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Nintendo GAMING 24:7™

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WWE Smackdown! S.Y.M.
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YuGiOh! Dual Monsters

Z = 2 6

Zoo Tycoon

0-9 = 2 7

007 Agent Under Fire
007 Racing
18 Wheeler

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Air Border 64
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Blues Brothers 2000
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Top Gear Rally 2
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WWF No Mercy
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Zero Hour (Duke Nukem)

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007 World is not Enough
1080 Snowboarding

Plus Many More...

GAMEBOY ADV./COL.

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Zelda: Oracle of Seasons
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Plus Many More...

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American Pro Trucker
Animal Crossing

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BloodRayne
Bloody Roar: Primal Fury
Bomberman Generation
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Rocket Power Bch.Bandits
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Sega Soccer Slam
Simpsons: Road Rage
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Spiderman The Movie
Spy Hunter
SSX Tricky
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
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Super Monkey Ball
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WWE Wrestlemania X8

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18 Wheeler
2002 FIFA World Cup

Plus Many More...

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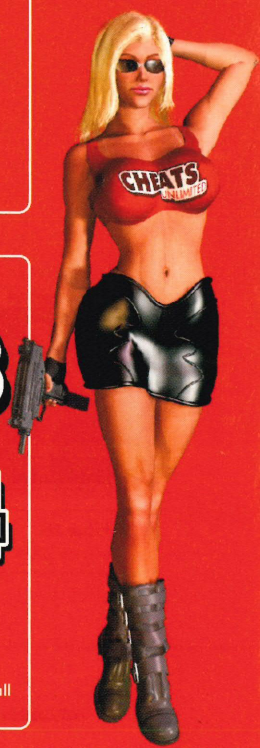

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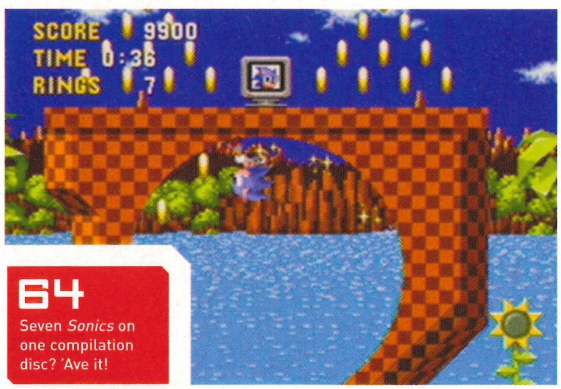

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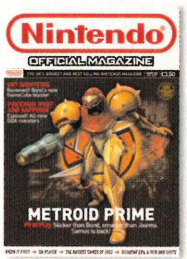

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emap active

Meet the team

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

As part of the lunchtime gaming menu here at *NOM* few games tend to get a look in. Over the years *Mario Kart*, *GoldenEye 007*, *F-Zero X*, *ISS*, *FIFA* and *Beach Spikers* have all had their moment in the sun, but in recent weeks one game has ruled the roost as the definitive multiplayer game.

TimeSplitters 2 is a four-player riot. No other game has ever created such adrenaline-charged deathmatches (even *GoldenEye 007*) with hours of blasting that leaves us shouting, screaming, laughing and swearing at the TV. And it looks set to continue well into 2003!

As First Person Shooters go, the GameCube is awash with some beauties aside from *TimeSplitters 2* including *Die Hard Vendetta*, *007 Nightfire* and *Medal of Honor*. And, this trend looks set to continue in 2003 as well with *Metroid Prime* and it just so happens that we've managed to play through the first few hours of this awesome FPS. At long last, Samus Aran is back in her own adventure and it's looking like a classic.

You'll be able to read all about Samus' quest starting on page 42 in our new-look preview section, Preplay, and inside you'll be first to get the insider knowledge on *Pokémon Ruby* and *Sapphire*, *Sonic Mega Collection*, *Mortal Kombat: Deadly Alliance* and Nintendo's e-Reader for Game Boy Advance.

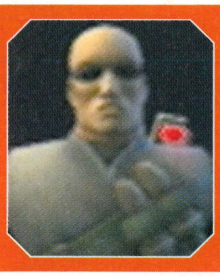
Also in this mag we've got a look ahead at what we think will be the best games of 2003, reviews of *007 Nightfire* and *Metroid Fusion*, plus the chance to win a trip for two to the City of Angels.

But before you read on, myself and the whole *NOM* team would like to wish you all a fun filled Nintendo Christmas and a Happy New Year. Enjoy the mag!

Tim Street

Tim Street, Editor

RICHARD MARSH, DEPUTY EDITOR



My month in games...

- Falling in love with Samus Aran in *Metroid Prime*
- Taking a beating from Mark's Everton in FIFA 2003, including a 1-7 thrashing
- Being very impressed by the triumphant return of *Mortal Kombat*

KINGSLEY SINGLETON, PRODUCTION EDITOR

My month in games...

- Playing *F-Zero* at 30,000 feet above the Atlantic
- Going unbeaten on *FIFA 2003* (played two, drawn two)
- Trying every trick in the book to finish first in *TimeSplitters 2* — and failing

DOMINIC WINT, STAFF WRITER

My month in games...

- Finding three Shines in *Super Mario Sunshine* and getting stuck in Rico Harbor
- Losing my GameCube while moving house
- Being in a three-way tie at the top with Mike and Tim in *TimeSplitters 2*

MICHAEL JACKSON, STAFF WRITER

My month in games...

- Shouting 'Have that in your face' while playing *TimeSplitters 2*, without knowing my Nan was in the room
- Saving up for a Platinum GBA on http://www.nintendo-europe.com
- Being in a three-way tie at the top in *TimeSplitters 2*

MARK SOMMER, ART EDITOR

My month in games...

- Constantly crouching in *TimeSplitters 2* to avoid getting shot, but failing miserably and finishing third
- Achieving a 100% winning record on *FIFA 2003*. But only just!
- Playing *Risk* until 5.30am one Saturday

ZETA FITZPATRICK, DEPUTY ART EDITOR

My month in games...

- Beating Mike again with a golden goal, this time on *FIFA 2003*
- Getting under a score of 50 on Monkey Golf
- Becoming hooked on *Hamtaro* and even speaking the lingo in the office

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CAPCOM PREPARE FIVE EXCLUSIVES

THE CREATOR OF *RESI EVIL* HAS HIS TEAMS WORKING ON FIVE GAMECUBE TITLES.

This year has given us a supercharged selection of top-drawer GameCube exclusives, the sort that makes you feel lucky — and ever so slightly smug — to own a GameCube and which causes non-Cubers to rue their poor decisions. But hey, not everyone can be a winner!

And to cement GameCube's reputation as a platform for pioneering games comes a massive Capcom announcement that will ensure next year will be just as full of innovative, challenging and fun-filled games.

The man we can thank more than most for that is Shinji Mikami. He might not be a household name over here, but Capcom's answer to Miyamoto is a certified genius, having created the *Resident Evil* series.

He heads Capcom's catchily titled Production Studio Four and he's decided that his merry bunch of super-coders are only going to work on GameCube games from now on, with five exclusive titles now under production.

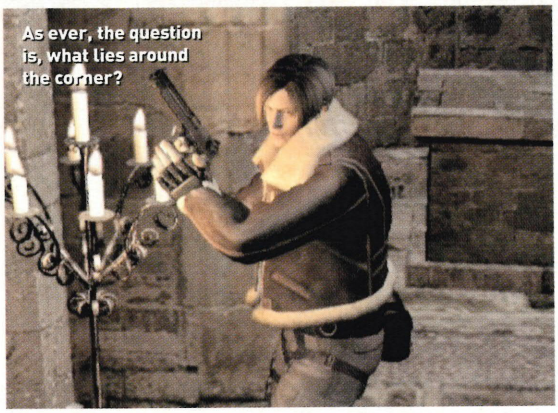
This is fantastic news for GameCube, as this is the man behind other big-hitters like *Dino Crisis* and *Devil May Cry*, which we don't have to tell you are adult-orientated games delivered with an original twist and top-grade visuals. So the thought of even more beautiful and playable games for GameCube is a lip-smacking idea.

All five titles are as yet only confirmed for Japan, but there's every indication that they'll all be making their way to Europe at some stage.

From Capcom's point of view, this announcement is seen as a rescue mission for the gaming world, which they feel is becoming too reliant on character-dependent games and pointless sequels. They think a lack of creativity is turning people off games and putting the whole industry in jeopardy. So they've donned their collective thinking caps and dreamed up these intriguing titles...

RESIDENT EVIL 4

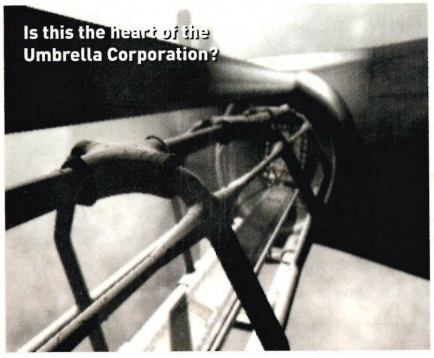
We've become accustomed to the pre-rendered vistas of *Resident Evil*, but this instalment in the legendary series will run in full, jaw-dropping 3D, and from these early shots, it's put to great effect. Little is know about the game, although we do understand that Leon Kennedy from *Resident Evil 2* will be the star and that players will travel to the very heart of the Umbrella Corporation's shady dealings.



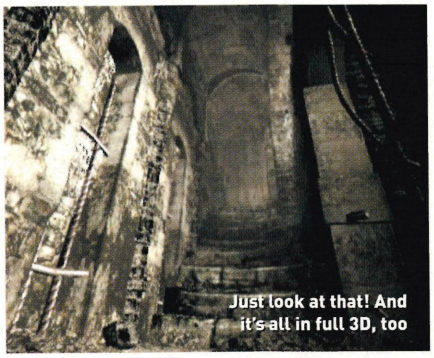
As ever, the question is, what lies around the corner?

❑ The graphics are certainly in keeping with the traditional atmospheric *Resident Evil* look

That fur collar won't stop the shivers going down your neck, mate



Is this the heart of the Umbrella Corporation?

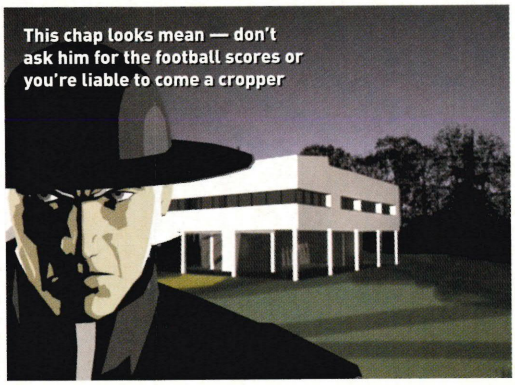


Just look at that! And it's all in full 3D, too

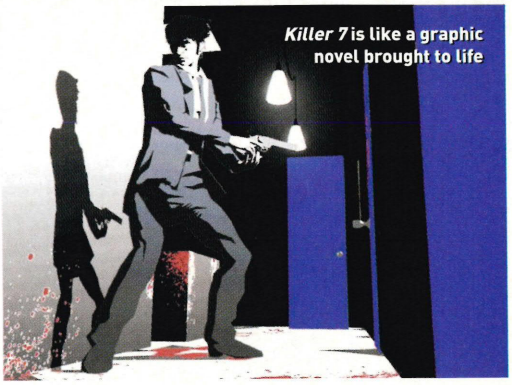
KILLER 7

Without doubt, this is the biggest graphical departure, with a totally unique style that looks like a dark, violent graphic novel brought to life. If you thought cel-shading was kiddy, wait until you see this game, because if it's flowing blood and hard-boiled action you want *Killer 7* looks as if it'll deliver by the bucket load. The game pits two darker-than-dark characters against each other: one a wheelchair-bound assassin called Harman Smith; the other a gangster called Kun Lan, also known as 'God Hands'.

Kun Lan's evil influence is felt on every street in the USA and the story unravels through four intertwining worlds, following Harman Smith's mission to eliminate Kun Lan.

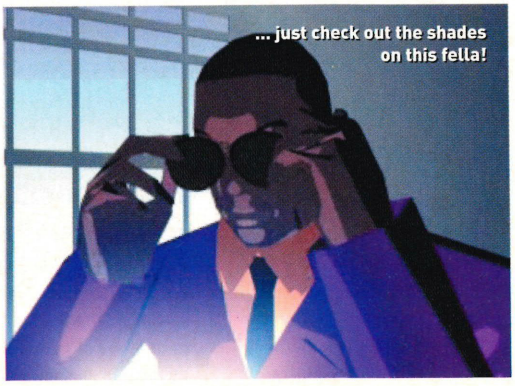


This chap looks mean — don't ask him for the football scores or you're liable to come a cropper



Killer 7 is like a graphic novel brought to life

If you think this dude looks cool...



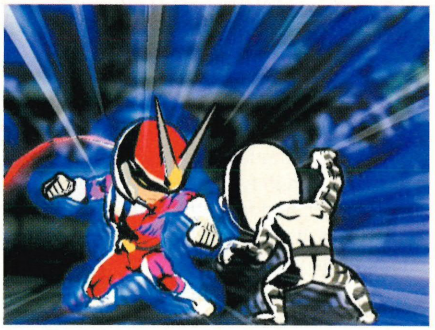
... just check out the shades on this fella!

VIEWTIFUL JOE

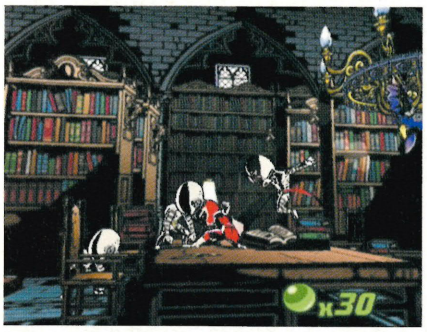
Capcom describe this as a 'powerful yet beautiful side-scrolling action game' — we call it absolutely mental. It sports an arresting anime style and follows the violent exploits of a superhero called Joe.

Joe lays down the law with exquisitely timed attacks that are as deadly as they are stylish. But Capcom want you to get creative with your fighting by using two unique combat settings. One is called Slow and allows players to knock foes all the way across the screen, while Zoom-In gives you the chance to turn a simple jab into a ravaging lethal blow. Crazy!

❑ Viewtiful Joe is a lover of the tight catsuit and white gloves combo. Can you blame him?



❑ Success isn't just a case of bashing buttons, it's all to do with your style of fighting



❑ Fighting in a library? What's next, setting fire to a nun?

❑ The game moves at quite a rate of knots, and the attacks come fast and furious

❑ A flowing cape is always the sign of a fashion-conscious super-hero. Check him out, ladies!

DEAD PHOENIX

This game evokes thoughts of *Panzer Dragoon*, as it stars a winged warrior called Phoenix. *Dead Phoenix* takes place in an ancient floating city, and sees you fighting an army of giant monsters and what Capcom describe as 'morbid creatures'. The director, Hiroki Kato, is striving to recreate the sense of freedom a bird enjoys, in a world that is said to change everyday.

❑ We've no idea what part the green-sworded characters play in the adventure, but they look cool

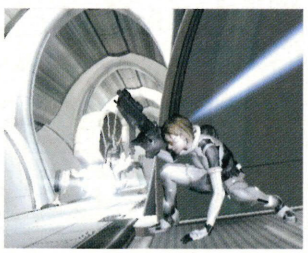
❑ Many of the beasts you'll face are air-based and a bit on the large side. Yikes!

❑ *Dead Phoenix* is like *Rogue Squadron II*, but set in a fantasy world full of crazy creatures

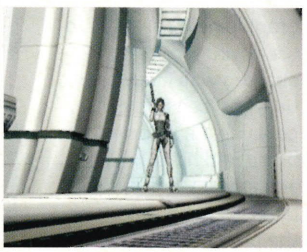
❑ Phoenix is the name of the hero in this tale of good versus evil. His mission is unknown at present

PRODUCT NUMBER 03

This is the working title for Shinji Mikami's exclusive GameCube offering. It's a highly-detailed sci-fi blaster, starring a tough soldier called Vanessa Z. Schneider who wields a powerful laser to devastating effect. The game is set in a colonial settlement on a distant planet and focuses on Schneider's role as a gun for hire, sent to deal with a band of renegade robot killers.



❑ The action seems nigh on constant in this game, which sounds like a good idea to us



❑ Vanessa sounds like a really girly name, but she's obviously hard as nails in reinforced concrete

❑ Her laser can destroy just about anything in its path. Wonder what batteries it takes...

❑ Gymnastics are one of Vanessa's many skills. As is killing everything in sight. Phwoar!

MINORITY REPORT™

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Screenshots taken from PlayStation®2 computer entertainment system gameplay

COMING SOON

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GAME BOY PLAYER ● GAMECUBE ● OUT 2003

GBA on your telly

EVER WANTED TO SEE WHAT GAME BOY ADVANCE GRAPHICS LOOK LIKE ON YOUR TV? NOW'S YOUR CHANCE...

Now the weather's turned a bit nippy you might not be playing your GBA outside as much. Nintendo understand this and in their continuing efforts to ease the average gamer's concerns about game-related frostbite they've come up with a great gizmo that allows you to play all your Game Boy, Game Boy Color and Game Boy Advance games through your GameCube.

The Game Boy Player is an inch-thick platform that fits snugly beneath your GameCube. It connects to the GameCube via the High Speed Parallel Port and because it's powered by the GameCube you won't have to buy batteries. The Japanese version is launching in March at around £30 and the word from Nintendo of Europe is that we can expect it in 2003 — at what we're hoping will be an equally affordable price.

Players will have a variety of control options at hand when it does come out, with the choice of using a standard GameCube controller or a WaveBird. Or if it's authentic control you're after, you can opt to connect a GBA to the GameCube using the GBA to GameCube Link Cable. Players will still be able to connect for four and two-player action, with everyone but the Game Boy Player owner using their GBA screens to view the proceedings. How cool is this? Do they ever stop dreaming up inspired ideas? Let's hope not.

The Game Boy Player is so cool! We can't wait until it arrives some time next year!

The deluxe version of the GBA Amigo Memory Card will feature cool designs and a light

AMIGO MEMORY CARD ● GAME BOY ADVANCE ● OUT 2003

THE PASSING OF PASSWORDS

☐ Game Boy Advance games with passwords are frankly a pain in the butt. So, like us you've probably wondered why some games have a battery backed-up memory save, while others persist with the annoying password system.

The reason comes down to money. Every game produced using built-in memory costs more than a password-enabled game. And for niche titles, this means passwords are a way of bringing a title to the public without breaking the bank.

Well, help is at hand in the shape of Handheld Game's Amigo Memory Card. This small unit plugs into the GBA's Link Cable port, allowing game data to be saved to the unit, which will come in a variety of sizes, starting at 32k and rising to 64k. Game Boy Advance games will have to have special code written into them to allow data transfer, but the makers claim the work needed is minimal and virtually cost-free.

There is also a deluxe version in the offing (see our picture, left), which will feature a cool design, specifically tailored to the game you're playing, along with an integrated light. So, in theory at least, the possibilities for different styles and designs are as wide as the catalogue of password-enabled games they 're about to replace.

No word on a UK release, but with the US expecting theirs by autumn 2003, we're expecting it to arrive in time for next Christmas.

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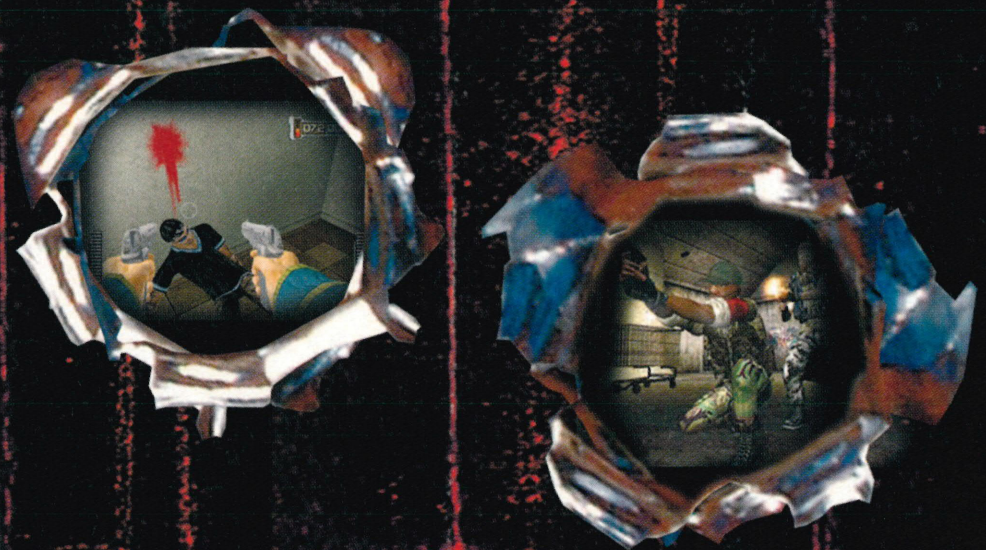

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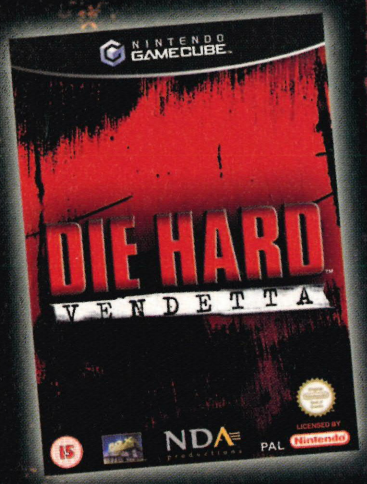

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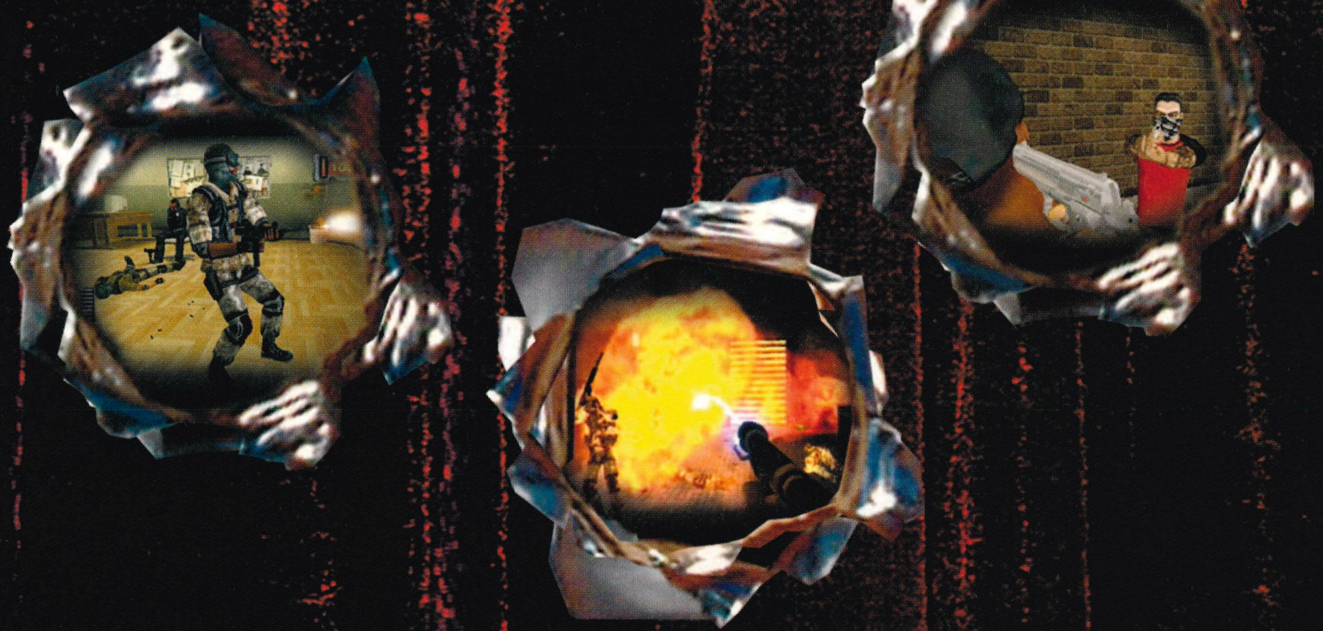

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THE GREAT ESCAPE ● GAMECUBE ● OUT 2003

THE GREAT ESCAPE

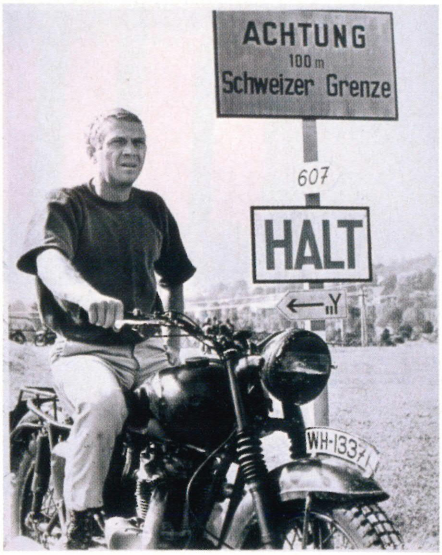
THE FILM THAT'S AS MUCH A PART OF CHRISTMAS AS A WELL-STUFFED TURKEY ESCAPES TO YOUR GAMECUBE.

So you're sat around at Christmas, chomping through your third turkey curry of the week and searching for some suitably festive telly to fall asleep in front of. And low and behold, there's *The Great Escape*... on TV again!

Well, soon you'll be able to relive the brilliant film while gobbling down another box of Quality Street. Just pop the disc into your GameCube and relive the nail-biting exploits of World War II's prisoners of war.

Sounds like a winner to us, but at this stage all we have are a couple of screenshots and SCi's promise to recreate the magic of the film — let's hope they do just that. More news on this as we get it.

❑ *The Great Escape* will attempt to recreate the war-torn drama of the Second World War



❑ Altogether now, Daa da! Da daa da daa da! Da daa, da daa da, da da da! There's nothing like it...

❑ This dull-looking mine shaft will probably be quite exciting by the time the game comes out...

CONFLICT: DESERT STORM ● GAMECUBE ● OUT SPRING 2003

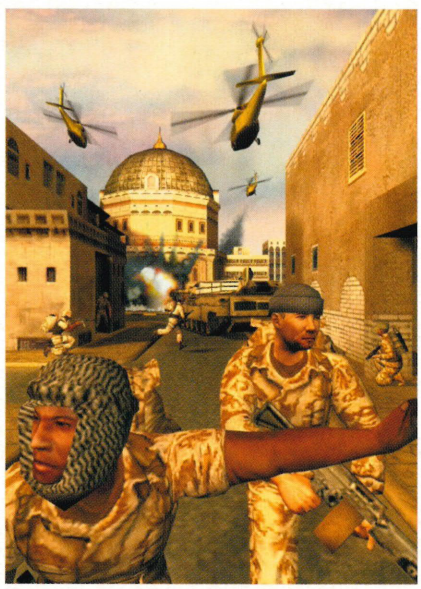
Death in the desert

IF IT HASN'T ALREADY KICKED OFF IN THE GULF BY CHRISTMAS, GET SCRAPPING ON GAMECUBE.

❑ **Back in 1991 President Bush's dad sent the Western world to war against Saddam Hussain's Iraq, and come next spring you'll be able to follow in the footsteps of brave SAS and Delta Force soldiers as they attempt to give Saddam a slap.**

In *Conflict: Desert Storm* players get to control a four-man squad as they undertake 15 high-risk missions to disable Scud missiles, assassinate military big-wigs and generally scupper Saddam's plans to annex neighbouring Kuwait.

The game is said to be very open ended, with multiple ways to complete missions and the ability to commandeer enemy vehicles and weapons. From what we've heard, the game is similar in style to *Rainbow Six* with a world of forward planning and tactics to master, plus a mixture of stealth and balls-to-the-wall blasting.



❑ 'Stop! I thought I heard some resistance...'

HIP SCREEN PAD ● GAMECUBE ● OUT TBC

HELP AT HAND FOR SHORT-SIGHTED VIDEO GAMERS

❑ **Never underestimate the ingenious lengths that peripheral makers will go to in order to make you part with your hard-earned dosh.**

This month's award for the potentially most-useless gaming accessory goes to the Hip Screen Pad. This gizmo is a small, portable screen that cunningly has a GameCube controller built-in, making regular TVs obsolete — or so the makers hope. However, the number of people that will have bought a GameCube without realising they didn't have a TV or a controller is debatable to say the least. No word on a UK release yet.

STAR WARS BOUNTY HUNTER™

THE HUNT BEGINS

PlayStation.2

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ANIMAL CROSSING ● GAMECUBE ● OUT TBC

A LIFE IN ANIMAL CROSSING

DOGS WITH GUITARS, A TALKING MOOSE, THERE'S ANIMAL MAGIC ALL AROUND!

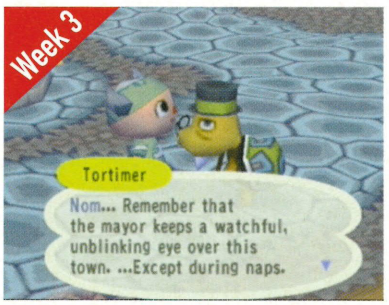
A*nimal Crossing* is a game based on the struggles of everyday life. You move to a new town, get a house with a mortgage, a job and find yourself making friends with the locals as you establish a new life within the game.

It might not sound like much fun in writing, but after playing, we discovered it to be a highly entertaining and addictive game that could last years due to its random, real-time events.

We absolutely love it here at *NOM*, but unfortunately it has not got a scheduled UK release at the moment. Anyhow, we've decided to start a new *Animal Crossing* adventure and bring you this diary of what our little *NOM* boy gets up to. Dear diary...

❑ **I had a great journey to *NOM* Town on the train, where I met a friendly guy who put me in contact with his friend, Tom Nook. Tom owns houses in *NOM* Town, and he took me to the houses for rent. I chose the green-roofed house.**

❑ **I had nowhere near enough Bells (money) to pay Tom Nook for my new house, but he agreed to let me work off my mortgage at his shop, Nook's Crannys. What a nice chap he is! He gave me the task of decorating the outside of his shop with flowers. Easy!**



❑ **Tom insisted that I go and meet some of the townsfolk before starting work again. I met the Mayor, who I should speak to from time to time for info on *NOM* Town events. I also introduced myself to Spork, who advised me to plant fruit to grow trees. Okay, so where's the fruit?**

❑ **I got chatting to a guy called Chuck today. Found out I need a shovel to plant fruit... d'oh! I wish Chuck wouldn't call me Jerky. But if I can just get some fruit first, I could sell it to Tom Nook, according to the helpful words of Goose. He makes money by selling stuff quite often.**

ROBOTECH BATTLECRY ● GAMECUBE● OUT JANUARY 2003

ROBOTECH BATTLECRY

SECRET ALIEN TECHNOLOGY MAKES FOR EXCELLENT WEAPONRY.

☐ **The only invasion we need to worry about is from dodgy Japanese animation sensations. This time, the threat comes from *Robotech Battlecry*, but the early signs are that this is anything but an under-powered dodgy cash-in title.**

The aim is simple: protect Earth from an alien onslaught by using your three weapons in one Veritech battle bot. It's chameleon-like properties allow it to prosper in space, on the ground and in the air, where an arsenal of upgrades features rockets, missiles, lasers and guns to aid action-packed missions, seeing off a range of alien scum. The game's viewed from a third-person perspective, and comes with an individual visual style that really captures the TV series. There'll be a two player Co-operative mode too. Expect a review next ish...

Will *Robotech Battlecry* be just another dodgy Japanese import?

STAR WARS™ THE CLONE WARS™

Where Episode II ends, your battle begins.

PlayStation.2

NINTENDO GAMECUBE

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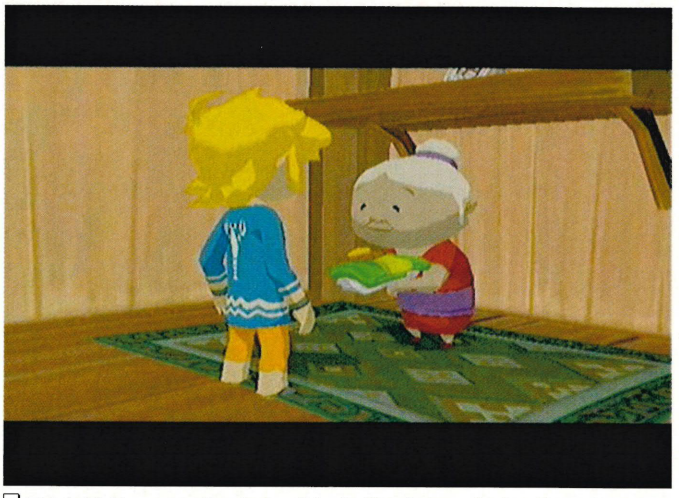
❑ Our boy, Link, casts a wary look at this hairy-chested pirate dude



❑ This is Link's granny, Baachan — it looks like she's washed and ironed his tunic

THE LEGEND OF ZELDA: THE WIND WAKER ● GAMECUBE ● OUT 2003

MEET THE FAMILY

WE SCOOP THE WHOLE WORLD WITH THE UK NAME FOR LINK'S GAMECUBE QUEST!

Link's sister takes a butcher's through the telescope — looks like trouble!

Next month we'll be leading you through the wonders of Link's new GameCube beauty and just as *NOM* was going to press we managed to scoop the world by learning the UK name of his GameCube epic-in-waiting.

The Legend of Zelda: The Wind Waker is the official game name for Europe and, according to reports, the story begins on a tiny island, where Link lives with his sister, Caril, and his grandmother, Baachan. The trouble starts on Link's 12th birthday. When everyone is celebrating, a huge bird by the name of Zeelock appears on the island, pursued by a gang of pirates. Link sees that Zeelock has managed to kidnap a girl and so without a second thought, heads out to rescue her from the bird's clutches.

However, instead of fleeing, the troublesome bird returns and snatches Link's sister, making off with her before he has time to react. Obviously, Link now has to rescue her and begins his adventure by setting sail on the high seas, in pursuit of the pesky flying feather ball.

It's great that we can now put some names to the faces of characters that'll appear in this

NEW GAMES FROM RARE ● GAME BOY ADAVNCE ● OUT TBC

Rare games for GBA

That's right! We're very glad to report that Rare hasn't completely disappeared from Planet Nintendo as they've announced that they'll continue to beaver away on titles for the Game Boy Advance. Is that a huge sigh of relief we hear?

Rare is considered by many gamers to be one the best developers in the world and over the years they've made titles exclusively for Nintendo, creating unforgettable classics, such as *Banjo-Tooie* and *GoldenEye 007*.

But a business deal earlier this year saw the games legend sold to Microsoft, leaving Rare fans distraught.

This announcement could mean that we'll see the release of Rare's previously revealed GBA titles, *Diddy Kong Pilot*, *Grunty's Revenge*, *Donkey Kong Coconut Crackers* and *Sabrewulf*. Do we want them? Ummm... yes please!

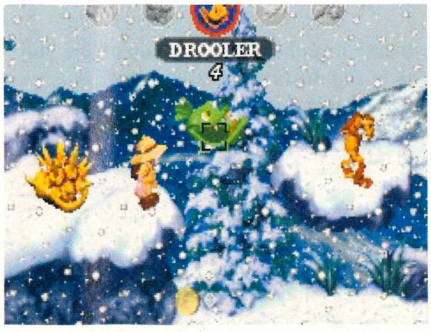
❑ *Sabrewulf* has come from 8-bit obscurity to the GBA

❑ Look at the detail! Maybe this is Link's house, but where does he keep his GameCube?

❑ This is the nasty bird that nicks off with Link's sister, Caril. Don't you wish you had a rocket launcher?

mammoth quest. Big *Zelda* fans will know that this is the first time that we'll meet Link's sister and grandmother, previously only having met his uncle in *A Link to the Past* on the Super NES.

We are counting down every second in anticipation for this game, and so should you. We'll have a massive Preplay next month, making our next issue the most important you'll ever buy!



❑ *Sabrewulf* features a host of different environments and baddies, all brought to life in glorious GBA colour

❑ This Jabba the Hutt-octopus cross thing is just one of the many bad guys you'll have to take out in order to finish *Sabrewulf*

COMING UP

At the time of going to press these games were scheduled to appear...

December

NINTENDO GAMECUBE

- Mystic Heroes 13/12
- Hot Wheels Velocity X 13/12
- Knockout Kings 2003 20/12

GAME BOY ADVANCE

- Bubble Bobble 13/12

January

NINTENDO GAMECUBE

- Star Wars Bounty Hunter 24/01
- The Sum of all Fears 24/01
- Blood Omen 2 24/01
- Disney's Sports Football 24/01

GAME BOY ADVANCE

- Barbarian 17/01
- Micro Machines 17/01
- Robocop 17/01
- Ultimate Brain Games 24/01

February

NINTENDO GAMECUBE

- Rally Championship 06/02
- Legends of Wrestling 2 07/02
- Barbarian 07/02
- Robocop 07/02
- Mortal Kombat Deadly Alliance 14/02
- Robotech Battlecry 14/02
- Hunter: The Reckoning 21/02
- Defender 28/02
- Super Monkey Ball 2 28/02
- Tom Clancey's Ghost Recon 28/02
- Vexx 28/02

GAME BOY ADVANCE

- Medal of Honor Underground 14/02
- Mortal Kombat Deadly Alliance 14/02
- International Karate Plus 14/02

DISNEY SPORTS SKATEBOARDING ● GAMECUBE ● OUT MARCH 2003

DISNEY SPORTS SKATEBOARDING

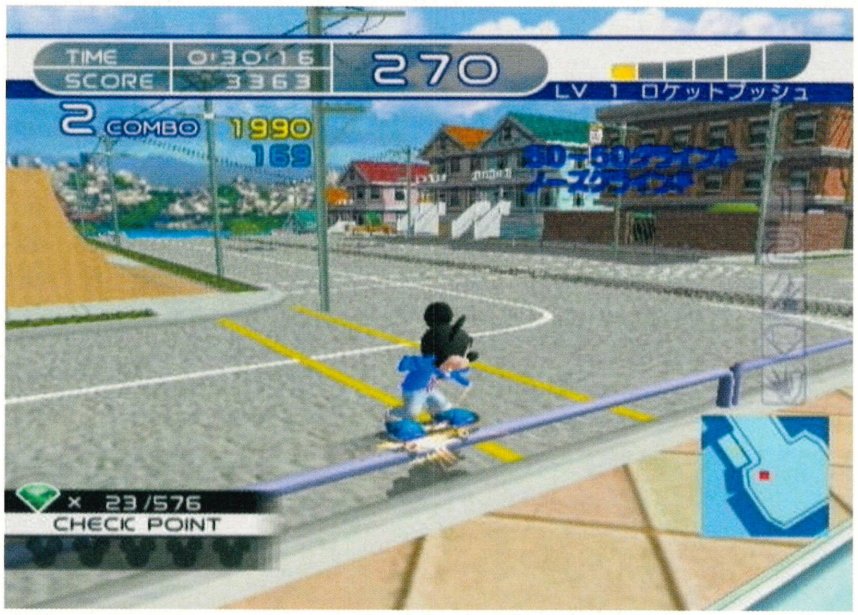
MICKEY STRAPS ON HIS PADS AND GOES SKATING WITH HIS PALS — DISNEY STYLE.

Mickey and friends have already had a showdown on the pitch in a friendly game of football and now they're back again in this new arcade-style skateboarding title.

You can expect to see Mickey, Minnie, Goofy, and Donald Duck among other well-known Disney characters, all out to be skateboarding champs. The main game will put you in competitions set in eight areas, all based on Disney-related themes, such as downtown San Francisco and an enchanted castle. Each character will have their own attributes, excelling in areas others don't, and have their own crazy tricks to pull off too.

A new level feature is the addition of chipmunks Chip and Dale. The troublesome duo will be there to throw walnuts at players as a distraction, or leave them scattered around the skate parks as obstacles for the skaters.

We expect that this Disney title will be good for gamers who have always liked the idea of the *Tony Hawk's* games, but could never get to grips with them, because of their realistic game physics and difficulty to master. This title will feature simplified physics, making it much easier to pull off and land tricks, and grind along poles, which could be ideal for younger gamers.



❑ Check out Mickey's mega grinding skills. There's no balance meter like in *Tony Hawk's* games, so no worries there

❑ The competition areas are huge and full of ramps, grind poles and other stunt-worthy scenery

❑ Goofy has always been a clumsy oaf. Get him on a 'board and he'll cause havoc

❑ Land mad stunts on the 'pipe!

❑ Stunt action on the roof as Goofy hits a ramp at high speed. Go Goofy, go Goofy, go!

BIG AIR FREESTYLE ● GAMECUBE ● OUT TBC

Bikes can fly!

❑ **If extreme motocross action sounds like your cup of tea, you might want to take a look at *Big Air Freestyle* on GameCube, because this title is full of just that, big air!**

This is not the first motocross game to come out on GameCube, but it aims to be the most extreme. To help this, it's got low gravity, meaning that your rider and their bike will soar through the air from even the smallest of ramps, but believe us, the ramps are certainly not small, meaning you're in for some mental stunts. Choose a rider and compete in races or stunt sessions in championships set around the world. Expect large tracks, crazy stunts and plenty of sloppy mud. Mmm, yummy.

❑ ***Big Air Freestyle* looks the business. Watch out for our review of this extreme motocross title in the next issue of *NOM*.**

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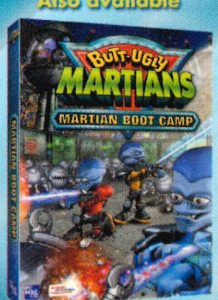
- Experience action-combat racing featuring unique hovering spacecraft!
- 9 different tracks plus hidden tracks and bonuses!
- Taunt other racers to make them lose speed, with a new style for each of the 7 characters
- Use power ups like homing missiles to make opponents lose control
- 2 player capability to challenge your friends!

Also available



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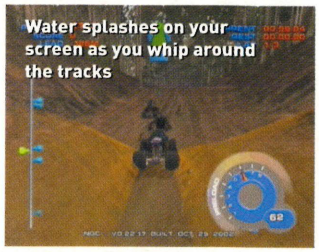
ATV 2: QUAD POWER RACING ● GAMECUBE ● OUT FEBRUARY 2003

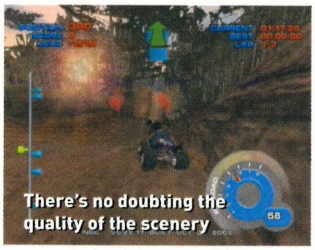
QUADS GETTING DIRTY

AS IF THERE WEREN'T ENOUGH EXTREME SPORTS TITLES ON THE GAMECUBE ALREADY, NOW THEY WANT YOU TO GO CYBER-QUAD BIKING. TSK! SOME PEOPLE!

Putting you on a powerful quad bike, *ATV 2: Quad Power Racing* sends you out to race, jump, power-slide and even kick your way to the front of the pack.

This is quad racing at its dirtiest, because if you lack the skills to out-race your opponents, you can put your foot in their face as they try to overtake. That'll learn 'em!





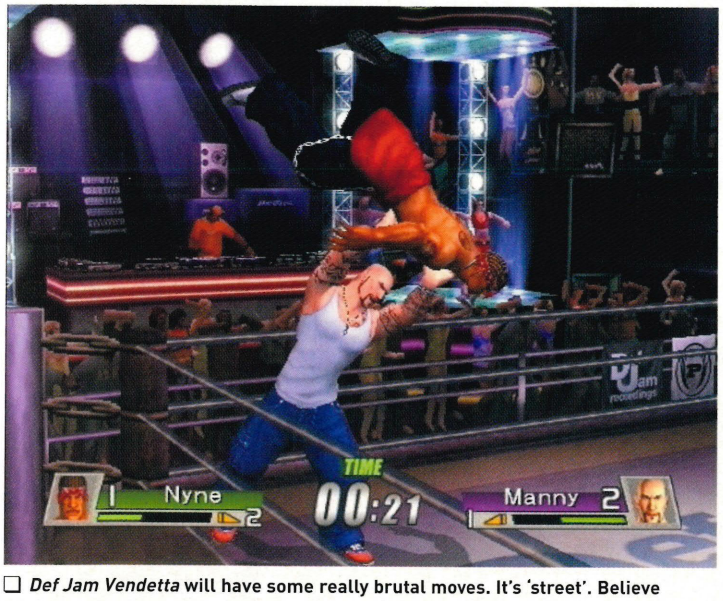
☐ Steer your bike like a catatonic granny and the tricky terrain will have you

It's a case of anything goes, as you race around one of the 15 massive tracks in the game, battling to cross the line before anyone else. You'll also have to fight the terrain, with treacherous hills, rocks, trees and other scenery that'll send novices flying off their bikes and eating mud pie.

Although *ATV 2: QPR* is aiming to provide a totally extreme arcade experience, the many bikes that can be ridden feature very realistic handling. They slide round corners with a convincing sense of weight and the suspension on each wheel springs up and down as they absorb every bump in the road.

Being the first quad racing game on GameCube, we are hoping this will give Nintendo fans all the 4x4 frolics they need. But, all will be revealed after an extensive playtest early next year.

☐ This guy fancies his chances. His reward... a boot to the nostrils. That's what you get when you mess with us!



☐ *Def Jam Vendetta* will have some really brutal moves. It's 'street'. Believe

DEF JAM VENDETTA ● GAMECUBE ● OUT MID 2003

Rap-ple fest

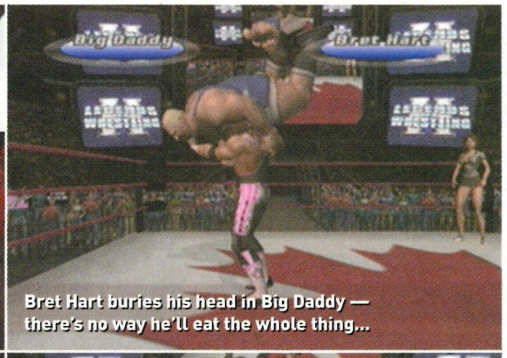
☐ ***Def Jam Vendetta* was first announced for GameCube in our last issue, in which we told of its story line involving your mission to get revenge on a gang boss named D-mob who ran you out of business years ago.**

Now we have more details on the gameplay side of things. *Def Jam Vendetta* combines a wrestling-style grappling system, with violent striking moves and brutal finishes. But despite the wrestling influence, you won't find Cage matches or anything of that sort, but direct battles in an ordinary ring.

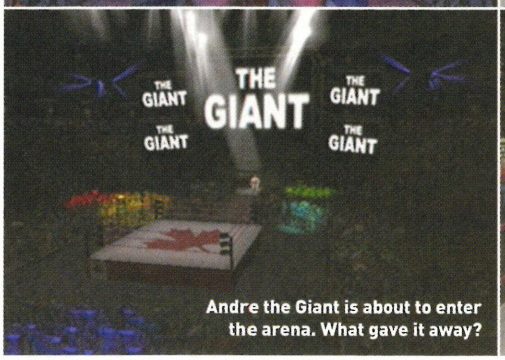
And each battle's outcome is said to add significance to your character's progress in the story, offering what we hope will be a wealth of alternative endings.

With the injection of a hip hop theme, *Def Jam Vendetta* will feature 47 characters, including major stars from the record label, such as Redman and Method Man, making this a grapple fest worth keeping an eye on.

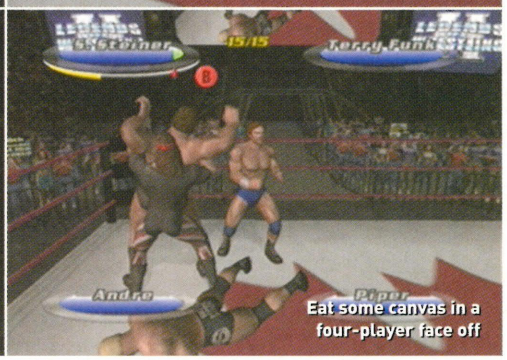
We thought we'd seen the last of him. Oh well...



Bret Hart buries his head in Big Daddy — there's no way he'll eat the whole thing...



Andre the Giant is about to enter the arena. What gave it away?



Eat some canvas in a four-player face off

LEGENDS OF WRESTLING II ● GAMECUBE ● OUT FEBRUARY 2003

The legends return

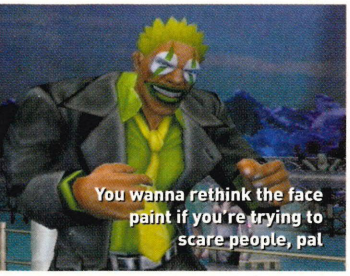
GameCube owners could be in for another classic wrestling treat when Acclaim releases *Legends of Wrestling II* early next year.

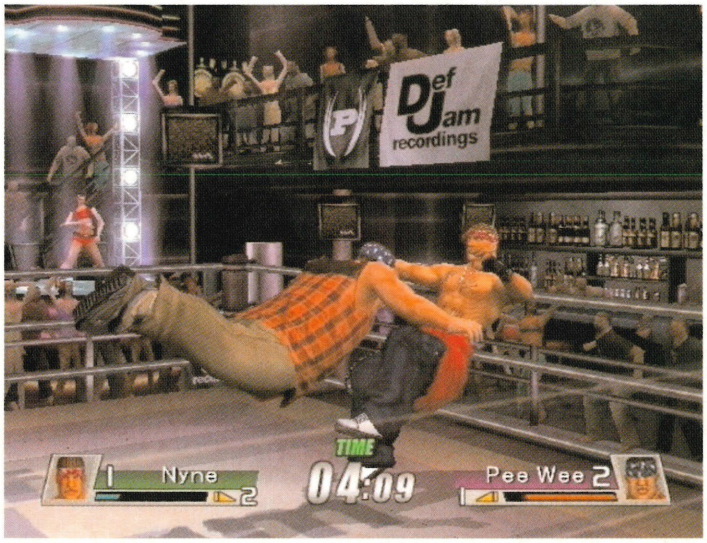
If you've been a wrestling fan for many years and miss all of the old stars, *LoW II* might be just what you've been waiting for. With more than 65 legendary wrestlers from the golden era, this is sure to give older wrestling fanatics a sweet sense of nostalgia. And recent reports reveal that superstars Big Daddy, Giant Haystacks, Mick McManus and Kendo Nagasaki have been added to the already impressive list of fighters.

But even if you're not into the classic appeal of *LoW II*, it's still got plenty in there to look forward to. Game modes will include: six and eight-man Elimination Bouts, a massive Battle Royal, Ladder matches, Table and Cage matches, and even Three and Four-Way Dances.

This is an attractive list for any wrestling fan, but add to that a new Story and Career mode, putting you in a tournament for the heavyweight championship of the world and this is definitely a game to look out for, especially if they can tighten the original's lacklustre gameplay. The game will also be released on GBA, for those who aren't lucky enough to own Nintendo's wonder box, or anyone who just can't get enough and must play it on the train to work.

It's the Shearer elbow move!


You wanna rethink the face paint if you're trying to scare people, pal



Check out Pee Wee's subtle move — trying to lull Nyne into a false sense of security by throwing himself at his knee. That's real class, that is!

YOUR VOTE

Nintendo OFFICIAL MAGAZINE

NOM POLL

Last month we asked you...

"DO YOU WANT TO SEE GAMECUBE UPDATES OF CLASSIC N64 TITLES?"

GIMME OLD GAMES

79% VOTES

'I think that N64 updates will be good — people who never had an N64 can see what it had to offer.'
Anthony Hobson

TIME TO MOVE ON

21% VOTES

"How can you even consider remaking a classic. And why remake an old game when you can create a new one like *Eternal Darkness?*"
Adam Dennett

NEXT MONTH

This month we ask you...

"WILL THE GAME BOY PLAYER FOR GAMECUBE BE A HIT OR MISS?"

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

Remember to include any relevant comments

MINORITY REPORT ● GAMECUBE ● OUT DECEMBER

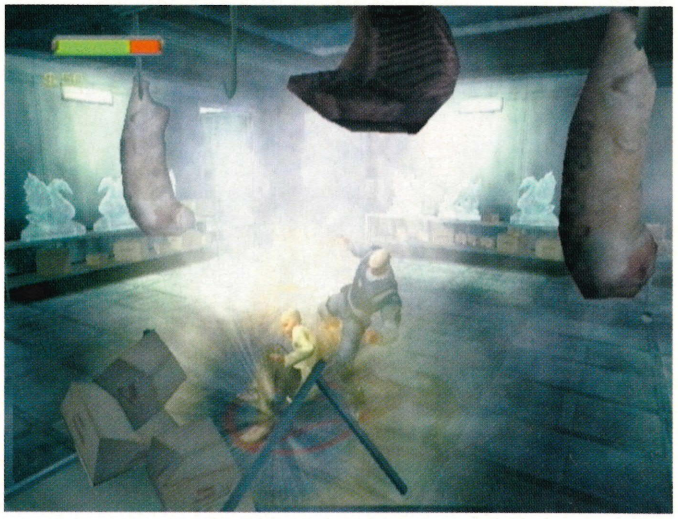
IN THE MINORITY

STEVEN SPIELBERG'S SCI-FI THRILLER GETS THE GAMECUBE TREATMENT.

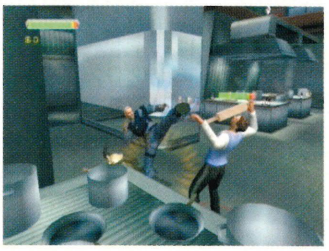
Take control of Precrime Officer, John Anderton, in this futuristic third-person beat-'em-up. *Minority Report* closely follows the plot of the blockbuster movie and sees you attempting to stop yourself from committing a murder.

Covering over 40 levels, you'll have to do battle with waves of human and robotic enemies using anything that comes to hand. John is pretty tidy with his fists, but there's also a massive arsenal of weaponry to use.

The game features loads of futuristic technology from the film including the Sick Stick weapons and the Lexus Mag-lev cars. You'll even be able to don a Jetpack and soar over the city.



☐ Precrime stops murders before they happen — this man was about to kill someone, now he's going to jail. Apparently it stops people stealing mags, too...



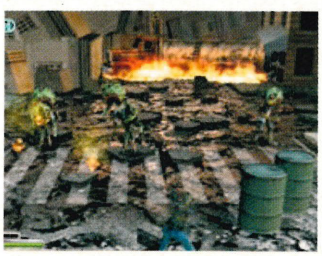
☐ Get back in the kitchen and make me some pastry

SPACE RAIDERS ● GAMECUBE ● OUT TBC

THEY CAME FROM THE SKY!

☐ If you still yearn for the classic shoot-'em-ups of yesteryear then take a look at *Space Raiders,* soon to be released on GameCube.

Assuming control of one of three human characters, a pretty girl, a fat guy or an ex-soldier, players must annihilate a brood of alien scum intent on taking over the planet. But then alien scum are always trying that, aren't they?



☐ Alien scum only understand brute force and rude cusses

☐ Enormous bosses await the brave and the stupid. Which are you?

As you can see from the screenshots, *Space Raiders* features some intense action and absolutely enormous bosses, and obviously draws its influences from the classics of the genre like the superb *Space Harrier* from Sega.

The game is slated for a January release in Japan, but there's no news yet on a European release. We'll bring you more news as we get it.

WWE CRUSH HOUR ● GAMECUBE ● OUT 2003

WWE CRUSH HOUR

WRESTLERS, IN CARS, WITH GUNS. WHAT WILL THEY THINK OF NEXT?

☐ The *WWE* bandwagon rolls on with the demolition derby-style racer, *WWE Crush Hour*, featuring over 20 vehicles, all based around superstars from the *WWE*, including Hulk Hogan.

Players must battle it out in arenas packed with jeering supporters and various match styles are available, including driving-based takes on the Ladder and Hardcore matches.

As you race around the levels you can grab weapon upgrades for your motor to inflict even more damage on your opponents. You'll also be able to use some of the wrestlers' best-loved taunts to intimidate the competition and the legendary Jim Ross will provide commentary. This may sound like a case of rinsing the *WWE* for every last drop of money and entertainment, but only a playtest will reveal its potential.

☐ Rob Van Dam's vehicle looks a bit like a modified tractor

☐ Lita's got some ace firepower but she's aiming the wrong way

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STATE NEWS

■ Most American kids want *Metroid Prime* for Christmas, a recent survey conducted by NBC concluded. The news network put Samus' mission at the top of the pile, followed by *Super Mario Sunshine*. The survey was carried out by showing games footage from 73 of the latest GameCube, PS2 and Xbox titles to tens of thousands of American children and then tallying the results of the most wanted titles. *Mario Party 4* and *Star Fox Adventures* also featured in the top ten.

■ We've been bowled over by *Metroid Prime* here at *NOM* and you can read all about the game starting on page 42, but it was good news for Nintendo in the US as a quarter of a million copies of the game were sold in its first week of going on sale. *Metroid Fusion* has also sold well over 100,000 copies in the same period.

■ Nintendo of America have teamed up with Tony's Pizza to give Americans the chance to bag cool Nintendo goodies in the New Year's Sweepstakes. Promotional packs of Tony's Pizza will include a chance to get into the prize draw as well as tip cards that include hints on the latest GBA titles like *Legend of Zelda: A Link to the Past, Four Swords* and *Yoshi's Island: Super Mario Advance 3*.

■ *Super Smash Bros. Melee* is America's top-selling GameCube title. Since the console was launched just over a year ago, *SSBM* has sold an incredible 1,150,000 copies. Second spot is taken by *Luigi's Mansion* and third place goes to *Super Mario Sunshine* — incredible when you think that it was only released back in August.

■ Bizarre eat-'em-up, *Cubivore*, has finally been released in America despite Nintendo originally having no intention of releasing the game outside of Japan. Your mission is to eat so you can grow and develop into a more powerful beast. As you climb the food chain you'll sprout new limbs and become more powerful. No news yet of a UK release.

DEAD TO RIGHTS ● GAMECUBE ● OUT 2003

DEAD TO RIGHTS

XBOX 'EXCLUSIVE' GETS PORTED TO NINTENDO GAMECUBE — WITH ADDED IMPROVEMENTS.

Jack Slate is an ordinary cop having a routine day until he responds to a 'shots fired' call from across town. Arriving on the scene, he discovers something that will change the course of his life and turn him from a regular guy into a hardened killer.

Dead to Rights is an intense Third Person Shooter that sees you control Jack Slate as he tries to unravel the mystery that has changed his life. The game features 15 levels, each packed to the rafters with toughened criminals with a taste for blood.

But Jack has some clever tricks up his sleeve that will help him battle the scum and save the day. As well as the weapons that he finds, Jack can also steal guns

❑ **This is just one of over 20 Disarm manoeuvres that Jack can use to tackle his enemies**

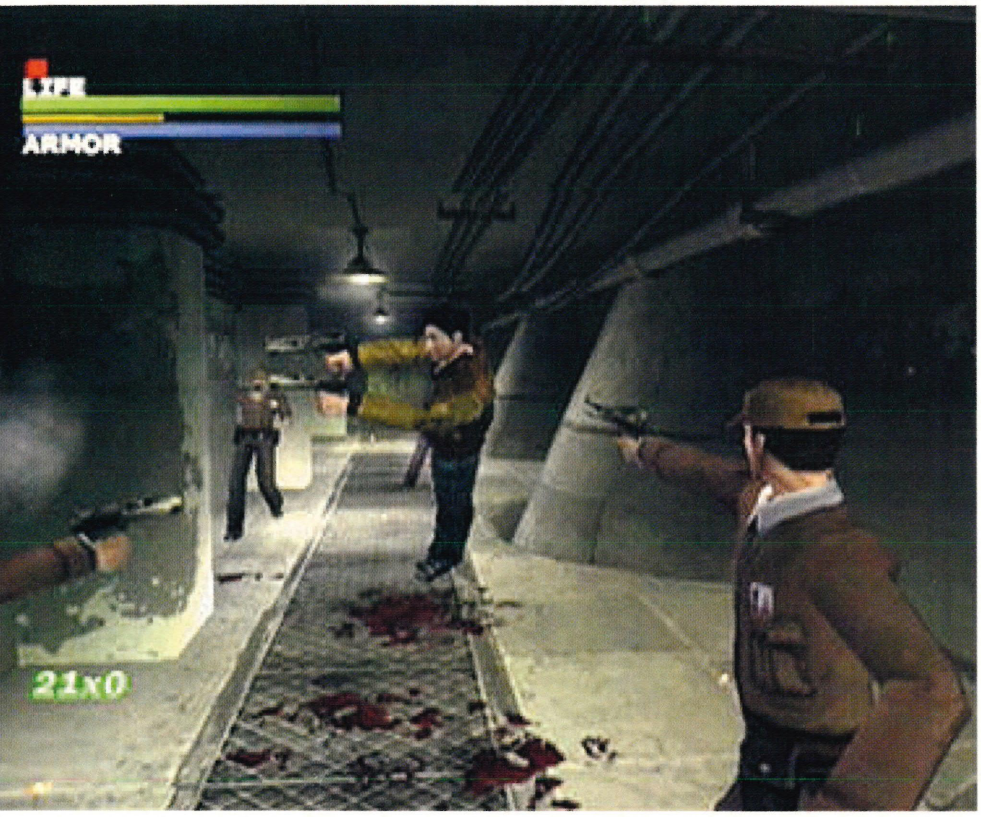
❑ **That mine cart is filled with enemies, blast them right into next week where they can't kill you**

MACE GRIFFIN BOUNTY HUNTER ● GAMECUBE

Mace Griffin

❑ Futuristic First Person Shooter *Mace Griffin Bounty Hunter* is GameCube-bound. Set in an outer-space frontier system, it follows the story of a Special Ops officer framed by the government for the deaths of his comrades.

When he is freed from jail, Mace joins forces with the Bounty Hunters and attempts to explode the conspiracy that saw him banged up.



❑ Jack can slow time to dispose of multiple enemies before they have a chance to get a single shot off in your direction

from his enemies by using one of over 20 Disarm moves. If he's in need of some protection, he can also use the hapless baddies as human shields.

The Xbox game was considered too tough for some, so this version has been modified and includes four varying levels of difficulty. Other new features include the simplification of the weapon-select options, a tweak to the hand-to-hand combat system and an improvement in the auto-aim function.

Dead to Rights is shaping up to be an absolute blast-fest, low on subtlety, but big on action and excitement. We'll be going hands-on with this bad boy next issue.

❑ Say goodbye to your brains, evil criminal type. Well, he wasn't using them anyway...

● OUT 2003

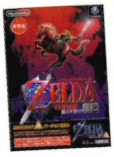
Bounty Hunter

You'll get your hands on some insane weapons as you attempt to infiltrate a number of strange worlds, from an alien base to an interstellar cruise liner. On top of that you'll also have to master flying your own spacecraft and take part in some *Rogue Squadron*-style air-to-air combat levels as you journey from one location to the next.

Check out next month's Preplay section for a closer look at this exciting game.

❑ The game includes some action-packed *Rogue Squadron*-style aerial battles

JAPAN NEWS



■ Japanese *Zelda* fans are in for a real treat when they pre-order the latest GameCube *Zelda* adventure. Eager gamers will receive a limited-edition campaign disc that contains *Ocarina of Time* and the planned 64DD game, *Ura Zelda*. It isn't yet known if the classic titles will contain graphical or gameplay improvements.

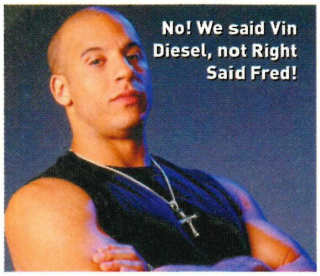
■ The *Pokémon* craze is showing no signs of dying, at least not in Japan where over two million pre-orders have been taken for *Ruby* and *Sapphire*. The games were released on 21 November and sold over 850,000 copies on the first day, but if you want to know what it's like, our four-page preview of the new begins on page 50.

■ Sega is already releasing a revised version of *Phantasy Star Online*. Owners of the online adventure can send their discs back and receive the upgraded versions of the game. However, players will not be able to transfer their game details to the latest incarnation so all the items and equipment that have been collected will be lost.

■ In a recent press conference, Sega's chief operating officer, Tetsu Kayama, said that their future titles will be going multiformat. This would include classic franchises like *Virtua Fighter* and *Sonic the Hedgehog*. Sega is also considering porting console-exclusive titles, like the Xbox's *Jet Set Radio Future*, to other formats.

■ Japan's two biggest RPG-development houses have joined forces. Square and Enix have merged, forming the catchily-titled Square Enix. The merger has taken place to try and increase development power and fight off competition from foreign developers. This super-company controls the two strongest RPG licences in Japan: Square's *Final Fantasy* and Enix's *Dragon Quest*. No news yet on any new projects.

VIN DIESEL IN MAKING GAMES SHOCKER



We've all thought we could make a brilliant video game given the chance, but it's just a dream, isn't it?

Well, not for Hollywood's latest hot-property, Vin Diesel. The star of *Pitch Black*, *The Fast and the Furious* and most recently *xXx*, has decided to spend a chunk of his cash on making games. It seems he's been approached by loads of developers keen to use his image and thought: 'I could do that!'

Diesel said: 'I've been playing video games forever. This venture is more of a hobby than business to me, I want to see if I can create a game that I would enjoy playing.'

His company is called Tigon, and Diesel has revealed its first project will be entitled *Perrone*. It follows the exploits of a 1970s cop who is both an acclaimed police officer and a man with close ties to the mob. Vin apparently has a penchant for games with a cinematic feel, so perhaps we can expect a cross between *GTA 3* and *Bad Lieutenant*. We hope so!

DAVE MIRRA FREESTYLE BMX 3 ● GAME BOY ADVANCE ● OUT DECEMBER

BMX BANDIT

HARDCORE BMX ANTICS OF THE POLITICALLY CORRECT KIND — NO HOT LADIES, JUST HOT BIKE ACTION.

BMX XXX might be providing the controversy, but there's more to *Dave Mirra* than nudity. *Dave Mirra Freestyle BMX 3* is a continuation of the sensible side of the extreme sports series and it's really promising to deliver.

Players can choose from some of the hottest BMX stars around including the miracle man himself. You then have to prove your skills on 11 tough courses, and with over 100 tricks at your command, you should have no problems pounding the opposition.

You'll also have the option to create your own rider, buy new bikes and personalise your own Trick Book so you can really stamp your identity on the game. *Dave Mirra 3* will also include crazy link-up multiplayer challenges, so expect a review soon.

Every item of scenery is fair game for grinding antics

If you've got the guts, Dave's got the girders. Bring it on!

RTX RED ROCK ● GAMECUBE ● OUT 2003

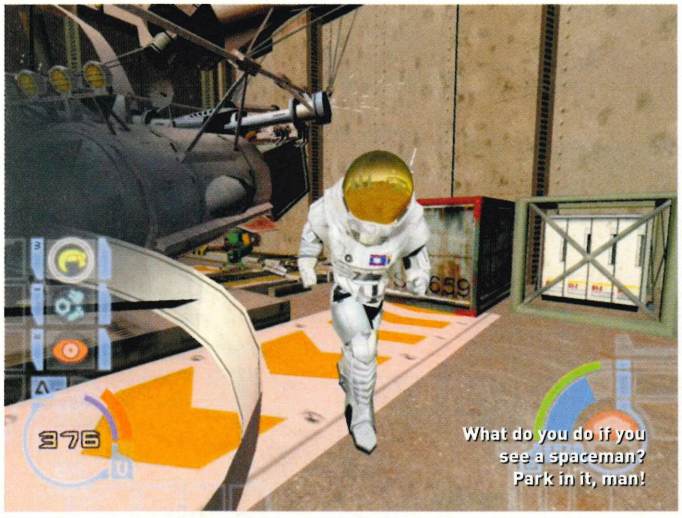
ROLLING ROCK

E.Z. NOW... NEW SHOTS AND INFO ON LUCASARTS' FUTURISTIC ADVENTURE.

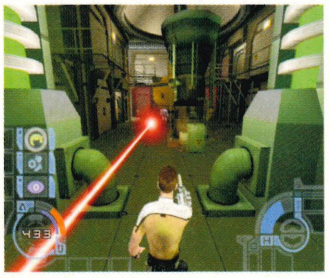
When mankind's Martian colony is attacked by aliens there's only one man tough enough for the job of regaining control: Major E.Z. Wheeler, head of a Radical Tactics Expert (RTX) team.

Wheeler has two unique features: a robotic arm and a mechanical eye. This bionic monocle can be used for a number of different functions, like tracing heat patterns so he can see enemies through walls.

The game is equal parts exploration, puzzle solving and blasting and it should provide a great blend of styles to please most gamers. There's also a selection of two-player games like Capture the Flag tournaments and deathmatches.



He might not look it in that *Buck Roger's*-esque track suit, but Major Eugene Zeno Wheeler is the hardest of the hardcore, apparently



Dodging bullets is all part of E.Z.'s job — and it's a job he loves

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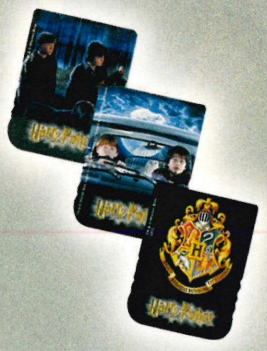
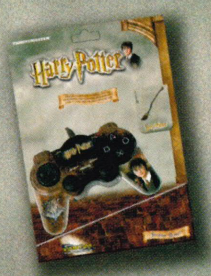
Harry Potter AND THE CHAMBER OF SECRETS™





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Starter kit for PlayStation®2

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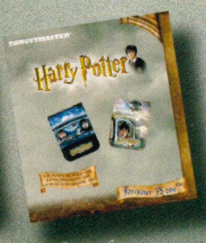
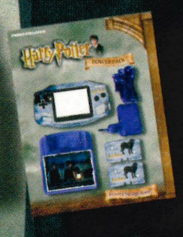


Sets of memory cards for PSone™ or GameCube™

Move n' Play Bag for GameCube™



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AOL: Keyword: Harry Potter

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BLOOD OMEN 2 ● GAMECUBE ● OUT JAN 2003

BLOOD SIMPLE

WE GET HANDS-ON WITH VAMPIRE GAME, *BLOOD OMEN 2*.

Following on from last month's news, we've had a chance to play an early version of this vampire action adventure and we can say that it's looking bloody good. Waking from a 400-year sleep, Kain finds his once-powerful armies destroyed and his dark powers gone. Now he wants vengeance. Cue some bloodshed.

The game begins in the slums of Meridian City, a harbour town filled with the dregs of society that forms the training level. Kain must learn everything from basic walking and jumping to using his dark powers to silently snoop around the spooky mist-veiled streets.

You need claret to survive in *Blood Omen 2* and you can pick on anyone you like

The version we played was far from complete, but there's already a sense of the dark atmosphere in the game. We particularly enjoyed using the Mist power to become semi-invisible, but the thing we liked most was the sheer nastiness of the main character — Kain needs blood to survive and he doesn't care where he gets it.

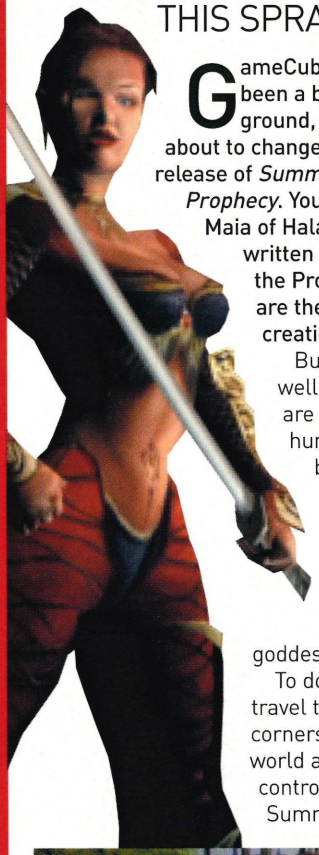
Blood Omen 2 still needs work, but could be a must-have title.

Use the Mist power to shroud yourself in the fog and creep up behind opponents

SUMMONER: THE PROPHECY ● GAMECUBE ● OUT SUMMER 2003

SUMMONER: THE PROPHECY

ROLE PLAYING FANS SHOULD BE IN FOR A TREAT WITH THIS SPRAWLING FANTASY ADVENTURE.



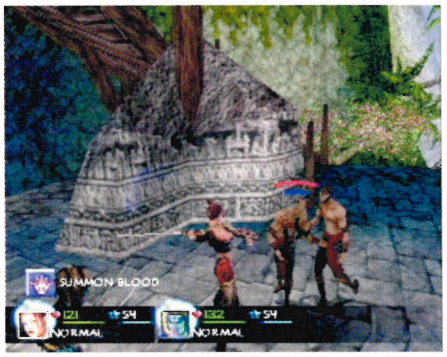
GameCube RPGs have been a bit thin on the ground, but that's all about to change with the release of *Summoner: The Prophecy*. You play Queen Maia of Halassar and it's written in the Book of the Prophets that you are the saviour of all creation (not again!).

But all is not well. Your enemies are circling, hungry for your blood and in order to defeat them you must try and fulfil the prophecy and become the goddess Laharah.

To do this you must travel to the far corners of the known world and learn to control your Summoning powers in order to defeat the evil. You'll be able to transform into Summoned monsters like the Blood Juggernaut and the Sand Blade in order to beat your foes.

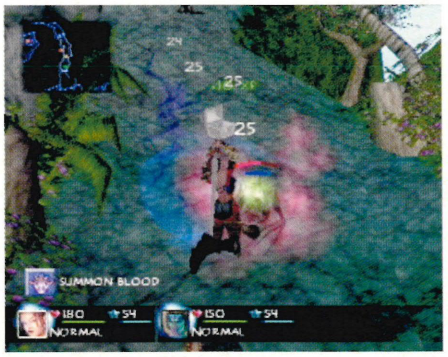
The game features 30 different locations and there are eight controllable characters. You must choose your team wisely as each has different abilities that will help you on your quest.

Summoner should provide even the most die-hard RPG fan with a feast of action and adventure. We'll have more news soon, so check out next month's *NOM* for an update.



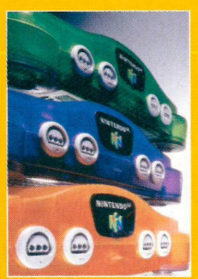
If you can't defeat an enemy then Summon a beast to deal with them

The traditional HP health system is in evidence. Saucy!



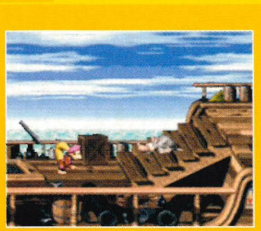
Up to three members of your party can attack at once, making for some lethal combinations

IN THIS YEAR... 1995



We all thought the N64 was to be called the Nintendo Ultra 64

UK gamers had to wait until the end of 1995 to get their hands on Rare's *Donkey Kong Country 2* — it went on to score 97% in *NOM*'s forerunner, *Nintendo Magazine System* and was one of the best Super NES titles of all time. Also at this time, the world was holding its breath for the successor to the Super NES — and on 23 June the N64 arrived in Japan.



For the first time, Diddy Kong had to rescue DK who'd been kidnapped

He's got to have them all!

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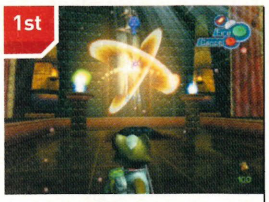
Winner Stays On

There are too many class game to play! Our thumbs ache! This is what's contributing to our blisters and sores...

NOM'S TOP TEN GAMES

#	TITLE	PUBLISHER	LAST MONTH
1	STAR FOX ADVENTURES	NINTENDO	1 ◀
2	FIFA 2003	EA	NE ▲
3	TIMESPLITTERS 2	EIDOS	6 ▲
4	007 NIGHTFIRE	EA	NE ▲
5	METROID FUSION	NINTENDO	NE ▲
6	SUPER MARIO SUNSHINE	NINTENDO	2 ▼
7	TONY HAWK PRO SKATER 4	ACTIVISION	3 ▼
8	HARRY POTTER	EA	NE ▲
9	MARIO PARTY 4	NINTENDO	4 ▼
10	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	NINTENDO	3 ▼

1st



Star Fox Adventures
Fox's adventure is *NOM*'s homework of choice. Seen Dragon Rock yet?

2nd

FIFA 2003
ISS2 had it good, but *FIFA*'s so much better it's now hosting lunchtime power struggles.

3rd

TimeSplitters 2
Mike and Dom's dedication has meant even more multiplayer fun for the *NOM* gang.

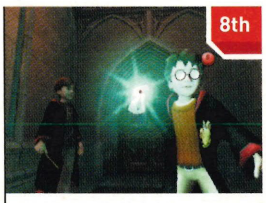
4th

007 Nightfire
Its chart position is all down to a variety of gameplay styles and of course the Bond babes.

5th

Metroid Fusion
The GBA needed a Christmas cracker and this, dear readers, is it. Buy it now, it rocks.

8th



Harry Potter
We've all seen the long and action-packed film and now it's the game's turn to impress.

Oi Santa!

Dear Mum and Dad,
You know I'm dying to get some new GameCube games for Christmas, but if you buy me a crap game, I'll disown you forever, and run away to join the circus or grow up to be a Tory MP. Even if they're cheap, don't go near these stinkers. And tell Gran, too!

- **18 WHEELER**
- **2002 FIFA WORLD CUP**
(Dad, get me *FIFA 2003* instead!)
- **BATMAN VENGEANCE**
- **DONALD DUCK QUACK ATTACK**
- **GAUNTLET DARK LEGACY**
- **JEREMY MCGRATH SUPERCROSS WORLD**
- **LEGENDS OF WRESTLING**
- **NBA LIVE 2003**
- **NHL 2003**
- **ROCKET POWER BEACH BANDITS**
- **TAZ WANTED**
- **TETRIS WORLDS**
- **THE SIMPSONS ROAD RAGE**
- **UNIVERSAL STUDIOS THEME PARKS WORLD**
- **VIRTUA STRIKER 3 VER. 2002**

Nintendo OFFICIAL MAGAZINE

NOTE: CUT THIS OUT AND PLACE SOMEWHERE PROMINENT IN YOUR HOUSEHOLD

WHAT TO DO WHEN IT STILL GOES WRONG

We're doing everything we can to make sure you don't end up with a rubbish game for Christmas, but inevitably some trash will slip through. If that happens we're still here to help.

If your Mum or Dad has committed the cardinal sin of shopping in the bargain bin or being blinded by an attractive box or a well known licence then send in a picture of you with the offending articles. Add your parents' names and we'll pick two readers and furnish them with a GameCube title of their choice out of the latest GAME chart.

Send your entries to **'My parents are rubbish'**, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Entries must be received by 15 January 2003. Please remember to include your name, address, daytime telephone number and a photo of you with your crap game. For full terms and conditions, see page 103.

JAPAN CHART

1	Pokémon Sapphire (GBA)
2	Pokémon Ruby (GBA)
3	Biohazard Zero (GC)
4	Super Robot Taisen Original Generation (GBA)
5	Mario Party 4 (GC)
6	Kirby Star: Fountain of Dream (GBA)
7	Kinniku Man 2nd Generation (GC)
8	Great Treasure of Nanatsu Island (GBA)
9	Super Monkey Ball 2 (GC)
10	One Piece Treasure Battle (GC)

USA CHART (GBA)

1	Yu-Gi-Oh! Dark Duel Stories
2	Super Mario World: Super Mario Advance 2
3	Dragon Ball Z: The Legacy of Goku
4	Pokémon Crystal
5	Sonic Advance
6	Mario Kart Super Circuit
7	Spider-Man
8	Super Mario Advance
9	Star Wars Episode II: Attack of the Clones
10	Golden Sun

UK CHART (GC)

1	Star Fox Adventures
2	Super Mario Sunshine
3	Harry Potter and The Chamber of Secrets
4	Die Hard Vendetta
5	Tony Hawk's Pro Skater 4
6	FIFA 2003
7	Star Wars The Clone Wars
8	Star Wars Jedi Knight II: Jedi Outcast
9	TimeSplitters 2
10	Super Smash Bros. Melee

* Leisure software chart compiled by ChartTrack, (C) 2002 ELSPA (UK) Ltd

READER CHART

NAME: ROSS VICKERY
FROM: STUBBINGTON, HANTS

READER'S TOP FIVE GAMES

	TITLE	REASON
1		Some say *007 Agent Under Fire* isn't as good as *GoldenEye 007*, but it has some great hi-tech gadgets and a better range of guns. Until I get *007 Nightfire*, this is my favourite FPS.
2		You'll need a guide for this game as the puzzles will make your brain explode. It has amazing graphics and the scary music adds tension and suspense to the path you take.
3		Who would have thought about sticking a monkey in a ball and racing it on different platforms above the clouds? I wouldn't normally go for this sort of game, but it's great!
4		I usually manage to complete GameCube games after a few days, but this has a great multiplayer mode and is one of the best First Person Shooters available.
5		This is for anyone who loves fast rides in sporty motors. The crashes are more realistic than any other racing game I've played and I can't wait for the sequel to arrive.

Whatever your selection we want to know, so send in your top five games (giving reasons why you like them) and a picture of yourself to:
My WSO Chart, *Nintendo Official Magazine*, Emap Active, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Each winner will receive a WSO game, so don't forget to add your name, address and phone number.

GAMECUBE SALES CHART

GAME
www.game.uk.com

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

	TITLE	PUBLISHER
1	Star Fox Adventures	Nintendo
2	007 Nightfire	EA
3	Mario Party 4	Nintendo
4	Medal of Honor: Frontline	EA
5	Super Mario Sunshine	Nintendo
6	Spyro: Enter the Dragonfly	Vivendi
7	Harry Potter	EA
8	Tiger Woods PGA Tour 2003	EA
9	Jedi Knight II: Jedi Outcast	Activision
10	FIFA 2003	EA

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(4) Only one voucher may be used per product.

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(6) This offer may be withdrawn at any time without prior notice.

(7) Valid against any one product priced £39.99 or over.

(8) This voucher is redeemable against any GameCube software and accessories only.

(9) The voucher is valid until 16 January 2003.

Nintendo OFFICIAL MAGAZINE

GAME
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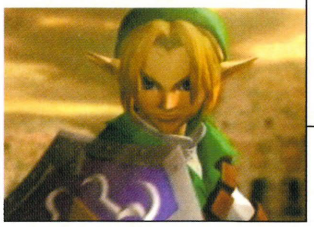
Your Month Ahead

Take a look at what'll be filling your time between now and the next issue of *Nintendo Official Magazine*. 'Sleigh bells ring, are you listening...'

13 December

Envy those Japanese cousins of yours as they get to play the GameCube *Legend of Zelda* from today. Those that pre-ordered get a GameCube version of *Ocarina of Time*!



18 December

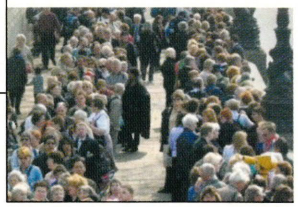
The game may not be in the shops yet, but you *must* get yourself down to the flicks to watch *The Two Towers*. Stop reading this and go. NOW!

25 December

How could you forget? Presents under the tree, logs on the fire, Grandma drinking too much sherry. We hope Santa brought you all that you wanted.

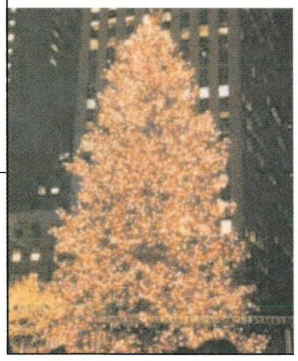
1 January

Just as Gran recovers from her hangover, another party begins. 2003 already and another year of top gaming ahead. See what deals you can get in the January sales.



6 January

It's the end of Advent today, so make sure you've taken your Christmas tree down or you'll have bad luck for the rest of the year.



17 January

Now you've had plenty of time to recover from the festive season, it's time to get yourself down to the shops and pick up the February issue of *NOM*.

Nintendo OFFICIAL MAGAZINE

LOTUS CHALLENGE ● GAMECUBE ● OUT MARCH 2003

Car Wars

Driving games aren't all that common on GameCube, so it's good to see *Lotus Challenge* getting ready to enter the race — but this is far from a simple thrash round a track.

Lotus Challenge has a great Story mode that challenges players to compete in a number of increasingly difficult tasks, from setting fastest laps to outrunning the paparazzi through crowded city streets.

The game features some of Lotus' finest creations, from the road-going sports cars to the Formula One monsters. We'll give you more news on this game as soon as we get it.

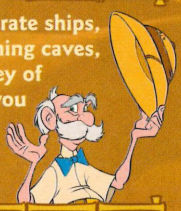
Disney's TARZAN™

RETURN TO THE JUNGLE

The Legend Continues... in an All-New Adventure!

Take a vine-swinging, tree-surfing adventure as young and adult Tarzan, interacting with Terk, Jane, and Professor Porter.

Discover evil pirate ships, abandoned mining caves, and the Lost Valley of the Dinosaurs as you explore 21 wild environments.



Use your boomerang, spear, and famous animal call to help you and your jungle friends escape from danger.

Available November 2002

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YOUR GAME GUIDE TO 2003

If you thought that Nintendo games couldn't get any better than this year's bumper crop of great titles then think again, dummy, because 2003 is shaping up to rock your world.

THE LEGEND OF ZELDA: THE WIND WAKER

RUMOUR: IT'S GOING TO BE CALLED *WAND OF THE WIND*

✗ ***FALSE*** The official Japanese name of Link's new quest is *The Legend of Zelda: Kaze no Takuto*, but there's been a lot of confusion over the English translation. Internet rumours have touted *Wand of the Wind*, *Rhythm of the Wind* and even *Melody of the Wind*, but here at *NOM* we can give you the definitive title: *The Wind Waker*.

RUMOUR: THE GAME WILL BE OUT IN JANUARY

✗ ***FALSE*** Nintendo has stated that Link's first GameCube RPG will be out in the spring. No actual date has been announced yet.

RUMOUR: THE BOOMERANG WILL MAKE A RETURN

✓ ***TRUE*** Missing from *Majora's Mask*, the highly useful Boomerang is making a comeback in the new GameCube adventure. New shots of the game show Link finding the item and using it to take out a flock of flying beasts. No doubt you'll be able to target enemies and use the Boomerang to collect items.

RUMOUR: YOU CAN CONTROL THE WIND

✓ ***TRUE*** According to the director, the use of wind power is a major element in the game. You'll use it to move between islands in Link's boat and to glide in the air, holding onto a Deku Leaf, probably using thermals to keep yourself airborne. Link will also use a kind of baton to control the wind, presumably moving it in different directions to alter currents and cause things to happen.

FINAL FANTASY CRYSTAL CHRONICLES

RUMOUR: THE GAME IS BEING DIRECTED BY THE MAN BEHIND *SECRET OF MANA* ON THE SUPER NES

✓ ***TRUE*** *Crystal Chronicles* is indeed being directed by Akitoshi Kawazu who worked on the 16-bit RPG classic as well as a number of previous *Final Fantasy* adventures.

RUMOUR: IT'LL BE A FOUR-PLAYER ADVENTURE

✓ ***TRUE*** You can play it on your own too, but the great news from Nintendo of America is that up to four GBAs will be able to link-up to a GameCube, meaning you can plead for help from your fellow adventurers.

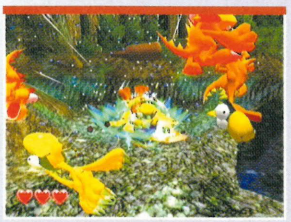
RUMOUR: IT'S GOING TO BE OUT FOR CHRISTMAS 2003

✓ ***TRUE*** Nintendo expects the game to be out in Japan in January and has announced that *Crystal Chronicles* will hit the UK in the autumn — just in time to nestle in your stocking.

WARIO WORLD

RUMOUR: WALUIGI WILL BE THE FINAL BOSS

? ***UNKNOWN*** Rumours on the internet are rife with reports that Waluigi will feature in Wario's final battle, but seeing as the two were good mates in *Mario Tennis* on the N64 this seems unlikely. Nintendo were unable to confirm this at the time of going to press.



RUMOUR: THERE WILL BE AN E-READER CARD FOR *WARIO WORLD*

? ***UNKNOWN*** Gossip persists that there will be an e-Reader card for Wario's first 3D adventure. With the success of other e-Reader cards for GameCube in the US, notably *Animal Crossing*, this is plausible, but for the time being it's just conjecture.

PHANTASY STAR ONLINE EPISODES I & II

RUMOUR: LIKE THE US AND JAPANESE VERSIONS, THE UK WILL HAVE AN ONLINE OPTION

❓ ***UNKNOWN*** Rumours on the internet state that Nintendo may announce their online plans in 2003 and that it may arrive on these shores as early as the middle of March which, incidentally, is when the game is slated for release. However, there is still no official word on this from Nintendo.

RUMOUR: YOU WILL GET MORE THAN ONE GAME

✔ ***TRUE*** *Episode I* incorporates all the content of the original *Phantasy Star Online* and *Version 2* on the Sega Dreamcast, but this GameCube version goes one better. That's because *Episode II* is an exclusive Nintendo adventure to explore, including sprawling beaches and mountains.

RUMOUR: YOU'LL BE ABLE TO PLAY FOUR-PLAYER *PSO* OFFLINE

✔ ***TRUE*** Even if online *PSO* takes a while getting to these shores, there will still be the bonus of joining three other adventurers in a four-player, split-screen offline quest.

RESIDENT EVIL ZERO

RUMOUR: IT WILL BE OUT SOME TIME IN THE SPRING

✔ ***TRUE*** According to sources at Nintendo, *Resident Evil Zero* is due for release in March. No specific launch date has been confirmed yet, but we'll be sniffing around Capcom's door and will hopefully have an official date for you in time for next issue.

RUMOUR: IT WILL ONLY COME ON A SINGLE DISC

✘ ***FALSE*** If the US release of the game in November was anything to go by, *Resident Evil Zero* will come on two discs. With nearly 30 hours worth of gameplay taking you from the zombie-infested train to a freak-filled mansion, there are just too many scares to cram onto one disc.

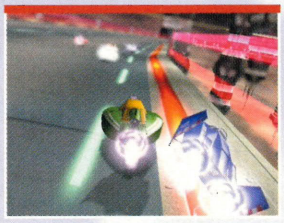
F-ZERO GC

RUMOUR: THERE WILL BE A TRACK EDITOR IN THE GAME

❓ ***UNKNOWN*** Ever since *F-Zero X* was released on the 64DD in Japan with a Track Editor option, Nintendo gamers have been craving this facility on an update to the classic racing series. Information on Nintendo's fourth *F-Zero* title is scarce, so only time will tell if such a fantastic option will be included.

RUMOUR: YOU'LL BE ABLE TO RIDE ON THE OUTSIDE OF TUBES, JUST LIKE IN *F-ZERO X* ON THE N64

✔ ***TRUE*** If you thought *Burnout* was fast at top speed, prepare yourself for the eye-wateringly fast *F-Zero GC*. Complete with light-blue pit lanes to recharge your ship's power, and speed arrows for boosts, the footage we saw also showed the return of tubes that twist and turn above the futuristic landscape. And as if that wasn't enough to have you saving every spare penny in expectation, *F-Zero GC* will also feature giant steps to fly down and tracks that split, causing opponents to race upside down on the track above you. Very cool.



Next year will not only see *Final Fantasy* on the GameCube, but also *Final Fantasy Tactics Advance* on GBA. Starring two characters called Marsh and Mue, you will have to restore your world to normality after it's transformed by a wish. Set to feature three Systems that will allow you to decide the order of battles, you can change your role from a knight to a monk, archer or mage.

It's been a while since we last saw the gauntlet-clad warrior, Vexx, but we've heard that the game will be released in February. On the trail of Dark Yabu to avenge Vexx's grandfather's death, you must use sundials to change the time of day to complete the quest. Expect a Preplay on this tasty cartoon-style action adventure in a forthcoming issue.

May 2003 will see the return of Neo and Trinity in *The Matrix Reloaded* and Infogrames is set to follow their adventure in *Enter The Matrix*. Facts are very thin on the ground at the moment, but expect more info on what could be one of the summer's biggest games in a few issues time.

LucasArts is currently beavering away on *RTX Red Rock* and we now know that it's set in 2103 on a human Martian colony, following an interstellar war with a race of LEDs (Light Emitting Demons). It just so happens that the LEDs aren't finished and as E.Z. Wheeler you must use your bionic arm and eye (that acts like a scanner) to clear the planet.

We've already had *Die Hard Vendetta* and *TimeSplitters 2* and now it's been confirmed to *NOM* that *Hitman 2 Deadly Assassin* will come out in March. Currently riding high on

PlayStation 2, *Hitman 2* will feature a host of deadly ways to kill and we're praying to the heavens that this GameCube version isn't just a port of the PlayStation 2 hit.

THE LEGEND OF ZELDA GBA

RUMOUR: NEW AREAS HAVE BEEN ADDED TO THE REMAKE OF THE SUPER NES CLASSIC

✖ ***FALSE*** *The Legend of Zelda* will return to GBA next year and it's a remake of Link's battle through the Light and Dark Worlds to save Princess Zelda from Agahnim. No new areas have been added to the Super NES remake, so just expect to venture through the likes of Death Mountain and The Lost Woods, using such weapons as the Master Sword and the Hookshot.

RUMOUR: THE ADDITIONAL *FOUR SWORDS* GAME IS JUST A TWO-PLAYER ADVENTURE

✖ ***FALSE*** *Four Swords* is a two to four-player link-up adventure and tells the story of a boy who challenged a wind sorcerer with the Four Sword, a weapon that could split its owner into four warriors. The boy trapped the wizard in the sword and vanished, but years later Zelda was banished by evil forces leaving you to split into four heroes and go in search of her.

RUMOUR: YOU'LL HAVE TO FIGHT IT OUT FOR RUPEES

✔ ***TRUE*** Not only does the game involve plenty of co-operation between players, but there's also the chance to scrap for Rupees. Your ultimate aim will be to rack up as many Rupees as you can. Accumulate enough and you'll be able to earn yourself a shiny Triforce award.

TOM CLANCY'S GHOST RECON

RUMOUR: IT ISN'T PART OF THE *RAINBOW SIX* SERIES

✔ ***TRUE*** The *Rainbow Six* games dealt with an elite group of counter terrorists known as Rainbow. *Ghost Recon* on the other hand is a First Person Shooter that will star an elite squad of crack government troops, known simply as Ghost.

RUMOUR: THE GAME'S SET A FEW YEARS IN THE FUTURE

✔ ***TRUE*** If the Xbox version is anything to go by *Tom Clancy's Ghost Recon* will be set in 2008 at a time when Russia is being overrun by hardcore terrorists. They want to rebuild the old Iron Curtain and cut Russia off from the Western world, and as conflict with NATO reaches a head the Ghosts move in.

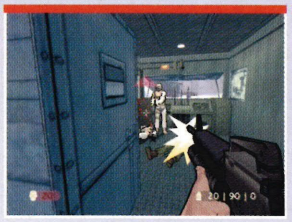
RUMOUR: *GHOST RECON* WILL HAVE AN ADDED FOUR-PLAYER OPTION

✖ ***FALSE*** In addition to the 15 missions on offer, early reports from the game's publisher, Ubi Soft, indicate that it will only incorporate a two-player split-screen mode.

XIII

RUMOUR: THE GAME WILL BE OUT IN THE SPRING

✖ ***FALSE*** This cel-shaded First Person Shooter has been delayed until the autumn of 2003. With the extra production time, Ubi Soft, the game's developer, has stated that there will be specific elements added to the GameCube version.



RUMOUR: YOU CAN USE GLASS AS A WEAPON

✔ ***TRUE*** If you're running low on ammo for your head-shots, you can blow out windows and pick up the glass fragments that scatter across the floor. Just grab some of these and throw them at your enemies, then watch the satisfying shouts of 'Noooo' as it cuts their faces to ribbons.

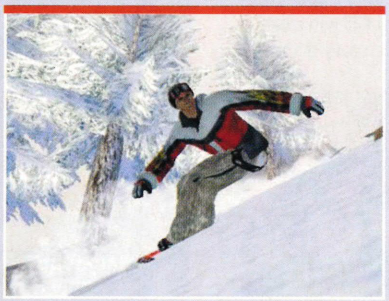
RUMOUR: ENEMIES CAN BE USED AS HUMAN SHIELDS

✔ ***TRUE*** By sneaking up on enemies from behind you can grab them and use their bodies to take hits from their own allies. Not only great for cover when you are low on health, but you can also shoot back from your mobile cover.

1080° AVALANCHE

RUMOUR: WE'LL BE SEEING THIS SNOWBOARDING GAME IN THE SUMMER

✔ ***TRUE*** It may sound odd, but you'll be heading off to the slopes during late spring if Nintendo's recent announcement is anything to go by. *1080° Avalanche* is pencilled in for a release just before we all head out to Ibiza to 'ave it large.



RUMOUR: SNOW WILL STICK TO YOUR CLOTHES

✔ ***TRUE*** Reports from the US say that as you go off trail and end up in powdery snow it will stick to your clothes when you escape. As you bomb down the mountain slopes the winds will slowly cause it to come off your threads. Talk about attention to detail.

RUMOUR: ANIMALS WILL RUN AWAY WHEN YOU FLY PAST

✔ ***TRUE*** *1080° Avalanche* footage shows mountain goats leaping away from your snowboarder as you hack down the slopes. We'll have more news on this in a Preplay feature soon.

RUMOUR: YOU'LL BE 'TUBE RIDING' AVALANCHES

? ***UNKNOWN*** Nintendo hasn't shown what the avalanches will look like, but our guess is that the camera will either switch to a *Kelly Slater*-style tube ride, or like the first level in *Sonic Adventure 2 Battle* when you try escaping the out-of-control lorry in City Escape.

SUPER MONKEY BALL 2

RUMOUR: BABY IS GONGON'S SON

FALSE *Super Monkey Ball 2* sees the return of the whole gang, as well as bad boys Dr. Bad-Boon and his assistant. As the game now has a Story mode we've also learnt that AiAi and MeeMee are due to get married, that Baby is their kid from the future and that it was born out of wedlock. Hmm... those cheeky monkeys!

RUMOUR: THERE ARE THREE DIFFERENT TACTICS IN MONKEY SOCCER

TRUE Developed by Amusement Vision, the team behind *Virtua Striker* on GameCube, it's no surprise to see that

Super Monkey Ball 2's Monkey Soccer allows you to choose your tactics during a kick about. Defence, offence and normal are the ones on offer.

RUMOUR: MONKEY BASKETBALL IS ONE OF THE MULTIPLAYER OPTIONS

FALSE Alley-ooping and slam dunking isn't on the primates' multiplayer menu unfortunately, although you can expect soccer (football to the likes of us), tennis, baseball and a boat race in addition to the fantastic golf, bowling and billiards mini-games that appeared in the original *Super Monkey Ball*.

STAR WARS BOUNTY HUNTER

RUMOUR: THE GAME'S BEEN DELAYED UNTIL EARLY IN THE NEW YEAR

TRUE Despite considerable efforts to get Jango Fett's space blaster out in time for Christmas, *Star Wars Bounty Hunter* has slipped into next year. Don't worry folks, there's always *Rogue Squadron II*, *The Clone Wars* or *Jedi Outcast* to appease any of your *Star Wars*-loving relatives this festive season.

RUMOUR: THE ACTOR WHO PLAYS THE KURGAN IN *HIGHLANDER* PLAYS A VOICE IN THE GAME

TRUE The man who played the Kurgan in the 1986 film *Highlander*, Clancy Brown, has put his voice to Jango Fett's arch nemesis, Montross. Other famous voices featured in the game include *Attack of the Clones*' Temuera Morrison as Jango Fett and Leeanna Walsman as Zam Wesell.

RUMOUR: THERE WILL BE MUSIC FROM *ATTACK OF THE CLONES* IN THE GAME

TRUE John Williams will once again be flexing his classical music muscle as his score from *Attack of the Clones* will also be in *Bounty Hunter*. LucasArts isn't stopping there though, as the game will also include work from the man behind *Harry Potter and The Chamber of Secrets*' music, Jeremy Soule.

● *Rayman*'s creator is currently holed up working on his epic-in-waiting, *Between Good & Evil*. Whether this is just a working title is still not known, but our spies tell us that you play a female photographer who is investigating a misdemeanour and it's up to you to travel across land, sea and air, taking pictures of wildlife to uncover the mystery.

● Another release from LucasArts next year will be *Gladius*. This gladiatorial quest will take you from the small town of Pirgos to the giant coliseum in the capital city Caltha where you can expect the crowds to play a major part in your success.

The better you do, the happier they will be causing your gladiatorial school to become even more powerful. Expect a thrilling adventure along the line of Ridley Scott's Oscar-winning *Gladiator*.

● After the mediocre N64 version, the classic PC strategy game *StarCraft* is gearing up for a 2003 release and we just hope it improves on last time around. *StarCraft: Ghost* will see you working for Dominion as a Ghost soldier called Nova and you must use high-tech weapons and battle forces from other planets.

● *The Two Towers* is coming next year from EA, but we'll also be seeing another adventure in Middle-Earth from an earlier time. J.R.R. Tolkien's *The Hobbit* will see you taking control of Bilbo Baggins as he journeys to the Lonely Mountain, home of a fierce dragon called Smaug, in his attempt to retrieve dwarven treasure.

● Brutal fighting and high-speed chases are coming to GameCube as we race towards the summer in the form of Activision's *True Crime: Streets of L.A.* Expect over 400 miles of California to be accurately reproduced as you carry out drug busts, use gun ranges and learn martial arts to use in your personal war against crime.

METROID PRIME

NINTENDO GAMECUBE

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IN BRIEF
Just as Mario and Zelda rewrote the rule books with their switches to 3D gaming, it's looking like *Metroid Prime* will do the same. It's Samus against the world, in this case a planet teeming with hostile life and extreme weather plus the small matter of Space Pirates hell bent on creating a biological weapon called the Phazon. Puzzles, exploring and blasting in equal measure.

DETAILS
Release
March 2003

Developer
Retro Studios

Publisher
Nintendo

Game Genre
First-person action adventure

Nintendo legends don't come any tougher than Samus Aran, and her heart-pumping transition to 3D action is almost complete.

By the time you're reading this, 2002 will be all but over. And looking back there's been an eclectic mix of superb GameCube exclusives to play, with *Super Mario Sunshine*, *Pikmin*, *Super Smash Bros. Melee*, *Eternal Darkness*, *Star Fox Adventures*, *Resident Evil*, *Mario Party 4*, *Wave Race*, *Luigi's Mansion*, *Rogue Squadron II* and *Super Monkey Ball* delivering a line-up of world-beating titles.

All this in eight months. It only takes a month longer to make a baby — what are they feeding the developers? Whatever their secret, the pace shows no sign of slowing down with the arrival of *Metroid Prime* in March. It's safe to say that around *NOM* it's more hotly tipped than a sword in a fire, and comes with a pedigree rich in Nintendo folklore. Forget Lara or Joanna, Samus Aran is the original Bad girl.

She's an eternally mysterious and faintly sexy bounty hunter, and, in our slightly geeky opinion, we think she could have *Star Wars*' Jango Fett any day of the week. She's different class which is why we couldn't resist the opportunity to rip into a finished version of the game to bring you a report into Ms Aran's very strange and dangerous line of work...

Crazy assed eye candy is heading your way. Do not resist it

Armed with a head full of cunning and attitude, Samus is ready for the fight ahead

HEADS UP

TIME TO MEET YOUR NEW BEST FRIEND

In the heat of battle you'll come to rely on Samus' visor display. It will tell you when to be afraid, where to go and what weapon you're carrying. Here's what does what...

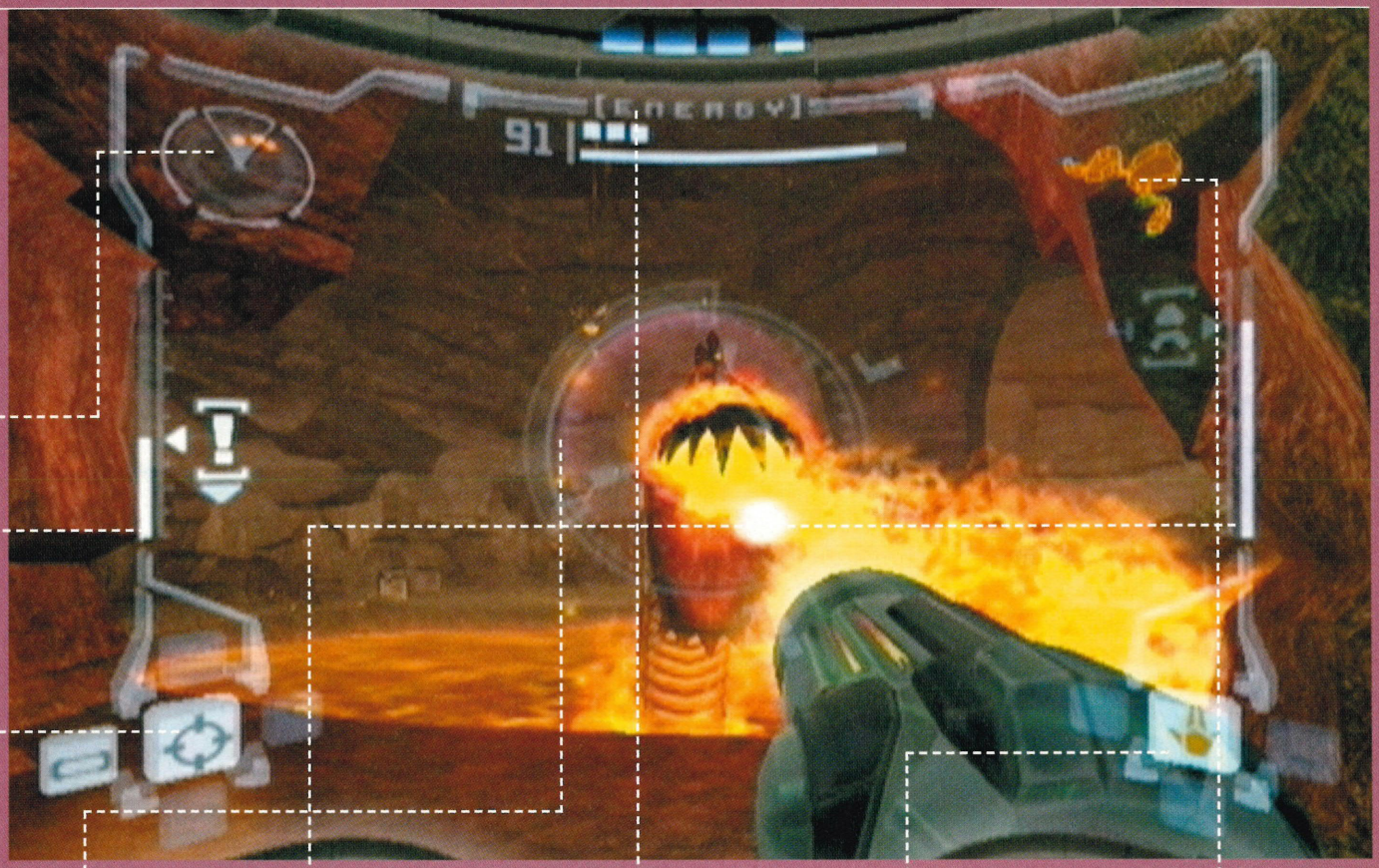
RADAR
The radar displays other living beings as a dot. You're in the centre of the radar, so the closer an enemy is to the centre, the closer it is to you.

THREAT METER
Using cutting-edge technology, this gadget is able to sense when you're under threat. The higher the gauge, the more danger you're in.

SCAN SELECTOR
A quick flick of the D-Pad will activate the scanner which will lock onto anything with a red or orange scan symbol, giving you vital info.

TARGET RETICLE
When a weapon is selected cross hairs sit in the middle of the screen. L brings up another set of cross hairs that lock onto the nearest target.

METROID PRIME P.042
POKÉMON RUBY AND SAPPHIRE P.050
HAMTARO P.054
RAYMAN 3 P.056
MORTAL KOMBAT P.060
SONIC P.064



MISSILE
At the start of the game you'll be severely restricted in how many missiles you can carry. So it's vital that they aren't wasted on minor targets.

POWER SUIT ENERGY METER
At the start of the game you have 99 units of Power Suit energy. Later in the game you'll uncover further amounts of energy.

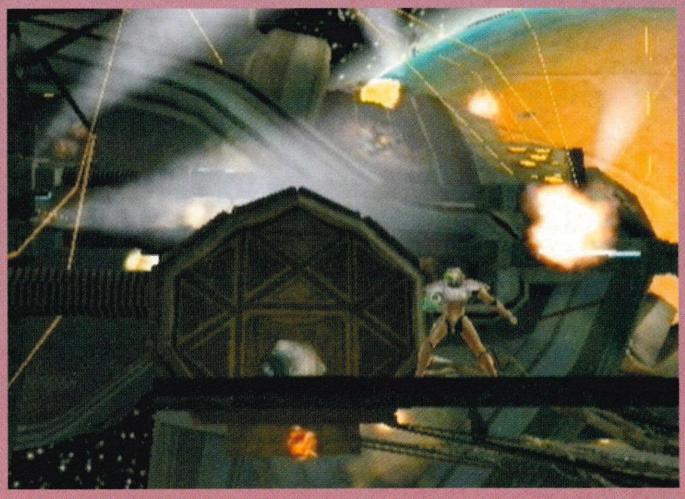
WEAPON SELECTOR
There are a number of powerful weapons to use. And you can move easily between them with a flick of the C-Stick.

MAP
It's a big, sprawling game and to uncover every last secret you'll need to use the map. The part displayed indicates the area you're in.

WHAT YOU NEED TO KNOW

Q: So they've totally disregarded the rich heritage of *Metroid* and opted for a trendy First Person Shooter look. Is nothing sacred?

A: We're sensing a 'fear of change' vibe here. Yes, the game has dropped the 2D look of yesteryear, because let's face it, most people prefer playing in 3D these days — 2D gaming is now a niche style of play. As for the FPS perspective, don't be fooled for a minute. This isn't an all-out blaster in the mould of *Doom* or *Quake*, or even *TimeSplitters 2*. It's a game all about exploration, gadgets and puzzle-solving, but there's more than enough action to satiate trigger-happy gamers, as you can probably gather from the frag-heavy screen-shots featured throughout this Preplay.



A WINDOW ON THE WORLD

We aren't going to lie to you. *Metroid Prime* is a stunning beauty, pure and simple. This may not be a review, but that isn't going to stop us telling you about the visual high points — and trust us there are plenty.

However, one stands out crisp and clear, and that's the way Samus' helmet shows liquid stuck to the surface of the visor. If you happen to cap a bug up close, the chances are that you're going to cover yourself in its liquidised remains.

And the green goo will stay there until gravity eventually drags it off the visor, giving you a few fraught seconds of impaired vision. Equally impressive is the way raindrops splash on the visor, or the way water drains away as you exit underwater areas. But for us the real piece of show-off coding is the astonishingly realistic condensation that builds up if Samus moves from a cold to a hot climate. Just check out this green-coloured bug splatter...

Luckily Samus Aran's Power Suit is covered in an easy-wipe coating

MAD, BAD AND DANGEROUS TO KNOW

Boss battles are Samus Aran's stiffest test in *Metroid Prime*. They come in all shapes and sizes, and attack in a multitude of ways, demonstrating varying levels of intelligence. Through the course of *Metroid Prime* you'll encounter more than ten, and to whet your gun-toting appetite, here's what happened when we met one...

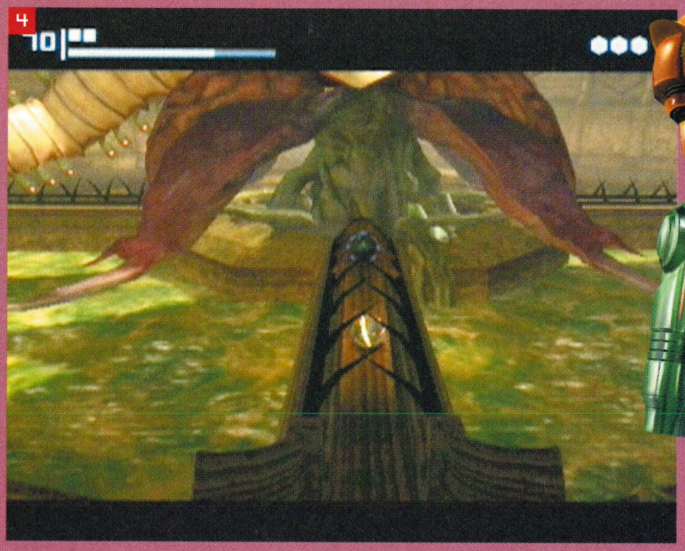
1

This abomination was found skulking inside a giant plant. And just our luck it came out to play

2

We scanned it to uncover its weaknesses. It relies upon light to fuel its terrible temper

4



Success! It doesn't like it with the lights off, giving us a window of opportunity to morph into a ball and deliver a bomb at its base

WHAT YOU NEED TO KNOW

Q: Okay, so let's pretend I don't know anything about *Metroid* games, bring me up to speed.

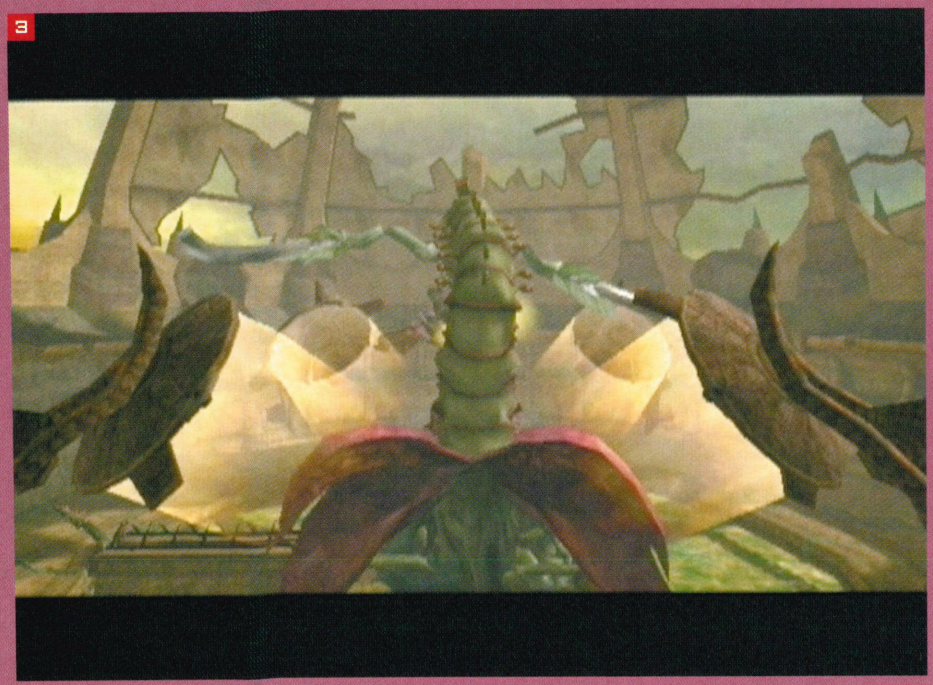
A: The first *Metroid* game appeared on the NES back in 1986. It was a very sophisticated game for the time, because it wasn't just mindless blasting like so many of its peers. It also had intricate and sprawling levels full of intrigue and menace, puzzlement and hot-lead action. This was followed up by *Super Metroid* for the Super NES, which took everything from the original and made it much better, as well as bringing a bag of new ideas. Then came the equally impressive *Metroid II: Return of Samus* for GBC.

Q: So, is there an equally intricate story in *Metroid Prime*?

A: Yes and no. The game starts with Samus answering a distress signal from a space station orbiting the planet Tallon IV. From then on in

HOT MORPH BALL ACTION

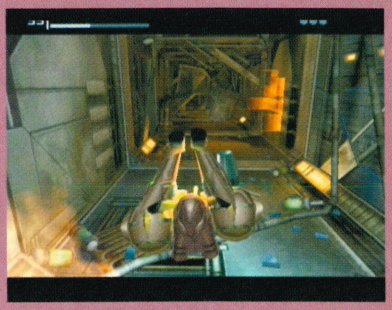
Samus Aran's Morph Ball is the stuff of legends as it allows her to change into a durable metal ball. In this form, she can gain access to tight spaces and areas previously out of bounds. You might think Aran was without combat moves when changed to a ball, but with an upgrade the Morph Ball can lay bombs in its wake, which plays an integral part in blasting through walls. The perspective switches to third-person when you use the ball.



Using our new-found knowledge, we decide the best course of action is to knock out the lights with Samus' missiles. It's a harebrained scheme, but it might just work

Using the target lock-on, we're able to switch between attacking the beast and the lights

Eventually we stun it long enough to race around and deactivate all four of its lights



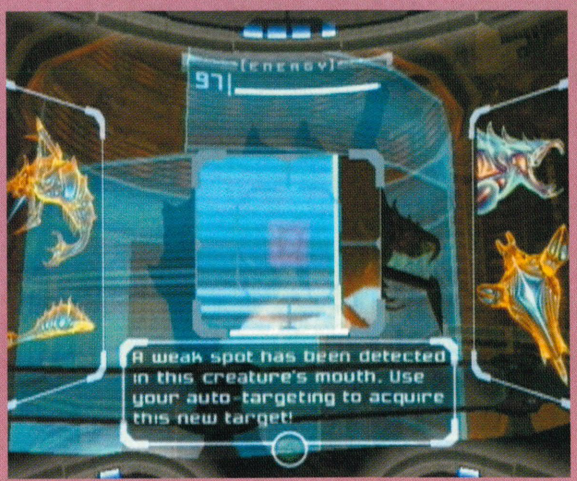
The animation is fast and smooth as Samus undergoes her transformation

Many of the smaller enemies cannot harm Samus when she's in her Morph Ball form

there are minimal cut-scenes as you come to terms with being a lone female on a hostile planet with heavily depleted protection and an age-old nemesis to defeat. How you fare as you find out what happened on Tallon IV is down to your powers of perception, reflexes and instinct. As a player you're encouraged to investigate every area and look for vital information at every turn. Little is achieved by blundering into every area with all guns blazing. You are given clues, especially as to where to investigate, but it's a million miles from some games that produce cut-scenes to show you what to do before each and every mission.

Q: So how do you find out why Samus is there?

A: It's all to do with the scan function of Samus' visor. This allows her to lock onto plants, creatures, weapons, structures, machinery and technology to extract information. This could be anything from the weak spot on an enemy to turning on machinery. But it also gives details on the environment and potential hazards as well as storing data on all creatures you care to scan. Everything is stored in the game's Log Book, and it's by piecing together these entries that you'll uncover the dark secret lurking on Tallon IV.



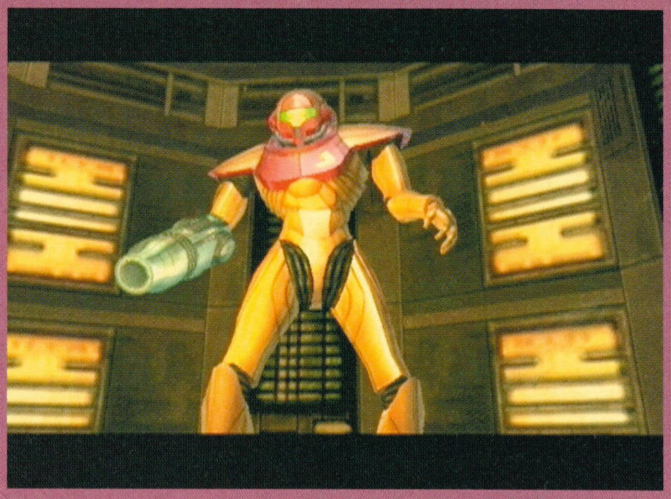
The First Four Hours Some games demand attention, and *Metroid Prime* is one such title. Its arrival prompted the entire *NOM* crew to charge into our games room to see the adventure we'd heard so much about...

HOURS ONE AND TWO

The game kicks off with a brief intro movie showing Samus' ship approaching a vast space station orbiting the planet of Tallon IV. It's a startling jolt of detail and atmospheric lighting with the orbiting space station a tangle of platforms, walkways, pipes and modules. Overhead are floating rocks which Samus can fire at, making for an impromptu game of *Asteroids*.

Immediately the music makes a big impression, as do the sound effects. It's not surprising as both are from Nintendo's original *Metroid* composer, Kenji Yamamoto.

What's in the big jar?



Keen-eyed observers will notice Samus is without some of her weapons. And where are her trademark shoulder pads?

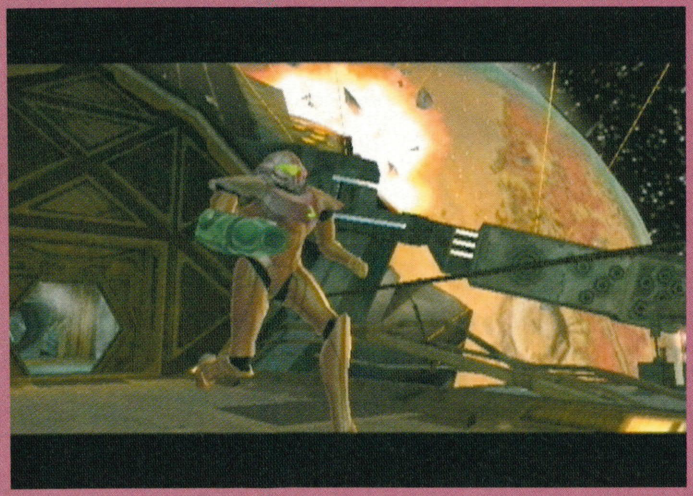
Space Pirates abound and, as ever, the only language they understand comes from the end of a gun. And it stings quite badly

Eventually we gain access to the space station and start exploring its gloomy confines. Control wise things click very easily, and we're immediately sweeping through the seemingly desolate craft like an old pro. The station is modelled in a similar style to the ship from the original *Alien* film, with dimly lit tunnels and larger areas illuminated by banks of computer screens and flashing consoles. Deeper we venture and eventually come across some half-dead Space Pirates, who look like they've been involved in a fierce fire fight. After putting them out of their misery we come across some fully tooled-up Space Pirates who demonstrate their legendary cunning straight away, ducking behind pillars and crouching beyond crates. It was during this pitched battle we discovered the beauty of the target lock-on, which allowed us to strafe like

WHAT YOU NEED TO KNOW

Q: You mentioned the planet was hostile. Care to elaborate?
A: The climate swings from drifts of snow on mountain passes to scorching lava flows, with temperate and moist to dry and dusty in-between. And while Samus' fully-equipped suit is more than capable in these situations, it's the case that almost as soon as the game starts she's stripped of most of her abilities and it's up to you to battle your way back to full strength. It's a neat trick because when you start the game with everything you can't but marvel at Samus' array of weaponry and to have it taken away only spurs you on to regain her full arsenal.

Q: So what are the locals like?
A: Again, hostile is the word. There's an ecosystem bursting with foes old and new. Even the fungus kills and don't even touch the grass. Basically, it's a planet that has suffered an environmental catastrophe and, as a result, much of the plant and animal life has mutated into something altogether nastier. They range in size from small bat-like creatures to towering insect hybrids with deathly bad breath and car-sized claws. They're liable to suddenly appear from giant hives or from under your very feet. Some carry explosives and some breathe fire. If you're a *Metroid* veteran you're sure to see some



With barely seconds to spare Samus makes her escape from the space station. Now she needs to make her way to the planet pictured behind her

Space debris is seen floating past the space station. Shoot it

The Space Station is the scene of recent devastation

▶ a demon while always pointing our gun at the targeted enemy.

Before long, we find ourselves mixed up in our first boss fight. The foe is a giant bug with deadly green vomit and lacerating claws.

We finished it off without too much difficulty, but the sting in the tail is a booby trap that means we have just minutes to escape the space station before it blows up. With seconds to spare we escape, but minus many of Samus' Power Suit abilities, which were knocked out by a blast of electrical energy. There's no Morph Ball, missiles, or grappling. And then a well-known character appears (its name rhymes with fiddly!), before high-tailing it down to Tallon IV.

HOURS THREE AND FOUR

Samus immediately took chase to the planet's surface, but lost her prey on the way down. We set down on the rain-lashed landscape, finding it to be a lush forest area with rivers, waterfalls and birds circling overhead. After a bit of wandering around with our jaw scraping along the floor we found our way to an area called Chozo Ruins. Think Aztec meets *Indiana Jones* with a bit of Tatooine from the *Star Wars* universe thrown in for good measure.

This is what you'll see when you earn an upgrade to Samus' Power Suit. This time around she's won bombs for her Morph Ball

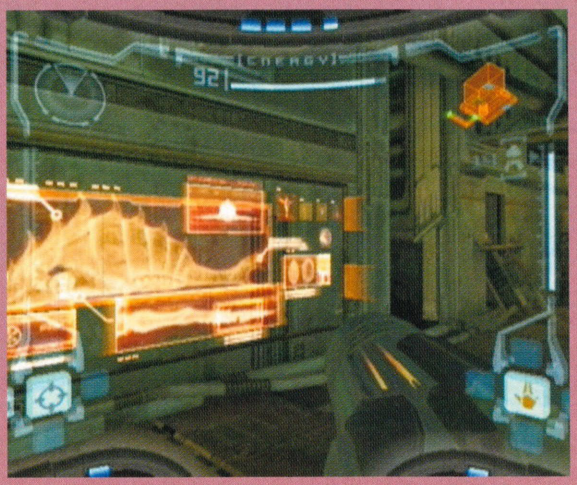
The Tallon IV landscape is an overgrown forest area

Fans of *Metroid* will recognise these green lasers

familiar faces. It's this variety, along with the awesome attention to detail and unpredictable enemy intelligence that looks set to distinguish *Metroid Prime* from the rest of the pack.

Q: A lot's been made of the visor. What's the fuss about?

A: Well, it's Nintendo innovation and quirkiness, innit? See, you've got to have a bit of information on screen (health bar, selected weapon, radar, map, ammunition etc.), but whereas in most games it's a bland distraction, in *Metroid Prime* it's part of the game, and part of Samus Aran. Information is beamed onto her visor like a fighter jet's head-up display. Everything is viewed from behind her visor, which allows the coders to show things like condensation, rain drops, blood and water hitting the visor before draining off.



HOURS THREE AND FOUR

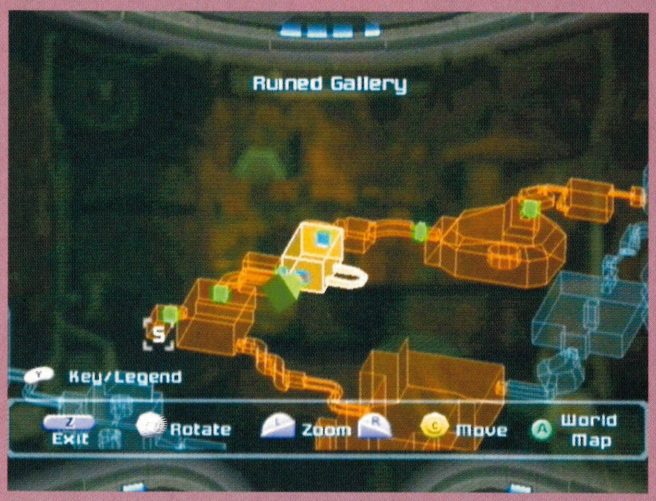
Though much if it lay in ruins, it's clear that this was once a great city or temple; many of its walls are covered in a strange language and by scanning them we're able to discover some of its secrets.

Action wise most areas have enemies of some description to deal with. We've had some close scrapes with packs of Scarabs after they burst out of the ground. We also stumbled into a room with a Missile Launcher upgrade, but as if to prove you never get something for nothing, a hive appeared out of the ground and began spewing giant Ram War Wasps, which

The heavens open when Samus touches down on Tallon IV

are about the size of your head and armed with an acid sting. Blasting them up close causes them to explode all over Samus' visor. Cool.

It was starting to feel like we were walking around a giant maze as we didn't have a map of the overall area, just for the bits we'd been in. Then we stumbled into a room which contained a bigger map, opening up a world of exploring. It was also clear that making progress depended on Samus regaining her powers as we'd seen many areas that need either a Morph Ball or missiles to enter. We'd now got missiles so decided to scan walls and locked doors to see if a well-aimed shot would get us through, and low and behold, suddenly we're the other side of a once solid wall and approaching the stiffest test yet. It's a fire-breathing machine and another pack of psycho wasps looking to dent Samus' progress. After that tense battle it was on to the hellish Magmar Moors with its fire-breathing monsters and automatic guns, plus another set of puzzles and battles.



The map can be rotated and zoomed in on, allowing you to plot your next move. You can also see the world map, which is huge

Working out how to defeat the creatures on Tallon IV is all part of the fun. This beast has a vulnerable backside, but it's protecting it with all its might

The target lock-on makes mincemeat of smaller foes

WHAT YOU NEED TO KNOW

Q: How many of her old weapons and moves remain?

A: You'd have thought that going first person would mean goodbye to the Grapple Beam and Bomb Jumps, but the makers have translated all but a few of Samus' moves. Gone are the Dash Boots and Screw Attack, but expect all of Samus' beam abilities along with the famed grapple move that allows our heroine to traverse long distances like Tarzan. The most impressive update of an old move is the Morph Ball, which transforms Samus into a metal ball so she can negotiate cramped tunnels and roll along ledges. As soon as the change is made — and it can be done at anytime — the view switches to a third-person perspective and you roll Samus in exactly the same way as AiAi in *Super Monkey Ball*. Moving between the different beam attacks is done by flicking the C-Stick, which — unlike most FPS games — isn't used to look around.

"NOM OPINION"

This isn't a review because we played US code, and until we know the PAL version is just as smooth and utterly playable we're refusing to get too excited. But on this evidence we've got a super-charged blast of spellbinding gameplay to look forward to with a change to 3D that works in every respect. Definitely one to be pencilled into the diaries of those looking for top-class games.

www.nintendo-europe.com

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POKÉMON RUBY AND POKÉMON SAPPHIRE

The biggest game in the world is on its way back to Planet Nintendo. The Pokémon are coming and their latest adventure is looking like a real gem.

NINTENDO GAMECUBE

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http://www.pokemon.com

IN BRIEF

Cancel your social life and leave your phone on voicemail... the Pokémon are back. Although *Pokémon Ruby* and *Sapphire* aren't set for release in the UK until 2003, we've played the Japanese editions. And with 351 creatures to catch, four-way battles to wage and loads of link-up options to master, *Ruby* and *Sapphire* will be the GBA's biggest and best adventures.

DETAILS

Release
Spring 2003

Developer
Nintendo/Game Freak

Publisher
Nintendo

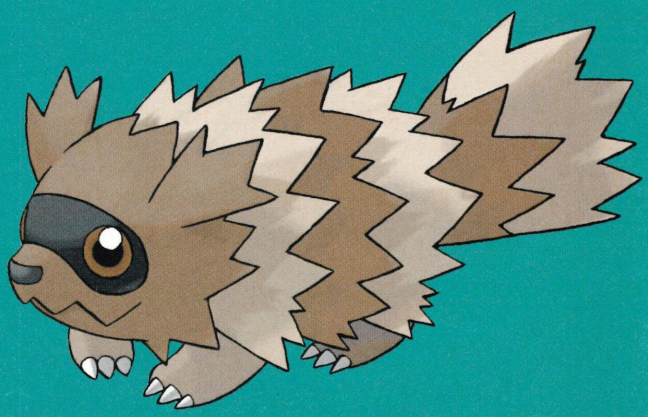
Game Genre
Adventure RPG

Remember the insanity of *Pokémon Red* and *Blue*? The feverish anticipation when Mew hit the UK? The Pokémon Championship that made heroes of normal Nintendo fans? Well, hold on tight because the madness is set to return next year with the arrival of *Pokémon Ruby* and *Pokémon Sapphire*.

This month we managed to get our mitts on Japanese versions of the latest *Pokémon* adventures and began our quest for the ultimate monster collection.

Over the next four pages we're going to show you all the game's unique features, introduce some new monsters and reveal a secret or two.

All the Pokémon and character names in this preview are from the Japanese edition, so please remember that all these terms will change when the game is released in the West.



WHAT YOU NEED TO KNOW

Q: So it's back to Johto and Kanto for more monster mayhem, eh?
A: Rather than returning to Ash's old stomping ground, the new games are set in the volcanic world of Houen, governed by two Pokémon — Groudon and Kyogre.

Q: Does that mean that Ash has missed out on the starring role... again?
A: Yup. This time players have a choice between boy and girl Trainers, in much the same way as *Pokémon Crystal*. Your rival is the offspring of Professor Odamaki.

Q: And what about the Pokémon? Are there many new creatures to catch?
A: Yes siree! In all, there are 351 Pokémon to capture, 100 more than in the *Gold*, *Silver* and *Crystal* editions. A virtual menagerie of new monsters can be found.

THE FIRST HOUR

If you're a die-hard Nintendo fan, starting one of these *Pokémon* games is one of the most exciting experiences you'll ever have.

It begins with a dazzling GBA movie, with parallax-scrolling backdrops and massive Pokémon that flash across the screen. Mysterious creatures also attack each other, promising players a multitude of monsters to catch and a wealth of secrets to unlock.

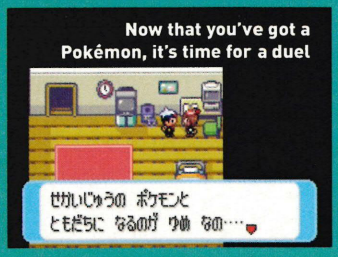
The action begins in the back of a truck where your chosen Trainer is being taken to Mishiro Town, Professor Odamaki's home. However, he's nowhere to be seen and, on heading north, you'll see him cornered by a snarling Pochiena. You must grab a Poké Ball to save the Professor and if you do you'll keep it, but back in Mishiro one of Odamaki's kids isn't happy and demands a duel.

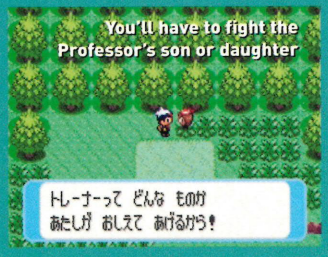
In the intro movie, a majestic Pokémon flies overhead

Strange and mysterious Pokémon begin to flash across the screen

Despite humble beginnings, this kid will be the greatest Trainer of all

Win the battle and Odamaki will let you keep the Pokémon





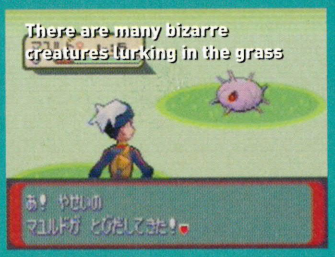
THE SECOND AND THIRD HOURS

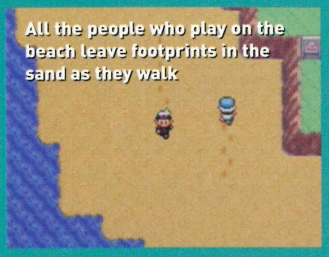
Once you've won the duel, head to the lab for some Poké Balls. The trip to the next town isn't hard, but progress is slow as many new Pokémon lurk in the grass. Just grab those Poké Balls to build a killer squad and even try getting your starter over Level 10.

After crossing a beach and fighting some puny Trainers, you'll arrive in the first major town complete with a Poké Mart, Poké Centre and a Gym, but your Pokémon are too weak at this stage.

After exploring the town, head north to find up to six different Pokémon as well as having a bridge battle with some Trainer Twins, but remember to focus on their aggressive Pokémon.

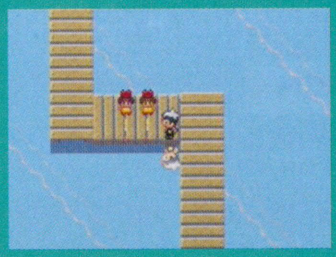
In the next city your first Gym Leader awaits, but if you've got Grass or Water creatures, the battle will be a cinch.





The Pokémon Centres are pretty similar to before

We reckon the hero's father is the Leader of this Gym



These two twins will challenge you to your first double duel

Now your hero is face to face with the first Gym Leader

Q: I'll just trade over my old Pokémon from previous editions, then...

A: Erm, no you won't. Unfortunately, you can't trade monsters from *Red*, *Blue*, *Yellow*, *Gold*, *Silver* or *Crystal* to the Game Boy Advance adventures.

Q: You're kidding! Why did Nintendo not make the game backwards compatible?

A: Because the *Sapphire* and *Ruby* adventures are so much more advanced than their predecessors, there's no way that Nintendo could make it work. Sorry!

Q: But I'll still be able to link-up with my mates, won't I?

A: Linking-up is still the most important aspect of the *Pokémon* experience. As well as linking up to trade monsters with your friends, you can also duel with them.

THE STORY SO FAR

Like all the games so far in this monstrous series, the main challenge is to develop your hero from a rookie Trainer into a Pokémon Master and build the ultimate creature collection. However, *Ruby* and *Sapphire* also have a strong sub-plot that helps drive the twisted tale.

This time Team Rocket are nowhere to be seen, but their place has been taken by the evil Team Aqua and Team Magma.

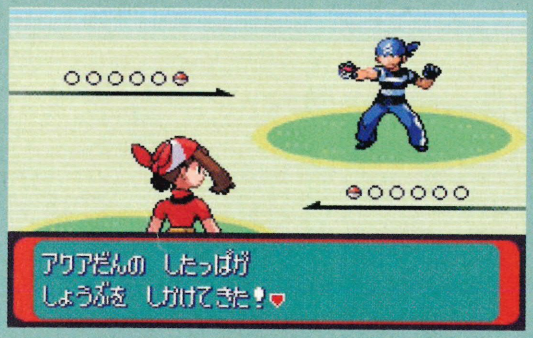
Both these deadly duos are dedicated to taking over the peaceful land of Houen, and they'll stop at nothing to harness the powers of Groudon and Kyogre for their own evil ends.

Fire up *Pokémon Sapphire* to see Kyogre gliding gracefully across the ocean floor

You'll catch a fleeting glimpse of the lumbering Groudon when you start playing *Ruby*

TEAM AQUA

If you're playing *Pokémon Sapphire*, be on the lookout for Team Aqua. These goons use Water Type creatures to fight their battles for them and they want to catch Kyogre to flood Houen and boost their soggy powers.



Team Aqua dress like pirates and want to capture Kyogre who sleeps peacefully at the very bottom of the deep, cold ocean

TEAM MAGMA

Team Magma are your arch rivals in the *Ruby* version. Having heard legends of how Groudon used his fiery powers to vapourise rain that threatened to flood Houen, Team Magma are determined to exploit its fearsome powers.

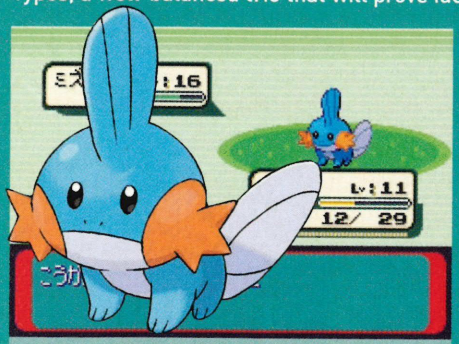
Team Magma always wear their hoods up and in Japan they've been described as looking like moles

TAKE YOUR PICK

In a routine that will be familiar to *Pokémon* aficionados, players must choose one of three cute creatures for protection before their epic journey begins.

As always, the three starter Pokémon are Grass, Fire and Water Types, a well-balanced trio that will prove ideal for Poké beginners as well as more experienced Trainers.

Each of the starting Pokémon use similar moves to their cousins from previous editions, but, as they grow, they quickly learn amazing new attacks that will literally have you gasping in unbridled amazement.

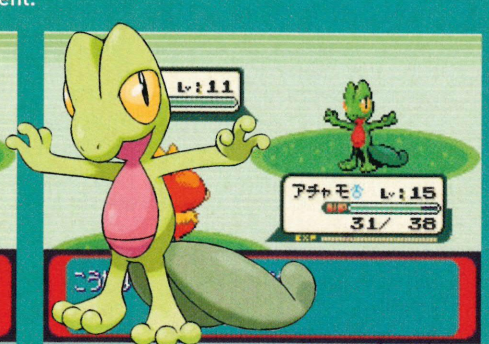


MIZUGOROU

Type: Water
A bit like: Squirtle, Totodile
Poké fact: If you're new to the fabulous world of *Pokémon*, Mizugorou is a good choice as it can soak the Geodudes in the first Gym.

ACHAMO

Type: Fire
A bit like: Charmander, Cyndaquil
Poké fact: Achamo is useless against the first Gym Leader, so you'll need to catch plenty of other creatures to build a winning squad.



KIMORI

Type: Grass
A bit like: Bulbasaur, Chikorita
Poké fact: Like Bulbasaur in the first game, Kimori's Levels rise slowly and it's a long time before this emerald cutie can really kick ass.

FUN FOR FOUR

The most exciting thing about *Ruby* and *Sapphire* is the option to fight more than one Pokémon at once in fantastic new Trainer duels.

Multi-monster battles happen regularly as you explore Houen, but four players can also link-up. Imagine the fun!

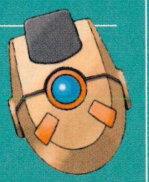
This adds a whole new dimension of strategy to battles as some Pokémon have moves that work best when used in partnership with another creature, and you'll spend months discovering new combinations of lethal attacks.

Make your way to a Pokémon Centre with three friends and link-up to appear in the Colosseum

Let the battle commence! Remember to work together and use complimentary moves

You can choose to take on one monster each, or focus your attacks on the most dangerous foe

FLIGHT OF THE NAVIGATOR



As *Ruby* and *Sapphire* are much more sophisticated than their predecessors, the chunky Poké Gear and Pokédex no longer cut the mustard. This time the hero needs something a little more powerful...

The Pokémon Navigator is a brand-new gadget that features all the information necessary to become a Pokémon Master. The Navigator itself is a flip-top device that fits snugly into the hero's pocket, and it can be used to record Pokémon information, call other Trainers and examine aerial maps of Houen.

The Pokémon Navigator is an amazing piece of kit, making the Poké Gear look like a cheap toy

All the information about the Pokémon you capture is stored in the Navigator

The Navigator can find duels and will tell you what Level your creatures need to be to enter

Take a Trainer's phone number after a battle and the Navigator will tell you when they want a fight

DO YOU WANT TO KNOW A SECRET?

Another super-cool feature is the ability to build your own secret rooms and invite your mates over.

Secret Spaces are generally found in underground tunnels, and if you have a Pokémon that can burrow through rock you can hollow out a cave and make it your private den. You can use items collected during the adventure to decorate your Secret Space and if you have Link Cables you can invite your friends over.

The game keeps a record of the number of people who drop in, but it's unclear if this has any bearing on your performance.

If you find a place that can be made into a Secret Space a special dialogue box appears

To make your pad feel more homely, decorate it with toys and other items you've collected

"NOM OPINION"

Pokémon Ruby and *Pokémon Sapphire* are incredible. Although the experience is just as rewarding and compulsive as before, the new gameplay elements – four-player battles and an expanded collection of creatures – make this quest stand head and shoulders above the others. As well as being the GBA's most promising adventure, it's also going to be a contender for *the* game of 2003.

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IN BRIEF
Thought the Game Boy Color was dead? If you did, you'll have to think again because you may not know them yet, but 2003 will almost certainly be the year of Snoozer, Maxwell, Boss and Pashmina — they're the stars of one of the craziest, cutest and downright fun games ever created for Nintendo's handheld.

DETAILS
Release
TBC

Developer
Nintendo

Publisher
Nintendo

Game Genre
Adventure

Don't throw away your Game Boy Color just yet, because we want you to say Hamha to the cutest creations since *Pokémon* as we take our first precarious steps into the world of the Ham-Hams.

So you've read our early reports and believed nothing could beat the popularity of *Pokémon*. Well, we want to share a little Hushie with you — that's a secret to you and I — because the Ham-Hams, a new race of Game Boy Color creatures, are preparing to steal your heart and teach you a brand-new lingo.

Already a massive hit in Japan and the US, this Game Boy Color quest puts you in control of the star of the show, Hamtaro, as you attempt to find the other Ham-Hams and return them to their Clubhouse for a huge surprise.

THE FIRST HOUR

The beginning of the game sees you in the Ham-Hams' Clubhouse, listening to bighead Boss who wants you to gather up all your friends and return them to their rooms to unlock a secret.

To find them all you'll need to natter to everyone you meet using Ham-Chat. Thankfully you've got a notebook to scribble down all the new words, four of which you'll get at the start, including Hamha (hello), Tack-Q (roll) which is great for finding hidden items, Hif-Hif (sniff) and Digdig which means, er, dig!

From there it's onto Acorn Shrine and Sunflower Park where your first Ham-Ham is waiting. Bijou, Hamtaro's secret admirer, is in hiding and you must chase after her, rolling into trees and looking in every corner in order to take her back to the Clubhouse.

Collecting as many Sunflower Seeds as you can along the way will enable you to spend them in the HM Boutiques in exchange for clothes and other items. Put them on Hamtaro and he'll be wearing them the next time you switch on the game.

One of the funniest parts of the game though is using Ham-Chat to create dance moves, or Ham-Jams. By linking-up with a fellow gamer or using the infra-red port on the GBC you can trade them and battle it out to see who has the best moves.

At the beginning you'll learn four new words from Boss. Digdig means dig — what a surprise!

Bijou's got the hots for Hamtaro, so chase her down! Those with a fertile imagination can imagine the rest...

Use the Sunflower Seeds to buy items and give Hamtaro a new outfit. Look sexy for the camera, Hamtaro

Use Ham-Chat to devise new dance moves and trade them with your mates

THE HAM-HAMS

Can you imagine life without *Pokémon*? Thought not. And soon you'll feel the same way about *Hamtaro*, because the gang will become household names like Pikachu, Mewtwo and Jigglypuff. So get the inside track on Hamtaro and his pals with our idiot-proof guide to the new craze.

HAMTARO

The star of the show, Hamtaro is just 5.6cm tall. He's Laura's pet hamster and will do anything to be her secret helper.

BIJOU

The boys have got their eye on this little lady. Once living in France, Bijou's gagging for Hamtaro and loves ribbons and jewels.

BOSS

This field hamster is the tallest of the lot. He's a bachelor, and though he may be a little hard, he's a real softy on the inside.

CAPPY

Hat-crazy Cappy is a bit of a shy guy and will look for any new accessory to lob on his cute little head. Check him out!

MAXWELL

This lad is the know-it-all of the Ham-Hams and if the rest of the gang want to know anything they will turn to this bookworm.

SANDY

This sporty, outgoing type is Stan's twin and one of the friendliest members of the gang. Aw! Isn't she lovely?

PANDA

It's not known whether his butt crack is always on show, but Panda is the builder of the gang and loves to work on new projects.

SNOOZER

He may spend most of his time asleep, but Snoozer will always wake up to offer some very useful words of wisdom.

PASHMINA

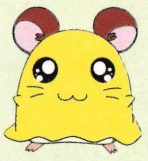
Penelope's best friend loves her scarf and will look for anything to match it. She's a very responsible gang member, too.

JINGLE

This Ham-Ham loves to turn his hand to both songs and poems. Poor Jingle doesn't have an owner though. Bless!

PENELOPE

She's the youngest hamster and the other Ham-Hams love to protect her. Her best friend is little Pashmina.



OXNARD

Every gang has to have a fat kid and Oxnard is the Ham-Hams' lard ass. He's always hungry and carries a seed for provisions.

HOWDY

This little male hamster is very tidy, hard working and loves to work out money matters. Nice loincloth!

DEXTER

This Ham-Ham is a true gentleman, so expect the suave little devil to open doors and buy dinner for the lady Ham-Hams.

STAN

Sandy's twin loves to see himself as a bit of a ladies' man thanks to his love of Latin music and the maracas. Smoooooth!

WHAT YOU NEED TO KNOW

Q: So, just who are Hamtaro and the Ham-Hams?
A: Hamtaro belongs to a fifth-grader called Laura and along with his chums, the Ham-Hams, he has a variety of fun cartoon adventures. Currently one of the most popular shows on Fox Kids, the *Hamtaro* craze has already swept across the US and Japan since it debuted as a series of illustrated children's books in the Far East in 1997.

Q: Is it true they've got their own lingo?
A: It sure is! The Ham-Hams speak in their own tongue called Ham-Chat and in the Game Boy quest you'll have to learn words to find the whole Ham-Ham gang. There are 80 words to learn, including Bluhoo (sad), Bizzaroo (strange) and Koochi-Q (pretty).

Q: So, how many Ham-Hams are there?
A: Including Hamtaro, there are 15 Ham-Hams in all, with different personality traits and doe-eyed looks to die for. Hamtaro is the star of the show, but others include Boss, who likes to think he's the daddy and Bijou who has a soft spot for Hamtaro.

Q: Isn't the GBC a bit old hat? What about a GBA *Hamtaro* game?
A: There may not be many new Game Boy Color games at the moment, but that shouldn't detract from what is a fun game. Remember, the GBA can play the Game Boy's entire back catalogue, so whether you've got a GBA or a GBC anyone can get into *Hamtaro* on their Nintendo handheld.

"NOM OPINION"

Okay, okay, so they are almost sickeningly cute and the quest is a bit on the straightforward side, but learning a new language adds a whole new spin to Game Boy adventure games. You'll chat away for hours while trying to uncover clues that will further your quest, and trading dances with mates is sure to be a bit of a laugh. Watch out for *Hamtaro* in 2003 – it's going to surprise a lot of people.

NINTENDO GAMECUBE

RAYMAN 3
HOODLUM HAVOC

Rayman's back in an adventure that's big and colourful, but is he tough enough to challenge the mighty Mario for his King of Platformers crown?

LOG ON

http://www.rayman3.com

IN BRIEF

Rayman is back in his biggest adventure yet. Although *Hoodlum Havoc* is a garish platforming romp like *Rayman 2* on the N64, this GameCube quest puts more emphasis on combat, giving our legless hero loads of ways to defend himself against his enemies. And with dozens of worlds to explore, Rayman has a huge challenge on his little floating hands.

DETAILS

Release:
February 2003

Developer
Ubi Soft

Publisher
Ubi Soft

Game Genre
Platform adventure

Since setting the GBA alight with his perilous platforming and pernicious puzzles, Rayman has been sadly missing from Planet Nintendo. Until now, that is.

This month *Nintendo Official Magazine* jetted off to Ubi Soft's offices in Paris for a sneaky peek at *Rayman 3: Hoodlum Havoc*, the legless hero's first outing on GameCube... and potentially the best platforming romp to grace Nintendo's little purple marvel since *Super Mario Sunshine*.

One mini-game sees a shrunken Rayman riding along in his own shoe. Fortunately, he doesn't seem to mind

HOODED HOODLUMS

Rayman 3 features 20 different types of Hoodlums, each one with their own attack patterns, unique weapons and weaknesses for our hero to exploit.

Of these 20 fiends, seven Hoodlums are end-of-world bosses that must be tackled using the enhanced powers Rayman finds hidden inside Tin Cans.

The Artificial Intelligence of Rayman's foes is really incredible. Each monster knows when to run away from a battle, or use a shield to defend themselves against Rayman's fists, making for some long and difficult skirmishes.

HOODBLASTER

These ugly customers can use their Blunderbuss guns to shoot deadly bullets at Rayman or deflect our legless hero's flying fists.

HOODBUZZ

The flying Hoodbuzzes are experts at dodging attacks and Rayman must choose his moment carefully when attacking these brutes.

HOODBOOMS

Hoodbooms prefer to keep their distance and throw bombs, making them twice as difficult for Rayman to target and defeat.

POWER EXTREME

To enhance his basic fighting powers, Rayman must first defeat the Hoodlums with dollar signs floating above their heads.

Destroying these beasts will reveal magical Tin Cans, each one bursting with goodness for Rayman to enjoy.

There are several different Cans to be found in the game and each one rewards our hero with special powers for a limited period of time.

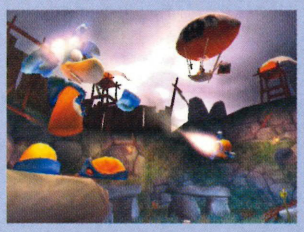
Rayman also scores more points in a powered-up state and this means that players can use strategy to maximise their end of level totals.

❑ **Green Cans** These make Rayman's punches three times more powerful, allowing him to topple the tall mushrooms

❑ **Blue Cans** These give Rayman grappling hooks to swing between floating rings and the ability to electrocute Hoodlums

❑ **Red Cans** These provide extra strength, meaning he can open doors that he otherwise couldn't

❑ **Yellow Cans** Collect one to give Rayman super helicopter powers, so he can reach high platforms



❑ **Orange Cans** These are our favourite as they allow Rayman to use a camera-guided missile

THE GBA CONNECTION

To give the GameCube edition extra edge, *Rayman 3* is also compatible with the Game Boy Advance version of *Hoodlum Havoc*.

As you explore the GameCube adventure you'll occasionally come across secret places, which give you access to mini-games in the GBA quest, so long as both consoles are connected via a Nintendo GameCube to Game Boy Advance Link Cable.

Many of these games will only be available if you have access to both consoles and both versions of *Rayman 3*, but the developers promise that there'll be loads of secrets in store for hardcore Nintendo fans.

❑ **You won't see certain areas of the game unless you have all the latest Nintendo hardware, and that means a GameCube and a GBA**

❑ **Rayman's different vehicles will play a major role in the secret mini-games**

❑ **Rayman's adventures always look great, no matter what Nintendo console they're playing on**

WHAT YOU NEED TO KNOW

Q: Why should I be excited about *Rayman 3*?

A: The world Rayman explores is one of the most beautiful and immersive places ever seen in a video game. From the lush forests of the first level to the fiery cavern where Rayman meets the final boss, each world looks incredible and is packed with interactive elements, which make the game feel like a living, breathing world.

Q: Is this game similar to previous *Rayman* outings?

A: Yes and no. At its heart *Rayman 3* is still a traditional platformer where the wacky French hero has to defeat monsters, collect goodies and save the world. But this time there's a greater emphasis on combat and our hero is able to despatch Hoodlums in a vicious variety of ways.

Q: What sorts of aggressive moves does Rayman have?

A: As always, Rayman can use his floating fists to batter enemies, but this time it's easier to lock-on to monsters and chase them as you wait for the perfect moment to strike. He can also collect various power-ups to boost his basic fighting skills.

THE FIRST THREE HOURS

As Rayman has dozens of moves at his disposal, the game is designed to break players into the action gently. When you first take control of him, the poor fella has lost his floating hands, giving gamers an opportunity to master his running and jumping skills.

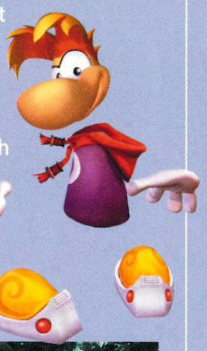
Once you get his hands back, you can get to grips with Rayman's punching powers before heading off into the woods to start the quest.

The first world is a beautiful fairy-tale forest with birds singing in the trees and bizarre mushrooms stretching into the sky.

As Rayman takes his first steps into the forest you can marvel at the interactive world he inhabits. All around him animals and insects are going about their business and Rayman can interact with the creatures he meets along the way. Essentially, it feels as if a Hans Christian Andersen tale has been brought to life, just for you.

Before long, Rayman comes across a familiar village, but he soon discovers that the peaceful forest fortress has been overrun by Hoodlums of all shapes and sizes. Fortunately, the baddies don't spot him right away, giving our hero a chance to sneak up from behind and launch a surprise attack.

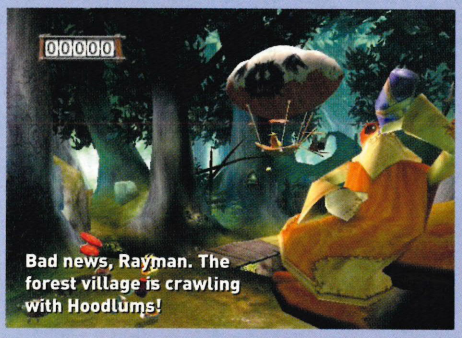
But as his fist connects with the closest Hoodlum, the creature's yelp of pain alerts his cohorts and they run for cover. Now Rayman really has a battle on his hands.



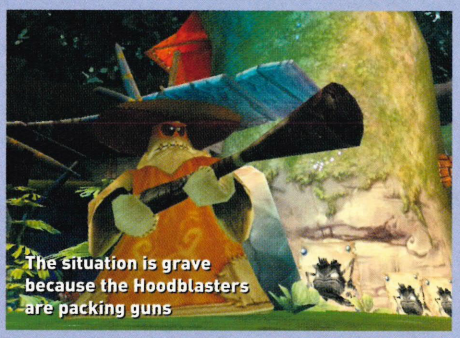
Rayman and his mate Globox decide to enter the mysterious enchanted forest

Animals in the forest go about their business, regardless of Rayman's exploration

The forest is a good place for Rayman to practice his basic moves without being hassled



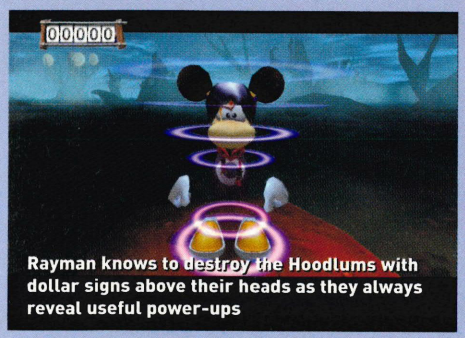
Bad news, Rayman. The forest village is crawling with Hoodlums!



The situation is grave because the Hoodblasters are packing guns

Rayman's about to get a green Tin Can power-up!

It's not long before Rayman enters a factory full of fiends



Rayman knows to destroy the Hoodlums with dollar signs above their heads as they always reveal useful power-ups

"NOM OPINION"

Rayman 3 is one of the most promising titles on GameCube. With an immersive fairy-tale world, super-intelligent enemies and a unique sense of humour, *Hoodlum Havoc* is tremendous fun to play. And with a gentle learning curve that eases players into what is an ambitious and challenging adventure, this quest is sure to appeal to players across the whole board.

WHAT YOU NEED TO KNOW

Q: How is Rayman rewarded for his good deeds?

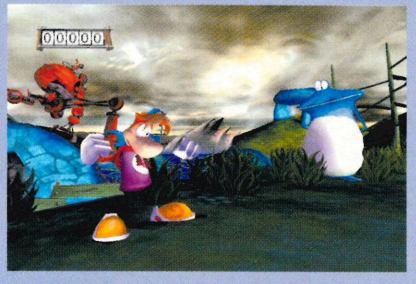
A: As Rayman dispatches Hoodlums and collects hidden gems, his overall score increases. High scores are needed to access hidden areas of the game and the developers claim that you'll only see 60 per cent of the adventure if you don't make the effort to score highly and unlock secrets.

Q: What, only 60 per cent?

A: The reason is to make the game appeal to players of all skill levels. Casual gamers can bumble their way to the end of the adventure with relative ease and breathe a sigh of relief as the final boss bites the dust. But anyone who wants to get more from the *Rayman* experience can try and improve their score and unlock areas that they've never seen before.

Q: What's the general story behind Rayman's adventure?

A: Globox has swallowed the Lord of Dark Lums and Rayman must protect him from an army bent on recovering their leader and conquering the world. Rayman's only chance is to scour the land for unearthly new powers and win the allegiance of a fierce tribe.



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MORTAL KOMBAT DEADLY ALLIANCE

NINTENDO GAMECUBE

LOG ON

http://www.mortalkombat.midway.com

IN BRIEF

Mortal Kombat returns in its most revolutionary form yet. Multiple fighting styles and the ability to change between them mid-bout should give *Mortal Kombat* fans something they haven't seen before. Plus, this is the first true 3D *MK* game, and the coders have gone that extra mile to make the 23 old and new fighters the best looking yet — and the arenas aren't too shabby either.

DETAILS

Release:
14 February

Developer
Midway

Publisher
Midway

Game Genre
Beat-'em-up

Plenty of people need convincing that *Mortal Kombat* is a serious challenger in the world of 3D beat-'em-ups. The fight back starts here.

For most, *Mortal Kombat Mythologies* was the final straw. It was too basic and too reliant on wanton gore, and lacking the fighting depth to lure those raised on the ten-button combos of *Street Fighter* or the slick delights of *Soul Calibre*. So away the creators went for an incredibly long time and had a good think.

They thought about what beat-'em-up fans want in the 3D age and decided people wanted a mix of hand-to-hand and weapon-based combat. They also concluded that blood was still as necessary an ingredient as fists, and that other-worldly special moves were A-OK with the kids. Plus, they realised that poly-packing eye-candy was a minimum requirement and that hundreds of unlockable extras was a must. And these are our thoughts after playing a near-to-finalised build of the game...

Moloch appears to have one or two tasty moves

WHAT YOU NEED TO KNOW

Q: Be straight, is it more of the same?
A: No, this game feels very different to past *Mortal Kombat* games. It's obvious from the moment you start playing that this is a conscious departure for the series. The key difference is the three different fighting styles given to each fighter — they're all real, if obscure, martial arts. Two are hand-to-hand combat styles, ranging from Kenpo to Karate. The other uses weapons like swords and Nunchaku. So far, so good, but the master stroke as far as we're concerned is being able to switch between the styles during a fight, with not even a hint of a stutter as fighters gracefully switch from the Crane discipline to Karate. Plus, each character will have a set of special moves, with many of the returning characters using updated versions of their trademark attacks.

DOING REAL DAMAGE

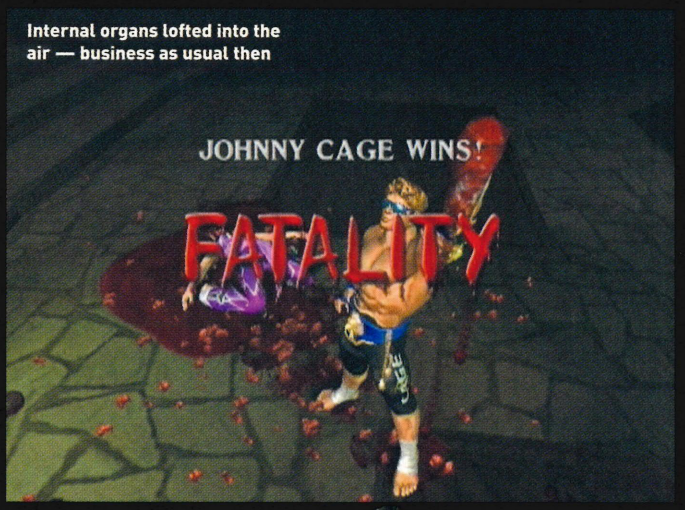
The blood. It's everywhere and makes *Resident Evil* seem like a paper cut. But it's only part of the carnage. Now fighters sustain gradual facial damage, leading to blood-stained faces, sporting black-eyes, split lips and bloodied noses.

At the end of a bout, the winner is shown close up, looking like they've just gone five rounds with Lennox Lewis *and* Mike Tyson.

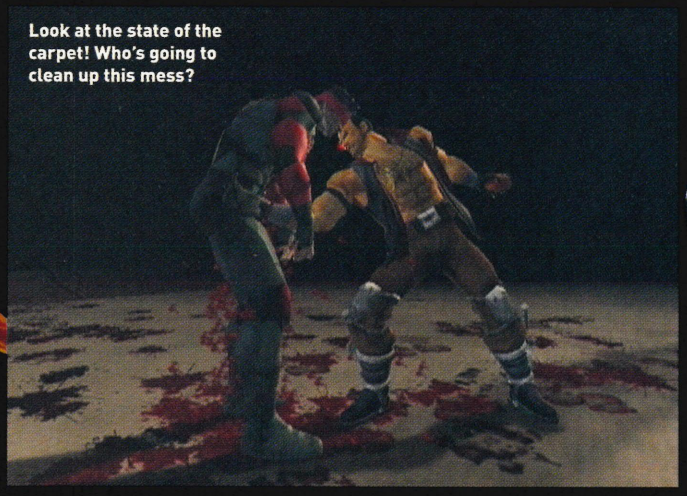
It's an old gag, but in this case it's true, because if you thought that was bad, you should see the other guy — they're likely to be missing limbs and internal organs.

Fatalities naturally play a large part in the more savage and inventive deaths, but this time out each character only has one, and very graphic they are too.

If this is what the winner looks like, imagine the state of the loser



Internal organs lofted into the air — business as usual then


Look at the state of the carpet! Who's going to clean up this mess?

Q: That sounds cool, but doesn't it mean millions of button combos to remember?

A: You'd think, but all the fighter's styles use the same button combinations and with most moves kept below five presses, it just means that the moves you perform change, depending on what discipline you're using. The idea is you can switch between styles to best defeat your opponent and when you do, you still use the same buttons, meaning you're as deadly using Kung Fu as Tae Kwon Do. In practice you'll find that certain styles seem ineffective against some opponents, while others get the blood flowing quicker than a vampire convention. This adds strategy and depth to the proceedings and Midway hope this will persuade you to give *Mortal Kombat* another try.

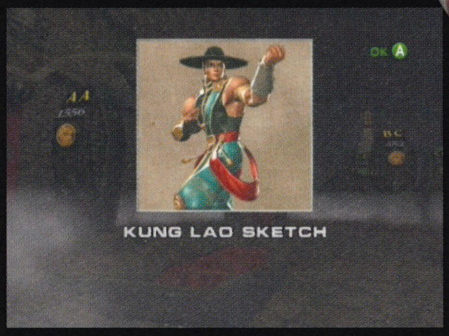
PRECIOUS THINGS

The whole point of beat-'em-ups is their longevity. They need to be the kind of game that gets better the longer you play, as you pick up the subtle nuances, and the kind of game really designed for two-player gaming. The makers know that.

Which is why they've included over 600 unlockable extras. No, that isn't a printing error — we meant over 600. The choice is immense, and a sure draw for *Mortal Kombat* fan-boys. It contains new characters, fighting arenas, models, sketches and facts.

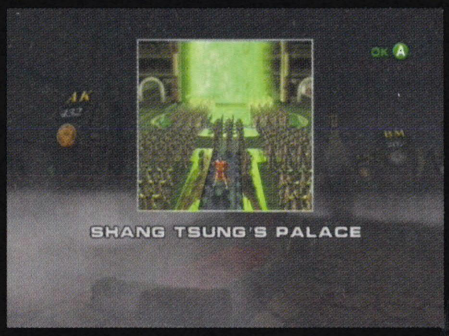
And, in a twist, it houses all these goodies in the Krypt, which is decked out with 600 odd-looking upright coffins (sorry we lost count!). Each has a coloured plate on the front with a price on it, and to buy the contents, which incidentally you don't see until you've handed over the dosh, you have to spend the correctly coloured coins, earned while fighting. Your ill-gotten gains can also be loaded onto a memory card along with a fighter you've taken through the rigours of the game's Story mode and battle it out with a friend, with the possibility of *MK* coins up for grabs.

■ You never know what your purchase will be until the coffin has opened



■ Plenty of top-notch artwork awaits *Mortal Kombat* fans ready to put in the hours

■ The Krypt looks great, with ominous mist wafting around the hundreds of coffins



■ Amongst the goodies to unlock are a variety of new arenas to fight in

WHAT YOU NEED TO KNOW

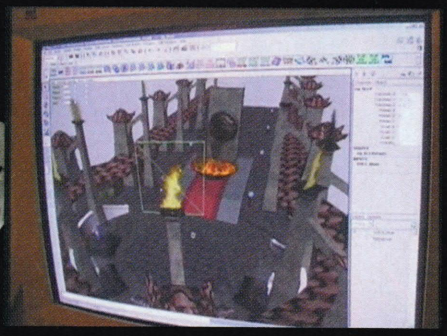
Q: Talking of blood, is it on the menu?

A: On the menu, gushing from severed heads — you name it and they've found a way of covering it with the red stuff. Bouts are literally swimming in it, as impaled swords send blood arcing into the air before soaking the floor, where it stays until joined by the next splodge splattering the ground. It's very explicit, even if it's given an almost cartoony over-the-top gloss, and definitely not kid's stuff. The game will have an 18+ certificate, and when you add the even gorier Fatalities to the proceedings you'll quickly realise this game is gunning for the title of Most Brutal Beat-'Em-Up. And it's looking like winning it. At the time of going to press, it seems certain that the UK won't have to endure green blood or any other watered-down visuals.

DVD CONTENT

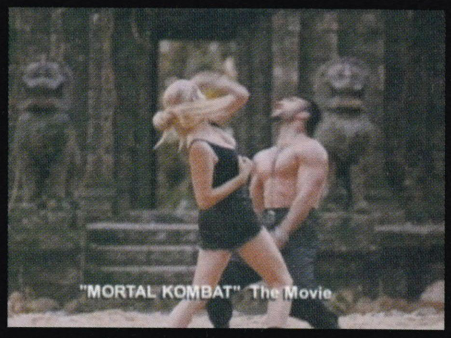
In a treat for die-hard *Mortal Kombat* fans, this game contains loads of DVD-style extras, all looking crisp and crystal clear.

There's a history of the series with exclusive insight from the *Mortal Kombat* team including its creator, Ed Boon. It's a diverse wealth of information, showing scenes of excited American kids clamouring to get a look at the new game in the early 1990s when Midway triumphantly toured the US with a truck full of *Mortal Kombat* arcade machines. This is joined by an equally thorough look behind the scenes at the making of the game. So, if you're even remotely interested in how games are made it's a great insight.

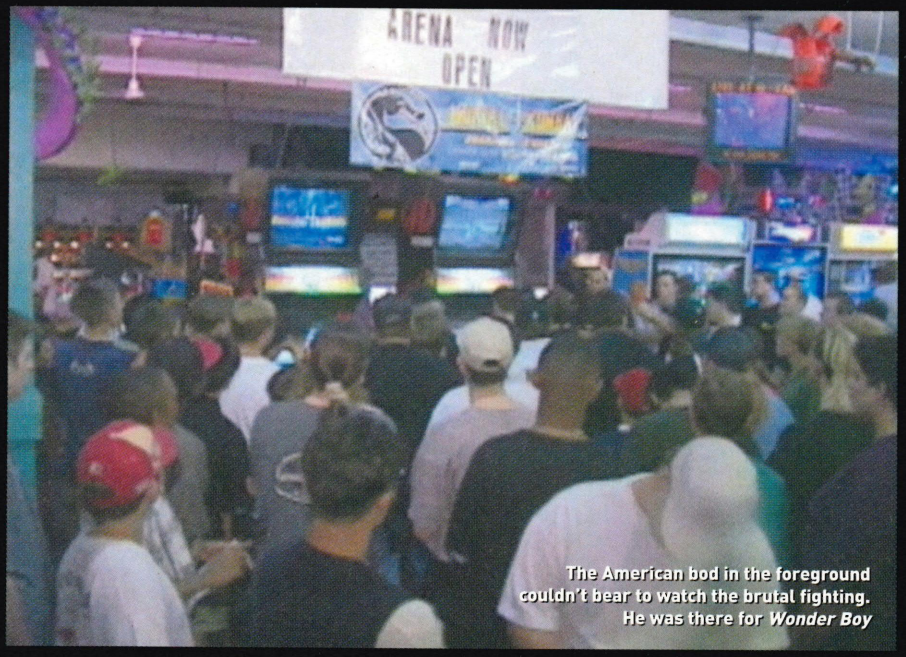


■ You'll be amazed at how they put the game together — apparently it's not down to magic

■ Old-Skool fools can watch movies of old *MK* games, oddly without *Mortal Kombat Mythologies*



■ Ladies laying the smack down is always enough for us to rate a film. Sad, we know...



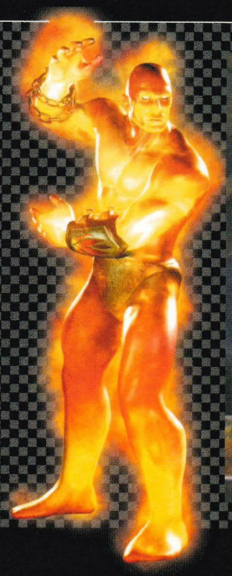
The American bod in the foreground couldn't bear to watch the brutal fighting. He was there for *Wonder Boy*

"NOM OPINION"

The version of *Mortal Kombat Deadly Alliance* that we played was American code, but if Midway can make the PAL conversion just as good, then UK GameCube owners have a quality beat-'em-up to look forward to. With its top-quality graphics and fast and fluid multiple fighting styles, this should be amongst the GameCube's best brawlers. Whisper it softly: *Mortal Kombat* is back, big time.

Q: So, is it all the same old faces, or are there some new characters?

A: There are plenty of old-timers to be found in *Mortal Kombat Deadly Alliance*, as well as a selection of fresh blood. You can expect to come face to face with Scorpion, Kung Lao, Rayden, Johnny Cage and Sonya during the action. They're joined by a hulking beast called Moloch as well as a female Sub-Zero and Blind Kenshi, who is apparently as blind as his name suggests. There are 23 characters in all and it'll come as a surprise for long-time *Mortal Kombat* fans to find out which *MK* veteran meets an untimely end in the game's opening movie. We're not naming names, so you'll just have to wait until it's released on 14 February. Anyone up for a St. Valentine's Day massacre?



SONIC MEGA COLLECTION

NINTENDO GAMECUBE

LOG ON

http://www.sega.com

IN BRIEF

The early 1990s weren't just about Mario cementing his legendary reputation, there was also a speed-addled blue hedgehog vying for our attention. And just to prove that Sega and Nintendo are now great mates there's a budget-price compilation of seven *Sonic* games just around the corner. Included are *Sonic the Hedgehog 1*, *2* and *3*, *Sonic and Knuckles*, *Sonic 3D Blast*, *Sonic Spinball* and *Dr. Robotnik's Mean Bean Machine*. Retro gamers can now stop screaming.

DETAILS

Release
Early 2003

Developer
Sega

Publisher
Sega/Infogrames

Game Genre
Various

Don't bother dusting down your old Mega Drive, just wait until *Sonic Mega Collection* is released and relive seven *Sonic* classics from the comfort of your GameCube.

Seven perfectly emulated *Sonic* games on one tiny GameCube disc, doing away with the technological embarrassment of placing a Mega Drive in front of your TV. This is progress, friends. Not only that, but there's a wealth of other *Sonic*-related jewels, like a history of the series and a hi-res *Sonic* comic to virtually flick through. A tempting proposition to be sure, and especially so if you're a 2D gaming junkie.

Well, we remember the early 1990s as well as anyone, so we dusted off our *Ned's Atomic Dustbin* CD and prepared to go back to the future, to a time when 3D gaming in the comfort of your own home sounded as fanciful as tiny phones that transmit moving pictures.

WHAT YOU NEED TO KNOW

Q: I was only born in 1990, what's the big fuss about *Sonic the Hedgehog*?

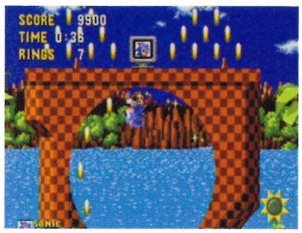
A: It may sound corny, but without these trailblazers there wouldn't be games as we know them now. Along with the *Super Mario* titles, *Sonic* games defined what platformers were all about. And like watching an early film from a favourite actor or hearing songs by your number one pop star's first band it's kind of cool to see where it all started. In this case it's interesting how the *Sonic* formula has changed over the course of seven games.

Q: But things have moved on now, doesn't it all feel a bit old fashioned?

A: Not a bit. The Game Boy Advance has proven that retro classics can still do the business, appealing to misty-eyed devotees and curious newcomers alike. It's all down to the quality of the games and pretty much all *Sonic* titles have one thing in common — and that's their rampant playability. 2D or not, they're all proven classics, and if there's one thing we do know it's that a good idea seldom becomes bad and vice versa.

THE SEVEN GAMES

SONIC THE HEDGEHOG



It's the one that kicked it all off and it's just as we remember. Sonic must rescue all the helpless animals from Dr. Robotnik, taking him on a high-speed romp through places like Green Hill Zone and Spring Yard Zone. Great fun, but the sound is abysmal.

SONIC THE HEDGEHOG 2

Sonic is joined by a sidekick Tails, again trying to thwart Dr. Robotnik. The levels are similar to the original, but a little sharper and with even more going on. There's also a Versus mode for the first time. And the soundtrack quality is a damn sight better than the dodgy original.

SONIC THE HEDGEHOG 3

The year is 1994 and it's Sonic's third outing in as many years. This time he's

up against Knuckles who's stolen the Chaos Emeralds. Again the super-spiky dude is joined by Tails in one of the prettiest *Sonic* games ever. The only trouble is that it's a bit on the short side.

SONIC & KNUCKLES

This time there are two playable characters, with Knuckles providing a whole new set of moves, like gliding and climbing walls. The traps in this game are even more cunning than in previous adventures, with turrets popping up from the undergrowth to blast you.

SONIC 3D BLAST

Sonic goes 3D... well, sort of. If you can imagine *Marble Madness* with Sonic then you're getting pretty near to where this quirky game is coming from. The controls take a bit of getting used to, but the pre-rendered backgrounds look absolutely great and offer exciting new types of ring-collecting fun.

SONIC SPINBALL

It's Sonic in a pinball game. Despite this smelling like a cheap cash-in, the game

plays surprisingly well, with a total of four boards to tackle. On top of that, each board has boss battles and hidden emeralds to find, making this one of the toughest *Sonic* games to date. Well, in our opinion...

DR. ROBOTNIK'S MEAN BEAN MACHINE

This is a puzzle game, incorporating elements of *Tetris* and *Dr. Mario*. The aim is to match up coloured beans, thus triggering chain reactions that punish your opponent, which can be the reasonably clever computer or a human opponent.

"NOM OPINION"

This is a great idea, especially if Sega and Infogrames deem to offer this compilation in the UK at a budget price, just as they're doing in the US. Every one is a much-loved game that'll have nostalgia buffs getting all misty-eyed. And newbies should be just as excited because they're as playable as ever. Here at *NOM*, this is one idea that we'd definitely like to see copied elsewhere. Mario (cough!), Zelda (wink, wink!).

Q: You talked about hidden gems — what else is there?

A: Well, on top of the seven games already mentioned, there are a further five to unlock, including *Ristar* and some other *Knuckles* games. There are also 100 covers of *Sonic* comics, hi-res *Sonic* art, manuals for all the games, plus of course, all of the original music. It's a meaty package, and each and every game is virtually identical to the originals. In fact, Sega claim that some minor graphical improvements have been made, but in all honesty we can't tell where.

NINTENDO GAMECUBE

E-READER

LOG ON

http://www.nintendo-e-reader.com

IN BRIEF

Four-player link-up, connectivity to GameCube — is there anything the GBA can't do? Well it can't make a brew, but it can enjoy all-new Pokémon fun and some tasty classics that have been condensed into specially made e-Cards.

DETAILS

Release:
TBC

Developer
Nintendo

Publisher
Nintendo

Game Genre
Various

If your Gran threatens you with a game of Snap this Christmas, tell her to get a life and show her these pages, because the e-Reader is the future of card games.

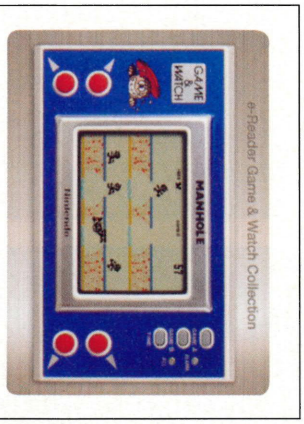
Just by swiping specially made e-Cards through the Nintendo Game Boy Advance e-Reader you'll open up a whole new world of GBA gaming, so join us as we show you how the peripheral works and what titles you can expect to play.

Travel back 15 years and you could only play these games on a NES. Now they're going to fit nice and snugly in your Game Boy Advance thanks to another Nintendo gaming innovation.

The e-Reader will bring loads of NES classics to the GBA as well as some new innovations

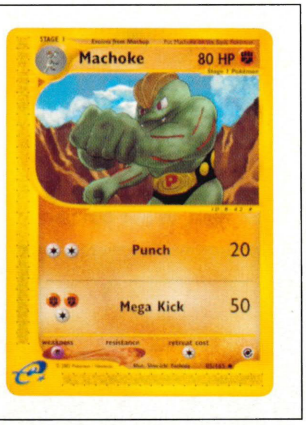
THE GAMES

If the US is anything to go by, it depends on the e-Reader pack you purchase to see the specific e-Cards you'll get. As well as a nostalgic delve into Nintendo's Game & Watch past, expect to see *Pokémon* updates and *Animal Crossing* innovations.



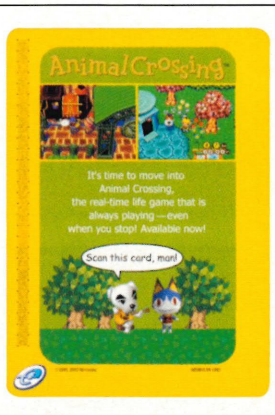
MANHOLE-E

Nintendo is dusting down its old games for the e-Reader with the addition of *Manhole-e*. It's your mission to close the open manholes by crawling around underneath them and plugging the gaps. If someone falls down a hole you'll lose a life. Lose three lives and it's Game Over.



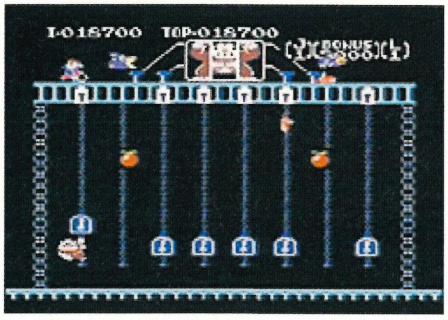
POKÉMON-E

New *Pokémon* e-cards are expected with your e-Reader and are part of the new 165-card *Pokémon-e Expedition* series. Two strips are on the card: the shorter strip is Pokédex info, while the longer strip contains graphics, music and brilliant mini-games. How cool is that?



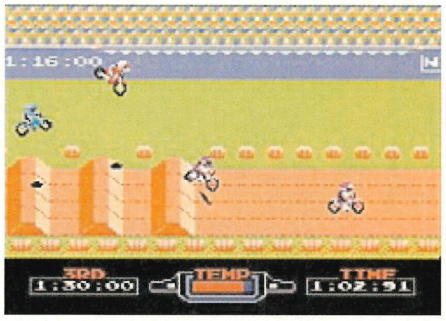
ANIMAL CROSSING-E

To make Nintendo's communication game all the more interesting you can link your e-Reader and GBA to your GameCube to transfer new data thanks to the passwords on over 60 e-Cards. In return you'll get extra gifts, letters and tunes for when the town clock strikes.



DONKEY KONG JR.-E

Believe it or not, Mario was the bad guy in this game after locking Donkey Kong in a cage. It's up to you to take on the role of Donkey Kong Jr. and save your dad by swinging across vines in four levels and collecting the keys you need to free him.

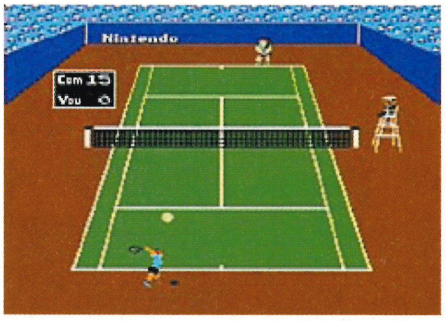


EXCITEBIKE-E

You may have unlocked it in *Excitebike 64*, but now it's coming to GBA as an e-Reader game. Take part in the Excitebike World Championship, battling other riders to the finish line. Just make sure you don't come a cropper as you land after the huge jumps.

BALLOON FIGHT-E

Clamber into your basket and take to the air in this manic balloon battle high above the water. Steer your balloon away from lightning bolts, balloon-eating fish and do all you can to take down the enemy by ripping away their parachute.



TENNIS-E

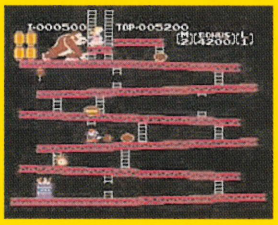
Excitebike-e isn't the only sports game to come to the e-Reader as you can also expect the return of Nintendo's classic tennis sim. *Tennis-e* lets you lob, volley and crack some lightning-fast aces against five different computer opponents.

OTHER GAMES

The e-Reader fun doesn't stop there, though. There's a heap of games that are coming, and the e-Reader titles you can expect to see will include such classics as *Donkey Kong-e*, *Mario Bros.-e*, *Baseball-e* and the return of *Super Smash Bros. Melee*'s Popo and Nana in *Ice Climber-e*. How's that for a selection?

BASEBALL-E

As well as *Tennis-e* you'll be able to take to the plate and smash those Home Runs in *Baseball-e*.

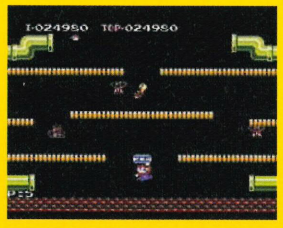


DONKEY KONG-E

The hairy ape has stolen Pauline, so it's up to Mario to leap barrels and use his hammer to save her.

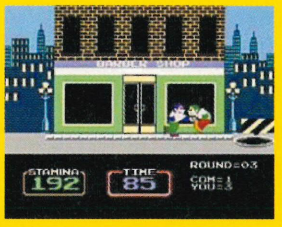
ICE CLIMBER-E

Scale the highest peaks, dodging vegetables and animals as you go in this NES re-make.



MARIO BROS.-E

Another timeless Nintendo game comes to e-Reader as Mario heads to the sewers for a clean up.



URBAN CHAMPION-E

Burly bullies have taken over the streets. Can you sort them out in this scrolling beat-'em-up?

WHAT YOU NEED TO KNOW

Q How does this e-Reader thing work then?
A Well, the e-Reader sits in the cart slot at the back of your Game Boy Advance. Every time you want to play a game, all you have to do is slowly slide the e-Cards through the e-Reader's scanner. It will store the game in the GBA's memory for as long as you've got the machine turned on.

Q What games do you get with it?
A If the US launch in September is anything to go by, the e-Reader will come with a variety of surprises including three *Pokémon-e Expedition* cards, an *Animal Crossing-e* and the ancient Game & Watch game, *Manhole-e*. Depending on the US pack, you also got *Pinball-e* or *Donkey Kong Jr.-e*.

Q Okay, so that's for starters, but what others are there?
A Others on the menu include *Excitebike-e*, *Balloon Fight-e* and *Tennis-e* (more of these in the separate box), but according to Nintendo's official site, http://www.nintendo-e-reader.com, you can expect the likes of *Donkey Kong-e* and *Mario Bros.-e*, too.

Q That's loads of games! How much will they be and when are they out?
A Unfortunately, Nintendo hasn't confirmed a release date for the e-Reader here in the good old UK, but fingers crossed, it will be out before next summer. As for the price of the games, they are dirt cheap and work out at $5 each in the States, while the machine will set you back $40.

"NOM OPINION"

Nintendo has given us so many innovations over the years and here's another that's set to take portable gaming to new heights. Soon the GBA won't just play carts, you'll be able to relive some of Nintendo's history and expand the GameCube experience just by swiping cards. If Nintendo can keep the games at pocket money prices, it's got another winner on its hands.

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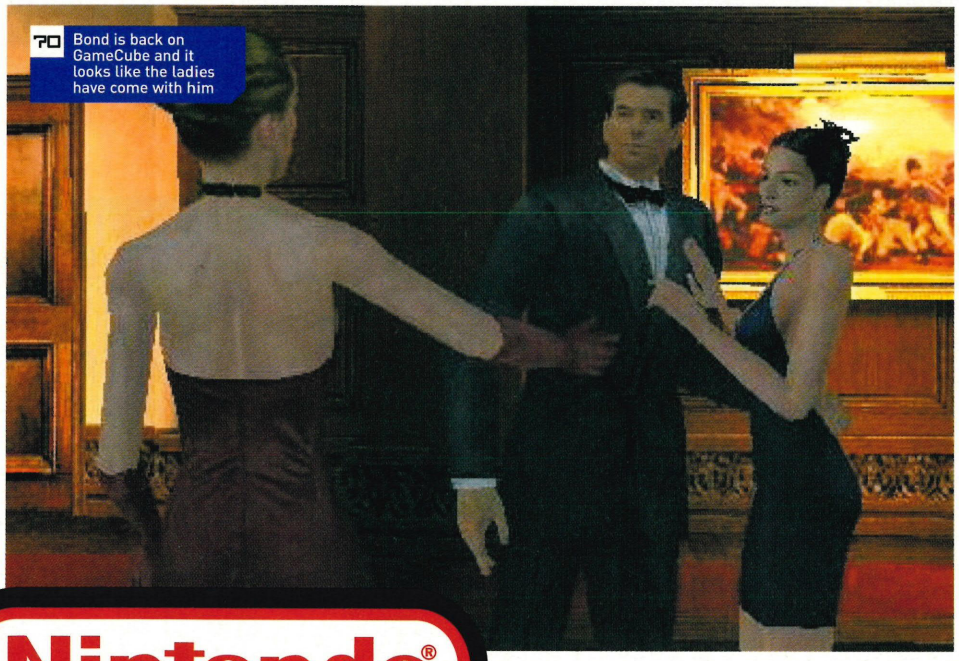

70 Bond is back on GameCube and it looks like the ladies have come with him

REVIEWED 01/2003

NINTENDO GAMECUBE

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Plus! *PowerPuff Girls, Robotech, Tarzan, Black Belt Challenge* and loads more!

Nintendo® REVIEWS

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

HOW WE SCORE

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

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

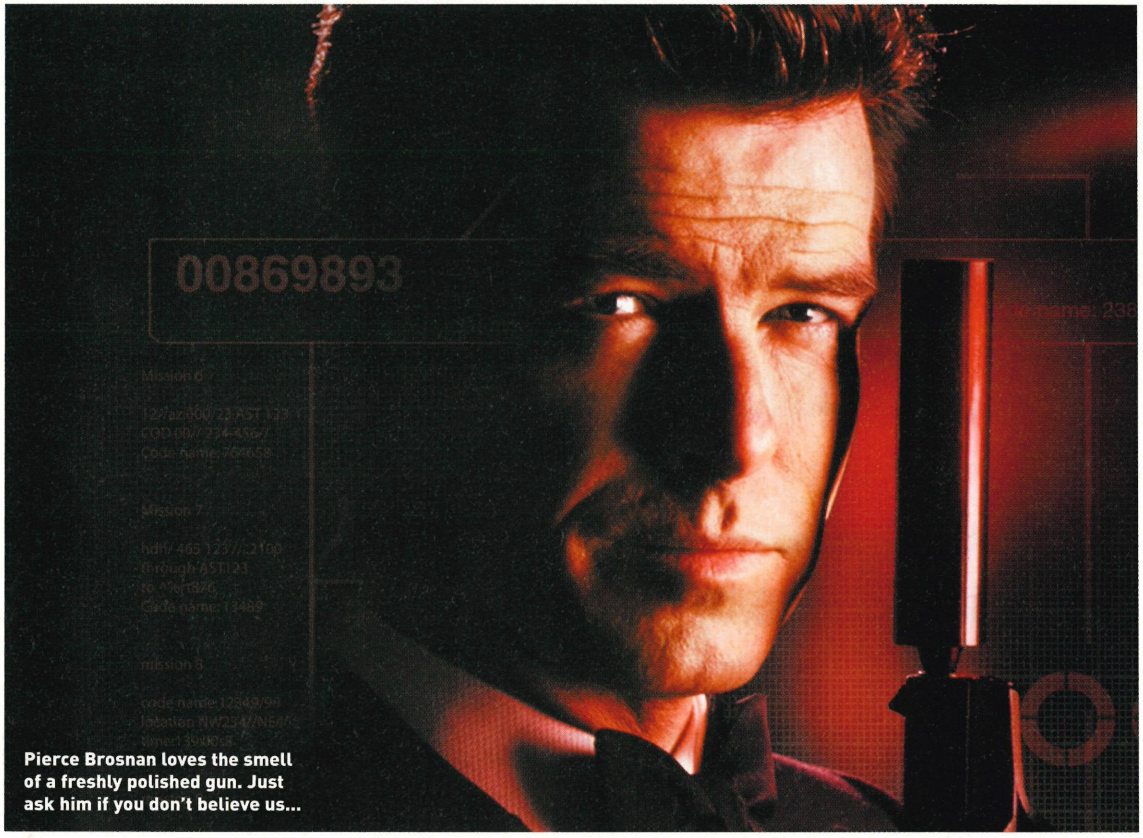
HOW OUR OFFICIAL REVIEWS WORK

LOG ON

http://www.uk.ea.com

IN BRIEF

EA's *Bond* franchise gathers pace with this exciting follow up to *Agent Under Fire*. A crazed businessman wants control of the world's satellite network and only 007 has got what it takes to stop him. Everything's been improved from the gadgets to the girls and this Bond adventure will leave you shaken *and* stirred.

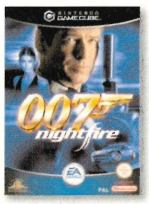


Pierce Brosnan loves the smell of a freshly polished gun. Just ask him if you don't believe us...

JAMES BOND 007: NIGHTFIRE

ANOTHER SLICE OF BOND TO SLOT INTO YOUR GAMECUBE. SAVING THE WORLD HAS NEVER BEEN SO MUCH FUN, BUT DO TRY AND BEHAVE, 007...

DETAILS



1-4 Players

2 Blocks

Price: **£44.99**

Release: **Out Now**

Publisher: **EA**

A bright red AC Cobra sports car hurtles through the streets of Paris, chased by a pack of black BMWs full of armed assassins. The Cobra driver does her best to escape, but to no avail. Suddenly a helicopter appears on the scene, the door slides open and the muzzle of a sniper rifle appears. The gunman takes out the tyres of one of the pursuers then tells the helicopter pilot to get in front of the pack. Another well-aimed shot and the second car is toast. A sharp turn over another building and the marksman's sights settle on a winch. With one final shot a massive steel weight falls to the ground and the last BMW is a goner.

The sniper jumps into an Aston Martin Vanquish, picks up the girl from the Cobra and sets off through Paris at full speed. The target: an old army van packed with explosives. The Vanquish weaves through the streets, narrowly avoiding passers-by before getting behind the loaded van. A sharp blast from the Aston's

❑ These plebby marines are no match for 007's prowess. You should have called in sick today, mate...

❑ That camouflage is absolutely terrible, you stick out like a sore thumb! We'd suggest going for a subtle beige next time

❑ It's no good looking up there, Bond's standing right in front of you

❑ When all else fails, blow things up — it's not very subtle, but it does the trick

❑ Bond doesn't just get his hands on fast cars and faster women, he's also a dab hand at flying missions in all manner of different aircraft, like these cool-looking microlights

A TIP TO GET YOU STARTED

Look out for alternative routes through the levels and be prepared to improvise as there are a number of ways that objectives can be completed. On the first stage you can sneak into Drake's castle by walking along the ledge to the left of where the lorry parks. And on the Double Cross level you can sneak up behind one of the bad guys by moving a painting on the wall. Now that's stealthy.

❑ Avoid the helicopter, sneak through an air vent... proper Bond!

▶ on-board Electro-Magnetic Pulse device and the moving bomb grinds to a halt. And with that, *007 Nightfire* has arrived.

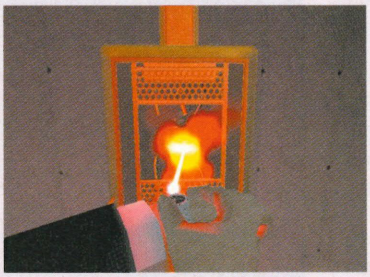
While it isn't based on any particular *James Bond* movie, this new 007 adventure has all the trademarks of the series: beautiful girls, exotic locations, steroid-packed henchmen and, of course, the crazed madman intent on world domination. This particular maniacal businessman, Rafael

❑ 'Oh, James!' This lovely lady looks like she could cause some trouble, if only in the trouser area. Careful, Mr Bond...

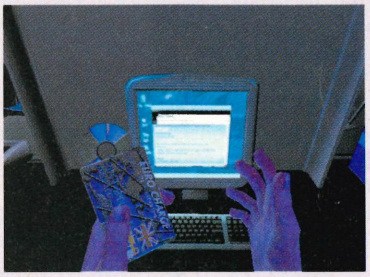
LISTEN CAREFULLY, 007

It wouldn't be a Bond game without some toys from Q Branch and *007 Nightfire* has got some crackers. James has an electric razor that doubles as a handy Stun Grenade and a credit card that contains computer hacking equipment.

The Aston Martin is also tooled up with the latest equipment, including smoke screens, homing missiles and the Q Wedge that enables the car to jump up onto two wheels and slide through really tight spaces.



❑ The standard-issue Watch Laser is here again. We missed you!

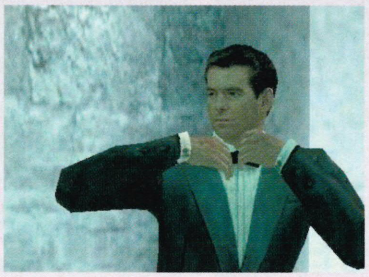


❑ The Q-Bug is a wicked little piece of equipment concealed in a credit card

❑ Fully automatic weapons are always the most fun. You know it, we know it — Bond certainly knows it...

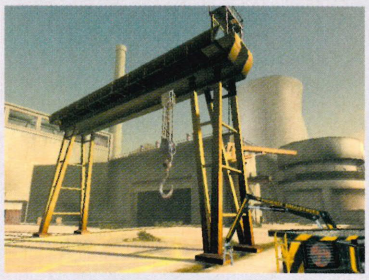
❑ Judging by the state of the armour these girls are wearing, head-shots may be the best way forward

JUST LIKE THE MOVIES



❑ Calm down ladies, he's not real, but he looks pretty damn close to us

The producers of the *Bond* movies could do a lot worse than check out *007 Nightfire* for their next project; the whole thing looks so real. The character animation is very strong and the facial expressions really convey their emotions.



❑ Stunning landscapes and detailed scenery — absolutely awesome

The first time you see Bond you will think that Pierce Brosnan has snuck inside your TV and the girls look like pin-ups, too. All this detail really brings the game to life and makes it feel like you're part of an interactive movie.

❑ The obligatory Night-Vision Goggles are included in your bag of tricks

❑ This crazy ninja boss is a real pain to dispose of — he's lightning quick

▶ Drake, is attempting to steal a satellite guidance system so that he can hold the world to ransom. As MI6's best undercover agent, it's up to you to find Drake and stop the guidance system falling into his malevolent hands.

The story line is very strong and the characters are excellently portrayed — Bond looks so much like Pierce Brosnan that your mum will be drooling all over your GameCube. This detail extends to the scenery, which looks absolutely stunning. From the opening sequence in Paris through to a snowbound Austrian castle, everything looks solid and real.

Controlling Bond is simple. The two analogue sticks handle moving and turning while R is responsible for firing. Pressing L brings up the Manual Aim and the good thing about *007 Nightfire* is that the cross hairs don't automatically centre, making long-range shooting much more precise. A is the action button, B reloads your weapon and Y makes Bond jump. The only gripe is with using the sluggish D-Pad to cycle through the weapons and gadgets.

❑ Ladies, ladies everywhere. The attention to detail is staggering, every area looks like a film set

❑ Cooey, over here you idiot. They may look tough, but 007 will make mincemeat out of them

❑ You'll have to attack this helicopter with guided missiles whilst hanging out of a cable car. Nice!

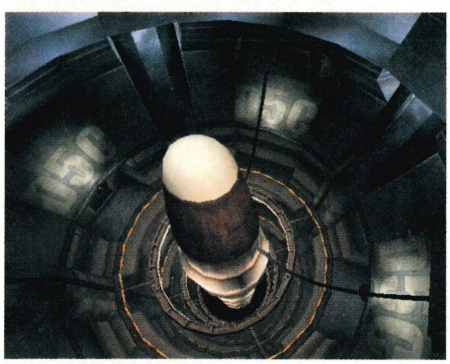
> "BOND LOOKS SO MUCH LIKE PIERCE BROSNAN THAT YOUR MUM WILL BE DROOLING ALL OVER YOUR GAMECUBE."

▶ The levels begin with a list of objectives for you to complete. These are updated as the missions progress and you'll get hints and advice from M and Q, but it's also important that you obey orders. On the Night Shift stage you must break into Drake's head office, but you must not kill any guards or it's Game Over, instead you have to sedate them with a tranquilliser gun. Think carefully and work quickly, 007.

One of the best features of the game is the way that it's paced, much like the best *Bond* films. After the action-packed opening sequence, the game moves to a more stealthy style where Bond has to sneak inside Drake's Austrian castle. The second level, Alpine Escape, sees you on board a snowmobile armed with a machine gun, while Enemies Vanquished, the third stage, puts you behind the wheel of the Aston using homing missiles to shoot enemy helicopters from the sky.

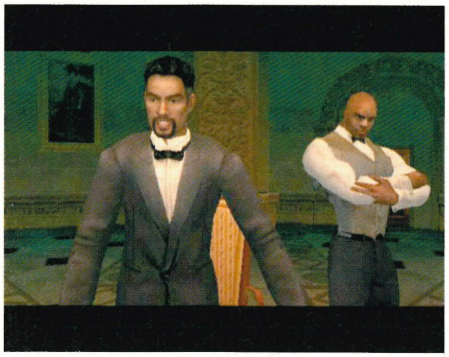
From here, the action calms down again as you try and stop a gang of Japanese assassins from killing Alexander Mayhew, your key witness. This blend of action and stealth brings variety into the game and keeps you on your toes.

Once you get bored with the one-player game then it's time to check out the multiplayer modes. There's a comprehensive choice of game styles like team battles and Capture the Flag and the weapons, enemies, game times and characters can all be tinkered with to suit your personal taste. Sadly the multiplayer gameplay is pedestrian at best, with none of the fun or quirkiness of *TimeSplitters 2*. It's still a solid attempt at multiplayer modes and it is fun, but if you're buying this game hoping for the greatness of *GoldenEye 007*'s

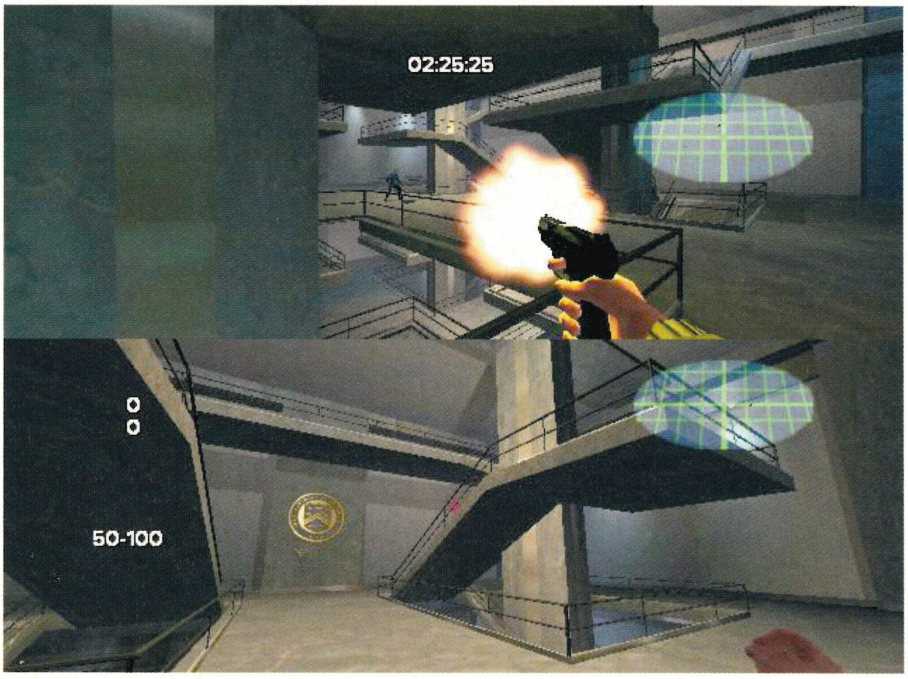


❑ It might look like a giant roulette table, but it's actually the rogue satellite that you've got to stop

❑ Wait for it... Using long-range weapons is easy as the cross hairs don't automatically centre



❑ The man with the 'tache is Rafael Drake, he'd quite like to take over the world, the swine



❑ The multiplayer games are good, just not as good as those in *TimeSplitters 2*, or even *GoldenEye 007*

> "THERE SHOULD BE A LITTLE JOKE HERE AND THERE, NOT ONE-LINERS AS OLD AS THE ROMAN EMPIRE."

▶ mate-bashing action then we're afraid you'll be sorely disappointed.

007 Nightfire is a high-quality game, but there are a couple of things that stop it being great. Initially there are too many cut-scenes that interrupt the action; you play for a minute, then watch a minute's worth of movie. Another problem is the fact that the enemies don't react when shot. It may sound like nit-picking, but it really takes away from the atmosphere of the game.

The overriding feeling of *007 Nightfire* is that it takes itself a little too seriously, there's no light relief, it's just a straight-ahead shoot-'em-up. After all, this is Bond, there should be a little joke here and there, not a cliched one-liner that's as old as the Roman Empire. The game is a definite improvement on *Agent Under Fire*. The story line is strong, the missions are exciting and varied and the one-player experience is great fun. Deathmatch fanatics will find the multiplayer game a bit average and there's nowhere near the depth of game modes to be found in *TimeSplitters 2*. But if you're in the market for a serious shooter with a strong heritage and loads of cool features then *007 Nightfire* should be near the top of your shopping list. **Dominic Wint** NOM

❑ Who needs guns when you can get your hands on car keys equipped with tazers? Oh, suits you, sir!

VERDICT

GOOD	■ This feels like a *Bond* movie. The story line is strong and the action's fast. ■ There's a wide variety in the levels and each element is fun to play.
BAD	■ There's not enough *Bond* humour. The whole thing can often feel a little bit dry. ■ The multiplayer is average — it's a bit slow-paced and not all that much fun.
FUN	FPS fans will feel at home and the intense opening will have you instantly hooked.
VALUE	It's up there with the best FPSs on GameCube, but *TimeSplitters 2* is better.
LIFE	Even on easy it's tough and unlocking all the characters will take a fair while.

Not as good as *GoldenEye 007*, not as much fun as *TimeSplitters 2*, but *007 Nightfire* is still a worthy purchase. The style, detail and pacing make this a winner.

8

www.nintendo-europe.com

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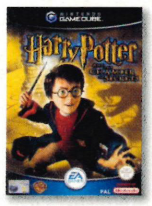
LOG ON

http://www.harrypotter.ea.com

IN BRIEF

After recent outings on GBC and GBA, Harry, Ron and Hermione are preparing to set Nintendo's box of tricks alight in their first GameCube outing. Developed by the makers of *007 Nightfire* and *The World Is Not Enough*, *The Chamber of Secrets* will see you searching Diagon Alley, flying Harry's Nimbus Two Thousand and bumping into arch enemies Draco Malfoy and Professor Snape.

DETAILS



1 Player

4 Blocks

Price: **£44.99**

Release: **Out Now**

Publisher: **EA**

Dumbledore and Harry love to share some intimate moments over a Werther's Original

HARRY POTTER AND THE CHAMBER OF SECRETS

WE'RE OFF TO SEE THE WIZARD AS HOGWARTS OPENS ITS DOORS TO A CHARMING AND MAGICAL GAMECUBE ADVENTURE. IT'S HARRY TIME!

Another year, another *Harry Potter* film, but this Christmas sees a first for Hogwarts as Harry makes his GameCube debut. Last year, the N64 had no Hogwarts quest, but this festive season we're proud to present our review of the luscious-looking home console quest.

And luscious it most certainly is as Eurocom has brought Harry's world to life with bustling locations from the book, complete with a variety of gorgeous lighting effects, particularly from Harry's wand, and enormous attention to detail that *Potter* punters will definitely drool over.

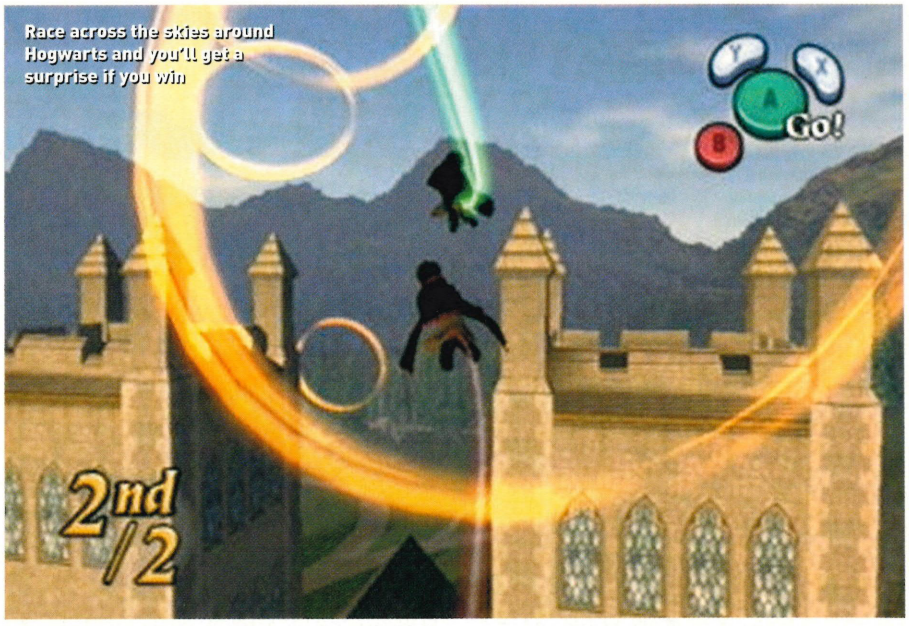
The whole of Diagon Alley is yours to explore, so expect to rummage through Gambol and Japes, the Magical Menagerie and The Leaky Cauldron, complete with chattering wizards and witches that bring the whole place to life. Hogwarts too is just as you'd imagine it with ghosts floating through walls and a whole Who's Who of the book's characters to bump into, including sneering Professor Snape, Percy the arrogant prefect and the Weasley twins complete with their own shop housed in Gryffindor's toilet.

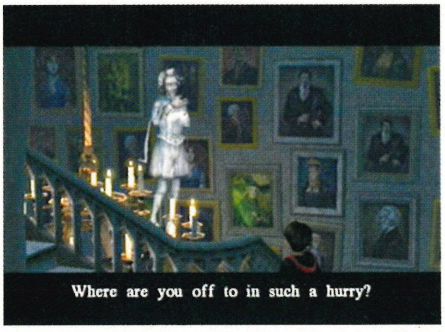
It's certainly full of charm and innocence, and the classical soundtrack is as good as that in the film. Elements of the game also tip their hat to classic Nintendo titles as you sneak past Percy in his study and

❑ It's six of the best if Harry gets caught in the Library. Ouch!

❑ 'Yes, you heard right, fat bird — the password I gave you was Lard Ass'

❑ Bertie's been busy making his Every Flavour Beans for you to collect and earn rewards





❑ Ghosts love to pop up and make Harry stain himself including Nearly Headless Nick

❑ Use every trick you have in Lockhart's challenge

BROOM-BROOM!

Even though the game doesn't give you the chance to drive the Ford Anglia, one major element of *The Chamber of Secrets* has been included, and that's the chance to take to the air on your fabulous Nimbus Two Thousand broomstick.

On your second day at Hogwarts you'll have to join Madam Hooch out on the Quidditch field and learn to fly your broomstick as you swoop through rings placed around the school's grounds.

You will also have to try and beat the clock, passing through rings that shrink as you get closer to them or even dodge at the last second as you close in at speed.

❑ Oi, Harry! Get your butt through those rings and try earning an A grade

▶ target enemies using the Flipendo spell (*The Legend of Zelda: Ocarina of Time*) as well as scooting through Quidditch rings on Harry's broomstick (*Lylat Wars*).

However, it's easy to see that this is aimed at much younger *Harry Potter* fans as the tasks are very straightforward, meaning that older gamers will finish this over a solid weekend's play. Thankfully the makers have added some replay value as you can find, trade and win Famous Witches and Wizards Cards like a deranged Panini sticker collector in an attempt to complete your Folio Magi album. Bertie Bott's Every Flavour Beans will also enable you to buy new items from Fred and George and if you're lucky enough to own the GBA *Chamber of Secrets* game then you can also link-up to unlock secret areas in both versions.

With *Harry Potter* fans up and down the country clamouring for the latest merchandise, it's easy to become wrapped up in the enchanting world of Hogwarts. For anyone under ten, add a point to the score, but for everyone else, this is the sort of game that won't stretch you mentally or in the co-ordination department. **Tim Street** NOM

VERDICT

GOOD	■ One of the GameCube's best lookers to date, with loads of *Potter*-esque detail. ■ At last someone's putting the GameCube and GBA Link Cable to good use.
BAD	■ Nitpicking Potter fans will question the order of the game's story line. ■ Parts of the book are totally missing — driving the Ford Anglia would have rocked!
FUN	Gnome tossing and spell learning will bring tears of joy to *Harry Potter* fans.
VALUE	While easy to finish, if you want to see all the secrets you'll need a GBA link-up.
LIFE	Oldies will finish this quickly, so unless you're under ten, it's only worth renting.

Harry Potter's world is stunning to look at and there's plenty of fun here for younger GameCube owners. But those after a tougher quest will be disappointed.

7

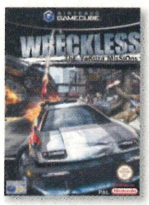
LOG ON

http://www.activision.co.uk

IN BRIEF

The Yakuza gang is running riot in Hong Kong and you play as either a couple of spies, or a pair of police officers. Both are after the deadly Yakuza group and you must smash through the city streets completing missions in this arcade-style driving game.

DETAILS



1-2 Players

19 Blocks

Price: **£39.99**

Release: **Out Now**

Publisher: **Activision**

WRECKLESS
THE YAKUZA MISSIONS

GRAB THE KEYS TO YOUR MONSTER TRUCK AND GET READY FOR A MANIC RAMPAGE AROUND HONG KONG. PARKING TICKETS? PAH, SMALL TIME!

Eat my enormous monster truck!

Hong Kong is one of the busiest cities in the world, with traffic problems that put London to shame. So what would make a driving game based in Hong Kong any fun? Well, how about if it involved smashing up the place with a blatant disregard for every traffic law?

That's just what *Wreckless: The Yakuza Missions* is all about. You've got a car and an objective, and you can be sure that at some point during your mission you'll smash things up. Very few missions in *Wreckless* require you to drive with care... fortunately.

You have the choice of playing as two Hong Kong police officers, or two secret agents called Ho and Chang. The story you follow depends on who you choose to use, but whoever you pick, it all boils down to the same thing — going after the Yakuza. Most missions involve chasing villains' cars, or being pursued by them. You'll also find yourself trashing dim sum stalls owned by the Yakuza, or positioning your car on thin piers to photograph a Yakuza member in cahoots with bent coppers. Varying missions keep you from getting bored, but some tasks can be extremely frustrating, which will lead to you exercising the darker side of your vocabulary.

The wide variety of vehicles in *Wreckless* are unlocked as you progress through the game. You can go for top-speed performance in a stylish sports car, wreak utter chaos by ploughing through the streets in a coach and butt-whip the Yakuza with rocket launchers that are fitted to each vehicle. All the vehicles handle

BUSTLING STREETS

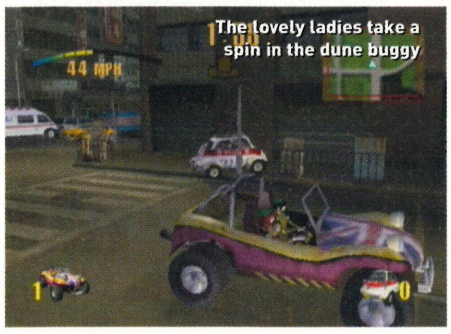
City streets have been the scene for many games over the years, but most of them don't manage to recreate the atmosphere of a bustling metropolis.

But *Wreckless: The Yakuza Missions* succeeds where others have failed. Although all the special graphical effects that GameCube does so well are practically non-existent, the amount of detail put into the city is something to be applauded.

Everywhere you look there are people strolling along the pavements, which are packed with stalls, boxes, litter bins, phone booths and countless other objects. Everything is breakable if you crash through it. And what great fun it is too!

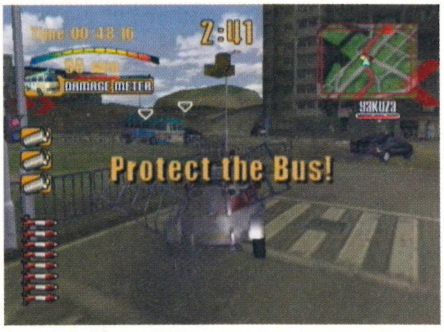
❑ Many other games set in a city lack the sheer volume of pedestrians and traffic needed to make a believable environment

❑ Speed down a busy back street and you'll be obstructed by traffic so you'd better use the pavement to get through

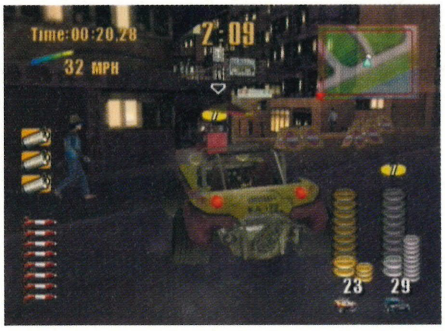


> "VARYING MISSIONS KEEP YOU FROM GETTING BORED, BUT SOME TASKS CAN BE EXTREMELY FRUSTRATING."

❑ Wow! 14 mph! It's just like driving through London in rush hour, but with explosions



❑ 'Aw! Do we have to?' It's not just destruction in *Wreckless*, you'll have to do some work too



❑ Head for the dim sum stall up ahead. Trash it and your money meter will go up

❑ Hit the dim sum stalls fast, but don't forget your chopsticks and a napkin

realistically as you bump over pavements and slide around corners, and damage to the bodywork shows how much you've trashed your motor. But the easy-to-control arcade handling style means that you won't need to be a member of the Schumacher clan to drive quickly.

The visuals in *Wreckless: The Yakuza Missions* aren't the best we've seen on GameCube, but on the plus side there's plenty going on, whether it's pedestrians going about their business or cars crawling to work. Everything is accompanied by an impressive amount of destructible scenery, running without a twitch in the frame-rate.

The two-player mode allows you and a friend to play various chasing and tag scenarios against each other. But instead of the traditional split-screen format, the action is seen from a single view that unfortunately just doesn't work. The camera sticks to one player, and swivels around them to face the other, but it's difficult for either player to control their car and far too easy to get lost, making the whole multiplayer mode a waste of time when it could have been good fun. **Mike Jackson** NOM

VERDICT

GOOD	■ Missions are action-packed and aren't just simple chases and escape scenarios. ■ The bustling streets of Hong Kong have been recreated beautifully.
BAD	■ The multiplayer is bad... really bad. The camera makes it far too hard to play. ■ Certain missions are so annoying you'll want to throw the game out of the window.
FUN	We never get bored of smashing through scenery in the monster truck.
VALUE	The multiplayer mode is awful, but there are tons of missions and cars to unlock.
LIFE	Each mission has three difficulty settings, but once finished, you won't play further.

Wreckless can be frustrating and the multiplayer is poor, but you'll enjoy the fast-paced missions and trashing the streets of Hong Kong is great fun.

7

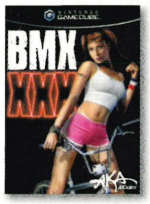
LOG ON

http://www.bmxxxx.com

IN BRIEF

The sequel to *Dave Mirra Freestyle BMX 2*, with a twist. Perform stunts and mission objectives of a humourous nature. It's not the improved stunts that'll keep you playing, but the dirty videos that can be unlocked.

DETAILS



1-2 Players

18 Blocks

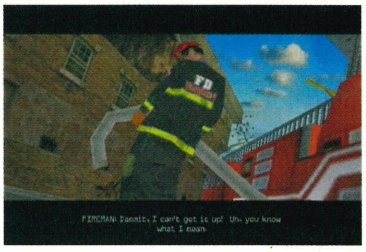
Price: **£39.99**

Release: **Out Now**

Publisher: **Acclaim**

It's not your hang-time we're interested in, love

❑ Been raiding the wife's knicker drawer?



❑ That's the best joke we've heard. Ever!

BMX XXX

HERE'S A NEW CONCEPT — KEEP HORNY GAMERS HOOKED TO A MEDIOCRE EXTREME SPORTS TITLE BY OFFERING PICS OF NUDE GIRLS AS A REWARD.

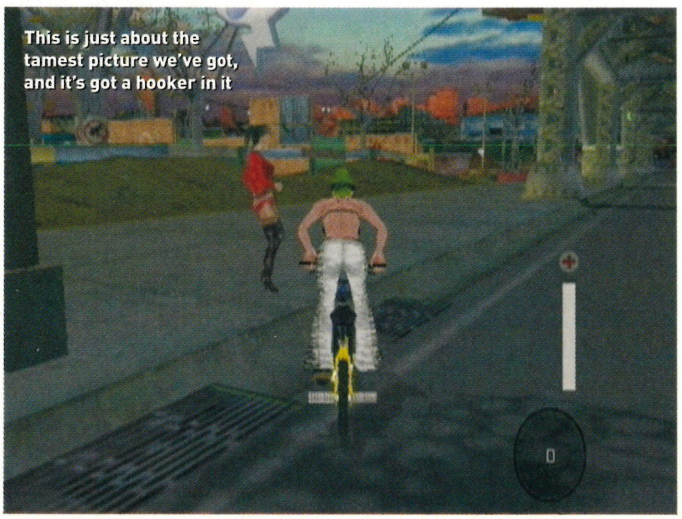
Take an average extreme sports game, add some bad language and mission objectives with raunchy references, then bung in some movies of nude dancers and you've got a classic game, right? Well, not quite.

But it's definitely a good way of selling a game and it'll keep you playing too. The BMX part of *BMX XXX* hasn't changed much from *Dave Mirra Freestyle BMX 2*. There seems to be more going on in the levels compared to the bland areas of *Dave Mirra* and the flat land tricks have also been improved, with more stunt combinations available.

When you begin a run there is no time limit, but a health bar that depletes when you crash, ending your run when your health is gone. You must speak to people to initiate objectives, triggering cut-scenes where a character will explain your mission, with raunchy jokes cleverly worked into their briefing — like meeting a fireman, who tells you he can't get it up, referring to the hose on his fire engine that's stopped working. You'll come across much funnier and dirtier missions but we wouldn't want to spoil it for you.

But let's be honest, if you're interested in *BMX XXX*, it's probably the *XXX* part that's grabbed your attention. From the very moment you switch the game on, you are greeted by an intro movie with bikes, stunts and most importantly, lots of lovely ladies. If you want to see more you'll have to earn it and that's not an easy task.

BMX XXX will keep you playing until you've unlocked every last movie and might be the only reason why you'd bother finishing this game. But bear in mind this game has an 18 certificate — and for a very good reason. **Mike Jackson** NOM



This is just about the tamest picture we've got, and it's got a hooker in it

VERDICT

GOOD

- Slightly improved stunts and much more to see in the levels than *Dave Mirra*.
- The missions will raise a chuckle, but only if you're old enough to understand.

BAD

- There isn't enough stunt-potential scenery for non-stop trickery.
- The characters are blocky, with very little detail — they'd look as good on the N64.

The BMX aspects are not as good as in *Mat Hoffman's Pro BMX 2*, but the funny objectives and raunchy movies make this average BMX game more appealing.

7

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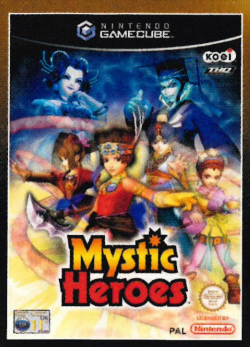
Merry Christmas & Happy New Year

Born to Battle!

Mystic Heroes™



- Create your own fighting style combining magical and physical attacks
- Wield an incredible arsenal of mystic attacks in this epic fantasy action!
- Defeat your enemies with powerful rune attacks!
- Collect runes along the way that increase the power of your attacks!

On Sale 29th November

NINTENDO GAMECUBE

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LOG ON

http://www.bam4fun.com/reignoffire

IN BRIEF

First, team up with humans in vehicle-based battles against fire-breathing dragons. When that's over, play as a dragon and swoop down from the skies, frying the helpless humans below.

DETAILS

1 Player

3 Blocks

Price:
£39.99

Release:
Out Now

Publisher:
BAM!

REIGN OF FIRE

HUMANS ARE FIGHTING IN A WAR FOR SURVIVAL AGAINST THE DRAGONS, BUT WHOSE SIDE ARE YOU ON? AND DO YOU REALLY CARE WHO WINS?

We hope that's not Saddam's secret weapon

Humans have been the rulers of Earth for thousands of years, but not for much longer. A construction team working in London accidentally released a dragon that had been hibernating for many centuries, and 25 short years later the dragons have multiplied, destroyed cities and taken over the planet. Will the human race survive?

Well, that's for you to decide because *Reign of Fire* gives you the unique ability to play as the humans in a fight for survival, and as the dragons battling for planetary dominance. This is a great feature that we're sure will extend the game's life span, but unfortunately you'll have to complete the mediocre human missions before you're able to play the more entertaining dragon levels. The real question is, will you bother?

The human missions are third-person, vehicle-based stages, giving you the controls to 4x4 buggies, tanks and fire trucks, all heavily armed with guns and rocket launchers. The mission-based levels feature typically uninspired rescue and defend scenarios as you fight off dragons that attack in swarms.

This may not sound too bad, but most of the enjoyment is ruined by tricky controls. You are given two control options: The simple interface uses the 3D Stick to aim your guns and direct your vehicle as you hit the Ⓐ button to accelerate, meaning you can only drive in the direction that you're shooting. The advanced interface gets over this by separating the steering and gun aiming, using the C-Stick. The problem is, it hasn't come off very well, making it difficult to target the dragons, especially in fast vehicles. Very frustrating indeed.

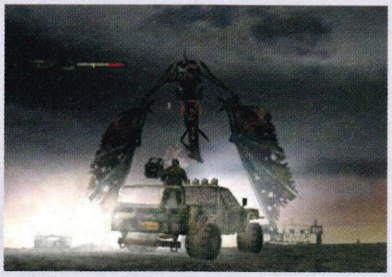
❑ Playing as a dragon and roasting the humans is a bit of a laugh...

... but the same can't be said for the human missions

THE ROOF IS ON FIRE!

When you first start the game as a human dragon killer, all is quiet except for a couple of Raptor-like dragons to see off. But things really get hectic when the big flying muthas strike with their lethal flame breath.

The fire effects in *Reign of Fire* are impressive. As one huge dragon glides past, letting rip with a gigantic burst of flame, everything is set on fire and the ground rumbles like an earthquake. So, unless you have some heavy firepower at the ready, you won't stand a chance.



❑ You look into the sky to see a huge dragon heading your way, blasting massive fireballs

❑ If you don't move your butt quickly, you'll end up being sizzled to a charcoal crisp

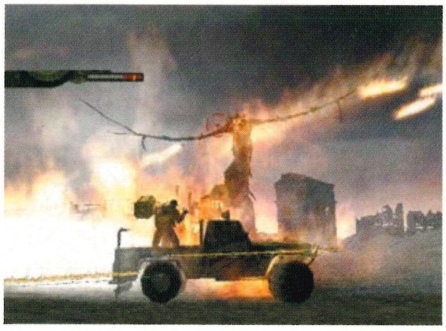
▶ If you have the patience to get through the human missions, you will be rewarded with all-new dragon levels, in which you control one of the fire-breathing beasts, blasting flames at pesky little humans and destroying their bases. These levels are not brilliant, but a damn sight more enjoyable than the human levels nonetheless. You can pick up trucks and other items to drop and destroy buildings, or grab people and hurl them through the air, reuniting them with the ground at high speed. Ouch!

Completing *Reign of Fire*'s feeling of total mediocrity are the underwhelming, bland graphics. Let's face it, a land ravaged by fire and destruction wouldn't look too pretty, but with plain and dull landscapes that stretch for miles without a single detail whatsoever, we can't help but think short cuts have been taken in the development area.

❑ The buildings look pretty good from up here...

On the plus side, however, the cars, buildings, characters, and especially the dragons, all look good — and the fire effects are great.

But in the end the whole thing is nothing more than an average game that should have tried harder. **Mike Jackson** NGM



❑ Eat my rocket launcher, you big, fat, flying scaly freak of nature!

❑ Playing as a dragon is definitely best, but you'll have to play through the human levels first

❑ ... but on the ground the landscapes are a mess

VERDICT

GOOD	■ Playing as a dragon is fun, if you can be bothered to unlock the missions. ■ The textures and animations on the dragons are high quality.
BAD	■ The controls are sketchy, and targeting enemies is tough and frustrating. ■ The landscapes are bland, using big polygons and dull-coloured textures.
FUN	Unleashing a wall of flames to fry humans like ants is fun for a while.
VALUE	The dragon missions are different to the human ones, making it quite a large game.
LIFE	There's no multiplayer, and you might not bother finishing the game.

With the plot of a planetary war between man and dragon, this had potential, but sadly it burns out as a result of its mediocre in-game standards.

6

LOG ON

http://www.uk.ea.com

IN BRIEF

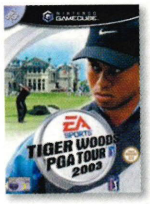
Compete in a number of matches against world-class golfers on beautifully constructed courses. Some very realistic ball physics combined with subtle arcade-like features make this one of the best golf games ever.

Tiger gets ready to tee off into the sunset, as many other golfers wish he would

TIGER WOODS PGA TOUR 2003

IT'S TIME FOR A SPOT OF GOLF, BUT HAS EA MANAGED TO BRING THE SKILL AND RELAXATION OF THE SPORT TO GAMECUBE?

DETAILS



1-4 Players

32 Blocks

Price: **£39.99**

Release: **Out now**

Publisher: **EA Sports**

Golf simulation games are not everyone's cup of tea; no platform jumping, no big guns, no fast cars and most of the time, not even a catchy soundtrack to hum along to while you play. But when a golf game of the quality of *Tiger Woods PGA Tour 2003* comes along, it deserves its fair share of recognition.

Tiger Woods is brimming with play modes and options that'll make golf fans smile right from the moment they see the menu screen. First, you'll need to check out the Play Now option, which explains the new control system (covered later in this review) using a few easy scenarios to help you get a feel for the game. Once you're done with that, you're given access to the impressive collection of game modes.

You'll find everything from the usual Match Play or Tournament modes, to more innovative features like Speed Golf, which puts you in a head-to-head race to putt the ball before your opponent, or Skill Zone where you have to hit the ball onto targets scattered around fantasy golf courses. You'll also find a Scenario mode that places you in various sticky situations where you'll have to play your way out of bunkers and the rough.

Strangely however, there's no Tour mode to play through, which die-hard fans of the sport will find rather disappointing. Instead, the main option is called Tiger Challenge. In this you must compete in Match Plays and Tournaments against world-class golfers. Beating them will reward you with new playable golfers, clubs and holes. You will also earn money which can be used to improve the statistics of your favourite golfer, making your efforts more rewarding and adding a better sense of progression than in other golf games.

Instead of a power bar, *Tiger Woods* uses a new control system. Pulling back on the 3D Stick raises the club behind your character, then pushing it forward swings the club to hit the ball. The amount of power in

▶ your shot depends on how far back you swing, and the timing of your movement. This system has been implemented well, giving a much greater feeling of interactivity between you and the ball.

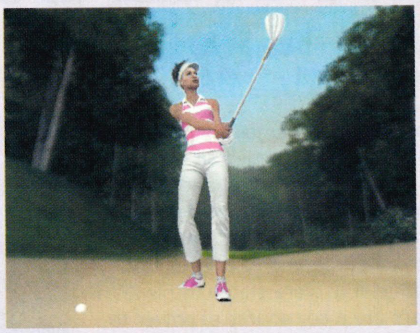
On the topic of realism, you only have to glance at these screenshots to see how impressive the game looks. The textures are varied and detailed, and the resolution is super crisp, with a silky frame-rate. And with the lifelike motion capture on each golfer, it all comes together to make a truly stunning looking game. **Mike Jackson** NOM

❑ The visuals on the flybys in *Tiger Woods PGA Tour 2003* are stunningly realistic

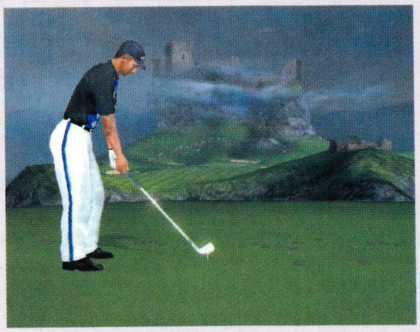
ARCADE VS SIMULATION

Tiger Woods is essentially a serious golf game, but certain subtle arcade gameplay elements have been adopted that will either enhance the game or disappoint you depending on how much of a golf fanatic you are.

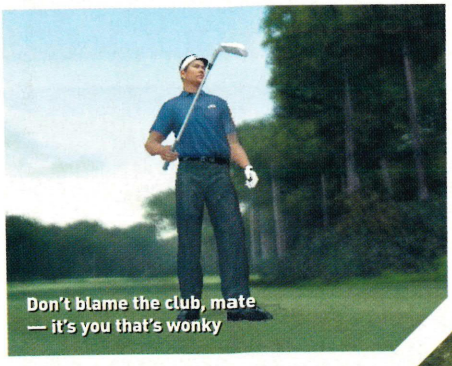
Rapidly hitting the Z button as you draw back your club will give your shot an extra kick. You can also use the Z button to add spin to the ball as it flies through the air. This is basically an after-touch system, as found in some football games. It works well, but it isn't all that realistic and turning off the feature means losing the ability to spin the ball altogether.



❑ Watch the birdie! We really like the arcade-style touches that feature in *Tiger Woods*, but serious golfers won't approve of them



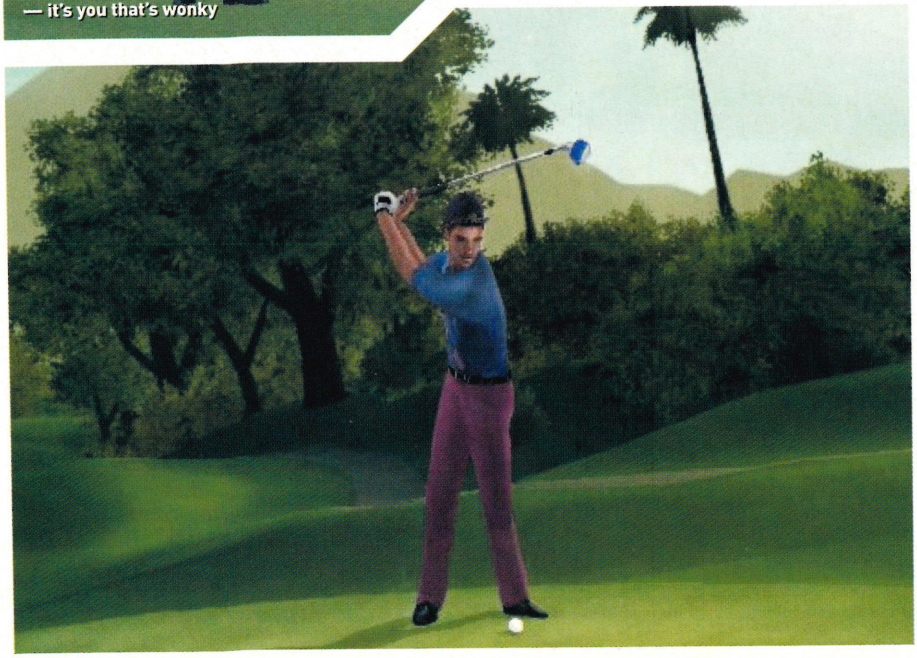
❑ The Mid-Shot Spin feature can be turned off, but you'll sacrifice the ability to perform spins altogether. And check out those funky pants!



Don't blame the club, mate — it's you that's wonky

> "WHEN A GOLF GAME OF THE QUALITY OF *TIGER WOODS PGA TOUR 2003* COMES ALONG, IT DESERVES ITS FAIR SHARE OF RECOGNITION."

❑ The use of the 3D Stick in swinging the club gives *Tiger Woods* a fun, responsive feel, which is missing from a lot of golf games

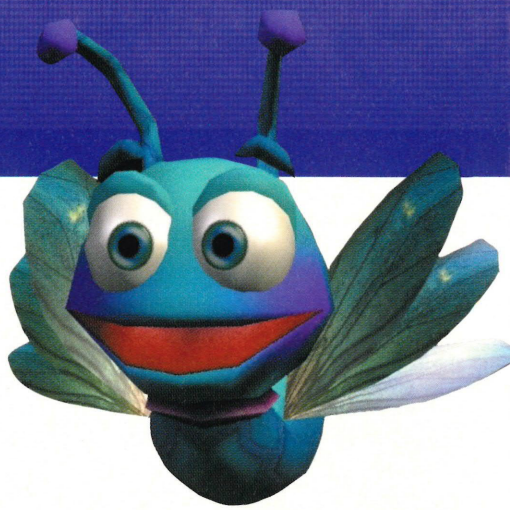


VERDICT

GOOD	■ The control system is spot-on, setting the standard for other golf games. ■ The best graphics we've seen in a golf game and near-perfect motion capture.
BAD	■ There's no PGA Tour mode, which is a bit like a *FIFA* game with no leagues. ■ Hardcore golf nuts will hate the arcade elements, especially the ball-spin system.
FUN	Swinging the club with the 3D Stick makes hitting a perfect shot really satisfying.
VALUE	It has options and play modes aplenty, ample courses and many extras to unlock.
LIFE	If you love golf you'll keep returning to tackle these courses or challenge friends.

The lack of a PGA Tour option is disappointing, but great controls and crisp visuals make this one of the best golf sims ever. Highly recommended.

8



SPYRO
ENTER THE DRAGONFLY

SPYRO THE DRAGON HAS TWO GBA ADVENTURES, AND NOW HE'S FINALLY MADE HIS LONG-AWAITED GAMECUBE DEBUT. WAS IT WORTH THE WAIT?

LOG ON

http://www.spyrothedragon.com

IN BRIEF

Explore colourful 3D worlds in a hunt for the missing Dragonflies who are so important in the land of the dragons. Find magic powers that allow you to unlock new areas, and speak to characters for instructions and helpful hints.

It may be Spyro's debut on GameCube, but he's no stranger to us, having already had two outings on the Game Boy Advance, and a string of successful titles on other consoles. So naturally we were expecting great things from his latest adventure.

This quest sees the lovable dragon on a mission to rescue all of the Dragonflies that were stolen by his arch nemesis. The little critters are a key source of power to the dragons, so it's essential that Spyro recovers them all to maintain peace in the land.

The main aspects of gameplay involve exploring the 3D areas, collecting gems and completing small challenges to reveal and obtain Dragonflies. Along the way, Spyro will be assisted by his partner, Sparx, who can collect nearby items and offer helpful tips. You will also meet many characters who will either help you, or

There are some challenging mini-games to play

❑ Spyro gets to use different breath powers to take on his numerous foes, including this big fella

DETAILS

1 Player

8 Blocks

Price:
£39.99

Release:
Out now

Publisher:
Vivendi

SPYRO'S MAGIC BREATH

At the start of the game, Spyro is given the ability to use magic powers to alter his breath, from fire to ice or even electricity. However, he must first activate them by collecting Dragon Runes that have been scattered around the many areas he needs to explore.

With these powers, Spyro is able to perform a larger variety of tasks, like opening doors that require a specific power or capturing the nimble little Dragonflies.

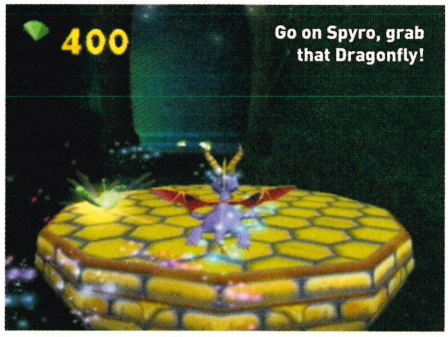
❑ This is Spyro's flame breath. Equipped with this, he can attack enemies or melt ice. Very useful!

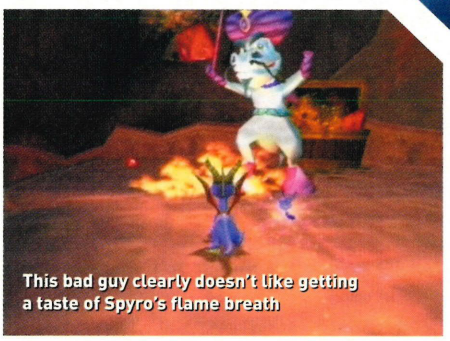
❑ When Spyro wants to catch a Dragonfly, he needs to use his bubble breath or they'll get away

❑ Spyro will acquire many new abilities to help him throughout his Dragonfly-collecting adventure

❑ This may look pretty, but the frame-rate spoils even the nicest of graphical touches

> "3D PLATFORMING GAMES HAVE EVOLVED A LOT IN THE PAST FIVE YEARS, BUT THIS HASN'T."




This bad guy clearly doesn't like getting a taste of Spyro's flame breath

▶ ask for help, rewarding you if you co-operate. Spyro will need to get different kinds of magical breath like bubbles, electricity and ice to reach new areas and complete various tasks, too.

Essentially, all of these things are the building blocks of a great platformer, but unfortunately, *Enter the Dragonfly* will fail to impress even the truest of *Spyro* fans. Firstly, anyone who is familiar with past *Spyro* titles will be disappointed that, even with its move to a next-generation machine, it hasn't changed at all. And the fact that *Spyro* has been around for a while means that the game feels out-dated and stale. 3D platforming games have evolved a lot in the past five years, but this hasn't.

The other major gripe is with the graphics. On the plus side, the worlds are vividly coloured, and although not very detailed, they are pretty to look at. But these visual treats are totally spoilt by a truly abysmal frame-rate. The game runs incredibly badly, and on a machine like GameCube we just can't see why. All too often, it takes a plunge to a near-unplayable level. This is highly disappointing and will seriously hinder your enjoyment of the game. Plus, if you've just paid £130 for a powerful piece of hardware, this is not the kind of performance you'd expect from software developers.

Spyro: Enter the Dragonfly is not a poor game, it's just a letdown for anyone who may have been looking forward to Spyro's new adventure. We would strongly suggest a rental before you decide to splash your cash on this average title. **Mike Jackson** NOM

VERDICT

GOOD	■ The worlds are generally large, easy to explore and littered with goodies to find. ■ Some of the challenges are tough to beat, even for the most skilled gamer.
BAD	■ The frame-rate is terrible and spoils what should be a good-looking game. ■ Too much of what you need to do has been seen many times before.
FUN	It's fun to collect new magic powers and explore the areas that they open up.
VALUE	Once Spyro has all of his powers, there are over 25 levels for you to enjoy.
LIFE	Some of the challenges are tough, but we doubt you'll return after you finish them.

A jerky frame-rate and failure to move with the times makes *Spyro: Enter the Dragonfly* a letdown for fans of the franchise. Time for a rethink, we reckon.

6

LOG ON

http://www.nintendo-europe.com

IN BRIEF

Explore a massive space station as you attempt to rebuild a weakened Samus Aran and eradicate the lethal Parasite X. There's lots of exploring and plenty of shooting as Nintendo proves it can continue a classic series on GBA as well as do cracking remakes.

NINTENDO OFFICIAL MAGAZINE TOP NINTENDO TITLE MUST BUY

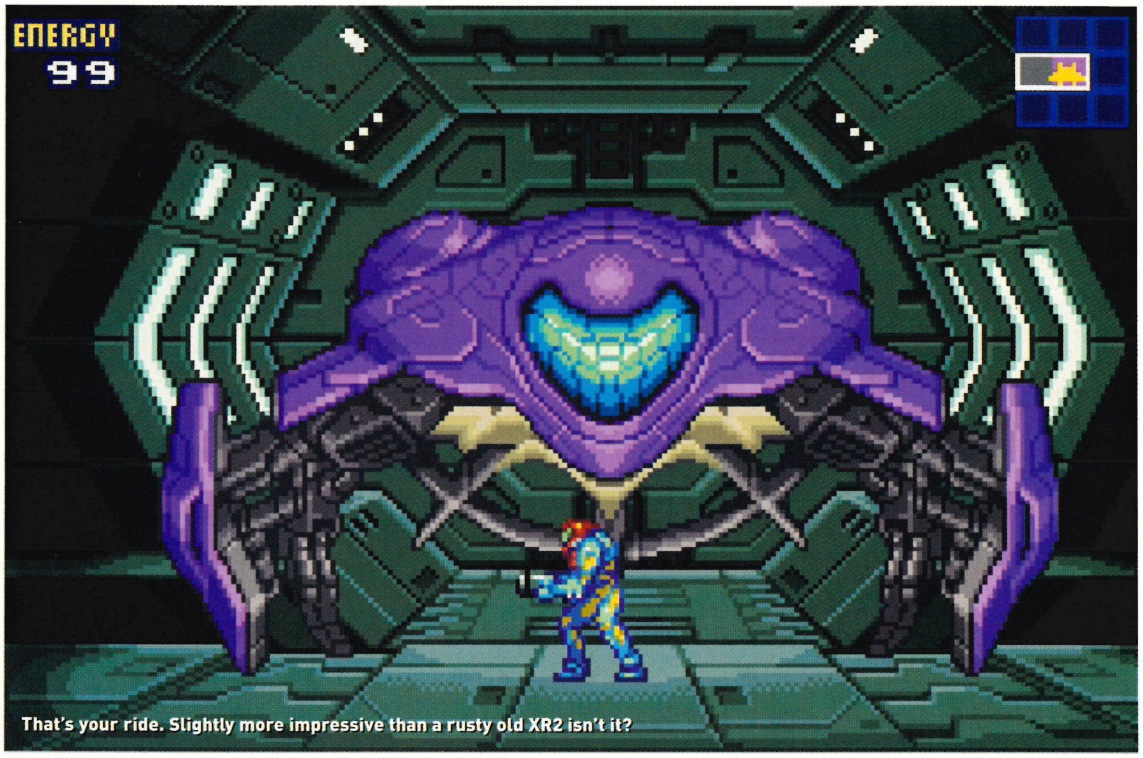
Data saves to battery back-up, three slots

DETAILS

Price: **£29.99**

Release: **Out Now**

Publisher: **Nintendo**



That's your ride. Slightly more impressive than a rusty old XR2 isn't it?

METROID FUSION

IN SPACE, NO ONE CAN HEAR YOU SCREAM — ABOUT HOW GOOD THIS IS!

The *Metroid* series, a brief recap: There's this girl called Samus Aran who kicks a lot of alien ass. She's got more weapons that President Bush, and her previous three space adventures have gone down in history as classics. After an eight year gap, here's *Metroid Fusion*. It's the best yet, meaning it rules. Big time.

You blast your way around a space station trying to eradicate a mysterious bug called Parasite X. Samus is infected early on and loses most of her combat abilities. You've got to work hard to get them back, which would be easier if there wasn't an evil version of you stalking the space station — it's at maximum power and you're like Baby Mario. The atmosphere is fraught from the off.

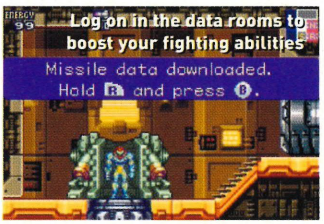
Unlike most adventure games, *Metroid Fusion* wants you to explore. A map tells you the room you need to get to, but it's never as simple as walking over there. You'll find security doors, blocked exits and brick walls, and you've got to use your ingenuity to get around them — bomb the walls to find a weakness, morph into a ball and roll through tiny ducts, or call on your special abilities, like the Super Bomb that goes off like a nuke.

At first, making progress is tough. You'll see gaps, but you can't get into them because you don't have the Morph Ball ability. Get that, and your mind tingles with ideas of what has opened up for you. Areas you thought you'd cleared feel like new levels and there's a massive incentive to explore as power-ups

❑ See Samus running? It's just one of the reasons why she's banned from the Olympics

A QUICK TIP TO GET YOU STARTED

If you're a bit of a *Metroid* novice, the new games serve as a little history lesson. Finish *Metroid Fusion* and link it up to *Metroid Prime*, and it unlocks the original NES *Metroid* game for you to play. Bonus.

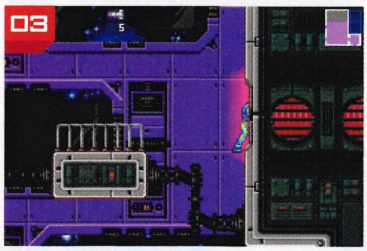


NO WAY OUT?

Although this is basically a linear game, it's a very twisty line that you walk. You'll frequently feel trapped like there's no way out, but there is. You've just got to sniff it out. Maybe you can walk through a wall that looks solid. Maybe you can roll through a gap. Maybe you just need brute force...

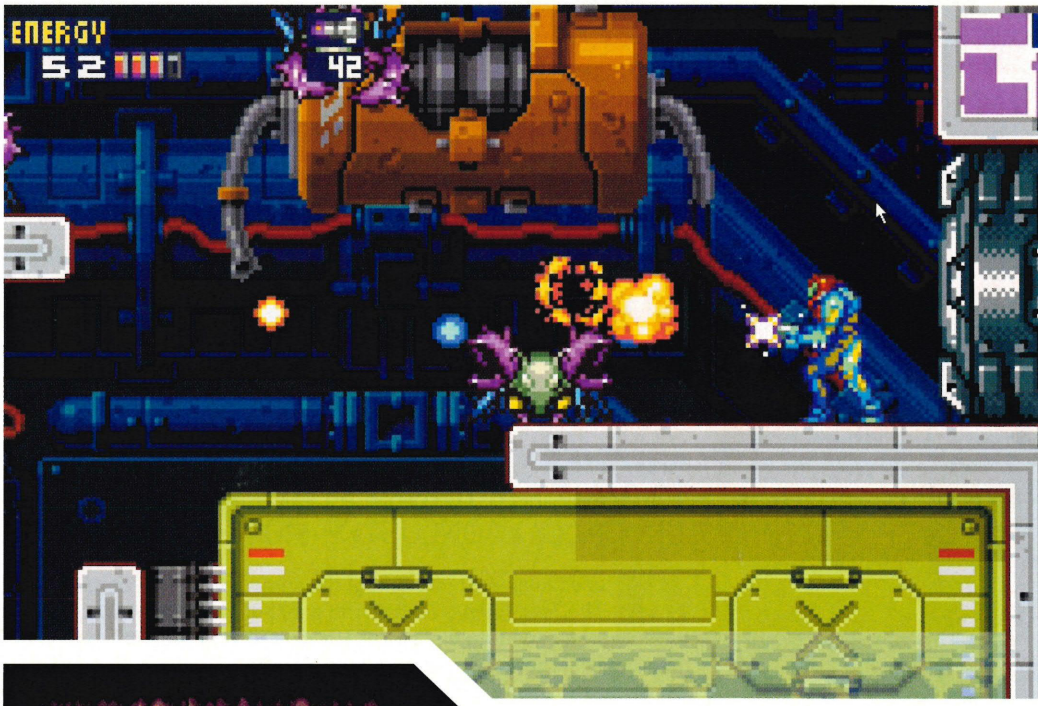
❑ Look out for little visual clues that might help. What's that pink glow?

❑ Rockets are meant to be fired, so let a few loose. It's not your house after all...



❑ Bingo! The plate blows off and we're off through a wall that looked solid

> "*METROID FUSION* TESTS BOTH YOUR BRAIN AND YOUR TRIGGER FINGER TO THE FULL, AND WE CAN ONLY PRAY GAMECUBE'S *METROID PRIME* IS JUST AS GRIPPING."



❑ The areas range from gloomy industrial levels to vibrant alien worlds, teeming with baddies

❑ This is your nemesis, the SA-X. Stay well out of the way at the start or you'll get annihilated

❑ We can think of better places to holiday. Somewhere without skin-ripping dragons?

▶ are hidden all over the place.

Did we mention there was a lot of killing involved? The Parasite X breathes life into all manner of disgusting creatures. Kill them and the bug flies free. If you grab it, you can recover health and weapons. If you're not quick enough, it'll reanimate something else and try and chew your ass off. *Metroid Fusion* tests both your brain and your trigger finger to the full, and we can only pray GameCube's *Metroid Prime* is just as gripping.

Downsides? It can sometimes feel like you're trapped somewhere with no way out. You'll need a lot of patience to see this through and plenty of spare time too because: *Metroid Fusion* is huge. **Dean Scott** NOM

VERDICT

GOOD	■ It's fantastically rewarding. Every power-up Samus gets makes *you* feel harder. ■ There are massive areas to explore — it really feels like an adventure game.
BAD	■ Finding your way out of a 'trap' can be a laborious process. ■ *Metroid* veterans will have to start from scratch with a weakened Samus.
FUN	Once *Metroid Fusion* immerses you in its world, it won't leave your GBA for ages.
VALUE	It's a big, big game. With every new skill you go back and revisit old areas.
LIFE	There are tons of secret areas to discover. And the original *Metroid* too.

If you though Samus was just another *Super Smash Bros.* character, prepare to be stunned. Her handheld comeback will keep you hooked for weeks.

9

LOG ON

http://www.uk.ea.com

IN BRIEF

Play as one of the five characters from the film and kill a lot of orcs in this isometric-style quest to destroy The One Ring. Explore large, enemy-infested areas, collecting items and boosting your character's stats as you go.

Data saves to battery back-up, four slots

DETAILS

Price:
£29.99

Release:
Out Now

Publisher:
EA

❑ This picturesque level near the snow-bound Misty Mountains features yet more orcs to fight. And after that there's... more orcs!

❑ There are plenty of areas that'll be familiar to fans of *The Lord of the Rings*, like the enchanted Doors of Durin to the Mines of Moria

THE LORD OF THE RINGS THE TWO TOWERS

ANOTHER *LORD OF THE RINGS* TITLE COMES TO GAME BOY ADVANCE, BUT AGAIN IT'S A TYPICALLY LACKLUSTRE MOVIE TIE-IN.

Based loosely on the film of the same name, *The Lord of the Rings: The Two Towers* follows the quest of the Fellowship of the Ring who set out to dispose of The One Ring in the fires of Mount Doom before it is retrieved by evil dark lord, Sauron.

The Two Towers is an isometric slash-'em-up, in which you wander around large areas dealing out death to numerous orcs, trolls and the like, producing gameplay comparable to that of *Gauntlet Dark Legacy*.

Fans of the film will be glad to see many of the main characters included, with Aragorn, Gandalf, Frodo, Legolas and Eowyn all playable, and each having their own strengths, attacks and magical powers that will affect the way you battle enemies. However, the battles are not exactly thrilling, as you'll spend most of your time hitting the B button, which gets very tiresome. So, unless you're a major fan of *The Lord of the Rings*, this will do little to excite you, being nothing more than another average Game Boy Advance adventure. **Mike Jackson** NGM

❑ You might as well leave your cat to hit the B button and go make a cup of tea

VERDICT

GOOD

- The plot follows that of the films, which will please *Lord of the Rings* fanatics.
- There are five playable characters from the films, each with special abilities.

BAD

- Kill some orcs. Walk a little. Kill more orcs. Walk a little... you get the idea.
- The shallow battle system makes it tough dealing with groups of orcs.

If you can't get enough of *The Lord of the Rings* merchandise, you might like this, but everyone else will quickly grow tired of its repetitive gameplay.

6

LOG ON

http://www.uk.ea.com

IN BRIEF

Another *FIFA* game hits the shops with all your favourite teams and players — and Man. Utd too. Easy controls make this a highly playable football game for the Game Boy Advance.

Man. Utd plc versus Inter Milan — let's hope football's the winner (Inter)

Old Horse-face has another hopeful punt at the onion bag

FIFA 2003

THE LATEST FOOTY GAME IN THE NEVER-ENDING *FIFA* SERIES ARRIVES ON THE GAME BOY ADVANCE. BUT IS IT TOP OF THE TABLE MATERIAL?

If you're looking for a decent footy game for your Game Boy Advance, you're not exactly spoilt for choice, seeing as the only good football title for the handheld is *ISS*. But will *FIFA 2003* give you another option?

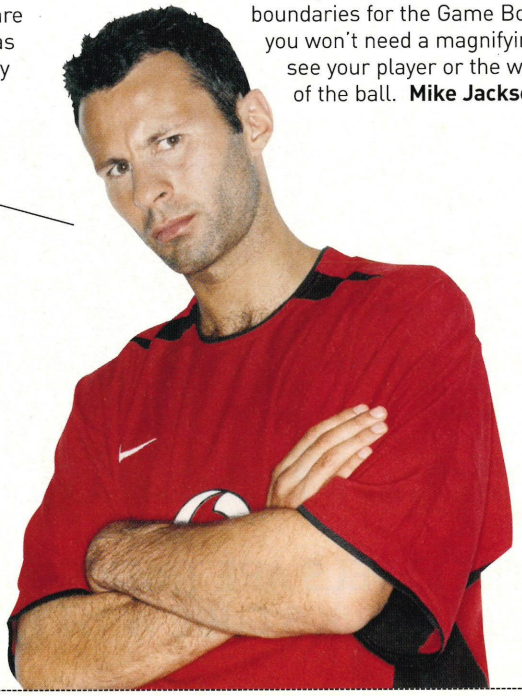
You know what to expect from the game with the official licence: real teams, real players and all the usual gameplay modes. The good news is that *FIFA 2003* is easy to pick up and play. Set on the Beginner setting, the computer-controlled players won't put you under too much pressure, and the controls are pretty much as simple as they can be.

When in possession of the ball, B will pass to a team-mate, A will crack a shot and L will play a lob. On the defensive, B changes your player while A and L will put in soft and hard tackles respectively. And with R simply being the sprint button, you can see there's nothing complicated to master here. Some may like this simplicity, but on the other hand, there are no one-twos or fancy tricks for hardcore players to master. Adding after-touch to shots and dead-ball kicks is about as deep as it gets.

The graphics are decent enough, and although they don't break any boundaries for the Game Boy Advance, you won't need a magnifying glass to see your player or the whereabouts of the ball. **Mike Jackson** NOM

There are plenty of options and tactics

Van Nistelrooy shins one in. Zzzzzz...



VERDICT

GOOD

- The usual *FIFA* content: real players and more teams than you'll ever need.
- Even footy amateurs will have no problem getting to grips with this.

BAD

- For some, the controls will be a bit too limited, with no tricks or fancy plays.
- Computer players sometimes run away from the ball as if it's about to explode.

FIFA 2003 is a decent, easy-to-play game, and acts as a solid alternative to anyone who hates the king-size player sprites found in the GBA version of *ISS*.

7

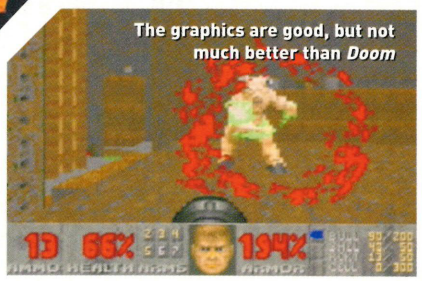
DETAILS

Price:
£29.99

Release:
Out Now

Publisher:
EA

'Alright, alright, we've all had a drink...' There's always someone who has to make trouble



The graphics are good, but not much better than *Doom*

DOOM II

BE PREPARED FOR A PAINFUL DESCENT INTO HELL AS SATAN'S MATES GET READY FOR A SECOND BLOODY ASSAULT ON POOR OLD EARTH.

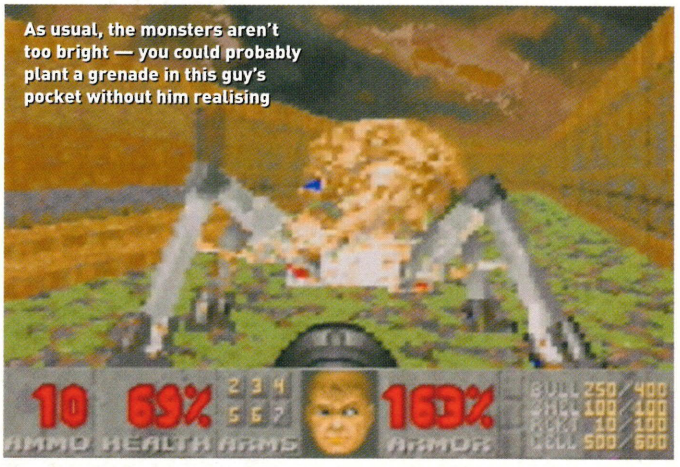
This sequel is packed with new monsters and new weapons and the kind of puzzles that will have you tearing your hair out for weeks.

The storyline is unimportant. What really matters is that you're a lone marine armed with whatever comes to hand and there's a rampaging army of hell spawn on your tail. Your mission is to complete the 30 levels and return the underworld scum to their final resting place.

And what a brood you've got to contend with! As well as the old favourites like the Imps, Cacodemons and Lost Souls, new enemies have appeared like the Mancubus and the Chaingun Marine. There are more of them to deal with too. Even on the easiest setting the levels are packed with monsters, but you've got some new toys to play with, most notably the ammo-hungry double-barrelled Super Shotgun.

The major difference between this game and last year's original is in the level design. *Doom II* is much more of an adventure game as well as a First Person Shooter. It still uses key-finding and switch-flicking elements, but now it's on a much larger scale making some of the levels trickier than completing a Rubik's Cube with your eyes shut.

The controls remain excellent. You can alter the turn speed and whether you always run or not. There's no look up/down controls, but they weren't included in the original. There are four controller configurations to choose from too, so there's something to suit everyone.



As usual, the monsters aren't too bright — you could probably plant a grenade in this guy's pocket without him realising

> "SOME OF THE LEVELS ARE TRICKIER THAN COMPLETING A RUBIK'S CUBE WITH YOUR EYES SHUT."

LOG ON

http://www.activision.com

IN BRIEF

With new monsters, new weapons, new puzzles and 30 more levels of top First Person Shooter action, *Doom II* is a direct port of the PC classic and this time everything's been included. Only *Duke Nukem Advance* can better this superb shooter.

Data saves to battery back-up, four slots

DETAILS

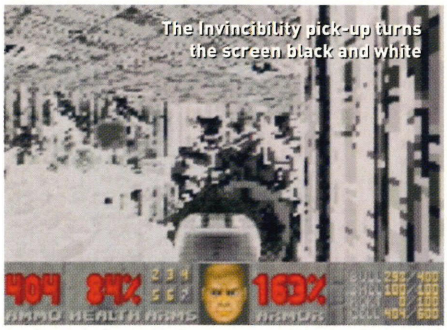
Price:
£29.99

Release:
Out Now

Publisher:
Activision

▶ It's disappointing to see very little improvement in the graphics, especially when you consider the developers were responsible for the excellent *Duke Nukem Advance*. The sound effects are still great, especially through headphones; the Super Shotgun really sounds like impending death.

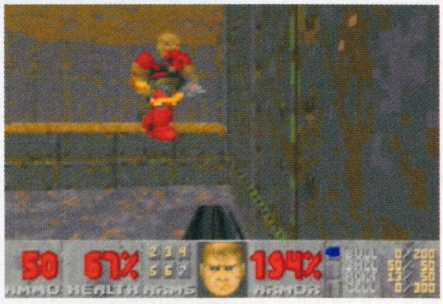
Doom II is a great game, but a year is a long time in video games and compared to *Duke Nukem Advance*, it offers nothing new. It's still great fun and *Doom* fans will be well pleased, but the Duke remains the shooting king for now. **Dominic Wint** NOM



PICK ON THE NEW BOYS

Doom set the standard for scary monsters, but *Doom II* really ups the ante. You'll still have to face off against deadly Imps and Cacodemons, but there's a whole new range to destroy.

Weediest of the new breed is the Chaingun Marine — simple to kill and they leave a nice weapon behind. The other newbies aren't so friendly: the Revenant is a skeletal warrior with shoulder-mounted rocket launchers; and worse still is the Pain Elemental, which fires Lost Souls from its mouth.

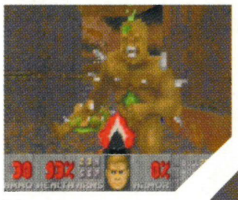


❑ The Chaingun Marine is the weakest of the new enemies — but even he's still quite hard

❑ The Mancubus is just one of the new enemies

❑ The Lost Souls are absolutely relentless

❑ The scenery is still incredibly basic and the graphics get really pixellated at close range

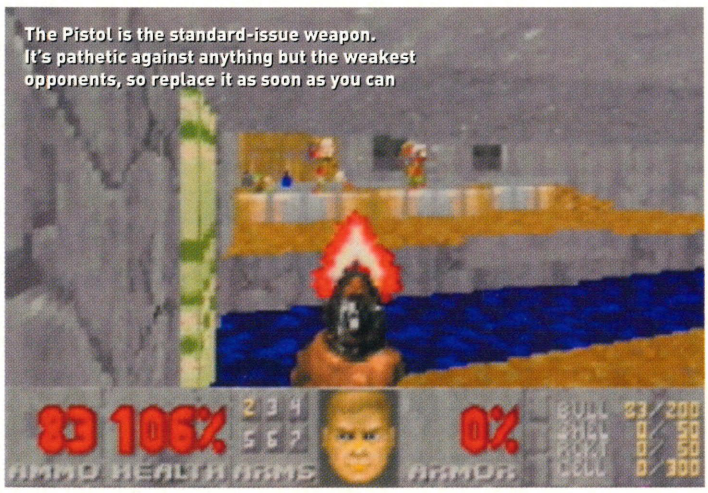


❑ Have that in your face, you hideous Imp-thing

❑ The invisible demons are a real pain, especially on the GBA's small screen

A QUICK TIP TO GET YOU STARTED

Despite the wealth of weapons on offer to you, the Shotgun and the Super Shotgun remain the most useful guns. Even against some of the toughest bad guys, the workmanlike Shotgun can hold its own and the Super Shotgun is capable of taking out the weaker enemies two at a time. Find it on the second level and treasure it like your own dear mother.



VERDICT

GOOD	■ Well-designed levels offering a great mix of running, shooting and puzzling. ■ The new monsters are brilliant — you'll adore their sheer wickedness.
BAD	■ The graphics have barely improved and some of the levels are too dark. ■ FPSs have really moved on, but *Doom II* remains almost the same as *Doom*.
FUN	Instantly playable and very rewarding. The unmistakable *Doom* gameplay is still fab.
VALUE	It's not as accomplished as *Duke Nukem Advance* — take a look at that first.
LIFE	30 levels and four difficulty settings mean that this will last you a fair while.

Doom II is highly recommended, but it's still only the GBA's second-best First Person Shooter. While it's nothing new, it remains a solid blaster.

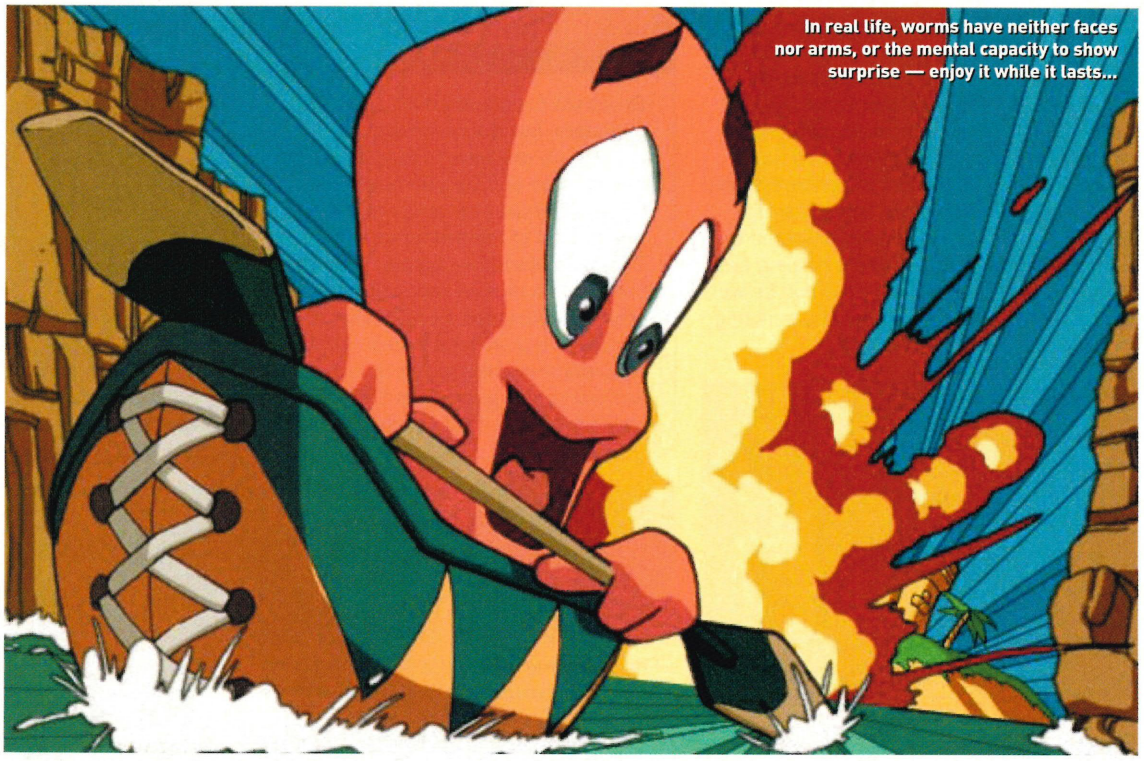
8

LOG ON

http://www.wormsblast.team17.com

IN BRIEF

Shoot coloured rockets and guns to complete various puzzle scenarios. Hit targets, clear a field of bubbles, or battle against a friend in an invertebrate deathmatch.



In real life, worms have neither faces nor arms, or the mental capacity to show surprise — enjoy it while it lasts...

WORMS BLAST

THE WORMS OF WAR ARE BACK, BUT THIS TIME IN A PUZZLE ADVENTURE.

For years, the Worms have been veterans of war, blowing each other to pieces with rockets, bombs and shotguns. They've chucked all that in now though and shifted to the puzzle genre — but they've taken their trademark weapons with them.

The Puzzle mode in *Worms Blast* sets you various missions that you must complete before moving on to the next stage. Choose the Worm whose appearance you like, then read your briefing for the mission at hand.

These range from hitting moving targets with a gun, to freeing and collecting Stars using a rocket launcher. This needs to be charged to the right power, then fired at bubbles, which disappear when hit with a rocket of the same colour. The challenges are tough, but that'll drive you on to practise until you're good enough to complete them. It's the level of your determination that'll decide how addictive *Worms Blast* is for you.

Worms Blast also has a Versus mode, where you go head-to-head against an opponent, trying to kill them before they kill you. A vertical wall down the middle of the screen opens up, allowing you to slip a rocket through at your foe.

The graphics are colourful and easy to see, which is essential for a game that relies on bright visuals, and the music is catchy without being annoying. **Mike Jackson** NGM

❑ You'll need to free the Stars from the middle

❑ Just shoot the Stars here

❑ Go head-to-head in this deathmatch mode

VERDICT

GOOD

- Addictive gameplay that will reward you for your practice and perseverance.
- The Puzzle mode has loads of tough challenges that are varied and inventive.

BAD

- Charging the rocket to the right power is tricky and will frustrate you.
- The Puzzle mode has an uneven learning curve that could have you stuck.

Worms Blast is a fun puzzler that will both thrill and frustrate you in equal measure. If you liked the GameCube version, you can now play it on the go!

7

DETAILS

Password save

Price:
£29.99

Release:
Out Now

Publisher:
Ubi Soft

Price: **£29.99**

Release: **Out Now**

Publisher: **BAM!**

Verdict: **8**

THE POWERPUFF GIRLS: HIM AND SEEK

The Cartoon Network series *Powerpuff Girls* hits the GBA for the second time with *The Powerpuff Girls: Him and Seek*. Unlike its predecessor, *Mojo Jojo-A-Go-Go*, it's not an old-skool shooter, it's more like a cute and cuddly version of *Final Fight*.

You take control of Blossom, Bubbles and Buttercup as you go on a scavenger hunt set by your teacher, Ms. Keane. In your path stands the evil Him, along with many other foes from the series, such as Mojo Jojo, The Gangrene Gang and Princess Morebucks. You'll visit ten Townsville locations, each of which features its own tasks, from putting zoo animals back in their cages to rescuing hostages from the Townsville jail. There are also three different mini-games to unlock: Powerpuff Pinball, a dance-off with the Boogieman and a game with Mojo, which plays like the retro classic *Frogger*.

❑ Beat The Gangrene Gang to unlock pinball as a mini-game

All of your favourite characters are here to hinder your progress, even Fuzzy

The characters look great and the sound effects stay true to the cartoon series. And although the gameplay can get repetitive, the mini-games and different objectives offer some welcome variation. Definitely the best *Powerpuff* game to date. **Dave Westlake** NOM

Price: **£29.99**

Release: **Out Now**

Publisher: **TDK**

Verdict: **7**

ROBOTECH: THE MACROSS SAGA

Use the Fighter to blow the competition out of the sky

There's never a shortage of old-skool shoot-'em-ups for the GBA, but *Robotech* brings something new to the genre.

You take control of Veritech, a powerful, transformable robot fighter and set out to defend the Earth against an intergalactic onslaught. With the simple press of a button, the Veritech transforms into a Fighter, Guardian or Battloid, each with its own very distinctive feel and set of attributes. Get some friends together and you can link up your GBAs and play the three frantic multiplayer modes as either a team or against each other.

You get to choose from five characters with a further six to unlock, and each of their stats can be tweaked by upgrading them at the end of each level. However, getting to the end of the stages is no easy task as the difficulty setting is insane, which could cause frustration to the casual gamer. That aside, *Robotech* looks and feels great, so if you're looking for a tough game with lots to unlock give *Robotech: The Macross Saga* a look. **Dave Westlake** NOM

❑ You've got your work cut out if you want to unlock all 11 characters

❑ Each mission offers a different type of gameplay

Price: £29.99

Release: Out Now

Publisher: LSP

Verdict: 4

INSPECTOR GADGET RACING

Another pretender to the *Mario Kart* crown steps into the ring this month, but Mazza needn't worry, *Inspector Gadget Racing* isn't leaving this battle with the spoils.

You get to choose from the variety of vehicles found in the cartoon series, from Penny's jeep to Gadget's van and even Dr. Claw's car, although you have to unlock that. The graphics are bold and colourful and the tracks look nice, but the racing is a pedestrian affair. Poor collision detection adds to the mess, robbing the experience of any fun.

❑ *Inspector Gadget Racing* looks just like the cartoon, but the action is slow and lifeless

Price: £29.99

Release: Out Now

Publisher: TDK

Verdict: 6

SHREK: HASSLE AT THE CASTLE

This is a standard side-scrolling platform beat-'em-up based around the *Shrek* movie. And it's not too bad, either.

The characters are quirky, the backgrounds detailed and the enemies look cute and funny. The sound is top notch and there's a wide variety in the areas you'll explore, but the level design is poor. It's one for the younger gamer, but still good fun.

❑ One big, green, angry ogre for hire. Ugly he may be, but Shrek certainly knows how to deal with these birds

Price: £29.99

Release: Out Now

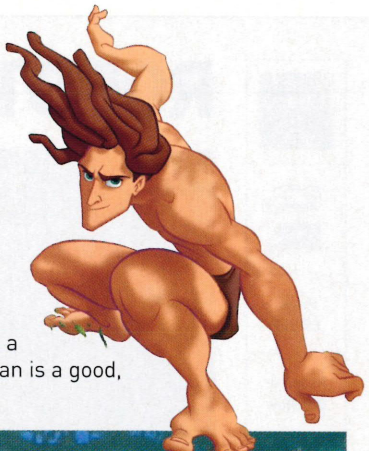
Publisher: Activision

Verdict: 7

DISNEY'S TARZAN: RETURN TO THE JUNGLE

This adventure tells the story of Tarzan's development from an orphan to lord of the jungle. The opening levels give you a chance to learn the basic moves from Terk the Ape and then it's out into the wilderness to try and stop Queen La's evil plans.

The action is fast-paced and the animation is spot-on; all of the creatures have very fluid movement. The controls are simple, but sprinting and jumping at the same time can prove awkward. The backgrounds are very well detailed and the music has a suitable jungle twang. Tarzan is a good, if simple platform game.



❑ The young Tarzan swings through the trees with the greatest of ease. It's almost as though he were raised by monkeys. No, really...

❑ Sliding down a vine is the most effective way to escape a wild boar, but you already knew that, didn't you?

BLACK BELT CHALLENGE

Price: **£29.99**

Release: **Out Now**

Publisher: **Xicat**

Verdict: **6**

Your quest in this fast-paced beat-'em-up is to face off against 11 of the world's most dangerous fighters as you go in search of lost pages from the Book of Zero.

There are plenty of characters and moves to master, and more than enough hidden extras to unlock. On top of that there are several different game modes on offer, such as Arcade, Survival and Challenge, so it's sure to keep you busy for a while.

Black Belt Challenge combines great character animation with intuitive gameplay to create a playable beat-'em-up. The main flaw is the game's life span as even on the hardest setting it can prove too easy. Although it's not in the same league as *Street Fighter Alpha 3*, it's still worth a look if the price is right. **Dave Westlake**

Along your quest you'll be faced with all kinds of foes

Each character's level is beautifully designed

The special moves are easily executed and deadly

YU-GI-OH! DARK DUEL STORIES

2 Player/ 2 Carts

Infra Red **No**

Price: **£29.99**

Release: **Out Now**

Publisher: **Konami**

Verdict: **6**

You may be thinking *Yu-Gi-Oh!* is yet another *Pokémon* or *Digimon* clone — but think again. *Yu-Gi-Oh!* is a turn-based fighting game, but you don't use tamed beasts, instead you battle with magical cards.

You take control of Yugi on your quest to save your grandfather from the evil Maximillion Pegasus and become the most powerful Mystic Duelist in the universe. You have to enter a Duel Monsters game organised by Pegasus and win it if you're ever going to see your grandfather again.

Fans of *Yu-Gi-Oh!* are sure to be more than happy with the game as it includes many recognisable characters from the series. And with over 10,000 cards at your disposal and an option to fuse and create your own cards, it's surely a package that offers great value for money.

But *Yu-Gi-Oh!* does become tedious, mainly because in order to progress you must defeat five characters, five times each, and although the difficulty slowly increases, it offers little variation. The cards look great, but a lack of animation during battles gives the game a dull, 2D look, and the lacklustre audio doesn't come close to capturing the emotion of the battles in *Pokémon*.

However, the multiplayer is great and fans of the series will be very satisfied, but if you're unfamiliar with *Yu-Gi-Oh!* then you can do without this.

❑ She might be smiling now, but The Harpie Sisters will shred you alive

❑ There are over 10,000 cards at your disposal in *Yu-Gi-Oh! Dark Duel Stories*

❑ *Yu-Gi-Oh!* fans will no doubt recognise many of the cards available in the game

Nintendo Gadgets

How do you make your GameCube play better, look slicker and sound louder? For the answer, check out this month's bumper crop of hardware.

■ **WaveBird controller** ■ **Nintendo**
■ **02380 623 200** ■ **£34.99**

The WaveBird is another stroke of Nintendo genius. Weighing little more than the standard controller, the WaveBird is comfortable to hold; the extra weight of the batteries hardly being noticeable.

The best thing about the WaveBird is its use of RF technology to transmit a signal. This means that no matter where you stick the receiver, the pad will still work, so you can hide your GameCube if you want. The range is adequate for any room and battery life is great. Better still, there are 16 different frequency channels, so you can have four plugged in at once with no risk of interference.

The WaveBird does have two bad points, however. Firstly it doesn't include a rumble feature, and while that may not sound like a big deal, it could affect gameplay in some titles that rely on the rumble to tell you when something has happened in the game. Secondly, although battery life is good, the fact remains that it still needs batteries and when they start to run out the pad takes on a life of its own, so you'll need to keep a spare set handy.

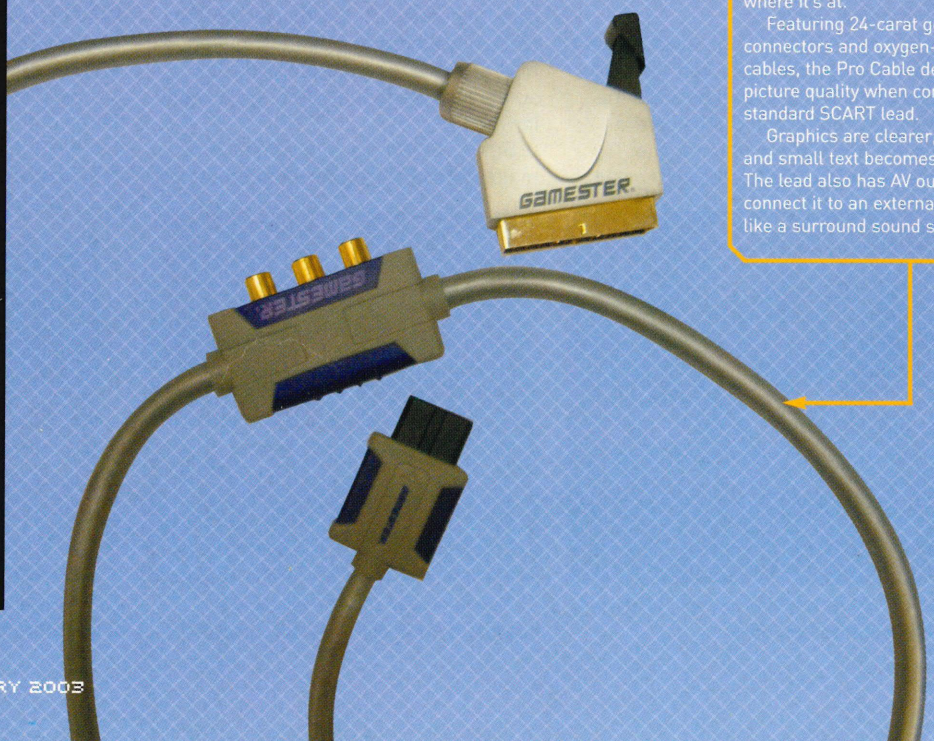
Overall, however, the good points far outweigh the bad and the WaveBird is just another example of how clever Nintendo can be. Get one as soon as you can. **9/10**

■ **Pro Cable-RGB SCART**
■ **Gamester** ■ **0870 8006150**
■ **£19.99**

This hefty silver cable may sound a little on the expensive side, but for anyone who's serious about getting a top-quality RGB picture from their GameCube, this is where it's at.

Featuring 24-carat gold-plated connectors and oxygen-free copper cables, the Pro Cable delivers amazing picture quality when compared to a standard SCART lead.

Graphics are clearer, edges are sharp and small text becomes more readable. The lead also has AV outputs so you can connect it to an external sound source like a surround sound system. **9/10**



■ **Soundstage** ■ **Herao**

■ **01908 300 700** ■ **£39.99**

If you want to get a little bit more oomph out of your GameCube then take a look at this surround sound speaker set up from Herao. The package consists of a sub-woofer and two satellite speakers.

The sub unit houses all of the controls: on/off switch, volume, bass and treble and the spherical satellites rest on two rubber rings, meaning they can sit on any flat surface and be angled to the desired position.

Sound quality is good and clear, even at very high volumes, although the sub-woofer is a little bit tame. We tested it with a number of titles and found that it handled most music, speech and sound effects with aplomb.

The Soundstage is available in either black or purple so there'll be one to match your GameCube and at just £39.99, this is definitely worth adding to your short list if you're in the market for a surround sound set up. **7/10**

■ **Sound Station 5.1** ■ **Logic 3**

■ **0208 902 2211** ■ **£199.99**

This flashy piece of kit will bring cinema-like surround sound to your home using Dolby Digital technology. However, the GameCube doesn't support Dolby Digital sound, but it can still be hooked up for Pro Logic (but not Pro Logic II), which is a lower quality type of surround, but still good, nevertheless. Hook up a DVD player and you can enjoy movies with sound just like your local multiplex. However, you can find more powerful home cinema sets at a lower price than this. **7/10**

■ ***Harry Potter*** **GameCube controller and memory card**

■ **Thrustmaster** ■ **0208 665 1881** ■ **£19.99**

This is an excellent control pad, almost as good as Nintendo's official version. The analogue sticks are solid and comfortable and the buttons are well fitted. The only real problem is the D-Pad, which sits very high and has sharp edges.

The memory card is a standard 59-block affair and we had no problems with it. Altogether this is a great little package for *Harry Potter* fans and the pad is one of the best around. **8/10**

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LETTERS

nintendoletters@emap.com

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

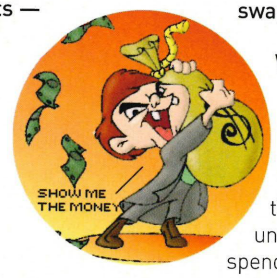
→ **Write to us:** Letters, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
→ **E-mail us:** nintendoletters@emap.com
→ **Text us:** Start your message with NINTENDO and send it to 81133. Each message costs 25p to send

Toon army

I was reading the latest copy of your magazine when I found another review for a cartoon-based game. Don't you just hate them? They're hardly ever any good and always get between three and six out of ten. Games like *Tiny Toons* and *Scooby-Doo* are hardly ever wanted by anyone except the young and the helpless. Please let this crime stop!

Aziz Krich, Bury St. Edmunds

Sadly, licensed games seem to be all the rage at the moment, regardless of their quality. You only have to look at the charts — especially on the GBA — to see that they do sell lots of copies. And while this is the case, companies will continue to make the damn things.



Answer me!

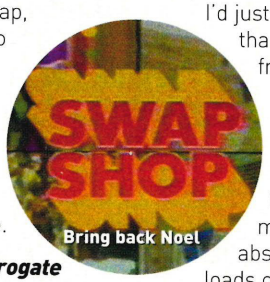
Am I the only female out there who's a crazed gamer? Am I the only girl who'd rather go games shopping than make-up shopping? Am I alone in the world?

Sam Cartwright, Surrey

The gauntlet has been thrown down, *NOM* readers. Who will answer Sam's rallying cry?

Got, got, need, got

Wouldn't it be great if you could swap games or other Nintendo products with other *NOM* readers? You could have a page or two where people could write in to swap, sell or buy Nintendo products. It's really annoying having to spend loads of money buying games and memory cards — trading is the future.



Luke Sanders, Harrogate

It's a great idea Luke, and one that we've been thinking over for a while. If enough people want to do it then it's definitely something we'd consider in the future. Are there any more swappers out there?

What rot

I was reading that story about games rotting your mind and I think it's completely untrue. I usually spend at least an hour on my beloved GameCube and another hour a day on my GBA, and my emotional power is fine. I can cry, laugh and empathise, and my imaginative skills are top-notch too — I get great ideas from games.

James Skarratts, Worsely

There were a lot of things wrong with that study, or the way it was reported. For instance, it made no reference to the types of games that may be harmful. Millions of gamers around the world are living proof that gaming won't make you mad.

DVD Extras

The free DVD was great, but there was one thing missing: You probably have hundreds of tapes that people send in to enter the High Scores & Challenges, so would it be possible to put them onto the DVD? It'd be great to see Britain's best players score millions of points on *Tony Hawk's 3* or blasting the hell out of zombies on *TimeSplitters 2*, wouldn't it?

Michael Leiper, via e-mail

That's another cracking idea, Michael. Maybe we could set a DVD-specific challenge for a future DVD and show footage of the best entries.

Best gift ever

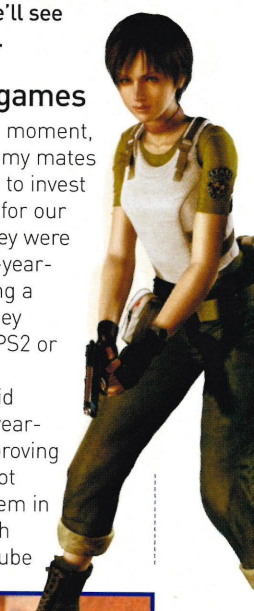
I'd just like to say a big thank you for the best free gift *Nintendo Official Magazine* has ever given. The free DVD with the December issue of the magazine was absolutely great, with loads of footage and info at high resolution. It was much better than the disappointing mini-CD given away with the GameCube's launch magazine, and well worth the extra 35p. I hope that this leads the way for loads of great free gifts in the future — maybe we'll even get a playable demo disc one day.

Matthew Graham, Billericay

We always want to bring you the best gifts possible. If there are any ideas for a future free gift that you'd like to see (except the demo discs — we're trying!), drop us a line and we'll see what we can do.

Student of games

I'm at uni at the moment, and when I told my mates that I was going to invest in a GameCube for our flat next year they were disgusted. A 19-year-old bloke wanting a GameCube?! They insisted I got a PS2 or Xbox, claiming Nintendo only did games for five-year-olds. Intent on proving them wrong, I got one and I sat them in a dark room with my new GameCube



Mildred couldn't wait to finish her chores and sit down with her copy of *NOM*

Reader's wife

I'm a bored housewife who's lost her hubby to games consoles and games of all descriptions. I don't play them as my thumbs are incapable of such rapid movement and I'm sure my brain doesn't work that fast either. However, there is one consolation: your magazine. So, this is just a letter to thank you for providing console widows throughout Britain with some entertainment and a basic insight into the world our men love so much.

Fiona Usher, North Shields

We knew *NOM* had a lot of uses, but we never imagined it could be a marital aid.

QUICKFIRE QUESTIONS

Is *Metal Gear Solid* coming to GameCube?

Alison Beckett, via e-mail
NOM: No

Is Vivendi's *The Hobbit* coming out in Europe?

Tim Crossley, Westbourne
NOM: Yes

When is *Bounty Hunter* going to be released on GameCube?

Matt Perryman, via e-mail
NOM: 24 January

Can you play American GBA games on a UK version of the GBA?

Anon, via e-mail
NOM: Yes

playing *Resident Evil* with the volume on max. About an hour or so in and they were very pasty-white and had soiled themselves; two hours in and they finally thanked me for my wise investment! So there you have it — Nintendo really is putting out classy titles for adults. Thanks for your great coverage of these more adult titles that convinced me in my purchase.

David Orr, Crowthorne
Congratulations on your worthy purchase, David. But just wait until your mates get a load of Nintendo's *Metroid Prime* next year, then they'll realise how right you were to choose GameCube.

Multiple Mario

I recently heard that there was a game consisting of all the old *Sonic* titles and just wanted to make a little suggestion: why doesn't Nintendo make a game with a selection of all the best *Mario* titles, maybe even adding some special graphical touches and new mini-games? I think any of the gamers that were there the first time around would appreciate it and even the younger gamers who missed Mario's hugely successful 2D outings would surely feel the benefit.

David Nugent, via e-mail
Like *Super Mario All Stars* on the Super NES, maybe Nintendo could sneak a few secrets in there as well. It would be a great way to get all the old *Mario* games onto your GameCube. Great idea, David! Are you listening, Mr Miyamoto?

Joanna versus James

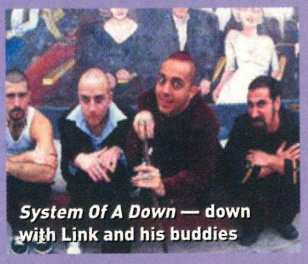
Why was it that *GoldenEye 007* was ranked higher in your Top 10 Shooters than *Perfect Dark* when you gave *GoldenEye 007* only 95% and *Perfect Dark* 97%? You want to make up your mind which one you think is the best. But you would be totally stupid to think that *GoldenEye 007* is better than *Perfect Dark*. In my opinion, *Perfect Dark* is the best First Person Shooter ever and it has improved on everything from *GoldenEye 007* and added much more. So which one do you really think is the best?

Bond is better than Perfect

LETTER OF THE MONTH

System shock

I was browsing the internet, downloading MP3 music when I came across a recording by *System Of A Down* called *The Legend of Zelda*. Like a true Nintendo fanatic, I instantly started downloading the file. I was amazed to find them singing the names Zelda, Ganon and Link.


System Of A Down — down with Link and his buddies

Lewis Lovedale, Bury St. Edmunds
Thanks for the tape, Lewis. We've all had a good listen and it is quite odd to hear *System Of A Down* singing about Nintendo characters. Mike asks, could you try looking for a gangsta rap version of the *Mario* theme?

Steven Yendole, via e-mail
GoldenEye 007 isn't meant to be better than _Perfect Dark_. They are rated in chronological order, not on how well they scored.

Silver service

One of the fundamental successes of Sony's machines is their Platinum range of older titles and I think it's about time that GameCube got one of its own. With the current price war, a range of games for £19.99 would pull more gamers towards the GameCube. And with upcoming sequels, games like *007 Agent Under Fire* and *Tony Hawk's Pro Skater 3* would be ideal choices for the range — they'd certainly shift a lot more copies at £20 than £40, that's for sure.

Daniel Fullard, Durham
It would be great to see a budget range of GameCube games, but remember that Sony's Platinum line-up took a while to come out and the GameCube isn't even a year old in Europe yet. You can already find heavily discounted titles if you know where to look — try checking out the internet.

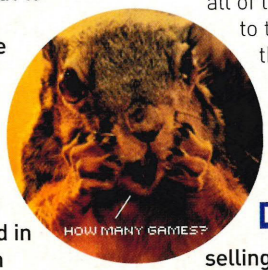
I can manage

Are there going to be any football management games coming out on GameCube? I love being able to take control of my favourite team and winning the league with them. I've got a few footy management games on PC and they are superb.

Aaron O'Toole, Basingstoke
LMA Manager is still GameCube-bound, it should be hitting the shelves next year. Keep your eyes glued to *NOM* for more info.

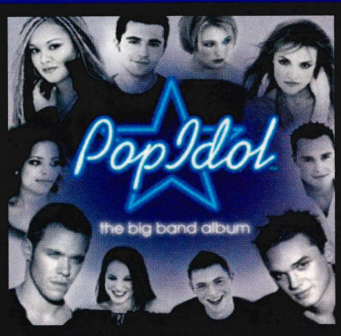
A refreshing change

In the first year after the N64 was released it felt like I was sat twiddling my thumbs waiting for the next hot game to be released. This time around, with the GameCube, one quality title after another is released week after week. I can't keep up! I'm tempted to start selling off members of my family to be able to afford all of these games. Kudos to the developers — this time it looks like they're really getting it right.



David Reeves, Leicester
May we recommend selling younger siblings first? If you do that they won't be able to break into your room and steal all your fancy new games.

WHAT'S WRONG WITH NOM



NOM has been revising with *Pop Idol*'s *The Big Band Album*

NOM gets pop idle

In your December issue in the Letters page you showed a picture of Gareth Gates and Bill Gates. But the caption underneath said: "Will and Bill take over the world." That's not right is it?

David Power, Hull
It's certainly not right. We'll all try our best to learn the names of every *Pop Idol* contestant in future.

win all this cool stuff

We've pulled together two absolutely massive competitions for you this month. To be in with a shout, just phone **0905 053 110**, then add the number of the competition at the end. So if you're entering *The Osbournes* competition, dial **0905 053 1102**. Answer the question, leave your name, address and daytime telephone number and we'll call you on 10 January if you win. Don't forget to ask permission from whoever pays the bill before dialling.

1

1. Premiership day out, GameCube and *FIFA 2003*

If you love football as much as you love Nintendo then you need to enter this competition. Thanks to the lovely people at Electronic Arts, we're giving you and a friend the chance to get your hands on a pair of V.I.P. tickets to a Premiership game. If you're lucky enough to win you'll also receive a GameCube and two copies of *FIFA 2003*, one for you and one for your mate. Four runners-up will also receive a copy of the game. For a chance to win this amazing prize, just answer the following question.

Q. Who were the first team to win the Premiership?

a. Blackburn Rovers
b. Arsenal
c. Manchester United

01 UP FOR GRABS

2

01 UP FOR GRABS

The Osbournes

Nik Naks

2. *The Osbournes* in L.A.

To celebrate the arrival of *The Osbournes* on Channel 4, we've teamed up with Nik Naks, sponsors of Channel 4's *The Osbournes* to give you and a mate the chance to hang out in the neighbourhood of Ozzy, Sharon, Jack and Kelly.

You'll get to jet out to L.A. and stay for five nights in a top hotel pretending to be rock'n'roll stars. You'll then tour the homes of the Hollywood greats and even get within spitting distance of the Osbourne house itself. The trip will culminate in a special visit to Ozzy's star on the Hollywood Walk of Fame.

Nik Naks will also be giving a month's supply of delicious snacks away to ten runners-up.

Q. Which of these is NOT a Nik Naks flavour?

a. **Rib n Saucy**
b. **Scampi n Lemon**
c. **Jack n Kelly**

*You can catch *The Osbournes* on Channel 4 on Fridays at 9:30pm (repeated on Wednesdays).

***Terms and conditions**
Trip includes return flights from Heathrow, transfers to and from L.A. airport, UK departure tax and travel insurance. Spending money not included.
Excludes travel on or over bank holidays, bank holiday weekends and the Christmas or New Year period.
All travellers aged under 16 years are required to travel with a parent or legal guardian. Travellers aged between 16-18 years will require written permission from their parent or legal guardian before they can travel.

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All entries for the competitions must be received by 08/01/03 to qualify.
The winner will receive the stated prize from the competition they have entered. If for any reason beyond the promoter's control it is not possible to provide the stated prize, the promoter reserves the right to award an alternative prize of no lesser value.
The promoter's choice of prize is final. There is no cash alternative available. No entries can be returned and the promoter will enter into no correspondence. Prize draw takes place on 09/01/03, and the winner will be notified within one day of the draw. The winner will be chosen at random from the correct entries received. Open to UK and overseas residents. We reserve the right to use the winners in any publicity. No employees of EMAP or other companies involved in this promotion are eligible to enter. No purchase necessary. The Editor's decision is final. Only one entry per household.
The promoter excludes responsibility for applications that are lost/delayed/incomplete.
Simply post your entry to *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Postal entries must be received no later than 08/01/03 so they can be included in the draw on the 09/01/03. A list of winners is available from Competition Winners, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

You can also send your entries by post. Please write the competition number clearly at the top of the envelope or postcard. If, for example, you are entering *The Osbournes* competition, write to: **Competition 2, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. Closing date is 8 January 2003.

HIGH SCORES & CHALLENGES

Prove your sheer dominance in the arena of games by taking part in this month's challenges. If you come out on top of the pile then you'll become the proud owner of a JOYTECH GameCube Advanced Controller. Wait for it, WAIT FOR IT! GO, GO, GO!

1 SUPER SMASH BROS. MELEE: GO FOR THE FASTEST TIME IN EVENT ONE, TROUBLE KING

We know that you can't get enough of the *SSBM* challenges so we've decided to give you another, with the most famous two characters in the Nintendo world: Mario and Bowser. Kick the green gimp's butt, then send in a photo of the results screen.

Okay, it's not that tough, so we expect some awesome times. Just Smash Bowser as many times as you can. When you knock him off the platform do a Charged Smash as he tries to get back.

1. Mike J **00:10:32**
2. Rich Marsh **00:11:45**
3. Kingsley Singleton **00:11:84**
4. Tim Street **00:12:29**
5. Dominic Wint **00:14:96**

2 SUPER MARIO SUNSHINE: FASTEST TIME AGAINST IL PIANTISSIMO, GELATO BEACH, EPISODE FIVE

Cross over to the main beach area where you'll see the speedy Il Piantissimo. He'll tell you to race to the flagpole at the top of the hill. As soon as he stops talking, the race begins.

Try squirting water in front of you right at the start and then dive onto it to slide in front of him for a good head start. Jump before you get to the edge of the cliff face and then use the Hover nozzle to get across. In fact, use the Hover nozzle as much as you can.

1. Mike J **00:35:64**
2. Tim Street **00:35:97**
3. Rich Marsh **00:36:85**
4. Kingsley Singleton **00:38:12**
5. Dominic Wint **00:41:28**

3 TONY HAWK'S PRO SKATER 4: HIGHEST-SCORING COMBO ON THE CAMPUS LEVEL

There's no time limit here so you can skate to your heart's content. All you've got to do is string together one massive trick and get the best combo possible, then send us a photo of the score.

You'll need to build up your Special meter before you start, that way you can pull off some of the mad Special tricks. Remember to link moves by Manualling between obstacles and that you can also Revert and Manual from Flip tricks and Grabs.

1. Tim Street **1,329,560**
2. Dominic Wint **1,285,845**
3. Mike J **1,036,430**
4. Rich Marsh **937,618**
5. Kingsley Singleton **885,810**

4 TIMESPLITTERS 2: FASTEST TIME ON CHALLENGE MODE, GLASS SMASH: PANE IN THE NECK LEVEL

Head for the Arcade Challenge section and go straight into Glass Smash. Armed with the trusty Grenade Launcher you've got to take out all 22 panes of glass in the level.

There's not much time to use Manual Aim here so you'll have to rely on a good eye and clever use of the C-Stick to aim your weapon. Thinking carefully about where you fire the grenades is the key to success here. And try to find the quickest route, as well.

1. Dominic Wint **00:17:30**
2. Mike J **00:17:80**
3. Kingsley Singleton **00:18:10**
4. Tim Street **00:19:50**
5. Rich Marsh **00:20:20**

RESULT TABLES

1 BURNOUT: FASTEST LAP ON HARBOUR TOWN, TIME ATTACK MODE

There's a wide variety in the fastest times for this challenge, but Marek Tuszynski's sub two-minute time is the clear winner. A bit more practice from Steven Bailey could have netted him top slot.

1. Marek Tuszynski	1:57:819
2. Steven Bailey	2:00:300
3. Philip Ward	2:01:600
4. Oliver Glasson	2:12:799
5. Richard Cox	2:20:840

2 SIMPSONS ROAD RAGE: MOST MONEY EARNED IN ENTERTAINMENT DISTRICT, NORMAL LEVEL

Those London cabbies had better watch out, because Harley Sherman will be after their jobs soon with a whopping great score like that.

1. Harley Sherman	$20,958
2. Michael N	$18,584
3. Richard Marks	$18,070
4. Daniel Swallow	$13,876
5. Chris Morgan	$13,305

3 FREEKSTYLE: HIGHEST SCORE ON THE MONUMENTAL MOTOPLEX LEVEL, FREESTYLE MODE

Mark Peters is clearly a nutter. An insane score, well above 300,000, means that he's the winner here. Valiant efforts from all concerned, though.

1. Mark Peters	328,950
2. Jaime McMahon	309,200
3. Dan Gifford	296,020
4. Jason Macintosh	294,800
5. Joe Walters	289,260

4 SUPER SMASH BROS. MELEE: MOST KNOCKOUTS IN THREE MINUTES

The bulk of the entries this month came in for the *SSBM* challenge. It was a close-run thing, but Dave Every's bone-crunching score of 171 is top dog.

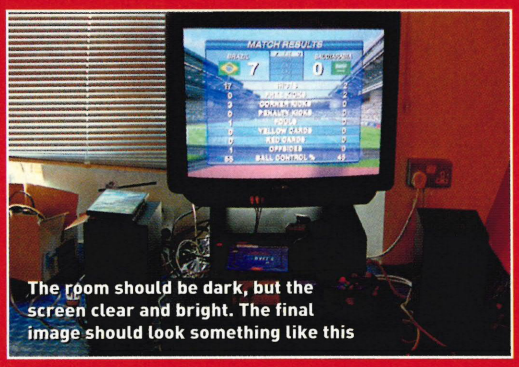
1. Dave Every	171
2. Dean Hailstone	156
=3. Nick Murray	149
=3. Declan Talbert	149
=4. Sam Tuckett	147
=4. Tom Tweed	147

CHEATS NEVER PROSPER

There's no doubt that less-skilled Nintendo GameCube players will try to use cheats to get into our exclusive high score tables.

Cheats should not be used to help with challenges unless we say so. Using import games is also strictly forbidden as they can often give players an unfair advantage. Don't cheat, chaps. It's not big and it's certainly not clever.

PHOTOGRAPH YOUR TV



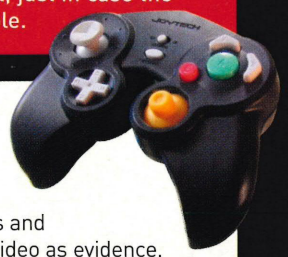
The room should be dark, but the screen clear and bright. The final image should look something like this

Using a camera to take a photo of your top score on a TV can be tricky, but follow these simple instructions and you should be fine.

1 Make the room as dark as possible. Draw the curtains, turn out the lights and take the photo standing at an angle to the television screen.

2 Turn off the flash or the television screen will appear black in the developed photograph. And you don't want that to happen, do you?

3 Take more than one shot, just in case the first photograph is unreadable.



WHAT YOU HAVE TO DO TO WIN

When you've achieved a top score on one of our challenges and got your hands on a photo or video as evidence, pack it up and send it to the *NOM* address. If you manage to get the best score next month we'll send you a smart JOYTECH Advanced Controller for your GameCube, so it's definitely worth the extra effort.

High Scores and Challenges, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

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OFFICIAL MAGAZINE

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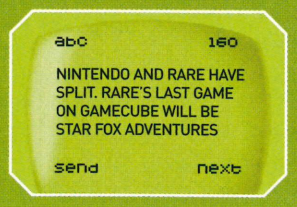

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MEGA MOBILE RINGTONES & LOGOS

nEw rEleaSes

Cleaning Out My Closet - Eminem	10611
Down Boy - Holly Valance	10612
Positivity - Suede	10617
Just Like A Pill - Pink	10615
My Vision - Jakkata/Seal	10616
Everyone Says Hi - David Bowie	10614
Nessaja - Scooter - Dance	10541
Prince And The Showgirl - Shivaree	10485
Come Back Around - Feeder	10487
Days Like That - Sugar Jones	10488
Look Back In Anger - The Wurzels	10489
Dreaming Of You - The Coral	10490
Eple - Royksopp	10491
Far Out - Sonsofloopdaloopera	10492
Feels Good - Naughty By Nature	10493

rocK gReAts

Always On The Run - Lenny Kravitz	9437
Alive - Pearl Jam	8659
Everyday - Bon Jovi	10613
Black Dog - Led Zepplin	9440
Main Offender - The Hives	8141
Breaking Up The Girl - Garbage	7963
Love A Bad Name - Bon Jovi	7611
Teenspirit - Nirvana	7608
Paradise City - Guns & Roses	7606
Design For Life - Manic S Preachers	6939
Girls And Boys - Blur	6750
Always - Bon Jovi	6401
Walk On - U2	6241
Sweet Child O Mine-Guns N Roses	5793
With Or Without You - U2	5338
Under The Bridge - Chilli Peppers	5336
Walk This Way - Aerosmith	0005

AttiTudE

Missy Elliott	One Minute Man	5392
	4 My People	7416
Bubba Sparxx	Lovely	6756
	Ugly	6168
Busta Rhymes	Pass the Courvoisier	9013
	Woo Haa	8195
	Break Your Neck	7209
Eminem	Without Me	9015
	The Way I Am	1579
	Real Slim Shady	1515
	Stan	1513

fOotBalL

Chelsea - Blue Flag	9487
We Shall Not Be Moved	9508
Royal Blue Jersey - Everton	9476
Spirit Of The Blues - Everton	9477
God Save The Queen - Anthem	0062
Vindaloo - Football Anthem	3542
The Great Escape - Film Theme	3548
Celtic - Fields of Athenray	3547
Glory, Glory - Man United	4134
Never Walk Alone - Liverpool	3545

besT selLers

The Logical Song - Scooter	9422
Round Round - Sugababes	10189
The Tide Is High - Atomic Kitten	9670
Like A Prayer - Mad House	9665
Without Me - Eminem	9015
Italian Job - Film Theme	4856
Mission Impossible 2 -Theme	0094
Underneath Your Clothes - Shakira	8982
I Need A Girl - P Diddy Usher	9746
A Little Less Conversation - Elvis	8688
The Great Escape Theme	3548

Old sKooL

Got To Have Your Love - Mantronix	8889
Rhythm of the Night - Corona	8898
Rappers Delight - Sugar Hill Gang	7212
Every Little Step - Bobby Brown	6673
I'M Gonna Get U - Bizarre Inc	6521
Show Me Love - Robin S	6439
Finally - C C Peniston	6433
Naked In The Rain - Blue Pearl	6436
Good Life - Inner City	6423
Rhythm Is A Dancer - Snap	7352
Im Gonna Get You - Bizarre Inc	6521
Back By Dope Demand - King Bee	6432

INdiE

Sit Down - James	6333
Come Home - James	5450
Dont Look Back In Anger - Oasis	4122
Wonderwall - Oasis	4121
Roll With It - Oasis	4120
Parklife - Blur	1520
Get A Job - The Offspring	0405
Alwas Rain On Me - Travis	0404
Out Of This World - The Cure	0359
goletitout	0318
Breathe - Prodigy	0286
Losing My Religion - REM	0217
Bitter Sweet Symphony- Verve	0164
Fly For A White Guy - Offspring	0108

DAncE

M Factor - Mother	8896
DB Boulevard - Point Of View	6616
Ashanti - Foolish	9302
Ja Rule - Livin It Up	6270
Nelly - Hot In Herre	9743
Camron - Oh Boy	10172
Ms Dynamite - It Takes More	9750
Mis-teeq - B With Me	6624
Jay-Z - Girls Girls Girls	6445
Missy Elliot - 4 My People	7416
Flip N Fill - Shooting Star	9505
Scooter - The Logical Song	9422
Angeled - Jam And Spoon	6639
Bouncing Back - Mystikal	6642
Breathe - The Prodigy	6741
Sunchyme - Dario G	6761

TV THemEs

Formula One	10751
Phoenix Nights	10754
So Graham Norton	10755
West Wing	10759
Fresh Prince	10639
Jackass	10641
Malcolm In The Middle	10642
Monkey	10643
Smallville	10644
The Osbournes	10645
Dukes Of Hazard	10591
Sticking With You - Hyundai	10592
Trigger Happy TV	10595
A-Team	4874
Airwolf	4680
Blackadder	4683
Buffy The Vampire	4846
Only Fools And Horses	6152
Hawaii 5 0	4855
Sex And The City	9118
Crocketts Theme-Miami Vice	6243
Monty Python	0085

fiLM THemEs

Scooby Doo	9621
Austin Powers	5784
Dambuster March	5061
Braveheart	6076
Rocky IV - The Final Fight	6278
Mission Impossible 2	0094
Eye Of The Tiger - Rocky	4852
Beverly Hills Cop - Axel F	0173
James Bond Main theme	0025
The Great Escape	3548
Ghostbusters	4823
Where Eagles Dare	5422
Charlies Angels	1516
Bridge Over The River Kwai	5985
Jurassic Park	4825
Jaws	5266
Top Gun	4864
Italian Job	4856
The Exorcist	4689

sCi-fI

Hitchikers Guide To The Galaxy	10640
Enterprise	10750
Captain Scarlett	10747
Futurama	10752
Lord Of The Rings-Part 1	6080
Blade Runner	4684
The Sixth Sense	5986
Superman	0152
Back To The Future	6146
Terminator 2	5795
War Of The Worlds - Theme	5259
Star Trek Next Generation	0148
Star Trek Voyager	0528

PiC MessAgEs

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OFFICIAL TIPS

There are some top games out for Christmas, and we've done the decent thing and gathered together some great codes to help you enjoy your festive games.

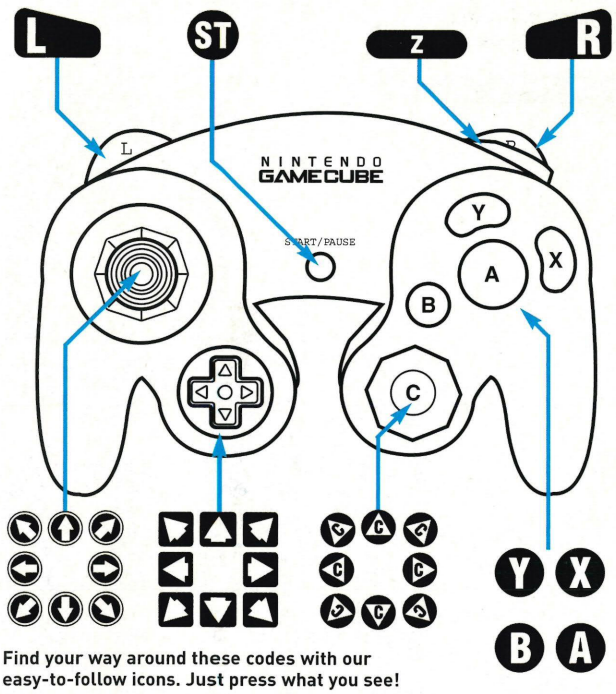
Medal of Honor Frontline Kraut-killing codes p108

TimeSplitters 2 Time-saving tips p109

Doom II Hellish hints p110

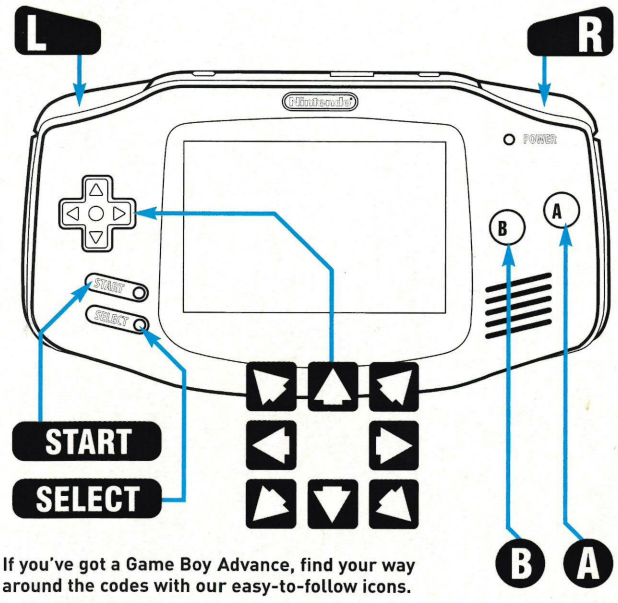
Tiger Woods PGA 2003 Clubhouse codes p111

GAMECUBE CONTROLLER



Find your way around these codes with our easy-to-follow icons. Just press what you see!

GBA CONTROLLER



If you've got a Game Boy Advance, find your way around the codes with our easy-to-follow icons.

MEDAL OF HONOR FRONTLINE

■ LEVEL PASSWORDS AND ONE-SHOT-ONE-KILL CODES

Medal of Honor Frontline is a cracking slice of World War II action, and if you want to pick and choose the levels you play as well as winning a Gold Star for each mission, you've come to the right place, soldier.

01

❑ For Silver Bullet mode, go to the Enigma Machine and enter SILVERSHOT. Then select the Bonus option underneath the machine.

02

❑ If you want to complete your mission with a Gold Star award, simply enter SEAGULL at the Enigma Machine and select the Bonus option.

03

❑ To unlock the second mission go to the Enigma Machine and enter EAGLE. Then select Bonus to play A Storm in the Port.

04

❑ Mission three is called Needle in a Haystack, and to unlock it you should enter HAWK in the same way as all the other cheats.

05

❑ To unlock mission four, enter PARROT at the same place as the other cheats. Now the Several Bridges Too Far stage will be unlocked.

06

❑ Mission five is called Rolling Thunder, and to play it head to the Enigma Machine and enter DOVE. Then head to Bonus to play it.

STREET FIGHTER ALPHA 3

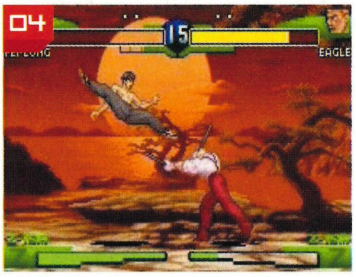
■ UNLOCK SPANKING NEW GAME MODES FOR THIS TOP FIGHTING TITLE

One of the best beat-'em-ups on the Game Boy Advance, *Street Fighter Alpha 3* is packed full of secrets. If you want to get at them, set the difficulty to Level Two and get brawling. Then just follow our easy-to-use tips below. Come and have a go if you think you're hard enough!

❑ To unlock Drama mode, complete the game once.

❑ To unlock Survival mode, complete the game in Drama mode once with any fighter.

❑ Just complete 10 Survival mode with any fighter you like to get Saikyou mode.



❑ Complete 30 Survival mode with any fighter to unlock Mazi mode.

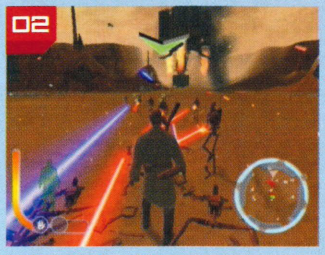
❑ Complete 50 Survival mode with any fighter to unlock Classic mode.

STAR WARS: THE CLONE WARS

■ GET EWOK MUSIC, ALL MULTIPLAYER MAPS AND BECOME INVINCIBLE

With so much history and heritage, it's no wonder that *Star Wars* games are always packed with cool extras. Try these codes to unlock some new features.

❑ At the Options screen, push ▲, ▲, ▼, ▼, ◀, ▶, ◀, ▶, B, A, START to play the Ewok celebration music. Go on, have a boogie, we know you want to.



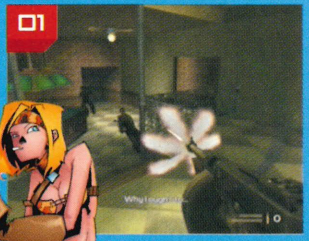
❑ For invincibility, just go to the Code screen and enter 1WITHFORCE. Job done.

❑ To get all of the multiplayer maps, enter FRAGFIESTA at the Code screen.

TIMESPLITTERS 2

■ MORE SECRET MODES AND COOL CHARACTERS

There's so much stuff to unlock in *TimeSplitters 2* that you could be playing it until next Christmas before you find it all. See if any of these modes take your fancy.



❑ If you want to get hold of the Paintball mode you'll need to get a Bronze Medal or higher in every one of the Challenge levels.

❑ To unlock the Brick as a weapon in your multiplayer games, simply get a Silver Medal or better in the Bricking It challenge.

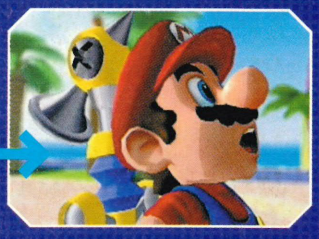
❑ To play as Jacque de la Morte, you'll have to complete the tricky Notre Dame stage on Normal level or higher.

FAST TIPS

This month, Fast Tips brings you some hot little hints and codes for *Super Mario Sunshine*, *WWE X8*, and *Spyro: Season of Flame*.

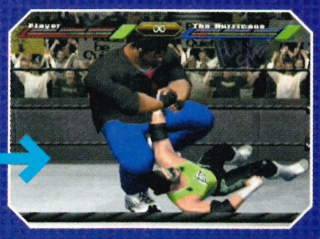
SUPER MARIO SUNSHINE

If you're having trouble throwing fruit into the baskets in the market on Isle Delfino, stand on the edge of the basket and drop it in. Now it's easy!



WWE WRESTLEMANIA X8

Fancy playing on the original *Smackdown!* arena? Play as The Rock and win the Undisputed Championship. It will then be unlocked for your fighting fun.



SPYRO: SEASON OF FLAME

On the Press Start screen, hit ◀, ▶, ◀, ▶, ▶, ▶, ▲, ▼ and B. If you do it correctly, you will hear a chime, and have infinite lives.

DOOM II

■ CODES TO HELP YOU KILL

The first *Doom* on the Game Boy Advance was one rock-hard First Person Shooter to beat, especially being so dark on the small screen. Now the sequel has arrived, but don't worry, we've got some codes to help you out.

❑ **Lost? What you need is the Full Automap cheat. You can get it if you pause the game, hold L and R and press B once, then A seven times.**

❑ **With so many gruesome enemies to bag, you'll need plenty of health and ammo. Pause the game, hold L and R and press A once, B twice and A five times.**

❑ **Pause the game, hold L and R and press B twice and A six times and you can stroll through all that green radioactive gloop with a brand-new radiation suit.**

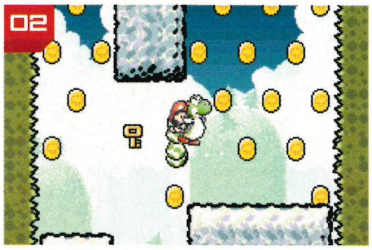
❑ **If *Doom II* is still giving you problems, pause the game, hold L and R and hit A twice, B once and A five times. This will activate the God mode.**

YOSHI'S ISLAND: SUPER MARIO ADVANCE 3

■ SECRET CODES FOR THE BEST PLATFORMER OF ALL TIME

Yoshi gets his very own adventure on the GBA, and it's one of the best 2D games ever. If you want some extra fun with the mini-games, enter the following cheat.

❑ **On the Map screen where you select a level, hold SELECT and press L, L, B, A then R. This will bring up the Mini-Games menu.**



❑ **You get points for collecting Coins, Stars and Flowers. If you get the maximum 100 points in each level to open the mini-games the fair way.**

DRAGON BALL Z: LEGACY OF GOKU

■ DRAGON BALL Z DIDN'T GO DOWN WELL WITH THE *NOM* CREW, BUT HERE ARE SOME TIPS ANYWAY

If this little adventure has you tearing your hair out in frustration, we've got hold of some handy cheats that we're sure will help you on your way. Get set for some invincibility and unlimited energy. How's that for great service?

❑ **During the introduction song, hit ▲, ▼, ◀, ▶, B then A. If you hear a tone, you've entered the invincibility cheat.**

❑ **If you manage to complete the game, including all the side-quests, start a new one and you'll get unlimited energy.**

NEED FOR SPEED: HOT PURSUIT 2

■ WHAT TO DO IF YOU WANT THE BEST MOTORS

There's no doubt this game looks the business, and with the best cars it should be even more fun.

❑ **To unlock the Corvette Z06 complete Hot Pursuit Event 13. For the Dodge Viper GTS, get two million points. Get a further half a million and the Lamborghini Diablo is yours. For the McLaren F1, earn five million points or win the World Championship. If you want a Porsche 911, bag three and a half million points.**

TIGER WOODS PGA TOUR 2003

■ UNLOCK HIDDEN CHARACTERS AND ALL GOLF COURSES

There are tons of hidden characters in this game, and to unlock them go to the Options screen and select Cheat Codes, then enter these passwords.

❑ **To play with Vijay Singh, enter VJSING. For Ty Tyron enter TYNO. To get Super Tiger Woods enter SUNDAY. For all golfers enter ALLTW3 and for all courses enter 14COURSES.**

The Cheatmistress presents

CHEATS UNLIMITED

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GBC & GBA

A = 0 1
Advance Wars
Aggressive Inline
Army Men: Op. Green
B = 0 2
B.Bunny Crazy Castle
Back Track
Ballistic: Ecks Vs. Sever 2
Blue Pokemon
Bomberman Tournament
Breath of Fire
Britney's Dance Beat
Broken Sword
Buffy The Vampire Slayer
C = 0 3
Castlevania: C of Moon
Castlevania: Harmany D.
Crash Bandicoot XS
Crystal Pokemon
D = 0 4
Donkey Kong
Donkey Kong Land 2
Doom
Dragon Ball Z
Dragon War. Monsters 2
Dragonball Z: L. Goku
D'ball Z L. Super Wars.
Driver 2 Advance
Duke Nukem Advance
E = 0 5
Ecks Vs. Sever 2: Ballistic
G = 0 7
Gold Pokemon
Golden Sun
GT Advance Champ.
Guilty Gear X
H = 0 8
Harry Potter
J = 1 0
Jurassic Park 3: DNA Fact
Jurassic Park 3: PBuilder
L = 1 2
L.of Zelda: Links Awake.
Legacy of Goku
Legend of Zelda: Ages
Legend of Zelda: Seasons
Links Awakening (Zelda)
M = 1 3
Mario Kart Super Circuit
Mat Hoffman's Pro BMX
Medabots AX
Mega Man Battle Net. 2
Megaman Zero
Monsters Inc
P = 1 6
Peter Pan: Ret.Neverland
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Yellow
Power Rangers
Power Rangers: T. Force
R = 1 8
Rayman Advance
S = 1 9
S Palmer's Snowboarder
Sonic Advance
Spiderman
Spiderman The Movie
Spiderman: M's Menace
Spyro: Season of Ice
Street Fighter 2 Revival
Super Mario Advance 2
T = 2 0
Tekken Advance
The Land Before Time
Tony Hawk's 2
Tony Hawk's 3
Top Gun: Combat Zones
W = 2 3
Wario Land 3
Wario Land 4
WWF Rd to Wrestlemania
X = 2 4
X-Men: R. of Apocalypse
Y = 2 5
Yoshi's Island
Z = 2 6
Zelda: Links Awake. DX
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
Plus Many More...

GAMECUBE

A = 0 1
Agent Under Fire
Aggressive Inline
American Pro Trucker
Animal Crossing
B = 0 2
Batman Vengeance
Beach Spikers
BloodRayne
Bloody Roar: Primal Fury
Bomberman Generation
Burnout
C = 0 3
Capcom vs. SNK: EO
Cel Damage
Crash Bandicoot
D = 0 4
Dave Mirra BMX 2
E = 0 5
Eighteen Wheeler
ESPN Int.Winter Sports'02
Eternal Darkness
F = 0 6
FIFA 2002
FIFA Football 2003
Fifa World Cup 2002
Freekstyle
G = 0 7
Gauntlet: Dark Legacy
Godzilla
I = 0 9
Int. Superstar Soccer 2
Int. Winter Sports 2002
J = 1 0
J McGrath's S'cross World
J.Bond: Agent Under Fire
Jedi Knight 2
K = 1 1
Kelly Slater's Pro Surfer
L = 1 2
Legends of Wrestling
Lost Kingdoms
Luigi's Mansion
M = 1 3
Madden NFL 2002
Mario Sunshine
MX Superfly
N = 1 4
NBA Courtside 2002
NBA Street
Need for Speed H.Purs.2
NFL Blitz 2002
NFL Q'back Club 2002
NHL 2003
NHL Hitz 2002
P = 1 6
Pikmin
R = 1 8
Red Card Soccer 2003
Resident Evil
Robotech: Battlecry
Rocket Power Bch.Bandits
Rogue Leader
S = 1 9
Scooby Doo: 100 Frights
Sega Soccer Slam
Simpsons: Road Rage
Smugglers Run 2: Warz.
Sonic Adventure 2 Battle
Spiderman The Movie
Spy Hunter
SSX Tricky
Star Wars: Jedi Knight 2
Star Wars: Rog. Leader
Starfox Adventures
Super Mario Sunshine
Super Monkey Ball
Super Monkey Ball 2
Super Sm. Bros Melee
T = 2 0
Tarzan Freeride
The Simpsons: Road Rage
Time Splitters 2
Tony Hawk's 3
Turok: Evolution
V = 2 2
Virtua Striker 3: V. 2002
W = 2 3
Wave Race: Blue Storm
WWE Wrestlemania X8
0-9 = 2 7
007 Agent Under Fire
18 Wheeler
Plus Many More...

N64

B = 0 2
Banjo Kazooie
Banjo Tooie
Blues Brothers 2000
Buck Bumble
C = 0 3
Command & Conquer 64
Conkers Bad Fur Day
D = 0 4
Diddy Kong Racing
E = 0 5
Excite Bike 64
Extreme G 2
F = 0 6
Forsaken
G = 0 7
Gex 3 Deep Cover Gecko
Goldeneye
J = 1 0
J. Bond: Goldeneye
Jet Force Gemini
L = 1 2
Legend of Zelda
Legend of Zelda: M.Mask
M = 1 3
Majora's Mask
Mario 64
Mario Karts
Mission Impossible
Mortal Kombat Trilogy
P = 1 6
Perfect Dark
Pokemon Snap
Pokemon Stadium 1 & 2
R = 1 8
Rayman 2
Road Rash 64
S = 1 9
Shadows of the Empire
Star Wars: Rogue Squad.
Super Mario
Super Smash Brothers
T = 2 0
The World is not Enough
Turok 2
Turok: Dinosaur Hunter
Turok: Shadow Oblivion
W = 2 3
WWF No Mercy
WWF War Zone
Y = 2 5
Yoshi's Story
Z = 2 6
Zelda
Zelda: Majora's Mask
Plus Many More...

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Q&A UK

More help than ever in this month's Q&A section. Read on to get tons of help with *Dragon Ball Z*, *Super Mario 64*, *Bloody Roar Extreme*, *The Legend of Zelda: Oracle of Ages* and *Golden Sun*.

GOLDEN SUN

Q I'm really stuck and I need your expert advice on *Golden Sun*. I can't find the Cloak Ball. I've looked everywhere and I still can't find it. Please help me *NOM*!
Daniel King, Sale Moor

Did you know? The Sale Sharks rugby team are considering a move to the Maine Road football stadium once Manchester City Football Club eventually move out.

A To get the Cloak Ball you'll need to defeat all of the enemies in the Collosso competition. After you've done that, follow Babi to the left and down the stairs. When you go through the door, the Cloak Ball will be on Babi's desk and he'll lend it to you.

What about trying...

Pressing SELECT three times on the character-naming screen will give you the option of calling all the members of your party whatever you want.

BLOODY ROAR EXTREME

Q I have managed to get to all but one ending on *Bloody Roar Extreme* and I'd like you to tell me how to unlock the secret character, Uranus.
Anthony Groon, Liverpool

Did you know? The Grand National steeplechase has been run at Aintree racecourse in Liverpool every year since way back in 1839, although it was declared void in 1993.

A To unlock Uranus you must fight your way through Survival mode until you have to face her. Win the match-up and you'll unlock Uranus and the Chaos Laboratory arena. Her Beast mode is called Chimera.

You might like to know...

Uranus has some really incredible beast attacks. If you stand behind your opponent when they are kneeling down on the floor, push the 3D Stick towards them and press Y — you'll then unleash a vicious attack that does a whopping 57% damage.

ORACLE OF AGES

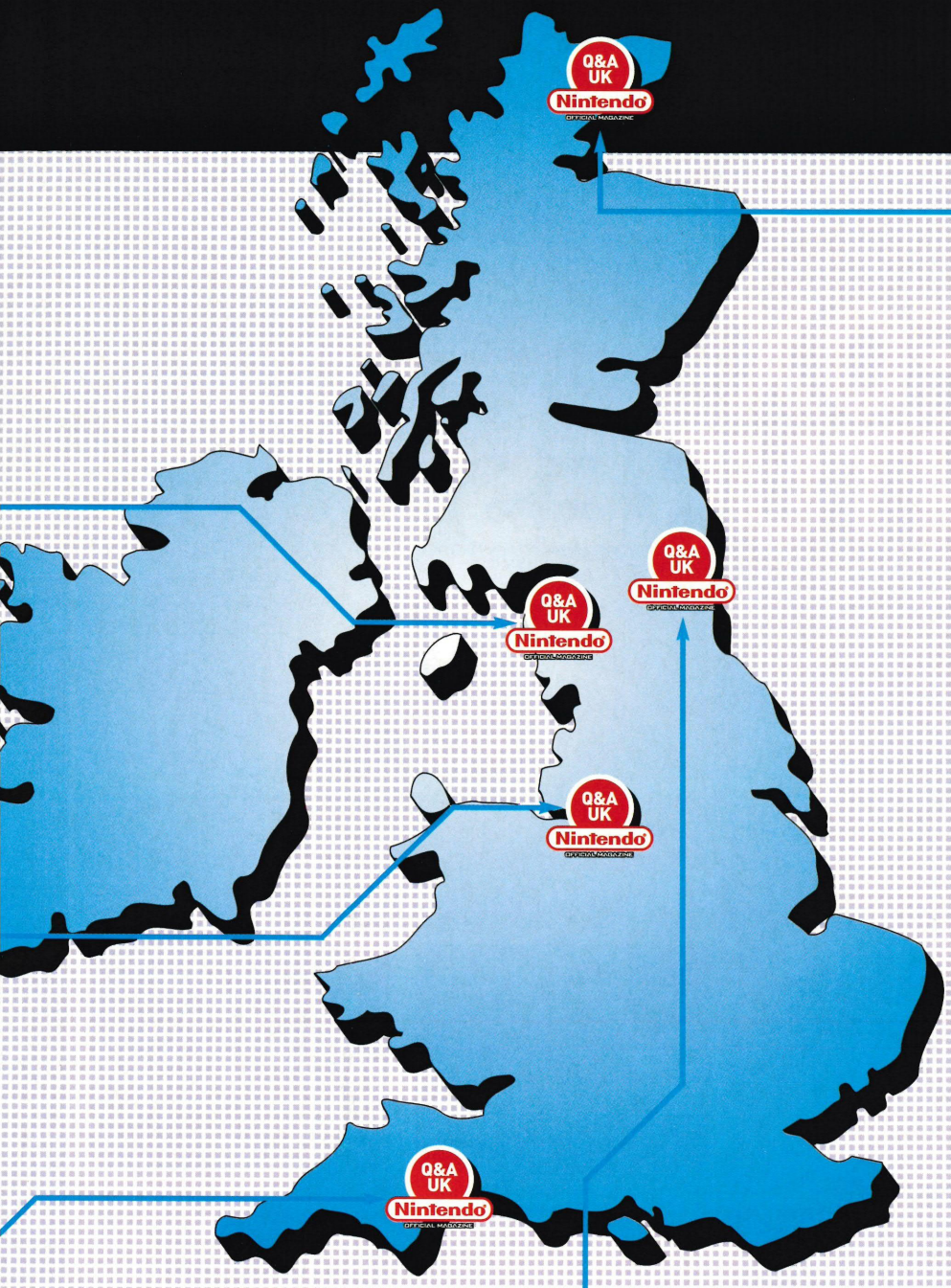
Q I really need to get hold of the Raft from Rafton. I've given him the Rope so that he can finish building his Raft, but now he says he needs a Crescent Island Chart and I can't find it. Where do I get the chart from?
Ryan Wills, Seaton

Did you know? Seaton Town Football Club tried to buy Wembley's famous Twin Towers.

A First you'll need to find Ricky the Kangaroo's boxing gloves. Take them to Ricky and he'll let you ride in its pouch. Go down and left, jump onto the ledge and walk around to find the floating fairy. Use Roc's Feather to jump and then slash with your sword to get the fairy down — it's Tingle. Speak to him and he'll give you the Crescent Island Chart.

Also look out for...

Maple appears each time you kill 30 enemies, or each time you vanquish 15 baddies when you have Maple's Ring. She'll often drop some really handy stuff, so make sure you try and meet her as often as possible.



SUPER MARIO 64

Q I've long been an avid player of *Super Mario 64*, but I've been trying to find the Red Cap Switch for ages. It is the only Cap Switch I have to find to complete the game and I would be most grateful for any hints.
John Mackenzie, Wick

Did you know? Wick derives its name from the Norse word 'vic', meaning 'bay'. The town of Wick became a Royal Burgh in 1589.

A You'll need ten stars to find the Red Cap Switch, but as you've nearly finished that's not a problem. A light will shine down onto the sun symbol on the ground floor of the Castle. Stand in the centre of the sun and look up. You'll be warped to the stage where the Switch is hidden.

And another thing...

If you're ever low on health in *Super Mario 64* find some water. If you dive in and get completely submerged in the water and then jump back out again, your health meter will be completely replenished. How's about that?

DRAGON BALL Z: THE LEGACY OF GOKU

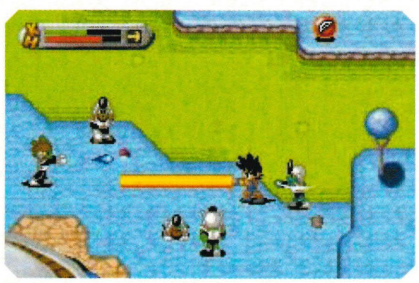
Q In *Dragon Ball Z: The Legacy of Goku*, I've got the Red and Blue Relics from the Namekian Temple, but I can't find the Green Relic. Can you tell me where it is?
Andrew Dodsworth, Stockton-On-Tees

Did you know? There are approximately 74,100 houses in Stockton-On-Tees.

A Enter the Temple and walk up until you come to a statue holding a one-star dragon ball. Now step onto the white teleport pad. Go down and then right. Here the path splits, so take the right-hand path, go past the green teleport pad and follow the Hall as it starts to climb. You'll come to another statue holding a two-star dragon ball. Below the statue is a hand pointing right, towards a secret passage in the wall. Walk through the wall and retrieve the Green Relic.

And while you're there...

The Taiyo-Ken attack is perhaps the most effective that Goku can learn in *Dragon Ball Z: The Legacy of Goku*. It can be used to stun opponents, allowing you the option of either beating them senseless or running away. To learn the attack, help all of the people in the Forest Village, then go and see the Old Man's Cat. The Old Man will then teach you how to perform this attack.



WRITE IN, WIN PRIZES!

If you're stuck and need a helping hand, why not scribble your problem down and send it off to us at *NOM*. If your letter gets in the mag, we'll send you one of these fab goodies from the nice people at Gamester. You'll get a cool ProRacer steering wheel for a GameCube query, or a Flo-Light for a GBA stumper.

GAMESTER

PART ONE

STAR FOX ADVENTURES

ULTIMATE ADVENTURER'S GUIDE

Fox McCloud is back with his ragtag band of mercenaries and this time his mission is to save Dinosaur Planet from the clutches of the evil General Scales.

PART ONE: KRYSTAL'S ADVENTURE

At the start, Fox is still dossing around in space, blissfully unaware of the troubles ahead. Meanwhile, Krystal is bravely answering a distress call on Dinosaur Planet.

EXPLORING KRAZOA PALACE

01

■ Krazoa Palace is one big training ground. Krystal has no weapons, so she has to lure the monsters over to the crates to smash them, revealing Puk Puk Eggs.

02

■ Use the Key on the left gate to discover your next piece of equipment. Fuel Barrels are perfect for blowing gaps in walls and floors, or in enemies' skulls.

03

■ Throw a Barrel against the Cracked Wall to enter the Palace. Talk to all the injured EarthWalkers to learn about the Krazoa Spirits as well as getting some helpful hints.

04

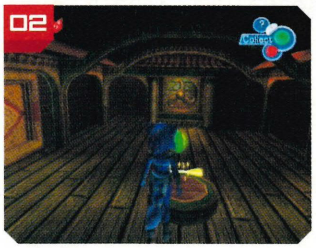
■ Once inside, carry a Barrel past the flame jets to crack open another wall. Then place a Barrel on the large Floor Pad in the Ornate Room to open the door.

KRYSTAL TO THE RESCUE

01

■ Just keep pressing A to fire Lightning Bolts at the ship until the action eventually switches to the deck.

02



■ Take the Key to Krazoa Palace and venture back up top to meet old lizard-breath himself, General Scales.

RELEASE THE FIRST KRAZOA SPIRIT

01

■ You'll be returning to the Palace many times throughout the game, so the flame-dodging techniques that you learn on this visit with Krystal will help you later. The observation test is very easy, just follow the Spirit.

■ To release the Spirit first talk to the EarthWalker, then step on the platform with the six-pointed Spirit Symbol. Approach the Spirit Altar and release the Spirit. Then watch horrified as Krystal is cruelly trapped!

02

FOX'S FIRST ADVENTURE: SAVE THE EARTHWALKER QUEEN

The action now switches to Fox, drifting aimlessly in space with his pals aboard the Great Fox when General Pepper offers him the job of rescuing the Queen of the EarthWalkers on Dinosaur Planet. After negotiating his fee, the crafty fox touches down in leafy ThornTail Hollow.

EXPLORING THORNTAIL HOLLOW

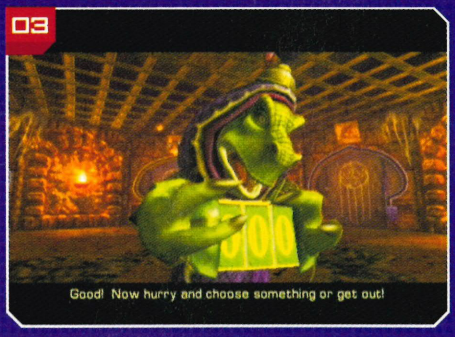
01

■ ThornTail Hollow is the hub for Fox's adventures. After chatting to the locals, pick up Krystal's Magic Staff.

02

■ When you see rocks with green symbols on them press A to bash them, releasing lots of Scarabs.

03



■ Next, visit the ThornTail Store in town. There are maps of every area in here, plus handy gadgets. The Store Keeper likes to haggle, so you might get a good bargain.

04

■ Outside the Shrine you'll fight some rather nasty SharpClaws who are found strolling around the lawn. Now head for the tunnel that's opened behind the Shrine.

■ Your Staff indicates that a Secret Cave entrance is nearby, so prise off the stone and fall down into the light beam. Here you'll get the first of many Staff Upgrades.

05

RESCUE PRINCE TRICKY

01

■ Blast the Red Panel above the Shrine and go inside to find the EarthWalker Queen. The Queen wants you to rescue her son, Prince Tricky. First go outside and collect some Bomb Spores.

02

■ Plant a Bomb Spore next to the huge crack in the wall to reach the huge WarpStone.

03

■ Buy some Rock Candy and take it back to the WarpStone. Now warp to Ice Mountain.

04

■ Throw a Fuel Barrel at the wall of crates to reveal a Red Panel over the Prison Door.

05

■ Blast the Panel to open the door and bust Tricky out. Now race the SharpClaws and win.

EXPLORING THE SNOWHORN WASTES

■ Find some GrubTubs to feed Tricky when he gets hungry. It's a good idea to pick these little guys up whenever you see them on your many travels.

■ Have Tricky search the crack in the wall. On the way down to the clearing, you'll find lots of Puk Puk Eggs and other goodies. Now save Tricky from the SharpClaws.

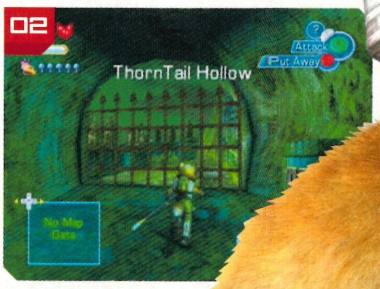
■ Near the fire, use Tricky's Find command to reveal a platform. Get him to stand on it and Stay. Use the Staff on the Switch for a platform over the fire.

■ Dig here for a Secret Cave and find a Staff Energy Meter Upgrade. Talk to the Snow Horn and get him a Root.

■ He'll give you a Scarab Bag. Feed him another Root and he'll throw a block over the geyser. Use this to climb out.

FOX SAVES THE QUEEN

■ Go back towards the Hollow and search the slopes to get a BafomDad. Pay the 25-Scarab toll to pass, then swim around to the left.



■ Use your Staff to activate the button and open the gate. The Queen is sickly and requires some White GrubTubs.

■ Get a Firefly Lantern and a BafomDad Bag from the Store. Enter the Well and plant a Bomb Spore on the mound to drain away the water.

■ Get a Staff Rocket Boost in the hole. Boost up to the ledge for some Fuel Cells. Jump down and go back out to the ladder, then boost up to the ledge.

■ Shoot a Spore and push the Block onto the Panel. Run through the door and talk to the ThornTail. When he moves, plant a Spore and climb down.

■ Find five GrubTubs, using the Lantern to light your way and plant Bombs to clear your path. Take the White GrubTubs to the Queen.

FIND THE FIRST SPELLSTONE

What started out as a mission for money has turned into an epic quest to save a planet. Accompanied by his eager sidekick Tricky, Fox must now find a way to break into the notorious Ice Mines in an effort to recover the first of the four SpellStones and free the enslaved SnowHorns from their tyrannous SharpClaw masters.

FREE THE SNOWHORNS

■ Fly the Arwing to the Dark Ice Mines. Just blast the obstacles and fly through the required number of gold rings.

■ Find the Shackles Key to the left of the clearing and free the shackled SnowHorn. She'll give you a Cog.

■ Use the Cog on the Mechanism high above the river in order to extend the bridge. Rescue the SnowHorn being savaged by SharpClaws and he'll teach Tricky the Flame attack. He also wants a Root.

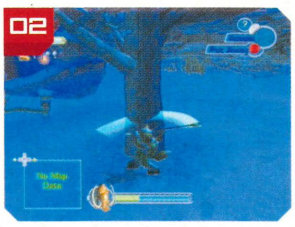
■ Use Tricky's Flame on the iced-over doorway and on the firewood inside. Drop down, Flame another door and have Tricky use Find to get the Root. Push the Block along the floor to get back topside.

■ It turns out that the SnowHorn is greedy and needs another Root, so this time jump down on the dry river bed, and go right. Flame the iced-over door and use Tricky's Find to obtain the second Alpine Root.

THAW OUT THE GATEKEEPER

■ Before you head back to the SnowHorn Wastes, use the Boost Pad just outside the Store to reach the roof. Blast a hole through the wall with a Bomb Spore, then Fire Blast the four Red Panels and drop down to get a Staff Energy Meter Upgrade.

■ Now go to SnowHorn Wastes and use the SharpClaw Prison Key to get through the door. Go and talk to the SnowHorn trapped under the ice. He needs you to bring him some Frost Weeds. Go and hit the Silver Tree nearby to knock the Weeds down.



■ Use Tricky's Find command and he will help you to push the Frost Weeds towards the Gatekeeper's snout. Once he snaffles a few Weeds he breaks free from the ice and he's so grateful that he'll open the Dark Ice Mines portal for you.

CANNON FODDER

■ Now that you've fed him, the SnowHorn offers a ride on his back, so hop on board and use the Tusk Attack to break through the gates. Jump off and use Tricky's Flame on the iced-up door to the left.

■ Go up the ladder, past the Bridge Mechanism missing three Cogs and use the Boost Pad to reach the walkway. Go towards the Cannon and take control of the big boom-stick.

THREE LITTLE COGS

■ Blow up five SharpClaws to open the Life Force door below, then use the Cannon on the door marked X. Go down and get the first Cog you need from the Guard Station in the centre.

■ The second Cog is in the cave that was blocked by the Life Force door. To reach the third, go through the busted X door and up the ramp. Use Flame on the door and get the Cog. Now use all the Cogs in the Bridge Machine.

RESCUE TRICKY AND BELINA

■ Before dismounting, use Tusk Attack on the door. Tricky ran off during the blizzard so you have to go it alone for now. Kill the SharpClaw guards, then jump on a Racer and speed through the winding tunnels to reach the heart of the mine complex.

■ Use the Boost Pad at the back of the large chamber to rocket up to the ledge and crawl through the gap on the right. Fire Blast the Red Panel on the left of the flame-jet corridor and get the Prison Key from the box. Head back down, dodging the flames as you go.

■ Free Tricky from his cage and go down, using his Flame Power on the iced-up door to get the second Prison Key. Now you can go about freeing poor old Belina.

SNOWHORN BLIZZARD

■ Use Tricky's Find to burrow into the cave. Fire Blast the Red Panel to start the countdown, then Flame the four grilles to open the door. Cross the bridge to get the Dinosaur Horn.

■ Go back to where you got the third Cog and blow the Horn. Ride the SnowHorn up the slope. If you've got a map, navigating the blizzard should be no problem. Aim for the bridge.

ROCK BOTTOM

■ Belina has set off a rockslide, so use Find on the crack in her cell to escape. Fire Blast three stalactites on the ceiling to form platforms across the bottom of the icy river. Go across and use the Switch.

■ Boost up to the top of the cavern and jump across the icebergs to the cave opposite. Push the Block over the edge, then climb down and go up through the tunnel on the left. Go right to the bottom.

BARRELS OF FUN

■ This is the most frustrating section of the game. Get rid of all the SharpClaws in the room and climb up the ladder to collect the Barrel. Now make your way up the winding ramp, dodging exploding barrels as you go.

■ At the top, turn left quickly and run across to the second wooden platform, placing the Fuel Barrel on the Barrel Symbol. Go up the ladder and activate the Switch so that the machine will raise the Barrel up to you.

■ Collect it and carry it around to the next platform, dodging the flame jets on your way around. Throw the barrel at the crack in the wall. Activate the panel in the cave, then go back across the bridge.

■ Go straight on and activate the Switch to clear a path to the Cannon. Go back and climb up to operate it. Shoot out the two crosses on the opposite tower to create a bridge. Cross over the bridge to reach a Warp Pad.

BOSS BATTLE: THE GALDON

■ The Warp Pad transports you into the lair of your first boss, the Galdon. He's frozen solid, so have Tricky thaw him out. Now command Tricky to Stay in front of the Galdon and run around to smack him on the tail.

■ Once inside his belly, bash the epiglottis containing the SpellStone and he'll puke you up. Your next target is his glowing chest.

■ After a couple of Fire Blasts, you'll be back inside the monster's tum. This time hit the target with three Fire Blasts.

RETURNING THE SPELLSTONE

Fox must safely return the SpellStone to the Volcano Force Point. The Volcano is one of those treacherous, lava-filled levels so beloved of platform game makers. Looks like the action is about to heat up...

COME ON FOXY, LIGHT MY FIRE

■ On landing you'll find that the three Sacred Beacons have been snuffed out.

■ Collect three Weeds, place them on the beacons and command Tricky to light them.

■ Now use your Staff on the Switch to open the gate.

ENTER THE VOLCANO

■ Head over to the Mountain Pass in the Hollow's top-right corner. Plant a Spore to blast through and fall into a large pit.

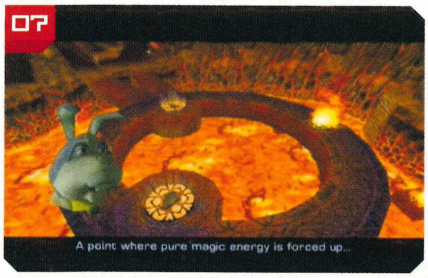
■ Escape the poisonous gas cloud and move on ahead to Moon Mountain Pass. Climb up the slope and use the Pass Key on the door.

■ Keep walking ahead to reach the Volcano Force Point. Leap across the platforms, over the lava and up the slope.

■ Keep going until you reach a bridge. Here, you have to light the coloured Orbs.

■ Place the SpellStone in the door and go through. Flame the two grilles on either side.

■ Get the Freeze Blast Staff Upgrade and use it to snuff out the Red Flames.



■ When you reach a large pit you'll get a message about the SpellStones. Jump down onto the central stone ring.

■ Use the SpellStone to open the door. Stand on the Blue Pad and rise up. Freeze more Red Flames in here to open another door.

■ Blast the moving platforms so that Tricky can get across. Have him Flame the grille at the end to open the door.

RELEASING THE SECOND KRAZOA SPIRIT

This is a much shorter mission, where Fox gets to finally lay his eyes on the lovely Krystal and faces his first Krazoa Spirit test.

KRAZOA SHRINE

■ Use Moon Seeds to climb up the cliffs and then use the Warp Pad to enter the Shrine. Make your way through the simple obstacles to find the Krazoa Spirit. He'll then give you the Test of Combat.

■ Now that you have the Spirit, head to the bottom of the valley. Throw the Barrel onto the platform, then leap over and blow up the doorway. Jump through and make your way back to the WarpStone.

EXPLORING MOON VALLEY

■ After the Krazoa vision, ignore the Kalda Chom that pops out of the ground and enter the nearby cave. Lift the stone to find a Secret Cave containing the Ground Quake Staff Upgrade. Use your new attack on the Kalda Chom to get a Moon Seed.

■ Proceed down the valley and plant lots of Moon Seeds to get goodies. At the end of the valley, plant a Moon Seed and climb up to the cave. Go down the passage and blow a hole in its side. Keep going until you finally see a meteor crashing down.

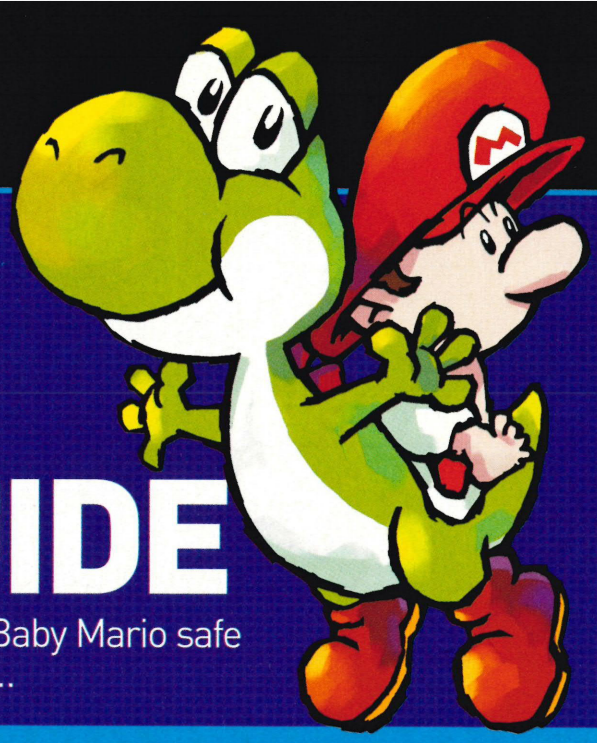
■ To move the meteor have Tricky search out two smaller meteors and Freeze the third one, which is still alight. Now place them over the three green goo-spewing holes furthest from the big meteor. It will now rise so that you can run underneath.

RELEASE THE SECOND SPIRIT

■ Warp to the Palace. Employ the usual methods of Barrel throwing and Flame Blasting to get through the various obstacles and then float to the top to reach Krystal. Stand on one of the Light Pads at the side to release the Spirit.

NEXT MONTH

Join Fox and Tricky next month in the second part of our adventurer's guide as they travel to sandy beaches and crumbling ancient ruins on their epic quest to save Dinosaur Planet. We'll leave no SpellStone unturned!



PART ONE

YOSHI'S ISLAND GUIDE

If, like our Tim, you're having trouble keeping Baby Mario safe and sound on Yoshi's back, we're here to help...

It's hard to get lost in *Yoshi's Island* — most of the levels have an obvious entrance and exit. The skill comes in surviving the bits in-between and finding the game's secrets.

Why do you want these secrets? Finishing a stage with five Flowers, 20 Red Coins and 30 Stars gives you a perfect score. And perfect scores mean unlocking secret levels!

MASTERING THE BASICS

01

■ Holding the jump button while in the air makes Yoshi try to hover. The extra air-time helps you jump further.

02

■ All levels have an Egg plant or a Pipe spewing baddies. Visit them when you want to get more Eggs.

07

■ Vases usually have Keys hidden inside. Don't miss an opportunity to push them over and smash them open.

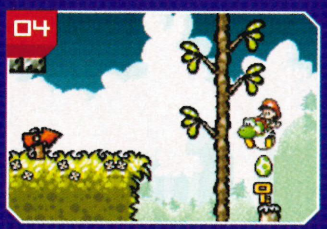
08

■ If you see an Arrow like this in the sky, blast it. Your Egg will fly off, usually getting a few items for you.

03

■ The Winged Clouds give a reward when shot, including Flowers. So try and shoot every single one if you can.

04

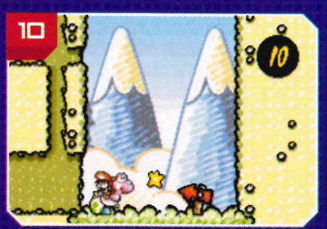


■ Ground Pound any Posts that you see. Sometimes you'll uncover a Red Coin hidden underneath.

09

■ The areas where Yoshi changes into a vehicle are important. Red Coins are usually hidden in these areas.

10

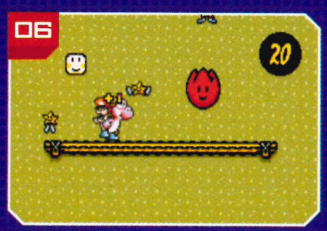


■ The trickiest skill is Egg throwing. No other *Mario* game has asked you to do it, and you need accuracy.

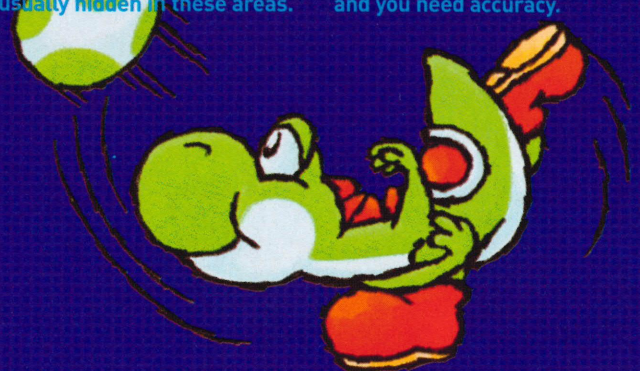
05

■ Getting hit doesn't kill you, but be careful. You lose time (Stars) as Baby Mario cries, and getting time back is tricky.

06



■ Throw enemies into these Tulips. Get it right, and they spew out Stars. A Middle Ring also gives ten Stars.



CHUCKY THE EGGS

Getting to grips with the little dinosaur's Egg-throwing abilities in *Super Mario Advance 3* is tricky at first, but just take a look at our ovoid-lobbing tips and it'll be easy.

01

■ Tapping R gets the aiming cursor going. If you've got good reactions, just hit R again when the target is in line.

02

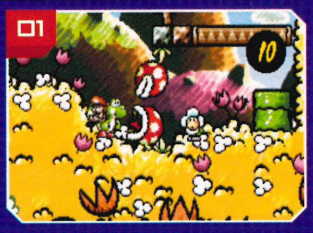
■ If your aim isn't as good, hit L to stop the cursor dead. Then walk Yoshi along so that the target is in line, and hit R.

WORLD ONE

As you'd expect, this isn't all that tough. We'll point out where the items are, but getting to the end is easy. In most cases you're just trying to get to the far-right side of the level. Only stages one to five are tricky as the screen scrolls automatically, so you have to keep up. Don't panic if you're just off screen — just jump and steer Yoshi into view.

MAKE EGGS, THROW EGGS

01



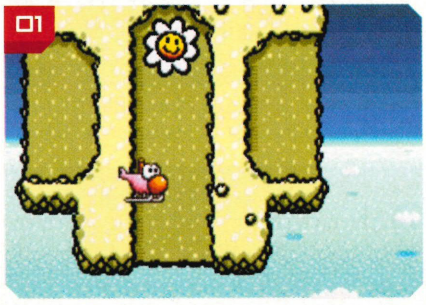
■ Most of the Coins and Flowers are in plain view, but make sure you go down this Pipe early in the level. There are a fair few Red Coins to be snapped up down there.

02

■ After you've gone up the Beanstalk near the end, go left at the top and over the edge. There's a hidden Winged Cloud that gives Stars when shot — you'll need 'em.

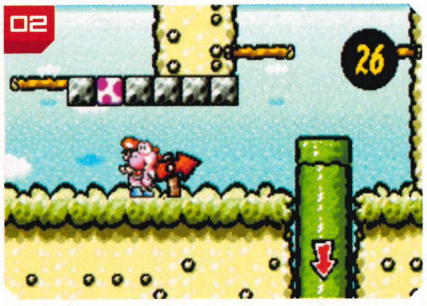
WATCH OUT BELOW!

01



■ You've got to really explore in the Helicopter. Take as many flights as you need to see everywhere. Coins and Flowers are hidden up in areas of hollow rock you couldn't otherwise get to.

02



■ After you descend through this pipe, you can't get back. Inside is a Flower, three Red Coins and some Stars, so you'd better make sure you've got the rest before you jump in.

ROLLING ROCKS

01

■ The Key to the door that you pass on the way up is all the way across on the right-hand edge of the level, up in the sky. To get at the little blighter, just shoot the Balloon to make it fall to earth. Now you can get going!

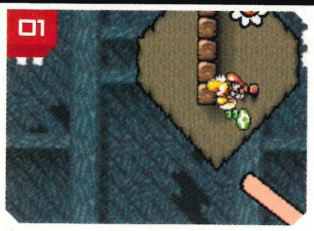
02

■ **Useful tip:** The Crates in the sky regenerate when you enter and leave this door. Use this method to make sure you get your quota of 30 Stars with ease.

03

■ Now you can see the last Flower, but can't jump high enough to get at it. The trick here is to roll the Boulder across and past, then you can use it as a stepping stone. Just wait until it rolls back before you jump.

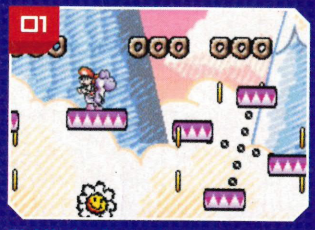
BURT THE BASHFUL'S FORT



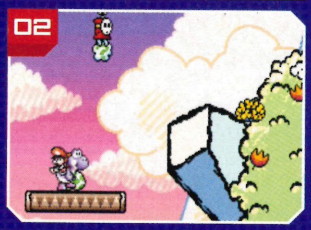
■ One Flower is out of sight. Tip the Seesaw under Flower three so the right side is at full tilt, then jump off to find a hidden platform and Flower.

■ You need all the Coins above this guy. Feed him an Egg if he gets too annoying. That zaps him for a moment so that you can concentrate.

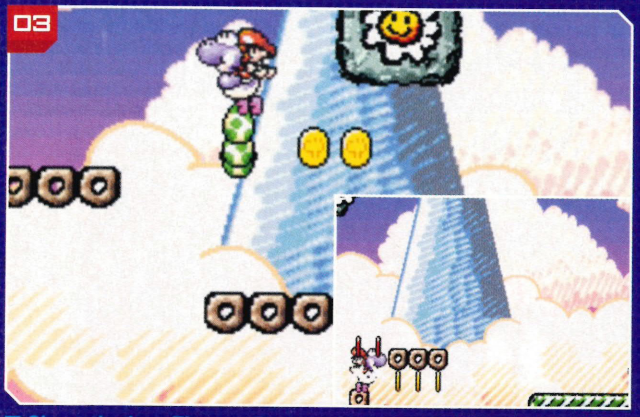
HOP! HOP! DOUGHNUT LIFTS



■ All the items here are in clear view, including four Red Coins by the Flower.

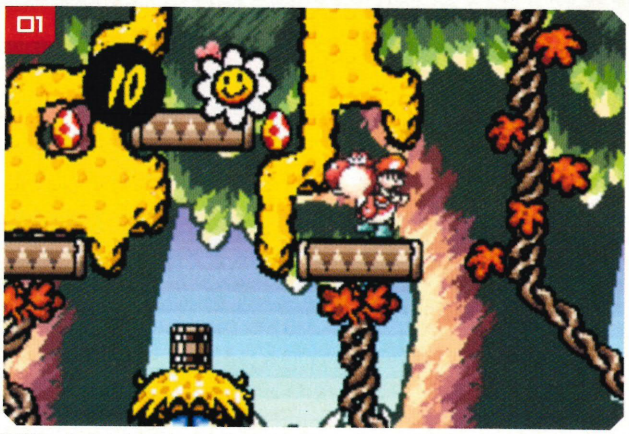


■ Swallow any enemies you meet and be ready to hit this moving platform to get Stars.



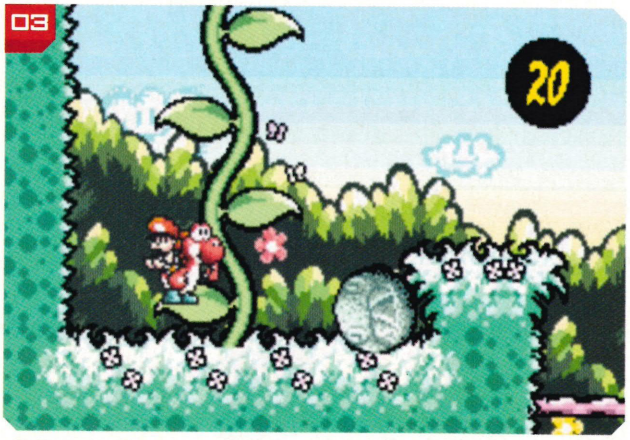
■ Shoot the last Flower. For the final five Red Coins, you need to fall through the last platform and jump back up.

TOUCH FUZZY, GET DIZZY



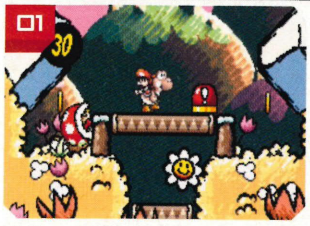
■ The brightly coloured ovoids up there are Flashing Eggs. Shoot them at enemies to get Red Coins back. The Key to the door below is buried in all that yellow stuff.

■ Break the bridges at the end with Ground Pounds for Coins. For the last three, just shoot Eggs in the air above this log. If you do this right, a Spring will drop down. Jump on it and you'll be shot into a brand-new area.



■ Roll the Boulder right to reveal a Winged Cloud. Blast it to create a Beanstalk, taking you to the last Coins up on a cloud.

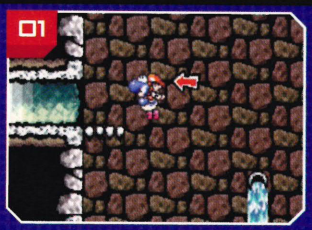
SHY GUYS ON STILTS



■ Ground Pound the post to get the Flower and kill the Piranha Plant for a Coin. The Switch opens a digging game with two Red Coins to be won.

■ Jump off the Red Lift as it hits the Cavern roof. That will get you get to this secret area. Bounce an Egg to get Red Coins and a Flower.

SALVO THE SLIME'S CASTLE



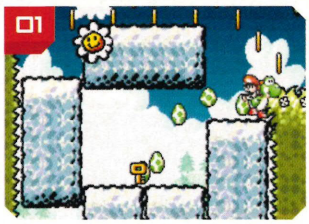
■ The third Flower is next to the first. You need to get high up and float across, hitting the Secret Entrance. The second is in the next room.

■ Know where the Switches are — Green Switches only spin the green platforms, so you need to backtrack a lot and hit Switches to progress.

WORLD TWO

World Two introduces lots of soft rock. No, not Bon Jovi, but red and blue stuff you can blast through with Eggs. You can't walk through it, so you always have to shoot your way through. There are often important items hidden in the rock, so take your time and shoot as much of it as you can. The baseball Shy Guys will throw Eggs right back at you, so the only way to take them down is with a Ground Pound. Lakitu makes a nuisance of himself on his cloud, but you can ride on it once you've knocked him off.

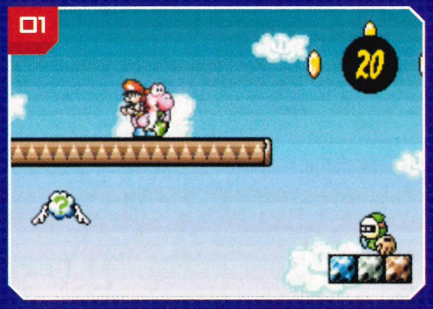
VISIT KOOPA AND PARA-KOOPA



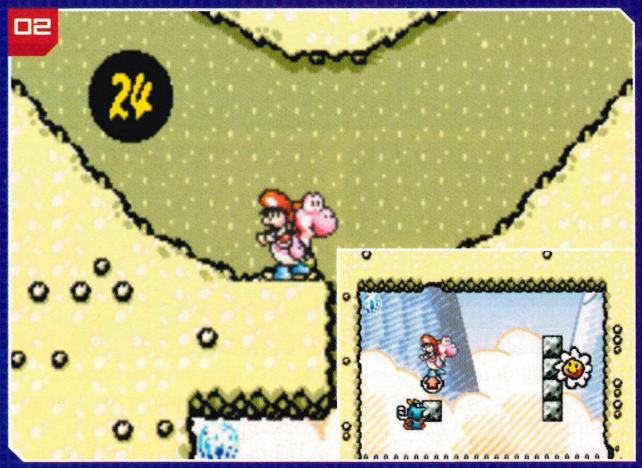
■ These falling blocks twice try to stop you getting at the Flowers. First time (above), be aware that a block will fall from above. In the second instance, shoot the Flower instead of collecting it.

■ Where are all the Red Coins? The blocks either side of here fall slowly, allowing you to lick the Red Coins up as you fall. The door at the end will transport you to a balloon bonus game.

THE BASEBALL BOYS



■ The trick to achieving success here is to use the little Pitchers' ability to catch Eggs and throw them back. You can then jump into the path of the objects you want to collect.



■ The Flower that people tend to miss is right by the exit. Don't jump the hole, drop in. Then ricochet an Egg to get the Flower.

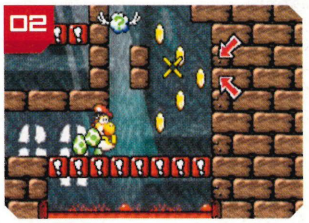
WHAT'S GUSTY TASTE LIKE?

■ A lot of the Red Coins are hidden in a secret area. To get at them, head to the bottom-left corner and blast through the blue stuff to reveal the Switch.

■ On the digger section, don't take the easy right-hand side exit that appears. By sending the Digger up and to the left, you'll discover a hidden Key.

BIGGER BOO'S FORT

■ After the first door, shoot the Winged Cloud above and walk up the steps it makes. Go past the Gustys and drop where the arrows are pointing.



■ Hit the Red Switch, and then ricochet an Egg, which will help you to get Coins and a Key. Then head to the Locked Door and enter.

■ You leave this room through a Pipe. Ride the Yellow Lift around (the steps have gone) and walk through the Middle Ring. Hit the Red Switch here and exit to the right.

WATCH OUT FOR LAKITU

01

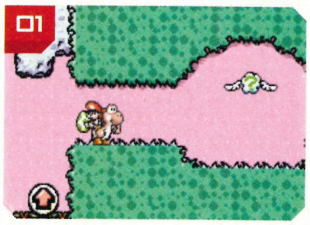
■ There are a couple of hidden Switches you should know about here. You get the first by uncovering the hidden Winged Clouds here and shooting them.

02

■ Shoot this conspicuous block in the air for the second Switch. It creates a Beanstalk and at the top is a small room with a Winged Cloud. The Switch is inside.

THE CAVE OF THE MYSTERY MAZE

01



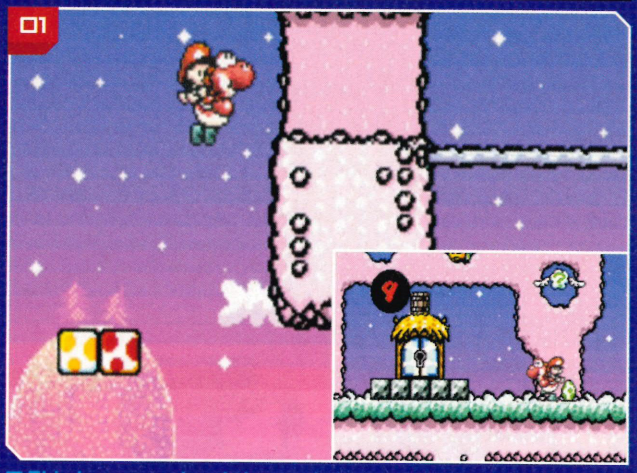
■ Keep Ground Pounding down until you reach the very bottom. Here you'll find a Key. On the way back up, go left when you see a big Spring and shoot the Winged Cloud to reveal the previously hidden entrance to the cave.

02

■ To exit, look for bits of soft rock above. Just past the entrance, blast up for a Spring. Shoot up the next hole for a secret door.

LAKITU'S WALL

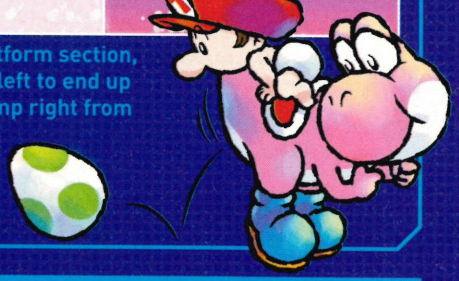
01



■ This is an easy level that ends in a car section. Use the first two coloured Egg Blocks as a step to jump up and left to access a hidden area with a door.

02

■ After the falling platform section, hit this Spring and fly left to end up in the clouds. Then jump right from cloud to cloud and you'll eventually come across a Red Switch.



THE POTTED GHOST'S CASTLE

01

■ When you get to the Spinning Arrow Lift section, don't just go up and right to the exit. There's a Pipe in the top-left corner of the level that leads to an excellent train section.

02

■ There are three exits in this narrow, torch-lit tunnel. Bottom left gives you the Key you need when you hit the top-right exit. That's the way out of this maze.

03

■ The exit you need from this last Spinning Arrow Lift section is a cunningly hidden door. Smashing the little spike at the very top will make the hidden door appear.

04

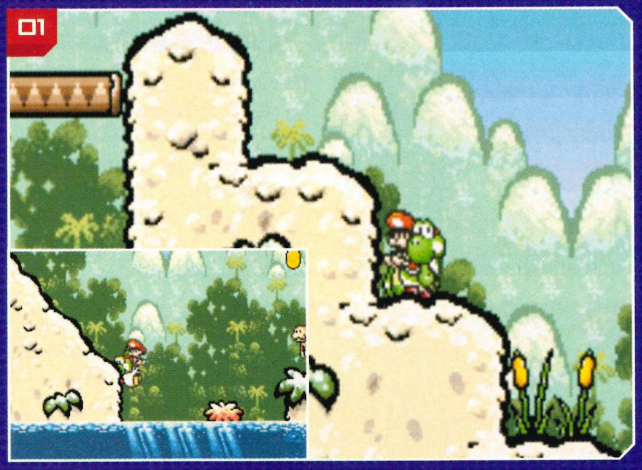
■ Can't find the Key with all these guys trying to grab Baby Mario off your back? What you need to do is head straight to the top-left corner of the area and push that vase.

WORLD THREE

These stages are full of monkeys, which is super smart. The monkeys themselves can't harm you, but the stuff they chuck around can. Gobble the melons to spit seeds machine gun-style and kick their furry asses. These stages also feature a lot of water. Yoshi can't drown, but he can't throw Eggs while he's swimming either. If you can hover over a lake, do it — don't get wet unless you have to.

WELCOME TO MONKEY WORLD!

01



■ A very straightforward level this, the only big secret concerns the Spring you see before you get to the lake. Get in the water on the left side, Ground Pound and hold ◀.

02

■ You disappear under the water, and can then run left to the Spring. It fires you to a new section full of extra lives.

JUNGLE RHYTHM

01

■ Again, the gameplay in this area is pretty straightforward. Just make sure that you hit this Winged Cloud early on and grab the Key out of it. If you don't you're in trouble, because you won't get very far without it.

02

■ From this rotating platform, jump left and hover through the trees. You end up in a new area — that's where you use the Key.

NEP-ENUT'S DOMAIN

01

■ There's a lot of water here, and plenty of these big bad blue guys. Don't rush in, though, just hit each one with an Egg before attempting to cross the water — that'll save your skin!

02

■ This is the one and only Winged Cloud that you *don't* want to shoot in *Yoshi's Island*. The reason? Because it blocks your access to a helicopter which you need to leave the level.

PRINCE FROGGY'S FORT

01

■ After you've made the bridge, shoot out all these spikes with Eggs. This will reveal a Secret Door leading to a cool submarine section, and you wouldn't want to miss that!

02

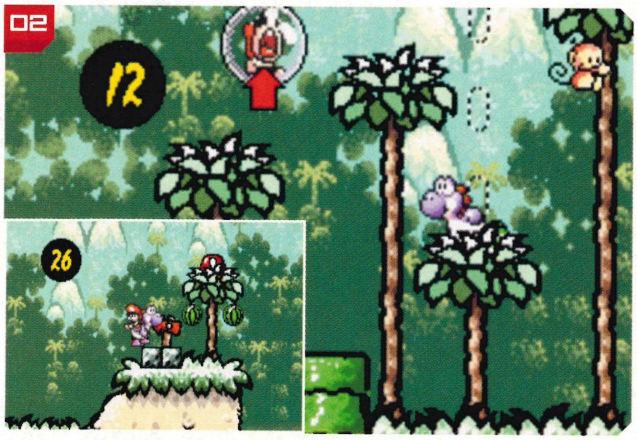
■ In the second section, there are a lot of doors. Go past the first two, and keep going until you reach the third.

JAMMIN' THROUGH THE TREES

01

■ Before attempting to cross these rotating platforms, it's absolutely vital that you clear the monkeys out of the trees. Make sure that you shoot with a locked cursor — this'll make your monkey-clearing duties a lot easier.

02



■ The way out of this area is upwards where those Coin Outlines are. There is a Red Switch to the right which is obscured by a bush — it'll make the Coins appear.

THE CAVE OF HARRY HEDGEHOG

01

■ **First section:** Jump across the treetops in order to find the hidden top entrance to the caves. Grab the Key and spring up to the Tulip. After this, head right and take the top route.

02

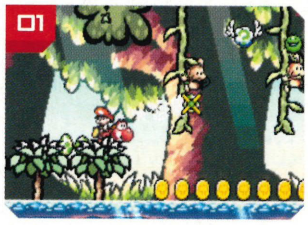
■ Follow the Boulder and go under the Coloured Stones. To reach the yellow platform, spring off a mouse.

03

■ Keep heading right. To get to the locked exit door, jump off the Green Pipe on the right and hover.

MONKEY'S FAVOURITE LAKE

01



■ A very wet area this, but there are loads of cool secrets. Hit this Winged Cloud for a Beanstalk. Climb up and once you get to the top, go to the right. This will open up a whole new section for you to explore. Cool!

02

■ To access this pesky little locked door, Ground Pound into the water here and hold ◀ as you did on stage 3-1. The Key that you're after is to be found in the Winged Cloud.

NAVAL PIRANHA'S CASTLE

01

■ It's a fairly straightforward route through the pipes. Hurl Eggs at this water dude to repel him. Don't worry, you'll face him again later.

02

■ This Piranha Plant area is tough. Squat down and let the current carry you past enemy number one, jump the second and duck the third.

HOW TO BEAT THE BOSSES

Rather than clog up the main guide, we're putting all the strategies for beating those big, bad bosses right here. We've covered both Fort and Castle bosses, so you can take them all down without getting a single hit. How's that for a deal?

FORT BOSS: BURT THE BASHFUL

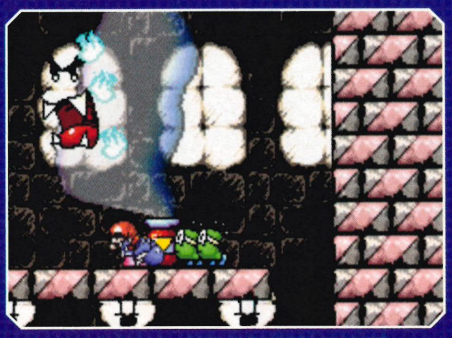
Burt the Bashful is a pretty easy boss to beat — all you have to do is pelt him with Eggs and squat in the recesses at either end of the room if he comes anywhere near you. As he stomps off in a huff, grab more Eggs from the Plant in the middle of the room to throw them at him.

CASTLE BOSS: SALVO THE SLIME

Salvo can't hurt you himself, but every time you shoot him he shrinks a bit and fires out little yellow versions of himself. It is these yellow guys that do the damage, so shoot Salvo from range and gobble up the yellow dudes one by one. Then chuck them back at him in Egg form. Easy one, this.

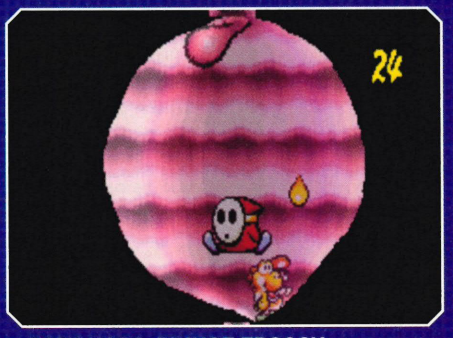
FORT BOSS: BIGGER BOO

When you're facing Boo, you can't hurt him and he can't hurt you. Use this to buy time and swallow a few bats to make ammo. To hit him, you need to face away and bounce an Egg off the wall so it ricochets off and hits him. He gets bigger with every hit, so be careful that he doesn't hurt you.



CASTLE BOSS: THE POTTED GHOST

Treat this guy as you would any Flower Pot — push it over the edge. Your Eggs can't hurt this chap, you've just got to shove him over to the right side of the screen and into the abyss. There are a couple of Shy Guys pushing against you and remember to duck when he swoops down to bite you.



FORT BOSS: PRINCE FROGGY

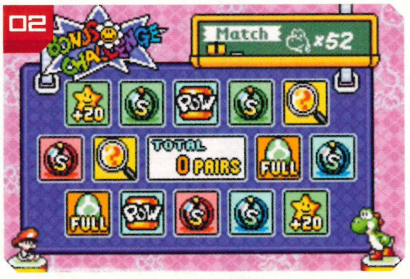
Once you're inside Froggy's mouth, it's fairly obvious what to do. The swinging epiglottis (punchbag thing at the top) is the target and you make Eggs by swallowing the Shy Guys that get dropped in. Stay away from the dripping yellow stuff though, because it will hurt you.

CASTLE BOSS: NAVAL PIRANHA

A hard one this. Wait for his spores to land and gobble them up to make Eggs. To hit him, you need to have your back to him and ricochet Eggs low off the wall in front. Get the angle right and the Eggs skim back under the platform and hit his weak spot — the plaster.

BONUS GAME HELP

Most of the bonus games are luck or skill based, but one tests memory. Use these pics of both card layouts below, so you can clean up every time!



NEXT MONTH

We blow worlds four to six wide open, leather all the bosses and get stuck into the secret worlds. Don't miss it!

PART THREE

TIMESPLITTERS 2

MORE MONKEY BUSINESS

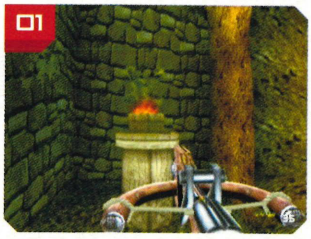
We promised you monkeys in the third and final part of our comprehensive *TimeSplitters 2* guide, so here they are in all their cute, fluffy glory. It's not all simian fun and frolics though. These cheeky monkeys have a penchant for lobbing exploding melons, so watch out.

AZTEC RUINS: 1920

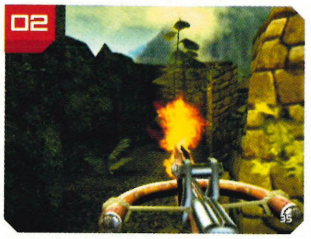
Main Objectives

★ Find the Lost Temple
★ Defeat the Golems

FIND THE LOST TEMPLE



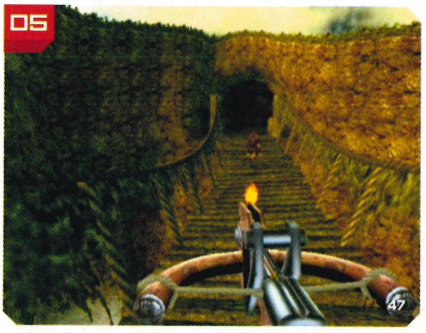
■ Follow the monkeys into the jungle until you meet a warrior. Kill him and get his Crossbow. Equip it and use the burning torches on the wall to get flaming arrows.



■ Hit the beehive with flaming arrows to destroy it, then use more flaming arrows to kill the huge, furry yeti creatures who charge at you throughout the level.

■ Keep going until you reach the clearing with lots of stone pillars decorated with Symbols. Before doing the puzzle, take out the two cheeky monkeys who have gone rabid and decided to chuck explosive melons at you.

■ Turn the Symbols so that each is facing its matching twin on the opposite column — it's very easy really. But watch out for more warriors trying to attack you whilst you're busy turning the pillars.



■ When the door is opened, keep going until you reach the rope bridge. The kind monkey is showing you the way, so don't kill him. Pull the lever next to his monkey mate, then go back to the large Gold Door.

■ Drop down the hole and you'll get a message that the Time Crystal has been located and you've also reached the Checkpoint. Go forward and quickly take out the two melon-lobbing monkeys.

AZTEC RUINS: 1920 CONTINUED

DEFEAT THE GOLEMS

■ Head down the central temple stairway. Run around the back and pull the lever. Now head through the Secret Door you've just opened and go down the stairs.

■ Lure the first Golem onto one of the trap doors before stepping on the pressure plates to send him tumbling to his doom. Do the same with two more Golems.

■ Head to the other half of the Trap Room and dispatch the Golem. Check out the doorway for some Armour. Enter the passage, but watch the spikes in the walls!

■ Shoot each of the masks on the wall when their eyes glow red. This will extend the bridge. Go through and head down the flame-lit staircase.

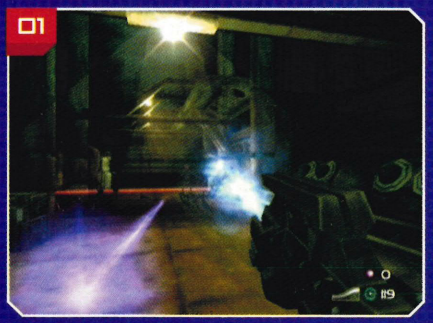
■ Avoid the boulder on the steps. In the next room you'll find the Time Crystal and the last three Golems. Blast them with your Rocket Launcher.

ROBOT FACTORY: 2315

Main Objectives

- ★ Gain access to the Inner Processing Area
- ★ Locate and control the ElectroTool
- ★ Overload the Energy Nodes
- ★ Find the Factory Core
- ★ Defeat the Machinist

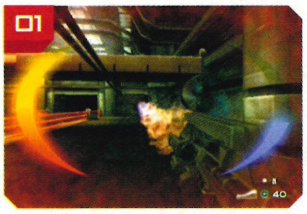
BIG AREA OF STRIFE



■ Head left, killing all in your way. Follow the corridor around, shooting the Security Laser to disarm it. Go through the door to access the Console next to the Green Security Screen.

■ Use the D-Pad to send the Security Railbot Camera crashing into the screen. Now enter, get the Plasma Grenades and hit the switch to lower the bridge and complete your first objective.

RULE THE ELECTROTOOL

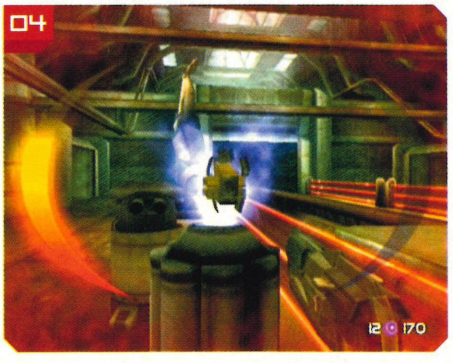


■ Return to the start of the level, but this time go right instead of left. Take out the turrets with your Sci-Fi Handgun. Grenade the robots in the main factory area.

■ Shoot out the Security Railbots who whizz by, before heading through the door at the end on the right-hand side. Keep going until you reach the flaming room.

■ Go up the ramp and across the factory bridge, then go down the corridor, watching out for the strange bullet-bombs that shoot out at you. Head down the ramp on the left.

■ Ignoring the Node on your left for now, go right and take out the robot. Go through the doors and around the corridor. The ElectroTool is on a plinth in the middle of this room.



OVERLOAD THE NODES

01

■ After grabbing the ElectroTool, you'll battle a Walking Security Turret. These can cause you lots of damage as they relentlessly pursue you around the level. Target their disc-like heads.

02

■ Head back to the first Node and use the ElectroTool on it from a safe distance. Fire a continuous stream of energy until it spins and blows up. Repel the waves of Chassisbots that are roused by the explosion.

03

■ Head back up the ramp to the left and down the corridor. This area is very tricky as it's patrolled by a large robot and a Walking Security Turret. Take out the robot with Plasma Grenades.

04

■ Get the Armour from the corridor and deal with the Chassisbot army that teleports in at the end. Access the Security Console and guide the Railbot through to the next area where you'll see the second Node.

05

■ Use the Railbot Gun to shoot out the feet under the Node and remove its Shield. Exit the Console and head down to reach the Checkpoint. The next Console will be your saviour for the rest of the mission.

■ The semicircular corridor just past this Security Console is a handy hub. Any Homing Launcher-wielding robots or Walking Turrets can be lured into this area and then taken out remotely.

06

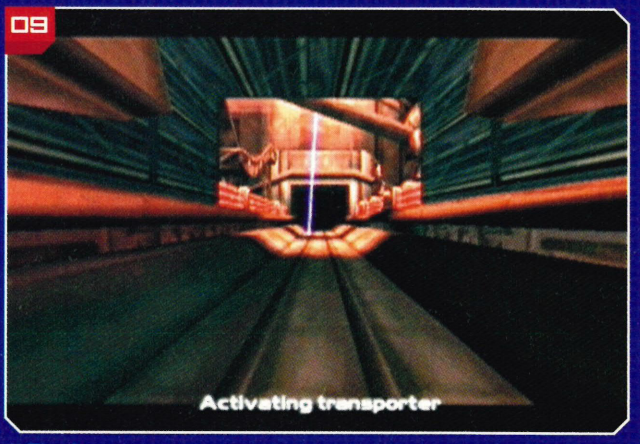
07

■ Don't use the Railbot Gun on the large robots in the middle of the corridor or they will destroy it. Avoid this by shooting at their feet in the doorway before they get a chance to enter the room.

■ Go around to the next room and up the ramp. Press the Console to move the Crane and use the ElectroTool on the third Node. Go left and press the Console to set the fourth Node moving.

08

09



■ The factory area is patrolled by Homing Launcher robots and Walking Turrets. All can be lured back to the corridor trap. When the area is clear, cross over the main room then descend. Access the last Console to activate the Transporter.

FIND THE FACTORY CORE

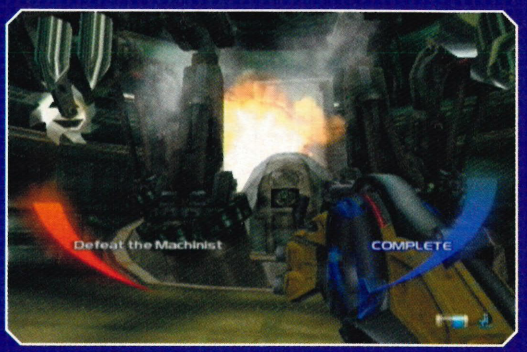
01

■ Once the Node is destroyed all robot hell will break loose. The best way to stay alive is to run back to the relative safety of the Railbot corridor and take out all the Chassisbots who come your way.

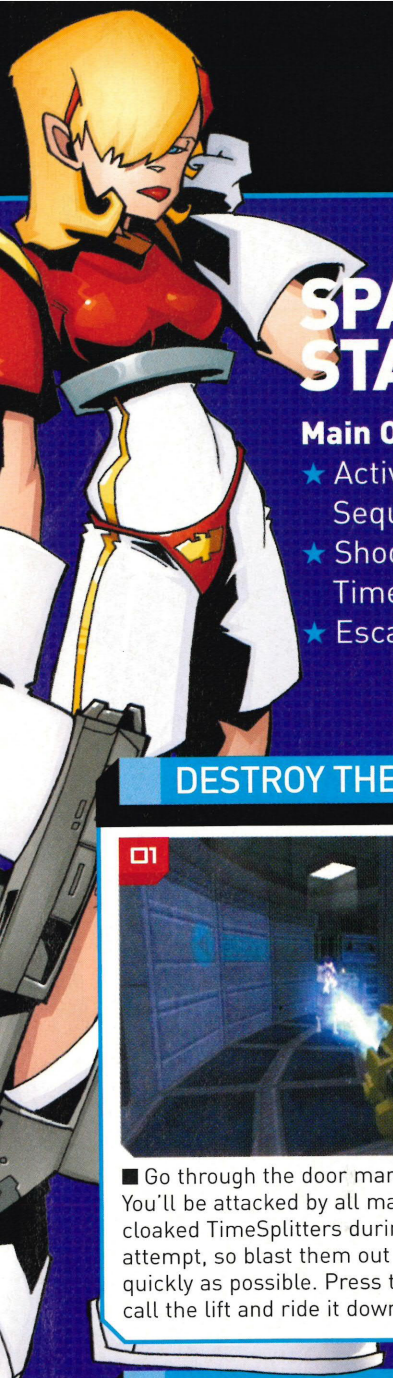
02

■ Wait for the robots to enter your corridor and kill them. The Security Barrier in the main room will disappear. Head back to the double doors, go through and you will have access to the Factory Core.

DEATH TO THE MACHINIST



■ You can use the Homing Launcher and the ElectroTool on the Machinist. Keep dodging and plugging away. When the Machinist croaks, get the Time Crystal from upstairs and exit via the portal.



SPACE STATION: 2401

Main Objectives

- ★ Activate the Self-Destruct Sequence
- ★ Shoot down the incoming TimeSplitter ships
- ★ Escape the Space Station

ACTIVATE THE SELF-DESTRUCT

01

■ Grab the Time Crystals and jump over the edge. Drop through the centre of the station until Level Three.

02

■ In the walkway, activate the three Self-Destruct Consoles. You have six minutes to escape, so get to Level Three.

DESTROY THE INCOMING TIMESPLITTER SHIPS

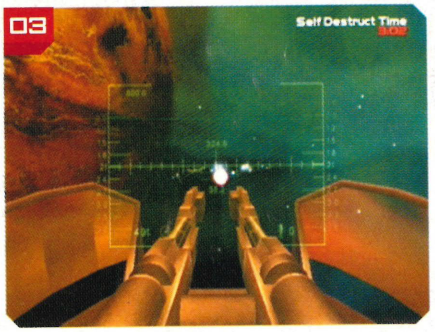
01

■ Go through the door marked Hangar. You'll be attacked by all manner of cloaked TimeSplitters during your escape attempt, so blast them out of your way as quickly as possible. Press the panel to call the lift and ride it down.

■ Get off the lift and go right. Squish the tiny TimeSplitters then grab the Environmental Suit and the Armour. Head back past the lift and down the opposite corridor. Take note of the Elevator corridor on the right, and keep going straight ahead.

02

03



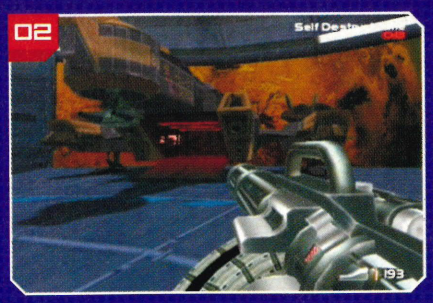
■ Enter the Airlock, then step outside the ship and man the Gun Turret to shoot down the TimeSplitter ships. Now you know why you needed that Environmental Suit. In total, there are 20 ships that need to be destroyed.

TIME TO SPLIT

■ Once the ships are destroyed, go back to the Airlock, then left into the Elevator corridor. Grab the Armour and when you reach the Elevator press the button. Get ready for a long wait.

01

02



■ You'll need to repel a variety of aliens in one last stand-off. Finally leap onto the lift and ride it down. Then dash across the large hangar and into the cargo hold of the drop ship to escape.

SUCCESS

■ As you watch Sgt. Cortez guiding his ship away from the TimeSplitter's doomed Space Station, pat yourself on the back for completing such a rock-hard game. And you can look forward to lots of multiplayer bouts with all the cool characters and scenarios that you've sweated to unlock.

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TNT BUYER'S GUIDE

"IT'S CHRISTMAS TIME, THERE'S NO NEED TO BE AFRAID" — BECAUSE WE'VE GOT EVERY GAMECUBE GAME RATED AND THE BEST OF THE GBA.

TNT: GOLD – 10/10
Gaming perfection

TNT: MUST BUY – 9/10
Almost perfect

8 HIGHLY RECOMMENDED	4 POOR
7 GOOD	3 DIRE
6 AVERAGE	2 DISASTROUS
5 COULD BE FLAWED	1 A DISGRACE

ACE GOLF

■ 1-4 Players ■ Issue 123
■ Memory / 5 Blocks

Our Verdict This may have all the hallmarks of a cute and cuddly game, but the golf action offers more than enough of a challenge to satisfy even die-hard golfing fanatics. Get swinging!

Price £39.99

7

http://www.eidosinteractive.co.uk

AGGRESSIVE INLINE

■ 1-2 Players ■ Issue 121
■ Memory / 57 Blocks

Our Verdict More extreme sports tomfoolery glides onto the GameCube in this inline skating sim. It's worth a look for its original challenges and levels, but it nearly takes up a whole Memory Card!

Price £39.99

7

http://www.acclaimuk.com

BEACH SPIKERS

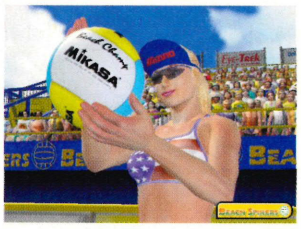
■ 1-4 Players ■ Issue 121
■ Memory / 3 Blocks

Our Verdict One of the finest multiplayer sports games to grace a GameCube, this beach volleyball game is easy to learn and stars lovely ladies in bikinis. One-player has its limitations though.

Price £39.99

8

http://www.sega.com



BLOODY ROAR EXTREME

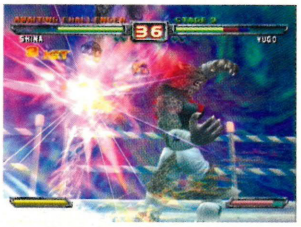
■ 1-2 Players ■ Issue 116
■ Memory / 3 Blocks

Our Verdict Mutant fighters go one-on-one in this GameCube beat-'em-up. Choose from 16 fighters who have the power to morph into a lion, rabbit and even a bat. A tough fighter with great replay value.

Price £39.99

8

http://www.activision.com



BOMBERMAN GENERATIONS

■ 1-4 Players ■ Issue 123
■ Memory / 3 Blocks

Our Verdict The one-player adventure is slow paced and badly designed. But if you're a fan of the *Bomberman* series, this instalment is worth picking up for the frantic multiplayer mode alone.

Price £39.99

7

http://www.vugames.com

BURNOUT

■ 1-2 Players ■ Issue 116
■ Memory / 4 Blocks

Our Verdict Acclaim's street racer is still a regular in the *NOM* office and with its mix of ramped-up arcade gameplay, pin-sharp graphics and incredible speed, you'll be burning out for months.

Price £39.99

9

http://www.acclaimuk.com

CEL DAMAGE

■ 1-4 Players ■ Issue 116
■ Memory / 2 Blocks

Our Verdict GameCube's first foray into cel-shaded games produces a racer packed with crazy weapons, violent smashes and an excellent multiplayer mode. Shame it doesn't last long on your own.

Price £39.99

7

http://www.uk.ea.com

CRASH BANDICOOT THE WRATH OF CORTEX

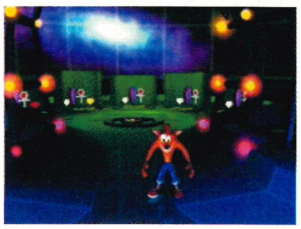
■ 1 Player ■ Issue 123
■ Memory / 2 Blocks

Our Verdict Varied levels, from platforming to dogfighting, make this a fun title to play, but skilled gamers will complete it within five hours. It also suffers from an almost constant drop in frame-rate.

Price £39.99

7

http://www.vugames.com



DARK SUMMIT

■ 1-4 Players ■ Issue 117
■ Memory / 4 Blocks

Our Verdict Strange things are happening at the summit of Mt. Garrick and you've got to find out what. Race (or rather trudge) down the slopes in this fun but limited snowboarding/adventure title.

Price £39.99

7

http://www.thq.com

DIE HARD VENDETTA

■ 1 Player ■ Issue 123
■ Memory / 6 Blocks

Our Verdict This is a clever blend of action and stealth with an involving storyline. But the lack of a multiplayer option is annoying and the bad language and violence mean it's not one for kids.

Price £39.99

8

http://www.foxinteractive.com

DISNEY SPORTS FOOTBALL

■ 1-4 Players ■ Issue 123
■ Memory / 15 Blocks

Our Verdict A fine football game for the whole family, *Disney Sports Football* has excellent A.I. and comical animation. It's best played in multiplayer mode, so get a mate round for a giggle.

Price £39.99

7

http://www.konami-europe.com

DRIVEN

■ 1-2 Players ■ Issue 116
■ Memory / 5 Blocks

Our Verdict The dire film turns into a very respectable racer. Enter the Zone for eye-watering speeds and try beating Story mode on tracks from New York to Germany. Just don't expect an easy ride.

Price £39.99

8

http://www.bam4fun.com

EGGO MANIA

■ 1-2 Players ■ Issue 121
■ Memory / 3 Blocks

Price £29.99

8

■ **Our Verdict** Kind of like *Tetris* in reverse, this block building game relies on addictive puzzle action as you try and beat your egg buddy to the rescue ship at the top of the screen. Good price, too.

http://www.kemco-europe.com

ISS2

■ 1-4 Players ■ Issue 116
■ Memory / 5 Blocks

Price £39.99

8

■ **Our Verdict** A firm football favourite at *NOM, ISS2* is dead easy to pick up and looks better than ever. Shooting is very sensitive and you'll have to build up your play to get an opening.

http://www.konami-europe.com

ETERNAL DARKNESS

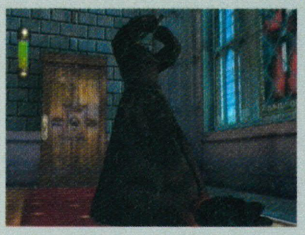
■ 1 Player ■ Issue 122
■ Memory / 8 Blocks

Price £44.99

9

■ **Our Verdict** A truly unique and original game with a great script, cut-scenes and the innovative Sanity system. *Eternal Darkness* will leave you spooked, stumped and speechless.

http://www.eternaldarkness.com



JAMES BOND 007 IN... AGENT UNDER FIRE

■ 1-4 Players ■ Issue 118
■ Memory / 3 Blocks

Price £44.99

7

■ **Our Verdict** It's not quite as classy as *GoldenEye 007*. It doesn't offer much challenge to veterans, but it stays true to the Bond name and the mix of driving and shooting makes it worth a look.

http://www.ea.uk.com

EXTREME G-3

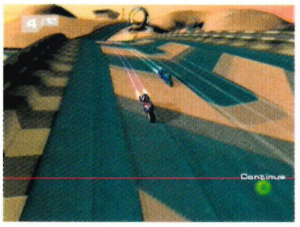
■ 1-4 Players ■ Issue 117
■ Memory / 3 Blocks

Price £39.99

8

■ **Our Verdict** Putting the series back on track, the third instalment has a wicked turn of speed and some mental tracks. With no slowdown in multiplayer, speed freaks would be wise to take a look.

http://www.acclaimuk.com



KELLY SLATER'S PRO SURFER

■ 1-2 Players ■ Issue 121
■ Memory / 10-14 Blocks

Price £39.99

8

■ **Our Verdict** Activision's 02 line-up doesn't just feature *Tony Hawk* as this game will testify. Nearly two hours of beautiful footage sets the scene for a refreshing challenge. Be prepared, it takes time to master.

http://www.activision02.com

F1 2002

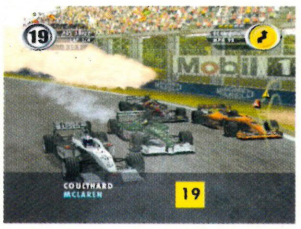
■ 1-4 Players ■ Issue 118
■ Memory / 4 Blocks

Price £39.99

7

■ **Our Verdict** Coulthard & Co bring the F1 world alight to give race fans an authentic looking game. Those less patient will hate the load times and cars that tend to spin and get damaged far too easily.

http://www.ea.uk.com



LOST KINGDOMS

■ 1-2 Players ■ Issue 119
■ Memory / 2 Blocks

Price £39.99

7

■ **Our Verdict** Formally known as *Rune* in Japan, this exclusive GameCube RPG will leave you obsessed collecting cards for some excellent monster battles. Worth a look while you wait for *Zelda*.

http://www.activision.com

FIFA 2003

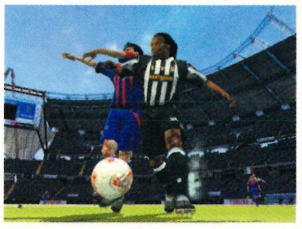
■ 1-4 Players ■ Issue 122
■ Memory / 52 Blocks

Price £39.99

8

■ **Our Verdict** After the awful *2002 FIFA World Cup*, we were expecting the worst, but *FIFA 2003* is anything but bottom-three material. Great graphics and playability make this a serious title contender.

http://www.ea.uk.com



LUIGI'S MANSION

■ 1 Player ■ Issue 116
■ Memory / 3 Blocks

Price £39.99

8

■ **Our Verdict** Mario's younger, lankier brother steals the limelight in a game that shows you exactly what GameCube can do. Catch ghosts and save Mazza in a classic that's a little too short for some.

http://www.nintendo-europe.com

FREEKSTYLE

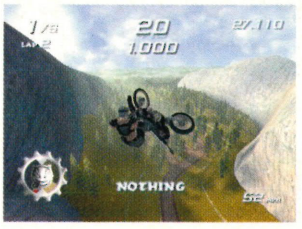
■ 1-4 Players ■ Issue 121
■ Memory / 2 Blocks

Price £39.99

7

■ **Our Verdict** From the studio behind *SSX Tricky* comes this dirt bike trick fest. There's a huge array of bikes and riders and the track designs make this exceptional, but it's also a very unforgiving ride.

http://www.uk.ea.com



MADDEN NFL 2003

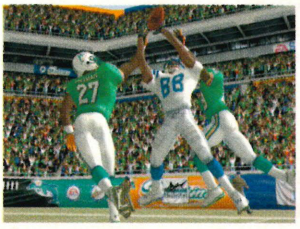
■ 1-2 Players ■ Issue 121
■ Memory / 59 Blocks

Price £39.99

8

■ **Our Verdict** American football won't suit everyone, but if you're a fan this is one of the best *Madden* titles in ages. Superlative mini-games and a 30-season Franchise mode make it Superbowl material.

http://www.uk.ea.com

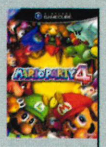


TNT: GOLD - 10/10
Gaming perfection

TNT: MUST BUY - 9/10
Almost perfect

8 HIGHLY RECOMMENDED	4 POOR
7 GOOD	3 DIRE
6 AVERAGE	2 DISASTROUS
5 COULD BE FLAWED	1 A DISGRACE

MARIO PARTY 4



■ **Our Verdict** All your favourite Nintendo characters put in an appearance in this wacky party game as you take part in far-out challenges like Mushroom Medic and Mr Blizzard's Brigade. You'll be amazed at how competitive things can get when you're trying to win the most Stars and be crowned Party Hero. All this makes *Mario Party 4* one of the most original and appealing games on GameCube.

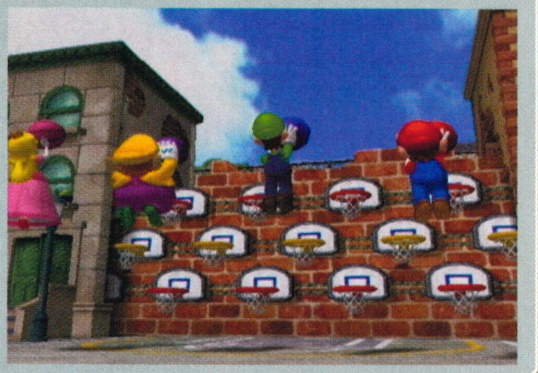
■ **Reader Verdict** *Mario Party 4* combines some of the GameCube's best graphics and sound, and with over 50 mini-games to unlock and master, this is without doubt the ultimate in multiplayer gaming. A must for all Nintendo fans. **Dave Westlake**

1-4 Players

2 Blocks

Issue 123

Website http://www.marioparty.com



Price £39.99

9

NBA COURTSIDE 2002

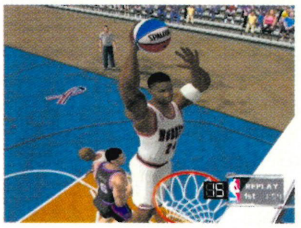
■ 1-4 Players ■ Issue 117
■ Memory / 7 Blocks

■ **Our Verdict** It may not be every GameCube owner's sport of choice, but this basketball sim features incredible A.I. and a mint passing system. It's just a shame that only fans of the sport need apply.

Price £39.99

8

http://www.nintendo-europe.com



NEED FOR SPEED HOT PURSUIT 2

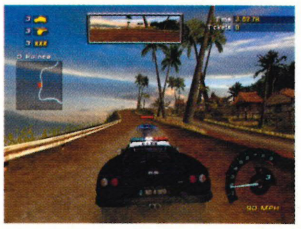
■ 1-2 Players ■ Issue 122
■ Memory / 7 Blocks

■ **Our Verdict** This is a tidy little racer with plenty of cars and game modes, but it has problems in the handling and speed departments. If you want seriously eye-watering race action, grab a copy of *Burnout*.

Price £39.99

7

http://www.ea.uk.com



NHL HITZ 20-02

■ 1-4 Players ■ Issue 116
■ Memory / 8 Blocks

■ **Our Verdict** Over the top and over here, ice hockey breaks the rules with dirty play and skaters who catch 'fire' if they score loads of goals. A multiplayer must, this lacks one-player depth.

Price £39.99

7

http://www.midway.com

MAT HOFFMAN'S PRO BMX 2

■ 1-8 Players ■ Issue 123
■ Memory / 18 Blocks

■ **Our Verdict** *Pro BMX 2* is a solid title, and well worth the purchase, but it's neither as polished nor as innovative as *Tony Hawk's Pro Skater 4*. Extreme sports fans will like it, but not as much as *Tony*.

Price £39.99

8

http://www.activision02.com

NHL HITZ 20-03

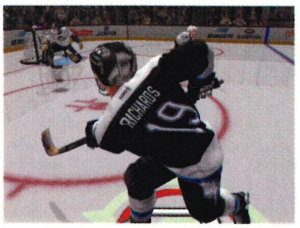
■ 1-4 Players ■ Issue 122
■ Memory / 8 Blocks

■ **Our Verdict** Emerging just six months after its predecessor, *NHL Hitz 20-03* is not much more than a solid evolution of *NHL Hitz 20-02*. Don't expect much more than a fun-for-a-while arcade game.

Price £39.99

7

http://www.midway.com



MEDAL OF HONOR FRONTLINE

■ 1-4 Players ■ Issue 123
■ Memory / 4 Blocks

■ **Our Verdict** An excellent and atmospheric attempt at bringing the horror of WWII to GameCube. *Medal of Honor Frontline* is only let down by its hit-and-miss aiming, which might frustrate you.

Price £44.99

8

http://www.uk.ea.com

PIKMIN

■ 1 Player ■ Issue 118
■ Memory / 4 Blocks

■ **Our Verdict** Shigeru Miyamoto has done it again with a puzzle-solving strategy game featuring cuddly Pikmin. Totally mad, but a gem to play, *Pikmin* misses a top score as it's just too short.

Price £39.99

8

http://www.nintendo-europe.com

MX SUPERFLY

■ 1-2 Players ■ Issue 121
■ Memory / 8 Blocks

■ **Our Verdict** Not quite as good as *Excitebike 64* or EA's *Freekstyle*, THQ's motocross racer is a little too realistic for its own good and that ruins the fun. Freestyle mode and the mini-games don't quite save it.

Price £39.99

7

http://www.mxsuperfly.com

PRO RALLY

■ 1-4 Players ■ Issue 122
■ Memory / 3 Blocks

■ **Our Verdict** The GameCube's first rally game is packed with tracks, cars and great graphics. Unfortunately, it lacks the precise controls to make it a truly essential driving experience.

Price £39.99

7

http://www.ubisoft.co.uk

RED CARD

■ 1-2 Players ■ Issue 119
■ Memory / 12 Blocks

Price £39.99

8

■ **Our Verdict** Just what *NHL Hitz* is to ice hockey, *Red Card* is to football. Crunching tackles and fast-flowing action make this a change to the usual realism of *FIFA* and *ISS2*. Great two-player mode.

http://www.midway.com

RESIDENT EVIL

■ 1 Player ■ Issue 120
■ Memory / 8 Blocks

Price £44.99

9

■ **Our Verdict** Amazing to look at and packed with skin-crawling scares to make grown-ups scream and wet themselves. *Resident Evil* is one of the top horror games to buy for your GameCube.

http://www.capcom.com

ROCKY

■ **Our Verdict** *Rocky* is *the* boxing game on GameCube. Guide droopy-eyed Sly Stallone through every one of the epic punch-ups featured in the five, increasingly bad movies. You'll get to jump in the ring with fictional fighters such as Apollo Creed, Clubber Lang and Ivan Drago. Punch-drunk pugilism has never been this much fun and there's no sign of that stupid robot anywhere...

■ **Reader Verdict** Compared with *Knockout Kings 2003*, this is the definitive GameCube boxing sim and getting the chance to slug it out with Rocky's silver screen opponents makes this all the more exciting. Fight fans will do no wrong getting this. **Quincy Phillip**

Website http://www.rockythegame.com

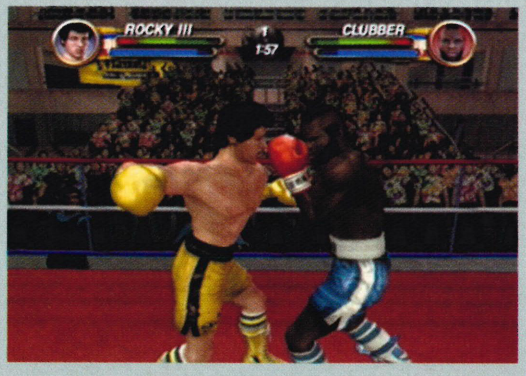
1-16 Players

2 Blocks

Issue 123

Price £39.99

9



SEGA SOCCER SLAM

■ 1-4 Players ■ Issue 122
■ Memory / 5 Blocks

Price £39.99

8

■ **Our Verdict** They call it soccer, we call it football, but *Sega Soccer Slam* is something completely new. And that makes it a breath of fresh air, with an emphasis on gruesome tackles and mate-bashing fun.

http://www.sega.com

SMUGGLER'S RUN WARZONES

■ 1-4 Players ■ Issue 122
■ Memory / 6 Blocks

Price £39.99

8

■ **Our Verdict** There's nothing else like *Smuggler's Run: Warzones* on GameCube, and while the one-player mode might be a little slow and repetitive, the multiplayer game is a riot.

http://www.rockstargames.com

SPIDER-MAN

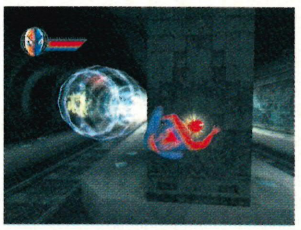
■ 1 Player ■ Issue 118
■ Memory / 2 Blocks

Price £39.99

7

■ **Our Verdict** The awesome film turns out to be an average game thanks to iffy controls and poor camera angles that make it difficult to play. Still, there's a variety of levels and some top bosses.

http://www.activision.com



SPYHUNTER

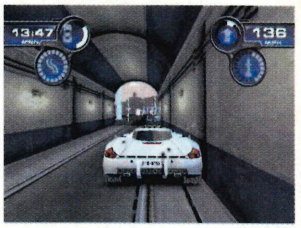
■ 1-2 Players ■ Issue 117
■ Memory / 2 Blocks

Price £39.99

7

■ **Our Verdict** The name may be 20 years old, but this fast-paced blaster is still fun. Graphically, it would have looked at home on the N64, but the weapons are superb and the two-player is a cracker.

http://www.midway.com



SSX TRICKY

■ 1-2 Players ■ Issue 118
■ Memory / 5 Blocks

Price £39.99

7

■ **Our Verdict** EA BIG gets its first taste of GameCube in a massive snowboard sim that's packed to the gills with mad tricks. But it does suffer slowdown at busy times and later courses are too cluttered.

http://www.uk.ea.com

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

■ 1 Player ■ Issue 116
■ Memory / 3 Blocks

Price £44.99

9

■ **Our Verdict** Video games rarely come close to recreating the original *Star Wars* trilogy, but LucasArts' stunning title comes very close and it's only playable on Nintendo GameCube.

http://www.lucasarts.com

STAR WARS THE CLONE WARS

■ 1-4 Players ■ Issue 123
■ Memory / 3 Blocks

Price £39.99

8

■ **Our Verdict** What first appears to be a mindless blaster, soon turns into an absorbing shooter with bonus objectives and lasting appeal, much like *Rogue Squadron II*. The multiplayer mode is great fun.

http://www.lucasarts.com

TNT: GOLD - 10/10
Gaming perfection

TNT: MUST BUY - 9/10
Almost perfect

8 HIGHLY RECOMMENDED	4 POOR
7 GOOD	3 DIRE
6 AVERAGE	2 DISASTROUS
5 COULD BE FLAWED	1 A DISGRACE

STAR FOX ADVENTURES

Our Verdict He took his sweet time, but now the legendary Fox McCloud is back and fighting the evil General Scales on Dinosaur Planet. *Star Fox Adventures* features some of the most jaw-dropping graphics to grace GameCube and you'll be swept along by the mesmerising quest. This game won't keep you going forever, but while it does it's an absolute joy.

Reader Verdict Rare has left Nintendo, but they've gone out with a bang. This entrancing quest certainly gives *Ocarina of Time* a run for its money and for me it could be the best game of 2002. **Kerry Ball**

1 Player

3 Blocks

Issue 123

Website http://www.nintendo-europe.com

Price £44.99

9

STAR WARS: JEDI OUTCAST

Our Verdict The Force has never been stronger in this excellent First Person Shooter set in the *Star Wars* universe. You'll battle your way from one side of the galaxy to the other, solving puzzles and blasting Imperial scum as you go. What's more, you'll get to use mind-tricking, throat-crushing Force powers along the way, and there's an excellent multiplayer option too.

Reader Verdict It's not as flashy as *Bounty Hunter* or as loud as *Clone Wars*, but this is my favourite *Star Wars* game ever! It makes you feel like you're in the movies and the music is brilliant! **Graeme Badger**

1-2 Players

24 Blocks

Issue 123

Website http://www.lucasarts.com

Price £39.99

9

SUPER MARIO SUNSHINE

■ 1 Player ■ Issue 121
■ Memory / 7 Blocks

Our Verdict One of video games' greatest icons returns in Shigeru Miyamoto's latest masterpiece. Lead Mario across Isle Delfino, clearing up the island's graffiti with his FLUDD contraption.

http://www.nintendo-europe.com

Price £39.99

10

SUPER MONKEY BALL

■ 1-4 Players ■ Issue 116
■ Memory / 3 Blocks

Our Verdict Highly original and packed with arcade fun, Sega's new heroes are a blast. Simple to play and nectar in multiplayer, it doesn't quite hit the top spot due to a lack of one-player replay value.

http://www.sega.com

Price £39.99

8

SUPER SMASH BROS. MELEE

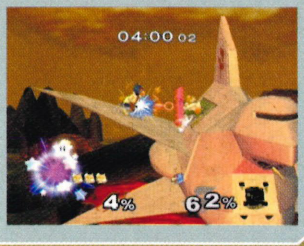
■ 1-4 Players ■ Issue 117
■ Memory / 3 Blocks

Our Verdict The sequel to the N64 bestseller, this fighter sees you battling an all-star cast from classic Nintendo games across some great locations including *F-Zero*'s Mute City and *Zelda*'s Termina. Superb!

http://www.nintendo-europe.com

Price £39.99

9



TIMESPLITTERS 2

■ 1-4 Player s ■ Issue 122
■ Memory / 2 Blocks

Our Verdict Travel through time and space, righting the wrongs perpetrated by those pesky TimeSplitters in this top First Person Shooter. The multiplayer is right up there with *GoldenEye 007*.

http://www.eidos.co.uk

Price £44.99

9

TONY HAWK'S PRO SKATER 3

■ 1-2 Players ■ Issue 116
■ Memory / 6-8 Blocks

Our Verdict The best just got better. This is a totally awesome extreme sports game that's addictive and very hard to master. It will keep you coming back for just one more go.

http://www.activision02.com

Price £39.99

9

TUROK EVOLUTION

■ 1-4 Players ■ Issue 122
■ Memory / 3 Blocks

Our Verdict Despite all the hype surrounding the release of *Turok Evolution*, the game itself feels like a missed opportunity. Distracting for a while, but definitely not state of the art.

http://www.acclaimuk.com

Price £39.99

7

TONY HAWK'S PRO SKATER 4

Our Verdict If you thought *Tony Hawk's* games couldn't get any better after *Tony Hawk's Pro Skater 3*, you were wrong. *Tony 4* takes everything that's good about the series and adds more freedom, more tricks and more fun. There are so many challenges, mini-games and objects to grind that you'll still be playing this when *Tony 5* turns up.

Reader Verdict I've always loved *Tony Hawk's* games and this is the best ever. The tricks, levels and multiplayer battles are so good that I even dream about them in my sleep. **Richard Wells**

Website http://www.activisiono2.com

1-2 Players

7 Blocks

Issue 123

Price £39.99

9

WORMS BLAST

■ 1-2 Players ■ Issue 117
■ Memory / 3 Blocks

Our Verdict Those crazy Worms star in a brain-mashing puzzler that's easy on the eye, but a beast to perfect. Taking the best from games like *Bust-A-Move*, 60 puzzles await and the later ones are very nasty.

Price £39.99

7

http://www.team17.com

ZOOCUBE

■ 1-4 Players ■ Issue 120
■ Memory / 2 Blocks

Our Verdict At just under £40 there isn't enough variety at this price and it would have looked at home on the N64. Saying that, *ZooCube*'s simple enough to pick up and it isn't just another sequel.

Price £39.99

7

http://www.acclaimuk.com

TY THE TASMANIAN TIGER

■ 1 Player ■ Issue 123
■ Memory / 1 Block

Our Verdict If you like your platform adventures on the right side of cute and cuddly, check this one out. *Ty the Tasmanian Tiger* has plenty of variety, including some cool swimming levels.

Price £39.99

7

http://www.uk.ea.com

WAVE RACE BLUE STORM

■ 1-4 Players ■ Issue 116
■ Memory / 12 Blocks

Our Verdict No GameCube title has water effects like those in *Blue Storm* and with highly tuned computer A.I., the single player mode is very tough to beat. Give it a go, you won't be disappointed.

Price £39.99

8

http://www.nintendo-europe.com

FIVE MUST-HAVE GBA GAMES FOR CHRISTMAS

These hot little numbers will be gulping down battery juice well after you've finally finished the turkey. Enjoy!

1 SUPER MARIO ADVANCE 3

■ 1 Player ■ £29.99 ■ Issue 123

Our Verdict One of, if not *the* greatest platformer of all time is now on GBA. A huge, funny, highly original, must-have game.

2 TONY HAWK'S PRO SKATER 4

■ 1 Player ■ £29.99 ■ Issue 123

Our Verdict The skate park papa returns with a dazzling array of courses, tricks and gorgeous animation. A classic sports sim.

3 DUKE NUKEM ADVANCE

■ 1-4 Players ■ £29.99 ■ Issue 122

Our Verdict The best First Person Shooter on the GBA, this lead-flying lovely looks good and plays better, with a manual aim to die for.

4 V-RALLY 3

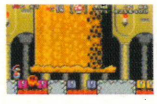
■ 1-4 Players ■ £29.99 ■ Issue 118

Our Verdict The ultimate GBA driving game. Sharp graphics and fine control make this a classic slice of rally action.

5 SUPER MARIO ADVANCE 2

■ 1-4 Players ■ £29.99 ■ Issue 115

Our Verdict It's been years since this was on the Super NES and now it's on GBA. Link-up for Mario Bros. battles, too.



NINTENDO OFFICIAL MAGAZINE'S GAME BIN

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- 2002 FIFA World Cup [118] 4/10
- Barbarian [121] 6/10
- Batman Vengeance [116] 5/10
- Capcom Vs. SNK 2 EO [120] 6/10
- Crazy Taxi [116] 6/10
- Dave Mirra Freestyle BMX 2 [116] 6/10
- Disney's Magical Mirror Starring Mickey Mouse [121] 6/10
- Disney's Tarzan Freeride [116] 6/10
- Donald Duck Quack Attack [117] 4/10
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- Top Gun Combat Zones [121] 6/10
- UFC Throwdown [121] 6/10
- Universal Studios Theme Parks Adventure [116] 3/10
- Virtua Striker 3 Ver. 2002 [118] 4/10
- WWE Wrestlemania X8 [122] 6/10

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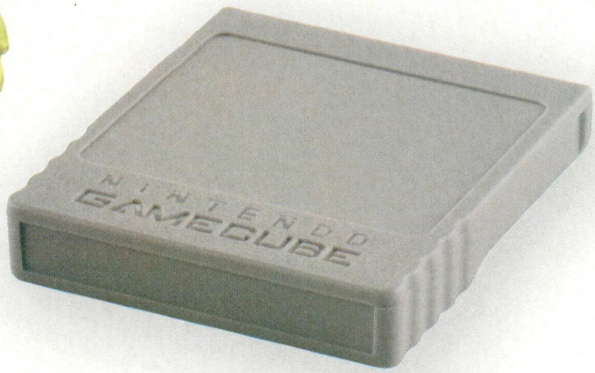

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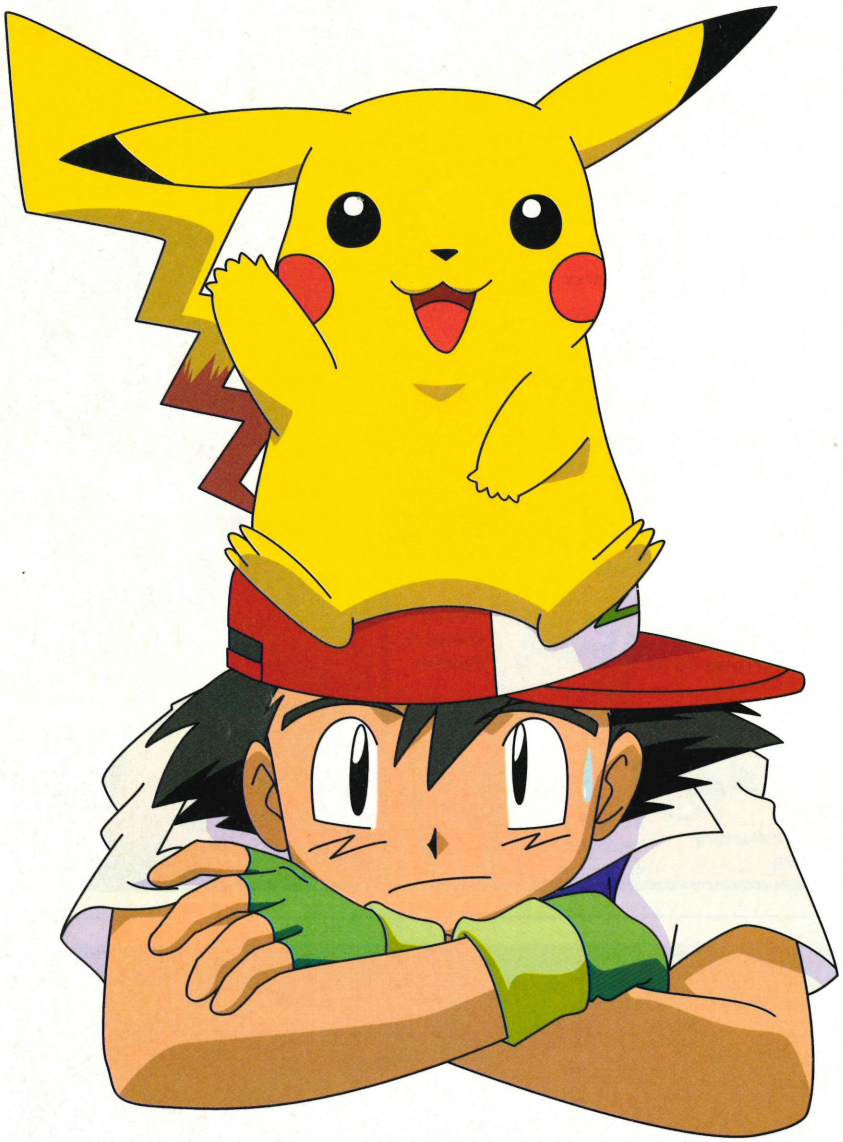


POKÉMON RED AND BLUE

FACT FILE Release October 1999 By Nintendo

The phenomenon that is *Pokémon* needs no introduction. It ruled the lives of countless gamers, young and old, throughout the world when it was released for the Game Boy Color in 1999, and it has a loyal and fanatical following to this day.

The mammoth adventure follows a young boy named Ash who sets out on a quest to collect data on all the Pokémon that exist. On the way he must train his own team of fighting critters to compete in the prestigious and powerful Pokémon League.

There were two versions of the game released, *Red* and *Blue*, each having Pokémon that the other did not. Players had to either own both copies, or link-up with a friend to complete the game's Pokédex.

With its cutesy characters and simple RPG adventuring, *Pokémon* may have seemed like a game designed only for children. However, it appealed to many older gamers too, who had seen through the game's image to discover its in-depth battle system.

5 THINGS YOU MAY NOT KNOW

01 *Pokémon* had been a huge hit in Japan years before it came to UK shores.

02 The original name for *Pokémon* in Japan was *Pocket Monsters* or in Japanese, *Poketto Monstaa.*

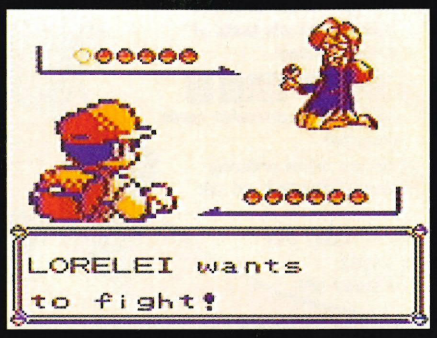
03 The name of the genius behind the creation of *Pokémon* is Satoshi Tajiri.

04 Satoshi Tajiri got his inspiration for *Pokémon* from his childhood obsession with creepy crawlies.

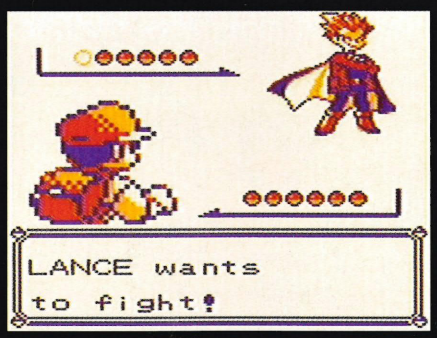
05 Mew could not be caught in the game, but had to be downloaded from a special Mew machine at *Pokémon* events.

THE ELITE FOUR AND BEYOND

›› This is the last chance you get to prepare before battling the Elite Four. Get out your best Pokémon and plenty of health potions



›› Lorelei is the first member of the Elite Four you'll take on. She's got Pokémon up to level 56 so you'd better have your tactics sorted



›› Lance is much tougher, with rock-hard Pokémon over level 60. But you've made it this far, so keep battling!

›› You've beaten the Elite Four and become the Pokémon Champion, but you're not done yet. Now hunt Mewtwo in the Unknown Dungeon

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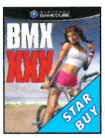

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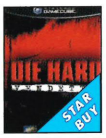

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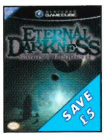

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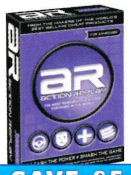

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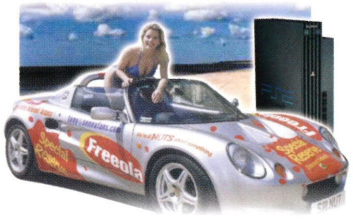

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