Dragging her through the corridors and blasting stormtroopers. Getting to that chasm and panicking as the door starts sliding open. You throw up the grappling hook and swing to safety. Later you'll be flying solo down the Death Star trench trying to jam a photon torpedo into that tiny exhaust port.

If you're a *Star Wars* fan, you'll have played out these scenarios in your head already. And wasn't it awesome? You might only have been a kid, but it's time to regress. *Rebel Strike* puts you IN the film. It's the most amazingly authentic *Star Wars* game yet and you're going to love it.

"You can't beat the *Return of the Jedi* mission where you're battering through the Endor forests trying to knock biker scouts into the trees."

ike

If you think Chewbacca is just a big hairy idiot, you're beyond help. These aren't the droids you're looking for. Move along. But for anyone who's been obsessed with *Star Wars* at any point in their life, this is the video game equivalent of a wet dream. In fact, you may have to fantasise about Leia in that fetching slave-girl costume to cool your rampant lust down a little. It's alright, we've all done it.

It's the *Star Wars* atmosphere that makes this. The game itself isn't perfect by any means. For the first time since *Shadows of the Empire* on N64 you can run around on foot, but it's quite clumsy. The camera angles are fixed and can be awkward. But you forgive it because you're INSIDE THE DEATH STAR. It looks just like the film. They've even got those little cleaning robots scuttling around. And hundreds of stormtroopers.

In fact, there's lots of everything. In your first sortie over Yavin 4 you just might poo your pants when you see how many TIEs are after your Rebel ass. Seriously, it's like you've stuck your head inside a wasps' nest. They're buzzing around everywhere. It's absolutely fantastic. Suddenly you don't feel like this whole thing has been set up for your benefit. You feel like one man in a massive battle, but one man who can really make the difference. Just like Luke would have felt in the films.

The movies theme is critical, actually. For the first time in

"On the Geonosis level, the screen is absolutely packed, top to bottom, with asteroids."

■ Can you spot the odd one out? We'll give you a clue: it's leaving a trail of greasy, brown hair on that nice clean Death Star floor

■ Aim for its weak spot, just between those thousands of laser canons

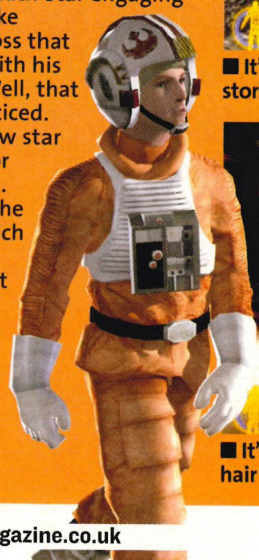
■ B-wings have superior firepower, but they don't corner too well and look rubbish

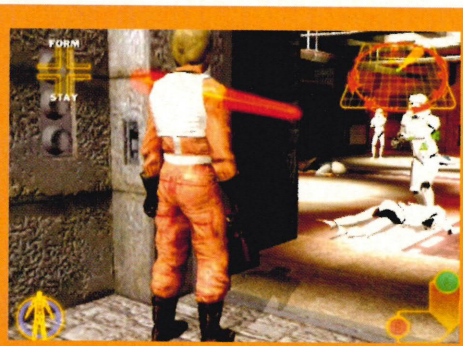
■ Kingsley can name both the droids in this pic and he says that bloke in the middle is Ham Slolo

Running Man

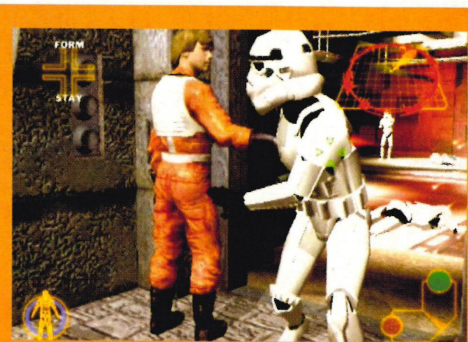
Skywalker. On foot. Outside the hangar. Yes!

■ When you watch a *Star Wars* film, it's not just about epic space battles. Surely the most thrilling sequence in the original movie is where the heroes are charging about inside the corridors of the Death Star engaging stormtroopers. Luke swinging Leia across that yawning chasm with his grappling hook. Well, that hasn't gone unnoticed. Many missions now star Luke or Wedge – or whoever – on foot. You can't control the game camera, which feels odd, but the atmosphere is spot on. The stormtroopers are crap at aiming, but that's just like the films. So just run around like a nutter blasting everything. Go on.



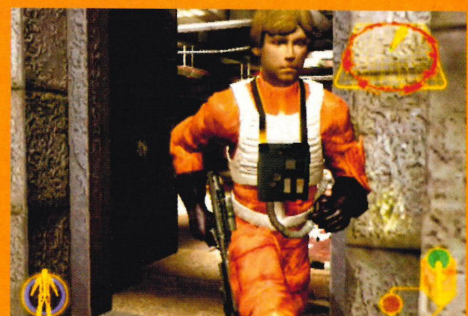


■ It's a casual approach, but don't worry, stormtroopers rarely hit the target...



■ ... even from this close. Come on you monkey – I'm standing right here!

■ It's not a lack of polygons, kids – that's how hair really looked back in the 1970s



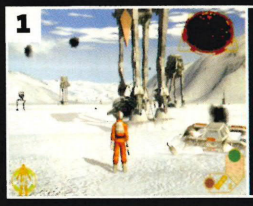
■ Luke's off, clearly having had enough of his outline being traced on the wall in blaster fire

REBEL 101: How to take down an AT-AT

You're small. AT-ATs are huge. But you can still mess them up big style.

Everyone knows how to nail one of the Empire's lethal walkers. Cruise in close with the Snowspeeder, flick out the tow cable and circle the big mutha to wrap the wire around its legs. But what if your Snowspeeder gets downed? What then?

1



Right, don't panic. Forget the tow cables and start running. See an AT-AT that takes your fancy? Off you go then.

2

You'll have to chase it and stay away from the feet. Approach its middle section and dodge underneath.

3

When you're in position, this yellow icon gives you the nod. Give the C-Stick a tweak and see what happens.

4

Ah-ha! A grappling hook! It latches on to the metal beast's belly automatically. You don't have to aim or anything.

5

Climb up as quickly as you can – there's no time to hang about admiring the sweet vistas of Hoth.

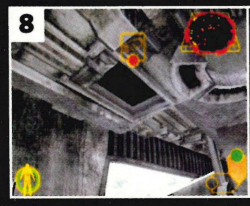
6

At the top, break out your trusty lightsaber and start hacking the crap out of that AT-AT's undercarriage.

7

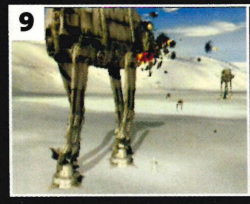
Now you're done opening the thing up, it's onto part two. You've got to chuck a grenade in through that open hatch.

8



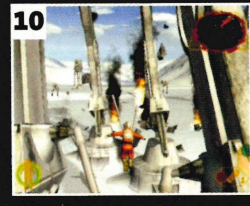
A squeeze of B and you get this first-person aiming reticule. Don't mess it up now or you're totally screwed.

9



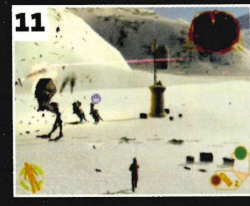
Bingo! The hulking war machine is taking some serious internal damage. Good work, you rebel scum.

10



But don't hang around. Drop down and leg it before the bloody great thing topples over and squashes you.

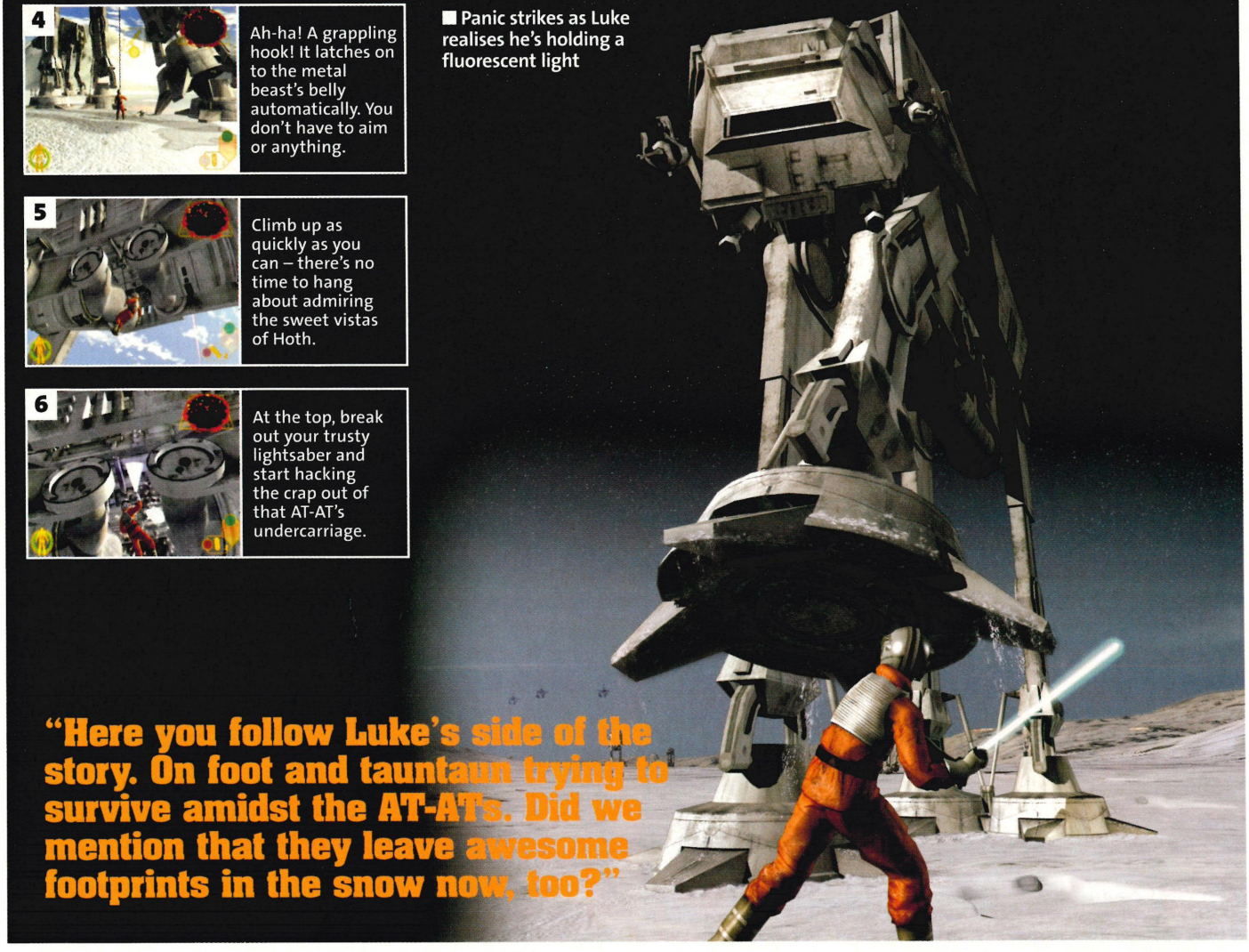
11



There are no taxis on Hoth, so you'll need to find a ride to get you back home quickly. Head for that inviting tauntaun.

12

Score! Gallop off on your hairy steed and take out a few of those invading snowtroopers on the way. Bzzt!



■ Panic strikes as Luke realises he's holding a fluorescent light

"Here you follow Luke's side of the story. On foot and tauntaun trying to survive amidst the AT-ATs. Did we mention that they leave awesome footprints in the snow now, too?"

Che womak! Bont Nubpaamuk!

Learn to speak the *Star Wars* lingo and give your life new meaning.

■ If there's one thing guaranteed to send members of the opposite sex crazy with desire, it's a man in a C-3PO T-shirt who speaks fluent Ewok. And because we want you to succeed in life as well as in games, here's a quick primer in the languages of *Star Wars*. Just remember to clear enough time in your packed schedule of slapping firm asses to buy the next issue of *NOM UK*.

EWOK

"Che womok! Bont nub paamuk!" (Beware, I have great power!)
To warn your friends about a particularly pungent turd you just dropped.

"Ya ees ma goo?" (Can we make a trade?)
When holding a copy of *P.N.03* and pointing at *Viewtiful Joe* in Gamestation.

"Oody eshtee a hat chaaa." (I will give you this one.)
Whilst grabbing your crotch and watching the Rachel Stevens video.

"Chi ita lungee." (I am lost.)
For when the police catch you hiding under a towel in the womens' changing area at the swimming pool.

HUTTESE

"Ma lorda bu wonky koochoo!" (My boss is a fool.)
For when you want to mock authority in a vaguely cowardly way.

"Uba niboba che blastoh." (You need a permit for your gun.)
Upon inspecting your neighbour whilst standing at a urinal.

"Jee panwa waffmula." (I like cake.)
Arguing your case for the fondant fancies in ASDA.

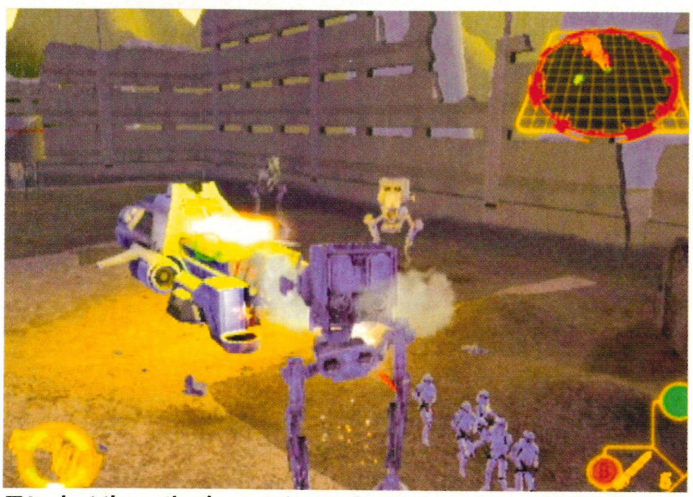
■ **There's nothing sweeter than bombing down a trench in one of these. Mike made one out of toilet rolls and cake wrappers, but it fell apart**

Rogue Squadron history, movie clips introduce various action sequences. If this is how the DVD releases of the first three movies will look, we're in for a real treat. It's all pin-sharp and sounds like you're sat in the front row of the cinema. After the mesmerising footage you're thrown into a thrilling playable sequence.

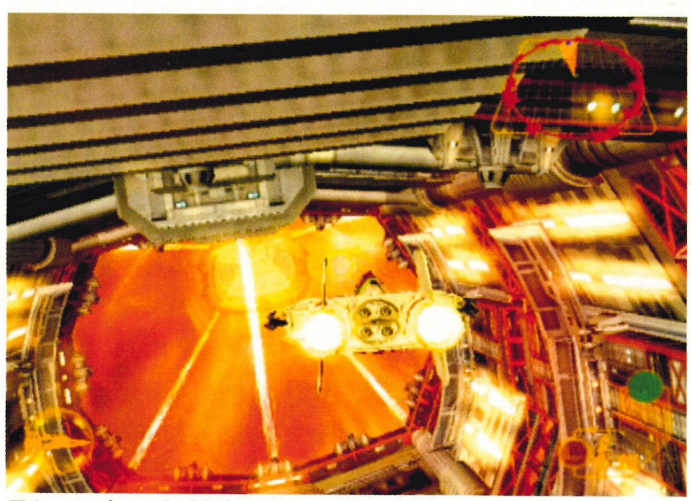
Previously, all you relived from the films were the dogfights. Now you can thrash an Imperial speeder bike through the forests of Endor at speeds that make *F-Zero* look like a country ramble. You can stomp through the foliage in an AT-ST walker, with lots of stormtroopers and Ewoks scurrying underfoot. You can run around the Death Star with Han and Luke dressed in stormtrooper suits, either leading Chewie calmly around like a prisoner or running full-tilt with your blaster blazing.

Cooler still is how the new game dovetails with the old one. Remember in *Rogue Leader* how Luke gets downed in a sequence at the start of the Hoth mission? Well, here you follow Luke's side of the story. On foot and tauntaun trying to survive amidst the AT-ATs. Did we mention that they leave awesome footprints in the snow now, too?

In fact, the effects have been turned up to 11 all over the place. Every explosion throws massive amounts of debris around, smoke billows out of stricken buildings and sand eddies beautifully in the wind on Tatooine. The air is always dense with laser fire and TIEs in every battle, even when you're

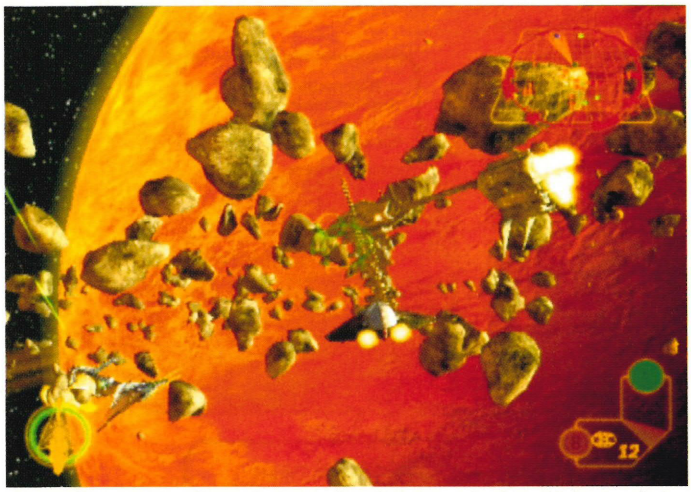


■ **Look at them, they're queuing up for a taste of your death ray**

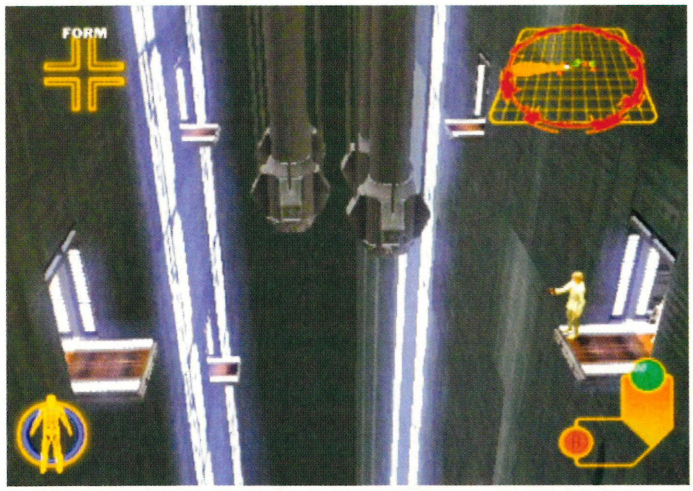


■ **Swoop through this futuristic disco and pick up a bit of alien skirt**

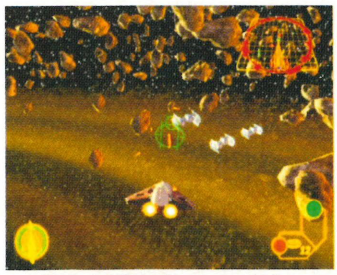
"There are still plenty of cool movie sequences that remain untapped. How about Luke versus the Rancor?"



■ No! The 7-11 has been destroyed! Where now for late-night snacks?



■ Kingsley tried this in a local tower block and snapped all his bones



■ These TIE bombers won't know what's hit them... it's lasers, okay?

■ High-speed, black-gloved death on a bike. It's beautiful

■ Take out passing ships with this laser cannon. Sweet

■ Go on, have that up your filthy Imperial tail-pipe

The hottest Star Wars ever... before now

Believe it or not, this ISN'T the first *Star Wars* game!

STAR WARS (Arcade, 1983)
Everything was made out of strange green wire, but the sense of immersion in the *Star Wars* universe was legendary. Screaming down the Death Star trench, hitting the exhaust port was just as good then as it is now. Amazing stuff.

SUPER STAR WARS (Super NES, 1991)
This was a rock-hard action game with side-scrolling sections that you played through as Luke, hacking up things with your lightsaber. But you also got to thrash a land speeder and shoot down TIEs in an X-wing.

STAR WARS: ROGUE SQUADRON (N64, 1998)
Basically the blueprint for the two GameCube classics that followed it. The same compulsive aerial combat and similar missions. But it didn't look much like the films. In fact, it just looked blurry.

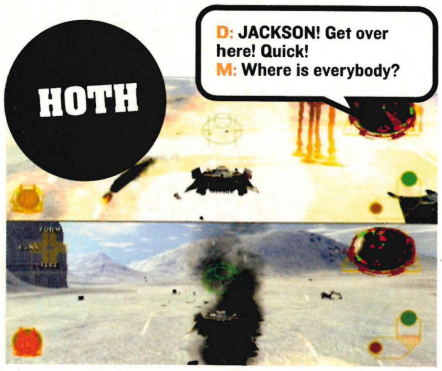
STAR WARS: EPISODE I RACER (N64, 1999)
This baby broke the unwritten rule that everything affiliated with *The Phantom Menace* had to be extremely crap. You fuzzed around in a Podracer at lightning speeds. The courses were pretty spectacular, too.

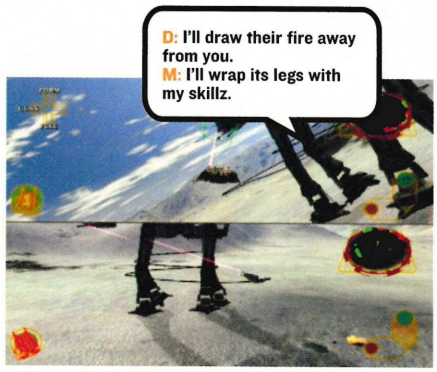
STAR WARS: ROGUE LEADER (GC, 2002)
You must have played this. Remember the opening screens? It looked better than the movies. If you can barrel-roll after a TIE fighter and not be exhilarated then you're not a true *Star Wars* fan. Go and educate yourself.

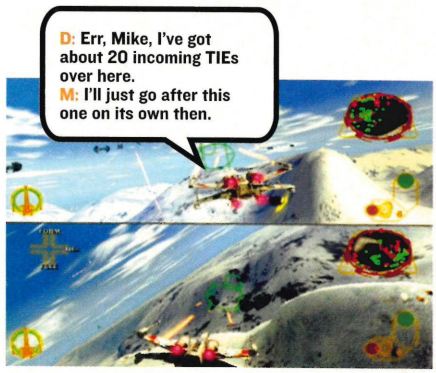
Let's get together

Share the fun of blowing up a space station the size of a small moon.

On the top screen is *NOM UK*'s Dean Scott. He likes the films, but doesn't know what every single last creature and planet is called like *Star Wars* über-geek Kingsley. On the bottom screen is Mike Jackson. He claimed to know *Rogue Leader* inside out and he was right. Although he did keep stealing all the tasty power-ups, the filthy gypo.



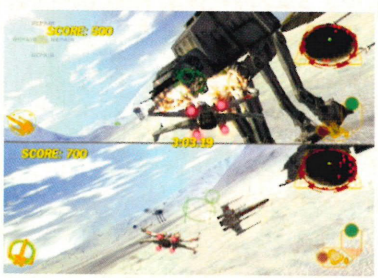




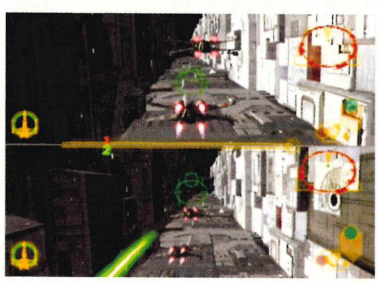
Head to head

Failed the co-op missions? Kill your mate. It's probably his fault anyway...

■ *Rebel Strike* serves up a variety of Versus modes to keep you going. Thing is, dogfights between two accomplished players can run to the end of a five-minute time limit and still be nil-nil. Still, worth a quick go to decide who's going to the shops for Mars bars.



The standard points battle. You can kill each other, or wrack up huge totals knocking over AT-ATs and nailing AT-STs



Who's the quickest? Race to the very end of the Death Star trench. Actually, it's kind of hard to see where you're going most of the time

A straight deathmatch among the orbiting asteroids of Geonosis, just in case killing your mate wasn't enough of a challenge

playing the *Rogue Leader* missions in Co-op mode. But don't just think it's a split-screen version of the original – it's a remastered version, better looking and way more intense. Not bad for a freebie, eh?

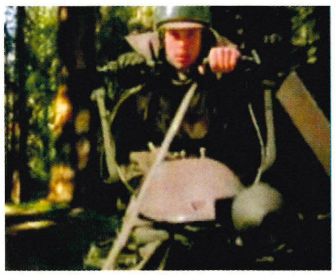
We could do without the training missions, though – we've all watched the films. There's nothing you can teach us about X-wings. We want to jump straight into the first mission, strafing Imperial transports and walkers on the surface of Yavin 4. The first two parts of the mission are standard *Rogue Squadron* stuff (albeit in a sky packed with action) and in part three you're on foot.

Here, you'll go to spin the camera, but you can't. You get shot from behind, but can't see your assailant. Run back into the screen until you see him and blast a hole in him. Of course, this is far from ideal. At times, it's going to totally do your head in, but it doesn't stop these sections being great fun. The alternative is... another run in the X-wing. Yawn.

It's hilarious to see Wedge Antilles once again cast second only to Luke Skywalker in the hero stakes. He was practically anonymous in the movies. Just un-famous enough to think that doing a voice-over for a game was a decent career move. And because it's his own voice, he gets star billing. A farce in anyone's book. What about Obi-Wan? No wait, he's dead. Mark Hamill though? All he does now is voice-overs.

Much of the excitement of the game is tied into the authenticity. As early as mission two you're thrust onto a speeder bike to thrash through a winding canyon. It's thrilling stuff, but can't match the *Return of the Jedi* mission later on where you're battering through the Endor forests trying to knock biker scouts into the trees. You get to pilot a wobbly two-legged AT-ST before the *Jedi* section as well, but the fun peaks when you're replicating a sequence from the movie.

The further *Rebel Strike* strays from what we know, the less fun it gets. One sequence has you trying to weave your A-wing though a treacherous energy corridor in space and it just looks like something out of *Star Trek*. Better to steal ideas from the films. On the Geonosis level, the screen is absolutely packed top to bottom with asteroids. You



■ Luke can't find the gas. Come on you stupid thing...

■ ... okay, now we're doing about 300mph, but at least there's no...

■ ... bugger! As if not flying into trees wasn't hard enough

■ Hit this biker scout right and he'll be riding side-saddle for ever

■ Keep firing. It's bound to have a weak spot – all massive military starships have them designed in at the planning stage

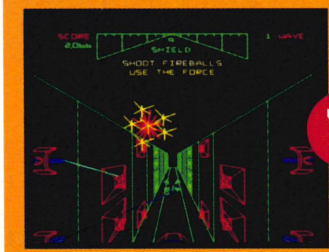
"You just might poo your pants when you see how many TIEs are after your Rebel ass."

■ "For God's sake put on some pants". Han lays into the hairy bloke

Is that the Death Star?

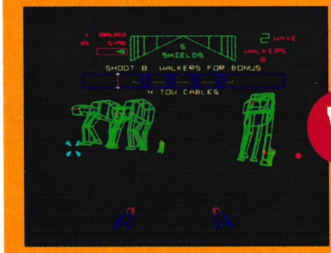
Irrefutable proof that it wasn't better in the old days...

■ You know what they're like. Those whining retro gamer idiots that think anything released after 1990 is automatically crap. There are some awesome old games, but that's no reason to deny yourself the goodness of the present. Look and learn:



The Death Star trench run, *Star Wars* coin-op, 1983. Umm, yeah right.

2002's Death Star run in *Rogue Leader*. See how it is better? No?! Open your eyes, man!



Battling AT-ATs on Hoth, *The Empire Strikes Back* coin-op, 1985. Where's all the snow?

2003's gripping snow battles in *Rebel Strike*. Oh we praise you, sweet Lord above

have to chase Imperial ships through the debris and it feels just enough like *The Empire Strikes Back* to kick ass.

We're not going to spoil the story for you, but LucasArts has really made it worthwhile replaying the levels for a Silver or Gold medal this time around. The bonus levels are some of the best in the whole game – they make the ones in *Rogue Leader* seem like cheap knock-offs and there are eight of them – EIGHT! That should keep you busy for a couple of weeks, at least.

Rebel Strike could hardly fail to be better than the old one, given that you get the whole of *Rogue Leader* thrown in for free. We admit that the nature of the flying missions – protect convoys, strike target X – are a bit familiar, but we're still not bored of them yet.

So that's that then. This is the best *Star Wars* game on a Nintendo console ever. Even then, there's still plenty of room for improvement in the third-person sections and there are still plenty of cool movie sequences that remain untapped. How about Luke versus the Rancor or the Wampa ice creature? You could have Jedi training with Yoda, or stealth missions in Cloud City and Jabba's Palace? Or what about using the *Soul Calibur II* engine for a climactic lightsaber duel with Darth Vader. Okay, that last one will never happen. But get the fans all excited and they'll start demanding the world. **Dean**

■ After all the death-defying action, Luke asked Han to check his costume for the tell-tale signs of fear

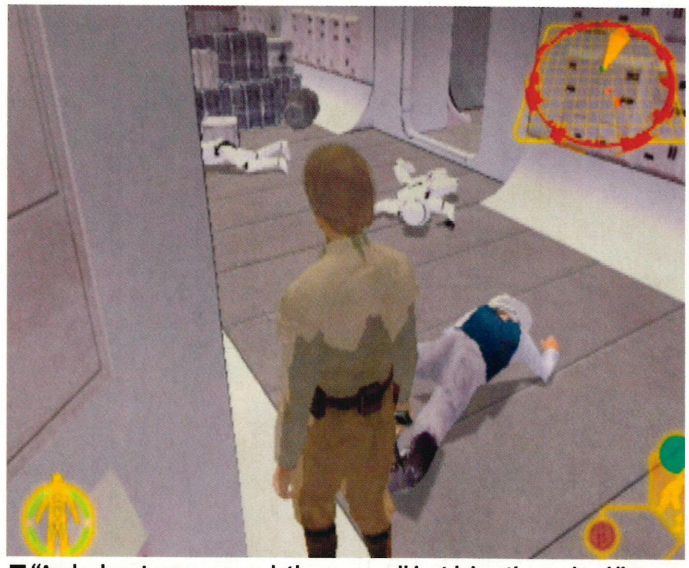
"*Rebel Strike* puts you IN the film. It's the most amazingly authentic *Star Wars* game yet and you are going to love it."

■ Leia turns her back as Luke insults this trooper's mother

■ A moment of pure gaming magic. You KNOW this feels good

■ Don't worry, that huge purple thing isn't at all dangerous

■ "Bla-toom!" That's Huttese for... "Bla-toom!". That also goes for "Ka-pow!" and "Ba-bosh!". But we haven't learnt "in your face" yet



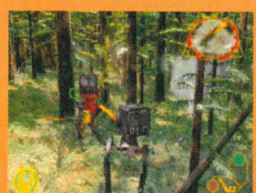
■ "And when I came around, they were all just lying there, dead." Beware, this defence rarely stands up in non-*Star Wars* courts

Walk this way

Steal yourself an AT-ST walker, just like Chewbacca did in *Jedi*.

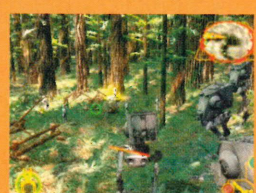
■ Some of the lushest surrounds on offer in *Rebel Strike* are the Endor levels. Surrounded by dense foliage, you plod through, blasting stormtroopers and trying not to tread on Ewoks in your AT-ST. It moves just as shakily as the ones in *Return of the Jedi* and the command system you use for your wingmen in the space battles is put to clever use. See a walker up ahead? Call on the Ewoks to swing logs down from the trees and crush it. Now THAT's authenticity

■ Blam-o! That'll teach those Ewoks to carry cans of petrol around...

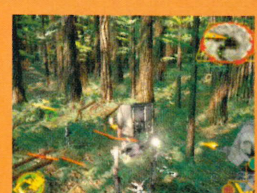


■ ... but now let's take out the Imperials like we're supposed to

■ Ewoks live up trees and we never liked them that much



■ Try and make sure three AT-STs don't sneak up behind you...



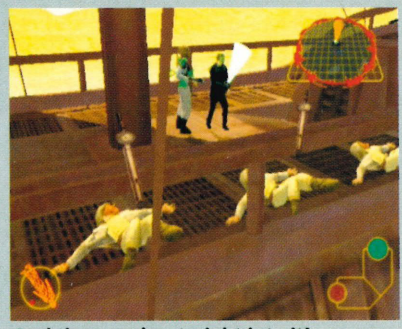
■ ... if they do, run as fast as your flimsy metal legs will carry you

The sarlacc secret

Bonus levels? Oh yes. Lots. We'll show you one, but that's your lot.

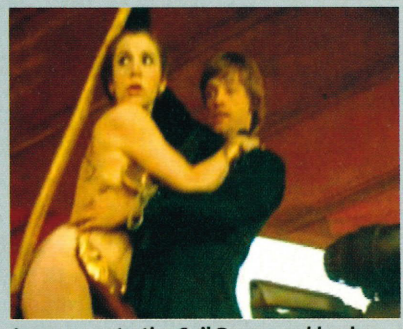
■ Letting Luke & Co run about on foot suddenly opens up a whole series of the movies' action sequences for you to play. We soiled ourselves at the prospect of fighting the Rancor under Jabba's Palace, but that's not included this time around. Just as good though is the epic sarlacc pit struggle at the start of *Return of the Jedi*, where Han Solo is blind and Luke has to walk the plank...

A crystal-clear movie sequence shows Luke springing back onto the hovering skiff and getting his lightsaber from Artoo-Detoo.

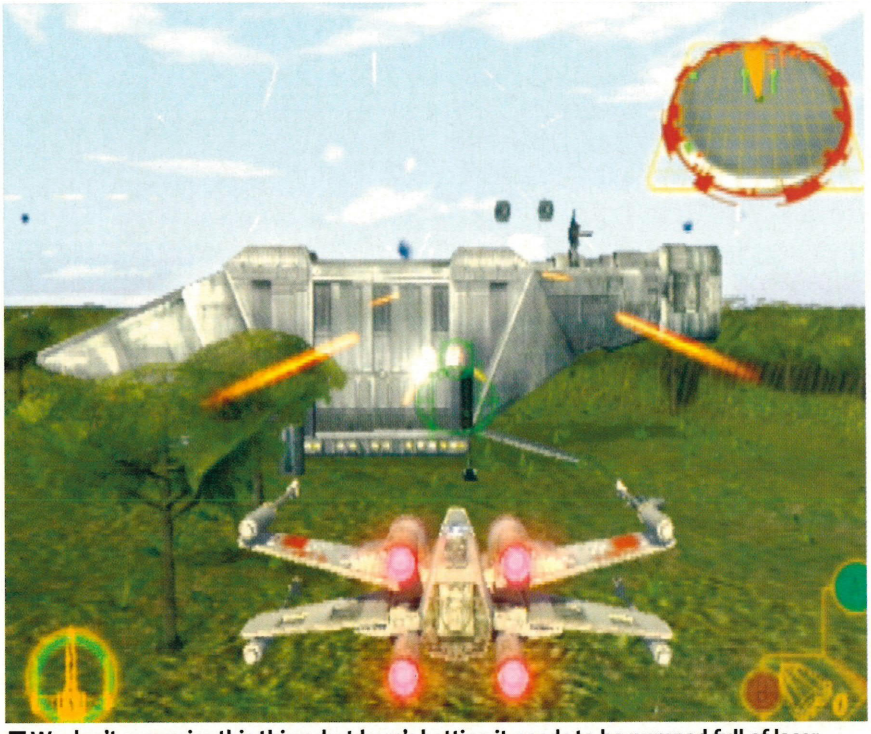


And then you're straight into it! Hacking up the aggressors with your gleaming blue light weapon. Eat that with your mouth!

Jump from skiff to skiff with the same Jedi somersault as in the movies. Deflect fire from Jabba's Sail Barge with your lightsaber.



Leap up onto the Sail Barge and hack through a ton of bad guys. Then you can save Leia – in THAT costume. Mission completed. Very awesome indeed.



■ We don't recognise this thing, but here's betting it needs to be pumped full of laser

So, should you buy it?

Yes if...

You like *Star Wars*, space combat or are attracted to dog men with shaggy brown fur.

No if...

You don't know who Darth Vader is. Neutral gamers will be less forgiving of the flaws.

You'll love it if you like...

Imagining you're Luke Skywalker, but draw the line at actually hacking your hand off.

GRAPHICS 9

Not as much of a surprise as *Rogue Leader*, but the amount going on is amazing.

SOUND 9

The film's rousing score sounds amazing and the sound effects are the best ever.

GAMEPLAY 8

Cracking dogfights, but the on-foot bits may annoy you, although just a little.

LIFE SPAN 1 MONTH

Some of the medal targets are tough and you'll want ALL of the bonus missions.

VERDICT

An amazing, immersive *Star Wars* experience. It's not perfect, but it brings back all the feelings you had about *Star Wars* in your younger days. Buy it to rescue Leia, not to fussily pick over the running sections.

BEST BIT: One of the bonus missions was so good it almost made us cry.

WORST BIT: You can't play the remastered *Rogue Leader* on your own.

SECOND OPINION

> Only 89%?! Okay, so there are a few minor gripes, but if you're a *Star Wars* fan this is a must have. I'd have given it 101%, but that doesn't fit on the page. **Kingsley**

NOM UK'S RATING 89%

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

Spotlight Off The Ball™ Vision. Now your reading of the game makes all the difference. Achieve complete control over every player on the pitch. Not only the one with the ball. Play passes into space and anticipate the movement of team-mates. Pick out the player who has timed his run and deliver the perfect pass to split the opposition.

Spotlight Off The Ball™ Running. Great players know that what you do without the ball matters just as much as what you do with it. Make dummy runs, find the space and pull defenders out of position. So that, when the killer ball comes your way, you're in the right place to inflict maximum pain.

Spotlight Off The Ball™ Receiving. Invade the space and then defend it. Off The Ball™ Control means that you have to fight over every inch of turf for the good of the team. And risk losing your shirt in the process. Because you need to be strong to get into the best position to receive the ball. And brilliant to bury it.

Spotlight Innovative Gameplay. The enhancements to FIFA Football 2004 don't end with Off The Ball control. In-game Team Management lets you change tactics and call plays in real-time. Plus you can create your own dead ball routines at the touch of a button thanks to Set Piece Play Execution. It's a whole new ball game.

Spotlight Career Mode. Assume the manager's role and take your team from zeroes to heroes. The inclusion of lower league teams and stadia brings greater depth to the gameplay, with the added spice of promotion and relegation battles. If you can balance the books and take your team from nowhere to the big time in successive seasons, immortality awaits.

Spotlight Football Fusion. Get even more from FIFA Football 2004 with Football Fusion. Import a team from Total Club Manager 2004 and play their games for real in FIFA, then export the result and continue managing. You can create an all-star team in Total Club Manager 2004 and play their fixtures in your new FIFA game. Or export a team from Total Club Manager 2004 not featured in FIFA Football 2004 and play their matches in real-time.

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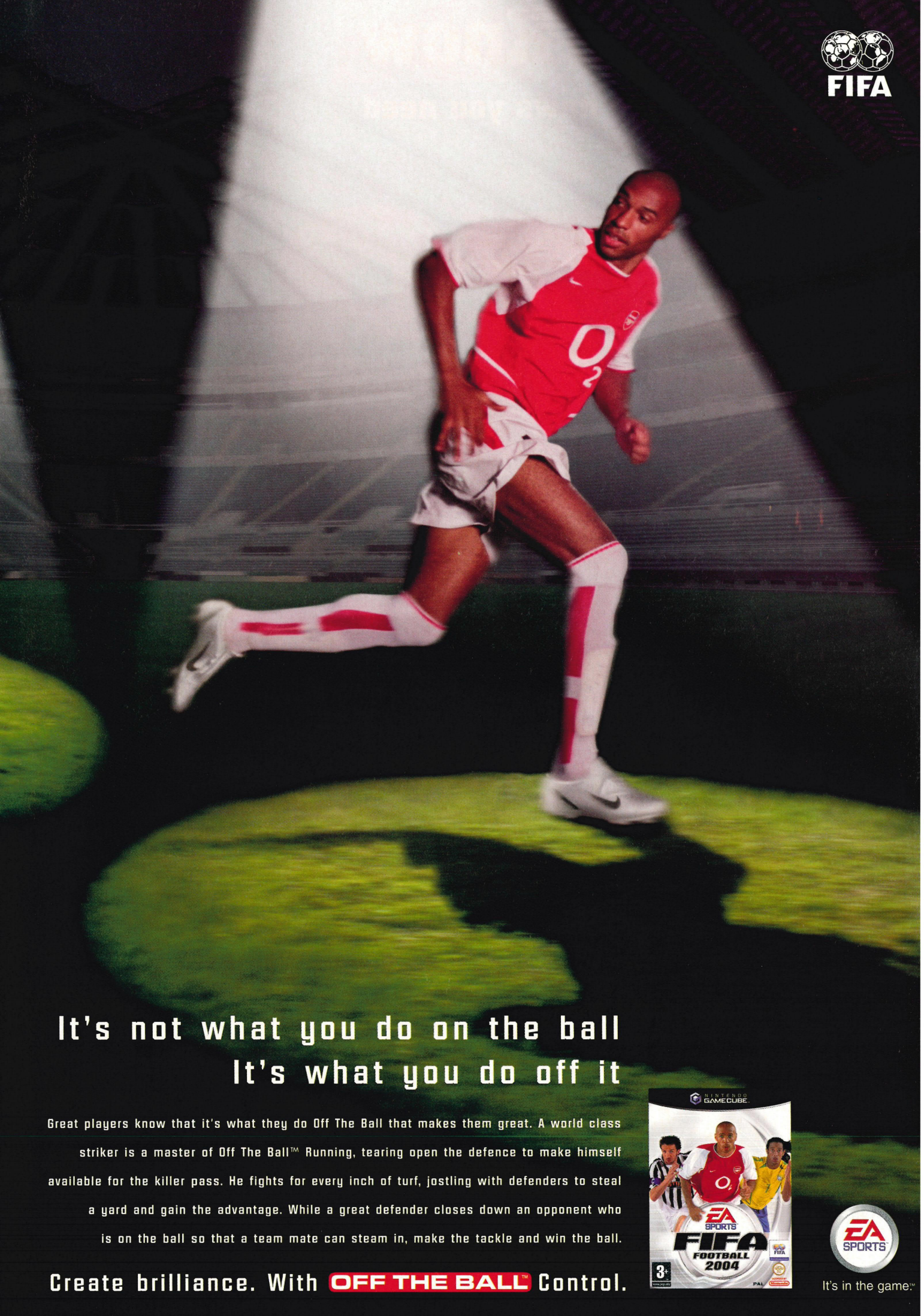

It's not what you do on the ball
It's what you do off it

Great players know that it's what they do Off The Ball that makes them great. A world class striker is a master of Off The Ball™ Running, tearing open the defence to make himself available for the killer pass. He fights for every inch of turf, jostling with defenders to steal a yard and gain the advantage. While a great defender closes down an opponent who is on the ball so that a team mate can steam in, make the tackle and win the ball.

Create brilliance. With OFF THE BALL™ Control.

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What We Know

All the Nintendo news you need

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9!

The price of a GameCube hits rock bottom as Nintendo come out fighting like a huge, angry Santa bent on console carnage.

Eighty quid. That's all a GameCube costs as of October 10th. It's the biggest bargain since, well, ever and you'd better get yourself down to the games shop before they all sell out. Nintendo are confident they've got enough supply to meet demand, but with the likes of *Metroid Prime* and *Super Mario Sunshine* added to the Player's Choice roster at 20 quid, we're not so sure.

So have Nintendo completely lost the plot? What the hell is going on? "We had always planned to sell the console at £79.99 at this stage of its life", explained Dawn Paine, Head of Marketing at Nintendo UK. "Getting under £100 is the magic price point and we wanted our amazing Christmas games line-up to be as accessible to as many people as possible."

Dawn's talking about the likes of *Mario Kart: Double Dash!!*, *F-Zero GX*, *1080° Avalanche* and *Viewtiful Joe*, which complement recent killer titles like *The Wind Waker* and *Soul Calibur II*.

The GameCube is now the cheapest of the three home consoles and *NOM UK* can imagine a fair few PS2 and Xbox owners snapping up a GameCube as a second console at this price. Eighty quid isn't much to ask for access to games of the calibre of *Metroid Prime* and *The Wind Waker*.

The cut means that the GameCube is now ten pounds cheaper than the handheld Game Boy Advance SP. "We don't foresee any problems with that", continued Paine, "they're very distinct products".

A recent price cut in the US to $99 saw hardware sales quadruple with immediate effect. Nintendo will be hoping for a similar spike in the UK.

So, is that cheap enough for you now? Maybe it's time to get that Platinum GameCube you always promised yourself as a spare. Just tell any obstructive females that it matches the TV and therefore is essential to make the house look more like something off *Changing Rooms*. That always works.

Score Bag!

Four modern classics, now going for a measly 20 quid each!

£19.99

METROID PRIME

■ *NOM UK* RATING: 95%

An all-time classic. *Metroid Prime* alone is reason enough to own a GameCube, combining the series' famous exploration with heart-pounding, gun-blazing combat.

£19.99

SUPER MARIO SUNSHINE

■ *NOM UK* RATING: 93%

Mario's latest is an absolute steal at 20 quid. With *Prime* and *The Wind Waker*, this rounds off the trilogy of GameCube games it should be illegal not to own.

£19.99

STAR FOX ADVENTURES

■ *NOM UK* RATING: 84%

Rare's first and last GameCube title is a cracking adventure and looks absolutely fantastic. So, if you missed the fox first time around, now's the time to hunt him down. Sorry...

£19.99

MARIO PARTY 4

■ *NOM UK* RATING: 80%

It's great fun, but £40 always seemed a bit steep. Now you can take the plunge with this four-player party classic at a knockdown price. It's a cracking laugh.

TOO MUCH INFORMATION

PIKMIN 2004

■ Time to cross *Pikmin 2* off your list for Santa, because Miyamoto's given himself until well into 2004 to give it the Nintendo polish. Rumours suggested some kind of online functionality was being added in, but we can confirm that is completely untrue. The man's just a perfectionist and that's all there is to it. *Pikmin 2* now looks likely to hit around Easter time.

PAC PACKAGE

■ Remember that link-up *Pac-Man* game Miyamoto showed at E3? The one that looked like you'd play it for ten minutes and then never again? Well, the Americans are getting it for free as part of a budget price re-release of *Pac-Man World 2*. There's no word on a deal for the UK, but we'll keep you posted if that changes.

IDOL HANDS

■ Why do ugly people who can't sing bother going on those *Pop Idol* auditions? We've had enough of them on Saturday night TV. But hold on! A forthcoming GBA game is set to offer you one last chance at glory. *Pop Idol: The Official Video Game* has you rhythm-actioning your way to success. And by 'success' we mean a high score, not a record contract and loads of adoring groupies. For that you'll need some real talent... or a bloody good stylist.

ADIOS EIDOS, ARNIE AND DRIVER

■ Here's some bad news: you'll no longer be able to play high-quality Eidos games like *The Italian Job*, the publisher siting "declining business" for ceasing development of GameCube games. Similarly, Infogrames has cancelled *Driver 3* and *Terminator 3: Rise of the Machines*. All this means you'll have to save your money for something like *Metroid Prime 2* instead. Bummer, huh?

SCOTS MISSED

■ When the people of Scotland aren't eating haggis and throwing big wooden poles around, they're missing the point of obvious games graffiti. Vandals daubed "The Famicom" on an Aberdeen church and several cars in early September. Police were reportedly unable to shed any light on the meaning of "The Famicom". Duh! Try the internet, guys. The 'meaning' is to play *Super Mario Bros. 3*. Oh, by the way, don't paint on any more churches, kids.

FUNKY MONKEY

■ As predicted last month, *Donkey Konga* will follow a similar format to Namco's other drum game, *Taiko no Tatsujin*, with players beating out rhythms in time to the music. But as you'd expect, the game has been given a whole new jungle feel with the whole Kong clan getting involved. The game also includes some vine-climbing mini-games à la *Donkey Kong Junior*.

It's all gone crayzee!

Nintendo announces a plethora of new gizmos and goodies at the Tokyo Game Show – cue much pant wetting.

RED IS THE COLOUR

Another show, another colour for GameCube.

To celebrate the release of *Mobile Suit Gundam* on GameCube and GBA in November, Nintendo is issuing these sweet red machines in Japan. And best of all, when you link them together with a special cable, they turn into a GIANT ROBOT capable of crushing puny human bones.

Actually, they do nothing new. The plate on the front where you plug the pads in is black instead of grey (shame we can't retrofit that on our black 'Cubes) and there's a Gundam stencil on the pad and on top of the SP. It is kinda cool though.

WHAT THE HELL IS THAT?

Nintendo springs hardware surprises at the Tokyo Game Show.

Nintendo had plenty to say at this year's Tokyo Game Show, despite not having a stand. Confused? The show opened with a speech from top man, Saturo Iwata, who announced a new console. It's called the Nintendo iQue and it's heading for China first.

Don't worry, it's not GameCube 2. It's Nintendo's solution for making money out of a games product in the piracy-ravaged Chinese market. The iQue handset plugs directly into a television, and the games are on special re-writable flash cards that slot into it. Games are written to the card at the point of sale for less than five pounds.

The console itself will cost £40, and the flash carts are fingerprinted to individual machines. A Chinese version of the classic Super Mario 64 is first up for the machine, but artwork on the official site at www.ique.com also hints at *Zelda* and *Star Fox* titles.

There's basically zero chance of a UK release, but if the Chinese roll-out goes well, it might show up in other parts of Asia and South America. Why would we want it anyway? It's basically an N64 inside a fat controller. Check it out though, because it's quite an interesting thing to look at. We're going to try and get one in just for the hell of it.

PLAY IT

WHAT THE HELL IS THAT? II

Iwata's second hardware bombshell: a wireless GBA link-up.

First the Wavebird set your controller free from its cable shackles, and soon you'll be able to link Game Boy Advances with thin air. Oh, and the brand new wireless adapter. Mr Iwata believes network gaming doesn't just mean online and with one of these plugged in you can link to three other machines around you without the danger of getting caught up in all the cables and strangling yourself.

First to use the adapter will be two brand-new *Pokémon* games, *Pokémon Fire Red* and *Pokémon Leaf Green*. "We thought we could expand the gameplay structure by communicating wireless using the network technology," explained Iwata. Clearly the decision makers at Nintendo believe that having a network strategy doesn't necessarily mean being online.

The cost of these little marvels? Nothing. In Japan at least, the adapter comes free when you buy a copy of *Fire Red* or *Leaf Green*. There's no word yet on how these devices will be launched in the UK, but since the Japanese release is at the end of this year you can expect to keep using those link-up cables well into 2004.

■ This laser weapon clips onto the GBA and is lethal at 50m... nope, 'fraid not

Sold Calibur!

PS2 and Xbox lose out thanks to the Link Effect

It's not often that the GameCube version of a multiformat release outsells the PS2 version. It's simple economics: there are ten PS2s for every GameCube in the UK. Try telling that to the hardcore Zelda fans though who made *Soul Calibur II* on GameCube the biggest seller across all formats.

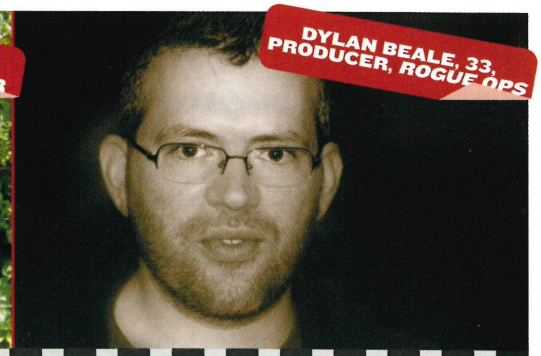
An impressive 38% of first week sales were the GameCube version, with 34% for PS2 and just 28% for Xbox. Those other versions featured *Tekken* pensioner Heihachi and American cartoon character Spawn as their exclusive characters respectively. Even with your objectivity goggles on, it's clear who got the best deal. Better still, the Link Effect also caused sales of GameCube hardware to more than double in the same period.

So GameCube doesn't pay, eh? Just goes to show the benefits of actually thinking through some exclusive features instead of lazily throwing some PS2 code through the Port-o-Matic. Bet the phones are buzzing at Nintendo HQ right now. "Hello, it's Acclaim. Can we make a rubbish BMX game with Link in it, please? We'll call it BMX Triple... err... Triforce?"

AGAIN, JOE.

Nintendo Know-it-all

It's gamers versus developers every month.



	JONNY CROUCH, 15, HARDCORE GAMER	DYLAN BEALE, 33, PRODUCER, ROGUE OPS
WHAT WAS THE FRIENDLY ALIEN IN *PERFECT DARK* CALLED?	**"Easy. Elvis." (1)** Well, from hair on in the questions get a lot harder, Jonny.	**"Umm... err... Elvis?" (1)** Yes. And wasn't he an annoying little git?
***PAPER MARIO* IS THE FOLLOW-UP TO WHICH GAME?**	**"Dunno. Kind of before my time." (0)** Wig guess that was a tricky one if you're not old enough to remember. Have you heard of *Super Mario RPG*?	**"Super Mario RPG." (1)** Hmm, hardcore. That game never even came out over here.
HOW DO YOU GET THE DEED TO THE CABANA IN *THE WIND WAKER*?	**"Give the teacher 20 Joy Pendants after playing hide and seek." (1)** Okay, no more hair jokes. That was impressively precise. You're the mane man.	**"The what? The Cabana? I'll have to pass on that one." (0)** Ha! Not so clever on new games, are we? Stick that in your 3DS Max and smoke it!
WHAT WAS NINTENDO'S NES-DERIVED ARCADE SYSTEM CALLED?	**"It might be *Donkey Kong*? Just a guess..." (0)** Well, you were probably still a sperm at the time. It was called Play Choice 10.	**"Ultra 64! No, that's not NES. Umm... NES based? God, no idea." (0)** You're old enough to know, though. You put ten pees in to add more time on *Mario 1*.
WHICH ITEM STOPS YOU FROM TURNING INTO A RABBIT IN THE DARK WORLD?	**"I played this recently, but I can't remember what the item is called." (0)** It's the Moon Pearl, of course. Play through *A Link to the Past* again and memorise it ALL.	**"It's an orb. It's some kind of orb. I can't remember what it's called." (0)** Well we're not about to give you a point for knowing what shape it is.
NINTENDO HAS BEEN IN EXISTENCE FOR OVER 100 YEARS. TRUE OR FALSE?	**"True. They started out making those Hanafuda playing cards." (1)** W-w-wha? You remembered THAT, but you forgot the Moon Pearl?!	**"That's got to be false." (0)** It's so true! They kicked off making playing cards in the eighteen hundreds. Just ask Jonny.
WHICH SERIES FEATURES GREEN SKREES AND YELLOW RIPPERS?	**"Dunno. They sound like something out of *Resident Evil*." (0)** No they don't. The things in *Resident Evil* are called ZOMBIES. You messed up, Crouch.	**"That's easy. *Metroid*." (1)** That's so NOT easy. It's the hardest question EVER. Damn you for knowing, Beale.
WHAT IS MODE 7?	**"[laughs] I don't know!" (0)** It's not a joke, Crouch. This is SERIOUS. How do you expect to learn if you muck about all the time?	**"That's the Super NES mode for laying down a bitmap to use as a 3D plane." (1)** Umm... Okay. So it can spin and whizz about right? In non-techie language, like.
HOW MANY LARA CROFT GAMES HAVE APPEARED ON NINTENDO CONSOLES?	**"I'll go for 3." (1)** That'll do for us. And none of them were *Angel of Darkness*, thank God.	**"Ooh. I'll go for one." (0)** Wrong answer. But don't hate yourself, they were all quite forgettable.
WHAT'S THE VACUUM CLEANER CALLED IN *LUIGI'S MANSION*?	**"The Poltergust 3000." (1)** Ha! Trick question! Only girls know what a vacuum cleaner is. Okay, okay, you're right...	**"The Poltergust something. 4000 is it?" (1)** 3000 actually, but that's close enough. Men can be imprecise about cleaning apparatus.
FINAL SCORE	**5** Young Crouch mocks his elders with a solid 50%. We didn't expect a draw so there's no tie-breaker. Sorry.	**5** Nailed the hard ones, fluffed the easy ones. Never mind, *Rogue Ops* is looking pretty smart (see p66).

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

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MAKE YOUR WORLD MORE VIEWTIFUL...

The NOM UK Giveaway

We've got some top-class prizes for you this month. Don't miss out!

COMPETITION 01

FIVE GameCubes and F-Zero GXs

F-Zero GX is one of the most impressive GameCube games out there and it's fast enough to make your brain spin in your skull. We've got not one, not two, but FIVE GameCubes to give away, with a copy of the supersonic racer to go with each one. If you fancy blagging one for yourself, you know what you've got to do – get involved!

Text Keyword: 'ZERO'

Q. What's the full title of *F-Zero GX*'s arcade brother?

a. *F-Zero Arcade* **b.** *F-Zero AX* **c.** *F-Zero AC*

COMPETITION 02

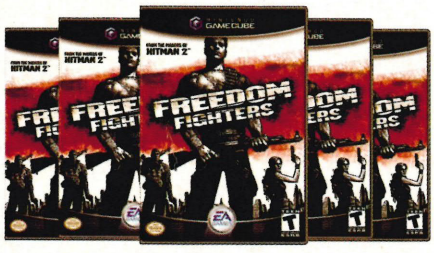
Five copies of Freedom Fighters

Believe it or not, *Freedom Fighters* is a damn cool game (check out our review starting on p88). It's out now, so you could run to the shops and see what we're on about. But wait! Wouldn't you rather win a copy? Yes, you would. We've got five copies to hand out to the lucky winners, so get your entry in now.

Text Keyword: 'FREEDOM'

Q. Where in America is *Freedom Fighters* set?

a. Los Angeles
b. Chicago
c. New York



COMPETITION 03

X-Men 2 DVD and a sweet JVC DVD Player

Did you see *X-Men 2* at the cinema? We can tell you it's pretty damn awesome if not. But whether you missed it, or you're itching to see it again, you'll be happy to know that it's out to rent and buy on DVD and VHS from November 10th. And thanks to Twentieth Century Fox Home Entertainment, we're giving away a DVD player with the *X-Men 2* DVD and five copies of the film for runners-up.

Text Keyword: 'XMEN'

Q. What's the name of the bald leader of the X-Men?

a. The Bald Destroyer
b. Professor Xavier
c. Richard Marsh

HOW TO ENTER

By phone
Dial 0905 053 110, then add the number of the competition on the end. So, if you're entering the *F-Zero* competition, dial 0905 053 1101, answer the question and leave your name, address and telephone number. You could be a winner!

By post
Write the competition number clearly at the top of the envelope or postcard. So, if you're entering the *F-Zero* competition, write to: Competition 1, *Nintendo Official Magazine UK*, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW.

By text message
Text the words nomcomp 'keyword' and your answer to 83149. So, if you want to enter the *F-Zero* competition, type nomcomp 'zero' then the letter of your answer. Unfortunately, this service is not available for users of the Virgin network.

IMPORTANT! PLEASE READ! All entries for these competitions must be received by 10/11/2003 to qualify.

PlayStation.2 XBOX NINTENDO GAMECUBE GAME BOY ADVANCE NEVERSOFT ACTIVISION

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activision.com

Bin Japan

Our man in Japan, John Ricciardi, gets the scoop in Tokyo. Beware, round-eye, these pages will have you packing for Tokyo.

BEHOLD: THE GAMES SHOP

Hmm. Makes your local games shop look a bit... sad

Akihabara is well-known as the gaming mecca of Japan – and arguably the entire world. But in addition to the countless specialty shops and small 'mom and pop' game outlets, a few big players have emerged in recent years, offering a whole lot more.

Case in point: Asobit City, a massive, eight-floor supermarket of gaming goodness that opened its doors in 2002. Each floor of this gaming paradise offers something different, including music, movies, strategy guides, hobby equipment, toys and of course all the latest games and consoles. There's even an entire floor dedicated to adult games and DVDs! We uh, skipped that one, honest.

Of course, Nintendo has a huge presence on the first floor, with entire aisles dedicated to the latest GameCube and GBA offerings, as well as demo stations featuring upcoming games for both platforms. If it looks like a gamer's dream, well, that's because it is!

HACK YOUR TV TO BITS

INTRODUCING KENSHIN DRAGON QUEST

The *Dragon Quest* series, known as *Dragon Warrior* in the US, is more popular in Japan than rice, beer and sumo wrestling, combined. Fittingly, Square Enix has gone ahead and made a stand-alone version of the game called *Kenshin Dragon Quest*, which uses the legendary sword of Roto (the hero from the first *Dragon Quest* trilogy) as a controller. Using special sensor technology (or magic – we're not sure which), the game recognises when you swing the sword at the screen, allowing you to wreak havoc on those little slimes in real time, while simultaneously looking like a complete ass – a legendary ass, mind you.

Truth be told, the game is quite unique and fun, if a bit on the simple side. Considering they managed to sell 300,000 copies before it even hit the stores, you can bet we'll be seeing more of this sort of thing from Square Enix in the future.

VENDING MACHINE OF JUSTICE

FORGET CRAPPY FAKE JEWELLRY. THIS BAD BOY SPITS OUT ZELDA TOYS

••••••• Japan's obsession with Gashapon — small, high-quality toys sold from vending machines — knows no bounds. The latest batch of new figures includes a killer five-piece set based on *The Legend of Zelda: The Wind Waker*. Each of the five characters — three variations of Link and one each of Tetra and Aryll — have movable arms and legs, and come with cool extras such as Rupee pieces, Bombs and Heart Containers. Somewhat frighteningly, the little guys' eyes move left and right when you turn their heads. Creepy. ••••••••••••

JAPAN TOP TEN

Source: *Weekly Famitsu*, week ending September 7th

1	*Legendary Starfy 2*	(Nintendo, Game Boy Advance)
2	*Mario Golf: Toadstool Tour*	(Nintendo, GameCube)
3	*Sword of Mana*	(Square, Game Boy Advance)
4	*Tales of Symphonia*	(Namco, GameCube)
5	*Zoids VS II*	(Tomy, GameCube)
6	*Final Fantasy: Crystal Chronicles*	(Nintendo, GameCube)
7	*Pokémon Pinball: Ruby & Sapphire*	(Nintendo, Game Boy Advance)
8	*Kirby's Air Ride*	(Nintendo, GameCube)
9	*Super Mario Advance 4*	(Nintendo, Game Boy Advance)
10	*Pokémon Ruby/Sapphire*	(Nintendo, Game Boy Advance)

BOBBY TOKYO

JAPAN INSIDE!

***NOM UK*'s other man in Japan reports in his own inimitable style. Kyah-ha!**

★ Hello to Japan! I am Bobby Tokyo with burning games information for your eyes! Now, it is time for Tokyo Game Show. For God's sake! I go dressed in chicken wear, but security hit my face with big power. It is very danger to go to Tokyo Game Show since *Grand Theft Car Shag City*. It is hurting Japanese peacefulness.

Did you learn about Game Boy SP? The SP it stands for 'stinky pants', ha ha ha! Not real, Bobby Tokyo think it stand for nothing. But you can get soon link-ups without the wires. Bobby Tokyo point receiver into policeman face, but he smash Game Boy with stick and spray Mace. It is okay, I buy new one, but eyes never get better.

In China, there is new Nintendo console. It look like stupid Xbox pad, ha ha ha! No-one in Japan know what Xbox pad look like. They would rather like to buy some dog poo! For the mouth to eating, yes?

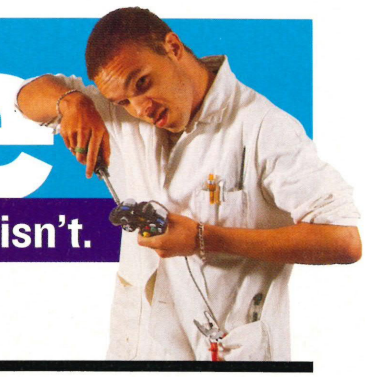
It is good to make same old *Pokémon* games again for Game Boy Advance. How can people with old games play on new Game Boys? Nintendo did forget to make backwards compatible. Ha ha ha, I joking! Old ones, they work fine! These are just for people with mental illness! Next time, is Nintendo remake *Advance Wars* again? Is there drunk man the boss?

Bobby Tokyo told *Mario Kart: Double Dash* is in UK before Japan. This is so, so bad crap. Game are ALWAYS in England first. Japan get cheated because we are live far away. Why don't England learn to speak like Japan? I so angry I go for brown toilets in ancient temple.

I try again to get into Tokyo Game Show. Be here next month for more news from Bobby Tokyo! The burning games news for your eyes!

Hardware

Games are software. Here you'll find all the stuff that isn't.



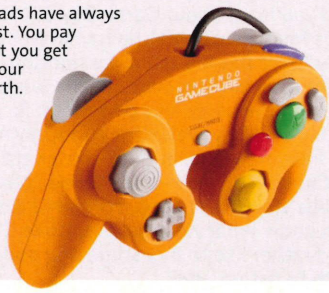
★ CRAP ★★ NOT AS CRAP ★★★ AVERAGE ★★★★ WICKED ★★★★★ THE TITS

TESTED TO DESTRUCTION

Pad Special

Ever bought a third-party pad with an appealing price and broke it within a week? It happens...

■ **OFFICIAL GAMECUBE CONTROLLER**
■ **NINTENDO**
■ **£24.99**
First-party pads have always been the best. You pay the price, but you get more than your money's worth. It can't be beaten.
★★★★★



■ **THE PATRIOT PAD** ■ **BLAZE** ■ **£14.99**
If you want a bit of bulk in your pad, this could be for you, but only if you don't mind it feeling like a cheap free gift from a cereal packet. ★

■ **SUPERPAD** ■ **INTERACT** ■ **£14.99**
You don't want this. Stiff 3D Stick, poorly placed buttons and ours broke within a day of testing. Back to the drawing board, Interact!
★

■ **ADVANCED CONTROLLER** ■ **JOYTECH** ■ **£14.99**
The 3D Stick is too sensitive and there's no auto-fire, but this is a comfortable pad that gets top marks for reliability.
★★★★

■ **PRO PLAY PAD** ■ **PRO PLAY**
■ **£24.99 (BUNDLE PRICE)**
Coming as part of a starter pack, this is the bulkiest of the bunch. It's not bad, but you'll need bear-hands to get your mitts around it.
★★★

■ **GAMESTER CONTROL PAD** ■ **GAMESTER**
■ **£14.99**
It's all wrong. The shoulder buttons are wrong, the 3D Stick is wrong, the D-Pad's wrong. Don't waste your time here. ★

■ **GAME PAD** ■ **LOGIC 3**
■ **£9.99**
A pad for ten quid? It must be turd. But WAIT... it's not bad. With a comfy 3D Stick and average buttons, you won't go far wrong for £10. ★★★

■ **QUBE PAD** ■ **WILD THINGS** ■ **£14.99**
It's shaped much like the official pad, which is good, but the rumble is clunky and the shoulder buttons are horrible.
★★

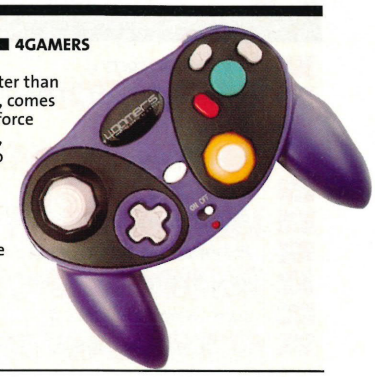
■ **PRO PAD** ■ **LOGIC 3**
■ **£14.99**
We have issues with the circular D-Pad and the rumble motor is not that good, but for comfort, this is one of the better pads out there. ★★★★

THE WIRELESS POSSE

■ **WAVEBIRD**
■ **NINTENDO**
■ **£34.99**
Basically, this is the official pad without a wire. The downfall is there's no rumble and it takes batteries. Nevertheless, this is the future. ★★★★★

■ **G-FORCE 2** ■ **INTEC**
■ **£39.99**
For a fiver more, you get a wireless with a rumble feature, but it's nowhere near as comfy as the Wavebird. A bit pricey, too, we reckon. ★★★

■ **PLAYFREE** ■ **4GAMERS**
■ **£34.99**
This feels better than the G-Force 2, comes with rumble force and is £5 less, but there's no frequency setting, so only one player can use a PlayFree at a time.
★★★



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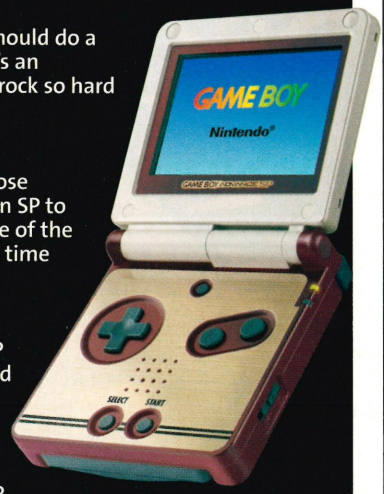
YOUR SHOUT

The NOM Survey

Gimme the rare SPs!

We asked: Would you want the 20th Anniversary Famicom SP if it was released in the UK?

POLL RESULT
YES 72%
NO 28%



■ I think it looks dodgy. They should do a Super NES one. I don't care if it's an anniversary or not, that would rock so hard the world would explode.
RAY PRICE

■ Definitely! Have you seen those things?! Having a special edition SP to celebrate the anniversary of one of the greatest games machines of all time would kick ass!
LEWIS TUPPIN

■ I already have a black GBA SP and I don't want to spend a load on another one that looks totally disgusting.
JAMES STOCK

■ Seeing as I'm yet to get an SP, I'd jump at the chance. Whilst normal SPs would most likely cost a fraction of the price, having such a collectible and rare item would feel great.
RICHARD LAMBETH

Gimme the flickin' e-Cards!

We asked: Do you plan to buy an e-Reader when they're finally released in the UK?

POLL RESULT
YES 56%
NO 44%

■ It's going to be mostly the younger kids who are going to buy it because of the strong links with *Pokémon*.
ROBERTO PRETARA

■ I was planning to buy it, but I'm still not sure. If it is less than £25 then I think it's a good idea but over that is too much for something that plays NES games.
JAMES STOCK

■ It seems like the e-Reader was invented for *Animal Crossing*, but there's still no sign of that. Would you buy a car if there was no petrol to put in it? Well, I think you know what I'm getting at.
STEVEN ANDERSON

■ That thing is never coming out. There's just no way. They could just ship a load of the American ones over and they'd work. Why would it take the best part of a year to convert the text on the box from English to, err, English?
WILL BURTON

■ It has to be said that it doesn't seem very diverse, but having the chance to relive the very first *Mario Bros.* level with updated graphics and physics would be amazing.
RICHARD LAMBETH

Gimme Mario!

We asked: Would you like to see *Super Mario 64* come to GameCube on a bonus disc?

■ I would like to see *Super Mario 64* on a bonus disc because I didn't play it that much, unfortunately. I didn't get to see what the hype was about.
ISMAIL AYUB

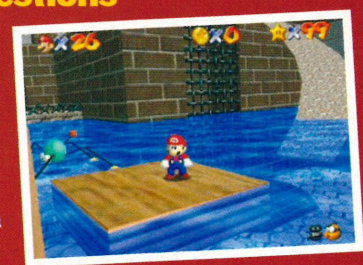
POLL RESULT
YES 92%
NO 8%

■ I think its a great idea. It would be a good opportunity for the people who missed out when it was on Nintendo 64.
TOM YORKE

■ *Mario 64* is a classic and being able to play it on GameCube would be its crowning glory. Free with *Mario Golf*? We can only hope.
MIKE PEACOCK

■ The gameplay is timeless. With a little graphical improvement, it'd kick the arse of 99% of stuff that gets released today. Hell, even *Super Mario Sunshine* might look a bit poo in comparison.
GARY DELANEY

This month's questions



■ **The GameCube is now a measly £79.99. Is that a good move by Nintendo, or does it send out the wrong messages?**

■ **When we rave about the Super NES and old N64 games, do you have any idea what the hell we're going on about? So would you like more retro coverage or less?**

■ **Only one more month until *Mario Kart: Double Dash!!* Are you buying it the day it comes out, or are you waiting for a key date on the Christian calendar to get one as a gift?**

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

Oct 12th – Nov 15th

Play Radar

What you need to know about everything that's happening

Oct 17th

The bear and bird are back on Nintendo as *Banjo-Kazooie: Grunty's Revenge* finally comes out on Game Boy Advance. Turn to p86 for our definitive review.

Oct 20th

Pokémon movie fans can get their fill today as *Pokémon 4Ever* gets a UK DVD release. But if the 'mon aren't your thing then look out for the *Indiana Jones Trilogy Box Set* on DVD.

Oct 22nd

The first round of the biggest game in British football history (recently) kicks off tonight as everyone's favourite team, Manchester United, head north to take on Glasgow Rangers in the Champions' League.

SUN	MON	TUE	WED	THU	FRI	SAT
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	1
2	3	4	5	6	7	8
9	10	11	12	13	14	15

Oct 24th

It's one of the most unique games we've played in a long, long time and today you can get your hands on it. Check Mike's review on p80 to see why we love *Joe*.

Oct 31st

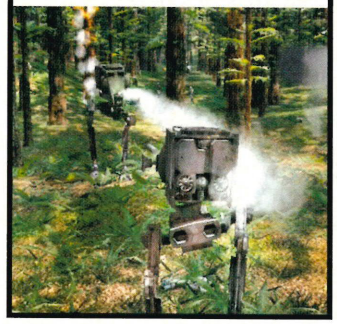
Ghosts and ghouls come out to play as Halloween hits the world. If you fancy a fright then check out Dean's mugshot on p49, or turn to p44 and see what you should be playing tonight.

Nov 7th

The third and final instalment of the *Matrix* trilogy, *Revolutions*, hits big screens up and down the country today. Can you stand another two hours of Wooden Reeves and Socrates Fishburne?

Nov 7th (cont.)

If *The Matrix* isn't your thing then there's another reason to be excited today as *Star Wars Rebel Strike* comes, exclusively, to 'Cube. You've probably already read Dean's review, but turn back to p10 if you missed it.



Nov 10th

Worth its price if only for the chance to see Halle Berry in a Lycra suit, *X2* is available to buy on DVD from today. It comes in one-disc, two-disc and collector's edition flavours. Yum!

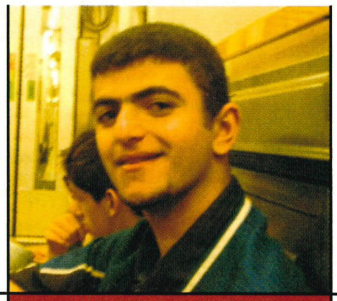
Nov 14th

The new *NOM UK* comes out on this very day. Tell your newsagent that he should reserve you a copy or you'll come back with your pet dinosaur and fire eggs at his shop windows. Ba-bosh!

Feedback Team

Instant reaction to this month's hot topics from people like you.

Want to have a go? Then send your name, address, phone number and email address to *NOM UK*'s Feedback Team, *Nintendo Official Magazine UK*, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW. Don't forget to include a photo!



HASHIM HASHIM, WEMBLEY

CHRIS ELDRICK, ABERDEEN

DAVID HALL, LONDON

1 WHAT DO YOU MAKE OF THE NEW GBA WIRELESS CONNECTOR?

HASHIM: "Another example showing that Nintendo is still on the ball. Expect Sony to copy this like the analogue stick and shoulder buttons. I can't wait to get it and stop my gran tripping over the wires."

CHRIS: "I think it's a great idea and should have been used at the very start!"

DAVID: "It sounds like a good idea as it'll help the GBA compete with the N-Gage. But it'll have to be cheap if anybody's going to buy it."

2 WHAT'S GOING TO BE THE BIGGEST GAME THIS CHRISTMAS?

HASHIM: "I can't wait for *True Crime: Streets of LA* so I can feed my blood lust and start my world domination. It's about time we got a *GTA*-killer on the 'Cube."

CHRIS: "For me it has to be *Harvest Moon* for 'Cube and GBA!"

DAVID: "The biggest GameCube game at Christmas will be either *Mario Kart* or *Rebel Strike*, hard to say which. As for multi-format it'll probably be *FIFA*, or *Harry Potter*, or something like that."

3 TELL US YOUR FAVOURITE GAME ENDING EVER.

HASHIM: "The best game ending must be Blanka's in *Super Street Fighter 2*. Meeting his mum made my eyes water, then I started crying. It was the first ending I ever saw in *Street Fighter* game."

CHRIS: "It has to be *Zelda 64*. After I finished it I was still amazed about how good Nintendo made it."

DAVID: "It's got to be *Banjo-Kazooie*. The way they end up on the beach being served drinks by babes. It's the way all games should end if you ask me."

4 DO YOU THINK A EUROPEAN PRICE CUT FOR GAMECUBE IS A GOOD IDEA?

HASHIM: "A European price drop would be good as it had a huge impact on sales elsewhere. It'll bring back the scenes we saw at the launch of the 'Cube. Europe needs this!"

CHRIS: "Yes, because GameCube is only a console and, unlike the Xbox and PS2, it doesn't play DVDs – that's why it's not selling as well as it should do."

DAVID: "Probably a good idea, but I can't really see it shifting many more GameCubes as it's already the cheapest console. It's the software that sells consoles really."

5 WILL YOU BE BUYING BANJO KAZOOIE ON GBA?

HASHIM: "Rare have the 'magic touch'. I loved them and I always will. I'll buy all Rare games, just like I do Nintendo games and I hope they come back soon. At least they still work on GBA, so that's a good thing, right?"

CHRIS: "I for one will not be buying it. Not that I am mad about Rare going to Microsoft, but whatever magic it once had is now gone."

DAVID: "I will almost definitely be getting this, I just hope it's up to the standards of the Super NES *Donkey Kong Country*. I'm glad Rare is still doing Nintendo games, but would be happier if it was working on GameCube ones."

6 WHAT DO YOU MAKE OF ATARI'S DECISION TO CAN TWO 'CUBE TITLES?

HASHIM: "Bad news to hear Atari is dropping *Driver*. I thought this was a great game. It's bad news as others might follow Atari's lead. But the price cuts might get them to change their minds."

CHRIS: "It's a shame that the GameCube is going to miss out on them, but at least Nintendo will still be pumping out quality titles."

DAVID: "I couldn't care less about the *T3* game, but *Driver 3* would've been nice. If you ask me, Infogrames has dirtied the Atari name with its dodgy games. Its only decent one is *Ikaruga*."

Next Month

FREE Calendar!

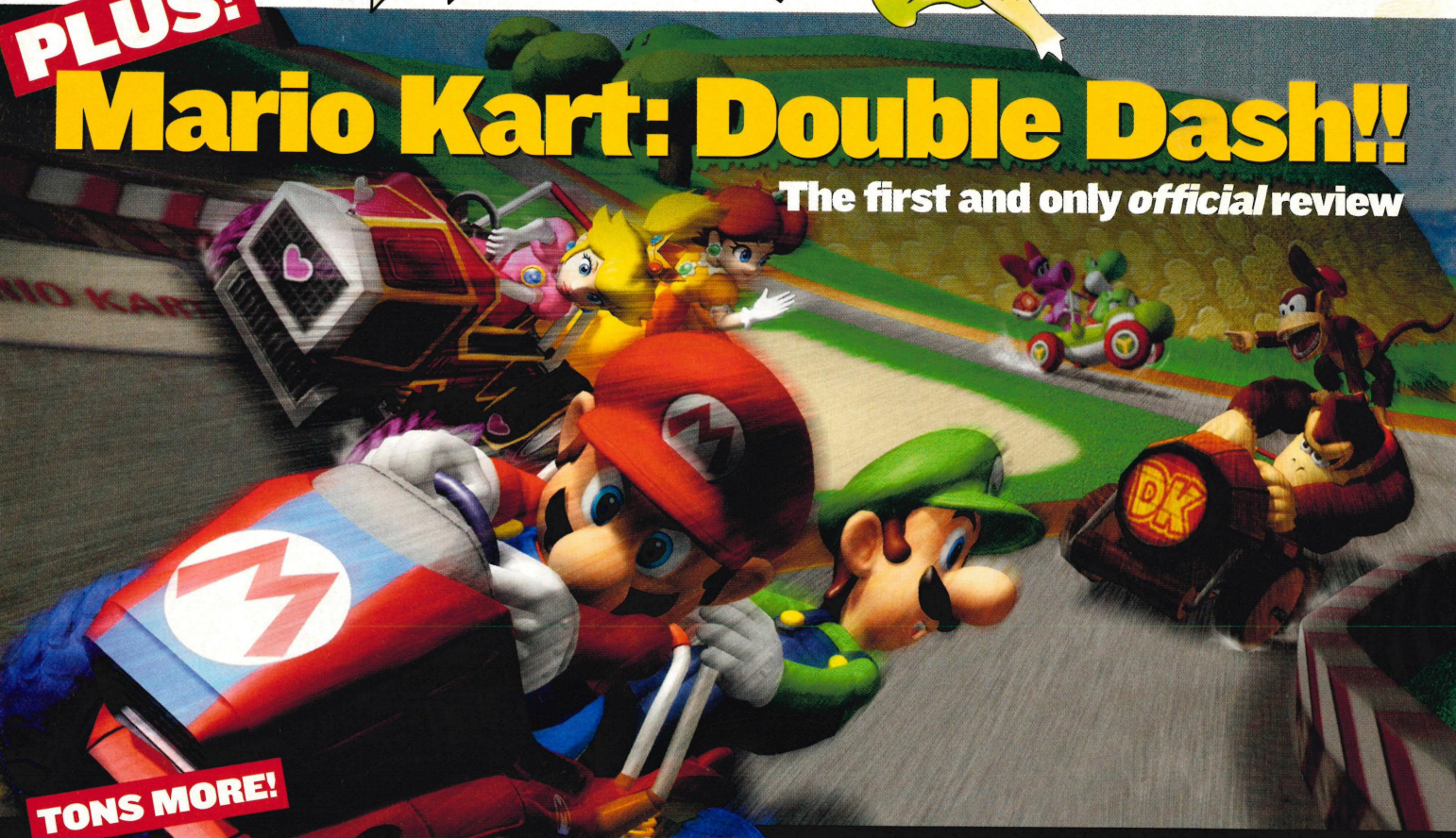
GET IT NOV 14th ONLY £3.50

LOOK! Next issue we're giving away a free double-sided 2004 calendar starring all your favourite Pokémon, as well as all the Nintendo characters you love, including Mario, Donkey Kong and Link.

PLUS!

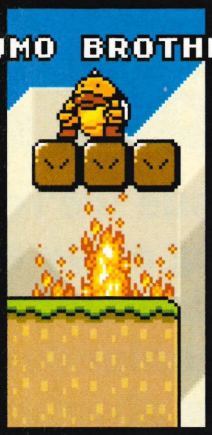
Mario Kart: Double Dash!!

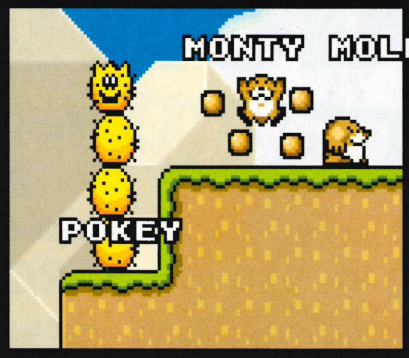
The first and only *official* review



TONS MORE!

- *Billy Hatcher*: Completely nuts or GameCube classic?
- *FIFA 2004* reviewed!
- *Poké Pinball*: Has anything changed?
- *Dragonball Z*: Goku opens up a can of whup ass!

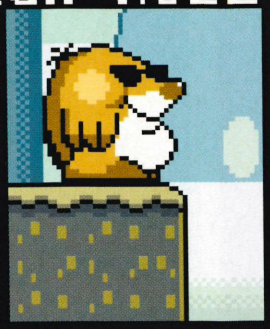


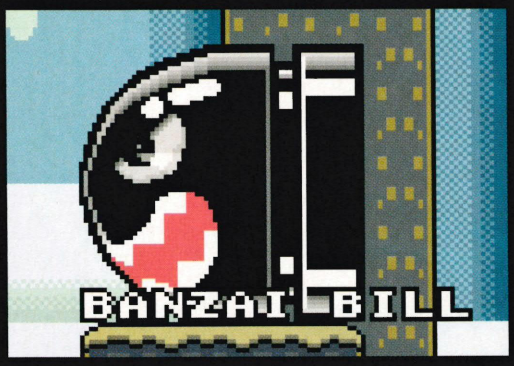


THE CAST OF SUPER MARIOWORLD™

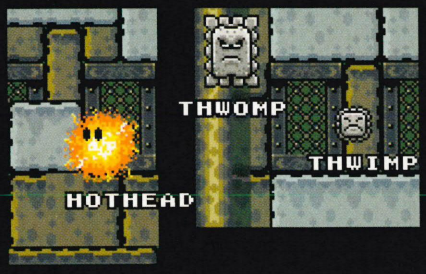
IGGY KOOPA

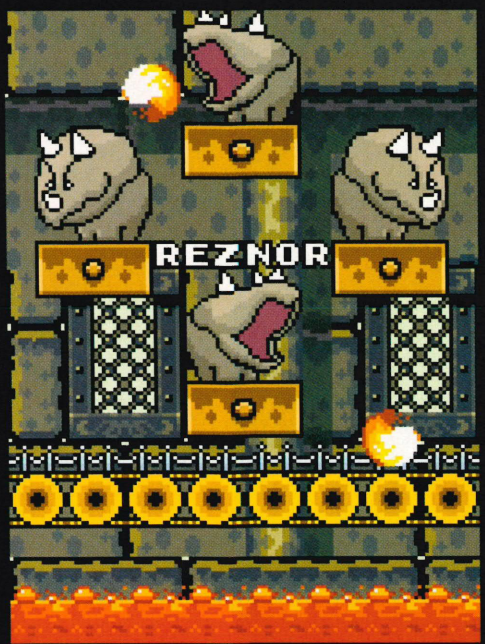
MEGA MOLE



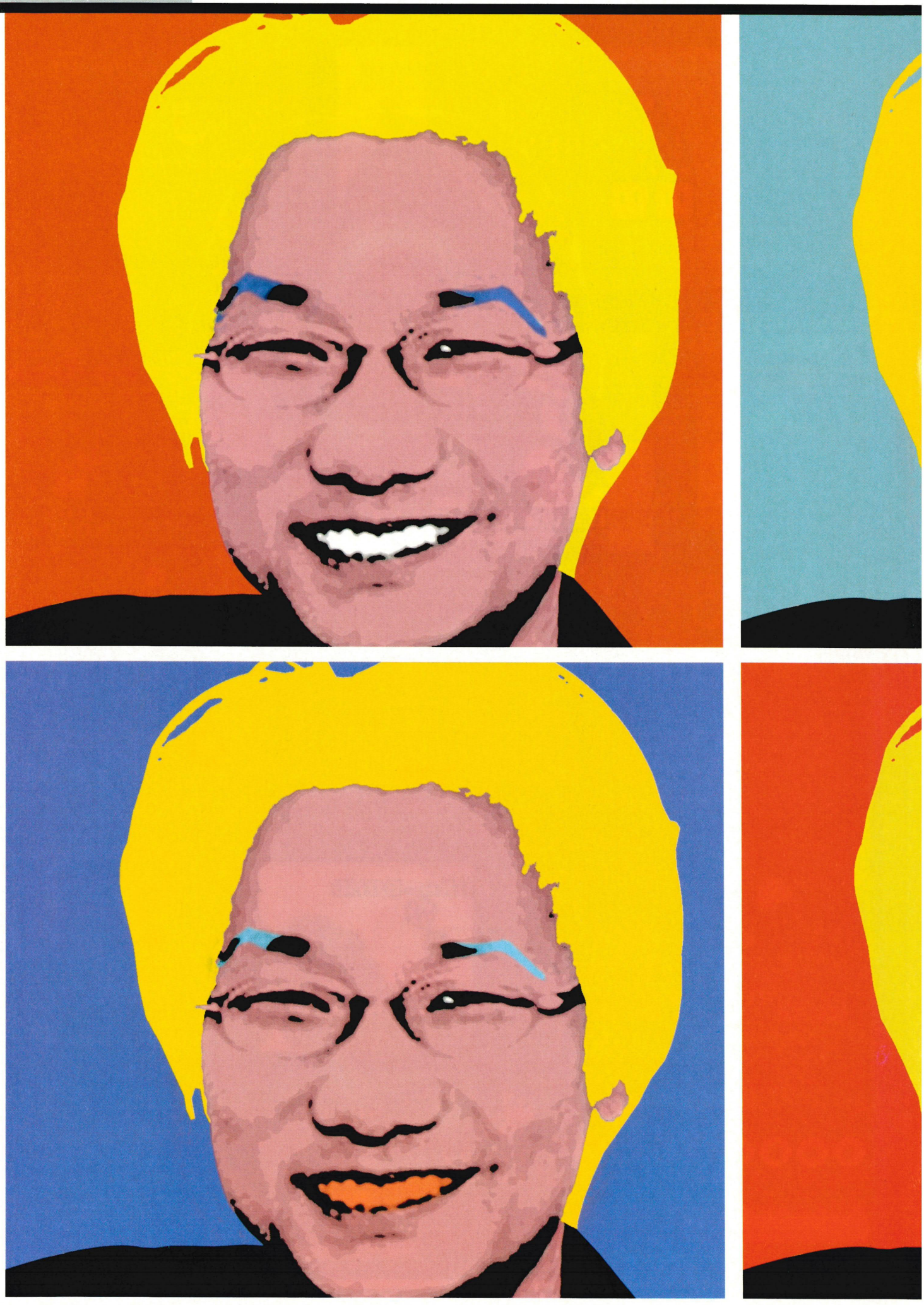


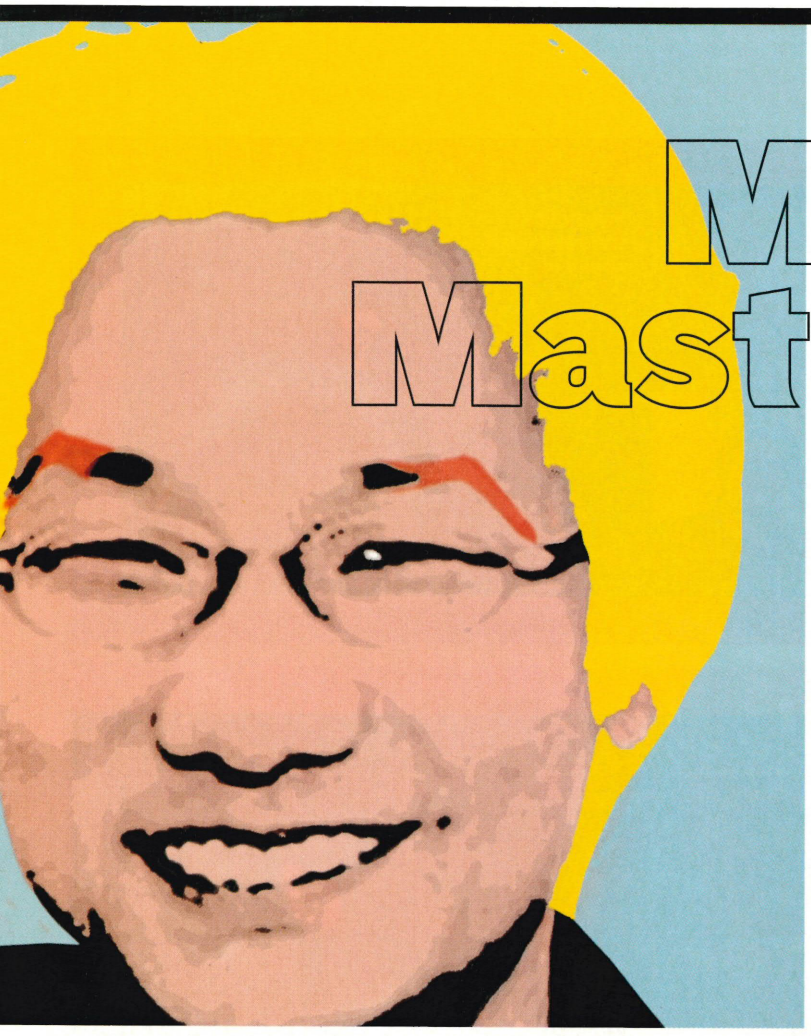
ROY KOOPA





LARRY KOOPA





Meet the Masterpiece Man

Interview by Tim Street

Konami's master of innovation talks about Boktai, Twin Snakes and his master, Mr Miyamoto.

At this year's ECTS, we were given exclusive access to a round-table chat with Mr Kojima, creator of *Boktai* and *Metal Gear Solid: Twin Snakes*. A *Half-Life* demo made him 15 minutes late and left us a little nervous in a back room of Konami's stand, but, hey, we were willing to wait – after all, we were going to spend half an hour in the company of the great man and here's what he had to say...

The security were distracted by Snake's knock-knock jokes

Sweatbands were once cool, apparently...

Snake thinks Mantis may be hiding in Meryl's vest-top

This is NOT an advert for sinus pain pills

NOM UK: **Are you a fan of Dracula-based games such as *Castlevania* and did this game series inspire you to make *Boktai*?**
Hideo Kojima: The theme of Dracula I liked very much. I was scared of anything as a child and I made sure I watched *Dracula* films with Christopher Lee. As for the Konami *Castlevania* game, I don't play that much as it is difficult for me.

NOM UK: **Why did you choose sunlight to be used in *Boktai*?**
HK: It didn't necessarily have to be sunlight. It was just an element. The thing is that as people have portable game systems I wanted to make use of this portability. Most games on portable systems are games that you can play inside your house, but the thing is you can take your games system outside. I wanted some element so you could move around and your environment changes constantly. That's what I wanted to be used in this game.

NOM UK: **Is this something you want to exploit in the future?**
HK: This time I used sunlight. Maybe you could do a thing with speed, like how fast you are going, or maybe it could be temperature. These are things I could do, but I don't know whether I will be pursuing this direction.

NOM UK: **Were people sceptical about the idea of a solar-powered game cartridge at first, or were they really excited about it?**
HK: There are really two types of people. Some people talked about the game – they were like, "Wow this is gonna be so fun" while the other half were, "this is not gonna work as a game". The people who were against the move were the *Metal Gear* team. When I came up with the product side of the game the sales people were really excited because they got something new, but the guys on *Metal Gear* were like, "Is this fun?"

NOM UK: **How do you think it's going to sell in the UK, being that the UK is notoriously gloomy?**
HK: I hope it sells well. I hope it will be okay. It was sunny yesterday!

NOM UK: **Did you discuss the idea with Mr Miyamoto at all and, if so, what did he think?**
HK: At the very beginning, in the early stages of the development cycle I came up with a prototype. We took it to Mr Miyamoto and he was excited about the idea. He liked the concept of it. He was a little concerned about the production cycle because it was just simply placing the sensor on the ROM and how much time it would take for production. He was a little worried about that.

NOM UK: **Do you and Mr Miyamoto hang out quite a lot?**
HK: I've known him quite a long time. The thing is he's my master, so I do not want to become too friendly with him, because I always want to make sure he's my master. I don't want to get too close.

NOM UK: **Is there any one thing from Mr Miyamoto's games that you'd like to apply?**
HK: His early games, his 2D games, his side-scrolling games like *Super Mario Bros.* contained the essence of action games. This is a game y'know. There's so much you can learn from it.

NOM UK: **Is Mario your favourite games character then?**
HK: No, I'm more of a *Zelda* fan. I like the walking Mushrooms though.

NOM UK: **What do you think about GBA innovation and was the lack of it one reason why you made *Boktai*?**
HK: Not necessarily Game Boy Advance games, I think games in general. Just like the film industry where you have a blockbuster movie then you have sequels of it – the same thing is happening in games. These games appear because people want sequels, that's fine, but at the same time you need innovation. You have to throw in new things and, in games for example, there are different ways of going to the next level. *Half-Life* is the same world, but then graphically, technologically it's taken a giant leap and we're trying to take this giant leap in a different way – that was my reason for introducing *Boktai*.

NOM UK: You've been working on *Boktai*, *Twin Snakes* and *MGS3*. Has this meant you've had to spend less time than you'd like on the Nintendo games?
HK: Yes that's a problem you know – time. But you prioritise things, so I have enough time for my projects.

NOM UK: Are you proud of the way Silicon Knights has handled *Twin Snakes*?
HK: In all honesty, I probably should be in Canada working with them right now, but I'm pleased with how things are going. I should be working with them. If ECTS wasn't happening at this time then I would be in Canada with them.

NOM UK: Were you impressed with Silicon Knights' *Eternal Darkness*?
HK: I get 3D sick so I couldn't play too much of it, but I played the beginning of the game and I was really impressed by the soul of the game and the philosophy that's in the game. You don't see too much of that in other games.

NOM UK: Are you proud that *Metal Gear* is back on Nintendo?
HK: I joined the industry 17 years ago, thanks to Mr Miyamoto and thanks to the Famicom. For the first time in 17 years I'm, like, knocking on my father's door [Nintendo]. I'm very glad to do that.

NOM UK: Why do you think Solid Snake is such a popular character?
HK: I really don't know. It's not a film, so you don't objectively watch the guy; you become him subjectively. Being able to experience a lot of things as Solid Snake makes you like the character.

NOM UK: Would you like to make an all-new *Metal Gear* game for GameCube?
HK: Not necessarily *Metal Gear*, not necessarily for Nintendo. I just want to create games that are totally different, that are not *Metal Gear*. Something on a larger scale than *Boktai*. I would like to come up with something totally new.

NOM UK: Do you get much time to play games?
HK: I haven't played any games recently. I haven't had the time.

NOM UK: Was *Twin Snakes* a good time to change things from the original *MGS*?
HK: There's so much I've been able to change with *Twin Snakes* in terms of gameplay after I completed *Metal Gear Solid 2*. There were so many things you could do in *2* that you couldn't do in *1*, like shooting in first-person mode and clearing the areas. All these new gameplay areas that I came up with for *MGS 2* I've been able to throw into *MGS 1*, so it's a different game. Since people have already played *Metal Gear Solid* [the original] they know the story, they liked it very much. The difference is the polygon demos are totally different. They are cool and you'll be able to laugh at them.

NOM UK: Did you ever think about using GBA connectivity in *Twin Snakes*?
HK: We did come up with the ideas and were exploring the possibility, but we ended up dropping it for some reason. We were supposed to come up with some solid ideas.

"I USED SUNLIGHT FOR *BOKTAI*. MAYBE IT'LL BE TEMPERATURE OR SPEED NEXT TIME."

THE 10 SCARIEST GAMES EVER...

All Hallows Eve is upon us, the ghosts and ghouls are coming out to play. With this in mind we take a look at Nintendo's scariest moments. Beware, this may stir up some bad memories...

10 Super Probotector
SUPER NES

What's the story?
In the future, a meteor strikes Earth bringing invading aliens intent on domination. Mankind is helpless and all hope seems lost until a scientist discovers a strange yet powerful source of energy at the meteor's crater and uses it to power-up two long-forgotten robotic marines. They know why they have been brought back: they are planet Earth's last hope.

Scariest moment
When the huge Stage-Three boss crashes through a wall and breathes fire at you. It's time to cry.

FEAR RATING

9 Zelda: Majora's Mask
NINTENDO 64

What's the story?
Tired from adventuring, Link wanders the land looking for Navi. Along the way he stumbles upon a mysterious Skull Kid who steals his horse and bolts for a doorway in the sky. Link tries to follow but fails and is met by the freaky Happy Mask Shop Man. Now Link has a new quest. But time is precious; the moon is falling and a collision with Hyrule is expected in just three days.

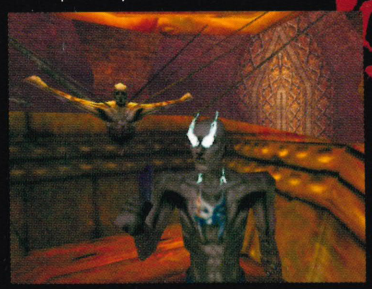
Scariest moment
Not spine-chilling, but eerie in a David Blaine kind of way, that Happy Mask Shop Man is just plain weird.

FEAR RATING

8 Shadow Man
NINTENDO 64

What's the story?
The Earth is under constant threat from dead souls, intent on turning our planet into a haven of death. Only the Shadow Men have the power to keep the dead souls in check, but their kind has all but vanished. The power of the Shadow Man now lies with Mike LeRoi and he must walk a path between the living and the dead to save humanity.

Scariest moment
You reach the end, tired and relieved, but Legion disguises himself as a human and tricks you. New pants please, mum.



FEAR RATING

7 Metroid Prime
GAMECUBE

What's the story?
Supreme bounty hunter, Samus Aran, has tracked the vicious Space Pirates to Tallon IV, home of the peace-loving Chozo race. The Pirates have discovered an ore that allows them to mutate creatures into an army of deadly beasts. The monsters hide in the caves of Tallon IV, waiting to attack anything that crosses their path. But the Space Pirates must be stopped and Samus is up to the task.

Scariest moment
Meeting one of the Elite Pirates for the first time doesn't do much for the cleanliness of your pantaloons.

FEAR RATING

6 Quake II
NINTENDO 64

What's the story?
On the way to invade a planet, your craft is captured by aliens and forced to land on a world inhabited by the most insane and deranged creatures imaginable. The only way out is the hard way – shoot to survive. What makes *Quake II* so terrifying is the size and number of the creatures you face. It's less a case of hell-spawn and angry zombies and more a mechanised army of psychos after your blood.

Scariest moment
The sheer size of the Four Guardians is terrifying, but when they start flying you know it's time to get behind the sofa.

FEAR RATING

5 Ocarina of Time
NINTENDO 64

What's the story?
Nightmares enter Link's sleep, visions of a dark figure on horseback and a girl. Summoned to the Deku Tree, he learns that evil is afoot and a test of courage awaits. After ridding the Tree of a curse Link learns of an evildoer seeking the sacred Triforce, an artefact that grants the holder any wish. Should this person find the Triforce, the land will be plunged into darkness and fear.

Scariest moment
The Royal Family's Tomb seems a bit quiet, until the ReDead rise from the ground and scare the bejesus out of you. Eeeeeek!

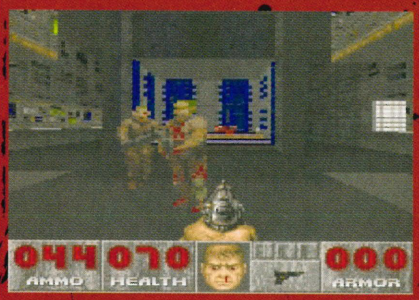
FEAR RATING

4 Turok 2: Seeds of Evil
NINTENDO 64

What's the story?
When the Chronoscepter is cast into a volcano, an earthquake is triggered waking the Lost World. The quake also disturbs Primagen, an alien who has lain dormant for thousands of years. Using his psychic powers, he is able to call upon the forces of darkness, helping to release him into the world with the purpose of taking over the universe. Only Joshua Fireseed has the will to stop Primagen's advance.

Scariest moment
The final showdown with Primagen and his flying sidekicks will strike fear into even the bravest soul.

FEAR RATING



3 Doom
SUPER NES

What's the story?
A disgraced marine sent to an outpost on Mars, you're forced to help out with teleportation experiments. But things start going wrong. Volunteer marines sent into the warps are coming back changed, possessed by evil and garbling strange messages. A distress call comes in from a base on Phobos; help is needed immediately. You grab your gun and enter the warp. But the monsters are everywhere, your comrades are dead and you're on a journey into hell.

Scariest moment
On the Towers of Babel level, nothing can prepare you for your first sight of the enormous Cyberdemon.

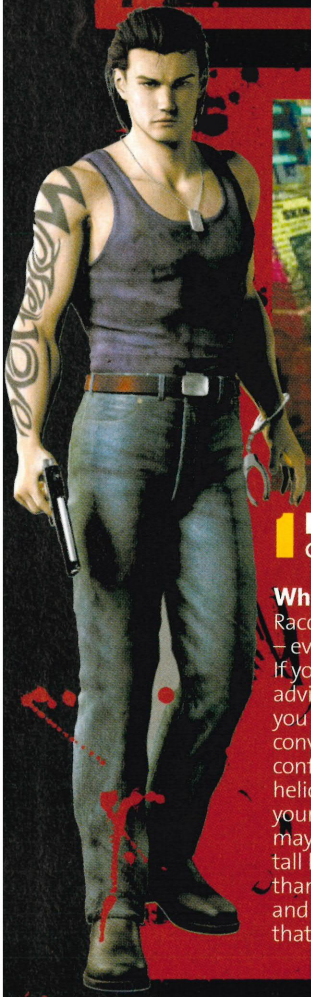
FEAR RATING

2 Eternal Darkness
GAMECUBE

What's the story?
After a grisly death in the family leaves police clueless, Alexandra Roivas, the granddaughter of the deceased, decides to investigate for herself. But her family's mansion hides many secrets, not least of which the Tome of Eternal Darkness; a foul book bound in human flesh that recounts tales of horrors past. Only by confronting the darkness can the horror be laid to rest and the gruesome murder solved.

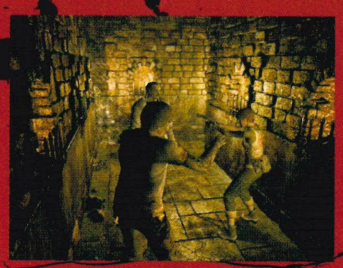
Scariest moment
After Chapter Four you find yourself in a bathroom. Have a quick peek at the bath; it can't do any harm, can it?

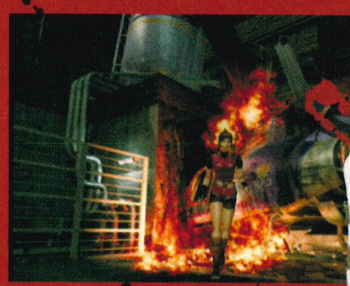
FEAR RATING



1 Resident Evil
GAMECUBE, N64, GBC

What's the story?
Raccoon City is a bad place to be – even worse than Peterborough. If you're in the vicinity the best advice is to get the hell out. Are you trapped in a mansion with a convicted killer? Forced to confront the undead after a helicopter crash? Left running for your life in the town centre? Or maybe hounded by a nine-foot tall killing machine? You can thank the Umbrella Corporation and their many experiments for that. And for creating some of the most scary video game moments ever. It's difficult to pick the scariest. Every incarnation of the franchise has had its fair share of frights, even *Resident Evil Gaiden* on GBC was a lesson in handheld terror with its eerie B-movie





music and claustrophobic cruise liner setting. But few can beat the GameCube remake of the original game with its amazing graphical overhaul lending that realistic edge to the horrifying proceedings. *Resident Evil* is the epitome of survival horror and a lesson in how to scare even hardcore gamers silly.

Scariest moment
Seeing your first Hunter, the dogs bursting through the windows, the instant panic at the start of *Resident Evil 2*, the Nemesis constantly breathing down your neck... the whole series is pure horror.

FEAR RATING

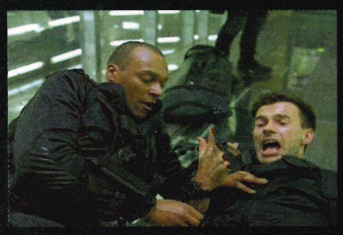
The Scare Test

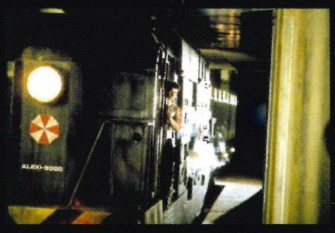
So which is scarier, games or films? There's only one way to find out – rig up *NOM UK*'s resident wimp, Winty, to a heart rate monitor and plonk him down in front of the TV. His mission? Play *Resi*, in the dark, for two hours and then to watch the *Resi* movie.

The movie

Resting heart rate: 68bpm

Films based on games are rubbish, just look at *Tomb Raider* – that was shocking. But with the lights off and the sound up my heart did give a little bit of a flutter as the intro started and the strange radiation-suited men went about their dirty deeds. Then it all went quiet as the story line kicked in. Am I desensitised to violence? Well, I didn't even flinch when the





woman's head got knocked off in the elevator, but hey. Then things started getting a little bit darker.

0:22 (79bpm) Close-up on the lovely Mila Jovovich's eye. A little bit shocking, it caused something of a murmur. Then all the action kicks in and the scariness scarpers.

0:33 (76bpm) Red queen goes mental, chops up most of the crew, slight increase in heart rate as the laser cutter comes down the hallway for the third time.

0:47 (92bpm) Coming under heavy fire, the depleted team retreat to the elevator. Zombie attack, rapid heart beat, slight sweating. Quick glimpse of the Licker escaping a pod.

0:48 (88bpm) 'That's my poor sister, she looks so ill, so frightened, so much... like... a... ZOMBIE!' Aaaaggghh! I knew it was coming, but it was still pretty vicious.

1:13 (93bpm) A Licker dives from the ceiling to finish off Spence.

It served him right and the creature looks really nasty, although it's always a bit disappointing when you see too much of the monster.

1:18 (97bpm) I knew it was coming but Rain went proper mental trying to kill Matt, she was rabid. The end's getting closer and my poor heart is starting to feel the tension.

1:22 (101bpm) 14 seconds to go until the doors slam shut, two members of the gang left. Will they make it? Of course they will, but my ticker can take no more punishment tonight.

The game

Resting heart rate: 75bpm

The game is an altogether different proposition to the movie. I've played it before and it gives me the chills – I'm a big enough man to admit that it truly scares me. So in a dark room, alone, my little heart was pumping a lot more than normal. In keeping with the movie, I chose a female hero – Jill – girded my loins, wiped the sweat from my brow, cursed Tim

for making me do this and entered the mansion.

0:10 (81bpm) Watched the intro movie. That wasn't bad – I've seen it before. Then it was into the mansion and opening the first door. My heart rate rises.

0:16 (89bpm) Got the Map and checked out the corridor beyond, found the Dagger and then got confronted by a zombie, which caused a rapid rise in the old ticker.

0:45 (95bpm) Okay, I'm not a huge fan of this crypt thing with those Death Masks hanging on the wall. There might be something in here that I don't like. It might try to eat me.

0:56 (110bpm) That zombie in the bath was a bit unfair. I fear I may have actually soiled myself slightly. This is better than exercise. Am I near the fat-burning zone yet?

1:25 (127bpm) I knew it was coming, but that only made my heart beat faster: when those dogs leapt through the window I thought I was a goner.

1:37 (109bpm) I don't wanna blow the Dog Whistle, 'cos that'll make the dogs come and get me. I do need that Armour Key though, so it's eyes closed time.

2:01 (118bpm) Into the kitchen, this is getting stupid now. The

clock in my living room is showing midnight, the wind's got up and I'm really bricking myself. GameCube. Off. Now!

Conclusion

Maybe a scarier film would have given my heart a better workout, maybe not, but there's something about *Resi* the game that gets the blood pumping a little bit faster. Maybe it's the fact that you're actually involved in the action and controlling a person, rather than simply watching the TV like a... zombie. But for this experiment the game wins hands down. New pants please!

"THE CLOCK'S SHOWING MIDNIGHT, THE WIND'S GOT UP AND AND I'M REALLY BRICKING MYSELF. GAMECUBE OFF. NOW!"

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Bigger. Better. Smarter.

Previews

p50 Billy Hatcher and the Giant Egg

THIS ISSUE'S BIG STORY

"Part *Sonic*, part *Mario*, part *Monkey Ball* and all crazy."

XIII p54
Sonic Heroes p56
Worms 3D p58
Star Wars Flight of the Falcon p58
Urban Freestyle Soccer p58
SSX 3 p60
Sword of Mana p64
Rogue Ops p66

Mike

This month I've been playing this lot to death...
- *Viewtiful Joe*
- *Freedom Fighters*
- *Zelda: Four Swords* (GBA)
- *Animal Crossing*

Tim

This month I've been playing this lot to death...
- *Advance Wars 2*
- *Zelda: The Wind Waker*
- *Metroid Fusion*
- *Winning Eleven 6*

Dean

This month I've been playing this lot to death...
- *Rebel Strike*
- *Viewtiful Joe*
- *Metroid Prime*
- *Virtual Boy*

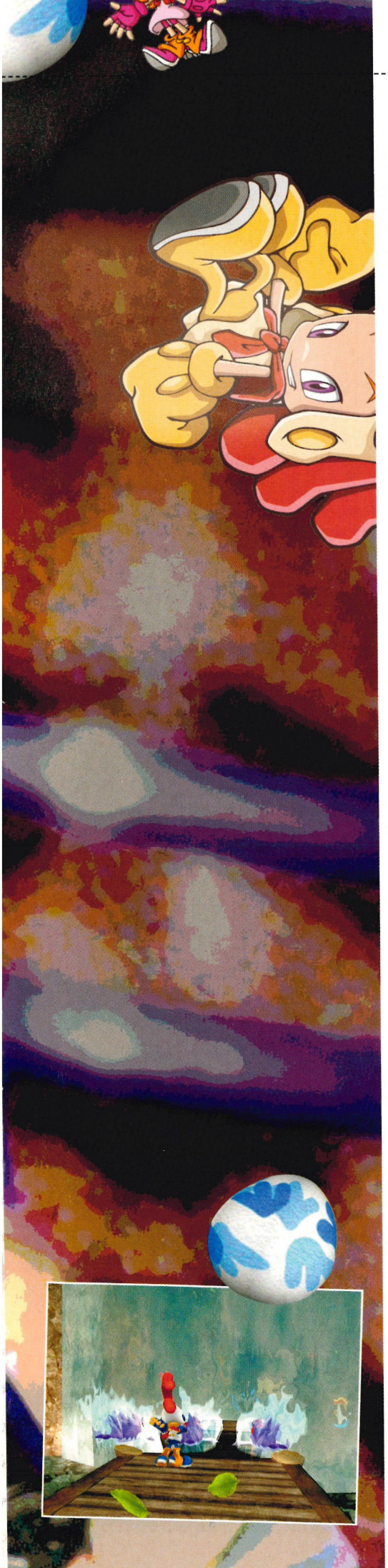
Dom

This month I've been playing this lot to death...
- *Advance Wars 2*
- *Tiger Woods PGA Tour 2004*
- *Conflict Desert Storm II*
- *Buffy: Chaos Bleeds*

Kingsley

This month I've been playing this lot to death...
- *Metroid Prime*
- *Advance Wars 2*
- *Rebel Strike*
- *Viewtiful Joe*

Bigger. Better. Smarter.



He's cracking up

BILLY HATCHER AND THE GIANT EGG

We stick our finger in the yoke of Sega egg-head Yuji Naka's latest: *Billy Hatcher and the Giant Egg*.

Hello kids! Today's treat is a special tour of Yuji Naka's incredibly warped brain! Your guide will be a fabulous flying monkey, but there's also a selection of winged rhinos who will be happy to answer any questions you might have. So, just climb inside your tight-fitting chicken suit and we'll be on our way.

To your left, you can see lots of multicoloured eggs. Mr Naka likes eggs. Mr Naka especially likes to roll those eggs over fruit, so that they double their size. Mr Naka will then shout 'cock-a-doodle-do' at the egg in hilarious Japlish and an ice-shooting penguin will emerge. Why are you crying children? It's FUN!

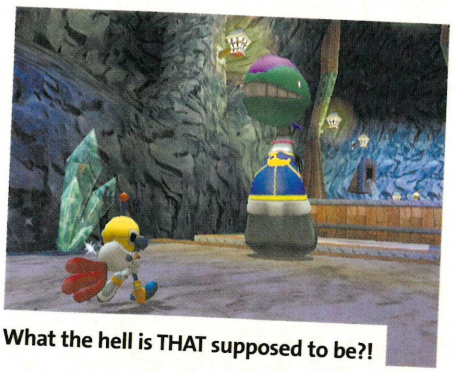
Yuji Naka is the boss of Sonic Team, the creators of *Billy Hatcher* and – how did you guess? – the *Sonic the Hedgehog* games. But a spiky mammal in Nikes would be the most normal thing you'd see if it was in *Billy Hatcher*. This game is off its freaky little head.

See, there are these chickens. Special, magic, giant-type chickens. If they don't cock-a-doodle-doo, the sun will stay down and the world will suffocate in evil darkness. And that's bad news, unless you're a goth. Billy finds a chicken suit and decides to help out, in a 3D platform game that's part *Sonic*, part *Mario*, part *Monkey Ball* and all crazy. It's got the sort of theme music they play to Al-Qaeda prisoners to crack them at Guantanamo Bay, just to break you in gently.

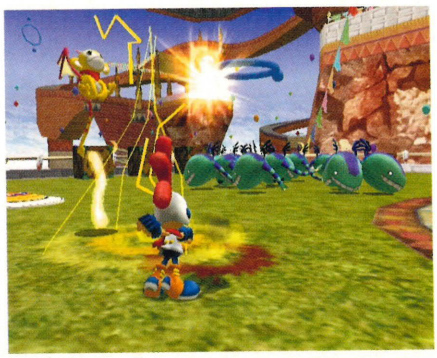
For the most part, you roll eggs. As an offensive force in his own right, Billy's as ineffective as you'd imagine a man in a chicken suit to be. The evil crows that are the villains of the piece manage to transform themselves into the most evil looking things; the enemy design is absolutely top notch. To fight, you roll eggs over them; or chuck one with some classy backspin so it comes whizzing back to you; or leap up like Michael Jordan and dunk the egg at a pack of them.

Billy teeters on the edge of madness, having seen his reflection

"It's part *Sonic*, part *Mario*, part *Monkey Ball* and all crazy."



What the hell is THAT supposed to be?!



You'll come across a lot of different coloured eggs and anything that's not white with blue speckles will hatch into something cool if you make it grow enough. Example? Okay, how about a freaky little monster that failed its *Pokémon* audition and takes out its frustration by firing lightning at people on your command.

These little guys are important for getting around the levels, too. A typical *Billy Hatcher* stage involves pinging automatically through blue rings in the sky (*Sonic*), rolling down ramps with holes in them (*Monkey Ball*) and hitting switches or solving little puzzles. Switch on fire? Simply put it out by hatching a water-chucking creature like the penguin. Need a wall battered down? That'll be a flying rhino job, my friend.

Your first two objectives in any world are the same: rescue the chicken bloke trapped in a giant egg and get his token, then you have to take down the area's boss. The egg will be trapped in a cage and you'll have to mash up a threatening mini-boss to unlock it. And that's where the fun begins.

Billy's hatchlings

I choose you... oh, you're not a Pokémon

The arses from whence the eggs came are mercifully absent, but it's worth you braving the stink to hatch a few of these bad boys. There are some fairly useful monsters inside.

Batch hatch

Four eggs are better than one. Get some friends round.

You don't all have to be Billy. In accordance with the edicts of Sega Law, there's also a female character (Rolly), a baby character (Chick) and a Gongon-like behemoth called Bantam. Then it's into a selection of split-screen action, either fighting outright or battling to hatch eggs. If you're playing in three-player mode, make sure you're player one – you get the whole top half of the screen [*twist palm of hand away from you and touch corner of mouth with little finger*].

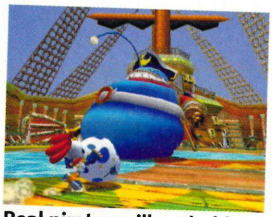
You carefully roll the golden egg around, risking your ass to take down massive enemies just for a measly slice of melon to roll it over. It's a real struggle to get the thing fully grown, and then it hatches. Out pops chicken man, says "cheers mate" and offers you a reward – an emblem. Unfortunately he places it on an impossible-to-reach platform MILES AWAY. Thanks a bunch you ungrateful feathery sod. Couldn't you have just handed it over?

The boss battles are a laugh though. How about fighting a giant blubbery whale-thing that shoots pools of water everywhere, before diving in and out of them... and he becomes invisible as well. Or how about hunting a giant lizard in long grass, knowing that if it hits you you'll shrink down into a tiny chicken man, giving him an even more pronounced tactical advantage?

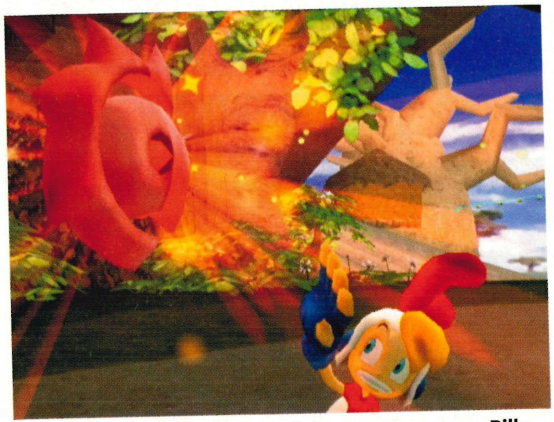
You really have to see these twisted creatures to appreciate them.

Of course, none of this takes place in Milton Keynes. Nope, you get to explore Forest Village, Pirates Island, Dino Mountain and Blizzard Castle, among other weird locations. There's nothing you haven't seen in a platformer before, but rarely are they painted with this kind of vibrancy. It's even more colourful than the filthy words that spew out of Dan Payne's mouth when he spies a pretty lady.

But it just wouldn't be a Naka game without you getting pinged around in the air at warp speed. The hovering green rings propel you upwards if you jump through with an egg and the blue ones make you flash along a set path at high speed like a certain hedgehog. We think his name was Sammy or something.



Real pirates will probably kill you if you try this



No glove can save you from these cancerous rays, Billy

Essentials

The developer: Sega's Sonic Team
What it's done: The *Sonic Adventure* series, *Chu Chu Rocket* and lesser known classics like *Samba De Amigo* and *NiGHTS*.
Multiplayer: It's a four-player riot.
Connectivity: Five smart little mini-games. Well played, Sonic Team.
The publisher: Sega.
Release: In a month or so.
Review: It should be rated in our very next issue.

Predicted score
Innovative, colourful and fun, *Billy Hatcher* should appeal to all you crazy platform fans out there.

NOM UK Predicts **85%+**

Trust me, I've played it

Billy Hatcher is weird. It feels really strange at first having to shove an egg the whole time and Billy is pretty crap without one – he can climb hand rails and that's about it. The egg control can be a bit cumbersome, but it's what makes the game unique. Well, apart from those bits in *Super Mario Sunshine* where you kick the fruit around. The character design is just masterful and I want to know if those chicken suits come in XL.

■ **Does *Billy Hatcher* play anything like a *Mario* game?**
Not really. There's a lot of emphasis on combat to earn the fruit to hatch the eggs. It's less about precision jumping and more about exploration. Getting to grips with what the egg can do (it's like a yo-yo, space hopper and basketball combined) takes as long as mastering Mario's FLUDD.

■ **What was all that stuff about GBA games? Are they in or what?**
Well, we were right to question Sega's insincere denials last month. There are five mini-games included and you have to find and hatch the special GBA eggs to get involved. As we speculated, these include *NiGHTS*, *Chu Chu Rocket* and *Puyo Pop*, along with two other *Hatcher*-derived gamelets.

■ **What about other bonuses? Sonic Team usually have tons of secrets up their sleeves.**
There are plenty. You'll see innocuous floating gold coins as you play through, but you'll bust a gut trying to get them all. Grabbing 20 unlocks a Chao to use as an egg beast and when you get into the hundreds and beyond you can call on Sonic, NiGHTS and Amigo – the monkey out of Sega's rhythm classic *Samba De Amigo*.

■ **Sonic Team has quite a pedigree. Does this live up to that?**
Well, there are some of us that think the *Sonic* games are all pretty over-rated. The Super NES *Mario* games dumped on the Mega Drive *Sonics* and *Sonic Adventure* isn't a classic. *Hatcher*'s already as good as that game, but might not be remembered as fondly by the Sega hardcore as the Saturn classic *NiGHTS Into Dreams*.

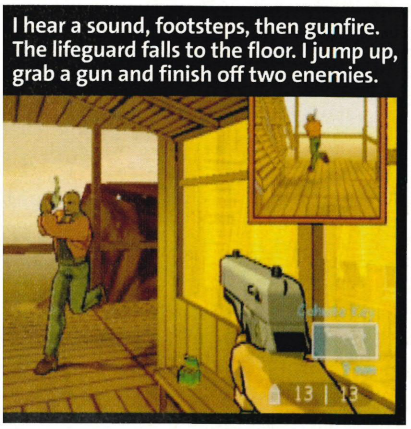
■ **What's the best moment?**
It's full of cool bits, but we loved it when Billy put on the *NiGHTS* hat and could run on top of the eggs like a clown, especially when we took him for a spot of white-water rafting. It's that kind of in-joke that'll set *Billy* apart.

■ **And the worst bit?**
When one of the crows cracks your golden egg into bits just as you were going to hatch it. The little bastards.

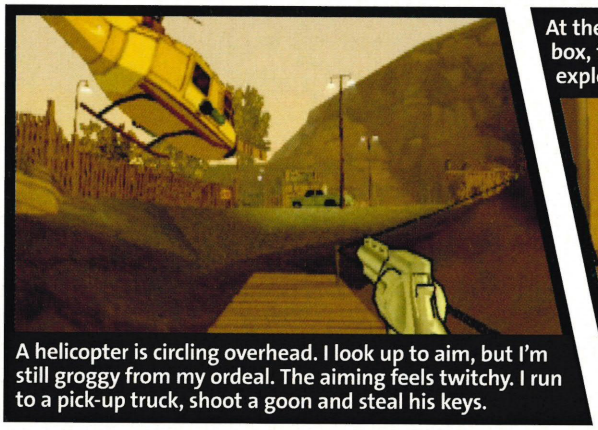
The story so far...

XIII

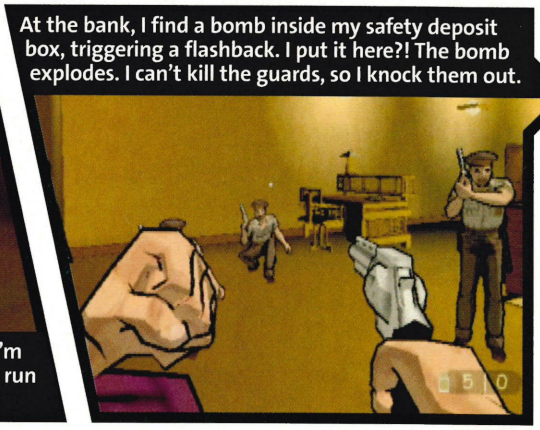
Awaking on a beach in *XIII*, I'm dragged to a lifeguard tower, then...



I hear a sound, footsteps, then gunfire. The lifeguard falls to the floor. I jump up, grab a gun and finish off two enemies.

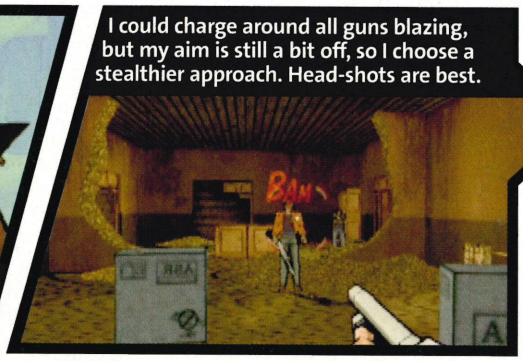


A helicopter is circling overhead. I look up to aim, but I'm still groggy from my ordeal. The aiming feels twitchy. I run to a pick-up truck, shoot a goon and steal his keys.

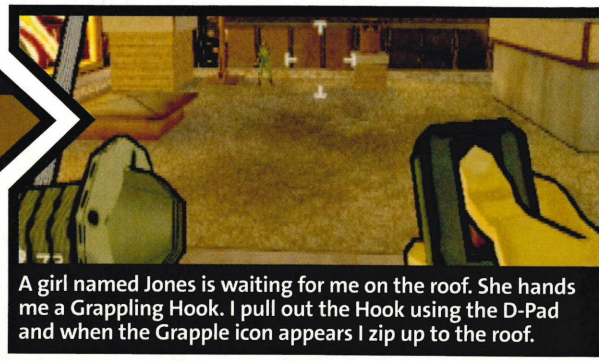


At the bank, I find a bomb inside my safety deposit box, triggering a flashback. I put it here?! The bomb explodes. I can't kill the guards, so I knock them out.

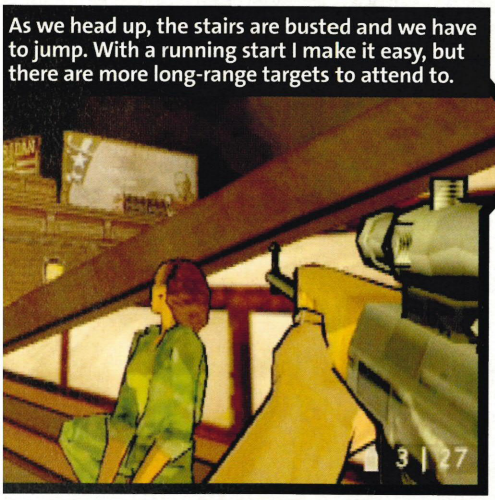
An FBI agent stands in my way. I knock him out with a bottle I picked up and I crawl inside the air vents.



I could charge around all guns blazing, but my aim is still a bit off, so I choose a stealthier approach. Head-shots are best.



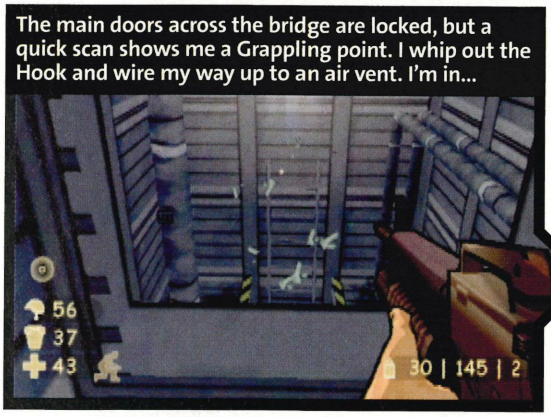
A girl named Jones is waiting for me on the roof. She hands me a Grappling Hook. I pull out the Hook using the D-Pad and when the Grapple icon appears I zip up to the roof.



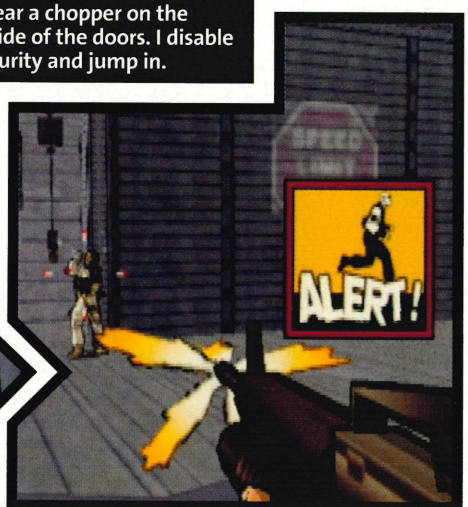
As we head up, the stairs are busted and we have to jump. With a running start I make it easy, but there are more long-range targets to attend to.

I can hear a chopper on the other side of the doors. I disable the security and jump in.

Now I'm armed with a long-range Crossbow. I can take out targets miles away and get a pop-up animation to let me know I've hit.



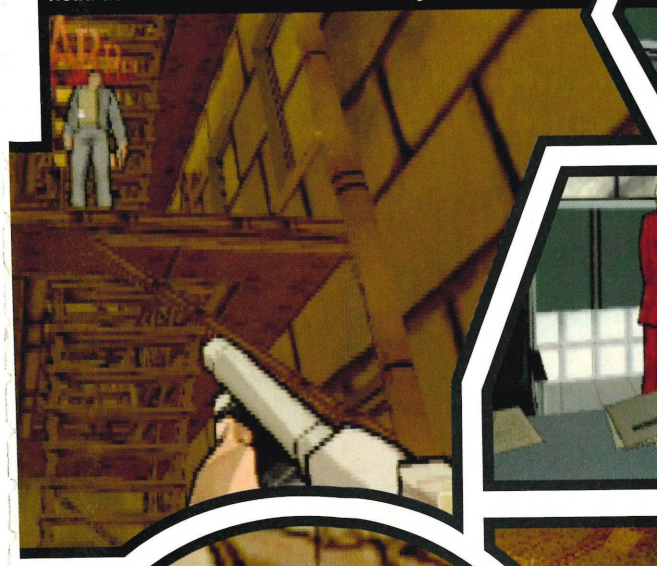
The main doors across the bridge are locked, but a quick scan shows me a Grappling point. I whip out the Hook and wire my way up to an air vent. I'm in...



There's a way inside from the roof, but I need to shut off the generators. I have to take out the enemies from a distance.

Stealth is out of the window. I pull out the M16 and start shooting. I get to the second floor, but my way is blocked by locked doors.

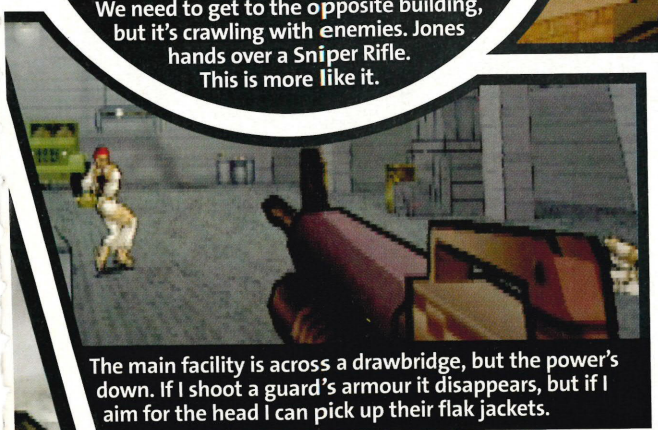
Those goons from the beach break in and start shooting the bank staff. I find a Shotgun (mmm... Shotgun) and head down the stairs where I'm met by the FBI.



They're accusing me of killing the President. I don't remember a thing. They have the evidence: pictures.

We need to get to the opposite building, but it's crawling with enemies. Jones hands over a Sniper Rifle. This is more like it.

There are goons everywhere and my aim is still erratic so I use a grenade. I pull the pin, and the goons scatter.



The main facility is across a drawbridge, but the power's down. If I shoot a guard's armour it disappears, but if I aim for the head I can pick up their flak jackets.

Sneaking through an air vent I find I can get the key if I grapple into the room below, but there's a vicious electric security system blocking my way. Here goes...

Essentials

The developer: Ubi Soft
What it's done... *Rayman 2* (N64, issue 85, 91%) *Rayman 3* (GameCube, issue 126, 87%)
Multiplayer: 1-4 players
Connectivity: frankly non-existent
The publisher: Ubi Soft
Release: November 14th
Review: next issue

Predicted score

XIII has come a long way since we last saw it on a visit to Ubi Soft's studios. The graphics are superb and the references to comic books, with the pop-up frames, are excellent. Even the plot is massively intriguing. It's all so utterly stylish. If Ubi can just manage to sort out the twitchy aiming then it'll be on to a sure-fire winner.

NOM UK Predicts **75%+**

To be continued...

Trust me, I've played it

At first I found *XIII* utterly frustrating. The aiming is just too twitchy for my liking, even with the Auto Aim feature turned on in the Options menu. I got used to it eventually, but it certainly needs some tweaking. The rest of the game is great though, especially the stylised visuals and the pop-up frames.

■ **Is it going to be as good as *GoldenEye 007*?**
If Ubi Soft can sort out the erratic aiming system then *XIII* is going to give Bond a run for his money. That may seem like a bold claim, but *XIII* has that same mix of stealth and action, as well as some neat puzzles and clever tricks to test your brain.

■ **Is the aiming really all that bad?**
In a word, yes. Long-range weapons like the Sniper Rifle or Crossbow work fine, but at close range you can't hit a cow's arse with a banjo.

■ **Who or what is XIII, again?**
You are XIII, a member of a shadowy organisation who stands accused of assassinating the US President. But you've lost your memory and have no idea what's going on. The FBI wants you, the army wants you and there's a convicted killer on your tail, too.

■ **There aren't any of those 'protect the girl' missions are there?**
Sadly, yes, and they're just as annoying as ever, especially when your sidekick seems incapable of firing back or finding a safe place to hide.

■ **You also mention jumping, is there a lot of that?**
Only on certain levels and it's not like they require pixel-perfect, platformer-style leaps of faith although I did find a couple of sections where you had to be deadly accurate with your landing or face plummeting to your death.

■ **What was the best moment?**
After you infiltrate the arctic base and have to power down the generators. That bit really did remind me of *GoldenEye* and it required some keen stealth manoeuvres to get through.

The tension suddenly rises, especially when you have to use the Lockpick tool. You have to wait for a timer to run down as you work at the lock; if you turn away before the clock hits zero then you'll need to start again.

■ **And the worst bit?**
It's without doubt the aiming and that's something so vital to a good First Person Shooter. We're not asking for an on-rails shooting system like in *House of the Dead*, just a little Bond-style twitch as the enemies come into view would help this game immensely.

A clean pair heels?

SONIC HEROES

Sonic's GameCube adventures have had their problems – will *Heroes* be different?

Sonic games used to be all about running fast through crazy loops, blistering around twisting corkscrews and zinging through the air off huge red springs. It was great fun, but Sonic's move to 3D has brought a series of camera and gameplay problems that have spoiled his recent adventures.

It seems that Sonic Team is finally responding to its critics and is trying to redeem the series with the hedgehog's latest adventure. If you've played either of his previous GameCube outings, you'll be instantly familiar with *Sonic Heroes*, only now you control a trio of adventurers.

You can choose from four teams: Sonic, Dark, Rose and Chaotix, each with three different heroes that you must use to perform various actions and get through the stages. The teams contain different characters, but are all based around having the same three abilities. Using the Sonic team as the example, Sonic is the fastest runner, generally used for ripping through straight, open sections as quickly as possible. Tails can fly, meaning you'll need him to air-lift the team over wide chasms or high walls. Knuckles is the brute of the pack, with pounding and stomping abilities that can be used to maul groups of enemies or batter your way through breakable walls. He can also join hands with Sonic and Tails, arranging them in a skydiver formation and floating into the air using giant fans.

This team-based system adds major spice to the *Sonic* formula, but essentially, the game doesn't drift too far from the style of the others. The levels are structured similarly, with high-speed loops and mind-bending paths that you can watch Sonic and others tear round. This time however, the stages are a lot bigger and you won't be reaching the end in a minute or two. They go on for ages and you'll be able to see the twists and turns stretch out for miles ahead of you. It's spectacular.

What Game?

There are 12 playable characters in *Heroes*. We all know Sonic, Tails and Knuckles, but some of the others are coming to Nintendo for the first time. Find out who they are and where they're from...

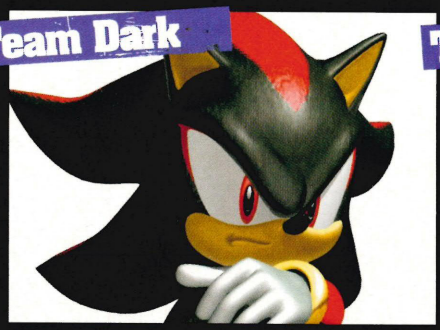
Team Rose

Name: Cream The Rabbit
Game: *Sonic Advance 2*
Console: Game Boy Advance (2003)

Name: Big The Cat
Game: *Sonic Adventure*
Console: Dreamcast (1999)

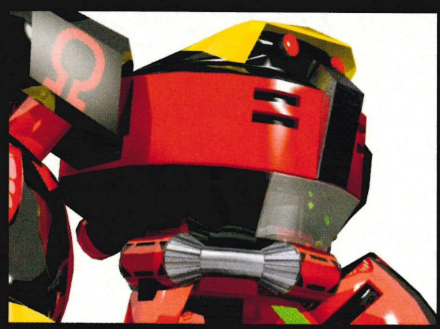
Name: Amy Rose
Game: *Sonic the Hedghog CD*
Console: Mega CD (1993)

Team Dark



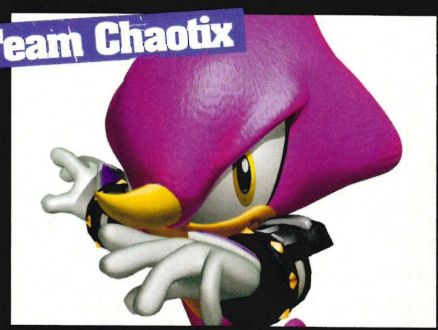
Name: Shadow
Game: *Sonic Adventure 2*
Console: Dreamcast (2001)

Name: Rouge the Bat
Game: *Sonic Adventure 2*
Console: Dreamcast (2001)



Name: E123 OMEGA
Game: *Sonic Adventure*
Console: Dreamcast (1999)

Team Chaotix



Name: ESPIO
Game: *Knuckles' Chaotix*
Console: Mega Drive 32X (1995)

Name: Charmy-Bee
Game: *Knuckles' Chaotix*
Console: Mega Drive 32X (1995)

Name: Vector
Game: *Knuckles' Chaotix*
Console: Mega Drive 32X (1995)

Choose wisely or you may drown

"It's not a cheap Dreamcast port."

But that's not the only improvement to the visuals. *Sonic Heroes* isn't a cheap Dreamcast port, taking full advantage of GameCube's power. This really shows, with smoother-looking character models and more detailed and complex level design. The camera has been improved, tracking the action far better than before, meaning you won't lose Sonic anywhere near as often as in the previous two games. The gameplay mechanics have also been tweaked, allowing Sonic to zip along without getting caught on bits of scenery or falling off platforms because of nasty glitches.

If you liked the previous *Sonic Adventure* games despite their annoying technical errors, you should be pretty excited about *Sonic Heroes*. It's already a smoother and more fluid game to play and the team-play elements break up gameplay, giving you more to think about as you zoom around. It won't set your world alight, but it's shaping up to be good fun.

If there was a Sonic movie, Samuel L Jackson would be Shadow

Essentials

The developer: Sonic Team
What it's done: *Billy Hatcher and the Giant Egg* (this issue, p50), *Sonic Adventure DX* (issue 130, 71%), *Sonic Mega Collection* (issue 127, 84%), *Phantasy Star Online Episode I & II* (issue 127, 85%), *Sonic Adventure 2 Battle* (issue 116, 62%)
Multiplayer: 1-2 players
Connectivity: Non-existent
The publisher: Sega
Release: December 5th
Review: Next issue

Predicted score
It's not going to completely revolutionise the *Sonic* series, but with the neat team-play additions and tweaks to the gameplay and graphics, it looks like being Sonic's best 3D adventure yet. We'll be giving you a full run-down next issue, speed freaks.

***NOM UK* Predicts** **70%+**

Trust me, I've played it

I've been one of those people crying out for Sega to fix the glitches in the latest run of *Sonic* games. I thought that the GameCube versions would have improved over the Dreamcast originals, but little had been fixed at all. However, if later levels are as smooth as the ones I've seen, *Sonic Heroes* could be a real return to form.

■ **Does each team have its own story line like in *Sonic Adventure 2 Battle*?** Yes they do. Levels are connected by plot-revealing FMV cut-scenes instead of a central hub-like area like Station Square and the Mystic Ruins in *Sonic Adventure DX*. The cut-scenes will change depending on what team you choose, as will the route you take through the levels.

■ **Remember those brilliant chase sections with the huge truck, or the avalanche in the other two Sonic adventures? Are there any sections like that in this?** There are indeed. The chase sections, although not very dangerous, always impressed us, with blistering speeds running towards the screen meaning you can't see what's up ahead. In the second level, you'll be chased by a stone roller as you rocket through loops and spring over wide chasms. It's heart-pounding stuff!

■ **If a member of your team gets killed or falls to their doom, do you have to restart the level?** Fortunately, my pessimistic friend, that isn't something you need to worry about. Basically, the characters you aren't in control of can't die. They can be hit and can fall off platforms but no matter what happens, they'll simply re-appear right behind you, ready to help out. Don't get too flashy though, if you're hit you'll cop it.

■ **What's the best thing in the game?** The speed. It has to be. No matter how many new features they have added to the game, my favourite parts will always be the speedy sections. I try to use Sonic (or the fast equivalents in the other teams) as much as possible. And because this game runs much smoother than previous Sonic outings, it's even more fun.

■ **... and the worst part?** Sonic still isn't as easy to control as he could be. We know he bombs about, but that's not the point, we sometimes find that he'll drop off platforms or run into enemies against our will. It just doesn't make any sense! But the version we played isn't final so there's still time for improvement and we hope that his control will be as tight as in Mario's 3D quests.

Annelid attack

When garden creatures get brutal.

WORMS 3D

A quick recap: the original *Worms* was a side-on party game. You had to blow up the other worms by gauging the power and angle of projectile Bazooka attacks and other weapons. Dropping a shell on a worm hiding in a recess behind a mountain required magnificent judgement. The new one wages battles over a full-3D landscape and the accessibility of the original seems completely lost.

First you've got to find a worm to shoot at. Move around with the 3D Stick, move the camera with the C-Stick and fine-tune your aim with the D-Pad, then judge the shot power. It all seems like a lot of faff and a bunch of old *Worms* fanatics (us) were left feeling disappointed after this first exposure – it lacks the simplicity and fun of the original.

It's *Worms*. In 3D! But it could be more confusing than fun

Essentials

The developer: Team 17 Software
What it's done: *Worms Blast* (GC, issue 117, 70%) *Worms World Party* (GBA, issue 121, 62%)
Multiplayer: 1-4 players
Connectivity: not here
The publisher: Sega
Release: October 31st
Review: Next issue

Predicted score
Worms in 2D worked perfectly well, especially in multiplayer, but this feels too awkward to be any kind of fun.

NOM UK Predicts 60%+

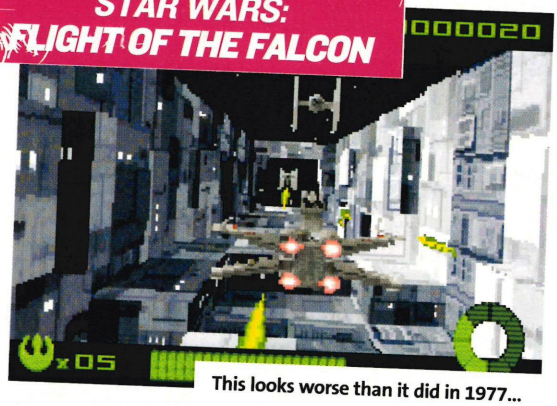
Han's gone solo

Can you pull off the Kessel run in less than 12 parsecs?

Let's face it, *Star Wars* is big. It's epic. It's all about massive battles in space and Star Destroyers that barely even fit on a 40ft cinema screen: the sweeping deserts of Tatooine; a space station the size of a small moon. On GBA? Well, you see the problems straight away.

Except that this does a sterling job of recreating the *Star Wars* atmosphere. The title music blares out and the shrill laser sounds are ripped straight from the movies. The blasting action is pure *Star Wars*, but the 3D graphics alternate between looking slightly like the films and a lot like a Wookie's puked up inside your handheld. Also, aiming the barrage of laser fire coming from the Falcon was tricky in the early version we saw.

STAR WARS: FLIGHT OF THE FALCON



This looks worse than it did in 1977...

Essentials

The developer: Pocket Studios
What it's done: *Lord of the Rings* (GBA, issue 123, 54%)
Multiplayer: absent
Connectivity: got lost along with the multiplayer
The publisher: THQ
Release: October 31st
Review: next issue

Predicted score
Much better than other recent GBA *Star Wars* games – this may be a winner.

NOM UK Predicts 70%+

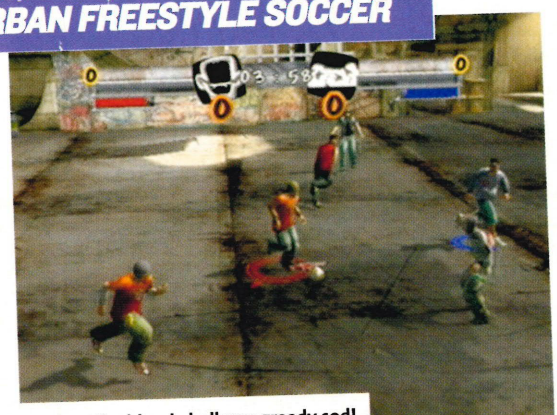
Beat the street

Tired of stealing cars, the kids turned to football.

From this game, we learned a number of things. Somewhere in the world, gangs of REALLY fit women play football against clichéd sk8ter boi blokes and rap gangstas. They're all so stupidly good at football that they can spin in the air like Neo and volley the ball. Their close control makes Pele look like Emile Heskey, but they still miss the target from six yards out.

You play on streets littered with boxes that the players fall over and it doesn't feel a lot like football. The frequent assaults in midfield are reminiscent of *Red Card* and the players seem to take a fraction too long in reacting to your instructions and passing the ball. So far we're not in love, but we do like the Queens of the Stone Age music.

URBAN FREESTYLE SOCCER



Pass me the bloody ball you greedy sod!

Essentials

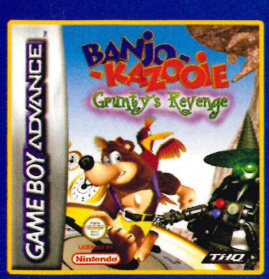
The developer: Silicon Dreams
What it's done: *Lego Island 2* (GBA, issue 109, 83%)
Multiplayer: 1-4 players
Connectivity: No!
The publisher: Acclaim
Release: October 31st
Review: next issue

Predicted score
This could be fun for those of you who enjoy the basics of football, but don't want a proper hardcore footy game like *FIFA* or *ISS*. We'll see next month.

NOM UK Predicts 60%+

BANJO IS BACK

BANJO-KAZOOIE®
Grunty's Revenge



Experience Banjo and Kazooie's handheld debut, the third game in the well-loved series from Rare®, authors of Banjo-Kazooie®, Goldeneye™ and Perfect Dark®

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Hurtle into the unknown without a care for your fragile human flesh

King of the mountain

SSX 3

Snowboard down towering mountains, jumping silly heights and pulling crazy stunts without breaking a bone. Get in!

Most racing games are structured in exactly the same way: first you choose your car, then you choose your track, then you race. Then you move to the next course. It's functional, but a little bit boring. Only *Diddy Kong Racing* on N64 was different, with its *Super Mario Sunshine*-style central hub-world in the Adventure mode. Fear not though, *SSX 3* is about to blow through the racing genre like a breath of icy-cool fresh air.

Come October 24th, the sequel to *SSX Tricky* hits the streets, bringing with it tons of new features to add to the already-fun *SSX* series. The most interesting of all is the Conquer the Mountain mode. This is essentially a career mode where you have to prove yourself as the master of snowboarding by winning events that take place on an enormous mountain, consisting of three different peaks.

Choose which peak you want to go to and where you want to be dropped off by cable car, then you can simply wander down the mountain freely. This acts as the central area for the events and you need to follow signs to get to the different challenges you want to compete in. When you start, only one peak will be open to you and you'll have to earn the right to compete on the other two peaks by winning different events on the first. There's everything from races and freestyle runs, to half-pipe events and Big Challenges to compete in. You'll need to be a master of speed and stunts to succeed on these slopes.

And don't think your skills in *SSX Tricky* will automatically make you the king of *SSX 3*. Sure, they'll help, but there's plenty more to learn this time around. To start with, when you bail you can rapidly tap B to recover with a minimal loss of speed, but you'll need to be quick. You can also perform *Tony Hawk's*-style manuals, known here as Board Flexes in snowboarding. Uber tricks are back too, as well as new ones that can be done whilst grinding on rails – you can even Handplant on them.

SSX Avalanche

This is the coolest thing we've ever seen in a snowboarding game, you're racing downhill and suddenly you hear a rumble. The screen shakes and a cloud of snow comes ploughing down from behind. Oh crap – it's an avalanche. Get the hell outta there!

"It looks like *SSX 3* could be the hit that *Tricky* had hoped to be."

Perform back-breaking gymnastic feats...

... or grind down the rail like a bloody tourist

However this isn't as simple as remembering a few button combos, because the courses are packed with all the extreme danger of the last *SSX* outing and more. As you race down a slope, you'll see tumbling boulders and falling trees that suddenly block your path and obscure your vision, as well as the odd snow-slide here and there when the white stuff becomes too unsettled.

It all looks great on screen, too. You'll sometimes be leaping into unknown territory as low-level clouds obscure your vision and you just don't know what's in your path down below. And in extreme weather conditions, snow will hit the screen meaning you'll hardly be able to see what's going on – the effects are really impressive.

As you steer your character you'll see the board cut into the snow, throwing it around as you change direction. There are more textures of snow than you can count, ranging from tough ice-like stuff, to the deep, powdery snow that slows you down. The environments are spectacular, with atmospheric lighting and stunning fireworks just like *SSX Tricky* and the draw-distance is amazing – you can see for miles and miles.

SSX Tricky was good, but not a classic. It looks like *SSX 3* could be the hit that *Tricky* had hoped to be. Now we'll just have to see how it stands up against Nintendo's snowboarding effort when we get a better look at *1080° Avalanche*. It could be a very close-run thing indeed.

Essentials

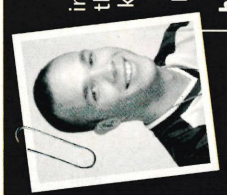
The developer: EA Big
What it's done: *Def Jam Vendetta* (issue 129, 85%), *NBA Street Vol. 2* (issue 129, 83%), *Freekstyle* (issue 121, 80%), *SSX Tricky* (issue 118, 77%)
Multiplayer: Two players
Connectivity: None
The publisher: EA
Release: October 24th
Review: We'll rate it in the next issue

Predicted score
SSX 3 has everything that made *Tricky* a fun game and adds a whole lot more. It'll give *1080° Avalanche* a run for its money, so Nintendo had better have something special up its sleeve.

NOM UK Predicts 80%+

Trust me, I've played it

SSX Tricky looked like a pretty good game, but personally I just couldn't get into it. And I wasn't that interested in *SSX 3* until I heard about the Conquer the Mountain mode. It's quite cool, but it was the avalanches that really wowed me. The first one I got caught in came completely by surprise. I got through okay though, because I'm the king of games [shut up – Ed].



■ **I've seen snowboarders on the telly get completely swallowed-up by avalanches, just leaving a nasty red smear on the piste behind. Can they kill you in *SSX 3*?**
Fortunately, *SSX 3* isn't as harsh as real life. And it's just as well because with all the trees and rocks to dodge, you will almost always be caught up by the on-rushing snow and ice. Basically, the avalanches just serve as another obstacle to make you veer off course, rather than a threat to your precious boarder's life. But a snowy race against death... that'd be a cool idea for another game, huh?

■ **What are the Big Challenges all about? Are they cool?**
One question at a time, okay? When you're out and about on the mountain, if you don't fancy entering a race or a stunt competition, you can follow the signs for a free run. During your run, the game will interrupt play to offer you a challenge. They're usually stunt-based ones – like grinding on the roof of a bridge – and are great fun to try.

■ **Is Eddie Wachowski in *SSX 3*? His afro hair is way cool.**
We, like, SO agree with you, dude. Wachowski's bushy barnet was the king of all hairdos, but he's not a selectable character on the version we played. Maybe he's an unlockable character to be earned or opened with a cheat. We can only hope so.

■ **What's the best thing in the game?**
It has to be the new natural hazards. They're sure to spice up the action in any race. It's not just avalanches, you'll also be faced with giant boulders and falling icicles, both of which will make a mess of your time, if not your boarder. And wait until you see a snowstorm in *SSX 3*. The wind blows you all over the place and you can't see a thing. It's sweet.

■ **... and the worst bit?**
To get more speed down a slope you have to push up on the 3D Stick. But if you go over a small bump – which causes your boarder to lift off the floor slightly – your boarder will dive forward and land on his face. It's annoying. Letting go of the 3D Stick each time you go over a bump is something you've gotta get used to.

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Boundaries. Bones. Records. Hearts. Boards. Silence.
Egos. Minds. Wind. Laws. All broken.
Avalanches. Trees. Competitors. Ravines. Nightmares.
Blizzards. The Mountain. All after you.
SSX3
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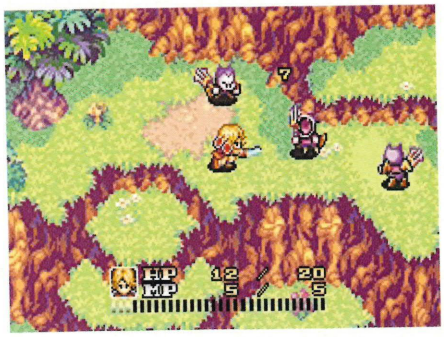
Mana from heaven

A priest, a minister and a Rabite walk into a bar...

SWORD OF MANA



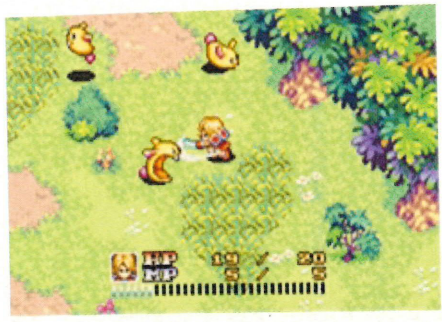
Some 12 years ago, there was a Game Boy game called *Mystic Quest*. Blending *Final Fantasy* storytelling and stat-building with *Zelda*-style action gameplay, *Mystic Quest* became an instant cult classic. The series attained mainstream appeal with a Super NES sequel, *Secret of Mana*, in 1993. A decade later, the action-RPG genre that *Mystic Quest* pioneered is a staple of modern gaming. Now Square Enix reckons it's time to bring back the original.

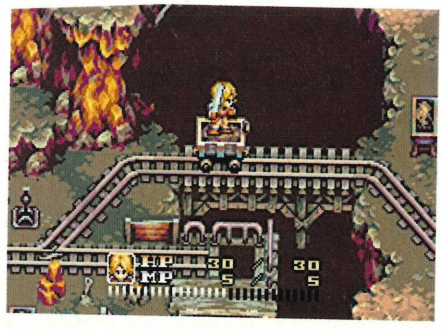
Enter *Sword of Mana* – a top-to-bottom remake of the Game Boy classic. The graphics have been completely overhauled with the new style resembling *Legend of Mana* on PSone more than anything and featuring copious use of pastels and intricate, detailed artwork. You'll want to play this on the Game Boy Player for maximum effect; the television screen reveals details that are nearly impossible to see, even on the GBA SP. Indeed, it's clear that this was designed with the GB Player in mind – you'll feel like you're playing a really nice Super NES game. Every outdoor area cycles through day and night, its sky washing bright pink at dawn to pitch black at midnight.

"It's clear that *Sword of Mana* was designed with the GB Player in mind."

The story is 1991-vintage, which is to say rather pedestrian. The power-hungry Vandole Empire is abusing the energy of the Mana tree to its own nefarious ends, and it's up to our hero to stop it. But he'll have extra help this time around – a female main character has been added into the mix. If you select the heroine, you'll take a different path through the game, visiting towns out of order and facing an entirely new dungeon. From time to time you'll join up with the character you didn't pick, but sometimes you'll be battling on your own or with another computer-controlled partner.

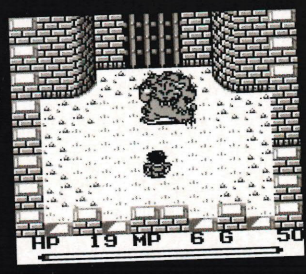
The eight classic *Mana* weapons have been retrofitted into the battle engine and although some of them are completely useless, it's nice to have the Axe, Bow, Spear and Brass Knuckles complementing the standard Sword. As you attack with your weapons, a small gauge fills up at the bottom of the screen

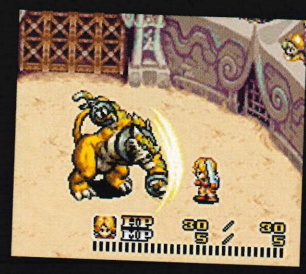


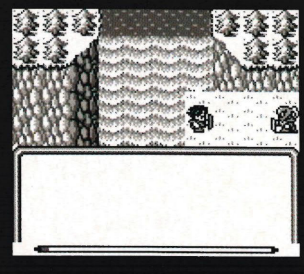


What a difference a decade makes

Here's the opening coliseum battle – 1991 and 2003 versions – and another pic of the 1991 game. *Mystic Quest*'s graphics were actually pretty good for the Game Boy – check out that massive tiger boss. But nowadays screen-filling animation is the standard, games have to rely on graphical style over technical tricks. And *SOM*'s clearly got that in spades.







We've never, EVER, seen such an original plot device. Inspired!

Love it or vomit? Vote now!

Oh dear, full-on attacks and he hasn't noticed you yet...

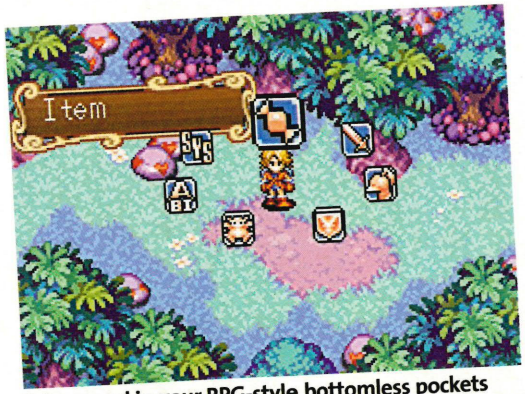
– when it is full, you can unleash critical damage by holding the button briefly before you attack. Different weapons have different special moves – the Brass Knuckles, for example, shoot a *Street Fighter*-esque fireball when charged. As you build levels, the gauge fills faster.

The weapons work in tandem with the eight Mana spirits – another new addition – to create magic spells. Pressing R once activates that spirit's support spell (healing or stat increase-type stuff), while hitting it again sends off an attack spell with a specific shape depending on what weapon you're holding. Coloured monoliths scattered throughout the game's dungeons must be destroyed using the Bow in combination with the similarly-coloured spirit.

All the locations and enemies, including everybody's favourite legless lagomorph, Rabite, have returned alongside a host of new challenges. One brand-new place to see is the Cactus House, where you can talk to the little prickly one himself and read his hilarious diary entries. Other rooms of the house include a garden where you can grow fruits and veggies, necessary for upgrading your weapons. And once you rescue Watts the dwarf blacksmith, he'll take up residence in the Cactus House to do just that.

What *Sword of Mana* loses, sadly, is the simultaneous multiplayer action that made *Secret* an instant classic. Instead of that, we have what the Japanese game calls the Amigo system. As far as we can tell, once you link-up with a friend, it will put an item into your inventory that can be used once every day/night cycle – it'll call your friend in and all the enemies on screen will be destroyed. The manual says that linking with more than five friends will get you 'something'. What that is, we don't know 'cos we've only got the one copy of the game right now.

Minor quibbles aside, *Sword of Mana* is going to rock. The graphics are fresh, the remixed soundtrack – courtesy of original composer Kenji Ito – is luxurious and the gameplay is smooth as butter.



Fish around in your RPG-style bottomless pockets

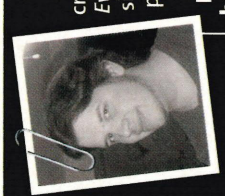
Essentials

The developer: Brownie Brown
What it's done: *Legend of Mana* (PSone) and *Magical Vacation* (GBA).
Multiplayer: Nope
Connectivity: Nope
The publisher: Nintendo
Release: 2004
Review: Well, not for a while, let's put it that way

Predicted score
It's got a few kinks in the design and doesn't look like being especially lengthy, but it's *Mana*, baby! That makes us joyful to our very gaming core and we reckon that sheer elation will kick this bad boy right up into the eighties where it belongs.

NOM UK Predicts 80%+

Trust me, I've played it



I've been in love with the *Mana* series ever since the original, released in America as *Final Fantasy Adventure*, but sadly the sequels have always disappointed me – *Seiken Densetsu 3* never made it out of Japan, *Legend of Mana* was so completely broken that I cried my eyes out and *Secret of Evermore* was pure arse, plain and simple. Let's see if *Sword of Mana* passes my test of fandom.

■ **Does the 1991-vintage story hold up today?**
Square Enix has added lots of new characters, cinematic cut-scenes, and townsperson dialogue. But the story is still the bare-bones, hero-beats-enemy formula with no significant twists and cardboard character personalities. Some of the story sequences are far too long and boring; you just want the characters to shut up sometimes.

■ **Speaking of which, are the computer-controlled partners still embarrassingly useless?**
My goodness, yes. All they seem to know how to do is get lost and die.

■ **So all the weapons and Mana Spirits are back?**
Yes, although they're really just there for fans. The spells they provide are mostly useless 99% of the time (except of course for Heal Light, which is invaluable). You hardly need to use any of the weapons besides the Sword, Bow and Whip – and then only to shoot far-off enemies or cross gaps.

■ **How long does the game last?**
My save game says 12 hours, but about an hour and a half of that was spent running around like an idiot, because some of the puzzles are incredibly obtuse, with no hints on how to solve them. Oh, and that's only for one quest – playing through as both characters would double that time.

■ **How's the soundtrack?**
The compositions are immaculate, but through a GBA speaker, they're not the sort of thing you could listen to forever. The piano version, which is currently available on CD in Japan, is amazing.

■ **So, is this the *Mana* game that we've all been waiting for?**
No. The *Mana* game that we've all been waiting for is a cel-shaded, thirty-hour home-console RPG, with a sweeping, fully orchestrated soundtrack, three-player simultaneous battles and... *splash*... Ooops...

■ **What was that?**
I'm sorry, that was drool. Please excuse me. Anyway, even though this isn't quite the sequel the series deserves, it's still a fun portable outing that should satisfy your *Mana* urges, however briefly. Now, where's my Super NES at?

Splinter sellout?

ROGUE OPS

Rogue Ops sneaks in, nicks the best bits from *Splinter Cell* and *Metal Gear*, and sneaks out.

The training mission is embarrassing. It's like they forgot to do their own, so just stuck the *Splinter Cell* tutorial in there instead. Look at the cross on the ceiling! Sneak through the shadows! Oh, let's do a bit of *Metal Gear Solid 2* as well! Kill the guard, scoop up the corpse, stuff it in a locker. Get in a locker yourself and peep out of the grille.

We couldn't believe our eyes, actually. But just as we were about to ninja star the disc out of the window at an old person, the main game kicked in. And it's good. You're tucked in behind a car in a tight courtyard. There's a guard a few feet away and the smoke from his cigarette whirls and eddies in the air. Ninja star in the face! Now we have a gun. Well, those fags would have killed him in the end anyway.

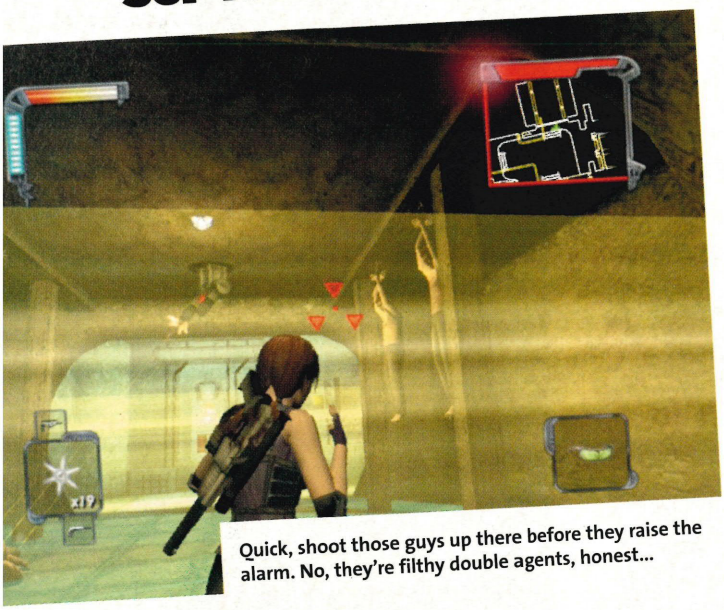
Down in the basement, it really starts to look like its own game. Forget the sight cones for cameras and guards, check out the green flood to denote trip zones for the ceiling-mounted guns. You've got to swing on overhead girders to get around without touching the floor. It's very cool.

"The game takes all manner of sci-fi twists the deeper in you get."

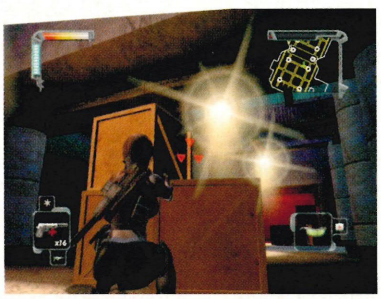
Add the *Perfect Dark*-style Thermograph Visors that let you see guards through walls, and suddenly you're a stealth machine.

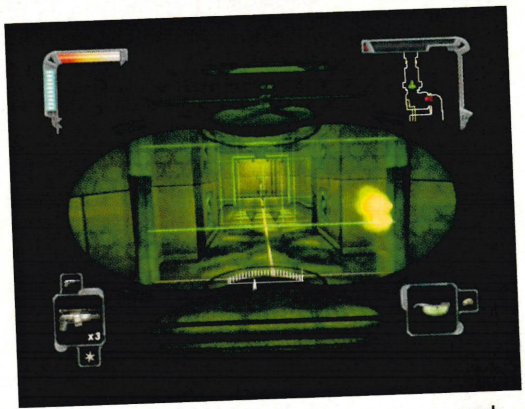
Or you will be by the time the finished game comes out. At present, getting Nikki around is a bit of a struggle. The crazy reversed-Y-axis 'look' controls won't suit everyone and getting her to lock-on to objects is quite hit and miss – annoying when you know you've got to grapple up a wall and there's only a split second before a guard appears and rumbles you.

We can forgive this for now, as the game takes all manner of sci-fi twists the deeper in you get. It's also very cool the way you tap out a combo to do a stealth kill. If you're too slow, you'll get caught. You can also decide what degree of damage to do to the guy on the receiving end.



Quick, shoot those guys up there before they raise the alarm. No, they're filthy double agents, honest...





Night vision, once remarkable, now as common as muck

Essentials

The developer: Bits Studios
What it's done: *Die Hard Vendetta* (issue 123, 74%), *Sega Arcade Gallery* (issue 130, 80%)
Multiplayer: No way, Jose
Connectivity: It's gone AWOL, soldier
The publisher: Capcom
Release: In a month or so
Review: We'll be giving it the once-over next issue

Predicted score
It robs a lot of its best bits from other stealth-'em-up games, but *Rogue Ops* is still looking like a cold-blooded killer title, especially with the release of *The Twin Snakes* slipping into 2004.

NOM UK Predicts **75%+**

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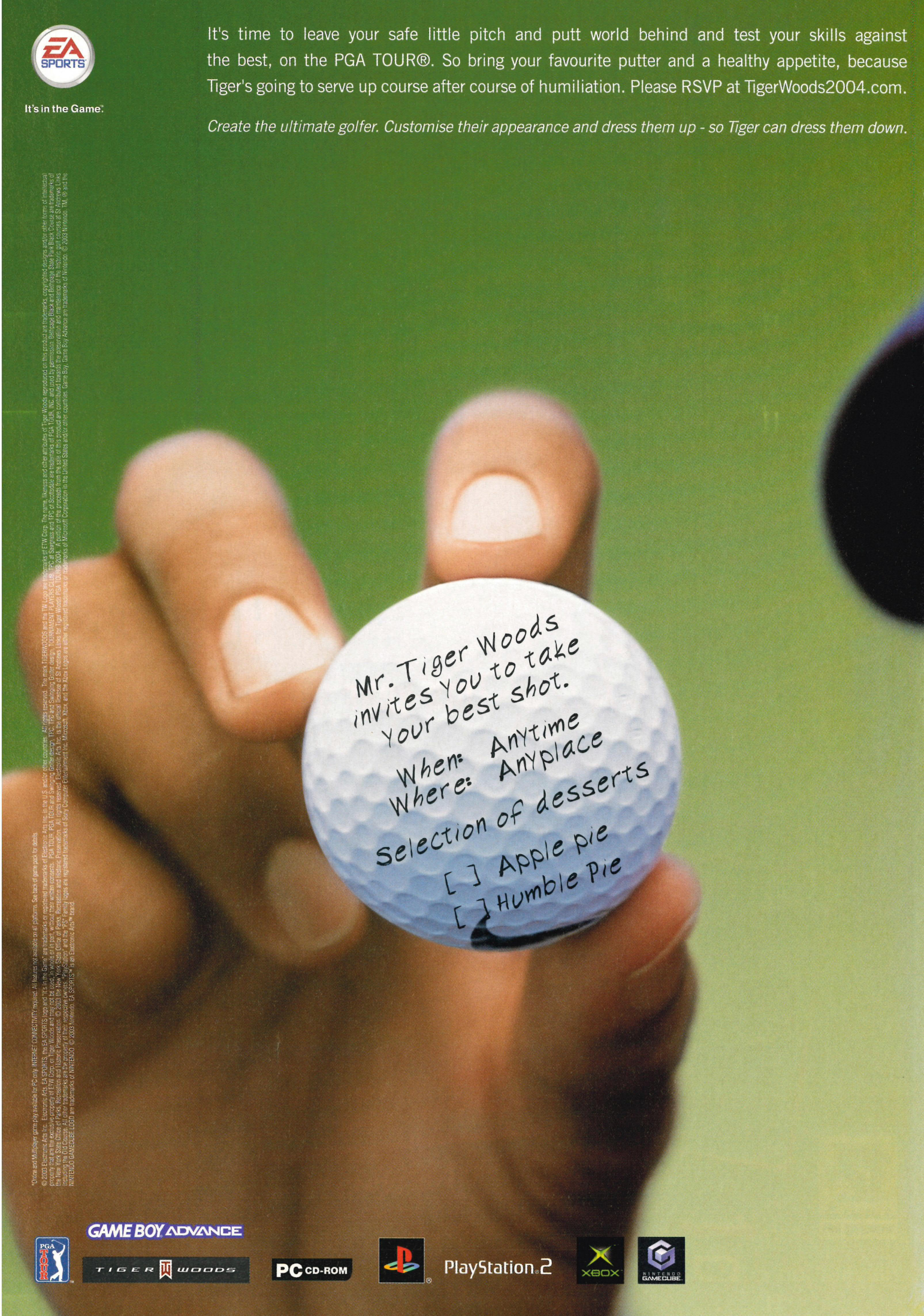
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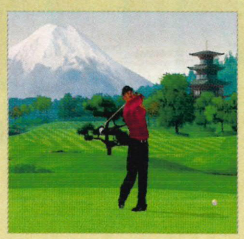

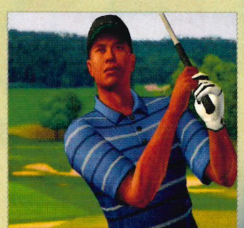

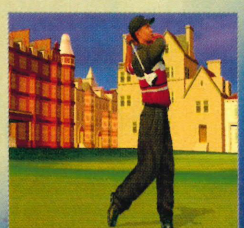

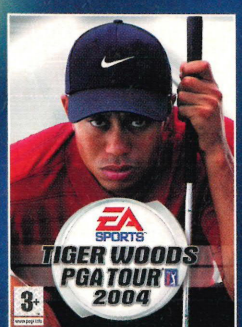

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THE LEATHER-CLAD LOVELY WIELDS HER WEAPON IN TARANTINO'S...

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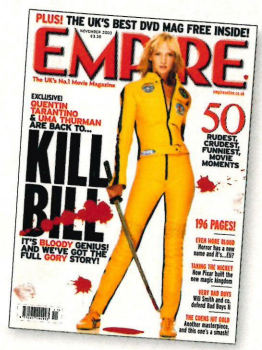

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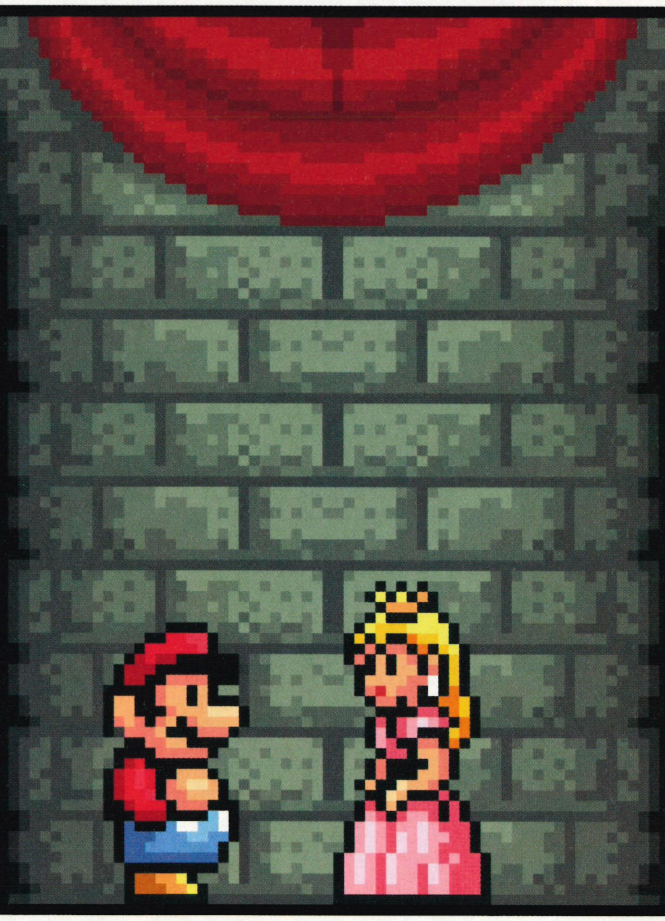
You saved the princess, defeated the evil wizard and escoped the space station.

Now witness the Ten Greatest Game Endings of All Time...

by Chris Kohler

All good things must come to an end, even video games. And all good video games deserve a good ending. Now, by 'ending' we're not just talking about whatever happens *after* the final shot is fired on the final boss.

It's all about the build-up, too. A good ending psyches you up, gets you emotionally prepared for the final conflict. It throws a challenge at you the likes of which you've never seen before. And it must let you down easy – after all, if you've just put in 20-plus hours of your life trying to solve what is essentially an elaborate puzzle, you want some reward, some sense of closure.



Nintendo knows how to give this to you. When you finally manage to beat a Nintendo game you know you're going to be in for a real treat; you know the ending's going to leave you fully satisfied, but at the same time, leave you begging for more of the magic. A Nintendo ending leaves a mark on our minds; it cements the game's place in our hearts.

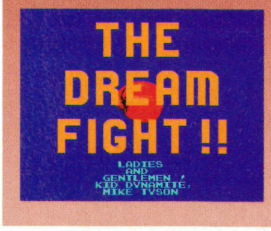
In this special feature, we salute – and rank – the top-ten most memorable Nintendo endings of all time in an attempt to answer the question that's been bugging us all our gaming lives: what makes a good video game ending great?

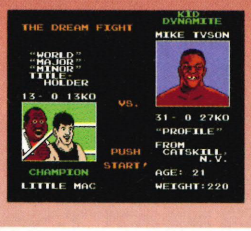
10 Mike Tyson's Punch-Out!!, NES, 1986

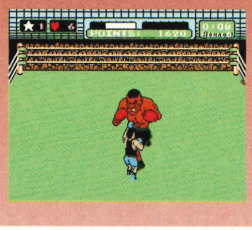
The cinematic ending sequence that followed the final bout with Mike Tyson was a rather reserved affair – a 'cast' sequence showing the defeated boxers one by one, a screen-filling portrait of a triumphant Little Mac with his final win-loss record and, of course, a special message from Mike Tyson himself, simultaneously congratulating and downplaying your victory by commenting on your 'finger speed'. The implied message – "you're just playing a video game, punk. Try any of that in real life and you'll be eating through a tube for six months".

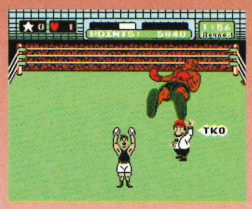
So what makes *MTPO*'s ending so memorable? Simple: the final fight with Tyson himself. Most kids' first meeting with Tyson was not after fighting their way through the rest of the boxers, but was after using the go-straight-to-Tyson password that is, even today, permanently etched into our brains (007 373 5963). The thrill of going straight to the Dream Bout was hard to pass up. The sheer astonishment at getting pulverised so quickly by Tyson's Dynamite Punches (which knocked Little Mac to the canvas in one blow) made it seem like the big man was impossible to defeat.

But everyone knew at least one kid who could do it and to watch him take on Tyson was like getting a tiny glimpse of God. And even if he couldn't send Iron Mike to the canvas for a TKO (forget about an actual knockout), seeing the look on Tyson's face when Mac wins by a judges' decision is priceless. Indeed, *MTPO*'s ending is so memorable because the final fight was so hard. Harder even than writing this entire piece without talking about somebody getting their ear bitten off. Whoops.









9 The Metroid series

This is where, as a Nintendo publication, we're supposed to remark about how stunned and humbled we were when we first completed the original NES *Metroid* and the realisation dawned that Samus Aran, interstellar bounty hunter and all-round bad-ass, was a woman the whole time. But that's a load of hooey – everybody and their kid sister knew that Samus was a lady. The password JUSTIN BAILEY was used on a regular basis, making Samus run around Zebes in her undies. But that's not the important part. Check out how to make your own *Metroid* ending below...

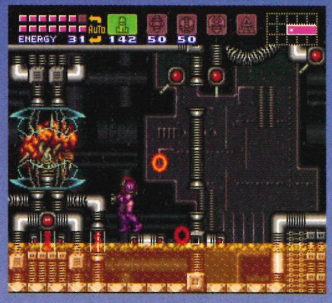
HOW TO MAKE A METROID ENDING

Step 1: Ridiculously Hard Boss Fight. Whether it's Mother Brain, the SA-X, or the Giant Crab From Hell, *Metroid*'s final bosses are always going to rip you a new one.

Step 2: Repeat Step One Approximately One Million Times. You're not going to beat a *Metroid* boss on the first try. You aren't going to beat a *Metroid* boss on the second try. Heck, it's not even guaranteed that you'll beat the thing at all... ever. The only thing that is guaranteed is that at some point, the Wavebird will live up to its name and fly across the room.

Step 3: Holy Crap, This Place Is Gonna Blow. Think you're finally done? Forget it – a timer's ticking down, *Alien*-style and you've got to get the hell out of Dodge. The escape sequence comes at the beginning of *Prime*, but the planet blows up in the end just like usual. Why is it that every planet Samus ever sets foot on ends up exploding within a few hours? Call us crazy, but if we ever saw Samus Aran walking down the high street, we wouldn't stop to say hi.

Step 4: The Soft Glow of Electric Sex. The planet explodes as Samus' ship speeds away. Another job well done. Time to get her kit off. Here's where your skill and speed are rated – if you completed the game under a set time limit, you get to see more of the hunter's bounty (to a point, of course – this is still a Nintendo game). The exception, again, is *Prime*, which rewards you for how many of the items you've found. SEE YOU NEXT MISSION!



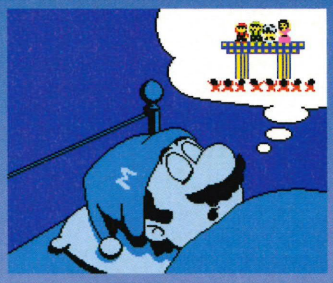
8 Super Mario Bros. 2, NES, 1987

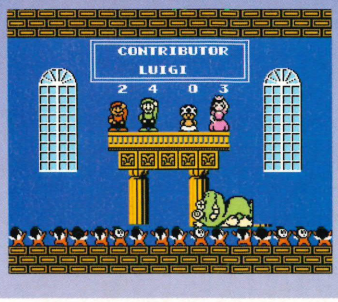
Mario's second NES outing remains the black sheep of the series in more ways than one. Taking place in Sub-Con, a world housed deep in Mario's brain and probably caused by a few too many bangs on the head, *Super Mario Bros. 2* lets you choose Mario, Luigi, Peach or Toad as your playable character at the beginning of each level. The goal was not to rescue Peach from Bowser but to save the Sub-Con people from the nefarious and probably nasty-smelling Wart.

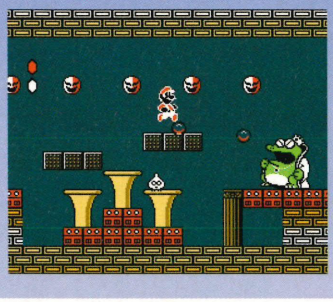
Wart's Castle, world 7-2, turned out to be a wickedly cunning blend of traps, red herrings and surprises, culminating in a boss fight that showed that, deep down, Wart was profoundly mental. Honestly, he's immune to everything except vegetables, but he's got a machine in his chambers that just throws them all over the place. Are we missing something here?

Anyway, after you force six slant-eyed turnips into his fat maw, Wart suffers something like a reverse heart attack. The end sequence that followed was revolutionary in its detail and length. First, we see your player-character free the Sub-Con people. Then we see our four heroes being cheered on, with statistics showing how many times you used each one (typically there will be a big, lonely zero hovering over Toad's head at this point).

And then the pièce de résistance – a fully-animated, screen-filling Mario, asleep in his bed (with an M on his nightcap, of course), who opens his eyes and looks around before going back to sleep. It was all a dream, we realise, a wonderful dream as the cast sequence (humourous misspellings and all) scrolls by. 'The End' writes itself across the screen as Mario sleeps peacefully. And now, so can we.







The First Game Ending Ever...?

So what was the first video game with an ending sequence? Most early arcade games just had your spaceship explode as the words GAME OVER appeared.

But Atari's 1979 arcade game *Missile Command* broke the mould. On the suggestion of one Atari designer, a giant red and white explosion filled the screen when the entire city was destroyed, in which the words THE END appeared. The effect was chilling and the apocalyptic sequence was subsequently shown in the film *Terminator 2*.

7 The Legend of Zelda: Ocarina of Time, N64, 1998

The Nintendo 64 dragged fans, some kicking and screaming, into the brave new world of three dimensions. Very early screens of a prototype 3D Link were shown off at Spaceworld 1995, but it would take another three years before *Ocarina of Time* finally became a reality. Nintendo chose to do the cinematic scenes in real time, but this made the game's narrative no less impressive – indeed, it was fuller and deeper than any *Zelda* game had ever dared to be.

After defeating Ganondorf, Link made his way to the roof of the ruined Hyrule Castle – now stained black like the sky above it. Princess Zelda emerged, but ever since *A Link to the Past*, Zelda's role in the Hyrulian legends had not been as a passive princess waiting to be saved, but as an active fighter in the struggle against evil. And indeed, Link had not won the day yet, for it was only then that the final fight with Ganon commenced. Zelda was helpful as ever, making sure that Link got back his Master Sword to deliver the final blow. Ganon's fall was not the end of the gameplay, however – in a nod to *Metroid*, Link and Zelda had to rush down the crumbling castle tower before they could be truly safe.

Ocarina's ending cinematics were, in a rare twist on the *Zelda* formula, more bittersweet than anything – Zelda explained to Link that they had to return to the past, a peaceful time where their adventures will never take place. Of course, the game's final shot – child-Link and child-Zelda meeting on the now-verdant castle grounds – says it all. But why only seventh on the list? Because at no point in the ending was the *Zelda* theme song played, even though we were totally expecting it. Some wounds are slow to heal.

The Worst Game Ending Ever...?

You're reading about the best, but what would qualify as the single-worst video game ending of the modern era? One contender might be *Super Double Dragon* on the Super NES. *Double Dragon* games are notorious for cutting corners wherever possible, but the ending sequence to *Super Double Dragon* really takes the biscuit – thirty-two words of badly-written scrolling text. And yet, if we murdered the designers, we'd go to jail. It's a funny old world.

AFTER DUKE AND THE SHADOW WARRIORS WERE ELIMINATED FROM THE TOWN, BILLY AND JIMMY HAVE NOT BEEN SEEN.

BUT, THEIR HEROICS WILL LIVE ON FOREVER AS THE LEGEND OF THE DOUBLE DRAGON'S.

6 Star Wing, Super NES, 1993

Shigeru Miyamoto likes to downplay the importance of a story in his games. Perhaps it is because he doesn't like the RPG gameplay format, which is the style traditionally associated with story games. But it's a simple fact that, from the very first one, every game Miyamoto has touched has benefited from the addition of a story and identifiable characters.

It was Miyamoto who designed and added the characters and story to *Star Fox*. As *Star Fox* programmer Dylan Cuthbert, then of Argonaut Software, recalls, the team of Fox, Slippy, Peppy and Falco, and all of their adventures weren't added until two months before the game was finished.

But this was enough time to fully weave the story into the gameplay. The developing plot culminated in a showdown with a wicked giant-polygon face that led to – naturally – an escape scene.

Cuthbert recalls that they were particularly pleased with the end sequence that followed, which featured some lavish credits over which played a piece of music designed to sound as orchestral as the Super NES sound chip could muster (which, as it turned out, was pretty good). The ships dash off in a display of Super FX-chip-aided formation flying and the player is treated to a display of all the major enemies in the game before the whole thing comes to a close.

5 Eternal Darkness, GameCube, 2002

With a deep plot and some of the most cinematic cut-scenes ever seen in a Nintendo game, *Eternal Darkness* needed a satisfying ending – and it got three of them. The player's path through the game is determined by a seemingly arbitrary choice soon after the action begins – playing as the human form of Pious Augustus, you select one of three artefacts, which determines which of the three ancient evils will bind Pious to its will.

After main character/hot chick, Alex Roivas, kills Pious, she has a vision of death and destruction, then narrates her story as it has been woven into the Tome: "As I gazed up at the Ancient that I had brought into this world to stop Pious, my mistake was made clear: this Ancient could lay the world to ruin just as easily as Pious would have... And yet, as quickly as it began, it ended. To think, once I could not see beyond the veil of reality, to see those who dwell behind. I was a fool."

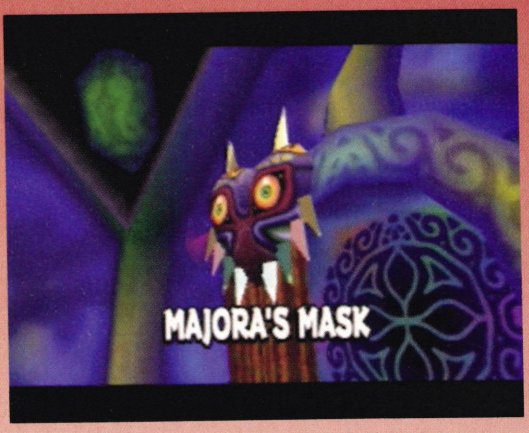
Alex echoes Pious' words from the opening chapter – is she a pawn of the Tome? Complete the game twice more, selecting the other two artefacts and you'll get a final scene, showing how Mantorok has manipulated Alex into eliminating the other three Ancients. Now humanity has no hope.

4 The Legend of Zelda: Majora's Mask, N64, 2000

Unlikely as it may seem, this game could be even more chilling than *Eternal Darkness*. Building on the dark future of Hyrule as glimpsed in the final stages of *Ocarina*, *Majora* is a chilling, almost morbid tale. The game featured three days that repeated over and over with the player constantly reminded of the passage of time through title cards that read 'Dawn Of The First Day: 72 Hours Remain' (and so on), the sundial on the bottom of the screen and the moon's leering face, constantly bearing down on you.

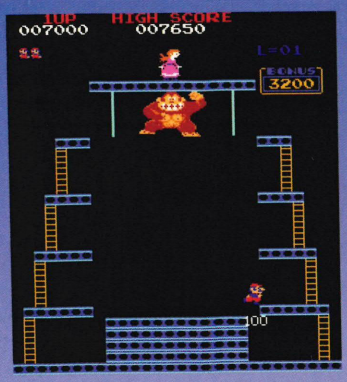
Through those three days, Link must help people find happiness. He reunites star-crossed lovers, saves a young girl from insanity and yet no matter what he does, the moon crashes into the earth and everyone dies. Link warps back to the beginning of the first day, but everything has reset and the people of Termina are oblivious.

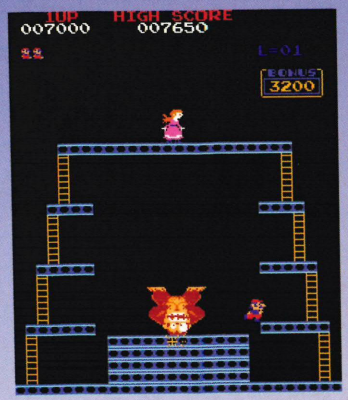
It was important for *Majora*'s ending to provide a sense of completion, to show that the player's efforts weren't in vain and it does, most acutely in one scene. Although the game's final bow features a brilliant dungeon in the moon (which can yield a hidden mask, turning Link into a demon version of himself for the final fight) and a lengthy succession of scenes, showing each of the game's characters finding real happiness, the single most memorable shot is a title card, black text on white, reading 'Dawn of A New Day'.



Dawn of
A New Day

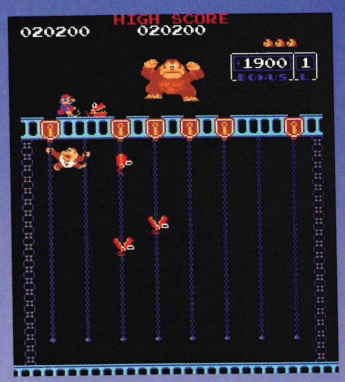
3 Donkey Kong, Arcade, 1981





The final scene of Shigeru Miyamoto's very first video game qualifies as one of the most memorable game endings of all time simply (and yet not-so-simply) because it was the ending of the very first arcade game that actually featured a story. Other arcade games might have had rudimentary characters or fancy 'Game Over' sequences when the player lost all his lives, but *Donkey Kong* was the first game to feature a victory sequence.

Rather than simply having to climb to the top of the screen, Mario's challenge in the final stage of the game is as non-linear as arcade games got at the time – he had to run up and down pulling rivets from an unfinished rooftop. Once all eight were gone, the structure would give way and Donkey Kong would plummet headfirst to the ground with a satisfying crunch as Mario and his first love Pauline reunite underneath a deeply symbolic cartoon heart. From this point onwards, video games changed forever. And yet, all of this was merely a prototype for the plumber's later adventures.



ROLE REVERSAL

Miyamoto always maintained that his ape was not a bad guy – just misunderstood and confused. Perhaps to show that good and bad can be relative things, Miyamoto swapped the roles of Mario and Donkey Kong for the sequel, *Donkey Kong Junior*. The ending here shows Donkey Kong, again, plummeting to the ground – but this time he's caught by his son and it's Mario who cracks his fool head open. Mamma mia!

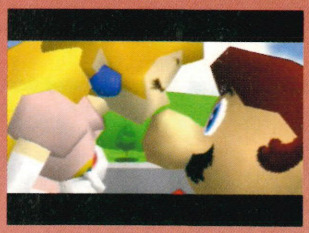
2 Super Mario 64, N64, 1997

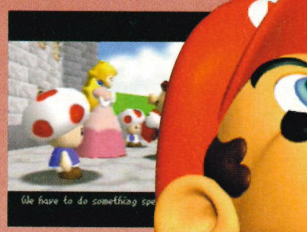
The sensational *Super Mario 64* was the game that introduced the entire world to the new Nintendo universe – a universe made up of fully 3D worlds, voice acting and cinematic story sequences that went far beyond anything seen on the Super NES. The whole of *Super Mario 64* was stunning, from the first time Mario said "Woo-hoo!" as he jumped out of that first pipe and met the Lakitu Bros. to the final battle with a very angry (yet oh-so-throwable) Bowser.

Add to that the fact that Mario players young and old had been literally dreaming about what it was going to be like to meet the Princess in 3D and the ending had quite a bit to live up to. But it delivered in spades. Upon defeating Bowser, Mario is warped outside of the castle. As a lilting version of the Castle Theme plays, Princess Toadstool (who by this game was known as 'Peach') is released from her magical imprisonment in the castle's stained glass window. She floats down and somehow instantly knows that everything is A-OK.

Overjoyed, she gives Mario a pretty platonic-looking kiss on his giant polygonal nose. He then turns red as he realises he'll probably never get any closer to her action than that. After this, Peach offers to bake him a cake and the player has just enough time to think, "Hey, wasn't that what got us in trouble in the first place?" before the camera zooms out. Mario gives the V-for-victory sign and the Lakitu Bros. fly off into the glorious sunset... well, metaphorically.

But wait – there's more! A full credit sequence plays, with picture-in-picture style videos of each stage in the game. Then we finally get to see the cake in all its glory – a little small, maybe, but it's only supposed to be split between two people. Two people who top the pastry off like a wedding cake, it should be noted. Did Peach make those, or did she force the Toads to do it at gunpoint? While you're pondering this, Mario exclaims, "thank-a you so much-a for to playing my game". The pleasure was all ours, sir. Now learn English.



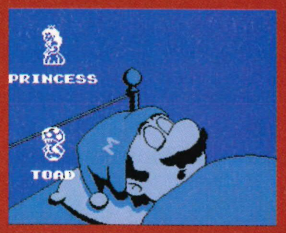


THE PRINCESS' DIARY

The save-the-princess scene has been constantly evolving ever since *Donkey Kong*. Let's look at some of Mario's notable scores.

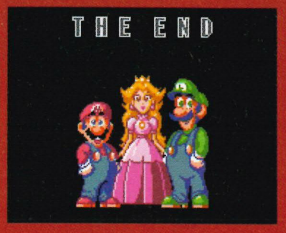
Super Mario Bros. (1985): After rescuing that bloody crybaby, Toad, for the eight-billionth time, it was nice to finally see the fabled Princess in person. Too bad a few weeks in Bowser's dungeon had left her a horrible, blocky, disfigured mess by the time you got there. A black line for an eye, a smashed-up face with lopsided mouth and one arm that sticks out horizontally? Picasso would be proud of you, Peach.

Super Mario Bros. 2 (1986, Japan only): For its extra-hard Japan-only sequel to *Super Mario Bros.*, Nintendo realised its tragic mistake and made the Princess a little easier on the eye. They also had her recite a truly awful poem, which we guess is what she was working on in Bowser's dungeon this time around. We wonder if she had a back-up poem in case Mario had died and the Kingdom was totally screwed...



Super Mario Bros. 3 (1988): In the Japanese version, Peach says, "Peace has returned to the Mushroom Kingdom. The End!" For the English translation, Nintendo decided to have a little fun. Thanks for very nearly giving an eight-year-old a heart attack! Well, anyhow, this little joke was followed up with a mock-credits sequence that took us back through the eight 'Lands' of *SMB3* before closing with "The End."

Super Mario World (1990): Whoa – where did all this come from? First there's a reunion where Mario actually gets a kiss for his troubles. Then the credits scroll as Mario, Peach, Yoshi and a bunch of eggs hop back to Yoshi's house. The eggs hatch, the party starts and a full cast sequence plays, featuring every enemy and boss. The 'The End' screen features a huge, full-colour drawing of Mario, Luigi and Peach. Feel its 16-bit power!



1 The Legend of Zelda: A Link to the Past, Super NES, 1992

Over the course of this feature, we've dropped some hints about crucial elements that a good game ending might include: the final boss battle should be epic; cinematic scenes should be graphically impressive; there should be crucial story elements; said story should be satisfactorily resolved with the same intensity as it was built up; the music should either be entirely new, or a new take on a classic theme; we should be able to sit back and reflect on the past events of the game; the game's designers should be credited as completely as possible; and, finally, that credits sequence should at least be visually interesting.

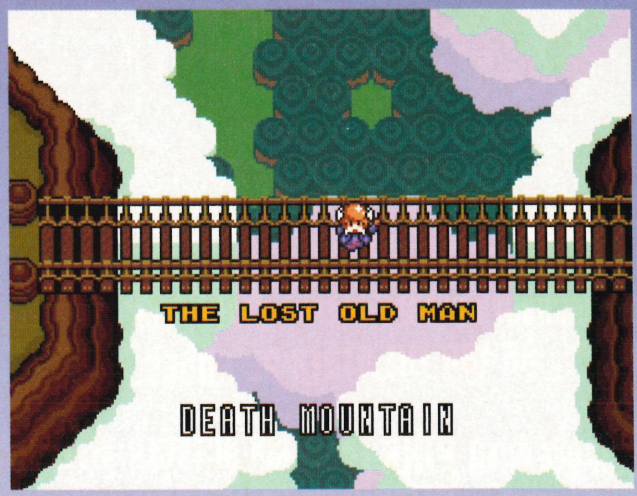
One of the first games that got this all completely right and included practically everything a good game ending should without ever becoming trite or boring was *The Legend of Zelda: A Link To The Past*. Zelda, who had been an active participant throughout the game and was only kidnapped late in the adventure, was freed before Link even entered the final fight with Ganon. In fact, it wasn't even implied that there would be a fight after the dungeon in which Zelda was imprisoned – the seventh and final marked dungeon on the Dark World map, way up there on Death Mountain, was designed to make the player think it was Ganon's final stronghold.

But it wasn't. And soon afterwards Link found himself atop the great Golden Pyramid, which sat at the centre of the Dark World where Hyrule Castle should have been. Now, seeing the massive crack at its apex, Link dropped inside to find the prince of darkness. Shooting him with a well-timed Silver Arrow, Link opened the path to the Triforce. Fully rendered in state-of-the-art (for 1992, that is) 3D, the Triforce spun into Link's waiting arms as he touched it with a wish in his heart.

Well – many wishes, apparently, since we then were taken on a whirlwind tour of all the locations and people we'd met in the game to see how they'd found happiness. And, being a decent guy, Link returns the Master Sword to The Lost Woods, where it rests... FOREVER (and it really does – since *A Link to the Past* is the final game, chronologically, in the series so far).

But it doesn't stop there. A colourful landscape fills the screen as the Triforce rotates over it. The credits begin to roll as a slow, moving, as-yet-unheard composition begins to play. At the halfway point, something amazing happens – it effortlessly turns into a beautiful rendition of the original *Zelda* theme. At this point, were the game being shown in a theatre, you can imagine that the crowd would have broken out into a spontaneous standing ovation. The song draws to a majestic, swelling close as 'The End' writes its way across the bottom of the screen.

There have been more technically impressive cinematics. There have been CD-quality ending themes. There have been more amusing story sequences. But *A Link to the Past* showed that you don't need fancy tricks to stir an audience's emotions. You can do it with 256 colours and a sound chip.



BUT WHAT ABOUT ZELDA ONE?!

Just because it was the first *Zelda* ending doesn't mean it's the best or even the most memorable. In fact, the end sequence to the most complicated console game of the time really wasn't all that impressive at all – just a barely-animated, badly translated screen that is actually ham-handed enough to say "THIS ENDS THE STORY". Then there's a pretty dull list of credits featuring mostly assumed names (S. MIYAHON is Shigeru Miyamoto). To be fair to its makers, though, even a rudimentary credits list like this was almost unheard of at the time.

NO SCRIPT.
NO STYLIST.
NO PR PERSON...
STRIPPED
THE BOX TAKES CONTROL OF SOME OF THE WORLD'S BIGGEST STARS.
WE STRIP THEM BARE AND FIND OUT WHAT TURNS THEM ON AND WHAT MAKES THEM TICK,
THROUGHOUT OCTOBER, EVERY WEEKDAY FOR ONE HOUR FROM 6.00pm.
AS FOR THE OTHER 23 HOURS, YOU'RE IN CONTROL.
SKY DIGITAL 449 • Ntl:HOME 606 • TELEWEST 325
WE KICK OFF WITH PINK FROM 6th OCTOBER, BLUE FROM 13th OCTOBER,
KELLY ROWLAND FROM 20th OCTOBER AND BUSTED FROM 27th OCTOBER.

First. Official. Best.

Tested

Viewtiful Joe p80

"It's a pad-breaking, scrolling beat-'em-up on steroids!"

Scores and Awards

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

TURKEY OF THE MONTH

Turkey of the Month
The stinkiest of the stinking. An absolute minger that might give you some sort of bad disease just by touching it. Like *Universal Studios*.

Nintendo OFFICIAL MAGAZINE GAME OF THE MONTH

Game of the Month
We'll be dishing out this award each issue to the best-rated game, regardless of whether it's on GameCube or Game Boy Advance.

EVEN MORE OFFICIAL REVIEWS!

p86 *Banjo-Kazooie: Grunty's Revenge*
p88 *Freedom Fighters*
p92 *Super Bust-A-Move All Stars*
p94 *Buffy the Vampire Slayer: Chaos Bleeds*
p96 *Megaman Zero 2*
p98 *Conflict Desert Storm II*
p100 *Teenage Mutant Ninja Turtles*
p100 *Ed, Edd n Eddy: Jawbreakers*
p100 *Samurai Jack: The Amulet of Time*
p101 *Oddworld: Munch's Oddysee*
p101 *Bionicle: The Game*
p101 *Disney's Party*

Lights, camera, mayhem!

VIEWTIFUL JOE

It's madder than a box of monkeys, it bends your brain and kicks your ass. You've never played anything like this before...

While at the cinema, Joe's girlfriend gets sucked into an action movie and, with the hero of the film defeated, Joe jumps in to take over, rescue his missus and save the world from destruction. Sounds cheesy, doesn't it? But *Viewtiful Joe* is nothing like you'd expect it to be. It's a pad-breaking, scrolling beat-'em-up on steroids.

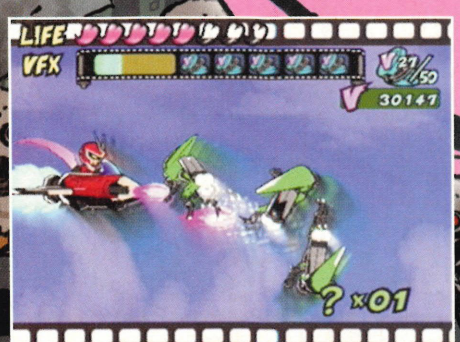
You walk into a room. It's quiet. Suddenly, the door slams behind you and eight robots jump onto the screen. They're only the standard fighting ones, so you start casually throwing a few kicks and punches. Then in come eight more, followed by four jetpack-equipped robots with heat-seeking rocket launchers. PANIC! You start pulling off some hyper combos to whip them, but you only kill one robot for another to arrive. And this time he's a nutty cowboy, jumping around, kicking and firing twin revolvers. WHAT THE HELL? Time to go nuts.

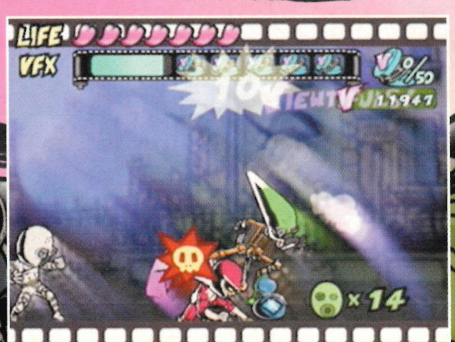
Out Nov 24th

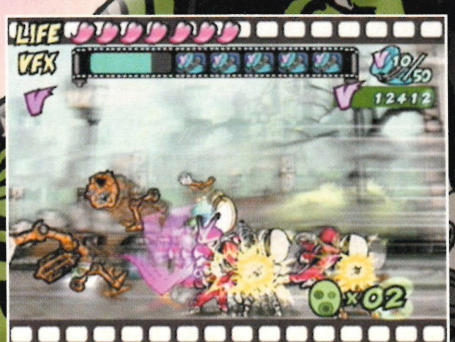
Nintendo Official Magazine UK GAME OF THE MONTH

TURN OVER! >>
For shots and info

GAME INFO **Price:** £39.99 **Publisher:** Capcom **Website:** www.viewtifuljoe.co.uk **Players:** 1 **Memory:** 4 blocks







You launch into the air in slow motion, flicking your legs around like Jet-Li and knocking the flying goons to the floor where you can give them a proper pummelling. You smack them up with the ultra-fast Mach Speed power, also taking out a few standard 'bots, bits of metal flying everywhere and your hands lit up with flames from the sheer speed of your attack. You slow down time again to kick back a bullet shot by the cowboy dude, leaving him stunned as you launch into Mach Speed again and trample his ass like Chun-Li. It's mad, but we guarantee you'll be grinning from ear to ear in satisfaction.

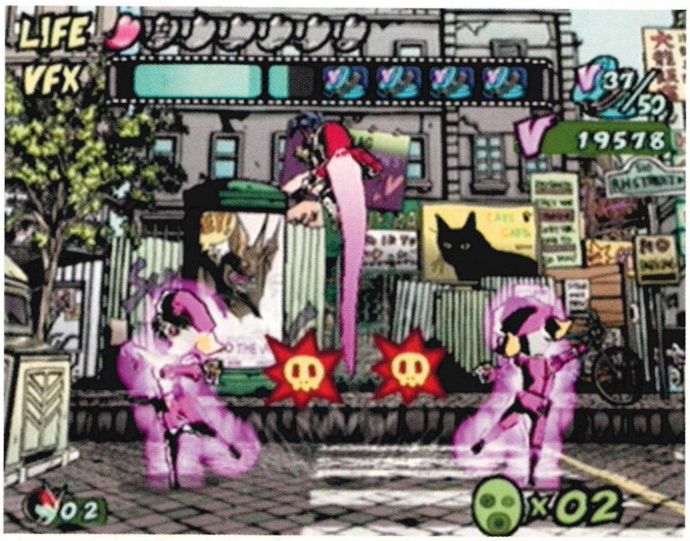
These are the sort of difficult situations you'll find yourself in as soon as you press Start. The later levels are just carnage on an epic scale. That's why it's handy that you can call upon sweet movie effects like slow-motion, zoom and fast-forward to help you out.

Some robots move too fast for you to hit without using slow-motion and others can only be hit by countering their attacks. As well as the hordes of slap-happy enemies, you'll also have to deal with hazards posed by scenery. There are sewers with lasers that beam back and forth and you'll need Mach Speed to run past them. You'll also come across electric beams and missile launchers. Now just add about 15 enemies and you'll get an idea of what it's like in the hectic movie land of *Viewtiful Joe*.

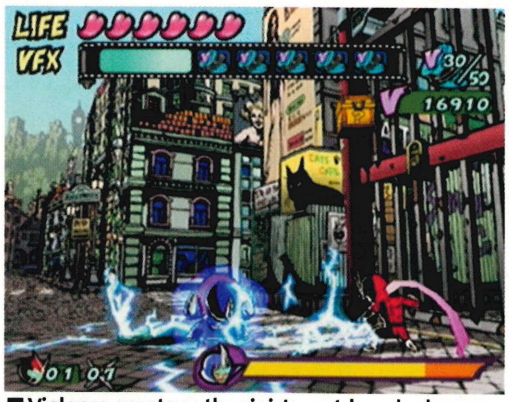
Each level, referred to as Episode, is broken down into smaller sections with a target given to pass each one. These targets are usually things like collecting a certain number of keys to open doors, or destroying a set number of enemies. Most of the time though, it simply boils down to you having to lay the smack down on some 'bots to get what you want. Then, when they're out of the way, solving a clever puzzle. At the end of each stage waits a boss and boy, will they give you trouble.

The first boss is a giant bat called Dark Fiend Charles the 3rd, who swoops around the screen at high speed. You'll have to be skilled at using Slow power to catch him out with a hefty kick to the face, leaving him grounded, where you can batter him to the death. But it's tough, as you're constantly dodging falling boulders that are determined to crack your face open. Die, and the battle starts all over again. It'll have you screaming at your telly.

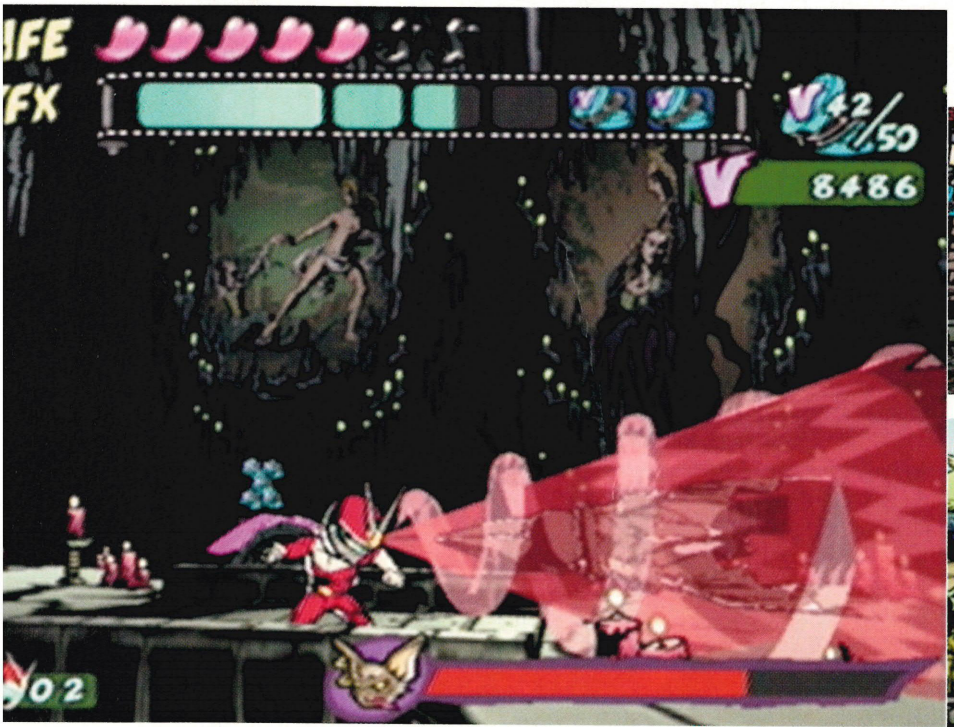
Joe can kick some serious butt and it's not at all complicated to make him do it. Punch and kick are on the X and Y buttons, and smashing them in almost any combination will send Joe into a



"*Viewtiful Joe* is nothing like you expect. It's a pad-breaking, scrolling beat-'em-up on steroids, and if you can handle the mayhem, you're going to love it."

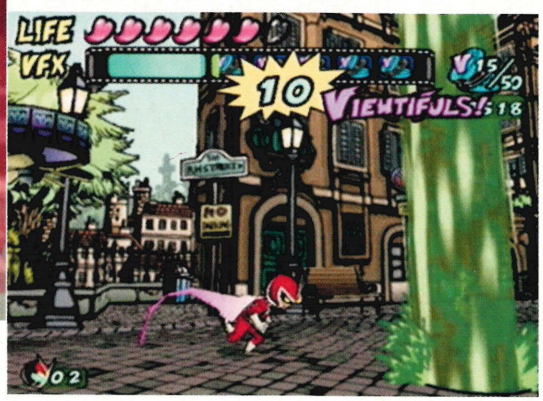


■ Violence erupts as the sinister cat-boss looks on



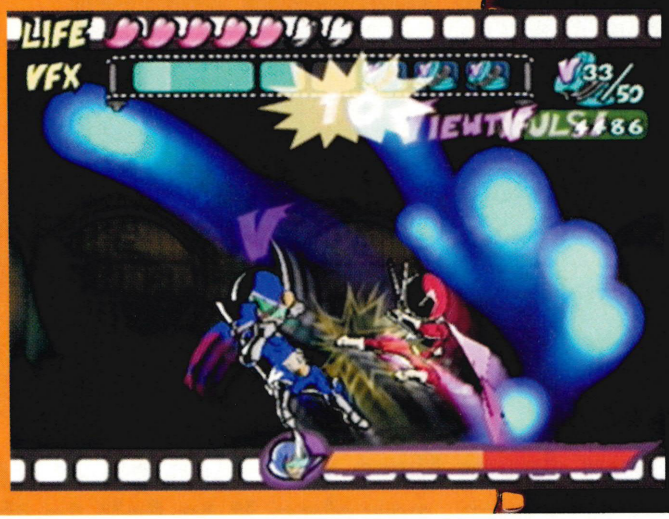
■ Lessons in pain #341: try to stop the spinning bat-monster with your face

■ Dazed enemies want to be hit. Oblige them...



It's so Viewtiful

Viewtiful Joe's visuals will melt your puny cranium.



■ The graphics in *Viewtiful Joe* are as original as the gameplay itself. The cel-shaded models and 2D comic-style sprites look awesome, but it's the special effects that'll really blow you away, particularly when you see them in slow motion.

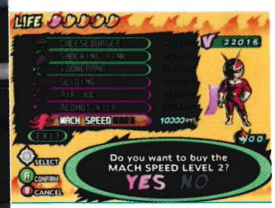
The entire screen blurs and colours bleed into one another when Joe slows down time. Everything from bullets and Joe's super-fast kicks, to droplets of water and explosions can be seen in minute detail. And with all those blasts and flashes on-screen all the time, and the echoing sounds they make, this effect is awesome. You've gotta see it in motion.

flurry of attacks. Then there are the three special powers. Hitting L will slow down the game physics and, as well as being able to dodge and kick bullets, Joe's attacks will also have enhanced strength. Hit R to activate Mach-Speed mode, which allows Joe to move with supersonic speed. His attacks will be so fast he'll burst into flames (without being harmed) and can smash enemies in seconds. The last power is Zoom-In, activated with the C-Stick or B button. The camera will take a close-up shot of Joe while he pulls a flashy pose. The benefit? All the enemies will become stunned by his coolness and his attacks will be enhanced, giving him twirling kicks and super-powerful punch-combos.

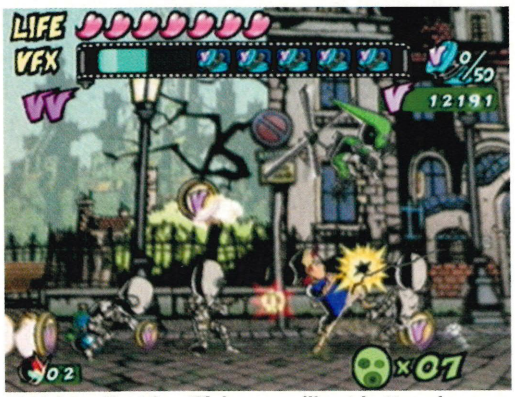
If you fight with style, you'll be rewarded with extra Viewtiful points, which can be used to buy flashy new kicks, or increase the effects of your current powers. The more style you use, the better your reward. For example, use standard punches and kicks to smash in a

■ This move spells spandex-splitting danger for Joe

■ Check me out, ladies!

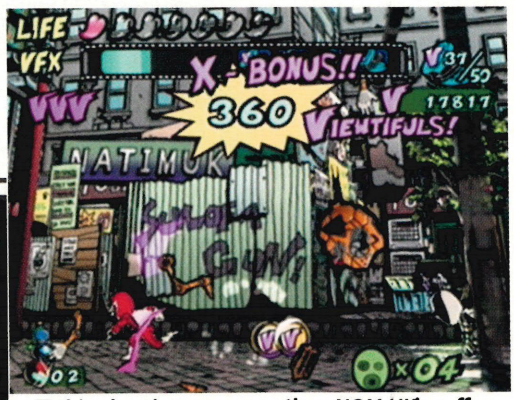


■ Buy new powers, but no loose-fitting clothes



■ Pick up the Viewtifuls or you'll get battered

■ Activate Slow mode and this cowboy will be eating his own bullets



■ This place is even worse than *NOM UK*'s gaff

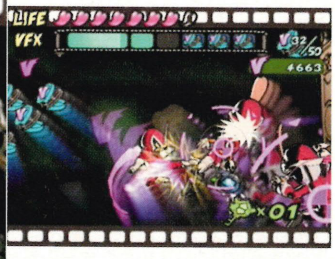
series of enemies one after the other and you could get around 30 Viewtiful points. But use your Slow power to evade an enemy attack and confuse them, then, still in Slow mode, batter him and three other enemies off the screen with four sweet punches and you'll pick up 400 Viewtifuls. Well worth the effort and far more satisfying, too. Do this consistently and you'll be minted by the level's end.

But Joe's power isn't never-ending. When using his skills, you will drain the Viewtiful FX bar at the top of the screen. This bar rapidly replenishes itself when not in use, so you can use it almost constantly, but run it down to empty and Viewtiful Joe will turn back into man-in-the-street Joe, losing all his powers. It'll only take five or six seconds for the bar to recharge and change you back, but for this short time, you'll be a sitting duck, bound to get hit.

■ The baddies are so cool it's almost a shame to... nah, in your fezace, mecha-cowboy-thing

"Slowing down time will also slow down the 'copter's rotors, causing it to fall to the ground."

■ 'Blah, blah, blah... at the end of the day, you still look like a bat, mate'



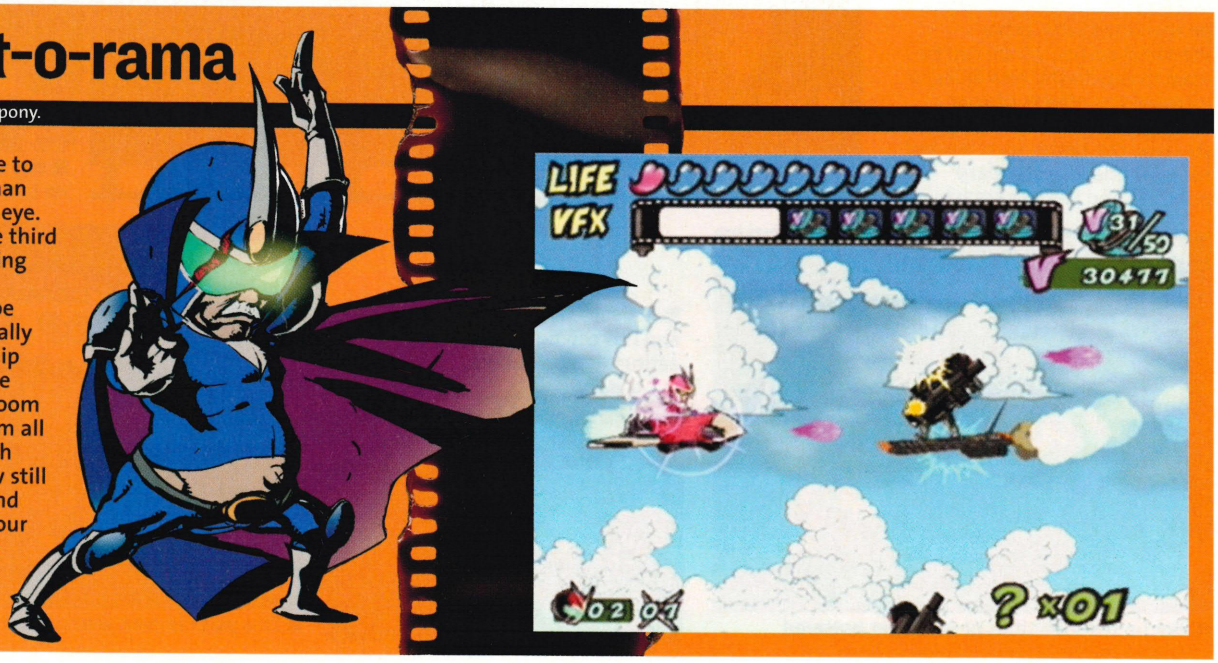
Don't be fooled into thinking that *Viewtiful Joe* is a mindless fighting game, it's quite the opposite. Joe's powers will have numerous effects on different parts of the scenery. For example, you'll come to a room with a crack in the ceiling and a large, unlit bomb.

You hit the bomb rapidly with Mach Speed until your fists burst into flame which lights the bomb, but now you have to get it up to the roof. You uppercut it, but it doesn't go high enough. You switch to slow-motion and smack the bomb with another uppercut, jump up and hit it again, sending it even higher. BOOM!, path clear.

Shoot-o-rama

Joe's no one-trick pony.

■ There is more to *Viewtiful Joe* than first meets the eye. The start of the third episode is a flying shoot-'em-up section, with Joe piloting a typically bizarre spaceship and blasting the enemies that zoom in to attack from all directions. Mach Speed and Slow still work though and can speed up your bullets, or slow them down, increasing their power.

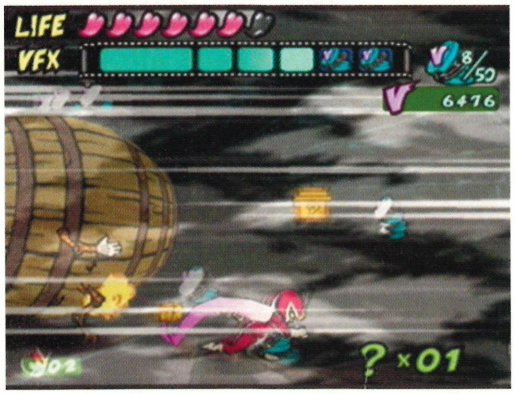


Make like a Ninja

... and we don't mean wear a black leotard and creep about at night – you may be arrested.

■ This game is harder than nails – nails don't even come close. Even on the first level you'll be tackling dozens of enemies at once, while trying to kick a helicopter out of the sky. You WILL die and there's no re-spawning here. Each time you lose a life, you start that section again, which means all the enemies come back and the boss is at full health. Aaargh!

■ (Right) As if being on fire wasn't bad enough here comes a barrel full of jam



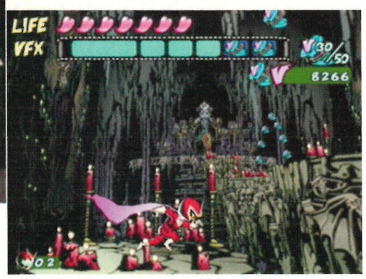
■ Joe was always ready for trouble at closing time

■ 'It's NOT a Power Ranger suit'. Joe takes out his anger on these candy-asses

In another stage you'll fight a helicopter that flies overhead, shooting at you. Here, slowing down time will not only allow you to volley back its bullets, but will also slow down the 'copter's rotor blades, causing it to fall to the ground so you can smash it to pieces.

But we don't want to spoil too much for you, as working out these cool puzzles is as satisfying as the fighting. You'll just have to believe us when we say that the puzzles get far cleverer than this.

Viewtiful Joe is a surprisingly original game. Its core scrolling beat-'em-up structure may bear comparison to classics like *Final Fight*, but with all the puzzle elements opened up by Joe's powers and some crazy fighting action, there's no other game quite like it. ***Mike***



So, should you buy it?

Yes if...

You want an innovative title to show you how much fun games are supposed to be.

No if...

You don't like fighting games at all, or hate games that beat you down – it's not easy.

You'll love it if you like...

Old-skool 2D fighters; *Streets of Rage* or *Final Fight*, or if you get a buzz from bullet-time.

GRAPHICS 9

The whole game looks and feels like a comic, with amazing special effects.

SOUND 9

Echoes in slow-motion mode and satisfying Pows for every kick and punch.

GAMEPLAY 10

Easy-to-control, hardcore fighting that'll get you pumped. Innovative to the bone.

LIFE SPAN 6 MONTHS

It'll take ages to unlock everything on Extreme mode. Then there's loads more.

VERDICT

> With mad-ass fighting and some of the cleverest puzzles we've ever seen, this is an experience unlike any other. It'll have you screaming in anger and springing out of your seat in delight.

BEST BIT: Beating up the enemies in slooow moootion. Whaaaaaack!

WORST BIT: Getting thumped in slooow moootion... again.

SECOND OPINION

> It's not a game pretending to be a film, it's a 100-per-cent-genius video game. What you get here couldn't exist outside of a games console. Magnificent. Dean

NOM UK'S RATING 93%

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

GAME INFO Price: £29.99 Publisher: THQ Website: www.thq.com Players: 1

Banjo-Kazooie: Grunty's Revenge

We really wanted to love this game, but isometric platformers just aren't the way forward. Sorry Banjo, you're on the slide.

We all know what to expect from a Rare platformer – collect 50 of item A to get item B which you'll use to find 100 of item C and 35 of item D. Find this, gather that, collect everything. It's always the same.

Well, guess what? Nothing's changed. In that respect, *Banjo Kazooie: Grunty's Revenge* is just like the previous games on the N64. You have to collect musical notes, eggs, three types of honeycomb, Jinjos and much more as you explore the worlds. Every time you meet a new character, the chances are that they'll ask you to collect something – five chicks for a mother hen, five shells for a shell collector and so on. It's one big treasure hunt.

But there's not much of a story line to go with it all. Grunty's returned and has gone back in time to stir up more of her usual trouble. Banjo has to stop her by collecting Jiggies. Nothing new there.

All of his old moves are in here too, including the Pack-Whack and Roll attacks and, with Kazooie's help, he can shoot eggs, back-flip and do the Rat-A-Tat Rap. You can learn more moves from old four-eyes, Bottles, as you progress, but you'll need to have collected enough Musical Notes.

Obviously, the GBA would have had difficulty modelling the N64's 3D worlds, so they've been traded in for 2D isometric graphics and it looks great. Each stage is vibrant in colour and detail, with grassy fields, sandy beaches and all sorts of buildings, as well as being filled with well-animated enemies everywhere. It looks sweet.

"Find this, gather that, collect everything. It's always the same with Rare platformers."

As with most isometric games, there's a downside, too. It's tough to judge height in the simulated 3D environments, because of the way isometric graphics work and you'll repeatedly try to jump onto platforms you simply cannot reach. There are also invisible walls that stop you from jumping over things like low fences. It just seems like a pointless chore having to walk around a fence that Banjo appears to be able to jump over.

Out Now

A GBA cart can't hold much information at all and there's a price to pay for having large detailed levels – there are only six of them. To make matters worse, snagging the Jiggies is too easy for our liking. This results in a game that provides little challenge for experienced gamers and is possible to finish in less than six hours.

Considering the previous games took 50+ hours to smash Grunty and see the ending, the short-lived fun of Banjo's latest adventure will be particularly disappointing to fans.

So, although *Grunty's Revenge* is still fun to play and replicates the formula of *Banjo* games reasonably well, it's sadly not the super-awesome classic that its 3D counterparts were. ***Mike***

Playing it on the go

Connectivity... ✗
Nothing of the sort, unfortunately.

Better Back Lit... ✗
It's bright enough even for GBAs.

Multiplayer... ✗
Nope. DAMN! No ticks so far.

Save... ✓
Four save slots. Get in! The first tick!

Extras... ✓
Many little unlockables. Find 'em all.

Where we played it...

On the A14 while stuck in traffic because of a crash. What? There's nothing wrong with that! Nothing was moving and we were getting nowhere fast, honest officer!

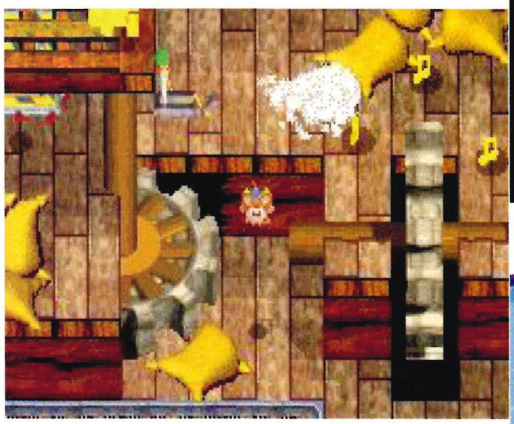
■ That Grunty gets around, even up the side of a mountain

■ Monsters are everywhere, but they are too easy to kill

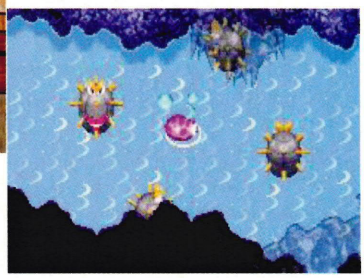
■ Banjo's not averse to a bit of sub-aqua fun

■ Banjo and Kazooie, together on a Nintendo console again

■ Rare has managed to squeeze loads of detail into every nook and cranny



■ Mumbo Jumbo smiled as his next rug entered the room



■ That oil slick won't clean up itself ya fat, lazy bear

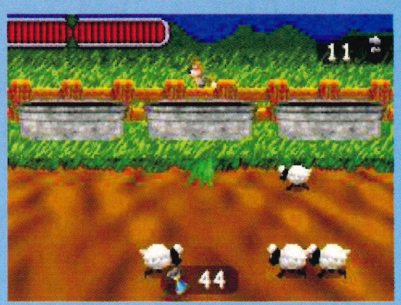
Take a break

Banjo's GBA quest isn't all running and jumping.

■ To break up the platforming action, you'll come across several mini-games that you'll need to win to reap the reward – a golden, shiny Jiggy. Here's a few you'll see...

Battle with three other pirate ships to keep possession of the treasure longer than the others

Slip down a slide collecting the special items and avoiding the spikes



Cast a line to catch sheep in a fishing-style challenge

So, should you buy it?

Yes if...

You're a die-hard fan of Banjo and his pal – this could be their last Nintendo outing.

No if...

You're expecting this to be as good, or as long as the N64 games. It's not.

You'll love it if you like...

Any of the *Spyro* games, or other isometric platformers, you twisted freak of nature.

GRAPHICS 8

Recreates the world of Banjo brilliantly in a colourful and detailed 2D style.

SOUND 8

Sounds very similar to the N64 games. You'll recognise some of the tunes, too.

GAMEPLAY 7

2D is great. 3D is great. 2D trying to be 3D is not so great. When will they learn?

LIFE SPAN 6 HOURS

There are only six worlds and not a great deal of challenge in any of them.

VERDICT

› *Grunty's Revenge* is good fun, but its limited scope and those age-old annoying issues with the isometric perspective stop it from being the smash hit that we all wanted it to be.

BEST BIT: It's still got the charm and humour of the old *Banjo* games.

WORST BIT: That isometric view is frustrating. Why do they use it?!

SECOND OPINION

› *Banjo* suffers from the usual isometric control problems and it's a bit too easy. But it's definitely not a bad game and enjoyable for a few hours, at least. **Dom**

***NOM UK'S* RATING** 78%

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

Freedom Fighters

Out Now

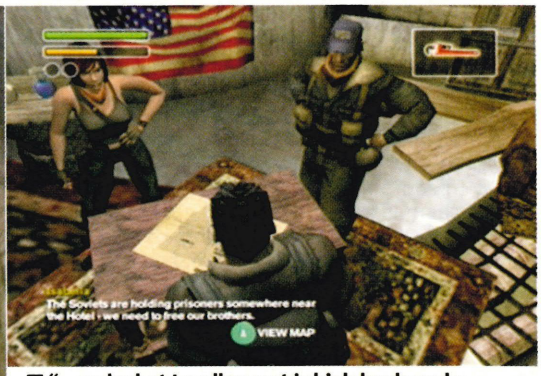
Russians invade New York and it takes a local plumber to do something about it. But there'll be no butt-stomping this time...

As we booted up a GameCube with *Freedom Fighters* loaded, we sat, head resting in our palms, droopy eyed and bored just by the thought of having to review what we expected to be a disgracefully poor game. But when we saw the intro – cinematic and atmospheric – we began to take notice. Then we started the first mission, quickly realised *Freedom Fighters* is actually not bad. In fact, it's bloody good!

This is weird because when a publisher keeps relatively hush-hush about a game, it usually means they're trying to hide an absolute stinker from our hawk-like reviewers who'll give it zero per cent. They try to sneak it out and sell a few thousand copies to unsuspecting gamers before anyone realises it's crap. But to our great surprise, this isn't one of those turkeys.

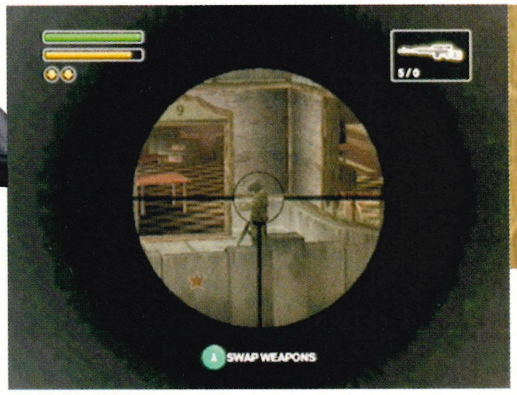
Freedom Fighters is a third-person shoot-'em-up, based in a modern day New York that's been overrun by marauding Russians. You play as a normal New Yorker who meets up with a bunch of rebels and becomes part of a team of team bent on restoring freedom to the Big Apple.

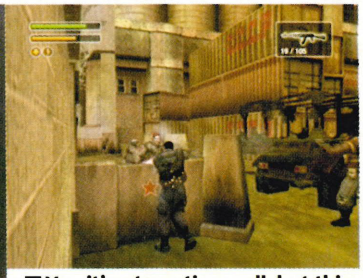
GAME INFO **Price:** £39.99 **Publisher:** Electronic Arts **Website:** www.uk.ea.com **Players:** 1-4 **Memory:** 4 blocks



■ "... and what I really want is high heels and a bright-pink uniform". Despite the shock on his troops' faces, the CO kept reading from his secret diary

"It plays like *Conflict Desert Storm*, mixed with *Splinter Cell*."



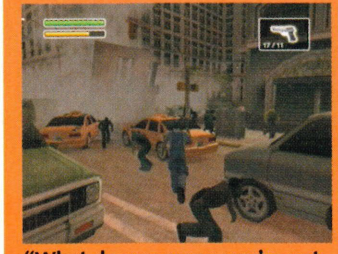


■ Yes, it's a tempting wall, but this is no time to shake the weasel, pal

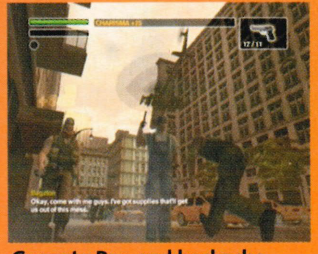
State of emergency

As if the Big Apple hasn't suffered enough...

■ At the start of the game, there's a scene where you have to run through the streets during the Soviet invasion. It's awesome. People are darting everywhere and screaming. You're blinded by dust and dirt as a building across the road collapses into a pile of rubble. Cars crash in the road and helicopters fly overhead shooting the crap out of everything. It wouldn't be quite so much fun in real life, but in a game it's damn cool.



"What do you mean you're not going south of the river?!"



Gangsta Rap and backache were rife in the streets of NYC

You set up a base in the sewers, which serves as your central area for each mission; you'll reach the different areas of the game using manholes as your entrance. Missions are spread over multiple areas that are inter-linked. For example, your path could be blocked by some snipers perched on a far away building. You find some C4 explosives, then go back to the sewers and emerge near their hideout, then blow up that building with the C4 and go back to the other area. With the snipers turned to Russian puree, your path is now free. The best thing is, you'll get hints as to what to do, but you'll have to use your own intuition to figure it out. That makes it really satisfying.

Freedom Fighters is basically a war game. You use guns, rifles, grenades and all that stuff to splatter Russians, completing mission objectives to help liberate the Big Apple. The game plays a lot like *Conflict Desert Storm*, mixed with *Splinter Cell*-type stealth elements and has similar controls, too. The 3D Stick chooses your character's 360° movements, with the C-Stick acting as your aim and camera control. You shoot or use items with R and aim more accurately with L, for which the camera positions itself behind your character's shoulder. B is for jumping over obstacles and the other three face buttons issue commands – yes, commands to other troops. But *Freedom Fighters* is cooler still.

TURN OVER! >> For shots and info

You start off on your lonesome, with the task of blowing up a gas station and regaining control of a police HQ. You'll mostly be sneaking around to get into good positions, before taking out some bad guys with some well-aimed lead. That's all good, but the real fun arrives in the second mission.

Your character is given a level of charisma and rescuing soldiers and taking over certain areas boosts this, which in turn earns the trust of your fellow freedom fighters. Soon they'll allow you to lead them into battle. By the second mission, you'll have enough charisma points to take command of two other fighters and this is where the game comes into its own.

You can lead up to 12 fighters into battle, but even having command of just two soldiers is great fun. Once recruited, your troops will follow your every move and intelligent they are too, being able to creep through buildings, climb over rubble and run around obstacles without any problem. They occasionally get themselves seen, but it's not a major problem. If an enemy gets too close, they'll cap him in the ass and if

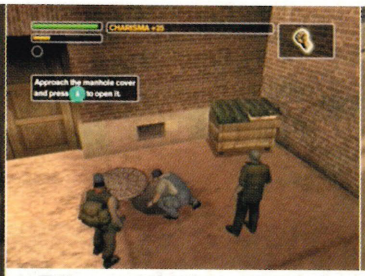
Four-way warfare

Want to fight? Go head-to-head with your mates in some split-screen battles.

■ We didn't expect it, but *Freedom Fighters* has a four-player battle option. Two to four players split into teams – American or Soviet – and fight to dominate the map. You'll get to battle it out in camps, streets and on rooftops. Each player can command up to eight soldiers. It's a good idea, but would've been better if you could tell who's on your side in the heat of a gunfight. We had some trouble.

■ You'll never need to play war in the woods again...

"You can lead up to 12 fighters into battle, but commanding even two soldiers is great fun."



■ You can take the man out of plumbing... old habits die hard

■ Act fast! This man's soul is escaping in the form of a *Tetris* block

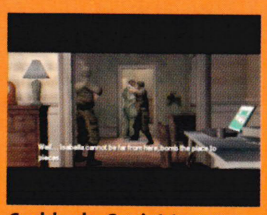
■ Umm... maybe shooting those high-explosive barrels will do the trick?

From plumber to fighter in minutes

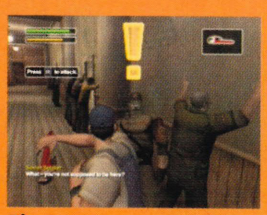
■ Don't remember the Soviet invasion of New York from your

Check out the opening scenes of the game, in screenshots...

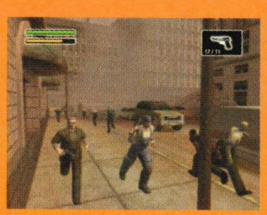
You and a mate are out on a plumbing job, but the customer's not at home. Grrrrr.



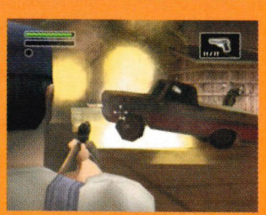
Suddenly, Soviet troops barge in and kidnap your mate, but don't see you in the other room. Phew!



The troops are gone, but outside there's a Russian keeping hostages. You hit him with a wrench. BOSH!



One of the hostages was a soldier. He shows you a safe way to the streets – it's kicking off now. Eeek!



The freed soldier gives you a gun and you get a feeling for wasting the bad guys. Bla-toom!

■ Flat-cap man seems surprised that you're shooting into the ladies toilets

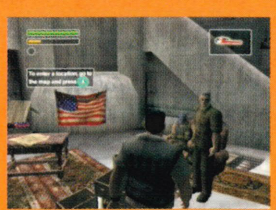
War changes everyone. before it all kicked off these guys were flower-arrangers

you charge in on the attack, they'll follow like loyal guard dogs. But they're not just there to follow you around.

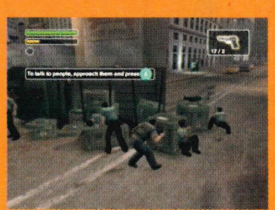
Using Y, A and X, you can order them to attack, fall back or defend an area, in that order. You can also hold L and use the manual aim to point them to an area where they'll perform your commands. Get up on a raised platform and you're the king. Using your height advantage you can order soldiers out to strategic positions and watch them fight the enemy as you use your rifle to lay down some covering fire. The environments have been designed brilliantly, lending themselves to these sort of tactics and with smart artificial intelligence exhibited by both your allies and enemies, you'll have a lot of fun.

It just feels so... right. You and your allies will be exchanging fire with the enemy on a New York street, tucked behind parked cars, as you shoot into a Russian outpost in an abandoned post office, or hotel building. You'll hear gunfire and grenades going off all around you as you duck in and out, letting off a few rounds at someone's head and hoping for a quick, clean kill. The gloomy, realistic visuals and a powerful soundtrack also help to thicken the atmosphere. It's war and we like it. In this game, anyway. ***Mike***

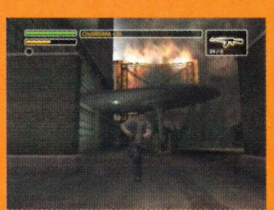
GCSE history lessons? Shame on you! It happened around the same time that a tidal wave destroyed Milton Keynes...



You hook up with a few other American soldiers and set up a rebel camp in the sewers. Zzzzzzzzz...



There's no time to waste and it's not long before you're out with the freedom fighters. Charge!



From pipes to pistols, you soon become a bad-ass fighter, gunning down the Ruskies. Daka-daka-daka...

So, should you buy it?

Yes if...

You want a war sim with a difference. *Freedom Fighters* is far better than expected.

No if...

Blood makes you squeamish, you hate guns and any sort of violence in games.

You'll love it if you like...

Conflict Desert Storm, *Hitman 2* or *Splinter Cell*. It's got guns, stealth and strategy.

GRAPHICS 8

A murky, war-torn city is brilliantly portrayed and the animation is smooth.

SOUND 9

With a good sound set-up, it'll feel like there's a war going on in your house.

GAMEPLAY 8

Twitchy analogue controls take getting used to. Other than that, no complaints.

LIFE SPAN 25 HOURS +

Even early missions are tough so you won't sail through – there are 19 in total.

VERDICT

> We were expecting a dog of a game, but we were wrong. This is a highly entertaining war sim and the strategic elements enhance the fun. You'll feel like a real soldier in command! Check it out.

BEST BIT: Charging out onto the streets with all hell breaking loose.

WORST BIT: It's tough to tell who's who in the Multiplayer mode.

SECOND OPINION

> This feels more instant than *Conflict Desert Storm*, but it's no less deep or fun. Lobbing Molotov Cocktails at unsuspecting soldiers was cool. Burn baby burn. **Dom**

***NOM UK'S* RATING** 88%

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

GAME INFO Price: £19.99 Publisher: Ubi Soft Website: www.ubi.com Players: 1-4 Memory: 1 block

Super Bust-A-Move All Stars

Out Now

When balloons pop in real life, it can be terrifying. This is a little bit more sedate.

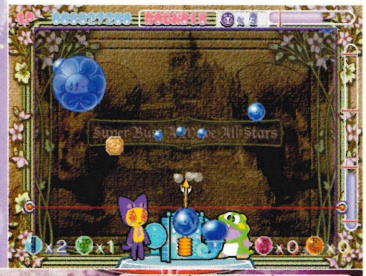
The people that made this are mental. Five seconds into the intro sequence, a big blue guy vomits green stuff all over himself for no reason. Some other creatures flash up and then you're in... to a very familiar bubble-popping experience.

New to all this? Well, you fire coloured bubbles from a cannon at the bottom of the screen. Link three like-coloured ones together and they disappear. Clear a screen of bubbles and you're onto the next one. It's fun because you're having to aim very precisely with the clock hurrying you along. Each missed shot means you have to pump up the skills to get yourself out of a mess. It's genuinely classic puzzler gameplay.

But it's also pretty much the same as it ever was. The Classic mode features levels we've seen before. The new levels are in Normal mode, but they introduce conveyor belt walls that throw off your ricochet shots a little bit too early in our opinion. The multiplayer is expanded to include a cracking four-player, split-screen mode and there's a quirky new play mode called Shoot Bubble. Here, bubbles fall into the screen in the same way as *Tetris* blocks and you've got to shoot them down with a well-aimed, same-coloured bubble.

It might all be worth it if we could say that this was the ultimate version of *Bust-A-Move*. Twenty quid's not a lot to ask of an established fan for the definitive article. We're not convinced it is, though. The analogue control of the cannon is quite glitchy and can let you down at bad moments. You've got to play on digital, really. The time limits on your shots seem quite strict, too, and there's an overly long gap in between stages that breaks up your ninja flow. ***Dean***

■ See Bub's expression? You can almost smell his whiffy dino-fear



■ Look at the wide, colourful choice. Revel in it

■ Toothpaste man takes time out from fighting plaque to destroy Bub

So, should you buy it?

Yes if...

You fancy something a bit quirky this month, with a sweet four-player mode to boot.

No if...

You already own a *Bust-A-Move* game and you're happy with two-player battles.

You'll love it if you like...

Arranging like-coloured balloons while a blue bloke heaves up green chunder.

GRAPHICS 7

Nice cartoon craziness, but it's all 2D so you're not going to go berserk are you?

SOUND 4

Adequate effects, but the music is like a cheese grater on your brain. Painful.

GAMEPLAY 8

Flaky analogue controls, but the basic system is perfectly simple and intuitive.

LIFE SPAN MONTHS

You'll beat single-player mode in a day, but the four-player stuff never gets old.

VERDICT

> We're always willing to while away a few hours bursting bubbles, but this isn't perfect and, to be honest, we think it should've been. Is this the end of the line for the bubble-blowing series?

BEST BIT: The characters are awesome. There can be no debate about that.

WORST BIT: Those analogue controls. How could they be broken?!

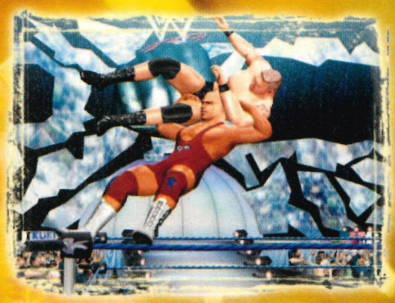
SECOND OPINION

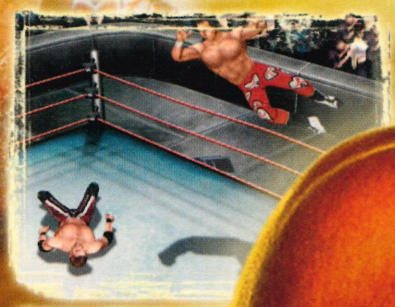
> As old as the hills, as cheap as chips and still good fun, but there must be new puzzle ideas out there? How about *Dirty Underpants Danger*? Ubi Soft, call me. **Tim**

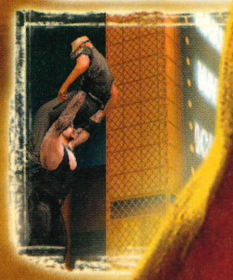
NOM UK'S RATING 78%

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

BECOME A LEGEND







"...the wrestling game to die for..."
Nintendo Official Magazine
May 2003

"...yet another smash-hit WWE title..."
C&VG – June 2003

WRESTLEMANIA XIX

Where SUPERSTARS Become LEGENDS.

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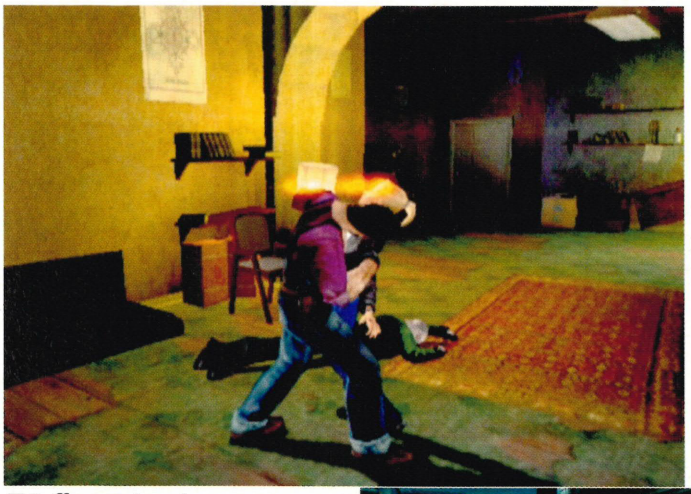
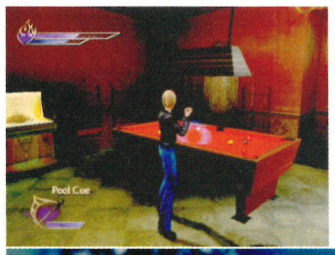
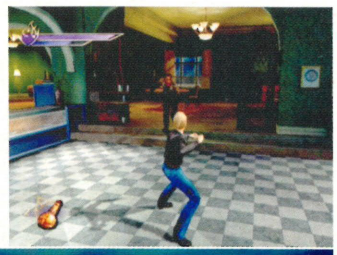
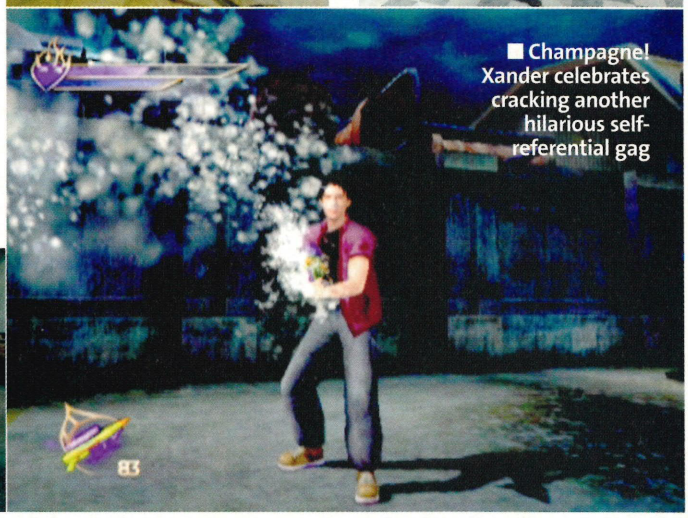
GAME INFO **Price:** £39.99 **Publisher:** Vivendi **Website:** www.buffygame.com **Players:** 1-4 **Memory:** 3 blocks



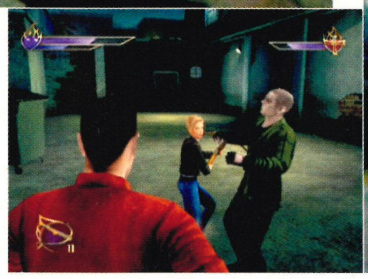
■ Buffy regrets not having the garlic bread at dinner







■ Champagne! Xander celebrates cracking another hilarious self-referential gag



■ Surely this guy's too ill for a kicking...

Buffy the Vampire Slayer: Chaos Bleeds

The Slayer returns from the grave to wreak more havoc on the undead diners of Sunnydale.

Out Nov 7th

***Chaos Bleeds* looks really good. The opening level in the Magic Box is filled with detail: the books on the shelves; the items in cabinets; that fine stitching on Buffy's back pockets, not that we were looking. But it's only when you've dispatched a few of the undead that you'll decide if you like this game or not, because that's when the dialogue kicks in.**

Now we have to play these games, that's our job and we get them for free. We're here to help you decide whether to spend 40 sheets, so here's a warning; if you can't stand the self-referential quips that filled every episode of Buffy's exploits then give this a wide berth. You'll be missing a good game, but when Buffy mentions the little pigs for the umpteenth time you'll want to stake *her*.

There's a deep plot that all *Buffy* fans will understand instantly, but for the rest of us it boils down to: demon back from the dead, great threat, Buffy and friends to the rescue. Basically you get to roam Sunnydale, kicking ass and chewing gum.

Chaos Bleeds doesn't really need the combat – the adventure is good enough in itself. But the hordes of attacking vampires do mean that you always feel under pressure as you go about your business and sadly the combat is the weakest part of the game. The camera is the problem – it's tough to get it behind your hero quick enough to see what's going on. You end up finding a large open space and running around in a wide circle until the enemy is sighted, but you do have loads of combos and spells, and some imaginative weapons. And typically you'll need to finish off the bloodsuckers with a stake or they'll haunt you forever.

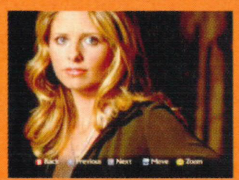
The best feature is the free-roaming aspect. You're plonked in a situation and left to find the solution, roaming the streets and picking up items before a solution becomes clear. At one point we had a Spark Plug, Turnstile Ticket and Fuse in our back pocket, each one allowing access to a different area and a new task.

If you overcome the fighting and overlook the humour, *Chaos Bleeds* will give you a great deal of satisfaction. The story line and dialogue are pure *Slayer* – great if you're a fan – and for everyone who isn't, the gameplay makes up for it with a good mix of puzzles and killing. ***Dom***

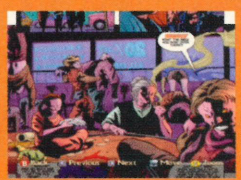
Buffy extras: not just on DVDs

Tons of insider information for fans of vampire-slaying college kids.

■ Interviews! Noooo!



■ Photos! Mmm, nice.

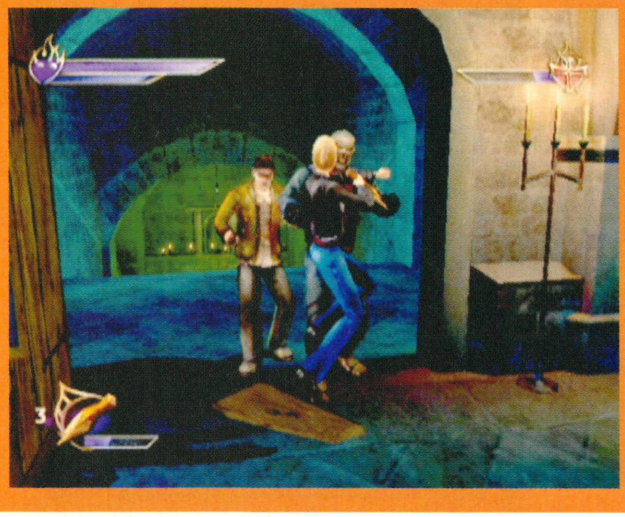


■ A comic. Cool.

■ A trailer. Cheeky.

Oh, well of *course* I left it there

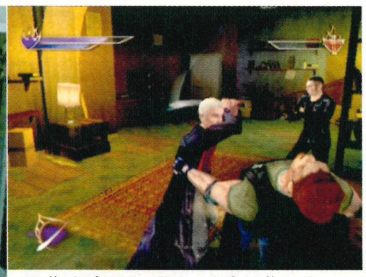
Logic isn't always evident in the world of the Slayer.



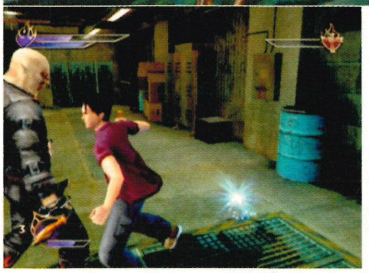
■ *Chaos Bleeds* is full of puzzles. They're standard 'find the items' ones, but still fun. What's not so clever is the placing of the items. On one level you need to find a key for an excavator. Reckon the owner took it home? Nope! If you turn a statue's head 90° and smash open an urn, you'll find it. Well, at least that makes sense!

■ Buffy: we think the sun shines out of her arse

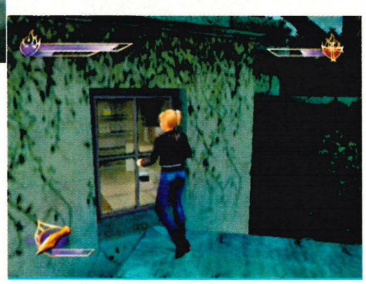
"The story line and dialogue are pure *Slayer* – great if you're a fan."



■ "Oi, I'm English, ain't I?" Spike overreacts to jibes about his accent



■ Can Xander escape a kicking? Let's hope not, he needs one...



■ 128-bit polygon pushing reaches a zenith in the shape of Buffy's ass

So, should you buy it?

Yes if...

You're already missing the TV series like a vampire misses his daily dose of claret.

No if...

The show's lost on you, there are far too many *Buffy*-isms in the dialogue.

You'll love it if you like...

To dress up like Sarah Michelle Gellar and spout cynical cliches at your mates.

GRAPHICS 9

Amazing likenesses, sharp detail in the scenery and moody environments.

SOUND 7

The voices are good, the music less so. But cut out the wise cracks, please.

GAMEPLAY 7

Combat gets frustrating, but the levels are huge and the puzzles are good.

LIFE SPAN 15 HOURS

The levels are big and the puzzles will test you. Fans will lap up the extras.

VERDICT

> A likable adventure that'll have fans enraptured. The clumsy combat can lead to untimely deaths, but massive levels, clever puzzles and free-roaming gameplay make this a treat even for non-vampire hunters.

BEST BIT: Some of the intricate puzzles can be really enjoyable.

WORST BIT: Combat is awkward – running in circles is not fun.

SECOND OPINION

> I'm not a *Buffy* fan, so it surprised me that Willow spoke in that same stupid voice as in *American Pie*. The game? Umm, very polished, but not at all original. Dean

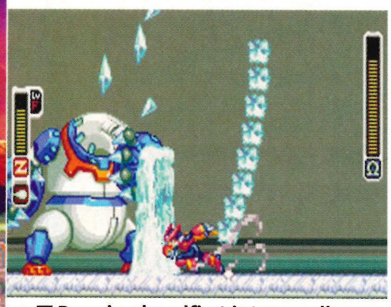
NOM UK'S RATING 81%

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

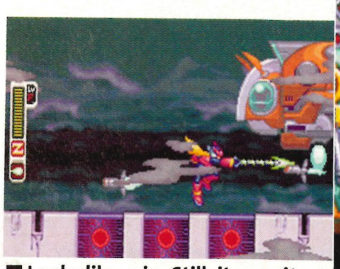
GAME INFO Price: £29.99 Publisher: Capcom Website: www.capcom.com Players: 1

■ Men shouldn't climb on huge snakes, Mega or not

■ He'll feel that one – it's where they keep their gonads



■ Running headfirst into a wall – that's how it feels playing *Zero*



■ Looks like rain. Still, it won't matter with a face full of missile

Megaman Zero 2

Is that the game's name or a slightly optimistic sales projection?

Let's pretend there aren't already hundreds of *Megaman* games and look at this anew. A mixture of running, jumping and shooting. Left to right. Off we go. Zero is the hero. He can't duck or shoot up. In our book, this makes him a bit of a retard. We press on.

This is harder than cement made out of ground diamonds. A few steps forward and you're dead. Robotically memorise how to progress, edge along, die again. Skill takes a back seat to trial and error. This is how they teach animals to do stunts.

Out
Oct 17th

Hardness in itself isn't a bad thing. *Super Probotector* was hard, but ruled. Konami's GBA gem *Ninja Cop* is also rock hard, but skill and quick reactions will get you through. *Megaman Zero* isn't as much fun as either of these games, despite looking the absolute business. It feels like the game's determined to kill you, just to wind you up.

The upside is that even making baby steps in the right direction gives you a rush of satisfaction. You're taken to the brink of wanting to give up, but you can't because you know it CAN be done. It's sweet relief when robots you couldn't see until you landed on them take a break from knocking you into holes and you get to run around a bit. Sure, things you can barely notice spring up out of the floor to disembowel you, but you feel like skills you have might come in handy. ***Dean***

Playing it on the go

Connectivity... ✗
Nada. There is no GC version, dummy.

Better Back Lit... ✓
You need all the help you can get.

Multiplayer... ✓
Some cool race and battle link-up modes.

Save... ✓
A couple of slots works just fine for us.

Extras... ✓
The upgrade system is extremely detailed.

Where we played it...

In a padded cell, so the GBA wouldn't smash upon hitting the wall at high speed.

So, should you buy it?

Yes if...

You're a bit of a sadist and like to suffer for your digital fun. Or if you like *Megaman*.

No if...

You're easily wound-up. This could push you over the edge into a homicidal blood rage.

You'll love it if you like...

Old-skool action games that are unbelievably hard from the off for no good reason.

GRAPHICS 8

Cool animation and impressively detailed boss characters. It looks the business.

SOUND 7

The music is poor, but the sound effects are decent with thunderous explosions.

GAMEPLAY 6

So hard, that for long periods you don't actually enjoy playing it. Force yourself.

LIFE SPAN 8 HOURS

Just try to stop yourself smashing the cartridge into tiny little bits.

VERDICT

> It's hard to recommend to anyone but sadists and there are far better action games on GBA already. Would we miss Megaman if he packed up his space suit and buggered off? Probably not.

BEST BIT: Hunting out the Cyber-Elves that boost your abilities.

WORST BIT: The learning curve. Actually it's more of a learning brick wall.

SECOND OPINION

> I like a challenge, but this is too harsh. One false move and I'm eating a plasma beam breakfast. Why can't you fire in all directions like in *Contra Advance*? **Mike**

NOM UK'S RATING 70%

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

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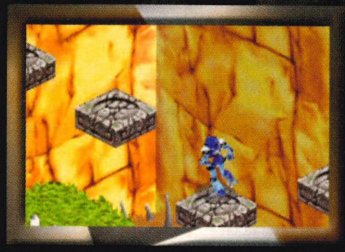

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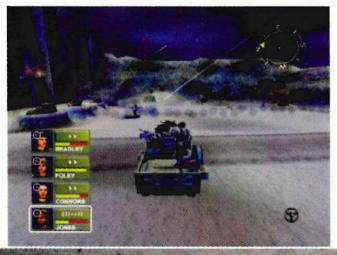
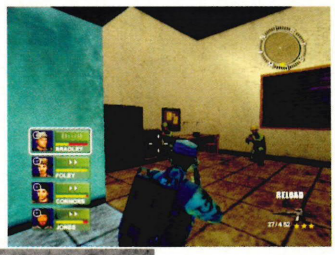
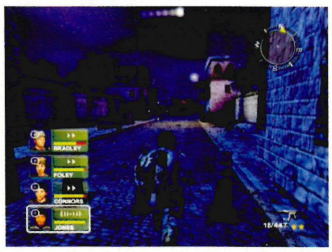
GAME INFO **Price:** £39.99 **Publisher:** SCi **Website:** www.conflict.com **Players:** 1-4 **Memory:** 12 blocks

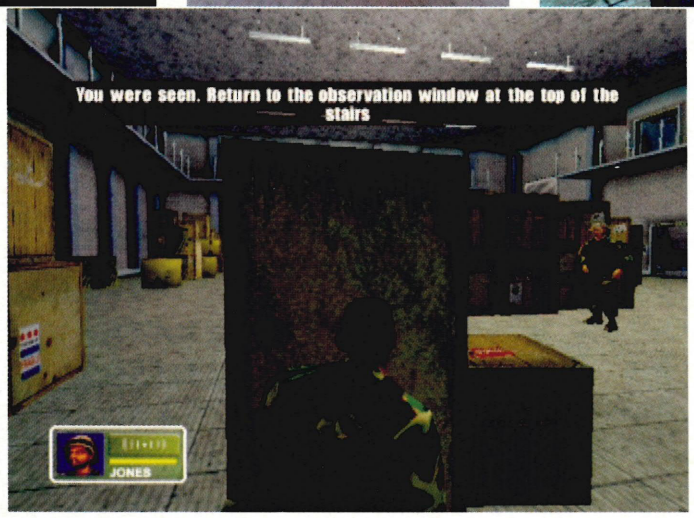
■ Can he see you? Is he bluffing? Why aren't you shooting?







■ Out for a moonlight stroll? Why not slit a few throats, too?



■ Screw up a stealth section and you'll be made to stare at this box for six months

■ You'd better hope that's one of ours, matey-boy

Conflict Desert Storm II

Still convinced that might is right? It's time to test your mettle then.

Filled with heart-pumping action sequences, tense stealthy moments, angry Iraqi forces and tanks – bloody big tanks – this is more fun than war should be. If you've worked your way through the original *CDS* and finished off *Hitman 2* then this is your next challenge.

Continuing the action from the 1990-91 Gulf War, *CDS II* puts you in command of a four-man squad – British SAS or US Delta Force – and sends you into enemy territory. This time the action has been ramped-up making for a more exciting proposition. The opening level sets the tone: you rally the troops, jump in a Land Rover and shoot off down a dusty desert road. At the end is a heavily guarded enemy checkpoint so you jump out of the wagon and crack out the M16. When that's done it's back into the Landy to storm the city walls, take out any remaining enemies and rendezvous with your team-mates. It's a heart-pounding introduction to proceedings and a welcome alternative to the softly-softly approach of its predecessor.

But action isn't your only tactic. Stealth plays a huge part in certain levels and receiving a hat full of Stealth Kill bonuses with a few well-aimed, long-range shots certainly put a smile on our faces.

You'll also be impressed by the meaty sounding weaponry, the heavy-machine-gun letting off an especially war-like thump. But this sound quality isn't carried over to the vehicles. The APC sounds awful and the tanks are squeaky.

Thankfully they look good. *Conflict Desert Storm II* has received something of a graphical overhaul with sharper definition in the textures, especially around the city streets. And the fogging and dust effects in areas like the Besieged level really play havoc with your line of sight and give you a little appreciation of the difficulties faced by the Allied forces.

"Healing the wounded is possible, but it's often clumsy and can lead to further deaths."

It's important that a squad-based combat game has a decent squad-control system. *Conflict Desert Storm II* covers the basics well; giving group or individual 'open fire' or 'follow me' commands soon becomes second nature.

What's more difficult is the complex orders, especially those that get your troops to take up particular positions. These require you to push Z, move and hold the 3D and C sticks as well as pushing A. Time is usually on your side in these situations, but it still ties your fingers in bony knots.

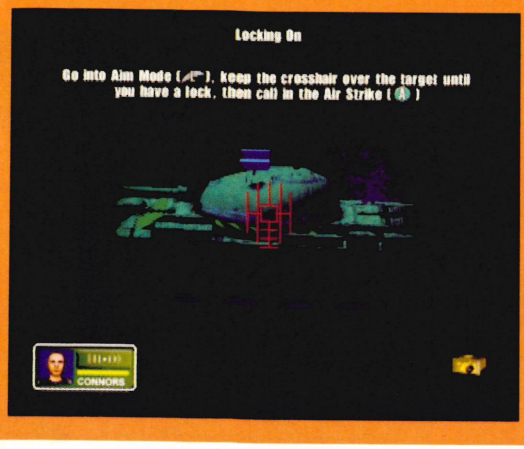
Out Now

While all of this is realistic, one thing isn't; you get to try again. And you'll do this often, especially when the walls start coming down and the tanks roll in. Try as you might to adapt to the new situation you'll inevitably find yourself on the wrong end of a uranium-tipped shell. Healing the wounded is possible, but it's often clumsy and can lead to further deaths. Restart is your only option.

Conflict Desert Storm II is better than the original. The levels are bigger, the graphics are better and there's a greater variety in the way you can approach scenarios. Play it for long enough and you'll be rewarded with an involving adventure, reliant on patience, skill and quick reactions to ever-changing situations. It's certainly not to everyone's taste, especially if you crave the instant gratification of an arcade shooter, but if you're a fan of time-consuming, engrossing titles this is right up your war-torn street. ***Dom***

The coolest thing... ever!

And yes that includes monkeys, football and Pokémotion.



■ Without doubt the greatest feature of *CDS II* and the one that makes you feel like a real soldier, is the ability to call in an air strike. Your commander will let you know when this function is available, then you whip out some cool binocular-type things, set the sights over your intended target and wait for the viewer to go red. Then press A and wait. Within seconds a gunship will cruise into view and drop a hefty payload on the offending tanks. Wallop.

■ *CDS II* is so realistic that if you die in combat you'll have to buy a whole new game

■ Even with laser sighting, you'll need more than this pea-shooter

■ It's so much like the Middle East you'll want to stop playing

So, should you buy it?

Yes if...

You played the first game to death and want another crack at Saddam's boys.

No if...

You're expecting something radically different or you're not a fan of squad-based war games.

You'll love it if you like...

The original, *Hitman 2*, *Splinter Cell*, *Freedom Fighters* or any games that make you think.

GRAPHICS 8

Better than the original with more detail, nicer scenery and brilliant night vision.

SOUND 6

The weapons sound cool, the vehicles less so – and the music is laid on a bit thick.

GAMEPLAY 8

Take your time and this is great, rush it and you'll be foiled by its complexity.

LIFE SPAN 2 WEEKS

An all-nighter if ever there was one. Get stuck into a mission and you'll be hooked.

VERDICT

> A real improvement over the original, this has everything combat fans could desire. Persevere with the control shortcomings and you'll uncover a game full of action, stealth, advanced tactics and cool war toys.

BEST BIT: Creeping about, picking off soldiers with the Sniper Rifle.

WORST BIT: Running around waiting for the Heal option to appear.

SECOND OPINION

> Less immediate than *Freedom Fighters* and so realistic that it's not quite as fun, but if you like shooting soldiers in the eyes as much as I do, it has got to be worth a look. **Mike**

NOM UK'S RATING 84%

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

The games we didn't

Teenage Mutant Ninja Turtles (GBA)

Publisher: Konami
Release date: November 14th
Price: £29.99
Players: 1
Game Save: Cart Save

Take control of the four reptilian heroes in this side-scrolling beat-'em-up and do battle with Shredder and his evil clan of mutant weirdos.

To look at, this game is kinda sweet. The bright and colourful environments look great, but even better, all the character sprites look just like those in the cartoon, with some cool animations. At first glance, you want to like this game, and let's admit it, no matter how old you are, the Ninja Turtles are cool, aren't they?

The letdown however, is in the fighting system. Tapping B will unleash a flurry of attacks and, if you find yourself surrounded, you can hit R to smash them all away at the expense of a little health. But there don't seem to be any special moves to master, no special holds, no combos, nothing. Hit B, jump, hit B some more, run and hit B again... level finished.

On the plus side, each Turtle has their own separate four-level adventure, each with one special stage where you'll control a Turtles vehicle, like Raphael's Shell Bike, Donatello's Shell Glider, Michelangelo's Shell Board or Leonardo's Sewer Glider. The last one sounds dodgy. It's good, simple fun, but is unfortunately too basic and too short to be a classic.

NOM UK'S RATING **72**

Ed, Edd n Eddy: Jawbreakers (GBA)

Publisher: BAM!
Release date: Out now
Price: £29.99
Players: 1
Game Save: Cart Save

On the surface this game looks alright, with some nice animation and levels that are colourful and detailed. It looks reasonably close to the cartoon.

But don't let the eye candy deceive you - if you're expecting a hit, you'll be disappointed. The idea of the game is to guide Ed, Edd and Eddy through levels that require them to co-operate with each other. You'll come across obstacles like sticky cement pits and one of your adventures will require pushing the other two through it in a trolley.

It sounds alright but the gameplay is awkward; characters move at a frustratingly slow pace and the way they jump is worse, meaning you'll end up falling off platforms and landing on your face far too often.

The sound effects aren't bad, with some cool samples that the characters holler each time you switch control between them, but the music can be annoying and you'll want to switch it off.

So, unless you're obsessed with the TV show (which we doubt you are) this is really not worth your time or money.

NOM UK'S RATING **52**

Samurai Jack: The Amulet of Time (GBA)

Publisher: BAM!
Release date: Out now
Price: £29.99
Players: 1
Game Save: Cart Save

***Samurai Jack* is, as you'd probably expect, another average game made purely to cash in on a TV series. So before you rush out and buy it, stop and think. Why should you have to put up with this rubbish just to finance some faceless exec's new Beamer?**

The controls are basic; B to jump, R to guard and A to attack with your sword. The combat system is limited to about six moves, all of which do a similar level of damage. Fighting a boss consists of simply tapping A. Compare this to the boss battles in *Metroid Fusion*, in which you have to dodge and fire with skill and precision, and you'll realise why this is so substandard.

At the start, Jack's jumping is particularly annoying and you'll often miss platforms that you could have sworn were easily within range. Play a little further and you'll get the double-jump ability making it slightly easier to play, but to be honest, we doubt you'll bother.

The overly basic battle system, combined with Samurai Jack's dire jumping abilities result in a game that's neither a good fighter or platform game and won't keep you occupied for very long at all.

NOM UK'S RATING **47**

want to shout about

Oddworld: Munch's Oddysee (GBA)

Publisher: BAM!
Release date: Out now
Price: £29.99
Players: 1
Game Save: Password

You play as Abe and Munch in a co-operative mission to liberate their kind from slavery under the Glukkons.

All of Abe's usual abilities return: he can speak to and command other Mudokons, which you'll have to do most of the time. This could've been good, but the stupid things sometimes run off to fight enemies you don't want them to and get killed. You'll also have to lift them up EVERY time you climb or drop from platforms. This is frustrating and, with fiddly controls, just making Abe pick them up is a task in itself.

Munch's sections aren't any better. He's more of a swimmer than Abe and can only hop when on dry land. He has the power to command little machines for help, but until he gets them, he'll be battered by enemies when you jump out of the water. It's unavoidable.

The isometric view hasn't been pulled off too well either; it's tough to judge the characters' positions and to time jumps.

Being a 2D conversion of a 3D game that was crap in the first place, it's no wonder *Munch's Oddysee* for GBA has turned out like this. Don't even waste your time.

NOM UK'S RATING 42

Bionicle: The Game (GC)

Publisher: Electronic Arts
Release date: November 7TH
Price: £39.99
Players: 1
Memory Card: 5 blocks

Ogle is an anagram of Lego, but you won't be doing much ogling at this embarrassing effort – it's the video game equivalent of a rectal examination.

There are Six Toas on some place called Mata Nui trying to find the Kanohi Masks of Power and sling the evil spirit Makuta out on his ear – that's the aim, anyway.

Tahu, the orange Toa with a love of lava, was the hero for our first mission and after just half an hour we'd had enough. There's only room for one orange-suited hero, y'see – and she's called Samus.

Run a bit, kill Makuta's monsters, including scorpions and scuttling spider things, and grab the pick-ups that are disguised as your way out of the mess. It's easy, far too easy for the skills you've honed and there's just no variety. It's for beginners and that's not you.

NOM UK'S RATING 51

Disney's Party (GC)

Publisher: Electronic Arts
Release date: Out now
Price: £39.99
Players: 1-4
Memory Card: 1 block

Here we go again. Another month, another Disney title, this time hoping to steal the board-games crown from *Mario Party 4*. Guess what, it fails.

Instead of rolling a dice, each player has to jump to stop a spinner and get around the board. You must collect special items to fill in a line of five on a check board, like a game of bingo. To get items you'll compete in a number of mini-games, most of which are very similar to those in the *Mario Party* series.

You'll find yourself smashing players out of small arenas, memorising button combos in a Simon Says-type game, or wasting bad guys in target-based shooting mini-games.

We quite liked the Dance Pose competition, which is basically a rhythm-action game, but with consistently sloppy controls, it doesn't get much better than this. What's more, the Disney characters' iconic chants in the game are so annoying you'll be left contemplating suicide after hearing Minnie shout "this is fun!" for the hundredth time. No Minnie, it's not.

NOM UK'S RATING 24

"No! Like this!"

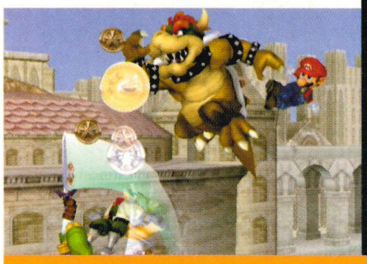
You've bought them now tell us how you'd change 'em

What's your verdict?

"Soul Calibur II's locations soon get dull. Next time we need more interaction with the scenery!"

Richard Easton, via email

■ *Super Smash Bros. Melee*
It combines my love of Mario with my love of beating up Kirby, but they should sort out the character skills next time. We need more agility!
Jonny Dickins, Bournemouth



■ *Skies of Arcadia Legends*
It's got a story that grabs you and never lets go, but the graphics are poor and ship battles are too long. What's more, the random fights will make you throw your pad down in a rage. Sort it!
Rory Collins, London

This is a top-quality RPG – something that GameCube doesn't have a whole lot of – but it's virtually identical to the Dreamcast version. I wanted more bang for my buck!
P Scully, Bigbury

Super Mario Sunshine

After all this time, does it still light up you lives?

■ After completing the relatively simple final stage and thrashing the boss, I wasn't happy that Bowser now talks. This makes the game seem a lot more childish and silly than it should. Let's hope the next great Mazza game has buttoned up that immortal puppy dog to keep older gamers happy!
Peter Wright, Pontypridd

■ Sort the camera next time, Nintendo! If there's another dodgy camera like the one in Pinna Park I'm gonna go totally ballistic!
Johnny Crouch, Peterborough

■ *Super Mario Sunshine* was much too repetitive. All those tropical locations meld into one when you're playing for ages. Listen up, Shigsy, make sure *Mario 128* has much more varied locations.
Luke O'Neill, Lewes

■ I think maybe *Super Mario Sunshine* should have had more gadgets than the FLUDD. In *Luigi's Mansion* you can shoot fire or ice or water, but Mario only gets the wet stuff!
Jamie Mitchell, London

Zelda: The Wind Waker

■ It gets so boring sailing on the sea after a while. The cel shading was a bad idea too, so make it more realistic next time, Nintendo!
G Lewis, Newcastle, Staffs

■ I was in heaven when I started playing this game, but Link's next quest needs to be much longer. There's got to be far more side quests than those in *The Wind Waker*.
Michael Haines, London

■ Sailing round each island, changing the wind every few seconds is so annoying. For the next game I think they should bring back the masks from *Majora* and *Ocarina*, they'd make the game much more interesting for me.
Lee Daffern, Hazel Grove

■ *The Wind Waker* rules, but it's too easy – especially when you get to the bosses. They look tough, but they fight like my nan. Also, seeing as it doesn't have many different ideas to *Ocarina* and *Majora*, they should have used more of the good ones and brought back the time warp and Epona the horse. And Link should wear more hats, disguises and different costumes, too.
Lewis Collinson, Grimsby

■ *Metroid Prime*
There should have been a two-player mode such as Samus against a Pirate and more cut-scenes to flesh out the story.
Shane Barrett, Sheffield

The boss battles might be tense and the final battle will have you breaking out in a sweat, but *Metroid Prime* doesn't have any replay value. A mode where you could re-fight the boss battles or a mini-game section would be great for the sequel.
Phil Smith, via email

It should have had a two-player mode and the controls were all wrong.
Craig McCarthy, Liverpool

"Pikmin is an interesting, amusing and original idea for a game, but it quickly gets boring. All you do is search for parts and attack other creatures! How about some more varied and interesting story lines in the sequel?"

D. Burke, Tewkesbury

Email your improvements to the latest GameCube games to **tim.street@emap.com**
Remember, thumbs up or down doesn't cut it. We want to know how you'd make them better.

Handheld horror or pocket perfection? Tell us what you think.

"Space Channel 5?! You can't even see what the aliens are doing! Get in the bin!" James Mann, Loughborough

Pokémon: Ruby and Sapphire

■ This is the best *Pokémon* game ever. It has great Pokémon and the towns are full of life. The only negative point is that there are no days of the week or day and night effects.
Alex Lowe, London

■ The more I play it, the more I love it. Forget day and night, the Team Magma and Aqua battles are well cool and they make for a really interesting story. I do miss some of the old Pokémon though. It would be great to see a Poké adventure where all of the beasts could play.
Jane Allen, Tunbridge Wells

■ I've completed my Pokédex and I have to say that it looks a little bit empty without some of my old favourites in there. I especially miss Charizard and Snorlax, they were cool. But *Ruby* is still wicked.
Ed Banton, Warwick

Disney's Magical Quest

I was really looking forward to this and was more than a little disappointed at the varying difficulty level. One minute I felt like a gaming king, the next like a total leper. What an absolute letdown.
Jason Francis, Cardiff

It's absolutely brilliant! It looks fantastic, plays fantastic and just IS fantastic. The ability to change suits throughout the levels makes the difference for me. That's a stroke of genius.
Will Dawes, Middlesbrough

Purely classic platforming action and the best £30 I've spent in a long time. I had a right laugh going through this game. I love the Safari Suit, especially when you can climb up walls and stuff. It's great.
Nathan Fleming, Ipswich

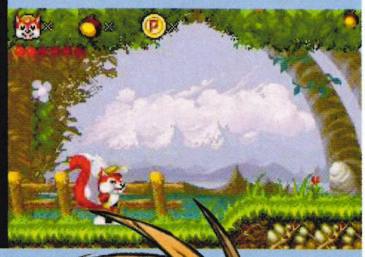
Hamtaro: Ham-Ham Heartbreak

■ This game is a cool laid-back adventure for people of all ages, with its great audio and crisp graphics. It's a game that you'll probably play until the end and although it's not particularly long, it's still fun. This is best rented, but true *Hamtaro* fans may well want to treasure this. Overall it is a good attempt, but the GBC version is better.
Ben Bonney, Preston

■ This felt far too similar to the Game Boy Color version for my liking, but I'm a big fan of the cartoon so I had to buy it. All of my favourite characters are in here again and the adventure's really fun. It's just a shame there isn't more of it.
Harry Topler, Daventry

"I loved Mr. Nutz as a kid, but I hate it now. It's just so average. Surely there are some better platformers that can be remade."

Mark Davies, Brighton



Golden Sun: The Lost Age

■ It's simply brilliant. More of the same you said and that sounded fine to me. If it was up to me *The Lost Age* would have received a perfect score.
Jake Hayes, Middlesex

■ I didn't think *Golden Sun* could get any better, but *The Lost Age* proved me wrong. I love chasing after the Djinn and it has taken me ages to catch them all. Thank you Camelot for not spoiling it.
Wayne Smith, Oxon

■ I was initially disappointed with *The Lost Age* – it seemed terribly similar to the original. But the more I played it, the more I loved it. I don't think it's as exciting as the original, but maybe that's because it's not so much of a surprise this time.
Helen Geraint, Hemel Hempstead

■ It's the same game with some new bits tacked on. I'm getting a bit tired of Nintendo releasing so-called sequels that are just the same game with a few new parts. Why not be a bit more radical with follow-ups?
Stephen Harrington, Surrey

■ What can you say? *Golden Sun: The Lost Age* is more gaming goodness from Camelot and that suits me down to the ground. I love the new story line and the new towns. The graphics are as good as ever, maybe even better. When is the next one coming out, I need it now!
Zak Thomas, Wolverhampton

■ You were so wrong giving *The Lost Age* 89%, this is pure gaming greatness. I haven't had this much fun since, er, well since the original was released. This is a 99%-er in my book. Sheer class.
Andy Walker, Rugby

Email your improvements to the latest GBA releases to Dom at **dominic.wint@emap.com**
Remember, thumbs up or down doesn't cut it. We want to know how you'd make them better.

Masterclass

Busting the hardest parts

How to...

Beat every chapter in F-Zero's insane Story mode

We show you how to beat the tracks that even race-hardened F1 drivers fear.

1 Training Falcon

GET THE CAPSULES IN THE TIME LIMIT

DIFFICULTY RATING 1/9

Your Objective Is... to collect all the Capsules within the strict time limit over three laps.
Watch Out For... the Capsules. On harder difficulties you will need to make sure you don't miss a capsule when there are three in a row across the track. When they are grouped together, find a line that takes you through as many as possible.
The Best Way To Win... is to set your speed to max. You need to hit every Dash Plate every time to beat the 60 second limit on the tougher difficulties. Make sure you race in a smooth line and use Boost on any section where you'll slow. To finish harder difficulties you'll need to race perfectly.

2 Goroh: The Vengeful Samurai

DODGE THE BOUNCING BOULDERS

DIFFICULTY RATING 2/9

Your Objective Is... to beat Goroh to the end of the rocky track.
Watch Out For... the boulders that fall onto the track. Most will come from the left and roll into the middle.
The Best Way To Win... is to set your speed at max. Stick to the left and you'll avoid nearly every boulder. Allow Goroh to move ahead and don't use your Boost until the final stretch. Harder difficulties have more boulders, but they can be avoided in the same way.

3 High stakes

TIGHT TURNS, CLOWNS AND JUMP PADS

DIFFICULTY RATING 5/9

Your Objective Is... to beat the other racers around the course over three laps. It's as simple as that.
Watch Out For... short cuts. Most of the tight turns on this course have Jump Pads that you can use to cut across the corners. You'll need to memorise where these are. Falling off the side is the biggest danger in this race.
The Best Way To Win... is to set your craft's speed to maximum. Learn the circuit so you know where all the sneaky Jump Pads are. Use your Boost just before a Pad and hit it at an angle so you don't need to turn in mid air and lose speed. You should hit all the Pads one after the other, then boost to negotiate the tricky last turns at speed. Keep your nose angled down when you're in the air to gain speed.

DID YOU KNOW?
It's possible to unlock some cool Nintendo character heads to adorn your craft.

4 Challenge of the bloody chain

HIGH SPEED BATTERING RAM

DIFFICULTY RATING 3/9

Your Objective Is... to destroy the lead car – the one marked Rival.
Watch Out For... the chasing pack. In total, there are 30 cars on the track. All of them travel at high speed and will try to manoeuvre so that they block your path. You will need to take them out before you reach your Rival.
The Best Way To Win... is to set your speed to maximum and use two Boosts at the start to catch up with the cars ahead of you. You need to Side Spin Attack them by pressing a direction and Z. The most effective method is to get slightly ahead of your rival so you can hit them on the nose where it hurts the most. Boost to get ahead of them (your Boost Meter goes up when you destroy a car) then, as they pull level, do the Spin Attack. This works especially well when there are a bunch of vehicles close to each other. Use this method to take out the leader who won't slow down until near the end of the course.

5 Save Jody

AVOID THE CLOSING DOORS AND ESCAPE IN TIME

DIFFICULTY RATING 4/9

Your Objective Is... to get to the end of the course before time runs out.
Watch Out For... the doors that close ahead of you. They'll leave gaps in this order: floor centre, floor centre, floor centre, floor centre, left wall centre, left wall centre, floor centre, floor left, floor right, floor centre (double set), floor centre left, left wall centre (double set), floor centre (triple set), left wall centre (triple set).
The Best Way To Win... is either to memorise the list above or pause after each door and read what is coming next so you can position yourself correctly. You'll need to constantly boost. On harder difficulties you'll have to collect all Boost Capsules and drive perfectly.

6 Black Shadow's trap

LIKE GREASED CHEETAHS ON STEROIDS

DIFFICULTY RATING 6/9

Your Objective Is... to never let your speed fall below 700km/h else you'll blow up – just like in *Speed*.
Watch Out For... hairpin bends. There are plenty of sharp turns and traffic that'll slow you down here. It's best to pull the camera out as far as you can to get a better view of what's ahead. Towards the end there are some gravel patches, so save your Boosts to get safely over them.
The Best Way To Win... is play it safe. You don't need to get anywhere in a hurry, so there's really no need to drive like a lunatic on this one. Go nice and steady, and keep your eyes open for obstacles ahead. For once, you don't need to set your vehicle for maximum speed, but you will need to increase the balance as you go up difficulty settings.

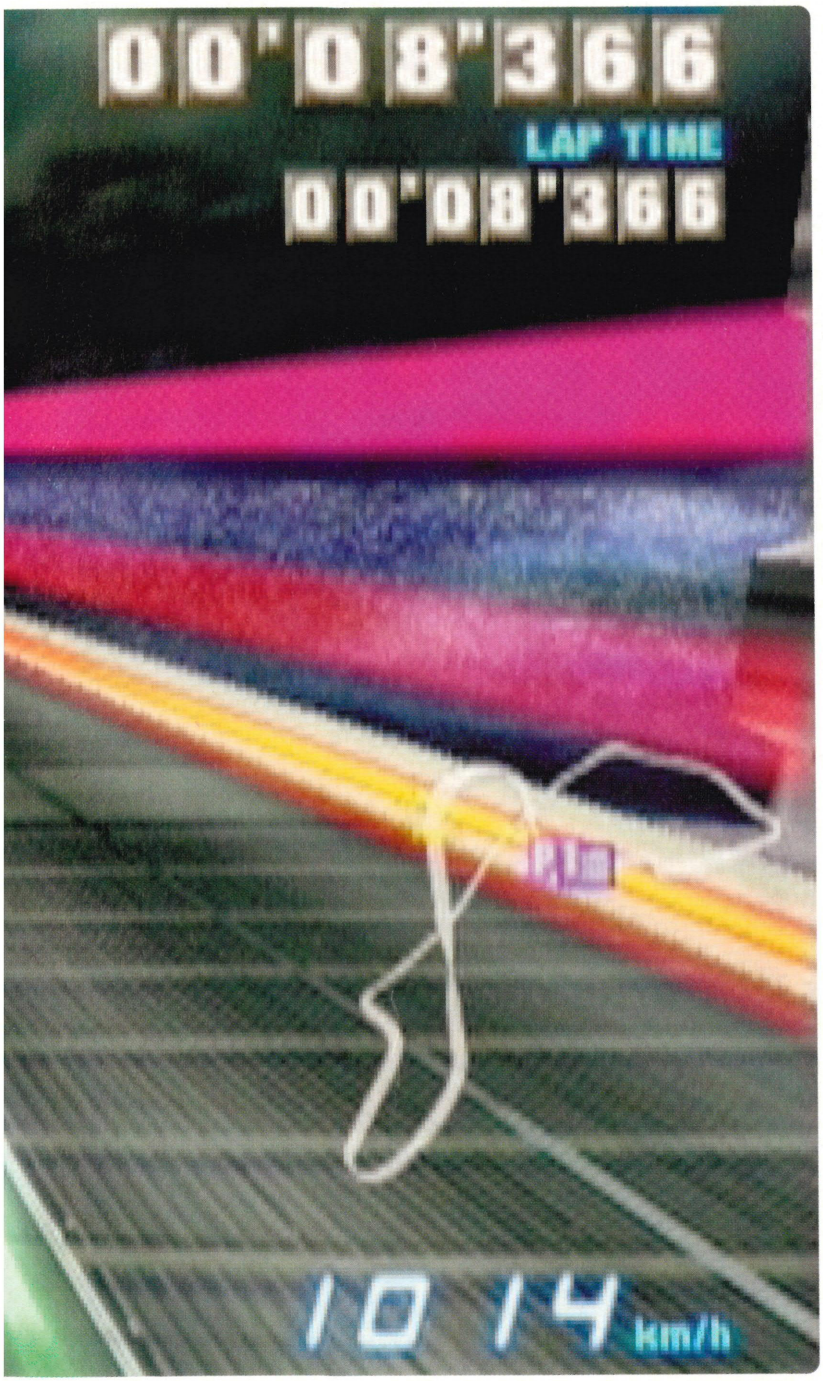
DID YOU KNOW?
Some crazy Japanese gamers have found a glitch that means their ships can fly!

7 The F-Zero Grand Prix

WIN ONE HARD RACE TO BECOME CHAMPION

DIFFICULTY RATING 7/9

Your Objective Is... to win a three-lap race.
Watch Out For... those pesky mines. At the start and end of the course there are lots of mines. Hitting the ones near the end of a lap could cost you, so expect to start pulling your hair out.
The Best Way To Win... is to drive carefully. You should be able to keep up with the top drivers by the time the first lap is half done. If you can knock any of them out then even better, but don't try if you're not good at attacking. When you get a Boost, use it to gain on the leader. The best time to Boost is just before the jump near the start, coming out of corners and right before the Boost Pad in front of the narrow section. You need to keep most of your Boost energy and stay with the leader until the final pit lane. Use it to gain speed as soon as you see the lane and don't stop using it until you cross the finish line. You should be able to just Boost past him at the end.



8 Secrets of Champion Belt

LAVA, MINES AND TIGHT TURNS IN A TUNNEL

DIFFICULTY RATING 8/9

Your Objective Is... to beat your rival to the end of the course over three laps.

Watch Out For... the land mines. They're scattered randomly along the whole length of the track. If you hit one straight on it will boost your speed, but can just as easily send you flying off the side.

The Best Way To Win... is to practice. The track is extremely fast, narrow and has many twists. You'll need to learn the track well enough to anticipate these bends and, once you get Boost power, use it after each corner. Some of the tighter corners can be taken at greater speed if you use the Spin Attack although this takes practice to master. Save your boosting for the last half of the track. Once you're past the lava you should be boosting and spinning around each corner. On harder difficulties you'll need to be able to get around the course without making a single mistake.

9 Finale: beat the creators

IT'S EXTREME ANNOYANCE TIME!

DIFFICULTY RATING 9/9

Your Objective Is... to get to the end of the course before the Ghost of the Creator.

Watch Out For... the complete lack of guard rails. You can't touch the sides here, or you'll just fall off, like on the Rainbow Road track in *Super Mario Kart*.

The Best Way To Win... is to appreciate the big picture. If your stomach can stand this 'visually interesting' course then zoom the camera out as far as you can to get a good view of the track ahead. Don't go too fast on this one or you'll fall off. If you can get smoothly around the track without taking a header into the void then beating the Staff Ghost is not too difficult. You'll need to memorise every turn to beat this on harder difficulty settings, but even then the process of not falling off and going fast enough to beat the Ghost is near impossible. Good luck, kids, you can do it.

I'm Tiger Woods!

HOW TO...
Tame the Tiger and make Woods purr

Don't be a golfing gimp. You too can take on Eldrick T. Woods and win with our player's guide to *Tiger Woods 2004*.

DID YOU KNOW?
Tiger has hit 18 hole-in-ones in his career, seven in competition.

1 DRIVING

THE OPENING DRIVE

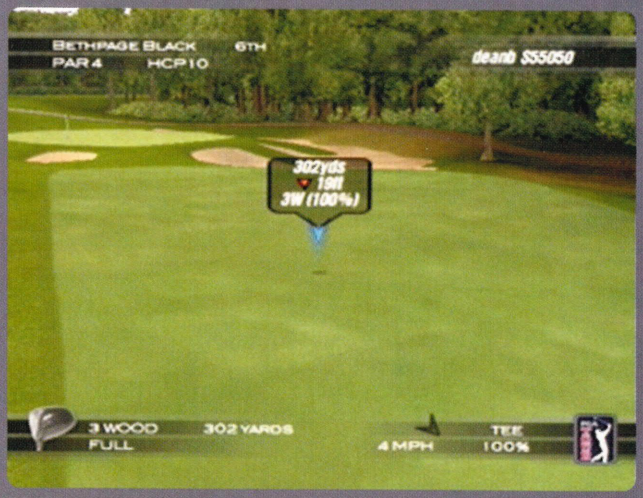
Try and get as close to the green from the tee as possible. There'll be none of this 'laying up' rubbish, what are you a man or a mouse? Once you've got some reasonable stats together, a lot of the Par 5s are reachable in two and some par 4s can be made in one. Practise tapping the Z button as quickly as you can to give yourself an extra power boost. Practising getting your drive straight and long will pay dividends in the long term.

A NASTY BLOCKAGE

Learning to add Draw or Fade to a shot will greatly improve your game, but you must aim further to the left if you're going to Fade and further right in order to Draw. This is a skill that only practice will improve and it's much easier to simply work your way around an obstacle. But remember, if the obstacle appears in the middle of your ball's flight path then you can usually hit it straight over the top.

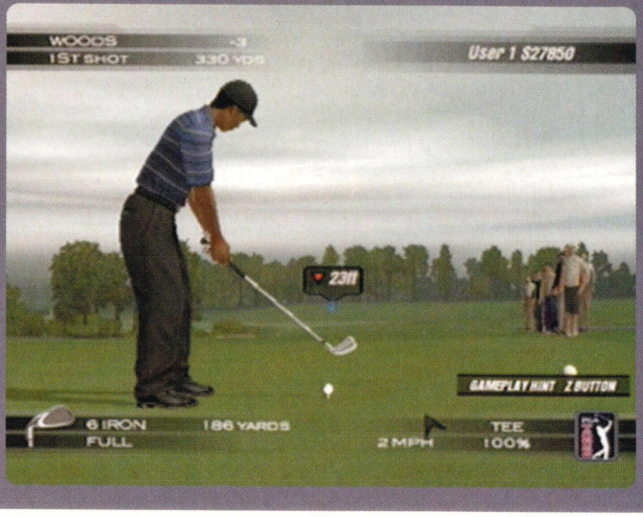
THE EARTH IS NOT FLAT

If a patch of fairway seems just out of reach, but it's some 15 feet or more downhill from the tee then you can still make it, assuming the wind is calm or coming from behind you. Some Par 3 greens are over 50 feet below the tee, so even if the game suggests a 5 Iron, you may be able to get away with a 7 Iron. Conversely, if the target is uphill then you'll need to 'club up'. Again, some courses have really steep uphill approaches to the green, so you may need to use a much bigger club.



MACHINES SOMETIMES LIE

Never accept the default club and trajectory suggested by your little cuboid friend, especially on downhill or uphill approaches. You can play a much better shot for the sake of a few seconds' adjustment. See if you can make it over the trees with a Driver, for example, rather than laying up to the right. It may not be in the true spirit of the game to whack the ball around *Happy Gilmore* style, but it'll knock shots off your scorecard.

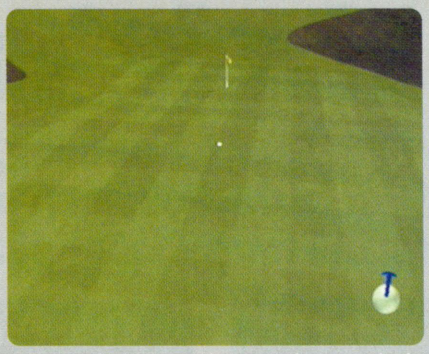


2 Approach work

WATCH FOR THE WIND

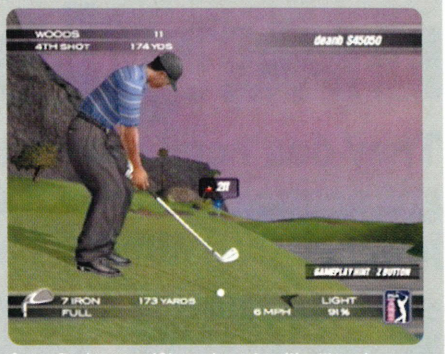
When you get in amongst the Irons you definitely need to consider the wind; the higher your ball goes, the more the wind will affect its path. Winds up to 5mph are harmless, but when the gusts get into double figures you must react. If there's a strong tail wind then you're in luck; your ball will travel much further.

USE SPIN CAREFULLY



When you're hitting a shot onto the green, look at the path the ball will take when it lands. If the green is flat or slopes towards the pin then aim short and use the spin to roll in. If the green is angled from back to front then aim long and use backspin to get it close to the flag. If you hear the heartbeats then do nothing.

IF YOUR BALL LANDS ON A SLOPE



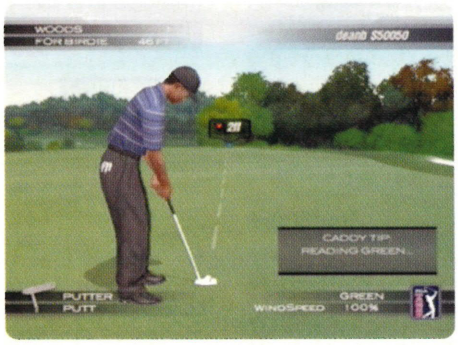
If you find yourself in a situation like Tiger here then you'll need to compensate with your aim. The ball will naturally tend to fly in the direction of the slope – this ball is going to veer to the right. The severity of the slope will determine how much you need to compensate, but pay attention to the wind as it may help you out.

3 Putting for fun

YOUR CADDY IS A BIT STRANGE

The Caddy Tip is useful, but you need to understand its faults. The distances from left to right are shorter than from top to bottom; one foot left won't look the same as one foot long. If it's one or two inches left or right, move the cursor until the dotted line just disappears.

THE LONG AND THE SHORT OF IT



If the Caddy suggests six inches short or less then leave the cursor right over the hole; aim short and you're bound to underhit your shot. If you're being told to hit the ball one foot long, aim a bit further; it's better to have too much power than not enough. Too long = good, too short = bad.

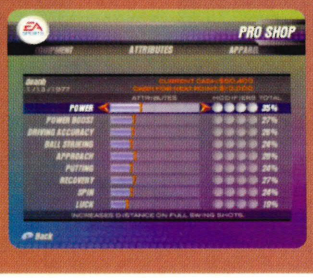
STRAIGHT IN

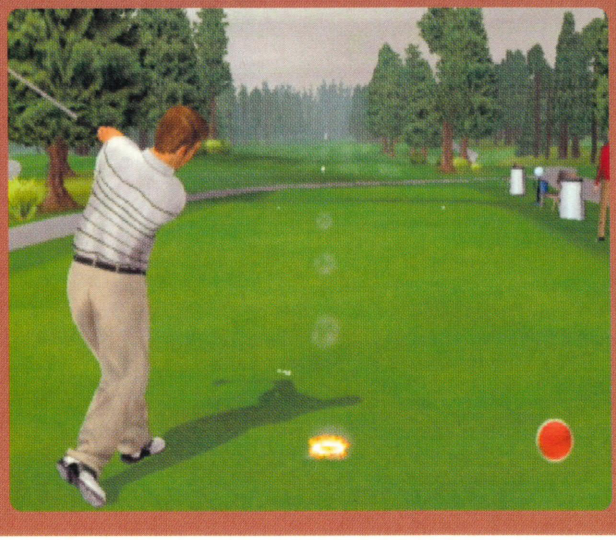
When your caddy tells you to just knock it straight in, don't listen. Always nudge the cursor an inch or two past the hole just to make sure. There you go. Follow these simple tips and you should be well on your way to winning the World Tour and taming the mighty Tiger.

4 The Clubhouse: general gaming tips

COMPLETE YOUR SKILLS

- When buying stats, the important ones to go for are Power, Spin, Accuracy and Putting. Things like Approach, Luck and Recovery can wait.
- Make sure you save enough money to put the full amount into a wager with another player. If it looks like you're going to lose just quit the game and then reload. This way you can earn more money much quicker.
- When driving off the tee, always use Z to get the ball as far as possible. You'll regret it if you don't.
- You should practice low-power swings for your approach shots. Pull the 3D Stick back a few times to get a feel for how much power is required.





HOW TO... defeat the Elite Four and be the Champion

Foil the Four and mangle their 'mon

They don't call them the Elite Four for nothing, you know. We help you get acquainted with the best in the Pokémon business so you can jump all over their critters and finally face-off against the top man...

Elite Four 1

Name... Sidney
Pokémon Type... Dark
Team... Mightyena Lv46, Sharpedo Lv48, Cacturne Lv46, Absо Lv49, Shiftry Lv48 Vigoroth Lv30, Slaking Lv31

REMEMBER...

Take along any powerful Fighting Pokemon that you have to help against the Dark Types that Sidney employs. If your Fighting Type is not up to the job then you'll want a good mixture in your team along with a Fire Type to deal with any situation. If you're using *Ruby* and have Groudon then use that as it is effective against many of Sidney's team.

Elite Four 2

Name... Phoebe
Pokémon Type... Ghost
Team... Dusclops Lv48, Banette Lv49, Sableye Lv50, Banette Lv49, Dusclops Lv51

REMEMBER...

Ghost Types can be a royal pain in the backside. Bring along Pokémon with powerful attacks such as Earthquake or Surf and you'll do well. You may also wish to consider a strong Steel Type to absorb some of the damage while you heal. Make up the rest of your squad with Ghost and Dark Types to fight fire with fire and you'll soon have Phoebe licked.

Elite Four 3

Name... Glacia
Pokémon Type... Ice
Team... Glalie Lv50, Sealo Lv50, Glalie Lv52, Sealo Lv52, Walrein Lv53

REMEMBER...

It might sound obvious, but you'll want your Pokémon to generally have a higher level than Glacia's for this Elite Four fight. Having a powerful Electric Type is also pretty much essential here. Use your Electric Pokémon to quickly finish off both Sealos and the Walrein as you'll want to kill them in a single turn before they get the chance to unleash their destructive Ice Beam. Use one of your Fire Types to whip both of Glacia's Glalie Pokémon.

Elite Four 4

Name... Drake
Pokémon Type... Dragon
Team... Shelgon Lv52, Altaria Lv54, Flygon Lv53, Flygon Lv53, Salamence Lv55

REMEMBER...

If you have *Sapphire* and have managed to capture Kyogre then use it against Drake's crew of Dragon Types. If not then you'll have to rely on a decent Ice Type such as a Walrein. Dragon Types might also prove useful here. If you don't have any of these Types then you can still win with a less-specialised bunch, but it'll take a lot longer and it won't be anywhere near as easy.

Champion

Name... Steven
Pokémon Type... Steel, Ground
Team... Skarmory Lv57, Aggron Lv56, Claydoll Lv55, Cradily Lv56, Armaldo Lv56, Metacross Lv58

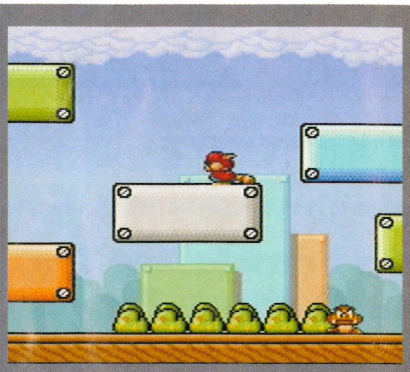
REMEMBER...

To get off to a flyer you'll need to use a Fire Type with Flamethrower and Overheat on Skarmory. A good Fire Type will also help out with the mighty Metacross. After this you'll need to keep switching Types to avoid being caught out by Steven – he's a very tricky customer as you'd expect – having the wrong Pokémon Type can result in an early defeat for you and your critters. Use a Ground Type with Earthquake to defeat Aggron and a good Water Type will help with the rest – using Surf and Hydro Pump will be particularly effective.

Make life a real breeze

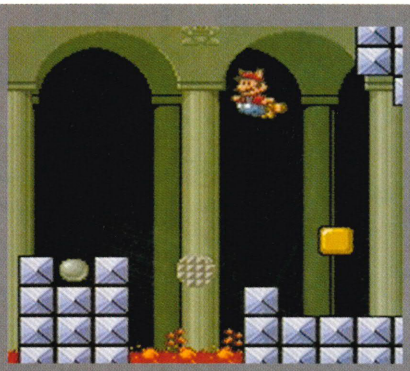
Blowing whistles in *SMA4* warps you to other worlds. If that worked with Premiership refs, we'd all be a lot happier.

HOW TO... find all three Magic Whistles



Whistle one:

Go to World 1, Level 3. Near the end of this stage there's a conspicuous white block. Now you need to stand on it and press down until you fall into the background. Run behind the black part to Toad's House where you'll find the Whistle.



Whistle two:

Go to World 1 Fortress and reach the end of the first part. Now find the dry bones and make sure you get a running start with Raccoon Mario. Fly over the Question Block then go right as far as you can and press up to reach the Whistle Room.

Whistle three:

In World 2, get the Hammer from the Hammer Bros. Use it to smash the rock in the upper-right corner of the map. Enter the extra part of the map and defeat the Fire Bros. to get the last Whistle. Use the Whistles to warp through to World 8.

Bash Black Hole's boys

Save your troops and score some easy victories.

HOW TO... be cheap – win the easy way

When laying siege to your enemy you can increase your chances of winning by blocking them off. The easiest way to do this is by placing your units on top of your enemies' Factories, Airports and Seaports. Doing this prevents them from building any more vital units at these locations. Needless to say this will give you a huge advantage over whoever you're playing. If you always block your enemy you'll save time and energy. And if someone does this to you, you'll have to destroy the offending units very quickly or risk losing the game.

Cheats & multiplayer

Stuck? After some new extras? Look no further. We've got some great tips coming your way.

SOUL CALIBUR II

Unlock the coolest fighters

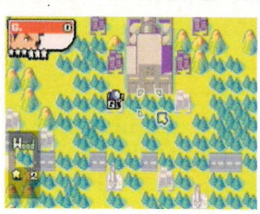
There's so much to unlock in *Soul Calibur II*. You'd better have your gaming gloves on...

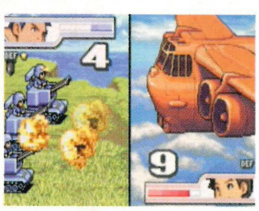
Unlock	Where	Finish
Yoshimitsu	Weapon Master mode	Stage 3 of Chapter 2
Charade	Weapon Master mode	Stage 1 of Chapter 3
Cervantes	Weapon Master mode	Stage 4 of Chapter 3
Sophitia	Weapon Master mode	Stage 5 of Chapter 4
Seung Mina	Weapon Master mode	Stage 3 of Chapter 6
Berserker	Weapon Master mode	Stage 1 of Sub-chapter 1
Lizardman	Weapon Master mode	All of Sub-chapter 2
Assassin	Weapon Master mode	Stage 2 of Sub-chapter 3

ADVANCE WARS 2: BLACK HOLE RISING

Unlock the Neotanks

To get the Neotanks on each island, you must first find the Lab Map on that island and then complete the secret mission it reveals. Here's where the maps are hidden...





Island	Mission	Capture
Orange Star	Flak Attack	City just north your HQ
Blue Moon	Toy Box	City in the south-west
Yellow Comet	Show Stopper	City in the south-west
Green Earth	Sinking Feeling	Southernmost city on the west island.

MULTIPLAYER MODS

Cool set-ups to get the most fun with your mates

Toby's Frantic Bag Tag, TimeSplitters 2

By Toby Ellis

THE SETTINGS

Bag-Tag mode
This is by far the coolest multiplayer mode in the game. Non-stop action!

Wild West level
We always play on this level, because it's really easy to find your way around.

One-Shot Kills
Without an energy bar it's a lot harder to survive and makes for a more frantic game.

Lugers everywhere
Not only are they great fun to use, with a meaty sound, they pack a great punch.

THE LAST TIME WE PLAYED

WHO PLAYED:
Toby, Louis, Tremayne

WHAT HAPPENED:
Okay, so there were only three of us, but it was still great fun. We all agreed to choose big characters and make the computer-controlled players faster to up the ante. But all three of us ended up getting thrashed by the computer. D'oh! We'll go easier next time.

GET INVOLVED
Do you have a bag of laughs with multiplayer games? Tell us your set-up like Toby has above and send it to Multiplayer Mods at the usual address, enclosing a photo, if you're not too damn hideous.

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EG NINPOLY 107862 to 81618 For compatability see below

CHART MUSIC

	code
Black Eyed Peas- Where is the Love	**121454**
Dido - White Flag	**124529**
Elton John - Ready For Love	**121707**
Big Brovaz - Baby Boy	**110293**
Blu Cantrell - Breathe	**120508**
Iron maiden - Wildest Dreams	**124528**
Ultrabeat - Pretty Green Eyes	**121713**
Sean Paul - Like Glue	**121677**
Starsailor - Silence Is Easy	**124527**
Kelly Clarkson - Miss Independent	**120016**
Lemar - Dance	**123291**
Abs ft Nodesha - Miss Perfect	**124326**
White Stripes - Do With Myself	**124323**
Rolling Stones - For the Devil	**124538**
Lumidee - Never Leave You	**120905**
Girls Aloud - Life Got Cold	**123072**
Jaimeson - Complete	**121872**
Stacie Orrico - Stuck	**121463**
Cooper Temple Clause - Promises	**124526**
Mark Owen - 4 Minute Warning	**121876**

FOOTBALL

Arsenal - Amazing Reds	122963
Villa - Holteenders In The Sky	122965
Chelsea - Blue Is The Colour	122985
Everton - You Are My Everton	122993
Leeds - We Had Joy	122999
Liverpool - We All Live In A Red..	123009
Man City - Blue Moon	123013
Man United - Our Trophy Back	123017
Newcastle Utd - Blaydon Races	123027
Newcastle Utd - 1 Alan Shearer	123029
Southampton - When The Saints	123037
Spurs - We Are Tottenham	123041
Wolves - King Kenny Miller	123043
Wolves -Hey Jones 'E'	123045
We've Got That Double Feeling	123053
If You Know Your History	120601
The Liquidator	120616
Here We Go - Football Anthem	120495
Celtic – Fields of A'Ray	108273
Notts Forest – Land of Hope	108447

ROCK MUSIC

Promises - Cooper T Clause	124526
Silence Is Easy - Starsailor	124527
Wildest Dreams- Iron Maiden	124528
Maps - Yeah Yeahs	124624
Numb - Linkin Park	124625
Secret Kiss - The Coral	124627
The New Hit - Marilyn Manson	124629
Whos The Daddy - Love Bug	124639
Someday - Nickelback	124645
Like A Stone - Audioslave	124649

RAP

Without Me - Eminem	107053
Nu Flow - Big Brovaz	107804
Stan - Eminem	108329
Real Slim Shady - Eminem	107895

NEW RELEASES

Alive - Sonique	124630
Rubberneckin - Elvis	124635
On Your Mind - Oxygen	124660
Stuck In A Groove - Puretone	124668
Everybody Come On - Mr Reds	124671
Set You Free - N Trance	124676
I Like to Move It - Real 2 Real	124677
Devotion - Nomad	124678

THEMES

Axel F- Beverly Hills Cop	108195
Great Escape	107003
The Bill Original Theme	124675
Italian Job	107026
James Bond	107023
Mission Impossible	107896
Rocky - Eye Of The Tiger	108299
Terminator	109255
The Matrix	107800
Top Gun	108304
Phoenix Nights	107872
Simpsons	107052
Hawaii 5 0	108197
Knightrider	107030
Airwolf	108213

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Ringtones

Compatible with most phones, see below if unsure.

UPDATE YOUR MOBILE WITH A ROCKING NEW TONE!

Chart Tones

Black Eyed Peas- Where is the Love	120393
Dido - White Flag	124530
Elton John - Ready For Love	121732
Big Brovaz - Baby Boy	110272
Blu Cantrell - Breathe	120539
Iron maiden - Wildest Dreams	124535
Ultrabeat - Pretty Green Eyes	122445
Sean Paul - Like Glue	121678
Starsailor - Silence Is Easy	124537
Kelly Clarkson - Miss Independent	116223
Lemar - Dance	123529
Abs ft Nodesha - Miss Perfect	122603
White Stripes - Do With Myself	124534
Rolling Stones - For the Devil	124532
Lumidee - Never Leave You	120369
Girls Aloud - Life Got Cold	122614
Jaimeson - Complete	122569
Stacie Orrico - Stuck	116921
Cooper Temple Clause - Promises	124533
Mark Owen - 4 Minute Warning	122441

New Releases

Golden Path - Chemical Brothers	124545
Do You Love Me- The Contours	124559
I Swear - All 4 One	124568
Marys Prayer - Danny Wilson	124571
Mmm Mmm - Crash Test Dummies	124572
We Caught The Train - O Col Scene	124581
Turn On Tune In - Freakpower	124585
Venus - Shocking Blue	124586
Whats Up - 4 Non Blondes	124587
Wipeout - The Surfaris	124588
I Cant Go To Sleep - Wu Tang Clan	124596
Tease Me - Chaka Demus + Pliers	124607
Beautiful Girl In The World - Prince	124608
Good Time - A	124612
We Want Your Soul - Freeland	124613
Yipee I Oh - Barndance Boys	124614
Say Cheese - Fast Food Rockers	124646
Connected - Stereo MCs	124557
After All - Delerium	124590
Silence Is Easy - Starsailor	124537
In A Gadda Da Vida - Iron Butterfly	124570
Owner Of A Lonely Heart - Yes	124576
Tobacco Road- Nashville Teens	124584
Why Don't You - Santana	124647
Someday - Nickleback	124659
96 Tears - Mysterions	124552
Anything - 3T	124553

Top Sellers

Breathe - Blu Cantrell	120539
Xtm & Dj Chucky -On The Wings	116215
Crazy In Love - Beyonce	120398
Pretty Green Eyes - Ultrabeat	122445
Only Fools & Horses	101226
Ready For Love - Elton John	121732
Never Leave You - Lumidee	120369
Bring Me To Life - Evanescence	110559
Hollywood - Madonna	117377
U Make Me Wanna- Blue	111022
All Over - Lisa Maffia	112595
In Da Club - 50 Cent	110993
James Bond Theme	100016
Hawaii 5 0 - Tv Theme	100690
Eye Of The Tiger - Rocky Theme	100687
Celtic -Fields Of Athanray	100381
Ignition - R Kelly	116955
The Simpsons Theme	102191
Great Escape Theme	100382
Make Luv - Room 5	111639
You Said No - Busted	112640
Knight Rider Theme	100131
Sweet Child - Guns N Roses	101084
Loneliness - Tomcraft	112714
A Team - Tv Theme	100682
Italian Job - Film Theme	100691
Halloween - Theme	100048
Dambusters March - Film Theme	100703
Flower Of Scotland - Anthem	100799
Gon Give It To Ya - Dmx	110338
Jackass Theme	102708
Boys Of Summer - Dj Sammy	110321
Move Your Feet - Junior Senior	110619

Boy Bands

Westlife - Tonight	110582
Love On The Line - Blazin Squad	108003
The Hardest Word - Blue	108012
Unbreakable - Westlife	102743
Get Down - Back Street Boys	100041
What Makes A Man - Westlife	100410
Uptown Girl - Westlife	100435

Rock

Sweet Child O Mine-Guns N Roses	101084
Letters To You - Finch	112713
Homesick - The Vines	112699
Faint - Linkin Park	112692
Rollin – Limp Bizkit	100389

Football Chants

Arsenal - Vi-erra	122961
Arsenal - Amazing Reds	122963
Aston Villa - Holteenders In The Sky	122964
Aston Villa – My Old Man	110617
Aston Villa - Roll Along	122966
Blackburn – Wild Rover	100803
Bolton – Run Run	111004
Celtic – Fields of A'Ray	100381
Chelsea - Blue Is The Colour	122984
Chelsea - Super Franky Lampard	122986
Chelsea - We are the famous CFC	122988
Everton - He was Just 17 (Rooney)	122990
Everton - You Are My Everton	122992
Leeds - We Had Joy	122998
Liverpool - You'll Never Walk Alone	123006
Liverpool - We All Live In A Red..	123008
Man City - Blue Moon	123012
Man United - Our Trophy Back	123016
Man United - The Great Escape	123018
Middlesborough - Boro Till I Die	123024
Newcastle Utd - Blaydon Races	123026
Newcastle Utd - 1 Alan Shearer	123028
Southampton - Mr Eriksson	123034
Southampton - When The Saints	123036
Glory Glory	123038
Spurs - We Are Tottenham	123040
Wolves - King Kenny Miller	123042
Wolves -Hey Jones 'E'	123044
There's Only One....	123048
We've Got That Double Feeling	123052
Here We Go	123056
Match Of The Day	123058

Dance

Feel The Beat - Darude	100337
Silence - Delerium	100338
We Will Survive - Warp Brothers	100412
Right Here - Fatboy Slim	100276
Tocas Miracle - Fragma	100302
Thong Song- Sisqo	100303
Better Of Alone - Alice Deejay	100192
Something - Lasgo	101019
Clubbed To Death - Rob Dougan	102103
They Dont Know - So Solid Crew	101260
Lazy - X Press Feat David Byrne	101729
Addicted To Bass - Puretone	101576
Star Guitar - Chemical Brothers	101617
U Girls Look So Sexy - Nush	102676
Nessaja - Scooter	102651

TV Themes

Kung Fu The Legend Continues	120819
CHiPS	120856
SeaQuest Deep Sea Voyage	120877
Space 1999	120882
Transformers	120885
Spooks	120553
Trigger Happy TV	102693
Jackass	102708
Malcolm In The Middle	102709
The Osbournes	102712
Sticking With You Hyundai Ad	102690
Phoenix Nights	102796
Futurama	102794
Charmed	108106
South Park Theme	108112
Itchy And Scratchy	102190
The Simpsons	102191
Buffy The Vampire Slayer	100681
Scooby Doo	102302

Movie Themes

A Clockwork Orange	120809
Beetlejuice	120811
Matrix	120822
Friday The 13th	120836
Natural Born Killers	120841
Psycho	120842
Blackhole	120843
Matrix Reloaded	116230
Ghostbusters	100665
Eye Of The Tiger - Rocky	100687
Italian Job	100691
Lord Of The Rings	101158
Austin Powers	101077
Terminator 2	101086
Halloween	100048
James Bond	100016
Beverly Hills Cop	100010

Hot R N B

Put Him Out - Ms Dynamite	108007
Work It - Missy Elliott	107981
Girlfriend - Alicia Keys	107993
Dilemma - Nelly &Kelly	107901
Thug Lovin - Ja Rule	108072
You've Got It Bad - Usher	101046
Hot In Herre - Nelly	102133
A Womens Worth - Alicia Keys	101880
Kiss Kiss - Holly Valance	102006
Get This Party Started - Pink	101517

Pic Messages

for compatibility, see below.

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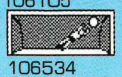
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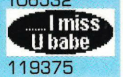

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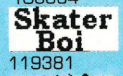

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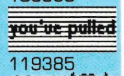

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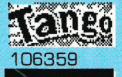

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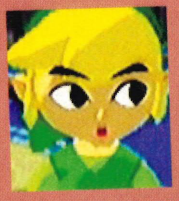
The Great NOM Challenge

Have you got what it takes to top the table? This is the place to show off your skills, game ninjas. So what are you waiting for?

There's a new Dave Every in town and his name is John Zeepvat. Yes, it seems that the man with the GameCube hands has slipped from glory, now clinging onto just one spot in our table of gaming greatness, while young John and his Cubemaster mates slug it out with their international foes, the Soldiers of Mist – you can find them both on the interweb. But Dave's still a master of the mail and there's no greater challenge than the elusive 34 letters. Surely it CAN be done.



ZELDA: THE WIND WAKER

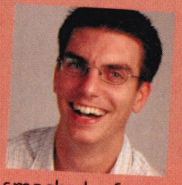
Name: Too many to mention
Score: 150 Rupees (a perfect score)
What happened? Okay, we screwed up. It's true, kids. IT HAPPENS. *NOM UK* is fallible. Remember, readers, we're only human at the end of the day. Basically we forgot that you can get a perfect score on the Boating Course. But by the time we'd realised our mistake and sacked Mike, it was too late. The offending issue was thundering up and down the UK in vans, heading for the newsagents' shelves and into your slimy paws.

Anyway, there was no shortage of entrants for this challenge, all believing they'd be king of the course with their haul of 150 Rupees. And if you've never managed a perfect score, then here's some advice from people who're better at games than you...

New resident game monkey, John Zeepvat set us straight: "A challenge that actually has a limit to the top score? Hmm, that's a new one [sound of knives being sharpened in the *NOM UK* office]. Work on your boating skills and hit every barrel at the right angle, especially the side-by-side barrels. You need a diagonal angle that'll get both Rupees and leave you spot on for the next barrel."

Rowan Brunswick was kinder: "You need a good grasp of using the 3D Stick and camera in tandem – easy for *TimeSplitters 2* pros like me."

NEW CHALLENGE



SOUL CALIBUR II

Name: Tim
Score: 8 wins, 02'29"48
How did it happen? "It had been a long, hard day at the office, but instead of venting my anger by setting booby traps for the cleaners as usual, I booted up *Soul Calibur II* and smacked a few polygon noses. But even after setting *NOM UK*'s top score on the Survival mode I still wasn't sated and decided to kick a few ducks* on the way home." If there's a tie on this challenge the winner will be the entrant who kicked the most ass in the quickest time.

*No ducks were harmed during the making of this magazine

SUPER MARIO SUNSHINE

Name: Steve Dunlop
Score: 9.01 seconds
Talk us through it: "My hands were badly blistered after this one. I think most of us know the strategy by now, though – grab the turbo nozzle from behind the starting position, get to El Piantissimo, find the quickest route through the trees and the kabana, (I think that's what it's called) and the rest is down to pure luck." Luck or not, Steve, your score will live forever on the pages of a magazine.

Make sure you get your entries to us by Oct 24th if you want to be in next month's *NOM UK*

BEAT THIS!

Super Monkey Ball, Score on Advanced level. John Zeepvat, 621,762

Zelda: The Wind Waker, Boating Course mini-game. Everyone, 150 Rupees.

NEW CHALLENGE

Metroid Prime, Space Pirate Station, most time left after evacuation. Dom, 2:58:11

Super Monkey Ball, Monkey Target, ten-round match. Arman Faghihi, 13,240.

SSBM, beat the giant Yoshi in event four. John Zeepvat, 00:00:28.

Tony Hawk's Pro Skater 4, Campus level, single combo. Arif Jetha, 11,309,832

Ikaruga, first level. Niklas Norgen, 3,612,900.

Star Wars Rogue Squadron II, Death Star Attack level. John Zeepvat, 3:43.

Burnout, three laps of the Interstate course. Laurence Armitage, 6:42.959.

Pikmin, grow the most Pikmin, Challenge mode, Impact Site. Fredric Nielsen, 223.

Wind Waker, mail-sorting. Dave Every, John Zeepvat and Dean Hailstone, 33 letters.

Soul Calibur II, Survival mode. Tim, 8 wins, 2'29"48.

NEW CHALLENGE

Mario Sunshine, race vs Il Piantissimo on Gelato Beach. Steve Dunlop, 9.01 secs.

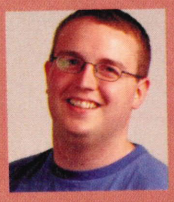
Super Smash Bros. Melee, Home Run Contest. Arman Faghihi, 2,671.3m.

TimeSplitters 2, Glass Smash challenge. John Zeepvat, 6.8 seconds.

SUPER MONKEY BALL

Name: John Zeepvat
Score: 621,762
Got some advice? "Take every warp possible, with the exception of the one on 11, and complete level 17 in less than 30 seconds. And don't fall off." Thanks, John, but we kind of guessed that last bit.

NEW CHALLENGE



METROID PRIME

Name: Dom
Score: 2:58:11
Tell us about it: "After the bloodbath I was hit by a restraining order that keeps me away from any monkeys in plastic balls. Fortunately Samus only has hair on her head (we've checked), so she's fine to play with."

TONY HAWK

Name: Arif Jetha
Score: 11,309,832
Tell us about it: Arif has clearly spent too much time down the skate park: "Playing as Rune Glifberg, I pulled off a ton of moves on the vert ramps and manualled to boost my score." Err, anyone out there understand all that?

SSBM

Name: Arman Faghihi
Score: 2,671.3m
What happened? Arman didn't give us a description or photo, but clearly he was using Ganondorf and got the kind of distance usually reserved for freaky Japanese game-ninjas.

What to do now

If you've bettered one of the scores on our leader board we want to hear all about it. All you need to do is get some evidence of your score (a photo of your TV is best) and send it along to us.

But that's not all – we want to find out where you did it, when you did it and how you did it. Make sure it's interesting, because if you've top-scored you'll be featured here, so you'll want to include a good quality photo of yourself as well (if it's a digital pic, please provide a fairly hi-res version). And if you think there's a game that deserves to be in our list, just drop us a line at the usual address.

Send your top scores to The Great NOM Challenge, Nintendo Official Magazine UK, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW or email them to kingsley.singleton@emap.com and he'll reply with a nice email telling you he's got your high score. From there it gets fed into *NOM UK*'s Mother Brain and churned out as the lovely pages you see before you. Well that's what Kingsley hopes, anyway.

www.nfs-underground.co.uk

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NEED FOR SPEED
UNDERGROUND
EA GAMES
Challenge Everything

Game Selector

It's all here – every GameCube title we've ever rated and the best of the GBA.

Check out the listings below **– you'll find all the info you need to make sure you never waste your pennies again.**

GC Section

Bought a game? Was it rubbish? Don't do it again...

S = Surround — PLII = Pro Logic II

Title	Score	Issue	RRP	Players	Memory	Dolby	Tips
18 Wheeler American Pro Trucker	37%	117	£39.99	1-2	3	–	117
2002 FIFA World Cup	28%	118	£39.99	1-4	4	S	120
Ace Golf	72%	123	£29.99	1-4	5	–	–
Aggressive Inline	79%	121	£39.99	1-2	57	–	121
ATV 2	83%	126	£39.99	1-2	27	–	126
Baldur's Gate: Dark Alliance	77%	128	£39.99	1-2	30	–	131
Barbarian	53%	121	£39.99	1-4	3	–	–
Batman Dark Tomorrow	25%	129	£39.99	1	3	PLII	–
Batman Vengeance	50%	116	£39.99	1	2	–	–
Beach Spikers	84%	121	£39.99	1-4	3	–	121
Big Air Freestyle	69%	125	£39.99	1-2	3	–	–
Big Mutha Truckers	71%	131	£19.99	1	12	–	–
Black & Bruised	75%	130	£39.99	1-2	1	–	131
Blood Omen 2	62%	125	£39.99	1	1	PLII	125, 126
BloodRayne	57%	130	£39.99	1	1	–	–
Bloody Roar Extreme	78%	116	£39.99	1-2	3	–	124
BMX XXX	59%	124	£39.99	1-2	18	–	125
Bomberman Generation	65%	123	£39.99	1-4	3	–	–
Burnout	85%	116	£39.99	1-2	4	S	–
Burnout 2: Point of Impact BUY IT!	**90%**	**129**	**£39.99**	**1-2**	**5**	**PLII**	**130, 132**
Capcom Vs. SNK 2 EO	76%	120	£39.99	1-2	2	–	125
Casper: Spirit Dimensions	39%	126	£29.99	1	3	–	–
Castleween	35%	129	£19.99	1	1	–	–
Cel Damage	62%	116	£39.99	1-4	2	–	116
Conflict Desert Storm	80%	128	£39.99	1-4	8	–	–
Crash Bandicoot: The Wrath of Cortex	68%	123	£39.99	1	2	–	–
Crazy Taxi	80%	116	£39.99	1	8	–	116, 117, 131
Dakar 2	72%	128	£39.99	1-2	7	–	–
Dark Summit	45%	117	£39.99	1-4	4	–	–
Dave Mirra Freestyle BMX 2	66%	116	£39.99	1-2	4-13	–	–
Dead to Rights	83%	130	£39.99	1	10	–	132
Defender	62%	127	£39.99	1-2	1	PLII	–
Def Jam Vendetta	85%	129	£39.99	1-4	2	–	130
Die Hard Vendetta	74%	123	£39.99	1	6	–	125, 127
Disney Sports Basketball	38%	129	£39.99	1-4	15	–	–
Disney Sports Football	73%	123	£39.99	1-4	15	–	–
Disney Sports Skateboarding	40%	128	£39.99	1-2	7	–	–
Disney's Extreme Skate Adventure	51%	133	£39.99	1-2	9	–	–
Disney's Magical Mirror Starring Mickey Mouse	55%	121	£39.99	1	3	–	–
Disney's Tarzan Freeride	60%	116	£39.99	1	8	–	–
Donald Duck Quack Attack	52%	117	£39.99	1	6	–	–
Doshin The Giant	66%	122	£39.99	1	40	–	123
Driven	62%	116	£39.99	1-2	5	–	–
Eggo Mania	80%	121	£29.99	1-2	3	–	–
Enter the Matrix	64%	130	£39.99	1-2	10	–	130, 132

S = Surround, PLII = Pro Logic II

	Title	Score	Issue	RRP	Players	Memory	Dolby	Tips
	ESPN International Winter Sports 2002	59%	117	£39.99	1-2	3	–	–
	Eternal Darkness: Sanity's Requiem BUY IT!	**92%**	**122**	**£39.99**	**1**	**8**	**PLII**	**122, 123, 128, 131**
	Evolution Skateboarding	72%	126	£39.99	1-2	27	PLII	126
	Evolution Snowboarding	54%	127	£39.99	1-2	2	–	–
	F1 2002	70%	118	£39.99	1-4	4	–	–
	F1 Career Challenge	74%	130	£39.99	1-4	5	–	–
	FIFA 2003	83%	122	£19.99 PLAYER'S CHOICE	1-4	52	–	–
	Finding Nemo	64%	133	£39.99	1	1	–	–
	Fireblade	69%	125	£39.99	1	2	–	–
	Freekstyle	80%	121	£39.99	1-4	2	PLII	122
	Frogger Beyond	62%	128	£39.99	1	3	–	–
	F-Zero GX BUY IT!	**92%**	**133**	**£39.99**	**1-4**	**18**	**–**	**133, 134**
	Gauntlet Dark Legacy	52%	121	£39.99	1-4	8	–	121
	Godzilla DAMM	75%	125	£39.99	1-4	2	PLII	125
	Harry Potter and the Chamber of Secrets	76%	124	£44.99	1	4	–	128
	Hitman 2: Silent Assassin	88%	131	£39.99	1	59	–	131
	Hot Wheels Velocity X	58%	125	£29.99	1-4	1	–	126
	The Hulk	57%	131	£39.99	1	3	–	131, 132
	Ikaruga	84%	128	£39.99	1-2	4	–	129, 130
	ISS 2	74%	116	£39.99	1-4	5	–	123
	ISS 3	51%	129	£39.99	1-4	59	–	–
	The Italian Job: LA Heist	62%	133	£39.99	1-2	2	–	–
	James Bond 007 In... Agent Under Fire	76%	118	£44.99	1-4	3	–	119, 120, 131
	James Bond 007 Nightfire	81%	124	£19.99 PLAYER'S CHOICE	1-4	2	–	125
	Jeremy McGrath Supercross World	48%	118	£39.99	1-2	3	–	118, 119
	Kelly Slater's Pro Surfer	73%	121	£39.99	1-2	14	PLII	–
	Knockout Kings 2003	66%	123	£39.99	1-2	5	–	–
	Legends of Wrestling	44%	117	£39.99	1-4	5	–	120
	Legends of Wrestling II	49%	125	£39.99	1-4	12	–	–
	The Legend of Zelda: The Wind Waker BUY IT!	**96%**	**128**	**£39.99**	**1**	**12**	**PLII**	**129, 130, 131**
	Lego Drome Racers	55%	133	£39.99	1-4	4	–	–
	The Lord of the Rings: The Two Towers	76%	127	£39.99	1	4	–	127, 128
	Lost Kingdoms	77%	119	£39.99	1-2	2	S	123
	Lost Kingdoms II	81%	129	£39.99	1-2	3	–	–
	Luigi's Mansion	85%	116	£19.99 PLAYER'S CHOICE	1	3	PLII	116, 117, 118, 125
	Madden NFL 2003	89%	121	£39.99	1-2	59	S	121
	Madden NFL 2004 BUY IT!	**90%**	**133**	**£39.99**	**1-4**	**185**	**–**	**–**
	Mario Party 4	80%	123	£39.99	1-4	2	S	–
	Mary-Kate and Ashley: Sweet 16 Lcsd to Drive	53%	126	£29.99	1-4	4	–	–
	Mat Hoffman's Pro BMX 2	80%	123	£39.99	1-8	18	–	122, 126
	Medal of Honor Frontline	81%	123	£19.99 PLAYER'S CHOICE	1-4	4	–	124, 129
	Mega Man Network Transmission	74%	131	£39.99	1	1	–	131
	Men in Black II: Alien Escape	52%	126	£39.99	1	3	–	–
	Metroid Prime BUY IT!	**95%**	**127**	**£39.99**	**1**	**1**	**PLII**	**127, 129**
	Micro Machines	71%	126	£39.99	1-4	4	–	–
	Minority Report	58%	125	£39.99	1-4	2	PLII	126
	Monsters, Inc. Scream Arena	39%	127	£29.99	1-4	4	–	127
	Mortal Kombat: Deadly Alliance	84%	125	£39.99	1-2	1	–	125, 128
	MX Superfly	71%	121	£39.99	1-2	8	–	122
	Mystic Heroes	65%	123	£39.99	1-4	6	–	–
	NBA 2K3	76%	127	£39.99	1-4	52	–	127
	NBA Courtside	82%	117	£39.99	1-4	7	–	120
	NBA Live 2003	55%	123	£39.99	1-2	57	–	–
	NBA Street Vol. 2	83%	129	£39.99	1-4	7	–	130

Title	Score	Issue	RRP	Players	Memory	Dolby (S = Surround, PLII = Pro Logic II)	Tips
Need For Speed Hot Pursuit 2	74%	122	£39.99	1-2	7	PLII	124
NFL 2K3	82%	127	£39.99	1-4	56	–	127
NHL 2003	67%	121	£39.99	1-4	3	–	–
NHL 2004	49%	133	£39.99	1-4	28	–	–
NHL 2K3	74%	128	£39.99	1-2	104	–	–
NHL Hitz 20-02	75%	116	£39.99	1-4	8	–	117, 119
NHL Hitz 20-03	78%	122	£39.99	1-4	8	–	–
Outlaw Golf	70%	128	£39.99	1-4	5	–	131
Pac-Man World 2	74%	126	£39.99	1	16	–	127
Phantasy Star Online Episode I & II	85%	127	£39.99	1-4	7	PLII	128
Pikmin	88%	118	£19.99 PLAYER'S CHOICE	1	4	–	118, 119, 130
P.N.03	56%	132	£39.99	1	5	–	–
Pro Rally	62%	122	£39.99	1-4	3	PLII	–
Pro Tennis WTA Tour	58%	122	£39.99	1-4	5	–	–
Rally Championship	71%	126	£29.99	1-4	6	–	–
Rayman 3: Hoodlum Havoc	87%	126	£39.99	1-4	8	PLII	–
Red Card	83%	119	£39.99	1-2	12	–	120
Red Faction II	81%	129	£39.99	1-4	7	–	130
Reign of Fire	54%	124	£39.99	1	3	PLII	–
Resident Evil 2	69%	129	£29.99	1	1	–	131
Resident Evil 3: Nemesis	73%	129	£29.99	1	1	–	–
Resident Evil	88%	120	£44.99	1	8	–	120, 121, 123, 128
Resident Evil Zero	86%	126	£44.99	1	9	–	126, 127
Robotech Battlecry	56%	125	£39.99	1-2	1	–	126
Rocket Power: Beach Bandits	31%	123	£29.99	1-2	10	–	–
Rocky BUY IT!	**90%**	**123**	**£39.99**	**1-16**	**2**	**–**	**125**
Scooby-Doo! Night of 100 Frights	45%	123	£39.99	1	5	–	–
Sega Soccer Slam	81%	122	£39.99	1-4	5	–	123
Shrek: Extra Large	40%	126	£39.99	1	1	–	–
The Simpsons Road Rage	54%	117	£39.99	1-2	4	–	117, 118, 119
The Sims	78%	129	£39.99	1	60	–	129, 130
Skies of Arcadia Legends	82%	129	£39.99	1	3	–	–
Smuggler's Run: Warzones	80%	122	£39.99	1-4	6	–	–
Sonic Mega Collection	84%	127	£39.99	1-2	2	–	127, 128
Sonic Adventure 2 Battle	62%	116	£44.99	1-2	3	–	116, 125
Sonic Adventure DX Director's Cut	71%	130	£39.99	1	9	–	–
Speed Kings	68%	130	£39.99	1-2	2	–	–
Soul Calibur II BUY IT!	**94%**	**133**	**£39.99**	**1-2**	**4**	**PLII**	**133, 134**
Spider-Man	75%	118	£39.99	1	2	S	118, 119, 122
SpyHunter	78%	117	£39.99	1-2	2	–	118
Spyro: Enter the Dragonfly	58%	124	£39.99	1	8	–	–
SSX Tricky	77%	118	£44.99	1-2	5	S	120
Star Fox Adventures	84%	123	£44.99	1	3	PLII	124-129
Star Wars Bounty Hunter	78%	125	£39.99	1	2	PLII	125
Star Wars Jedi Knight II: Jedi Outcast	84%	123	£39.99	1-2	3	–	125, 129
Star Wars Rogue Leader: Rogue Squadron II	88%	116	£44.99	1	3	PLII	117, 118, 119, 122, 128
Star Wars The Clone Wars	77%	123	£39.99	1-4	3	PLII	124
Summoner: A Goddess Reborn	74%	127	£39.99	1	19	–	–
Superman: Shadow of Apokolips	36%	128	£39.99	1	4	–	–
Super Bubble Pop	32%	127	£39.99	1-2	1	–	–
Super Mario Sunshine BUY IT!	**93%**	**121**	**£39.99**	**1**	**7**	**PLII**	**121, 124, 126, 128, 130**
Super Monkey Ball BUY IT!	**92%**	**116**	**£44.99**	**1-4**	**3**	**PLII**	**116, 117**
Super Monkey Ball 2 BUY IT!	**90%**	**126**	**£39.99**	**1-4**	**2**	**PLII**	**126, 128-130**
Super Smash Bros. Melee BUY IT!	**90%**	**117**	**£19.99** PLAYER'S CHOICE	**1-4**	**3**	**–**	**119, 120, 121, 125, 129**

Title	Score	Issue	RRP	Players	Memory	Dolby (S = Surround, PLII = Pro Logic II)	Tips
SX Superstar	70%	131	£19.99	1-2	3	–	–
Taz Wanted	47%	122	£39.99	1-2	2	–	–
Tetris Worlds	46%	122	£29.99	1-4	8	–	–
Tiger Woods PGA Tour 2003	89%	124	£39.99	1-4	32	–	124
Tiger Woods PGA Tour 2004 BUY IT!	**90%**	**133**	**£39.99**	**1-4**	**40**	**–**	**134**
TimeSplitters 2 BUY IT!	**92%**	**122**	**£44.99**	**1-4**	**2**	**–**	**122, 123, 124, 128, 130**
Tom Clancy's Ghost Recon	59%	127	£39.99	1-2	17	–	–
Tom Clancy's Splinter Cell BUY IT!	**92%**	**129**	**£39.99**	**1**	**17**	**–**	**129, 130, 131**
Tony Hawk's Pro Skater 3	88%	116	£44.99	1-2	6-8	S	116, 117, 129, 131
Tony Hawk's Pro Skater 4 BUY IT!	**92%**	**123**	**£39.99**	**1-2**	**7**	**PLII**	**126, 127**
Top Angler Real Bass Fishing	69%	128	£39.99	1	3	–	–
Top Gun Combat Zones	71%	121	£39.99	1-4	3	–	122
Turok Evolution	67%	122	£39.99	1-4	3	PLII	122
Ty The Tasmanian Tiger	75%	123	£39.99	1	1	–	127
UFC Throwdown	58%	121	£39.99	1-4	5	–	122
Universal Studios Theme Parks Adventure	11%	116	£44.99	1-2	3	–	–
Vexx	72%	128	£39.99	1	2	PLII	–
Virtua Striker 3 Ver. 2002	40%	118	£39.99	1-2	2	S	120
V-Rally 3	71%	130	£39.99	1-4	158	–	131
Wallace & Gromit in Project Zoo	67%	133	£39.99	1	4	–	–
Wario World	75%	131	£39.99	1	10	–	132
Wave Race Blue Storm	88%	116	£39.99	1-4	12	PLII	116, 118
Worms Blast	70%	117	£39.99	1-2	3	–	–
Wreckless: The Yakuza Missions	68%	124	£39.99	1-2	19	–	125
WWE Crush Hour	56%	129	£19.99	1-2	2	–	–
WWE Wrestlemania X8	67%	122	£39.99	1-4	12	–	122, 124
WWE Wrestlemania XIX	87%	132	£39.99	1-4	20	–	–
XGIII Extreme G Racing	81%	117	£39.99	1-4	3	–	117-119
X-Men 2: Wolverine's Revenge	68%	129	£39.99	1	4	–	–
X-Men Next Dimension	61%	125	£39.99	1-2	3	–	126
Zoo Cube	71%	120	£39.99	1-4	2	–	121

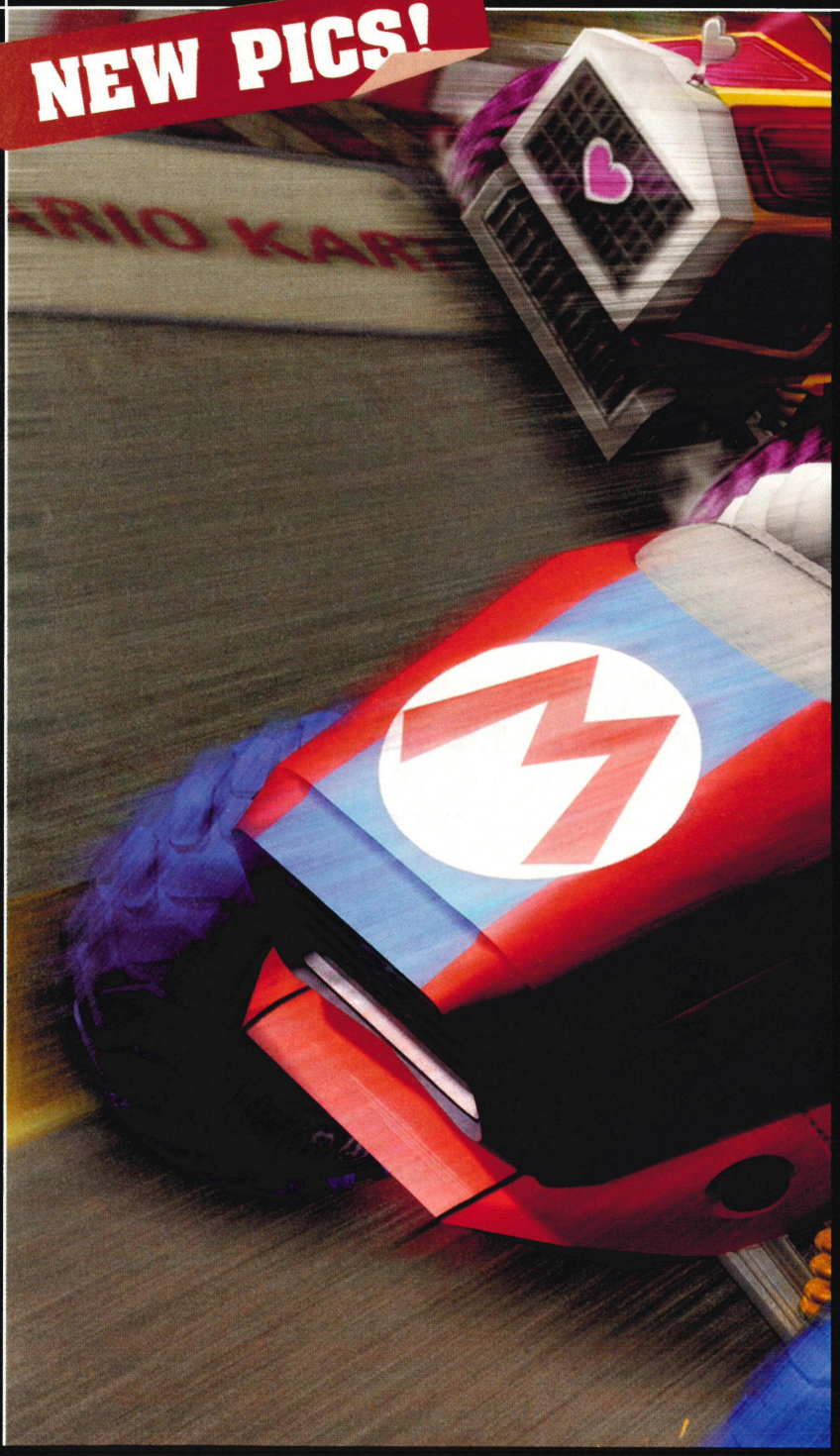
GBA Section

Only the best of the best get in.

Name	Score	Issue	RRP	Players	Tips
Advance Wars	95%	110	£29.99	1-4	114, 115, 121
Advance Wars 2: Black Hole Rising	93%	133	£29.99	1-4	133, 134
Breath of Fire II	92%	118	£29.99	1	120
Castlevania: Aria of Sorrow	90%	129	£29.99	1-2	130
Crash Bandicoot XS	90%	116	£29.99	1	–
Denki Blocks	90%	111	£29.99	1-4	–
Ecks Vs Sever	91%	111	£29.99	1-4	113
ESPN International Winter Sports	90%	113	£29.99	1-4	–
Golden Sun	93%	114	£29.99	1-2	115, 117, 118, 120, 121, 123, 124
Konami Krazy Racers	90%	106	£29.99	1-4	111
The Legend Of Zelda: A Link To The Past (inc. Four Swords)	96%	127	£29.99	1-4	127-129
Mario Kart Super Circuit	92%	109	£29.99	1-4	109, 111-113, 115
Metroid Fusion	93%	124	£29.99	1	126, 127, 130
Ninja Cop	89%	132	£29.99	1	–
Pokémon Ruby and Pokémon Sapphire	93%	131	£34.99	1-4	131, 133, 134
Rayman Advance	90%	106	£29.99	1-4	109, 112
Sonic Advance	90%	115	£29.99	1-2	115
Super Mario Advance	91%	106	£29.99	1-4	107-109, 111-113, 115
Super Mario Bros. 3: Super Mario Advance 4	92%	133	£29.99	1-2	134
Super Mario World: Super Mario Advance 2	93%	115	£29.99	1-4	115, 119
Super Monkey Ball Jr	90%	127	£29.99	1-4	127, 128
Super Street Fighter II Turbo Revival	90%	111	£29.99	1-4	112
Tony Hawk's Pro Skater 4	92%	123	£29.99	1	–
V-Rally 3	91%	118	£29.99	1-4	–
Wario Ware Inc.: Minigame Mania	93%	129	£29.99	1-2	–
Yoshi's Island: Super Mario Advance 3	94%	123	£29.99	1	124, 125, 128

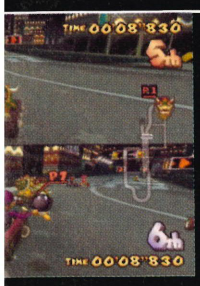
We Can't Wait

NEW PICS!



For These...

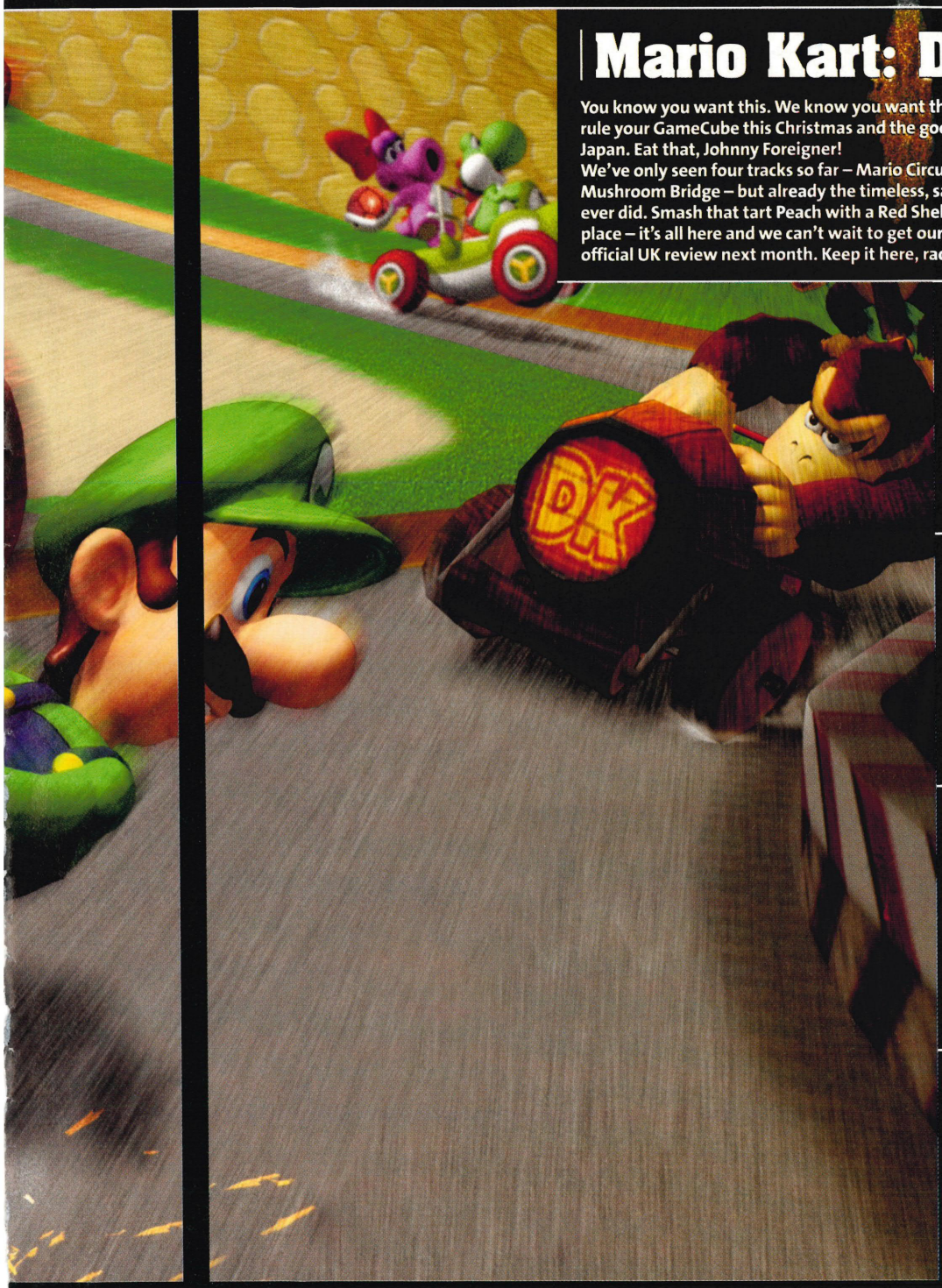
MORE NEXT MONTH!



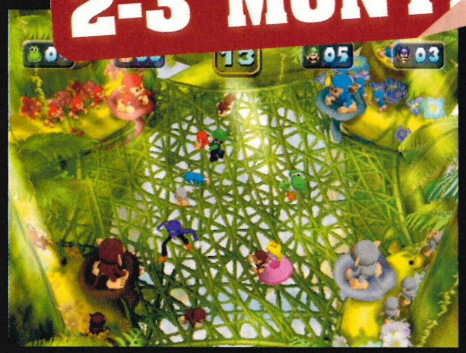
Mario Kart: Double Dash!!

You know you want this. We know you want this. Hell, we all want it. It's the game that will rule your GameCube this Christmas and the good news is we're getting it before the US and Japan. Eat that, Johnny Foreigner!

We've only seen four tracks so far – Mario Circuit, Waluigi Stadium, DK Mountain and Mushroom Bridge – but already the timeless, sadistic violence and rivalry feels as good as it ever did. Smash that tart Peach with a Red Shell, use a Mushroom to go from last to first place – it's all here and we can't wait to get our hands on the game for the first and only official UK review next month. Keep it here, race fans.



2-3 MONTHS

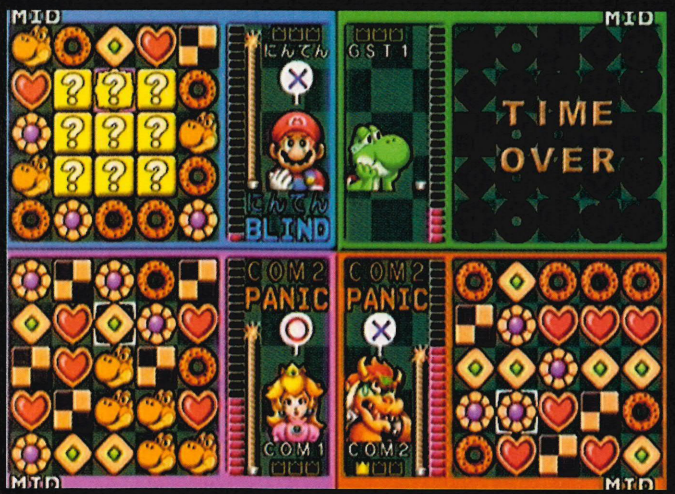


Mario Party 5

That über-socialite Mario sure does love his parties, doesn't he? Well, another year has past us by and number five is about to plonk itself on your doormat and demand to be let into your life. But what more can be squeezed out of the series, you ask. Okay, there are some new Nintendo stars getting set to appear in their first game and you'll be able to change the spaces on the boards, making it easier to grab those all-important stars. We're also promised over 60 new mini-games, but sardines with Peach and Daisy just ain't gonna happen. Sorry guys!

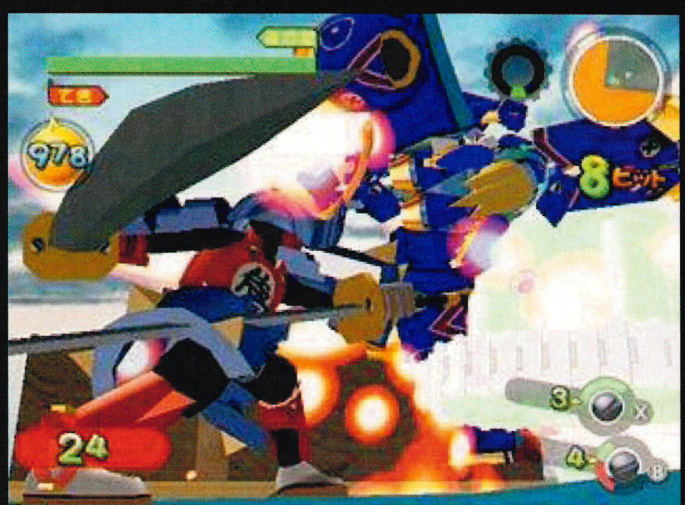
Nintendo Puzzle Collection

Three classic puzzlers on one disc, connectivity and four-player fun are gonna be on the menu when this bad boy hits town. Each game is a true blast from the past and even left resident puzzle king and über-boss, Andy, all dewy eyed. *Dr Mario*, *Yoshi's Cookie* and *Panel de Pon* are the games and you can link up your GBA to keep playing on the go.

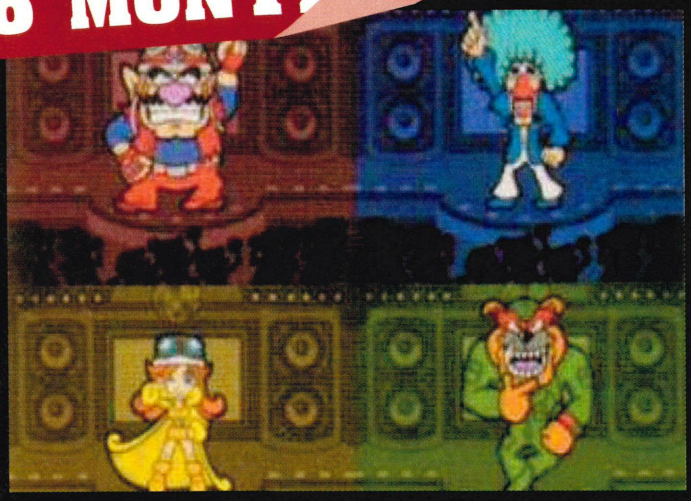


Gotcha Force

Imagine a kind of *Transformers/Power Rangers* multiplayer battle. You're one of these beasts with an army at your side and you've got to destroy your opponents using a barrage of weapons and martial arts skills. Win and you'll be able to upgrade your unit or make up some wicked-looking robots. There's all the usual modes and it's also exclusive to 'Cube.

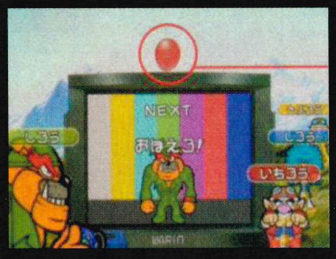


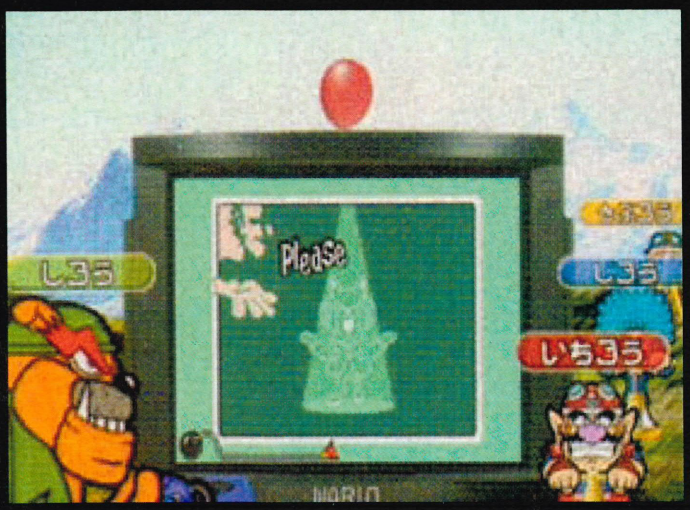
6 MONTHS

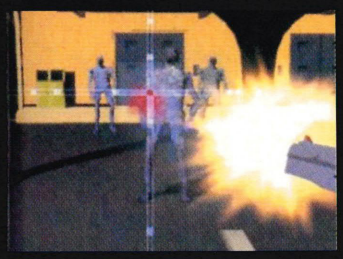


Wario Ware Inc.

It's a GBA classic and we still can't beat Jackson's records, but this isn't just a port of the original and should include a new four-player game. We've also seen one cool mode where you follow on-screen orders to play various mini-games, leaving your opponents to rate your performance.

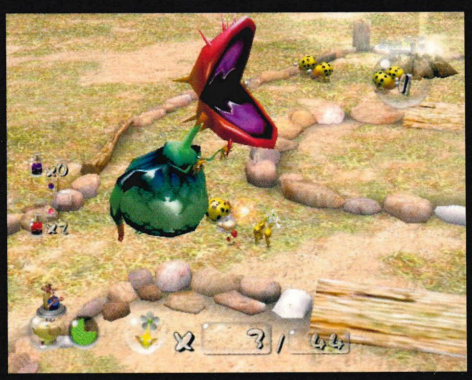






Killer 7

The shots we've seen up until now haven't been in-game footage, but they looked stunning anyway and *Killer 7*'s plot may be one of the most intriguing ever to grace your GameCube. But check out these brand-new shots – the first in-game ones to sneak out of Capcom's high-security HQ. They show some awesome First Person Shooting mayhem as you face up to the evil army called Heaven's Smile. Internet rumours have been bubbling for a while about the chances of this being GameCube's first light gun game, but a Capcom spokesperson could neither confirm or deny this at the time of going to press. Always the way, eh?



Pikmin 2

It's official, Shigsy wants more time to nurture his Pikmin so we won't be seeing this until the middle of next year. What this actually means is he's spending loads of time making *Mario 128* a classic. Allegedly.
The plot will remain the same and sees Captain Olimar return to take command of the Pikmin in a bid to make a quick buck and save his company from bankruptcy. Random dungeons will appear and there are 60 different enemies to confront. Let's hope there's more replay value this time, too.

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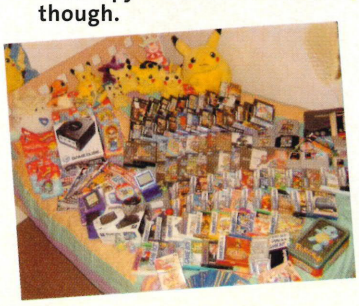
Your Mail

This is the Colonel speaking, write the best letter and you'll get £50 worth of KFC vouchers. Four runners-up get vouchers for the all-new Peking Twister meal, available now. As you write your letter think chicken...

RUNNER-UP

My Nintendo

Here are just a few of the Nintendo products that I've collected over the years. I have been playing Nintendo since the NES. If GameCube was just for kids, that would be a total waste: it's the hardcore gamer's choice.
Darren Gardner, via e-mail
■ **That's a fairly hefty collection you've got there, Darren. Not too sure about that copy of *Virtua Striker 3* though.**



Let them eat chips

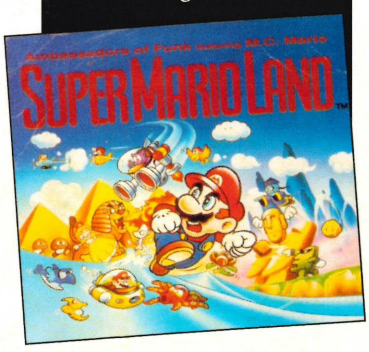
Are the prizes for the best letters going to change monthly? If you're always going to be giving away KFC vouchers it kind of excludes vegetarian gamers.
Kim Warren, Sway
■ **But think of the amount of French fries and ice cream you could buy with that £50. You'd eat like a tubby monarch for a week!**

RUNNER-UP

The Things You Send

The competition's getting fierce. We've received all manner of strange objects this month and the office is starting to look like a Nintendo museum.

Our joint favourite this issue is Chris Goodwin's *Super Mario Land* record by the Ambassadors of Funk featuring M.C. Mario. We even dusted off the good-old *NOM UK* gramophone just to give it a quick spin. Excellent stuff. Please keep them coming.



RUNNER-UP

Let's end it here

In the past two years that I've been reading *NOM UK* there is one thing that turns up at least three or four times a year in the Letters section. It goes "you haven't printed my letter so I'll send you another one with the words 'I bet you won't print this letter' because you haven't printed my last one". Most of the time when you print that letter it annoys someone else, which makes them have a tantrum like Wario and send you a 'I bet you won't' letter, which you guys are probably already annoyed by. I know you may not be able to print this, but to tell you the truth it is starting to annoy me, too.
Jose Flemings, Croydon
■ **Jose has spoken. Any more "I bet you won't print this" letters won't get printed. Show us some originality.**

You are mental

How can the public choose *Mario 64* over *Super Mario Sunshine*? I've played both of them and I think *Mario Sunshine* is by far the better game; better graphics, better gameplay and I love the water tank. *Mario 64* is alright, but sometimes I find it a bit of a chore to play – it's frustrating and very hard.
Anthony Scott, Burnage
■ **We're speechless.**

But it's free

I think Nintendo should have made a graphically enhanced version of *Ocarina of Time* instead of releasing the old version free with *The Wind Waker*. Look at what this move did for *Resident Evil*.
Matt Hodgkiss, Kent
■ **That would seem fair enough if they wanted you to pay extra for it, but it was FREE. Quit your complaining, you damn ingrate.**

Slackers

LETTER OF THE MONTH

While watching a programme called 'Package Holiday Undercover', I noticed how cheap ITV really is. Using a piece of silver tape, they covered up the writing 'Game Boy Advance SP' and tried to hide the Nintendo logo on the top by positioning their camera so it cut it out, but they only cut off the top part. But what really got to me was they still tried to pass it off as a mini TV, cutting between the two presenters. They should feel ashamed, treating a marvellous piece of technology like that.
Andrew Stone, Middlesex
■ **Disgraceful! An outrage! Preposterous! We've deployed the *NOM UK* assassins. Andrew, your eagle-eye skills have won you some tasty chicken.**

Back you go

I've tried many times to get on your website, but all I get is 'Nintendo Official Magazine coming soon...' what's up with that, guys?
Jack, Bristol
■ **It's now up and running, so you should have no more problems, Jack.**

A simple plan

There seems to be a huge amount of average games which score around 60%. If the developers took a raccoon leaf out of Nintendo's book then maybe they could do better. Games need to have a simple but likeable character, clear colourful levels, lots of interesting power-ups and they need to be tough and addictive, but fun. I know it's a lot to ask, but wouldn't it be nice if every GBA game was as pick-up and playable as *Mario*.
Joe Allen, Staffs
■ **If only it were that simple, Joe. Are you listening game developers? Here are the answers you seek.**

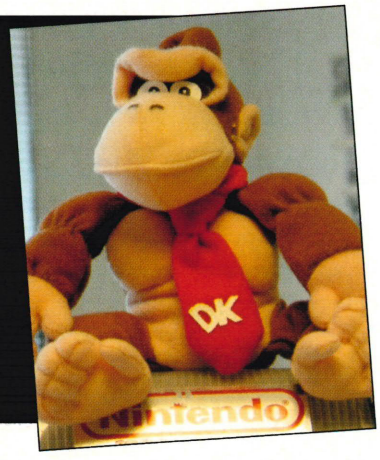
Where will it end?

In your magazine you often talk of "a new leap in technology" or say "these visuals are groundbreaking". But it has to end somewhere, doesn't it? I mean, the leap from N64 to GameCube was pretty astounding, but how long can this carry on? Surely you can't get better than virtual reality, or 'actually being there'. When this eventually happens will developers just carry on

RUNNER-UP

The Things You Send II

It was a dead heat this month with all the weird and wonderful Nintendo goodies landing on our doormat. Chris Goodwin's *Super Mario Land* single was great, but equally good was Will Cheesman's Donkey Kong cuddly toy that he 'found' in his loft. We don't know Will, that monkey looks pretty well loved to us, are you sure you don't keep him nice and close on those cold winter nights?



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What a nutter!

Have you got a problem with RPGs or something? I don't think *Skies of Arcadia Legends* should've been 61st in your top Nintendo games list. It should've been in the top 20 along with *Evolution Worlds*, which you didn't even mention. They're the best two games I've got, including *The Wind Waker*.
William de Renzy-Martin, via email
■ **But the top 100 was voted for by you, the gaming public, it says so on the opening page. We can't really be held responsible for not making you vote for certain games, can we?**

making new games or will the market die away?
Tom Spowage, Doncaster
■ **We often talk about this in the office. We reckon the next-next gen won't be much different in terms of graphics. But the next-next-next gen will be vastly improved and by the next-next-next-next gen, in about 2014 we'll have reached photo realism and we won't ever leave our houses.**

TEXT THE EDITOR

You can let us know how you feel about the world of Nintendo on a text!
Tap in 'Txt', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us as each text costs 25p to send. Every text sent to us can be viewed at www.clubnom.com and here's just a small selection:

■ I'm not buying Rebel Strike if u can't hijack the Death Star.
■ Why do EA not do justice to the Bond licence?
■ Thank you everyone at NOM UK 4 making such a wicked mag. Congrats.
■ The massive areas and realism of the game gives True Crime the edge over Vice City.

Birth of the new

Has everyone gone to sleep or something because why aren't *GoldenEye 007* and *Perfect Dark* on GameCube? You probably think 'why don't you take out your old N64 and play them on that?' but people don't want to take it out of the loft because of the hassle. I think most Nintendo fans would want to play them, so why doesn't Nintendo let us decide what we want, not what they want?
Stuart Huddy, via e-mail
■ **You think? You think!? It'll take a bit more than a hunch to convince a multinational company to commission the redevelopment of two old games when it's busy ploughing money into new products. Remakes are cool when they're done for a reason, but simply refreshing old titles can't be the way forward, can it?**

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If you need the chicken, then you're in luck, 'cos the Colonel's being awfully kind to you this month. From October 6th you can get your hands on the new Peking Twister meal. £3.99 buys you a Peking Twister, fries, drink, Hot Wings and a sweet 'n' sour dip. You just can't argue with that. And don't forget those tasty Avalanche ice creams, just 99p.

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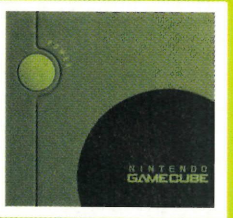

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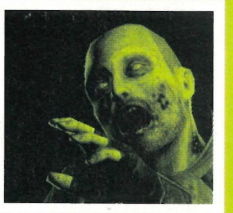
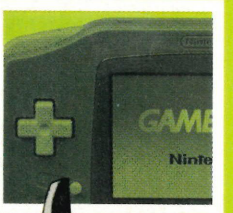


Free! Exclusive competitions



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Name that Game

Guess all 21 and be this month's King of Games.*

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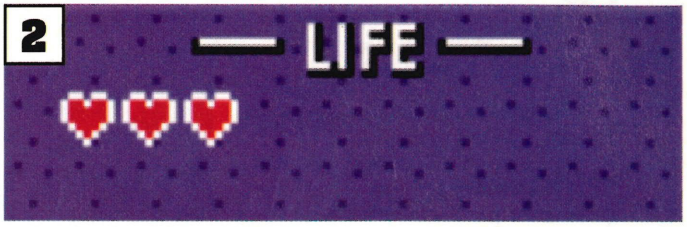

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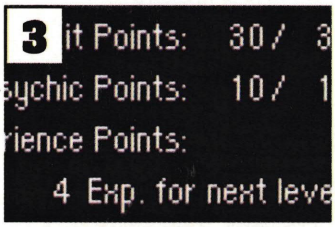

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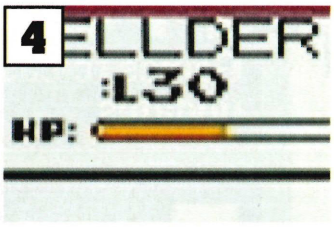

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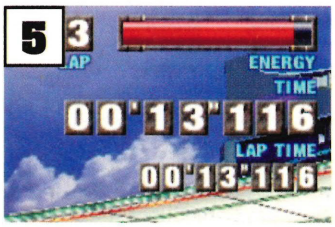

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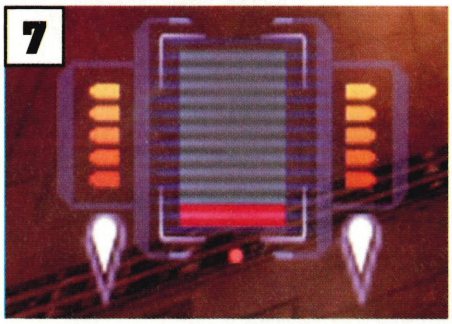

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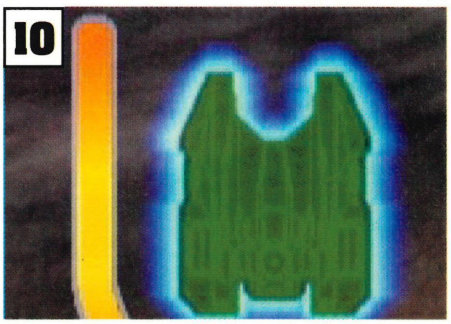

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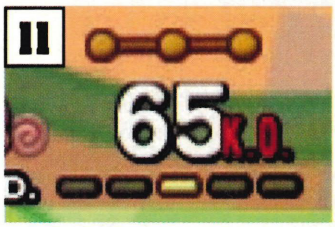

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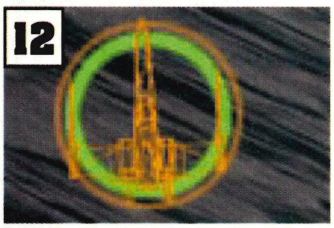

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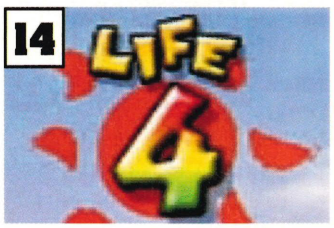

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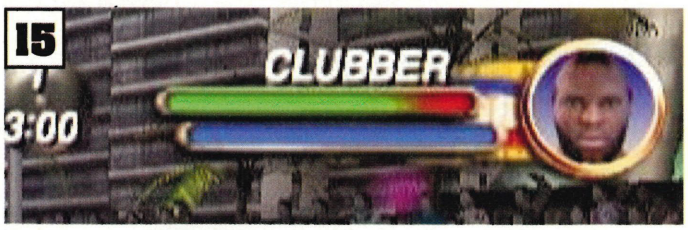

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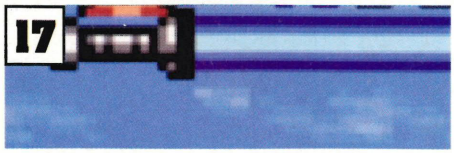

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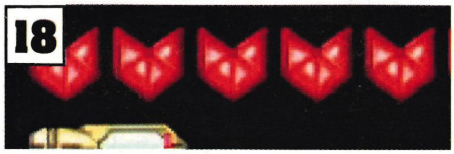

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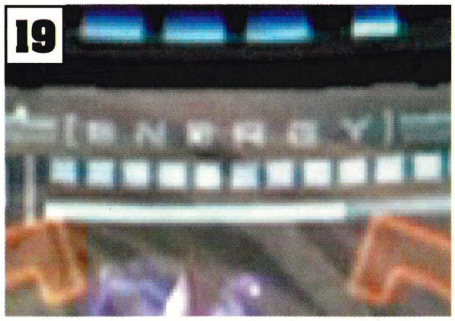

20

21

* for the rest of you, the answers are on p6

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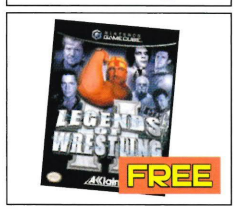

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