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The UK's Best Selling Nintendo Magazine

ISSUE 153 MAY 2005 £3.99

# Nintendo®

## OFFICIAL MAGAZINE

HERO OR VILLAIN?

# SHADOW THE HEDGEHOG

FIRST SCREENS!
ALL-NEW DETAILS!

GORIER THAN RESI! »
Killer 7 previewed

MARIO KART GP! »
New ammo! First play!

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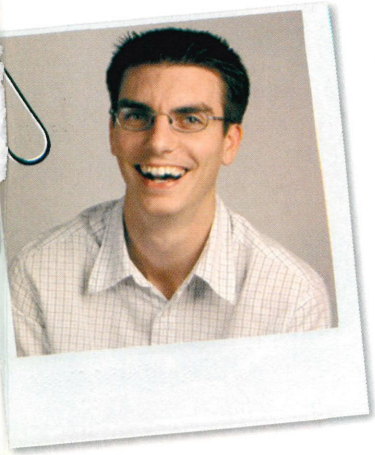


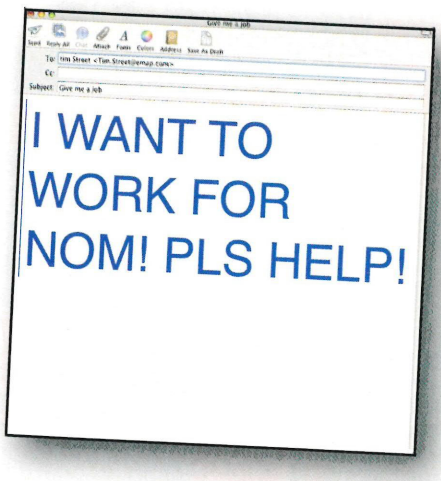
## Every day my inbox is rammed with people asking how they can come and work for *NOM*, so this month we're telling you.

Jobs on *NOM* don't come around very often, so you need to stand out against the rest of the Mario maniacs. Being a great gamer will help, but there's much more to it than that.

You need hard work and dedication. Get some work experience, write for your school or college newspaper, start honing your writing and don't make speling misteaks.

Work experience can seem dull at the time and you'll probably be forced to make cups of tea all day, but you'll get to see how a mag is put together and may have a go at writing.

If I haven't put you off then head over to p38, Dr. Mario's careers office is open for business...




**Enjoy the mag!**

Tim Street

**Editor**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(and the first job they did on a games mag)

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**THANKS TO...** Lawrence Wright, Frank Cifaldi, Chris Kohler, Jonti Davies, Jon Gibson, Kingsley's Nan, Namco Wonderpark Sheffield, Rob Saunders and everyone at Cake.

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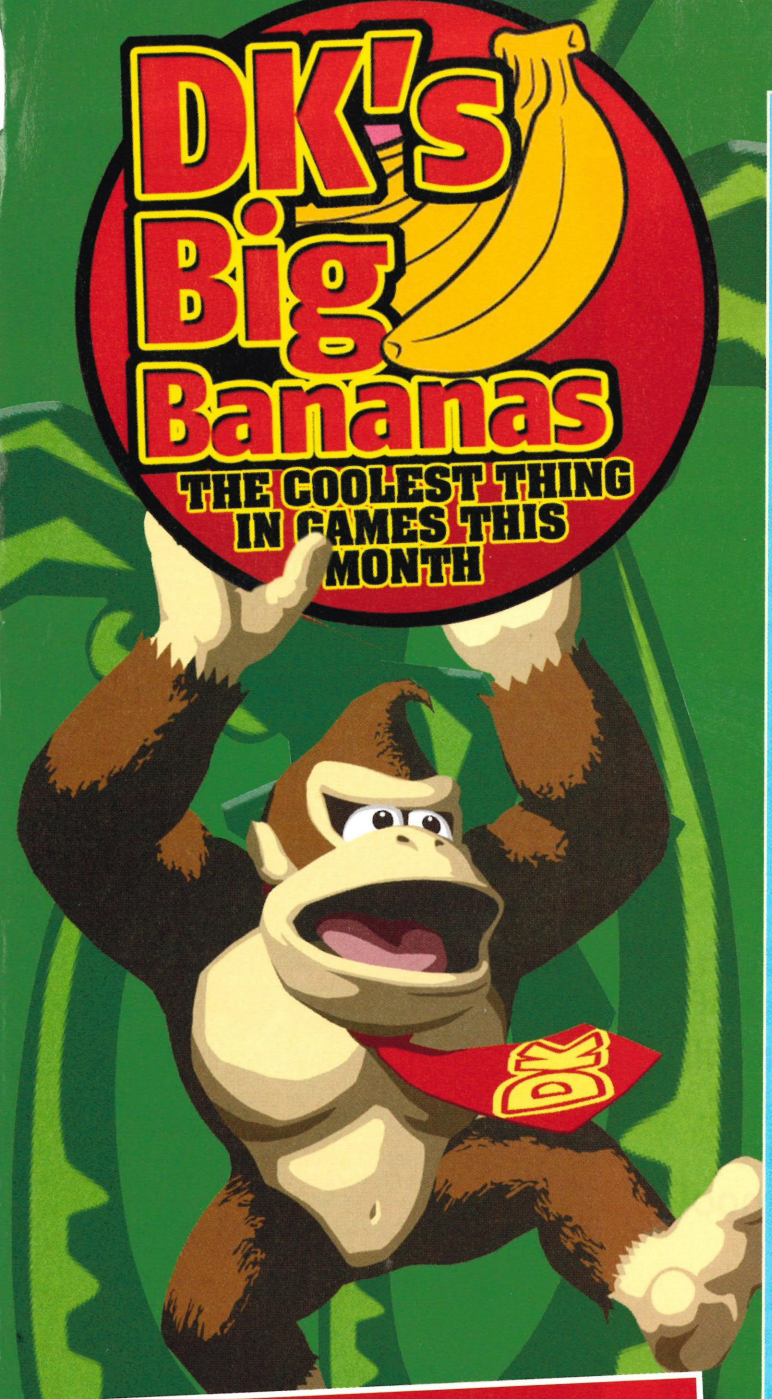
# DK's Big Bananas

## THE COOLEST THING IN GAMES THIS MONTH




## THIS MONTH... ALL 30 *SUPER MARIO* PEPSI BOTTLE CAPS!

As if you needed any more proof that Japan is the coolest place on the face of this Earth, just take a look at these little babies. Now remember you don't live there and burst into tears.

Dentists in Japan have been super busy this month, trying to deal with the cavity-ridden teeth of Nintendo fans eager to get their mitts on a Mario bottle cap. For a limited time only, bottles of Pepsi Twist and Diet Pepsi Twist came with these free caps of justice.

Unfortunately you couldn't tell which one you were getting when you bought the drink. So getting all 30 caps was harder than beating Bowser with your eyes closed. Our man in Japan, John Ricciardi, drank every single bottle in his local supermarket and then couldn't sleep for a week due to a caffeine overdose, just so we could show you the entire collection. Start drooling, kids – John can't stop.

KURIBO
GESSO
LUIGI BUBBLE
HODAI
LUIGI TSURU
HAMMER BROS. 2
FIRE LUIGI
SUPER KINOKO
LUIGI METTO
KURIBO 2
SUPER LUIGI DOKAM
METTO 2
PACKUM FLOWER
FIRE FLOWER
NOKONOKO
SUPER LUIGI KURIDO
SUPER STAR
COIN
MARIO SWIM
MARIO STAND

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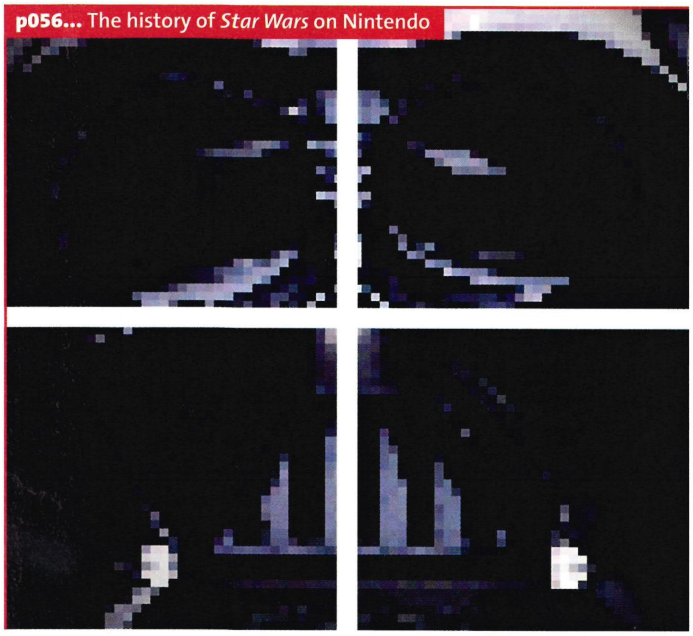

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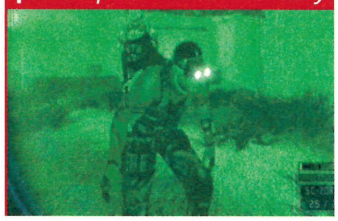

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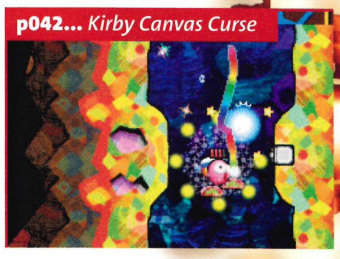

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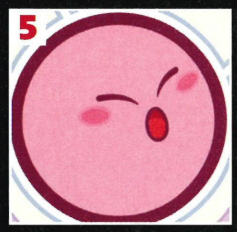
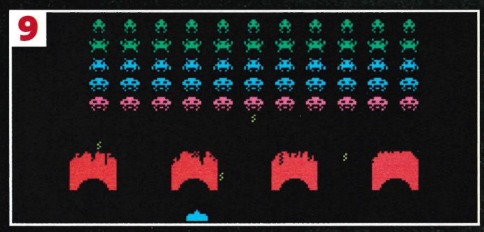
**1.** It would be tougher to get a picture of Iizuka-san than to survive a plane crash (*Shadow the Hedgehog*, p008) **2.** Sheffield's Meadowhall Shopping Centre would become our favourite place in the world for a day (*Mario Kart Arcade GP*, p024) **3.** The DS would turn us all into crazy choon-making DJs (*Electroplankton*, p036) **4.** That Tim ran a games fanzine called *The Games Experience* (How to be a Games Journalist, p038) **5.** Nintendo's pink ball of blubber would ever be good again (*Kirby Canvas Curse*, p042) **6.** We would hear the F word blast out of our GameCube, loud enough for the big boss to hear and nearly get us all fired (*Killer 7*, p046) **7.** Not all old men sit in their garden wrapped in cardigans, whining about the world today (*Splinter Cell: Chaos Theory*, p066) **8.** A game with 'Party' in the title could be less fun than having a cucumber forced up your nose (*Mario Party Advance*, p076) **9.** Someone would think Atari games could ever be cool again (p081, *Space Invaders Revolution*) **10.** Boo would scare off Wario (Boo's Brainers, p110)



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# Shadow The Hedgehog

## An exclusive first look at the game that'll have you asking "Sonic who?"

**It's not easy being a hedgehog. You spend your days blitzing around vivid, roller coaster landscapes, collecting rings and giving Eggman a bit of a hiding. You get home at night and you're completely knackered. You chuck the turbo running shoes in the wardrobe and shower off the blue body paint. Now you need something to eat.**

So out you go again into the grubby gardens of Suburbia. You find the odd worm to chew on, but you're gasping for a drink. Surely some kindly human will have left out a dish of water? You used to drink from ponds until you found your careless mate floating dead on the surface. And anyway, fish piss in there.

But what's this by the patio door? A little bowl! Result. Let's just have a look in there. MILK?! What the hell? And BREAD? That's basically poison to hedgehogs. Bloody humans. Don't you wish you could shed this righteous hero streak? Be a maverick, loose-cannon of a hedgehog, mowing the humans down in a hail of Uzi fire before napalming their pathetic mock Tudor abodes?

That's where Shadow the Hedgehog comes in. He's a hedgehog who doesn't play by the rules. You're going to like him as much as he likes blowing stuff up. And that's A LOT.

❑ In the final game, rainbows will be multicoloured, say Sega

❑ Do not adjust your magazine! That isn't Sonic, it's Shadow with some sort of sweet blue glow going on

Shadow is a very different hedgehog to Sonic. He's not just the same guy, with some colours changed so he's black instead of blue. If you've played *Sonic Adventure 2*, you'll know a little bit about him already. He was billed as the 'evil Sonic' in that game, but that was okay because he had better trainers. His own game fleshes out his mysterious back-story further.

Created as the ultimate life form by the mysterious Professor Gerald, Shadow is tormented by a dark past and is struggling to unveil his true identity. Was he created to save humankind, or to do the evil bidding of the dark side? The only way he can find out is by uncovering his own dark, suppressed memories. And he'll need seven Chaos Emeralds to make that happen.

That's where you come in and you've got some serious choices to make. How Shadow's destiny unfolds is completely down to you. Familiar faces like Sonic, Tails, Knuckles and Dr. Eggman all appear, and you basically get to choose who you want for an enemy. Are you with Sonic or against him? Sonic better not hope you're against him, because Shadow doesn't mess about. Look at the screenshots: he's one destructive little mammal. Guns, grenades, the works.

There's another potential enemy force in the game too, called the G.U.N. Army. Little is known about those guys yet, but they don't sound all that devoted to peace, do they?

*Sonic* fans don't need to worry though. Your favourite series isn't going *GTA* on you. We've played the new game, and the classic hedgehog DNA shines through very brightly. The levels are set up similarly to the *Sonic Adventure* games. Your new black hero grinds along rails, pings off walls and legs it along walkways at a fairly astonishing rate. It has already got *Sonic Heroes* licked for raw pace, and it's nowhere near finished yet. You may need to have a special pair of robot eyes fitted to keep up by the time Sonic Team's done.

As the game's producer Takashi Iizuka explained to us, "the heart of the game is high-speed action. One of the biggest challenges is to balance this with the design of a new style of gameplay that includes weapons and vehicles." Shadow doesn't carry a weapon with him all the time, but he can use items he encounters in the levels. Guns range from fairly low-impact pistols,

**"The senses of speed and vertigo are as extreme as ever."**

❑ Anti-grav bounce pads in the road: hazardous for cars

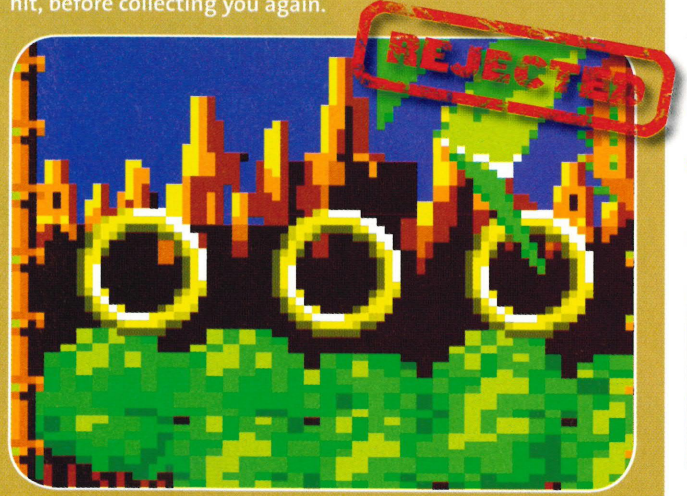
❑ Can you imagine Sonic doing this? You can?! Stay off the drugs

## Denied! Sonic spin-offs that didn't make it #1.

### THE ADVENTURE OF RING

You play as Ring 87, hanging weightlessly in the blue sky between Ring 86 and Ring 88. There's unspoken tension 'twixt you and 88 as you rotate the analogue stick to keep yourself spinning in sync. An enemy wanders past underneath and glances up. You will him to comment on your shininess, but he does not. You try to shout, but rings don't have vocal chords.

But wait! A blue blur approaches and with a "ching!" you find yourself collected. Everything goes blue as you nestle in Sonic's secret ring pocket. Game Over. You can play again on Hard mode where Sonic briefly drops you later on after taking a hit, before collecting you again.



## Meet the mutants Only a few short months 'til you get to execute these freaks.

This can't be right. Where are the robots and the big eyes? These boys look like how we'd imagined the children of Sellafield might look. But we saw a programme on the telly about them and they were disappointingly normal. Where were the tentacles for Chrissakes?! What a waste of half an hour of TV. We pay a licence fee for THAT?! These guys are messed up though. Have a look.

### THE BAT

❑ Those yellow eyes aren't friendly. And what about those wings? Have they been dipped in BLOOD? Nah, they're probably just red. Natural colouration, like

### THE ALIENS

❑ More yellow eyes for these freaky alien blokes, but their ability to dance in a line takes the edge off. Unless they're doing a SPACE DANCE OF DEATH?

### THE CYCLOPS

❑ We'll resist the temptation to go "that's your mum!", because you might retort by saying "my mum's dead" and we wouldn't know if you were joking or not

❑ Shadow's lucrative optometry sideline, doing laser eye surgery

❑ Ruined. Like the *NOM* office when we play indoor football

❑ That crate belongs to the G.U.N. Army. But that's a secret

❑ Each and every hair is like a roller coaster for the humble pubic louse

through machine guns to rocket launchers that will actually bring the buildings in the level crashing down. There could be as many as 30 weapons in the finished game, which should satisfy even the most psychotic of you.

Then there are the alien weapons. At some point in our lives we've all wished we could leap at someone with a giant laser sword and Shadow delivers the dream. We know aliens are all about lasers instead of bullets, so you get to loose off all manner of laser pistols and cannons, too. In addition to all that, Shadow can attack by swinging from poles and use debris from the environments as projectile weapons. We've also seen Shadow surfing along on flying discs, hurling boulders around and hitching a ride on the back of rockets as they power through the sky.

❑ Climb into alien gun turrets and really start wrecking stuff

❑ See how Shadow sort of flies now? At the giant epiglottis?

Cleverly, Sonic purists don't have to use the new weapons if they don't want to. The game is set up to give the player as much choice as possible. Some enemies are going to go down more quickly with a laser blast, but you can also use familiar attacks like the spin jump if you wish and watch Shadow home in on them and bring his shadowy force raining down on their faces. Masses of Sonic fans cried foul when the first shots appeared of a black hedgehog with a gun, but they can stop crying now. You can play the game your own way.

Iizuka's vehicles comment is interesting, too. We initially assumed he was talking about riding on flying platforms and stuff, but whispers around Sega suggest it's going to be a fair amount cooler than that. What about Shadow the Hedgehog razzing about in a 4x4? Yes, actually driving a CAR. He's probably only too aware of the irony of a hedgehog being behind the wheel of a car rather than under them. »»

Imagine if he ran a hedgehog down, though. How could he live with himself? The issues games deal with these days are really deep, man.

Being the 'ultimate life form' Shadow's got a couple of neat moves built in as standard. His Chaos Blast special attack causes a world of pain for whatever is aggressive and within range. He freezes in the air and explodes a sphere of violence that fills the screen with colour. The guns come out, stuff explodes, everyone dies. Predictably enough, you have to earn the right do to that. If the whole game was special moves, it'd be slightly turd.

The second Chaos move is the Chaos Control, which affects how quickly Shadow moves. It's an amazing sight seeing Shadow glowing red and blitzing round massive loops. It's like when Sonic used to become Super Sonic, which was one of the finest sights in video games. Sega itself refers to these abilities as the "ultimate powers of speed and destruction" which, for a company that practically invented speed in games, is pretty tough talk.

❑ A 'hog that's red for reasons other than being run over by a lorry

The way Shadow moves is cool, too. He can reach stupid speeds using a roller-skating type motion, and at top speed he's practically flying. We suspect this is down to the Chaos powers again, but Sega were understandably reluctant to spill all the details on those at this early stage. Damn them and their hedgehog secrecy!

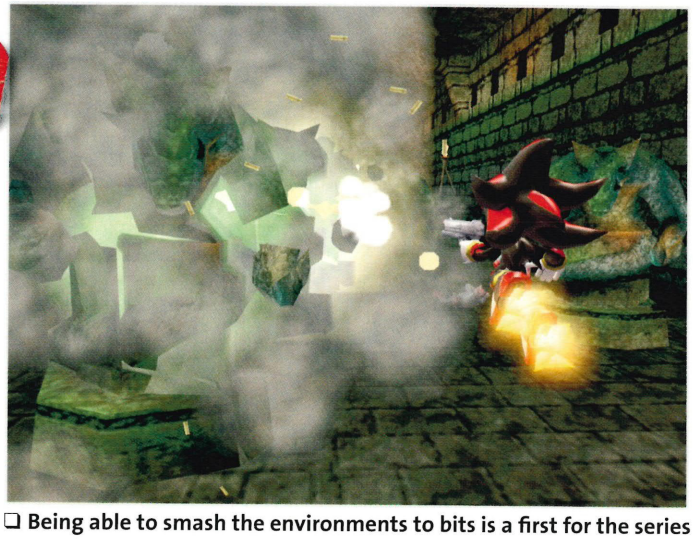
Our beady eyes also spotted the black menace pinging between two walls to get across. It's like Samus's wall jump, but with an F1 engine and yellow speed trails of love.

To reflect the more adult theme of this game, the mood of Shadow is a whole lot darker. The twisty rails that weave precariously over yawning chasms leave you in no doubt that you're in the Sonic universe, but the colour scheme is more menacing. The enemies you come across aren't cute anymore, they're downright menacing. Bat-like alien cyclops creatures fill the air and terrorize gritty urban environments. Giant spiky plant enemies fill the screen in the Jungle stages and you can do without mutant bats lunging at you in mid-air.

❑ Seconds later, a sickening dull thud is heard

❑ Unlike moths, Shadow is able to resist running into flames

❑ Note the giant slab of turd falling at the top of this shot



❑ Being able to smash the environments to bits is a first for the series

## Denied! Sonic spin-offs that didn't make it #2.

### SONIC GOES TO FOOT LOCKER

Sonic decides his red kicks are a bit too early 90s and heads off into town to buy a new pair. After deciding not to smash the window of Elizabeth Duke and take all the rings, he heads into Foot Locker next door. The Nike-obsessed man-child in the shop recommends a pair of Nike Air 180s, but can Sonic make it out of the shop without being pressured into buying extras?

Protective spray? Extra foot arch cushioning to improve his 'ride'? Shiny laces? Will the empty-headed blonde idiot girl behind the counter acknowledge the Sega credit card in his extended hand. Or will she just continue to stare into the middle distance wishing her single brain cell would fire?

## A star is born The first time we saw Shadow we fell in love.

Shadow T. Hedgehog made his debut video game appearance in 2001 in *Sonic Adventure 2* on Dreamcast (later reworked as a GameCube launch title) and he immediately started causing chaos for Sonic and pals. The mysterious black hedgehog was created by Dr. Eggman's grandfather – Gerald Robotnik – and obviously joined team evil in the fight against good.

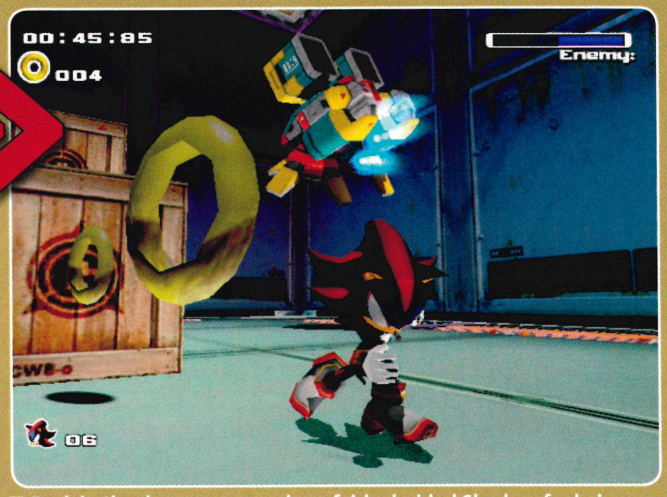
The minute he was introduced he was roughly 34% cooler than Sonic. For a start he wasn't blue, which is a bit of a daft colour for a hedgehog and he was moodier. In fact he was like a super-fast goth with spikes. Shadow could do everything that Sonic could do, but with more style and flair. He could zip down rails, bounce off springs and run like the wind itself – even Sonic comments about his arch rival's super speed. Shadow also has the ability to zap between rows of rings by using his special Air Shoes.

Although Shadow may seem like he's got a tough exterior, underneath his brash bravado he had a soft spot for Maria Robotnik – Eggman's cousin. He is haunted by images of Maria's death and launches himself into a mission to exact revenge on the people who killed her. Cue lots of face offs with Sonic and loads of running dead fast.

Shadow's had a crazy life. The new game will flesh this out further, while reducing the available funds in your bank account by thirty-nine pounds and ninety-nine pence. An impressive double in anyone's book.

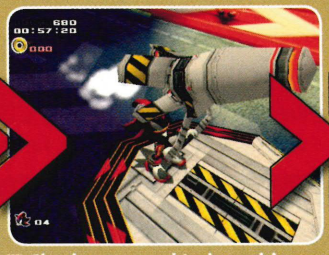
❑ If you didn't clock him on the box, this was Shadow's bow. Firmly on Team Eggman there

❑ Hard words! He's referring to the time Sonic made him lose his count while knitting a hat




❑ Back in the day, some people unfairly derided Shadow for being 'the same as Sonic, just with some of the colours changed'. The first time people played as him, he was embroiled in this very boss battle

❑ This is the real tear-jerker moment. Maria is a relation of Dr. Eggman. Or she WAS, because this is Shadow about to be fired into space before Maria gets KILLED. Shadow loved her in a dirty way




❑ Shadow vowed to have his revenge. How he planned to use a rocket for this is unclear

❑ It may look like he's skulking along, but he is actually travelling OMG SO FASTE!!1

❑ We know what Shadow is getting at here, but what about the duck-billed platypus? They've got flippers, lay eggs, but they're actually MAMMALS. And they have poisonous spikes. And a beak

❑ When you press pause and leave the room, Sonic and Shadow do a little dance together. They are actually great friends in real life, but their in-game acting is totally believable. What pros!

❑ Shadow made it out, but Indiana Jones perished inside

❑ Game secrets: those red strings are veins from blue whales

»» Check out the Meet The Mutants box out for a sneak peak at some of the guys you're going to have to take down.

We've seen some fantastic level locations. Imagine flying in towards a giant airborne battleship, riding on some weird mutant bird thing, or soaring through the air in giant ivy-clad temples. "The goal is to match the graphical world design with the dark mysteries that surround Shadow", explains director Iizuka and we think Sonic Team's on the right tracks. The Earth levels are especially bleak: The buildings are crumbling, cars lay smashed up in the streets and you're the one who has to repel the invading aliens filling the sky. Even as you're blitzing through at 100 miles an hour it all looks great. Seeing paths spiralling off into the distance is still a thrill after all these years, and the vertigo of grinding along thin airborne wires is as savage as ever.

At this stage, *Shadow the Hedgehog* looks like a return to form. *Sonic Heroes* was great in places, but you got the sense that Sonic Team was running out of ideas. How else can you explain the inclusion of Team Chaotix? A Sonic game where you get to play as a bee and a

❑ Corby town centre looks okay in this artists' render, but it's far, far grimmer in reality we can tell you

❑ The argument between the trees got a little bit heated

## Choose your path

**Who are you going to hate on? Sonic or Eggman.**

There comes a time in every shady young hedgehog's life when he has to decide to be good or evil. Just because you're black, doesn't mean you have to be the bad guy. That would be well racialist. There are different game endings depending on how you shape your destiny. And that's not including the one that goes 'Game Over' when you fall off a bridge. Here we weigh up the pros and cons of the candidates like the general election! Effortlessly topical: that's *Nintendo Official Magazine*.

### VOTE SONIC!

**FOR:**
- Has so far refused corporate sponsorship of his shoes
- Runs fast. Can you be arsed chasing him?
- *Sonic 1* on the Mega Drive, man. Remember that?

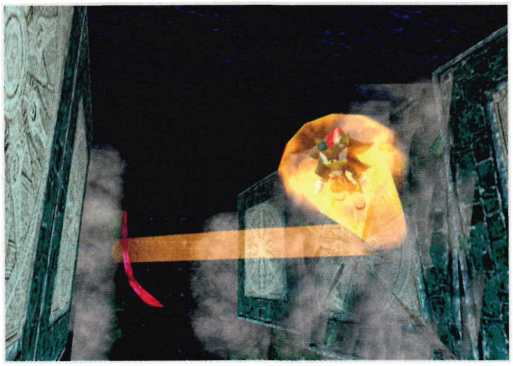
**AGAINST:**
- Questionable relationship with that fox guy
- Grabs all the rings, but doesn't share the wealth
- Immediately breaks game cameras by looking at them

### VOTE EGGMAN!

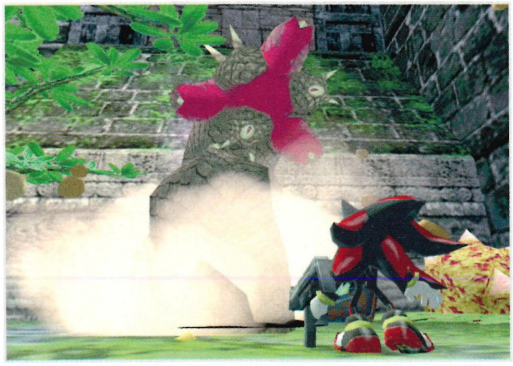
**FOR:**
- Sympathy vote because they binned his cooler old name of Robotnik
- Flies about in a safe little spaceship thing
- Has the ability to turn crappy animals into sweet robots

**AGAINST:**
- Has a body shaped like an egg
- Leaves his ginger pubes on the toilet seat
- Is generally dastardly and maniacal, which is frowned upon by right-thinking folk

❑ Spiky, flying alien things: they're not all bad



❑ New move! Look at Shadow pinging off the walls after training at the Samus Wall Jump Academy



❑ Ground Force was ace after they sacked Dimmock

## Denied! Sonic spin-off's that didn't make it #3.

### PROTEST! TAILS DS

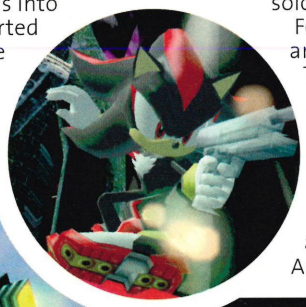
Sonic's twin-tailed side-kick Miles Prower joins in with an anti-hunt demonstration in the Cambridgeshire countryside. Level One: Use the touch screen to rhythmically thrust a sign reading 'OMG DON'T KILL ME' as stinky students up from London for the day chant pointless slogans and feel ace for having noserings.

Level Two: Start to feel a bit peckish, wander off to a henhouse and use the stylus to slaughter every last chicken with your razor-sharp teeth. Level Three: Close up on Tails' face. Scratch his head and wonder if this act of violence has undermined your argument somewhat. Then, quickly re-arrange Tails' expression into one of innocence with the stylus as an angry farmer appears at the door with a shotgun.

REJECTED

crocodile is a Sonic game gone wrong.

Much as we appreciate the fact that there are other characters in the Sonic world, do you really give a toss what Big the Cat and Amy are up to? Do you think you'd have been as into the series if it started out starring those two clowns? No way. Sonic is cool. He goes fast which is cool. The levels are cool. The only character in that universe who's ever come close to how cool Sonic is? The shady guest star of *Sonic Adventure 2* and *Sonic Heroes*. Think about it: this solo outing is well overdue.



For now, soak up the exclusive images and information on these pages. The world of *Shadow the Hedgehog* will come into even sharper focus around E3 time. We'll be keeping a close eye on this one, because you guys love *Hedgehog* games as much as we do. See? We're getting used to life without the blue guy already. What was his name again? Anyone? Anyone? ***Dean Scott***

❑ Shadow makes a classic rock 'n' roll entry by rocket. Like Noel Edmonds in his chopper

## ESSENTIALS

**DEVELOPER:** SONIC TEAM USA

**FAMOUS FOR:**
Breaking away from Yuji Naka's Tokyo branch to make *Sonic Adventure 2* and *Sonic Heroes* in sunny San Francisco

**THE PHIAL OF COMPLETION**

**MULTIPLAYER:** TBC
**PUBLISHER:** SEGA
**RELEASE:** WINTER
**REVIEW:** NOT FOR A WHILE

### PREDICTED SCORE

Hopefully Sonic Team can ramp up on the violent action without losing what made the Sonic games so awesome. We'll keep you posted on how it shapes up.

80% PLUS

# Out of the shadows

## Director *Takashi Iizuka* shines a light on the new game.

**When you think Sonic, you probably think Yuji Naka. Well, you're wrong. Just as Eiji Aonuma is now the force behind *Zelda*, taking over from Mr Miyamoto, Takashi Iizuka is Sonic's real daddy. Since cutting his teeth as a Senior Game Designer on the Mega Drive's *Sonic 3*, Iizuka has directed *Sonic Adventure 1* and *2*. His CV also features *NiGHTS* and *Chu Chu Rocket*. Iizuka-san now heads the US branch of Sonic Team and takes the stewardship of the Blue One very seriously, as we found when our jokey first question fell flat...**

***NOM*: Where did Sega get the idea from that hedgehogs are fast? We have loads of them here in the UK and they don't move all that quickly...**
*Iizuka:* Sonic was originally designed as a one-button, action platformer game. When he jumped to attack, he turned into the famed "blue spinning" Sonic. From that the idea expanded into his trademark high-speed action dash.

***NOM*: Actually that was a... never mind. What new gameplay opportunities open up having Shadow as the star of the game rather than Sonic?**
*Iizuka:* Shadow has a completely different personality to Sonic, which allows me the ability to do things that are just as cool as Sonic while giving me the freedom to do things that are completely outside of Sonic's world.

***NOM*: Give us an overview of the new game...**
*Iizuka: Shadow the Hedgehog* represents the first of its kind in the Sonic franchise blending the best of our past titles' gameplay with some new elements. This fusion of old and new gives a variety of action, including gunplay, without losing the features that have made the Sonic series such a success. We built the levels around this central concept and have been able to merge different mission objectives as the story line unfolds depending on how the player decides to complete each level, this enhances the overall variety of gameplay.

***NOM*: What is your goal in making *Shadow the Hedgehog*?**
*Iizuka:* We want to offer something completely different to gamers and at the same time, want to expand the traditional platform genre with new and unexpected fun with *Shadow the Hedgehog*. Being here in the US has helped our team think globally about our game designs to create games that have worldwide appeal.

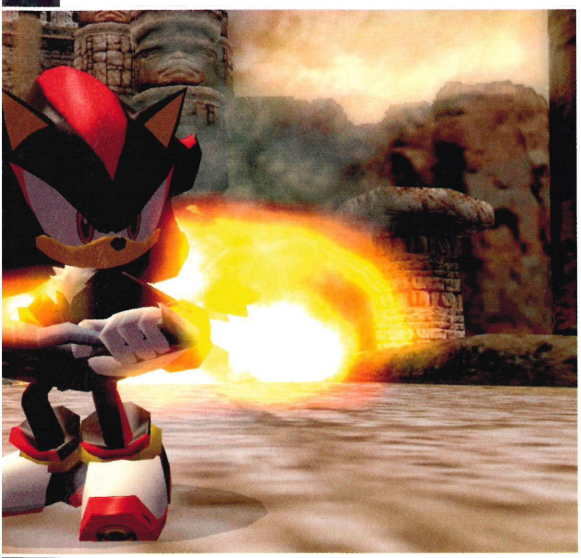
***NOM*: What sort of locations is the game set in? Is it all one world, or does each stage have a different theme?**
*Iizuka:* As the first debut adventure for Shadow, this game offers a deep and involving story line that unfolds with various paths and endings that you choose to determine the true fate of Shadow. The adventure and gameplay revolves around our star, Shadow and will take you on a journey through a variety of action stages only imaginable in the *Sonic* world.

***NOM*: Is this a one-off, or is the idea to spin off Shadow into a regular franchise of his own?**
*Iizuka:* Sega is always interested in exploring new directions and it's our goal to continue to push the envelope creatively as well as technologically for the *Sonic* franchise. And we are dedicated to provide *Sonic* franchise titles for all groups of consumers. *Shadow the Hedgehog* is just one of them and hopefully one that you will all enjoy!

***NOM*: What does Yuji Naka think of the game?**
*Iizuka:* We constantly update Mr Naka with the progress of our game and he has been a great supporter of our efforts, visiting us here on campus and getting involved in every aspect of the game's development.

***NOM*: Will there be any platform-specific content in the GameCube version? Like a cameo from Mario or something?**
*Iizuka:* It's really difficult to comment on Mario making a cameo appearance... but our ultimate goal is to create a seamless game experience with *Shadow the Hedgehog* for all consumers no matter what platform they own.

***NOM*: You're taking care of Shadow, but what's in the pipeline regarding a new Sonic game?**
*Iizuka:* Sega is always looking into new directions as we continue to push our creative boundaries for the *Sonic* franchise. *Shadow the Hedgehog* is one example of this creative endeavour. This year, we will be highlighting many new *Sonic* titles that we hope will appeal to all types of Sonic fans!



CUT ALONG THE DOTTED LINE

PlayStation.2

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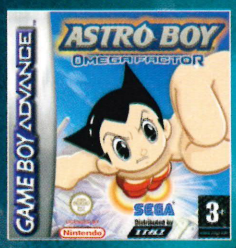
**"A legend returns and he is a force to be reckoned with"**

**Nickelodeon**

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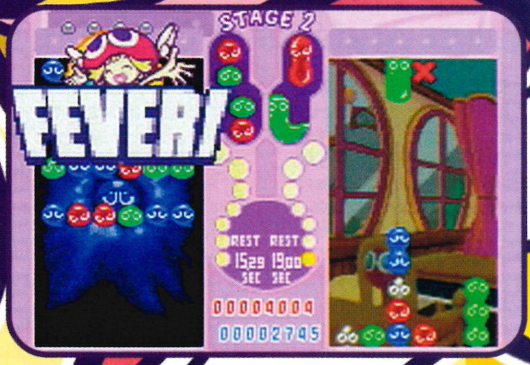


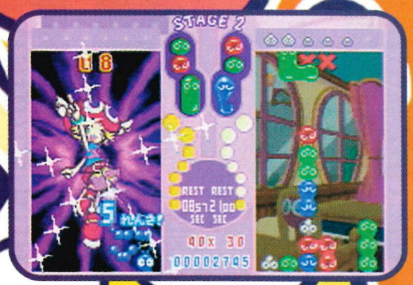


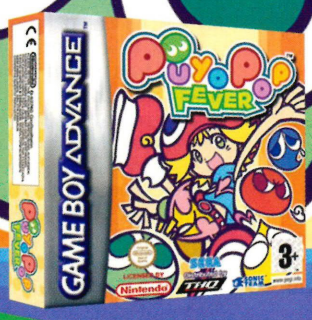


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# World of Nintendo

## INSIDE World of Nintendo


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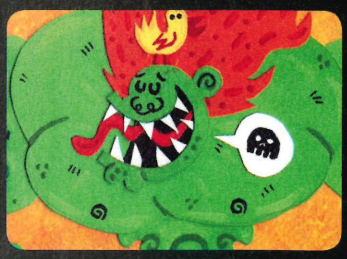


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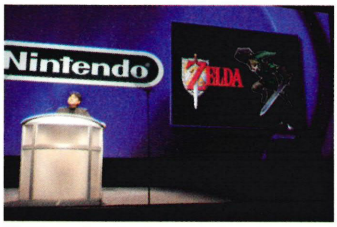
# BIG N FORGES NEW WORLD OF GAMES

## Nintendo's main man drip feeds more next-gen goodness and keeps us going until the E3 banquet.

**Easy online for all and the possibility of new-look controllers was the tantalising Revolution news from Mr Satoru Iwata, just days after delighting us with first details of Revolution's hardware in his keynote speech at the Gamer Developers Conference.**

In an interview with Japan's leading financial weekly *Nikkei Business*, Mr Iwata once again stated that online gaming will play an important role on Nintendo's next home console. Talking to the prestigious Japanese publication he said:




It's going to be an amazing few months for Nintendo fans

"The next-generation console will follow along the same lines as the DS". He added: "The ideal is for users to be able to connect to the internet without having to think about it." With backwards compatibility to GameCube already confirmed for Nintendo's next piece of kit the future is already looking bright.

The Revolution news didn't stop there, with Mr Iwata declaring that games have grown over-complex in recent years, putting off potential gamers: "Our goal with Revolution is to expand the market for games. The current consoles are constantly getting more complicated."

Console controllers was one area that Mr Iwata highlighted as being a main area of consideration during development: "The number of buttons on joypads has been increasing steadily in recent years. Hardcore players can still manage, but for inexperienced people the degree of complexity is too big a barrier." He continued: "For Revolution we plan to introduce a friendly user interface so that a mother who's watching her child playing a game might say 'Oh, I'd like to try that, too'."

So far, Revolution appears to have had a positive reaction among developers, due in no small part to Nintendo's plans to keep development costs low by using the same application interface used in GameCube.

Mr Iwata's words will be ringing in our ears right up until the start of E3 in just a few days' time. All eyes now turn to sunny LA to see what Nintendo has in store for current consoles and what, if anything, will be shown of Revolution. Nintendo is certainly going to have to go some to top last year's *Zelda* overload and crowd-stopping speech from Reggie Fils-Aime, but rest assured the *NOM* team will be there to deliver the first news from the Nintendo press conference, scheduled for the day before E3 opens its doors on May 18th.

# Gunstar Heroes returns

## Sega working on GBA update of classic shooter.

One of the Mega Drive's most beloved games is making a comeback. Sega trademarked a name at the US Patent and Trademark Office on March 10th for a game called *Gunstar Super Heroes* to be used with "handheld game machines". Treasure's classic 1993 shooter is a firm favourite with hardcore gamers, so we went sniffing for details.

Our moles in Japan tell us that Treasure is back on board for the game, which will be an all-new adventure rather than a remake. Since breaking its strict 'no sequels' code with last years' *Advance Guardian Heroes*, the floodgates appear to have opened at Treasure. The red and blue soldiers from the original game are the stars once again and the bulk of the game play is the same killer run-and-gun action as the original.

More details will doubtless be unveiled at E3, but this potential handheld classic is GBA bound later on this year. Predicted score: 90%! We're not sure Dean can handle the excitement.

■ Small men run about. Some may be Nazis. Or aliens. Whatever. It's all about the killing

■ The power-ups in the new game are the same as the classic original. Fire is excellent

## We Can't Wait For...

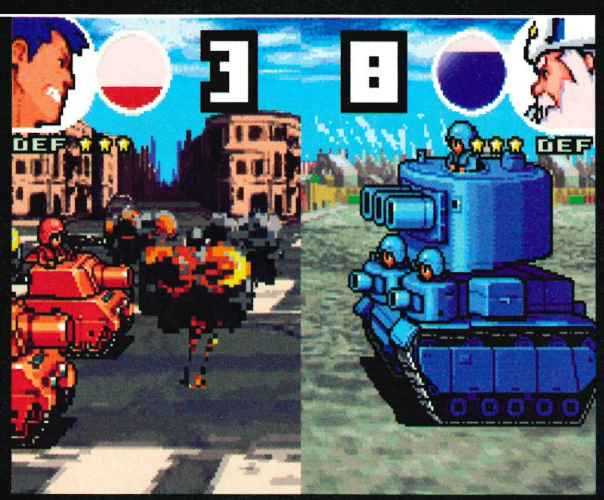
# ADVANCE WARS DS: BATTLE OF OMEGA LAND

**It's got a new title, new commanding officers, new enemies and even brand-new units. But to be honest, we'll just be happy the minute we get to slip this bad-boy into our DS and start crushing cartoon soldiers.**

**First things first, look at those awesome new tanks. The G Tanks make the Neo Tanks look like pea shooters and we can't wait to take them for a spin. With FIVE barrels-a-piece on these bad boys, we can't wait to get knee-deep into the combat action.**

**Instead of just having one CO in charge of your troops, you'll have two and you can swap between them during battle. There will also be Tag Battles, with different COs battling on each screen. When you're not playing Tag Battles the top screen will be used for information like troop details or missile countdowns.**

**Japanese gamers only have to wait two months before they'll be playing the latest in the *Advance Wars* series and we'll make sure we grab a copy ready to preview just for you guys as soon as possible. Let the wars begin...**




## TOO MUCH INFO

### KATAMARI TO CLEAN UP ON DS

Quirky PS2 roll-'em-up, *Katamari Damacy*, is heading to DS. You control Katamari – 'cluster' in Japanese – a sticky ball that picks up anything by rolling over it. The bigger you grow, the bigger the stuff you'll pick up, including animals, skyscrapers, humans, bridges, cranes and lorries. Also announced for DS was *Age of Empires II: The Age of Kings* and eight-player wireless action with one cart in *GoldenEye: Rogue Agent*.

### ETERNAL MAKERS TEAM WITH SEGA

Silicon Knights (*Metal Gear Solid*, *Eternal Darkness*) has teamed with Sega to produce a new title for next-gen consoles. The one-time second-party developer and creator of the Dolphin demo *Too Human* will create an all-new franchise. The deal should extend beyond one game and output will be more adult-orientated. Denis Dyack of Silicon Knights said, "we intend to establish Sega as a leading publisher on next-gen hardware".

### C.S. COMES TO DS

Kids books aren't just about *Harry Potter* and *Lemony Snicket* you know. Ever heard of *The Lion, The Witch and The Wardrobe*? If you have then you'll be pleased to learn that the C.S. Lewis classic is heading to DS later this year to coincide with the release of a new movie adaptation. The four kids in the game will have to team up to defeat Narnia's evil and put an end to the 100-year winter created by the evil White Witch.

### PICTO PERFECT

If you think *PictoChat*'s main use is to draw rude pictures, think again. Since DS's launch, a slew of awesome *PictoChat* animations and drawings has invaded the Net. Pictures range from Nintendo characters to drawings of Shigsy. Check out the forums at nintendo.com or ndsart.net for inspiration, then send your pics to: My DS Art, *NOM*, Emap Active, Bushfield House, Orton Centre, P'boro, PE2 5UW.

# Arcade perfect

## Exclusive! *NOM* goes hands-on with *Mario Kart Arcade GP*.

**We couldn't believe our ears. The first public showing anywhere in the world outside of a Japanese coin-op show of *Mario Kart Arcade GP* would be in... Sheffield? Dean and Rob zoomed faster than Toad with a Golden Mushroom to try it out at the Meadowhall shopping centre, wearing comical expressions of disbelief all the way there.**

And there it was in the Namco Wonderpark. It wasn't all some elaborate joke. The newest addition to the series featured 11 characters to choose from: Mario, Luigi, Yoshi, Princess Peach, Toad, Wario, Bowser, Donkey Kong, Pac-Man, Ms. Pac-Man and Blinky the ghost.

An awesome digital camera function takes a snap of your face before the race, and makes you into that character with a Mario nose or Toad helmet, or whatever. Before Lakitu's even hovered over with the starting lights you're having an ace time.

The multiplayer mode didn't feature any other cars in this early version. The final version could support up to six human players, but there were only two machines at Meadowhall. Grand Prix is the single-player game, where you advance through courses as long as you can keep beating the five AI cars. Time Trial is a lonely experience, but you'll find the letters *NOM* at the top of the online high score table.

There were six tracks available in the three different Cups; Mario Cup, DK Cup and Bowser Cup, but the final version will have 24 courses. The karts resemble *Super Mario Kart* ones, but handle like a combination of *Double Dash* and the original. Sliding is done automatically and zipping round corners is pretty easy. You can jump by pressing the accelerator and the brake together, which lets you power slide round corners sharply. It can be quite tricky and needs some practice to perfect.

The biggest change in *GP* was the amount of items available. When finished there will be around 100 to use, but we only got to sample about 30. During a race you can only use three items that are randomly selected at the beginning, then you collect them by passing through '?' boxes as normal.

Unleashing your weapons of mass destruction is a simple case of smashing the item button in the centre of the steering wheel once you've got your opponent in your sights. Some items are able to lock-on to other racers, whereas others must fire straight forward.

Old favourites like bananas and green shells are available, along with brand-new ones, including a Boo that makes your steering heavy, a black shell that explodes and a pie that can be thrown in racers' faces. There's even a metal basin that bashes you on the noggin. Sweet.

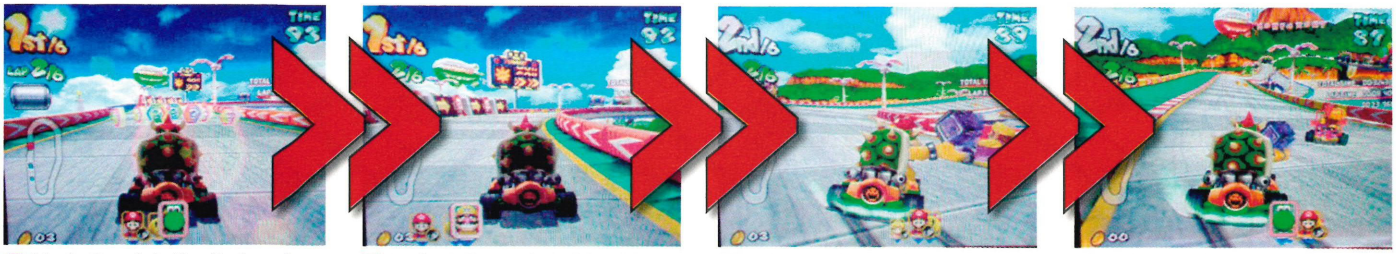
■ That's gotta be Rainbow Road. Awesome

■ Before you say 'who's that?' check the badge

# MARIO BEACH (Easy)

## Wario almost got banned after he told Peach it was a nudist beach.

Mario Beach was by far the most colourful track on display. There are loads of Nintendo characters stood by the edges of the track and hanging around on bridges, cheering you on as you whip around the course. Luckily they seem to be supporting everyone, not just the good guys, so Bowser doesn't get jealous. There are six laps to blast your way through at Mario Beach and there's plenty of chance to build up your speed here, because sharp turns are kept to a minimum.

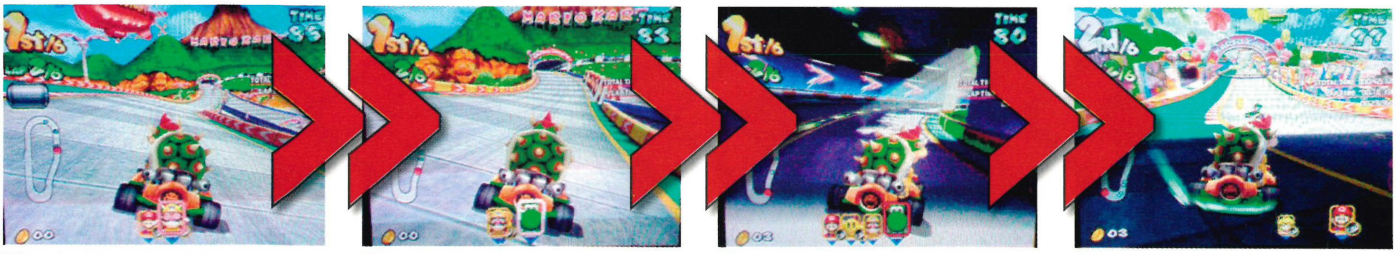


Mario Beach is the first and most simple track. But it's still best to collect some items

Look at the cool airship, this track's full of sweet stuff, like the *Mario Sunshine* lighthouse

This bend is massive and needs a pretty hefty power slide to get all the way round quickly

Back onto the straight. This is where the fast characters can pick up some serious speed



Is that DK Mountain in the background? Perhaps there'll be some tracks on its rocky peaks

Check out the Mario and Luigi faces on the cliff face. *Pilotwings* anyone? You know you love it

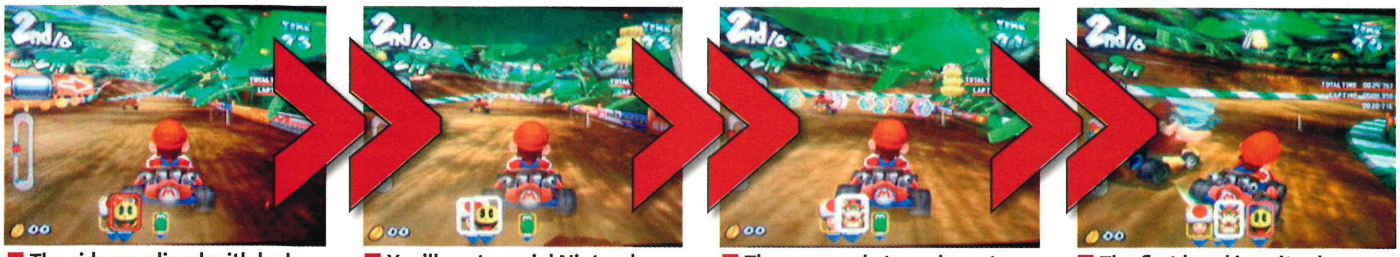
Mario Tunnel is another big bend, so it's time to get your power slides on. Skreeeeeeech!

The finish line is in sight. Toads and Piantas line the side of the course to cheer you on. Go for it!

# DK'S JUNGLE (Normal)

## Take your malaria tablets then drive deep into Donkey Kong's jungle.

This is the simplest circuit of all the ones we played on the day, because it's basically just an oval shape like an American speedway course. Unfortunately this also means it's really hard to get in front of the pack and you can often find yourself fighting it out with the other racers lap after lap. The side of the track is home to about a million Piranha Plants, but luckily – and unlike *Double Dash* – they don't try and eat you as you rocket past. At least, not when we were playing...

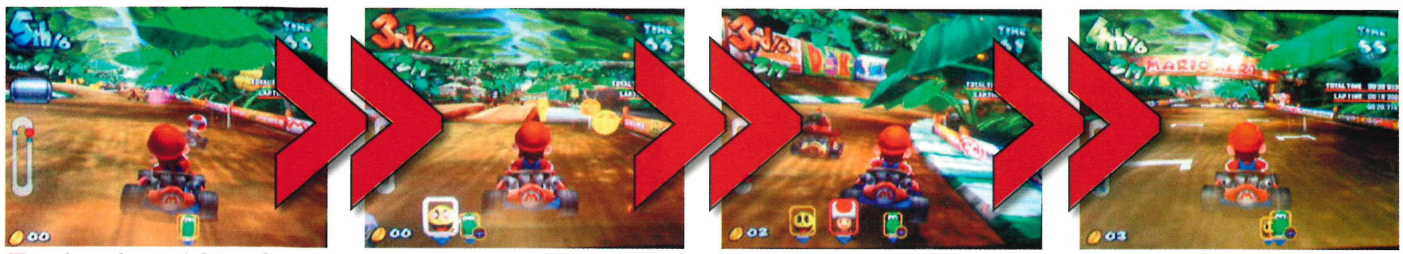


The sides are lined with lush plants and banana trees. Diddy's in there looking for his lunch

You'll spot special Nintendo advertising boards as you zoom along the straights

There are only two places to collect your items, so use them wisely and don't waste 'em

The first bend is quite sharp, so you'll need to use a power slide if you want to take it quickly



Back on the straight, grab some Coins. The more you get, the faster your top speed will be

Try and go across the centre of the bridge, otherwise you'll be slowed down by the water

It's another steep one, so slam down the accelerator and brake. Otherwise you'll end up last

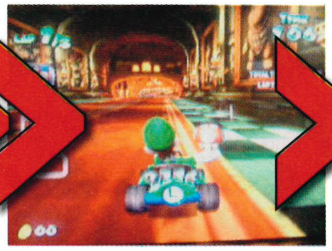
Only another five laps... the item button will be bashed to bits by the time we've finished

# BOWSER'S CASTLE (Hard)

## The King's in the house. Show your respect by leaving skid marks on the carpet.

Throughout *Mario Kart*'s long and triumphant history, Bowser's tracks have usually been among the hardest. *Mario Kart Arcade GP* is no exception to the Koopa King's reign of tarmac terror. Some of the very steep bends that crop up all the way through the course will have you crashing into the barriers a lot more than you'd like. Although there were only three laps on this course, it was definitely the longest of the lot – and the only one that Rob managed to beat Dean on.

■ See that big horrible mouth... that's where you've got to drive. Be prepared for the worst

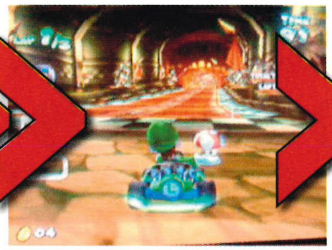


■ The walls are lined with pics of Bowser and Bowser Jnr. Hammer it down the straights

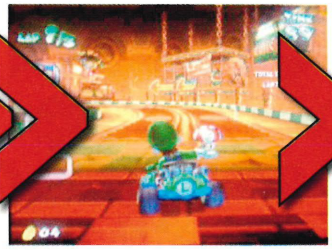
■ If you've mastered the jump and slide, now's the time to use it on these tight turns

■ On lap two Kamek makes huge blocks appear here, which makes this course even harder

■ Going for the Coins makes the sharp turn a lot harder. Unless you're ace like us



■ Another straight – use a 'shroom if you've got one. Evil gargoyles line the kerbs



■ A long bend in a room full of lava. The metal tracks make it easy to slide, so watch the edges

■ It's a long course and there's a nasty right turn before the finish line which can be a nightmare

## ROB's verdict

### Frog-marched out by security after chaining himself to the machine.

"*Mario Kart* is easily one of my favourite multiplayer games and a new Mario racer always gets my blood pumping. *Mario Kart Arcade GP* didn't disappoint and although I got ruined by Dean five races to one – he kept overtaking me on the finish line – it was still great fun.

"I enjoyed the fact there was so much going on with the different tracks. The game really screams Nintendo. Obviously I would have liked to play more courses, but those on offer were a solid, if somewhat simple, example of what's to come.

"At the start I was worried that, with so many items, the whole racing element may get a bit confusing. But I think the random item selection at the start works really well. Plus the items you can get are great fun, particularly the square tyre weapon that makes your wheel shake like a pneumatic drill.

"The only thing that would make this better is if Nintendo brought it to 'Cube. Come on guys, do the right thing."

## DEAN's verdict

### Put £20 of his cash into the machine, then went to the bank to get more.

"I'd rather eat a box of my own hair than play *Double Dash*, but something about the early *Mario Kart Arcade GP* screens got me excited. The tight corners on Bowser Castle remind me of Super NES *Mario Kart* as does collecting Coins to go faster.

"Having the item button in the centre of the steering wheel means you're best to drive one-handed and that makes you feel more like a man. The new attacks are cool, especially the pie attack that covers your rival's screen in drippy... pie stuff. This being an arcade game, the losing player gets a speed boost to keep things close. Despite this Rob kept getting caned, but this isn't really how racing games should be. If you're awesome, you should win by miles.

The jumping is hard to master. You're leaping on the gas and brake pedals at exactly the same time and it looks like you're trying to vandalise the machine. I love the face-scanning feature and I'm dying to see how this evolves into the finished article in the coming months."

The GBA sequel to Rayman 3 is here with a new and hilarious storyline!

This time it's WAR!

# RAYMAN®

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Play as either Rayman or Globox

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Pick up your new powers and get ready to battle it out with the hoodlums and numerous new enemies




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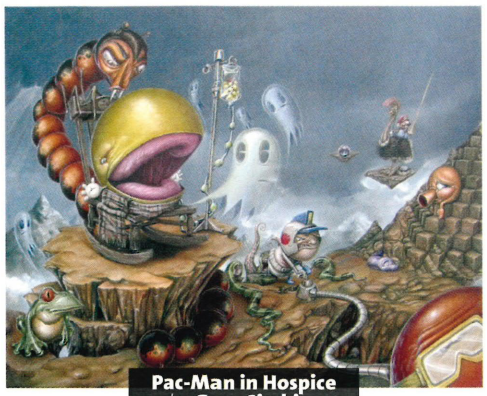
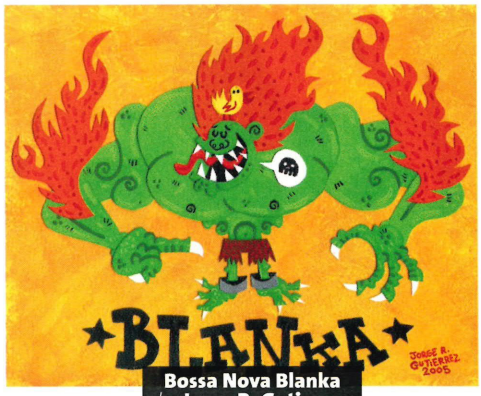

Pac-Man in Hospice *by* **Greg Simkins**

Excitebike *by* **Sean Clarity**



Bossa Nova Blanka *by* **Jorge R. Gutierrez**

Lunch Time for Peach *by* **Anna Chambers**

# Super Mario art

## An exhibition you'd actually like has just opened in California.

**"Give him 20 years, and Mario will surpass the Mona Lisa as a cultural image", says Jon Gibson, curator of the I Am 8-Bit art exhibition in LA. It beats the hell out of a school trip to The Louvre any day of the week, with 2D gaming heroes on the canvas instead, replacing fat naked chicks and flowers.**

"Nowadays, jackasses like Jak & Daxter are designed by committee and marketed by gunfire – they are created to serve the very silly purpose of being a mascot", rages Gibson. "Folks like Mega Man had to earn their reputation". And the 100-plus artists on show share that passion for games, with Nintendo characters packing the walls at Gallery 1988 in Los Angeles.

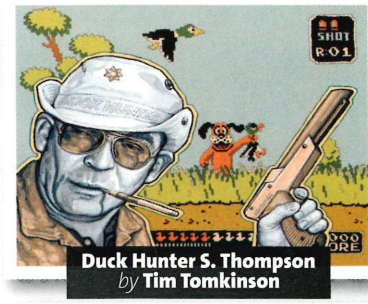
Why are there so many amazing Mario portraits? Gibson says it's because Nintendo games inspire that kind of passion: "Miyamoto laid the foundation for storytelling in games. It might have been something simple, like Mario saving the princess from the clutches of Donkey Kong, but it was still an emotional drive. It was raw, and that's what made Nintendo games that much more intense, enthralling, exhilarating, intoxicating and just plain amazing."

*NOM* is hoping to drop by the exhibition during E3, so if you're in town get down there and show your support. It's open until May 20th at Gallery 1988, 7020 Melrose Avenue, Los Angeles. A book compiling the pieces will be available in due course, see iam8bit.net for details.

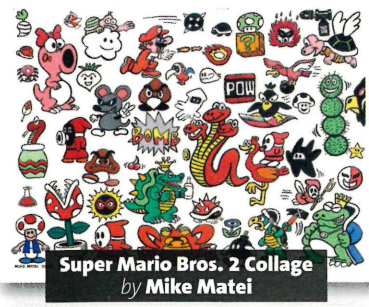
Brother! *by* **Gabe Swarr**

Kirby Take Me Away!! *by* **Sandra Equihua**

Super Mushroom Boogie *by* **Thomas Han**

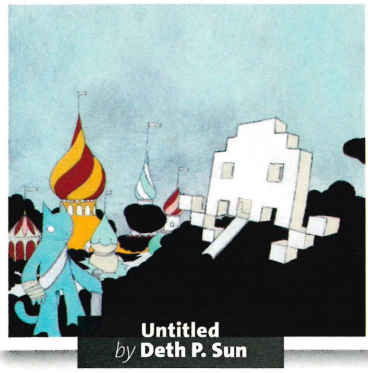


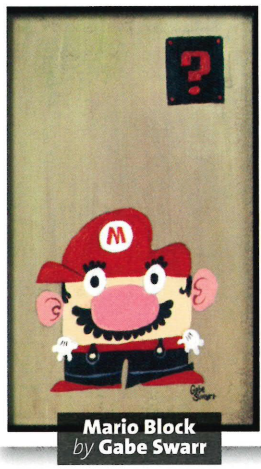
Duck Hunter S. Thompson *by* **Tim Tomkinson**



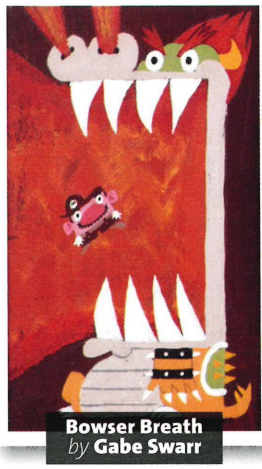
Super Mario Bros. 2 Collage *by* **Mike Matei**

Playing the Nuclear Option *by* **D. Larkins**


Untitled *by* **Deth P. Sun**



Mario Block *by* **Gabe Swarr**


Bowser Breath *by* **Gabe Swarr**

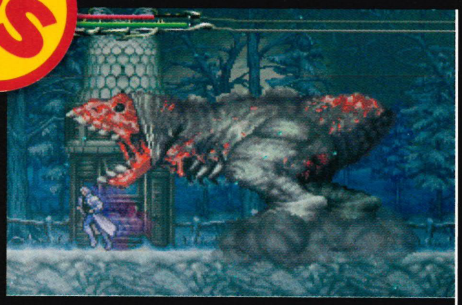
k.h., k.o.'d *by* **Tony Mora**

## We Can't Wait For...

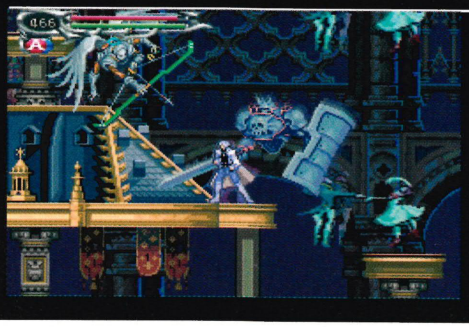
### CASTLEVANIA DS

Soma must have been pretty chuffed after *Aria of Sorrow*. He was probably kicking back and going to beach parties once he'd finished killing Dracula. But now someone's come along to spoil his fun.

Just when you think you've seen the back of the neck biter, some mysterious cult decide to bring him back to life. Cheers for that. So, once again Soma Cruz must penetrate a replica of Dracula's Castle and sort out the bad guys.



The more we see of *Castlevania DS*, the more we think it's going to rock. We already knew that some monsters could be destroyed by drawing special symbols on the touch screen. But now we've learnt that you'll be able to collect and trade souls via wireless link-up and there'll be a bunch of new characters. This game can't come soon enough.



## Nintendo invades New York

### Donkey Kong spotted eyeing up Empire State Building.

Finally something has provided us with the perfect excuse to move *NOM* to downtown New York. The previous reason we pitched to the men in suits ("because it's dead cool") now seems a bit weak.

A new heaven for Nintendo fans will shortly be opening in The Big Apple. The Nintendo World Store will be a massive two-storey mega complex based in the staggeringly tall Rockefeller Centre. Lucky shoppers will be able to grab the best in Nintendo merchandise like games, accessories, DVDs and trading cards. Gamers will also have the chance to check out the best new and unreleased games for DS, GameCube and GBA.

Currently the building is the home of the Pokémon Center, but it will soon be rebranded into the Nintendo shop of dreams. The store will still include the mighty Pokémon Center and exclusive *Pokémon* merchandise will be available to buy. Special *Pokémon* events will also be taking place on a regular basis.

The refurbishment was happening as *NOM* went to press, with Nintendo refusing to commit beyond a vague 'Spring 2005' grand opening. As soon as it opens, we're there.

[insert your own game-featuring-tall-buildings caption here and bill us.]

## ACCESSORISE TO SURVIVE

### We salute the best and bin the rest.

**LOGIC 3 DS TRAVEL PACK**

- £14.99
- OUT NOW

If you're planning on taking your DS on a trip across the country, then this is the pack for you. It includes earphones, a charger which you can plug into the USB port of your computer, GBA cart cases, DS cart cases, an in-car adapter and a bag to carry it all in. Unfortunately this does make the package a bit big and the internal pocket design doesn't work well – the cart cases only just fit and it can be fiddly getting the console in. The headphones are alright and come with volume control, but don't use them for your fly beats. Generally though, it's a fairly decent package.

★★★★★

**4GAMERS DS EXTRA**

- £14.99
- OUT NOW

The best thing about this is the metal case used to store up to three DS carts. You'll feel like a fancy Japanese businessman every time you pull a game out. The actual DS case is pretty sturdy and the cart case fits in alongside the console. The headphones, which come with a volume control, cope well with all DS games. There's also a screen protector, which can be a bit tricky to fit on correctly and may leave a mark when you remove it. The main letdown here is the cost and there's nothing really to justify the price tag.

★★★★★

# Pokémon Center

## Forget Deoxys and Munchlax for now. Three brand-new Pokémon have just been unveiled in Japan ready for you to try and catch.

### MANYULA, USOHACHII AND MANENE

**Some of the best Pokémon come in threes – Charmander, Charmeleon and Charizard to name just one trio – now get set for three stars of the next generation of Pokémon.**

Last month we only showed them in silhouette, but now they've been unveiled in Japanese comic *Coro Coro* in glorious technicolour, teasing their debut in the upcoming eighth *Pokémon* movie, *Mew and the Wave Guiding Hero*, due for Japanese release on July 16th.

Currently they only have Japanese names, but expect English ones to follow soon. All three are evolutions of Pokémon from the current Pokédex.

We knew you couldn't sleep without their info, so here's everything we know. Learn it and Oak will be proud of you!

**Usohachii**
**SPECIES:** Bonsai Pokémon
**HEIGHT:** 0.5m
**WEIGHT:** 15kg
**EVOLUTION:** From Sudowoodo
**FACT:** This Pokémon likes to fake tears.

**Manene**
**SPECIES:** Mime Pokémon
**HEIGHT:** 0.6m
**WEIGHT:** 13kg
**EVOLUTION:** Mr Mime (unconfirmed)
**FACT:** This Pokémon likes to play music and dance.

**Manyula**
**SPECIES:** Sharp Claw Pokémon
**HEIGHT:** 1.1m
**WEIGHT:** 34kg
**EVOLUTION:** From Sneasel
**FACT:** It like to hang around in pairs.

IF YOU'RE OVER 16 NOBODY IS SAYING YOU CAN'T...

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Legally you can consent to have sex from the age of 16 (17 in Ireland). Gay sex is legal if you're both 16 or over (17 in Ireland, 18 in jersey). A girl having sex under 16 is not committing a criminal offence, however the man she's having sex with is - even if she has given her consent. Even if you are under 16 you have the same right to confidential services as adults and can seek advice about sex and relationships whatever your age. You have the right to say no to sex or any other behaviour that makes you uncomfortable.

# Pac-Man's ready to roll

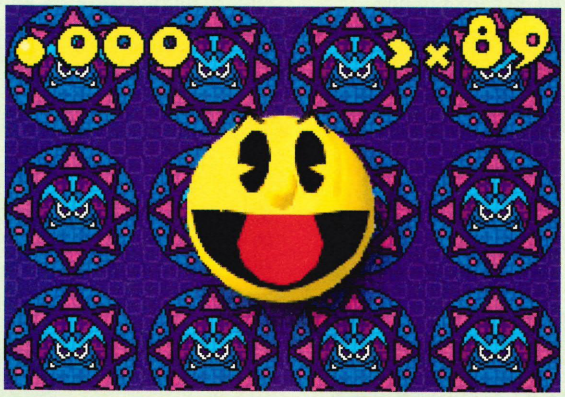
## Nearly a year on and it's double the fun for the yellow, spherical super chomper.

Pac-Man's certainly been round the maze a few times, so by now you'd think he'd be sick of Power Pellets and ready to give his gaping mouth a well-earned rest. Not a chance, kids!

Out this month comes *Pac-Pix*, the mental Pac-Man drawing game we featured last issue. A number of changes are expected for the UK version, but you'll have to wait for our full review next issue before we can gobble them up and spit them back out in the form of words.

Also new on the DS horizon is *Pac 'N Roll*. First unveiled at E3 last year you'll still have to roll, dash and bounce a 3D Pac-Man around various mazes by rubbing the stylus over his face.

As you'd expect, the game takes place in Pac-Land, home to such crazy stages as Castle Pac, Gyro-Jungle and the Ghost House. Expect chocolate power-ups to help you out in returning the land's folk to normal after their transformation into spheres by Golvis' Ghost Light. You can also expect the return of the original arcade game on DS, though whether this uses any stylus control has yet to be confirmed.




Welcome to Animal Crossing

# Guardian

**May Edition, 2005**

## VILLAGERS IN DUST-UP

**Forget a town full of strip joints, bars and casinos. In *Animal Crossing* town it's time to... tidy your house! Hooray. Other events include watching paint dry, walking in circles and an *Antiques Roadshow* marathon. Enjoy, *Crossing* fans.**

**May 1st – Spring Cleaning**
It's spring time and that means lots of polishing, washing and tidying. Find the Mayor and he'll give you a lovely model of the dump to commemorate the event.

**May 8th – Mother's Day**
Forget all about your real life mum and celebrate your virtual one instead. Speak to the Mayor and he'll be good enough to hand you a model of a phone. Which is nice.

## We Can't Wait For...

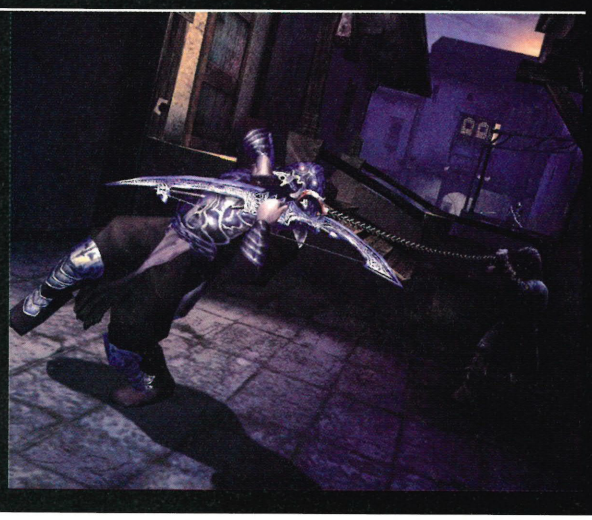
GC

### Exclusive to NOM PRINCE OF PERSIA 3

**Last month we asked you to imagine what happens to the Prince at the end of *Warrior Within*. Now we can exclusively reveal the story continues in *PoP 3*, to be released this Christmas.**

**After returning to Babylon, everything is not as the Prince expected. He's not welcomed by his own people and after meddling with the Sands of Time, a new, more powerful and evil version of himself has been created.**

**The Prince must fight and explore his way through Babylon using a new style of combat which allows him to take enemies down in one shot. Babylon will be like the Persian setting of the *Sands of Time*. This will be cool, guys.**



### WHAT HAPPENS NEXT... WINNER!

Strangely enough, nobody came up with that plot in our *Prince of Persia* Competition, but we had loads of great entries and the winner of a new TV is Kieran Madden from Oxford.

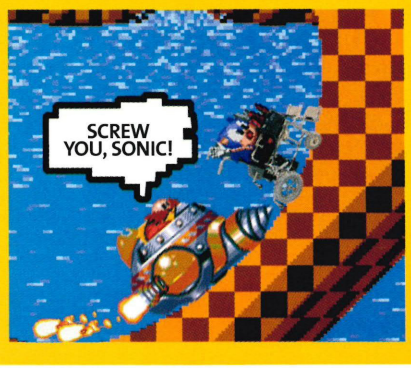
**A hedgehog? ON THE FRONT COVER OF *NOM*?! Hedgehogs suck. So what if he can run fast? I can clap and balance a ball on my nose at the same time, but no-one wants to make a game out of it...**

# SEAL HATES SONIC. WEIRD THAT...

What's the big deal with Sonic? He's lucky my fat, lardy ass slows me down on dry land. If I could catch him I'd pluck his spikes out one-by-one. Then I'd Sellotape him to a wall face-on and flick giant elastic bands at the sore, exposed skin on his freshly plucked backside. GRAAH! Ahem... anyway if it were up to me, you'd see Sonic in more innovative games, like these...

## DR. EGGMAN'S GRUESOME DRILL KILL

Sonic is wheelchair bound due to severe arthritis in his knees. Dr. Eggman sees his opportunity to end the spiky twerp and chases him through Green Hill Zone in a giant drill. Sonic's arms aren't as fast as his legs though. Good luck on the loops, Sonic.




## METAL GEAR SONIC

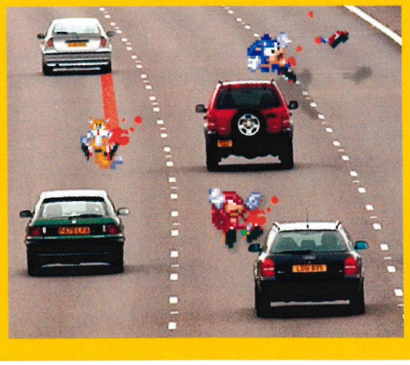
Sonic is hired as a secret agent after Solid Snake chokes to death on a viper's ribcage and Sam Fisher has a fatal accident practising the split-jump. There's no chance Sonic would be seen and shot to pieces because he's clearly a master of subtlety and stealth.

## SONIC'S ULTIMATE SPEED TRIAL DS

Based on the Sonic DS demo from E3 2004, Sonic goes for the land speed record in an attempt to revitalise his diminishing fame. You rub the screen to make him run. But Dr. Eggman plants invisible walls in his path. P.S – there's no turn or jump buttons.

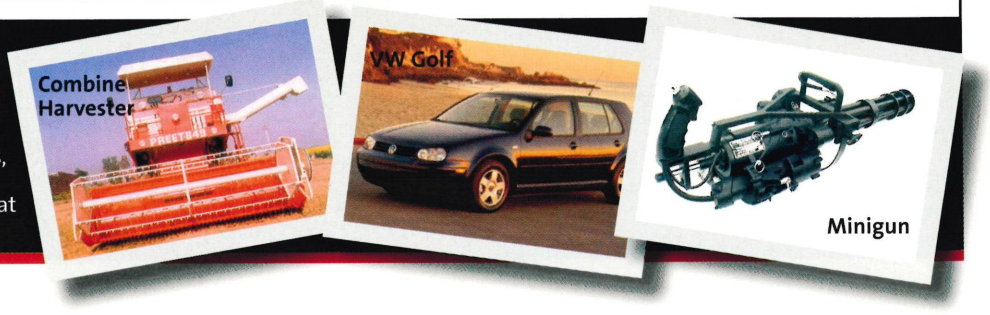
## SONIC THE HEDGEHOG IN MOTORWAY DASH

Sonic and his super-loser friends take turns to cross a really wide, busy motorway wearing massive iron boots. You don't play as the hedgehog, you play as the street cleaner whose hilarious job it is to scrape bloody mammal corpses off the road.



## A BIGGER FOOL THAN SONIC

Dr. Eggman is even more stupid than Sonic. With all those machines he makes, he still can't even kill a stupid little insectivore. I know of a few machines that would deal with Sonic a treat.



# SPACE INVADERS

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# Big in Japan

● Micro-monsters invade ● Nintendogs get even cuter

# Electroplankton EXTRAVAGANZA

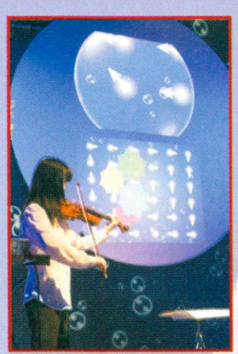
▶ To coincide with the April 7th release of *Electroplankton*, Toshio Iwai's quirky new "media art" software for the Nintendo DS, The Big N sponsored a week-long media-art exhibition at the Harajuku La Foret Museum gallery in Tokyo. The exhibition showcased many of Iwai's past works, both in and out of games (mostly out, actually), as well as a host of *Electroplankton*-related paraphernalia.

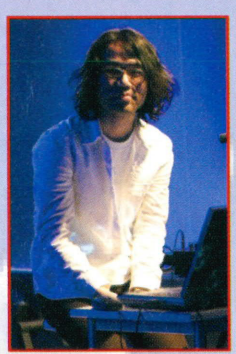
▲ Nintendo gave away ten custom-made (and thus, über-rare) *Electroplankton* Nintendo DS units created by Iwai himself to lucky attendees who filled out a special questionnaire. Of course, we completed 150 of them, but we still didn't win

▲ A build-by-build history of one of *Electroplankton*'s ten modes, each running on actual DS hardware

That's *Witness: Sound Fantasy*, a completely-finished Super Famicom game, also created by Iwai, which was billed as a musical *Mario Paint* before Nintendo pulled the plug. It evolved into *SimTunes* on PC, but the original version remains a mystery...

▶ Iwai and a violinist jammed out on stage to some freestyle music he put together using a few copies of the game during a performance at the event





▲ Iwata and Miyamoto came for an invite-only chat session. Here Shigsy was safe from the hordes of bandana-wearing fan boys who stalk him daily

# DS=DOGGY STYLE

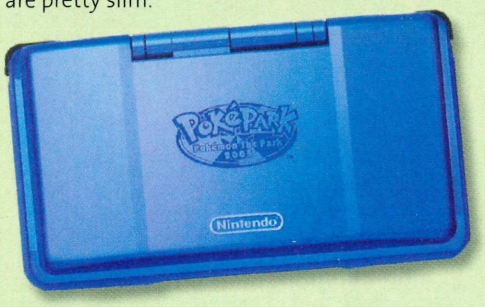
As we go to press, we're a mere six days away from the release of *Nintendogs* in Japan and already the hype train is running at full speed. No doubt eager to cash in on the inevitable *Nintendogs* boom that's about to overtake the nation, the big N has already begun unveiling licensed goods to go along with the launch.

*Nintendogs* Stuffed Animals! Sure to be a hit with the ladies, these plush toys come in two sizes (big and small). They come with a free DS screen cleaner, too.

◀ **"Dress up" your DS and protect it from scratches at the same time! Totally useless, but undeniably cute, we say**

# POKéPARK DS UNVEILED!

Nintendo has announced yet another metallic blue limited-edition DS system – this time it's the PokéPark 2005 model, available exclusively at the PokéPark amusement park in Aichi-ken, Japan from May 1st. This model features the PokéPark logo on the outside and a silhouette of Pikachu on the inside, and will retail for the same price as a normal DS. The bad news? Aichi-ken is far, far away from Tokyo, so the chances of us ever getting our hands on one are pretty slim.




# THE AD GALLERY

**SEE THE LATEST JAPANESE GAMES ADS TO ROCK OUR WESTERN SOCKS OFF...**

# Akihabara WATCH

Here it is, baby. The most-anticipated GameCube game in Japan this year aside from *Zelda* is a mere five days away from launch as we print this. Five days! If *Fire Emblem: Souen no Kiseki* is anywhere near as good as the recent GBA *Emblem* games have been, 'Cube owners are going to be in for a real treat. As an added bonus, Nintendo has announced that select shops will offer up a free *Fire Emblem* soundtrack CD and calendar to those who purchase the game early. Sweet! You'd better believe we've got our pre-order in already...

## JAPAN TOP TEN

The current best-selling games on Nintendo platforms in Japan

| | | |
|---|---|---|
| 1 | *KIRBY: CANVAS CURSE* | (NINTENDO, DS) |
| 2 | *MEGA MAN BATTLE NETWORK 5: TEAM COLONEL* | (CAPCOM, GBA) |
| 3 | *EGG MONSTER HERO* | (SQUARE ENIX, DS) |
| 4 | *HARVEST MOON: COROBOKKURU STATION* | (MARVELOUS, DS) |
| 5 | *PAC-PIX* | (NAMCO, DS) |
| 6 | *DONKEY KONGA 3* | (NINTENDO, GC) |
| 7 | *DYNASTY WARRIORS ADVANCE* | (KOEI, GBA) |
| 8 | *STAR FOX ASSAULT* | (NINTENDO, GC) |
| 9 | *ONE PIECE GRAND BATTLE! RUSH* | (BANDAI, GC) |
| 10 | *POKéMON EMERALD* | (NINTENDO, GBA) |

Source: Mediacreate, week ending April 3

# Electroplankton

PLAYED!

**Here's a money making scheme for you... grab a copy of *Electroplankton*, book a room in an art gallery then dress in black and wear a beret. Now stuff your DS in a cabinet and let people experience an art-music transcendence of the boundaries of touch and sound. Or, in other words, let them play *Electroplankton*.**

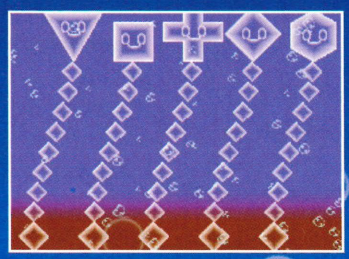
This isn't a game, nor is it a music package. In fact, we're not really sure what the hell *Electroplankton* is. There are ten different modes to "experience" rather than actually play and they range from simple voice changing tools to crazy NES music mixers.

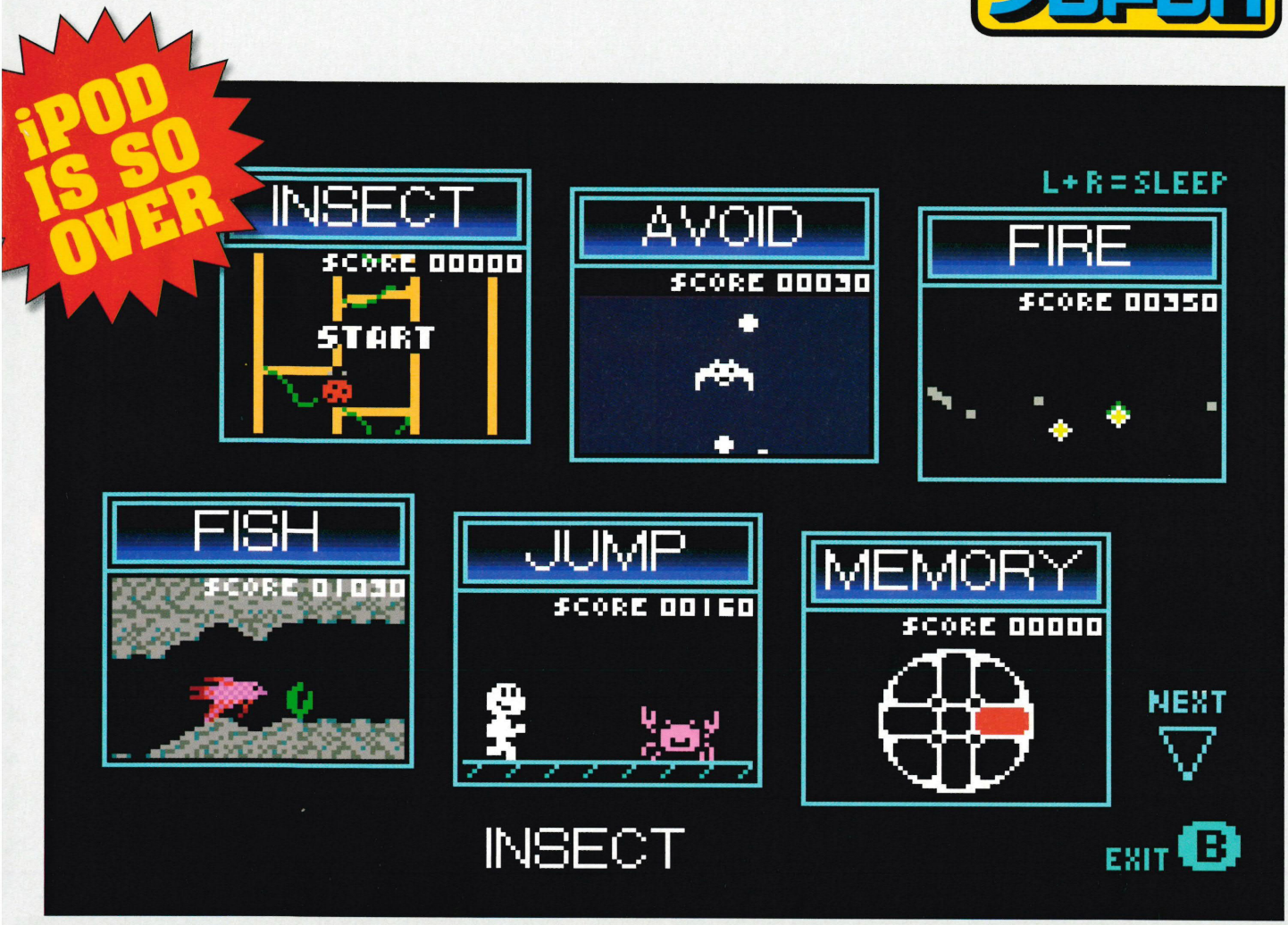
Each Electroplankton has a different look and name. The first one is sadly titled Tracy, but others have cooler names like Lumiloop and Nanocarp. In Tracy there are six different plankton you can make travel along a path you've drawn, making a musical note as they go. The noise they create depends upon how fast and where you draw the line. Other plankton bounce on leaves which make different notes and even line up in different formations, depending upon how you clap.

Perhaps the coolest plankton is the one called Beatnes. In this mode you can select a classic NES backing beat, like the music from *Super Mario*, then add sound effects to create tracks. Unfortunately your input only lasts for a few seconds, so your ability to make awesome old-skool music is limited.

The weirdest plankton is Rec-Rec, which lets you record your voice and add it to a beat. So, if you wanted, you could record "*NOM* is my god" and then mix it to a wicked beat. Or you could try and record something that sounds vaguely musical and add it to the drums. The only real letdown is that you can't save any songs you create – even if they are the best thing your ears have ever heard.

*Electroplankton* is like nothing we've ever seen and we reckon it's far too obscure to get a UK release, apart from in your local art gallery.






# Play-Yan

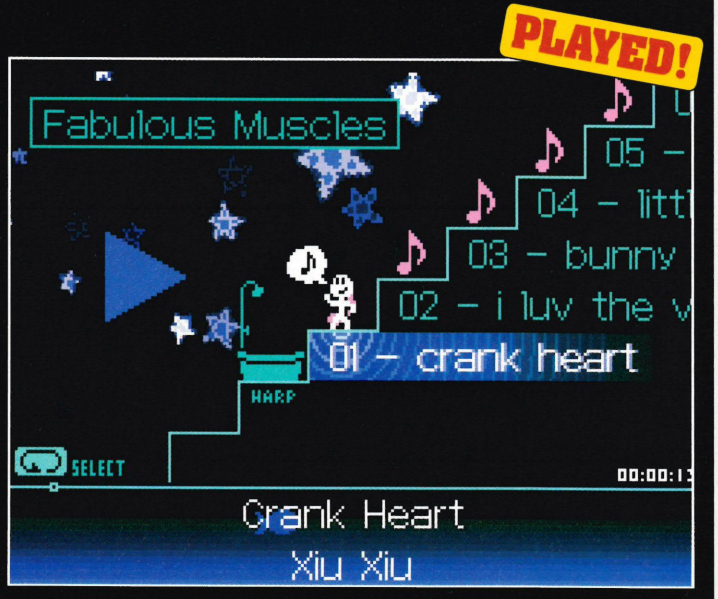
**You have a problem. iPods went from being cool to being incredibly lame in the blink of an eye. If you're rocking a pair of white headphones these days everyone thinks you're an idiot. If only there was some way your ever-cool NES GBA SP could be made to play Queens of the Stone Age, you'd be laughing.**

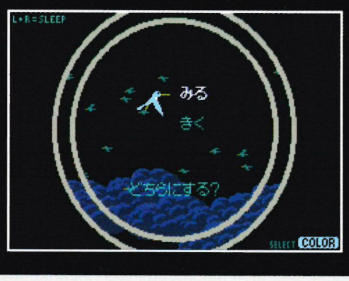
Get ready to laugh. We've had a Play-Yan in from Japan and once we'd wrestled with making the stupid memory card work we had a GBA full of rock. It's easy enough: you copy the files to an SD Card using a PC and slam it into the Play-Yan. A little hummingbird appears on the GBA screen and you select one of two Japanese options. The bottom one is tunes.

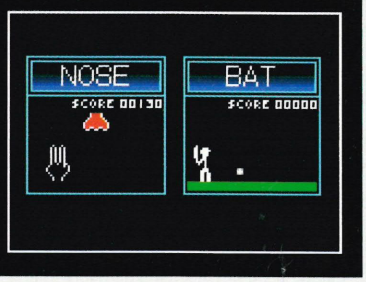
The navigation is ace. Your albums are listed on some steps and you select them by running a little guy up and down the steps. Once he gets to the top of the stairs, he hops into a little bath and gets sucked to the bottom again. It's absolutely charming. Once you've got your guitar music whirring away, stars flutter across the screen in time with the music. A little flashing dot crawls along a line to show how far through the track you are. Compare that with an iPod. Touch wheels are OVER. It feels like a game.

The top Japanese option on the intro screen IS games. Brilliantly, Nintendo has been offering a new Play-Yan game up for download each week. For FREE. But you don't get much for free these days, so what you actually get is a basic game that plays in an area about the size of a postage stamp.

In Avoid you're a bat trying to avoid falling white balls. In Fire you control a little cannon shooting down diamonds. Fish has you guiding a finned friend through watery chasms without hitting sides. 'Nose' reprises the classic fingers/nose *Wario Ware* game, but this time you're the nose shooting bogeys at the fingers. Twelve micro-games will be available in time and the fact that each one records a score is enough to get you hooked. We can't get the movie playback to work yet (too much Japanese), but that's probably for the best. There are some horrible mpegs going round on email...



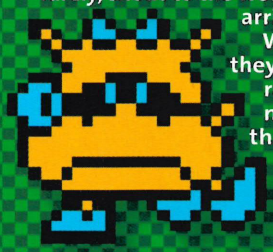
# Dr. MARIO™ CAREER ADVICE

# HOW TO BECOME A GAMES JOURNALIST

**We get thousands – alright hundreds – of requests asking how to get into the world of games journalism. Okay, listen up...**

In previous *NOM*s we've shown you some of the jobs you can do within the video games industry, but now here's the one you've all been waiting for – games journalism.

So, what does a games journalist do? Well, after the months of hard toil and raw creativity spent designing a game, putting the code together and testing it, it's a games journalist's job to pull it all apart and make the people who made it look like ignorant buffoons. Or, more rarely, shout to the world that a new digital messiah has arrived to free them from boredom.



Why do games journalists do this? Because they love games SO much. Games are their religion. Games are their oxygen. They need games like fat people need crisps. But they're frighteningly judgemental. Anything less than a masterpiece drives them into fits of frothing, foul-mouthed hatred. Anything outstanding is lovingly caressed like a digital Eva Longoria (that bird out of *Desperate Housewives*).

It's a life often built on high anticipation and crushing disappointments. Every new game could be the best thing ever, but usually it isn't. Usually it's just another card-battling game. Or some digital vomit with a date slapped on the end. When our 2005 diaries turned up this year we thought EA had started skimping on its packaging. But still we fight to open the post every morning.

Over the following pages we'll give you an insight into the world of games journalism. We'll showcase some of its inhabitants and tell you how they got to do the job they love. And we'll tell you what you need to succeed. So, if you want a life full of amazing press trips, late nights and fork-tongued PRs and about four free games a year, read on...

**"There's no set route into the world of games journalism, in fact many people end up in the industry by fluke, accident or simply to avoid a proper job."**

EASY

## GAME START?

Pat Garratt, publisher of Eurogamer.net and GamesIndustry.biz, returned from travelling the globe, penniless and halfway through writing a book. He had always loved video games, but to avoid starvation Pat took a job as a trainee chef. Unfortunately he found the hours and proximity to foreigners more than he could stomach.

## POWER UP?

Chancing on an advert for a "video games staff writer" in the *Manchester Evening News*, Pat ended up pocketing minimum wage in a Derbyshire bedroom, working on a site called FGN Online. "I lied massively during the interview and actually got knocked back at first, but the person they hired got fired and I eventually got the job". A year later he was News Editor on CVG.com, proving it's not where you start that counts.

## MEDIUM

**"If lying your way in doesn't appeal, try hanging around a games mag office until everyone thinks you're part of the furniture."**

### GAME START!

*NOM*'s very own Mike Jackson has been a self-confessed Nintendo fanatic since hatching from some kind of Yoshi egg in 1983. Rumours that his first words were "It's-a me!" have been discredited, but we do know his early years saw him obsessively collecting issues of *NOM* and getting into ACTUAL FIGHTS over which was better, the N64 or PSone. These punch-ups rarely had a winner, even when the hardest kid in school waded in for N64, screaming "it's got more BIT."

### POWER UP!

At 15, Mike managed to get work experience at *NOM* and begged to come back again and again. He wrote for free, but demanded criticism so he could learn how to write sentences other than "da PSone iz rubbish". Leaving school, he took a Media course at college and helped out as a Tips Master two days a week, racking up over two and a half years' experience before becoming *NOM*'s Tips Editor and then Staff Writer. Mike loves his job, but says "if you want to be rich, do something else."

## HARD

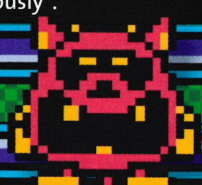
**"The traditional way of getting into journalism – games or otherwise – is to work your ass off and be passionate. It never killed anyone... we think."**

### GAME START!

*NOM*'s Editor, Tim Street had been reading games mags since the days of *Mean Machines* and loved writing, even starting his own fanzine called *The Games Experience*: "It only lasted one issue when the ink ribbon ran out on my brother's word processor". Dep Ed Dean Scott missed hundreds of lectures playing *GoldenEye 007* and had to spend a year writing in business magazines about "the residual value of fleet cars" as punishment.

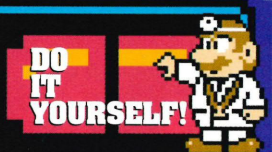
### POWER UP!

After uni, Tim applied for an "IT vacancy", but it turned out to be a writer's job at *Official Nintendo Magazine*. A month later he was previewing *GoldenEye 007*. Dean's year of purgatory ended when he landed a job as Senior Writer on *C+VG*. To get hired he says "you have to prove you know your stuff and can write brilliantly". Both agree that budding writers should "get as much work experience as they can and treat it seriously".



## ULTRA HARD

**"If all else fails, roll up your sleeves and do it yourself on the world wide web. It's hard, but the effort is worth it and you've got a platform to get seen."**




### GAME START!

Cube-europe.com's Tim Symons and Conor Smyth both knew they wanted to write about video games. Tim, the site's founder and director, admits to "starting out at the bottom of the games journalism food chain". Back in 1997, his plan was to "spread the word of N64", so he learnt HTML and built a site, "Back then there was no proper European Nintendo website. My mission was to fill the gap". Conor "penned poorly-written reviews of N64 games" and started his own website which got him noticed.

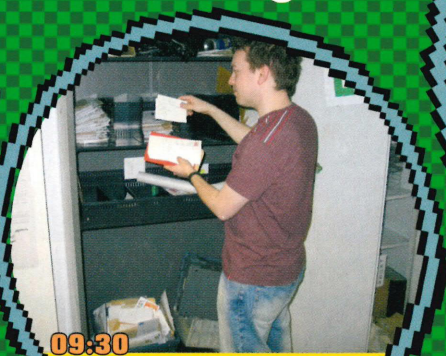
### POWER UP!

Conor joined Tim at Cube-europe.com: "I rose through the site and right now I'm in charge of all its content and making sure the editorial side runs smoothly". According to Tim, "the industry is dynamic and growing, which makes it great to work in". He says setting up the site helped him get other writing jobs and "network with developers and publishers", leading to more opportunities. "A lot of our staff use the site to gain experience then move on to a variety of roles in the industry."

# A DAY IN THE LIFE OF A STAFF WRITER

**We put Dr. Mario's magnifying glass on staff writer, kleptomaniac and *NOM* Idol winner, Rob Burman during a typical working day on the world's greatest Nintendo mag....**

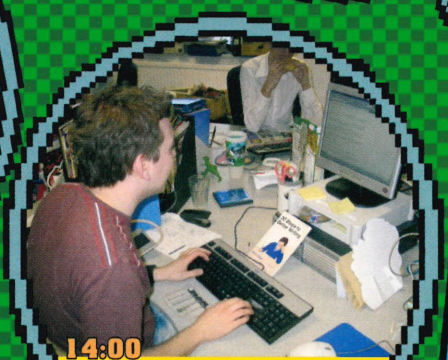
**08:00** Rob worked into the night and slept in *NOM*'s Games Room.



**09:30** The post! No free games today, so Rob is oh so sad...

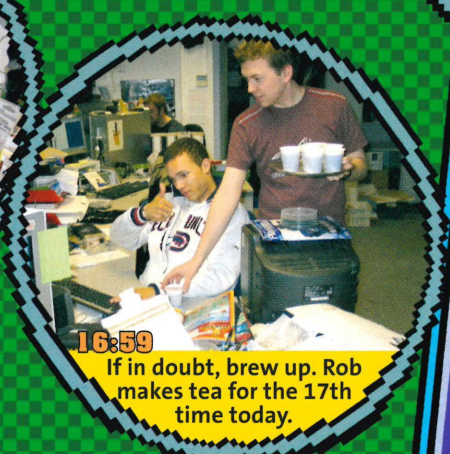
**10:00** Rob gets screenshots for the mag, using special technology we bought off aliens.

**11:30** Poor Rob is made to play the games no-one else wants to. Ahh...



**14:00** Time to write about that game. No cuss-words allowed.

**15:30** Rob rings games companies arranging for titles to be sent in.



**16:59** If in doubt, brew up. Rob makes tea for the 17th time today.

## THE GENTLE TOUCH

**Who's the new bloke with the high voice and the funny bumps on his chest? Oh...**

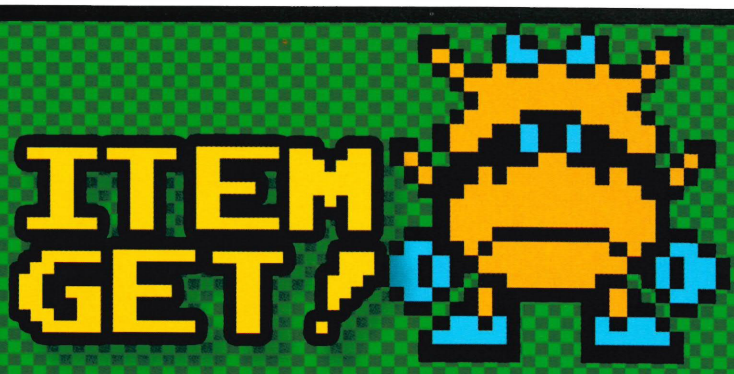
### GAME START!

An industry run by hairy man-children and aimed at teenage boys should swallow up female games journalists like those big fish in *Yoshi's Island*, but despite the foul language and bad smells, word-women exist and thrive. Freelance writer, Maura Sutton got into games journalism when she saw an ad for writers on *PlayStation Plus*, *C+VG* and *NOM*. She applied with examples of work published in the music press and "sample reviews of my favourite games, like *Syndicate Wars*".

### POWER UP!

"*C+VG* gave me sample reviews to do before finally giving me real games to write about!" Since then Maura has reviewed games for loads of mags, including *NOM*. Her advice to budding writers is "to know the subject inside and out, read as much as possible and try and develop your own style. Editors appreciate you sticking to deadlines. If they can count on you, they're more inclined to use you."

To girls thinking of following her she says, "being a female games journalist can work to your advantage. It's a bit of a novelty. Know your stuff and you'll be taken seriously. Plus, whipping a bigot's ass on *Mario Kart* is all the more fun."




**If you want to succeed in the world of games journalism you'll need all of the following things...**

## Motivation
KEEP YOUR EYES ON THE PRIZE.

Most people in journalism – not just games journalism – start at the bottom, so stay focused on your goal. Conor of Cube-europe says: "You may feel undervalued and underpaid at the start, but it's all worth it in the end".

But it's not just beginners who have their faith shaken. *NOM*'s Dean says, "only 20% of my work time is spent playing games and 50% of the games we get in are rubbish. You do the maths." It's that 97%-er on the horizon that keeps most people going. When your moment comes, grab it with both hands and don't let go.

## Knowledge
KNOW MORE THAN THE NEXT GUY.

Playgrounds up and down the country are full of kids who know about *Prince of Persia* or *FIFA 2026*. But to write about games you'll need more. What are the Japanese kids playing? What was the last game on N64? What's the final level of *Super Mario World* called?

If you're right for the job it will feel like an extension of your hobby. Get on the internet for info and import games. Live the dream. Mike Jackson says, "I did two years work experience at *NOM* before getting a job, but I've been playing games since I was three".

## Experience
IT'S NOT WHAT YOU KNOW...

Everyone agrees that work experience is vital if you want to get into the business. Time invested writing for free will pay off when you go for a first proper job on a mag or website. And getting yourself known to people in the industry is a great help.

Cube-europe's Tim Symons says, "networking, even via email, is very important". Editors are busy people though, so make an effort to get noticed, and if you do get a chance "make sure you're determined, resourceful and always do more than you're asked to do – that way you'll go far", according to *OPS2*'s ex-editor Richard Keith.

## Ability
THE THREE P'S. PRACTICE, PRACTICE, PRACTICE.

The most important skill is being able to write, but not all English and Journalism graduates can do that. "The ability to take your thoughts and put them on paper in a way that other people with find entertaining, interesting and valuable is not as easy as people think. Just read some websites and you'll see", says Richard Keith, ex-editor of *Official PlayStation 2*.

A great command of English is essential, so read as much as you can and not just games mags. The most important thing is practice. You'll get nowhere without it.

## Luck
IT'S NOT A FOUR-LETTER WORD.

You might think Shigeru Miyamoto is the luckiest man alive, but it's safe to say he didn't get where he is today by staring at his bedroom ceiling and doodling Yoshis in his history books. Luck is about being in the right place at the right time and that takes effort.

*NOM*'s Dean says: "Get a work experience placement and show how brilliant you are. The next job that comes up will be yours. Hopefully." Tim Symons of Cube-europe agrees: "It's not easy getting a job, but the people who hang in there will start getting noticed after a while."

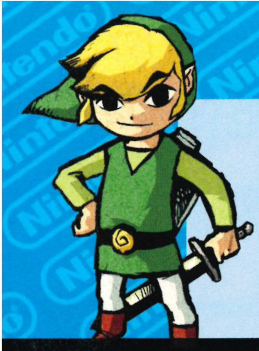
## Qualifications
JUST A PIECE OF PAPER?

Do all journalists have a string of certificates as long as Mrs Incredible's arm? Sure enough, publishers like to see good things on your CV, but it's not always the most important thing. Cube-europe's Conor says: "All I have is a love of video games and a good grasp of English. That'll get you started". Take courses in English, Media or Journalism, but make sure you write outside the curriculum on student papers and websites.

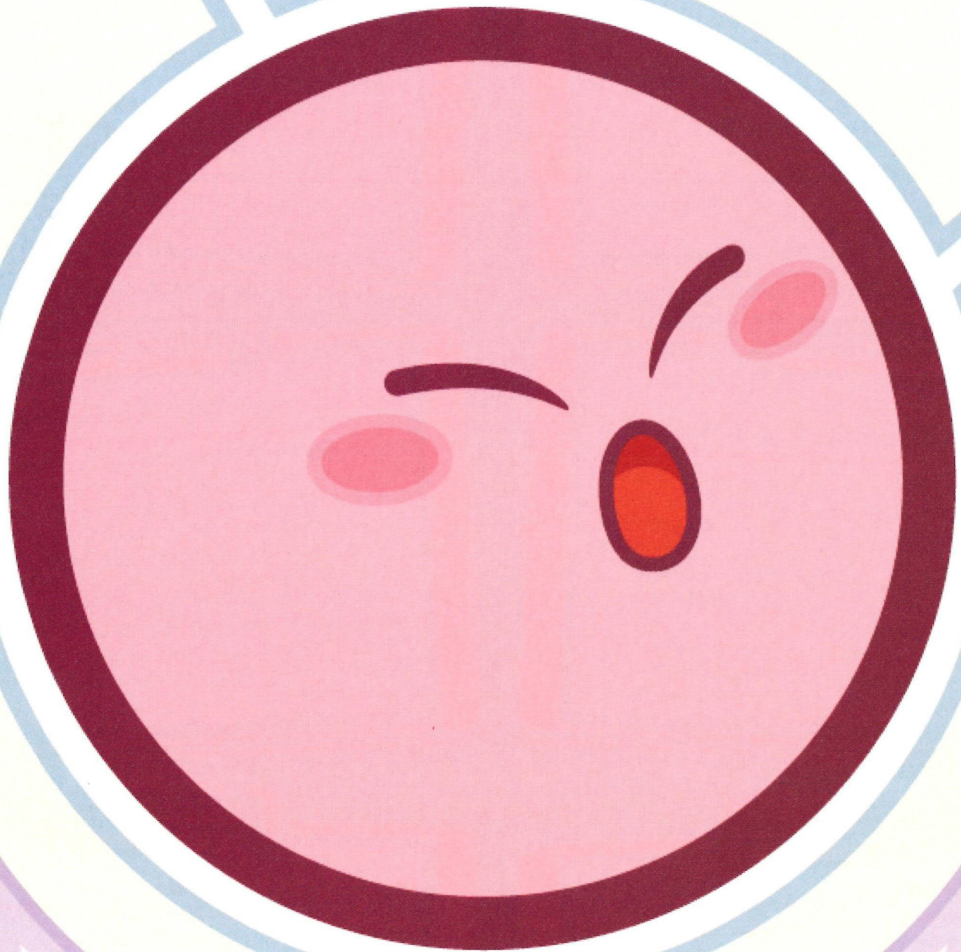
You can get loads of info at nctj.com, the National Council for the Training of Journalists. And check out ucas.ac.uk for a full list of university and college courses.

## The Checklist

- ✓ Find the right English, Media or Journalism course – one with an emphasis on vocational skills.
- ✓ Get work experience through your college or off your own back.
- ✓ Read everything to do with video games. And play games no-one else has heard of.
- ✓ Go for it! Start a website, or a blog, or a fanzine so your voice gets heard by the gaming community.
- ✓ ... and never, ever give up.



# Previews



# Kirby Canvas Curse

## STOP! This isn't our lead preview for a joke, you know. April Ist has been and gone. The new Kirby game is ace, so check it out!

**Finally, the Nintendo DS games are starting to appear. Not the microwaved N64 games or the touch pen tech demos. Games that would not be able to exist if Nintendo hadn't decided that poking at a pair of screens with a little plastic stick would open up new avenues in the pursuit of video game pleasure. Unbelievably enough, a Kirby game is leading the charge.**

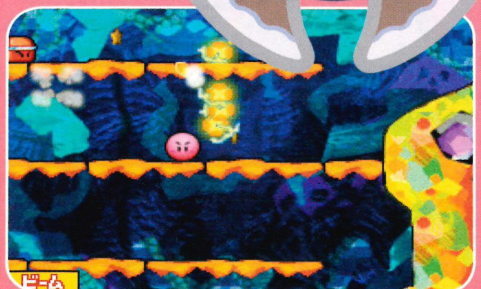
What was the last Kirby game you forced yourself to play? *Air Ride*? Crap. *Magical Mirror*? Too easy. *Tilt 'n' Tumble*? Don't lie to us. Somehow, *Kirby Canvas Curse* manages to have an even worse name than any previous Kirby game ever, but redeems itself by being the best one by miles. All this and you don't even play *as* Kirby. »»

## Consume, assume The upside of being a friendless pink sphere.

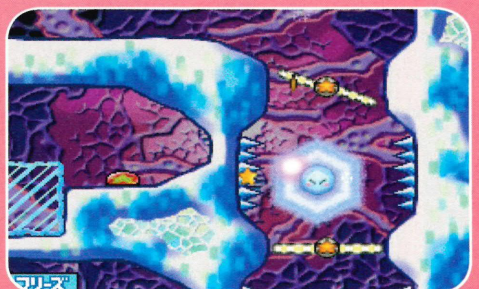
When the God of Games (nintendo) invented Kirby, they remembered to make him awesome. When he smites a villain, he gains the use of that bad guy's power.

It's the same story as with previous Kirby games, but you don't get a Link hat and sword at any point as far as we can see.

❑ **WHEEL!** Smack up a tyre and you become one. Tap Kirby and watch him roll



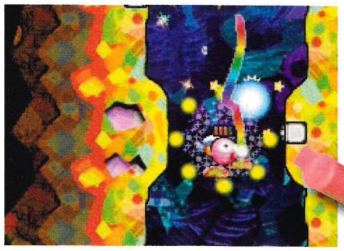
❑ **FLAMETHROWER!** Beat a fire enemy and you gain the power to hose the screen in flames



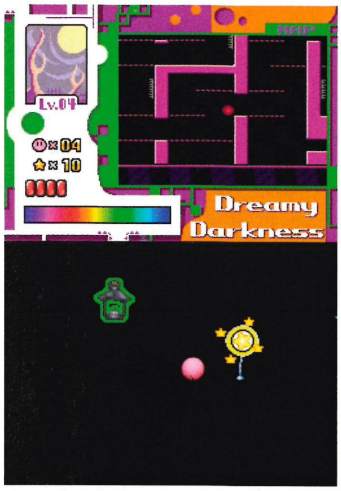
❑ **ICE CUBE!** Tap Kirby and watch him freeze up and just sort of drop down. That's a bit knob

❑ **Chainsaws and pink balls of flesh don't mix. The result isn't pretty**

❑ **Hmm a red door, which of these switches could possibly open it up?**



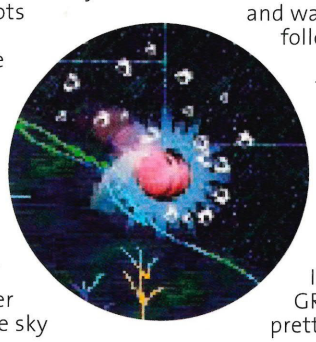
❑ After a night out, Kirby decorated the bathroom with sick




❑ In the dark, Sam Fisher waited to plunge a knife into Kirby

You play *with* Kirby. He's there just minding his own business, getting on with being pink and spherical, and you jab him in the arse with the stylus.

Startled, he scoots along a bit. Keep poking him and he starts to roll at a fair old lick. Want him to stop? Draw a wall. He'll bounce back off it. Want him to loop around in the sky and grab a load of coins? Draw a roller coaster track in the sky and watch him dutifully follow it.



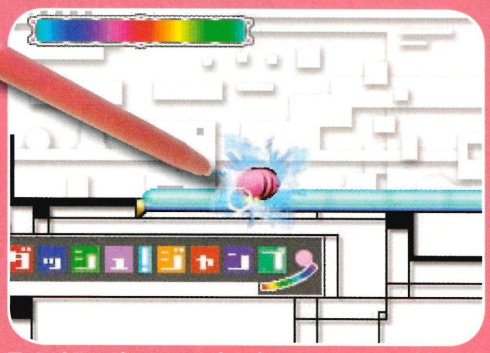
The aim is to get the Kirbster to that goal door at the end of each stage. Stages which take place in landscapes that involve ICE and FIRE and GRASS. Those are pretty treacherous when you're as sensitive to damage as the shaved testicle on which you were no doubt based. Look, there are spikes in the grass sometimes. And little guys milling around who want to END you.

Have Kirby roll into an enemy and he's going to take damage. He's not Bruce Lee or anything. But if you've stunned that enemy first with a prod of the stylus, Kirby's contact will finish him off. Kirby might even gain an ability that makes him less of a liability,

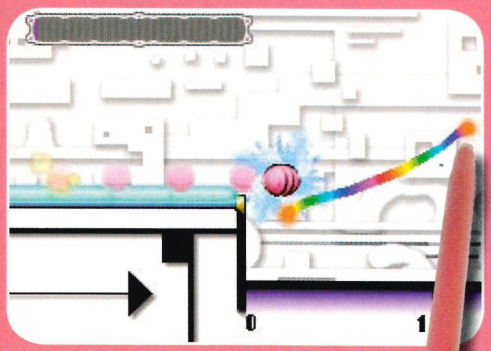
## Cancel the Olympics

**Kirbies rule at the long jump.**

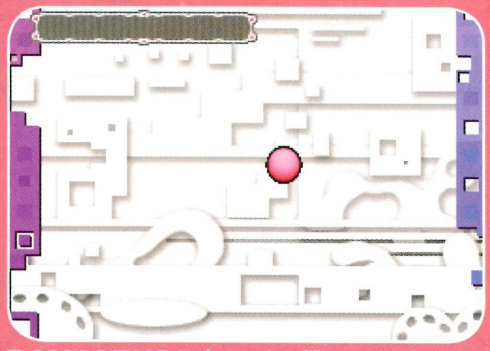
Remember when Kirby used to hover? Well he don't get down like that no more. He doesn't need to: providing you can tap the screen and draw a small ramp, he can long jump for Jesus!



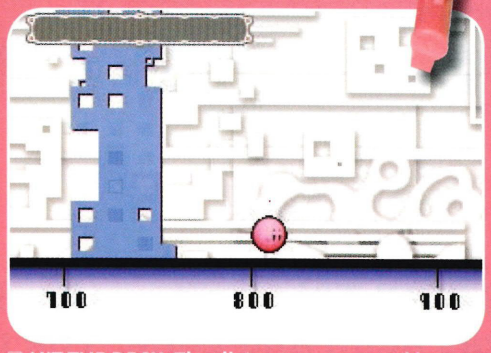
❑ GO! Tap the screen hard. Let your wrist blur like a bumblebee's wing



❑ END OF THE ROAD. Draw a little ramp in a split second or it's a long way down!



❑ GOOD EFFORT. He's soaring like a wingless eagle. A pink one



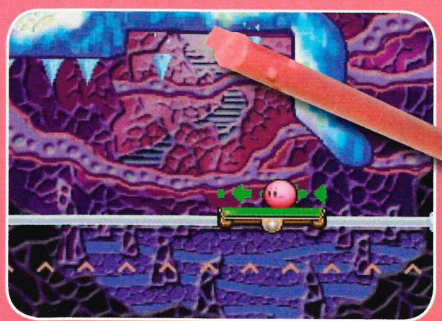

❑ HIT THE DECK. The distance you soared is recorded. Best part of a mile, mate!

## Protect his frail form

**Pointy, falling icicles mean DEATH for our hero.**

Kirby. Sometimes he's a right silly little berk. You'd think he'd be alive to the dangers of the world, but he's absolutely oblivious. He just stands there and lets death surround him.

Thankfully your interventions with the pink stylus means he won't be someone's kebab in a hurry. Protect the pink hero and you'll feel like a king...



❑ Kirby can't walk on sticky platforms. He'll stay until you prod him to leap off

❑ JESUS GOD NO! ICICLES OF DOOM! Protect him by drawing a magical barrier

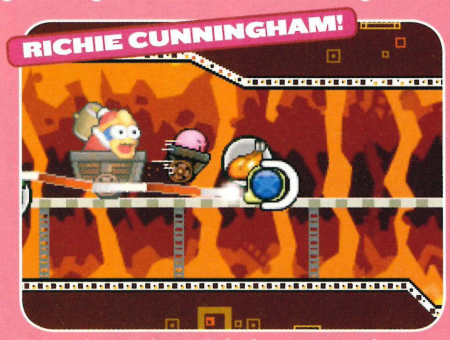
❑ Hop off the end to glory. Did he even realise how close he was to doom?

## Meet the big man

**These are evil blokes with the dastardly plan we haven't translated yet**

Each level of *Canvas Curse* is split into three distinct areas. You get to do a long jump at the end of each stage and after doing all three? No, not a high jump. No, not a magic sausage that can talk – a boss battle! There are three to choose from. They probably have names and everything, but we're English, not Japanese. We'll give them names if that helps...

❑ Copy Dave as he does dot-to-dot puzzles at high speed. It gets faster and faster. You have to copy him exactly




❑ Sensing racing might be your weakness, Richie starts a race. Steer through fruit to make Kirby speed up (obviously)

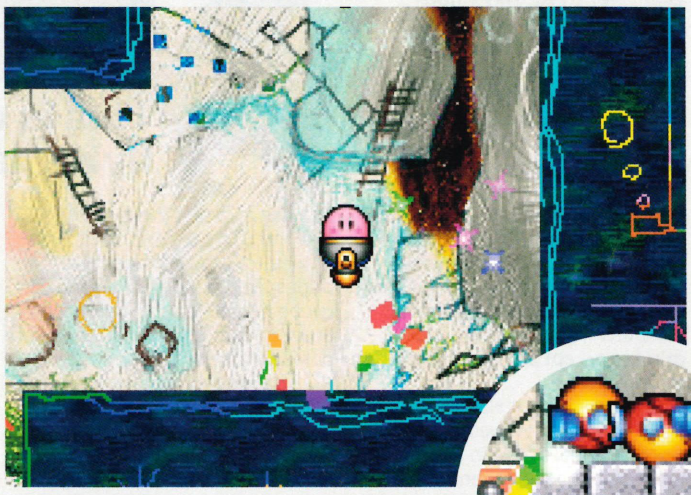
❑ Spacecat is an eyeball surrounded by cloud. Draw trampolines to spring Kirby at his face, when he isn't shooting electricity

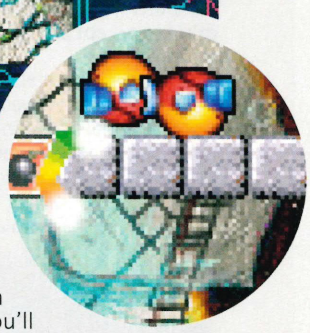
like being able to shoot FIRE or LIGHTNING or be able to turn into a deadly ICE CUBE.

You're constantly 'playing' the environments to help Kirby progress. Tap buttons to make colour-coded doors open. Tap bomb blocks to nuke out whole sections of rock. Tap certain blocks to make them explode. Tap away at ice to crack it. Tap at giant boulders to smash them into dust before they squish the Kirb.

You're jabbing at the screen to keep Kirby moving and out of danger. It's hardcore stuff, trust us.

The trails you draw in the game can bridge spike pits and you can draw temporary barriers to stop cannons from shooting a hole right through you. There are other cannons you can clamber into to be fired around. The game plays like a puzzle game and a platformer all in one.



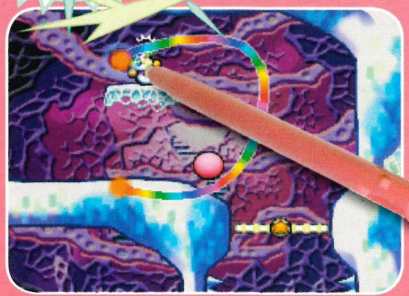


## Killing in style

**Kirby's an assassin. Watch your back.**

If Kirbies were real, you'd probably fancy your chances if you spilled one's pint and he offered you out for a ruckus. If there was a giant pink stylus hanging in the air to help him though, you'd be dead. Look how he can KILL. Kirby is a killing machine...

❑ Snowman alert! It's okay, sock him with the stylus to stun him!



❑ Now draw a loop so Kirby can begin his ascent of DEATH

❑ Whoosh! Kirby flies round, whacks the ice man, and it's Game Over for him

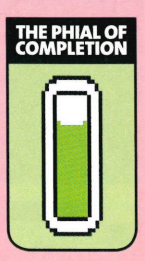
The top screen does little besides be a map, but you'll find that invaluable because this has more hidden items than one of Saddam's bunkers. You'll send Kirby floating through fake walls in classic Nintendo style to plunder the hidden loot each level has on offer. It's a treasure trove at every turn. Long live Kirby! ***Dean Scott***

## ESSENTIALS

**DEVELOPER:** HAL LABS

**FAMOUS FOR:**
Creating Kirby and coding the legendary *Super Smash Bros. Melee*. The quality here proves they don't need Kirby's daddy, Masahiro Sakurai, who left when it was a foetus to make the awesome *Meteos*.

**THE PHIAL OF COMPLETION**



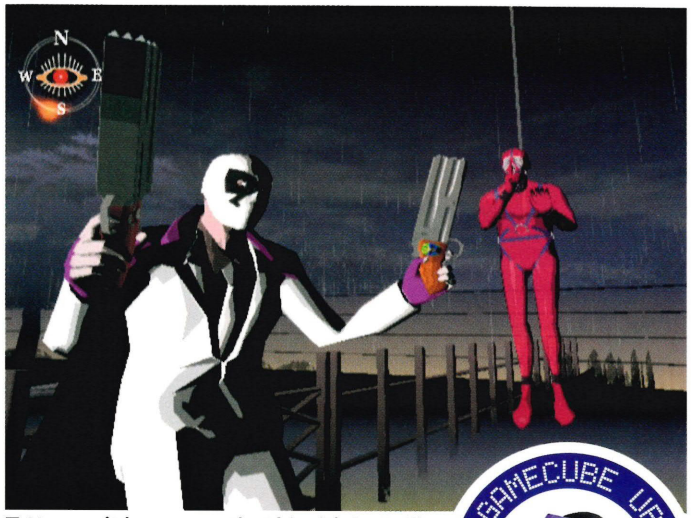
**MULTIPLAYER:** NO
**PUBLISHER:** NINTENDO
**RELEASE:** TBC
**REVIEW:** TBC

### PREDICTED SCORE

What *Touch & Go* hinted at, Kirby will deliver. Games like this will justify the DS's existence and make you wonder how you coped without touch.

**80%**
**PLUS**

❑ It's a visual nightmare, in a good way




❑ You can't have guns that big, it's just silly

# Killer 7

## This is crazier than monkeys in balls and flying raccoon-tailed plumbers.

**Dit spel houdt geen steek. This whole preview might as well be written in Dutch because it won't make much sense to you in English. Capcom must have had its wacky cap on throughout *Killer 7*'s development. It's messed up. The graphics, the controls, the plot and the characters... nothing is remotely normal. It's hard to decide what's good and what's bad about *Killer 7*. One thing's for sure – it's a unique experience. For a few minutes, open your mind to accept anything you read on these pages.**

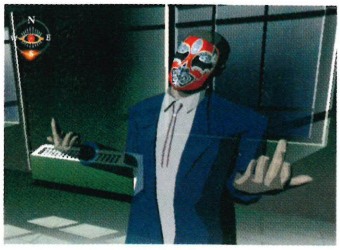
You know about Harman Smith, the loony in the wheelchair. He's a professional assassin and is hired by the government for his elite talent to make people dead.

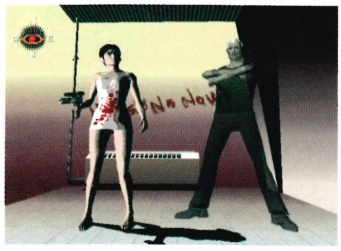
But the crap hits the fan when he's hired to take on the Heaven Smiles – a group of alien-like dudes that explode. They sound rubbish, but Harman will need every one of his seven super killer personalities to take them on.

Usually, a personality accounts for a person's mental character. But Harman's personalities change his physical appearance and abilities. The screen fades out and when the picture fizzes back into focus a new figure is standing there, gun in hand. The wheelchair is gone. There's nothing wrong with Smith's legs now. He can run about and pop off bullets like Vin Diesel.

Each of his personalities has unique attributes – different weaponry, strength and speed. They each have special talents, too. For example, Con Smith says the word "dangerous" and then sprints around like a hyper cheetah after a pint of Red Bull. Kaede Smith slits her wrists to bleed droplets of blood which form a girl who gets rid of barriers with her finger – crazy magic barriers that look like walls.

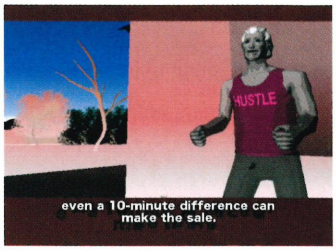
You can't just use one character to blast through the game because their unique abilities are needed for different obstacles and puzzles. Some are simple. If you need to jump to a roof – use Coyote Smith's super



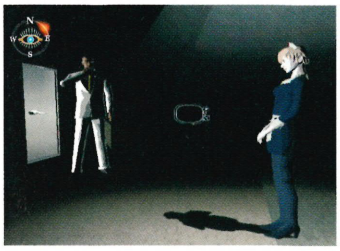


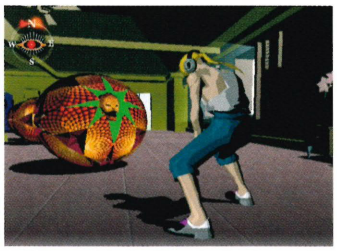
❑ The guy with the stitched up eyes is here to help. Although not with crossing the road, obviously

That monster is quick as lightning.



even a 10-minute difference can make the sale.





jumping skill. Then there are screwy puzzles.

You'll get a Fire Ring from a talking spirit who's trapped in a washing machine by turning the machine off. You go to the toilets. You get the option to flush the toilet, but it has no water. With the Fire Ring equipped, you look at the sprinklers. "The Fire Ring Howls" says the game. The sprinkler activates. Somehow, this gives the toilet water. Now you flush it. You hear a clink. In another corridor you passed through earlier, a pipe is broken. It must be drainage for the toilet because that clink was the sound of a small object falling out of that pipe when you flushed the loo. That object plugs into a control panel to open a path through the library.

Our logical thinking got us nowhere with that puzzle. It was only when we realised that the map lends a serious helping hand, that we made any kind of progress. It marks up areas that contain points of interest relevant to your progress. It identifies objects and puzzles with exclamation marks and it even shows you where a special ability needs to be used and which character needs to do it.

That's not the only help you get. Whenever you approach an area where you need to use a special power you'll hear a sound. This'll cue you to look at the map to see whose power you'll need to use. And if you still can't figure it out, there's a strange ghost bloke called Yoon-Hyun who holds a mask. Shoot the mask and it'll take some of your blood. That's blood you get from killing enemies, by the way. Then it'll give you a generous hint that pretty much spells out the puzzle solution for you.

That's weird – a game that basically solves the puzzles for you. What's the point? The point is that *Killer 7* isn't really a puzzle game. It's not an exploration game. It's essentially intended to be a story. Think of it as an interactive movie. You wouldn't like it if your DVD player kept pausing during *Chitty Chitty Bang Bang* and posing you riddles that had to be solved to un-pause the damn thing. *Killer 7* leads you through the game and pushes you on whenever necessary, to keep your progress through the bizarre plot going smoothly.

That's the whole point of the weird on-rails controls. You don't move the characters freely. They are stuck on set paths. You just hold A to make them run. Each time you reach a choice of paths the options appear on screen and you simply select one. You can still wander back and forth through corridors and into rooms as you please. You can still turn round and go back where you came from.

## Kobayashi speaks...

**NOM: Where did you get your inspiration to make a game like *Killer 7*?**
HK: There are so many personalities and aspects of *Killer 7*, I can't put it down to one thing. Mr Suda (*Killer 7* director) is a huge fan of wrestling so one of the characters was born from his passion (MASK De Smith). Some of the characters were inspired by Hollywood movies and some by movies on the Japanese Yakuza – mafia groups. It's a fusion of many different influences.

**NOM: It goes without saying, *Killer 7* is very confusing. Without giving away any major plot details, will players understand the story totally, like why a wheelchair-bound bloke has seven killer personalities?**
HK: When you finish the game, all of your questions will be answered. As you go, you'll also find out a lot of background information on the characters like why Kaede's clothes are stained with blood. I'm sure you will find the ending quite shocking, too.

## Kobayashi speaks...

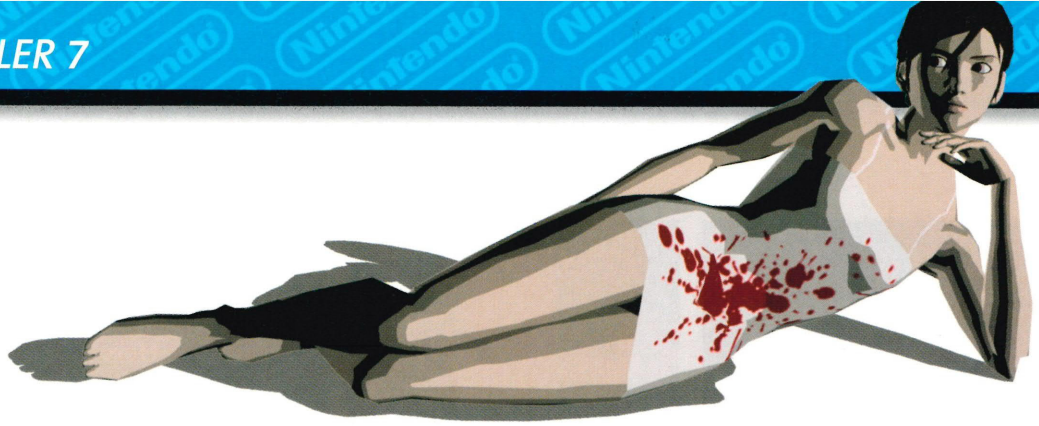
**We had a chat with *Killer 7*'s producer, Hiroyuki Kobayashi. Here's what he had to say...**

**NOM: The game has a lot of blood and gore, and bad language. How difficult is it to get this kind of explicit content approved by Nintendo?**
HK: Before we started making *Resident Evil 4*, we had discussed with Nintendo if it was okay with the blood and the violence. We were about to make some extremely violent games so had to make sure we had permission to do it. Basically Nintendo was fine with all of our projects, including *Viewtiful Joe* and *Killer 7*.

Also, Nintendo wants to change its image – it wants to make more games for a mature audience, so obviously that would mean games like *Killer 7* and games that include extreme violence can be done.

**NOM: So, do you know any more about how Nintendo plans to approach mature content in games in the future?**
HK: I don't think Nintendo is just trying to switch over to an older market. I think it wants to expand to the older market. Part of Nintendo's strategy is to appeal more to 18+ year-olds. Being as we were making games targeted to this age of gamer, our plans fitted perfectly with Nintendo's.

❑ Big-hearted Kaede gave the *Big Issue* sellers one last chance to let her shop in peace



## Kobayashi speaks...

**NOM: *Killer 7* was announced at the same time as *Viewtiful Joe*, which has now reached the second in the series. Why has *Killer 7* taken so long?**
HK: Shinji Mikami (producer) is a very strong character as a creator and Suda-san is the same, so they had different perspectives. Mikami-san would expect one thing and Suda-san would come up with something completely different. So it was a case of trial and error to build a foundation for the project and a relationship between the two creators.

Suda-san came up with many brilliant ideas – very original. If we had just left him to go ahead and run with whatever, we may have seen *Killer 7* finish a lot sooner but I don't think it would be as good as it is now.

**NOM: The seven assassin characters were actually created before the main concepts of the game itself. Where did they come from?**
HK: The designers had already created seven characters for Mikami-san's and Suda-san's project. They decided to use all seven characters to make a game. But just having those wasn't original enough, so they came up with Harman Smith – a wheelchair-bound guy, whose split personalities they are. We knew that would really be something different.

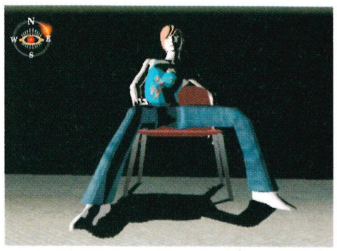
»» Without full 360° control, you needn't think about exploration or getting lost. You just hold A and push your character through the story. The only thing you need to worry about is enemy attacks.

Your main foes in the game are the Heaven Smiles. They're not heavenly and they don't smile. But they do try to hug you. Then explode in your face. That hurts so you need to blast them to bits before they get near and it takes multiple shots to down 'em. Most of the Heaven Smiles have a weak spot, indicated by some yellow bubbles. Shoot that with super aiming skills and they'll explode into a million little blood droplets in one shot.

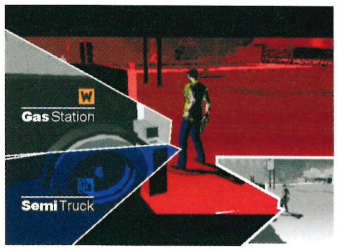
The satisfaction of a good shot is celebrated with a comment from your character. "You're f*****d", says Coyote, in his glee. Yes, the 'F' word in a GameCube game. Little Jonny's mum's ears would bleed if she heard it. She'd threaten to clean your GameCube's filthy sound chip with washing up liquid. But you know you think it's cool, even if it's a little unnecessary.

If you're a good shot your TV will be cussing like an angry street drinker. But hitting the sweet spots earns you more blood for your claret-collecting machine thingy. Blood is like the rupees of *Killer 7*. You'll need it to upgrade your characters' stats, like speed and strength. It's also fuel for your special moves, and can be used to revive health, too. If only blood was that handy in real life. We'd gladly swap some blood for the ability to run faster than a train. We've got pints of the stuff. But we can't because we're in the normal world.

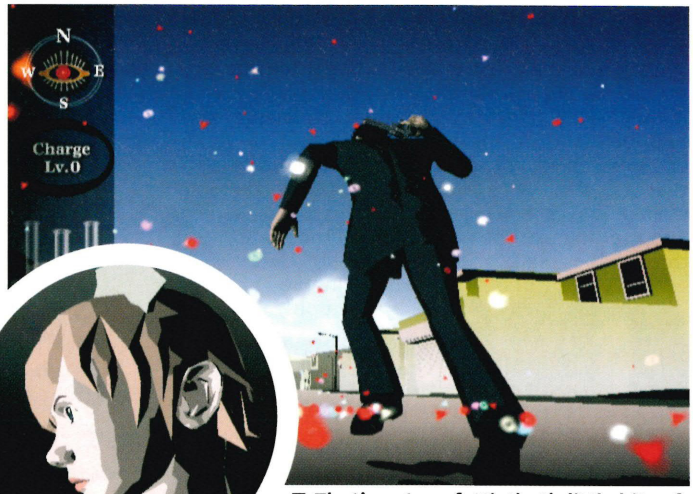
The world of *Killer 7* is the opposite of normal. It's bound to cause a huge split in opinion among gamers. In fact it'll cause a split in your own brain. It has in ours. We're not sure whether its defining unique features, like the on-rails controls, have been adopted because they were expected to improve the experience, or simply to give the game another point of difference. Gimmick or genius? That's the question. We'll know when we get the full game. Delivered to our office by a burning man with 16 legs... probably. ***Mike Jackson***



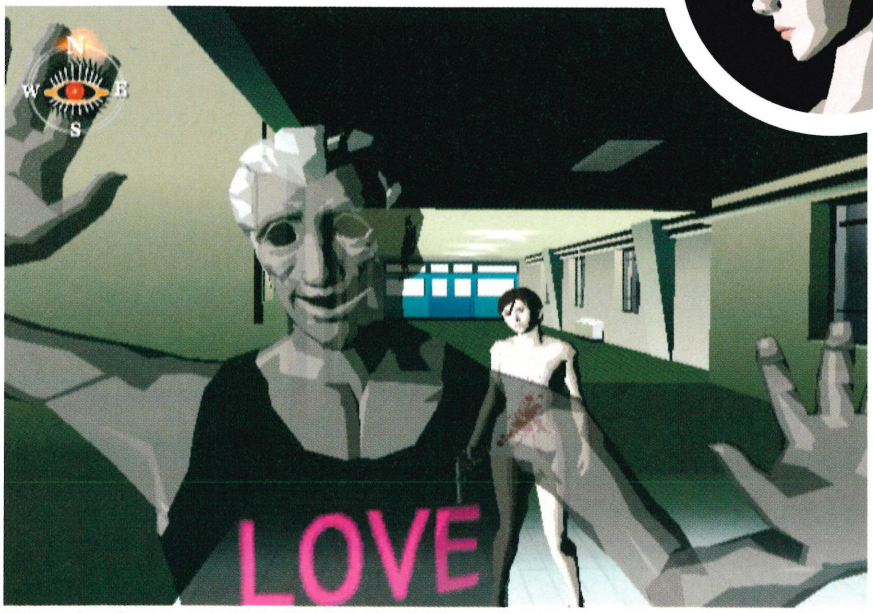
❑ Anyone remember *Basic Instinct*?




❑ At certain points you choose which direction to move




❑ That's not confetti, that's little bits of bones, teeth and blood

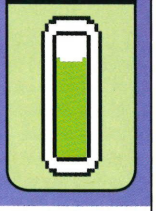



❑ People who wear T-shirts like this should be avoided, but you knew that already

## ESSENTIALS

**DEVELOPER:** CAPCOM
**FAMOUS FOR:**
Making wicked games containing lots of super sweet violence. Hard-hitting Capcom titles include *Viewtiful Joe* and *Resident Evil 4*.

THE PHIAL OF COMPLETION



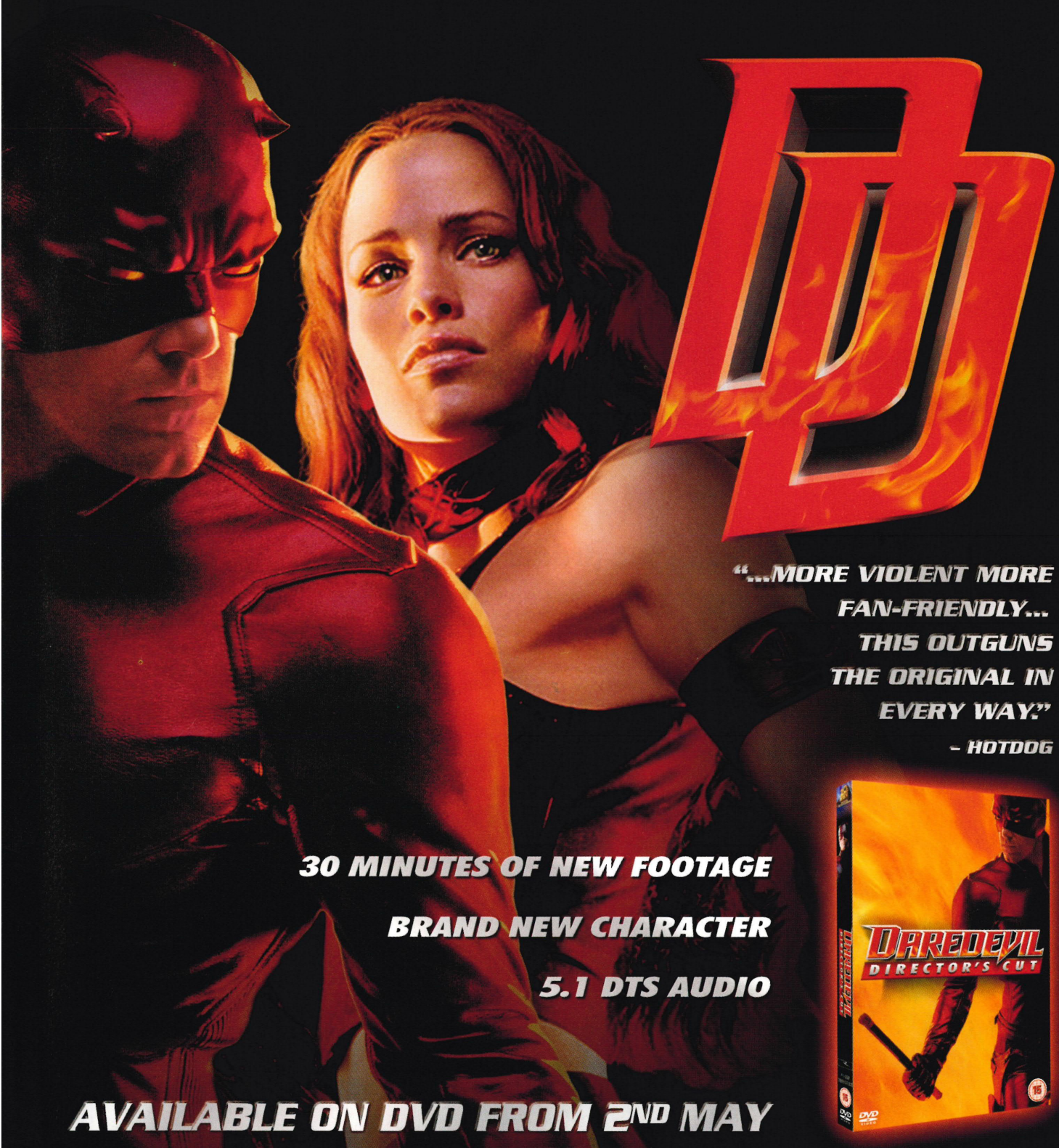
**MULTIPLAYER:** NO
**PUBLISHER:** CAPCOM
**RELEASE:** JULY 15
**REVIEW:** *NOM* #155

### PREDICTED SCORE

We've played *Killer 7* for hours and it's still baffling us. It looks the biz and plays well once you're used to it. If the plot is good and levels varied, it'll be hyper cool.

75% PLUS

# A DARING NEW VISION



"...MORE VIOLENT MORE FAN-FRIENDLY... THIS OUTGUNS THE ORIGINAL IN EVERY WAY."
– HOTDOG

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# Donkey Konga 2

## This time you get to bang the drums TWICE as hard.

***Donkey Konga 2* won't be deviating too much from its predecessor. You get a pair of bongos. You plug them into your GameCube. You play a song. You hit the bongos and clap when the game tells you to. You are rewarded with treats and a pat on the head. Still, *DK2* does have some more polish on it than the last game, which is nice to see.**

For starters, you'll notice that the menu screens have been reworked. No more difficult-to-navigate endless loops of boxes. This time, you can see all the options on screen at once and rotate them around like a ring by tapping the bongos. And after you're finished playing a song, you don't have to beat the drum repeatedly just to get through the high-score tally. That was a yarn.

The mini-games are also a lot more fun than before. In Rhythm Keeper, you're shown (and can practise) a pattern of bongo whacking, and you then have to repeat it with no visual guidance a set number of times. This tells you if you actually have rhythm or if you're just whacking the drums like, um, a monkey. In Barrel Race, different bongo icons drop from the top of the screen like *Tetris* blocks. You have to hit them in order and do it faster than your opponent (which can be either the computer or a pal).

Another new mode is called Freestyle Plaza. A song will play in the background and you'll just get to jam to it whichever way you please. As you hit the bongos and clap, different images from the *Donkey Kong* games will randomly pop up on the screen in time with your beats.

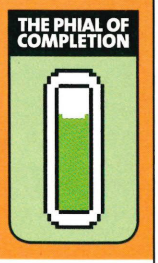
So far, so good. The one thing that keeps us from being able to love *Donkey Konga 2* wholeheartedly is that we don't know the track list yet. Not only that, but they've revealed the US one and it's not so hot. We've never heard of most of the songs and we're not sure how the ones we do know about – like REM's *Losing My Religion* – are even going to work in a drum game anyway. Yeah, *La Bamba* is appropriate, but that's about it. And where's the *Donkey Kong Country* theme, anyway? Eh, Nintendo? EH? ***Chris Kohler***

❑ *NOM*'s most wanted track list includes Dizzee Rascal, Snoop and nothing by Coldplay

### ESSENTIALS

**DEVELOPER:** NAMCO
**FAMOUS FOR:**
If you don't know it's okay for us to kill you.

THE PHIAL OF COMPLETION



**MULTIPLAYER:** YES (1-4)
**PUBLISHER:** NINTENDO
**RELEASE:** JUNE 3RD
**REVIEW:** NEXT ISSUE

**PREDICTED SCORE**

We like the new gameplay modes and we're grateful for the new menu screens, but we're worried about the song list. What's it gonna be over here?

70% PLUS

❑ Poke this old man to wake him up. Lucky there's not a smell screen

❑ So what if your parents are dead? Cheer up love, you're on HOLIDAY!

# Another Code: Twin Memories

## Visit an island steeped in mystery and solve paranormal puzzles by the power of touch. Urgh! Dirty, dirty ectoplasm.

**Ashley's parents died when she was aged three. That's what she believed, anyway, until she turned 14, and got a mysterious message from her father. Apparently, Dad is alive and well, and living on the supposedly deserted Blood Edward Island. So Ashley sets off for the island with her aunt Jessica. But soon Jessica disappears and Ashley is left to explore on her own.**

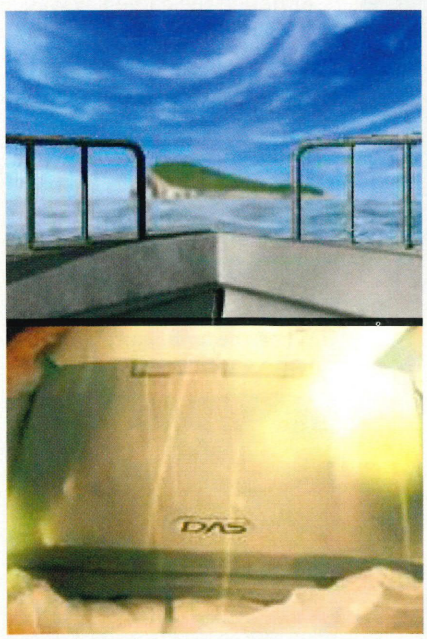
Thus begins the story of *Another Code: Twin Memories*, billed by Nintendo as a "touchable detective story". It's a throwback to the old days of point-and-click puzzle adventures. You guide Ashley through a mysterious mansion on the island and its grounds, picking up items and solving puzzles. Along the way, she'll meet a ghost named D and they'll work together to recover its lost memories.

*Another Code* makes excellent use of the dual screens. Down below you'll walk Ashley and D around the island and, as they reach important landmarks, 2D images of them will flash up on the top screen. Pressing the Investigate button on the lower screen will bring a 2D image up and you'll be able to poke at various parts of it to find secrets. The entire game is playable with the stylus, but you can also use the D-pad.

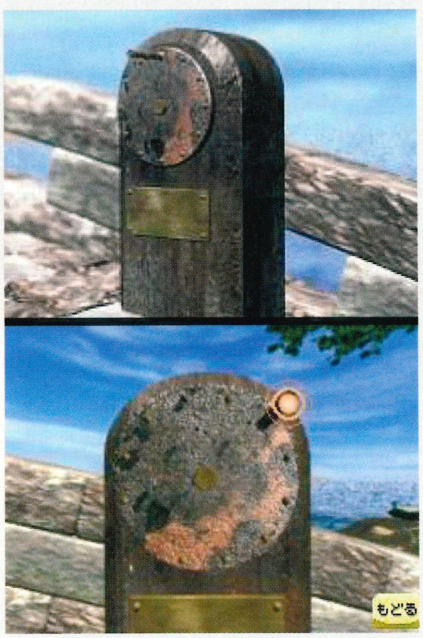
At times, you'll have to solve a puzzle using the touch screen. Some are quite straightforward – unscramble a picture, or rub a sheet of paper to find the message underneath. Some, though, are real head-scratchers that will send you running to the internet for the answer. But in many cases, this is just because the touch-screen segments aren't sensitive enough – you can spend minutes tapping the correct area, but it won't register unless you're hitting exactly the right pixel.

*Another Code* has a sort of identity crisis. It doesn't know whether it wants to be stupidly easy or brick-wall difficult. Sometimes it won't let you pick up a necessary item until you've already tried and failed to solve the puzzle it is used for.

Other times it will give no hints as to how to proceed, leaving you to run around the island clicking, tapping and blowing on everything hoping for a miracle. Why does this happen? This genre was perfected a decade ago in games like *Monkey Island*. Were *Another Code*'s designers even paying attention? ***Chris Kohler***



❑ That's the island your adventure takes place on. Oh, look – a cliff!




❑ Interact with stuff around the island via the touch screen – like this rock-dial thing

## ESSENTIALS

**DEVELOPER:** CING

**FAMOUS FOR:**
A Japan-only adventure game on the PS2 called *Glass Rose*. You didn't miss much.

**THE PHIAL OF COMPLETION**

**MULTIPLAYER:** NO
**PUBLISHER:** NINTENDO
**RELEASE:** TBC
**REVIEW:** TBC

**PREDICTED SCORE**

*Another Code*'s exploration and puzzle solving is appealing, but if the difficulty level stays this uneven we won't be touching it with a barge-stylus.

60% PLUS

❑ We checked with the police and if you see someone wearing skin-tight blue pants with '4 REAL' on them it's okay to do this

❑ This year the faces are so realistic you can see what the wrestlers are thinking. Booker T is contemplating third world debt

# WWE Day of Reckoning

## It's 30 percent more violent than the last one, which is real value.

**Watching two sweaty, men roll around in their underwear is perfectly normal and healthy, or that's what our therapist tells us anyway. Assuming he's right, we're confident in saying that *WWE Day of Reckoning 2* is pretty awesome. The designers at THQ have started from scratch to make this GameCube-exclusive wrestlefest a quantum leap over the last one.**

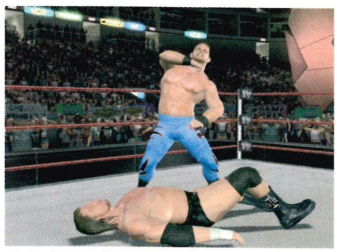
You can see the new visual style in these first-ever pics. If your memory needs refreshing you can look at the panel for a comparison with the first game. The character models are as detailed as we've ever seen them on any console. And from what we watched and played, the animation is going to be awesome. THQ promises a 25% increase in the number of polygons for each character and you can see the difference.

Each superstar's flashy ring entrance is one of the most important parts of his or her character, and *DoR2* works even harder to recreate the spectacle. There are more dramatic camera angles and more life-like and realistic facial expressions. And the audience you'll see cheering is now in full 3D, although from what we saw there are still too many duplicate characters in the audience (the same crazy-looking woman appears in the front row three times). They've got a lot of time to fix stuff like that, though.

*DoR2* is also the first story line sequel ever attempted within the franchise. Last year's Story mode started you off as a rookie and you had to work your way up through the rankings of the WWE, finally getting a shot at the World Championship. Rather than start you out at the bottom again as some other rookie, *DoR2* puts you in the same role one year later – right after losing your belt. This time you've got to climb back up the ranks to the heights you once enjoyed.

Although the gameplay was still incomplete (we could only play a singles match between

❑ It's Ian Dowie! And he's not happy with the Booker T wristwatch Andy Johnson gave him for Christmas



❑ When the ambulance arrived Benoit's dancing seemed wrong

❑ Check out the realistic muscle tone and feel a bit weird about it

## What a difference a year makes

**Out with the old, in with the new.**

We all know that GameCube is capable of some great visuals, but just how far have the pictures of sweaty men in pants come since the first *Day of Reckoning* game? Quite a long way, actually. Check out this side-by-side comparison and be thankful for some geek in Baltimore knocking out texture-mapping routines on a PC.

❑ **RECKONING 1:** Nice character models, but it still looks a lot like a video game – see the audience

❑ **RECKONING 2:** It's loads more realistic and the audience is fully 3D. Nice sweat, too

Kane and Booker T), we could see some of the improvements to the gameplay.

THQ puts the most emphasis on the new skill-based submission system. Once you get into a hold, you can tap the C-Stick to determine what sort of hold it is. Are you trying to hurt your opponent and make him lose stamina? Are you just trying to incapacitate him while you regain your own stamina? Are you trying to humiliate your opponent infront of the baying crowd? Or are you trying to make yourself look good?

You can alter the hold to your own specifications depending on how the match is going for you. You'll want to be aware of your own stamina bar as well as your opponent's, because this will determine what type of hold you'll want to apply. Regaining stamina is important because it drops every time you do something (which means that flailing around punching the air like a *Street Fighter* reject will not help you). When your stamina is low you can still fight, but not very well.

As you move through the Story mode, you'll be developing your character's abilities by fighting in matches. At the start, you'll determine what your character's specialty is. If you excel in, say, aerial moves, then not only will you build up those moves faster, but you'll have access to certain moves (like Rey Mysterio's 619 kick) that other characters will never be able to achieve.

Speaking of Rey, all your favourite WWE superstars should be whacking lumps out of each other in the final game. In the pictures you can see Batista, Triple H, Chris Benoit, Booker T and Kane, but this represents only a drop of the wrestlers on tap. And what about those grapplers too old, too fat, too broken, or just too damn dead to compete in the ring nowadays? THQ's got you covered there too; legends like Hulk Hogan, Ultimate Warrior, and Mankind are confirmed to be included. ***Chris Kohler***

❑ **You can't buy underpants like this in regular shops. You have to smash people over the head with flimsy metal chairs and nick them**

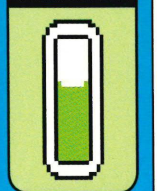
❑ **Why do wrestlers wear knee-length boots? Most people fight in trainers these days**

## ESSENTIALS

**DEVELOPER:** YUKES

**FAMOUS FOR:**
A whole lot of great wrestling games in Japan and the US.

**THE PHIAL OF COMPLETION**



**MULTIPLAYER:** YES
**PUBLISHER:** THQ
**RELEASE:** TBC
**REVIEW:** TBC

**PREDICTED SCORE**

THQ says this will be the definitive WWE game for GameCube. It's sure to look nice but only time will tell if it's any good to play.

**80% PLUS**

# What do you get in the UK's best-selling football magazine that you don't get anywhere else?

THE BEST INTERVIEWS!

THE BEST POSTERS!

THE BEST STARS!

THE BEST VALUE!

**MATCH! IT'S SIMPLY THE BEST!** on sale every Tuesday!

❑ Like stamping on an ants' nest, you rub the bottom screen to make these little guys fight. They won't bite you though, which is a bonus

❑ This conversation is unfolding on the top screen, which means you can't draw a knob on the blackboard. No fair!

# Egg Monster Hero

## If thinking up a game is hard, flick randomly through the dictionary.

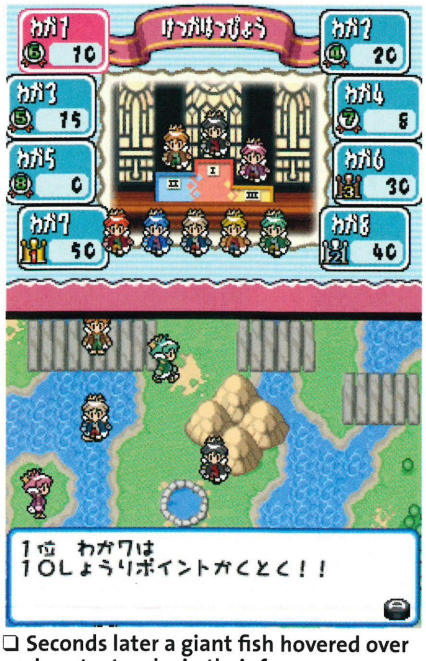
**_Egg Monster Hero_ is an RPG, but it adheres more closely to the comical style of _Paper Mario_ than the epic structure of _Final Fantasy_. In fact, the game is part of Square's ancient _Hanjuku Hero_ series which started life as a spoof role-playing game on the Super Famicom. _Egg Monster Hero_ is just as lighthearted, but – thanks to the features of the DS hardware – much more interesting.**

Exploratory scenes are shown on the top screen, as your band of affable characters heads from one town to another. While roaming, the touch screen is filled with an audience who (audibly and visibly) react to your adventure. Reply to a multiple choice question with a controversial answer and the audience will heckle. Make progress and the assembled crowd will cheer. And if it gets really boring, there's a chance that they'll just get up and leave!

When you enter a battle, however, the audience automatically disappears to make way for the action. Touch screen battles are unusual affairs. Your army, led by a large general figure, goes up against a band of foes captained by another lead character. Simply scratch your army with some ferocity and they'll attack the enemy with real vigour. It's a bit of a haphazard system and seems to be more a case of manic friction than employing any considered tactics. But we like it... when we win.

Another aspect of battles occurs when the titular Egg Monsters are drawn into the action. Then, instead of relying on troops, the Egg Monster makes a special attack. A three-by-three grid appears on the touch screen and, depending on which square you tap, the Egg Monster will perform any of nine different special moves. This is a really nifty system which means that you don't have to enter menu screens of any sort; perhaps future RPGs will make similar use of the touch screen.

It's not going to change the world of RPGs, but _Egg Monster Hero_ is quirky and likable. Its graphics have an old-skool, hand-drawn charm and the game's soundtrack is overflowing with catchy tunes – let's hope someone brings it to the UK before we start crying. ***Jonti Davies***




❑ Seconds later a giant fish hovered over and spat a trophy in their face

❑ Just like in _Paper Mario 2_, the audience reacts to your performance

## ESSENTIALS

**DEVELOPER:** SQUARE ENIX

**FAMOUS FOR:**
Making a fighting game once. Oh, and a shoot-'em-up, but you probably know them for the games they make about wizards. They sell more of those than McDonald's sell cheeseburgers.

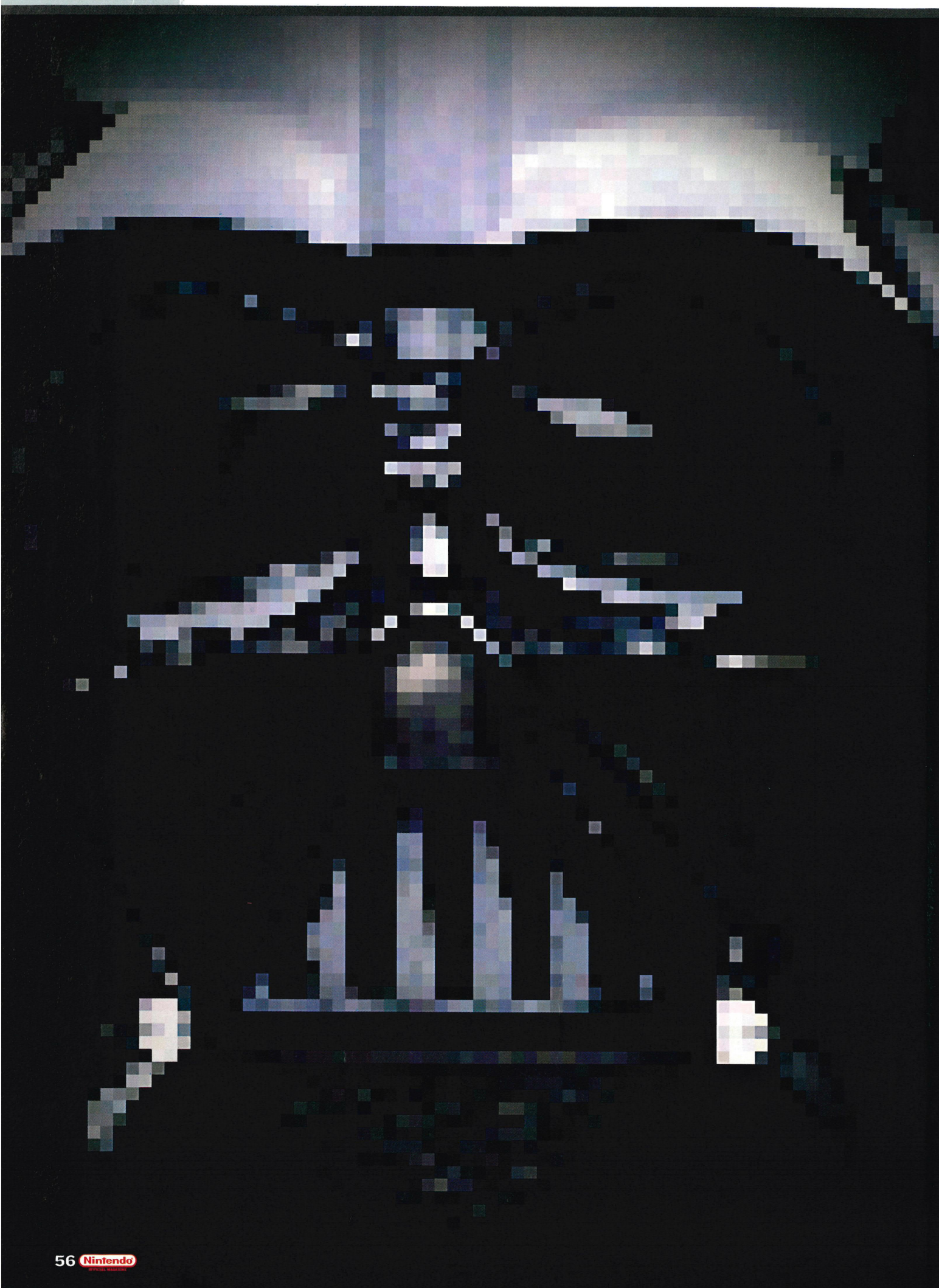
THE PHIAL OF COMPLETION

**MULTIPLAYER:** NO
**PUBLISHER:** SQUARE ENIX
**RELEASE:** TBC
**REVIEW:** TBC

### PREDICTED SCORE

As charmingly quirky as its name suggests, but it's hardly Square Enix running at full power. Maybe it's saving its magic points for the _Final Fantasy III_ remake?

70% PLUS



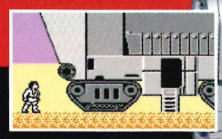
# STAR WARS EPISODE III⅓

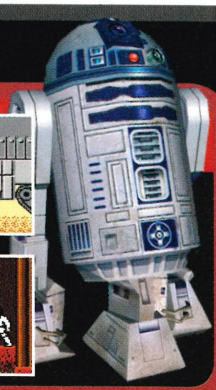
# REVENGE OF THE BITS

**A princess in peril. An evil dark lord with breath issues. A castle in the sky. Kind of. But it's not Mario, it's the greatest space saga of all time. Now relax, let go, and feel the Force flowing through you as a gaggle of the galaxy's greatest heroes and villains bring you the history of *Star Wars* games on Nintendo...**

## 1987 STAR WARS
NES (Japan Only)

"Growing up, Luke had a really tough time. His face went all blocky and he dyed his hair black. Some days he couldn't even jump from one rocky platform to the next. And every time he walked into a Jawa, he passed out. The doctor said he had too much of his father in him – that giant Vader-scorpion thing that lives in a Sandcrawler." ***Aunt Beru***

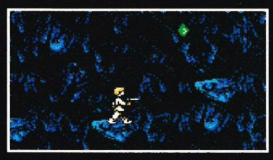




R2 RATING

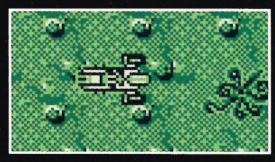
## 1991 STAR WARS
NES

"Winchiny-a-winchiny-winchako! I spent ages playing this in Mos Eisley hospital after HAN SHOT ME FIRST. It was hard to control, especially with my rubbery fingers. I kept getting lost on the map and I think I was hallucinating because everything was in 2D and green slime was dripping from the ceiling. Years later I found out that I'd actually shot HAN first. Weird!" ***Greedo***



R2 RATING

## 1992 STAR WARS
GB



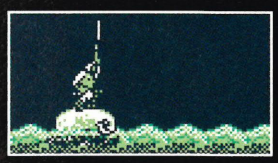
"That's no moon! That's a space station! What? Oh, sorry I was thinking about something else. Hello there, little one! This reminds me of the NES version, because it's IDENTICAL. Except it's all green! Watch out for those leaps of faith in the Death Star and when you get to the trench, let go. Well, don't ACTUALLY let go or you'll break your Game Boy." ***Obi-Wan Kenobi***

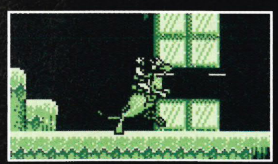
R2 RATING

**YODA'S TIME LINE**

- **1977** *Episode IV: A New Hope* hits cinemas. Films change forever.
- **1978**
- **1979**
- **1980** *Episode V: The Empire Strikes Back* is released. Darth is Luke's DAD! Soz...
- **1981** *Donkey Kong* heralds the start of the Nintendo Age.
- **1982**
- **1983** *Episode VI: Return of the Jedi.* There's ANOTHER Death Star.

## 1992 THE EMPIRE STRIKES BACK GB





"When I programmed this game I was well into lying and double-crossing. You think you'll finish it, but BAM! It kills you – even if you've got Force powers. Then Vader cusses your ass. Yeah! I love being a scoundrel. It looks kinda smooth for its age, but there are LOADS more platforms than I remember. I love platforms, though. Cloud City is just one big platform." ***Lando Calrissian***

R2 RATING

## 1993 THE EMPIRE STRIKES BACK NES

"On Hoth I was confused. Luke or Han? Han or Luke? Chewbacca? That's not natural. Anyway, this had great music and you could shoot in EIGHT directions. Amazing. Lucky we didn't have to jump from platforms in the movies or they'd be about two minutes long. And why did they put that useless snow kangaroo in it. A Taun Taun? I don't know where you get your delusions, laser brain." ***Princess Leia***

R2 RATING

## 1993 SUPER STAR WARS
Super NES

"I don't like you. You just watch yourself. I have the death sentence in 12 systems. I like this game, though. It's mint. You can play as Luke, Han or Chewbacca and upgrade your weapons. The bosses are huge and the pits are bottomless. Just joking about not liking you, by the way. Don't chop my arm off or I'll drop my pad." ***That moody dude from the Cantina who gets lippy with Luke***

R2 RATING

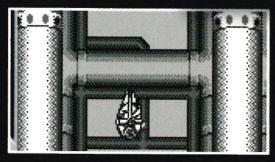
## 1994 SUPER THE EMPIRE STRIKES BACK Super NES

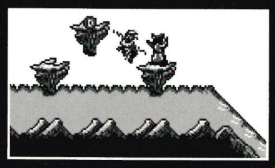
"Don't mess me about. I'm not in the mood. I don't care if you could select characters last time, just do what you're told. You've got some special moves this time: the Force, grenades and dual attacks. Are they better than my jetpack? Don't be stupid. You're lucky there are level passwords, 'cos this is a deathtrap. And you're no good to me dead. Which you will be. A lot." ***Boba Fett***

R2 RATING

## 1995 SUPER RETURN OF THE JEDI GB

"Die wanna wanga! That's Huttesse for I don't wanna play as an Ewok. I'm a seven-foot-tall albino killer with tentacles growing out of my skull and you want me to play as a teddy bear? I always play as Leia if I can. She makes my tentacles stand up. When the Rancor ate Max Rebo's band, we had to listen to music through this. It was great if you didn't have ears. Bleep, bleep, bleeiiip!"
***Bib Fortuna***





R2 RATING

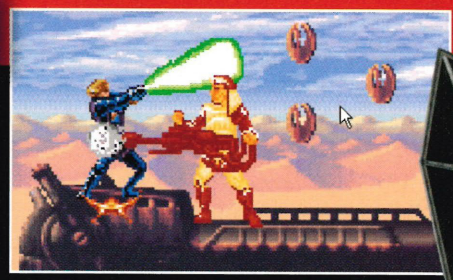
## 1999 STAR WARS EPISODE I RACER N64

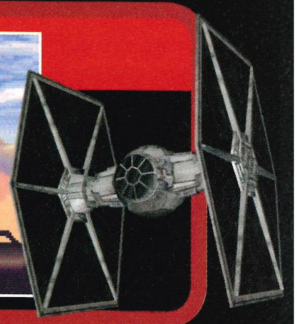
"You may think a pod racer with flamethrowers is cheating, but that freaky little blond alien uses MAGIC. Mos Espa is beautiful, but hard to appreciate when you're riding on a tea tray strapped to a couple of jet engines. It's the only track from the film though. For the rest, you may as well be racing around Captain Falcon's ass. Drive with your feet, slave scum."
***Sebulba***

R2 RATING

## 1995 SUPER RETURN OF THE JEDI Super NES

"Bleeerp! Soz. This looks so good I once ate a copy. There are more bottomless pits than even I'd have in my palace and character select is back, but I always pick Leia. Bikini. Chain-whip. Sexy time! What does she see in guys with legs? It's all about the tail, baby. Grab 100 rebel symbols for a 1-Up. Han still owes me, 20,000."
***Jabba the Hutt***



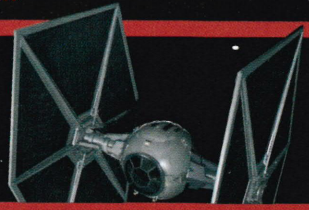


R2 RATING

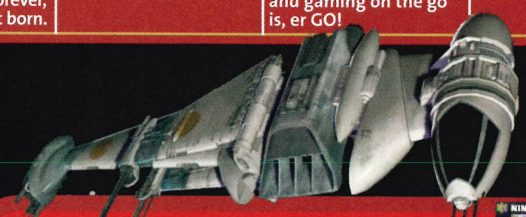
1984 | 1985 | 1986 | **1987** The NES hits the UK. Your life changes forever, even if you weren't born. | 1988 | **1989** The Game Boy is here and gaming on the go is, er GO! | 1990

## 1999 STAR WARS EPISODE I RACER GBC

"Ha ha! I sold this to a kid in Mos Espa even though it was-a broken. Whadaya mean it's NOT broken? That's how it's supposed to be?! But those pods are tiny. Okay, so maybe it IS good. Hmmm... maybe I should have charged him more than one bantha turd. Anyway, I gotta whole stack of 'em out-a back by the Jar Jar duvet covers."
***Watto***



R2 RATING



## 1999 STAR WARS: ROGUE SQUADRON N64

"Red Three standing by! Lock S-Foils in attack position! Aaargh! I'm dead. Those were the days. I went to the Academy, but Luke had to stay on Tatooine. Gutted, farm boy. There's so much fogging in this you'd think every stage was on Dagobah, but the ships look and handle great. Is there a plot? Who cares? Wanna hear my death scream again? Aiiieeeee..." ***Rebel Pilot Biggs***

R2 RATING

## 1997 STAR WARS: SHADOWS OF THE EMPIRE N64

"Han Solo shot me in *Star Wars*, but I didn't mind. It's part of the job. I was 2D back then anyway, so it hurt less. *Shadows* was my first time getting shot in 3D and it KILLS, man. There's an upside though – three dimensions also means you can snag AT-ATs with a tow cable properly. Awesome. Us stormtroopers hate the AT-AT drivers. They get paid twice what we do for driving a metal dog." ***Stormtrooper TK-421***

R2 RATING

## 2000 STAR WARS EPISODE I: BATTLE FOR NABOO N64

"God, I'm SO boring. Senate this, chancellor that... Please defend my peaceful planet, even if its miles of grass are TWICE as boring as me. No, you can't fly an X-wing. They haven't been invented yet. You'll have to make do with Naboo Starfighters and Trade Federation tanks. And no, I'm not wearing that skin-tight suit from *Episode II* even if you do have an Expansion Pak." ***Queen Amidala***

R2 RATING

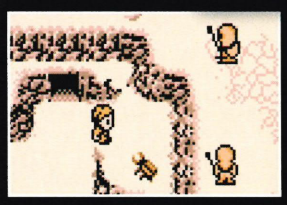
## 2000 EPISODE I: OBI-WAN'S ADVENTURE GBC

"Mesa want to be Jedi, but mesa da most useless berk in all da galaxy. So mesa play Jedi game instead! Mesa very clumsy, but just smash, smash, smash da A button and win most times. Sometimes mesa use-a da Force by little-bity-accidenty or get chase by a bat. Oh no! No, bat! Mynock! If me sez it wrong again big Boss Lucas say he beat me with stick. No laser stick – heavy wood stick. ***Jar Jar Binks***

R2 RATING

## 2000 STAR WARS: YODA STORIES GBC

"Syntax, apologies for, Yoda, my. When 900 years old you reach, speak as good, you will not. Hmm? Woah-wa-ha-ha-haaa! Look like a sweet RPG this may, but strong with the dark side it has become. Chug around repetitive landscapes, you will, one square at a time. Up, up, right, right. Get object. Miss stormtrooper with lightsaber. Hmmm-ma-ha-ha-ha! Crap a better game than this, I could." ***Yoda***



R2 RATING

YODA'S TIME LINE

**1991**

**1992** The NES goes Super. Bigger games, better graphics and great sound.

**1993**

**1994**

**1995**

**1996**

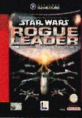
**1997** *Episodes IV* to *VI* get a *Special Edition* and N64 comes out. Nurse!

## 2002 STAR WARS: JEDI POWER BATTLES GBA

"Aaaaah! This is OUTRAGEOUS! First I get stupid Japanese joke voice. Then spend all money on crappy battle droids. Jedi rip them up for arse paper. Too easy. Not even need special move. Bad 3D of Trade Federation ship make jumps difficult, but they're still coming through! They can play as bad Jedi, too. One with paint on face. I only get more battle droids. Ba!" ***Nute Gunray***

R2 RATING

## 2002 STAR WARS: ROGUE SQUADRON II GameCube



"Why's this great? One word. X-wings. Is that one word? I dunno... Anyway, shredding TIE fighters has never been better. And you can command your wingmen. Sometimes I hear them sniggering that I fancy my sister, which I DO NOT, okay? This sure looks amazing – not a bad motivator in sight. It's as smooth as Leia's... Oh no! Think of something ugly! Aunt Beru's beard! Aunt Beru's beard!" ***Luke Skywalker***

R2 RATING

## 2002 EPISODE II: ATTACK OF THE CLONES GBA

"I am the Chosen One. I can jump really high and push people over from a distance. Like one of those pole-vault guys. But without the pole. Remember that bit in the movie like a Mario game? The droid factory? That's in here! Is it as good as Mario? God no! You ALWAYS miss the platforms. It's so FRUSTRATING. Obi-Wan doesn't understand. Man, I'm gonna slap him one day." ***Anakin Skywalker***

R2 RATING

## 2002 THE CLONE WARS GameCube

"Many Padawans ask me what midi-chlorians are. And what a vergence is. This is the wisdom I impart to them. Forget that crap, get in a flying tank and blow some stuff up. When it sounds this good it can't be wrong. Vvvrrraakk! Bzz-Zam! There was a bit with no explosions, but they cut that 'cos people thought the sound on their TV was broken." ***Mace Windu***

R2 RATING

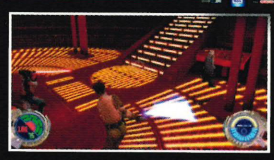
## 2002 EPISODE II: NEW DROID ARMY GBA

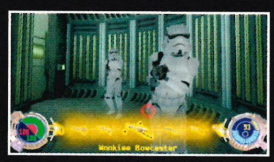
"Tzzk. Roger, roger. It's my birthday. I'm hot off the Techno Union production line. Damn, it's good to be alive! Hey, here comes a man with a glowing stick. It must be a candle! Kz-ZACK! Why are my legs all the way over there? Please stop hitting me with the candle. It hurts! Oh no! Now he's spinning around AND hitting me. Again and again. For 20 levels. Bzzzzzzzzzz..." ***Battle droid***

R2 RATING

## 2002 JEDI KNIGHT II: JEDI OUTCAST GameCube

"There is a disturbance in the Force. Or is it just a bad texture? I can't tell without my glasses. Young fool, only now do you understand – you can't use your Force powers properly with that poxy controller and the Jedi face-hair you pride yourself on has been unfashionable since *Episode III*. Ha! See how I jab at your brittle ego? Oh, I'm afraid the frame-rate is quite poor, as well. Mwa ha haah!" ***The Emperor***





R2 RATING

## 2003 STAR WARS BOUNTY HUNTER GameCube

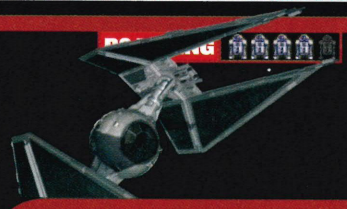
"Let's get something straight right now. I'm not Boba Fett. Nor am I a cynical marketing ploy, playing on fans' love of a cult character. I'm a BOUNTY HUNTER. Look through my visor to check who's wanted. Yes, I know it's impossible with all those aliens shooting at you. Okay, now jet-pack over that bottomless pit. What do you mean you keep missing the jump. Gimme all yer money, geek." ***Jango Fett***

R2 RATING

| 1998 | 1999 | 2000 | 2001 | 2002 | 2003 | 2004 | 2005 |
|---|---|---|---|---|---|---|---|
| The Game Boy Color is born! But Yoda is STILL green. | *Episode I: The Phantom Menace* arrives. Lucas's bank manager is chuffed. | | The Game Boy Advance has landed. Is it the greatest handheld ever? Yes. | *Episode II: Attack of the Clones* storms into cinemas, deafening everyone. | | | *Episode III: Revenge of the Sith* completes the saga. Nintendo DS is released. It's all too much. |

## 2003 STAR WARS: ROGUE SQUADRON III GameCube

"We're doomed! This was going to be a most pleasant game until I... er, Artoo said we should mince around indoors as well as flying. That near-sighted scrap pile! Okay, it was ME! It's against my programming to lie. Have you forgotten how much I hate space travel. Quick Artoo, you malfunctioning little twerp, tell Master Luke about the marvellous co-op mode and the bonus arcade games! Wonderful!" ***C-3PO***



## 2005 STAR WARS LEGO GBA

"Wraaargh! [Chewie says see p78 for the full review] ***Chewbacca***

## 2003 STAR WARS: FLIGHT OF THE FALCON GBA

"What an incredible smell you've discovered! Kid, I've flown from one side of this galaxy to the other, I've smelt a lot of strange stuff, but I've never smelt a game that stinks worse than Jabba's sweaty ball-sack. Until this, that is. I'd rather stick one of Chewie's turds in my GBA. If you're lucky, he'll pull your arms off so you never have to play it." ***Han Solo***

R2 RATING

## 2004 APPRENTICE OF THE FORCE GBA

"The circle is complete. When I left the games shop at 1pm, I was but the learner. Now, at 5pm, I am the master. Is that how long it took for Luke to beat me? It seemed like ages at the time. I find this game's lack of value disturbing. And the penalty for nicking graphics off *Prince of Persia* is death. Perhaps a bonus slideshow will stop me choking a passerby. No, it didn't." ***Darth Vader***

R2 RATING

# STAR WARS COMPETITION

# THE SAGA CONTINUES...

## ... with our massive, *Clone Wars* competition.

That huge ruck at the end of *Attack of the Clones* was one of the most awesome scenes in any *Star Wars* movie. If that made you burst with excitement, you need to see the *Star Wars Clone Wars* cartoon. The action picks up where the movie left off, following Anakin and co's adventures and frantic battles against the Dark Side.

Thanks to www.fox.co.uk, we're offering a once-in-a-lifetime chance for you and 20 of your mates to see the whole of *Clone Wars Volume 1* in your local VUE cinema. There's no public access to this exclusive showing – just you and 20 pals with the huge screen and fat speakers to yourselves, kicking back and watching the action like kings. All you have to do is check out the dead-easy question below and get your answer in to us.

Just think – you'll have 20 die-hard buddies for life after a day out like that. And all the losers you don't take with you will be jealous forever. But if you don't win, the good news is that *Star Wars: Clone Wars Volume 1* is out on DVD on May 9th from Twentieth Century Fox Home Entertainment and Lucasfilm, for all to see.

### QUESTION

**What is the second name of Jedi Master, Mace?**

**A.** Windmill **B.** Windu **C.** Window

**ENTER**

**BY TEXT:** Write "nomcomp CLONE", then the letter of your answer and send it to 83149.
**BY PHONE:** Call 0905 053 1105
**BY POST:** Send your name, address, telephone number and your answer to: *Clone Wars* competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

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Nintendo OFFICIAL MAGAZINE

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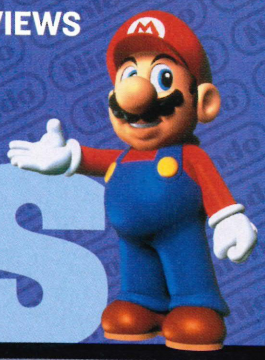
# Reviews



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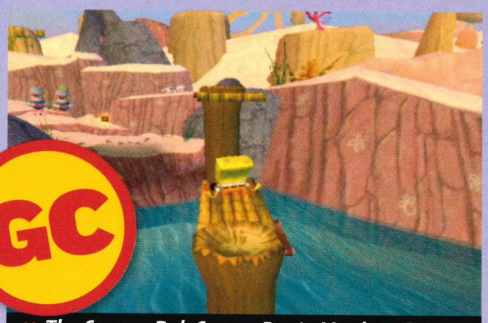
» Mario Party Advance » P.76




» The SpongeBob SquarePants Movie » P.80

» Wario Ware Twisted! » P.72

## MEET THE TEAM

**and wonder why you're reading this.**

**Tim Street**

Tim wrote absolutely nothing in this issue. Instead he chose to jolly it along in meetings – his favourite pastime.

**Dean Scott**

Has had Sonic on the brain so much he's been trying to do his evening three-mile run in two minutes. P.S. – he can't.

**Kingsley Singleton**

Missed his wedding anniversary because of press-night and now wants a written apology from every reader.

**Mike Jackson**

Wants to know how to develop alternative personalities like Harman, turning into Kelly Brook or Jamelia at will.

**Rob Burman**

After hearing about a 12-foot tall bear in America, Rob's looking for the merchant in *Resi 4* to buy some guns.

## SPECIAL THANKS TO

**LAWRENCE WRIGHT**
Is moving from Japan to Australia. Welcome to PAL-games hell, bitch.

## SCORES AND AWARDS

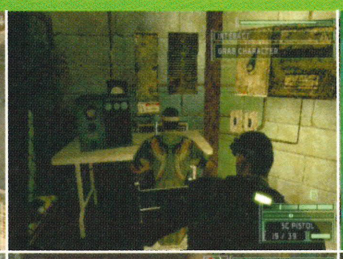
| | |
|---|---|
| 90+ | A Nintendo Classic |
| 85 - 89 | Exceptional in its class |
| 80 - 84 | Great fun, but not ground-breaking |
| 70 - 79 | Some nice ideas, but lacks Nintendo magic |
| 60 - 69 | Few classic moments – for die hards only |
| 50 - 59 | Been there, seen it, played it. Yawn! |
| 40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

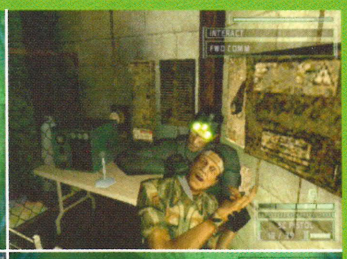
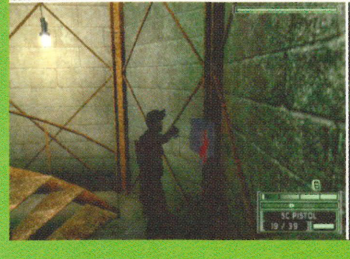
**POISON**
A real minger that might give you a nasty disease just by touching it. Steer clear at all costs.

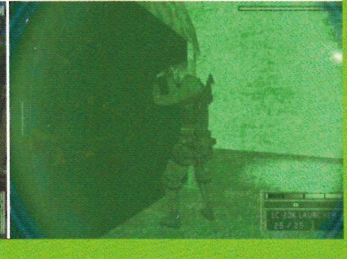
**SUPERSTAR**
Only dished out to truly great games. There can be more than one in a month, but they have to be special.

## GAME INFO

Out: **NOW**
Price: **£39.99**
Publisher: **UBISOFT**
Players: **1-4**





# TOM CLANCY'S SPLINTER CELL CHAOS THEORY

SUPERSTAR Nintendo OFFICIAL MAGAZINE

## Men who creep around in the dark with knives are usually arrested. Sam Fisher's different though. He's here to save the world.

Sam Fisher sounds like the name of a character from *Emmerdale*. Yet you won't see him with his hand up a cow's bum. Not unless it's a terrorist cow that's hiding some important intel in its brown cavern.

Despite the crap name, Sam's become the most lethal stealth assassin in the games world. He's not about crap stories. He doesn't even seem to have emotions. Sam's a relentless killer, taking out terrorist soldiers with a swift but silent snap of the neck, slash of the throat or plain and simple bullet to the brain.

Forget *Metal Gear*. You don't need lengthy cut-scenes and irrelevant conversations on love affairs and childhood memories. You don't need square levels built on grids like GBA *Pokémon* games. Solid Snake is the past. Sam Fisher is the future.

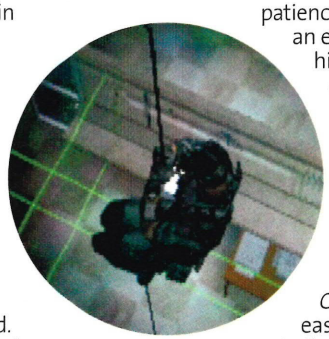
Some people say: "What's with this sneaking bullcrap? I just want to run, shoot and blow stuff up". *Splinter Cell* is not for those people. *Splinter Cell* is hardcore stealth. It's not a pretend stealth game, where you sneak through it the first time you play, then you learn the levels well enough to Rambo through it without a problem. That's not possible.

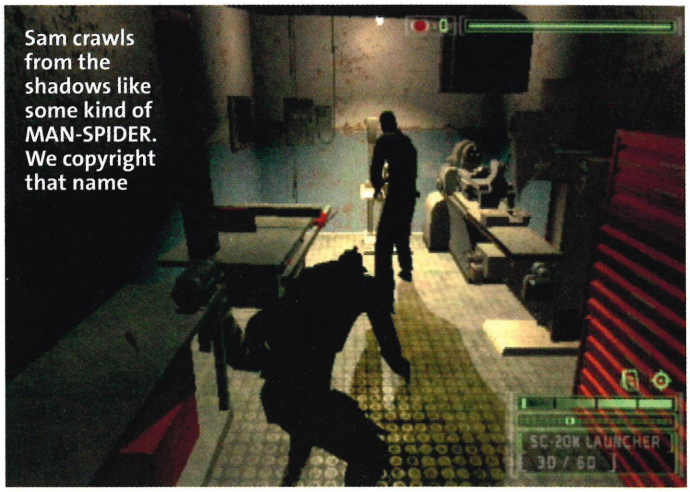
In every level, you are forced to creep slowly from shadow to shadow, taking out unsuspecting guards like a phantom killer. In this game, bullets hurt. You don't want to be seen and shot at. A guard can take out your entire health bar with one spray of his rifle. You can't carry around half a dozen cop-out health pick-ups either – med kits are attached to the wall. You'll be a corpse before you get halfway there. It's not an easy game.

*Chaos Theory* is easier than the previous game in the series, *Pandora Tomorrow*. There were two main problems with *PT*'s level design: being too linear and occasionally throwing up scenarios that made it impossible to be stealthy. There'd be multiple guards with fat AKs in a room with unbreakable lights, infrared cameras, lasers and a noisy wooden floor. Flippin' hell! Sam might as well run in there naked with bells dangling from his boy bits because you've got no chance of getting past those guys unnoticed.

Both issues seem to have been addressed, and *CT*'s levels are far better designed. To begin with, there's almost always one alternative route to an objective. In some infiltration levels you can go in the front of a building, sneak around the back or even come in from the roof – it's your choice. Missions have been opened up, so you won't just be following one set path from start to finish; you'll have complete freedom in huge buildings where you'll need to explore and backtrack to previous areas to complete missions.

The environments are also better laid out for stealth. With patience, strategy and an eye for good hiding spots, you can actually get through the earlier levels without dying – a near impossible feat in *Pandora Tomorrow*. That doesn't mean *Chaos Theory* is too easy – it's still a decent challenge. But with the difficult situations come logical solutions and it's rewarding to figure them out.



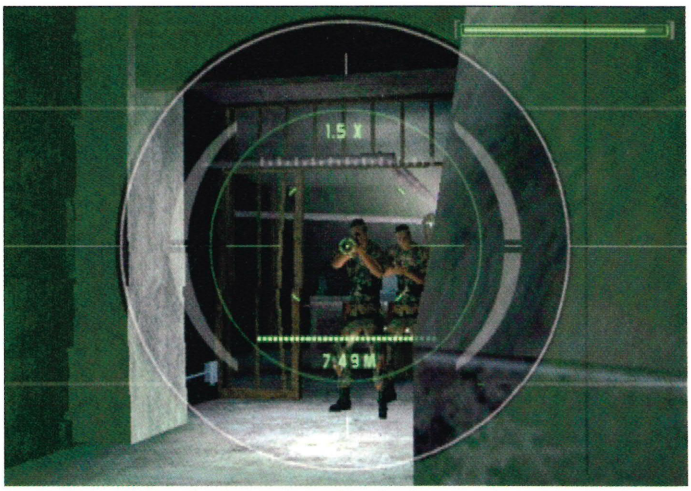


Sam crawls from the shadows like some kind of MAN-SPIDER. We copyright that name

You'll need to observe your surroundings. Are there security cameras? Where are the lights? Can they be shot out safely? Use your heat vision to check for lasers. Clear? Then you think about the guards. Will you sneak past them? You can throw a stone or bottle to distract them while you zip by. Or will you take them out? You could whistle them into a dark area and strangle them. It's risky, but works. You could gas them with a Sticky Camera or simply shoot them with a silenced shot, but then you have to think about who might see.

It's not just sight that's a factor. The biggest innovation in *CT* is the

■ Sam's a stealth king, but hiring deafblind guards is really stupid



■ Stop him calling for help. Shoot him in the tongue. It CAN be done!

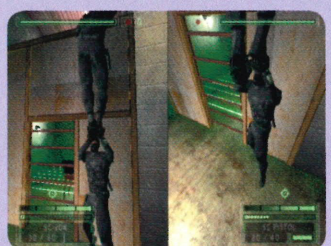
# Two spies are better than one

... or extra target practice for the terrorists if you're playing with Rob.

■ Most Co-op modes are simply two-player versions of the single-player adventure. But not the new Co-op mode in *Chaos Theory* – it's a separate outing with entirely new levels specifically built for two agents. And it's not just about covering fire and all that garbage. You can combine to scale high walls, boosting and using each other as human ladders, flick each other over large gaps or lower your partner into a room by a rope.

The missions in the Co-op mode take full advantage of these moves and once you get into the Co-op way of thinking, you'll be swinging around the place like Siamese ninjas. It's not a game of equal proportion to the single-player mode – the missions are short, some only taking a minute or two, but it's cool while it lasts.

You can throw your mate over lasers, pits and into guards.


Or try boosting them over the walls you can't climb...

... before you use them as a human ladder to get over, too

And if you can't use the door, do it *Mission: Impossible* style

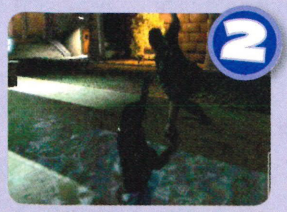
# Get over 'ere

Headlocks are old. Sam's got some new moves you'll like.

■ Grabbing a soldier from behind is something that's sure to get you thrown out of the army. But do it to an ENEMY soldier and it's an efficient way of putting them out of action without wasting your precious ammo.

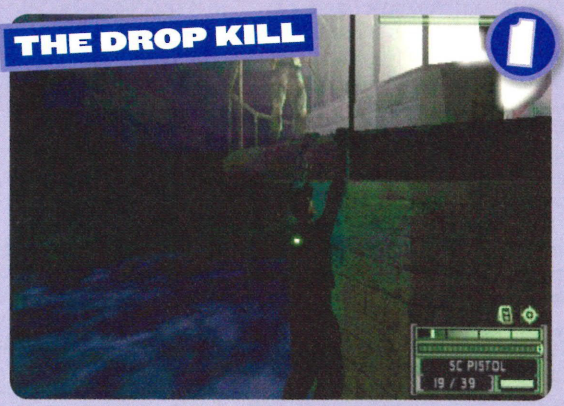
Unfortunately it can get boring as hell and sometimes all you want to do is ease the blood lust in your itchy trigger finger. When we get bogged down by all the sneaking around, we try and deal with the goons in proper style. Here's how to make a drama out of someone else's crisis.

You sit in a pool of water like a crocodile, waiting for a victim to pass by. You can't eat them though

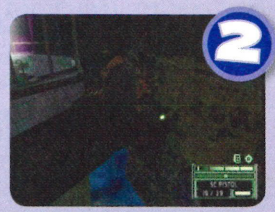



Grab 'im instead. Sam launches out of the water and drags him in...

... before putting him to a sudden death. Oh well, it's a cruel world




You're hanging off the top of a lighthouse. This bloke is oblivious. Make seagull noises for extra points. Skwaa!




He's enjoying the scenery below. So Sam helps him take a closer look

See you later. Now he's a part of the beach. That'd make a great postcard

Sound Meter. It gives a reading of ambient noise in your local area and monitors any sounds made by Sam. There could be a car engine, or machinery chugging away nearby. Or you could be outside in a rumbling thunderstorm. The volumes of all these environmental sounds are indicated by a little square slider on the Sound Meter. As long as your noise stays below the slider, nearby guards won't hear you.

In places like an engine room where the ambient noise is high, you can stride around merrily, completely unheard. This adds a whole new level of strategy to the game and another layer of realism to the guards' behaviour. We can't imagine playing a *SC* game without it now. The sound and light bars are what separate *SC* games from every other stealth-'em-up. Those two simple bars enforce the stealth law – keep them low or get screwed badly.

But those bars are also your comfort. As long as they're down you know you can't be seen or heard. You're basically invisible. The cone-shaped vision of the soldiers shown on the radar in *Metal Gear* just makes the whole game feel fake. But *CT* feels real. And that's what makes it so damn tense – the unparalleled realism. Not just in the gameplay, but visually too.

■ The left barrel once appeared in *Donkey Kong*. Its mate is really jealous

■ At the National Chair Museum, Miyamoto's seat was well protected

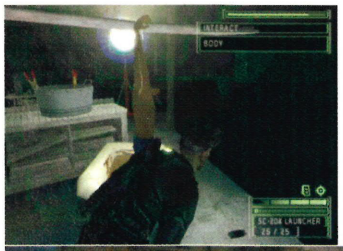
We know forum geeks will be ranting well into the next millennium about gameplay being more important than graphics, but *Chaos Theory* wouldn't be the same experience if it didn't look this cool. The detail in every environment is wicked, especially in building interiors. Every last ray of light in the game has a source – a light bulb, a fire or a computer screen for example. Not even *Metroid Prime 2*'s lighting is this advanced. It's impressive technology for the GameCube.

And Ubisoft have used the technology to great effect. The levels are so well laid out in *Chaos Theory*, you can actually get through the entire game without killing anyone – again, near impossible in *PT*. This is now possible thanks to the new toys *CT* brings into the equation.

Now you don't have to shoot out lights – it's noisy and makes the guards suspicious. The SC Pistol has a new secondary fire function (the OCP) that's like an electronic scrambler. It temporarily deactivates many electrical objects: lights, cameras, lasers, computers and more. The best thing is it's completely silent – the guards will wonder why the light goes out, but they won't suspect foul play. They go on their way unaware of your crafty doings. »»

Not all lights are affected by your SC Pistol's OCP, however. So, to identify what devices will be affected you have an EMF Visor that allows you to see electrical fields. It's not the most handy of visors – we hardly ever use it. We'd have preferred an X-ray visor that allowed you to see though walls (and ladies clothing). The Night and Heat visors have returned, which you'll use almost constantly. You'll find plenty of use for Sam's shiny new knife, too.

In fact, skilled players will use the knife more than the SC-20K, Sam's big gun. He's lethal with the blade – no more sissy punching.



Like moths, guards are attracted to light, and maybe lady moths

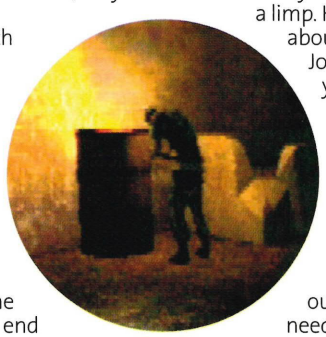
If a guard gets close you tap a button and Sam will plunge the knife straight into the poor bloke's guts, or slash his throat. Just watching him shoving the blade in is shockingly brutal. So brutal we almost feel sorry for the geezer – he could have a family. His name could be Alan. Who cares? Sam doesn't. Ooh, hello Alan! SLICE... goodbye Alan.

The knife can also be used to cut through fabric or plastic, opening up alternative routes to an objective, like cutting in through the back of a tent, rather than coming in via the front and hoping the enemy will invite you in for tea and cakes. They won't – they'll shoot new holes into your face.

The way guards respond to your presence has been improved. In the first game, they were too robotic. They'd see you clearly, but forget if you ran off and stayed in another room for a set time. In *Pandora Tomorrow* they were too edgy, blasting off crazy shots at the slightest sniff of trouble. They also developed the ability to see in the dark the moment they were alerted to your presence. No matter where you went, they found you.

Sneaking about gives you time to think. Is killing people wrong?

Now they're much more realistic. They scope out suspicious sounds in a set routine, rather than telepathically telling where you are. If they see you they don't just sprint towards you shooting. Well, some do, but those idiots end up dead. Most will pop a few shots, then retreat to a better vantage point and wait for you to stick your head out. When possible, they'll even run through a series of other rooms to come at you from behind. Clever buggers.



It's not perfect, however, because they still don't seem to feel pain or sustain injury. Cap a guy in the foot in a mad shoot-out and he barely flinches. Not even a limp. He can still sprint about like Michael Johnson. So when you get seen make sure you kill them or get the hell out of there fast because there's no slowing the blighters down.

But if things get out of hand and you need to start blasting, Sam is better equipped than ever. He has got new shotgun and sniper attachments for his SC-20K. The sniper attachment shoots powerful bullets that can pierce hard surfaces, so you can still serve it to guards

## Splinter Sellout

What else could Sam promote in his games?

In *Pandora Tomorrow* we saw Sam Fisher using an Ericsson PDA to communicate with the Chief and store vital mission data. That was sad, but you can't stand in the way of progress or it'll run you over and sell your bloody skeleton back to you.

Anyway, we were prepared to let the Ericsson slide, after all James Bond has been whoring himself to big business for years. That was until we booted up *Chaos Theory* and saw Sam chewing Airwaves gum.

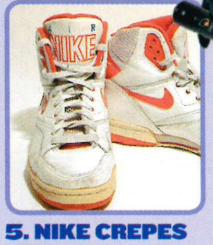
Seeing this imaginary super-killer chewing the same gum you can buy from the local petrol station looks sort of stupid. So we've thought of a few more product placements they could consider using in *Splinter Cell 4: Sale Now On*.

**1. HAIR DYE**
Sam can blend in with camp guards (geddit?) by dying his barnet.

**2. PAMPERS**
Long shifts in the shadows present problems for the bladder. Solution!

**3. AN iPOD**
U2 have got one, so why not Sam? His would be black with a crossbow in it

**4. LYNX SPRAY**
Sneaking equals reeking. Sam's pits won't put him in danger with this




**5. NIKE CREPES**
Forget army boots, most people who break into places wear trainers

Large crates are great to have a dump behind, but you can't wipe your arse with them

**"The new Sound Meter adds an extra layer of realism to the action."**

trying to hide behind stuff like wooden crates. And one devastating blast of the shotgun attachment will send a guy flying through the air. He won't get up unless he's Superman (P.S. – he's not). It's the tool of choice to get yourself out of trouble if you expose yourself.

Thankfully, you're not overly punished for making small mistakes. *Pandora Tomorrow*'s harsh alarm system saw guards strap on body armour and widen patrol routes if you're seen just once. That made the rest of the level impossible. Thankfully, *Chaos Theory* isn't as ruthless. The alarms are still in some missions, but they only draw in nearby soldiers and patrols are only toughened after numerous alerts, not just one. That means you won't be spending most of your time staring at the Continue screen and restarting from checkpoints.

Checkpoints won't haunt *Splinter Cell* fans in their sleep anymore because *Chaos Theory* has the answer to the nightmare – a perfect save function. You can pause and save at any time and you will start off from that EXACT spot next time you die. You can save after every room if you want. In a *Splinter Cell* game, this truly is a gift from the heavens. It's like a hole in your life has been filled.

■ **Sam doesn't have any noisy one-liners but he thinks some really mean stuff**

But as Ubi filled one hole, they left a big gap somewhere else – there's no sign of the Versus mode and we could have done with some stealthy LAN-game action. Soz, Nintendo fans, we're denied. The only thing the GameCube gets to make up for the loss is a new move called the Water Stealth Kill (see p69). It's a cool move, but not as cool as the GameCube-exclusive mission in *PT*.

Even without the Versus mode, this is well worth a purchase for *Splinter Cell* fans. Where *Pandora Tomorrow* was too similar to the original, *Chaos Theory* is a clear step forward for the Sam.

■ **The block this guy is guarding so well is really famous. It was in *Yoshi's Island***

## Nintendo OFFICIAL MAG SAYS...

**GRAPHICS 8**
The highly detailed environments feel real. *Splinter Cell* wouldn't be the same without impressive real light sources.

**SOUND 10**
Sound plays a massive part in gameplay, with the new sound bar. Gun shots, speech and ambient noises are spot on.

**GAMEPLAY 9**
Improved levels, the new sound bar and extra gadgets make this the best game of the series by a long shot.

**VALUE 8**
There are 11 single-player missions, each taking one-and-a-half hours. Then there's the cool Co-op mode.

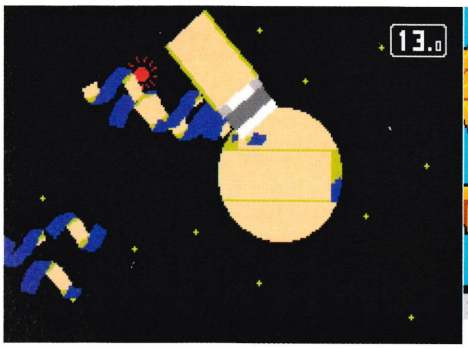
### MARIOS AND WARIOS

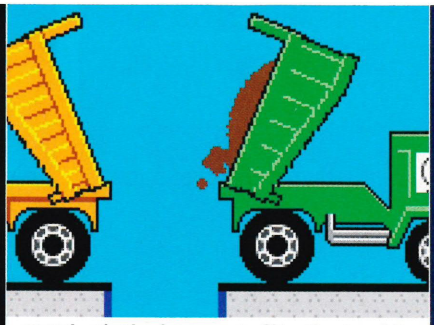
- IT'S NOT JUST A LAZY EXTENSION, LIKE *PANDORA TOMORROW* WAS.
- SOUND IN GAMES DOESN'T GET MUCH BETTER THAN THIS. FLAWLESS.
- IT'S THE MOST INTENSE SNEAK-'EM-UP OUT THERE. *METAL GEAR* HAS NOTHING.
- SAM'S NEW RUTHLESS KNIFE AND GRAB ATTACKS ARE EXTRA SATISFYING.
- THE VERSUS MODE IS SADLY ABSENT FROM THE GAMECUBE VERSION.
- THE CRAP PRODUCT PLACEMENT AND UBI BANNERS LOOK OUT OF PLACE.

### THE VERDICT

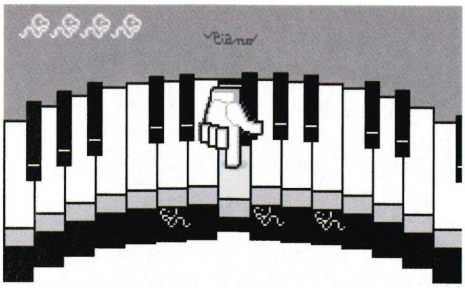
[Mike J] You're looking at the best stealth game money can buy. From the graphics and gadgets to the moves and missions, *Chaos Theory* is unbeatable.

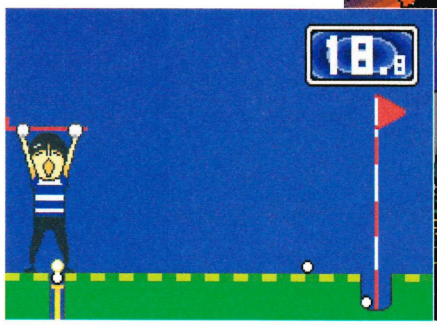
Nintendo OFFICIAL MAGAZINE JUDGEMENT **92%**



What's the brown stuff in the truck? A pile of *Yoshi's Universal Gravitation*





**GAME INFO**

Out: **JUNE 3RD**
Price: **£29.99**
Players: **1**
Publisher: **NINTENDO**

# Wario Ware Twisted!

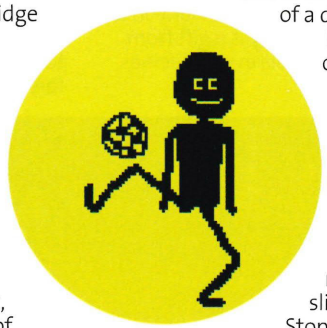
## In a parallel universe where black is white, Electronic Arts make games like this.

**An oddly-shaped GBA cartridge walks into a bar. The barman says "Ah! You must be *Twisted*," and the cartridge nods. "So what, do you do sleep with your sister or something?". "No" says the cartridge. "Twisted as in you twist me around to play me."**

You may have played the two previous *Wario Ware* games. Two and a half if you count the 'Cube one. But just when you thought the mini-game well might be running dry, Nintendo releases the best one yet. *Wario Ware Twisted* kicks *Touched* in the balls, pulls its hair and sends it away crying.

Once you get over how cool it is to be actually slicing vegetables with a stylus, what's weird about *Touched*? It's *Wario Ware* with the most natural interface conceivable. *Twisted* is OUT OF ITS TINY MIND. You're yawing the GBA around in your hands like you're playing a video game for the first time and you don't know what you're doing. You can casually lie on a bed poking at *Touched*, but *Twisted*'s very gameplay mechanic makes passive play impossible. You're engaged and your body is moving. It's brilliant.

How does it work? MAGIC. All this talk of a motion sensor in the cartridge is just Miyamoto smokescreening you. The sensor in the *Yoshi's Universal Gravitation* cart gave you three different positions and was knob. This is a fully analogue piece of witchcraft, with each degree of twist fed back to you with the world's sexiest little rumble click. The degree of control is utterly flawless and idiot proof. Ever slashed at a carrot and missed in *Touched*? *Twisted* will never let you down.



You think all the games are going to be the same, don't you? Tilt, tilt, tilt, BORED. Idiots like you disgust us. Having to manoeuvre in a tight space has brought the best out of the mini-game Mother Brain in Kyoto. Imagine pulling on pegs attached to an alien's face so he catches falling fruit and violently jerking your GBA to the side to empty the contents of a dumper truck.

It's the variety of severity in the twist controls that makes this a work of art. Trying to balance an umbrella on your fingertip requires regular and slight alterations. Stopping a little guy getting crushed by a girder requires an almighty jerk. Moving a fence to pen in a pig will have you actually rotating the GBA 360° through your hands. Nintendo has wrung out every conceivable control possibility in a one-off

Just along the bar Wario snapped his fingers to get a drink

# You nose it

Noses: Too much fun to remain unpicked...

Remember when it was about getting one finger into one nostril? And when you hit the septum in the heat of a four-player game, your mates fell off the couch laughing? Well, that was then. Welcome to the future.

**Spin it! You're playing in TATE mode! Know what that means? It's pronounced 'tatay'.**

**The source of the rogue noselets! Take it down by firing a ROBOFIST into each bogey hole**

**OMG NO WAYZE! It mutates into a huge space nose. Munch a banana and grow big, too**

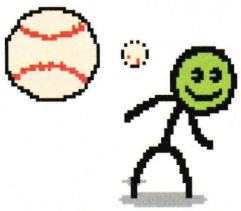
**Then it's time to plunge your hands into the giant nose to end its ghastly nasal oppression**

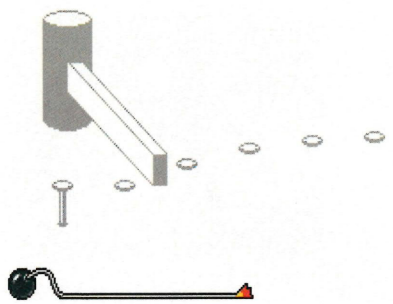
classic you'd be mad not to own.

The way the inspiration is sustained throughout is miraculous. When *Touched* introduced swirling the stylus, that was the start of you doing a lot of stylus swirling. Not here. For three seconds you're guiding together a pair of metal lovers with a magnet, then you're poking boiled sweets out of a fat girl's mouth, then you're peeling the world like a potato, then you're playing a piano to kill bugs, then you're cutting hair, then you're a deity bitch-slapping an infidel, then you're trying to jump over rocks to get to your dancing partner without falling on your face. All in the space of about half a minute. It's a wonder your brain can cope, but it still manages to send a message to your mouth to CRACK UP LAUGHING.

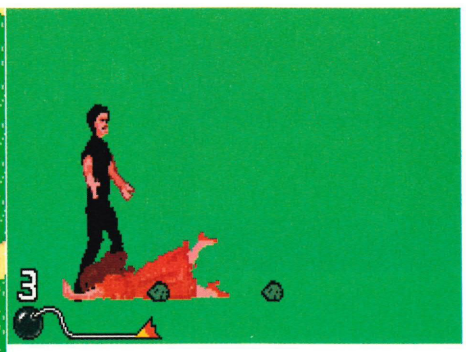
**"This is a one-off. If you don't buy it you're out of our club."**

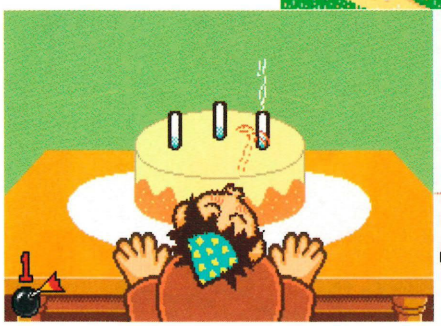
The downsides are minor. Some of the intro cut-scenes just ramble on forever. Why are they even there in the first place? We don't give a toss that 9-Volt is a naughty boy at school, just let us get on with the rotatey *Zelda*. Whoops, gave that one away. The Kat and Ana games use only the A button, which again put you into passive gaming mode. We can forgive that, because you have to stop an onion cracking the world. The finale in this segment revisits classic *Wario Ware* nose-picking territory, only with a FLYING ROBOT and a GIANT ALIEN SPACE NOSE. Before you think something clichéd about 'drugs', don't. The people who made this are just geniuses. It's as simple as that. »»

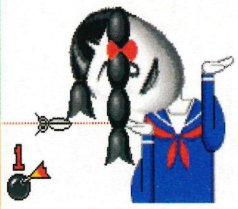




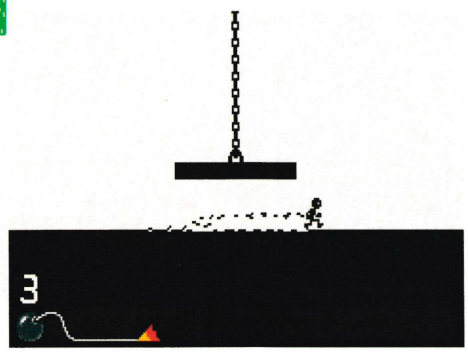
**Hammer the nails in a row, but watch out for the albino's penis**







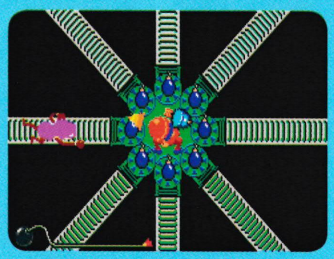
**Don't do this in the barber's – you may lose an ear or a nose**

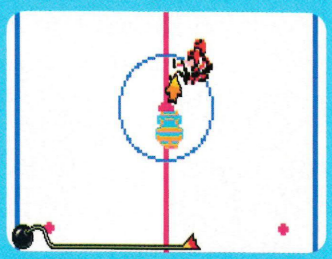


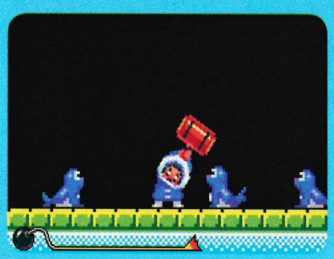
# HISTORY REPEATING

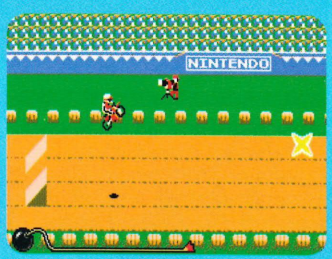
NES classics as you've never seen them before.

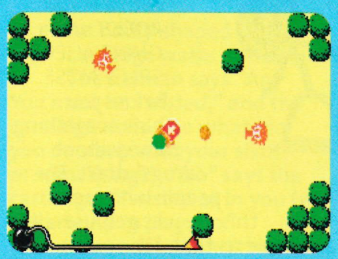
The 9-Volt games are always a highlight for hardcore Nintendo fans. But the way they are implemented with the twisty gameplay should win Nintendo a Nobel Prize. We're not going to tell you how each one works, because that would be a disgusting act of treachery. Nope, we'll lay a load out for you to try and guess for yourselves. Then when you play the game, you'll be doubley amazed by just how wrong you were.

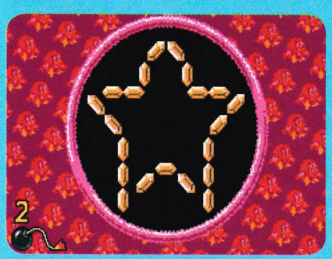


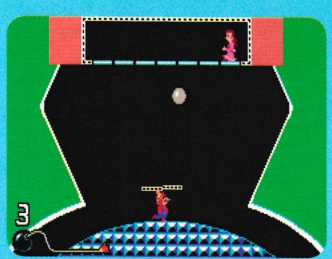


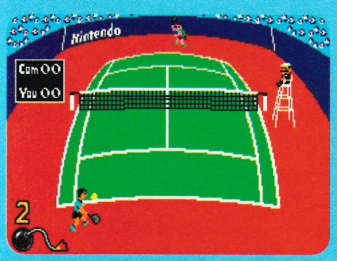


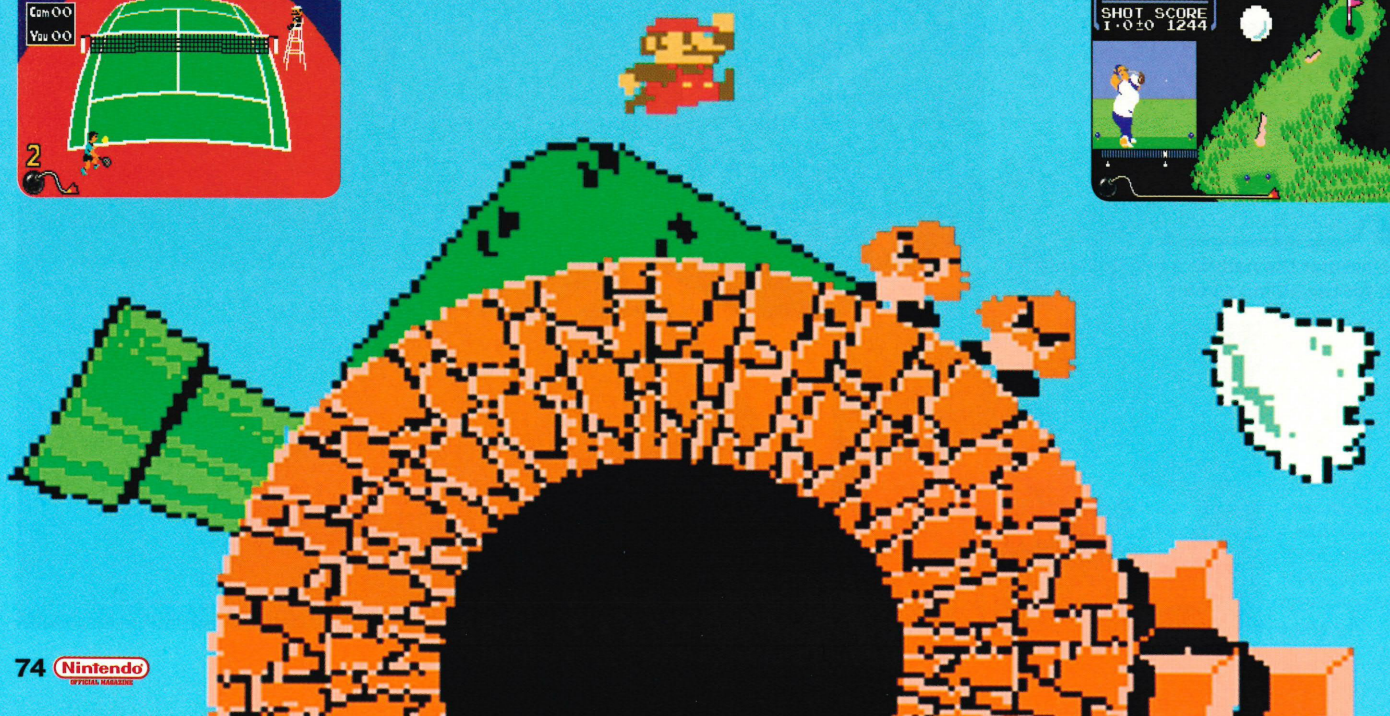






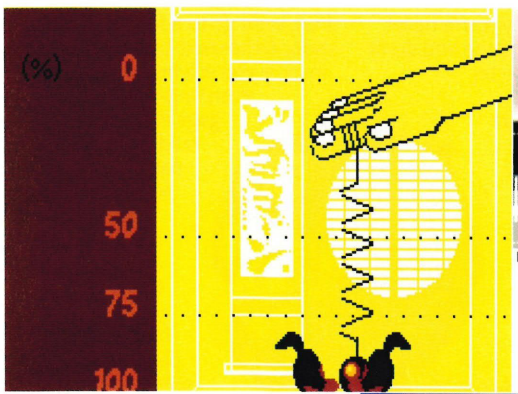





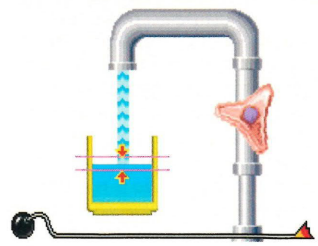
**"The people who made *Twisted* are geniuses. It's as simple as that."**

The Souvenir unlockables section completely shame the other *Wario Ware* games. It whips down their trousers and everyone sees that they're wearing Barbie underpants. Tight nylon ones with a rip in the front so a tiny, hairless unit pokes through pathetically. The Games section includes a cracking ski-jump sim and the conceptually-bizarre Apple Assault where you fire a stream of mini Warios out of a cannon to repel fruit and bombs. Add in various games of air hockey and a game called Mewtroid where you're a little car pretending to be Samus and you're on Win Avenue in a golden car filled with money.

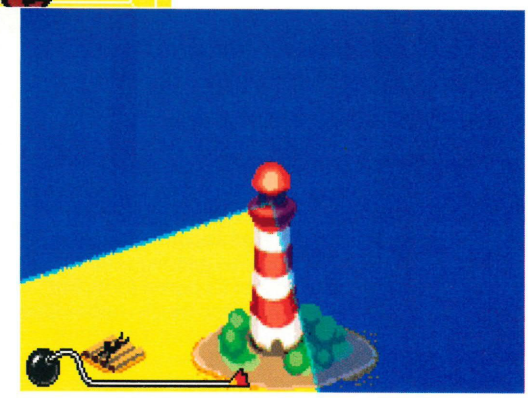
The crowning glory are the records you play by spinning the GBA around on a table with your finger. Or you can press the GBA to your ear and get someone to whizz you around on an office chair. You boogie to the Mario theme, then fall off the chair hilariously dizzy. Like we said, this game is a one-off. If you don't buy it you're out of our club FOREVER.



Mexican wave! Time it right and no-one will notice how fat you are



Those marks were put there by a scientist. Miss them and we may all be killed



## Nintendo OFFICIAL MAG SAYS...

**GRAPHICS 8**

The retro games look basic (of course), but the art style on the new stuff will fix a permanent grin on your face.

**SOUND 8**

Functional effects, but they've picked some choice cuts for the Record mode. Like that dope jam from *Balloon Fight*.

**GAMEPLAY 10**

Original and brilliantly intuitive. The tilt sensor works so well you feel sorry for the one inside *Yoshi's Universal Gravitation*.

**VALUE 9**

An amazing, unexpected and unprecedented new experience for just 30 clams? How can you refuse?

## MARIOS AND WARIOS

- THE BEST *WARIO WARE* YET. THAT'S THE TRUTH, GET OVER IT.
- THE TILT SENSOR WORKS SO BRILLIANTLY IT'S KIND OF A MIRACLE.
- 200 ALL-NEW MINI-GAMES THAT WILL CRACK YOU UP.
- THE 130 'SOUVENIRS' YOU UNLOCK ARE AWESOME. SKI-JUMP IS THE NUTS.
- THE SPINNING THE GBA BIT TO PLAY A RECORD IS ABSOLUTE GENIUS.
- THE CUT-SCENES ARE DULL AND EAT INTO MINI-GAME STORAGE SPACE.

## THE VERDICT

[Dean Scott] What you play is ace, but the way you play it is even better. One of the most original video game experiences in years and utterly essential.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **94%**

No-one considers the bloody chunks of Peach left after a chain chomp attack

We've all had a bit too much at party and tried to drive a roller skate home by accident

# Mario Party Advance

**GAME INFO**
Out: **JUNE 24TH**
Price: **£29.99**
Players: **1-100**
Publisher: **NINTENDO**

## Maybe someone should revoke Mario's right to party.

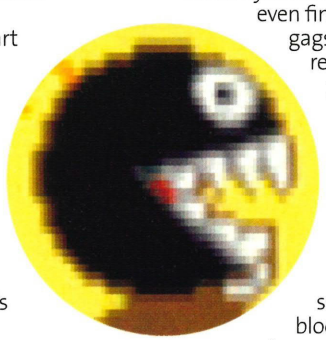
**Parties usually involve people having fun. There may be jelly and ice cream, but there should definitely be people and laughter. Sitting in your bedroom playing your GBA is not a party. And you won't laugh much playing *Mario Party Advance*.**

Not content with having six versions of his wacky parties on N64 and 'Cube, Mario's now making an assault on your GBA, but he must be a bit partied out because his latest shindig falls flat.

Right from the start this feels more like a plodding RPG than a riotous party. Firstly you need to create a character, which means choosing what you look like, a name and even entering your fave hobby. But this is irrelevant because during play you're never called by your real name and don't even see your character.

The RPG stylings continue as you start playing. Although the setting of a board is in keeping with the *Mario Party* series, the normally quick-fire pace of the mini-games is almost non-existent. That's because everyone babbles on for ages as you travel round the board unlocking games. Some characters even send you on quests which involve trawling round the board to meet the person they fancy or finding some coal for a train. These are dull chores in a game that should be all about mini-games.

It should be gaming action distilled into its purest form, but suffers from too much chatter. One involves you reading a dolphin's lame jokes and pressing A to laugh in the right places. If we wanted to listen to crap punch lines, we'd go to a Joe Pasquale show. Other text-based games involve you solving mysteries and even finishing Bowser's gags for him. But reading really isn't a party activity and feels out of place.



Some games are genuinely enjoyable, like Koopa Krush which is a block-based puzzle game that sees you lining up blocks while getting hampered by Koopa shells. Outside of *Mario Party* and with a bit more thought, this could be a decent little puzzler. Apart from that, fun mini-games are few and far between.

Many are just plain tedious. In Scratch 'Em all you do is rub the panels of a lottery type scratch card in the vain hope you'll get symbols that match. There are no tactics to it and you won't want to play it more than once. In Bunny Belt you just repeat the same pattern of buttons again and again.

These monkeys had their fun glands removed before digitisation. Ow!

"Right from the start this feels more like a plodding RPG than a riotous party."

The reason you're playing through these dubious mini-games is to unlock Gaddgets – obscure tools and micro-games invented by Professor E. Gadd. Although there are 60 to collect, they range wildly in quality – rather like the mini-games. Some are totally pointless, like Snooze Ewes, featuring sheep that jump over a fence in an attempt to make you fall asleep. *Mario Party Advance* often has this effect anyway.

Some Gaddgets offer multiplayer gaming, but rather than some mad action with four GBAs, they require you and your mates to cram around just one machine. There are a few which are reasonably fun like Attack Frog, a variation on the board game Hungry Hungry Hippos, but others like Mini-Soccer are just plain painful.

Unlike its 'Cube and N64 brethren, *Mario Party Advance* doesn't even pick up in multiplayer. The element of moving around the board is missing and many of the games don't even offer a proper multiplayer experience. Instead you're meant to pass your GBA between your friends in an attempt to set the highest score. You can have up to 100 players, but good luck finding anyone who actually wants to play.

After *Mario Party 6* we were convinced new life had been breathed into the series, but that was before we'd played this. Although the game tries to be engaging in one-player, it never hits the right note and is continually dragged down by dodgy dialogue, dull mini-games and the fact there's only one board.

## Oh my Gaddgets!

Inspector Gadget would bust a fuse if he saw these inventions.

**At first 60 micro-games for you to unlock and play may sound like a whole lot of fun. But don't be fooled, having your spleen removed with a rusty saw would be more fun than most of *Mario Party Advance*'s Gaddgets.**

**Be free from indecision! Get a falling stick to call the shots. Or grow a backbone for crying out loud**

**Pretend your GBA is a fan! Oh, the hilarity when you fool a desperately overheating dog, who then dies**

**X-ray your finger! Play doctors when your friend snaps his digit. He'll laugh when you try to X-ray him, honest**

**Test your compatibility with a girl/boy! They won't think you're sad when you get your copy of *Mario Party* out...**

## Nintendo OFFICIAL MAG SAYS...

### GRAPHICS 6

The animation is ropey at times and it lacks the overall polish of previous *Mario Party* games.

### SOUND 6

Sounds from the Mario universe bless your ears throughout. Unfortunately the quality is not spot-on.

### GAMEPLAY 6

It's quantity over quality. There are plenty of games, but many of them aren't fun, which is a vital element of any party game.

### VALUE 5

Loads to unlock, but most of it's worthless. And to get it all you'll have to play through several times, which is a chore.

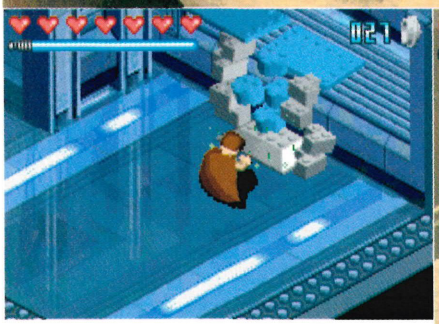
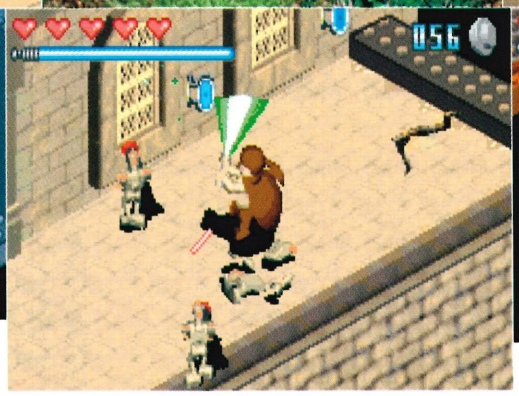
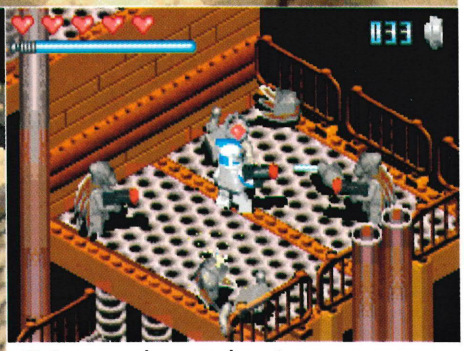
## MARIOS AND WARIOS

- KOOPA KRUNCH IS A COOL MINI-GAME THAT CAN ACTUALLY BE ENJOYABLE.
- THE MAJORITY OF THE MINI-GAMES LACK ONE ESSENTIAL QUALITY: FUN.
- THERE'S TOO MUCH TALKING TO GO THROUGH BEFORE EACH GAME.
- THE MULTIPLAYER ISN'T A PATCH ON PREVIOUS *PARTY* TITLES.
- THE GADDGETS, AS A WHOLE, ARE SUB-PAR MICRO-GAMES.
- THERE'S NO MULTIPLAYER BOARD AND ONLY ONE IN THE MAIN GAME.

## THE VERDICT

This should have been a portable party in your pocket, instead it's a collection of lacklustre mini-games that aren't enjoyable. Rob Burman

Nintendo OFFICIAL MAGAZINE JUDGEMENT 57%

Walls come tumbling down as if they were made of, er... Lego

Anyone who says clone troopers are as cool as stormtroopers is a pervert

# Lego Star Wars

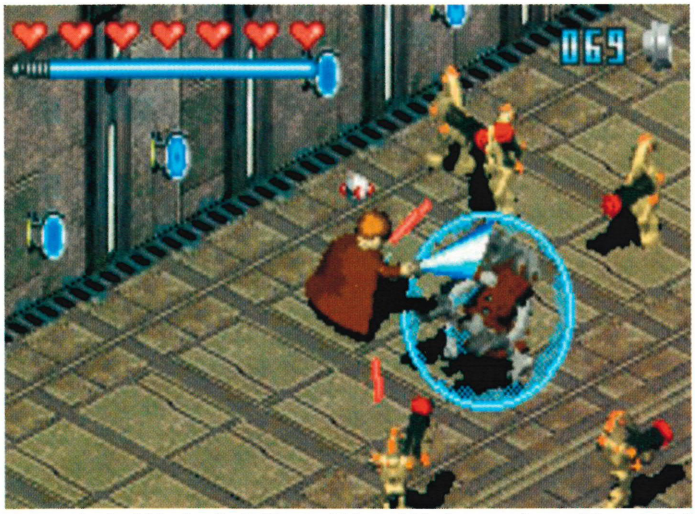
## At long last you get to smash Jar Jar Binks into tiny little pieces and stamp on his face.

**GAME INFO**

Out: **NOW!**
Price: **£29.99**
Players: **1**
Publisher: **GIANT**

**It's almost embarrassing how hard the recent *Star Wars* movies have tried to be cool. But Boba Fett's dad, Yoda kicking ass and Princess Amidala in a skin-tight catsuit have each failed to up the stakes. Therefore it's a massive surprise that the potential saviours of the *Star Wars* universe are a bunch of little plastic blocks from Denmark.**

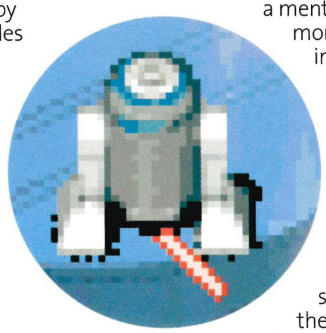
Set during *Episodes I, II* and *III*, *Lego Star Wars* sees you hacking droids to pieces, solving simple puzzles and using Force powers. It may sound like it's all been done before, but adding Lego to the mix means an extra spoonful of cool. If you don't grin at watching a droid shatter into Lego blocks when you destroy it, you're probably dead.



Pop the bubble for fruit like *Bubble Bobble* (yes we know it's a shield)

Each Episode features the best bits from the films, like that battle with Darth Maul, the invasion of Geonosis and Yoda's fight with Count Dooku. Obviously the game relies on you knowing most of the plot because the story is only communicated through a series of quite amusing cut-scenes. So, if you're expecting to work out the plot of *Episode III* from the game, then good luck. But it is pretty cool when [edited by George Lucas] battles [edited by George Lucas] in a room full of [edited by George Lucas].

As you progress through the different Episodes you get to play as several familiar faces, including Anakin, Obi-Wan and even Yoda. Although you start most levels on your own, others soon join your party. Each character has different abilities needed to complete the levels. Jar Jar (shudder) can jump high, Artoo can hack into computers and the Jedi can use the Force. You swap between characters by pressing SELECT which makes them collapse into blocks and then reform into the new character – which is wicked, by the way.



These character changes are implemented well and, although you'll play most of the levels as one of the Jedi, it's pretty clear which person/robot/Gungan you need to beat certain sections.

The puzzles wouldn't tax a mentally challenged monkey and normally involve pressing switches in a certain order or using the Force on a glittering switch, but at least it means progress isn't too stilted.

As well as solving puzzles there's a lot of fighting. We nearly always played as a Jedi because they're total bad-asses. You can deflect laser blasts with your lightsaber and get bonuses for how many you repel, but most of the fighting boils down to hammering B. Tactics only come into play during boss battles.

# Turn to the dark side

Oh come on, you know playing as the bad guys is best.

Once you've completed the game you can do one of two things. Option A is to stand your GBA on top of your TV and try to knock it over using the Force. Option B is to dive back in and unlock some more sweet little Lego characters.

Of course you don't want to bother with Qui Gon Jinn or even Yoda. Instead, make sure you unlock the evil characters like Jango Fett, Darth Maul and Count Dooku. Then start playing the game again and this time pretend you're really, really evil. Here's a quick guide on how to be bad...

Find some Death Star plans and gloat about how you'll soon rule the galaxy. Mwah ha ha hah!

Select Jango Fett and start busting up the place. Nothing is safe from your laser blaster of doom

Find Jar Jar Binks and chop his head off. In fact you don't have to be evil to want to do this. It's common sense

## "If you don't grin at smashing a droid into Lego blocks you're probably dead."

Although you can use the Force during fights, it's unlikely you'll ever really need to. Anakin's power of lobbing his lightsaber at enemies is more irritating than useful because it leaves you defenceless. Force powers are mainly used to find secret stashes of Lego blocks and solve puzzles. It's a shame that the Force isn't used more because making platforms by floating Lego bricks together looks cool and should bring a smile to any *Star Wars* fan's pasty face.

Looking cool is something *Lego Star Wars* does a lot of – it's probably one of the tastiest GBA games to date. Although all the characters are made of Lego they have loads of charm. The game is played from an isometric view that, for the majority of the game works well. Unfortunately if you play as Padme, who is armed with a laser blaster, it can make aiming slightly difficult. But surely no-one wants to play as her anyway, so that shouldn't be a problem.

Although there are a few problems with *Lego Star Wars*, like the repetitive combat and simple puzzles, it's infused with such a sense of fun that you won't care. The characters and locations have a lot to do with the fun level, but the gameplay deserves credit, too. The only thing that really lets it down is its length. In one afternoon we'd completed the main game and were only left with going back through to find more credits and characters.

It's short, but undeniably fun. In fact, after finishing it we immediately started playing it again as one of the new characters. That's testimony to what a guilty pleasure playing *Lego Star Wars* is. Yes it might be aimed at kids and it's certainly not hard, but you find yourself enjoying it nonetheless. The only thing that would have made it better would have been to base the game around *Episodes IV* to *VI*, rather than the first three. Here's hoping they get the message...

## Nintendo OFFICIAL MAG SAYS...

### GRAPHICS 7

It's a bit blocky (ha ha), but the characters and environments really look like Lego. Sadly there's some slowdown at times.

### SOUND 7

Shwwoomp, shwooomp. Everything sounds like authentic *Star Wars* sound effects and the music's pretty decent.

### GAMEPLAY 6

It can be repetitive and the difficulty is too low, but it's still fun to play and manages to recreate the *Star Wars* feel really well.

### VALUE 5

You'll probably finish it in an afternoon, but there's the incentive to go back and unlock new/cooler playable characters.

## MARIOS AND WARIOS

- THE COMBINATION OF LEGO AND *STAR WARS* IS A MATCH MADE IN HEAVEN.
- ALTHOUGH THE CUT-SCENES ARE BASIC, SOME ARE QUITE FUNNY.
- DEFLECTING LASER BLASTS WITH YOUR 'SABER WILL NEVER GET BORING.
- UNLIKE *THE PHANTOM MENACE*, IT'S ALL OVER MUCH TOO SOON.
- THE LEVELS GET REPETITIVE IF YOU PLAY IT THROUGH IN ONE GO.
- THE ISOMETRIC VIEW POINT CAUSES PROBLEMS WHEN USING A BLASTER.

## THE VERDICT

While it lasts this is great. We'd have liked longer levels and more difficulty settings, but for *Star Wars* fans, this is a must. Rob Burman

Nintendo OFFICIAL MAGAZINE JUDGEMENT 79%

**GAME INFO**

Out: **NOW!**
Price: **£29.99**
Players: **1**
Publisher: **THQ**

# The SpongeBob SquarePants Movie

## Did you know SpongeBob can't even swim?

**SpongeBob is a living sponge. He lives at the bottom of the sea. He doesn't swim and neither do the fish; they walk on their tail fins. They move as if there's no water and can even light fires. We don't question the strange logic of the cartoon because it's genius.**

But the game isn't genius, so we've got a problem when we start jumping on platforms over pits of deadly... water. What? We reckon if you're making a game based at the bottom of the sea, the last thing you want to put in hazardous pits is a fluid-based threat. Especially if it's blue and splashes... like water. Water can't be in water. That's just stupid, even in the games world.

SpongeBob can't swim, apparently. But he doesn't drown if you fall in – he bounces off the surface of the liquid and back to the nearest platform, losing one of three health burgers. We only fell in because the controls are floaty and crap. It was the first level and it was already obvious our GameCube was spinning another soon-to-be office Frisbee.

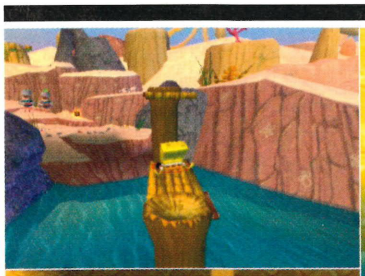
We needn't have switched it on, to be honest. You know the deal – a game based on a good cartoon equals controls like a three-wheeled van with punctured tyres, bland graphics, crap voice samples and lots of random collectable thingies. *TSSM* is true to the trend in every way.

You have to collect tokens to get new moves. By 'new', we actually mean moves that should be available from the start. What's the point of locking basic moves like a butt-stomp? You should be earning exciting new super moves.

You collect the Goober Tokens during normal platform stages, or by completing special challenges during action stages. One challenge puts you in an arena with dozens of enemies to defeat. But the collision detection on your attacks is so off, you can hit and be hurt by enemies you didn't touch.

There are also driving stages where you burn along twisty roads in a burger car. But the imprecise, Bowser-in-a-kart-style handling will have you slamming walls all over the place.

Then we were sliding along a thin course in a bathtub. It was like a crazy mine cart-style stage. The challenge was to pass through some rings before they disappeared, and that had us pulling our hair out. We thought this was for kids? Young ones? Either the five-year-olds of today are gaming gods or this will be frustrating enough to put them in hospital. We're assuming the latter.



■ Platforms! If only fish could swim

■ A burger the size of a car is a thing of dreams. An actual car shaped like a burger is rubbish

■ David Attenborough never discovered power-slapping jellyfish. What a loser

**Nintendo OFFICIAL MAG SAYS...**

**GRAPHICS 7**
A brightly coloured world and good animation. Some levels are a tad bland.

**SOUND 5**
The cartoon is funny. The repetitive voice-samples are not. They're annoying.

**GAMEPLAY 7**
There's variety and challenge, but poor physics and boring platforming let it down.

**VALUE 7**
Loads of challenges. If you can control your frustration you'll be occupied for a while.

**THE VERDICT**

[Mike J] We liked the varied challenges, but the boring platform sections and shoddy gameplay let the whole game down.

**Nintendo OFFICIAL MAGAZINE JUDGEMENT 62%**

**GAME INFO**

Out: **NOW!**
Price: **£29.99**
Players: **1**
Publisher: **RISING STAR**

# Space Invaders Revolution

## Quick! Wheel out that slow firing tank thing again!

**In 1978, it was absolutely terrifying. Black and white invaders from, umm, space, were INVADING. Their attack patterns were diabolical, their onslaught relentless, moving to one edge of the screen and then the other, creeping ever closer to Mother Earth. Humanity's response? Three floating shields and a gun that fired really slowly. WE'RE DOOMED.**

And you were doomed. You couldn't win. It was crap. But in '78, people were too busy smoking banana skins to notice. Plus, there wasn't a lot to compare it to. Now original creator Tomohiro Nishikado has brought the invasion to bear once more.

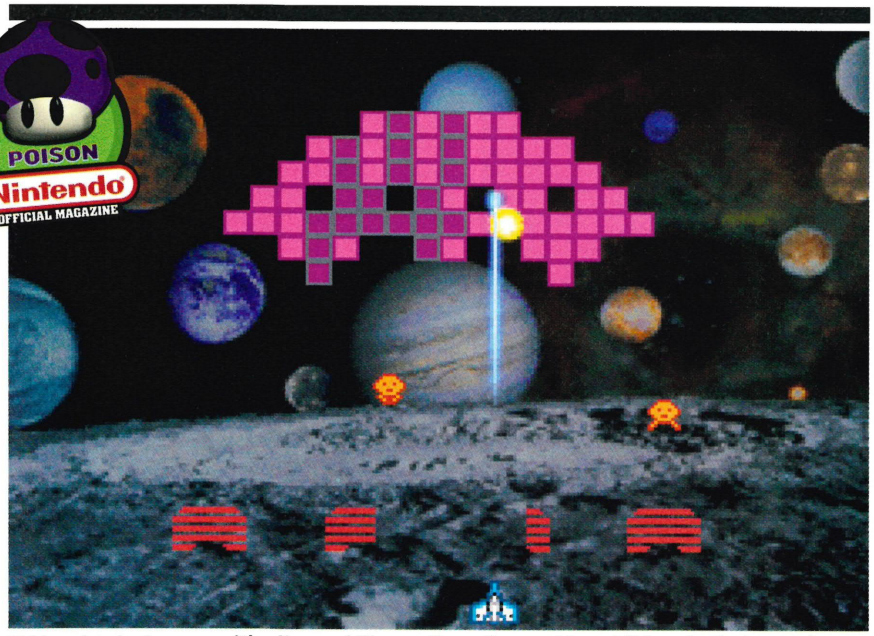
The 'New Era' game mode seems cool. The Invaders have learned some new tricks and some are really enjoyable. Nearly every stage, spread over three waves, features new Invader attacks, massive bosses or goals. Some stages repeat, so by the time you've reached the end of the game – in about an hour at most – you've seen about 15 new things and five repeats. That's 20 stages, one whole hour of fun. Only a couple of them are hard, the rest are as monotonous as the original game.

Ah, the original *Space Invaders*. Rather than just include it and hope you'll play, they've forced you to play it by recording all the points earned in exchange for new weapons in the New Age game. While unlockable new weapons are often appreciated in a remake, this results in a short easy game becoming even shorter and, yes, easier.

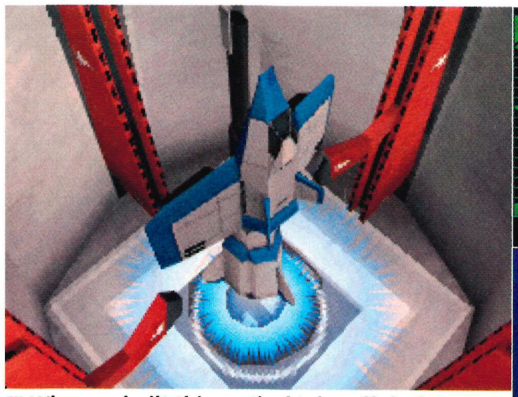
You'd think it'd be perfect for twin screens. Aliens start on the top and when they get to the bottom screen where your bases are you know it's time to panic, yeah? No. It's all on the top screen. The score is on the bottom.

The developers should have stayed hidden behind a green shield, as this game is almost a complete waste of plastic. The original game isn't fun and the new one isn't fun for very long.

It makes almost no use of the touch screen and it doesn't record a SCORE in the New Era game. It's so easy you'd clock it even if you had flippers for hands and there's no reason to play again.




How to start a war with aliens – kill a mother alien and her children in their own home



Whoever built this vertical take-off shaft clearly forgot that *Space Invaders* ships only move sideways

Modern hardware allows for full-colour backgrounds. WOW!

### Nintendo OFFICIAL MAG SAYS...

**GRAPHICS** 4
The old game looks old and the new game is only average at best.

**SOUND** 4
The invader noise is cool for three seconds before becoming wretched.

**INNOVATION** 3
You can play it with touch control, but that makes it even crapper.

**VALUE** 2
This is perhaps the biggest waste of £30 you'll find all year.

### THE VERDICT

Lawrence: The power of a legend is crippled with exercises like this. It's like Jimi Hendrix coming back from the grave, but he's so crap on the guitar he has to support McFly.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **34%**

# The games that dare

## Bionicle: Maze of Shadows

Out: **NOW!**
Price: **£29.99**
Players: **1-2**
Publisher: **THQ**

**If Pikachu copped a load of this it'd have a fit. They might have swapped Pokémon with Lego characters, but you can spot the Poké-DNA running all the way through.**

You control one of six Bionicle characters, each with their own special abilities, as they traverse a deadly maze. These abilities – vital in overcoming obstacles – range from telekinesis to being able to jump a bit further than everyone else. In all honesty, we'd want to be the mind wizard rather than Mr Jumpy.

There are some RPG-lite elements, like gaining XPs, which don't seem to affect the game much, and random battles (sorry, TOTALLY random battles). Most of the time you can see enemies and choose to avoid them or fight, but other times you'll get ambushed by invisible monsters.

The actual fighting is so close to *Pokémon* it's a bit embarrassing. You can switch characters in and out and there's even a paper-scissors-stone fighting system that's, similar to the Types in *Pokémon*, but unfortunately this is neither a decent *Pokémon* clone nor a good RPG.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **42%**

## Winnie the Pooh's Rumbly Tumbly Adventure

Out: **NOW!**
Price: **£19.99**
Players: **1-2**
Publisher: **UBISOFT**

**When a game congratulates you for opening a gate, you know you're in trouble. But then what did you expect from *Winnie the Pooh*? He's not going to sneak about garroting people like Sam Fisher is he?**

Look, Winnie you're a bear... why are you mucking about with honey pots and talking to stuffed animals? Smash the honey pots and eat the pig. He's right in front of you! You're a big bear with claws and fangs, and he's a tiny little porker who's just cowering in the corner. EAT HIM.

When we weren't tempting Pooh into homicide we were running about doing mundane tasks, like finding a plank of wood for a bridge or getting some honey for bees. Hang on, don't bees produce honey? Why would they need a fat yellow bear to get it for them? What a bunch of lazy sods. Just make your OWN honey. Surely it's just like going to the toilet?

This may feature graphics that'll sugar-coat your eyes with cuteness, but it's really not very good. Even Pooh fans probably won't last five minutes with this.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **40%**

## Yu Yu Hakusho Spirit Detective

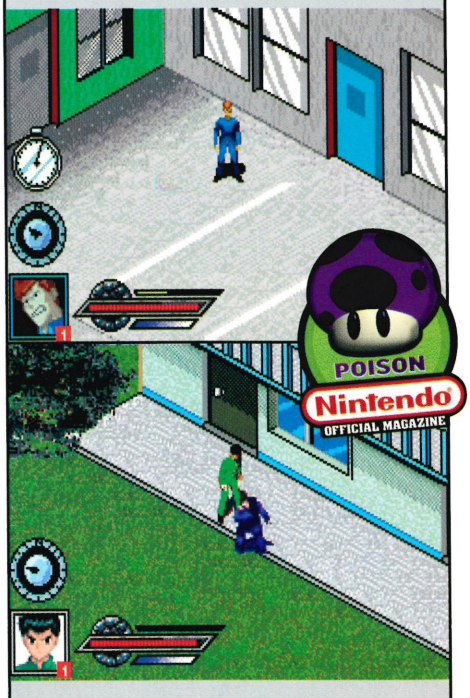
Out: **NOW!**
Price: **£29.99**
Players: **1**
Publisher: **ATARI**

**The GBA is pretty powerful and has some sweet little games with great graphics and gameplay. But to be honest we didn't realise it was powerful enough to turn itself into a Commodore 64. Oh no wait, that's just the terrible train wreck of a game that is *Yu Yu Hakusho* fooling us.**

This plays and looks terrible. In fact, if you trained a group of monkeys to randomly string together game code they would probably produce something better. It's a shame because the animé this is based on is not too bad.

The level design is so appalling that even with the help of a compass you struggle to complete your mission objectives. And as you wander around people randomly come up and start punching you. If we'd cussed their mums we could understand their anger, but we'd done nothing.

The actual combat, whether it be against people or demons, is so poor that you could blindly press A and get through the majority of it. This is really, really bad. Do NOT spend your money on this.




Nintendo OFFICIAL MAGAZINE JUDGEMENT **17%**

# not speak their name

## Kao the Kangaroo: Round 2

Out: **NOW!**
Price: **£29.99**
Players: **1**
Publisher: **JOWOOD**

**Many musical artists choose to cover classic songs. That's why we have G4 butchering Radiohead, Phil Collins getting an R&B makeover and Westlife murdering, well, everything. Kao is a gaming cover version. You've seen everything before, but it just gets a remix here and there.**

There's really nothing original in Kao. We're not saying it's awful, in fact it's a fairly competent platformer, but there's absolutely nothing to make it stand out from the crowd.

Take a look at Kao's moves and his influences are laid bare for all to see; he can butt stomp the ground (*Mario*), he can throw boomerangs (*Ty*) and smash stuff up (*Crash Bandicoot*). He even has to save his pals who've been trapped inside cages (*Rayman*). He can do all these things pretty well, but maybe he should've had his OWN moves, like using his pouch to hide tiny tanks that could shoot the enemy.

The platformer market is competitive and Kao won't be challenging Mario or Sonic. It may look and play slightly above average but it won't excite you.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **55%**

## Spongebob Squarepants

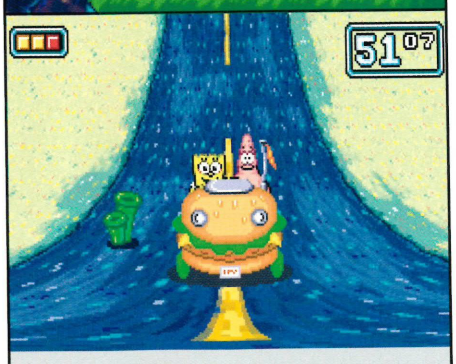
Out: **NOW!**
Price: **£19.99**
Players: **1**
Publisher: **THQ**

**The *Spongebob* cartoon is completely mental. Squirrels live in the sea, a plankton is a scheming villain and his best friend is a stupid starfish called Patrick. So, it's a bit disappointing all that cartoon craziness is suffocated in a GBA platformer.**

Taking its story line from the movie, you join Mr. Squarepants and his pal Patrick as they attempt to recover Titan's crown and stop the diabolical plans of Plankton. In the movie this is a chance for all kinds of hilarity. In the game it's just an excuse for jumping up and down a lot.

All the levels are pretty much the same and feature very similar enemies. Each normally consists of grey blocks you charge through, lifts you bounce between and enemies' heads to jump on.

Perhaps one of the worst things is that there is no cart save, meaning you always have to enter passwords to start where you left off. So, if you do plan to play, make sure you note then down. Otherwise you'll have to start all over again, which isn't great if you've already slogged your way through a load of boring levels.




Nintendo OFFICIAL MAGAZINE JUDGEMENT **44%**

## Winnie the Pooh's Rumbly Tumbly Adventure

Out: **NOW!**
Price: **£29.99**
Players: **1**
Publisher: **UBISOFT**

**This is virtually the same lame adventure as the 'Cube version, but without the snazzy graphics and ability to save. It features the same dull missions, like finding a broom or collecting butterflies, and would fail to impress even a caveman.**

Now we've established that you'll never want to play this, how about some interesting facts about bears? If these were applied to the world of Pooh, we might be interested.

The largest-ever grizzly bear shot and killed was a massive 12ft 6ins tall. That's about the same height as Tim. A polar bear's paws are roughly 30cm in diameter. That's bigger than a page in *NOM*. Imagine getting one of those in the face. You'd be well dead. And polar bears can run at 25mph, so don't try and race one.

Yogi Bear is most probably a brown bear and instead of picnic baskets would probably feed on berries, moose, sheep and goats. Brown bears wear neither hats nor ties. Wasn't that lesson better than hearing how much we hated this game?

Nintendo OFFICIAL MAGAZINE JUDGEMENT **38%**

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**Ciao readers and welcome to my new club here in *NOM*! Here you can get involved with the mag by sending us your letters, pictures, cheats, high scores and competition entries. See you next month! Woo-hoo!**

» TOAD'S TIPS LAB » P.86

Check out my guides! This issue, *Resi 4*

» WARIO'S CHEATS » P.96

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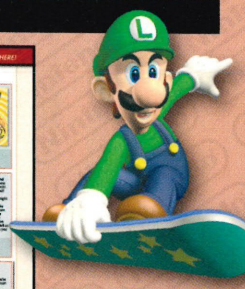
» PEACH AND BOWSER'S ROYAL MAIL » P.102

Bowser & I will answer your letters

» LUIGI'S PRIZE PIT » P.106



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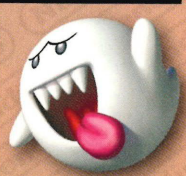

Wario's off to cheat, now test your skills with me! Cackle!

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# TOAD'S TIPS LAB

## THIS MONTH: *Resident Evil 4 (part two)*

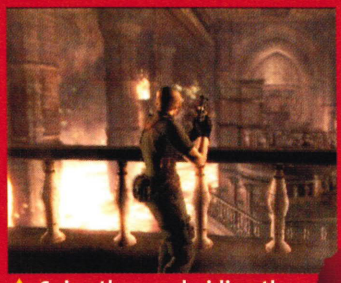
**Don't mess your kecks! It's the terrifying conclusion of *resi 4*!**

### CHAPTER 4-1

▲ Grab Ashley and head back to last chapter's Garrador cage. Watch out for monks on the way.

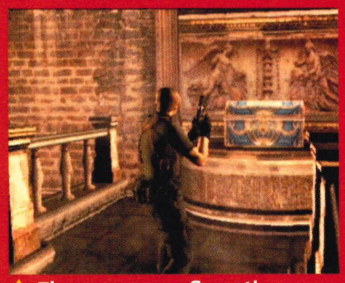
▲ Have Ashley climb into the fountain window. Get the Broken Butterfly gun, but don't use it yet.

▲ In the room where you met Ashley, head north. Use the machine to cross the lava pit.

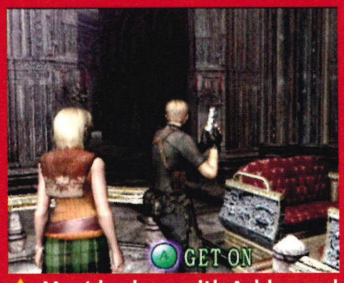


▲ Snipe the monk riding the giant flamethrower. Make sure you go for the head shot.

▲ Jump through the revolving cage. Do the same on the other side, then watch out for monks.



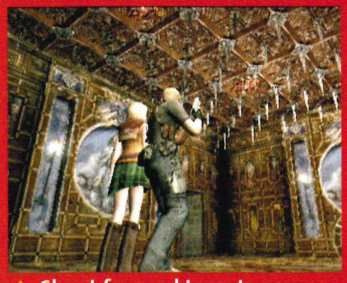
▲ There are more flamethrowers and monks here. Use the walls as cover and collect any treasure.



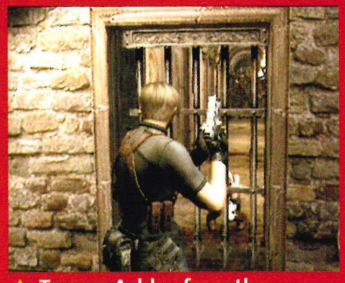

▲ Meet back up with Ashley and use the tram near the typewriter. When you arrive in the new area, use the ornaments on the large mural to open up a new room.

▲ You need two keys to progress. First upgrade the Broken Butterfly at the merchant's, then go west.

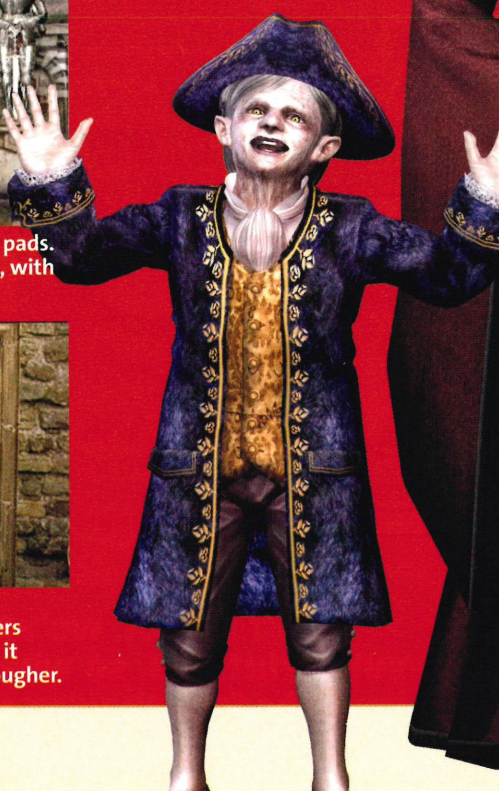
▲ Place the statues on the pads. Put Ashley on the third pad, with Leon on the final one.



▲ Shoot four red targets on the spiky ceiling to stop it from lowering. Once it stops just carry on forward.



▲ To save Ashley from the grinder, snipe the two drivers of the machine. You can do it without the rifle, but it's tougher.



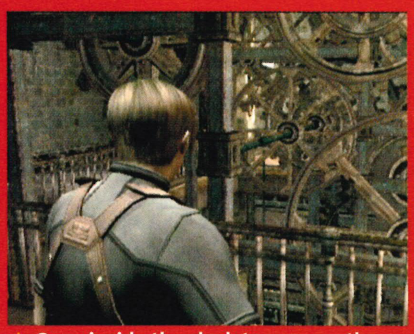
▲ Go east and dodge the falling knights. Grab the King's Grail and the knights will attack you. Leave Ashley near the exit and shoot the knights' heads off with the shotgun, then deal with the Los Plagas.

▲ Head to the central area and walk forward. Monks will be waiting for you. Snipe them from a distance, then use the two grails on the door. In the next hall jump through the window.

▲ You'll now reach a huge hive. If you want, keep shooting the nest until it explodes to collect a load of treasure. Head down and Ashley will get grabbed by insects (you can't avoid this).

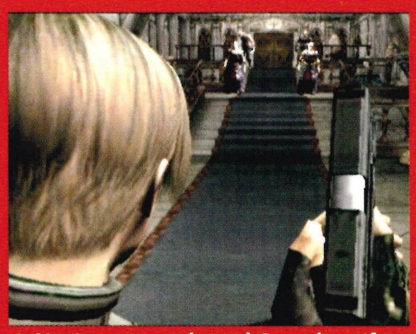
▲ Kill the flying insects with the riot gun. Head to the lever and pull it. Now shoot the chains on the bridge so that it can lower. Cross the bridge, picking up any treasure the insects have dropped.

▲ In the next area you'll come under attack from catapults and monks. Just keep running forward and head for a door on the second floor. The catapults will target doors so watch out.



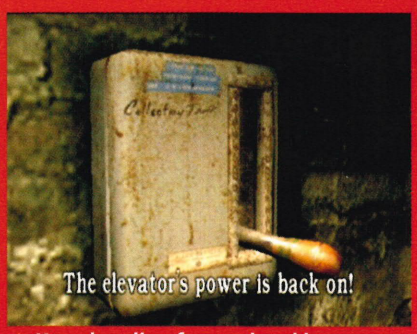
▲ Once inside the clock tower, use the handgun on the wooden pegs blocking the mechanism. Two are near the entrance, the third is up two ladders. After using the lever monks will attack.

▲ After using the lower exit you'll come to a bridge. Shielded monks will attack. Try and take out the monk with the rocket launcher as quickly as possible then deal with the rest.



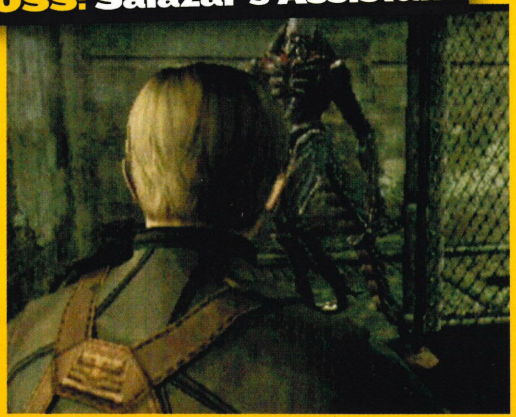
▲ Next come monks and Garradors. If you've got a rocket launcher, aim at the door between the Garradors to kill them instantly. If not, take out the monks then deal with the Garradors.

▲ Keep your fingers on the dodge buttons during the cut-scene. Once you fall, collect all the items and speak to the merchant. Now head through the sewer, checking the pipes for spinels.




▲ Keep heading forward and have your fingers on the dodge buttons because you will be attacked. Eventually you'll come to a room with a lever inside. Switch the lift on and prepare yourself for a very nasty boss.

## BOSS: Salazar's Assistant



◀ Before you start this fight, just remember that you don't actually have to kill this dude. Instead you have to wait until the lift is ready to use. There'll be a lot of dodging during this fight, so be prepared. The way to slow the boss down is to knock over the nitrogen canisters dotted about. This will freeze it and give you some time to get away.

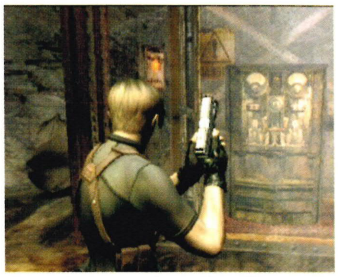
Don't use the canisters all at once. Eventually the lift will arrive and you can escape this level.

## CHAPTER 4-2

▲ Upgrade any weapons with the merchant and check the area for items. There's a shooting range if you fancy target practice. If not, head through the left door.

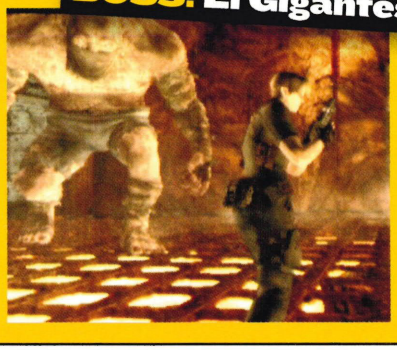
▲ Creep through the mine. Kill the villagers and then search the area for items. Once you've done that, reload your weapons and continue forward.

▲ After a gang of villagers you'll come to a switch. Pull it and a mine cart will emerge, but get stuck. Head in the opposite direction to flip another switch.



▲ A chainsaw lunatic will attack. Take him out with the shotgun, along with any other villagers. Grab the dynamite from the cart and use it on the nearby boulder.

### BOSS: El Gigantes



▶ One of the Gigantes is easy to kill. Use the zip line to get to the furnace door switch and hit it when the giant is standing on the door. Once it's in, shut it in.

Use the zip line when the second one gets too close. Use the handgun to take it out, because you've got plenty of time and space here.

▲ In the next room, press two switches – one on the right, one on the left. Shotgun the insects only once you've hit the switches.

▲ After the switches you'll get to a corridor with blocks smashing down. Trigger the switch to ease your passage.

## CHAPTER 4-3

▲ Visit the merchant and upgrade your weapons, particularly the Broken Butterfly gun. Check around for items then move forward. There are a number of villagers to kill before pulling the crank in the north corner of this area.

▲ Head down the ladder and you'll be confronted by lots of villagers. Take them out, then try and snipe the chainsaw nutter in the cave-like area to your left. After killing him make your way to the door near the cave, avoiding any traps on the way.

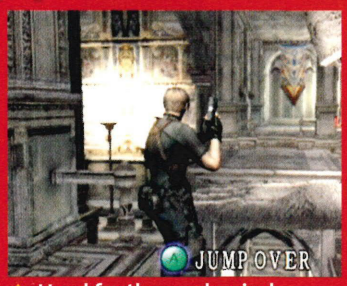
▲ Through the door will be another chainsaw-wielding villager, so equip the riot gun and take him out. Other villagers will also attack, so be on your guard. Once they're dead, head upstairs and grab the key. Then go to the locked door.

▲ Through the door there's another ceiling trap and some Plagas. Use a flash grenade to kill them, then shoot the ceiling targets. Alternatively, shoot two targets, then the Plagas, before destroying the others.

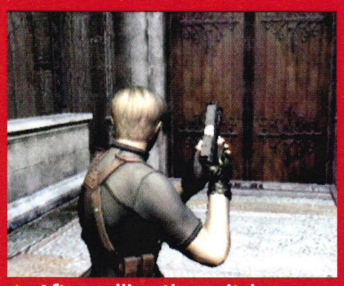
▲ At the mine cart, jump in and shoot the switch to the left. Stay in the rear cart when it moves. After some villagers you'll be attacked by another crazy with a chainsaw. Watch out for obstacles, too.

▲ A chainsaw villager will attack, kill him and dodge obstacles. Once finished, you'll have to jump across a chasm using the dodge keys, then climb a cliff by pressing Ⓐ. Use the Stone of Sacrifice on the door.

## CHAPTER 4-4




▲ Head for the mechanical statue. You need to press the two switches. Use its moving arms to make your way across and up, but watch out for monks.



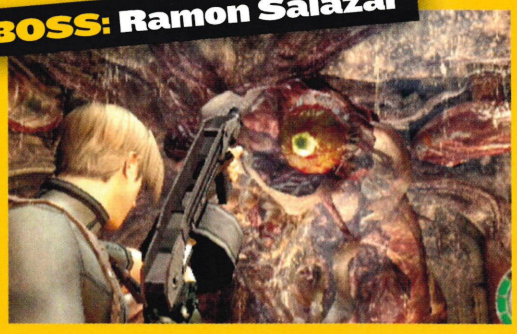
▲ After pulling the switches, the statue comes to life. Press A to run and use L and R to dodge. Slash the locked door with your knife and run through.

▲ Check this area for items then head upstairs. Watch for falling barrels and head for the wooden bridge. Climb the ladder and pull the lever to stop the barrels.

▲ Monks will try and stop you, including some with dynamite. There's also a red monk on the ground floor who'll drop loads of treasure if you kill him.

▲ Use the lift, but watch out for monks as you rise. Blast them with the riot gun. Speak to the merchant and save.

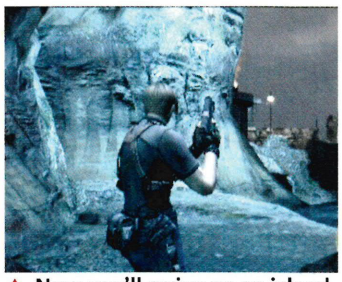
### BOSS: Ramon Salazar



▶ Ramon turns into a huge, tentacled monster. His main attack will be to try and hit you with his tentacles, so keep your fingers on the dodge keys. If you get hit he'll throw you onto the lower floor where some Plagas are waiting to attack you. He may also try to eat you, so if you see him opening his mouth, get out its way fast. Shoot the eye with your shotgun to open his weak point.

When Salazar appears from inside, use the Broken Butterfly or the shotgun. Don't go onto the lower level during this fight, stay up top and keep dodging his attacks.

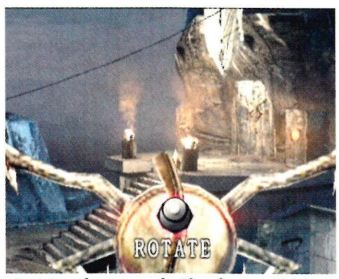
## CHAPTER 5-1



▲ Now you'll arrive on an island. Here you'll encounter some even tougher villagers who take a lot more ammo to kill and are much quicker than the last lot, so be on your guard.

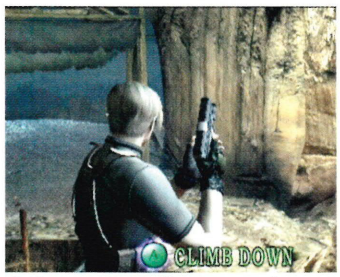
▲ Sneak forward until you reach a spotlight. Use your sniper rifle to take it out, otherwise you'll get attacked if it shines on you. Jump across the gap and use the sniper rifle on the bad guy.

▲ Head forward until this machine gunner attacks you. Use the riot gun when he is reloading. You'll lose a lot of energy if hit. Watch out for other villagers attacking.



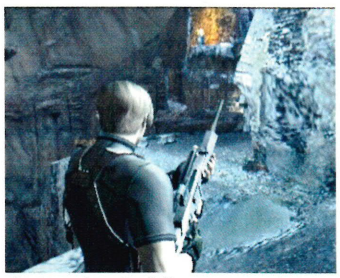

▲ Head towards the large door and press the left button to activate a laser. Now use the mirrors on top of two nearby buildings to shine a beam onto the door. This will open it up.

▲ Head forward and take out a couple of villagers who are lying in wait for you. Whatever you do, don't let them get too close with their stun guns. Head up the ladder and then turn right to find an emerald. Another villager will be lurking here, so be careful.




▲ Jump across the gap and you'll be attacked by more villagers, some of whom have crossbows. Take them out quickly, otherwise they'll keep taking pot shots at you. Then deal with the villagers armed with stun guns.

▲ After killing them, head into the caves until you reach a tunnel with a red barrel at the end. Stand well back and shoot the barrel. The explosion will open a further cave and inside is a Golden Lynx, which you can sell for a high price.

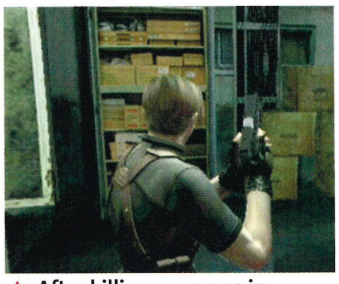


▲ Head out of the cave and make your way forward until you run into a load of villagers. One will be armed with a rocket launcher. If you're running low on heath or herbs, just make your way to the large door, killing any that get in your way.

## CHAPTER 5-1 (CONTINUED)

▲ Now you'll be in a kitchen. Grab any items and move forward. Blast the flaming fiend quickly or you'll be in trouble.

▲ Use the riot gun on the axeman. Try and take out his legs first then aim for his head. Next deal with the crossbow guys.



▲ After killing everyone in the area, check downstairs for treasure and then head back up the stairs, taking the left door.

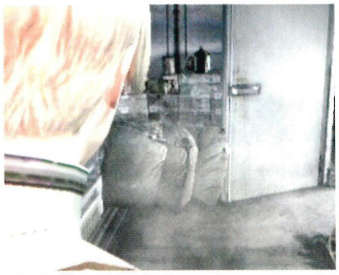
▲ At the shutter, villagers will attack with dynamite. Blow them away and the shutter will close.

▲ As it opens again, crossbow-firing villagers will be behind. Kill them and head right for items.

▲ Now go left to the autopsy room. On the keypad, hit blue, green, green, red, red and red.

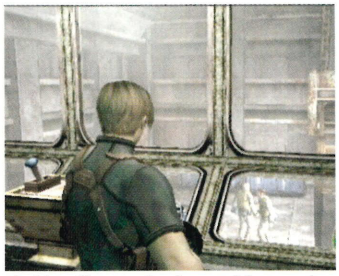
▲ After picking up the freezer keycard, a Regenerator will chase you. Slow it by shooting its legs.

▲ Head to the freezer. Use the keycard machine, then turn the cryogenic device off.

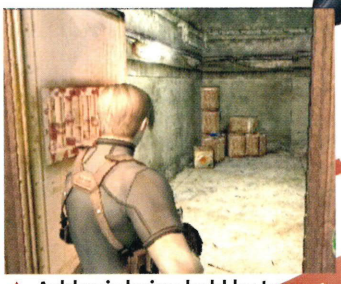


▲ Collect the infrared scope and attach it to the rifle. Now aim for the Regenerator's weak points.

▲ Kill two more Regenerators for cash. Use the keycard on the waste disposal room door.



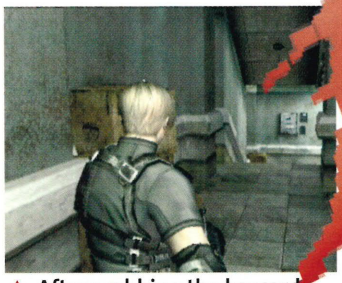
▲ Use the control panel to crush the villagers. It breaks after three uses and those left will attack.



▲ Ashley is being held by two axemen. Lure them away from her before you start shooting.

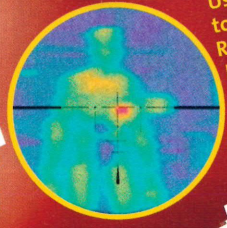
▲ More villagers are in the next room. Kill them then search for valuable magnum rounds.

▲ That's a spiky Regenerator. Snipe its weak spots and finish it with the riot gun.



▲ After grabbing the keycard, head to Ashley's cell, but beware of enemies on the way.

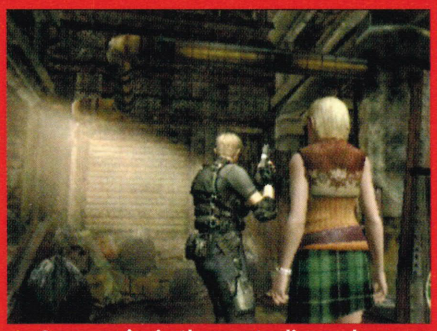
## WATCH OUT! NEW ENEMY



Use the sniper rifle to take out the Regenerators. Don't get too close 'cos they can be deadly.

## CHAPTER 5-2

▲ Leave Ashley where you found her and take out the villagers. After this you'll be ambushed. Leave her in a corner while you attack. Now press the switch. More villagers will attack. Kill them and move on.

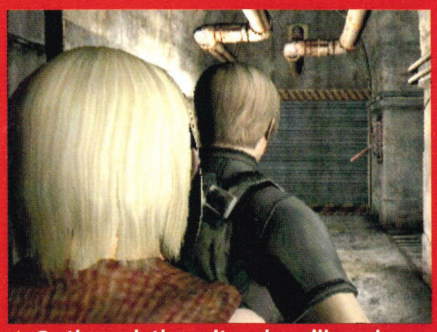


▲ Once you're in the waste disposal area, use the switch. A spiky Regenerator will attack you. Hide Ashley in the dumpster, then use another switch to cage the beast so you can easily take it out.

▲ Once the Regenerator is dead, get Ashley out of the dumpster. Push the crate into the water to make a bridge. Cross and another spiky Regenerator will appear. Use the same method as before to take it out.

▲ Head forwards and you'll come across a bunch of villagers, including one brandishing a large axe. Use the riot gun to take them down and be careful that Ashley doesn't get attacked.

▲ Leon must hit a button to swing the wrecking ball and open an exit. Do it three times. Each time you press it, villagers will attack, so run around the pit after pressing the button to avoid them.

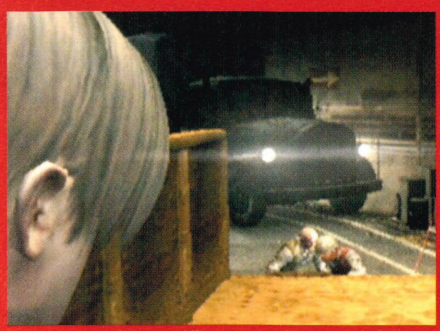


▲ Go through the exit and you'll reach an area with a Regenerator. Kill it, then head towards the shutters. Another Regenerator will be waiting behind them, so keep your sniper rifle at the ready.

▲ When you reach an area with two paths, follow the left one. Grab the items inside and press the red button. Now head back out and get Ashley to slide herself under the shutter.

▲ In the next room will be two switches. Have Ashley stand by one then get Leon to pull the other. Only operate them when the red beacon in the middle of the doors lights up.

▲ There'll be a big bulldozer in the next room that Ashley knows how to drive. Jump on board and reload your riot gun. Try and stand at the back of the truck because things are about to get dangerous.



▲ As you drive, villagers will jump onto the truck and attack. Dispatch them with a blast of the riot gun. When a large truck heads your way, shoot a couple of riot gun shells into its engine to blow it up.

▲ When the bulldozer stops, quickly head up the ladder on your right. Shoot any villagers and then press the switch. Get back to the truck quickly otherwise the villagers will begin attacking Ashley.

▲ In the next driving section, keep blasting the bad guys at the rear. When you hear a truck horn turn around because this time the truck will be heading straight for you. Shoot its engine to blow it up.

## CHAPTER 5-3

▲ Check the room for any items, then head upstairs. In the next room there'll be tons of bad guys to take out, so equip your riot gun and show no mercy.

▲ At the end of the hall is a room on your right. Kick in the door to surprise the enemy. Collect the items, including a grenade, then head out of this area.

▲ Next is a dangerous knife fight. While Leon speaks to Krauser keep your fingers on the dodge buttons because you'll be avoiding his blade a helluva lot.

▲ After all that dodging, there's still more to go. Some lasers you can walk between, but others you can't. To get through these lasers you'll have to press the dodge buttons – normally L and R.

▲ Now you'll be in Saddler's throne room. Check around for any items, including the Elegant Head Dress above the entrance, then leave via the exit behind the throne. Now use the elevator and head downwards.

▲ Grab the items from underneath the stairs and then head onwards. Speak to the merchant and upgrade any weapons, particularly the Broken Butterfly gun because you're about to need it.

### BOSS: IT (part one)

▶ For this part of the boss battle you've basically got to play hide and seek with IT whilst also trying to escape the crate maze. When IT gets too close give it a couple of blasts to the head with the riot gun and it'll run away for a while. Also make sure you're prepared to dodge during this section. To make your way out of the crates you must shoot green switches which open doors to red switches, providing your escape route.

In the first crate the switches are located on the north-west and eastern sides. Both green switches are to be found near the red door switches. In the second crate they are located in the southern area and the second one is on the ceiling in the central area. In the final crate the first switch is near the entrance. To trigger the second green switch go through the central path, it'll open a red switch panel near the entrance, so make your way back once you've pressed it.

## BOSS: IT (part two)

▶ This battle shouldn't be too hard, as long as you keep running around the central pillar and keep a good distance between you and IT. To give you some help there's an explosive barrel near the pillar which you can shoot once IT comes close. IT's attacks will be similar to those you've already seen, so keep your fingers on the dodge buttons.

Use the Broken Butterfly gun to deal some serious damage. At one point the beast will pretend to be dead, but don't be fooled – only get close after the death cut-scene.

▲ After the boss fight, head through the only exit and you'll come to a lift. Use it to cross a chasm and grab the nearby herb. Once you've finished, exit via the ladder.

▲ You'll come to a campsite with plenty of villagers, but most leg it. Shoot the red barrel to take a few out then kill the rest. Head through the tunnel in the tent.

▲ Head through the mine and speak to the merchant. Upgrade the capacity of the Broken Butterfly gun – it refills at the same time. Check for items in the tunnels.

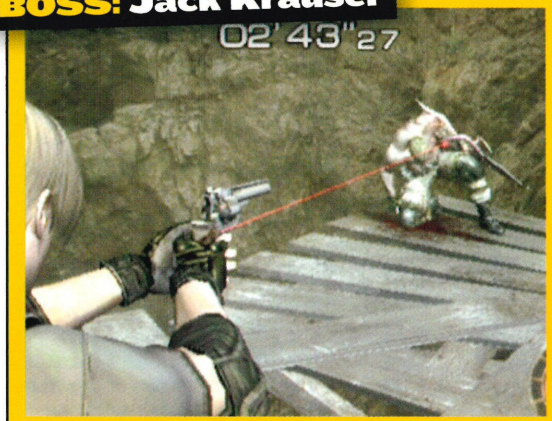
▲ You'll be attacked by Krauser, but you can't kill him. Keep going through the wrecked houses and look for two parts of a key. Don't use the Broken Butterfly during this fight, instead try and use the riot gun.

▲ Krauser will keep attacking you. Dodge his knife and keep shooting him until he lobs a flash grenade. This means he's about to run, giving you some breathing space to grab items and the first half of the key.

▲ Eventually you'll come to a section with a statue. Keep shooting Krauser and avoiding his grenades until he runs off. Push the statue on top of the nearby floor panel. Pull the switch and head down.

▲ Next, robots attack. They only take one riot gun shot, but get too close and they'll explode as you shoot them. Climb up the tower and grab the second half of the key.

## BOSS: Jack Krauser




◀ Krauser is very powerful. Remember he can block all attacks to his upper body, so first you should aim for his legs. Use the riot gun to bring him down and then switch to the Broken Butterfly to cause damage. Don't let him get too close because he can cause a lot of damage.

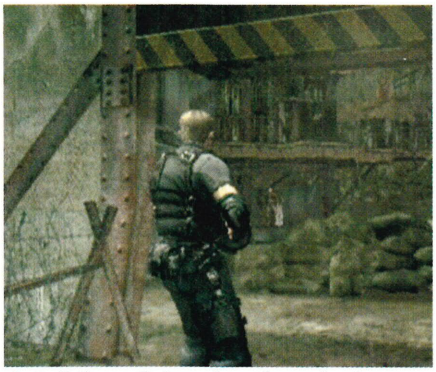
Most of his attacks can be dodged, but bear in mind this fight is against the clock, so don't mess around. Once the fight is over the clock is still ticking, so head down the ladder and use the three pieces of the key on the locked door.

## CHAPTER 5-4

▲ You'll come to a camp full of bad guys. A helicopter will blast a few for you – including a couple of deadly gun turrets.

▲ Avoid being shot by dodging and use objects as cover. The helicopter clears a path for you, but watch out for rogue villagers.

▲ Enter the tower through the left-hand door. Run upstairs and use the zip line to surprise the guy with the machine gun.



▲ Pull the switch and go through. The 'copter will deal with the turrets. Hit the switches either side of the gate.

▲ Make your way up the steps. Check for pick ups, including a handy first aid spray and some treasure. Then head forward.

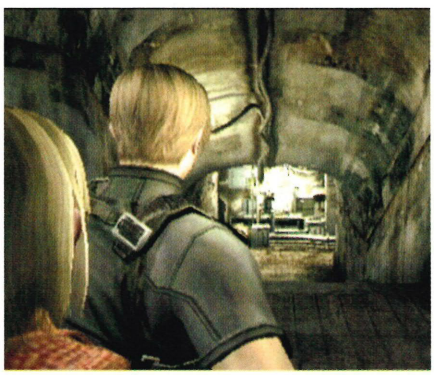
▲ A Regenerator here has five weak-points. Hit the ones on its front and then shoot its legs to get the one on its back.

▲ Upstairs, head past the cells. In the next area, shoot the barrels to take out the bad guys. A machine gun dude comes next.

▲ After the first wave, go to the gate in the north-east and use the panel. You'll be attacked. Grab the key card from a body.

▲ Enter the control room in the north-west corner and turn off the two switches in the guard rooms. The exit is now open.

▲ Fend off the guards and you'll meet Ashley. Find the merchant, upgrade the Broken Butterfly and buy first aid sprays.



▲ Make Ashley stay at the top of the steps while you fend off the two axe-wielding nutters and two other crazies.

▲ Through the first door you'll find the room where Ashley was held captive. Check for items then find the operating room.

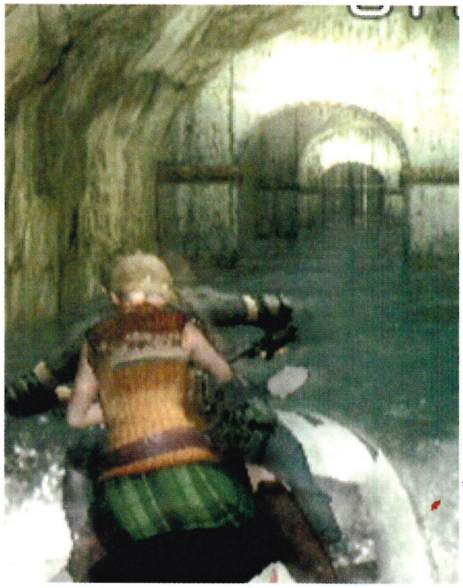
## CHAPTER 6-1

### BOSS: Lord Saddler

▲ This chapter is one long boss fight, so make sure you buy anything you might need from the merchant at the start of this level. Lord Saddler mutates into a big spider beast. His weak points are the funny looking 'eyes' on his knees. Shoot them with the TMP or riot gun. When he falls to the floor quickly equip the Broken Butterfly gun and blast him in the eye. There are also explosive barrels dotted about, so use them wisely. Keep moving throughout the fight.

You can make it to the other side of the platforms by using the bridges. But watch out because they fall down as you near the other side, so be prepared to jump. Lord Saddler is quick, so keep away. Eventually Ada Wong will arrive and drop a rocket launcher on the second set of platforms. Use it on Lord Saddler, but make sure you hit him otherwise you're dead.

After the boss battle there is a water skiing section. But this isn't particularly hard. Just make sure you avoid any falling debris and keep motoring ahead at speed.

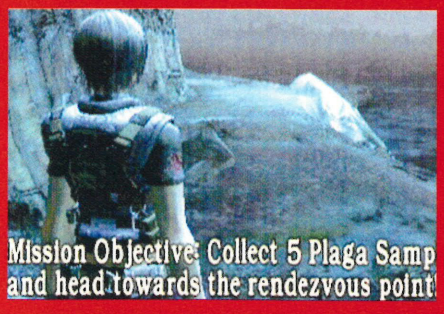


## WHAT NOW?

**SO NOW YOU'VE COMPLETED THE GAME, WHAT'S LEFT TO DO? LUCKILY *RESI 4* JUST KEEPS ON GIVING...**

### ASSIGNMENT: Ada

Join Ada Wong as she explores the island in an attempt to gather five Los Plagas samples. This can be a seriously tough mission because Ada is no way near as strong as Leon and she doesn't have such a wide range of weapons. Try sniping as many bad guys as possible to avoid damage. Your reward for completing Assignment Ada will be the Chicago Typewriter gun.



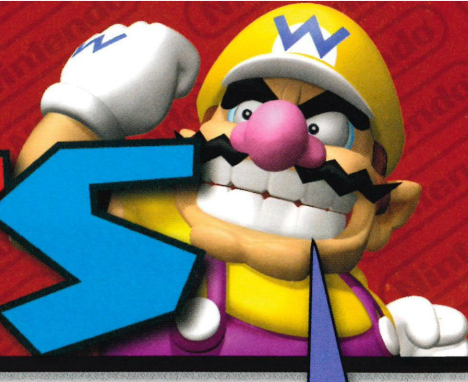
### THE MERCENARIES

In this mode there are four different maps to choose from and the extremely simple aim of the game is to kill as many people as possible. Unfortunately it's hard going and you'll come up against some tough opponents – like those chainsaw-wielding maniacs. There are different playable characters to unlock, including Krauser, if you get a four-star rating on each map.

### PLAY AGAIN...

After the hell you've been through, the last thing on your mind may be to play through again. But if you do, there are some cool extras. Firstly Leon and Ashley will have new costumes and there will be some brand-new weapons to buy from the merchant – including an infinite rocket launcher. Plus, if you want more of a challenge, you can set the difficulty to Professional setting.

# WARIO'S CHEATS



## Here's My Top Twenty

### Star Fox Assault

| UNLOCKABLE... | HOW... |
|---|---|
| Wolfen | play 150 Vs matches |
| Predator Rockets | 170 matches |
| Cluster Bombs | 200 matches |
| Booster Pack/Launcher Tilt mode | 230 matches |
| Stage: Simple Map 5 | 260 matches |
| Demon Sniper | collect all S Flags |
| Xevious | collect all silver medals |

### TS: Future Perfect

| UNLOCKABLE... | HOW... |
|---|---|
| Big heads cheat | beat Outbreak Hotel |
| Fat characters | get bronze on Communing Will Kill You |
| Human gun sounds | get bronze on Cat's Out of the Bag |
| Old Film cheat | beat I Like Dead People |
| Paintball cheat | beat TSUG: TimeSplitters Underground |
| Rotating heads cheat | beat Brain Drain |
| Spinning heads cheat | get bronze on Behead the Undead |
| Zombie Monkey | get bronze in Brain Drain |

### Simpsons: Road Rage

If you don't fancy having to play through the entire game to unlock everything it has to offer, here are some codes for you to try.

To unlock all the missions, enter Maggie, Willy, Bart, Chf. Wiggum, Apu, Moe, Krusty and Barney in the Passwords menu. But who's going to motor around in those missions for you? To get all drivers enter Bart, Bart, Lisa, Lisa, Marge, Marge, Barney and Barney.

1. **STAR FOX ASSAULT**
2. **RESIDENT EVIL 4**
   To unlock Albert Wesker in The Mercenaries, get a four-star rating on the Waterworld map.
3. **SUPER MARIO 64 DS**
   If you punch some of the butterflies, they'll turn into 1-up mushrooms.
4. **MARIO PARTY 6**
5. **VIEWTIFUL JOE 2**
   To get Super Unlimited VFX, finish each level with Rainbow V. Select character and press Z.
6. **MARIO POWER TENNIS**
   Hold Z while pressing START at the Title Screen to unlock a tiebreak game.
7. **YOSHI TOUCH & GO**
   To unlock a bronze Yoshi who holds up to 60 eggs, travel over 10,000m in Endless mode.
8. **TIMESPLITTERS: FUTURE PERFECT**
9. **MR. DRILLER: DRILL SPIRITS**
   To unlock Usagi rabbit, complete the 2,000m space mission with Ataru.
10. **PROJECT RUB**
11. **FIGHT NIGHT ROUND 2**
    To unlock the character Little Mac, enter your name as Macman when you create a boxer.
12. **BATEN KAITOS**
13. **LOZ: THE MINISH CAP**
    To get the Spin Attack upgrade, fuse Kin Stones with the trainer in Mt. Crenel.
14. **DONKEY KONG: JUNGLE BEAT**
15. **THE URBZ: SIMS IN THE CITY**
    You can change the colour of some furniture. Just press R while stood next to it.
16. **ASPHALT: URBAN GT**
    For infinite cash, complete Saleen Qualification to unlock a Hummer H2. Sell it and repeat as necessary.
17. **THE SIMPSONS: ROAD RAGE**
18. **THE INCREDIBLES**
    Pause the game and enter 'DANIELTHEFLASH' to get infinite Incredi-power for a short while.
19. **ASTRO BOY**
    To get Shakaru complete the game, but don't press START after the credits. Wait until an event happens.
20. **LOZ: FOUR SWORDS ADVENTURES**
    To unlock the final five Shadow Battle arenas, complete Hyrulean Adventure.

## Mario Party 6

There are many secret phrases you can say during play to help out. In Verbal Assault say "Bullet Bills" to have Bullet Bills hit your opponents or "Goomba" to attack them with Goombas. In Shoot Your Mouth Off, cause extra damage to your opponents by saying "zero", which drops Thwomps on their heads.

## Project Rub

There are a few interesting secrets in Sega's *Project Rub* for you to experiment with. If you set the language to Japanese, the girl on the menu screen will lose her bikini. Set the DS date to your birthday and she'll say "Happy Birthday" when you start your game. Likewise if you set the date to Christmas Day she'll say "Merry Christmas."

## Baten Kaitos

| PASSWORD... | EFFECT... |
|---|---|
| 4649 | fires cannon |
| 1342 | fires cannon |
| 0429 | forced to fight robots |
| 1004 | forced to fight robots |
| 0819 | gain a Magnus |
| 3291 | gain a Magnus |

## Donkey Kong: Jungle Beat

To get to the final boss, Ghastly King, clear Star Fruit Kingdom and collect 51 Crests. Although Ghastly King has similar moves to Cactus King he also has a potentially lethal flip-kick. To avoid this attack get beneath him when he's about to kick and grab his leg – now you can cause some serious damage.

## Ask The Block!

Look at the Block's smile. He wants to help so much it hurts.

**Q. What's the name of that bloody ghost in *Paper Mario: The Thousand Year Door*? It's driving me completely insane.**
*Gordon Yell, Bournemouth*

Oh no! That's awful. Head back to Twilight Town and find Vivian. She'll join your team, which is GREAT! Go back to Creepy Steeple and go down the well. Use Vivian's disappearing powers to get past the gate. Now go into the room with the parrot and hide in the shades. The bird will tell you the ghost's name and then you can continue on your journey.

**Q. My friend had a weird penguin type mini-game in *Wario Ware Twisted*. I've tried looking for it everywhere on my copy of the game, but it's not there. How do I unlock it?**
*Martin Evesham, Cornwall*

I think your friend must have been playing the Pyoro T game. At least that's the only penguin game I can think of. Blimey I hope I'm thinking of the right one and can help you out, Martin, otherwise I don't know what I'd do. To unlock Pyoro T you need to complete 30 consecutive games for each character. Please let that be right!

**Q. Do you have any cheats for *Jungle Beat*? My hands are hurting so much from playing.**
*Kyle Cromwell, Dublin*

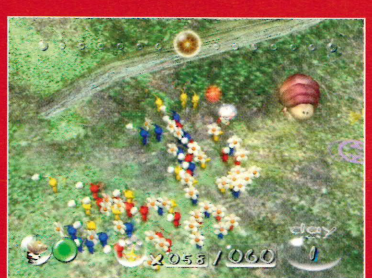
Oh no, oh no! I don't have any cheats for *Jungle Beat*. Er, hang on...To get extra bananas you can always try just standing still and clapping. Bananas sometimes pop out of the ground. Phew!

If you want The Block to help you out then send a letter to Ask The Block at the usual address. Or email theblock@nintendomagazine.co.uk. Although The Block wants to help everyone, sometimes it's busy doing charity work and stuff, so it can't reply to all requests.

## PLAYER'S CHOICE

**It can sometimes be a real challenge to build up your ranks in *Pikmin*. Even feeding them digital Miracle Gro won't help. It'll just block up your GameCube with dirt.**

So you don't have to spend ages cleaning out your 'Cube, here's a quick tip on getting 100 of the little blighters in one fell swoop. Arrive in The Distant Spring before day 15 of your adventure and head south with your army of blue Pikmin.



When you come across a large egg break it open to reveal an enemy, the Smokey Progg. Once you've killed it, the beast will reveal an egg worth 100 Pikmin. So get it back to your Onion as quick as possible.

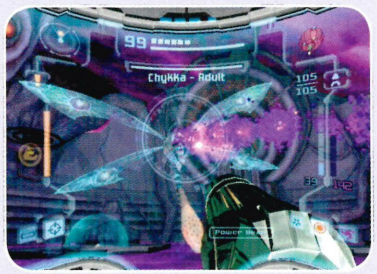
# Reader Cheats

**"Aaargh! I can't be bothered writing all these tips every month. I know! I'll let you guys write them all for me and then I'll take the credit."**

**"Send me your tips! They can be for N64 classics like *GoldenEye 007* right through to recent releases like *Star Fox Assault*. The tip can be for anything! Maybe you've got an awesome cheat code or a winning tactic to take down a tricky boss. Send them to me and I'll steal 'em. Some will get printed in the mag and the best will get a prize!"**

## Metroid Prime 2: Echoes

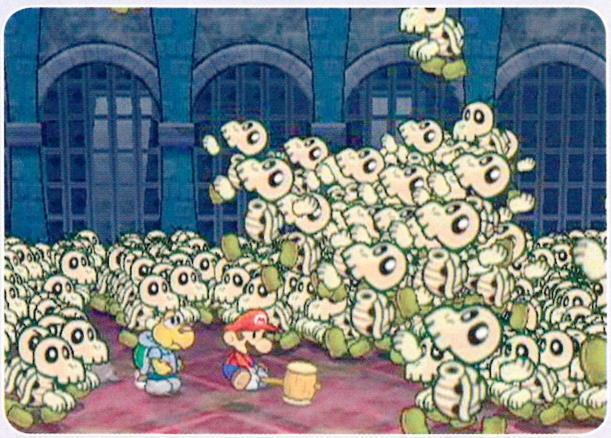
Here's a tip to beat the Adult Chykka boss with ease. After hammering it with missiles or your Beam for a time, the Chykka will eventually become stunned. Normally you'd just shoot missiles at its back. Instead, charge up your Seeker missiles and hit all four of the wing targets at the same time. You have to be quick, but it inflicts a lot of damage in one go. *ADAM MOSS, BIRMINGHAM*



***I like your style, Adam. Any tip that involves inflicting a bunch of damage on a pesky boss is okay by me. But it still sounds a bit hard. Can't I just atom bomb this Chucky to death or something? Where's the nuke button?***

## Paper Mario 2

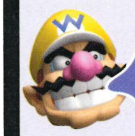
To get more cash, go to the Keelhaul Key shore. Run up the beach alongside the mountain until a mole pops out. Hammer him and a 'Whacka Bump' item appears. This can be sold for 50 coins. Repeat this by leaving the beach and returning. *GUY HERMANDOS, VIA EMAIL*



***Yawn! Here's a much better way of making money, Guy. Start writing a puzzle page for a games mag, then get promoted to the tips section. Take tips from unsuspecting readers and then claim all the pots of gold for yourself.***

## True Crime: Streets of LA

To change the colour of your car, while at the name/licence plate entry screen hold L and R then press ▲ or ▼. One of the lines underneath changes to the colour your car will be. To put a symbol on your plate hold L and R then press ◀ or ▶. And you can find faster cars in rich places like Beverly Hills. *LIAM McHUGH, VIA EMAIL*



***Not bad, but can you change the car into a purple Cadillac? I don't think so. From now on any car-based tips should only be about how well I can drive in Mario Kart. Start your letter with "To beat that stupid fat plumber Mario..."***

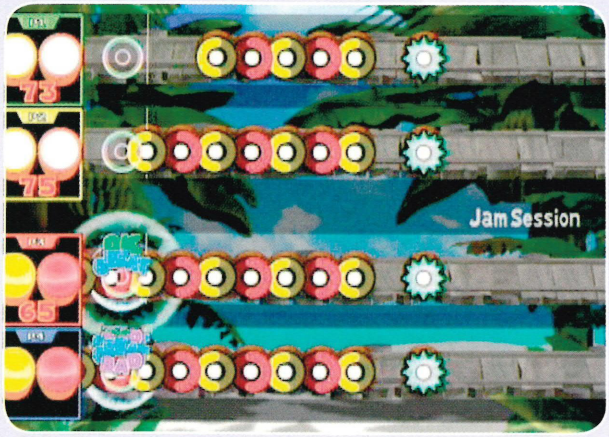
## MGS: Twin Snakes

Depending on how you finish it there are lots of unlockables. To get the Bandana with infinite ammo, you must survive Ocelot's torture. If you give in, you'll start with the stealth suit. There are also two different endings depending on whether you survived the torture or not before you finish the game. *LIAM WRIGHT, VIA EMAIL*

***Oh my God, Liam! You expect me to survive torture!? What are you, a sadist? I couldn't care less about different endings, if someone has got a wet towel down my throat and is attempting to rip my stomach lining out, I'll cry like a baby.***

## Donkey Konga

Hi!!!! I have a tip for *Donkey Konga*!!! In fast tunes, (like The Mario Theme on Gorilla) where you have to hit left-right-left-right really fast, instead of doing that, you hit both bongos together. Only the correct one will count!!!! It really works!!!!! *ANDI WANG, CAMBRIDGESHIRE*



*Are you sure you used enough exclamation marks in your tip? That was enough to smash windows and scare small children. Sort your grammer when sending me your tips!*

## Mario Kart: Double Dash!!

In *Mario Kart: Double Dash*, did you know that if you complete all the Cups in Mirror mode without using a single item, you'll unlock a new track in the shape of Mario? It's a bit like the Yoshi track, but loads harder.
*ALUN SHOOTER, CAMBRIDGE*

*Don't try and trick me, Alun. I may be lazy but I check these cheats. I've got your address. One day you're going to come home and there'll be a bleeding Epona head in your bed. Seriously.*

## Paper Mario 2

In *Paper Mario 2*, just before or after hitting an enemy with the Hammer, press A and your character will do a cool move. You'll get more Star Points for doing this. I hope this tip will be useful for all the fans of *Paper Mario 2*. *JOSH COLEMAN, VIA EMAIL*

*Doesn't someone give you this tip in the game anyway? Look, these pages should be dedicated to the best tips ever, not ones the game teaches you. What's next? How to switch on your 'Cube?*

## Sonic Battle

Did you know there are loads of codes you can enter to get Sonic Team building cards? To get the Amy card, enter 'alogK', the code for the Chaos combo card is 'EkiTaObtain' and the code for the Shadow card is 'ArmiaObtain'. *LEE JACKSON, WARWICKSHIRE*

*I think I hate that stupid hedgehog even more than Mario. My Sonic tip would be to drive your car faster if you see the little critter crossing the road. I'd like to see him outrun my Cadillac.*

## Tony Hawk's Underground 2

I've found a way of racking up huge combos. First, perform a special on a ramp. Next, revert and grind the nearest rail while doing flip tricks along the way. Ollie off into a manual and press L to focus your skater. Now start busting flatland tricks. As soon as the focus runs out press Z for a Combo Run Out. You'll get a massive score. *PAUL CERVI, VIA EMAIL*

*What are you talking about Paul? Flipping? Combo Run Outs? This will probably make sense to some of you out there, but it's all making my head spin. I'd like to see the real-life Tony try some of that stuff. He'd probably fall off his board and start crying.*

READER WINNER

**SEND ME YOUR TIPS:** Via email to wario@nintendomagazine.co.uk or via post to Reader Tips, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW. Remember to include a photo to get in the mag.

**WARIO'S WINNER:** If you send me an awesome tip, I may just consider giving you some sort of prize that I don't want. This month a copy of *Mario Party 6* was up for grabs. Who knows what it'll be next month...

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# Peach and Bowser's Royal Mail

## How to get in touch

royalmail@nintendomagazine.co.uk

Send 'TXT', add a space then your text. Send it to 84070

Royal Mail, *Nintendo Official Magazine*, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW

## Win! Win! Win!

We're breaking the bank this month with two, YES TWO Star prizes – one for the best letter and one for the best picture! Both big winners get a 'Cube and a copy of *Star Fox Assault*. Two runners-up just win the game.

### » Pokémon Snap DS

Remember *Pokémon Snap* on Nintendo 64? It was a brilliant game. Will there ever be a sequel on DS? Imagine taking snapshots of all the Pokémon in existence and searching for new routes on-foot instead being stuck in the Zero One on a set route. That'd be wicked!
*Daniel Millward, via email*

***Pokémon Snap* was cool, but what's better – taking pictures of Pokémon to stare at, or catching Pokémon and making them bust each other up. We prefer the latter. A full-on *Pokémon* RPG would be great.**

### » DS demos

I read in your magazine that the cartridges for the new DS are cheaper and easier to produce. Do you think that because of this, we will see DS demos on the front of your magazine? I hope so – I really enjoyed the *Metroid* demo that came with the DS.
*Sam Austin, via email*

**They may be cheaper and easier to produce, but that still doesn't mean they're cheap and easy. Remember, the demos have got to be available, *Hunters* being a very special case in point. We're loving the DS demo and we can't wait to play final game.**

### » NOM #150 cover laughs a plenty

Is that Tingle underneath the Blue Falcon on the cover of issue 150? I know he's weird, but cut him some slack! Oh... and the Chain Chomp looks drunk.
*Daniel Wells, Sandown*

**Cut him some slack? We'll do that when he stops robbing our big gems in *Four Swords*, saying ko-loo lumpa, and dressing up like an idiot. As for the Chain Chomp – he's either drunk or doing an impression of Dominic Wint (remember him?) with wrong-eye disease.**

### » Dreams of a Revolution

Picture Nintendo Revolution as a virtual reality headset with power glove controllers. Now picture REVOLUTION *ZELDA* in VR – no TV screen, just the glorious world of Hyrule surrounding you. Just thinking of how a VR *Zelda* would play makes my mind go into Nintendo pleasure overdrive.
*Jay Steels, via email*

**We agree, a next-generation, VR *Zelda* game would rule hard, but lets stop dreaming and focus on reality – *Legend of Zelda* on GameCube, man! In the Who's Watched The Newest Trailer The Most Times contest, we win. Easily.**

### » Sort it out Sonic Team

I always loved Sonic, but feel his recent games just aren't up to scratch. Sonic's modern 3D games have had so many problems that there are times I just want to punch the TV. I think Sonic Team needs to sort out its games or they'll end up being rubbish.
*Danny Bain, via email*

**With dodgy cameras and twitchy physics, Sonic's games have lacked the polish they need to be classics. But we haven't lost faith in Sonic Team – *Project Rub* is cool and *Shadow the Hedgehog* is looking good. Plus it's got guns.**

### » Ocarina of Time DS

I think *SM64 DS* is the best Nintendo re-release ever. Then I suddenly thought about *LoZ: Ocarina of Time* on DS. I would love to be able to carry such a great game around in my pocket. Is there any chance that *Ocarina of Time* will be remade?
*Tom Bensley, Hertfordshire*

**Some people love remakes of classics; some despise them. An *OoT DS* remake is possible, but Nintendo haven't announced any plans to make it. But there will be a brand-new *Four Swords* game, which is more exciting if you ask us.**

### » GoldenEye DS

My friend and I were talking in our history lesson and we started thinking about how cool it would be to bring out the N64 classic, *GoldenEye 007* on the DS, like Nintendo has done with *Mario 64*. Who in their right mind wouldn't buy that?
*Nicholas West-Symes, Wallington*

**All those who won't accept playing it on any controller other than the N64 pad. Think about it – what would the controls be? If the touch-screen controlled aim (like *Hunters*) it would be alright, but zoom and duck buttons would need to be on-screen. It could be awkward. We still love it on N64 – the way it's meant to be played.**

### » Life without DS

Am I the only person in Britain who can't afford a DS? I have had the Nintendo DS and touch

## GAME or LAME?

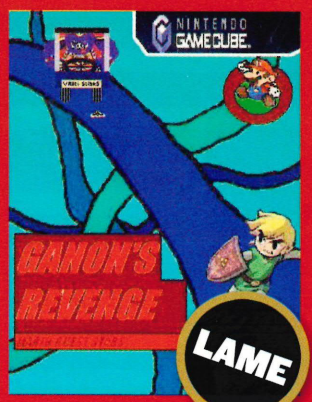
GET YOUR CRAZY CAP ON AND DREAM UP AN AWESOME NEW GAME. DRAW THE BOX FOR IT WITH SOME MASTER SKILLS AND YOU MAY JUST SEE IT HERE!

GAME

### Federation Trooper

by *James Onn, Brockenhurst*

**• WHAT'S IT ABOUT?**
A *Metroid* spin-off where you play as captain of Alpha Squad.
**• WHO'S IN IT?**
You and your troopers kicking ass on the world of Aether.
**• OUR *MOST* FAVOURITE IDEA?**
You can give your men orders and each has special abilities.
**• *NOM* RECKONS**
IT'S A NICE SPIN ON ONE OF NINTENDO'S BEST SERIES.




LAME

### Ganon's Revenge

by *Brook Godbold, Maldon*

**• WHAT'S IT ABOUT?**
Ganon has thought of a new way to beat Link – by using a go-kart to run him over.
**• WHO'S IN IT?**
You play as Link, running from Ganon and avoiding obstacles.
**• OUR *LEAST* FAVOURITE IDEA?**
All the music is ripped off an ancient NES game, *Mach Rider*.
**• *NOM* RECKONS**
GANON IN A KART? A HOVERING COURSE? SORRY, NO WAY.

## Back to the N64

A couple of weeks ago my GameCube died, so I decided to play on my N64. I forgot the quality of the games like *GoldenEye 007*. Its gameplay and level design defeats all wannabee first-person shooters nowadays. It reminded me why I fell in love with Nintendo – the originality. N64 graphics look ropey compared to GameCube, but it doesn't matter. Still, I really want my GC back, but have no money (wink-wink, nudge-nudge).

***Pezhvok Joshgani, via email***

**Retro fever is stronger than ever. Mike never stopped playing *GoldenEye* and Dean is all about *Super Mario World*. But you need a GameCube. Good letter = free GameCube.**

STAR LETTER

screens and double screens stuck in my head. I entered a flurry of competitions hoping I would win something for the first time in my life, but I didn't. Now the DS is here and I'm going to be stuck without one. Damn.

*Arshad Ahad, Bury*

**Poor you. We've got an idea – you could camp in the nearest games shop that has a DS Touch pod. Okay, you'd only be able to play one game. But beggars can't be choosers. Or you could just save up some pocket money.**

### >> Save it for Revolution

As much as I want to play *Mario 128* and the new *Zelda* now, I think that Nintendo should hold them for the Revolution. Two hits like that would bring certain success to Revolution and with this success Nintendo could persuade third-party developers to make exclusive games for its new baby.

*Barney Khan, Manchester.*

**_Mario 128_ may well be held for the next generation, but Nintendo could never take _Zelda_ away from GameCube fans. It could be the best game of the console's life. We're sure Nintendo is cooking up some launch beauties for the Revolution, so just enjoy GameCube until then.**

### >> The best trailer ever

Yo, *NOM*. The new *Zelda* trailer made me go mental! I was in complete awe at the part where you see souls of soldiers and the mist that appears in that sewer. And I went berserk when I saw the quality of the water when Link dives in the lake with all those fish. PLEASE *NOM*, put this video on a DVD for all the peeps without PCs!

*Scott Bass, via email*

**Every Nintendo fan needs to see that trailer. It is breathtaking, but we won't be giving it away on a DVD. We've done plenty of DVDs, now we've loads of other cool free gifts to give away that are much cooler than DVDs. Just wait and see.**

### >> More animé, please!

*NOM* RULES!!!! Now that's out of my system, I want to say I can't believe you guys are giving away animé. I never thought I would see a *Trigun* DVD in this country, accept for in my collection. I hope UK TV stations get wise and start showing some decent animé.

*Heather Williamson, via email*

## You sent in...

### Eggstreme gaming

James Onn and his sister made these wicked little Nintendo egg shells. We're glad they survived the brutal world of postman and made it in one piece. But where's the chocolate.

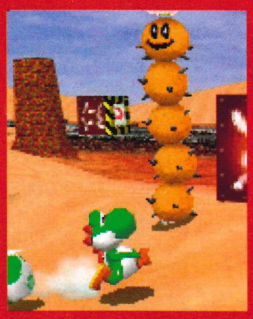
RUNNER UP

## ASK SHY GUY

**Q.** Will there ever be an N64 Classic Series of games for DS, like the NES Classics for GBA?

***Arturo Lupoli, Hertfordshire***

**A.** I would say that's pretty unlikely. The DS can handle N64 graphics, but what about the controls? The N64 pad has two face buttons more than the DS and a 3D-Stick. See the problem?



**Q.** Dear Shy Guy, the other day I left my *Mario 64 DS* game in sleep mode (shutting the DS without turning it off) for the whole time I was at school. How long would it stay asleep?

***Ben MacDonald, Crewe***

**A.** It'll go for ages. Sleep mode uses up such a small amount of power that, if your battery has a good amount of juice left, the DS will stay on for days, maybe even weeks.

**Q.** I'm only eight. If the police catch me playing games over my age rating (like *Resi 4*), will I get arrested?

***Mike Williams, Croydon***

**A.** Yeah and locked up with one of those Los Ganados nutters. Only joking! Don't fret, Mike. The age ratings are supposed to to stop people SELLING the game to you.

**Q.** Mario and Luigi are plumbers, but what job does Wario do?

***James Bloomfield, via email***

**A.** I've never seen him work. I think he just steals stuff and parties. He must be skint because he spends all his time hunting for treasure.

**Q.** *Killer 7* looks cool but I don't understand how Harman can change into different people and sprint about. Isn't he supposed to be disabled?

***John Moreley, Cornwall***

**A.** Everything about *Killer 7* is a big head-screw. Check out the preview on p46. Read the words, but don't try to make sense of the game. You may end up brain damaged.

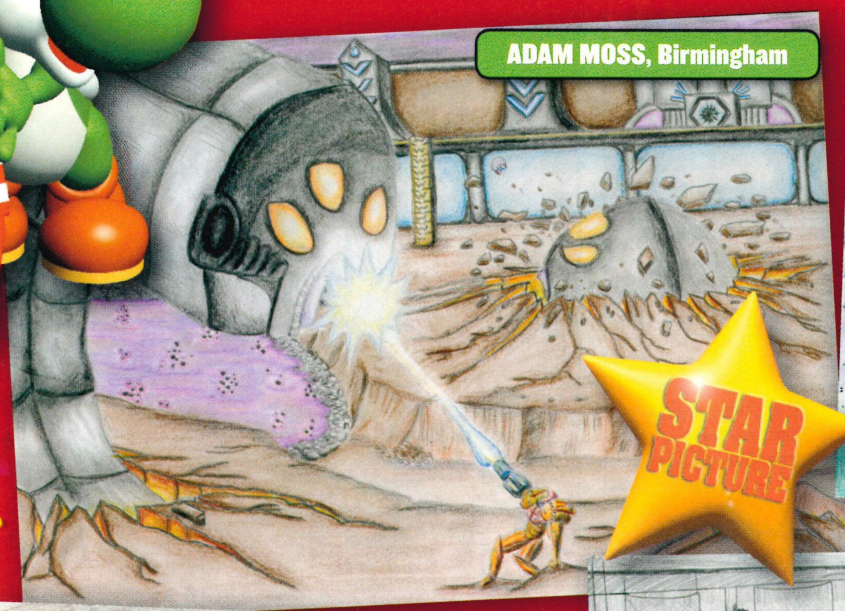
**Q.** Hey Shy Guy, whenever I take a picture of my telly, it always comes out rubbish. How do the *NOM* boys get screenshots looking so good in the magazine?

***Timothy Elise, Scarborough***

**A.** They have some super-sweet PC software that allows them to capture images directly from the GameCube, DS or GBA. You learn something new every day, don't you?

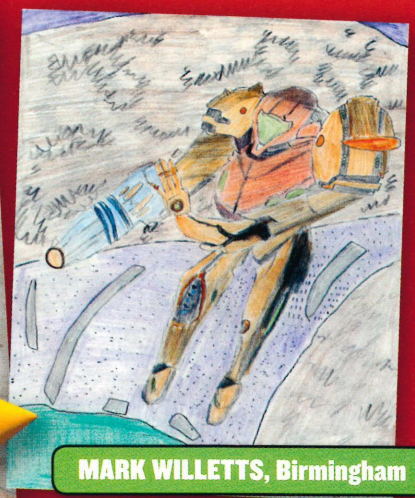
# Yoshi's art

*You guys have got Metroids on the brain. We've got stacks of great Samus pics in this month. Here are the best ones.**

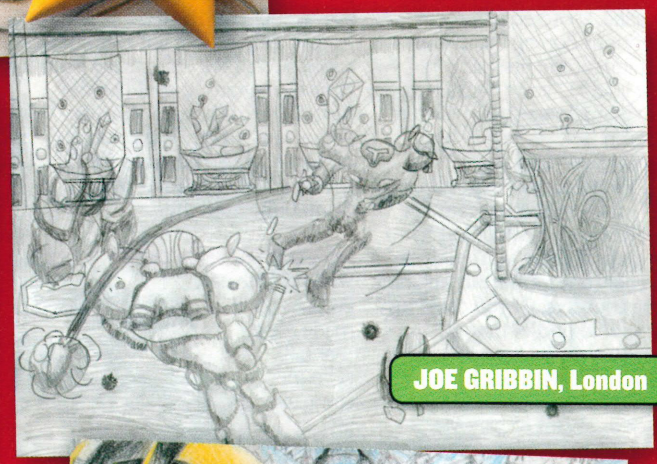


ADAM MOSS, Birmingham

STAR PICTURE

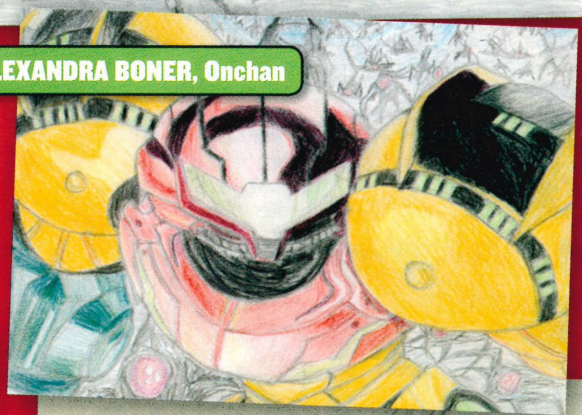


MARK WILLETTS, Birmingham

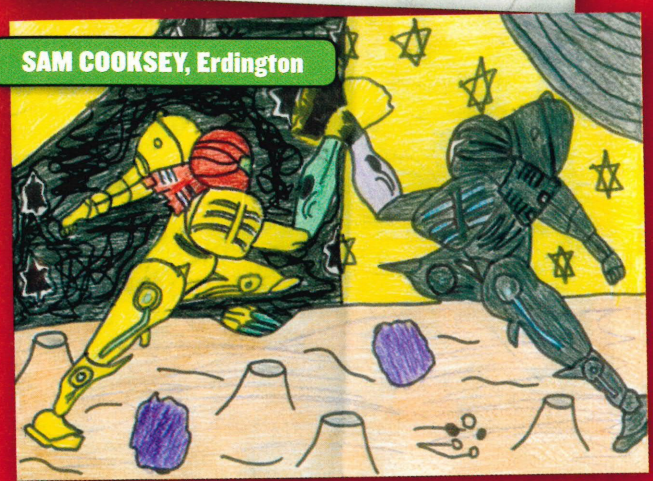


JOE GRIBBIN, London

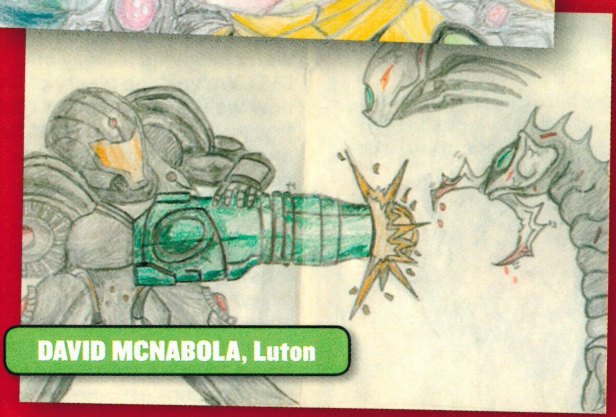
JOHN DAWSON, Pontefract



ALEXANDRA BONER, Onchan



SAM COOKSEY, Erdington

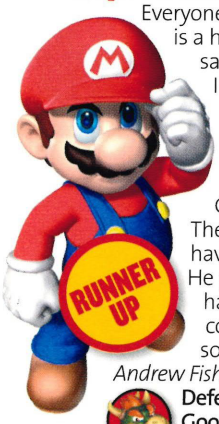


DAVID MCNABOLA, Luton

*We get hundreds of pictures each month, making it impossible to send them back. If you want your's back send an SAE and say so! Or better yet, just send us a scan or a colour copy!

We love animé and thanks to our good mates at Manga you should be seeing a lot more animé DVDs up for grabs in *NOM* in the coming months. This issue we've got *Final Fantasy* – check it out.

### >> Super Murderer Bros.




Everyone thinks Mario is a hero who always saves the day, but I see him for the MURDERER he really is! He jumps on defenceless Goombas. They don't even have ARMS! He probably has Mafia connections or something.

*Andrew Fisher, via email*

**Defenceless? Goombas have FANGS, man. They attack Mario on sight. Mario falls off the screen down to off-screen hell. Would you like to go to off-screen hell? NO! It's dark down there. BLACK. They deserve to get stamped on and Mario's a champion stamper.**

### >> You're a brick

Hasn't anyone noticed yet? The DS is a brick. I love its dual-screen innovation and all that touchy-feely stuff, but it feels like I've got my house in my pocket when I carry it around. I know it has two screens, but I still think it could have been a lot smaller. Maybe I'll have to buy a pair of those combat-style trousers with the massive pockets. I think they look rubbish, but at least I can carry my Nintendo Brick in comfort.

*Robert Harris, London*

**If you're totally used to the sexy compactness of the GBA SP, you will find the DS a little on the hefty side. But don't you think it's worth carrying the extra bulk? Besides, don't you remember how massive the original Game Boy was? And the first GBA, too? They were both redesigned into smaller machines, so maybe we will see the same happen to DS.**

## You sent in...

### Fantastic plastic

We got these sweet *Ocarina of Time* figures from someone called D. Feltham. Is that Daniel? Diana? Dionne? We dunno. Cheers for the sweet toys, though. Ta!

## TEXT THE EDITOR

TELL US WHAT'S ON YOUR BRAIN...

**Now you can let us know how you feel about the world of Nintendo on a text!**

**Tap in 'TXT', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us as each text costs 25p to send. Every text sent to us can be viewed online at www.clubnom.com and here's just a small selection of your ramblings:**

* I ate this red and white mushroom I found in the forest, but instead of making me big it made me violently sick for 3 days. Damn you Mario!

* Hey I just finished majoras mask and oni-Link rocks he is da true hero of time

* How the hell did you get 323 on Sort or 'Splode? I can only get 79! Although I did get 217 on Wanted!, is that any good?

* Did kirby nick his (touch) magic paintbrush from mario sunshines shadow mario? Forshame pink round one - danny, Bristol

* kirby looks like a mutated marshmellow thats been evolving under my bed next to my old nes cartridges. he's wierd.

## HOW TO GET INTO MARIO'S WORLD

### Want to send something in? No ideas? Here's one...

**Since March 11th, thousands of Ninty fans around the UK will have been flicking a small grey pointy thing around a screen. The DS Stylus has changed portable gaming forever, yet it's such a boring thing to look at.**

That small stick of touch-screen love could do with having a little more flair – a little more style. It needs you crazy guys to make some more flashy designs. If you could make any stylus to use with your DS, what would it look like?

Would you have a Master Sword stylus, or a lightsaber one? Or would you go for the bling look and have one made of shiny chrome? We want to see your ideas. Draw your stylus designs, nice and large. Be as inventive as you want, then pop them in the post to Stylish Stylus at the usual address and you could win a prize.

### SEND US YOUR ENTRIES NOW!

**Post:** Send you pics to: Stylish Stylus, Bushfield House, Orton Centre, Peterborough, PE2 5UW

**Don't forget to fill in all your details! And get moving – the closing date is May 18th, so don't delay!**

# LUIGI'S PRIZE PIT

**Okay, I'm gonna try my Force powers now... win these prizes, you want to. Enter the competition, you must. Give everything you win back to us, you should. Fingers crossed that'll work.**

## Lego Star Wars competition

If you've read our review of *Lego Star Wars* on p78, then you'll realise we thoroughly enjoyed playing it. Well now we're giving you the chance to win your own copy and some wicked Lego kits, so you can recreate the films in the comfort of your own home.

It's not long now until *Revenge of the Sith* is released in cinemas, giving *Star Wars* fans the chance to go completely crazy about it. So, to celebrate the film's release and the grand finale of the Lego *Star Wars* range, we've got a sack full of goodies for you to win, including *Revenge of the Sith* Lego *Star Wars* kits, with brilliant new features, that any self-respecting *Star Wars* nut should be willing to kill for.

We've joined forces with Lego to offer one lucky winner the chance of winning the awesome Clone Turbo Tank, along with Mace Windu and his Clone Troopers, plus the all-new *Lego Star Wars* video game on GBA! We'll also throw in a Nintendo DS for you to play it on. Before reading on, just try and comprehend how fantastic that is.

Second prize is the cool ARC-170 Starfighter and third prize is the Vulture Droid and Jedi Starfighter. All you have to do to win one of these wicked prizes is answer the question below...

### QUESTION

**What is different about the 2005 Lego lightsaber?**

**A.** It lights up **B.** It's full size **C.** Nothing

**ENTER**

**BY TEXT:** Write "nomcomp LEGO", then the letter of your answer and send it to 83149.
**BY PHONE:** Call 0905 053 1101
**BY POST:** Send your name, address, telephone number and your answer to: *The Lego Star Wars* competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW

### ISSUE 150 WINNERS

***MARIO TENNIS***
- Kurtis Hembling, Suffolk (main)
- Robert Todd, Middlesborough
- Adam Roberts, Nottinghamshire
- Peter Nolan, Dublin
- Yi Chen, London

***TRIGUN* AND *MINI GODDESS* ANIMÉ**
- Theo Josephs, Derby
- Alan Powell, Cardiff
- Simon Codlin, Hertfordshire
- Jamie Morgan, Port Talbot
- Alan Price, Wrexham
- Kris Sheach, Fife
- Robert Watchman, Devon
- Anna Mattalia, Lewisham
- Steve McDougall, Manchester
- Caz King, London

*SEE TERMS AND CONDITIONS ON P3

# Wario Ware Twisted! competition

It's probably the weirdest *Wario* yet and we love it. It's the perfect game to play if you enjoy flailing yourself around and cursing at your GBA. But we probably wouldn't recommend playing it on the bus, unless you want people to think you're crazy.

So you can bask in its glory, we've got an SP and a copy of the game up for grabs. Five runners up will each get a copy of the game.

**QUESTION**

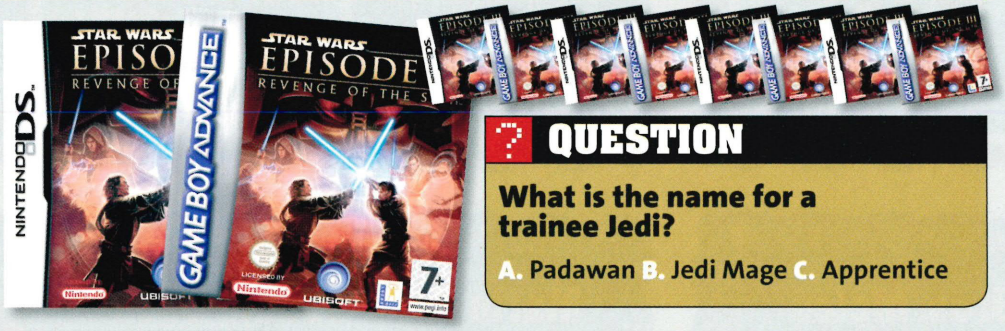
**Who plays all the classic Nintendo games in *Wario Ware*?**

**A.** 10-Volt **B.** 9-Volt **C.** 8-Volt

**ENTER**

**BY TEXT:** Write "nomcomp TWIST", then the letter of your answer and send it to 83149.
**BY PHONE:** Call 0905 053 1102
**BY POST:** Send your name, address, telephone number and your answer to: *The Wario Ware Twisted!* Competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW

# Revenge of the Sith competition




Blimey, we must have raided Jabba's palace to get all these *Star Wars* goodies this month! Anyway, if you fancy yourself as a bit of a wizard with a lightsaber, then this just might be the game for you.

*Revenge of the Sith* will be released on GBA and DS from May 1st and we've got five copies of the game to give away on each format. The format you get will be drawn at random after the competition's closing date.

**QUESTION**

**What is the name for a trainee Jedi?**

**A.** Padawan **B.** Jedi Mage **C.** Apprentice

**ENTER**

**BY TEXT:** Write "nomcomp SITH", then the letter of your answer and send it to 83149.
**BY PHONE:** Call 0905 053 1103
**BY POST:** Send your name, address, telephone number and your answer to: *Revenge of the Sith* Competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW

# The Final Fantasy Unlimited competition

For this *Star Wars* comp... oh hang on, it's a *Final Fantasy* one this time. Finally something Kingsley won't try and win. We all know *FF* games are wicked, but the animated series is really cool as well.

The latest DVD, Series Seven, is out now, but to make sure you're up to speed, we've got DVDs of all seven series to win for the main winner. Three runners up will get a copy of Series One on DVD.

**QUESTION**

**In *FF: Crystal Chronicles*, which creature holds your crystal?**

**A.** Boggle **B.** Moota **C.** Moogle

**ENTER**

**BY TEXT:** Write "nomcomp FINAL", then the letter of your answer and send it to 83149.
**BY PHONE:** Call 0905 053 1104
**BY POST:** Send your name, address, telephone number and your answer to: *The Final Fantasy* Competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW

Final Fantasy Unlimited (c) Square Enix • TV Tokyo • Dentsu • FF: U Production Committee

## ISSUE 151 WINNERS

**YEAR OF GAMES**
- Natalie Moustache, B'ham

**NINTENDO DS**
- Steven Chan, Dorset
- Jon Joy, Coventry
- Thomas Rookes, Cardiff
- Joshua Gull, Oundle
- Jefferey Winch, Shropshire
- Sara Comery, Pembrokeshire
- Caroline Savage, Accrington
- Bonnie Abbot, Falmouth
- Michaela Morris, Essex
- Richard Basildon, London
- Jim Brushcroft, Southampton
- Charlie Freeman, Leeds
- Andy McCabe, Newcastle
- Jay East, Cheshire
- Tim Ball, Beverley
- Stu Mortimer, London
- Katie Woolworth, Basildon
- Rob Thompson, York
- Kyle Millington, Kent
- Glen Shykern, Glasgow

# CHAIN CHOMP'S CHALLENGES

**Win the chance to play at *NOM* Towers - if you beat Chain Chomp's scores.**

## Super Mario 64 DS

Score 1,700 or more on the Shuffle Shell mini-game. Precision aiming's needed for this challenge, so try and use your stylus carefully. Make sure you don't hit any high-scoring shells out of their zones by aiming for the lower scoring targets around the edge.

## Mario Kart: Super Circuit

Get a total time of 1'10"00 or under on Shy Guy Beach. Make sure you don't hit any of the crabs because they'll really slow you down. Use your three Mushrooms wisely and look for any shortcuts. Toad's always a good choice if you want to get a super-fast time.

## Super Smash Bros. Melee

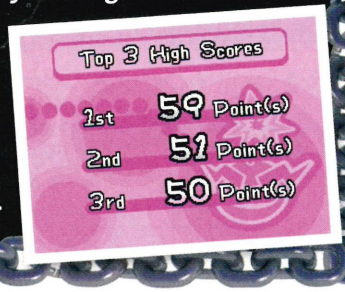
Enter the three-minute Multi-man Melee, then try and destroy more than 140 Multi-men. Make sure you don't take too much damage and stay away from the edge, otherwise you might get knocked off. Donkey Kong is a good character for this challenge.

## Mario Kart: Double Dash!!

Get a lap time of 35 seconds or under on Toadstool Bridge. Try and pick light characters and put them in a fast kart. Use your Mushrooms carefully. Obviously you should try and avoid being hit by vehicles because they'll slow down your lap time.

## Wario Ware Touched!

Beat more than 50 games in Monster Megamix. There are no real tips for success with this one, just try not to get too panicky and prepare for different games. Be aware that you might have to use the mic, so keep that DS near your mouth, just in case.

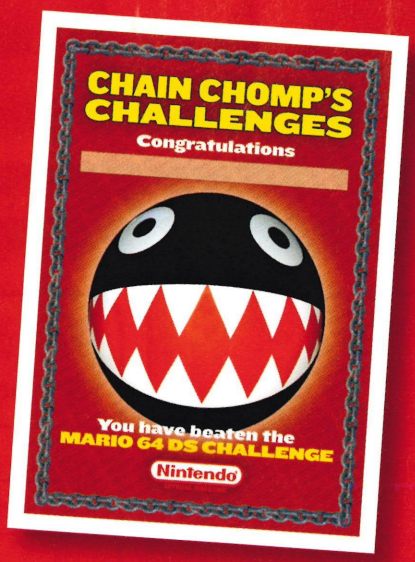



## Super Monkey Ball

Score more than 10,000 in Beginner mode. You've got to try and make it through without dying, so you make it to the Extra Stages. Try and go for really fast times, rather than trying to collect all the bananas. Plus, try and find the secret warp on one of the levels.

## How it works...

1. Every four months Chain Chomp will start a new league for you to compete in.
2. At first there'll only be six challenges to beat, but every month three more will be added for you to tackle.
3. By the end of the four months, there'll be some 15 challenges for you to beat.
4. For each challenge you successfully beat, send evidence of your score to *NOM* and we'll give you a certificate to prove how great you are.
5. Get ten or more certificates and you could be in with the chance of coming to *NOM* to show off your skills.
6. Four people will be specially selected to come here and play against each other for the final awesome prize. What is it? Just wait and see...




## THE WINNERS

Okay, Chain Chomp's Challenges is so new that there aren't any winners at the moment... but here are the winners of the *Super Mario 64 DS* and *Wario Ware Touched* challenges from issue 151 and 152!

### *SUPER MARIO 64 DS* CHALLENGE

Bob-Omb Squad
*Mark Rowley - 245,300*

Snowball Slalom
*Greg Czyher - 12"65*

Sort or 'Splode
*Matthew Bellamy - 341*

Trampoline Terror
*Greg Czyher - 68,100*

Bounce and Trounce
*Greg Czyher - 603*

Lakitu Launch
*Sean Robertson - 50*

### *WARIO WARE TOUCHED* CHALLENGE

Wario
*Jordan Greener - 101*

9-Volt and 18-Volt
*Jordan Greener - 132*

Wario-Man
*Jordan Greener - 106*

Jimmy T.
*Jordan Greener - 111*

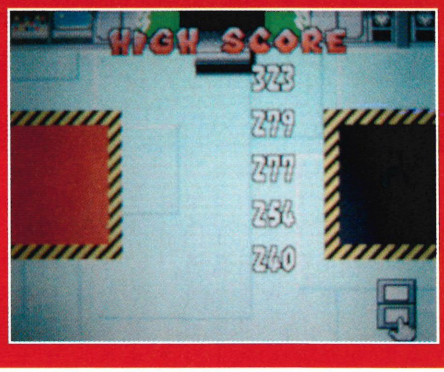
Dr. Crygor
*Jordan Greener - 167*

Kat and Ana
*Dan J. and Emily W. - 109*

## How to take a pic...

**Taking pictures of your DS, GBA or TV screen can be tricky, but with these tips it shouldn't be a problem. And remember, if you've got a digital camera you can take as many pics as you want to get it right...**

1. Make sure the room is as dark as possible. Draw the curtains, turn out the lights and take the photo standing at a slight angle to the TV or screen.
2. Make sure the flash is off otherwise the picture won't come out properly. If you're taking a pic of a DS or GBA screen, try and put the camera on manual focus.
3. Once you've taken the pic either email it to us or post it. Send us a couple – just to make sure we can see your score properly.




## How to enter...

**Chain Chomp's Challenges, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW**

**chainchomp@nintendomagazine.co.uk**

Make sure to include evidence of your score – a nice, clear photo is best (see above), but a video will be fine as long as the Chain Chomp doesn't chew it up. No cheating is allowed and any entry arousing suspicion will be chomped up and posted back to you with a letter full of reasons to hate yourself.

**YOU'VE GOT UNTIL JULY 5TH TO COLLECT AT LEAST TEN CERTIFICATES. GO FOR IT!**

# BOO'S BRAINERS

**You don't stand a ghost of a chance against my puzzles. Hah!**

## Nintendo know-it-all

**Answer all these and you'll be a Nintendo god!**

1. What's the name of Ataru's pet in *Mr. Driller*?
2. In *Pokémon Snap* what's the final Pokémon you can try and catch?
3. What's the name of the doctor who's a computer in *Perfect Dark*?
4. How many different courts are there in *Mario Tennis* on the N64?
5. What's the first track in *Super Mario Kart*?
6. *Tetris*, *Sim City* and *Pilotwings*. What character do they all have in common?
7. What was Rare's first game for a Nintendo console?
8. How many *Star Fox* games did Koji Kondo compose music for?
9. By 1994 how many games had Nintendo sold?
10. What was the first Nintendo game to sell more than a million copies?
11. Who tried to steal the *Star Wing 2* demo when it was shown at WCES in 1995?
12. Which Nintendo console was code named Project Atlantis?
13. Who provides the voice for Adult Link in *Ocarina of Time*?
14. Before the *Castlevania* series hit home consoles, what was it known as?
15. How many Koopa kids are there in *Super Mario Bros. 3*?

## HANGMAN

**Fill in the gaps to work out the game names.**

| | |
|---|---|
| 1 | B_____N/F__H_ |
| 2 | M___O/M____N__ |
| 3 | W__E/___E/64 |
| 4 | S_P__/M____/__G |
| 5 | H____N/2 |
| 6 | M__A/M__/2 |
| 7 | S_C___/__/M_N_ |
| 8 | S___C/_____CE |

## Sonic Puzzle

**There are 15 Sonic enemies hidden here. Find them faster than Sonic can run!**

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

- BAT BRAIN
- BOOM BOOM
- BUZZ BOMBER
- CAMMY
- CATERKILLER
- CHOMPER
- CRAB MEAT
- DR ROBOTNIK
- GROUNDER
- MASHER
- MOTO BUG
- ORBANORT
- PORKY
- SONIC ROLLER
- SPIKEY

## ODD-1-OUT

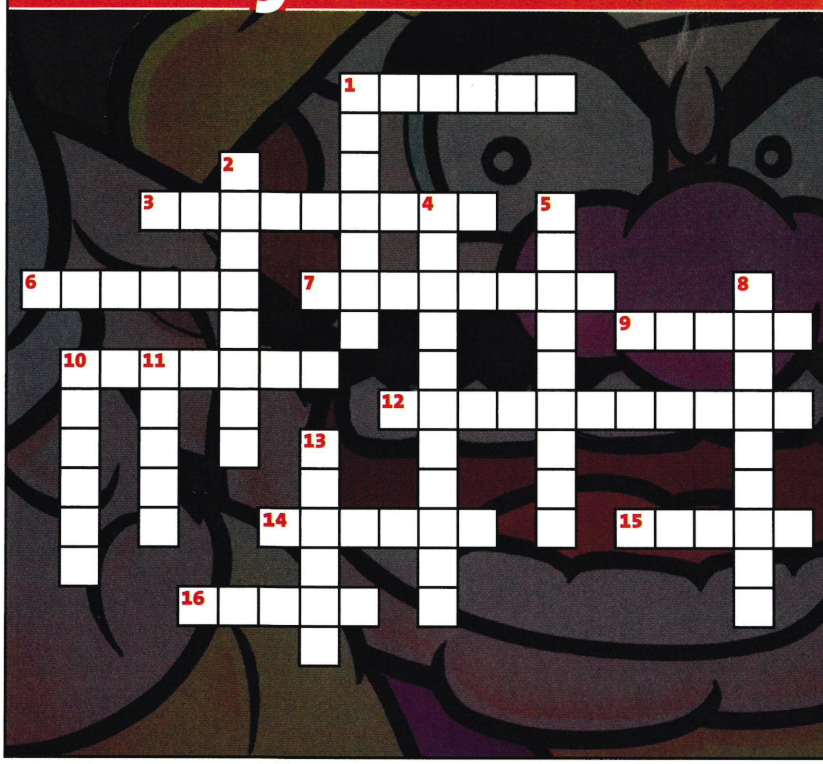
**Which of these characters is not one of Sonic's pals?**

1. Fists
2. Amy
3. Big the Cat
4. Tails
5. Cream

## SPOT THE DIFFERENCE

Fox has engaged his hyper drive, but something's gone wrong, it's created two Arwings. Spot the five differences and hopefully it'll make the wrong Arwing blow up or something.

# It's only the NINTENDO crossword!



**ACROSS...**

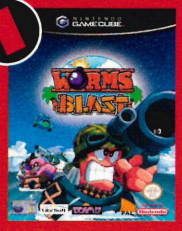
1. Fox should just sack this useless fighter pilot (6)
3. What did Turok like to hunt? (9)
6. What kind of instinct must you have in this Super NES beat-'em-up? (6)
7. One of the best *GoldenEye* multiplayer levels. Hiding in the toilet is Hak's favourite (8)
9. Princess Zelda's alter-ego (5)
10. King Arthur's castle and the developers of countless Nintendo sports games (7)
12. The wife of Mr. Brain, who gave birth to Brain Junior (6, 5)
14. One's blue, another's red. But what's the missing virus colour in *Dr. Mario*? (6)
15. The red dragon in *Wind Waker* (5)
16. What was attempting to avenge itself in this Game Boy pinball classic? (5)

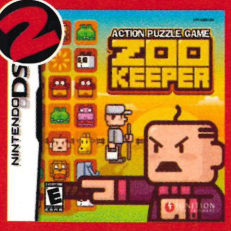
**DOWN...**

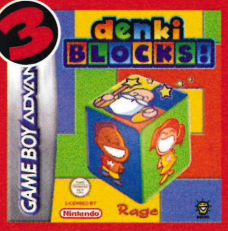
1. The irritating midget bad guy in *Resident Evil 4* (7)
2. A university protest and a Super NES racer (8)
4. We'd love to travel along this route on the way to work every morning (7,4)
5. A tiny computer and the boxer in *Punch Out* (6,3)
8. Which Kong was in double trouble? (5,4)
10. We can't get enough of this rude squirrel (6)
11. It's not a badge of honour, it's a ... of Honor (5)
13. No, this isn't a new type of Pokémon. He's just the Mystical Ninja (6)

# ??? KNOW THE SCORE ???

**Reckon you're a puzzle master? Match the games to the scores.**

1. 


2. 


3. 


4.


**A: 84% B: 70% C: 68% D: 90%**

## >>>>>>>>>> HOW WELL DID YOU DO LAST TIME? <<<<<<<<<<

**KNOW-IT-ALL**

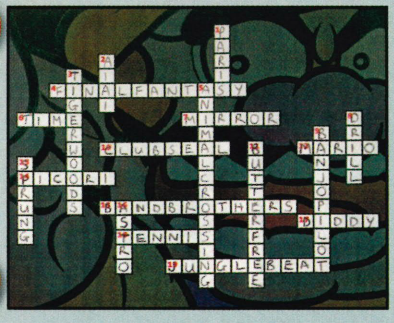
1. Agahnim
2. Sudowoodo
3. Koji Kondo
4. 30
5. N64
6. Nine
7. *Chokkan Hitofude*
8. *Star Wing 2*
9. *Donkey Kong 64*
10. Weasels
11. Anti Uni
12. Susumu
13. 32
14. Edward
15. Beedle

**HANGMAN**

1. *Ridge Racer DS*
2. *Pokémon Dash*
3. *Project Rub*
4. *Band Brothers*
5. *Resident Evil*
6. *Sprung*
7. *Kingdom Hearts*
8. *Zoo Keeper*

**NAME THE GAME**

1. *Project Rub*
2. *The Urbz: Sims in the City* (DS)

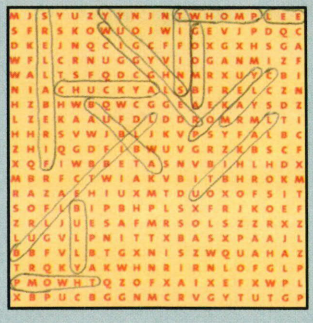


**KNOW THE SCORE**

1. *Rogue Squadron II* (88%)
2. *Jedi Outcast* (84%)
3. *Apprentice of the Force* (72%)
4. *Rogue Squadron III* (89%)

**ODD-1-OUT**

1. Waluigi



**REMEMBER... GET ALL THE ANSWERS NEXT MONTH!**

# Next Month

# Da-na-na-NAA! Zelda's back!

## WHAT YOU'LL SEE...

- All-new shots and info!
- Link's back in action!
- Horseback battles!
- Swordfights, bosses and much, much more!

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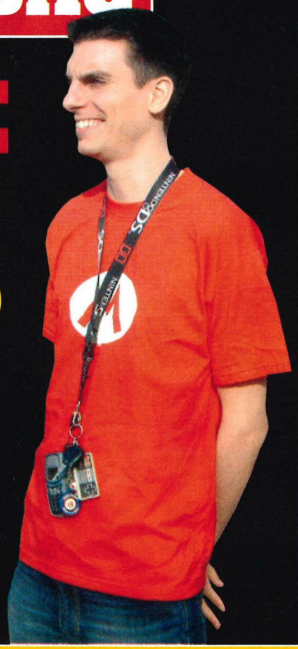

## IN THE MAG

**ALL THIS FOR THE DS, 'CUBE AND GBA!**

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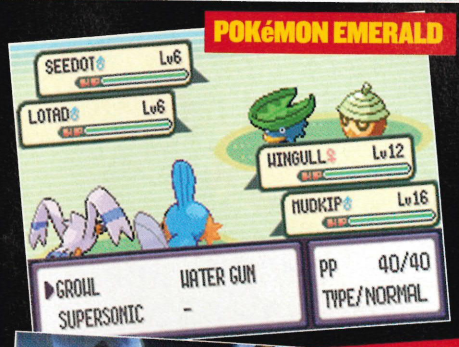
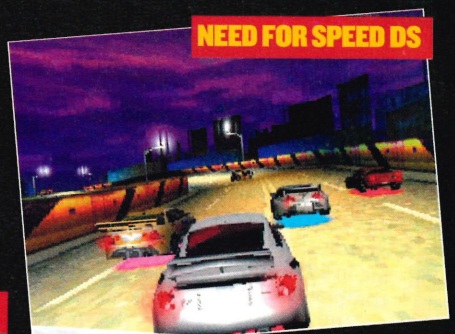
**PLUS!** Exclusive FIRST news from E3!

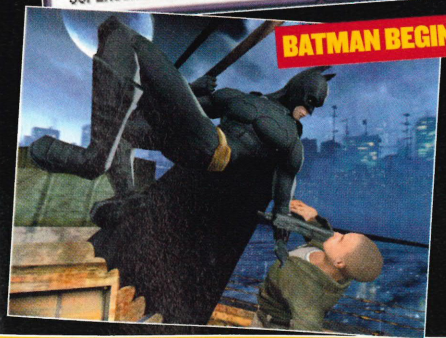



POKéMON EMERALD

NINTENDOGS



NEED FOR SPEED DS



BATMAN BEGINS

FIRE EMBLEM SACRED STONES

DONKEY KONGA 2 AND LOADS MORE

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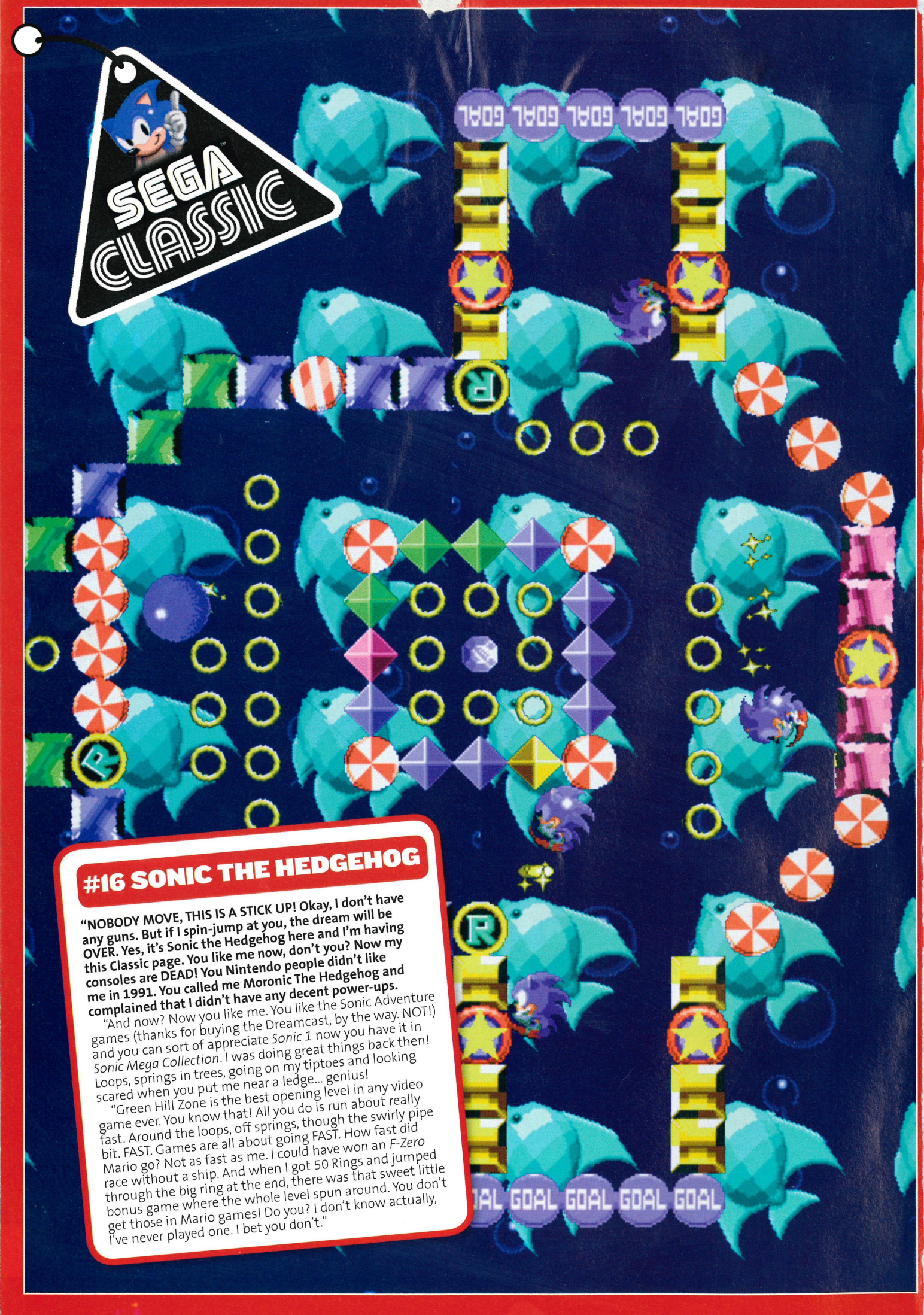


## #16 SONIC THE HEDGEHOG

**"NOBODY MOVE, THIS IS A STICK UP! Okay, I don't have any guns. But if I spin-jump at you, the dream will be OVER. Yes, it's Sonic the Hedgehog here and I'm having this Classic page. You like me now, don't you? Now my consoles are DEAD! You Nintendo people didn't like me in 1991. You called me Moronic The Hedgehog and complained that I didn't have any decent power-ups.**

"And now? Now you like me. You like the Sonic Adventure games (thanks for buying the Dreamcast, by the way. NOT!) and you can sort of appreciate *Sonic 1* now you have it in *Sonic Mega Collection*. I was doing great things back then! Loops, springs in trees, going on my tiptoes and looking scared when you put me near a ledge... genius!

"Green Hill Zone is the best opening level in any video game ever. You know that! All you do is run about really fast. Around the loops, off springs, though the swirly pipe bit. FAST. Games are all about going FAST. How fast did Mario go? Not as fast as me. I could have won an *F-Zero* race without a ship. And when I got 50 Rings and jumped through the big ring at the end, there was that sweet little bonus game where the whole level spun around. You don't get those in Mario games! Do you? I don't know actually, I've never played one. I bet you don't."

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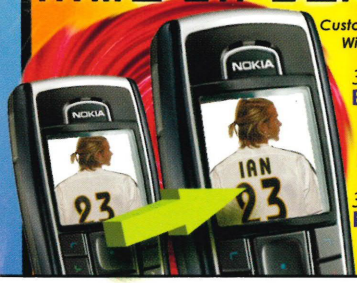
## NAME UR JERSEY



Customise Cool Pics With Your Name!!

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3045 Matrix Logo

3037 I Love Name

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## TOP 10 TXT UK Top 10 Chart

| | | | | |
|---|---|---|---|---|
| 1 > | 4508 | > Tony C. ft Peter Kay | > | ...Amarillo |
| 2 > | 8388 | > Sunset Strippers | > | Falling Star |
| 3 > | 4658 | > Nelly ft Tim McGraw | > | Over and Over |
| 4 > | 5778 | > Gwen Stefani | > | Rich Girls |
| 5 > | 2511 | > McFly | > | All About You |
| 6 > | 8360 | > Basement Jaxx | > | Oh My Gosh |
| 7 > | 8353 | > 50 Cent | > | Candy Shop |
| 8 > | 3563 | > Eminem | > | Like Toy Soldiers |
| 9 > | 5779 | > Shapeshifters | > | Back To Basics |
| 10 > | 4492 | > Stereophonics | > | Dakota |

### CHART HITS + PRE RELEASES

| | | | | | |
|---|---|---|---|---|---|
| 7165 | 50 Cent | In Da Club | 8711 | Jamelia | Superstar |
| 6264 | Amerie | 1 Thing | 3915 | JoJo | Baby It's You |
| 6603 | Anastacia | Left Outside Alone | 7446 | Kelly Osbourne | One Word |
| 5201 | Ashanti | Only You | 4675 | LL Cool J | Hush |
| 5628 | Athlete | Half Light | 5611 | Ludacris | No 1 Spot |
| 5618 | Bloc Party | Banquet | 9563 | Mario Winans | I Don't Wanna.. |
| 3212 | Britney Spears | Do Somethin | 5787 | McFly | You ve Got A Friend |
| 9119 | Britney Spears | Toxic | 4253 | McFly | Obviously |
| 7529 | Bullet For My Valentine | 4 Word | 7418 | Melanie C | Next Best Superstar |
| 6454 | Christina Aguilera | Dirrty | 7460 | Mylo | In My Arms |
| 3140 | Ciara | Goodies | 4724 | Natasha Bedingfield | Unwritten |
| 9109 | D-12 | How Come | 6379 | Outkast | Hey Yeah! |
| 6718 | D12 | My Band | 7433 | Oasis | Lyla |
| 5629 | Daft Punk | Robot Rock | 8587 | P.I.M.P. | 50 Cent |
| 2301 | Dizzee Rascal | Stand Up Tall | 9408 | Peter Andre | Mysterious Girl |
| 2541 | Elvis Presley | Jailhouse Rock | 5872 | Scooter | The Logical Song |
| 6115 | Elvis Presley | Return To Sender | 6270 | Studio B | I See Girls |
| 6267 | Elvis Presley | You re the Devil.. | 8388 | Sunset Strippers | Falling Stars |
| 7415 | Elvis Presley | Crying In The.. | 4674 | The Game ft 50 Cent | How We.. |
| 7451 | Eminem | Mockingbird | 7438 | The Game Ft 50 Cent | Hate It.. |
| 3636 | Eminem | MOSH | 6102 | The Killers | Smile Like You.. |
| 6271 | Exhibit A | G Minor | 5623 | The Music | Bleed From Within |
| 3997 | Girls Aloud | I'll Stand By You | 6273 | Tweet | Could It Be |
| 2519 | Girls Aloud | Wake Me Up | 1094 | Twista | Hope |
| 6259 | Gorillaz De La Soul | Feel Good.. | 2491 | Usher | Caught Up |
| 3567 | Green Day | Holiday | 6261 | Weezer | Beverly Hills |
| 7526 | Hot Hot Heat | Goodnight Good.. | 8371 | Will Smith | Switch |
| 7479 | Idlewild | U Understand It | 6130 | XTM | Give Me Love |

### HIP HOP + DANCE

| | | | |
|---|---|---|---|
| 3140 | Ciara | Goodies |
| 5811 | Dizzee Rascal | Graftin' |
| 2554 | Dj Zinc | Drive My Car |
| 7878 | Dr Dre | Still Dre |
| 5633 | Eminem | Without Me |
| 3563 | Eminem | Like Toy Soldiers |
| 2974 | Armand Van Helden | My My My |
| 2528 | Chemical Brother | Galvanize |
| 0619 | Dj Quicksilver | Belissima |
| 2581 | Fatboy Slim | The Joker |
| 3925 | Michael Gray | The Weekend |
| 5060 | Mylo | Destroy Rock n Roll |
| 2043 | Uniting Nations | Out of Touch |

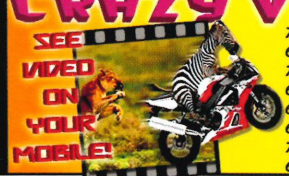
### TV + FILM

| | | |
|---|---|---|
| 0819 | TV & Film | Matrix |
| 0029 | TV & Film | Beverly Hills Cop |
| 5150 | TV & Film | Phoenix Nights |
| 8559 | TV & Film | Kill Bill |
| 8561 | TV & Film | Lord Of The Rings |
| 1486 | TV & Film | Knight Rider |
| 8488 | TV & Film | Starksy and Hutch |
| 0076 | TV & Film | The Muppets |
| 1483 | TV & Film | James Bond |
| 0091 | TV & Film | The Simpsons |
| 5309 | TV & Film | Team America |
| 5291 | TV & Film | Spongebob Square.. |
| 5485 | TV & Film | Star Wars Ep 3 |

### CLASSICS

| | | | | | |
|---|---|---|---|---|---|
| 8800 | AC/DC | You Shook Me | 1275 | Guns N' Roses | Sweet Child.. |
| 8791 | Beastie Boys | You Gotta Fight | 8432 | Happy Mondays | 24 Hour Party.. |
| 8807 | Blur | Song 2 | 0098 | Bob Marley | Get Up Stand Up |
| 8716 | Bruce Springsteen | Born To Run | 0598 | Aerosmith & Run Dmc | Walk.. |

## CRAZY VIDEO




| | |
|---|---|
| 7158 | Evil Penguin |
| 6177 | Human Cannon |
| 7151 | Car Crash |
| 6174 | Goalie Back Flip |
| 6287 | Ski Jump |
| 6253 | Skater Crash |
| 7152 | Aligator Bite |
| 6172 | Bike Down Hill |

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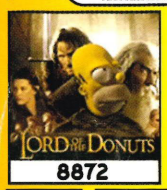
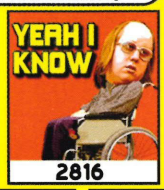

8872



2816

6257

6267

6277

7005

2994

2894

6316

2873

6066

7295

4392

5771

6539

4816

1371

7506

2700

4615

7753

4177

6312

9083

4020

6021

8285

7551

7706

5566

5772

5954

5843

5852

1300

2825



7537


6530


6540



1330



4984



2987



6301



6311



6567



5883


4222



4766



7289



5928


4189


5671



6033



5992



4969



6442


6319



9857


6327

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1661


5889



4175



2665



2027



4291



2662



2564



5662



2661



2672



2668



2671



5613


4811



2442



2425

## CELEB TONES

Get the real celeb voice as your tone or text alert!



*Impersonators Only

| | | | | | |
|---|---|---|---|---|---|
| 1067 | Michael Jackso | 2377 | Austin Powers | | |
| 1069 | Mel b (Bo) | 3975 | Dr Evil | 9064 | Vicky Pollard |
| 1102 | Ali G | 9038 | Majorie Dawes | 8537 | Daffyd |
| 9036 | Lou and Andy | 1146 | Jordan | 1151 | Alan Partridge |
| 8647 | Emily Howard | 1143 | Kat Slater (Bo) | 2393 | Yoda |
| 1096 | Del Boy | 1071 | The Bear (Bo) | 5009 | Peter Kay |
| 2381 | Borat (Ali G) | 4826 | Dirty Sanchez | 3968 | Nadia |

## CRAZY ALERTS

Get strange & hilarious sounds as your text alert!

| | | | | | |
|---|---|---|---|---|---|
| 2478 | Wolf whistle | 5146 | Crazy Frog | | |
| 2490 | Sci Fi Weapon | 2507 | Alien Talk | | |
| 2494 | Machine Gun | 2518 | Creepy Door | | |
| 2498 | Laser | 5982 | Disco Chick | | |
| 2505 | Toilet Flushing | 2537 | Godzilla | | |
| 5467 | Dog Eats Frog | 2483 | Thunder | | |
| 2532 | Evil Laugh | 2550 | Motor Bikes | | |
| 5563 | Torture | 2492 | Burp | | |
| 5417 | Mad Cow | 2504 | Crazy Cat | | |



## ANIMATIONS

Get the latest in mobile entertainment with these dancing screensavers!


5867



3804


5877


5961


5879


2323


7940


4774


5312


3807


2375


5206



4178


5311


2337


8037



4904


8032


5880


2329


6239


1418

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