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# Nintendo

OFFICIAL MAGAZINE UK

**Pokémon**  
FireRed &  
LeafGreen  
UK preview



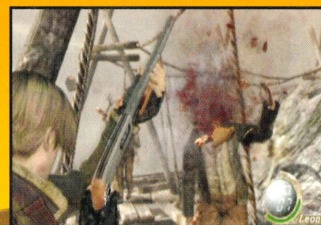
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Welcome to

## Animal Crossing

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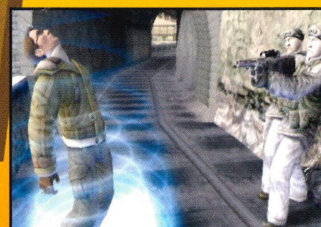


**Resident Evil 4**

**10-PAGE  
HANDS-ON  
SPECIAL**

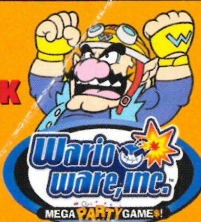


**Paper Mario 2**



**Second Sight**

**Wario  
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6666 Christina Milian Did I Low	8370 The Darkness A Thing Called...
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9274 Candice Hello	8808 Shapeshifters Lolas Theme
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8568 Dido White Flag	9465 Switchfoot Meant to Live
7582 Eamon I Love Them Hoers	7590 The Black Eyed Peas Lets Get...
9267 Estelle 180	9931 The Kasmus Guilty
7020 Freestylers Push Up	9937 The Skills Still in Love Song
7063 Girls Aloud The Show	6785 The Streets Fit But You Know It
9919 Glee Lookin' Chain Guns Don't...	9430 Twista Slow Jamz
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9015 Javine Best Of My Love	9932 V Hip to Hip
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7878 Dre Dre Still Dre	0619DJ Quiksilver Belissima
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4250 J KwonTopsy	0339 Fragma Tocas Miracle
8140 Ja RuleCup Back	7059 Junior Senior Move Your Feet
6465 Jennifer Lopez Jenny from the...	0208 Robert Miles Children
1433 Joe Ft GUnit Ride Wit U	0218 Sash Equador
7764 Justin Timberlake Rock Your...	5872 Scooter The Logical Song
7947 R Kelly Ignition Remix	7860 Tomcraft Brainwashed

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# Welcome

# Welcome to NOM UK



**Videogames are under fire again this month for sending kids crazy. Answer this truthfully: have any of you lot felt compelled to take up plumbing?**

As we put this issue of *Nintendo Official Magazine* to bed, the tabloid press was once again burning videogames at the stake as the chief corruptor of the nation's youth. Imagine the damage *Animal Crossing* is going to do. A whole generation of children encouraged to work hard, get along with people, and get on in life. What hope is there for the future?! Not only will *Paper Mario 2* encourage kids to try and fix pipes for living, they might also try and fold themselves into a plane shape and glide down from the roof. It's ridiculous, isn't it? Don't think as Nintendo gamers that you are safe. While we have nice 'family' titles like *Mario Party* and *Super Monkey Ball*, killer games like *Metroid Prime 2* don't fit into that category at all. Do you really want to miss out on games like that because people have taken to blaming bonafide tragedies on videogames?

Tim will be back on this page next month, so don't panic. Good luck with the Pikachu model, by the way. We had to call the fire brigade to get Mike J unglued from his desk.

**Don't kill anyone!**

*Dean Scott*

Dean Scott, Deputy Editor



# Nintendo®

**OFFICIAL MAGAZINE UK**

Nintendo Official Magazine UK, Bushfield House, Orton Centre, Peterborough, Cambridgeshire. PE2 5UW

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(and the most EVIL game they've ever played)

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Thanks to... Chris Kohler, John Ricciardi, Barry Zoeller, Frank Cifaldi, Jon Argles, Lawrence Wright, John Allison, Mike Peacock, Simon Crimp, Mike Krykunivsky, Claire Stocks-Wilson, James Honeywell and Rob Saunders.

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Eurogamer Network, supplier of content to Nintendo Official Magazine UK.  
[www.eurogamer.net](http://www.eurogamer.net), [www.gamesindustry.biz](http://www.gamesindustry.biz)

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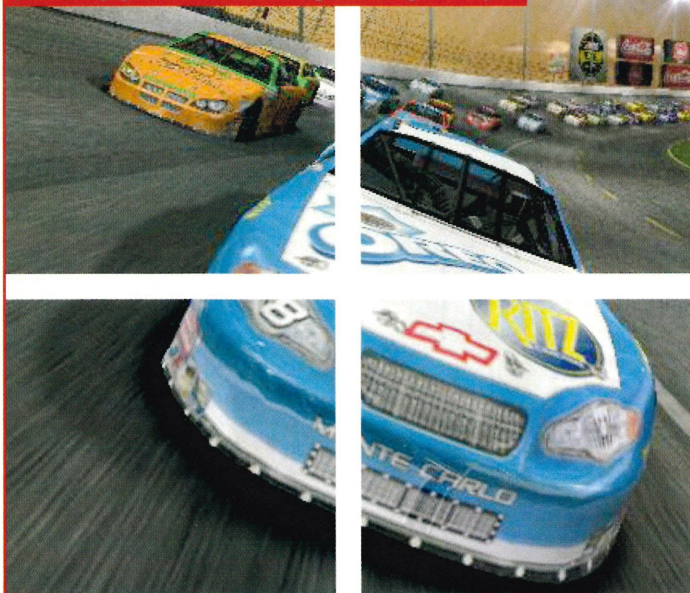


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September 2004



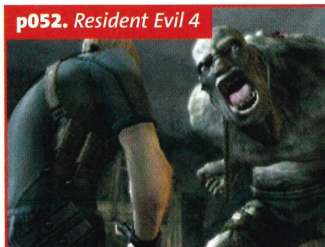
**p036.** Golf, guns and GTI's. Girls, goals and golden eyes



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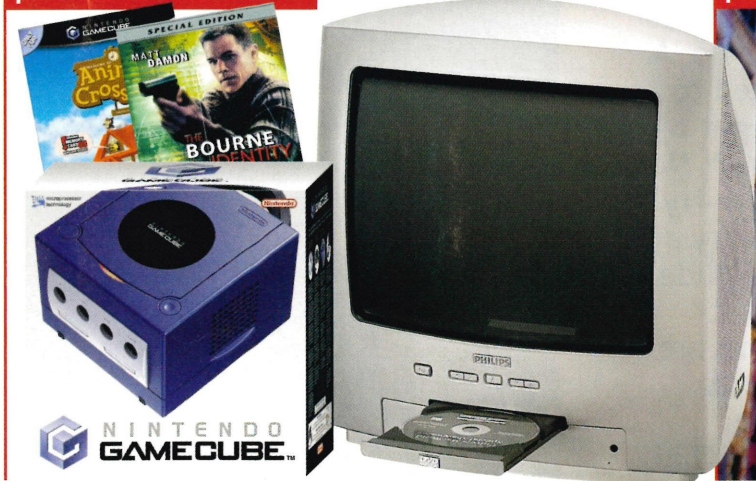
**p052.** Resident Evil 4



**p028.** Be a games tester



**p024.** Win loads of cool stuff!



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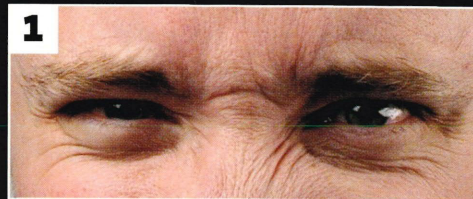
## The exclusive review

Animal Crossing

p006



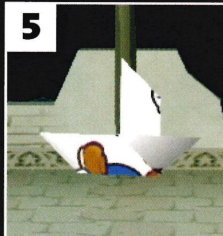
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## 10 Things we didn't know last month...

1. Dean would try to take over the world of NOM UK as soon as Tim turned his back (Welcome page, p003)  
 2. A mole called Resetti could almost make us cry (Animal Crossing, p006)  
 3. The DS machines we played are hideous compared to the REAL designs (World of Nintendo, p016)  
 4. You don't need to blow £300 on eBay for a 64DD to exercise your F-Zero track editing skills (F-Zero Climax, p022)  
 5. Mario could fold into a kick-ass boat (Paper Mario 2, p040)  
 6. There could be areas in Spain more unpleasant than prison (Resident Evil 4, p052)  
 7. You don't have to reach up to the top shelf in your local Newsagent to see women tearing each other's clothes off (WWE: Day of Reckoning, p057)  
 8. Removing the Pokémon LeafGreen cart from the secure GBA SP could have caused a nuclear war (Pokémon LeafGreen, p060)  
 9. Possessing people to make them kill their mate could be quite a laugh (Second Sight, p072)  
 10. The Statue of Liberty is actually only 20 feet tall (Spider-Man 2, p080)

5



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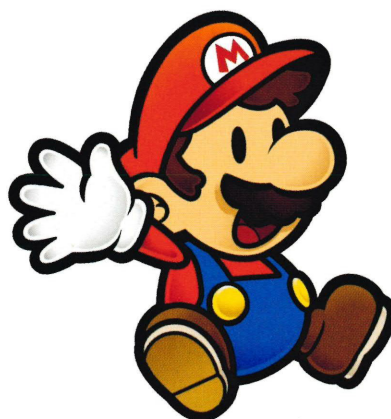


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Paper Mario  
p040





# Animal Crossing

Delve deep into a world of talking animals in the wacky life sim you've all been begging for.

## Game info

Price: £39.99  
Publisher: Nintendo  
Web: [animalcrossing.nintendo.co.uk](http://animalcrossing.nintendo.co.uk)  
Players: 1  
Memory: 58 blocks

Out  
Sep 27

> We whinged about it. We begged for it. We ran petitions and had a massive response from you guys. Nintendo simply had to respond to our demands. *Animal Crossing* has finally reached UK shores, and you're reading the first Official UK review.

If, to this day you still don't know what all the fuss is about, it's high time you get to know. *Animal Crossing* isn't just a game, it's a whole new life. A new world for you to discover, move into, settle in and make your home. "Oh, so it's a cartoony version of *The Sims*, then" we here you cry. NO, it's not. *The Sims* tries to mimic the real world. *Animal Crossing* doesn't confine itself to such a restriction. *Animal Crossing* is it's own world, and makes it's own rules.

We've been rambling on about this fascinating

title since it was released abroad two years ago. Even the Australians got it on PAL disks, which tempted many of you into turning to the dark side and importing the game. If you've been with NOM UK like a true Ninty addict over the past two years, you will already know EVERYTHING there is to know about *Animal Crossing*. But just in case you missed a few chapters, or want to be reminded about the wonders of the animal-filled universe, step right into our massive blowout review of the *Animal Crossing* experience.









**“The animals in this game are as full of character as those in *Wind Waker*.”**

The big N's logo appears on the screen and you hear an animal voice say “Nintendo” in a high-pitched voice. It's a different voice each time you turn the game on. The novelty touches have begun and you haven't even seen the title screen yet. The *Animal Crossing* logo appears and in the background you see a little character running around a town picking plants, cutting trees and generally sprinting around,

backed with a catchy tune you will tap your feet to each time you play *Animal Crossing*.

Never mind the simple graphics, the animals in this game have such strong personalities and are as full of character as those in *Wind Waker*, and that's saying something. The first two animals you meet demonstrates this perfectly.

K. K. (or Totakeke) is a guitar-playing dog who appears on a

black-out screen under a spotlight after the title screen. He's kinda' cool, perched on a small wooden crate with his legs crossed as he strums his guitar and nods his head in a very chilled-out manner. He asks you about your Memory Card, then has a natter with you about the responsibilities of moving into your own home. It's sort of like at the beginning of *Pokémon Ruby & Sapphire* when Professor Birch

explains the world of Pokémon. A nice change from the typical New Game/Load/Options screens in most games.

After he bids you farewell the screen fades out and suddenly you're filled with intrigue. What happens now? Where does it all begin? Your adventure starts... on a train. You can't see your little person yet because your view is from a first-person perspective.

A small blue cat named Rover

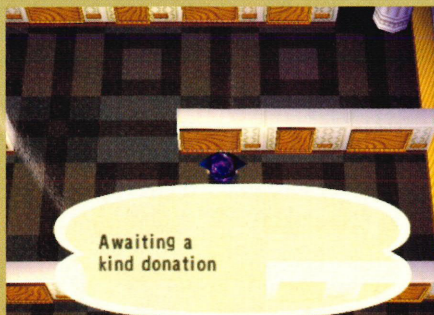
## Collection hell

Get rich, build a house and decorate. What next?

■ If you are one of those people that likes to make collections of stuff, you'll be in your zone with *Animal Crossing*. The museum is a building dedicated to collection, and the lists of things to get are never ending.

The museum collects fish, insects, prehistoric fossils and

paintings and there are plenty of each. Plus, for your own pleasure, there are dozens of K. K. tunes for your radio, hundreds of Gyroids (little moving statues), hundreds of stationary items, and literally thousands of different bits of furniture, wallpaper, carpets and clothes. It's INSANE!



Our museum is empty because we flog everything we find. Money is good...



If you're the collecting type, you'll still be playing AC in 2014. Or longer.



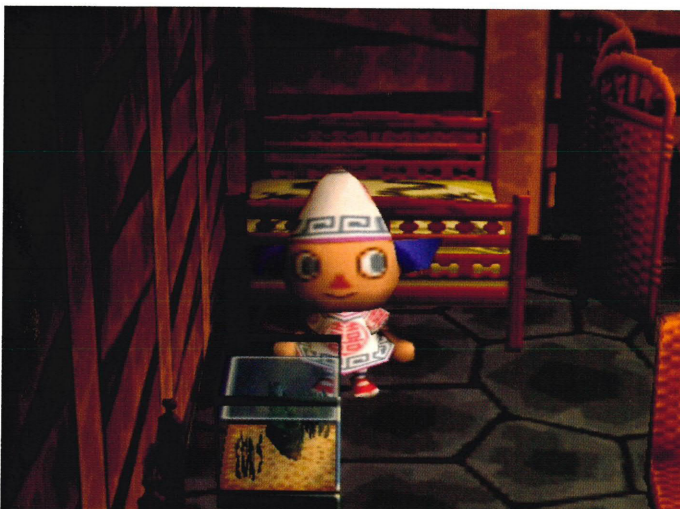
Quit the babble. It's YOUR museum, get the stuff for it YOURSELF you lazy fool.





approaches you and asks for the time - that's the game's clever way of making sure you're GameCube's internal clock is set correctly. He asks if he can sit down next to you, promising not to fall asleep and drool on your shirt. You could say no for a laugh, but he'll just sit anyway and say you're rude, so it's better

to BE NICE. He asks your name. Whatever you type in he seems to find it funny but you can't smack him for the insult. Then he casually asks where you're going (so you can name your town) and where you live. When you tell him you don't have a home his eyes shoot open and a flash appears above his



■ "Don't annoy Cesar — one punch and your nose'll look like mine"

head in shock. All of the characters in the game are like this - so full of expression. Not just in their face but in the witty (American) humor they all have too. There has clearly been a lot of work put into the scripts. You will love and admire some of them, others you'll find annoying and want dead. That's what makes *Animal Crossing* special.

Rover says he can help you find somewhere to live. He goes off and makes a call on his mobile

and a few minutes later, strolls back to tell you he's got a mate called Tom Nook who can help you out. Then the train pulls in and you see your little person for the first time, stepping out into the new world.

Just outside the station, waits Tom, a business-minded raccoon who leads you over to four small houses and says you can choose one. They're all basically tiny huts inside, with slightly varying interiors be it stone cobbles,





wood or metal. It doesn't matter though; wherever you choose to live, you'll be redecorating the whole place soon. Now you owe the dude 19,800 Bells (that's the animal currency) but you only have 1000 Bells. Not to worry, he owns a nearby shop and agrees to let you have the place if you work for him. A house AND a job... sorted.

Tom asks you to go to the shop but you don't have to. You can explore your whole town now. There are no crappy invisible walls or anything like that. You're free to roam. The town isn't that big - it's divided by a five by six sector grid. Each sector only spans twice the length and height of what you can see on screen so that should give you some idea of its size.

That's not to say that it's too small, guys. There is so much for you to do in this relatively compact environment that you'll be more than content being there for months. The coolest thing is the town you have is unique. It's YOUR town and nobody else will have one that's identical to it. That's because the town layout is generated randomly - the position of the houses, the shop, the post office

## Talk about LATE

Animal Crossing may be older than you think

■ The Americans have had *Animal Crossing* for nearly two years. Big deal... the Japanese had *Animal Crossing* on the NINTENDO 64! It was called *Animal Forest* (or *Doubutsu no Mori*), and despite the GameCube version having more stuff in it, they look and play almost IDENTICALLY. So while UK fans are only just about to meet Tom Nook, the Japanese already know him well. But hey, Nintendo has spread the love now, so it's time to get over it.



and even the path that the town river takes. The animals that live there are chosen randomly from the 250+ that exist and more will come and go as time goes on.

What baffles many is exactly what the idea of the game is. There's no big lizard boss to kick in, no final temple and no princesses to rescue, which just doesn't compute in the minds of Nintendo fans. But it's not all that complicated. The truth is there's no final task or main objective. Rather, your experience is based purely on progress. You start poor. You get rich. You collect stuff. You hang out with new animal people. Seeing and



■ You can enter any house you like but you can't rob their TV. We tried



doing everything in this game without cheating would take years. We've been told the game ends after 30 years but we'll have probably packed up our GameCubes by then, in favor of the Nintendo Ultra Reality Hologram Projection System... or whatever.

You start off working for Tom at Nook's Cranny. This is not a career game; the main objective at first is to pay Tom back for the house - essentially your mortgage. Working for Tom brings in quite a low income, so paying off the initial 19,800 Bell debt takes some time. It's fun work though, and also acts as your essential introduction to the town and all of its mechanics.

First he'll tell you to go and meet everyone in the town so you're familiar with customers, which gives you a great opportunity to make friends. You never know who you're going to meet; there are over 250 different animals in the game, each with varying personalities and less than 10 of them, chosen at random, will be in your town to start with.

Once you've met everyone, Tom will give you some flowers and ask you to plant them around the shop to make the place more pleasant. This is the

## Furniture you need

If we could put these in our living rooms we would

■ Why do you want a TV? Who needs chairs? What you need is cool Nintendo artifacts like these kick-ass N64 and GameCube logo's. They don't do anything special, they just look pretty. And once you get one, you'll be able to order as many as you like from Tom Nook's Catalogue. You can also get a Master Sword set in a stone and a Triforce statue too. Unfortunately Tom Nook didn't have them in stock in our town.







game's hint that it's not just your house you'll be decorating. Weeds will grow everywhere there is soil, making the whole town very messy if you don't pick them. The trees can be even worse. Yes, they're nice to look at but when there's too many of them, they get in the way and make it tough to get around. These things need to be kept under control and no-one else is going to do it. You're like the

default town gardener. After you've ran a few errands for Tom, he'll sort you out with an axe and shovel, and you should use them. Keeping your town tidy is a part of the pleasure. You'll take pride in a nice town, casually chopping down trees and pulling weeds here and there as you stroll around. We made the mistake of neglecting our maintenance



■ Plants? Paper? Books? Rubbish! Where's the GAMES shop, man?



duties and the whole place became so overgrown it resembled the Amazon Forest. We spent well over two hours sorting it out. What a chore!

But like everything in *Animal Crossing*, you don't have to do it. You probably should, but nothing or no-one is going to make you. You really are your own person in this game. It's your life and you do what you want with it. If you want to be a worthless bum with

no friends, you can. If you want to be the town menace and run around hitting everyone with your bug-catching net, you can. They'll all hate you, but that's your choice.

They won't forget straight away either. You can't reset your GameCube to make them like you again. A little mole with an attitude problem named Resetti's has a serious go at you if you reset without saving (see Resetti rage). He rambles on for so long

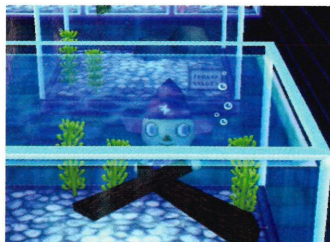




it'll quickly put you off ever doing it again, believe us. He explains in GREAT DETAIL how everything you do in a day becomes nothing if you hit Reset, and that SERIOUSLY annoys him.

So when you make mistakes like cut a tree that belongs to someone else, sell some furniture you wish you'd kept or forget to meet someone, you're screwed. There's no going back. But this is a good thing. This reinforces the illusion that the *Animal Crossing* world has real time that actually passes by.

The reason why Rover wanted to know the time at the start of the game is because *Animal Crossing* uses the GameCube's internal clock to synchronize the game's time with real life. Just like *Pokémon Gold and Silver*, a day in real life is a day in the game. If you play at night, it will be dark and all your town mates will be in bed. It also mimics the seasons. Play in July and the grass and trees will be green, but in mid-December the whole



■ Rare tropical fish: best served in batter with a portion of chips

town will be covered in snow.

It even celebrates the major festivities with you as well. At Christmas, the trees will have lights in them, and on the actual day you will receive presents. That's so cool, it really is like there's another whole world inside your 'Cube. If, one day, you're speaking to one of your animal friends and they casually ask your birth date, you tell them,

not really thinking anything of it. Little do you know, the game stores that date and on the day, you'll receive more presents and maybe the odd letter, too. That's even cooler! Even if you're a sad loser with no friends in real life, *Animal Crossing* can make you feel liked. Now that's special.

Time doesn't stand still in *Animal Crossing*, and neither does your town. Like we said, you

don't have to do anything you don't want to but if you want a massive house with loads of cool stuff in it, you've plenty of work to do. Tom will send you on errands whilst you work for him. The bummer is, you can't buy or sell anything to him whilst you're an employee. Fortunately, after you've earned a certain amount



■ We knew we shouldn't have gone on that *Changing Rooms* show on BBC One. WHAT HAVE THEY DONE?







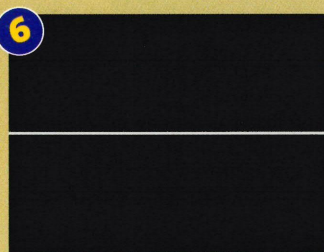
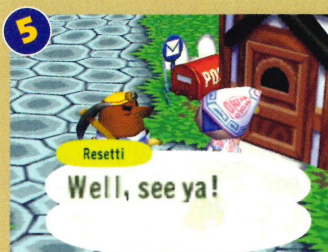
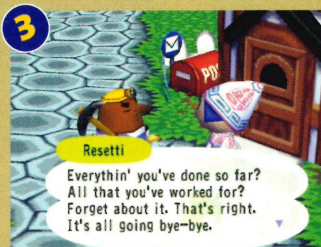
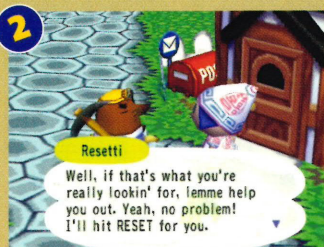
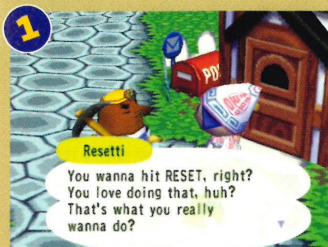
## Resetti's rage

You DON'T want to piss this guy off

■ Resetti is a nutter. He's one mole you most definitely don't want to mess with. You know what REALLY annoys him? If you

reset without saving. Because that's cheating. If you hit reset without saving Resetti will appear next time you play and

shout at you for AGES. Or he might make you think he's broken your save file. Check out this show of pure FURY below.



he'll let you go away and earn money on your own. This is where things really start to pick up.

The most obvious way to get cash is to continue running errands for your neighbours. There's hardly ever a time when they don't want a favour doing for them. They'll want their Game Boy back that they loaned to another animal, or they might ask you to catch them some fish or a bug. Although they don't often pay you for your work, they always hand over generous gifts like pieces of furniture or clothes. These can then be sold to Nook for hard cash, which you can put towards decorating your house or paying off your debt.

But the game can get extremely repetitive if all you do is spend your time running errands. You'll get bored and give up. Luckily, there are several things you can do to raise cash. Picking and selling fruit to Tom is always a great earner. If you dig a hole and plant a piece of fruit, in a few days time (depending on the randomly-generated weather) you'll have a tree that grows that fruit. You see the plan? The business-minded player will clear an open area in the town, plant a load of fruit trees and have a steady income generated by what is essentially their very own fruit farm. But no-one in the game will tell you to do that. It's your choice. That's how free and flexible *Animal*



■ Stand too close to the water and you'll scare off the fish. This is our stealth tactic

*Crossing* is. The game really is what you make it.

Fossils are worth a mint too. As you walk around you'll see little star icons on the ground. Dig up that spot and the majority of the time you'll find a fossil. There's a museum in town that collects that sort of stuff, as well as different species of fish, bugs and

all sorts. But again, you don't have to contribute to it at all. We don't - we flog the lot for dosh. It's more use to us as money in our bank than as pleasant displays in a museum. Useful not just for paying Tom Nook but also for buying cool stuff to put in our new house.

If you're anything like us you

will spend a lot of time and money making your home look exactly how you want it to. You'll want the right flooring and wallpaper. They usually come first. Then you'll be looking out for some cool chairs and a matching table,





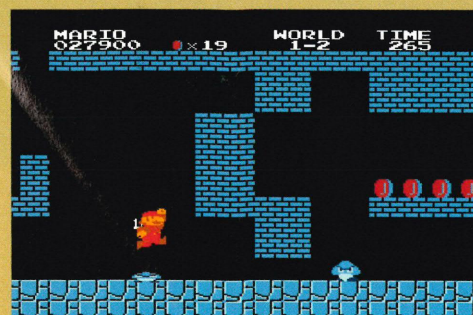
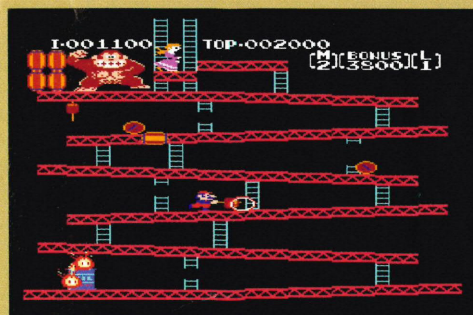


## Games for FREE

Buy the NES Collection games, or play them FREE in AC.

■ Nintendo have hidden several NES games within *Animal Crossing*. Not rubbish ones either, we're talking proper star-class titles like *Super Mario Bros.*, *Balloon Fight* and *Legend of Zelda* all playable on your GameCube. They are super rare though. Here's the full list...

- Pinball
- Golf
- Balloon Fight
- Tennis
- Baseball
- Donkey Kong
- Donkey Kong 3
- Wario's Woods
- Punch Out
- Donkey Kong Jr.
- Soccer
- Excitebike
- Clu Clu Land
- Mario Bros.
- Legend of Zelda
- Super Mario Bros.
- Ice Climbers



■ The train station where you'll need to go to take trips to other towns



■ Do what? Are you gonna tap my knee with a spoon? I'll hit you with a shovel



■ You've got a lovely pair of melons. Can I shake your tree bark until they fall off?

a good television, radio maybe, a bed and general decorations like plants, paintings and statues. There are literally THOUSANDS of items you can get, but they're not all available at once. Some are common, some are rare, like Pokémon. Tom has a limited stock that refreshes everyday. When you see something in the shop, you can buy it, and from that point on that item will be available for order in his catalogue. But you've got to see an item first, and that's where you'll start keeping diary notes.

Now and then, Tom will put out an advert for a mega sale he'll be having, say... on Tuesday between 11am and 6pm. There's also a shady character called Redd, who runs a black market tent. He sometimes has rare items in stock but he only sets up his shop in town once in a while. You'll be at school knowing that you're missing Tom's sale. You'll rush home to catch the last five minutes before he closes. You'll get up in the middle of the night to switch on *Animal Crossing* and meet a particular character. This is how *Animal Crossing* will own and literally influence your REAL life. "Do you want to play some football tonight, Bill?" "No, there's a fishing contest in my *Animal Crossing* town tonight. Sorry Bob." When you hear yourself say something like that, you know the game now owns you.

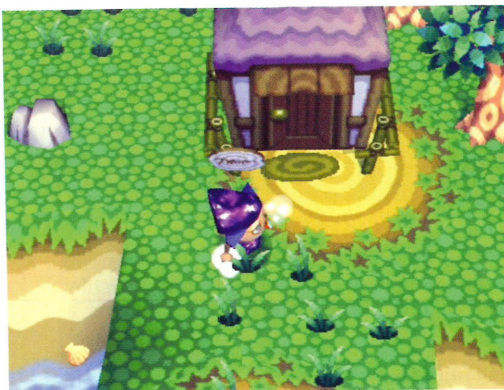




But that is what it's all about. You'd rush home to play a new *Zelda* game too, wouldn't you? And that doesn't even REQUIRE that you play it at a certain time. When *Animal Crossing* takes a hold of you, it grips you like a vice. It's a full-on addiction. You'll be thinking about it while you carry out your everyday tasks - going to school or work, or out with friends (if you even get out whilst owning this game).



■ You can't play these instruments. Waste of space



■ Look at all these bloody weeds! What a chore



You'll be thinking about how to decorate your house, how your fruit farm is coming along and stuff like that.

The truth is, even with 3000 words, there's not enough space to explain in great detail, everything this game has to offer and all the cool features there are. We've been teasing you with information about *Animal Crossing* for nearly TWO YEARS, and even if you've read every last word of it, there'll still be plenty of surprises in store for you. You'll try to cut a tree and a swarm of angry bees will come at you and sting your face until you look like Shrek's identical brother. You'll be fishing and you'll suddenly hook a dirty old boot. You will be amazed, and the game won't stop amazing you.

All you have to do is give in to it. Stop your real life today. It won't matter to you anymore anyway. You now exist as a little game character in a fascinating world full of talking animals. *Animal Crossing* is here and that's your life now. **Mike Jackson**

## So, should you buy it?



### Yes if...

Like most of us, you've been waiting for years for it to come to UK games stores.

### No if...

You're not amused unless you're jumping on mushrooms, shooting guns or racing.

### You'll love it if you like...

Lesser life sims like *The Sims* or *Harvest Moon: A Wonderful Life*. This is better.

## GRAPHICS

8

No complex poly-models or lighting but it's so full of personality, it's not needed.

## SOUND

9

These are truly classic Nintendo tunes. Foot tapping stuff all the way.

## GAMEPLAY

9

Basic on the surface but deep, involving and immensely fun.

## LIFE SPAN

10

If we were to name one game that could last years, it'll be this one.

## VERDICT

> There's no other game like *Animal Crossing*. While it won't be everyone's cup of tea, get into it and it'll own you.



**BEST BIT:** Being as free as bird to do what you want when you want.

**WORST BIT:** Cesar's bad-ass attitude. If only there was a super-uppercut button...

## SECOND OPINION

> My advice to you all: prepare to lose at least two months of your life. **Rob Burman**

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"ANIMAZING"

90%

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







# World of Nintendo

NINTENDO DS™

## INSIDE World of Nintendo

### NINTENDO DS

The final design. The logo. The games. Everything.

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Exclusive screens and info on the game of the year.

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Brand-new future racing. NOM has the first screens.

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Your first glance at the new kid on the Poké block.

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A Raleigh Chopper and a TV/DVD combo up for grabs.

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This month, the crossword works. We've checked.

26

### BIG IN JAPAN

The latest from gaming's mecca. Look at that joypad!

30



# LADIES AND GENTLEMEN, THE DS HAS LANDED

Nintendo confirms the final name and space age styling for the super-handheld it unveiled in May. You're going to get one. Resistance is useless.



The Nintendo DS has now officially been named the... Nintendo DS. Despite saying at E3 this May that the final moniker for the twin-screened machine would change prior to launch in Japan and America this year, Nintendo came clean this month and admitted DS will stay as DS.

"Nintendo DS, originally chosen as the code name, has been selected as the official product name," said a Nintendo spokesperson in a statement. "The Nintendo DS name evokes the idea of a portable system with 'dual screens,' providing the rationale for the final name."

But while the name will stay the same, the design has been fully upgraded from the machine shown in LA a few months ago. Sporting what Nintendo describes as a "slimmer, sharper look," the new unit looks finished and oozes futuristic cool, calming critics of the prototype, who moaned about clunky design and shoddy manufacturing. Hush your mouths, non-believers. As if Nintendo was ever going to release anything that didn't look like it was booked in on a time flight from 2040.

"The Nintendo DS will change the future of hand-held gaming," explained Nintendo chief Satoru Iwata. "Dual screens, chat functions, a touch screen, wireless capabilities, voice recognition - these abilities surpass anything attempted before, and consumers will benefit from the creativity and innovation the new features bring to the world of video games."

This reminder of what's in store when DS launches will cause nothing short of lust on an illegal scale, and Nintendo is pulling out all the stops to get the product into eager European hands "early next year" for the console while the rest of the world starts the party early.

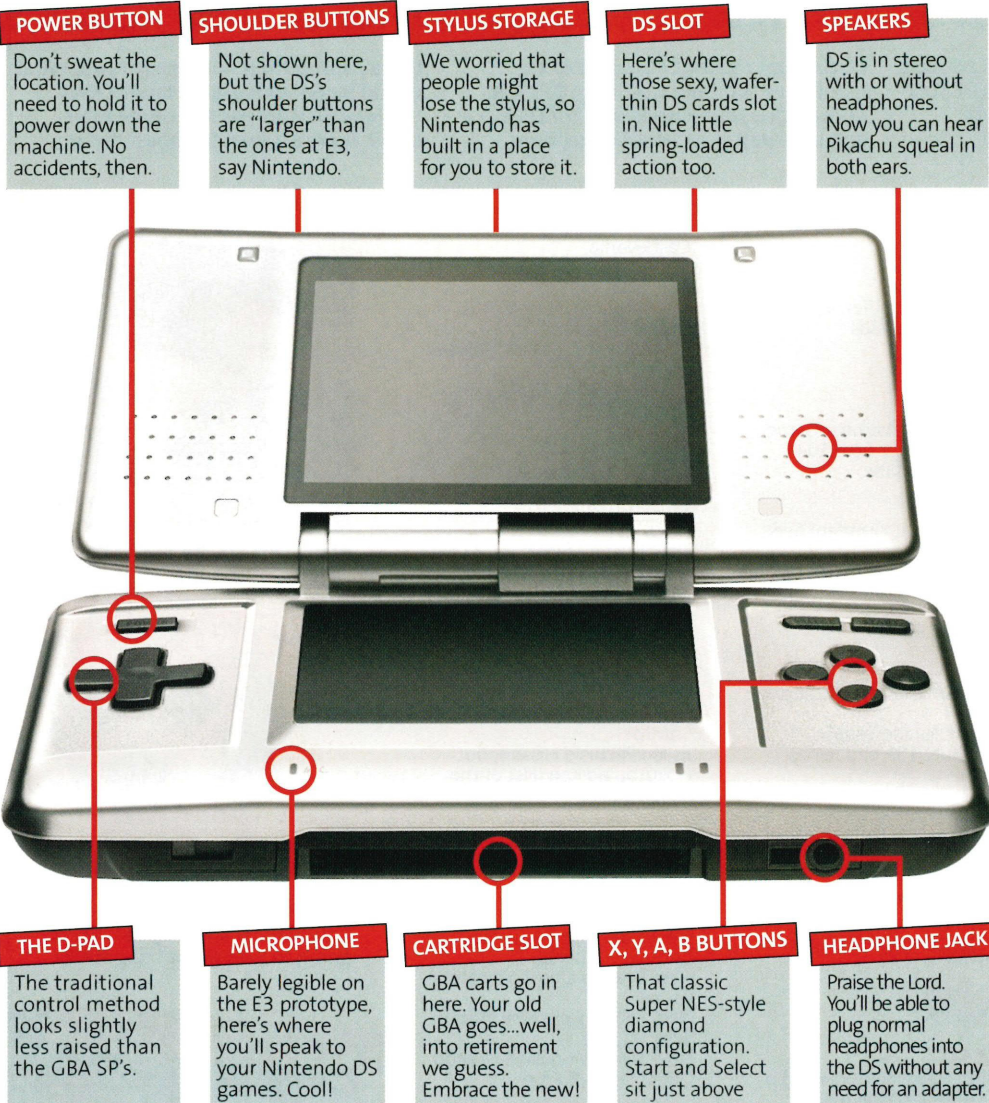
Softening the blow slightly comes news that more than 20 Nintendo games are currently in development for DS, including the new *Mario* and *Metroid* titles shown at E3. Over 100 companies have pledged support for the dual screen marvel. You can wait a few months for that. Especially now its designed as if straight from the head of an astronaut.

We'll have a final release date and price soon, and games news as and when it breaks.



## IT'S GOING TO LOOK JUST LIKE THIS...

Nintendo has made a point of speaking about the black base and platinum lid of the DS, so the one you buy in the shops on launch day should be identical to this. Pretty neat, huh?



## DS in your hands - what do you think?

**We think the new DS looks and sounds amazing, but there's no accounting for taste. Here's what you think...**

Forums >> Nintendo Official Magazine

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Show threads: active in the last 2 days

Change

Subject	Poster	Replies
Nintendo DS design - feedback (Pages 1 2 3 4 5 6 all)	ocean_NG	52

The new DS design looks so much better than it did at E3... That's what I pictured it to look like before I actually saw it. I will be getting one of those on launch day, that's for sure.

*Adam Moss, Birmingham*

The new sleeker model will help the DS compete with the PSP in terms of appearance.

*Craig Buzzard, Bromsgrove*

Frankly, I don't care what it looks like, as long as I can reach all of the buttons, and nothing gets in anything else's way, then it'll be fine. Substance over style.

*Stephen Sutton, Hove*

If handhelds were women, this would be Cameron Diaz!!!

*Matthew Gaffney, Dublin*

I hope it comes in different colours so I can have a choice!

*Aaron Boxley, Cradley Heath*

The new design is good, but I preferred the original design. The original had its own style, it was unique. The final design seems just too plain.

*Adam O'Neill, Peterborough*

I thought the DS looked quite good before the redesign but now it looks just amazing. The only thing that was supposed to be letting the DS down before was the look and shape of it compared to the PSP, but now the DS is on fire!

*Liam Bailey, Derbyshire*

It looks like an F-Zero car: it's that cool. I was already planning to get a DS, but now I spent all my money on a time machine to go into the future to get one.

*Rumzi Yousef, London.*

The new DS looks cool, but I still prefer the older one. It looks more comfortable. Will the new one have different colours?

*Jake Griffiths, Bishops Castle*

## DS to surf the internet?

### A possibility, admits Miyamoto

Nintendo have announced no plans to release software to allow the Nintendo DS to be used as a web browser, but that doesn't mean it WON'T happen. "We added the wireless LAN to the DS mainly for the consoles to communicate between each other," said Mr Miyamoto, in an interview on *Mother*-creator Shigesato Itoi's website. "But if someone releases software that allows it to connect to wireless LAN access points, it could also be used to connect to the Internet." We're betting they will.



## You weren't cool enough...

### Wave goodbye to the prototype

Ah, the old-model DS. As much as we loved it's startling forward-thinking functionality, we couldn't help but think of it as an ugly siamese twin version of the GBA SP. Look at it now compared the sexy finalised variant above. Tiny little buttons. A fat d-pad. Of course, in a few years time if one of THESE shows up on eBay it'll make someone an absolute stack of money. Farewell little prototype guy. We loved you, but it couldn't last.



**72 GAMES IN THE WORKS! TURN OVER!**





# 72 games and counting!

Nintendo releases a list of who's currently doing what for the new machine.



You want proof that Nintendo DS isn't going to be a one-game wonder? This list of the development projects currently underway makes for

fascinating reading. Yes, a lot of the games are 'working title' only. But if it doesn't fire your enthusiasm for DS like a gallon of petrol on a barbecue, then

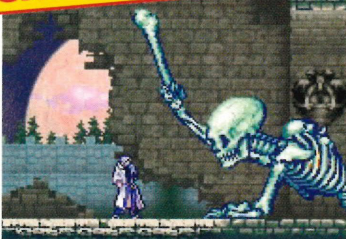
there's something wrong with you. What would be on your dream launch list? *Winning Eleven?* *Pac Pix?* *Slime Mori Mori?* There's a load to choose from.

## SURVIVAL KIDS



■ The GBC version was genius. Stop a little kid starving to death on a remote island. In the UK, they called it *Stranded Kids*.

## CASTLEVANIA



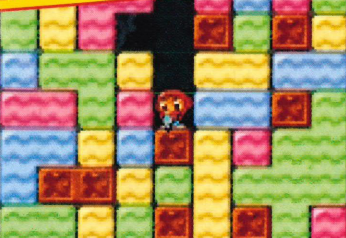
■ We could play a new *Castlevania* game every month and still not get bored. How will they use the touch screen? We can't wait to find out.

## WINNING ELEVEN



■ We love football. We can't help that. And the DS gives the geniuses at Konami the opportunity to improve the best footy series ever.

## MR DRILLER



■ If they sold *Mr Driller* clothes in JJB Sports, we'd be wearing them to work every day. We love that guy.

**AKI**  
Mikke!

**ATLUS**  
Jinsei Game  
Shin Megami Tensei DS  
Snowboard Kids  
Caduceus  
Choro Q DS

**ARUZE**  
Tounou Ni Asekaku Game  
Series~ Vol. 1 Cool 104  
Joker & Setline

**BANDAI**  
Mobile Suit Gundam Seed  
One Piece  
Meteos

**BANPRESTO**  
Dragon Ball Z

**CAPCOM**  
Megaman Battle Network  
Series  
Viewtiful Joe Series  
Gyakuten Saiban Series

**CHUNSOFT**  
Fushigi no Dungeon  
(Mysterious Dungeon)

**D3 PUBLISHER**  
Action Game

**EPOCH COMPANY**  
Action Game

**GAMEARTS**  
New RPG

**GENKI**  
Kisei Gawa Tantei Jiken Bo  
Living High, Killing Low  
Kaido Racing Battle

**HUODSON**  
Bomberman  
Tengai Makyo Series

**IDEA FACTORY**  
Spectral Force

**JAMS WORKS**  
New Board Game

**KOEI**  
Shin Sangoku Musou  
Rekishi Simulation  
Mahjong

**KONAMI**  
Yu-Gi-Oh! Nightmare  
Troubadour  
Ganbare Goemon  
Survival Kids  
Vandal Hearts

**KONAMI COMPUTER ENTERTAINMENT JAPAN**  
Boktai (Boktai)

**KONAMI COMPUTER ENTERTAINMENT STUDIO**  
Powerful Pro Baseball  
Series

**KONAMI COMPUTER ENTERTAINMENT TOKYO**  
Castlevania  
Winning Eleven Series

**MAVERLOUS INTERACTIVE**  
Urusei Yatsura  
Bokujou Monogatari (Harvest  
Moon) for DS  
Kawa no Nushi Tsuru Series  
Original RPG

**MTO**  
Minna no Mahjong  
Race Game

**NAMCO**  
New Mister Driller  
New RPG  
Pac Pix  
Pac 'n Roll

**ROCKET COMPANY**  
Doubutsu Shima no  
Chobigurumi 3

**SAMMY**  
Jissen Pachislo Hisshopou!  
Hokutou no Ken (Fist of the  
North Star)

**SUNRISE INTERACTIVE**  
Simulation Game

**SQUARE ENIX**  
Egg Monster Heroes  
New Final Fantasy Crystal  
Chronicles Game  
New Dragon Quest Monsters  
Game  
New Seiken Densetsu (Mana)  
Series Game  
New Slime Mori Mori Dragon  
Quest Series Game

**SPIKE**  
Kenshuui Tendou Dokuta

**SEGA**  
Sonic DS  
Project Rub

**TAITO**  
Rakugaki Tengoku Series  
Puzzle Bobble Series

**TECMO**  
New Monster Farm Game  
Team Ninja Game

**TOMY**  
Naruto  
Zoids

**NINTENDO**  
Super Mario 64x4  
Metroid Prime Hunters  
Made in Wario (Wario Ware) DS  
Mario Kart DS  
Doubutsu no Mori (Animal  
Forest) DS  
New Super Mario Brothers  
PictoChat  
Nintendogs

**YUKES**  
Sports

## VIEWTIFUL JOE



■ The game that gave 2D a new lease of life could well appear on DS in *ACTUAL 2D*. We would weep.

## NINTENDOGS



■ Nintendo's bizarre virtual pet is bound to be cracking fun. We're going to punish that dog *HARD*.

## FINAL FANTASY



■ More *Crystal Chronicles*? Whatever. Just keep the *Final Fantasy* games coming, Square.

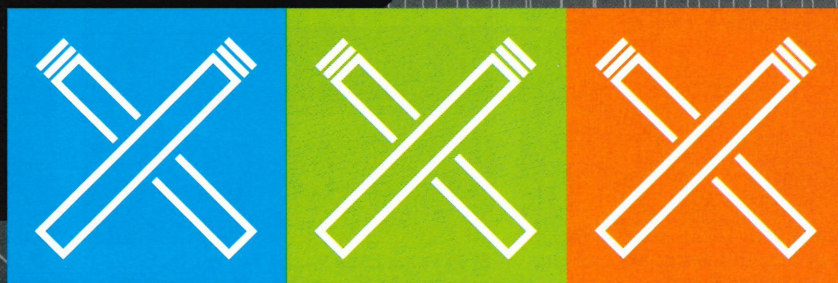
## SEIKEN DENSETSU



■ *Seiken* what? Over here, we called them the *Mana* games. As in *Secret of Mana*. As in, OH YES!



# TARGET



**FEEL FREE TO SAY NO**



No one really wants to be a target of the tobacco industry. They spend millions on making cigarettes look cool. Young people in particular, walk into their marketing trap. Are you going to get trapped as well?

Do it like Xavier, Seetal and Jack: Don't care about cigarettes – and don't be fooled by the industry. More information on [www.feel-free.info](http://www.feel-free.info)



# Metroid Prime 2: Echoes

Stunning new screens of Samus' best adventure yet. Prepare to be wowed...



2D or 3D *Metroid* games? Single or dual Analogue Stick control? Whatever your preference, there's one thing you cannot deny: *Metroid Prime 2* looks the absolute nuts.

We've got a bunch of exclusive, luscious screenshots that further prove just how sweet it really looks, as well as showing off some of the coolest new features you can expect in the sequel of the year. We're just warming up for

some serious hands-on bounty hunter action in the months to come.

Oh yeah, and that one big screen over there? That's so you can cut it out and stick it on your TV. Providing you're playing on some kind of sensible sized portable and not a rich boy 40-inch plasma behemoth, you can take a few steps back, squint and it'll seem like you're actually looking at *Metroid Prime 2* on your screen.

## NEW ENEMIES!



■ We've not seen this worm-like creature before but we reckon it packs a mean, front-charging attack with those pincers on its head. But this dude looks tame compared to other beasts in the game.

## MORE SPIDER!



■ In *Prime 2* the Spider Ball will be far more useful than before. Plus there will be Morph Ball Cannons that will shoot you long distances to a wall you will then have to cling to. How cool is that?

## THE DARKSIDE!



■ Samus will use massive portals like this one to transport herself between the light and dark worlds of the planet Aether to reach new areas in both, in a similar way to the parallel worlds in *A Link To The Past*.

## SCREW! IT'S NEW!



■ When the new *Metroid Prime 2* trailer was shown at the Nintendo Press Conference at E3, the part that induced the most cheers was this - the Screw Attack from the classic *Super Metroid*. Samus spins quickly into a Screw Attack which allows her to bounce repeatedly in mid-air, gaining extra height with each leap, and destroy any enemies that touch her during the move.

## YOUR NEW FRIEND!



■ We've seen these dark-coloured warriors before and assumed they were enemies. We were wrong. They're actually Galactic Federation Troopers that went missing on Aether, and Samus' initial mission on the planet is to find them. This is sure to make for some truly colossal gun battles with groups of these guys blazing shots all over the screen.



THE BIG PICTURE: Imagine you are playing *Metroid Prime 2* RIGHT NOW!







WORLD EXCLUSIVE

Nintendo

OFFICIAL MAGAZINE UK

## READER SURVEY

### Simple name, revolutionary game

**We asked:** Is Revolution a cool name for a console? Do you have a better one?

■ Revolution tells us that Nintendo is serious about making a home console that'll revolutionise gaming forever. I think it is very promising.  
PAUL CERVI

POLL RESULT

YES 100%  
NO 0%

■ Even though it sounds corny, I would be pleased for the new console to be called Revolution because fans deserve a revolution in games consoles.  
ALASTAIR STEWART

■ Revolution will only be a good name if it IS a revolution, not just a GameCube with better graphics.  
GEORGE MASDEN

### This month we ask:

Is *Donkey Konga* above *Metroid Prime 2* on your Christmas wish-list?

### Maximum praise for the redesign

**We asked:** Do you like the clamshell design of the Nintendo DS

POLL RESULT

YES 100%  
NO 0%

■ Originally I thought the clamshell design of the DS looked bulky and hoped it would change. But the new look is fantastic. The PSP won't have a chance against it now, although it never really did.  
GEORGE MASDEN

■ I thought the DS was too chunky. But now that Nintendo have made this beautiful new version, it going to be the greatest handheld ever.  
MATTHEW CROOKS

### This month we ask:

Do you agree that *Paper Mario 2* has the best graphics EVER?

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

# F-Zero Climaxes

All-new GBA outing features a course designer.



Here at NOM, we love *F-Zero* to death. When we're not locked in titanic, high-speed action on the killer AX courses, we're writing letters to Nintendo with the words **COURSE DESIGNER, PLEASE** in capital letters.

And now our prayers have been answered. *F-Zero Climax* has just been announced in Japan, we have the first screens, and, oh yes, you can build your own twisting raceways of death.

It's been done before to brilliant effect on *F-Zero X: Expansion Pack*. But you won't have played that, because it was one of the few killer titles for the ill-fated 64DD add-on for N64.

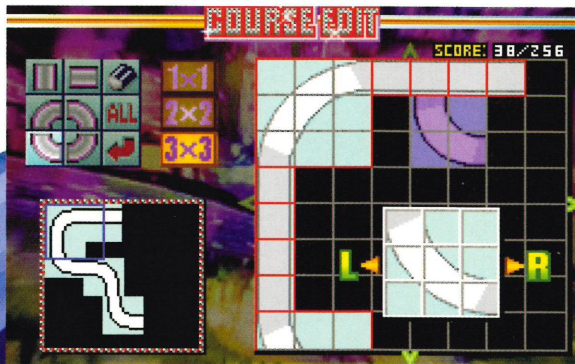
After the under-appreciated *F-Zero GP Legend*, we're certain this is the innovation to get right-minded gamers back into the future racing groove. Indulge yourself with the first ever pics for now, and expect a detail avalanche next month.



■ The spin attack appears for the first time on handheld



■ Other cars on the track. Not a new feature, we assume



■ COURSE EDITOR. We have waited a long, long time for it

## DO THE KONGA

### The Konga Road Trip in full swing

■ We don't know who the girl is, but apparently the hairy one used to be on *Blue Peter*. What's going on? The *Konga Beach Road Trip 2004*, of course! There will be a full report on the tour next month, as members of the NOM team drop in on various dates. They didn't need us at London Zoo on July 28-29

because they had Katy Hill.

If you missed the full schedule last month, you could still make dates in Bolton (14/8), Manchester (15/8), Norwich (18/8), Northampton Balloon Festival (19-22/8), Coventry (26/8), Warwickshire Town and Country Festival (27-30/8), Bristol (1/9) and Woburn Safari Park (4-5/9).





## Pokémon and on

**The fire keeps on burning in Japan as *Pokémon Emerald* is announced.**

While the UK eagerly awaits the wireless magic of *Pokémon FireRed* and *LeafGreen*, Japan is already bracing itself for another *Pokémon* attack. A new game, *Pokémon Emerald* (EMERAHDOO!), is due for release on September 16.

A brand new trailer from Nintendo introduces *Ruby* and *Sapphire*, before a massive new green Pokémon called *Dioxsys* sweeps into view. As well as supporting the Wireless Adaptor, *Emerald* packs in a few new features. One of these is the ability to face off against a pair of trainers. Not in a pair yourself, just you versus the two of them. If, of course, you're hard enough.

The details will come later. For now, feast your eyes on the screens and be reassured that the *Pokémon* juggernaut just keeps on rolling.



■ Could this be A NEW POKÉMON?! No, it's just a crater in the ground, nerds

## Wario Ware sequel

**Prayers answered as GBA to host an all-new *Wario Ware* title this year**

In Japan, they called it *Made In Wario*. Cool sounding, but ultimately absolute nonsense. And the sequel, coming out in Japan on October 16, is called *Mawaru Made In Wario*. *Mawaru* means 'to spin around'.

Here at NOM we're praying for at least a hundred all-new minigames, pilfering liberally from the NES and SNES back catalogue. Wireless link play would be insanely awesome too, allowing you to recreate the hilarious pandemonium of the GameCube game in public places. Yes!

And the wacky game news doesn't end there. Nintendo have announced a GameCube version of the *Kururin* games. The ones where you have to guide the spinning stick through the maze? With the original developers, Eighting, on board there's no reason to think *Kururin Squash!* won't be as quirkily brilliant as the GBA games.

Also set to release on GameCube in Japan before the year's out are *Mario Tennis*, *Fire Emblem*, *Star Fox*, *Jungle Beat* and *Mario Party 6* - hinting at a hectic release schedule for Europe next year.



## FUTURE FIVE

We get new games everyday. But we don't yet have these, and these are the ones we REALLY want more than life itself.



### METROID PRIME 2: ECHOES

We are actually counting the days. Fresh pics of the Spiderball in action (first seen in *Metroid 2*, fact fans) got all excited. We'll have a massive preview of this next month, fingers crossed.

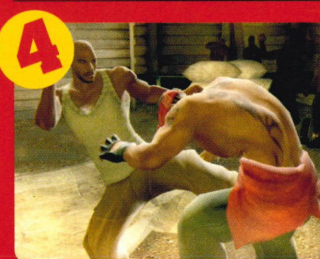


### LEGEND OF ZELDA: THE MINISH CAP

Confirmation of a 2004 release saw us close to bursting with excitement. Only when we've clocked this can we think about the new GC one.

### TALES OF SYMPHONIA

We didn't realise how much we missed a good RPG until we fired up Namco's latest. If you enjoyed *Skies of Arcadia*, stay tuned for next month's preview



### DEF JAM: FIGHT FOR NY

The unexpected star of Electronic Arts' annual games event. Brutal, beautiful and unspeakably funny when you clunk someone with an iron bar.

### ALIEN HOMINID

Born as a Flash game on the Internet, the deliciously-drawn shooter *Alien Hominid* is being reworked for GameCube. It's due out in the US in October.





# THE BIG COMPETITION

It's got hundreds of cheeky little talking animals, thousands of items to collect and a million possibilities. The game that gives you a life in your GameCube is here, and we're giving copies away...

## Animal Crossing and a GC!



It's the Nintendo classic that very nearly evaded all you UK Nintendo fans. But through all the pain and tears of being denied the wonders of *Animal Crossing*, there's finally a light at the end of the tunnel — the game will be in UK stores on September 27.

So you fancy some of that action, do you? A virtual life of debt, chores and talking animals that'll hook you in and destroy your social life sounds good, doesn't it? We've got five games and five GameCube consoles to give away, thanks to Nintendo. You need to get over to page six and read our massive review, then answer the question below and you could be in with a chance of being a winner.

### ? QUESTION

**What's the name of the blue cat on the train?**

- a. Ford
- b. Rover
- c. Volkswagen



### HOW TO ENTER

**BY TEXT:** Write "nomcomp XING", then the letter of your answer and send it to **83149**.

**BY PHONE:** 0905 053 1101 **BY POST:** Send your name, address, telephone number and your answer to: The *Animal Crossing* competition, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

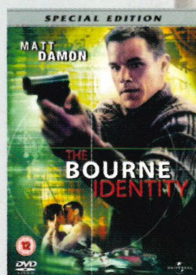
\*SEE TERMS AND CONDITIONS ON P4

## Woo! Matt Damon!

Thanks to Trimedia Communications UK we've got this DVD/TV combination set and five copies of *The Bourne Identity Special Edition* DVD to give away. You can't put GC discs into it — it'll just spit it back out. But it plays DVDs a treat.

**Which of these films did Matt Damon NOT star in?**

- a. Dogma
- b. Saving Private Ryan
- c. Kindergarten Cop



### HOW TO ENTER

**BY TEXT:** Write "nomcomp Bourne", then the letter of your answer and send it to **83149**.

**BY PHONE:** 0905 053 1102 **BY POST:** Send your name, address, telephone number and your answer to: The *Bourne* competition, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

### ISSUE 142 WINNERS

#### WAGON WHEEL COMPETITION

##### MAIN WINNER

• Tom Riddell, Whittington

##### RUNNERS UP

- Jamie Smart, Islington
- James Loft, Kent
- Robert Ritchie, Grimsby
- Grant Scott, Salisbury
- Michael Harrison, Middlecroft
- M Neville, Feltham
- Sam Cooper, Southampton

#### CT SPECIAL FORCES COMPETITION

- Gareth Corcoran, Hants
- Shaun Cusworth, Essex
- Thomas Forde, Epsom
- Pretash Shah, Cornwall
- Colin Foster, Dorset
- Jack Pellow, Sunderland
- Colin Styles, Surrey
- Dan Kennedy, Rotherham
- Ian Howe, Luton
- Martin Richardson, Wiltshire



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# Wario's brain busters

It makes *University Challenge* look like a piece of cake!

## Nintendo know-it-all

Prepare to have your brain fizzle like a fried egg

1. How many bots can you have in a multiplayer game of *Perfect Dark*?
2. Which red monster features on the front cover of *Pokémon Ruby*?
3. Which power up in *Super Mario Bros 3* turned you into a statue?
4. What game did Waluigi first appear in?
5. What's the name of Prof Oak's grandson in the original *Pokémon* games?
6. What game did Wario star in on the NES?
7. In *Metroid Prime*, what was the name of the poisonous element?
8. Which Nintendo console did the game *Mario Clash* appear on?
9. How many characters were there in *Mario Kart 64*?
10. What colour are Luigi's eyes?
11. How did you unlock the silver PP7 cheat in *GoldenEye*?
12. How many badges are there to collect in *Paper Mario* on the N64?
13. Which character must you race in Bob-Omb Battlefield in *Super Mario 64*?
14. In *Mario and Luigi*, what beverage do they drink throughout the game?
15. In *Pikmin 2* what is Olimar's sidekick called?

## HANGMAN

Can you fill in the gaps to work out the names of these games?

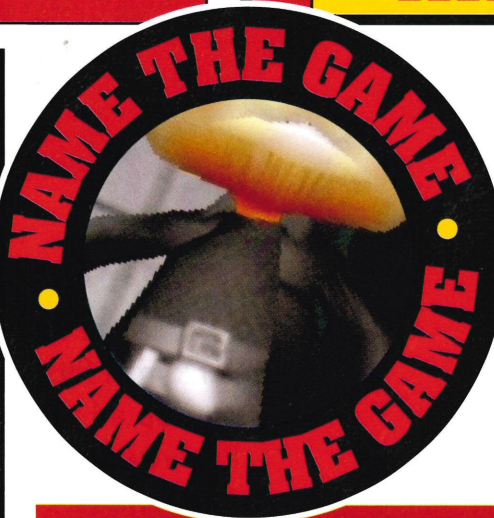
1	M _ _ I _ _ / P I _ _ _ _
2	_ A _ _ / _ A _ _ / 6 4
3	P _ _ _ _ N / _ N _ _
4	L U _ _ _ _ / _ _ _ S _ _
5	_ _ T R _ _ _ / _ R _ _
6	B _ _ _ _ / _ _ Z _ _ _
7	K _ D / _ _ _ R _ _
8	T I _ _ _ L _ T T _ _ / 2

## Mario's bad guy grid

Oh no! Mario's enemies have escaped. Find them before a princess gets kidnapped...

T R B X C I I W E G G Y M R W Y B A S R  
T N N L L J E S Z T I V E I M D L P P U  
R H A L A A P E P E O S G C Q L O O I V  
A O W L R E S W O B U G L O I M O O N M  
C B S O P X U T B O L B A B J X P R Y X  
X R M Y M A X M M E F U T I S J E T H H  
T U O O H P N P R A Y E C N L J R A S D  
K A N U O O Y H A D L P B L K K O P Q Z  
Q G O G T G E D A L I O R I D H N O I Y  
V H Z J S I D L U R O N H O T T A O Q T  
F K G W D A S B F Y I R O A C M L K O S  
C H E E P C H E E P F P Z R C S J X T E  
J K J C G S V N J H D G A T H W F Z P F  
H K Y Y T R R N A B G S U B O I B C E C  
T D F B G T L M V O O Q B Z H Z N Y L C  
Z V S E V J C X W R G U C M R J O K A  
W G U U T H T X Y O Y R S C Z Z W R G D  
S M H E M Q F F D R O G A L G A B D Y J  
J Q I L P B F P X T G I I A K K U W J I  
S H Y G U Y A F G C L B W D B E R L E X

- |                |                 |            |
|----------------|-----------------|------------|
| >> BLOOPER     | >> GOOMBA       | >> SHY GUY |
| >> BOO         | >> KLEPTO       | >> SPINY   |
| >> BOWSER      | >> KOOPA TROOPA | >> THWOMP  |
| >> BULLET BILL | >> MOUSER       | >> WIGGLER |
| >> CHEEP CHEEP | >> PLANT        |            |
| >> DINO RHINO  | >> PIRAHNA      |            |



## ODD-I OUT

One of these *Mario* games does not feature the evil Bowser. But which one is it?

- 1 *Super Mario Sunshine*
- 2 *Mario Golf: Toadstool Tour*
- 3 *Super Mario Land 2*
- 4 *Mario Kart 64*
- 5 *Super Smash Bros. Melee*

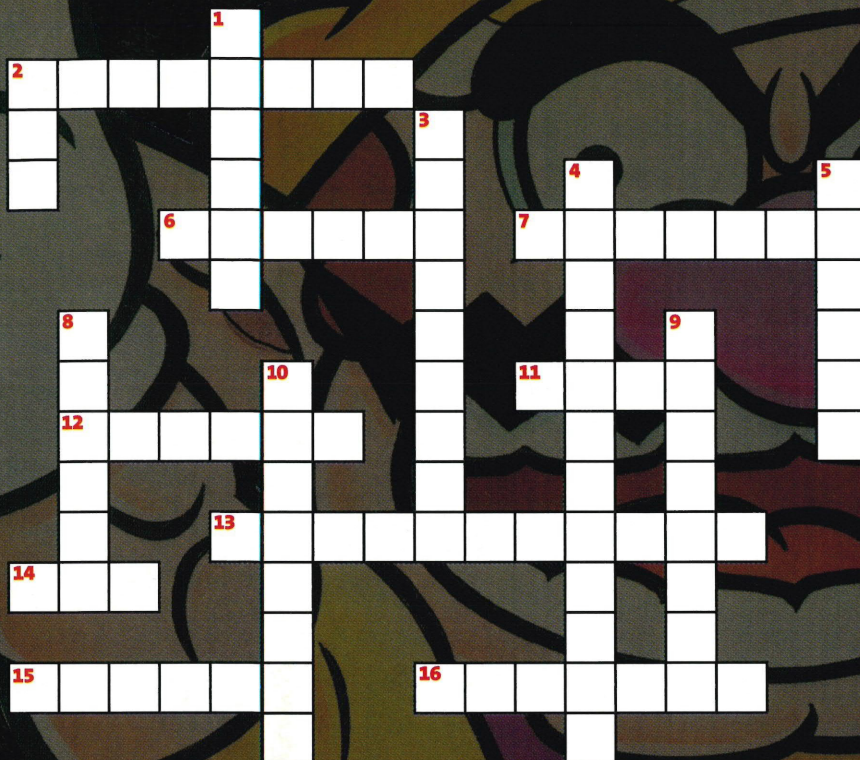
## SPOT THE DIFFERENCE



You're gonna have to be a 20/20 vision hero to be able to spot the five differences between these two *Sonic Heroes* shots.



## It's only the... NINTENDO crossword!



### ACROSS

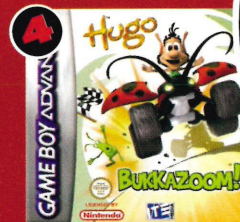
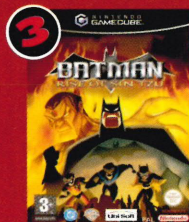
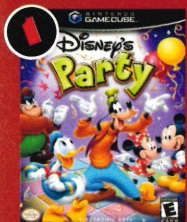
2. These guys can be a bit pushy in *Mario Party 5*
6. This stuff is polluting the land of *Final Fantasy: Crystal Chronicles*
7. The stupid bint in *GoldenEye* who likes nothing more than getting herself shot
11. *Beyond Good and Evil* photographer
12. One of the lead characters in *Fire Emblem*
13. The blade that kicked Ganondorf's ass
14. In *Majora's Mask* Kaepora Gaebora is an...
15. The mini-game that lets monkeys fly
16. Link likes to attack them and you dress up as one in *Billy Hatcher*

### DOWN

1. One of the first Pokémon you can choose in *Pokémon Ruby and Sapphire* on GBA
2. This yellow Man takes an overdose every time he floats out into the maze
3. What was rising in *Advance Wars 2*
4. Do you use it to tell the time or play games?
5. This fruity devil will have you hitting the skids in *Super Mario Kart*
8. The colour of the bomb-carrying Pikmin
9. Big the Cat is a member of this team of heroes
10. The last name of the creator of Mario

## ??? KNOW THE SCORE ???

Some are bad, some are really, really bad. Match up the scores



A: 14% B: 24% C: 37% D: 36%



## HOW WELL DID YOU DO LAST TIME?



### NINTENDO KNOW IT ALL

1. 150cc
2. Lylat Wars
3. Kraid
4. Makar
5. Velvet Dark
6. 3
7. 120
8. Celebi
9. Project Dolphin
10. Toadsworth
11. 30
12. Zebes
13. 16
14. Jimmy
15. Waluigi

### ANAGRAMS

1. Jet Force Gemini
2. Perfect Dark
3. Mario Party
4. Goldeneye
5. Pilot Wings 64
6. Super Mario 64
7. Blast Corps
8. Paper Mario

### NAME THE GAME

1. Metal Arms: Glitch in the System
2. Ikaruga

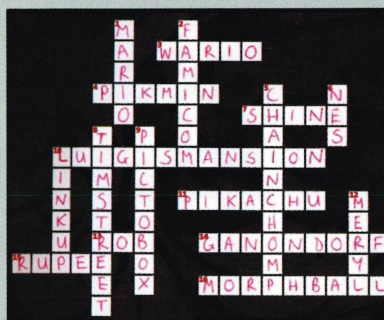


### KNOW THE SCORE

1. Viewtiful Joe 93%
2. Disney Princess 16%
3. Rogue Ops 73%
4. Golden Sun 89%

### THE CRYPTO GAME

1. Animal Crossing
2. GoldenEye 3. Micro Machines 4. The Legend of Zelda: Four Swords

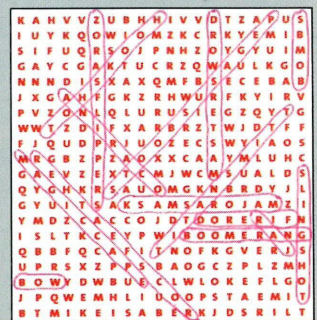


5. Red Faction 2
6. F-Zero

ODD-1-OUT  
Metroid Prime

### CROSSWORD CORRECTION

Last time, the 1 down clue asked what Olimar's surname is. It was supposed to refer to 10 across (Luigi) not 4 across.



REMEMBER... ALL THE ANSWERS NEXT MONTH!





# Dr. MARIO™

## career advice

This month: **GAMES TESTER**



**You love games so much you're fit to burst. You sleep with a Game Boy**

**Advance under your pillow, cradling a GameCube in your arms. In fact, you love them so much you think you'd like to make them for a living - so perhaps you should think about a job as a Games Tester? It'd be your job to make sure all the bugs and glitches got taken out before the games hit the shelves.**

### Testing Times

"A games tester ensures the quality in terms of gameplay, compliance with hardware manufacturers' standards and that the game meets gamer's expectations," explains Paul Munford from Babel Media, a company based in the sunny southern city of Brighton that specialises in testing games

for major publishers and has worked on tons of huge titles.

What that means, in effect, is that a tester's job is to play through sections of the game, trying out different ways of doing things and discovering if any of them cause problems with the game - which could be anything from an outright crash, to some weirdness with the gameplay, to a subtle problem that the console maker will object to - since companies like Nintendo insist on very high standards for all products on their consoles.

More than any other job in the industry, a games tester really is paid to play games - but it's not playing in the same way that you might sit at home and play games, which is a common mistake that many people applying for a testing job make. "Testing games is not just a laugh," Paul says firmly. "A gamer who



■ *Enter The Matrix* was criticised for being full of bugs. Whoops!

thinks they can sit around all day testing games for fun is not welcome here."

Once you realise what's involved in testing, you see he's not wrong. A tester might have to play through one section of a level many, many times with different methods each time, making careful and well-written notes of any problems they see so that they can pass them back to the programmers to be fixed. So sure, it's a good way to get to see games before they are ready for release, but it's a tough job that requires a lot of patience and talent, too.

### Test Series

If games testing isn't all fun and, well, games, it must have other compensations, right? It certainly does; aside from being a very satisfying job if you're the right kind of person

for it, it's also a great way to learn the ropes of the videogame industry and build yourself up to working in a more senior role. "Testing is a classic entry point into the industry," Paul agrees. "People who know how to test a game find it much easier to learn about other aspects of the games industry."

From a testing job - assuming you're good at it - the options open to you are many. "Production, development and project management are all areas that testers can move to as their skills increase," explains Paul. "Testing is the bedrock of the industry." Obviously, not all games testers will end up as designers, or producers; but the career path is there, so it's certainly a good place to start if that's your ambition.

So how do you get started? Unlike working in many of the other jobs we've talked about, you don't need to have any particular qualifications, and you can certainly work as a tester as a school leaver - although Paul does say that "the more qualifications the better - we like to hire intelligent people."

"Passion about games,



■ Luckily the glitch that removed this guy's skirt was spotted

### JOBS IN GAMES: WHAT GAMES TESTERS ACTUALLY DO

- Make sure that there are no bugs in the final game.
- Check the game against a huge list of requirements that console makers like Nintendo demand.
- Play through sections of the game repeatedly to make sure that everything works.
- Write detailed reports of any bugs so that programmers can work out exactly what's causing them.
- Often work very long hours in the last few weeks before a game is finished.



## BEING A GAMES TESTER: HAVE YOU GOT WHAT IT TAKES?

Still not sure if a life of pizza, coca-cola and trying out bizarre new ways of running through levels of unfinished

games is for you? Our simple yet informative quiz won't tell you the lottery numbers for next Saturday, but

using the latest scientific methods known to man it CAN predict whether you're cut out for games testing...

**1. Do you always have to collect every shine, every star, every coin and every ring from all the games you play - or risk going insane?**

yes ☐ no ☐

**2. Do you have the patience of a saint, or are you a joypad-flinging menace to society when a game gets too tough?**

yes ☐ no ☐

**3. Have you ever tried to climb on impossible objects, do bizarre things with weapons and items, or generally mess around with a game just to see what would happen?**

yes ☐ no ☐

**4. Do you really, really like eating pizza? And drinking Coca-Cola? Score an extra point if it's Diet Coke.**

yes ☐ no ☐

**5. The last time you wrote something.... Was anyone else actually able to read it?**

yes ☐ no ☐

### RESULTS!

#### ● MOSTLY "NO" ANSWERS

*We don't think so, sunshine. You may be able to lay down the smack in Super Smash Bros. Melee, but you won't be doing it as a games tester any time soon.*

#### ● MOSTLY "YES" ANSWERS

*It could be you! You love games and have the patience to test them; the path to the games industry lies before you, young Padawan...*

#### ● MOSTLY "YES" ANSWERS AND YOU LIKE DIET COKE

*Yes, you could be a games tester. But do you really think the Diet Coke is making any difference when you're using it to wash down a super-sized pepperoni pizza?*

diligence and a methodical approach to all aspects of testing" are the three things which Paul says are most important to a games tester. While testers can be asked to work on a wide range of different things - "our testers are trained to reach levels of expertise on every platform and every genre," according to Paul - there is also a more

specialised area of testing called localisation test, which basically means that you're testing foreign language versions of games. Obviously for that, you need to be fluent in a foreign language such as French or German - and this area of testing is generally easier to get into, and often pays a higher wage.

The bottom line for a games



■ Imagine having to take on this dude again and again and again...



■ After a while testers start to think characters are looking at them

tester, though, is that you need to be patient, diligent and have excellent communication skills as well as an incredible passion for games - and Paul warns that people who just want to play games for fun all day won't last long. "The churn of testers is very high," he says, referring to the rate at which people join and leave testing

jobs, "because those who think it's just an easy job doing something they do in their leisure time quickly find out that if their analytical and process skills don't match up to their gaming skills, we'll put them out on their ear."

So, if you've got a real passion for games and are willing to put in the work, this could be the job for you.

## HOW DO I DO IT?

If you love games, aren't afraid of hard work and want to help make truly great games, being a games tester could be for you. This easy checklist tells you what you'll need...

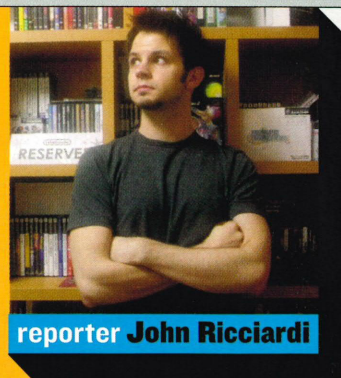
- You have to love games. A real passion for them is essential.
- Patience and attention to detail are vital!
- Being a good communicator is important, too. You have to be able to write descriptions of bugs that are accurate and easy to read.
- University qualifications aren't necessary, but they don't hurt, either!
- And if you want to get into the localisation testing area, you'll need to be fluent in at least one foreign language.

## NEXT MONTH

The REAL dream ticket. Sit and play games all day, and go home safe in the knowledge that the magazine fairies will be in during the night to write the pages and take the pictures! Games journalism. Piece of cake.



# Big in Japan



reporter John Ricciardi

● Famicom time again ● Mario gets own joypad ● *Final Fantasy* frenzy

## Famicom Mini: Disk System Selection

As the latest batch of kick ass Famicom games hits Japanese shelves - could this be the end for the series? Taste the drama.

■ Come on, don't act like you didn't see this coming: On August 10, Nintendo released the third and possibly final set of classic Famicom games for Game Boy Advance in Japan, the Famicom Mini "Disk System Selection."

The Famicom series has been outrageously popular in Japan, with Japanese businessmen working 22 hours a day just to make sure their Nintendo hungry children can have the latest releases.

The line-up this time around is much stronger than that of the previous batch, with several high-profile hits amongst the pack, including fan favorites *Kid Icarus* (*Palthena's Mirror in Japan*), *Metroid*, *Zelda II: The Adventure of Link* and *Castlevania*.

Rest assured, Nintendo will offer some kind of Club Nintendo premium for buying all 10 games, and once they do, we'll be back with loads more pics and info.

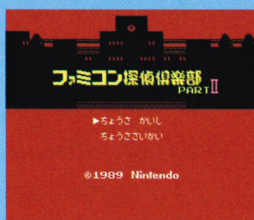


▲ Stop drooling over these and wipe the mag clean

### THE FULL LINE-UP

■ All 10 games in Volume 3 were originally released on the fabled Famicom Disk System, Nintendo's disk-based NES add-on that was only available in Japan. Several of these games never saw release in the West, while others made it over in somewhat modified form on cartridges.

- Vol. 21: Super Mario Bros. 2 (aka The Lost Levels)** (Nintendo, 1986)
- Vol. 22: Nazo no Murasame-jyou** (Nintendo, 1986)
- Vol. 23: Metroid** (Nintendo, 1986)
- Vol. 24: Kid Icarus** (Nintendo, 1986)
- Vol. 25: Zelda II: The Adventure of Link** (Nintendo, 1987)
- Vol. 26: Shin Onigashima** (Nintendo, 1987)
- Vol. 27: Famicom Detective Club** (Nintendo, 1988)
- Vol. 28: Famicom Detective Club Part II** (Nintendo, 1989)
- Vol. 29: Castlevania** (Konami, 1986)
- Vol. 30: SD Gundam World: Gachapon Senshi Scramble Wars** (Bandai, 1987)







## Akihabara Watch

■ *Final Fantasy I&II Advance* hit Japan this month, marking the long-awaited return of a "real" *Final Fantasy* game on a Nintendo platform (sorry, *Crystal Chronicles* doesn't count). Of course, Akihabara was littered with posters, display stands and playable demos, and one poor sap even stood outside in the rain all day wearing a giant *FF I&II* box around his neck. We feel your pain, man! OK, not really...



▲ One guy stared lovingly at this display for so long under the bright lights of Akihabara that he went temporarily blind. True story (lie).



▲ "Ha ha! Look at me! I have *Final Fantasy I&II* and you stupid Western gamers have nothing!" It's getting serious when a dork mocks you.



▲ It's highly unlikely that the *Final Fantasy* television channel, which shows title screens 24 hours a day, will be introduced over here.

## OMG! Super Mario Pads!

■ Once again, Club Nintendo brings the latest in fashionable Italian Plumber gear: The limited edition "Mario Controller," available now. Soon all plumbers, like the ones who fix your broken sink or smelly drain, will have their own fashion range: like the butt crack hiding jeans. Anyway, this two-tone GameCube pad costs a hefty 500 points, but comes in a swank Mario-themed package and has the classic "M" logo right smack dab in the middle of the pad. This would've been a must-own for us if it were a WaveBird, but unfortunately, wires are so 2001, otherwise we might have been jealous about the cool things that Japanese gamers get. Such a shame...



▲ The "M" in the middle stands for mighty, magnificent, mega... the list goes on

## ADVANCE GASHAPON

■ Currently testing at Nintendo's Pokémon Centres in Tokyo and Osaka is the new Advance Gashapon system from AM3. Advance Gashapon allows users to download GBA Video movies to custom 32meg Advance Cards. At the moment, *Pokémon* is all that's available, but several other shows are expected by year's end. But it ain't cheap. The Advance Movie Adapter costs 3,360 yen (£16), a blank Advance Card costs 1,980 yen (£9), and each episode costs another 300 yen (£1.50). We'd rather rent a tape from the video store.



## JAPAN TOP TEN

The current best-selling games on Nintendo platforms in Japan

1	Torneko no Daibouken 3 Advance	(Square Enix, GBA)
2	Mario vs. Donkey Kong	(Nintendo, GBA)
3	Donkey Konga 2: Hit Song Parade	(Nintendo, GC)
4	Pikmin 2	(Nintendo, GC)
5	Pokemon Fire Red & Leaf Green	(Nintendo, GBA)
6	Famicom Mini: Ganbare Goemon!	(Konami, GBA)
7	Kirby and the Amazing Mirror	(Nintendo, GBA)
8	Donkey Kong Country 2	(Nintendo, GBA)
9	Famicom Mini: Dr. Mario	(Nintendo, GBA)
10	Wario World	(Nintendo, GC)

Source: Nintendo Dream week ending July 4





## Legend of Golfer



This is the story of how a lone golfer has to duke it out with golfing all-stars armed only with his Master Club and riding his loyal caddy called Epona... oh hang on we're getting our Nintendo games mixed up a bit.

Ninty's latest golfing game delves into the realms of realistic golfing sim, there's not a Chain Chomp or warp pipe in sight this time around, instead they've been replaced with checked sweaters and brown slacks - sports casual is obviously very popular in Japan.

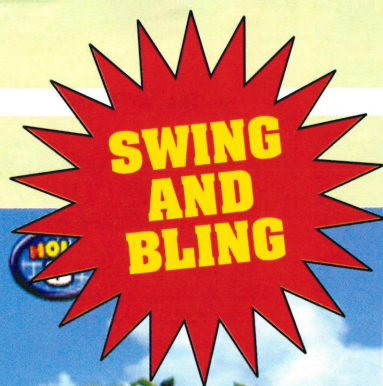
You start as a rookie golfer and have to improve your skills and ranking within the rollercoaster world of golfing by taking part in tournaments and training. Scarily the training levels appear to be hosted by some weird he/she in a suit - we still have nightmares about it telling us to chip our balls into cups. Shudder.

Aside from the unbridled joy of taking part in numerous tournaments, there is also the rather strange addition of decorating your home with tables, chairs and the biggest plasma wide screen televisions a golfer can afford.

Attractive women also pay visits to your house and bring you presents. We're not sure what they were saying as they gave us a new pair of plus fours but we imagine it was something along the lines of "You're the best golfer in the world and I want your babies" - or maybe not. If this is the kind of life Tiger Woods leads then we're going to dust off our clubs and get down the pitch and putt as soon as possible.

The control system is a strange mix of the traditional way of powering up the shot by pressing **A** twice and the joystick method used in the Tiger Woods series of golf games. Instead you press **A** followed by **C** then desperately try and hit **A** in the sweet spot, which can be harder than it sounds.

But there are lots of options in this that would keep even the most hardcore golf fanatics happy - from different balls to more powerful clubs and a range of tank tops so snazzy they might blind you.





BLOB OVERDOSE



# Puyo Pop Fever

PLAYED!



The Japanese love slime. Just look at the *Dragon Quest* series that spawned its own spin-off game, *Slime Mori-Mori Dragon Quest*, about the adventures of a heroic piece of slime. In fact the Japanese love slime so much they've probably got it coming out of every orifice.

The *Puyo Pop* series is another game based around brightly coloured slime but this time you have to try and get rid of it. Match four pieces of the same coloured slime together and whoosh they disappear - a bit like *Columns* but with gelatinous substances.

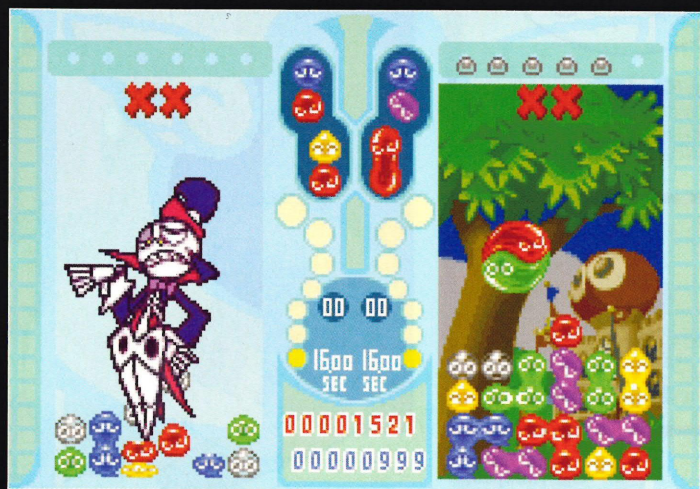
The action hots up when you start to get

ridiculously large combos. The screen fills up with Puyos and you think that at any moment you're done for, but you manage to match up some blues, pop! they disappear and when they do a rogue red Puyo falls and joins its red brethren, pop! they vanish. But wait, it doesn't end there because nestled among the reds was a yellow Puyo which drops down and connects up with three yellows... pop! pop! pop! pop! and the screen is clear again - hooray!

The added extra in this latest addition to the *Puyo Pop* series is the "fever mode". After connecting lots of Puyos the screen goes all psychedelic and you have a few moments to

get as many combos as possible.

*Puyo Pop Fever* has a very peculiar cast of characters. What had the developers been drinking when they came up with a camp skeleton in a top hat called Oshare Bones or an onion with legs and a face? Do these things exist in Japan? You'll probably be in your car at some traffic lights and a skeleton with a monocle will loom up at the window and ask if you want it to be washed. Or you'll be about to tuck into a cheese and onion sandwich and it will start talking to you. It's the stuff of nightmares and makes little lumps of slime with eyes seem perfectly normal.





# 3D PIKACHU PAPER FIGURE

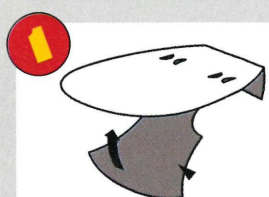


**EXCLUSIVE**

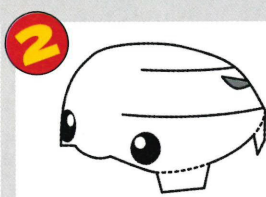
If you're a *Pokémon* fan you're probably giggling with anticipation at the thought of making this cool Pikachu model. Okay, so it may take an afternoon to make and you could glue yourself to the table, but the result is well worth it.

**YOU NEED THIS IN YOUR LIFE**

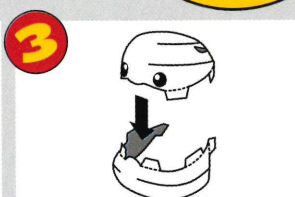
## HOW TO DO IT!



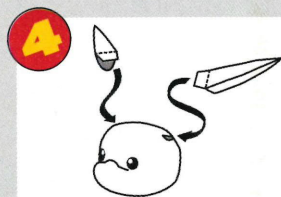
1 Before folding the BASE, remove the four crescent marks, then glue the reverse.



2 Cut out the sections of F and G. These are the holes where you will insert the EARS.



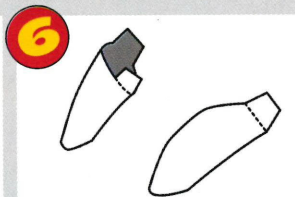
3 Build the MOUTH part next, and then attach it onto the HEAD section.



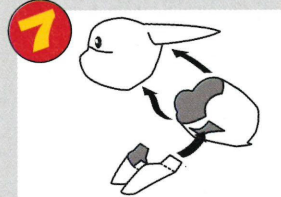
4 Make EARS separately then add them onto HEAD. Now the HEAD part is completed.



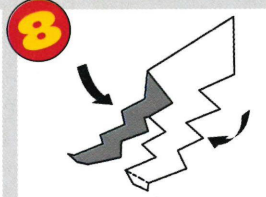
5 Make the BODY like a cylinder. Cut along brown line. Do not glue crotch area yet.



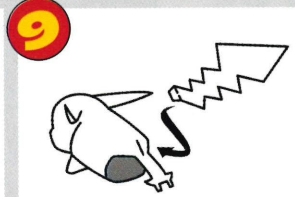
6 Then you carefully build the LEFT SIDE and RIGHT SIDE of the FRONT LEGS separately.



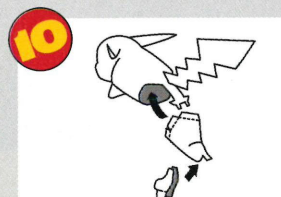
7 Place HEAD parts onto the BODY. Then add the FRONT LEGS onto the BODY as well.



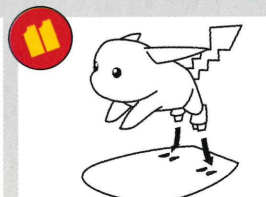
8 Glue onto the reverse of the TAIL and fold. Don't glue the reverse of M and L parts.



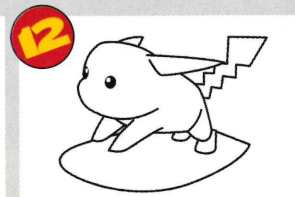
9 Insert the TAIL into the BODY. Glue them together on the inside of the BODY.



10 Build sides of LEGS separately and attach to BODY. Fit thigh then ankle. Then fold crotch.



11 When LEGS are dry, insert them into the BASE, and glue them on the reverse.



12 Your Pikachu is ready. You are now free to rejoice in its cardboard loveliness.

## REQUIRED TOOLS

- Scissors
- Cutting knife
- Glue
- Tweezers

## BASIC TECHNIQUES

- Solid lines are for cutting.
- Dotted lines are for folding.
- Fold the dotted lines before using glue.
- The dark brown trapezoid and triangle shapes are the "gluing areas". Paste glue onto these areas and join together the same letters or follow the indicating arrows.
- Capital letters are in blue and small letters are in pink. Please do not join the capital and small letters together.
- Gluing areas next to each other are not always marked with letters. So, when gluing a letter, naturally follow the area where it is necessary to add glue.
- You can mould paper into a round shape by rubbing it. It is a good idea to rub the back side of areas which should be a round shape.

## CAUTION FOR PARENTS

Please ensure that children are supervised whilst using the scissors or knives required to make this paper figure of Pikachu.

## TELL US WHAT YOU THINK!

Please tell us if you want to see more Nintendo arts and crafts projects in future issues (and it doesn't have to be limited to *Pokémon*). Or maybe building this one made you lose the will to live? Drop us a line.

LOOK OUT FOR A FANTASTIC 3D CHARMANDER PAPER FIGURE, FREE INSIDE OUR SISTER MAGAZINE, POKÉMON OFFICIAL MAGAZINE

**ON SALE FROM OCT 1ST**



## COMPLETED PIKACHU PAPER FIGURE





38  
levels

Did you know?  
Donkey Kong's a big  
fan of amateur wrestling.

I played it  
till my hooves  
fell off.

MEET ROY

DONKEY'S  
PET HUMAN

Is that him?

I GET CAR  
SICK IN  
THE BACK

ARE WE  
NEARLY  
THERE YET?

PROPERTY  
OF  
DONKEY KONG

Donkey's cut out  
and keep Recipe

Peel banana.  
Eat banana.

Mini  
games

OUT  
25 JUNE  
2004

Maggot says

# DONKEY KONG COUNTRY 2™

GAME BOY ADVANCE SP™

"I've been kidnapped by  
this idiot, KAPTAIN K. ROOL.  
If you've got a minute  
could you rescue me? Cheers."

I'm a pirate.

No you're not  
you're a dentist.

Beautiful Pirate hair

Nintendo®





Claiming it wasn't a holiday: DEAN SCOTT

# Golf, guns and GTI's. Girls, goals and... GOLDEN EYES?!

**Twenty-seven games, but only two GameCubes and one GBA. Worrying numbers for Dean as he was treated to a preview of the 2004 Electronic Arts line-up in sunny San Francisco.**

It started spectacularly badly. Not the five hour delay on our flight to San Francisco because a passenger - that's right, a PASSENGER - saw fuel squirting out of the side of the plane. No, that was fine. Because we were flying Virgin, which meant Super NES GAMES ON THE PLANE.

Or it would have, had I not been saddled with the most broken d-pad in the history of man. It was so knackered it was solid. It barely moved. I nearly dislocated my finger just getting to the title screen of *Mario World*. This was no good at all. When you're that close to glory, you get reckless. I had half a thought that my wireless super *Mario Golf* fun might mess with the plane's navigation systems like a mobile phone does, but I powered on regardless.

That was Tuesday. On Thursday we'd be 'wowed' with Electronic Arts' 2004 line-up,

which was the next time I played a round on the Mushroom Course. At EA's mammoth Redwood Shores HQ.

## MADDEN 2005

"Madden is massive for us" announced the man from EA, before wheeling out two helpers to play the game on the big screen. They were Big Black Man 1 of the New York Giants, and Big Black Man 2 of the Dallas Cowboys. We had no idea who these people were. One of them was an 'allstar' and they bitched at each other constantly. That was pretty hilarious. We'd later admit to Mr Giants that we didn't know him from Mickey Mouse. He wouldn't find that so hilarious.

But *Madden*, we think, is great. It's hard to know, because at the level we play it feels like any other *Madden* game. The animation blending from looking

to pass to getting clattered is flawless. It looks magnificent. It's so in-depth it makes you jealous that there isn't a 'soccer' game this good. And there isn't: not *Pro Evo* on PS2, not anything.

But hey, American Football is boring. So didn't waste time on this. We were equally instantly bored by *NBA Live 2005*, *NCAA Football 2005*, *NHL 2005* and *NASCAR 2005*. The closest we got to basketball fun actually was attempting to throw a screwed up Madden factsheet through a folded-up basketball hoop. EA was showing these games in a gym, see. But it was too light to travel up that high, and sort of flew off to the side and hit a girl on the back. The new *Lord of the Rings* game, *Third Age*, also looks boring. It's an actual RPG now. No cinematic running around and killing things, lots of numbers and turns. Your average Lord of the Rings gamer may

throw his baseball cap at the screen in disgust.

Guess how many GameCubes are in this gym o' games fun? Two. Both of which are spinning *Ty the Tasmanian Tiger 2* discs. Every other game (and there are loads) are only being shown on PS2 and Xbox. Does that worry you? It worries us. Electronic Arts didn't have a lot to say on the subject, but this was a showcase event. Where you'd only show the best versions. The most advanced versions. Draw your own conclusions. We're not going to kid you based on playing another format, and that's why these aren't 'previews'. Other magazines might not be so honest with this.

## TIMESPLITTERS: FUTURE PERFECT

"We haven't canned *TimeSplitters* on GameCube," explains a slightly flustered PR





1. NASCAR 2005 2. NCAA FOOTBALL 3. LOTR: THE THIRD AGE  
4. DEF JAM: FIGHT FOR NEW YORK



woman. "We just don't have a release date for it yet."

Doesn't that strike you as odd? Yes, the game may well still see the light of day. But what's it going to do if, as expected, it ships after all the hype and buzz has died away from the PS2 game? When the people who own more than one console have already bought a different version? It's going to sell poorly, and EA will see this as some kind of vindication for not treating the GameCube version seriously. And the prophecy fulfils itself.

At the event Electronic Arts showed a single, very orange deathmatch level and had one pod running the solo game. Perhaps the showing was so people didn't linger and think, 'Hey! It's *TimeSplitters 2* again!' We are no longer surprised to see that this isn't being referred to as *TimeSplitters 3*, good as it may be.

### DEF JAM: FIGHT FOR NEW YORK

This was a pleasant and brutal surprise. Rappers, violence. We like. The new *Def Jam* game looks like the best fighting game in ages, and may eventually even edge out *Soul Calibur 2* on sheer brutality. It kicks *Vendetta* to death, basically. And we actually quite liked that game.

Picture Snoop Dogg and Ice-T squaring up. But this isn't the skinny, blunted real-life Snoop. This is Super Snoop. Snoop on steroids. Snoop Schwarzenegger. Like everything else being shown today, it's a stunning looking game. That only makes you wince even more when you start getting really rough. It's painful when a basic slug connects and T gobs out a load of blood. But that's nothing compared to when your opponent is slumped down against a car. And you boot his face so ferociously it actually

dents the bodywork. OH YES.

Before you know it, you're slamming your mate's head in the car door. You're taking a lead pipe from a whooping audience member, and clunking it off his skull with one of the most grimly realistic sound effects in game history. CLUNK! It's hilariously sick. Same with the baseball bat. Same when, on the subway stage, you hear the train rattling down the tunnel in glorious surround sound and muller them onto the track for some speeding-train death.

There's no worries about character design, because these guys already ARE characters. Caricatures, actually. Method Man, Redman, Snoop, Busta Rhymes, Ludacris - you see these idiots on MTV all the time lording it up. There are well over 30 rappers included, but the Cristal-supping rap aristocracy give it a miss. No Jay-Z, no Eminem, no

Nelly. Needless to say the 'conscious' rappers like Kweli and Mos Def dodge it too. Maybe they'll show up in *Def Jam Debatin'* or *Def Jam Chess*.

### TY THE TASMANIAN TIGER 2

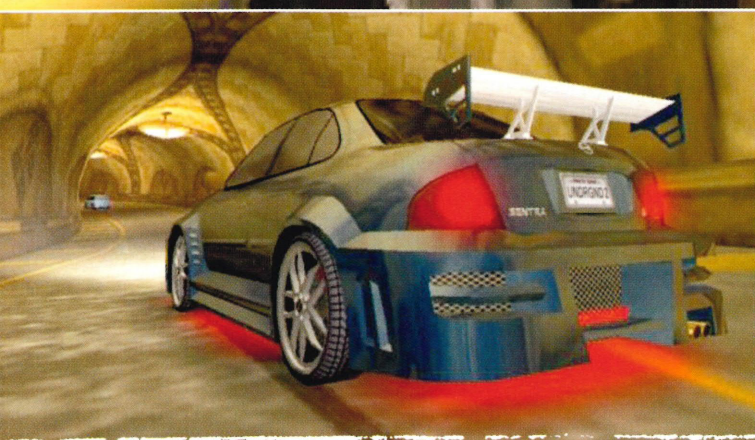
We didn't see a lot more of Ty than we saw at E3 a few months back. It still plays nicely, still reeks of *Jet Force Gemini* in the shoot outs, and still impresses us in the racing levels. They could make a whole game out of the racing no doubt, but it's best not to encourage them, eh?

We barely heard a word of the spiel as we blazed away, until we heard "Yeah, our core audience is eight to twelve years old on this title". Suddenly the 27-year-old Dean Scott feels disgusting for enjoying it so much. The GameCube pad in his hand now feels as welcome as a tramp's unwashed willy. Before we slink away to play something butch to





1. **TIMESPLITTERS FUTURE PERFECT**  
2. **NFS UNDERGROUND 2**  
3. **FIFA 2005** 4. **TIGER WOODS 2005**



heal ourselves, we're coaxed into firing up the GBA version. Not a big fan of that.

## NEED FOR SPEED UNDERGROUND 2

Maybe it wasn't a masterpiece of planning to have the *Underground* pods blaring away next to the *Burnout 3* pods. Regardless of what you might want to fool yourself into thinking, the loss of that third *Burnout* game on 'Cube is massive. It's a GREAT game. *Underground 2* looks as shiny as the last game, and the city you blaze around in has plenty going on. We were surprised at how hard we hit the first corner though. Because we hit it EXTREMELY hard.

Basic rule of arcade-style racing games: punt into the corner at high speed, dab on the brakes, grin like a escaped mental patient as the back end

of the car steps out, and sail round the bend sideways. Perhaps even facing more backwards than forwards. Power out of the bend, little fishtail action while the wheels bite, and BAM!, away. *Underground 2* isn't like that, but it bloody well should be. Compare and contrast with the very first corner of the *OutRun 2* arcade machine we played later that night. SLIDE CITY! Instant awesomeness.

## GOLDENEYE: ROGUE AGENT

"So yeah, the game is called *GoldenEye* because you're working for Goldfinger and he gives you a golden eye..."

Stop right there. I beg your pardon? A GOLDEN EYE? Is this a joke? Did you all sit around thinking 'Jesus, they've rumbled us. They know we want to coast on the rep of that N64 game. We need to invent another reason to call this *GoldenEye*. Then if they

say 'Oh, so it's not the sequel to the N64 game' we can be all like 'There was an N64 game? Didn't know that!' and it'll be fine'.

A golden eye. That's infantile. It's worse than that, it's EMBARRASSING. While they nice EA people were detailing the 'Eye Effects' we felt like we'd walked in on mum and dad making us a new baby brother in the dirtiest way possible. For the record, the two effects they showed allowed to pick up a guy and throw him around like a rag doll and also give yourself a bullet shield for a short time. Or you could just shoot them and hide.

We were told the emphasis was on "run and gun, like the N64 game" and that there wasn't really much stealth involved. Hmm. Everytime we gunned and, err, runned into a room with those minigun cameras in the original we saw the blood dripping down the

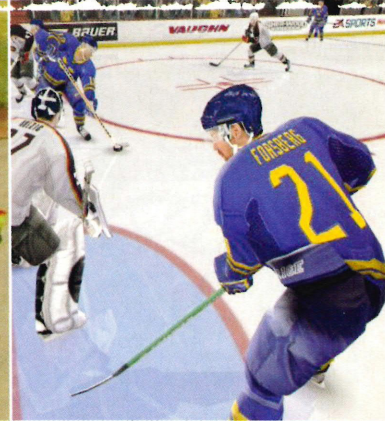
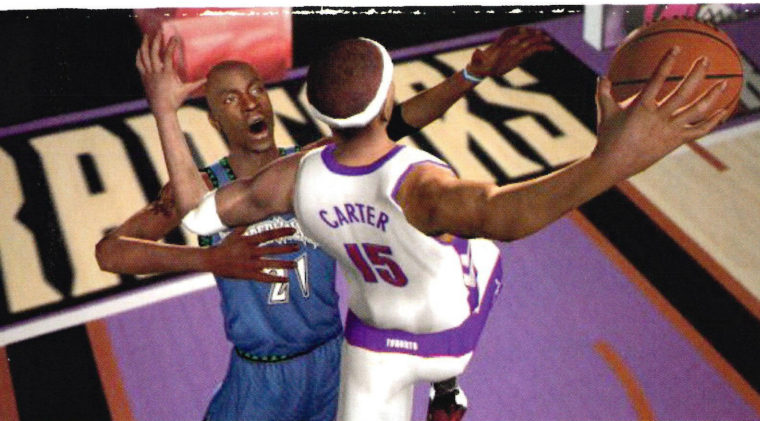
screen pretty damn quickly. You either hid like a ninja on 00 Agent mode, or the dream was over. This game isn't much like *GoldenEye* at all, we think.

It has a cool feature where you can take a guard hostage as human shield, and you can get away with more indiscriminate slaughter since you're not James Bond. We liked the on-screen powerbar's nod to *GoldenEye*, but we hated having to press a button to pick up a dead man's weapons. In games, you're supposed to walk over guns and ammo, hear a click, and you're automatically armed. Nostalgia tints the glasses red of course, but we think there's no chance of this being compared favourably to the N64 classic come Christmas.

## FIFA 2005

We have this weird little underdog feeling for the biggest-





1. NBA LIVE 2005 2. TY THE TASMANIAN TIGER 2 3. NHL 2005 4. GOLDENEYE: ROGUE AGENCY



selling, most official football game on the market. It's like a kid who's parents paid for him to go to Eton and Oxford, had every opportunity going, but still ended up a bit thick and working in a pet shop.

In the showreel that kicked off this event, the *FIFA* footage ran after the *Madden* footage. After gloriously-blended animations of men headbutting in each, came Thierry Henry jerking around like a puppet with half the strings missing. This year's new feature is 'First Touch Control' illustrated by that once-in-football-history turn Dennis Bergkamp did against Newcastle a few seasons back. Where he touched it round Dabizas, spun off the opposite way and buried the ball in the net. But badly animated.

Moving through the midfield, *FIFA 2005* looks like The Football Game. Then you get into the box, and your striker magically shines

it in with the power of a cannonball. Or magically pops sideways a foot to latch onto a pass. We can see that the lofted through ball and badly-animated chips are shameless lifts from *Konami's Pro Evo*. The first touch system to take you away from players is nice, but it's the old *FIFA* underneath. They're strapping big fins and elaborate spoilers onto a bit of a dodgy car.

We're still rooting for it though, because even a slightly wrong footer game is welcome in the GameCube soccer desert. We do wonder though why, with these guys sharing ideas with the *Madden* guys, the animation isn't more fluid,

#### TIGER WOODS 2005

We walked in halfway through a Tiger Woods presentation. The nice EA man was moving a slider, and the grass on the course was getting longer and shorter.

That'll be forty pounds, please.

We literally couldn't believe our eyes. Has it really come down to making the grass longer? Is that how to improve the majestic *Tiger Woods PGA Golf 2004*? You can imagine the wrap party once that game was finished. Dancing in the office because they'd made something almost perfect. The swing control of justice. Precise spin control. Then somebody, half-cut, blares out at eleven o'clock 'What are we going to do next year, guys?!' and ruins it for everyone.

You can also make a 'gameface' more detailed than ever before. You can sit there for hours tweaking and tuning your digital you. But God, that's wrong too. This isn't sculpture class. This is videogames. What the game needed wasn't a course modifier, but a full-on course designer. Maybe that's already in the plan for 2006. Sometimes, with EA,

you get the impression that they aren't killing themselves to shoehorn in every new idea.

As a woeful 80s cover band rounds off the evening, I'm back on the *Mario Golf*. Pausing occasionally to note the looks of absolute mystified horror on the faces of some of the young black men ambling past the stage as *Girls Just Wanna Have Fun* is murdered by a man with one of those keyboards that are styled to look like a guitar. Today has been an exhibition of the Mainstream Video game. I could be in the gym analog-swinging a walking Nike advert through grass I made LONGER. But I'm out here trying to chip balls into a big green pipe, expecting an EA SWAT team to rappel down from the helicopter above and kill me. Can't wait to play *Def Jam* though. Maybe there was something in the EA-branded mineral water...



ALWAYS FIRST WITH THE BIGGEST GAMES

Nintendo®

OFFICIAL MAGAZINE UK



# Preview







# Paper Mario 2

It's the game that's going to save Christmas and make you forget all about Super Mario 128. Say hello to Heaven...



Little Japanese kids have been playing Mario's latest

adventure since July 22. We've put a solid twenty hours in so far ourselves, and we've got so much to say.

First, the obvious stuff. Yes: everything in *Paper Mario 2*'s world, including Mario himself, is paper-thin. If *Wind Waker* looked like a cartoon that you could control, then *Paper Mario 2* is a pop-up book come to life. The same style was used in the game's N64 predecessor, but these graphics absolutely blow away the first *Paper Mario*'s. The resolution is much higher, of course, but that's not all - the advanced processing power of the GameCube can churn out literally hundreds of those little sprites on the screen at once, and often does.

And that's not to infer that the many adorable characters are merely motionless 2D sprites. Far from it, in fact - *Paper Mario*'s characters live and breathe with all sorts of hilarious facial expressions, over-the-top animations, and charming dialogue. *Paper Mario* was one of the funniest and most well-

□ The graphics are pretty much perfect. That is how videogames are supposed to look, end of story





written RPGs ever, and *Paper Mario 2* looks to continue with that tradition. We're wondering how Nintendo will handle the English translation for some of the corny Japanese jokes, but if their past efforts are any indication, *Paper Mario 2* will split your sides.

So... corny jokes aside, what's the plot this time around? Don't tell me that ditz Princess Peach gets herself kidnapped again? Well... yes. Yes she did. It seems she was taking a tour around the Mushroom Kingdom - yeah, we know it's her kingdom, but it's a big place and she still hasn't seen all of it - and stopped off at a port town of ill repute.

Not really paying attention to the fact that she was visiting a graffiti-splattered town of thieves, gamblers, and probably hookers, Peach stopped to chat with an old woman selling antiques and curiosities on the roadside. She bought a mysterious old box that ended up containing a treasure map. She mailed the map back to Mario... but was never heard from again. So Mario left Luigi at home to do the cooking and laundry, and took off for this port town in search of the Princess.

Of course, with a treasure



□ Platform game and RPG rolled into one. Bargain

map in hand and the Princess nowhere to be found, Mario decided it might be a good idea to hunt down the seven Star Stones that one thousand years ago were used to seal a mysterious door that lies deep underneath the town (accessible only by giant green pipes, naturally). So he's off to hunt for the seven Star Stones, which have of course been scattered to all sorts of different places.

Well, if there was ever a man suited to adventuring, it's Mario. Being flat as a pancake hasn't hindered any of Mario's legendary powers - matter of fact it seems to have made him nearly unstoppable. Most RPGs



□ The Shawshank Redemption. But with Goombas

are centred around enemy battles, and of course *Paper Mario 2* is no exception. But just as important to the experience are the level maps - filled with secrets and puzzle challenges, *PM2*'s levels take the standard up-down-left-right-hump-the-**A**-button-to-find-crap *Final Fantasy* styled "exploration" and kick it in the ass.

Yes - you do walk round and look for stuff, pressing **A** to search boxes, drawers, treasure chests and the like. But it's combined with traditional Mario platforming. You can jump around with **A** and whack things with a hammer using **B**. Later on in the game Mario learns an

incredible arsenal of moves. He can fold up into a paper airplane or a paper sailboat. He can turn ninety degrees and slip through cracks in the wall. He can roll into a tube. He can crumple up into an accordion then spring loose into a high jump. And on and on.

But you can't solve all the platforming puzzles with just Mario, and that's where his pals come in. Your Goomba buddy Christine is a knowledgeable college student who will give you hints about what to do next. Nokotaro is a Koopa Troopa, so of course you can fire his shell at things, using him to hit faraway switches or pick up items. Madame Clouda is a sexy ghost



## Paper powers

There's no point being made out of paper if you're not going to make the best out of it. No, we don't mean using yourself to light the

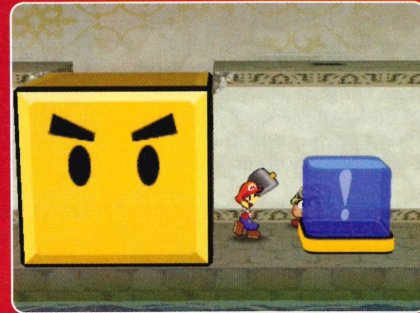
barbeque. We mean becoming a paper plane or a sailboat. Or turning side-on to slip through gaps. Or rolling under obstacles as a tube.



❑ Get onto one of the little docks with a sailboat on it and you can launch the HMS Mario into uncharted waters.



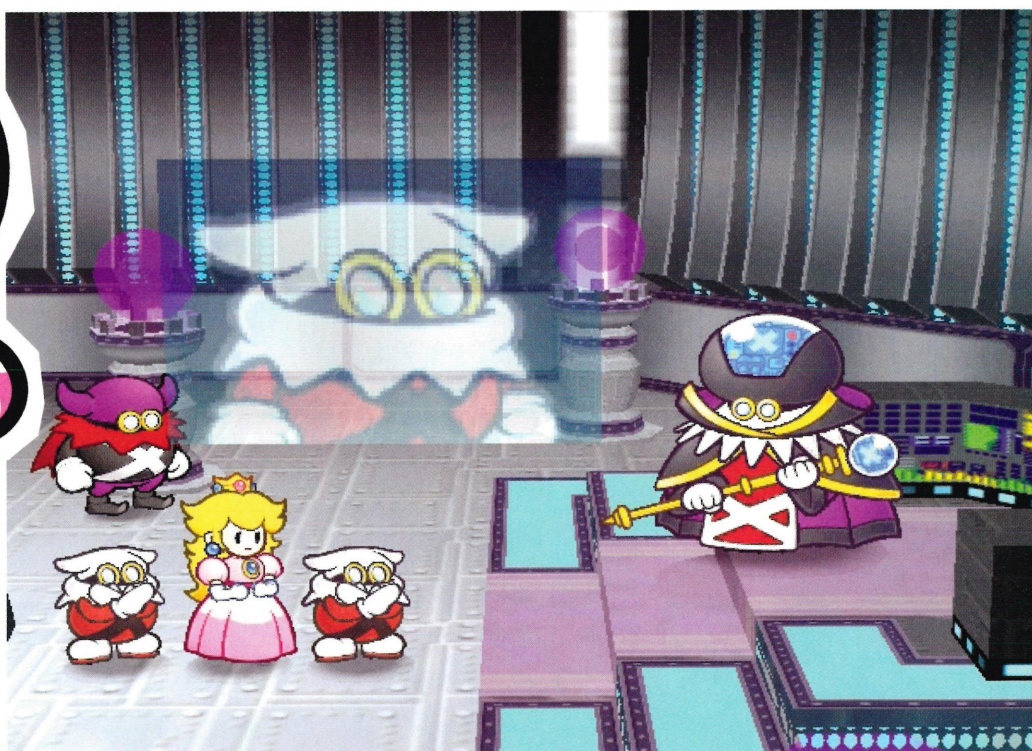
❑ While you're in Paper Mode and thin as a rail, start rotating the analog stick and Mario will roll up into a little tube.



❑ Spin the Super Hammer around and you can break anything. Hold **A**, rotate the control stick and Mario will deliver a blow.



❑ Mario spots Solid Snake tip-toeing past in the distance



❑ "Hello, Mario's phone. Peach? Let me guess...kidnapped again, right? Bloody hell. Get my dungarees..."



❑ Even extremely obscure Mario characters get their moment of glory

past her prime who uses her impressive lung power to find secret entrances hidden behind paper walls. There's a little baby Yoshi that you raise from an egg; you can ride him and zip round town with ease. And more.

Most of these powers and all of your friends will come in handy when push comes to shove and a battle starts. You're pulled out of the level map and put onto a theatre stage, in front of an adoring crowd. Now your HP level is all that stands between you and death. Your friends have separate HP meters, but if Mario dies, it's Game Over. You can choose to jump on enemies or whack them with your hammer. You can't jump on spiky things, nor can you

hammer enemies that are flying. So choose wisely.

But you don't just pick from a menu, then watch the attack play out. To make the attacks stronger you've got to press the **A** button again (or flick the controller, or any number of other little action moves) with just the right timing. Do it right and you'll double the damage. This also applies to defending - as the enemy attacks you, tap **A** at the crucial moment and you'll reduce the damage you take. If you feel lucky or dangerous, try hitting **B** instead - it takes perfect timing, but it makes Mario parry the attack and cause damage to the enemy instead!

If you need to call out the big guns, use up some of your Flower



Points, or FP. These moves are generally harder to execute perfectly, requiring better timing or more dexterity, but if you hit them right you can do major damage. To learn new moves you'll have to equip some of the various Badges that you'll find over the course of the adventure. Badges come in all shapes and sizes and give Mario all kinds of different powers and abilities, but you can only equip a few at a



□ Check out the rows of people watching you fight



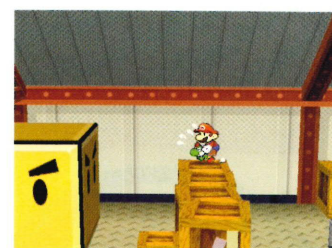
□ What's Dr Robotnik doing here?! Sorry, EGGMAN!



time, based on how many Badge Points Mario has. (You get more as you level up, but only if you forego HP and FP increases. Decisions, decisions.)

And when push comes to shove, when nothing else is working, that's when you turn to the special moves

menu, which uses Star power. (You get more Star power as you find more Star Stones... of course.) The first special move, which uses one Star Point, lets you regain some lost HP and FP by flicking the analog stick to hit targets that fall from the rafters. A more offensive attack has you



□ The baby Yoshi struggles with that whole hover jump deal



pound the **A** button in rhythm to build up a giant earthquake-causing Star; the more targets you hit the more damage you do.

And that audience isn't there just for looks. They play a vital part in battles - sometimes they'll throw you hearts and items, or they'll throw stuff to damage the enemy. And it's audience applause that refills your Star power meter. You'll get a little Star power if you pull off a "Nice" double jump or a well-timed hammer smack. But if you want it, you'll have to 'appeal' to the crowd, losing a turn as Mario waves to the peanut gallery, earning lots of affection.

But the most efficient, if the most difficult, method of keeping your Star meter full is to pull off Acrobat moves. At certain times during every normal or FP-using move, you can tap the



## "I thought I told you to stay home!"

Luigi's not sitting on his ass during this adventure - in fact, while Mario was away, the brothers received a letter asking for their help. So Luigi embarked on his own quest, to save Princess Éclair of the Waffle Kingdom. Every so

often, you'll meet up with Luigi and he'll tell you of his exploits. You'll even meet the cast of total rejects who he's joined up with, like Cherry the shiny red Bob-Omb and Kick the golden Blooper, and listen to them as they

insult Luigi's substandard adventuring skills. Poor Luigi... always coming in second. But hey, at least he got a free house in *Luigi's Mansion*. Even if it was full of ghosts and in dire need of a good Hoovering.







**A** button to make Mario and friends do a crowd-pleasing acrobatic stunt - Christine will do a little flip, Nokotaro will spin in his shell, and Mario will do a The Rock-style elbow drop instead of a simple jump. It's really quite difficult to figure out when to do these... unless you can find the secret badge that lets you see the timing onscreen.

As a general rule, it's very difficult for RPGs to find a balanced menu of options to give to the player. Too few techniques, and battles become repetitive and boring; too many and the player has no idea what to do. *Paper Mario* hits the sweet spot - Mario and pals have a long list of powers and choices, and each one of them makes perfect sense. It's tough to become bored with *Paper Mario* 2's battles because you're constantly challenged to find the perfect way of defeating a group of enemies - and you're rewarded when you do.

In fact, it seems to be really



☐ We've seen that guy with the orange lips before somewhere...

difficult to get bored with *Paper Mario 2* in general, because there's always something new being thrown at you. Our quests for the first three Star Stones put us up against three totally different gameplay challenges. The first, you probably saw at E3 or in the early screen grabs - Mario raids a castle and faces off against a giant red dragon. That was pretty straightforward stuff - fight the enemies, use your friends wisely to solve the cool little puzzles.

But then came Stage 2, and we found ourselves inside of a

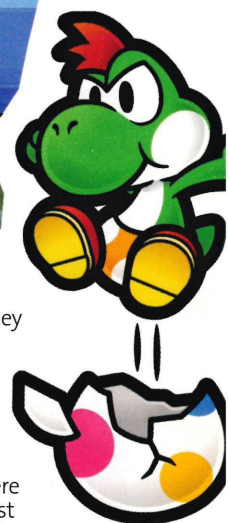


☐ The hammer has some awesome destructive power

giant tree, forced to take sides in a turf war between two groups of tiny little tree-dwelling spirit things. With Mario's help, of course the good guys came out on top. But not before we had to guide a full one hundred and one of the little guys - all represented on the screen with their own little individual sprites - all around the inside of the tree to solve its mystery, like a crazy flat game of *Pikmin*.

And in Stage 3, Mario heads off to the Mushroom Kingdom's

top vacation destination, the Disney World for little mushroom brats - Oolong Town, which boasts an amusement park, hot dog stands and a fighting arena where the kingdom's craziest competitors face off in WWE-style bouts for championship gold. After noticing that the jewel adorning the championship belt is a Star





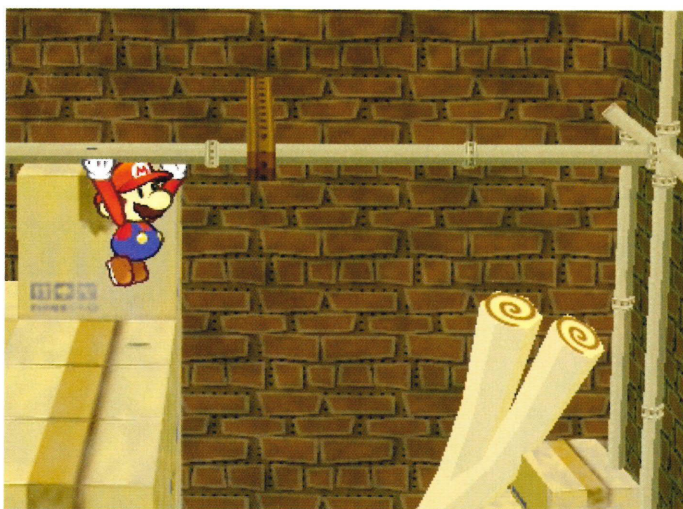
Stone, Mario decides to become the champion.

So Mario signs a contract with the promoter and begins a career as a pro wrestler. He is renamed - we're not even kidding you - Great Gonzales, The Executioner From Hell. (This will probably be changed in the English version, but you can take our word for it.) He works his way up through the ranks, battling the other fighters to take the championship. (And the little Yoshi you meet in this stage keeps calling Mario "Gonzales" all throughout the game. It's genuinely touching.)

Later in the game, you can take a break from the main story, go back to the ring, and continue to fight for bonus points and prestige. And that's just one of the many sidequests and time-killers. It's tough to keep yourself on track when there are such distractions as the 100-Level Dungeon underneath the town, with an enemy battle every level and big prizes and an exit on every tenth floor. There are no save points down there - want to chicken out and take your prize,



□ Remember cel-shading? Ha ha. We think all of those idiots were grasping at something as awesome as this



□ Mario's clearly been playing a bit too much *Splinter Cell*. Good lad

or keep heading downwards? The choice is yours...

If you prefer less risky sidequests, stop by the Worry Centre in town, where there's a messageboard on which the town residents ask for help with various errands. Some are stupidly easy, some can be deviously tricky, but all will earn you some spare cash or items. If you get stuck in a task you can't complete, however, you've got to pay the Centre to cancel your obligation or you can't take another job.

And what of the Princess? If you remember the awesome "Metal Gear Peach" segments of the original, in which you played as Princess Peach and did some stealth work when she was

supposed to be held captive in Mushroom Castle, you'll love her segments in *Paper Mario 2*. Trapped aboard an alien spaceship, held hostage by a band of creatures bent on world domination, she befriends a talking computer, which she uses to email Mario.

How does Bowser fit into all of this? Immediately after you play through each Peach section, you're put in control of the Great Koopa King himself for a series of short vignettes. Most of the time you're just walking around as Bowser and talking to a few minions, but on occasion you'll get to play rounds of *Super Bowser Bros.*, in which the green one stomps through a few familiar levels of the old Mario

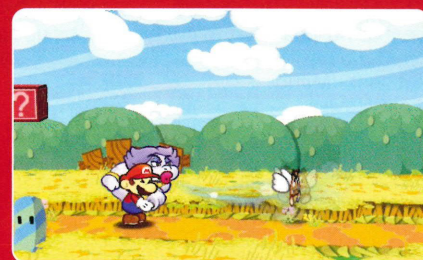
## A hard friend is good to find



□ Nokotaro might not have been the bravest or hardest of children, but when his dad goes missing he decides to help Mario in his quest. His consecutive shell attacks knock down even the hardest of enemy fighters all at once. See that? Teamwork from two species that once were at war.



□ The little Yoshi you meet in Stage 3 (you have to name him, since you raise him from an egg) may be tiny, but he packs a powerful punch. He can eat enemies that would cause major pain to Mario, and he also commands an army of Yoshis who will attack on command.



□ If you want to confuse enemies and uncover secret doors, bring out Madame Clouda - her gusts of powerful ghostly breath can make things fly away, never to be seen again. Since she can float she can also attack enemies that your other friends can't reach.





□ The detail is totally astonishing

game. There doesn't seem to be a point to it besides making you laugh, but it succeeds at that mightily.

In Stage 4, which we just started playing, Mario goes to a creepy, cursed town. An unknown evil, far off in a temple deep in the woods, is turning all the town's residents into pigs. We were pretty creeped out by this. Not only because the mood was perfect - like Mario had wandered onto the set of *The Nightmare Before*



□ A few years back, Mario would have obliterated the Goomba girl without a any hesitation



*Christmas* - but because the pigs were rendered with realistic 3D models.

That's how you know something is wrong in the world of *Paper Mario*.

Thus far, we're stunned with all the different things that have happened to us. We've put in twenty hours and we're not even close to being halfway done with the main story - let alone all the

sidequests and hidden secrets! And they're not letting us into the Casino yet, which promises minigames based on all the different modes - apparently, there's a game which lets you see how far you can fly as the paper airplane...

We love this so much. What was Super Mario 128 again?



□ Can you imagine a new 2D Mario platform game that looked like this? It'd be awesome

## ESSENTIALS



**DEVELOPER:** INTELLIGENT SYSTEMS

**FAMOUS FOR:**

Some of the finest Nintendo games ever made, from the original N64 *Paper Mario* to *Super Metroid*, *Advance Wars 2*, *Metroid Fusion*, and *Fire Emblem*.

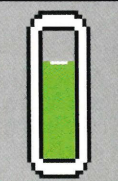
**MULTIPLAYER:** \_\_\_\_\_ NO

**PUBLISHER:** \_\_\_\_\_ NINTENDO

**RELEASE:** \_\_\_\_\_ TBC

**REVIEW:** \_\_\_\_\_ TBC

PHIAL OF COMPLETION



## PREDICTED SCORE

You can see it in his beady little dot-eyes. Sir Mario of Paper wants to be king of all Gamecube RPGs. We're confident will come to pass.

**90**  
PLUS







# Paper Mario's Brief History of 2D... Hims

Hi there, I'm Paper Mario. Aren't I sexy? Don't you just look at me and think 'Phwoar! He can show me his 2D predecessors anytime!' Well, you saucy thing, that's what I'm going to do. It's going to be a beautiful journey.

## PHASE I: A LEGEND IS BORN



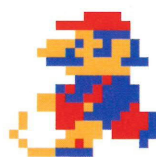
It all began in 1981. Mario emerged from the pixelated primordial ooze as Jumpman in the arcade game *Donkey Kong*. Less a creature of design and more a result

of hardware constraints, Shigeru Miyamoto described how he added a mustache to separate the nose from the face and overalls to make the arm movements visible. Oh, and a hat, 'cause

hair was hard to draw. Why did he get a whip in *Donkey Kong Jr.*? TO KICK THE MONKEY'S ASS, THAT'S WHY. The basic dots for eyes would continue through to 1988.

### WHO'S WHO?

*Donkey Kong* (1981, Arcade), *Donkey Kong Jr* (1982, Arcade), *Super Mario Bros* (1985, Famicom), *Super Mario Land* (1989, GB), *Mario Bros* (1983, Arcade), *Wrecking Crew* (1985, Famicom)





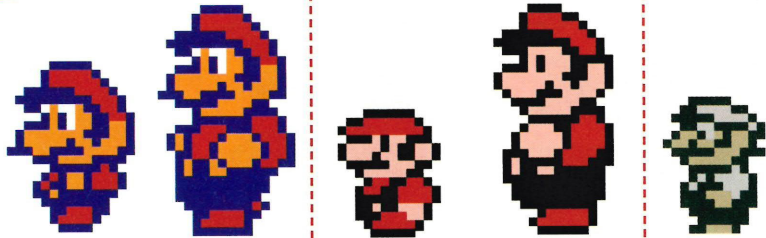
## PHASE 2: OUR EYES ARE OPENED



*Super Mario Bros. 2* first introduced us to a radically different looking plumber. Softer, rounder, with more personality owing in part to the graphics power of the NES and the growing experience of Nintendo's artists. The colours were still flat though, and would remain so until the legendary Super NES arrived in 1991.

### WHO'S WHO?

*Super Mario Bros 2* (1988, Famicom),  
*Super Mario Bros 3* (1990, Famicom),  
*Donkey Kong* (1994, GameBoy)



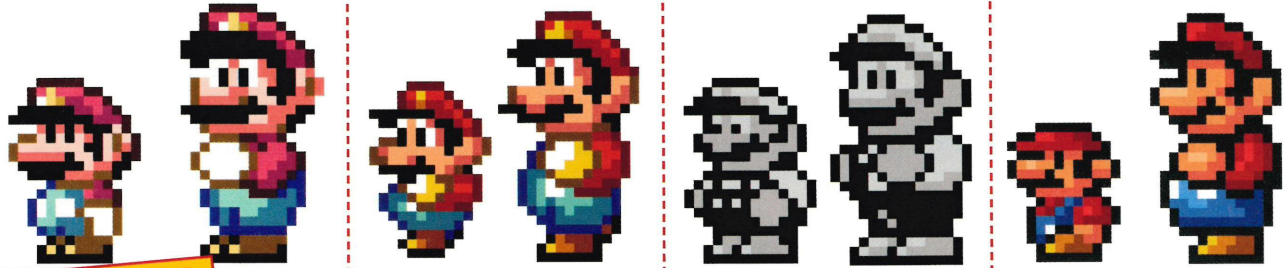
## PHASE 3: LET THERE BE COLOUR!



Mario's appearance was locked in by Nintendo now. *Super Mario World*

featured nearly identical designs, but the raw power contained inside the SNES allowed

vibrant new colours to be applied. Nintendo even went and remade the older Mario sprites.



### WHO'S WHO?

*Super Mario World* (1991, SNES), *Super Mario Bros 2 AllStars* (1993, SNES), *Super Mario Land 2* (1992, GameBoy), *Super Mario Bros 1 + 3 AllStars* (1993, SNES)

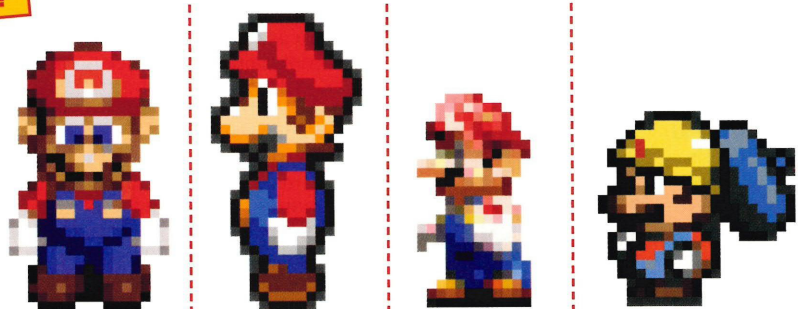
## PHASE 4: THE MODERN ERA



The Modern Era has not really been kind to Mario. 3D modelling techniques and pre-rendered sprites have given Mario an indistinct look. The clear, vivid sprites of old are becoming more scarce, replaced with mottled facsimiles that only look really good when they're moving. *Paper Mario 2* is like the old days, but better than it ever was back then. We love it hard.

### WHO'S WHO?

*Super Mario RPG* (1996, SNES)  
*Mario + Luigi* (2003, GBA)  
*Mario vs Donkey Kong* (2004, GBA)  
*Wrecking Crew '98* (1998, SNES)



## NO! THE BLACK SHEEP (when 2D Marios go a bit wrong)



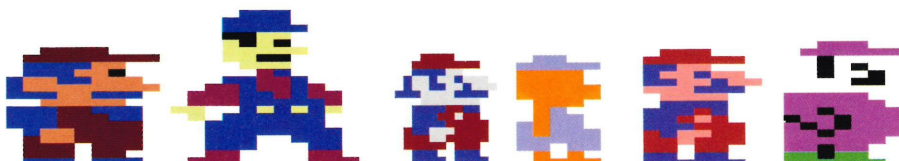
In Mario's early days, he was all over non-Nintendo consoles. When *Donkey*

*Kong* was tearing up the arcades in 1981, the NES hadn't been invented. So the first home

Marios strutted their stuff on machines like the Atari 800 to, err, less than glorious effect.

### WHO'S WHO?

*Donkey Kong* (Atari 800)  
*Mario Bros* (Atari 800)  
*Donkey Kong* (Colecovision)  
*Donkey Kong* (Intellivision)  
*Donkey Kong* (Commodore 64)  
*Donkey Kong* (Atari 2600)







# Astro Boy



It's perverted to obsess over a half-naked robochild in red booties. But obsess we do. **SEGA! DO THE RIGHT THING!**



In every young robot's life there comes a time when he must venture forth on a journey of self-discovery and tumultuous kickass. An adventure of pixelly proportions, of self-discovery, and explodey pastels. Luckily for us we get to tag along, 'cause this is no ordinary robot - this is the Mighty Atom, Astro Boy himself, and he's not stingy with the tumultuous kickass.

Every pixel is lovingly hand crafted by the somewhat genius-like artisans at Treasure, whom Sega tasked with creating this game. If you put this game into your GBA and it isn't oozing pure sweet honey a few seconds later then send your system to Nintendo, 'cause it's obviously broken.

The game plays like a dream. With a few simple controls Astro can move, jump, shoot, and blow stuff up in much the same tried and true control scheme you've grown used to

on other platformers. You've rarely seen it done as well as this however. Astro responds when you need him to and he does what you ask of him, no complaints.

It's a good thing too, 'cause this isn't an easy game. *Astro Boy* is hard and demands you learn from your mistakes and try new tactics.

Your progress is automatically saved every time you clear a scene, which happens several times every stage. When you die you can restart at the last auto-save point, which is never far from whatever it was you're compelled to crush.

At the beginning of the game Astro is a bit confused, he's recently been constructed - possibly out of little boy parts - and he has no clear memory of who he was, or who he is. This adventure then is a bit of self-discovery and our hero's deficiencies of recall are used as a plot device, explaining why Astro's so weak to start off.

"We can't let you run amok at full power," they explain, "until you're sure about your identity and abilities!" Fair enough, no one wants a robot capable of cracking mountains loose on the streets until he's in full possession of his faculties.

As Astro meets people he is given to understanding them, and when he does their face is added to his mental chart of people. Each person understood is another point that can be applied towards stronger stats: more nimble dodging, fatter lasers, more health, more tumult. In a "gotta catch 'em all" vein there are lots of hidden characters to meet too - most are featured in the *Astro Boy* cartoon, but

quite a few are from Osamu Tezuka's other creations.

At the beginning of the game Astro meets his first villains and starts to understand what's going on. There's a short training level, and then he's left to beat up everything that moves in his quest to understand himself and bring the baddies to robot justice. After a quick fight through the Metro City, a warehouse and what appears to be a giant spider web complete with robot spiders, it's time for the first boss: The spidery Geo Worm.

Next up is an artificial sun terrorising air traffic over the ocean. It starts off rolling around the screen trying to



□ That's a bit of weak laser. Trust us, they get way fatter



□ It's high time Sega stopped messing about and released this



## Who's in charge here?!

Some of the bosses are wildly inventive, and perhaps a trifle bizarre. Take for example the gigantic robot beetle, modelled after a real beetle Japanese

children keep as pets. There's a short, bald, three-eyed dwarf that conjures up Aztec-looking foes, a speeding train with four guns on the back end, and a boss in a

cathedral, shooting lasers nearly as wide as the GBA screen! Now tell us that's not what's been missing from your life for the longest time. Stop weeping and BELIEVE.



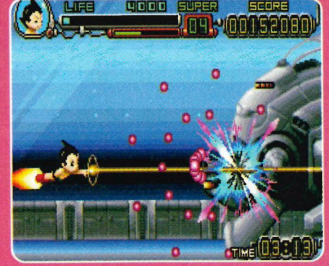
□ An eye on his forehead AND a green shield? Lucky baldy git



□ ...and the number one place you don't want to be? Caught in that



□ Astro Boy is worried it'll rain if he slays this beetle. He's a robot

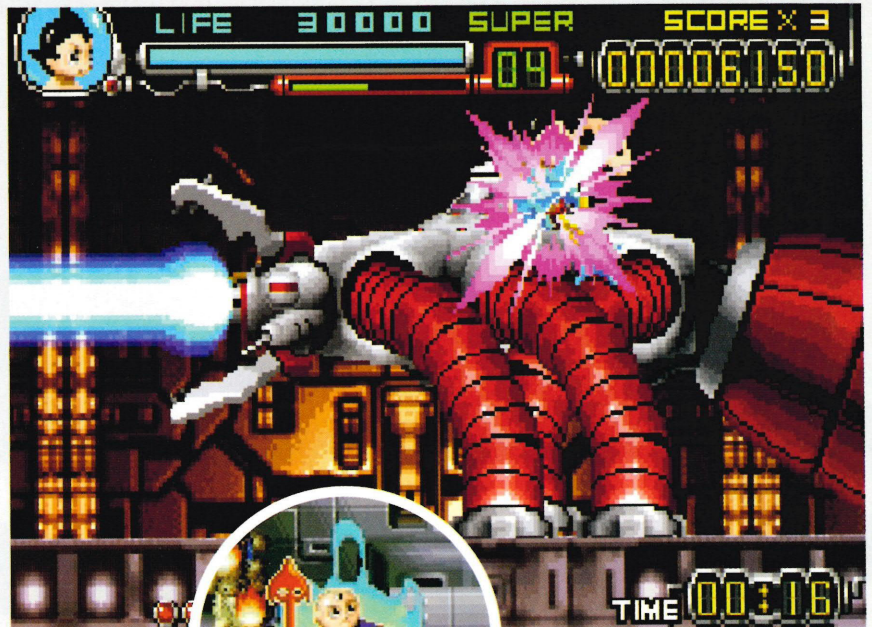


□ Side-scrolling shoot 'em up stages? We're all about those



□ Punish the fiery testicle of death with a fat beam

burn Astro, but then grows nasty tentacles (Tentacles in a Japanese game? Say it ain't so!) and becomes a fierce opponent indeed. When it disappears on a secret island, Astro encounters a series of good guys who're trying to solve the mystery of an ancient civilisation. Most of them mistake Astro for a bad guy and try to stop him. As you might expect, fights ensue, many people are understood and that means powerups.



There's an ancient city to scour clean of robot vermin, a violent trip to the moon, explosions in Antarctica, races over the ocean, trains to chase, and that's not even half of it... **Lawrence Wright**



□ Look at the light from the beam reflecting on his face? See how happy you've made him?

## ESSENTIALS

DEVELOPER: TREASURE

FAMOUS FOR:

Being the undisputed ninjas of 2D gaming. Especially ones where stuff gets blown up. See Ikaruga on GameCube.

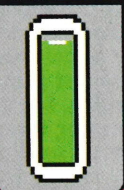
MULTIPLAYER: \_\_\_\_\_ NO. 1-UP ONLY

PUBLISHER: \_\_\_\_\_ TBC

RELEASE: \_\_\_\_\_ TBC

REVIEW: \_\_\_\_\_ TBC

THE PHIAL OF COMPLETION



## PREDICTED SCORE

We love *Astro Boy*. But for now, it's equally out of our reach. The show starts on TV soon. The US version is out. It can't be long now...

**80%**  
PLUS





# Resident Evil 4

**The most disgusting and mentally-scarring thing in games since Mike J accidentally came to work with no trousers on.**



**WARNING:** This preview contains strong language and screenshots of explicit violence and gore. GREAT! That basically means you get to see plenty of blood, guns and all the other stuff they say is bad for the young mind. Way to go, Capcom. And we've got loads of brand-new shots of the scariest game ever made, in action. But it's not our fault if reading this preview turns you into a serial killer, okay?

We got to play *Resident Evil 4* at E3 and reported a run-through of what happens in the 15-minute demo. But that was just a mere taster. Since then we've ripped the E3 demo wide-open in the comfort of the NOM UK offices. We've toyed with the zombi... we mean evil dudes, and know a

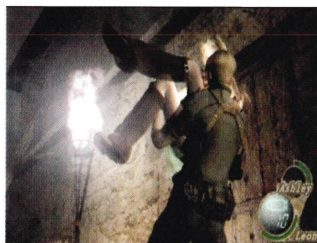
lot more about their strange behaviour. We have also got a better taste for the chilling atmosphere the game creates, which was not possible in the bustle of the E3 show floor. Now we can tell you what it's really like.

We will tell you right now; if you were unsettled by any of the previous *Resident Evil* games, this one could stop you from sleeping for months. In fact, it'll make you realise how soft the other *Resi* games really are. Slow-moving zombies that have the hunting ability of a paralytic street drinker? You can run right past them without a worry. Evil dogs? You can see some of those in Disney's *Beauty and the Beast*. Giant spiders? C'mon - OVERUSED!

The ill-looking dudes you

see in this game cannot be played with. These guys are clever. They plan and work together. If you get three of them coming at you one will attack directly while the other two divide and try to come in from the side. You'll be concentrating on shooting the first dude and end up with a rusty pitchfork in your left ear and an blunt axe clunking off the right one.

They're conscious of danger, too. If you've got your gun pointed right at their face they will raise their arms for cover to save themselves from a one-shot death. This doesn't stop them coming at you though - we said they're conscious of danger, not scared of it. They sometimes take a side step and they even duck and weave to avoid taking a bullet to the nose.

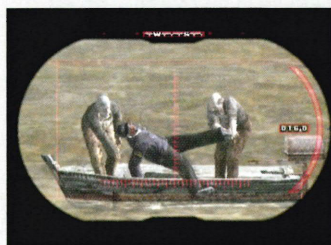
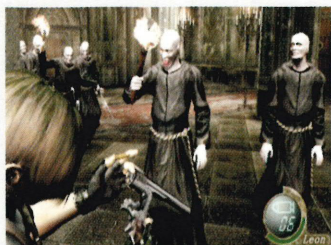


□ Leon's caveman pulling tactic



□ Brown trousers all round, then





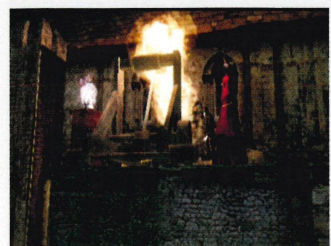
□ Being a dentist for an angry ogre is a pretty dangerous job. Are you gonna tell him he needs eight fillings?



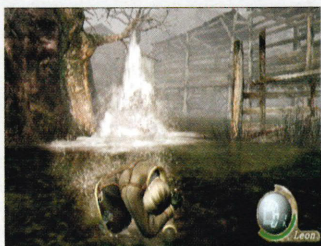
□ When they make a film of this game, she will be played by Chris Rock

When you do actually hit the target, their reaction is amazing. Hit their shoulder and their body will spin round realistically with the impact of the bullet, their hand clutching the wound. You can shoot their arm to make them drop their weapon, or cap them in the knee and watch in relief as they slowly topple over.

Every move they make is so unbelievably lifelike. When you get to the small village area at the end of the E3 demo you get a chance to spy on their activity through binoculars without being seen. It's so strange. They're all working away like normal people. One's filling a bucket with water to give to a cow, another is



□ Fires are cool. Light one today



□ Underwater farts still smell bad



□ Sharp hand weapons versus guns. Ask the Zulus how that pans out

gathering hay and a third is carting around a wheelbarrow. No trouble, no violence, they all seem to be pretty peaceful. The only out of the ordinary thing is the French guy that's burning in a fire with a hook through his chest. Ah.

Go anywhere near them, however, and the first one to spot you will turn to his pals, screaming in some weird language and pointing in your direction. Then they all drop their buckets and tools and whip out axes, pitchforks and anything else they can use to amputate your limbs.

Are they human? What about those monk-looking dudes. Are they different to the villagers or are they just religious versions? We're not

sure, but NOM UK has been doing some investigating and we found out that the strange tongue takes some influence from Spanish. A kind of deformed version, but the odd word here and there can be recognised, apparently.

On the way down the paths in the murky woodland before you reach the town, there are directional signposts marked with the word 'Pueblo', which means 'Town' in Spanish. We also found out that when you lock yourself in that house in the town, their yells can be made out to be something along the lines of "Go round the back". We're guessing the rest means "Let's stick a fork up his ass and twist it. Yeah, that'll be a laugh".



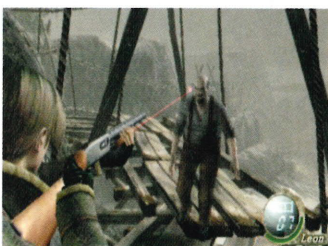


□ You could fight fire with fire, but we don't see how that would help



□ "WE WEREN'T KISSING! He had something in his mouth. And, err..."

Does the language give any indication as to where this is all going on? It could just be a load of clubbers going berzerk in Ibiza and it's gotten a bit out of hand, who knows. We do know, however, that Leon's mission is to save Ashley Grayham, the President's daughter, who was kidnapped. But it's still a mystery exactly why the hostile blokes in the game are so damned moody. Why can't we all just get along?



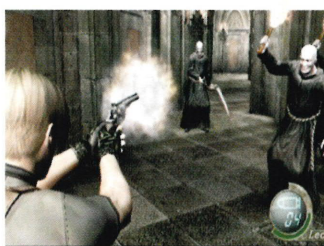
□ Beware popping round to Leon's to borrow some sugar

When we weren't being chased by a nutter with a chainsaw, we took time out to have a good poke around their houses. Rotten food and dirty plates litter the tables, and we found human skulls covered in maggots in an under-stair cupboard. They look like they were once the homes of normal people but haven't been cleaned in ages. Spooky.

There's a kick-ass *Resi 4* trailer on the internet in which Luis (the long haired bloke in one of the screenshots) says "There's supposed to be some kind of obvious symptom [in a normal human] before turning into one of THEM". He says this while looking suspiciously at Ashley, who keeps coughing rather violently. Later on in that trailer, she appears to be coughing up blood, but denies that anything is wrong with

her. This hints that the hostile people may once have been normal, but had been infected with something that Ashley may now have contracted.

That might explain why those psychos don't kill her (see 'Damsel in distress' box) - she's becoming one of their kind. Plus the whole human-warping disease theory doesn't stray too far from the T-Virus of the Umbrella Corporation in past *Resi* titles.



□ "Sorry guys. Wrong church. Which way to the Satan one?"

Regardless of what they are, we can confirm one thing; they're bad-ass mothers with a great knack for making you drop the brown stuff in your undies. One thing that *Resi 4* does better than any other horror game we've ever played is to put you in the boots of the character, thanks to the stunningly realistic graphics, great ambient sound and the camera angle that hangs just above Leon's right shoulder. Our only complaint is that it's a little awkward to aim your gun. If the camera could shift to sit just above Leon's head while you aim it would help with targeting. But the up close and personal view you get certainly works.

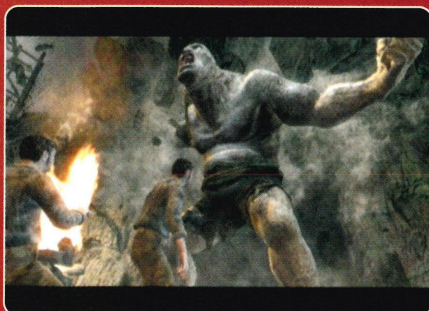
*Resi 4* immerses you into its atmosphere. You're breathing is heavy and your

## The BFG

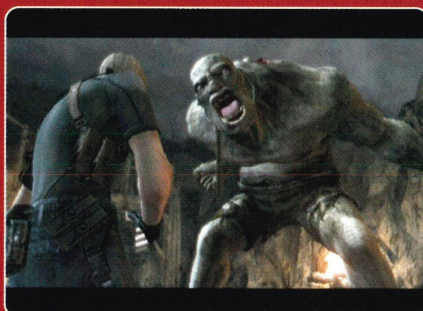
...and the F doesn't stand for friendly

Leon's got balls. If we saw this hefty mother stomping towards us, we would poo, fart, urinate and puke all the same time. Then just stand there crying and wait to be flattened like a pancake. He smashes through a massive wooden gate, squishes a few people with his enormous feet, then roars at

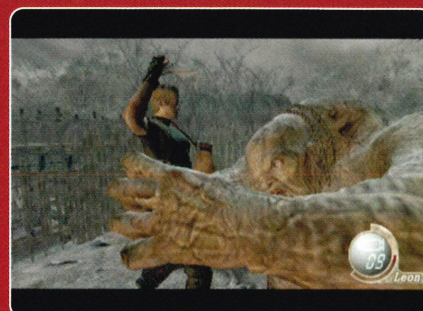
Leon. Soon after, he rips a tree out of the ground and tries smashing Leon with it. **L** and **R** flash up on the screen and you must hit them to crouch before the tree shatters every bone in your body. We reckon this battle is going to be tougher than killing a Koopa in *Super Mario Bros*.



□ Is he hard? IS HE HARD?! He just punched through a load of ROCK with his BARE HANDS. Punch a wall now. Sore, innit?



□ Look how unimpressed he is with your puny MACHINE GUN fire. He's bleeding a tiny, tiny bit. Got any other smart ideas?



□ Yeah, whoops. You're in a world of pain now. So you get a tiny knife out. Great thinking. Which tombstone would you like?



## Damsel in distress

Women: good at washing dirty pants, bad at fighting evil

Ashley is the whole reason why Leon is once again at risk of being munched like a chicken - he has to rescue her. As these shots show, she'll follow you about about, but you'll have to lift and carry her

through certain sections, and catch her when she has to jump from a height. If you get separated, one of the evil goons will grab her and try to run off. Why don't they just kill her? They'd ruin Leon given

half a chance. It's not because she's a girl - there's a dead woman with a fork through her face in the demo. Whatever they want her for, you can't let it happen. Put a cap in their ass and they'll drop her.



❑ "Any reason why you couldn't just kill this monster yourself?"  
"I might break a nail or something. Does my bum look big, etc..."



❑ Mate, leave her. McDonald's will cook for you, and you can BUY clean underwear. That dude looks like he'd tear you a new one.

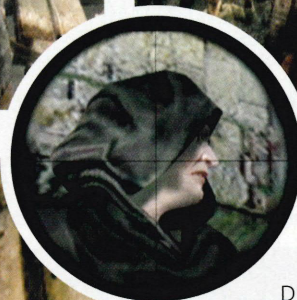
heart's pumping like a Basement Jaxx tune. You get to know the alert phrase that those things scream when they spot you, and when you hear it your arse fills with brown mush. You yell at the telly when Leon starts to reload just as one of them is about to grab him and chomp on his face. You'll end up breaking the **B** button on your pad - that's the Run button and you KNOW you're gonna squeeze it until your thumb goes white when you're being



❑ He has a beard, so must worship Satan



❑ The waistcoat shop had a sale



chased by the speedy dude with the chainsaw. One chop from him and you're head will come clean off with a grim spray of claret. YOU'RE DEAD! **Michael Jackson**



❑ The pilot episode of *Time Team Xtreme* was going well. Every wrongly-dated artefact meant Tony Robinson took another pot shot at Rockingham Castle with a bazooka

## ESSENTIALS

DEVELOPER: CAPCOM

FAMOUS FOR:

Being bloody great at scarring the crap out of people. They've been doing it for years.

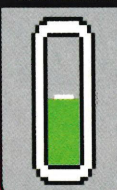
MULTIPLAYER: \_\_\_\_\_ NO

PUBLISHER: \_\_\_\_\_ CAPCOM

RELEASE: \_\_\_\_\_ MARCH 2005

REVIEW: \_\_\_\_\_ NEXT YEAR

THE PHIAL OF COMPLETION



## PREDICTED SCORE

We're going to have to wait another six months before getting a pitchfork in the chest and an axe in the eye. Bloody hell, WE CAN'T WAIT!

**90**  
PLUS



# Mario Golf Advance Tour

**A Golden Sun shines over the links every time Mario hits the course.**



If you read Dean's preview of *Mario Golf Advance Tour* a few issues back, you know how it plays - a lot like the N64 and Gamecube games. If you liked them, you'll like this. Even though the holes aren't nearly as complicated as those of the console versions, it's still a deep and complex game of golf.

What sets this game apart from your average golf game is the RPG mode that's wrapped around it. When we say it's just like *Golden Sun*, we're not kidding - not

only are the graphics identical, it even borrows the smiley-face emotion system and unmistakable Yes/No dialogue boxes. As you walk around the Marion Club and the outlying areas, you can speak to pros who will teach you all kinds of stuff, play goofy course modes like Club Slots and Go-Go Gates, and compete in Match Play and in Tournaments.

Pretty much everything you do earns experience points, which you have to split between your two golfers



**Fairway**

if you want your computer-controlled partner to perform better than abysmally in Doubles Mode. And beating big challenges earns you more holes, courses, and even playable characters. But all's not well in Story mode. Sadly, there's a lot of really boring dialogue. So even though it's no longer in Japanese, we still find ourselves jamming on the **A** button really fast to zip through it. Pity.

We also took the liberty of hooking *Advance Tour* up to our US copy of *Mario Golf Toadstool Tour*, just to see what happens. As it turned out, quite a bit. First it imported our levelled-up Neil and Ella into the GameCube version, including all the custom taunts that we'd written for them. Then it opened up all sorts of new stuff in the GBA game based on objectives we'd completed in *Toadstool Tour*. Our huge stock of Birdie Badges earned us new holes and a new character - the rubbishly-named Waluigi. In that there are three more characters that can be unlocked in *Advance Tour*, it's clear that this one is going to make you bust out *Toadstool Tour* one more time and finish the whole thing, if you haven't done so already. **Chris Kohler**



□ You'd think Mario could afford a different set of clothes by now



□ The cross means 'HOLY MOTHER OF GOD. YOU'RE GOING TO HIT THE CACTUS AND DIE!'



## ESSENTIALS

DEVELOPER: CAMELOT SOFTWARE

FAMOUS FOR:  
*Shining Force III* (Sega Saturn), *Golden Sun*,  
*Mario Golf Toadstool Tour*.

MULTIPLAYER: 1-4 PLAYERS

PUBLISHER: NINTENDO

RELEASE: TBA

REVIEW: TBA

THE PHIAL OF COMPLETION



## PREDICTED SCORE

Making shots is basic, but what portable golf sim isn't? The modes and practice games add variety, but the RPG chatter is annoying.

**80%**  
**PLUS**





# WWE: Day of Reckoning

**Make faces.  
Make pain.  
Make girls  
fight in their  
underwear.**



Years ago, wrestling games were simple to explain; you select a **HUGE**, man-eating beast of a bloke, stick him in the ring with another porky nutter and make them stomp on each other until one can't stand anymore. That was it. Then, *Create-A-Wrestler* was invented. People liked it.

There used to be simple options; head, body, clothes and fighting style. *WWE DoR* lets you set the cheekbones, face outline, jaw, eyebrows, eyes, nose, mouth and lip angle on the face **ALONE**. And for each one of those you can also set the vertical

position, depth, height, width and volume for **EACH BONE**. WHAT THE?! What are we, cosmetic surgeons? Beauty therapists? **NO**. We just wanna smack someone around. We don't want to make a face, we want to ruin one. If you plan to spend weeks making your perfect fighter, you're sad. Unless you make Halle Berry.

When the fighting starts, this is the best GameCube wrestling game yet. Story Mode sets you on a career-building ordeal, starting off as WWE superstar wannabe and end up a WWE competitor.

That actual wrestling action is solid as a rock. The blows feel like they have impact, the holds are easily pulled off and the counters are just right. New to the mix is Momentum Shift, which allows you to swap Momentum with your opponent if you're getting hammered badly. One tap of the **A** and **B** buttons together when the Shift icon appears and you'll give the other wrestler a poke in the eye or a kick in the nutcrackers, allowing for a spectacular comeback from a lost fight.



A new weight detection feature puts more emphasis on the size and weight of your wrestler.

This means that small fighters like Rey Mysterio will put his back out trying to lift large wrestlers like Kane. On the other hand, the heavyweights can swing lightweights around like rag dolls, but their bulk makes them much slower.

What if watching big men spanking each other isn't your thing. *Day of Reckoning* has it sorted. Bra and Panties matches are the future of fighting games.

Two lovely ladies trying to rip each others' clothes off. If you're not into that you, must be a girl. But before you wig out about sexism, remember the whole of the game is muscley blokes with no clothes on. Who finds games characters attractive anyway? It's pathetic. No, you can't have my Princess Peach poster. **Michael Jackson**



□ "Can you see my roots from up there?"



□ Take out the 'O' and the 'I' said Kingsley



□ Fat boy makes a Big Show of himself

## ESSENTIALS

**DEVELOPER:** YUKES

**FAMOUS FOR:**

Developing *WrestleMania X8* and *XIX*. Also some of the production team are veterans of of Electronic Arts' *FIFA Football* series.

**MULTIPLAYER:** 1-4 PLAYERS

**PUBLISHER:** THQ

**RELEASE:** SEPTEMBER

**REVIEW:** NEXT ISSUE

**THE PHIAL OF COMPLETION**



### PREDICTED SCORE

If you're a WWE nut you're going to love *Day of Reckoning's* insane *Create-A-Wrestler* mode and great grappling action.

**70%  
PLUS**



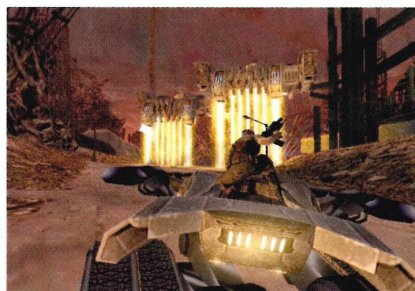
# Terminator 3: The Redemption



Arnie is an undercover cop in a primary school... oh, wait. Wrong movie. But that might be better if they let you waste the kids.



□ Danny De Vito is on the other end of this futuristic-looking see saw, but not pictured



□ Future Heathrow is ace. Out go the over-priced coffee shops, in come Terminators

➔ If you were a time travelling robot from the future would you: a) continually put your life on the line by taking on super hard androids or b) find out all the winning lottery numbers ever and spend the pots of cash on oil changes and vacuum cleaners for friends?

Well, for *The Terminator* it's a no-brainer and Arnie would always prefer to grab his pistol and take out some robots, rather than spend a pleasant afternoon in the company of a Dyson DC08.

Luckily in *Terminator 3: The Redemption* there are enough metallic bad guys to blast, bash round the head and run over to keep everyone happy.

The game attempts to stand out from other action shooters in a number of ways and it looks like it could just work – as long as you switch off your brain and don't try and compute too much. One of the biggest differences is you do nearly all of your shooting from the back of helicopters, jeeps or robotic cars – the kind of thing that would make mums on the school run drool with envy.

When you do decide to go on foot, *The Terminator* has different melee attacks at his disposal. Why bother shooting at an android, when you can headbutt him and steal his energy instead? Or pick up a sign and whack microchips out of him? It's a very satisfying feeling when a robot has been taking pot shots at you and you can strike back by giving him a good smack in the kisser.

An Arnold Schwarzenegger impersonator also spouts classic one-liners such as "Don't lose your head" when stamping on a robot or "That's what I'm taking about" after taking out a gun ship.

The problem is, from the levels we've seen, the driving doesn't seem to be particularly challenging, with most of the courses being pretty linear and, although the shoot-outs can be pretty frantic at times, you can lock onto targets with relative ease.

Now that the obvious Arnie game is well underway, how about a few more? *Kindergarten Cop* and *Twins* for a start. **Rob Burman**

## ESSENTIALS

DEVELOPER: PARADIGM ENTERTAINMENT

FAMOUS FOR:

*PilotWings 64*, *Spy Hunter* and *Mission Impossible: Operation Surma*.

MULTIPLAYER: \_\_\_\_\_ 2 PLAYER CO-OP

PUBLISHER: \_\_\_\_\_ ATARI

RELEASE: \_\_\_\_\_ A COUPLE OF MONTHS

REVIEW: \_\_\_\_\_ SOONER OR LATER

THE PHIAL OF COMPLETION



## PREDICTED SCORE

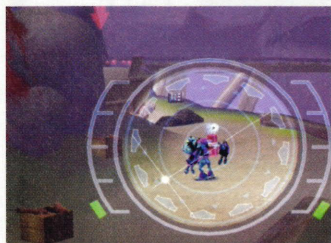
Driving around in the back of a car and punching robots in the chops is going to get pretty boring quickly. It needs a *Jingle All The Way* subgame.

**65**%  
**PLUS**





❑ Is that supposed to be a bus?



❑ You've been selected...to die

➔ We'll start off with a compliment: *Future Tactics* does live up to the first half of its name in that it is set in the future. Sadly, it is a future with no "tactics" to speak of. JoWood says this is a tactical RPG focused on action. They're not joking. There are no messy stats to worry about. Or any exchangeable weapons. Or much of a story. In fact they pretty much went ahead and took out all the gameplay so you don't have to think, ever.



❑ Blind dates: often disappointing



❑ As leader of the Thin Elbow People, Dave was sent to investigate the white explosion



# Future Tactics: The Uprising

Remember *Advance Wars*? This is nothing like it.

*Future Tactics*' Story Mode is split up into nineteen different episodes, each one of which is made up of one "tactical" battle scene in which your team of ragtag rebels must face off against evil blue puppets that look more like they should be on a children's morning TV show. Episodes tend to last about twice as long as they should; by the fifteen minute mark you've explored the entire map and are getting bored, but you still have to plug away at the enemies, firing the same gun over and over again.

At least the firing system is unique - once you get your character in line with the enemy and select "shoot," the

game switches to a first-person sight mode. You have to centre the sight on the target, then two lines start crisscrossing the scope. You have to nail them when they're in the centre of the target if you want perfect shot accuracy (and higher damage). If you miss, don't give up - *Future Tactics*' terrain is completely deformable, which means you could blow a giant crater in the ground or blow up a house to find health and upgrade pickups.

If this is all sounding good, you need to know that what we've just told you is pretty much the entire game. Don't try to map out any kind of strategy - it's pointless since the game respawns enemies in random locations during all the battles. Just shoot, run, repeat until somebody is dead. Oh: there's a multiplayer Battle Mode too, if you want to lose friends. **Chris Kohler**



## ESSENTIALS

DEVELOPER: ZED TWO

FAMOUS FOR:

Wetrix on N64. Remember that? We were into it.

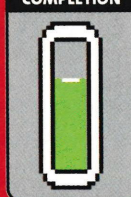
MULTIPLAYER: 1-2 PLAYERS

PUBLISHER: JOWOOD

RELEASE: TBC

REVIEW: TBC

THE PHIAL OF COMPLETION



## PREDICTED SCORE

We have only played the first three levels, but whoever reviews it will have to play the other 16. Kohler's already called not-it.

40%  
PLUS





❑ You don't get that on your old GB cart. There's no need to check



❑ Don't go into the woods, kids. You'll almost certainly be murdered

➔ Under tight security that would make MI5, in fact MI whatever number you want, jealous two very special GBAs arrived on NOM's desk this month and what was the game locked inside them? Only *Pokémon LeafGreen*! You know, the remake of the original *Pocket Monsters* that launched the whole *Pokémon* phenomenon.

We were the only people in the UK to finally get up close and personal with the game and see exactly how cool it is to fight Pokémon without getting snared in link cables.

Of course it looks great, Prof Oak's lab is the business and the opening cut scene of a duel between Gengar and Nidoran is just a taste of the delights that await, but we

wanted to get straight to the battles. Rob desperately wanted to see how his Charmander would fair against Dan's clearly inferior Bulbasaur.

To start a scrap you just need to pay a visit to one of the Pokémon Wireless Club Direct Corners, which are housed in the Pokémon Centres. We giggled like schoolgirls as we waited for the wireless

# Pokémon FireRed and LeafGreen

The revolution is close at hand.  
Wires? Stop living in the past...



❑ Notice how we got sent special GBAs with the game bolted in!



❑ Charmander is the Paul Scholes of Pokémon. Pikachu is Beckham. Little yellow dweeb



## WIRELESS ADAPTOR! FREE!

The wireless adaptor brings the GBA into the 21st century where nothing has cables anymore. It works a bit like a Wavebird and uses an RF frequency rather than infrared. It contains a chip made by mobile phone makers Motorola and it works "officially" across a distance of 3m. But in



your best interests the NOM team carried out a scientific investigation to discover its limits. The "official" 3m was blown out the water and we managed a whopping 50m! This figure will be hampered if there are any obstructions in your way, like a wall or a yak. But when you finally do reach the limits of the adaptor's capability a warning icon appears in the top right of the screen. Best of all the wireless adaptor will be bundled free with copies of *FireRed* and *LeafGreen* – so let the battles commence.



connector to do its thing so the fight could begin. After the battle arena appeared on the GBA screens we had a few moments to assume our positions on either sides of the colosseum, there was a bit of a scuffle because Dan wanted to go on the right because it's his lucky side. But it didn't matter because his poxy Bulbasaur didn't stand a chance against the mighty fire breath of The Duke and the battles look a million times better than they ever did way back in the 90s.

Then to add insult to injury Rob sent torrents of abuse to Dan in the Union Room, a brand new feature which enables you to send messages to four other pals who have a copy of either *LeafGreen* or *FireRed*. Just think about being able to taunt your mates until they begin silently sobbing to themselves and muttering about the injustices of their



❑ The little icon in the top right tells you that you're in range

stupid Ekans getting its ass kicked. Another cool feature is a black and white recap of your adventure so far when you load a saved game. It shows what you've already done, your visit to Oak's lab, the delivery of the custom Poké-ball and the presentation of the now legendary Pokédex, and is a perfect refresher before you begin questing once more. For some the original story will be etched onto their brains, but for others this is an essential



❑ The game may be updated, but the fashion is not. Backwards caps?

feature that helps the adventure to progress.

Link cables? Ha! Where we're going, we don't need link cables. **Rob Burman**



❑ We hate it's three-headed orange bird type things



❑ Having squeezed out an absolutely humming turd, Ash felt ready to go catch a Gengar

## ESSENTIALS

DEVELOPER: NINTENDO

FAMOUS FOR:

It only started the Pokémon craze back in 1997 and helped Pikachu to become the best known yellow creature in the world.

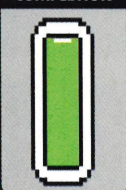
MULTIPLAYER: 1-40 INSIDE UNION ROOM

PUBLISHER: NINTENDO

RELEASE: OCTOBER 1

REVIEW: NEXT MONTH

THE PHIAL OF COMPLETION



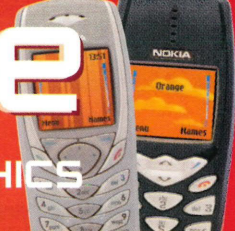
## PREDICTED SCORE

Now we've played it, we can safely say battling without wires offers a cracking experience. Burn your link-up cables now!

80%  
PLUS



# kunk up your fone



UPDATE UR MOBY WITH THE LATEST TONES AND GRAPHICS

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Blue - Breathe Easy	149211	149214	Middlesborough - Boro Till I Die	123024	123025	Lose Yourself - Eminem	108002	107810	Miami Vice	101308	109117
N.E.R.D - She Wants To Move	149130	148029	Newcastle Utd - Blaydon Races	123026	123027	Bring Me To Life - Evanescence	110559	111603	Only Fools & Horses	101226	109069
Hilary Duff - Come Clean	149003	146326	Newcastle Utd - 1 Alan Shearer	123028	123029	Clocks - Coldplay	108122	111125	Pulp Fiction	100695	108476
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So Confused - 2play Ft Raghav	146159	146160	Wolves - Hey Jones 'E'	123044	123045	Bring Me To Life Evanescence	110559	111603	Hey Mama - Black Eyed Peas	149069	149074
Somebody To Love-Boogie Pimps	144376	117101	There's Only One...	123048	123049	Did My Time - Korn	123328	121873	If I Can't - 50 Cent	112700	126530
Born Slippy Nuxx - Underworld	126478	116975	We've Got That Double Feeling	123052	123053	St Anger - Metallica	120383	120615	Baby I Love You- Jo Lopez	148923	144515
Fly On The Wings Of - Xtm & Dj	116215	118500	Here We Go	123056	123057	Faint - Linkin Park	112692	120216	Yeah - Usher	148960	146155
Make Luv - Room 5	111639	111643	Match Of The Day	123058	123059	The Anthem - Good Charlotte	110370	123074	The Way You Move - Outkast	125613	126028
Boys Of Summer - Dj Sammy	110321	110627	OLD SKOOL	MONO	POLY	Headstrong - Trapt	111160	N/A	Must Be Love-Fya	148626	148019
Logical Song - Scooter	102313	107043	Let Me Be Your Fantasy - Baby D	-	116148	She Hates Me - Puddle Of Mudd	102548	N/A	Dude - Beenie Man	148967	148628
Weekend - Scooter	112641	112592	Rappers Delight - Sugarhill Gang	111774	111849	Sleeping Awake - P.O.D.	116230	N/A	Can't Get Enough - Raghav	149041	148014
Ur A Superstar - Love Inc	109977	107822	Hanging On A String - Loose Ends	111755	111830	Somewhere I Belong - Linkin Park	111021	111688	She Wants To Move Nerd	N/A	148029
Rubberneckin - Elvis Presley	124657	124635	Gotta Have Your Love - Mantronix	111764	111839	Times Like These - Foo Fighters	110059	107856	Fell In Love With A Boy - J Stone	148947	146259
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All In My Head - Kosheen	121730	121533	All Night Long - Mary Jane Girls	111779	111854	Mobscene - Marilyn Manson	116924	117261	Through The Wire - Kanye West	148988	146290
Golden Path - Chemical Brothers	124545	124338	Kiss From A Rose - Seal	100078	108564	Young & Hopeless - Good Charlotte	120300	N/A	Another Day - Lemar	148360	146297
Husan -Bhangra Knights	116956	116678	Gonna Go My Way - Lenny Kravitz	-	109352	Addicted To Love - R Palmer	111616	111514	Badaboom - B2K Feat Fabolous	144374	N/A

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COMPATIBILITY: NOKIA- 3650, 6600, 7650, MOTOROLA- T720, SHARP- GX10, PANASONIC- GD87 ERICSSON- T681, T300, P800, SAGEM- MYX5.

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143519

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149300

149295

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149299

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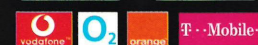
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# Nintendo

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# Reviews



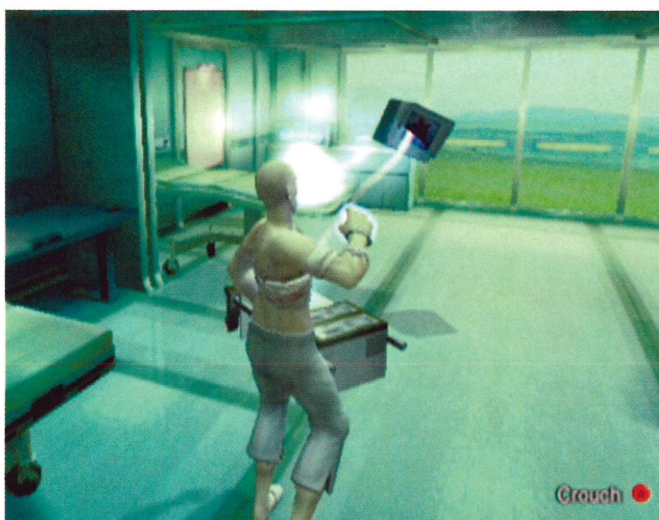
» Wario Ware Inc. Mega Party Game\$ » P.64



» Ham-Ham Games » P.78



» Catwoman » P.76



» Second Sight » P.72



» Splinter Cell: Pandora Tomorrow » P.68



» Spider-Man 2 » P.80

## MEET THE TEAM

Not literally. Just look at our pictures.



**TIM STREET**

Tim got married, so he's been away. We dosed about for three weeks then had a last minute panic to do the mag.



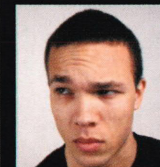
**DEAN SCOTT**

Claims the Nintendo DS was all his idea and was named after him. Also claims wireless adaptors work by "magic".



**MINGSLEY SINGLETON**

We're keeping Kingsley locked up in a cupboard until a new *Star Wars* game comes out. Then you lot are really for it.



**MIKE JACKSON**

Look how grumpy Mike is. We switched off his *Animal Crossing* to play *Metroid Prime 2*, and a mole shouted at him.



**ROB BURMAN**

There he is. One of you lot that we assimilated into the fold through *NOM Idol*. We call him Merman. He has scales.

## SPECIAL THANKS TO...

**CHRIS KOHLER**

Japanese-speaking professional Mario liker.

**LAWRENCE WRIGHT**

Expert in blowing things up with lasers.

**JOHN RICCIARDI**

Our brave reporter on the front line in Japan.

**FRANK CIFALDI**

In rehab, and bringing the *Wario Ware* love.

## SCORES AND AWARDS

90+

85-89

80-84

70-79

60-69

50-59

40-49

30-39

0-29

A Nintendo classic

Exceptional in its class

Great fun, but not ground-breaking

Some nice ideas, but lacks Nintendo magic

Few classic moments, for die-hards only

Been there, seen it, played it. Yawn!

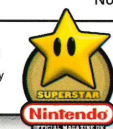
No ideas, no gameplay, no way

Not worth buying

Not worth stealing



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



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









**Game info**

Price: £19.99  
Publisher: Nintendo  
Web: [www.warioware.biz](http://www.warioware.biz)  
Players: 1-16

**Out  
Sep 3**

# Wario Ware: Mega Party Game\$

**Slip a twenty to your dealer, and guarantee your next party is a classic.**



**"Enter!"**

I'm Link, the hero of Hyrule and apple of Princess Zelda's eye. Under normal circumstances I'd be hunting down pieces of the sacred Triforce in order to stop the evil reign of Ganon. Right now, though, my only goal is to enter a door not ten feet away from me. Trouble is, I only have two seconds to do so. I step to the right, then quickly change trajectory toward my goal. My face slams inches away from the doorframe. Apparently my aim was slightly miscalculated. With barely half a second left, I pull right, set foot in the door, and...



**"Water!"**

I'm a young girl, not a day older than thirteen, holding an ever-sprawling watering can and standing in a vacant dirt lot. I'm alone, unless you count the lovely daisy in the opposite corner.

I'm obviously here to give it water. As I make my way toward it, a smile inches its way around my face. This is an easy task. As the end of the water stream is about to make contact with a leaf, the plant sprouts legs and runs away. "No you don't," I think to myself. I quickly give chase, position myself next to the plant, and do an about-face, showering the reluctant daisy in its own salvation. Then suddenly...

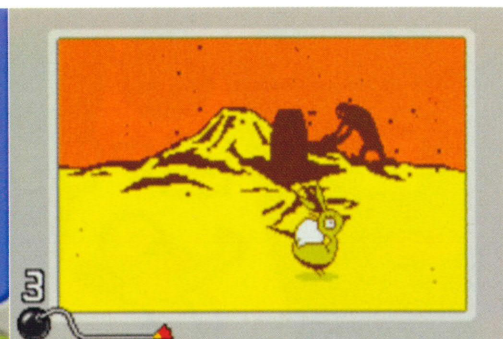
**"Type 3!"**

I'm staring at the face of a Family Computer keyboard peripheral, which was introduced by Nintendo in the late 80s as a sort of cheap, makeshift way to force the Famicom into functioning more like a personal computer. This means I'm either a nostalgic Japanese person or, perhaps, some sort of diehard import game collector. Either way, I know that my life depends on typing the number "3." Trouble is, I'm one of those "hunt and peck" people who don't know how to type, and my finger is pointed at "6," which is a different number entirely. Instinct kicks in, and I move my finger three clicks to the left. I slam a fingertip on the key, with an entire second to spare. I use that brief moment to revel in my victory, before...

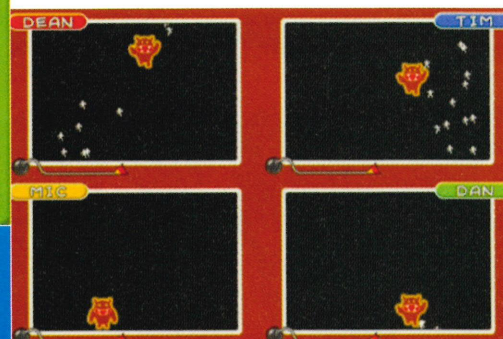
**"Pick!"**

There's a crusty booger lodged in my nostril, and I can't even breathe properly without being reminded that it's there. What's worse, it's a "whistler," so everyone around can hear me inhaling. I've been breathing through my mouth for a while now, but enough's enough. I have to get rid of this thing. Finding some privacy, I get to work, and discover that I've lost control of my hand. It's shaking erratically - no, worse - it's moving back and forth on its own volition. I have to time this right. If I pick too early, I not only miss, I also risk injuring myself, and that simply won't do. I wait for just the right moment, move a pointed finger toward a nostril, and...jab myself in a particularly sensitive area. Game over.





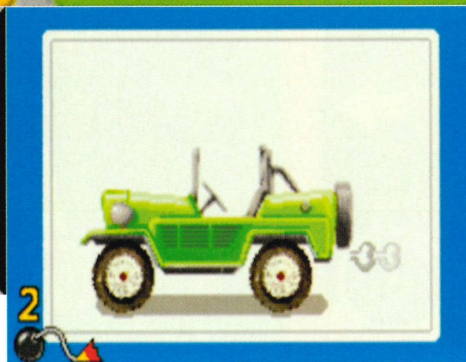
■ For the longest time, Dan Payne had a total mental block when it came to this minigame



■ Sofa positioning becomes critical when the screen gets split four ways. Get in there early



■ At this point, the other three players howl laughing and start poking you. Feel the shame. Let the anger build inside you



If you missed the original *Wario Ware* on the GBA - perhaps you couldn't find it or, God forbid, you don't own a GBA - do not make that same mistake twice. This game is pure madness and, perhaps because of that, one of the most amazing and unique games of our time.

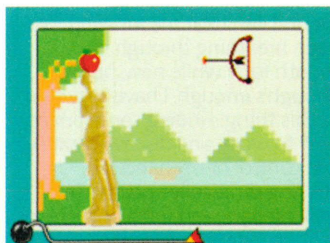
At its core, *Wario Ware* consisted of a hundred-plus "microgames," which are quick two-to-three second challenges that range from the nostalgic to the logical to the bizarre to the...more bizarre. Within the main game, these were thrown at you more-or-less randomly, back-to-back, faster and faster, until they became so intense that even a hardened veteran was forced to fail. It was almost like an early 1980s arcade game for those suffering with attention deficit disorder, except instead of blasting spaceships or running from ghosts, you ate apples and parked cars. It truly was the perfect portable game; grab it, turn it on, get sucked in for a minute or two, and turn it off, suffering no repercussions other than, perhaps, a temporary state of delusion and madness.



The home version takes the spirit of the original - using, in fact, the exact same microgames - and adds a multiplayer "party" element that works far better than any of us expected.

There are several multiplayer modes, centring mostly around throwing microgames at each player and seeing how long they survive. The mode available at the beginning of the game, for example, is a dance competition of sorts. Up to four players, upon choosing to play as any of the *Wario Ware* cast, do a cool little jig on a stage, in front of a sparse audience. A spotlight wanders around and randomly chooses a player to engage in a microgame. Success keeps a player in the game, failure has some of your audience leave in a fit of disappointment. The dance music - and therefore, the microgames - get faster as the match progresses. Lose your entire audience, and you're out.

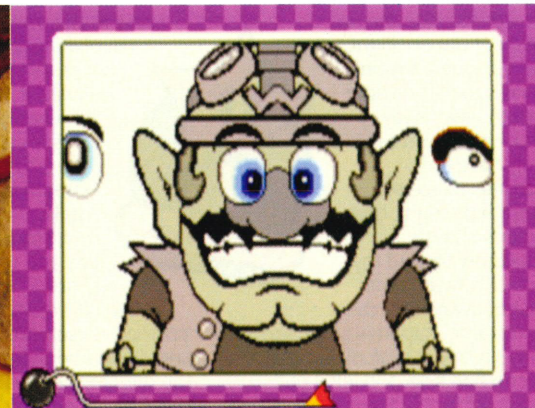
Here's the cool part, though: after losing, your player is free to wander around the screen, giving you ample and welcome opportunity to screw with the other players. You can wander and hop around in



■ As the tension builds, even easy games can trip you up



■ Each failure makes your turtle tower higher and wobblier





## Interfering with friends

There's nothing more glorious than seeing your mates suffer and fail

■ Imagine you're playing *Wario Ware* on the GBA. Now imagine three of your mates are walking all over the screen as you're doing this. You're trying to catch the stick, but you can't see when it's dropping properly. You're trying to count the frogs, but that fat b\*stard is standing over the lily pad. They can't stop you on the haircutting though. Frustration turns to smugness for five seconds. Then you're parking the car, and you can't see the space. Aaaaaaaarrrrggghhhh!



You will want to kill the people you're playing with. That's what makes it hilarious. You store up your rage because you know revenge is just around the corner

front of a game to your heart's content. In a heated battle, with two losers ganged up on you, some of the games become nearly impossible. There's nothing quite like winning despite this, and laughing at their futile attempts at distraction. Those silly, silly losers.

Another multiplayer game centers around a triathlon of sorts. Up to sixteen players are represented on-screen by an athlete running cross-country. A random name is chosen, and that person is passed the "wand," a.k.a. the Gamecube controller. The player is challenged to a microgame. The only object here is survival. One failure, and you're out of the game. The last player standing is the winner.

This game in particular is a party in itself. Get sixteen people and a Wavebird together in a room, and it's a matter of minutes before everyone is screaming. The Wavebird gets tossed around the room like a burning piece of coal. The losers get simultaneously taunted by a fifteen-person mob. Once in a while, someone gets a C-stick shaped imprint in their forehead after coming between the controller and its goal. It's fantastic.

Look. Here's the deal. We're going to just cut the crap and tell it how it is.

*Wario Ware* on the Game Boy Advance was one of the most mind-numbingly incredible single-player portable experiences like, ever. Somehow, they've taken this...this work of ART out of its own context and made it one hell of a multiplayer party game for use at home.

How they've done this is beyond us. We don't know. But they've done it, by god, they've done it.

As a single player game, the Cube version is a bit lacklustre. For all intents and purposes it's the same as the original, which is fine, but a lonesome game of *Wario Ware* works best on the go. This is not the kind of game you come home and unwind with, it's played best in quick spurts. Plus, the original cutscenes have been axed for the home version, which is truly unfortunate. We would have liked to see a high-res version of the gelato shop, for instance, not to mention a few new games. That's okay, though, we figure they're focusing all of their energy into the upcoming Nintendo DS version.

This game costs twenty quid. You can't get anything for twenty quid these days. Well, you can. Lots of stuff. But no good stuff. OKAY. SOME GOOD STUFF. You know what we're trying to say here. It's only twenty quid. In terms of laughs per pound, there's nothing that's better value. You could get a special offer and hire Ricky Gervais to live at your house for a year, and it still wouldn't come close to the constant side-splitting hilarity *Wario Ware* serves up.

With friends, you really can't get a better party game than this. The absolute insanity and absurd humour of *Wario Ware* combined with a party atmosphere and a drink make for one of the better ways to spend time with friends. Sorry, Mario, but your rival's got a much better party game. **Frank Cifaldi**

## So, should you buy it?



### Yes if...

You have friends. And they have eyes and hands that work.

### No if...

You need your last £20 in the world to buy some bread and water to stay alive.

### You'll love it if you like...

The GBA game, or any multiplayer party game that makes people crack up laughing.

### GRAPHICS

5

At best, GBA standard. At worst, like something from the 1970s.

### SOUND

6

Comical effects, and repetitive music that builds tension and wills failure.

### GAMEPLAY

10

The definition of pick up and play, and the funniest game ever created.

### LIFE SPAN

10

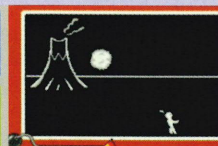
*Wario Ware* never gets old with friends. It's just less fun in single player.

### VERDICT

> If you're playing alone, buy the Gameboy Advance version. If you're playing with friends, pick up *Mega Party Games*. Either way, you need *Wario Ware*. Trust us. They pay us to know what we're talking about.



**BEST BIT:** Taunting other players for doing something stupid.



**WORST BIT:** There are no new microgames anywhere to be seen.

### SECOND OPINION

> I endorse every word of what Mr Cifaldi had said. For once, he's thought it all through rather than just getting drunk and writing nonsense. The funniest game ever. **Dean Scott**

**Nintendo**  
OFFICIAL MAGAZINE UK SAYS...

"BUY IT"

92%

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



# Splinter Cell: Pandora Tomorrow

This is an extension of the original for £40. No new ideas, but more cash for UbiSoft. That's sneaky, but they are French.

## Game info

Price: **£39.99**  
 Publisher: UbiSoft  
 Web: [www.splintercell.co.uk](http://www.splintercell.co.uk)  
 Players: **1**  
 Memory card: **10 blocks**

Out  
Now

**> We like stealth games. There's something about sneaking past enemies unnoticed that's deeply satisfying. You feel clever. You feel skillful. You feel like a crafty dodger.**

This is what's great about *Splinter Cell*. You guide Sam through terrorist-filled embassies, streets, cathedrals

and any other building UbiSoft could find an excuse to sneak through, making idiots out of gun-toting thugs.

You sit and wait for a patrolling guard to turn their back for a brief moment so you can tiptoe safely past to the next shadow without being seen. You slowly creep up on a mercenary who is using a computer, grab him around the neck and threaten him for information before knocking him out. You stare through the sniper lens of your rifle pointed at the temple of a nearby terrorist, just waiting for the right moment to

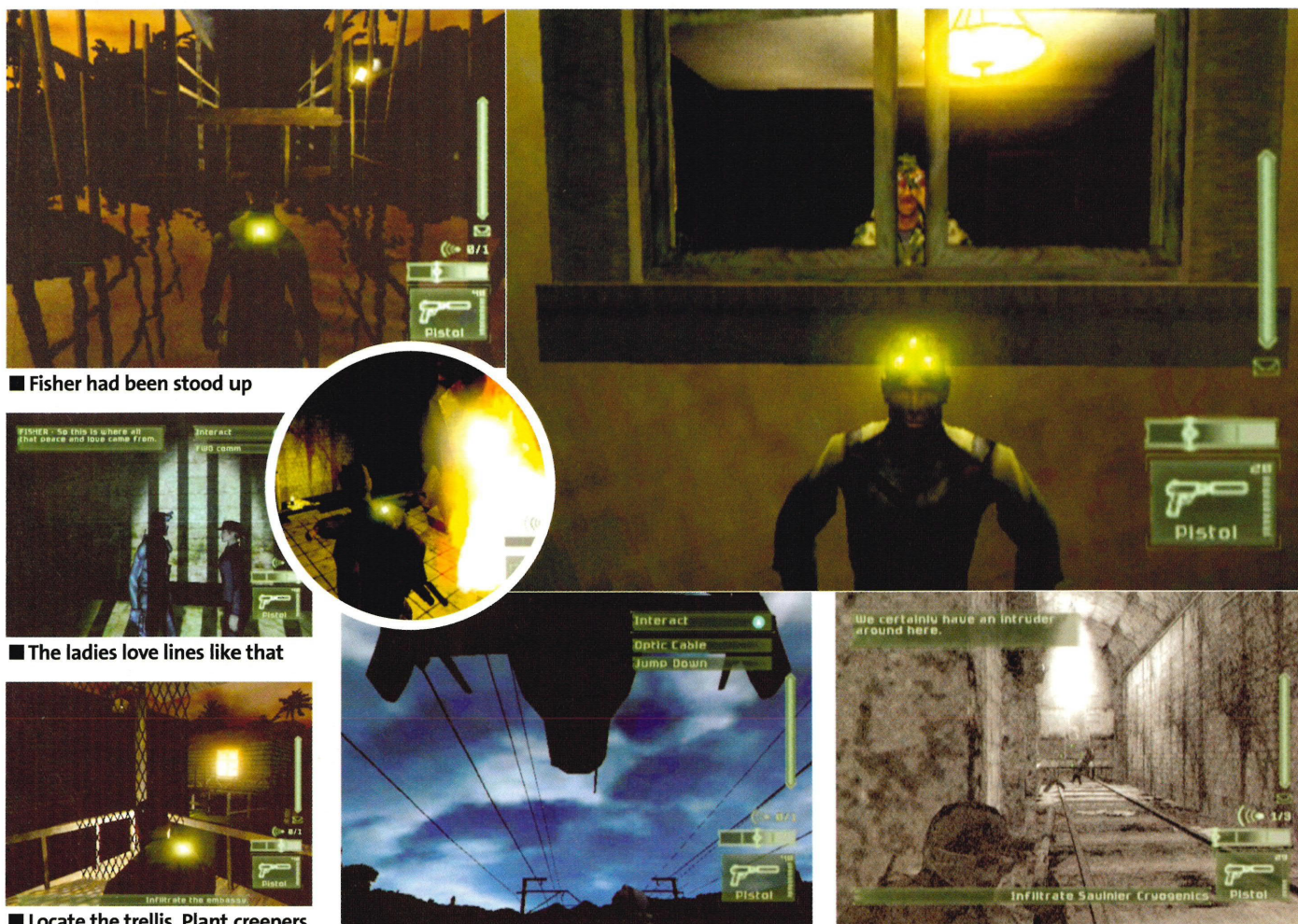
squeeze the trigger and put him out of action, then hide his corpse in a dark corner where it won't be discovered.

If you've played the first *Splinter Cell*, you'll know exactly what to expect from *Pandora Tomorrow*. It's hardly changed at all. The guns are the same, as are the gadgets, the controls, the light-detection meter, the handy modes of vision in Sam's

goggles and the relatively linear level design.

That pretty much covers the main aspects of *Splinter Cell's* gameplay, which makes this an extension of the first game rather than an improved sequel.

The biggest change to gameplay is the new alarm system. If you get spotted you can't just shoot the guard that saw you and expect everything to be fine. He'll have radioed in to his terrorist buddies to warn



■ Fisher had been stood up

■ The ladies love lines like that

■ Locate the trellis. Plant creepers

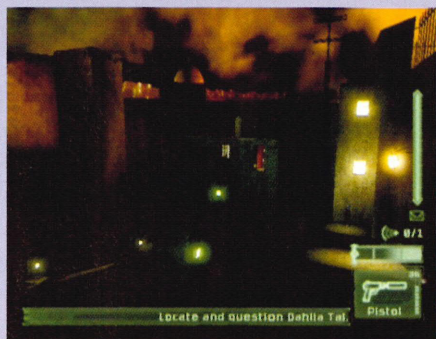


## You win some, you lose some

What's the Internet anyway? We've never even heard of it. Or downloaded pics of Katie Holmes in *The Gift* from it

■ The Xbox version of *Splinter Cell: Pandora Tomorrow* has an awesome online multiplayer. The GC version doesn't. But we've

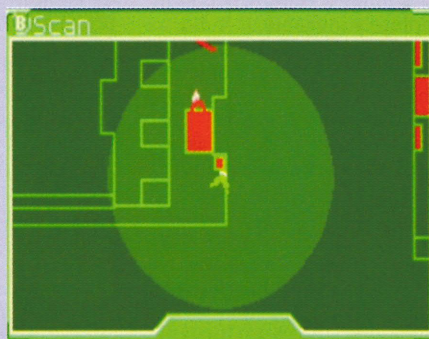
not been completely conned - GC players get an extra level, and have the neat GBA-linked, Opsat radar that was in the original.



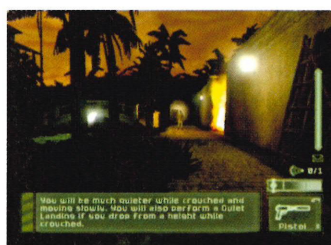
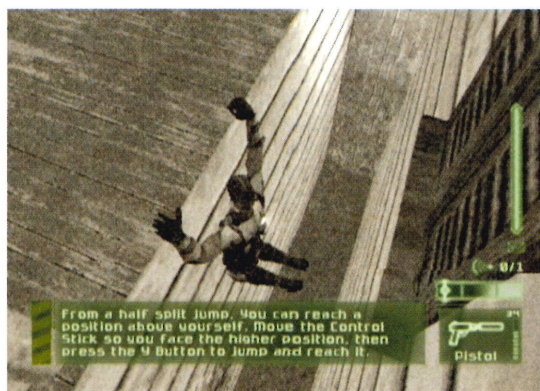
Holy Moses. It's darker than a goth's skiddy undercrackers in here. Got a torch, buddy?



If you're an evil henchman, you could do without a flashing green beacon on your back.

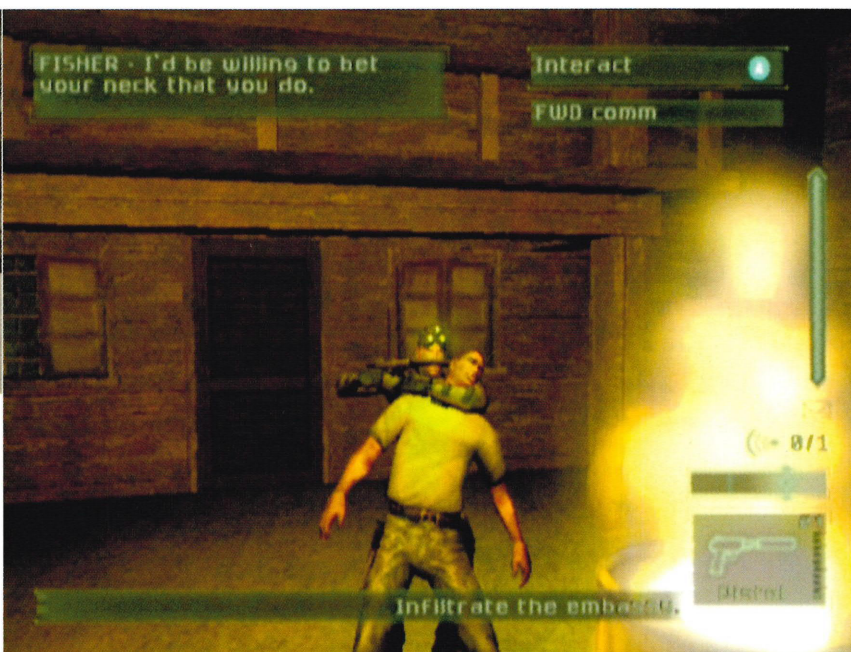


Mission: burger. The green arrow is you. The red arrow is the McDonald's drive through.



■ Spot the Sam and win a special prize

■ He doesn't know anything. Just waste him anyway



them of the threat. This will up the state of alarm to stage one out of three. Guards will strap on bullet-proof vests and be more alert. You've instantly made your task a lot tougher.

They haven't got a goldfish's memory like the guards in *Metal Gear Solid*, either. Hiding under a desk like a coward for 30 seconds will do nothing for you - it'll be AGES before the

stage of alert is dropped so you've no choice but to continue with caution. If another guard sees you again, alert stage two will see guards packing bullet-proof head gear so even head-shots won't get rid of them, and you'll be in deep trouble. Reaching alarm stage three fails your mission so you basically have no margin for error.

This makes *Pandora Tomorrow* one tough nut to crack, and if having to retry sections of a level in the first game got on your nerves, *Pandora Tomorrow* could drive you insane. Seriously insane - to the point where you'll be smashing your head on the floor until your skull cracks. You'll be seeing the words 'load last checkpoint' in your sleep.

It's especially infuriating when you are seen through a wall, which does occasionally happen, or when you shoot a terrorist BEFORE he speaks into his radio but the alarm is still

raised and you get nailed. If the Queen played *Splinter Cell: PT* on her uber-telly it'd even have her snapping pads, making V signs and swearing for Britain.

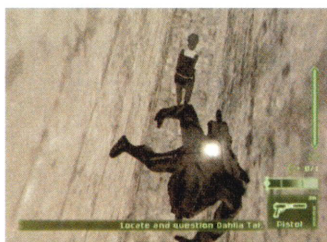
It's a real shame that Ubisoft have allowed errors like these to occur in the sequel and it's these annoyances, along with having to constantly restart from the last checkpoint that stops *Pandora Tomorrow* from being an

absolute classic. It's still a solid game but we were expecting it to improve on the original. Unfortunately it doesn't at all.

Sam's new moves do little to



■ The view from a worm hole



■ That's one seriously big spider

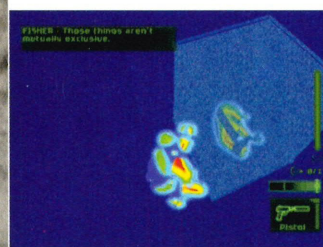
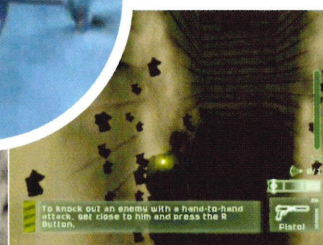
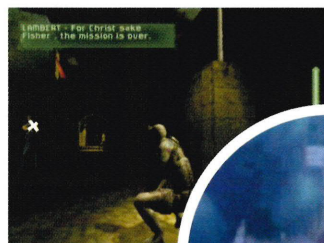




change the original gameplay experience. His Swat Turn allows you to spin past doors unseen, even if there's a guard standing right there looking through the doorway.

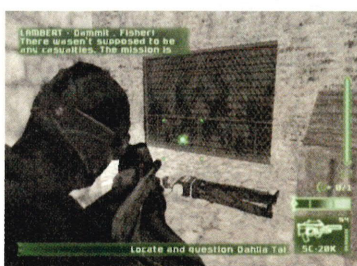
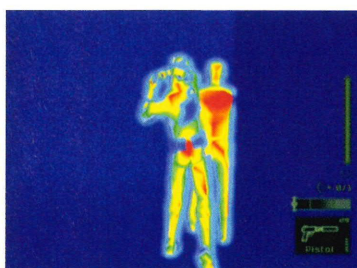
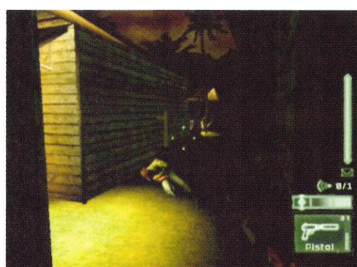
We're not quite sure how a camp-looking spinning move would make a full-grown adult completely invisible. If it did we'd try repeatedly spinning past the bathroom window of Rachel Stevens' gaff while she's in the shower, but we're almost sure she'd still be able to see us, call the police and have us arrested. The Swat Turn is unrealistic but it works well in *Pandora Tomorrow* and is quite a useful manoeuvre.

A little less useful is the not-



so-new Split Jump. Sam can now perform a second leap from the Split Jump position, enabling him to reach a higher platform or the top of a wall. It's strange - Sam looks as old as Rolf Harris but is as strong and flexible as Jean-Claude Van Damme in his prime. This dude must live on Weetabix. Unfortunately, just like in the original the Split Jump is underused, and when you do get to perform it, it won't be through choice but because it's the ONLY way forward - the ONLY way to reach that high balcony or get over that wall.

But linear design is the main cause for split opinions of *Splinter Cell*. You are limited to



■ It took a while to get the barbeque going, but a quick squirt of lighter fuel sent it up like a burning oil well. Just need to wait for Dave to get back with the sausages the burgers, and it's barbie time



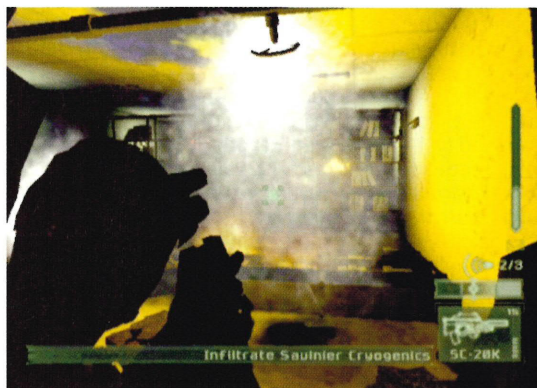
## Medic!!

He can carry twenty guns, but not one plaster

■ In the original, Sam carried around first aid kits which, if you were to run into trouble and get shot, you could dip into the inventory and use in an instant. Not in *Pandora Tomorrow*. Now, Sam has to use bandages found in wall mounted medical kits. This leaves Sam vulnerable, and also means you can't heal yourself in the heat of a gunfight. Wanna make *Splinter Cell* any tougher, UbiSoft? No legs mode?



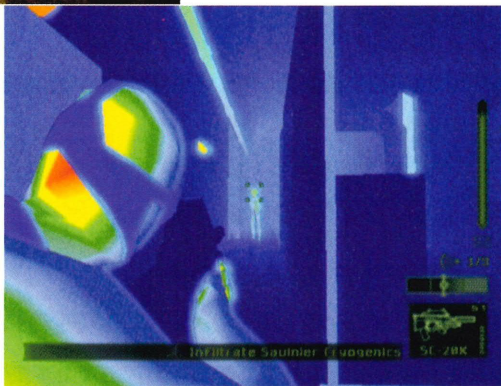
First aid? Bahl Rambo stitched himself up with a KNIFE



■ In *Splinter Cell 3* you play as a deafblind morris dancer

one set path. You have little choice. You get to decide how to sneak through a room unseen, or how to eliminate a guard that's in your way, but you have no choice but to go through THAT room. There's no other route. Imagine how awesome *Splinter Cell* would be if UbiSoft could just mix the great gameplay mechanics of Sam Fisher's titles with the open-ended design of *Hitman 2: Stealth Assassin*. Keep imagining.

That said, there's still plenty of top-class stealth action to



■ Little did Fisher know, the Predator was closing in to rip his spine out of his arse. And that hurts



■ Surely that's an even easier shot when you're NOT hanging off the ceiling like cocking Batman?! Yes?

be had with *Pandora Tomorrow*. It's all about the illusion. The way that the game forces you to play it; the way you'll develop an instinctive attachment to shadows, switching off lights and shooting out street lamps, creeping quietly whenever anyone is nearby. It'll take a lot of patience and even more perseverance to get through this *Splinter Cell* but if you're well into the original you'll dig this too. If only Nintendo could crank out Mario games with this sort of regularity we'd be laughing. *Michael Jackson*

## So, should you buy it?



### Yes if...

You used to like hiding from your mum until she freaked out and cried. Mike did.

### No if...

Hiding and creeping sounds as fun to you as playing hide 'n' seek with your granny.

### You'll love it if you like...

The original *Splinter Cell*, *Metal Gear Solid*, *Hitman 2* or anything stealthy.

## GRAPHICS

8

Solid visuals, with some great lighting effects. It's a bit too dark in places.

## SOUND

9

Very atmospheric. You'll be listening out for footsteps, voices or buzzing CCTV.

## GAMEPLAY

8

Highly playable, top class stealth, but restarting checkpoints is annoying.

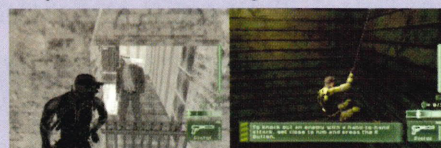
## LIFE SPAN

7

It's a tough game to conquer, but once you've finished you won't play again.

## VERDICT

► *Splinter Cell* is still great fun, and is still the most believable stealth game out there but a lack of new ideas and the annoyance of having to restart checkpoints stops *SC: PD* from hitting the 90% mark.



**BEST BIT:** Sneaking through a guard-filled room undetected.

**WORST BIT:** Being detected or shot and restarting checkpoints.

## SECOND OPINION

► I just turned thirty, so my creaky bones aren't so stealthy anymore. Luckily this lets me relive my secret glory years killing spies in the USSR for MI6. *Kingsley Singleton*

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"HARD AS NAILS"

84%

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



**Game info**

Price: **£39.99**  
 Publisher: **Codemasters**  
 Web: **www.codemasters.com**  
 Players: **1**  
 Memory: **5 blocks**

**Out**  
**Sept 10**

➤ Ever woken up and remembered something you did last night that you wish you hadn't done? Or repeatedly banged your head on your desk in an exam because you've revised the wrong stuff? Then you're obviously not John Vattic. Killed your platoon? Let a comrade get slaughtered? It's OK, you can go back in time and redo it.

Free Radical's last game, *TimeSplitters 2*, was a seminal leap for the first-person shooter; throwing out plot, realism and strategy for an unabashed comic-book fire-fest. This time, they've crammed in a world of plot and strategy, whilst still keeping their unique graphical style, to create a stealth-em up with psychic powers a-go-go.

You wake up in a battered post-surgical state, with no memory, no powers and no health. It's not long, though, before you learn how to pick things up with your mind, which you drag and fling



■ Pick him up so he gets a better shot at your face



■ Your comrades big you up when you shoot another sniper in the face

around the room giggling like a schoolgirl. But there's a point to this stuff, and you'll need to find a hapless security guard to test it on. Whereas you can't pick them up and shake them around (yet, anyway) you can batter them with flying crates and barrels or, if you're feeling nice, scare them away with floating objects.

As you progress through the levels you unlock more powers, including the capacity to heal yourself, fling balls of psychic energy, become partially 'invisible' and to astrally project yourself. As long as you have psychic energy in the tank.

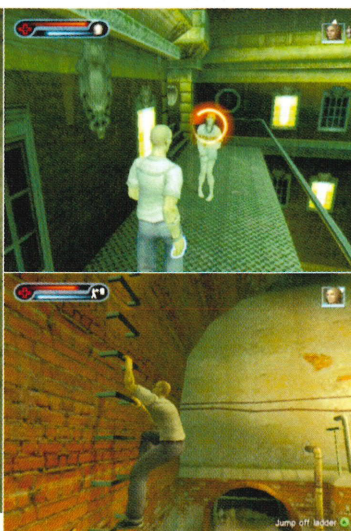
Remember we mentioned time travel? Well, pretty much every alternate level takes place six months earlier, when Vattic had a full head of hair and was working with a military troupe known as WinterICE. These levels are significantly different, not only because you don't have any psychic powers (in the first few, anyway) but because they're more about sniping and gunning down Ruskies with your squad than sneaking around trying not to get caught. As a result, they're a lot easier, although more *Freedom Fighters* than *Metal Gear Solid*. That can give the strange feeling that you're playing different games, but they're

# Second Sight

Another violent Stealth 'em up; can we make it without through mentioning *Metal Gear Solid*? Damn.



■ The new, edgier version of the Littlewoods catalogue. Coat: £55



similar enough that they hang together well. You must concentrate so that you can follow the twisting and mutating plot, and remember who's dead and who's not.

As you unfold and change your past, you'll find yourself invading a loony bin, taking on street gangs in New York, and rampaging through Siberian villages. You're always armed to the teeth with psychic energy and conventional weaponry, leaving a swathe of corpses and knocked out goons in your path. As with most of these games, you have the option of killing or incapacitating your prey, and the only judge is a little morality counter at the end.

It might be fun and maybe even a bit therapeutic to charge in with your SMG cackling wildly as you spill security guard guts, but there's an infinite number of those guys in reserve. They'll eventually send you home to Mama if you can't find a way out of the room you're stuck in. Stealth is the key to success, and here it's dealt with really well.





■ When you have the runs and it's 40 degrees below outside, it freezes almost instantly... Gross



■ Michael Stipe took the booing during *Nightswimming* very badly



You get to hide behind crates, peer over/around walls, take pot shots at the enemy and then psychically drag them back to your hiding place, and the Charm power means that you can't be seen unless you directly cross the eyeline of a guard or camera. Vattic flies purely on his wits and powers, you don't get any of *Splinter Cell's* gadgets here.

With your telekinesis, you can flip the odd switch, and create distractions. You've never seen

comedy until you've seen a man running away screaming from a flying wheelie bin. Also, When Vattic takes damage, he limps accordingly, and even leaves bloody footprints which your trackers can follow. This can be quickly cleaned up by a health box or *Eternal Darkness* style self-healing, meaning that as long as you can find a drain to dive into, you've got no excuse for not being at the peak of fitness. In fact, unless you go charging

Kamikaze-style into a hail of gunfire, you can pretty much stay one step ahead of the guards/soldiers/whoever's chasing you at the time.

The powers are great fun for messing around with, but all too soon you realise that they are, after all, just a gimmick. Rather than being an integral part of the gameplay, they're tricks to be wheeled out at certain times. Because you can't select a weapon and a power at the same

time (something for the sequel, *Free Radical?*), you usually go for the hot lead option, and tend to forget about the powers for the most part.

Armed combat is fun, though, if a little patronisingly easy. The combat system leans towards ease of use rather than realism, with headshots requiring a little bit more fine tweaking, which is why after 2 minutes' training Vattic can snipe like Lee Harvey Oswald. It's geared up for fun,



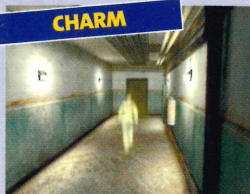
## Look into the eye

Vattic could just use his psychic powers in a tasty stage show. But no, he has to be the big hero...

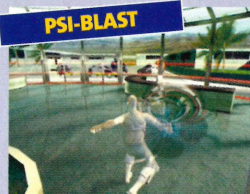
■ You need to have a bald head to be wicked psychic. Ask the guy from the *X-Men* in the wheel chair. Having spiky hair

leads to you squirting your brain off in unpredictable directions, like going for a slash with a semi. Slaphead Vattic's in full

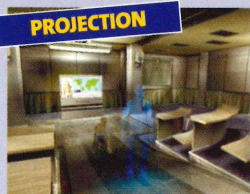
control though. Here's what his brain can do to himself and people that are stupid enough to cross his path:



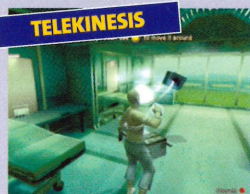
**CHARM**  
You're invisible, pretty much. It's like that Derren Brown Invisible Man mind trick. It's one of the coolest effects.



**PSI-BLAST**  
No bullets left? Give 'em a blast of psychic energy. Only stuns them, but has a decent range and knocks enemies flying.



**PROJECTION**  
Special. Pass through tripwires undetected and possess enemy soldiers to start killing each other. We like.



**TELEKINESIS**  
Levitate bins, or give enemies the full-on Darth Vader death grip. Whack them off the walls. Yes. That's better.



**HEAL**  
Get shot up, and heal gaping bullet wounds with you mind and some flashy blue rings. Beats the NHS, we guess.

and fun is what it provides, giving you the option to sneak past, incapacitate or turn into hamburger meat anyone who stands in your way.

The thing that can hamstring many a promising third-person



■ Typical. You get half-naked in public and the police show up

game is camera angles; you either end up shooting off screen trying to hit wherever the bullets are coming from, or you end up running in a corner, swivelling your camera to try and track whatever's shooting you.

They obviously listened to Jackson's preview last month, and with genius simplicity, *Second Sight* gives you both options, eliminating any blind spots. There's even a first-person mode if you're so inclined, but you can't move in it, and unless you're an FPS fanatic it's largely redundant. There's no radar for tracking the enemy though, and the maps tell you little about the room other than its shape. This

has the effect of making scoping around every corner essential. There's a bit of the game very early on where you enter a glass-fronted room and an infinite number of police start shooting at you. You can try and stand them off, Butch and Sundance style, but we all know what happened to them (They died, in case you didn't). This is arguably what the game could do with more of; situations that you COULDN'T just gun your way through; having established the

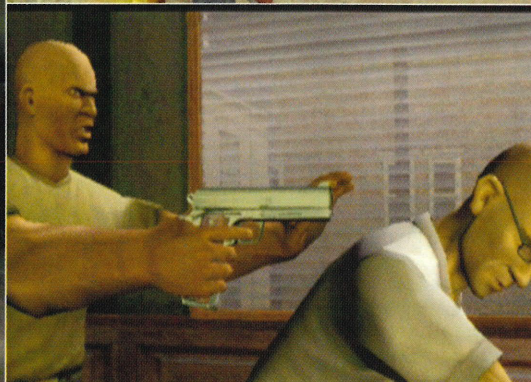
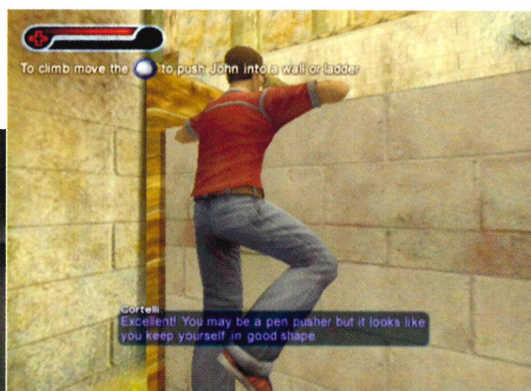
character of Vattic as a slightly cowardly (although killer shot) scientist, perhaps there should be steers in the game to try and enforce that.

The colour scheme is muted and murky, you won't find a primary or pastel colour on the screen, but both atmospheric and smooth, with no slowdown even at the most hectic

times, and the characters - even peripheral ones such as the rest of your squad - are all really well-defined. There is the odd



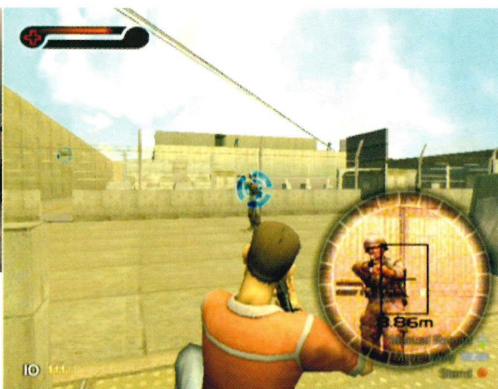
**"Stealth is the key to success, and here it's dealt with really well."**







■ Dead baddies disappear, but their guns do not. Ammo get!



■ You're in jail, like in *Metal Gear*. OK, we'll stop comparing now

## "Second Sight sacrifices teeth-grinding realism for accessibility and fun"

lazy replication of characters, though you don't notice it with the soldiers, in one case the same gang member is used to give you a tattoo and then two minutes later says he's never seen you. Sloppy, Free Radical, but we'll forgive you this once.

This is an older, more mature descendant of *Timesplitters 2*, but that's both a curse and a blessing, as you start hankering for a multiplayer game, perhaps to take control of other squad members. With pin-point lock-ons and a bias towards shooting with gusto rather than precision,

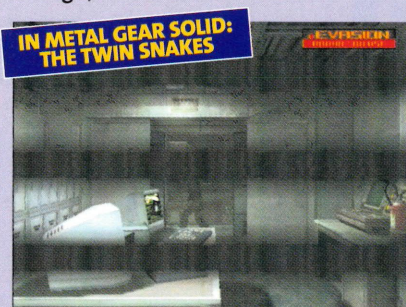
it was never going to be possible in this game, something which makes us weep.

*Second Sight* is a well-crafted piece of entertainment, doesn't take itself too seriously, and sacrifices teeth-grinding realism for accessibility and fun. It's not a game you can sail through on autopilot, but if you're prepared to put a bit of effort in there's a real psychic gem waiting for you. We hope you go out and buy it, and reward Codemasters for taking a risk by bringing such an original game to GameCube. More please. **Jon Argles**

## Mother Cupboard

How to make people think you copied *Metal Gear*

■ *Metal Gear Solid* didn't invent stealth, but it sure made it popular in the world of videogames. God, even Link thinks he's Solid Snake these days. As if *Second Snake*, sorry, *Second Sight*, wasn't going to get accused of being a rip off enough, Free Radical did this.



You can hide in cupboards from guards. You can peep at them through the grille. Ha ha! This is fun!



You can hide in cupboards from guards. You can peep at them through the grille. Ha ha! This is a blatant rip-off.



## So, should you buy it?

### Yes if...

You play games for the storyline and aren't too bothered about realistic combat.

### No if...

You like gadgets and ninja-like controls. Creeping round corners is as detailed as it gets.

### You'll love it if you like...

*TimeSplitters 2*, *Hitman 2*, *Splinter Cell*, *Metal Gear Solid: The Twin Snakes*.

## GRAPHICS

8

Atmospheric comic book style that runs as smooth as a silk scarf over Kojak's head.

## SOUND

7

Spooky Gothic chanting can tend to grate, especially in the New York levels.

## GAMEPLAY

8

Sweet camera action, easy combat system and an achievable learning curve.

## LIFE SPAN

6

Short, no multiplayer, and little incentive to replay the levels you've completed.

## VERDICT

► Demanding but rewarding stealth and shooting game with the accent on Fun. Intricate storyline and enough variety in gameplay to keep you hooked. Massive respect to Free Rad for bringing it to 'Cube.



**BEST BIT:** The psychic effects are something new and very special.

**WORST BIT:** Can't use powers and weapons at the same time - gah!

## SECOND OPINION

► Once you get through the first few stages, and it stops stinking of *Mental Gear Solid*, *Second Sight* is a blast. A PSYCHIC BLAST. Ha ha! See what I did? **Dean Scott**

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"MENTAL"

86%

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



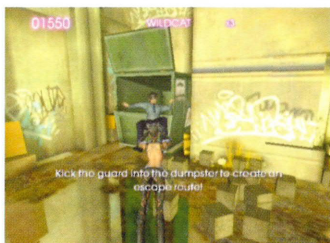


**Game info**  
 Price: £39.99  
 Publisher: Electronic Arts  
 Web: [www.eagames.com](http://www.eagames.com)  
 Players: 1  
 Memory: 6 Blocks

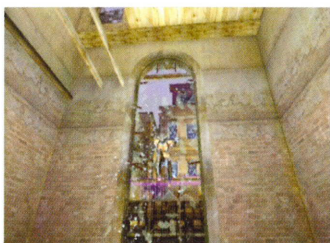
**Out  
Now**

# Catwoman

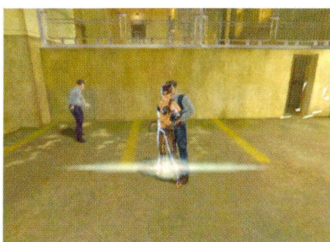
Spin, flick and kick your way through city streets like a modern Prince of Persia in tight leather.



■ Wonder if the film's any good. We doubt it to be honest



■ Catwoman vandalises a priceless stained-glass window



■ What a boring screenshot. That's excellent work, Mike J

➤ *Prince of Persia* does what not many games have succeeded in doing: it takes an insanely agile character that can sprint along walls, swing on poles, hang off ledges and does all kinds of impossible ninja stuff, throws him into a series of complex, obstacle-filled levels and makes it PLAYABLE.

What you'd initially expect from a game of this description is an awkward, frustrating platformer with jittery controls and a horrible tendency to throw you off ledges and make you start again. *Prince of Persia* exceeded expectations. It stuck its middle finger up at the condemnation brought on by half-arsed platform adventure games, and got 90% in issue 138 for it.

Now it seems the makers of *Catwoman* hope to knock the Prince off his royal throne. The sexy feline lady is a specialist at leaping all over the place like a rebel against gravity. She can run up walls, hang onto and move around on wire-fencing Mario-style, swing around and flick off poles, and bounce between two adjacent walls to get higher and higher with each leap. Combine that with her ability to kick ass and her profile almost exactly matches that of the turban-wearing dude. Only much better looking.

Swinging on poles is as simple as holding down a button, and when you let go she'll automatically guide herself to the next pole or platform. No worries there. Wall jumping is simple to grasp and if, in your lack of 3D-Stick skills, walk her off the edge of a platform, she'll spin round, grab on and pull herself back up. It's been done quite well, and you

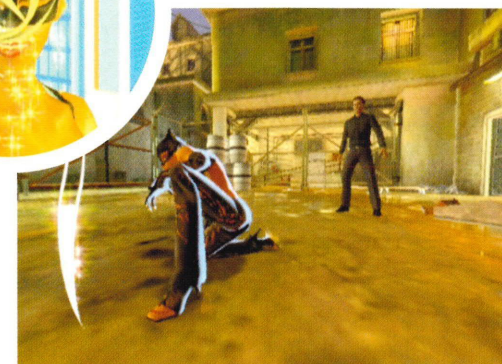
always feel Catwoman, as agile as she is, is always under your control.

Too bad we can't give as much praise to the level design. Mainly based in busy urban streets, they are nowhere near as clever as the stages found in *Sands of Time*. You bounce off some walls to a roof. You swing from a couple of poles to another roof. Hit a switch with your whip. There's little more to it.

There's also little in the way of puzzles. *Sands of Time* had a number of tricky puzzles that'd get your brain ticking. The levels in *Catwoman* are puzzling only in the way that it's usually less than obvious

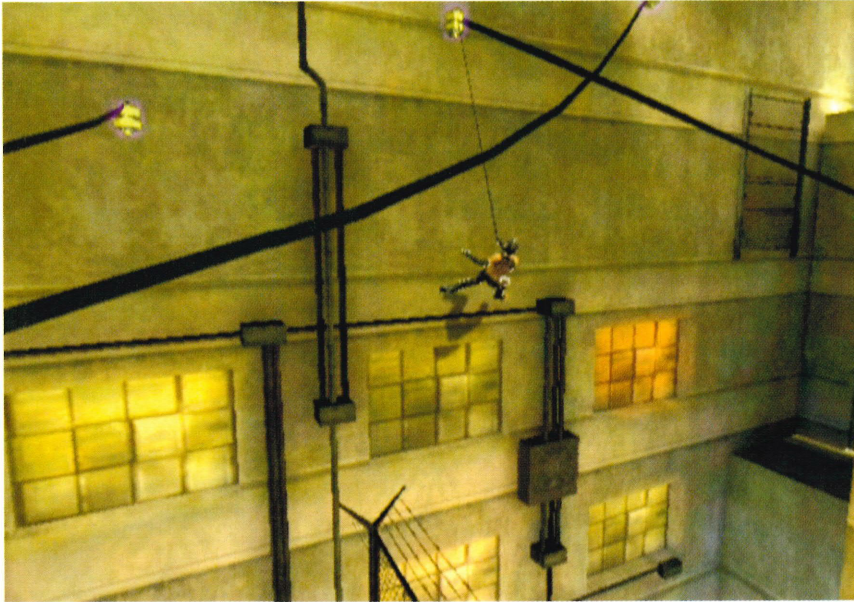
where you have to go. You'll be trying to run up walls that have been programmed with the 'non-climbable wall' code.

There's only one way to go and it can be a pain finding it. Then you scramble along a linear path until



■ Takes too long to get the suit off and take a leak





you reach a switch that opens a trap door or something like that, opening a new path. That's hardly puzzling because you're not forced to think about anything. Just follow a path until something happens, basically.

The fighting is worse. You can make Catwoman kick the crap of an attacker and the bloke just won't stay down. It's like he's Superman or made of metal. He loves her boot in his face. We know it's Halle Berry but this is ridiculous. You can kick them into bins or explosive barrels to ruin them, but you'll just find yourself playing human pinball with them to kick them in the right direction. This isn't fun by the way - it's tedious.

There's just no spark to this game. *Sands of Time* has great levels that make you want to explore them. *Catwoman* doesn't. *Sands of Time* has innovative time-warping features that allow you to undo your fatal mistakes and try again. *Catwoman* doesn't innovate. It's flat. It's a poorly thought out rush job, with the primary objective of coming out in tandem with the movie instead of being good. Fancy that, eh? **Michael Jackson**

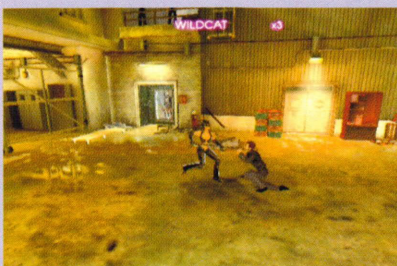
**“You can make Catwoman kick the crap out of an attacker and the bloke just won't stay down.”**

## Money is the cure

We'd prefer to spend our money on monkey biscuits and junkie jim-jam juice

■ As you progress through the game you will pick up cash which is totalled at the end of each level. This cash can then be used to buy new moves for Catwoman, like being able to whip a gun out of an attackers hands, or using the whip to strangle the mothers.

So one minute she doesn't know a move, and then she does. Who is she paying the money to? Some mythical fighting God? Why won't she do these moves at the beginning? Maybe it's a form of amnesia that's curable with money. Or maybe the whole idea was created because it sounded good on the press release.



The 'strike a silly pose in a crappy bare warehouse' special attack. Dangerous



The 'slightly over-enthusiastic tango at the disco' combo. Racks up the hits

## So, should you play it?



### Yes if...

You got £40, you've finished *Sands of Time* and getting hungry for more acrobatic action.

### No if...

You value £40 as a price only suitable for awesome games. This isn't one.

### You'll love it if you're...

Starring at polygonal ladies. They've modelled Halle's flawless body well.

## GRAPHICS

7

Halle Berry looks great, and there's a nice level of detail in the city streets.

## SOUND

7

It's functional. Does the job but nothing mind-blowing or memorable.

## GAMEPLAY

6

It's got some nice controls that go to waste on boring, repetitive levels.

## LIFE SPAN

4

You'll play the first few levels, realise you've seen it before and lose interest.

## VERDICT

► *Catwoman* handles quite well. That's not the problem here. It's the lack of ideas in the levels that will bore you to tears. If they had cooler puzzles and some interesting events, this would have been cool.



**BEST BIT:** We were going to flag up the digital Berry, but that would be pathetic. **WORST BIT:** That all too familiar sinking feeling from a movie tie-in game.

## SECOND OPINION

► This was the best game I played on my first day at NOM. The other game was *Robocop*. That was shocking, this is merely a bit on the cack side. **Rob Burman**

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

**“UNHEROIC”**

**62%**

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# Hamtaro: Ham-Ham Games

Over fifteen different events - and hardly the inside of a loo roll tube to be seen!

### Game info

Price: £29.99  
 Publisher: Nintendo  
 Web: [www.nintendo-europe.com](http://www.nintendo-europe.com)  
 Players: 1-4

Out

July 16

Hamsters in real life are useless. They bite, they stink, and they only do stuff when all the humans in the house have gone to bed. Thank god then for Hamtaro and his pals. Even though they're not real, they make for much better pets. They dance, sing, and there's no danger of waking up to find they've chewed through your iPod charger cable and frazzled themselves and your beloved jukebox in the process.

This latest *Hamtaro*, er, hamfest, comes hot on the little pink heels of *Ham-Ham Heartbreak*, the quirky and almost cool RPG chatter 'em up where you had to reunite the lovelorn Ham-Hams in the name of lurve. This time around however, the hamster gang are playing sports and all RPG quirkiness is out the window along with the soiled bedding. Maybe the Ham-Hams decided they need a way to channel all that sexual energy now that they're all getting along again. Whatever, in the absence of an official GBA Olympics game, this is all the sporting action you're likely to see on your handheld this Summer.

The action is set across a seven day tournament that sees Hamtaro and his pals tackle various sporting challenges in a bid to win more seeds and collect more medals than the other three teams in the competition. Each day features up to three different events to take part in, with 15 in total.

Given that this is a game that features talking hamsters that seem to self-combust when they get excited, the actual sporting events on offer in *Ham-Ham Games* are

disappointingly tame. Archery and 100m dashes are all well and good but why not go the whole hamster? Why not have cheek-stuffing contests, or poop-pellet producing face-offs? Instead, what you get are 15 events that you've played variations of in any other sports game already out there, and about half of them can be found much better elsewhere.

The biggest problems are found in the team-based activities like tennis or beach volleyball. The controls for





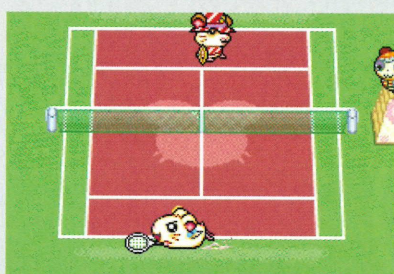
## Ham-Hammer those buttons

In real-life, we have to prod hamsters with Tasers to force them to run in the NOM Olympics

■ No matter how dubious you may be about the whole 'sports-game with hamsters' concept, at least Nintendo has tried its hand at a bit of innovation. Gone are the simple days of hammering the A and B buttons a la *Track & Field*. Instead, each event has its unique control set up. Sadly, a fair chunk of the total events are rendered unplayably tricky precisely because of their controls. You'll want to take a Hoover to the whole bunch of furry freaks out of sheer frustration.



Stop the marker at the red point on the gauge to gain speed - simple but fun



You'll slip on the tennis courts due to the weak controls and lack of precision



■ Do the monkey! Hamtaro's funny suits are almost worth the pain of some events

moving around the various courts are simply too sluggish and clumsy for these events to be fun. Timing the swings of your hamster racquet has less to do with accurate ball physics and more to do with flailing blindly and hoping for the best. And to think this is a game from the same house that brought us *Mario Tennis*!

Other events are much better, like the rhythm-action inspired diving. Others are just plain weird like the bird-back riding. But ultimately there's nothing new here, and only about half of it is any good. All is not lost for Hamtaro and his pals though, as *Ham-Ham Games* is packed with loads of extras to help keep you interested.

The biggest draw is multiplayer gaming. You'll each need a copy of the game, but it's almost worth it to battle your mates in the 100m dash alone. Even the more problematic events like tennis become less irksome when the wobbly AI and ball movement aren't cheating you and you're playing against real people instead.

Replaying through the championship earns you bonuses too. One particularly neat touch is the way you can set the difficulty of each event. The higher the

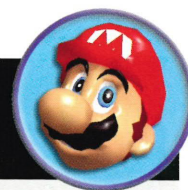
difficulty, the more seeds you win. The more seeds you store up the sweeter the surprises bestowed on you, like costumes to dress up in. You might not care about playing dress-ups, but it's hard not to chuckle the first time you see Hamtaro slip into his little spandex monkey suit.

Other extras include the ability to trade data and special player cards with pals who own the game, or you can simply roam around sniffing - or rather 'hiffing' - out the secrets hidden everywhere. Or you can check out the TV shows on the widescreen at the clubhouse, or lurk around the shower rooms in the athletes village to catch up on the gossip.

However, no amount of extra features can mask the limited gameplay and occasionally shoddy control mechanics. It would have been much better to cut down on the bumpf and sacrifice a few hammy extras in place of including more original, more playable events. But - amazingly - in spite of all this, *Ham-Ham Games* still stands up as one of the better multi-event Olympics-style sports games on GBA. It's enough to make us want to eat our own young.

Darren Fox

## So, should you buy it?



### Yes if...

You absolutely must play a new multi-event sports game, or if you love all things Hamtaro.

### No if...

You hate the sugary sweet world of the hamster freak, i.e. you're normal

### You'll love it if you like...

Watching the Olympics and wishing it was with hamsters instead of people.

## GRAPHICS

8

Pure Ham-Ham magic. Bright, colourful and with some pretty funny animations.

## SOUND

6

The tunes are average and repeated over and over. No sampled Hamchat either.

## GAMEPLAY

7

More events than most sports games but they're not great. Some nice extras.

## LIFE SPAN

6

Longer if your mates have the game for multiplayer fun and card trading.

## VERDICT

> Ultimately it's disappointing, but the surreally sweet world of Hamtaro can have a strange hypnotic effect, lessening the effect of this below-par effort. Only bother if a bunch of you are going to play it together.



**BEST BIT:** Reading filthy meanings into the Ham-Hams' innocent chatter.

**WORST BIT:** Unplayable toss like beach volleyball - take an early bath.

## SECOND OPINION

> On the screens at E3, this looked the business. I should have known better. I am the LORD of tennis games, and I could barely return a serve. That's just weak. *Dean Scott*

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"O-LAME-PICS"

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62%





■ It's all a trick. They just tilt the camera on its side



■ Never ask Spider-Man for directions. He just flips out



■ As well being as hero, Spidey was a flamboyant shoplifter



■ Lady getting changed on the 26th floor! KAPOW!

# Spider-Man 2

It's time to live out your webhead fantasies. Well, the ones that don't involve Kirsten Dunst and a paddling pool full of jelly.

## Game info

Price: £39.99  
Publisher: Activision  
Web: [www.spider-man2thegame.co.uk](http://www.spider-man2thegame.co.uk)  
Players: 1  
Memory card: 24 blocks

Out  
Now

► Tonight Matthew, I'm going to be Spider-Man. I'm going to swing down Broadway like a ninja, and I'm going to sit on the Statue of Liberty's face. Then I'm going to jump off the top of the Empire State Building and land in Central Park. Don't worry though, Matthew. You're not going to see my flabby manboobs through the costume: it's only a videogame.

But the thing is, it feels real. It's feels like how we'd expect Spider-Man to feel. You're in a massive city full of skyscrapers, and you can go anywhere you want to. Bounding from skyscraper to skyscraper is one of the classic gaming buzzes of all time, and you never get bored of exploring. Even with the realistic detail stripped away, this digital New York is an amazing playground.

And the swinging? Exactly like in the movies. Remember the closing sequence of the first movie, with Spidey zig-zagging down streets as his weblines snagged on buildings on both sides of the street? Those glorious pendulum arcs above

the traffic? That's the whole game. And it's not just special effects this time, it's you.

So Activision had the fluid Spidey mechanics nailed down. They'd built a massive city you could explore for hours on end. It's a technical marvel too, with buildings that look tiny from the top of a skyscraper rushing seamlessly towards your soft face as you swan dive off the top. And not a loading screen in sight. All they needed now was a game, and that's where they

came up a little short.

Cleverly, the game opens with some of the ugliest and most ineptly-voiced cut scenes you'll have seen on GameCube.

Characters that look like burns victims park their blocky faces on the screen. Their mouths don't even move as they deliver lines so wooden they could be recorded from

Hollyoaks. The stars of the film come and go, and, yes, that is supposed to be the super-hot Kirsten Dunst and not your mum's fat friend Angie.





# Climb any mountain

Go anywhere. Anywhere. Like a spider could

■ It's pretty easy to spot the Empire State Building in New York. It's the tallest one.



If you're just swinging about, you can't miss it. Make your way over there and have a look.

There are two tall buildings in Midtown, and the one without the fancy shiny spire



My Spider Sense is tingling! That must mean this building is actually bloody massive.

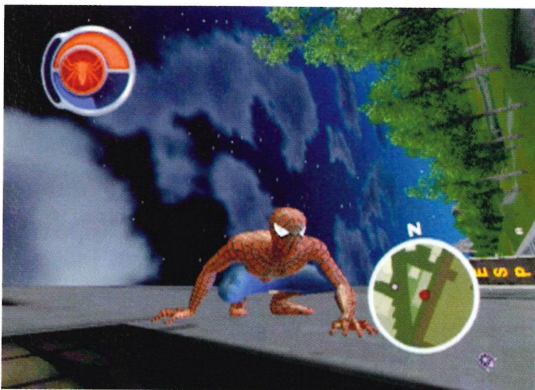
is the Empire State. Time to move on up. We won't spoil the view for you.



Get climbing then. Hold the run button to scuttle up more quickly. Jump upwards too.



We're past the public observation deck, and we keep on going. And we didn't pay for a ticket.



**“There seems to be a limitless number of people who need your help.”**

The film supplies the game's framework, but the game is lengthened beyond the movie's two-hour running time by requiring you to pull off random acts of superhero kindness. Whizz across town to meet Angie...sorry, Mary-Jane, watch a cutscene, then help the poor saps of NYC. There are people calling for your help on just about every street.

“Spider-Man! That man's going to fall off that building!” and you dutifully scale up there to fetch him down - hopefully before he falls to his death. “Spider-Man! Some thugs are shooting at the police!” so you fly over there, disarm them with

a squirt of web, and air combo their asses until they cry like little girls. You have to fetch people from sinking boats, take people to hospital, chase stolen cars, foil armed robberies, fetch people off sinking boats, take people to hospital...

There's the first problem. There seems to be a limitless number of people on the street who need your help, but they aren't very original at thinking up a problem. The game falls back on a short list all too quickly, and you dread helping anybody in case they give you a crap task like the boat one. These tasks are unavoidable, since a major part of progressing

through the chapters of the game requires earning ‘Hero Points’ in situations like this.

Every sunken boat and broken body at the bottom of a tall building gets you points knocked off. That's a real concern, because you also need to ‘spend’ these points on new skills and abilities so you swing higher and hit harder.

But the beauty of *Spider-Man* is that it's many games rolled into one. There are 150 skyscraper tokens placed on the

tops of the tallest buildings in the city, and just looking for all those is an awesome way to waste hours of your life.

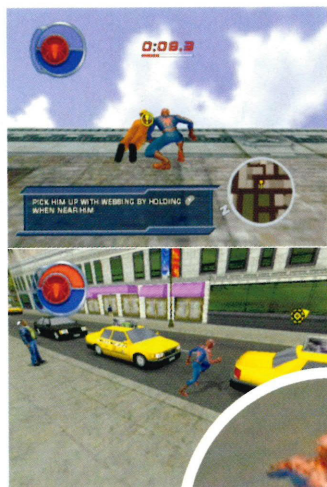
It's also a bit *Tony Hawk's* (Activision clearly couldn't help themselves) with amazing feats of swing flipping and wall running the way in which you top up your Spider Reflexes. Again, you could lose hours just doing the nuttiest combos you can think of among the downtown area's cluster of high rise offices. There





are race stars to discover, giving you a set time limit to perform special laps around town. You frequently have to combine tricks to make it in the time, swinging off flag poles and the like, giving the feeling of a *Pro Skater* combo run.

Are you sick of 'bullet time' yet? To be honest, we'd already seen enough of that by the time the credits rolled on the first *Matrix* movie. Game makers still seem to think it's cooler than the rainy bit in the first *Spider-Man* film when you see Kirsten Dunst's...umm, vulnerable side. So if you're in a fight with a load of bad guys and you're taking a leathering, a quick tap of the



■ Like Ron Jeremy, Spidey can hit two targets at once

d-pad s-l-o-w-s  
d-o-w-n t-i-m-e.

The advantage of being in Spider Reflex mode is that Spidey dreams up all-new combos to impress you with, kick springing off one goon's chest to fly fists-first into another. It

looks cool, but it really makes the fights drag on. When you're onto your tenth help call that turns into an ambush, it can get a bit tiresome.

Spider-Man does have some wicked moves though. Our favourites include grabbing hold of someone with webbing,



■ The main event. You versus a loser called Quentin Buttmunch



■ Spidey practices his dance moves in the Kwik-E-Mart



## Who is Spider-Man?

It's not as obvious as Superman, but...

■ Look at those boys. Never in the same place. Granted, the full body suit makes the detective work harder, but look at the running pose. Yeah? With us? Either the programmers used basically the same animation for both characters to save time, or...PARKER IS SPIDER-MAN. No, that can't be right. He's such a sweet, innocent boy. But it would explain the sticky white mess on his bed sheets.



Peter Parker. He's just an ordinary guy with a job



Spider-Man. His job is opening big cans of whup-ass



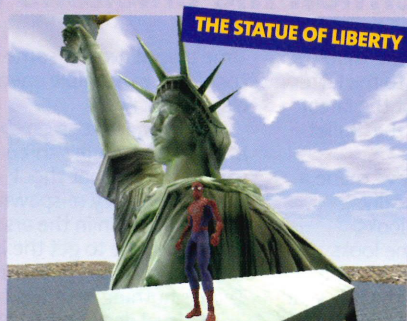
# Tourist Information

Getting bitten by a radioactive spider means you can see the sights properly

■ Like *True Crime* before it, *Spider-Man 2*'s version of a big American city isn't really that realistic at all. Yes all the big touristy places are present and correct, but at street level you could be anywhere in the world that had big skyscrapers. That won't stop you scoping out the sights though.



**MADISON SQUARE GARDEN**  
Home of the New York Knicks. Occasionally good teams like the Lakers come to play



**THE STATUE OF LIBERTY**  
The scale is WELL wrong. You can fit loads of real people inside the head



**CENTRAL PARK**  
It's cool, until you realise they could use the land for a massive videogames shop



**TIMES SQUARE**  
Times Square is a neon paradise. Here, it looks like Corby town centre at Christmas

before swinging them around your head to knock everyone else out. It's a special moment the first time you wrap a couple of foes and string them up on a lamppost as well. As you continually expand your moves repertoire throughout the game, the fighting stays quite fresh until the game ends.

How soon is that? Well if you ignored all the glorious possibilities for mucking around - and we don't think that's humanly possible, by the way - you could blitz the whole thing in a solid day's play. There are sixteen game episodes, and the occasional boss battle to throw a spanner in the works. The quality of these is pretty disappointing, ranging from OK at the top end to downright lame at worst.

The first boss is Rhino. He's not in the film, but it'd quickly get boring if all you did was fight Dr Ock every few episodes. You have to fight him more than once as it is. Anyway, Rhino is basically a retard. He swings at you, you press dodge, he gets dizzy, you batter him. It's not exactly *Legend of Zelda* calibre is it? Later confrontations with Mysterio and Ock aren't a lot cleverer either.

The showdown with the least powerful boss is quite interesting though.



Quentin Butt is a movie special effects guy out to prove Spider-Man is a fraud. After you've faced off against him rounding crims into pens, he sets a platform game style assault course high up inside Madison Square Garden. You have to leap across platforms and stealthily dodge his electricity gun. It's pretty cool, and some of the views are really amazing.

A lot of people come to these movie games flushed with enthusiasm after seeing the movie. A lot of the time, what they actually find inside the game box is garbage.

*Spider-Man 2* is far from perfect, but it's a good movie game. You get to do Spider-Man things, and the way Spidey does them looks just like the film. It falls some way sort of being the *Grand Theft Arachnid* it was obviously desperate to be, but it's still worth a look even if you don't own a Spider-Man bedspread.

If you've got an inquisitive mind and love to mess around, the replay value is massive. As well as the races and skyscraper tokens, there are 37 enemy hideouts to find and bust, 300 challenges, and a stack of secrets. It might even keep you going until the *Spider-Man 2* DVD comes out... **Dean Scott**

## So, should you buy it?



### Yes if...

You're a Spidey fan. No game before has ever felt this much like being the webslinger.

### No if...

You don't like to swing like a monkey. This experience hinges on you being a swinger.

### You'll love it if you like...

The closing moments from the first movie. The game picks up from there and runs.

## GRAPHICS

7

Spidey is well animated, peripheral characters are not.

## SOUND

6

Woeful voice-overs, and the only time you hear music is during a battle.

## GAMEPLAY

8

The feeling of swinging around is just genius. But the tasks lack imagination.

## LIFE SPAN

9

The game is brief at 8 hours, but there's tonnes more to amuse yourself with.

## VERDICT

► As a movie tie-in, it's a massive success. We don't expect anything surfing on the back of a big-name movie to be this much fun. It just lacks that bit of variety and polish it needs to be a must-buy for everybody.



**BEST BIT:** The swinging around a massive urban environment.

**WORST BIT:** The repetition in the tasks. Call an ambulance, asshole!

## SECOND OPINION

► I saw an ad in the local paper from a 50-year couple looking for fellow swingers. They seem a bit old for games, but I'm going round anyway. **Kingsley Singleton**

**Nintendo**  
OFFICIAL MAGAZINE UK SAYS...  
"KING OF SWING"

80%

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



# Samurai Jack: The Shadow of Aku

We're not even going to mention the chickens this time.

**>** We had it all worked out. That little comment under the review score was going to say "Samurai CACK!" and we would laugh and everything would be okay. How dare Sega ruin our plans by actually releasing a half-decent licensed game. Inconsiderate, Sonic-hawking little swines.

Ha ha! Just kidding! We love those guys! We'd have loved them even more though if they'd made *Samurai Jack* a bit less boring. Fundamentally, it's all here. They've followed the book

'How To Make A Generic Third-Person Action Game' to the letter. Heck, they've even got the latest edition that includes the 'Bullet Time' chapter.

So you're Jack. They've made a major cock-up stylistically, because the cartoon looks amazing and the game looks nothing like it. It's perhaps the one generic action game this year that really could have done with being full cel-shaded. Oh, the irony. The mechanics of running around and chopping people are pretty tidy though. And the Bullet

Time play allows for some super cool-looking multiple enemy dispatches. Kyah!

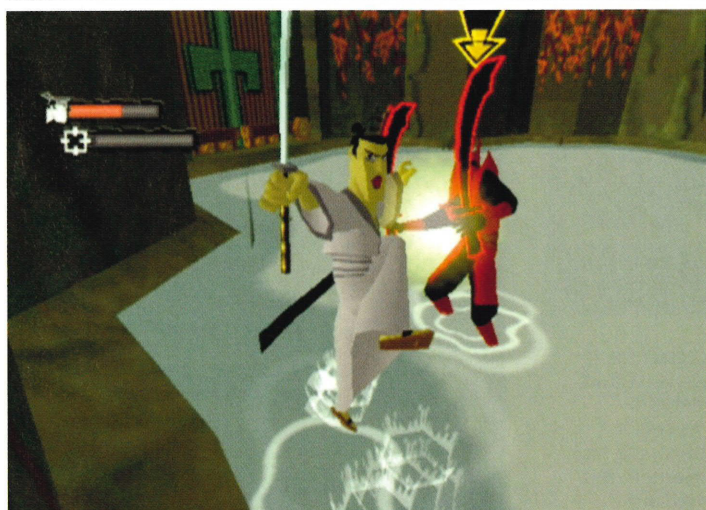
The enemies keep on coming. In each level, there's three or four variants. Ones that shoot, ones that melee. They re-spawn, and it's a major pain in the arse. You kill the big one to get the key which opens up the next bit. There's nothing new, basically.

The level designs are logical, but a few want you to climb high up on rickety ledges - where your punishment for falling off is to start from the bottom again.

It's quicker to kill yourself in lava and trigger a retry point halfway up, but that's against The Nintendo Religion. We're used to *Metroid* and the likes gleefully reporting how often we died at the end. We have learned to fear death. Funny that.

*Samurai Jack* is not worth forty quid. Hardly any games are really. But let's say you saw this for twenty, and it might be worth a go. You could do a lot worse. You could go to China, buy a tiger, and it could eat you.

Dean Scott



■ Some of the contestants in the Chinese Big Brother played up to the cameras



Wicker armour is REALLY going to help against that

## Game info

Price: £39.99  
Publisher: Sega  
Web: [www.sega-europe.com](http://www.sega-europe.com)  
Players: 1  
Memory: 20 Blocks

Out  
Now

## So, should you buy it?



### GRAPHICS

5

A missed opportunity. Where's the cartoon style? The cut-scenes suck.

### SOUND

6

Whuh! Whuh! Kyah! Chang, chang, BOOM! Also, some music.

### GAMEPLAY

6

Uninspired, but functional. The Bullet Time stuff is sometimes awesome.

### LIFE SPAN

5

Lots of continue points and limitless Jacks. It's pretty easy.

### VERDICT

> *Samurai Jack* is a pretty inoffensive videogame. The kids that buy it won't hate it. But with a closer eye on the art and some actual NEW IDEAS, this could have been good fun. The world needs this like it needs another 100 records based on *I Don't Want You Back*.

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"SAMURAVE..."

55%

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# It seems that space

## Dragonball Z: Supersonic Warriors

Publisher: **Atari**  
Release date: **Out now**  
Price: **£29.99**  
Players: **2**  
Game Save: **Cart**



■ Surely "Dragon Balls" are a hideous disease from far eastern shores that has you writhing in pain and wincing like an injured puppy? Luckily this game is not such a painful experience.

There are numerous beat-em-ups on the GBA, some are classics whereas others are the very bottom of Beelzebub. This falls somewhere between the two. The gimmick is that scraps aren't limited to the ground and you pummel your opponent in the skies too.

The battles take place on a huge scale with the camera zooming in and out as the characters cover miles of ground. The problem is you spend most of your time actually getting to your opponent, using the **R** button to dash towards them, and when you do finally reach them bashing **A** or **B** will usually win a battle. It can feel like fighting underwater, rather than flying through the skies.

For fans of the *Dragonball* cartoon the story mode will be the most exciting. But for us there was too much text to skip through and strange looking characters kept talking about things like "special beam cannons" and "hyperbolic time chambers" which was bamboozling to say the least.



## Barbarian

Publisher: **Avalon**  
Release date: **Out now**  
Price: **£19.99**  
Players: **1-4**  
Memory Card: **3 blocks**



■ What's that we hear you cry?

You want a beat-'em-up you can play blindfolded with your hands tied behind your back so you can just bash the joypad with your nose? Well read on...

The premise of *Barbarian* is pretty good, mythical characters engaged in epic battles in a number of dramatic locations. It even features an ape called Mungo and everyone loves monkeys because they are nature's clowns.

You can pick up bits of the scenery, like barrels, huge boulders or even massive stone columns and bash each other - which is pretty nifty when you lob a boulder onto your opponent's bonce.

Ultimately though it is a rather lacklustre affair that has a poor fighting system. In most battles you can normally get away with just hammering the **A** or **B** buttons in succession and you will unleash all manner of fairly hit and miss combos.

And although the settings are decent, like castle grounds or Viking ships, some work against you and your opponent can be hidden behind a wall because of the poor camera. You know that someone is beating you up but you can't see the crafty blighter.



## Spider-Man 2

Publisher: **Activision**  
Release date: **Out Now**  
Price: **£29.99**  
Players: **1**  
Game Save: **Cart**



■ We may have binged on about the 3D-on-GBA thing before, but here's a case in point. The level select screen for this game tries to ape the city-swinging hijinks of the classy GameCube game. It's so incredibly lame, we couldn't believe our eyes. It's worth seeing in a shop just so you can piss yourself laughing at the hilarious over-ambition.

The actual game? A fairly tidy side-on Spidey adventure. Climb up walls? Check. Swing on web? Check. DELIVER PIZZA?! As if Spider-Man hasn't got more important things to do that pimp his ass to Domino's. Presumably the ladies tip better when the delivery boy shows up in lycra so tight you can see what size his salami is.

Naturally you can swing on web and smack people about, but it's not quite as slick as it should be. Spidey looks a bit unnatural crawling from wall to ceiling, and that can't be right.

It reminded us of a little known Konami game called *Ninja Cop*, actually. And we're hijacking this review now to talk about that. Buy *Ninja Cop*. Get on eBay now and do it. It's like *Spider-Man*, but you also have NINJA STARS. It's ace. It's like something from the golden age of 2D and nobody even know it exists. Dean loves it.



**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"CONFUSING"

**60%**

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**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"BARBARIC"

**48%**

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**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"BUY NINJA COP"

**60%**

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# isn't infinite after all

## Defender of the Crown

Publisher: **Metro3D Europe**  
Release date: **Sept 17**  
Price: **£29.99**  
Players: **1**  
Game Save: **Cart**



■ Ever wondered what it would be like to be a medieval ruler? A life of wearing tights, rescuing damsels in distress and drinking flaggons of ale. Well, here's your chance... kind of.

Set in 1149, the year rather than the time, war ravaged England has been split into different kingdoms and you must conquer the land. It's a rough life being a ruler and you must divide your time between battling troops and advancing your own army into other territories.

The problem is that the game isn't very exciting, you spend most of your time looking at a coloured map, which you can do without a GBA by looking in an atlas. Even the battles aren't great because you don't see what's going on and the fierce fight is represented only by numbers.

It can also be irritating when you spend a long time conquering territories only to have the "bloody Normans" steal one from under your nose without you being able to do anything.

Admittedly there are some jousting matches that alleviate the boredom for a few moments, but ultimately it's the type of game that fans of *Time Team* will probably enjoy the most.



## Robocop

Publisher: **Avalon**  
Release date: **Out now**  
Price: **£39.99**  
Players: **1**  
Memory Card: **4 blocks**

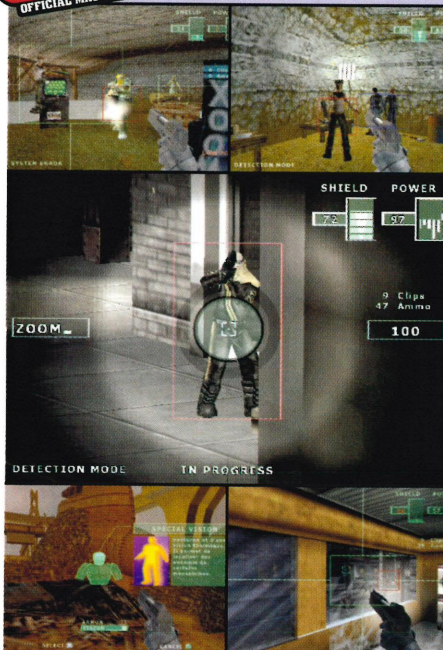
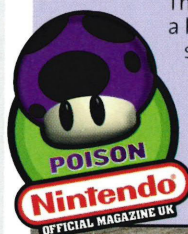


■ Being a gun toting robotic cop in a violent future full of cyber punks armed to the teeth should be great - unless you are playing this woeful game which is like having digital sick in your Gamecube.

An all action FPS this is not, it's more like a Dalek's day out on a grubby council estate, as you sluggishly roam about "Neo-Detroit" shooting at non-descript bad guys who pop up out of nowhere and vanish when killed. Even when they are arrested Robocop uses his special vanishing gun to make them disappear - he doesn't even read them their rights.

Robocop also appears to really like reggae music and the soundtrack is an obscure choice for an action game - you almost expect the bad guys to have dreadlocks and be drinking Lilt.

The plot sees the tin can with a heart uncovering nefarious schemes by the mega corporation OCP and... Oh, wait a minute, that's right we couldn't care less, the best plot in the world wouldn't improve this stinking pile of turd.



## Wings

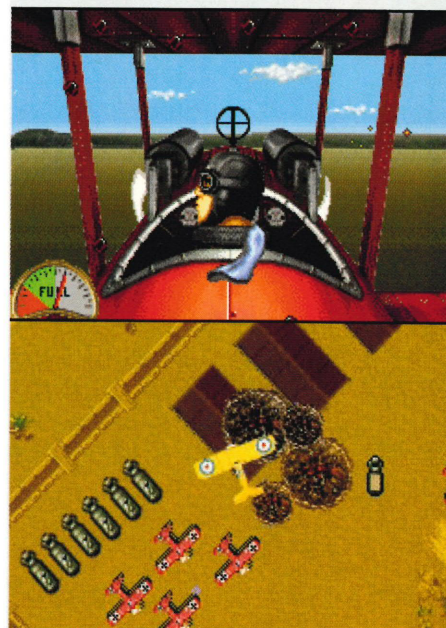
Publisher: **Metro3D Europe**  
Release date: **Sept 17**  
Price: **£29.99**  
Players: **1-4**  
Game Save: **Cart**



■ Picture the horror of *World War I*. You're in the skies, firing cannon rounds at nimble pilots like there's no tomorrow. Dean and Kingsley remember playing this on something called an 'Amiga' years and years ago. You don't even know what that is, do you?

You fly around, finally get an enemy in your sights, and then one of three things could happen: the enemy magically disappears before your very eyes, your guns jam, or you get in a lucky shot, only to have to repeat the whole process again, and again. Then the enemy flies into you, so you crash and burn anyway.

This game is set in three sections: top-down bombing, isometric strafing and 3D dog fighting. The first is easy, and playable. The strafing goes against the realism of the other two, with you pointing down but not diving. Ok, so it makes these parts playable in the viewpoint they chose, but why then does it become so harsh in the first person flight bits? How are you supposed to dogfight when your plane is as agile as the moon? And where do the other planes go when they come within seven feet of you? They just vanish. Pop, and gone. Wherever they go, we wish the game would follow.



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- **Web!** Check out the [nintendomagazine.co.uk](http://nintendomagazine.co.uk) forums and tell us your thoughts.



“I know **Mario Golf** isn't supposed to be realistic, but I think more realism would have helped. The control system makes the game seem boring.”

Grant Macdonald, Newcastle

## Pokémon Colosseum

■ It's so good that it hurts. The only way to improve it would be to allow multiplayer without GBAs, not to have

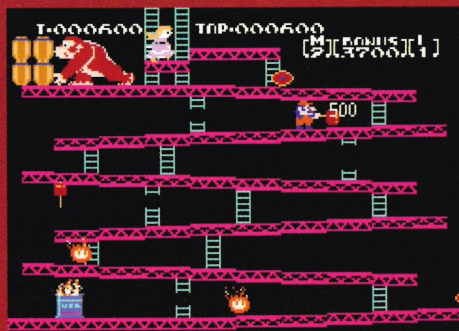


to register Story Mode Pokémon and be able to catch every Pokémon that you come across. Alastair Stewart, Bury St Edmunds

■ What happened to that agonising pause when you throw a Poké-ball? You know that you have the Pokémon caught but you still seem to hold your breath. Bring back the suspense. Siobhán Fox, via email

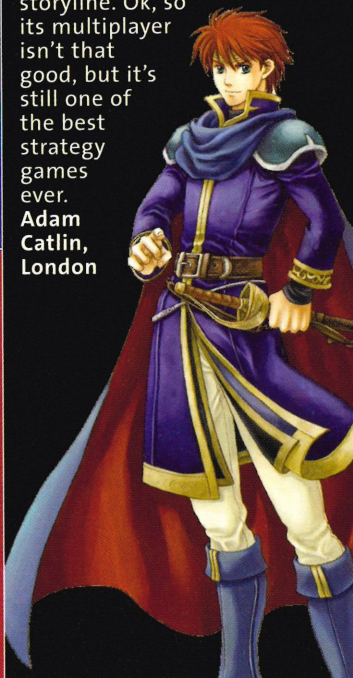
## Donkey Kong - NES Classics

■ This game is just as good as I remember, but surely Nintendo could have put the effort into adding the pie level like on *Donkey Kong 64*. It was the best level out of the four stages. Adam Moss, via email



## Fire Emblem

■ It rocks! It's way better than *Advance Wars*. Each and every character has a place in the intricate and gripping storyline. Ok, so its multiplayer isn't that good, but it's still one of the best strategy games ever. Adam Catlin, London

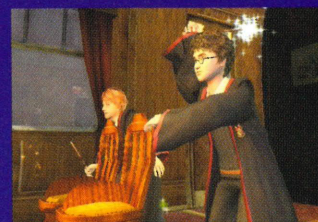


## Spider-Man 2

■ This game is awesome, but I want more variation in the crimes, like going into a burning house to save children - just like in the movie. I'm also so sick of catch phrases like “Hi, I'm Spider-Man, and I'll be your super hero today.” Bryce Peppers, via email

## Harry Potter and the Prisoner of Azkaban

■ I have always dreamed about being a wizard and this game finally gives me the chance. The experience of being able to wield a powerful magic wand and take on the Dementors was fantastic. Ritchie Hopkins, Leeds



## WHAT DO YOU THINK?

We want to know your views on any Nintendo game, but especially these...

- 1•• Spider-Man 2
- 2•• Splinter Cell: Pandora Tomorrow

- 3•• The NES Classic series
- 4•• Animal Crossing
- 5•• Fire Emblem

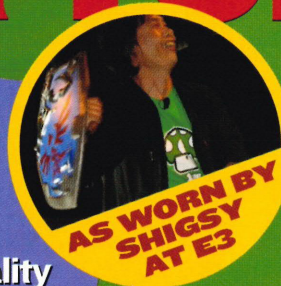
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# Masterclass

Busting the hardest parts

How to...

## Tie your enemy in knots and run rings around the bosses of Spider-Man 2

Without us, you'd only end up getting stuck in the bath or have your legs pulled off

### 1 Tame the rampaging Rhino

- **BOSS...** Rhino
- **CHAPTER...** 4
- **DIFFICULTY...** Easy

■ **TACTICS...** To injure the big brute you need to dodge his attacks by pressing **X** when Spider-Man's head flashes. You must dodge three consecutive attacks to make Rhino dizzy. To do this press up on the d-pad to activate Spider-Reflexes. This gives you longer to react when Spider-Man's head flashes. Dodge three of Rhino's swings and he will be dizzy for a few seconds allowing you to pummel him.





## 2 A pain in the Beck

■ **BOSS...** Quentin Beck

■ **CHAPTER...** 7

■ **DIFFICULTY...** Easy

■ **TACTICS...** For the first part, position Spider-Man near whichever pit is glowing green and use **Y** to catch a crook and reel him in with **X**. Drop the crook in the pit to score a point. You need to keep doing this and after three rounds if you are in the lead you win. The second stage requires Spider-Man to negotiate an obstacle course. Make sure you stay behind cover at all times as you do not want to be shot more than three times. Run to each marker and press the switch. This will move the platform you're on to another section. The sections get slightly harder as you progress. The last section is hard but a leap from the ground will get Spider-Man high enough to land back on one of the moving platforms.



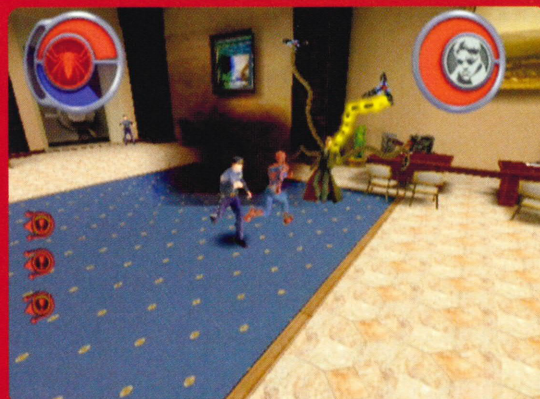
## 3 Tear Doc Ock a new...overdraft?!

■ **BOSS...** Doctor Octopus in the bank

■ **CHAPTER...** 11

■ **DIFFICULTY...** Medium

■ **TACTICS...** Doctor Octopus has a few goons with him so kill these first. Attack them when they are away from the boss. When all the grunts are dead, face the Doc and dodge his attacks. You don't have to get his health to zero as he will flee before that happens. Use Spider Senses to avoid a battering. After a dodge you can shoot a web to pin his claws down and then pummel him with a good combo. If you have a lot of health left after killing his henchmen you can just go right in and start attacking him.





## 4 Having a Shocker

■ **BOSS...** Shocker at the Warehouse

■ **CHAPTER...** 12

■ **DIFFICULTY...** Medium

■ **TACTICS...** Avoid the machinery in the centre of the room and swing around while dodging his attacks. Lock onto the Shocker and get in close. After you have landed a few punches leap as far away from him as possible as he has a mean counter attack that can cause you a lot of damage. As you punch him you will see him charging the attack so it's really easy to know when to run away. After you have hit him a few times he will call out some grunts. Ignore these grunts completely, you will be too busy swinging and jumping for them to be any bother. Continue with your attack on Shocker, retreating when necessary, and you'll have him running off.



## 5 Slingshot the Shocker

■ **BOSS...** Shocker in the abandoned Oscorp factory

■ **CHAPTER...** 13

■ **DIFFICULTY...** Medium

■ **TACTICS...** Use similar tactics to when you fought him before by moving around and dodging his attacks. The Shocker has a shield to protect him so don't bother running in and attacking yet. Swing around the small arena and eventually Cat will tell you to go to a console and press a switch. There are four high platforms. Cat will be on one so you need to swing and climb to get onto the one opposite to her. Press the button and Shocker's shield will be down. Now you can attack him but remember to back off after a few hits to avoid his counter attack. His shield will switch back on after a bit so repeat the whole process a few more times and Cat will shut down the shield permanently, after this just attack and retreat until he's defeated.



PRESS DOWN ON THE + CONTROL PAD TO TOGGLE LOCK-ON CAMERA



## 6 Last train to Pain Central

■ **BOSS...** Doctor Octopus on the train

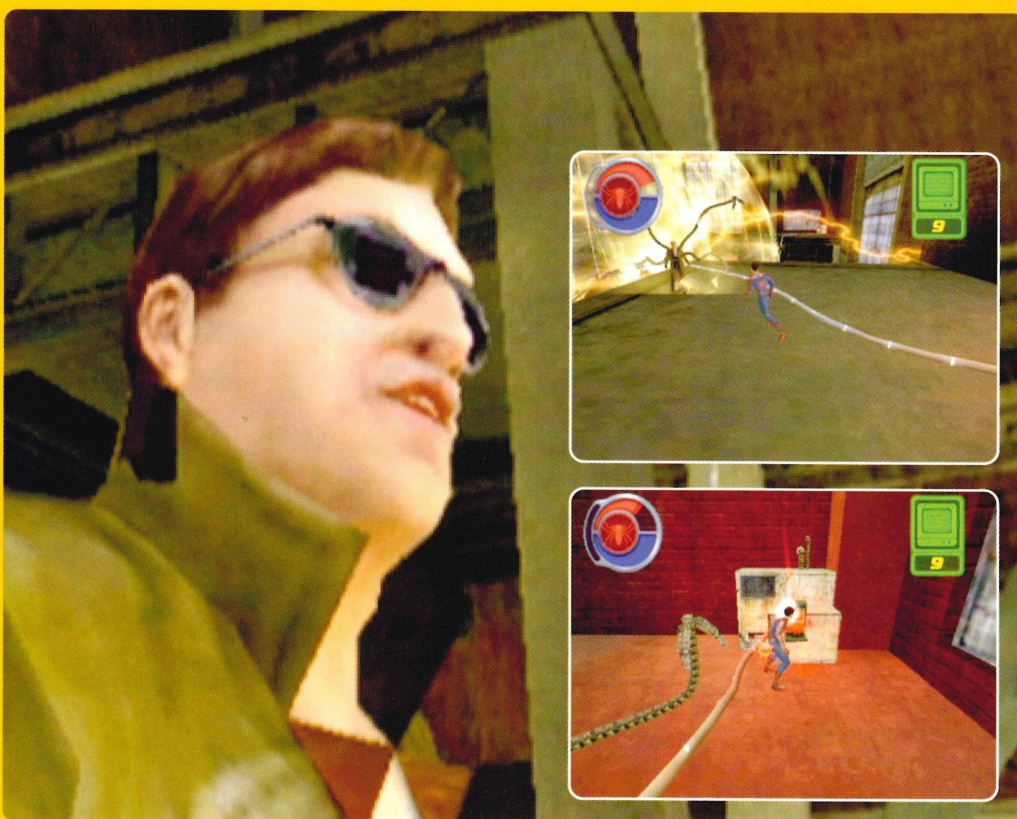
■ **CHAPTER...** 15

■ **DIFFICULTY...** Hard

■ **TACTICS...** The worst thing about this encounter is being thrown off the train and having to catch up to it every time. If Doctor Octopus flings you in front of the train this does far more damage than any of his normal attacks so make sure your finger is on the dodge button at all times. When he is in the air don't attack just stay out of his way and wait until he is standing. When he is standing still, dodge and start attacking then jump out of the way. His health bar will go down quickly especially if you use Spider Reflexes.



## 7 The final confrontation



■ **BOSS...** Doctor Octopus

■ **CHAPTER...** 15

■ **DIFFICULTY...** Hard

■ **TACTICS...** Your first task is to hit all nine switches, ignore Dock Ock while you do this. They are spread all over the place including under the floor. Doctor Octopus will attack you all the time, and the plasma pulse will get bigger and more random with each trigger you hit. Go for the difficult ones first. If you have trouble finding them follow the wires.

Remember you can crawl across the ceiling to avoid the energy sphere pulse but don't forget to dodge the electric bolt. After you press all nine switches, the doctor's shield will be down and you can fight him normally. Choose a nice spot away from the water and perform the usual dodge, attack and retreat combo. Use Spider Reflexes to speed things up and the final boss will be defeated in no time. Now, bask in the glory.



# Animal Crossing

HOW TO...

**Get the best stuff and make a quick buck in Animal Crossing**

If paying off the mortgage seems like an impossible chore, then here are some handy hints to get you up the property ladder.

## STORE MORE ITEMS



If the lack of space is limiting, try storing things inside letters. As long as it's not alive you can simply drag the object into an envelope. Use this method to store things in the post office.

## GOLDEN SHOVEL



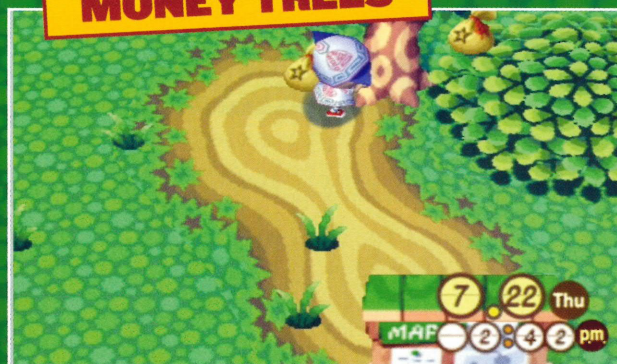
Buy a shovel. Locate a glowing spot and bury the shovel in it. Come back a few days later and with luck you will have a Golden Tree. Shake the tree and a Golden Shovel will drop out.

## CATCHING INSECTS EASILY



Equip the net and press A. This allows you to sneak around. Now you can catch those flighty insects with ease. This is easier than watching them fly off every time you see them.

## MONEY TREES



Buy a shovel and find a glowing spot. When you find the spot dig a hole and it should give you a bag of money. Plant the money in the hole and come back later to find a money tree.

## SAVINGS ACCOUNT



If you've paid off your mortgage and can't store all your cash, go to the Post Office and you will find an account has been set up for you. Deposit enough money and you may get a prize.

## TOM'S STORE



Support Tom by buying and selling lots of items and he will shut for a day to renovate his shop. If out of town people shop here he may decide to turn it into a large department store.



# Busting the hardest parts

## GOLDEN AXE



**G**et the Well to acknowledge that your town is perfect for two weeks straight, and it will give you this unbreakable Axe.

## GOLDEN FISHING ROD



**T**o claim this item you must catch one of each type of fish in your town. This is hard as some are not always in season.

## COLLECTING



**D**onate a complete collection of fossils, fish and insects to the museum, see them on display and get a reward.

## GOLDEN NET



**G**etting the Golden Net is the same as getting the Golden Rod as you need to catch one of each type of insect in your town.

## FINDING TRAVELLERS



**V**isit the police station and speak with a copper. He will inform you on any visitors and tell you where they are.

## CHANGE ROOF COLOUR



**Y**ou can change your roof colour every time you upgrade your abode. Help Tom so that you can buy paint from him.

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| FIFA 2004                  | Pokemon Red               | Super Monkey Ball         |
| Fire Pro Wrestling A       | Pokemon Ruby              | Super Smash Bros. Melee   |
| F-Zero GX                  | Pokemon Sapphire          | Teenage M. Ninja Turtles  |
| Gekido: Kintaro's Rev.     | Pokemon Silver            | The Sims: Bustin' Out     |
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# Nintendo®

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# Official Cheats

## MEDAL OF HONOR: RISING SUN

### Turn yourself into a terminator

War is not good. But if you were in one we bet you'd have a better time if you had a bullet shield or an endless supply of

bullets that magically appear in your pocket. Too bad there isn't a real life Password Screen that hovers in the sky.

All we need now is a cheat code to put the 'u' in 'Honor' on the title screen and we're laughing. Americans, eh? Are they thick?

#### ON THE PASSWORDS SCREEN, TYPE...

#### ACTIVATED...

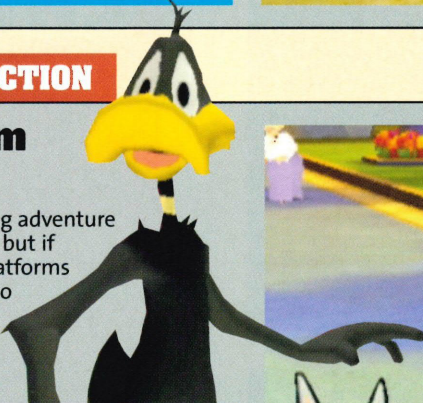
BENGAL	Immortality
GOURAMI	Bullet Shield
DISCUS	Unlimited Ammo
PLECO	Silver Bullet
MOOR	Rubber Grenades
CICHLID	Achilles Head
LOACH	All Replay Items
ZEBRA	Invisible Soldiers
TETRA	Men with Hats
BOTIA	Perfectionist Mode
SPINEFOOT	Big Arms
LELAUPI	Always Sniper



## LOONEY TUNES: BACK IN ACTION

### Unleash the mayhem with these codes

Daffy and Bugs' tag team, monkey-chasing adventure is a barrel of laughs for *Looney Tunes* fans but if you're crap at running and jumping on platforms in basic levels, you'll want these. You'll also want some taste in games, because there are about 100 GameCube games you should have bought before this.



#### GET...

#### TYPE...

Unlock Wile. E. Coyote Game	FURRYOUS
Access all Areas	PASSPORT
Free Costume Doors	SUITSYOU
Gain an Extra \$500	AMUNKEY
Reveals Gossamer Doors in Warner Bros. Studios	GOBBLE
Invincibility	TOUGHAGE
Slappy Fish	SLAPPY
Unlock ACME shrink ray	WEENY
Unlock Cannon Ball Costume	CANNON
Unlock Duck Danger Battle	OUTTAKE







## SHINING SOUL II

### Buggup you status, innit

Fans of over-sized RPGs try to pretend that training up characters isn't a pain in the ass. But it is, isn't it? Just name your character with these words to get some stat-boosting goodness the easy way. We also tried names like 'Spunker', 'Dr Cheese' and 'Michael Howard', but these had little or no beneficial effect.

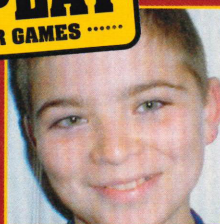
WHEN NAMING YOUR CHARACTER, TYPE...	TO GET...
Nindri	A Dream Hat
Vjum	An Atlas Ring
Montaka	+30 RDK
Iyoku	+30 RFR
Mizupin	+30 RIC
Hachi	+30 RPO
Taicho	+5 VIT
Yoshi	+5 dex
Genomes	Genome Ring
Dengeki	+5 int +30 RTH
VJxSS	Power Gloves
Saophen	+30 RLT
Ninky	+5 str

## NEW WAYS TO PLAY

..... HOW TO GET THE MOST FUN OUT OF YOUR GAMES .....

### THE SCENARIO... WHAT TROPHY, SUPER SMASH BROS. MELEE

By Dan Craig, West Yorkshire



How well do you know your trophy collection? Do you love them all? Do you spend ages scrolling through them, admiring them and reading the cool information that comes with them? If you do you'll be a master at Dan's basic but neat little game. The idea is simple: Go to the Trophy Gallery, zoom the camera in as far as it'll go on a part of the trophy and see if the other player can guess what it is.

### THE SETTINGS

**Two or more players:** If you have enough people you can split into two teams. It's up to you.

**Rules:** Give players a time limit to come up with the answer, or you can have one person as the Trophy Selector, and the other two players/teams try to get the correct answer first.

## METROID: ZERO MISSION

### Passwords for the NES original

Finishing the masterpiece that is *Metroid Zero Mission*, awards you with the original NES *Metroid*. It may be older but it's certainly not easier than MZM. When entering these codes, where we have used ' ' you must type in a SPACE MANUALLY! The game will also put in it's own spaces after every six digits.

EFFECT...	PASSWORD...
Best ending without suit	X---- --N?WO dV-Gm9 W01GMI
Hard Mode	999999 999999 KKKKKK KKKKKK
Infinite Missiles and Energy, and all weapons	NARPAS SWORD0 000000 000000
Start the game with Morph Ball and Bombs	000000 000000 4G0000 00000H
Start the game with no suit	000000 000020 000000 000020
Start in Norfair with no suit and infinite missiles.	SAMUS8 RIDLEY 444444 444444
Start in Kraid's Lair with no suit, all weapons and 255 missiles	JUSTIN BAILEY ~~~~~ ~~~~~
Start in Tourian after the Motherbrain battle	Samus_ Beats_ Mother Brain_



**Do not:** Zoom in on the brown stand - They're all the same. And DON'T PEAK! If you do you get a finger in the eye. Actually, in BOTH EYES.

### LAST TIME WE PLAYED

**Who played:** Kingsley, Mike and Tim

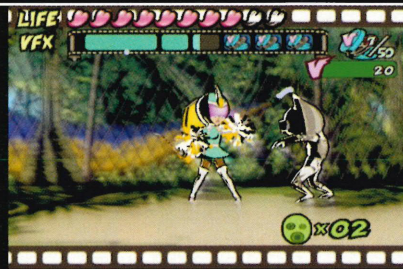
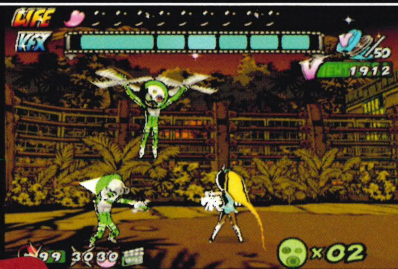
**What happened:** They played best of three. Mike zoomed in on the hand of Andross. Dean knew it instantly. Mike decides on something a little harder - the screen was filled in pink. Pokémon-head Tim guessed Ditto, Dean went for Kirby. Wrong. Wrong. Try again. Tim tries Clefairy. One point to Tim. It's the decider... on the screen is an ear. An animal ear. Dean's baffled. Tim stares hard for a moment, then says shouts "Eevee". Tim wins, but Dean says he doesn't care 'cos Pokémon's for girls. "I stand by that remark," said Dean in the post match interview. "Apart from that Charmander dude, they all look stupid."

### GET INVOLVED

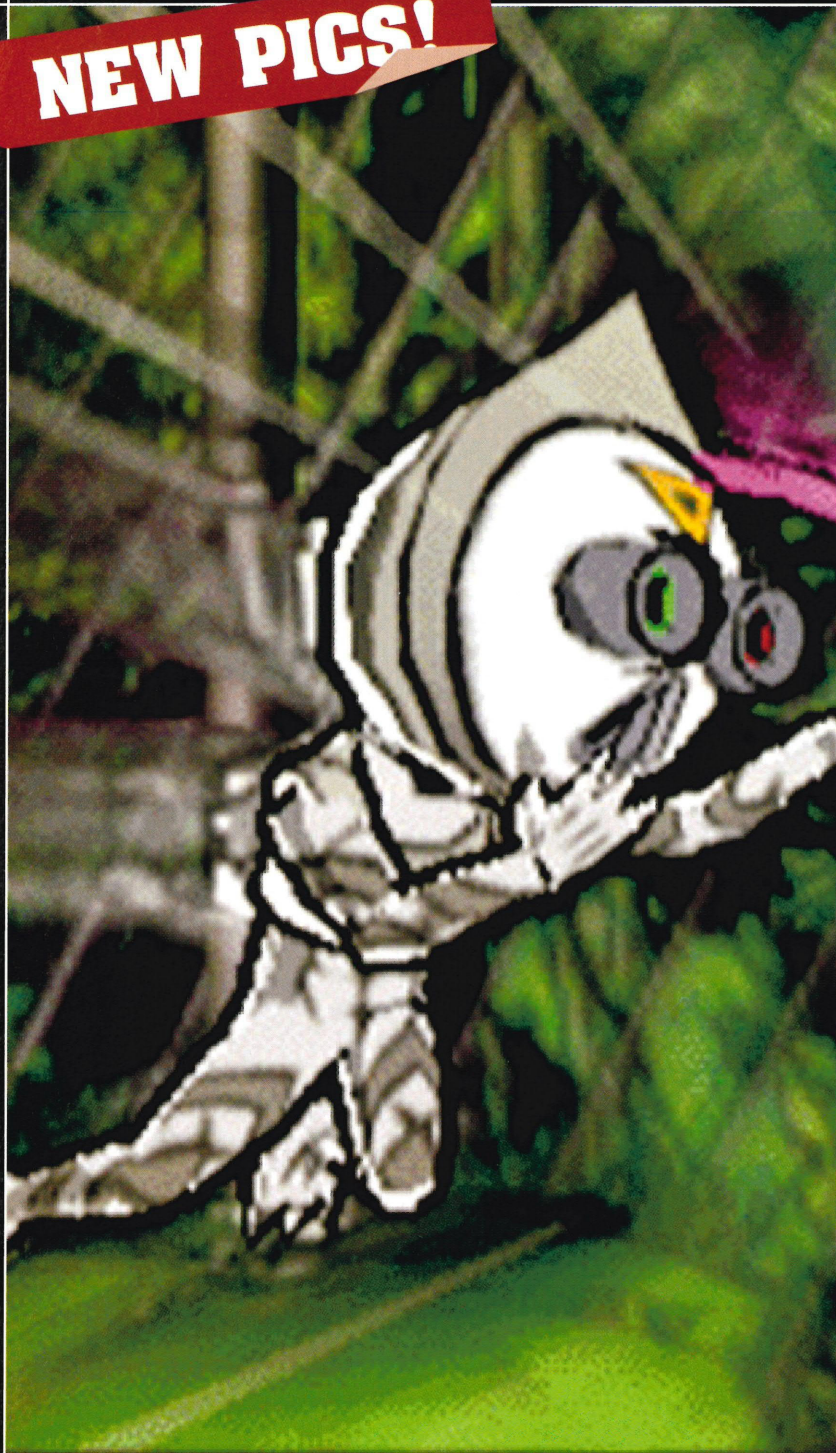
Do you have any wacky ways of getting more out of a game? If so, let us know. Write down your idea just like Anthony did above and send it into *New Ways to Play* at the usual address, or email [michael.jackson@emap.com](mailto:michael.jackson@emap.com), with your picture attached.



# We Can't Wait



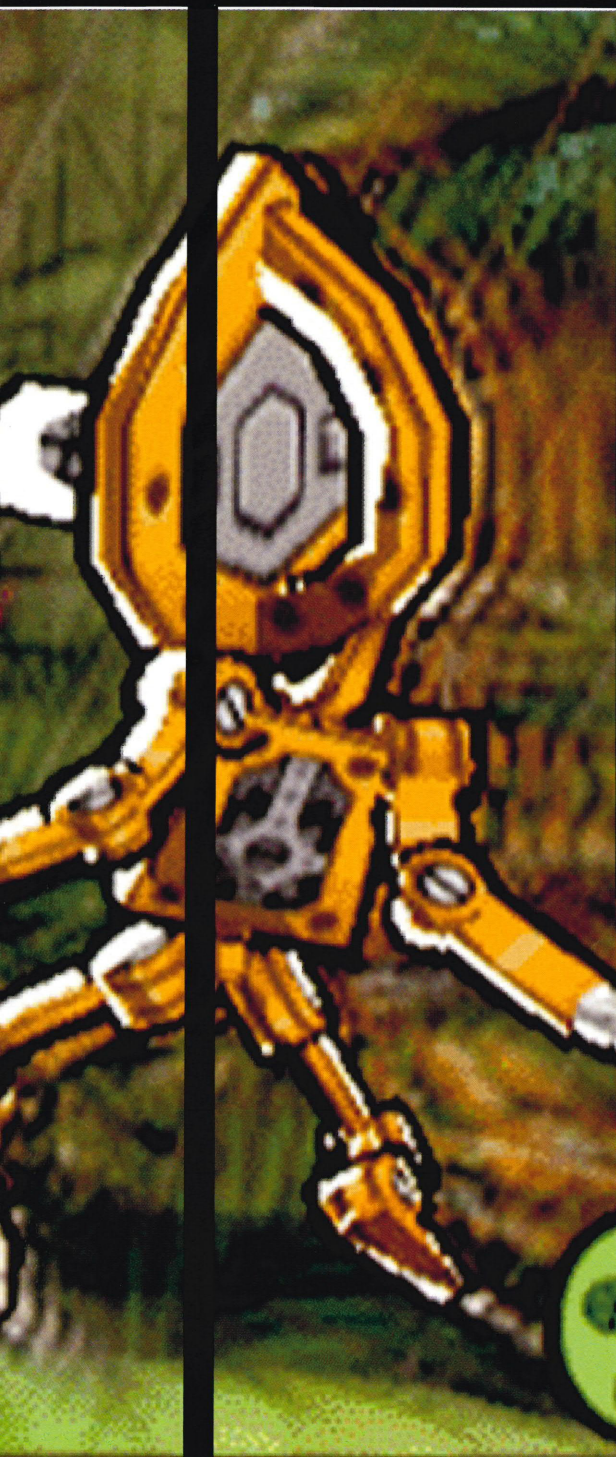
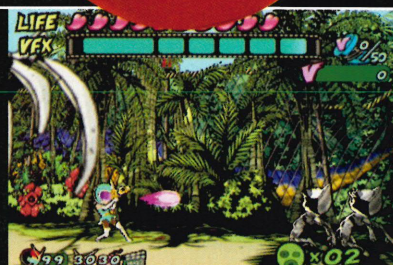
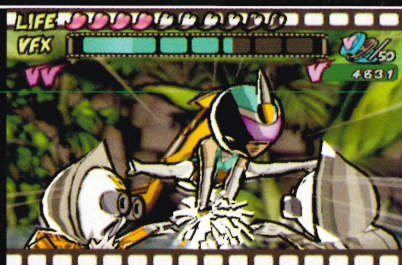
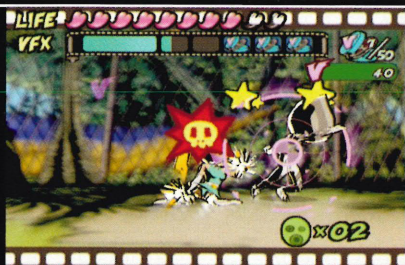
**NEW PICS!**





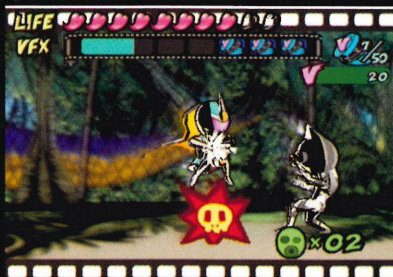
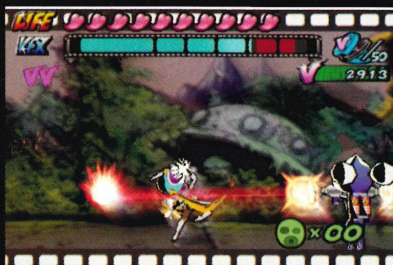
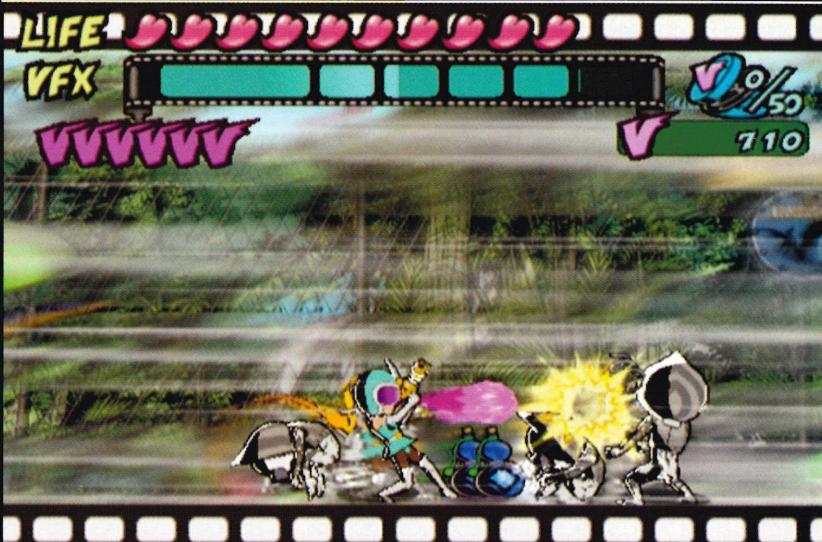
# For These...

**MORE  
NEXT  
MONTH!**



## Viewtiful Joe 2

When these shots arrived Mike slowed time and uppercutted Tim, turning on the Mach Speed to power up a computer and look at the shots before anyone else. Skillz. This is one of the most eagerly-awaited sequels ever so there was no way we were going to keep these shots away from you. If we had, you'd have had us up in court on cruelty charges. Sylvia's still packing those robots with gunfire, setting it to stun before steaming in and smacking them up with a powerful punck-kick combo. Chuck in the Six Machine's new abilities (submarine being one of them) and a heap of speed-it-up-or-slow-it-down puzzles and there's no reason to doubt that VJ2 will rule.







## | Prince of Persia 2

Darker, moodier but losing none of the gameplay that made the last game such a hit, the Prince is back but he looks nothing like his former self. Now there's no damsel in distress to save, there's just a giant who eats Princes as a hobby and today is World Eat A Prince Day.

The combo element has certainly been cranked up — you'll need to pull off more wall runs and jumps combos to complete an objective. You can speed up and slow time in the middle of a sword fight to take out the bigger hordes of enemies, too. In other words, an ancient *Viewtiful Joe* with a scimitar. That would be cool enough, but then there's the GORE.

*Prince of Persia 1* wasn't all that gross. Even as the Prince laid at the bottom of a shaft with all his bones broken, you never really got that 'Eww!' feeling. You get that now, as Prince slices off an adversary's head and sends it spinning through the air. Flick on the slow motion to watch the blood spew out of the severed neck like a crimson fountain, and effect is complete.







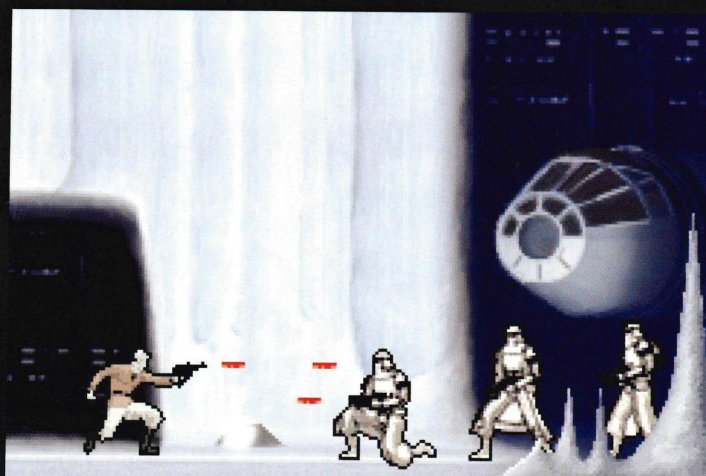
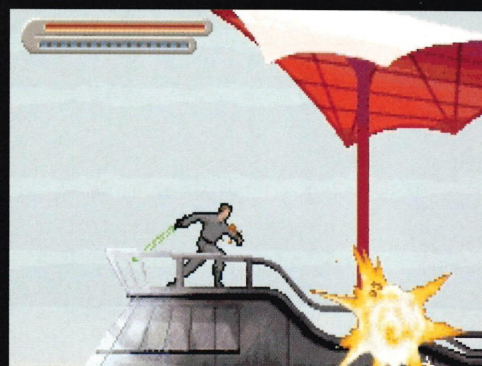
## King Arthur

We didn't really rate the game at E3 but the classic Knights of the Round Table stuff is something not to be sniffed at. You can play Arthur, Lancelot or any one of the famous knights. "If the game sucks we'll just head to the cinema and drool over Keira Knightley in the film." (Tim) "Knightley? She's not all that." (Dean)



## Star Wars Trilogy: Apprentice of the Force

You won't see these shots in any other magazine. These are for your official magazine-reading eyes only. Just in time for the first DVD outing of the original sci-fi trilogy, Ubi Soft are working overtime to ensure it's completed. Jumping into Luke's farm boy boots it's Jedi Knight action all the way, taking scenes from some of the most influential films of all-time.







## Scaler

We haven't seen lizards on Nintendo since Gex. Remember *Enter the Gecko*? What a fine title for a video game that was. Shame it was gash. There's no Gex near Take 2's lizard offering just a mission to stop your neighbour stealing lizards and turning them into a massive scuttling army. To stop the evil dude's army, you must become a lizard and use the powers of camouflage and wall crawling to infiltrate and destroy.





BEFORE



**KERRANG!**



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AFTER





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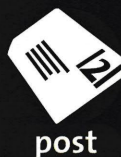


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**It's round  
two of our  
NOM's Hall  
of Fame and the  
chart is really  
hotting up...**

# ALL TIME GREATS

[illegible]





# ISSUE 143 CHALLENGE RESULTS

## NEW LEAGUE CHALLENGES

LEVEL	RANK	NAME	SCORE
MARIO GOLF, BEST	1st.	John Zeepvat	-25
ROUND USING MARIO, 2nd.		F. Slingsby, C. Austin and D. Every	-22
PEACH INVITATION	3rd.	Elliot Malkin	-19
MARIO KART: DD	1st.	Ryan O'Connor	1'33''478
BEST TIME,	2nd.	John Zeepvat	1'34''910
DRY DRY DESERT	3rd.	Dave Every	1'36''999
MARIO WARE, INC.	1st.	Stephen Dale	245
HIGH SCORE,	2nd.	Mark Dormer	184
JUMP FOREVER	3rd.	Adam Moss	180
F-ZERO GX, BEST	1st.	John Zeepvat	0'13''649
LAP, RUBY CUP,	2nd.	Dave Every	0'15''049
VEGAS PALACE	3rd.	Jonathan Orman	0'16''827
OCARINA OF TIME,	1st.	C. and M. Dormer	00'48
RACING DAMPE,	2nd.	John Zeepvat	00'49
KAKARIKO VILLAGE	3rd.	Dan Craig	00'52

## INSERT COIN(S)

Every four months, NOM UK will crown the top player and award them a mystery prize. Players finishing the league in second and third place will also get a prize. You won't win anything for winning a monthly competition, but your Credits will count towards your ALL TIME GREATS total. This month's scores are the second standings of the new league.

How Credits are scored....  
 First Place ..... 10  
 Second Place ..... 5  
 Third Place ..... 2  
 Qualify ..... 1

NOM UK requires proof of your exploits - a photo, print-out or video will do, but make sure we can clearly see the score. No cheating is allowed and any suspicious

- NO 1.  
**POKÉMON PINBALL (GBA)**  
 Highest score on Ruby table  
 To qualify: 40,000,000
- NO 2.  
**MARIO KART: DOUBLE DASH**  
 Fastest lap on Bowser Castle  
 To qualify: 2'00''000
- NO 3.  
**MARIO GOLF (GAMECUBE)**  
 Best round using Waluigi on Blooper Bay  
 To qualify: 6 under par
- NO 4.  
**SOUL CALIBUR II**  
 Quickest time on Arcade Mode, normal mode.  
 To qualify: 2'00''00
- ★★★ RETRO CHALLENGE ★★★  
**POKÉMON STADIUM (N64)**  
 Most number of jumps on Magikarp Splash mini-game  
 To qualify: 17

entries will be fireballed by Mario.  
 The closing date for this issue's challenges is July 27th! Send your entries to Nintendo Hall of Fame, Nintendo Official Magazine UK, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UM. Alternatively you can email them to michael.jackson@emap.com.  
 Make sure you include a picture or you won't get your mug in next month's mag.



# Quill's Mail

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The best letters win prizes. The worst ones are pecked to death.

## Get in touch



### EMAIL

michael.jackson@emap.com



### POST

Quill's Mail, NOM UK,  
Bushfield House, Orton  
Centre, Peterborough,  
Cambs, PE2 5UW



### SMS

Send 'TXT', add a space then  
your text. Send it to 84070

## WIN! WIN! WIN!

Thanks to Nintendo we've got  
copies of *Wario Ware, Inc.* to  
giveaway this issue! Our Star  
Letter gets the game and  
three controllers to enjoy  
multiplayer madness, runners-  
up just get the game.



## >> Bad dreams

Don't you think that the  
*Pokémon* creators have gone  
too far? First there were 150  
*Pokémon* and now there are  
over 300 and tons of movies  
you can watch. Where will  
it all end? It's all just one  
big nightmare!  
*Daniel Vickery, Liverpool*  
Watch out Daniel, the  
*Pokémon* nation isn't going to  
be very happy! Surely all these  
*Pokémon* make for interesting  
games and new strategies you  
can learn? It's not a nightmare  
mate, although Dean breaks  
out in a sweat every time Tim  
says he's got to review *FireRed*  
and *LeafGreen*.

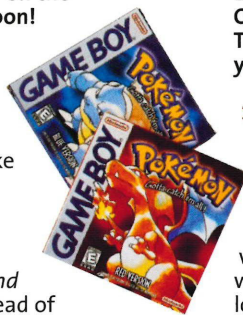
## >> The Cable Club

My friends and I have set up a  
games club. We go round one  
of our houses and play each  
other at multiplayer games.  
The winner wins some money

and the knowledge that he's  
the best gamer. I would  
recommend anyone who's into  
GameCube to start up a club.  
*Dean McMenamin (and the  
mates he's just whupped),  
Clonibert, Ireland*  
Getting your mates round for  
a games night not only makes  
you friends but improves your  
gaming skills. Have you set up  
a club among your gang? If so,  
let us know 'cos NOM's  
going to be on the  
road real soon!

## >> Old versus New

Nintendo  
should make  
some  
GameCube  
versions of  
*Pokémon*  
*Red*, *Blue* and  
*Yellow* instead of



making yet another battle  
arena game. They could also  
add some brand new items  
you can use and extra areas  
after you defeat the Elite Four.  
*Ian Redman, Basingstoke*  
*Pokémon Colosseum* is wicked  
though Ian and the chance to  
nick a Trainer's *Pokémon* is a  
great idea. It would be  
awesome to walk in tall grass  
in a free-roaming *Pokémon*  
game, but at the moment we  
can only dream.

## >> I've got it!

When reading issue #140 I

saw how  
excited  
everyone  
was about  
the Nintendo  
DS, but  
wouldn't a  
better name  
be the  
Nintendo  
Gemini? Well,  
whaddya think?  
*Nick Peat,  
Burnley*  
Gemini? Didn't they totally  
disgrace themselves at  
Eurovision a few years ago?  
Oh, you were going for the  
TWINS angle? We see what  
you did there.

## >> Jungle smells

In issue #141 you referred  
to *DKC 2* as 'Donkey Pong'.  
*DK* has made a massive  
breakthrough this year with  
this game and I thought it  
was great when I played it. It  
was packed with action and I  
loved controlling the different

apes. Leave off it NOM!

*Harrison Brown, Welwyn*

*Garden City*

Sorry Harrison, but *Donkey  
Kong* didn't make a  
breakthrough this year. He  
made a breakthrough with  
the original arcade over 20  
years ago and this was just a  
shoddy remake of the Super  
NES platformer. That was  
enough for us to give it such a  
low score.

## >> Stupid glitches

Nearly every GameCube game

I own seems to have a  
glitch! I was playing  
*Sonic Heroes* and I  
found numerous  
glitches either in the  
subtitles or when I  
did a homing attack  
on the floor and  
found myself stuck  
in mid-air! Cut  
them out game  
makers, they're  
ruining our fun!



*Riyaz Bhaiyat, Gloucester*

Despite the hard work and  
dedication of development  
teams sometimes small  
glitches do sneak through.  
Very few games have loads of  
glitches, unless it's Universal  
Studios that suffers from a  
disease called Complete  
Gameplay Haemorrhage.

## >> Leave it out!

It seems that nobody is happy  
about Nintendo's hard work  
and dedication. Whenever I  
read No! Like This! every  
month all people say is that  
Nintendo should have added

## Game or Lame?

### RUNNER-UP



We've had tons more of your game ideas, but only the best of the  
best get into NOM. Here's this month's great game...

## Zelda Wars

by Calum McLorlan, Caxton

### WHAT'S IT ABOUT?

Calum says: "Zelda Wars would be for the Nintendo DS. As an RTS it would  
combine the tactics of *Advance Wars* with the battles we've all experienced  
in the *Zelda* games".

### WHO'S IN IT?

The evil Ganondorf would be in it, leading an army of Moblins and Stalfos.  
He would have to battle against a Hylian army and Link would be their  
commander.

### OUR FAVOURITE IDEA

Using the Nintendo DS' two screens you could display the field of battle on  
one screen and the character status and equipment on the other.

### NOM RECKONS...

*Zelda Wars* has really got our brains working in overdrive. Imagine LOTR-style  
battles with the level of depth of *Advance Wars*. What do you say Mr  
Miyamoto?

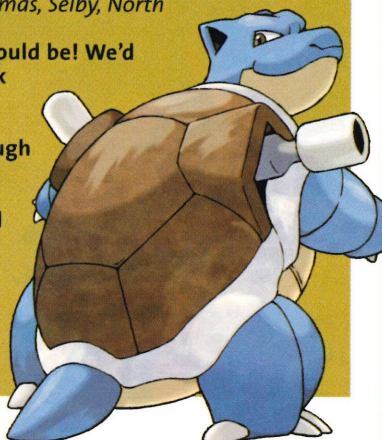


## Pika in the pet shop?!

**STAR LETTER**

Wouldn't it be great if Pokémon really existed? I'm sure I'm not alone when it comes to this idea. It would be great racing across England on Entei's back or soaring above the skies with Rayquaza. What about if you could chase Latias or Latios on a bike just like at the start of *Pokémon Ruby* and *Sapphire*? The world would be a better place if Pokémon existed in real life.  
Delyth Thomas, Selby, North Yorkshire

What a wicked idea that would be! We'd love to jump on Entei's back to get to work; it would surely beat getting on the train. In some respects though Pokémon kinda live in the real world - certain aspects of them are inspired by real animals or dinosaurs. Maybe the world's earthquakes are Groudon trying to get out. (Someone get the men in white coats! - Ed)



this level or that character. If they were in the game, then they'd find something else to moan about! What's wrong with everybody?  
Matthew Meah, Hornchurch  
Everyone likes to be a critic Matt and there's no way of pleasing all of the people all of the time. No matter how much of a classic the *Wind Waker* was even the sailing got on our nerves. As for returning to Tingle every time, don't get us started...

**>> Down on the farm...**  
Where do I start with *Harvest Moon*? I've got chickens, a sheep and a horse that's a pleasure to ride. It started to rain and I was in a blind panic, rushing back to the farm to rescue all my animals. It's relaxing and I'm addicted. If only I could beat the old man at the triangle game.  
Jeremiah Ware, Whitton, Middlesex  
You need time and patience for *Harvest Moon* and if you can find a copy you're in for a treat. Just don't tell Jeremiah that *Animal Crossing* is coming out, his parsnips could go rotten...



### >> Crystal balls

That *Crystal Chronicles* you gave me was a load of old rubbish. Holding that crystal was pathetic and utterly stupid. I thought it would be the next *FFX* or the next *FFVII*. How very wrong I was.  
Ricky Yip, Paignton, Devon  
Sorry Ricky, but we didn't make it mate. We agree with what you say though, it wasn't quite what we expected either.

### >> DS = Disappointing System, more like

Why does everyone think that the Nintendo DS will be such a good idea? Two screens could be really confusing. I think that Nintendo should just concentrate on making the Game Boy even better. Wouldn't it be better to have a Game Boy with some GameCube quality graphics than a two-screened Game Boy?  
Debbie Malone, Moyhastin Westport, Co. Mayo  
The Nintendo DS is a revolution and we'll put money on it that the two screens will feel like you've been playing games that way for years. You've really embarrassed yourself Debbie, and that's a shame.

### >> Bring on K.K.Slider!

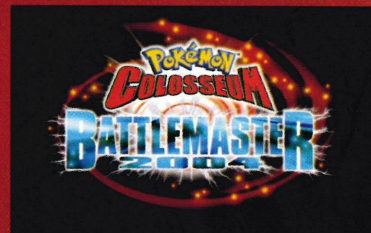
I'd almost given up complete hope of ever seeing *Animal Crossing* coming to Europe but now I can't wait for

## Ask the Deku Tree!

Q: I'm a big Pokémon fan but I missed the Pokémon Battlemaster 2004 tournament. Are there any plans for another event like it in the future?

Matthew Bassett, Orpington, Kent

A: There's no tournaments planned but you can check out *Pokémon FireRed* and *LeafGreen* at the Donkey Konga Beach Party. Check out the dates at [www.nintendo.co.uk](http://www.nintendo.co.uk)



Q: Is it true that GTA Vice City is coming out on GameCube?

Sam Balfour, Hampton, Middlesex

A: There are two chances of that happening Sam - slim and none.



Q: You've got to help me old Master of Knowledge! I'm desperate to get a copy of *kuru kuru kururin* for GBA but nowhere near me sells it!

John Tenner, via email

A: Woolies were doing them for a fiver a while back. Try eBay now, we reckon. It's worth digging up.

Q: I've seen on the internet that *Pokémon Emerald* is coming out. Is this a fake?

Anon, via email

A: *Pokémon Emerald* is due to launch in Japan in September and comes with Rayquaza on the box. Still set in Hoenn it's like an expansion for *Ruby* and *Sapphire* (like *Pokémon Yellow* was to *Red* and *Blue*) with differences and new places.

Q: Is *Driv3r* ever coming out on the GameCube? Has Atari forgotten about Nintendo?

James Van Gelder, Woodford Green, Essex

A: Sorry Sam, but *Driv3r* has about as much chance of appearing on GameCube as *Mario* has of appearing on

Q: C'mon Mr Deku Tree dude! Is there any chance we can see *Mobile Suit Gundam* reach these shores?

Simon Crimp, Horrabridge

A: *Mobile Suit Gundam* is sweet, but it's Japan-only moment. Stay tuned to NOM to find out if that will change. In the meantime, maybe think about getting that sur

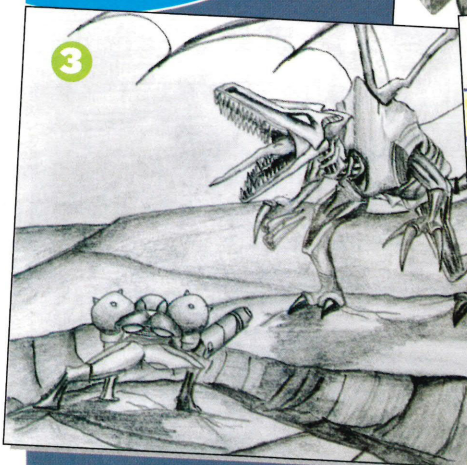
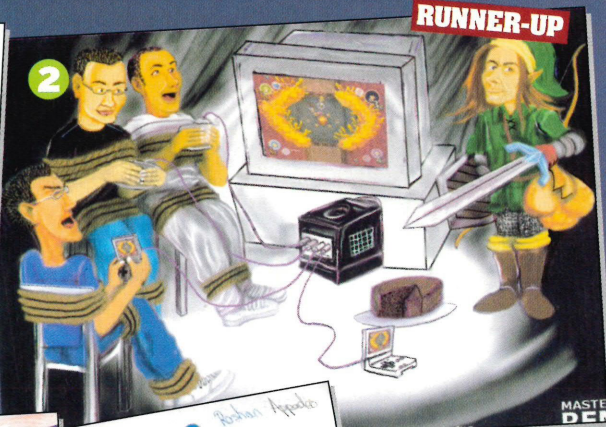
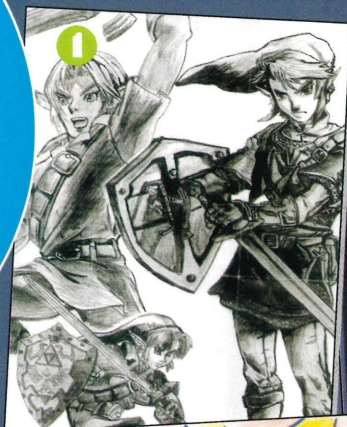






## Yoshi's Art

We asked all you Mario Painters to send us some pictures and this is what we got!



1. **Link Triforce** by Arran Mackintosh, Fareham

2. **Four Swords With The NOM crew** by Master Ren, Bridlington

3. **Meta Ridley** by Adam Moss

4. **Phantom Ganon** by Chloë Heath

5. **Sonic the Hedgehog** by Roshan Appadeo, Edmonton, London

6. **Princess Zelda** by Andrew Bianchi, Hawick

Have you got an awesome picture of your favourite Nintendo stars, past or present? What about a picture of the NOM team? Then send it into: *Mario Paint*, Nintendo Official Magazine, Enmap Active, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW. If you want it back then don't forget to include an SAE!

September 24th. K.K.Slider and the rest of the gang are gonna make this a memorable game, even if there isn't any eReader support.

Gary Crossan, Londonderry  
There's no eReader support but all those elements will make their way into the final game. Remember to stay tuned to

**NOM to find out what happens on special days Gary!**

**>> I wet myself (well almost)**

I'd just like to say to Dean that I nearly pissed myself after reading the comments in the screenshots of *PSO III*. 'Your best clothes are from Matalan'

is one of the greatest lines I've ever read!

Ashley Jones, Prestwick, Manchester

Dean's a walking, talking Joke Machine(tm). Dan's had to go to A&E three times 'cos he's laughed so much at one of his gags.

**>> Angry alien**

One thing I can't agree with was your hands-on report about *Space Raiders*. Didn't you know that there's the arcade original hidden away in the game? Why did you slag it off so easily?

Please can you take back what you said!

Greg Simpson, Glasgow  
Have you seen *Space Raiders*? Shields have become bleedin' bins in

alleyways! What's all that about? It doesn't even recreate the original very well thanks to extra powers that try to spice it up a bit. Sorry Greg, we're gonna have to disagree.

**>> Going too cheaply?**

I'm getting very worried because GameCube games seem to be getting cheaper. Recently I've seen *Metroid Prime*, *Viewtiful Joe* and *Pikmin*

all selling for £19.99. Three great games I'm sure you'll all agree but they're now at a shameful price. Does it mean Nintendo is struggling for sales?

Joseph Machattie, Wallingford, Oxfordshire

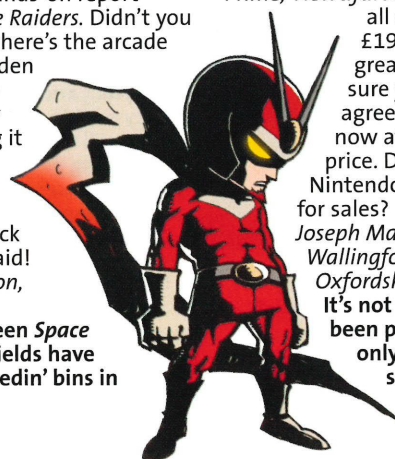
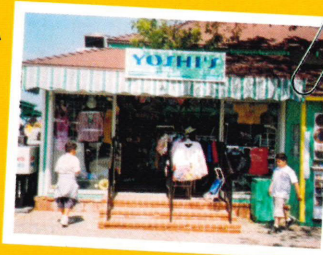
It's not that they've been put to shame - only the biggest sellers become



## Spotted!

### Nike Air Yoshi

I recently had a holiday in LA and visited Catalina Island where I found where Yoshi's been hiding since Mario Sunshine. The little green dino has been selling sportswear! Alex Dews, Wivelsfield Green, East Sussex  
If you squint hard enough it looks like his house at the start of Mario World! Hope you didn't buy the green Yoshi-skin trainers. Eww!







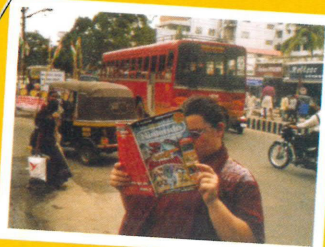
## Spotted!

### Indian takeaway

What about this then? Here's a pic of my girlfriend Justine reading my slightly worn copy of NOM in Cochin in Southern India. By my reckoning this has gone over 5,500 miles!

Richard Diamond, North Hykeham

First it was Florida, now India - where have you taken NOM this Summer? Send us a pic now to win a prize!



### RUNNER-UP

part of the Player's Choice range, giving new owners the chance to experience the classics.

### >> Music, response

My Mum bought be an iPod the other day. So far, I have the Zelda soundtrack and the Smash Bros music on there. What else can I put on it? William Groves, Brighton  
Aww, poor little rich boy! Here are some facts you might not be aware of. This thing called music is not unique to the world of gaming. No, there are people who make an actual career out of the stuff! Ask you Mum for Efil 4 Zaggin by

NWA and Death Certificate by Ice Cube. You'll like those.

### >> Is my GBA is broken?

My old purple GBA doesn't switch on anymore. It went off during a game, and now nothing happens at all. Is it broken? Do I have an excuse to buy a NES SP now? Darren Talbot, Edinburgh  
Are you having a laugh, Talbot? Flip it over. See how there's a removable panel on the back? Open that. See those little metallic tubes of AA love? Those are BATTERIES. They DIE. Don't hold a funeral, just buy some new ones from a shop.



## Text the Editor

Tell us what's on your Mother Brain.

Now you can let us know how you feel about the world of Nintendo on a text!

Tap in 'TXT', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us as each text costs 25p to send. Every text sent to us can be viewed online at [www.clubnom.com](http://www.clubnom.com) and here's just a small selection of your ramblings:

\* couple of weeks bk i got toadstool tour and i think its well class worth waitin 4

\* That new zelda luks incredible! I want a new pokemon game 4 wen i go on hol! Can u send me saphire plz?

\* things are lookin up 4 nintendo.in game stores in aberdeen all the gamecube and GBA Stuff has been moved 2 front of store and x-box stuff 2 the back.

\* Link's sooooo FIT!!! Can i have his number???? P.S- ive got kirby hostage in my fishtank!!!

\* y didnt legend of zelda majoras mask sell many copis? its a class game! i reckn its cos u needd exp pak 2 play. its ma fav loz game nxt 2 NES versn

\* 9oron link can roll! yay .and zora can do a dolfn jump fing and fierce deity is da coolest Power.....EVER!

# PLAY POKÉMON FIRE RED AND LEAF GREEN BEFORE YOUR MATES!

Win this competition to play them a month before launch!

Here's a date for your diary - October 1st. It's a Friday, and a very special Friday at that. It's the day *Pokémon FireRed* and *LeafGreen* take over your life. The day when you'll be glued to your GBA, catching those wild Pokémon, creating an awesome squad and beating the Elite Four.

If you can't wait for October 1st though, you've come to the right place 'cos we've got an exclusive competition to play the game weeks before anyone else.

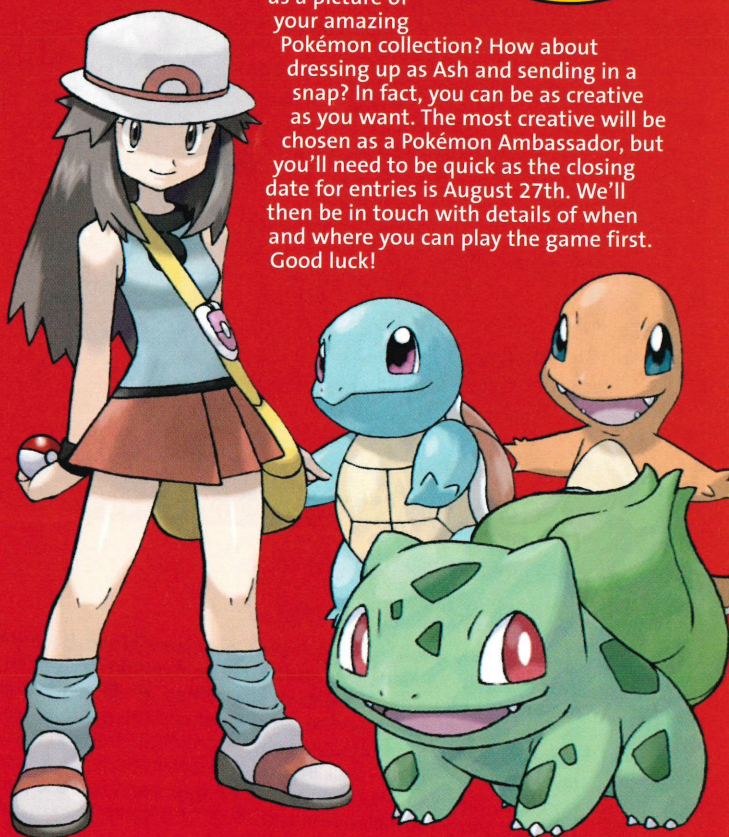
That's because we're on the look out for 20 Pokémon Ambassadors from around the UK to come to a top secret venue, play the game for the first time and get your mug in the mag.

Thanks to Nintendo we'll also have some money can't buy prizes up for grabs including a *Pokémon FireRed* or *LeafGreen* GBA SP from Japan and a copy of the game that you'll get before they hit the shops!

To be in with a shot of winning we want proof that you've got what it takes to be a Pokémaniac.

Why not send us a picture of your amazing Pokémon collection? How about dressing up as Ash and sending in a snap? In fact, you can be as creative as you want. The most creative will be chosen as a Pokémon Ambassador, but you'll need to be quick as the closing date for entries is August 27th. We'll then be in touch with details of when and where you can play the game first. Good luck!

Don't forget to be as creative as you can to stand a better chance of winning!



Send us your pictures by Aug 27

Email: [tim.street@emap.com](mailto:tim.street@emap.com)

Post: I want to be a Pokémon Ambassador, Quill's Mail, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW

Don't forget to add your name, address and phone number!



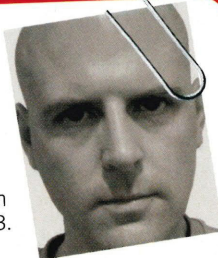


## #9 R-Type III

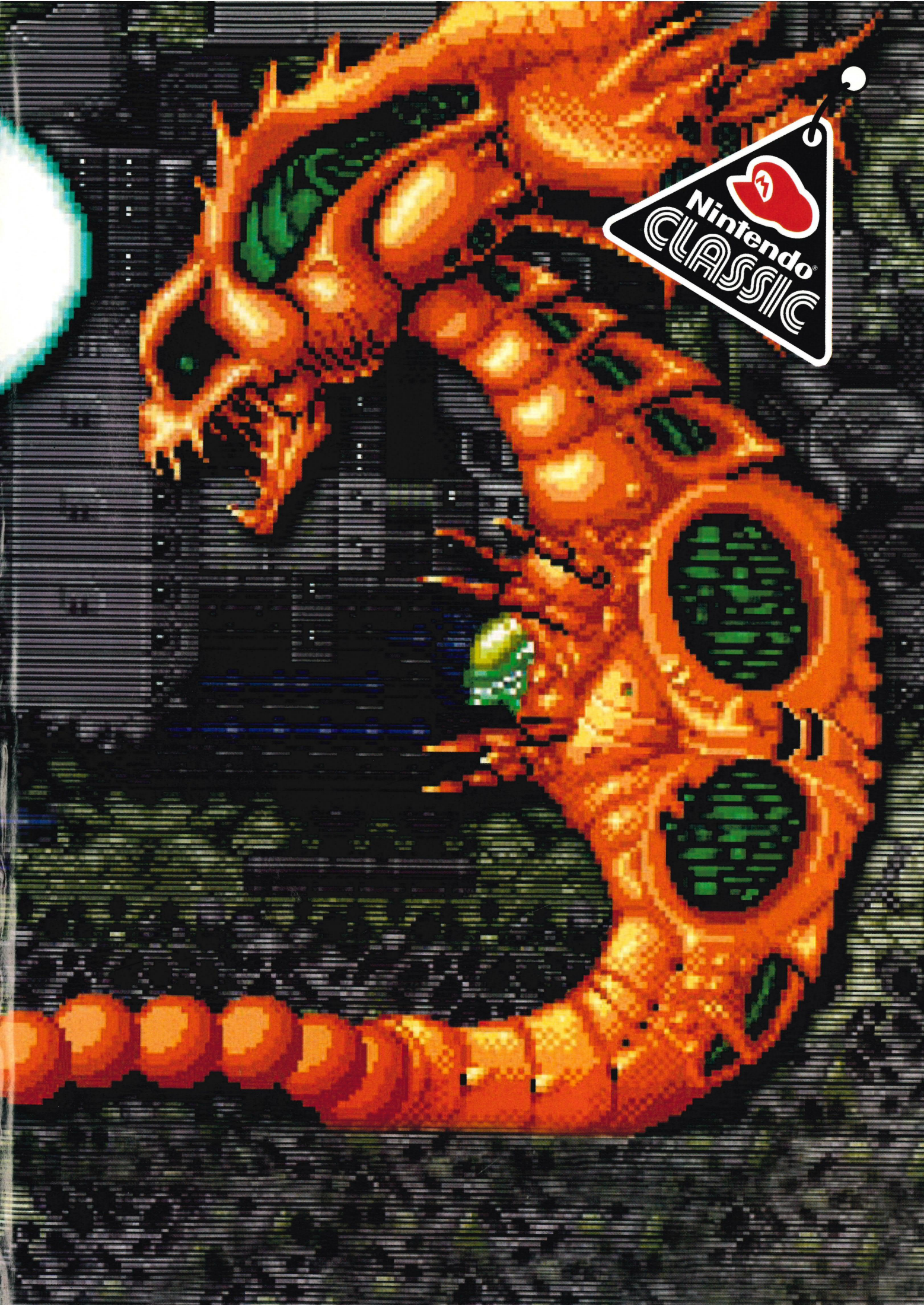
Meet Lawrence Wright. He's NOM's new best friend, because he lives in Japan and sends us stuff. He'll be a regular writer for the magazine unless, like, he dies or something. He likes shooters.

"The original *R-Type* was so good it defined the genre for years. Irem were, for a long time, shooter gods, but all that changed with *R-Type 3*. Where their seminal *R-Type* was hard but fair and *Super R-Type* was gorgeous but plagued by slowdown, *R-Type 3* just laid the player onto his back and pummelled him senseless. This game is so thumb-blisteringly difficult few people ever came close to completing it.

"It starts off slow to lull the unwary into a near stupor, then starts an assault with impossible levels and bosses. This game could be held responsible for putting thousands off shmups entirely, with its die-and-restart gameplay and unbelievable difficulty. One of the hardest levels, filled with lasers and molten ore zigzagging around you releases you only to face a giant boss and then - when you think you're done - it reverses you back through the whole thing again! Anyone who beats this is a master player indeed."





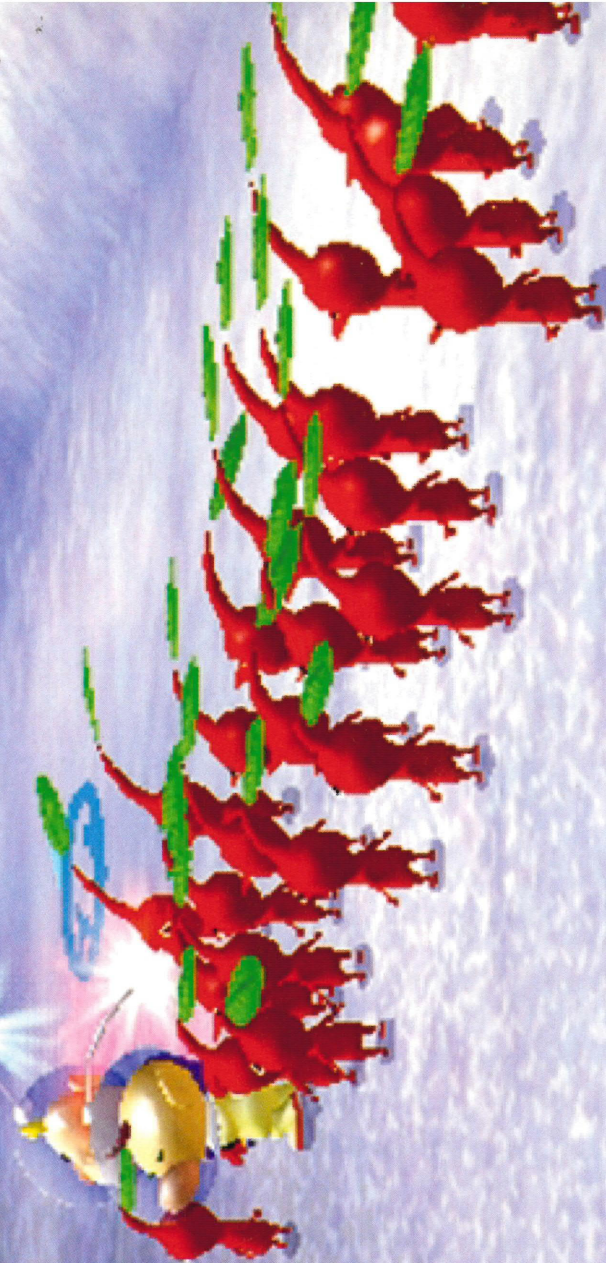
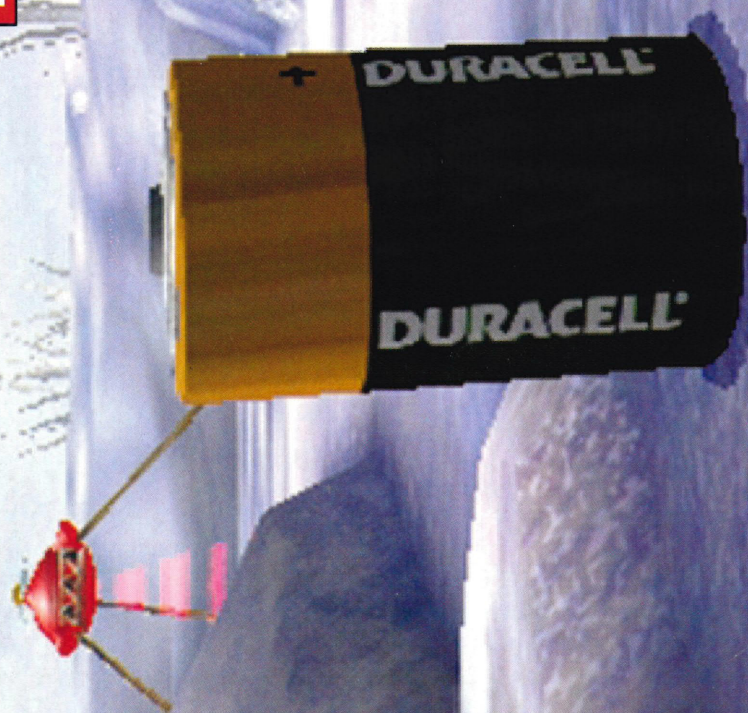




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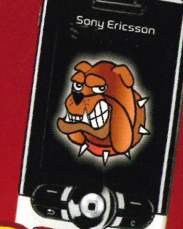
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YES!!! All RINGTONES are MONOPHONIC and POLYPHONIC

CHART	ROCK	NU-METAL
<b>BABY I LOVE U</b> - jennifer lopez 113353 <b>MYSTERIOUS GIRL</b> - peter andre 113591 <b>SUPERSTAR</b> - jamelia 113055 <b>PERFECT</b> - simple plan 113847 <b>DRIVE</b> - shannon noll 113934 <b>INSANIA</b> - peter andre 113590 <b>WITH YOU</b> - jessica simpson 113927 <b>WHAT ABOUT ME</b> - shannon noll 113629 <b>DIRTY</b> - dido 112837 <b>DON'T TELL ME</b> - avril lavigne 113682 <b>WHEN YOU SAY</b> - human nature 113926 <b>SWAY</b> - michael bubble 114142 <b>NEVER FELT LIKE</b> - shaznay lewis 114214 <b>DIRTY</b> - christina aguilera 112256 <b>COME AS YOU ARE</b> - beverly knight 114243 <b>SINGLE</b> - natasha bedingfield 113888 <b>NOT IN LOVE</b> - e. iglesias feat kelis 113600 <b>JUMP</b> - girls aloud 113163 <b>MS VANITY</b> - rob mills 114209 <b>CALL YOU SEXY</b> - vs 114161 <b>ALL DAY LONG I DREAM...</b> - jc chasez 114171	<b>IN THE SHADOWS</b> - the rasmus 113081 <b>SWEET CHILD O MINE</b> - guns n roses 111258 <b>BLACK BETTY</b> - spiderbait 113761 <b>BAT OUT OF HELL</b> - meat loaf 111286 <b>WOOD HOO</b> - carling ad - 5 6 7 8's 114166 <b>THE GREAT ESCAPE</b> - s wednesday 111354 <b>SOCCER AM CATWALK</b> - jean knight 112559 <b>YOU'LL NEVER WALK ALONE</b> 111351 <b>3 LIONS</b> - baddiel & skinner 111494 <b>VINDALOO</b> - fat les 113149 <b>COME ON ENGLAND</b> - the 4-4-2 114195 <b>ALL TOGETHER NOW</b> - the farm 113982 <b>CHAMPIONS LEAGUE</b> 113673 <b>MATCH OF THE DAY</b> 111126	<b>MY IMMORTAL</b> - evanescence 113277 <b>I MISS YOU</b> - blink 182 113552 <b>BRING ME TO LIFE</b> - evanescence 112651 <b>I HATE EVERYTHING ABOUT</b> - 3 days grace 113808 <b>BREAKING THE HABIT</b> - linkin park 113955 <b>BEHIND BLUE EYES</b> - limp bizkit 113309 <b>IN THE END</b> - linkin park 111489
FOOTBALL	PARTY TIME	THEMES
<b>YOU'LL NEVER WALK ALONE</b> 111351 <b>CHA CHA SLIDE</b> - dj casper 113506 <b>BUILD ME UP BUTTER...</b> - foundations 113009 <b>SUMMER OF 69</b> - bryan adams 112531 <b>U CAN'T TOUCH THIS</b> - mc hammer 111616 <b>BROWN EYED GIRL</b> - van morrison 111327	<b>BRAVEHEART</b> 113090 <b>DR WHO</b> 113311 <b>MISSION IMPOSSIBLE</b> 111121 <b>ONLY FOOLS &amp; HORSES</b> 111369 <b>BIG BROTHER</b> 111342 <b>LITTLE GREEN BAG</b> - george baker 113322 <b>AXEL F</b> - beverly hills cop 111601 <b>THE SIMPSONS</b> 111132 <b>EXORCIST</b> 111871 <b>EVERYBODY NEEDS...</b> - blues bro's 113793 <b>GOOD BAD &amp; THE UGLY</b> 111181 <b>ROCKY</b> - jogging theme 112491 <b>PHOENIX NIGHTS</b> 112364 <b>DIRTY DANCING</b> 111249 <b>ROCKY</b> - main theme 111141 <b>THE A TEAM</b> 111115 <b>KNIGHT RIDER</b> 111127 <b>BENNY HILL</b> 111139 <b>SEX &amp; THE CITY</b> 111673 <b>I'LL BE THERE...</b> - the rembrandts 111152 <b>TOP GUN</b> 111860 <b>MUPPETS</b> 111134 <b>JAMES BOND</b> 111119 <b>THE OFFICE</b> 112363 <b>HALLOWEEN H2O</b> 111858 <b>PINK PANTHER</b> 111133 <b>FOOTLOOSE</b> 113937 <b>THUNDERBIRDS ARE GO</b> - busted 114239 <b>THE ITALIAN JOB</b> 111622 <b>STUCK IN THE MIDDLE...</b> - S. wheel 113323 <b>THE OC</b> - phantom planet 113967 <b>THE TERMINATOR</b> 111602 <b>ALWAYS LOOK ON...</b> - monty python 113865 <b>THE SOPRANOS</b> 113919 <b>LORD OF THE RINGS</b> - title music 113862 <b>BAD GIRLS</b> 113924 <b>RED DWARF</b> 111611 <b>MY HEART WILL GO ON</b> - celine dion 114042	<b>BURN</b> - usher 113800 <b>DRY YOUR EYES</b> - the streets 114176 <b>EVERYTIME</b> - britney spears 114022 <b>F.U.R.B.</b> - frankie 113917 <b>LOLA'S THEME</b> - shapeshifters 114192 <b>ROSES</b> - outkast 113806 <b>HOW COME</b> - d12 114169 <b>LET'S GET IT STARTED</b> - b eyed peas 113232 <b>SOME GIRLS</b> - rachel stevens 114213 <b>DO YA THINK I'M SEXY</b> - girls of flm 114179 <b>FLAWLESS</b> - george michael 114197 <b>THE SHOW</b> - girls aloud 114190 <b>BUBBLIN'</b> - blue 113980 <b>SEE IT IN A BOY'S EYES</b> - jamelia 113983 <b>CHOCOLATE</b> - kylie minogue 113971 <b>DOWN</b> - blink 182 113944 <b>SICK AND TIRED</b> - anastacia 114205 <b>I LOVE THEM HOES</b> - eamon 114088 <b>MY HAPPY ENDING</b> - avril lavigne 114136 <b>HAPPY PEOPLE</b> - r. kelly 114184 <b>REVOLUTION</b> - blazin squad 114167 <b>BAD ASS STRIPPA</b> - jentina 114196 <b>3 AM</b> - busted 113975 <b>CAUGHT IN A MOMENT</b> - sugababes 113979 <b>SHE WILL BE LOVED</b> - maroon 5 114236 <b>JESUS WALKS</b> - kanye west 114266 <b>MAYBE</b> - n.e.r.d 114227 <b>NO PRESSURE</b> - lemar 113984 <b>WATCHA GET TONIGHT</b> - liberty x 114235 <b>LEAVE (GET OUT)</b> - jojo 114198 <b>LEAVE RIGHT NOW</b> - will young 113195 <b>MANDY</b> - westlife 113228 <b>CRASHED THE WEDDING</b> - busted 113151 <b>LEFT OUTSIDE ALONE</b> - anastacia 113616 <b>5 COLOURS IN HER HAIR</b> - mcfly 113743 <b>BREATHE EASY</b> - blue 113599 <b>TOXIC</b> - britney spears 113435 <b>MAD WORLD</b> - m. andrews ft. g. jules 113303 <b>ALL THIS TIME</b> - michelle mcmanus 113437 <b>OBVIOUSLY</b> - mcfly 114199
KIDS-TV	ESSENTIAL TONES	R&B
<b>SCOOBY DOO</b> 111142 <b>WINNIE THE POOH</b> 111613 <b>BANANA SPLITS</b> 112578 <b>RHUBARB AND CUSTARD</b> 111623 <b>HONG KONG PHOEDY</b> 113642 <b>LOONEY TUNES</b> 111151 <b>POPEYE</b> 111129 <b>TRANSFORMERS</b> 111253	<b>SATISFACTION</b> - benny benassi 112751 <b>IN DA CLUB</b> - 50 cent 112440 <b>HEAVEN</b> - dj sammy 112229 <b>DILEMMA</b> - nelly feat. kelly rowland 112221 <b>CRAZY IN LOVE</b> - beyonce knowles 112707 <b>BECAUSE I GOT HIGH</b> - afroman 111454 <b>THE LOGICAL SONG</b> - scooter 111965 <b>LOSE YOURSELF</b> - eminem 112289 <b>YOU'RE A SUPERSTAR</b> - love inc 112329 <b>CASTLES IN THE SKY</b> - ian van dahl 111270 <b>SMOOTH CRIMINAL</b> - alien ant farm 111377 <b>A LITTLE LESS CONVERSATION</b> - elvis vs 111957	<b>I DON'T WANT TO KNOW</b> - m. winans 113805 <b>I DON'T WANT YOU BACK</b> - eamon 113519 <b>HOTEL</b> - cassidy feat r. kelly 113514 <b>YEAH</b> - usher feat ludacris & lil jon 113546 <b>BABY BOY</b> - beyonce ft. sean paul 112933 <b>THANK YOU</b> - jamelia 113455 <b>DIP IT LOW</b> - christina milian 113802 <b>NAUGHTY GIRL</b> - beyonce ft. lil kim 113292 <b>I BELIEVE I CAN FLY</b> - r. kelly 113060
HIPHOP	DANCE	REGGAE
<b>WHERE IS THE LOVE</b> - black eyed peas 112890 <b>MY BAND</b> - d12 113795 <b>THROUGH DA WIRE</b> - kanye west 113622 <b>SHE WANTS TO MOVE</b> - n.e.r.d 113539 <b>TRICK ME</b> - kelis 113804 <b>INTO YOU</b> - fabulous 112916 <b>GANGSTERS PARADISE</b> - coolio 111128 <b>HEY YA</b> - outkast 113176 <b>P.L.M.P.</b> - 50 cent 112599 <b>MILKSHAKE</b> - kelis 112885 <b>FORGET ABOUT DRE</b> - dr dre 111138 <b>SHUT UP</b> - the black eyed peas 113123 <b>HEY MAMA</b> - the black eyed peas 113460 <b>SLOW JAMZ</b> - twista ft. kanye west 113427 <b>8 MILE</b> - eminem 112376	<b>COME WITH ME</b> - special d 113678 <b>FEELING FINE</b> - ultrabeat 113288 <b>TAKE ME TO THE CLOUDS</b> - lmc vs 113456 <b>PRETTY GREEN EYES</b> - ultrabeat 112877 <b>FLY ON THE WINGS OF LOVE</b> - xtm 112705 <b>IF I WERE YOU</b> - candee jay 114168 <b>RHYTHM IS A DANCER</b> - snap vs cj 112485 <b>TOUCH ME</b> - angel city ft. l. mcallen 113969 <b>DRAGOSTEA DIN TEI</b> - o-zone 114098 <b>SATURDAY NIGHT</b> - ud project 113626 <b>PUSH UP</b> - freestylers 114152 <b>INSOMNIA</b> - faithless 111763 <b>STUPIDISCO</b> - junior jack 114257 <b>DISCOLAND</b> - flip and fill 113930 <b>SOMEBODY TO LOVE</b> - boogie pimps 113359	<b>I DON'T WANT TO KNOW</b> - m. winans 113805 <b>I DON'T WANT YOU BACK</b> - eamon 113519 <b>HOTEL</b> - cassidy feat r. kelly 113514 <b>YEAH</b> - usher feat ludacris & lil jon 113546 <b>BABY BOY</b> - beyonce ft. sean paul 112933 <b>THANK YOU</b> - jamelia 113455 <b>DIP IT LOW</b> - christina milian 113802 <b>NAUGHTY GIRL</b> - beyonce ft. lil kim 113292 <b>I BELIEVE I CAN FLY</b> - r. kelly 113060

## HOT TONES

<b>BURN</b> - usher 113800 <b>DRY YOUR EYES</b> - the streets 114176 <b>EVERYTIME</b> - britney spears 114022 <b>F.U.R.B.</b> - frankie 113917 <b>LOLA'S THEME</b> - shapeshifters 114192 <b>ROSES</b> - outkast 113806 <b>HOW COME</b> - d12 114169 <b>LET'S GET IT STARTED</b> - b eyed peas 113232 <b>SOME GIRLS</b> - rachel stevens 114213 <b>DO YA THINK I'M SEXY</b> - girls of flm 114179 <b>FLAWLESS</b> - george michael 114197 <b>THE SHOW</b> - girls aloud 114190 <b>BUBBLIN'</b> - blue 113980 <b>SEE IT IN A BOY'S EYES</b> - jamelia 113983 <b>CHOCOLATE</b> - kylie minogue 113971 <b>DOWN</b> - blink 182 113944 <b>SICK AND TIRED</b> - anastacia 114205 <b>I LOVE THEM HOES</b> - eamon 114088 <b>MY HAPPY ENDING</b> - avril lavigne 114136 <b>HAPPY PEOPLE</b> - r. kelly 114184 <b>REVOLUTION</b> - blazin squad 114167 <b>BAD ASS STRIPPA</b> - jentina 114196 <b>3 AM</b> - busted 113975 <b>CAUGHT IN A MOMENT</b> - sugababes 113979 <b>SHE WILL BE LOVED</b> - maroon 5 114236 <b>JESUS WALKS</b> - kanye west 114266 <b>MAYBE</b> - n.e.r.d 114227 <b>NO PRESSURE</b> - lemar 113984 <b>WATCHA GET TONIGHT</b> - liberty x 114235 <b>LEAVE (GET OUT)</b> - jojo 114198 <b>LEAVE RIGHT NOW</b> - will young 113195 <b>MANDY</b> - westlife 113228 <b>CRASHED THE WEDDING</b> - busted 113151 <b>LEFT OUTSIDE ALONE</b> - anastacia 113616 <b>5 COLOURS IN HER HAIR</b> - mcfly 113743 <b>BREATHE EASY</b> - blue 113599 <b>TOXIC</b> - britney spears 113435 <b>MAD WORLD</b> - m. andrews ft. g. jules 113303 <b>ALL THIS TIME</b> - michelle mcmanus 113437 <b>OBVIOUSLY</b> - mcfly 114199	<b>MAKE YOUR MOBILE MOO, BURP, LAUGH OR CRY</b> <b>Thunder Storm</b> 221533 <b>Machine Gun</b> 221518 <b>Train Horn</b> 221532 <b>Laser</b> 221517 <b>Submarine Dive</b> 221531 <b>Falling Bomb</b> 221516 <b>Miate Horn</b> 221530 <b>Big Explosion</b> 221515 <b>Traffic Jam</b> 221528 <b>Big Ben</b> 221514 <b>Car Horn</b> 221528 <b>Battle Cry</b> 221513 <b>Bicycle Horn</b> 221527 <b>Gun Shot</b> 221512 <b>Ambulance</b> 221526 <b>Wolf</b> 221511 <b>Wolf Whistle</b> 221525 <b>Sparrow</b> 221510 <b>Evil Laugh</b> 221524 <b>Orca</b> 221509 <b>Beer Burp</b> 221523 <b>Lion</b> 221508 <b>Ahem</b> 221522 <b>Mosquito</b> 221507 <b>Party Horn</b> 221521 <b>Dog</b> 221506 <b>Doorbell</b> 221520 <b>Crow</b> 221505 <b>Sci-Fi Weapon</b> 221519 <b>Cow</b> 221504
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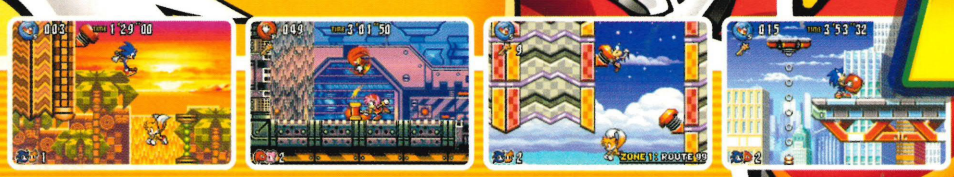




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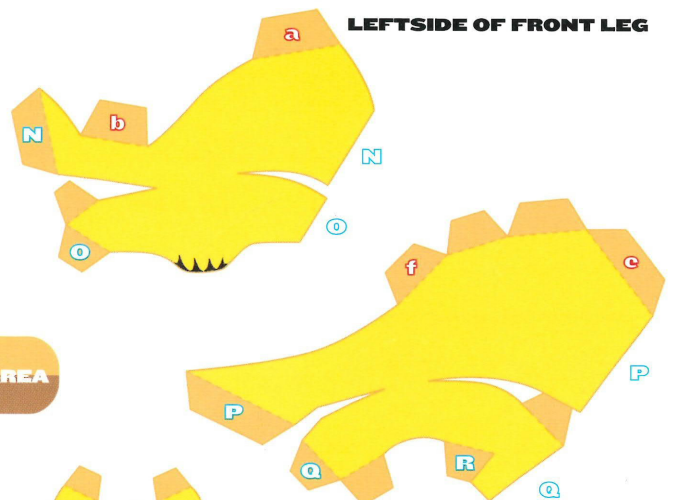
## COMPLETED PIKACHU PAPER FIGURE



RIGHTSIDE OF FRONT LEG



LEFTSIDE OF FRONT LEG

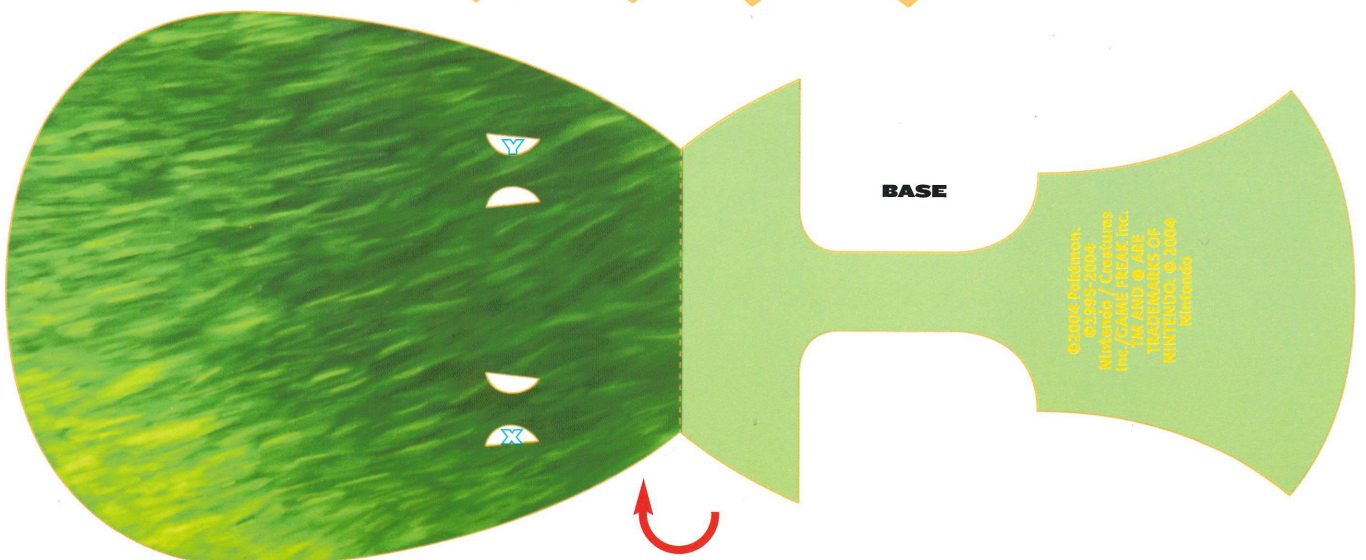
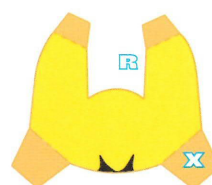


GLUE AREA

RIGHTSIDE OF BACK LEG



LEFTSIDE OF BACK LEG



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