

# ADVANCE

100% INDEPENDENT! 100% BRILLIANT!

ISSUE 02 ★ SPRING 2002 ★ £3.50 ★ STUFF IT IN YER SATCHEL!

Check it out!

**52**

GBA games  
reviewed!

**HE'S BACK!**

Stonking review  
and huge 23-page  
playing guide for  
*Super Mario Advance 2*

# IT'S-A ME MARIO!

**WAR IS  
SWELL!**

Find out why *Advance Wars* is the best Game Boy Advance game yet!



**SUPER  
SONIC!**

He's blue... he's spiky...  
he's on your GBA! We take  
*Sonic Advance* out for a spin!

BRITAIN'S BEST  
**GBA MAG**

TESTS SHOW 8 OUT OF 10 PLUMBERS PREFER



# HAVE A BLAST!

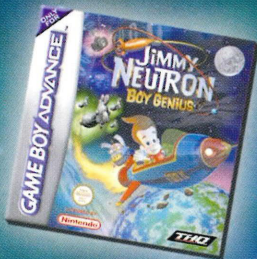
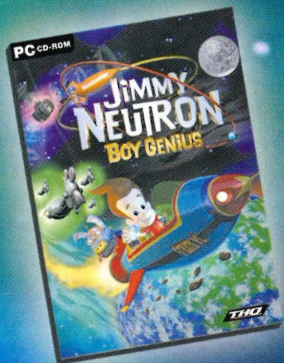
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## WELCOME TO ADVANCE MAGAZINE

The Game Boy Advance is an amazing marvel of modern miniaturisation. Just look at the absolutely astounding games coming for Nintendo's baby.

Two words: *Advance Wars*. This fabulous little strategy game is unquestionably the GBA's best title yet. Find out why in our review.

The GBA is now home to the finest platform game ever created. We are, of course, talking about *Super Mario Advance 2*, the update of the SNES classic. And not only do we bring you the definitive review, but also the most comprehensive playing guide imaginable.

Then there's *Sonic Advance*. Not so long ago, the speedy hedgehog wouldn't have been seen dead on a Nintendo machine. But things have changed, and we welcome him with open arms.

The list goes on. *Golden Sun*, *Tekken*, *Tony Hawk's 3*, *Crash Bandicoot*, *Rainbow Six*, *Broken Sword*. Each and every one fantastic. It truly is incredible how they fit so much into such a small package.

A bit like Advance magazine, really.

**Adam Waring.**



WANT MORE  
BEST GAME YET?  
**ADVANCE WARS**  
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# Reviews



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Namco's big-eared dog-thing returns in a GBA style

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Tactical gameplay in one of the best GBA titles ever!

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## SONIC ADVANCE

Who'd have thunk it? Sega's mascot on Nintendo...

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## GOLDEN SUN

Amazing RPG action in the palm of your hand

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## TEKKEN ADVANCE

The PlayStation beat 'em up. On GBA. Believe it.

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## VIRTUAL KASPAROV

The classic board game brought brilliantly up to date

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## TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR

Sneakin' and snipin' in this awesome stealth 'em up

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## BROKEN SWORD

Point 'n' click adventuring at its best (and smallest)

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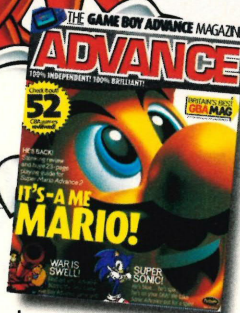
COVER  
GAME

# SUPER MARIO ADVANCE 2

The classic SNES game – bigger and better than ever! Review p26 PLUS playguide p103!



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Issue 02  
SPRING 2002

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The daddy of all beat 'em ups kicks butt



**DRAGON BALL Z: LEGACY OF GOKU**  
Freaky manga madness in cartoon RPG form



**WIZARDS**  
Think Cannon Fodder meets Gauntlet - looking good!



**SEGA SMASH PACK**  
Three classic Mega Drive games on one cart!

**PLUS!**  
28 MORE GBA CARTS  
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It's the Mighty Mouse of consoles: small, cute and scarily powerful. But what does it mean to all you GBA owners out there?

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All the level codes UNVEILED!

### TEKKEN ADVANCE

Stacks of secret characters and costumes UNCOVERED!

### HARRY POTTER

All of Harry's wizard spells, er, UN-HIDDEN!

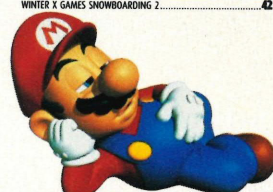
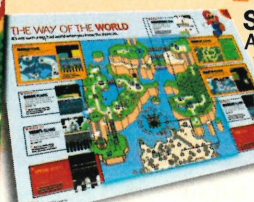
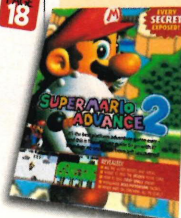
AND SHED LOADS MORE!

PLUS!

FULL PLAYING GUIDE

### SUPER MARIO ADVANCE 2

The whole of Marioworld mapped and tipped for your gaming pleasure!



## EVERY GAME REVIEWED

GAMES HIGHLIGHTED IN BLUE ARE LOOKING REALLY COOL!

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# ADVANCE WARNING

All that's new in the world of GBA

*“The latest models feature a new screen which is sharper and has slightly improved contrast”*

## NEW GBAS ON THE WAY!

New black Game Boy Advance and screen upgrade revealed



**NEW  
MODEL  
EXPECTED  
12 APRIL**

**T**ired of the same old GBA colours? Well, soon you'll be able to pick up the cool new black model, ready to plug into your cool new black GameCube!

A variety of custom GBA models have been available in Japan for some time, (including some snazzy metallic-look Pokémon units) but the UK has been stuck with the initial white, purple and translucent models since launch.

However, news has just reached us that, from April 12, you'll be able to pick up the sexy black model – although, sadly, there's no news on the zingy 'Spice' orange version. The reason for this is that the UK will, initially, only get shipments of the black and purple GameCubes, so there's no real reason to bring in the orange GBA. We can only hope that Nintendo sees sense and releases the citrus-flavoured hardware later on in the year.

### Screen test

But it's not only externally that there are changes to the GBA. The latest models feature a new screen which, we found after extensive comparisons, is sharper and has slightly improved contrast. These screens are being manufactured for Nintendo by Panasonic; however, they're not replacing the existing Sharp screens that are in all first-generation machines, but are being made alongside them in order to meet the vast demand.

Finally, the GBA had a surprise price drop earlier this year, down from £90 to £70 in most stores. So, if you still don't own a Game Boy Advance (and why not?), now is most definitely the time to get one in!

Nintendo are on 01932 895390.

★ You'll be able to buy the black GBA in just a few weeks. Just add a matching black GameCube for the ultimate games system!

## INCOMING

Portable morsels from the *Advance* surveillance team.



### SPEEDBALL

- BITMAP BROS
- TBC 2002

An ultra-violent future sports classic awaits the GBA treatment. Basically, you guide a team to victory by wanging a shiny metal orb into the opposition's goal while punching as many people in the face as possible.

ANTICIPATION: ★★★★★

### RAVE: THE GROOVE ADVENTURE

- KONAMI
- TBC 2002

Take a selection of anime characters, give them sticks and chuck them into a multitude of arenas, then let them go for it. Multi-player battling is the order of the day here, with a rumoured link to the GC version. Intriguing.





★ Rejoice! There's a new *Street Fighter* on the way. Life is good.

FROM: CAPCOM OUT: MAY 2002 ANTICIPATION: ★★★★★

# CAPCOM'S COLOSSAL SCRAPPER HITS GBA

## STREET FIGHTER ALPHA 3

**A**fter the superb conversion of *Super Street Fighter 2 Revival* – which earned a whopping 90% last issue – Capcom have passed on the street-fighting baton to Crawford and entrusted them with their biggest *Street Fighter* to date.

Visually, *Alpha 3* promises to remain true to its home console cousins on the Dreamcast and PlayStation. All the backgrounds are in place, and while the sprites on the characters have lost some resolution, the animation will be as smooth as before. Crawford are also packing all the features of the original onto the GBA's tiny cart. Not content with just the usual 'Arcade' and 'Versus' modes, *Alpha 3* delivers a massive range of options. The best of these has to be the 'World Tour Mode' where you choose a character and take him or her around the globe honing your skills. Every bout has

an objective like finishing with a 'super move' or taking out multiple opponents inside a time limit. Win and you'll earn experience points and extra skills that allow you to customise your character in areas like guard strength and attack power – providing a more involving beat-'em-up experience than rival games. There are also Dramatic battles where you have to take on two opponents at once and Survival battles where you must defeat varieties of character sets using only a single health bar.

### Keep going!

Add to all this a variety of balanced fighting styles for each character, a roster of 34 fighters, unlockable characters, and three all-new fighters unique to this version and you're looking at one of the most comprehensive beat-'em-ups in existence.



★ You've got to admit, it's looking like a real stunner so far. Beautiful.

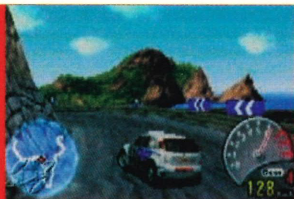


### V-RALLY 3

- INFOGRAMES
- JUNE 2002

If this plays as well as it looks then we're going to have one hell of a driver on our hands. Boasting some superbly realistic environments and vehicles, this could be an essential purchase this summer.

ANTICIPATION: ★★★★★



### STAR X

- BAM!
- TBC 2002

Previously known as *Star Fighter*, this free-roaming polygon-based shooter is looking more and more mouth-watering as time goes on, but there's still no word as to when it's going to make an appearance.

ANTICIPATION: ★★★★★





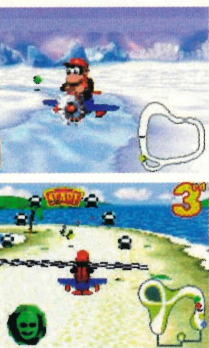
Rare's handheld treats were among the first batch of games to be announced.



FROM: RARE OUT: TBC 2002 ANTICIPATION: ★★★★★

# RARE-WHERE

BANJO AND KAZOOIE: GRUNTY'S REVENGE, DONKEY KONG: COCONUT CRACKERS, DIDDY KONG PILOT, SABREWULF



★ *Diddy Kong Pilot* is a Mario Kart-style racer, only in aeroplanes. And it's looking rather jolly, too.

**W**hat on earth's going on here then? We've been waiting for these for what seems like years – in fact, it has been years.

Rare's handheld treats were among the first batch of games to be announced for the Game Boy Advance, and despite having played them a fair bit at the annual trade shows around the world, we're still none the wiser as to when they're finally going to be released. Still, better late than never, eh? In the mean time, here's a little refresher to jog your memories.

First up is *Sabrewulf*, Rare's update of a puzzling-platformer dating back to the Specy days. If you never had the chance to play this the first time round then you're in for something special. Basically, you're a British explorer who has to reclaim lost treasure stolen by the Wulf. In order to get to it you'll have to use an assortment of items to navigate the level. Once you've nabbed the treasure, the sleeping Wulf wakes up and proceeds to chase you. From here on in it's a dash back through the level, as you dodge the items you've used and hope that they'll scupper the pursuing Wulf.

Next is the intriguing *Diddy Kong Pilot*, a Mario Kart-style racer that puts you in control of a host of familiar characters as they fly around courses in an attempt to lead the pack. While the usual power-ups, speed boosts and play modes are all present and correct, Rare are using Nintendo's tilt mechanism to allow you to fly the planes by moving the GBA unit itself rather than moving the D-Pad. A brave attempt at trying something different and, knowing Rare, it'll probably work a treat. Whether or not it can out-do Mario's racing effort, though, is another thing entirely.

The last couple of games – *Banjo and Kazooie: Grunty's Revenge* and *Donkey Kong: Coconut Crackers* – still remain something of a mystery. *Banjo and Kazooie*, as you'd expect, is

**RARE CLASSICS UPDATE**

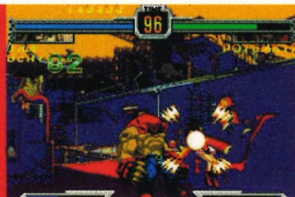


**URBAN YETI**  
■ TELEGAMES  
■ SUMMER 2002

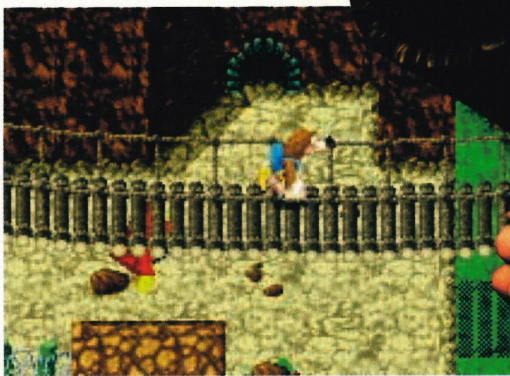
Not one of the hottest games on the planet, but, saying that, *Urban Yeti* may surprise us. Assuming the role of a wandering big foot and having to stomp around a city wreaking havoc with the natives is certainly a bonus. ANTICIPATION: ★★

**GUILTY GEAR X**  
■ SAMMY  
■ TBC 2002

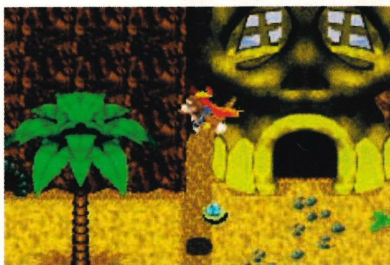
This enjoyed massive success on Dreamcast, and now it's heading to Advance. Boasting awesome animation on every fighter, superb weapon-based combat and special moves, it's a contender for best GBA beat-'em-up.



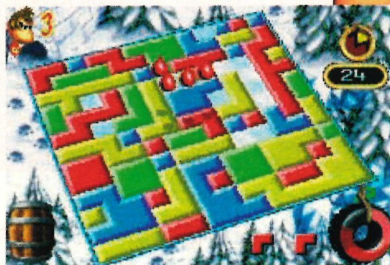




★ *Banjo and Kazooie* looks more like an N64 game than a GBA title. How the blazes do they manage that 3D effect?



★ The exploration-based platformer, *Banjo and Kazooie*, has really set our pulses racing.



★ *Coconut Crackers* is a puzzler starring Donkey Kong. It looks like a cross between *Tetris* and *Wetrix*.



★ *Sabrewulf* hasn't seen light of day since his '80s Specy appearance.

an exploration-based platformer. Taking place between the first N64 game and *Banjo Tooie*, you'll take control of the wise-cracking bear and bird in an attempt to foil that ugly old hag Grunty's plans. Rare promise to keep the look and feel of the N64 games as much as the GBA's hardware will allow, and that includes retaining the duo's multiple skills. So far this is looking fantastic – Rare are past masters of the platforming genre, so expect great things from this one.

To be perfectly honest, the prospect of yet another block-shuffling puzzler hardly gets our pulses racing, but if anyone is going to bring it to us it may as well be Rare. Supporting up to four players and a host of various twists on the same gameplay theme, *Coconut Crackers* requires you to place falling tiles of different colours into to square blocks. From what little we've played, it's a little bit like a cross between the classic *Tetris* and the N64/Dreamcast game *Wetrix*.

Keep your eyes peeled over the coming months, folks, because all these Rare games are definitely



★ Some people are just gluttons for punishment – and if Mr Wulf catches you with the treasure he's stolen, you'll get more punishment than you could ever want.

WANT MORE...  
PLATFORMERS?  
SUPER MARIO 2  
go to page 26

#### GRAND THEFT AUTO 3

- VIVENDI
- TBC 2002

Still no screenshots available, but you know what to expect, right? Stealing cars, beating innocent civilians and indulging in plenty more morally dubious activities. No complaints there, then.

ANTICIPATION: ★★ ★

#### SHREK KART

- TDK
- SUMMER 2002

Do we really need another cutesy racer? Between the excellent *Mario Kart* and Konami's *Krazy Racers* it's doubtful *Shrek* can compete. Still, it's coming whether we like it or not. Oh well.

ANTICIPATION: ★ ★





## LIGHT FANTASTIC!

GBA Frontlight finalised!

**L**ast issue we brought you news on the Frontlight, a device that fits *inside* the GBA, between the LCD screen and its protective plastic cover, and bathes the display in glorious, crisp, even light, solving the GBA's low light problem once and for all, and without the reflection problems that dog external lights.

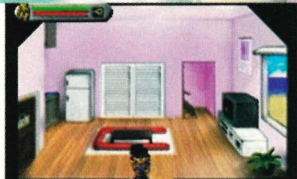
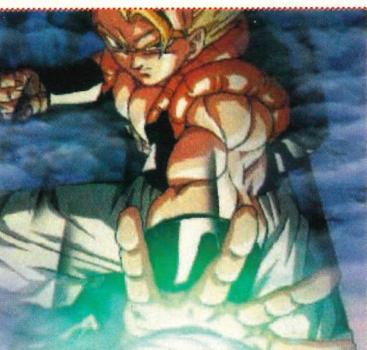
The developer of this wondrous device, Portable Monopoly, has announced that it has finalised the product and hopes to begin shipping it during April. It will be available in a kit form, which will require the opening up of the GBA and soldering a couple of wires to

★ The screen's too dark and add-on lights are a reflection nightmare... The Frontlight solves both these problems!

the main board. Obviously, this invalidates any remaining guarantee, so ham-fisted oafs should ensure that someone capable performs the mod!

The kit will retail for US\$35, and while the company intends only to ship this in the United States, it hopes to arrange distribution with a UK company. For further details, and to register your interest, visit Portable Monopoly's website at [www.portablemonopoly.com](http://www.portablemonopoly.com).

**Warning!**  
Opening up your GBA invalidates your warranty and is not recommended by Nintendo!



★ Mmm, nice pad. Telly, fridge, seating – why leave all this to save your mate?

FROM: INFOGRAMES OUT: TBC 2002 ANTICIPATION: ★★★★★

## ADVANCED ANIMANIA

### DRAGON BALL Z: LEGACY OF GOKU

**A**t last, this is what fans of the hugely popular anime series have been crying out for – a classic RPG that follows Goku's exploits in the cartoon.

The game starts off with Gohan being kidnapped by Raditz. Naturally, Goku's hot on his heels and so starts your adventure. Guiding Goku around a top-down, *Zelda*-style world, you'll have to gather information from the locals, power up your abilities in battle and solve any puzzles you're faced with.

So it's pretty much a standard RPG in that sense, and it doesn't really look up to the standards of games like *Golden Sun*, but even so, the developers are working very hard to please fans of the series and no doubt they won't disappoint. It's about time someone brought out a decent *Dragon Ball Z* game, and *Legacy of Goku* looks like it will fit the bill perfectly. Keep your eyes peeled for a review soon.

WANT MORE...  
RPG ACTION?  
GOLDEN SUN  
go to page 60



★ Gather information from the people you encounter. Can these chaps help you find Raditz and save Gohan?



#### EARTHWORM JIM 2

- MAJESCO
- JUNE 2002

Here we go again. It's the sequel to one of the GBA's growing number of mediocre platformers. Still, it will probably please *Earthworm Jim* fans with its 'crazy' humour and it may even be fun this time round.

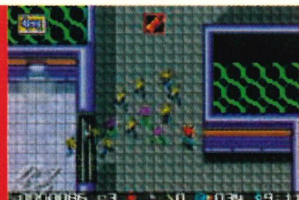
ANTICIPATION: ★★

#### ROBOPON 2

- ATLUS
- MAY 2002

This will come out in two separate titles, both requiring you to traverse a game world picking fights using over 180 collectable Robopon, which are robots you build and train – like a robot version of *Pokémon*.

ANTICIPATION: ★★





FROM: INFOGRAMES OUT: TBC 2002

ANTICIPATION: ★★★★★

# GBA GETAWAY

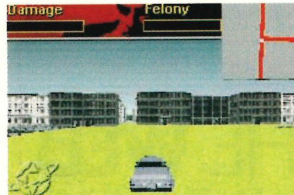
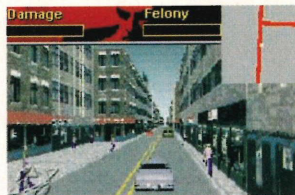
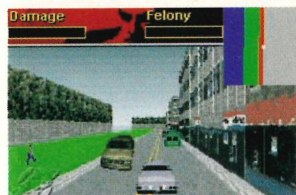
## DRIVER 2



**F**irst *Doom*, then *Tekken* and now *Driver*, is there anything the GBA can't do?! Amazingly, the Advance manages to handle it all very well indeed. Naturally it has had to do away with the polygon-based cars and scenery of the PlayStation versions, but this still looks mightily impressive.

Using a raycasting engine like you've seen in games like *Doom* and *Ecks vs Sever*, you'll be presented with a massive free-roaming city to drive round. Taking the role of an undercover cop infiltrating an underworld crime syndicate you'll be required to partake a variety of missions from tailing goons, driving criminals to various destinations or ramming rival gangs off the road.

So far the game is still in its very early stages, so the level of detail on the surrounding environment is minimal, but this will be rectified over time. If the developers can manage to keep the framerate nice and smooth then this will turn out to be another handheld winner.

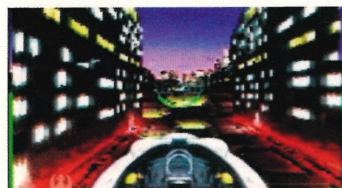


★ As an undercover cop, you undertake car-based missions around the city in this top driving game.

FROM: THQ OUT: 16TH MAY 2002 ANTICIPATION: ★★★★★

# ATTACK OF THE CLONES

## STAR WARS: EPISODE 2



★ We review *Jedi Power* battles this issue. Will the sequel fare any better?

**U**nfortunately, THQ's last *Star Wars* game was a right dog's dinner of a beat-'em-up, so we don't really have particularly high hopes for this one. Closely following the plot of the forthcoming movie (also called *Attack of the Clones*), you'll be required to guide Mace Windu, Anakin and Obi-Wan through 12 levels comprising of three different gaming styles. Side-scrolling lightsaber slashing, space combat and bike racing are the order of the day with this one, so it looks like it should provide a little more variety than the ropery *Star Wars: Jedi Power Battles*. We won't wait long to find out, though, because THQ are releasing it the same time as the film itself.

### JAILBREAK

- DVPG Ltd
- TBC 2002

How does a multi-player cross of classic shooters *Smash TV* and *Ropotech* strike you? It's certainly an interesting concept, and if they manage to pull it off, this could turn out to be surprise hit.

ANTICIPATION: ★★★

### CASTLEVANIA 2

- KONAMI
- TBC 2002

After the first *Castlevania* on GBA, we're looking forward to this. Few details have been given out, but we expect it to keep the brilliant card system of the previous game, and the vampire-slaying action will remain.

ANTICIPATION: ★★★★★







★ A fab-looking top-down 3D racer with a pump name. Expect *Karnaaj*'s title to change once it gets a publisher...

FROM: PROJECT S-11 OUT: TBC 2002

ANTICIPATION: ★★★★★

## CAR CARNAGE

### KARNAAJ

**N**ow this looks incredible. Still without a publisher wise enough to give it a release, this is far and away one of the most promising racers around.

Played from a top down perspective a bit like *Micro Machines*, you have to race around some lovely looking tracks using your range of weapons to blow the opposition away.

Racing over 16 gorgeous tracks, you'll need to accumulate enough points to constantly upgrade and customise one of 14 available vehicles to stay ahead of the pack.

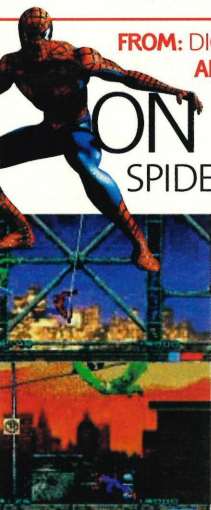
The most interesting aspect of this game though, is the amazing visuals. The track is *actually* 3D, with the terrain and buildings built from polygons. It's looking very nice indeed, so c'mon publishers – snap it up!

FROM: DIGITAL ECLIPSE OUT: MAY 2002

ANTICIPATION: ★★★★★

## ON THE WEB

### SPIDER-MAN THE MOVIE

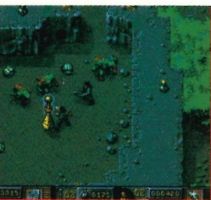


**T**he first Spider-Man game on GBA was, in many ways, the benchmark side-scrolling action adventure for the handheld, with fantastic animation, cunning level design and a versatile hero.

Now Digital Eclipse are about to bring us an all-new adventure featuring Spidey, and it's looking even better than the first game. So expect more of the same, but with a host of new extras and some familiar faces like the Green Goblin.

The game will span up to 11 levels of platforming action that will closely follow the plot of the forthcoming film.

★ Spider-Man. Apparently he swings both ways.



### CHAOS ENGINE

■ BITMAP BROS  
■ SUMMER 2002

An Amiga classic, and one of the finest shooters ever made. With loads of destructive weaponry, plenty of playable characters and a ridiculously high difficulty level – this should be one to watch out for.

ANTICIPATION: ★★★★★



★ *Monsters, Inc.* in its proper place – the toilet. It really is a steaming pile of poo.

▶ WHAT'S SELLING WHAT?

# CHARTS

Top ten GBA movers and shakers

CHART POSITION	GAME NAME	ChartTrack	ADVANCE RATING
→ 1	<b>MONSTERS, INC.</b>		42%
	Are you mad? The movie's great, the game's pants.		
★ 2	<b>GOLDEN SUN</b>		95%
	Fantastic Ninty RPG with all the right elements.		
↓ 3	<b>MARIO KART SUPER CIRCUIT</b>		95%
	Simply the most fun you can have on four wheels.		
↓ 4	<b>SUPER MARIO ADVANCE</b>		89%
	Soon to be surpassed by <i>Super Mario Advance 2</i> ...		
→ 5	<b>WARIO LAND 4</b>		90%
	Platform frolics starring Mario's nemesis, Wario.		
↓ 6	<b>HARRY POTTER &amp; PHILOSOPHER'S STONE</b>		86%
	Not-bad book spin-off, in fact it's rather 'wizard'.		
→ 7	<b>ADVANCE WARS</b>		96%
	Command armies! Kill people! Take over the world!		
↓ 8	<b>SPYRO SEASONS OF ICE</b>		89%
	The PSone's cutesie dragon-'em-up roars onto GBA.		
★ 9	<b>JACKIE CHAN ADVENTURES</b>		59%
	Side-scrolling mediocre martial arts beat-'em-up.		
↓ 10	<b>ROBOT WARS ADVANCED DESTRUCTION</b>		80%
	All the fun of <i>Robot Wars</i> – without Craig Charles.		

KEY: ↑ Moving up ↓ Slipping down → Non-mover ★ New entry



→ 1



★ 2



↓ 3



↓ 4



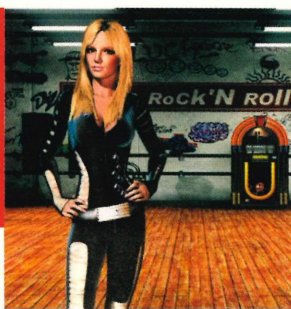
→ 5

### BRITNEY'S DANCE BEAT

■ THQ  
■ WINTER 2002

Oh lordy, what have we here? It's Britney's first gaming venture in the form of a beat rhythm title. Now we're going to reserve judgement for until we see it, but... erm... let's say our hopes aren't particularly high.

ANTICIPATION: ★★





★ Why on earth is it glowing? You just can't get the staff nowadays.

FROM: BITS STUDIOS OUT: MAY 2002 ANTICIPATION: ★★★★★

# REAL TIME STRATEGY MAGIC

## WIZARDS

If we were gambling men, then we'd put a whopping great bet on *Wizards* being one of the titles to keep a keen eye on this year. It's an amazingly refreshing take on the real-time strategy genre, and it works like a charm.

*Wizards* is actually the sequel to a fantastic GBC game called *Warlocked*. This time, rather than do an out-and-out sequel, the developers are looking to change things dramatically. In order to make things a bit more accessible. They're moving away from the age-old RTS idea of mining resources and building units because it slows things down a great deal. Instead, they're injecting some brilliant action elements to keep the pace up.

Using a 'Grand Wizard' you can now summon various units to help you in your quest. These range from standard warrior types, to archers and even more wizards. Using a cursor to direct them around the levels, you now have the ability to aim

where your units are firing – giving you much more control in battle than you're normally used to in strategy games.

The result is a game that plays like a weird hybrid of *Command and Conquer* and *Cannon Fodder*. What's more, this new approach to the genre means that levels can be far more interactive, offering puzzles and more claustrophobic areas to navigate, like castles and dungeons. It also allows the designers to add some pretty ingenious giant bosses to battle too.

Finally, we'll also be treated to a brilliant multi-player mode that allows you and three of your mates to pummel each other with a vast array of elemental spells. It will also have different modes and missions, ensuring that you'll constantly have to change your tactics.

WANT MORE...  
STRATEGY?  
ADVANCE WARS  
go to page 36



★ *Wizards* is a forthcoming real-time strategy game, and what we've played so far is magic.



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# ADVANCE WARNING



FROM: SEGA / THQ OUT: TBC 2002 ANTICIPATION: ★★★★★

## SEGA'S MULTI-PLAYER MAR-

### SHINING SOUL

If any of you were lucky enough to play the brilliant *Shining Force* on the Mega Drive, then the news of a sequel on GBA will be just what you need.

Taking a step away from the formula of the earlier games, *Shining Soul* will be much more action orientated, with an emphasis on exploring dungeons, seeking out rare items and weapons, and battling increasingly difficult monsters.

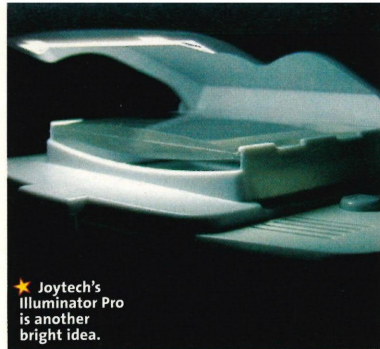
At the start of the game you'll get the chance to choose a character from a number of classes – such as warriors or archers – who you'll be able to customise your own personalised colours before the game begins.

This latest installment seems to have a large focus on multi-player adventuring, allowing up to four players to link up and battle in a team.

One of the best features of the game will be team-based puzzles that you'll need to solve along with your buddies, as well as the ability to trade items with each other via the link cable. It's looking very smart indeed. We can't wait...

WANT MORE ADVENTURE? **BROKEN SWORD** go to page 84

★ Up to four players will be able to take part in multi-player adventure-athons in the GBA installment of *Shining Soul*.



★ Joytech's Illuminator Pro is another bright idea.

## LET'S GO FLURO

Revolutionary glare-free lighting!

GBA peripheral maker Joytech has released a new light which it claims to be the best yet.

The Illuminator Pro uses a new technology, fluorescevision, which uses fluorescent lighting, rather than white LEDs traditionally used in such lights, and this goes a long way to eliminating the glare problems that afflict other lights.

It also features a built-in magnifier that gives 40% magnification, and can be powered in three separate ways – using a battery, rechargeable battery pack, or through the mains.

The Illuminator retails for £14.99 and should be available by the time you read this. For stockists, call Joytech on 01753 496700, or visit [www.joytech.net](http://www.joytech.net)

# GAME

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activision.com





FROM: CRAWFISH OUT: SUMMER 2002 ANTICIPATION: ★★★★★

# ONE FOR THE HUN

## WINGS

**T**his is another of those games that we saw in the early stages of GBA's arrival on these shores, but soon disappeared into obscurity. Well now it's back and it's shaping up to a very intriguing little number.

Taking place during the first world war, *Wings* puts you in command of a biplane with which you'll have to gun down enemy aces and bomb German installations.

As you go through each mission you'll earn your stripes and progress up the ranks until you're a bonefide pipe-smoking hot-shot with a full and bristly moustache.

### Chocks away

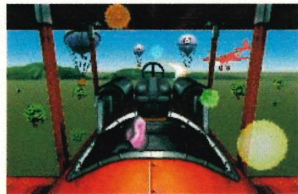
*Wings* certainly has some strange elements to it. To start with it combines three styles of play. First of all are the flight-sim-style 3D sections where you have to fly around taking down enemy fighters. The second mode has a top-down perspective, where you have to bomb enemy lines and munitions factories, and lastly there's an isometric view, that looks very much like the 16bit classic, *Desert Strike*.

The 3D sections are versatile enough to have you banking, looping and barrel-rolling in an attempt to keep enemy planes in your

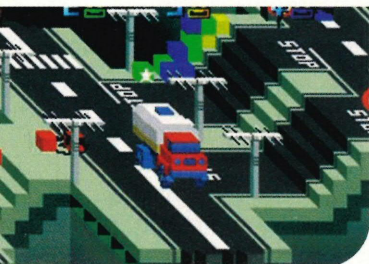
sights. The other modes are also very impressive, demonstrating the GBA's sprite scaling and rotation capabilities very well.

Developers Crawfish have also promised to keep it as true to its Amiga origins as possible by cramming in a whopping 200 levels for you to battle it out in, as well as adding a host of new features such as a four-player battle mode so you can dog-fight with your mates.

This another title you should keep your eye on, offering something a lot different from all the platformers and racers currently doing the rounds. Look out for a full review next issue.



★ Those magnificent men in their flying machines – complete with pipes and twiddly moustaches.



FROM: UBISOFT OUT: SUMMER 2002 ANTICIPATION: ★★★★★

# BONKERS BLOCK BONANZA

## BONX RACING

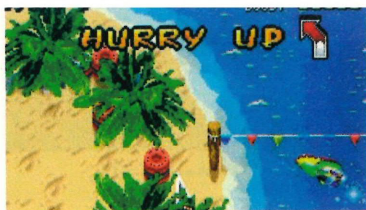
**T**his is definitely one of the oddest titles we've seen for GBA. It's a block-based puzzle racer, if you can get your head round that...

Basically, you take control of a cube which, as it encounters obstacles, has to build its way around them – Lego style. Thrown into the mix are a

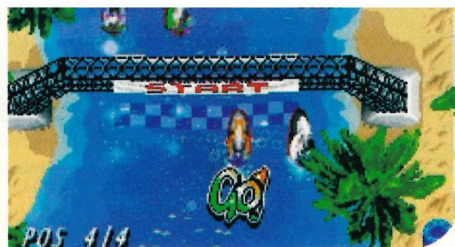
number of other cubes who you have to race against and, just to make things worse, there's an assortment of power-ups to collect so that you can scupper your opponents.

It might not look particularly great, but trust us, this is very addictive stuff.





★ We're mighty impressed with what we've seen. It handles like a beaut.



FROM: BITS STUDIOS OUT: SUMMER 2002 ANTICIPATION: ★★★★★

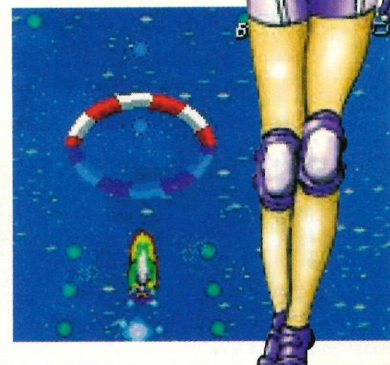
# WATER RIDE

## JET RIDERS

**T**his looks like another great racer in the making – playing like a water-based version of *Micro Machines*. We've actually played this a fair bit and it handles superbly, emulating the effect of skimming around over water very well indeed.

The emphasis is really on mastering the Jet-Skis themselves, so there's loads of depth to the controls allowing you to pull off various stunts and tricks. So far there are over 20 different courses to race around, ranging from the sunny beaches of Hawaii to filthy city canals and barren icy wastes.

There's also a great Stunt Mode where you have to score as many points as possible by busting tricks over ramps, as well as a variety of different challenges and objectives to complete. The icing on the cake, though, has to be the super-fast multi-player mode that allows four players to race using just the one cart. This should be great.



★ Water laugh! There are thrills and spills aplenty promised in *Jet Riders*.

FROM: SEGA OUT: MAY 2002 ANTICIPATION: ★★★★★

# SONIC TEAM'S BAG O' BEANS



★ More varieties of beans than Heinz. And we've got a last-minute review!

## PUYO PUYO

**W**e're getting a little tired of handheld puzzlers, to be perfectly honest with you, and the prospect of lining up another set of colours so they disappear hardly fills us with joy.

But then again most puzzlers aren't *Puyo Puyo*, and they aren't developed by Sonic Team.

The premise is simple. Pairs of coloured blobs fall from the sky and you have to link them up into groups of four. As a single player game this is pretty compelling stuff, but a five minute four-player battle can all too easily turn into a three-hour session – such is its addictive quality.

WANT MORE...  
REVIEW JUST  
INI! **PUYO PUYO**  
go to page 58

## YOUR CHEATIN' CART!

**F**ed up of being beaten by your games? Dattel's Action Replay GBX may be of assistance! It allows you to enter codes to give you all sorts of unfair advantages, such as infinite lives, weapons or health.

The device slips into your GBA's cartridge slot, and a regular Game Pak 'piggybacks' into the Action Replay. From there on, a press of a button will freeze the game allowing you to enter codes that activate the cheat.

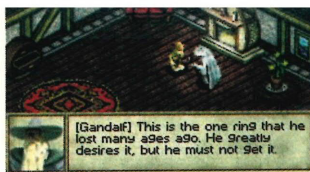
Cheats for the most popular games are built-in, and new codes can be found for the latest releases on the company's [www.codejunksies.com](http://www.codejunksies.com) website – they can even be downloaded automatically, thanks to an included PC cable.

The Action Replay GBX is available now, and costs £29.99.



★ If at first you don't succeed, cheat!





★ An *Advance Wars*-like strategy game, but with swords and sorcery taking the place of tanks and troops.

FROM: ATLUS OUT: WINTER 2002  
ANTICIPATION: ★★★★★

## KNIGHT TIME

### TACTICS OGRE: THE KNIGHT OF LODIS

**T**aking control of a knight called **Alphonse**, you have to traverse a huge game world in order to investigate a corrupt government.

In order to do so you'll have to engage massive hordes of armies in combat using a variety of specialised units and magical attacks.

In essence, then, this plays very much like *Advance Wars*, but with stronger plot-based elements to help drive the game forward. Also the units are much more fantasy-orientated with monsters, archers, and mages doing battle over the usual assortment of RPG-style terrain.

*Tactics Ogre* games have always been of a very high standard, so it's a great addition to GBA's library.



FROM: VIVENDI OUT: SUMMER 2002 ANTICIPATION:

## GBA GET'S GANDALF

### LORD OF THE RINGS

**I**t's inevitable that this will do brilliantly from its name alone, so it's a good job that it's looking worthy of its license.

The game will take place from the start of the *Fellowship of the Ring* and follow Frodo's adventures right up to the half-way point of *The Two Towers*.

Naturally taking the form of an RPG, developers Vivendi are taking great pains to make sure they stay as true to the texts as is humanly

possible. All the environments, locations and characters are modelled on Tolkien's descriptions in the text, as is the story and game path.

Being described as a 'lite' RPG, the battle system will be a little more simplified than the likes of *Final Fantasy*, while the landscape and game mechanics, despite being free-roaming, will still force players down a predetermined path in order for the story to progress properly.



★ The GBA is about to get a taste of Tolkien's glistening *Rings*. Very tasty.

FROM: SEGA OUT: SUMMER 2002 ANTICIPATION: ★★★★★

## THREE IN ONE FUN

### SEGA SMASH PACK

**W**hat's better than a retro Sega classic? **THREE** Sega classics for the price of one – and that's exactly what

we're getting!

If any of you owned a Mega Drive, then be prepared to weep uncontrollably with delight, because Sega are bringing you *Golden Axe*, *Ecco the Dolphin*, and *Sonic Spinball*.

All, especially *Ecco*, provided hours of solid entertainment, and with three on one cart this will definitely be worth picking up if you missed them first time round. Moreover, the diversity of the games should ensure the cart will stay in your GBA for some time to come.



★ Three Sega classics on one cart. You can't complain at that.

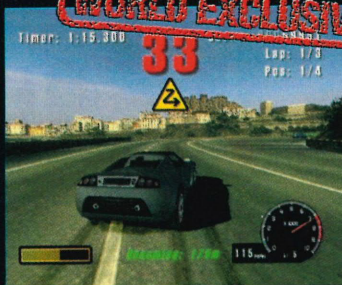
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SEGA CLASSICS?  
SONIC ADVANCE  
go to page 46





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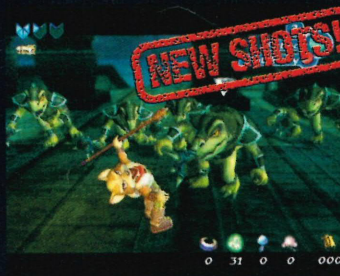
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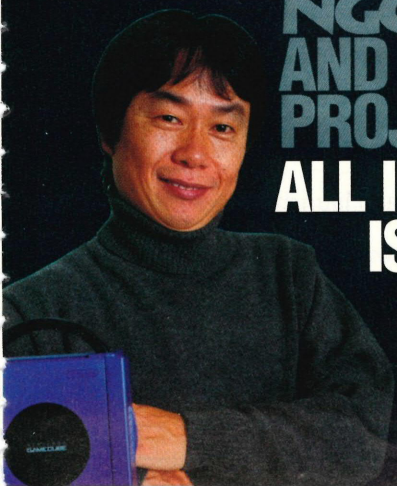


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## In a nutshell

European launch date: 3 May

Price: Around £150

Launch line-up: 20 titles

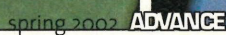
Colours: Purple, Black

Availability: 500,000



Nintendo's Game Cube superconsole launches in the UK on 3 May. An amazing price tag, a belting launch line up and, best of all, compatibility with the Game Boy Advance make this the most anticipated games console since, well, the GBA. And every self-respecting GBA owner should be putting this wonder-machine on their wish list. Why? Keep on reading and all will be revealed!

**Nintendo's Game Cube superconsole launches in the UK on 3 May. An amazing price tag, a belting launch line up and, best of all, compatibility with the Game Boy Advance make this the most anticipated games console since, well, the GBA. And every self-respecting GBA owner should be putting this wonder-machine on their wish list. Why? Keep on reading and all will be revealed!**





**A**fter months of speculation and rumour, the European launch date has finally been set for the Game Cube. It didn't make the much-anticipated Easter launch we'd hoped for, but arrives on a not-too-bad 3 May. Half-a-million machines will be ready Europe-wide from day one – of which the UK can expect to receive an allocation of around just 50,000. Best get your pre-orders in now...

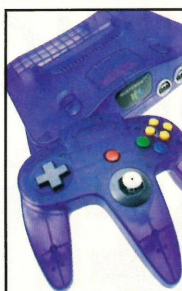
And while there's no real 'killer app' – there's no Mario game, for example, it does have a highly respectable 20 games available from day one – which is actually the biggest launch line-up for a new console in UK history. In comparison, the N64 launched with just two games. This bumper crop of software is thanks to Nintendo actively courting third-party publishers. Unlike the N64, the Game Cube is extremely developer friendly – much easier to program for than the PS2, for example. So you can expect to continue to see quality software to be available in quantity.

### The price is right

The best news of all, though, is the anticipated retail price of around 249 Euros – which translates to just £150 – half the price of rival Microsoft's bulky X-box and a good £50 cheaper than Sony's ageing PlayStation 2.

Normally, you'd expect a next-generation console to take a couple of years to drop down to this kind of must-buy price tag, but Nintendo knows it has a tough fight on its hands against established competition and is prepared to forgo initial profits on hardware sales in order to make sure as many units get into consumers' hands as possible.

The key difference between Nintendo's baby and its competitors is that the Game Cube is designed with one purpose in mind; playing games. PS2 and X-box are hailed by their makers as all-singing, all-dancing DVD player/game system hybrids, but this jack-of-all-trades approach has lumbered the machines with less-than-perfect DVD playback abilities, and games that take aeons to load, thanks to the slow data transfer speeds of DVD.



★ Unlike the N64 the Game Cube is easy to program, and so will attract developers.

★ Nintendo has shown true innovation with Game Cube's control pad. It's the best we've ever held.

For the Game Cube, on the other hand, Nintendo has pioneered a unique three-inch optical disc that loads games in a flash, when compared to its rivals. And an awful lot has been packed into that dinky purple box. At its heart is a 128-bit 'Gekko' processor, custom-built by IBM, which zips along at a speedy 485MHz. This is supported by a 'Flipper' graphics co-processor, which does all the complex 3D calculations and runs at 162MHz. The result is a console capable of producing between six and 12 million fully textured, fully lit polygons per second – to ensure amazing eye-popping visuals. See the specs box over the page for the full lowdown!

### Control freaks

Nintendo is famous for its attention to detail when it comes to its games' playability, and it has come up with a controller to match. Sony put barely any effort into the PS2 controller – a clumsy revamp of the PSone's Dual Shock, and Microsoft came up with something that looks and feels like some kind of god-awful third party design – still, at least the ungainly proportions match those of the console...

By contrast, the Game Cube's device is brimming with innovative features. The left-hand prong puts both the analogue stick and D-pad within easy reach,



## The Launch Line-Up

The Game Cube will have the biggest collection of UK launch games in history, with a whopping great 20-plus titles. Compare that to the N64's fanfare of just two titles! Actual confirmed games were still chopping and changing as we went to press, but this is the near-as-dammit complete line up that will go on sale on 3 May.

### Luigi's Mansion Nintendo



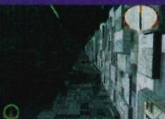
Mario's brother has to rid his haunted home of ghosts 'n' ghouls – armed with only a vacuum cleaner and a torch. This started out as a technical demo of the Cube's astounding capabilities, and boasts some amazing special effects. Anticipation: 5

### WaveRace: Blue Storm Nintendo



The original WaveRace was one of the N64's launch games. This jetski racing sequel looks set to wow in just the same way, with the most realistic water effects ever. Anticipation: 5

### Star Wars: Rogue Squadron II LucasArts



The cinematic feel of Star Wars is brought to life with amazingly detailed movie-like visuals that complement the intense space shoot-'em-up action. Anticipation: 5

### Sonic Adventure 2 Battle Sega



Sonic's ultrafast 3D adventure pits our prickly pal up against Eggman and his infernal contraptions. Speedy, slick and stunning, this is also the first Game Cube game to include a link to the GBA. Anticipation: 4

### Super Monkey Ball Sega



Any game starring a monkey is bound to be fun, and here he's trapped inside a transparent ball. You tilt the floor to steer the monkey towards the goal. Great fun, especially in multiplayer mode. Anticipation: 4



## Wired for fun

This opens up endless possibilities, and we've already reviewed the first game to make use of this feature. Surprisingly, this isn't an Nintendo release but comes from one-time arch-rival Sega...

## Hog alert

*Sonic Advance* links up with its big brother *Sonic Adventure 2* on the Game Cube. One of the sub-quests on the Game Cube game has you breeding little critters called Chao. In the Chao garden there's a GBA-

 **The new GC-GBA cable ensures that your consoles remain firmly attached. Yes!**

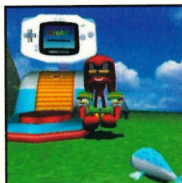
Once transferred, you can raise your Chao at your leisure. Part of the process is petting them, giving them ability-enhancing potions, and feeding them up. You earn money to buy your little pet treats through sub-games. And once you've fattened the little fella up, you can transfer him back to the Cube to compete in various games, such as a karate and cart racing.

The best bit of all is that you can pit your Chao against your mate's – both connect your GBA-breed Chao to a Game Cube and watch as they beat seven shades of you-know-what out of one another!

### In the works

Nintendo has announced two releases that will include GBA-GC link-up so far, but we expect that

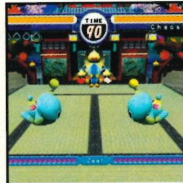
★ This is all Nintendo has so far released to show how the Game Cube's *Flippin' Kirby* links to the GBA. The flippin' rotters!



★ Take your Chao to the machine in the Chao garden to send him to your GBA.



★ Chao may be cute, but their abilities are determined by how well you raise them.



★ Once you've beefed the little blighters up, put 'em in the ring and watch 'em fight!



**Batman  
Vengeance**  
Ubisoft



The caped crusader stars in this 3D action adventure along with the usual array of villains, including The Joker, Poison Ivy and Mr Freeze. All your favourite Bat-gadgets are in there too, including the Batmobile and Batjet. Anticipation: 3

**Tony Hawk's  
Pro Skater 3**  
Activision



Skate as the legendary Tony Hawk, or one of 12 other pro boarders, performing real-world tricks though eight massive levels filled with people, traffic, and other interactive elements.

Anticipation: 5

## Crazy Taxi Acclaim



Pick up passengers and get them from A to B as quick as you can against the clock, taking shortcuts through parks, train tunnels, and over rooftops as you go to shave precious seconds off your time...

Anticipation: 4

**Tarzan Untamed**  
Ubisoft



Tarzan pits his wits against a crazy Victorian scientist, who becomes obsessed with capturing the ape man for scientific study... As you'd expect from Disney, the graphics and action sequences are top-notch.

Anticipation: 2

**NHL Hitz**  
Midway



Think *NBA Jam* on ice – this hockey sim mixes simulation with fantasy moves, including the 'on fire' mode, where players literally catch fire and become unstoppable.

Anticipation: 2





★ In *Animal Forest*, you can sail across the cable to play GBA subgames.



★ We'll have a clearer idea of what's going on when the game is translated into English!



there are many more waiting in the wings that have link modes being worked out and are yet to be announced. The two officially announced games are *Flippin' Kirby* and *Animal Forest*.

In *Flippin' Kirby*, the main action takes place on the Game Cube screen. For the most part, the Advance is used simply as a controller. But in certain sections of the game, you can 'drop' your pink pal onto the GBA – the action continues on the small screen until you manage to catapult him back up to the main screen. In this instance, there's no separate GBA cart – the Game Cube downloads the necessary code onto the handheld as it needs it.

*Animal Forest* is an odd little game from Shigeru Miyamoto, in which you wonder around a forest, chatting to your little animal friends. There's a small harbour tucked away in one corner of the forest, and

## What Makes It Tick?

If you're not a lab coat-wearing boffin, this may as well be in Japanese. All the rest of us need to know is that this is mighty powerful hardware that will result in the most fantastic, playable games imaginable!

### CPU

Processor	Custom IBM Power PC Gekko
Manufacturing Process	0.18 micron IBM Copper Technology
Clock Frequency	485MHz
Internal Data Precision	32-bit Integer & 64-bit floating point
Internal Cache	L1 Instruction 32Kb, Data 32Kb. L2: 256Kb

### Graphics

System LSI	Custom ATI/Nintendo Flipper
Manufacturing Process	0.18 micron IBM Copper Technology
Clock Frequency	162MHz
Embedded Frame Buffer	2Mb sustainable latency
Embedded Texture Cache	1Mb sustainable latency
Texture Read Bandwidth	10.4Gb/second
Main Memory Bandwidth	2.6Gb/second
Pixel Depth:	24-bit colour, 24-bit Z buffer

### Sound

Sound Processor	Custom Macronix 16-bit DSP
Instruction Memory	8Kb RAM, 8Kb ROM
Data Memory	8Kb RAM, 4Kb ROM
Clock Frequency	81MHz
Performance	64 simultaneous channels, ADPCM encoding
Sampling Frequency	48KHz

### System Performance

System Floating Point	10.5 GFLOPS (peak) (MPU, Geometry Engine, HW Lighting total)
Arithmetic Capability	6-12 million polygons/second (peak) (Actual game conditions with fully lit, fully textured complex models)
Real World Polygon	

System Memory	40Mb
Main Memory	24Mb MoSys T-SRAM
A-Memory	16Mb 81MHz DRAM

★ *N64 Perfect Dark* was to use the Game Boy camera for face-mapping technology. We demand to see it in the Game Cube version!



### Burnout Acclaim



This racer focuses on thrills and spills, rather than crossing the finish line first – the more you drive on the wrong side of the road, or near misses you get involved with, the greater the rewards.  
Anticipation: 4

### Spider-Man The Movie Activision



Launching to coincide with the highly anticipated film, also released in May, the game features Spidey swinging from the rooftops, catching bad-uns as he goes.  
Anticipation: 4

### ISS 2 Konami



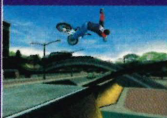
*ISS* is unquestionably the connoisseurs' footie game of choice, featuring flawless controls, flowing play, and fantastic AI. And for this latest release it features real player names, too...  
Anticipation: 5

### ESPN Winter Sports 2002 Konami



Cunningly released to follow in the wake of this year's Winter Olympics, this boasts 10 adrenaline-pumping events such as downhill alpine skiing, speed skating, freestyle mogul skiing, bobsledding, ski jumping and, er, curling.  
Anticipation: 3

### Dave Mirra Freestyle BMX 2 Acclaim



BMX bandits ahoy – Dave Mirra Freestyle BMX 2 offers eight massive game areas that integrate traffic systems with moving vehicles, fellow riders and pedestrians, pulling 1,500-plus kerrazy stunts as you go.  
Anticipation: 3

### Donald Duck: Quack Attack Ubisoft



Classic Disney animation brings the bad-tempered duck to life in this 3D platform adventure.  
Anticipation: 2





normally there's nothing much to see here. Plug in your GBA, however, and a boat turns up to ferry you over to an island segment of the game, which you play on your GBA and where you interact with the island's sole inhabitant, a little blue bird called Michiru.

Once again, *Animal Forest* doesn't require you to buy a separate Game Boy Advance game as it downloads data straight from the Cube.

The downside here is that, once you turn the GBA power off, the game is lost. Also, the GBA doesn't have a huge amount of onboard memory, limiting the type of things that can be done. To address these problems, Nintendo are reportedly planning a flash RAM cart for the GBA – which will allow you to take downloaded sub-games away and play them on the bus!

### No limits

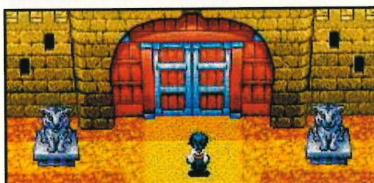
But these games are only the beginning. You can bet your bottom buck that there's a *Pokémon* game in the works and, in much the same way that you could fight your Game Boy-trained Pokémon in 3D on the N64 using the Transfer Pak, so too can you expect to see GBA creatures in action on the Game Cube.

Rare had developed face-mapping software for *Perfect Dark*, where you could use your Game Boy's camera to capture your mugshot, then plonk it onto a character's shoulders so it really was *you* taking part in the action! Unfortunately, this feature was abandoned, but we'd love to see it return for the Game Cube version!

The possibilities really are endless... A first-person shooter where a power-up activates a motion tracker device on your GBA screen, giving you a real advantage over your opponents... Or *Zelda*-style adventures, where your actions in one game effect the outcome of the other... Or two-player co-operation, where the main player is aided by his pal on the GBA.

These are just some of the things we'd love to see – but we won't be too surprised if Nintendo pulls some completely original ideas out of the bag! **ADAM WARING**

*Why not tell us what features you'd like to see on in GBA/Game Cube-linked games? See the letters page on 126 for how to get in touch!*

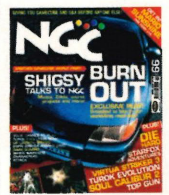


★ *Battle Houshin* is yet another game in development with Game Cube-Game Boy Advance linkage.



## NGC Magazine

For a regular fix of Game Cube info, make sure you reserve your copy of *NGC* – available every four weeks from your favourite magazine vendor, they'll bring you all the reviews, news and previews you could wish for, to satisfy all your Game Cube cravings!



### Tetris World THQ



The world's most famous puzzler gets the Cube treatment. In addition to the standard game, there are loads of variations, but will any of them better the original? We doubt it...  
Anticipation: 3

### Gauntlet Dark Legacy Midway



This hack 'n' slash-'em-up allows up to four players to take part co-operatively, huntin' treasure, killin' critters and solvin' quests.  
Anticipation: 3

### Universal Studios Kemco



Stuffed full of virtual rides of crowd-pulling attractions from the world famous theme park...  
Anticipation: 1

### 2002 FIFA World Cup EA Sports



EA's famous footie franchise is definitely second division when compared to *ISS*, but its official World Cup branding is sure to see it shift a fair few copies.  
Anticipation: 3

### Bloody Roar Activision



The Cube's first beat-'em-up is *Bloody Roar: Primal Fury* and adds new characters, arenas and attacks to the respected 3D fighter.  
Anticipation: 4



# Reviews

The latest games reviewed  
and rated. **Our advice:** Don't buy a  
game until you've read this lot...

“One minute you're ducking oversized bullets with evil grins, the next you're leaping over fireballs and dodging fallen masonry.”



## SUPER MARIO ADVANCE 2

### GAMEINFO

- **PUBLISHER**  
Nintendo
- **PHONE**  
01932 895390
- **WEB**  
[www.nintendo.co.uk](http://www.nintendo.co.uk)
- **PRICE**  
£35
- **SAVE**  
Battery
- **UNK-UP**  
Yes
- **OUT**  
April

It's hard to believe, but the idea for the first ever side-scrolling platformer (*Super Mario Bros*) popped into the head of Nintendo's head games brain, Shigeru Miyamoto, exactly 20 years ago. So what better time to re-release what is indisputably the

pinnacle of the genre: Shigsy's own *Super Mario World*?

In fact, the *Super Mario Advance 2* package comes crammed with two games – but its best to discreetly brush the second 'half' of the cart under the carpet. That bit's a fairly tedious multiplayer battle game based on 1980's *Mario Bros*, useful only for the three people who missed last year's *Super Mario Advance* – because it's inexplicably identical to the version bundled with that game. Not one of Nintendo's finest moments.

But then *Super Mario World*, the meat of the *Mario Advance 2* package, offers more than enough platform-bouncing brilliance for your buck. It might have the youngsters among you peering at the screenshots here

and wondering how such a primitive-looking 2D platformer, which first launched on the Super Nintendo Entertainment System waaay back in 1992, can dare to show its face after ten years of super-accelerated videogame evolution.

Part of the answer becomes clear after just a few seconds in *SMW*'s company. The game just feels fantastic: Mario's response to every touch of the GBA's buttons, the way he immediately runs, skids, jumps or steers in mid-air with every movement of your fingertips, sucks you in more effectively than any flashy visuals or CD-quality speech ever could. It betrays the long nights Nintendo





★ One of *Super Mario Advance 2*'s tougher enemies, thanks to his ability to throw fire about. Nice lips, though.



★ The music in the underwater sections might be soothing, but the gameplay is anything but. Enemies are everywhere.

boffins spend painstakingly tinkering with control of the little plumber.

And it's that same master craftsmanship that's made *Super Mario World*'s actual worlds so exciting to visit. The scenery's never more complicated than a few platforms, a handful of floating blocks and coins and brainless enemies who wander left and right or bounce about using laughably ineffectual wings. But the expert way in which everything's mixed and matched to create something new to do every five footsteps creates a game of such genius that you begin to wonder why 3D visuals were ever invented.

So, one minute you're ducking oversized bullets with evil grins, the next you're leaping over fireballs and dodging falling masonry, and the next negotiating treacherous platforms in a self-scrolling level that threatens to crush you against the left-hand edge of the screen if you don't move quick enough. And throughout it all, the timeless ideas carried over from Shiggy's seminal *Super Mario Bros* – head-butting blocks,

### Top Tip!

Hold down B at all times. It's a tricky skill to learn, but you'll run faster, jump higher, and scoot straight over many a gap.

## New For 2002

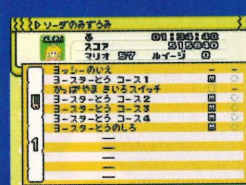
*Super Mario World* veterans will have to search hard for the changes made to the game for its pocket outing. Here's a few pointers...



★ **GLEE FOR TWO**  
Luigi was a bit-player in the original; now he's a character in his own right, with superior jumping than his brother, but a tendency to slip all over the shop.



★ **CHANGE IN COINS**  
There are at least five Yoshi coins to be located in every level – unlike the SNES original. Find them all and bonus Princess Coins will pop up on the map.



★ **PROGRESS REPORT**  
No need for pen and paper to track your journey around Dinosaur Island anymore: press Select and this handy screen spills the game's guts.



★ **NO CHEATS**  
Glitches in the SNES game allowed you to earn infinite lives from bouncing on Wrigglers, or replay completed levels. Nintendo have fixed that, the spoilsports.



★ Uncovering mushrooms in blocks is one thing – grabbing them before they fall down the nearest gap is quite another.

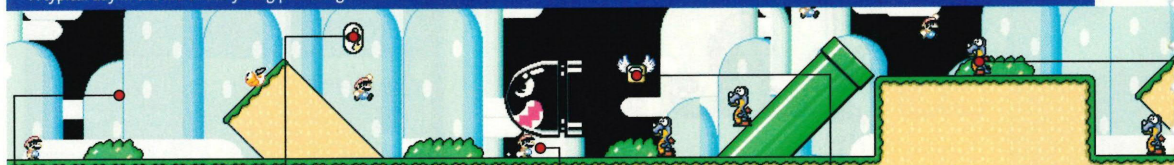




# Reviews

## Mario's World

A typical day in the life of our young plumbing friend.

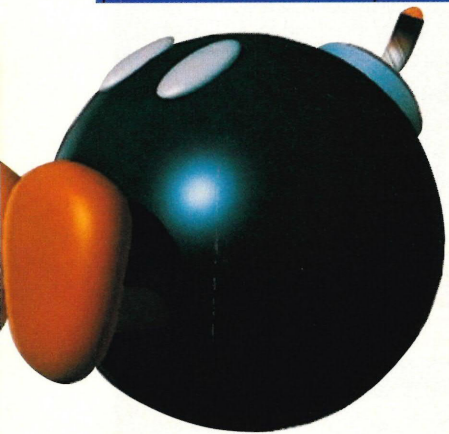


Baddies wise to your stomping simply make a dash for you. Jump!

Collect five Yoshi coins for an extra life – and a warm feeling inside.

Big Banzai Bill must be ducked. Or, if you're feeling brave, bop his head.

Bash the block and a mushroom pops out. Now you're *Super Mario*!



It's the depth of the thing that's truly mind-blowing.

→ bouncing on enemy's bones, collecting coins, slipping down pipes to treasure-laden secret rooms – hold everything together as one seamless whole.

As slick as *Super Mario World's* basic gameplay is, though, it's the depth of the thing that's truly mind-blowing. Race through a level glancing vaguely at the scenery if you like – but you'll be missing a wealth of brilliant secrets that make *SMW* as crammed full of stuff as Rik from *Pop Idol's* lunch box.

Punch a certain block and you'll reveal a vine leading to a coin-stuffed platform in the clouds; duck down a particular pipe and you'll be able to take a shortcut through pufferfish-laden waters; grab a Koopa Turtle's shell and chuck it at a select line of enemies to earn an extra life – every one of *SMW's* stages features at least a



★ **Charging Chucks** – responsible for more nail-chewingly annoying deaths than any other enemy.



★ There are eight relatives of Bowser waiting for you, each the owner of a horrendously cruel, trap-laden castle.

## YOSHI!

Mario's familiar dino friend first hatched in *Super Mario World*. So what's the big deal about the grinning green fella?



★ **BOOTS**  
Riding Yoshi give you protection from spiky enemies and jagged areas of floor, thanks to these red wonders.



★ **WEIGHT**  
Because he's such a fat fellow, one stamp from Yoshi is enough to see off bad guys that would take Mario two.



★ **TONGUE**  
Yoshi can scoop up and gobble down 99% of all known enemies – and chow down on fruit for bonus power-ups.

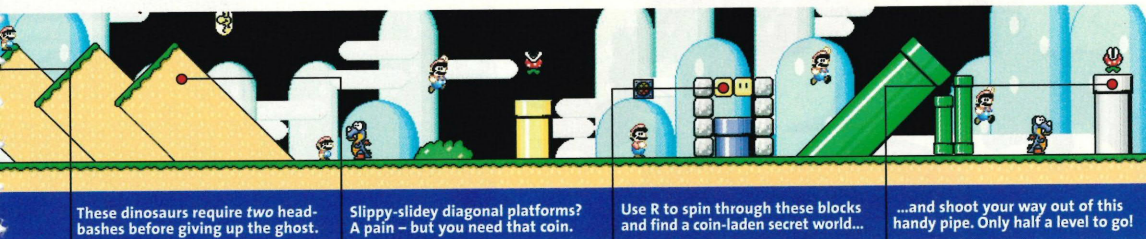


★ **MOUTH**  
If the rotund reptile holds a shell in his mouth, he can adopt special powers, including spitting fireballs or flying.



★ **TAIL**  
Yoshi will turn this and run if you collide with a baddie: but, handily, you survive. Plus, run fast enough and you can retrieve him.





These dinosaurs require two head-bashes before giving up the ghost.

Slippery-slidey diagonal platforms? A pain – but you need that coin.

Use R to spin through these blocks and find a coin-laden secret world...

...and shoot your way out of this handy pipe. Only half a level to go!

## Levels For All

*Super Mario World's* scenery can prove repetitive – but keep searching and you'll fish out new level types.



### ★ GRASS

You'll grow used to this serene hilly scenery – it's *Mario World's* most common level type. Stomping on enemies is usually the biggest test Mario faces here.



### ★ MID-AIR

Mama. A looong level full of treacherous floating platforms and no safety net to catch you if you put a foot wrong makes for finger-gnawingly frustrating play.



### ★ FOREST

Wrigglers are indigenous to the Forest of Illusion – and they don't take kindly to being stepped on, as this irate red fellow shows. Trees get in the way, too.



### ★ CASTLE

The many Bowser siblings you meet on your travels decorate their castles with this plain grey brickwork and lava-filled lakes. Believe us – these stages are *hard*.



★ Another watery nightmare – but the Mario Cape we've grabbed offers an extra level of protection. Nicely.



★ Shig'sy's clearly a big fan of Taito's ageing classic *Bubble Bobble*.

couple of dozen bonus bits you'll invariably miss the first time around.

That's the way what initially looks like a simple left-to-right journey becomes a sprawling, multiple-routed adventure across 76 different worlds, as secret exits are revealed and colour-coded Switch Palaces create paths to previously inaccessible areas. You'll need to think more as the puzzles become trickier, the enemies harder to avoid and the secret areas hidden away so well you may never find them. If you can discover the Cheese Bridge level's obscure alternative exit without the help of this month's guide, consider yourself a gaming god.

Of course, if you experienced *Super Mario World* the first time around, you'll probably remember that secret exit all too well – and if there's one fault that can be laid at this cart's door, it's that it offers little to SNES owners who explored every nook and cranny of the game a decade ago. There's the odd extra coin to find and a couple of extra features (like the already-brilliant Yoshi-riding has been made even more enjoyable with randomly-coloured Yoshis), but it's hard to escape that 'seen-it-all-before' feeling as you head towards the final battle with you-know-who.

But that's nitpicking. The colourful design and fault-free play will prove as magnetic for *SMW* virgins as for folk who lost all their friends to an early-'90s love affair with their SNES. It's the greatest 2D platformer ever – and now it need never leave your side. **MARK GREEN**



★ Two of the game's most satisfying moments: riding Yoshi, and watching helpless fish flap around out of water.

## LOOK 'N' FEEL

Irresistibly cute and colourful, but it can all get a bit samey.

## GAMEPLAY

Absolutely flawless, like no other, just gaming perfection.

## LIFESPAN

Even by today's standards, *Super Mario World* is colossal.

## DIFFICULTY

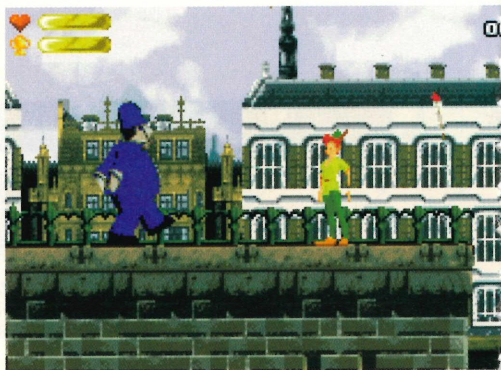
Leads you gently by the hand, then smacks you in the chops.

## ADVANCE-OPINION

A slice of 1992 that's aged with real dignity. Whether you missed it the first time around or not, this is essential.

94%





★ You have to wonder what this bobby's doing up on a roof. Never mind him, though, Pan can just fly away.

## DISNEY'S PETER PAN RETURN TO NEVER LAND

### GAMEINFO

- **PUBLISHER**  
Ubisoft
- **PHONE**  
01932 838 230
- **WEB**  
www.ubisoft.co.uk
- **PRICE**  
£30
- **SAVE**  
Password
- **LINK-UP**  
No
- **OUT**  
Now



★ Peter Pan confronts the fearsome Captain to find out how he keeps his hook so shiny.

**F**unny, but we don't remember Peter Pan being kicked in the goolies by a monkey. We haven't seen the sequel film that this platformer is based on but we doubt Disney would allow that. This game does, though.

Peter returns to London 20 years after his last adventure, only to find Wendy is grown up with kids of her own. Time for a trip to Never Land, fraught with danger. Trouble is, it's also fraught with dodgy controls and a case of average-itis.

The game kicks off well, as Peter's flying power raises this above the ordinary platformer – even if Pan behaves like he's drunk. But once you hit Never Land and find that Tinkerbell and the Lost Boys have been grabbed by Captain



★ You'll need to keep collecting Pixie Dust if you want ever-young Pete to stay in the air.

### Top Tip

Here are a couple of level codes to see you through the game: RGCKYD, PGCMLD. Got those? Good!

Hook, boredom sets in. Whether you're in the jungle or on the beach, the levels play exactly the same.

Combat, if you can call it such, is tricky too. Peter's boomerang-style weapon is too slow to be much help, and you have to hold down the L button to enter into swordplay, causing annoying finger fumbling.

Light relief comes in the form of minigames where you can win an extra life. Also, finding hidden film canisters will unlock sequences from the movie. But if more cartridge space had gone on making *Peter Pan* a decent game, it might be worth 30 of your doubloons. **RICK MOULTON**

“Whether you're in the jungles or on the beach, the levels play exactly the same.”

### LOOK 'N' FEEL

We've seen GBA perform better, and the controls are like treacle.

### GAMEPLAY

The flying's kinda cool but otherwise we've seen it all before.

### LIFESPAN

Even if you can put up with its faults, this Pan won't last forever.

### DIFFICULTY

Combat is tricky but there are plentiful power-ups.

### ADVANCE OPINION

We're not saying 'Never Never' buy this game, but only purchase it if you're a serious Peter Pan fan with money to burn.

62%





# KLONOA EMPIRE OF DREAMS

## GAMEINFO

- **PUBLISHER**  
Namco
- **PHONE**  
0208 222 9700
- **WEB**  
www.namco.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
No
- **OUT**  
Now

**T**he Game Boy Advance is certainly the machine of choice if you're into old-school platformers, and *Klonoa* looks an awful lot like other games of the genre. But underneath the simplistic exterior, it's actually more of a puzzle title, calling for fast reactions and the ability to think your way around the many clever problems the designers have created.

The character you play, Klonoa, can't jump very high or run particularly fast. Instead, Klonoa grabs enemies using his magical 'wind bullet' attack and, with a captive bad guy in hand, he can perform a one-off double jump to reach higher platforms. This basic mechanic is how you make progress through the game's 40-plus levels, and it's very well implemented.

For example, a typical puzzle sees Klonoa stuck at the bottom of a series of high ledges, with an enemy floating nearby. Grabbing the enemy lets you leap up to the first

platform, after which the bad guy vanishes. You'll then have to turn around and quickly snare the enemy once more as it respawns, enabling you to take Klonoa to the next platform in the series.

On top of that, elements such as movable blocks, springs, wind generators and water traps provide cause for more head-scratching. There are also bonus stages featuring forced scrolling in which you must keep pace with the constantly moving screen, and a hoverboard ride with 100 gems to collect.

*Klonoa: Empire of Dreams* is good, simple fun – there's nothing in it that'll keep you up all night in the way *Advance Wars* can do, but it's good, solid quality, and worthy of a sequel or two. **MARTIN KITTS**

## Top Tip

The most important basic skill is the ability to grab enemies in mid-air, use them to make a double jump, and grab further enemies before you fall.



★ Three are platformers and there are puzzlers. But *Klonoa* is an ingenious blend of the two.



★ The bonus stages change the pace from head-scratching platform-puzzling to side-scrolling reaction tests.

Klonoa grabs enemies using his magical 'wind bullet' attack.

## LOOK 'N' FEEL

Bright and simple graphics, with very smooth animation.

## GAMEPLAY

Nice to see a platform game that isn't all about jumping on heads.

## LIFESPAN

Getting maximum scores in every level should take a while.

## DIFFICULTY

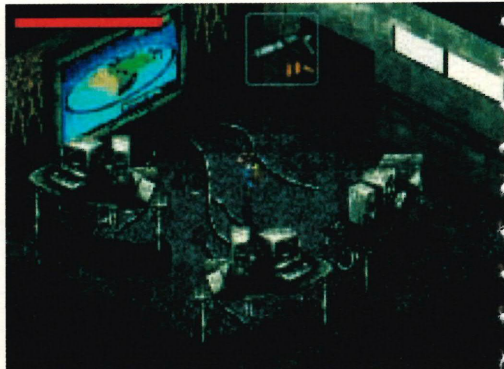
Brain-taxing stuff that will be beaten with perseverance.

## ADVANCE OPINION

Miles smarter than your average platformer – it'll have you dreaming about its puzzles long after you finish playing.

88/100





★ Not much happening in this room as far as we can tell. Must be a secret there somewhere, though.

## JURASSIC PARK III DINO ATTACK

### GAMEINFO

- **PUBLISHER**  
Konami
- **PHONE**  
01895 470503
- **WEB**  
www.konami-europe.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
No
- **OUT**  
Now



★ Here you have to stick the electric wire in the puddle to electrocute the dino. Cruel but necessary.



★ The boss stages seem to involve big dino-heads sticking through the wall, and lots of cussing at the controls.

It may be packed with giant T-Rexes and Pachycephalosauruses, but the scariest thing about *Dino Attack* is the control system. When you're moving about, all is well – you use the D-pad to go up, down, left and right in the standard fashion. But pull out your gun and for some reason it switches to a rotational method, where you use left and right to spin around and aim at things.

As if that wasn't confusing enough, your gun doesn't actually kill dino. Or harm them at all, for that matter. Instead, you must attempt to lure monsters near ammo crates and then faff about with the witless control system to shoot said crates and blow them up. Which might be quite clever if it happened once or twice, but it happens on practically every screen.

The collision detection is rubbish too. And you have to tap the D-pad twice to run, even though an attempt to walk in this game will usually result in death. And then there's a rubbish scrolling bike bit.

But if you can put up with all that – and it'll take some commitment, granted – lurking underneath is quite a nifty adventure. There are some decent puzzles to tackle, the dinosaurs attack you in different ways and require different tactics to defeat, the graphics aren't half-bad, and the dino-park-gone-bad atmosphere is spot on. And there's battery back-up, too.

So, after initially seeming quite good, and then quite crap, *Dino Attack* turns out to be okay after all. Until you've finished the eight short-ish levels, that is, whereupon it'll probably go crap on you again. **JONATHAN DAVIES**

### Top Tip

The loopy controls make killing dino tough. Try positioning yourself so they get caught behind scenery. Then, as they waggle their legs around, you can nip past with ease.

After seeming quite good, and then quite crap, *Dino Attack* turns out quite okay.

### LOOK 'N' FEEL

Very detailed graphics and loads of proper *J-Park* atmosphere.

### GAMEPLAY

Fiddly controls, but otherwise it's pretty good fun.

### LIFESPAN

Only eight short levels, and little reason to play it again.

### DIFFICULTY

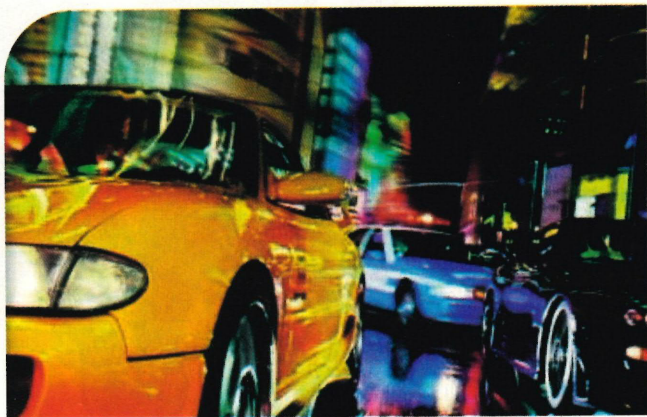
Quite hard, although that's mainly because of the ropery controls.

### ADVANCE-OPINION

In some ways inspired – the graphics, the puzzles, the atmosphere – but in others (the controls) horrid. It won't last.

68%





# MIDNIGHT CLUB STREET RACING

## GAMEINFO

- **PUBLISHER**  
Rebellion
- **PHONE**  
01865 792201
- **WEB**  
www.rebellion.co.uk
- **PRICE**  
£35
- **SAVE**  
Password
- **LINK-UP**  
Yes
- **OUT**  
Now

**This is one runaway car-jacking that doesn't quite make it to the freeway. Busted.**

**W**hen you see helicopter-view police chase vids on TV, it might be wrong, but you can't help loving those bad-boy drivers. And with *Midnight Club Street Racing*, you too can burn up those city avenues, because Rebellion has managed to bend the PlayStation's 3D tarmac-'em-up into a 2D action racer your GBA can handle.

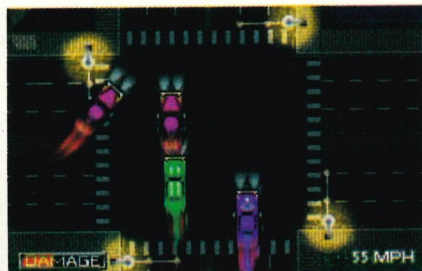
New York and London are tiresomely real, with block after block separated by intersections where townsfolk shunt their cars back and forth. But visually you can't fault it, and the sprites are detailed – light from their headlamps spills onto the darkened streets, and the vehicles crumple as they take damage. They even handle as you expect, and each machine (there are 42 to earn) performs distinctly.

Sadly, it looks more like *Grand Theft Auto* than it plays. Activities are limited to straight racing against one character after another in Career mode, or against a string of enemies in Arcade Waypoint. Whichever you choose a major flaw emerges – navigating a city on the diminutive display is very awkward. Your green compass points straight towards the next checkpoint but takes no account of where the roads are, and your opponents stick unerringly to the right path – so foul up or go hunting for shortcuts and they'll beat you.

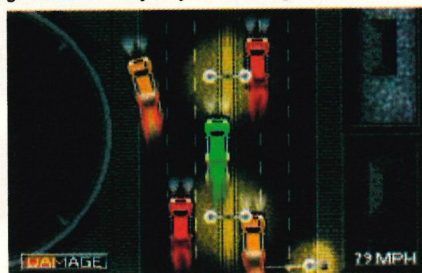
The two-player link-up option adds some spice, admittedly, but this is one runaway car-jacking that doesn't quite make it to the freeway Busted. **DAVID BRADLEY**

### Top Tip

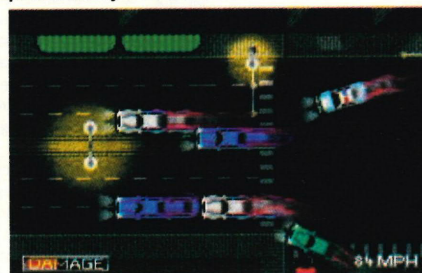
Be prepared to sacrifice plenty of races for the sake of merely learning the road layout of the city you're burning up.



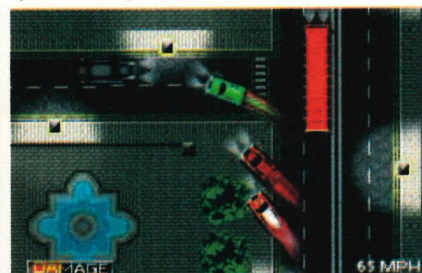
★ It's not exactly GBA *Grand Theft Auto* – but at least you get to make smokey eat your dust at night-time...



★ You'll take on challenges from gang leaders in different parts of the city in order to win their vehicles.



★ The police will chase you, sirens wailing, if you cut them up or hack through a red.



★ London: note the black cabs and red buses. There is an additional Joyride mode where you can just explore.

## LOOK 'N' FEEL

Slick and colourful; it's all a bit *Grand Theft Auto*.

## GAMEPLAY

Fun at first, but let down by nagging design flaws.

## LIFESPAN

Two cities to investigate and dozens of cars to unlock.

## DIFFICULTY

Tricky to follow the routes at first, overly reliant on trial-and-error.

## ADVANCE OPINION

A valiant attempt to cram a PlayStation racer into a GBA, but it's still pockmarked with plenty of minor blemishes.

**60** %





## MORTAL KOMBAT ADVANCE

### GAMEINFO

- **PUBLISHER**  
Midway
- **PHONE**  
0207 938 4488
- **WEB**  
www.midway.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now

**A**fter *Super Street Fighter 2 Revival* we felt that 2D fighters had found a worthwhile home to continue their often-underappreciated exploits. The announcement of *Mortal Kombat Advance* was something to look forwards to, then. More to the point, a tweaked handheld rendition of *Mortal Kombat 3* (arguably the best of the series) was definitely a mouth watering prospect – until Midway went and ruined all our fun by dragging this stinking, dead donkey of a fighter out.

So what went wrong then? Well, everything actually. All Midway had to do was directly port the SNES version and this would have been ace. Instead they've chosen to make the collision detection rosey as hell, neglect to add some basic moves, remove many frames of animation (we know the GBA's small but come on!), make the AI so stupid that they just run into projectile after projectile and lastly make



★ Each character has a friendship move and a fatality to dish out at the end of each fight...



★ ...but it's far more amusing to watch them just keel over flat on their back. So funny it hurts.

the controls and character movement ridiculously cumbersome.

Add to this, a completely off-kilter difficulty curve that makes the initial stages super-easy and the final boss battles tongue-bitingly difficult, and you're looking at a huge disappointment square in the face. Okay, so there's tiny glimmer of entertainment to be had here if you have another friend to play with, or if you're a complete *Mortal Kombat* loon.

For the rest of us, however, it's abundantly clear that Midway has simply churned out a third-rate piece of software and is relying on the strength of the *Mortal Kombat* name to sell it. For fighting fans, this is absolutely gutting. Avoid like the plague. **GERAINT EVANS**

### Top Tip!

For an easy victory, choose a character with a projectile move and use it over and over and over and over...

“Midway has churned out a third-rate game and is relying on the *Mortal Kombat* name to sell it.”

### LOOK 'N' FEEL

Digitised sprites that wobble and jerk like something from the 8-bit era.

### GAMEPLAY

Mildly entertaining for five minutes – horrible until the end of time.

### LIFESPAN

*Mortal Kombat* nuts with a pal or two will enjoy this for, ooh...about a week.

### DIFFICULTY

Easy up to the bosses, then so hard you be weeping uncontrollably.

### ADVANCE OPINION

So much potential that could have been fully realised if just a little effort had been put in. Very disappointing indeed.

23/10





★ Occasionally the side-scrolling 'action' is broken up by some equally thrilling sub-games.

# MONSTERS INC

## GAMEINFO

- PUBLISHER  
THQ
- PHONE  
01483 767656
- WEB

www.disneyinteractive.com

- PRICE  
£35
- SAVE  
Password
- LINK-UP  
No
- OUT  
None



★ Monsters Inc is so mind-numbingly bad it'll make you want to turn to taking tablets.

**M**onsters Inc – the film, is a classic slab of comedy CGI. Every screen second is crammed full of imagination, in-jokes and general entertaining excellence. *Monsters Inc* – the game, is a flaccid predictable cynical cash-in. Where did it all go so wrong?

Basically, everywhere. *Monsters Inc* is a side-scrolling adventure game, albeit an extremely pedestrian one. Kind of following the story of the film, you have to guide Sully (the cute blue Kong-alike John Goodman-voiced one) through some exceedingly short and simplistic levels in search of bits of Boo's door. Of course, you have to do some not terribly interesting stuff on

## Top Tip

Spray laugh canisters as soon as you walk through a door. Otherwise, on the harder levels you'll be killed by one of your CDA adversaries who tend to lurk unfairly out of sight.



★ We know exactly how he feels. We fell asleep playing it, too. Tedious is not the word. Actually, it is.

the way too. Like find bits of door that are supposedly hidden (though 75% of the time they just float in the air), jump over comparatively tiny but completely lethal puddles of electrified water, bounce on balloons and find ickle teddy bears. Edge of the seat stuff it is not.

Every now and then you'll have to rotate and arrange the pieces of the door you've collected into a whole in the manner of a placky game you'd get free with a brekky cereal. And these stages are usually followed by a boss which you have to bark and shake laugh canisters at. Yawn.

The whole enterprise completely fails to grab the imagination and is shoddily put together to boot. Indeed, the game world drawn as it is from a palette so dull and washed-out you wonder if the game code got mixed up in the laundry. Those Poké-monsters have nothing to fear, this is Boredom Inc. **SCOTT ANTHONY**

“Those Poké-monsters have nothing to fear. This is Boredom Inc.”

## LOOK 'N' FEEL

Monstropolis in the film is magnificent, here it just mings.

## GAMEPLAY

Big licence, crap game. A dull, side-scrolling adventure circa 1990.

## LIFESPAN

Depends on your boredom threshold. How much tedium can you take?

## DIFFICULTY

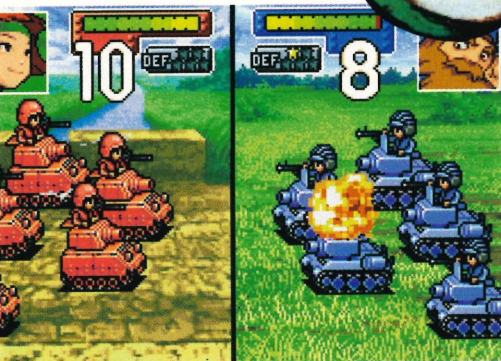
Password system makes it a cinch to complete – if you can be bothered.

## ADVANCE OPINION

A real BFG (Bad Frikkin' Game) and a monstrosously big missed opportunity. Stick to seeing it in the cinema.

42%





★ You're in charge of a battalion of the Orange Star army. Your sworn enemy is the despicable Blue Crescent Army...

# ADVANCE WARS

## GAMEINFO

- **PUBLISHER**  
Nintendo
- **PHONE**  
01895 470503
- **WEB**  
[www.nintendo.com](http://www.nintendo.com)
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now

**L**et's face it, if you have to go to war, it's far better to be sat on a comfy armchair back at HQ, barking out orders down the chain of command and watching the turn of events from afar, than some poor grunt in the trenches with the life expectancy of a mayfly. And ordering troops about is exactly what you do in Nintendo's fab *Advance Wars* strat game. For many normal, well-adjusted folk, the very thought of strategy gaming is enough to send shivers down their spine. It traditionally conjures up images of bearded PC-types spending hours hunched over tables of complex stats before making every move.

But with *Advance Wars*, all the tedious details are hidden behind a slick, easy-to-use interface and wrapped up in an RPG-like storyline with a bonkers plot and cheesy characters to match. This is wargaming at its fluffiest!

Fluffy it may be on the outside, but at its core it's as hard as depleted uranium, and you'll find it as challenging, as

“Perfect for those long journeys, especially as you only need one GBA for multiplayer games.”





This route looks tough!



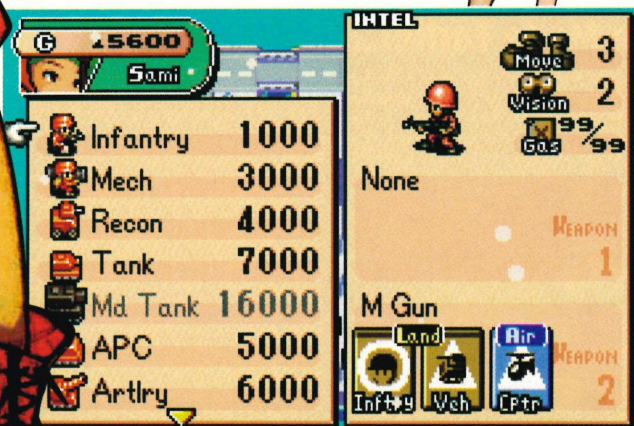
★ Once you start playing *Advance Wars*, it's impossible to stop. There's just so much to it, you'll still be playing this time next year. Is this the perfect GBA game?

absorbing, and as beautifully balanced as any 'grown-up' strategy title on any platform.

Players take turns in ordering the various units at their disposal, and in your turn you not only have to attack the enemy, but be prepared for the inevitable counterattack. So you need to weigh up the strength of the opposition, and make sure you're able to withstand the coming onslaught. This means building up balanced armies consisting of many different types of units. It's no good concentrating on just building vast battalions of tanks, for example – the enemy artillery and heavy bombers will reduce them to scrap before they get near enough to inflict any damage.

Infantry are cheap to produce, but not very powerful, and are vital for capturing cities and enemy installations. Mechs are slightly stronger – their rocket launchers enable them to take out armoured vehicles – but they are slow.

Bombers are hugely destructive, but are sitting ducks →



★ Some units are better than others, but they cost more to produce. It's all about careful balancing of your budget.

## On My Command...

You don't go into battle alone, but are assisted by a Commanding Officer. Each has different strengths and weaknesses, and is armed with a specialised CO Power. As the battle rages, your CO Power meter builds up. When it's flashing it's ready to go...



★ **Andy**  
Your initial CO, Andy, is the classic Mr Average with no great strengths or weaknesses. His CO Power Hyper Repair is pretty handy, though, as it repairs damage by a couple of HP to all units.



★ **Max**  
Max is a master at direct combat, and those units have high firepower. But ranged units are weak, with small attack ranges. His Max Force CO Power increases the attributes of all direct combat units.



★ **Sami**  
Infantry and Mech units do well under Sami's command, and transport units have a greater range. Her CO Power is Double Time, which cuts movement cost for foot soldiers on all terrain.



★ **Olaf**  
Your initial adversary, Olaf, is strong in snow, weak in rain. His CO Power, Blizzard, creates an instant snowstorm, which severely hampers the effectiveness of all units – except his.



★ **Eagle**  
As his name suggests, Eagle's airborne units are very powerful, but his naval force is hopeless. His CO Power is Lightning Strike, which allows non-Infantry units to make an additional move.



★ **Drake**  
Eagle's opposite, Drake's naval forces rule the seas with good firepower and movement, while his air units are weak. His CO Power, Tsunami, strikes the enemy with a huge wave, inflicting damage.



★ **Kanbei**  
Kanbei has strong offensive and defensive capabilities, but his deployment costs are high, so building armies is a costly process. His CO Power, Morale Boost, ups the firepower of all units.



★ **Grit**  
Grit is good at ranged combat with an extended attack range. He's not too hot at direct combat. His Snipe Attack CO Power increases the range and firepower of his distance units even further...



## Paper, Scissors, Stone...

Though some units are more powerful than others, there's no 'best' unit as such – each has strengths and weaknesses compared to others, and it's this sublime balance that makes the game so darned addictive. For example, the

strongest artillery is the Medium Tank, but these are helpless against Bombers, which in Turn are easily taken out by Anti-Aircraft guns, which don't stand a chance against Medium Tanks...



★ **Recon**  
Recon vehicles move fast and have a high field of vision in Fog of War games, but are only good against infantry.  
Weapon: Machine Gun  
Cost: 4000



★ **Tank**  
Small, fast, and relatively cheap, tanks are easy to deploy.  
Weapons: Cannon, Machine Gun  
Cost: 7000



★ **Medium Tank**  
The strongest ground unit at direct combat, with a price tag to match.  
Weapon: Cannon, Machine Gun  
Cost: 16000



★ **APC**  
Can transport infantry and mech units, and refuel and re-arm all units. Carries no weapons, though...  
Weapon: None  
Cost: 5000



★ **Artillery**  
Fires at enemy units from a distance, but extremely vulnerable up close.  
Weapon: Cannon  
Cost: 6000



★ **Anti-Air**  
Can shoot down planes, and is also good against infantry. Crap against tanks.  
Weapon: Vulcan Cannon  
Cost: 8000



★ **Rocket Launcher**  
A powerful unit that can fire on ground and navel units from a large distance.  
Defenceless up close.  
Weapon: Rockets  
Cost: 15000



★ **Missiles**  
Destroys air units from afar and has a large range of vision in Fog of War situations.  
Weapon: Surface-to-Air Missiles  
Cost: 12000

→ against fighters, and both can be taken out by surface-to-air missile batteries. Battleships have a huge range, and can pick off land-and-sea based units from afar, but subs can make short work of them, thanks to their ability to submerge and hide, unleashing their torpedoes on unsuspecting targets...

Pressing B when the cursor is placed over any unit reveals its attack range.

This is crucial in planning your moves, as clever play will see you positioning your units out of reach of the enemy. Generally, the attacker has the advantage, though different terrain offers different

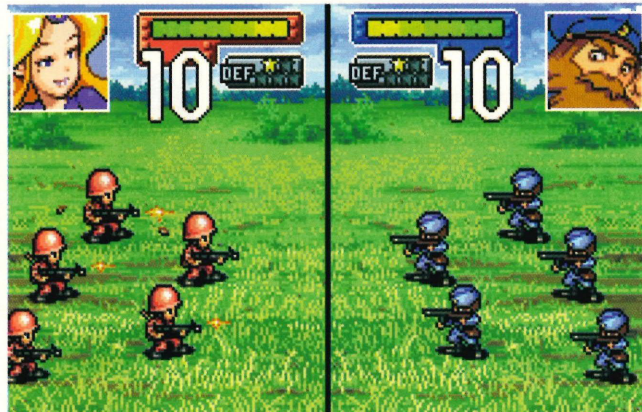
levels of protection – use it wisely...

Things are complicated further in some missions by the Fog of War. Here, each individual unit can only 'see' a certain distance, and so intelligence gathering is just as important as sending in the big guns.

If all this sounds horribly complicated, then fear not – the

### Top Tip

Gather intel carefully before you move a single unit – use the B button to check not just yours, but the enemy's, movement range, and use the R shoulder button to check a unit's stats.



★ **Infantry verses infantry** should make for an evenly matched fight, but the attacker always fires first, giving it the advantage in battle. It's always better to attack than defend!

## Here's One We Made Earlier...

You can even design your own scenarios, thanks to the built-in map editor. There's space for three user-designed maps, which you can then play against your buddies or the CPU. And creating them is a doddle...



★ **First of all, put down the terrain.** You can get the computer to design a random landscape which you can then modify to kick things off, or start with a blank canvas. The Right shoulder button brings up the terrain menu – or you can use the B button to copy whatever's under the cursor.



★ **Then add units.** Of course, you don't actually have to put any down at all – as long as you have an HQ and factories on the map for the players to generate their own. The Left shoulder button brings up the unit menu, and once again, B can be used to make quick copies.



★ **And here's the finished result – tada!** We've called this one Two Islands. It's easily defended as the only place to make an amphibious assault is on the beaches around the back. It's wise to playtest your creation against the CPU before sharing it with your pals...







★ **Fighter**  
Inflicts heavy damage on all other air units, but can't attack ground or naval units.  
Weapon: Missiles  
Cost: 20000

★ **Bombers**  
Bombers can cause huge damage to ground and naval units, but they're useless in air-to-air combat situations.  
Weapon: Bombs  
Cost: 22000

★ **Battle Copter**  
Can fire on most types of units, though not too strong against fighters.  
Weapons: Air-to-Ground Missiles, Machine Gun  
Cost: 9000

★ **Transport Copter**  
An unarmed troop carrier used to rapidly deploy troops from afar.  
Weapon: None  
Cost: 5000

★ **Battle Ship**  
The most expensive unit in the game has a huge attack range and inflicts masses of damage against other units.  
Weapon: Cannon  
Cost: 28000

★ **Lander**  
This unarmed transporter can ferry two ground units, including vehicles, over the sea.  
Weapon: None  
Cost: 12000

★ **Cruiser**  
The only naval unit that can fire on airborne units. Good against subs, too. Can also carry two 'copters.  
Weapons: Depth Charges, Anti Aircraft Guns  
Cost: 18000

★ **Sub**  
Once submerged, can only be found by colliding with it, and attacked by cruisers or other subs. Good against all naval units.  
Weapon: Torpedo  
Cost: 20000



★ Press B when your cursor's over a unit to reveal its attack range. This is a vital part of strategic planning.

first time you play you're taken through a set of Field Training missions where a foxy instructor, Nell, shows you the ropes. It's a gentle learning curve, dealing first off with the very basics of infantry-only combat. Further missions gradually introduce more and more units.

A dozen training missions later and you're ready for the Campaign mode. Here you'll face a variety of adversaries and situations. Sometimes you'll have the ability to build units, opening up the resource-management side of the game. Or you might find yourself in a race to capture cities before the enemy does. Or you might have to sit tight and defend your position against overwhelming odds...

In all battles you're accompanied by a commanding officer. Each CO has a special Power that they can use once a power meter becomes full. The success or otherwise of a battle can hinge on clever use of this power.

As you complete missions, you gain access to further COs with different special abilities. And depending on the

COs you use, you'll take different routes through the campaign, meaning that even when you've finished it (and it'll take a while – it gets very, very tough) you can go back and play the scenarios that you've missed.

Then there are the added extras typical of Nintendo games that will have you coming back for more time and time again. As you win battles, you earn coins with which you can purchase additional scenarios and multiplayer maps to battle on. There are dozens of these battles to buy, and you're looking at an couple of hours minimum to solve each one. Often you'll be at it for far longer...

It's perfect for those long bus or train journeys, especially as you only need one GBA to play multiplayer games, passing the machine on when your turn's over, though you can play over a link cable, too.

Be warned, though, it's the sort of stuff that will eat countless hours of your life. And don't be put off if you're not yet a strategy fan – you soon will be! **ADAM WARING**

## LOOK 'N' FEEL

Dinky-but-clear map graphics, each army has stylised cut-scene graphics.

## GAMEPLAY

Strategy at its most playable. Easy to pick up, not so easy to put down.

## LIFESPAN

Huge campaign mode, dozens of maps to buy, timeless multiplayer modes.

## DIFFICULTY

Introduces strat gaming gently, gets tough once you've learned the ropes...

## ADVANCE OPINION

More absorbing than a very big sponge. Start a scenario and you won't eat, sleep, or go to the toilet, until you've finished.

**96** 1/10





# DARK ARENA

## GAMEINFO

- PUBLISHER  
THQ
- PHONE  
01483 767656
- WEB  
www.thq.co.uk
- PRICE  
£35
- SAVE  
Password
- LINK-UP  
Yes
- OUT  
Now



★ "Fragging in the rain, I'm just fragging in the rain..!" I hope the water doesn't make the green things grow!

A few years ago, anyone who said we'd see first-person shoot-'em-ups on the Game Boy would have been branded a loony. Well, Doctor, pass me the straightjacket.

*Dark Arena* is, at a rough count, the third shooter to grace the GBA, and it's got some tough competition from the classic *Doom* and the clever *Ecks Vs Sever*. THQ's entry slots in between the two. It's set in a futuristic society where mankind has fun shooting genetically-engineered monsters. After things go a bit 'Jurassic Park', you're sent in to clean up.

*Dark Arena* plays like a mish-mash of the best bits from other first-person shooters. The enemies range from giant

## Top Tip

If you position yourself on the edge of a corner then you can hit enemies without them hitting you.



★ Before my plasma cannon came along, the snakey thing over there had a head. Not any more!

snakes to robots, there are teleporters and hidden rooms, and the weapons will be familiar. There's the shotgun, plasma cannon, nail gun, rocket launcher and even land mines. Best of all is the guided missile that you can control from an on-board camera.

Most levels require an itchy trigger finger, but every so often you come across a maze that requires use of the built-in map mode and a good memory. Luckily it doesn't have to be too dark, as the coders have included a brightness button.

But a less thought went on the control scheme. Your character feels like he's walking on ice. You'll take a second to stop if you move in any direction, making firefights clumsy. And the game is tough enough already. Still, it flies along, and the sheer intensity of it all is enough to satisfy anyone trigger-happy. **RICK MOULTON**

*Dark Arena plays like a mish-mash of the best bits from other first-person shooters.*

## LOOK 'N' FEEL

Fast, smooth graphics spoiled by over-sensitive controls.

## GAMEPLAY

It's a slick shooter that'll require both brains and brawn.

## LIFESPAN

There are plenty of sprawling levels, plus a multiplayer mode.

## DIFFICULTY

Expect intense blasting action that's sometimes unfairly hard.

## ADVANCE OPINION

If you're all fragged-out from *Doom* and *Ecks*, and you can put up with the controls, *Dark Arena* will do you no wrong.

**79** %





★ "Have you got the scrolls?"  
"No, I always walk like this."

# JACKIE CHAN ADVENTURES LEGEND OF THE DARK HAND

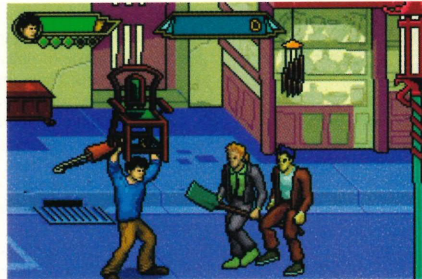
## GAMEINFO

- **PUBLISHER**  
Activision
- **PHONE**  
01753 756100
- **WEB**  
www.activision.co.uk
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
No
- **OUT**  
Now

**Y**ou may have thought games like *Final Fight* and *Double Dragon* had wrung every last drop of entertainment out of the scrolling beat-'em-up formula in about 1952. But the GBA, it seems, exists in a little reality bubble of its own, where senile old game ideas can be dragged from their rocking chairs, given a bath and a fresh colostomy bag, and flogged for 35 quid without anyone batting an eyelid. And so it is with *Jackie Chan Adventures*. You get attacked by a small group of blokes. You hit them a bit until they flash and disappear. You get attacked by another group of blokes (who look uncannily similar to the previous

### Top Tip

You can pick up baddies in just the same way that you can pick up weapons and things. This could be handy if you can find a suitable hole to lob them into.



★ There are a slightly different set of rules in the oriental version of scissors, paper, stone.



★ As Jackie whacks one no-good hoodlum with an umbrella, the next patiently waits in line.

lot). You hit them too. And so on. After every dozen or so blokes, "Go!" flashes in the corner of the screen and you're allowed to walk forwards a few inches.

In its favour, *Jackie Chan Adventures* is nicely presented, with bright, cartoony graphics that work a treat on the GBA's screen. The combat is decent, with plenty of moves and new ones to be discovered along the way, and you can pick up objects and hit baddies over the head with them.

But even though the ten levels are short, and though there are infinite continues, the button-hammering gameplay is so repetitive that you're likely to succumb to thumb and/or brain cramp long before your final confrontation with the Dark Hand himself. **JONATHAN DAVIES**

“Senile old games are flogged for £35 without anyone batting an eyelid.”

## LOOK 'N' FEEL

Nifty animation, bright colours and crunchily painful combat.

## GAMEPLAY

The fighting works well enough, but there's not much else to it.

## LIFESPAN

Swiftly gets repetitive and boring, and there are only ten short levels.

## DIFFICULTY

Depends what you set it to, but on easy it's over in no time.

## ADVANCE OPINION

This looks pretty slick, but it's about as varied and challenging as *Space Invaders*. And where are the funny outtakes at the end?

59%





★ Once you've played all the events and set high scores, you'll wonder why there's nothing else to do.

## WINTER X GAMES SNOWBOARDING 2

### GAMEINFO

- **PUBUSHER**  
Konami
- **PHONE**  
01895 470503
- **WEB**  
www.konami-europe.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
No
- **OUT**  
Now

All you get for a good score is the name of the person you were playing as on the table.

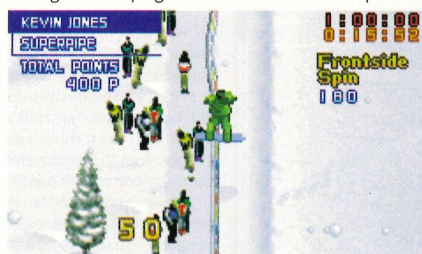
**A**s snowboarding games go, this one is about as pleasing as having a snowball shoved down your back. There are three types of game to play – Superpipe, (basically a half-pipe),

Snowboarder X, where you have to bomb downhill between flags, and the best of the three, Big Air, which sees you shooting up huge ramps and performing tricks.

There really isn't that much to any of them, and there's not much reward in setting records in any of the events either – all you'll get if you manage to rack up a good score is the name of the person

### Top Tip

To rack up high scores in the Big Air competition, perform tweak moves in succession with every jump. Three per jump should get you on the high-score table.

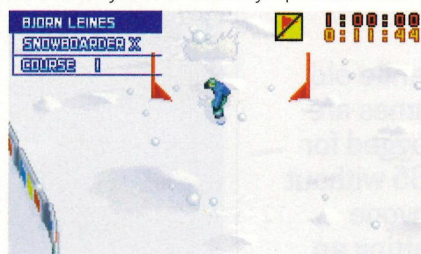


★ Big Air is the best mode of the three – the other two (such as Superpipe here) offer little in the way of fun.

you were playing as on the high score table, and that's it. Annoyingly, you can't even enter your name into the high score table to prove that it was actually you who scored 2915 points on the Big Air tournament.

The controls are really fiddly, too – instead of jumping straight into the game and pulling off cool stunts, you'll have to take time out to adjust to the unforgiving controls. Even when you do manage to pull off big combos, the end result is hardly satisfying – the animation isn't great, and all you get is a muted cheer when you do pull off a decent trick.

With 13 real riders and the official Winter X Games licence, this could have been the best boarding game to hit GBA, but it's nowhere near, because the enjoyment you get out never really matches the effort you put in. **DAVE PERRETT**



★ This game makes Shaun Palmer's look good, which is really saying something.

### LOOK 'N' FEEL

The graphics are patchy, and the control system doesn't feel quite right.

### GAMEPLAY

Three events, but no real reward for doing well in them.

### LIFESPAN

There's hardly any substance here, so you won't keep playing.

### DIFFICULTY

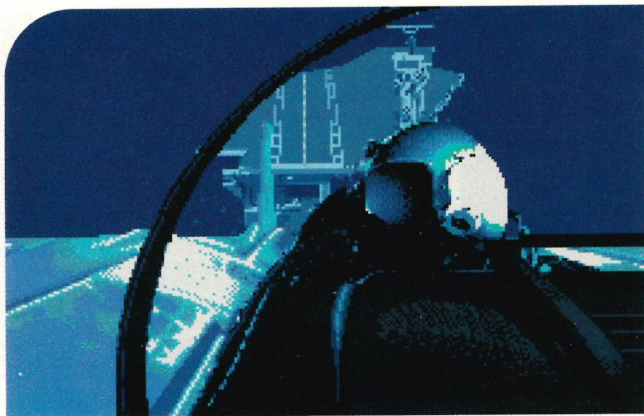
It's not particularly hard or taxing either way.

### ADVANCE OPINION

With little substance and little reward for doing well, you'll wonder what the point of playing this game is. Don't bother.

44%





★ Ahh, there is nothing like a sunset and the warm glow of an exploding plane to soothe the soul.

# F-14 TOMCAT

## GAMEINFO

- **PUBLISHER**  
THQ
- **PHONE**  
01483 767656
- **WEB**  
www.thq.co.uk
- **PRICE**  
£35
- **SAVE**  
Password
- **LINK-UP**  
Yes
- **OUT**  
Now

**T**he GBA hasn't even been out a year, yet we've been bombarded with first-person shooters, and now it's the flight sims' turn. Majesco's *Top Gun*-style effort won't win any awards for originality, but it's impressive just to see a handheld pulling it off in a playable way.

As a US pilot, it's your job to 'keep the peace' in a war between China and Taiwan. Your missions range from knocking out enemy battleships to chasing down an experimental radar plane. But you'll always have to contend with swarms of MIG fighters, switching between guns and missiles to take them down. If you like fighting planes, there's a four-player dogfighting game here too.

The controls take some getting used to, as every button does something different and some have more than one function. But tricky stuff like landing on a carrier is handled automatically, and the game has a gradual learning curve. Mini video clips show a pleasing explosion when you've 'splashed' an enemy plane, which is quite rewarding. Others warn you when a sub below has launched a missile. Clever stuff.

But *F-14 Tomcat*'s cleverness is also its downfall. There's so much on-screen that it's often hard to see what's going on, and you'll find yourself fumbling with the tricky controls. Plus it's a pity there's no battery backup, as later missions tend to drag on. But for the only bogey-bashing fun on the Advance (at the moment) *Tomcat* is worth playing. Just use a screen magnifier. **RICK MOULTON**

### Top Tip

Destroy any MIGs in the area before you go on-mission, as they'll attack your carrier.



★ The graphics are simple in flight sim terms, but they're very impressive for the little ol' GBA.



★ Looks like there are still a few enemy planes to take out. Would guns or missiles be the best choice of weapon?

“The controls take some getting used to, as every button does something different.”

## LOOK 'N' FEEL

The tiny, detailed graphics are fiddly and the controls are complex.

## GAMEPLAY

After a lot of practice with the controls it's surprisingly playable.

## LIFESPAN

Plenty of missions, but a two-player mission would have been nice.

## DIFFICULTY

Missions can be quite complex early on. And those controls...

## ADVANCE OPINION

If you can forgive *F-14*'s fiddliness and crowded screen, it's a good attempt at a GBA flight sim. Dig out that Berlin tape!

**72** %





★ If you want the excitement of betting, spend £35 on scratchcards. Or have a wager on Banzai. Or something.

# CAESAR'S PALACE

## GAMEINFO

- PUBLISHER  
THQ
- PHONE  
01483 767656
- WEB  
www.thq.co.uk
- PRICE  
£35
- SAVE  
Password
- LINK-UP  
No
- OUT  
Now



★ We've bet a whole five bucks on this, but we don't really care whether we win or lose. Utterly pointless...



★ Even the graphics are dreadful. Look at these fruit machine symbols – they're barely recognisable.

**G**ambling, it's a mug's game, or so they say. But the one thing more mug-like than winning or losing huge sums of money on the turn of a card or roll of the dice, is the prospect of not winning or losing anything at all.

You see, unlike its Las Vegas namesake, you can't, of course, actually win any money in *Caesar's Palace*. It's a virtual casino, where all you can win is virtual cash and all you can lose is your virtual shirt.

There are four areas where you can do this, each with a number of variations on the theme. In Blackjack you play the classic card game where you have to bet get as close to 21 as possible without going over. Table Games consists of Roulette and Craps (quiet at the back), and they play as you'd expect. There are three Fruit Machines to choose from, but none are particularly sophisticated – just put your money in and watch the reels spin around. Then there are Video Games, consisting of Video Poker where you try to get Runs, Flushes, Full Houses and all the rest of it, and Video Keno, a kind of bingo.

You have a kitty of \$2000 to start off with, and considering that the default stake is one dollar a bet, it'll take an awful lot of patience to lose the lot. Though you can stake up to \$100 a throw on non-slot-operated games.

Gambling without money is dull, dull, dull. If you really want to take a chance with Lady Luck, your best bet is to go somewhere you can actually win something. **ADAM WARING**

## Top Tip

Win some money, go to the password screen and note it down. If you subsequently lose, re-enter the password. If you win, jot down the new one. Repeat until you die of boredom.

The one thing more mug-like than betting huge sums of cash, is gambling with nothing.

## LOOK 'N' FEEL

As dark and dingy as your local branch of William Hill.

## GAMEPLAY

Press a button to bet money. See if you win. Find it hard to care. Repeat.

## LIFESPAN

Too dull to last more than a cursory glance at each game on offer.

## DIFFICULTY

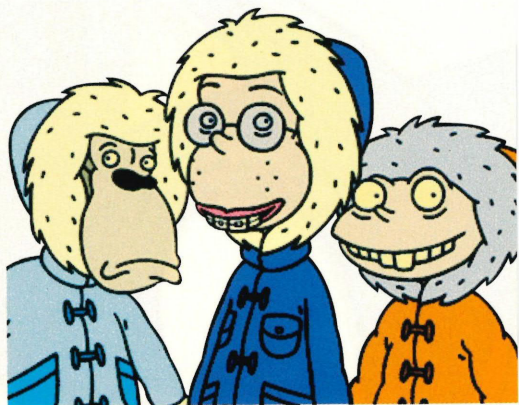
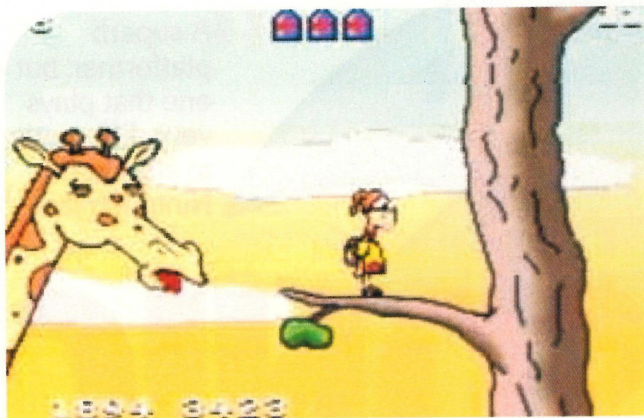
There's no difficulty about it – it's all just random chance.

## ADVANCE OPINION

At least you can't lose anything. Apart from the money you wasted buying this dreadful excuse for a game, that is.

15%





# THE WILD THORNBERRYS CHIMP CHASE

## GAMEINFO

- **PUBLISHER**  
THQ
- **PHONE**  
01483 767656
- **WEB**  
www.thq.co.uk
- **PRICE**  
£35
- **SAVE**  
Password
- LINK-UP**  
No
- **OUT**  
Now

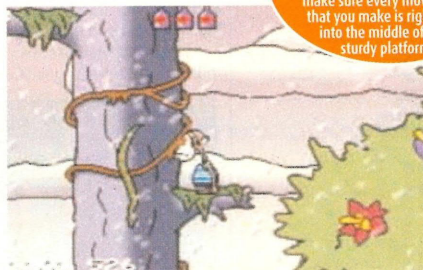
It's all very well having a load of friends that are animals, but when two baddies are trying to round up your furry friends for a new zoo they're opening, you've got a problem – especially when said bad guys, Kip and Biederman, have kidnapped your best

mate Darwin, who is a monkey. Unsurprisingly, that kidnapping is the cue for a platform game, and not a particularly good one at that.

Your quest to rescue the chimp will take you through four very different worlds – Australia, South America, the Arctic Circle and Africa – and you'll get to play as loads of

### Top Tip

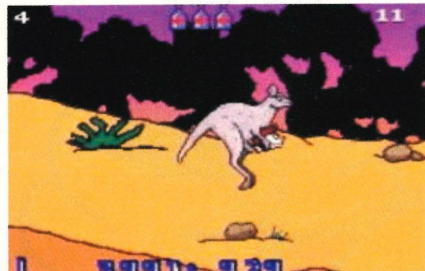
Watch your step – you can fall off a ledge without even knowing you were near the edge of it. So make sure every move that you make is right into the middle of a sturdy platform.



★ Can you rescue Darwin the chimp? It's doubtful you'll still want to play as loads of

different members of The Wild Thornberrys. It starts well enough – characters and backgrounds look very much like they do in the cartoon, and the graphics have a bright day-glo feel to them – but when you actually start to play, the fun stops. For starters, the collision detection is terrible. There's also loads of blind jumping to be done – you'll have to leap from one platform to the next without actually knowing where the next one is. Annoyingly, each jump that you make has to be virtually pixel perfect too, or you'll miss the platform that you were aiming for and lose a life.

One thing that the GBA is not short of is decent platform games, and this one, although pretty, has far too many annoyances to be one of them. Avoid. **DAVE PERRETT**



★ The graphics in the game are bright, and have that distinctive Klasky Csupo look about them.

It looks very much like the cartoon, but when you actually start to play, the fun stops.

## LOOK 'N' FEEL

It looks just like the cartoon, but it's much more frustrating.

## GAMEPLAY

It could be good, but there are far too many frustrations that prevent this.

## LIFESPAN

Stacks of levels should have you playing for ages.

## DIFFICULTY

Much tougher than it really should be, because of poor collision detection.

## ADVANCE OPINION

Even fans of the cartoon will be annoyed by this, which is a shame, because in parts it is promising and even fun on rare occasions.

54%





“A superb platformer, but one that plays very differently to standard Nintendo fare.”

# SONIC ADVANCE

**S**onic and Mario have been bitter rivals for a long, long time. As mascots for Sega and Nintendo, they've appeared in their respective manufacturers' most cutting-edge games, showcasing console hardware in an attempt to persuade gamers that theirs was the system of choice.

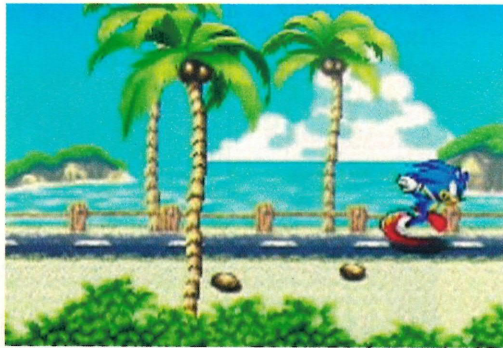
So, not so long ago the very idea of a *Sonic* game appearing on a Nintendo machine would have been unthinkable. But since Sega's decision to bow out of manufacturing consoles and concentrate on software instead, the blue spiky hedgehog is finally available to Nintendo fans.

And it's a good thing too. *Sonic Advance* is superb, and Sega has put every bit as much care and attention to detail into this fantastic GBA title as it would if the game was appearing on its own hardware.

And, unlike *Mario Advance* and *Mario Advance 2*, this is a brand new game designed from scratch for the GBA, rather

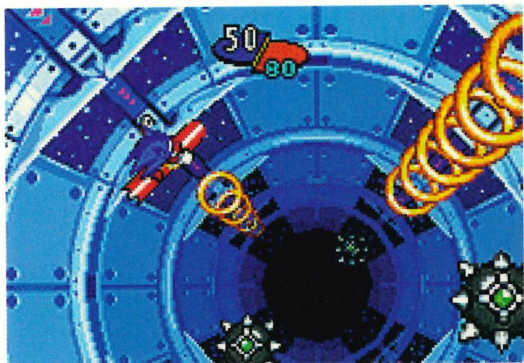
## GAMEINFO

- **PUBLISHER**  
Sega
- **PHONE**  
020 8222 9700
- **WEB**  
[www.sega.com](http://www.sega.com)
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now



★ Our old pal Sonic is faster than something very fast indeed. He's one turbo-charged hedgehog.





★ A secret surfin' subgame is hidden in every zone. Collect enough rings and you're awarded with a Chaos Emerald.

than a 16-bit port. Three cheers for Sega!

But those who have grown up on a diet of Nintendo games may need to make a few adjustments. Where Mario is all about taking your time to explore, Sonic is all about speed. And *Sonic Advance* is just as fast a game as you can imagine.

The plot is thus: The dastardly Dr Robotnik (Eggman is his new, official name, but he'll always be Robotnik to us) has imprisoned all the cute little animals inside diabolical mechanical contraptions to do his evil bidding. It's up to Sonic and pals—Tails, Knuckles and Amy Rose—to free their furry friends and, ultimately, teach the villain a lesson.

**Top Tip**  
Get into the habit of jumping into a super spin attack the instant you see a nasty—it'll save your skin many a time...



★ Luckily, restart points are scattered through the levels. And they certainly come in useful, considering that some zones can be absolutely enormous.

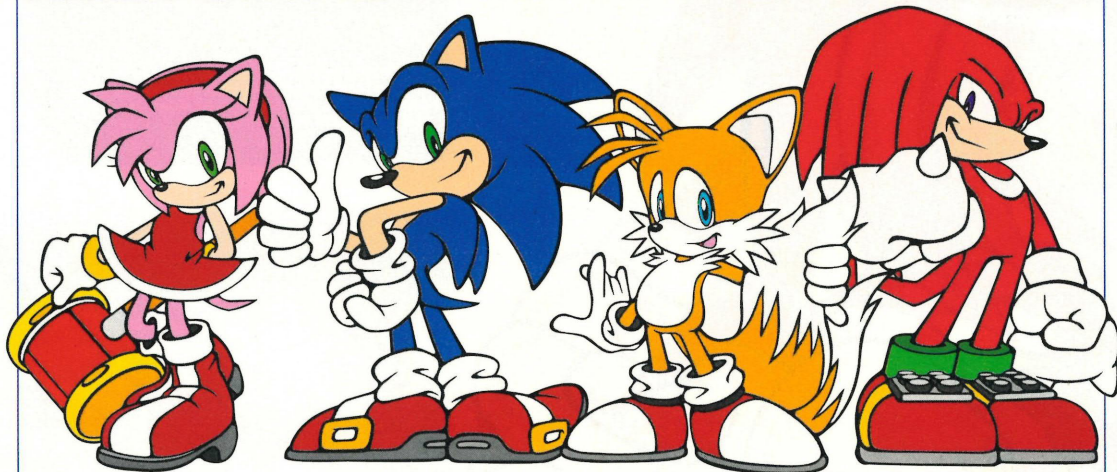
There are seven zones in the game, each split into two acts, sharing the graphics and general theme of the zone. Level design touches upon genius, and the variety from zone to zone is breathtaking, with unique features that apply to that zone, and that zone only. You'll find yourself climbing through sandstorms, gasping for air underwater, and even walking on the ceiling.

At the end of each zone you face Dr Robotnik in one of his ever-crazier contraptions. And yes, he gets progressively harder to beat as the game goes on...

There are multiple routes through every level, with the



## Four Can Play At That Game



### Amy Rose

★ Amy is the only character that can't perform the super spin attack. However, she packs a mallet with which to bash baddies' brains out.

### Sonic the Hedgehog

★ Sonic's the main man – er, hedgehog – but his trademark super spin attack is available to most of the other characters, too.

### Miles 'Tails' Prower

★ The cunning fox uses his twin tails as helicopter-style rotors to hover up to areas that other characters have a tough time reaching.

### Knuckles the Echidna

★ Knuckles can stretch out and glide to reach far-off platforms. His spiked knuckles allow him to climb some walls, too. Pretty handy.



# Reviews



★ Build up enough momentum and you'll hurtle around the trademark loop-the-loops with ease. But zipping around willy-nilly does mean you'll come a cropper occasionally.

→ trickier ones holding greater rewards such as better power-ups or time-saving shortcuts. And hidden somewhere in each zone is a sub-game that leads to one of the elusive Chaos Emeralds – collecting all seven is another component to the game. Often, you'll stumble across a new way through a level by accident, so there's plenty of replay value, especially as every act completed opens a time trial mode for that level.

The levels are truly vast. They need to be – Sonic and chums whiz through them like greased weasels. Often, the screen is a blur as you hurtle through at breakneck speed, bouncing off trampolines, springs, and pinball-style bumpers as you go. And you'll have to be shifting it at quite a pace to build up enough momentum to make it around gravity-defying loop-the-loops, upside-down corkscrews



## Multiplayer Mayhem

The link-up option is superb fun, and sees you racing against up to three chums to collect as many coins as you can within the time limit. Coloured arrows show the position of your opponents, and you can play by fair means or foul – spin-attacking your rival to force them to drop their coins may not be the gentlemanly thing to do, but it's a jolly good wheeze all the same.

There's even an option to play over a link cable with just one cart – you're restricted to two players playing as Sonic and Tails, and have one level to play on, but it offers just as much fun.



★ Up to four players can simultaneously take part in link-up games. Those whopping great arrows indicate the location of your off-screen rivals. Watch out – they'll only be after your ring...



★ Multiplayer Sonic is even more fun than than you imagine. And don't fret if you don't have any Sonic-owning friends, you can play a cut-down two-player version with just the one cart.



★ Knuckles gliding ability can be used to attack enemies. We reckon he's actually *better* than Sonic...



## Chao Cuteness

In an act of brilliance and innovation rarely seen outside Nintendo, *Sonic Advance* links with *Sonic Adventure* on the Game Cube. In fact, as the first link-up title, Sega has rather beaten Nintendo at its own game. You collect Chao eggs on the Game Cube game and can download them onto your GBA cart for nurturing with the aid of a couple of mini-games.



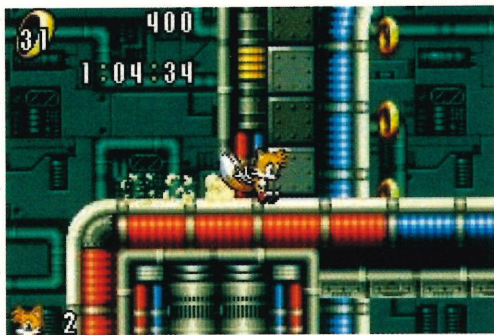
★ This is the place where you take your Chao to download. The GBA-shaped machine rather gives it away. Mini-games await.

★ In the first, you're shown a selection of symbols on screen for a few seconds. Then they're mixed up a little and you have to remember the matching pairs.

★ The other mini-game is more about reactions than memory. Symbols race around a loop and you've got to hit them with like symbols from below.



★ Run, Sonic, run like the wind. But do try not to smell like you *have* wind...



★ Tails' full name is actually Miles Prower – as in *Miler Per Hour*. Very clever, eh? Well, maybe not *that* clever...

and up sheer vertical walls.

Of course, moving at such speed means you've got little – or no – time to react to the various monsters, spikes, and instant-deaths on offer. It's all about learning the levels and knowing when to go hell-for-leather, and when to slow things down a little.

Scattered throughout the levels are rings – hundreds of 'em. A golden rule is that as long as you're holding at least one ring, you're safe from harm – and if you manage to collect 100, you're awarded an extra life. But make contact with a nasty, or one of the inconveniently positioned spikes, and you'll end up dropping the whole lot – it may look spectacular as rings bounce all over the screen in perfect arcs, but can cause a serious amount of distress when you've collected 97 of the blimmin' things...

Jumping unleashes your super spin attack. In this spinning ball of fury you turn the tables on your enemies – you're protected from most of their attacks, instead busting open their armour and freeing the impossibly cute critter imprisoned inside.



In addition to Sonic, there are three other characters to play as – Tails, Knuckles and Amy Rose. Each has different abilities, making their progress more or less easy depending on the level layout, and each has to make their own journey through the levels, meaning you'll have to complete the game four times before it's *truly* finished.

But finish it you will, and a lot more quickly than *Super Mario Advance 2*. This is the better looking game, but for all its innovation and newness, there's a certain degree of style over substance – it just doesn't have the depth that Nintendo's moustachioed mascot offers.

*Sonic Advance* is a superb platformer, but one that plays very differently to standard Nintendo fare. If you're new to *Sonic* – perhaps because you've never had a Sega console – you're in for a refreshing treat. And if you're already a fan, then you'll be delighted with his GBA debut. **ADAM WARING**



★ The characters interact with the backdrops in all manner of ways. See.

### LOOK 'N' FEEL

A real stunner. Sonic beats Mario hands down in the good-looking stakes.

### GAMEPLAY

Slicker than an oil spill, this is platforming at its fastest and most furious.

### LIFESPAN

It's a linear affair, but there's plenty of replay value to keep you coming back.

### DIFFICULTY

Tough in places, but learn the levels and slow down occasionally, and you'll make it.

### ADVANCE OPINION

Not as deep as Mazza's latest, but a cracker nonetheless. Captures the Sonic essence and updates it for the GBA. Sega, we salute you!

# 91%





★ The Palmer X mode is annoying. Miss a flag and you'll have to start all over again.

## SHAUN PALMER'S PRO SNOWBOARDER

### GAMEINFO

- **PUBLISHER**  
Activision
- **PHONE**  
01753 756100
- **WEB**  
[www.activision2.com/shaun\\_palmer](http://www.activision2.com/shaun_palmer)
- **PRICE**  
£35
- **SAVE**  
Password
- **LINK-UP**  
Yes
- **OUT**  
Now

**A**ny extreme sports game worth its salt is going to have to put up with being compared to the *Tony Hawk's* series, and although *Shaun Palmer* is snowboarding to *Tony's* skating, we're afraid that it doesn't compare very favourably.

There are three types of run down the slopes in Career mode: Freestyle, in which you bomb down the course, performing tricks as you go; Palmer X, which is a race to the finish line between you and three other boarders; and Superpipe, which is basically a half pipe on which you perform stunts. The problem with the game, though, is not the lack of options, it's just the fact that of the three types of game, only Superpipe is really any fun to play.

Some of the problems relate to the sport. In *Tony Hawk's*, if you miss something that you need to pick up, you can go back and get it, whereas here you need to be going downhill to snowboard, which means you can't go back for things. *Palmer* isn't much to look at, either – the backgrounds get repetitive after a while, and it's visually bland.

This game isn't a crime against snowboarding, but neither is it a good advert for the sport. There's not much here to make you want to play it for long, and add to that a fiddly password save every time you complete a task, and you've got an extreme sports game that isn't really worth the effort required to play it. **DAVE PERRETT**

### Top Tip

As with most extreme sports games, the more combos that you rack up, the more points you'll get, so learn some decent tricks and try to string them together.



★ Why, oh why does this game have a password save? It's such a pain to enter those lengthy 13-digit codes.



★ Had you heard of Shaun Palmer before this game came out? No, neither had we.

Of the three types of game, only Superpipe is really any fun.

### LOOK 'N' FEEL

It looks a bit bland, and plays rather drabily too.

### GAMEPLAY

Only the Superpipe is really worth having a go on.

### LIFESPAN

Only four snowboarders and nine levels. Oh well.

### DIFFICULTY

Getting big combo points is actually pretty tough.

### ADVANCE OPINION

It's not a bad extreme sports game, but with the likes of *Mat Hoffman's*, and *Tony Hawk's* around, why play this?

60%





★ The towns are all pretty much the same, with an inn to get your health back, and a weapons shop to top up in.

# BREATH OF FIRE

## GAMEINFO

- **PUBLISHER**  
Ubisoft
- **PHONE**  
01932 838 230
- **WEB**  
www.ubisoft.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
No
- **OUT**  
Now

**N**ow that *Golden Sun* has been released, *Breath of Fire* is somewhat displaced – still that's not to say it's not a worthwhile adventure. If you never played its first incarnation on the SNES then this is probably worth a look, even if it is starting to show its age.

The game revolves around a lone adventurer (you) who has inherited the power of the dragon from your people. This power has brought peace to the land for centuries, but in a pretty clichéd RPG turn of events, the dragon people split into two factions, light and dark. Cue you, then, who has to battle through hundreds of random encounters, explore towns and villages, collect new weapons and party members and enter massive dungeons

### Top tip

Always make sure you focus attention on one enemy at a time. Spreading your attacks means that many enemies will survive to attack you.



★ RPG rule #1: Always start the adventure with the hero kipping hard while everyone else is in mortal danger.

before the inevitable boss encounters.

Okay, so there really isn't anything new here in terms of gameplay for RPG veterans, but that aside, there are plenty of neat ideas, like the transition of day and night and your party's ability to turn themselves into dragons for more powerful attacks. Naturally, this doesn't make a game on its own, but despite the game's age and basic visuals, the characters are all still likeable, the plot is still good enough to draw in RPG fans and, lastly, those who find themselves enjoying the adventure will be guaranteed 40-50hrs play, as the quest itself is quite substantial.

So there you have it. Nothing to really write home about compared to newer adventures, but if you did miss out the first time round and consider RPGs to be your genre of choice, you could do much worse than pick up a copy – even if it's just for a taste of classic 16-bit gaming. **GERAINT EVANS**



★ The random battles are quite speedy, thankfully, so fighting every two minutes won't irritate you that much.

“Those who enjoy the adventure will be guaranteed 40-50hrs play, as the quest is

## LOOK 'N' FEEL

It looks dated, but the visuals are cute enough in a no-nonsense kind of way.

## GAMEPLAY

It's exactly what you'd expect from an RPG – nothing more, nothing less.

## LIFESPAN

Absolutely massive quest, that'll see your GBA through plenty of batteries.

## DIFFICULTY

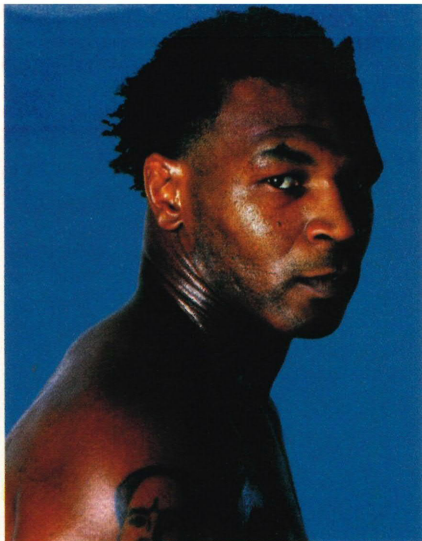
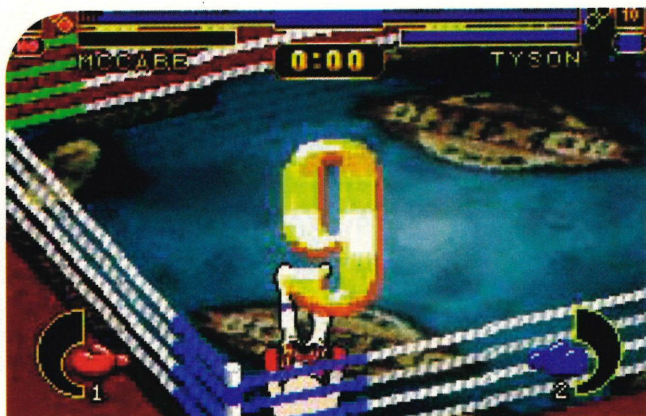
There's nothing too challenging in here, with simple puzzles and bosses.

## ADVANCE-OPINION

Seems a little dated these days – but even so, this is still a very solid and challenging adventure that'll take time to beat.

**79** %





## MIKE TYSON BOXING

### GAMEINFO

- PUBLISHER**  
Ubisoft
- PHONE**  
01932 838230
- WEB**  
www.ubisoft.co.uk
- PRICE**  
£35
- SAVE**  
Battery
- LINK-UP**  
No
- OUT**  
Now



★ The heavyweight championship fights frequently degenerate into slug-a-thons.



★ Bizarrely for a sim, the coders have included a power punch option. Shame it's a cinch to evade.

**W**hen Ubisoft say you've never known Mike Tyson like this before, they're bang on the money. Because the coders behind Ubi's boxing sim seem to have confused the Jekyll & Hyde ear-biter with Mary Poppins.

Aside from the FBI-style rewriting of history though, *Mike Tyson Boxing* comes across like it could be a contender. Its mix of Don King ring management (setting training regimes etc) is complemented by a terse fighting game, ensuring a bit of depth.

Like this issue's other fighter, *Boxing Fever* (reviewed page 65) the A button swings a right-hand punch and B a left. Unlike *Fever*, though, *MTB* adopts an isometric viewpoint, allowing you to square up to you opponent from various angles and giving you evasive options. Straight away then, the fighting is far more tactical, slower and tense than Majesco's effort. Like all good boxing sims, this makes the action an acquired taste. Sluggish and unspectacular brawling or nail-bitingly immersive scrapping? It depends on your personal preference.

In our judgement, though, *MTB* veers uncomfortably towards the former. The management game is time-consuming and menu-heavy, but doesn't appear to have a significant effect on your progress. And despite lending his name to the game, Tyson is a peripheral figure.

More crucially, like *Fever* there's little on offer in the way of punches. All-in-all it feels unfinished and consequently weighs in short of a real title bid. **SCOTT ANTHONY**

### Top Tip

The key to winning back the initiative in a fight is to repeatedly jab your opponent whenever he is threatening to get a series of big hooks going.

“The coders seem to have confused the Jekyll & Hyde ear-biter with Mary Poppins.”

### LOOK 'N' FEEL

Disappointingly free of any real ring-side feel.

### GAMEPLAY

Demands concentration and effort, but doesn't always reward it.

### LIFESPAN

In theory, there's plenty in the career mode to keep you busy.

### DIFFICULTY

The fights are difficult. You're always just a big punch away from losing.

### ADVANCE-OPINION

*MTB* can be quietly enthralling but isn't often fun. Gamers who demand thrills by the second won't find much here.

53%

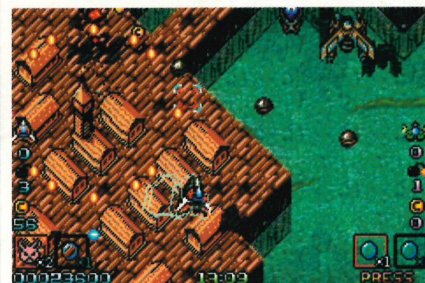




★ It's mothership time. Hopefully, you'll have collected a decent arsenal of weapons with which to finish the mutha.



★ Take out ground targets as you battle your way through enemy territory. Doesn't that make you the invader?



★ It's colourful – bordering on garish. But there's nothing here that you haven't seen a trillion times before.

example, *TwinBee*). Sadly *Invader* has nothing new to offer the genre.

From the generic weapons (angle shots, lasers, fireballs, and the like) to the unimaginative design of the aliens, *Invader* is little more than shooting-by-numbers. Each alien you destroy reveals floating coins that can be used to buy power-ups any time you press the Start button, and free upgrades can be collected after destroying certain waves.

In short, there's nothing set the game above *Gradius Advance*, the best shooter on GBA, making *Invaders* seem more than a little redundant. The two-player mode is okay, but we can't imagine you're likely to find many people to play it with. **MARTIN KITTS**

# INVADER

## GAMEINFO

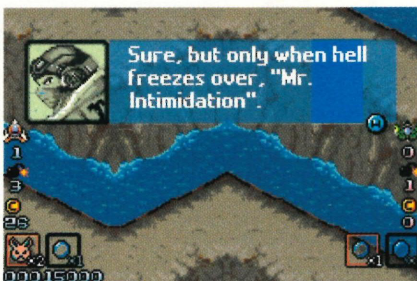
- PUBLISHER  
Xicat
- PHONE  
0207 437 1442
- WEB  
www.xicat.com
- PRICE  
£30
- SAVE  
No
- LINK-UP  
Yes
- OUT  
Now

**T**wo decades ago you would have known exactly what to expect from a game called *Invader*, and the same is true today, albeit that you also expect a touch of Game Boy Advance graphical flash.

It's a typical vertically scrolling shoot-'em-up, complete with the usual array of power-ups and things to blast away at. The game is closest to old classics like *Xenious* and *Slap Fight*, thanks to the inclusion of a ground attack target – when the cursor hovers over a static enemy, you can unleash a homing missile to destroy it. This type of thing has been done many times in the past, and companies have even released comedy versions (for

### Top Tip

Use the default ship, as it's much more powerful in its basic form, just after you've been reincarnated.



★ That's right... you tell 'em where to shove their intergalactic peace treaty.

“The two-player mode is okay, but we can't imagine you're likely to find many people to play it with.”

## LOOK 'N' FEEL

Uninspired alien design and not much use made of the GBA's effects.

## GAMEPLAY

Only the two-player mode sets this apart from similar titles.

## LIFESPAN

You probably won't want to return to go for higher scores.

## DIFFICULTY

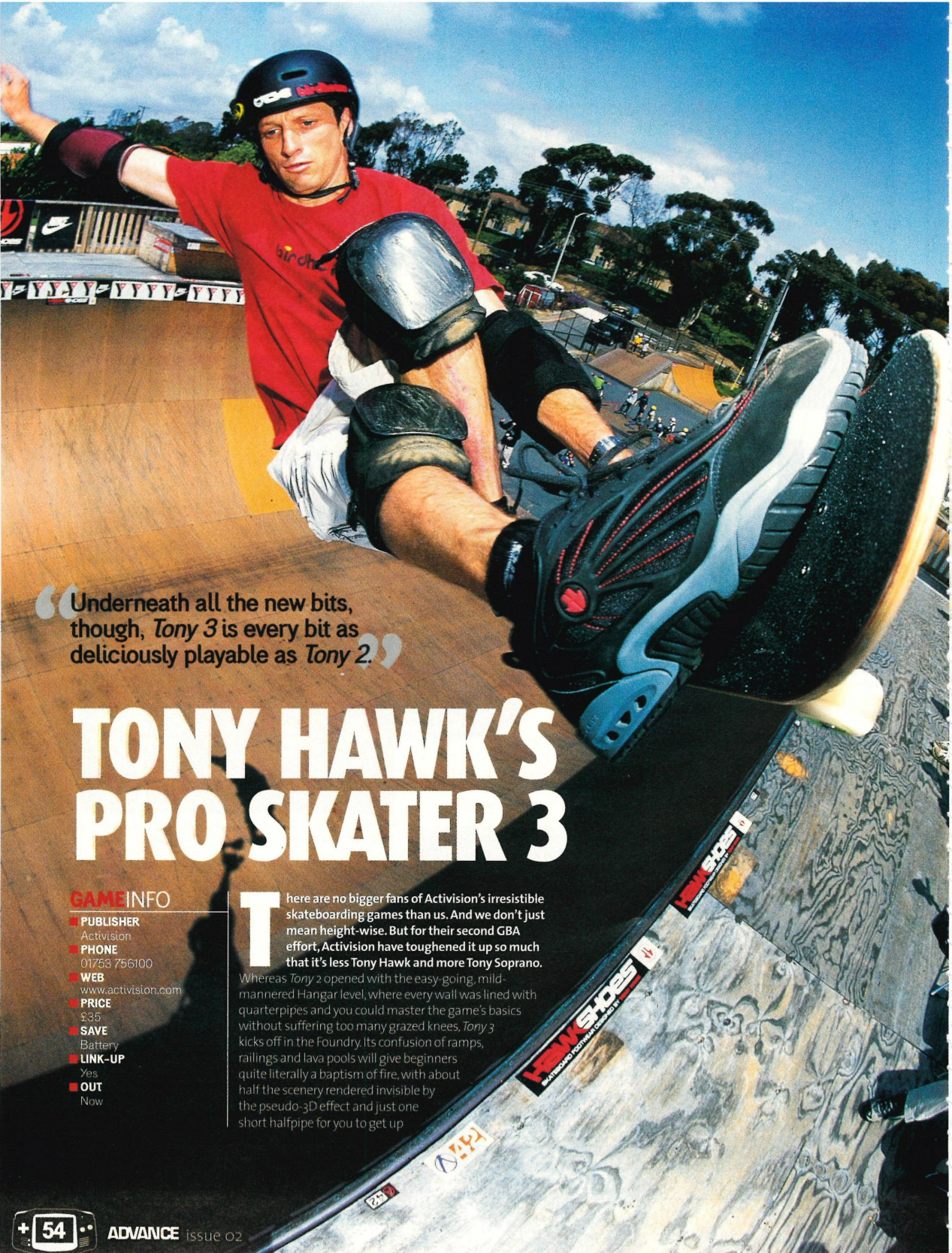
Not the toughest game of its type, that's for sure.

## ADVANCE-OPINION

Average shooter that isn't really a million miles from the sort of thing we're used to seeing on old-style Game Boys.

60%





“Underneath all the new bits, though, *Tony 3* is every bit as deliciously playable as *Tony 2*.”

# TONY HAWK'S PRO SKATER 3

## GAME INFO

- **PUBLISHER**  
Activision
- **PHONE**  
01753 756100
- **WEB**  
[www.activision.com](http://www.activision.com)
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now

**T**here are no bigger fans of Activision's irresistible skateboarding games than us. And we don't just mean height-wise. But for their second GBA effort, Activision have toughened it up so much that it's less Tony Hawk and more Tony Soprano.

Whereas *Tony 2* opened with the easy-going, mild-mannered Hangar level, where every wall was lined with quarterpipes and you could master the game's basics without suffering too many grazed knees, *Tony 3* kicks off in the Foundry. Its confusion of ramps, railings and lava pools will give beginners quite literally a baptism of fire, with about half the scenery rendered invisible by the pseudo-3D effect and just one short halfpipe for you to get up



## It's Good To Hawk

A particularly welcome feature of *Tony Hawk's Pro Skater 3* is the link-up mode. At last, Tonying no longer need be a solitary occupation.



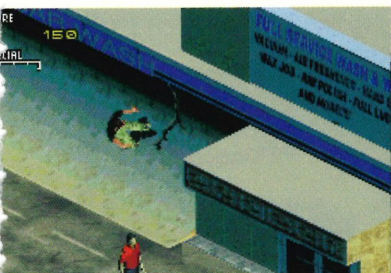
★ The two main options are Tag and King of the Hill. Although, er, we're not actually sure what the difference is between them.



★ You can probably have up to four players in action simultaneously. But so far we've only dared try it with two. How many have you tried with?



★ Grinds and lip slides are more pleasurable than ever thanks to the easier-to-see balance meter.



★ Look, random-element-fans: traffic! We haven't yet managed to pull off any 'skitchin', though, like you could do in the old Mega Drive game.



to speed in. Bizarrely, the second level of the game is a doddle by comparison.

Apart from this curious arrangement, Activision have done a remarkable job of improving what was already a near-perfect game. The options screens have been neatly streamlined, with everything important now accessible from the title screen. The slightly abstruse money system has been ditched – now you open up a new level simply by completing goals on the previous one, and upgrade your stats and 'deck' by collecting tokens scattered around the playing area.

There are more moves available too (we don't remember being able to do the 'eggplant' handstand in *Tony 2*), along with cosmetic improvements like a neater balance meter.

Best of all, there's a multi-player link-up mode with a variety of options, *Advance's* favourite being Horse, where you set each other scores to beat and win letters of the word, er, 'horse'. The only drawback is, your opponents are so ghostly and feint they're near-impossible to see. And what

of the much-vaunted pedestrians and traffic in this latest release? Well, we only spotted a few of them, and they didn't seem to add much gameplay-wise. But it's nice to have the company, and there's always the option of attempting a car plant.

Underneath all the new bits, though, *Tony 3* is every bit as deliciously playable as *Tony 2*. Your little polygonal chap is superbly animated, the music makes your GBA sound like an MP3 player, and with its two-minute time limit it's ideal whip-out-'n'-play bus journey fodder. And while six levels might not sound like many, there's so much to each one they'll last you forever. Best of all, it's just great the way you can string together incredibly impressive sequences of moves with just a few button presses. Even a lumbering oaf can pull off a 540-degree ollie with a minimum of effort. And yet at the same time, actually getting good enough to win the contests on levels three and six is likely to take hours of dedicated practice.

So, while *Tony 3* is an essential upgrade for anyone who's already exhausted the possibilities of *Tony 2*, if you're new to GBA skateboarding, you're better off cutting your teeth on the earlier game. One way or the other, though, all GBA owners should ensure they're Tonyed up. **JONATHAN DAVIES**

### Top Tip

Having trouble getting the high scores you need to unlock the next level? Forget all those tricky half-pipe combos. Possibly owing to a *Tony 3* design oversight, you can score big by simply pulling off lip slides.



★ The nose pivot isn't as painful as it sounds.

### LOOK 'N' FEEL

The game looks great and feels absolutely lovely.

### GAMEPLAY

Amazingly good fun, even if you can't abide skateboarding.

### LIFESPAN

It'll still be fun long after you're pushing up daisies.

### DIFFICULTY

A bit too hard to begin with, then easy, then hard again.

### ADVANCE OPINION

Even more enjoyable than *Tony Hawk's 2*, and that's saying something. Don't be put off by the tricky first level.

93%



# Reviews



★ All of the tracks are based on strange places, like rooms in a house. There's also a beach level that looks familiar...

## HOT WHEELS BURNIN' RUBBER

### GAMEINFO

- PUBLISHER  
THQ
- PHONE  
0207 938 4488
- WEB  
www.thq.com
- PRICE  
£35
- SAVE  
Battery
- LINK-UP  
Yes
- OUT  
Now

**T**he power of invisibility is one that we'd all like to master, especially if we could make our cars invisible. Just think of all the minor parking offences that you could get away with – traffic wardens would be out of a job!

Still, while the thought of cars that drift in and out of vision may be all well and good for dodging the law, they don't go down too well in a racing game like this. You see, *Hot Wheels Burnin' Rubber* is a straight racing game with no power-ups, and so the power of invisible cars is not welcome in this game! What a shame, then, that every now and then your opponents' cars disappear off the screen. Yes, sometimes when you're chasing a group of rival cars, they



★ There are four race modes to keep you amused: Time trial, Free Race, Two Player and Grand Prix.

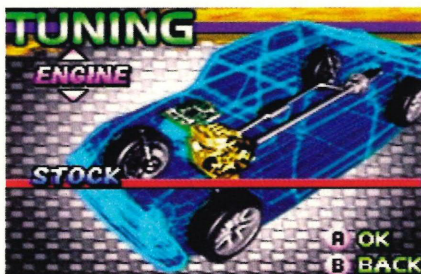
can suddenly vanish from sight and then, as if by magic, appear again a second or two later. Thankfully, they don't gain any advantage from this cheeky manoeuvre, it's just a graphical glitch, but it still puts a bit of a downer on what is otherwise an excellent little racer.

Still, if you can live with the magical disappearing cars (and after a while, you do get used to it), you'll find a game that is packed full of fun and a decent challenge to boot. There are 20 wild tracks to race around and more than 25 'real' Hot Wheels cars to choose from here. If that's not enough choice for you, you'll be able to unlock more fancy cars when you start winning races. You also get cash when you win races, and you can use this to boost your car's abilities. You'll love picking your car and watching the handling, speed and acceleration improve as you get better and win more races.

Although it's no *Mario Kart* beater, *Hot Wheels Burnin' Rubber* is good. It's a little on the easy side, but there's plenty to see and do, and were it not for the disappearing cars, this game would be a real cracker, rather than just another fairly good racer. What a shame. **DAVE PERRETT**

### Top Tip

Look out for the question marks that appear on the screen – they mean that a shortcut is coming up, so get ready to cut across!



★ Win a race and you'll also win yourself some money, which you can use to improve your car's abilities.

There are 20 wild tracks to race around and more than 25 'real' Hot Wheels cars.

### LOOK 'N' FEEL

Doesn't look anything special, but the cars are detailed and the action is fast.

### GAMEPLAY

There's loads to do, and upgrading and racing your own car is great fun.

### LIFESPAN

This one could run and run, especially if you link up against a chum.

### DIFFICULTY

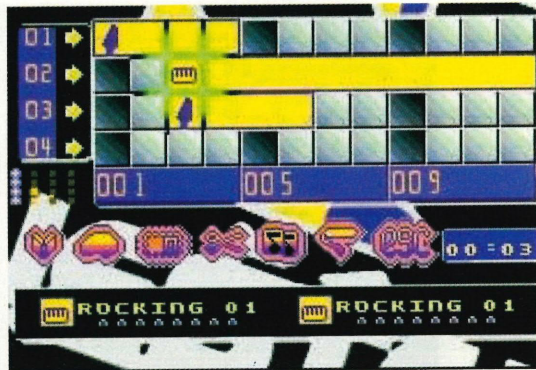
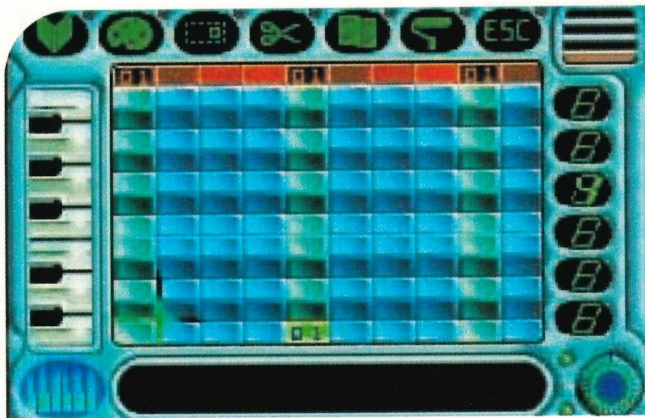
A bit easy, but there's enough of a challenge to keep you playing.

### ADVANCE OPINION

A great little racer that is let down badly by the disappearing cars. There's fun to be had once you deal with the glitch, though.

**72** %





★ Choose from seven different skins that make your music-making look that little bit different every time.

# POCKET MUSIC

## GAMEINFO

- **PUBLISHER**  
Rage
- **PHONE**  
0151 237 2200
- **WEB**  
www.rage.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
No
- **OUT**  
Now

**T**hese days, everyone wants to be a pop star, and if you can't sing or dance, then *Pocket Music* may be your only chance for success. Well, sort of. Music-making games have been doing the rounds for ages on non-portable consoles, but this is the first time that anything like it has been available for the GBA.

And it's pretty good too, if (as you'd expect) a little limited. Making tunes is a cinch. All you have to do is choose a sound that you want from the 600-plus sounds, riffs, beats and tunes available, and then plonk it wherever you want it in the song. To help you, the sounds are divided up into six different musical styles – Rock, Breakbeat, Drum and Bass, Techno, Electronica and Hip Hop – so there's bound to be something you like. If you fancy it, you can mix the styles up and make a song with, say, Rock guitar strums playing to a Hip Hop beat. Excellent.

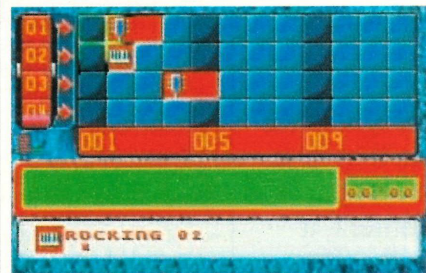
It's not all good tunes and fun times, though, because there are serious limitations to what you can achieve with this game. Your tunes can only be five and a half minutes long, and you can only have six different sounds playing at the same time. Given the lack of digital quality sound on your GBA, the music that you'll make won't exactly be topping the dance charts, but don't let that put you off, because once you get the hang of this fun little music maker, you'll have your very own musical creations to impress your friends with and tap your foot to on those long train journeys. **DAVE PERRETT**

## Top Tip

Load a few of the pre-programmed songs, then have a listen and take note of how they are made before you start on your own musical journey.



★ There's even a riff editor that allows you to create your very own personal sounds! Party on!



★ There are loads of pre-programmed songs in the game, including a version of Eminem's *My Name Is*.

The music that you make won't exactly be topping the dance charts, but don't let that put you off.

## LOOK 'N' FEEL

There ain't much to look at, but there's plenty for your ears.

## GAMEPLAY

It's simple and fun to use, if a little limited in places.

## LIFESPAN

This will last as long as your musical imagination will last.

## DIFFICULTY

Making tunes is easy – you'll be a DJ in no time! Maybe.

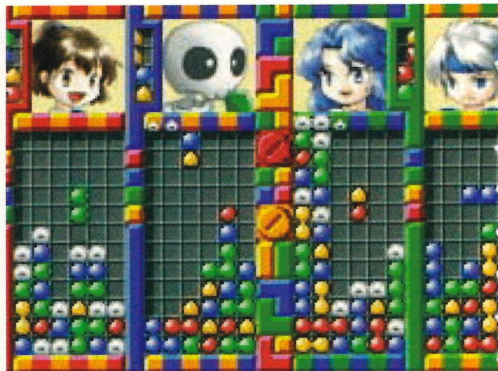
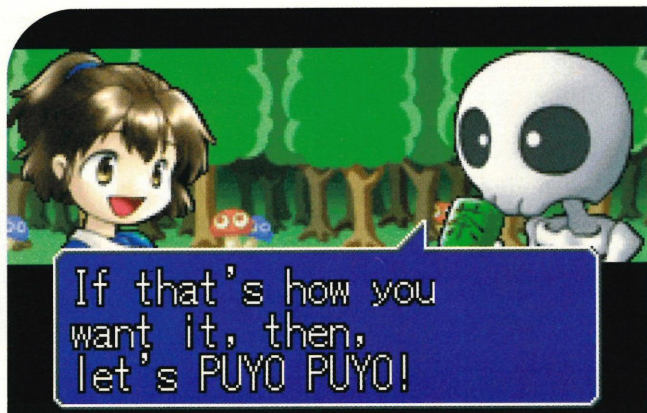
## ADVANCE OPINION

Although it's limited, *Pocket Music* is a brilliant way to make tunes on your GBA. Just don't expect to go on *Top of the Pops*...

**83** %



# Reviews



★ Up to four players can play *Puyo Puyo* at once for linked-up fun. The graphics get a bit diddly, though.

# PUYO PUYO

## GAMEINFO

- **PUBLISHER**  
Sega
- **PHONE**  
0208 222 9700
- **WEB**  
www.sega.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now



★ Drop those blobs directly down and the four greens will match up and disappear, causing a massive chain reaction.

**T**ime to get your puzzling heads on again! Sega has revamped its old Mega drive title, *Puyo Puyo* (renamed *Dr Robotnik's Mean Bean Machine* in the UK to cash in on Sonic and Co's then-popularity), and crammed it onto the Advance.

It all sounds very familiar. Coloured blobs fall from the heavens in pairs. Your job is to rotate and position them in such a way that they form blocks of four, in which case they disappear and send transparent 'nuisance' blobs over to your opponent's side of the screen. These can't be got rid of in the normal way, but disappear when you destroy blobs adjacent to them.

And here's the trick. If you manage to create chain reactions – where one set

### Top Tip

When your opponent sends nuisance blobs your way, you have a couple of seconds to fire a few back – they cancel one other out and so minimise damage taken.



★ It gets tougher and tougher as you go along, with more variations of coloured blobs to contend with.

of blobs disappearing in turn causes others to connect – you'll send masses of nuisance blobs over, cluttering up their playing area. Clog it up completely and victory is yours.

But, of course, they'll be aiming to do exactly the same to you. You can be pottering along nicely, setting up an ingenious chain reaction that requires just one more blob to set off, when all of a sudden your opponent (whose screen you're not watching because you're concentrating on your own) unleashes a huge chain reaction of their own, which instantly fills your screen, and it's game over.

Consequently, it all feels a bit random – your downfall is ultimately not to do with your actions, but your opponent's.

Puzzlers along the same lines have been around for years, and though it still has that 'one more go' element, it really offers nothing new. Good for a laugh, but we've been there, done that, thank you very much. **ADAM WARING**

“Though it still has that ‘one more go’ element, it really offers nothing new.”

## LOOK 'N' FEEL

Cute blobs, but the split screen layout makes it all feel a bit cramped.

## GAMEPLAY

Classic arrange falling blocks to get rid of them' puzzling. You know the score.

## LIFESPAN

The kind of game that can go on and on... if you didn't tire of it years ago...

## DIFFICULTY

Luck seems to play as much a part as skill in beating computer opponents.

## ADVANCE-OPINION

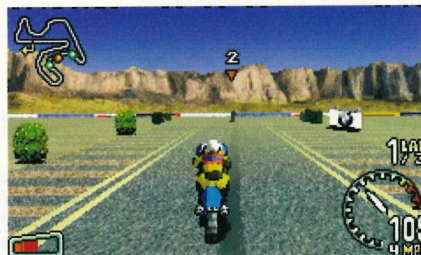
A competent enough falling block-based puzzler, but it's looking a little ragged around the edges after eight or so years.

75%





★ You unlock extra riders as you go along, but you'll see the chequered flag with even the most basic bikers.



★ The bar at the bottom-left shows how much wheelie-pulling boost you've got left.

# MOTO GP

## GAMEINFO

- PUBLISHER  
THQ
- PHONE  
01483 767656
- WEB  
www.thq.co.uk
- PRICE  
£35
- SAVE  
Password
- LINK-UP  
Yes
- OUT  
Now

**N**ot that we're bragging (okay, maybe a bit) but we found *Moto GP* really easy. Usually, motorbike games mean you spend more time on your butt than on the track; putting old Barry 'Iron Legs' Sheen to shame. But, on THQ's Grand Prix bike-'em-up, we never came a cropper once. And we're no good at these things. Usually.

*Moto GP* (it has absolutely nothing to do with Namco's PS2 game of the same name) is very basic racer. Pick a rider, choose between a one-off race or a full championship and you're off. The bike sticks to the track like glue, and wet weather makes little difference to the handling. You turn left, you turn right. You go fast, you go slow. You go to sleep.

Not much has changed since Sega's ancient arcade racer *Hang On*: a game where your bike would explode if

you so much as grazed a traffic cone. But in *Moto GP*, if you smack into another rider at 150mph you'd hardly know it.

The game requires little skill but demands oodles of patience to put up with the tedium of it all. And we're positive the GBA can produce a better engine than what sounds like a wasp in a washing machine.

Basically, *Moto GP* is so lacking in frills, it's the Happy Shopper of racing games. Why the coders didn't use the GBAs shoulder buttons to help lean the bike into the corners is a mystery.

Don't get us wrong; there's nothing terribly bad about *Moto GP* – as it's bound to appeal to bike nuts – it's just very middle-of-the-road. **RICK MOULTON**

## Top Tip

To make cornering even easier than it already is, repeatedly tap left or right instead of holding the D-pad down.

Basically, *Moto GP* is so lacking in frills, it's the Happy Shopper of racing games.



★ We never thought we'd complain that a game was too easy – but *Moto GP* is easier than picking your nose.



★ Unless you like racing with your eyes closed, you won't see this happen very often.

## LOOK 'N' FEEL

Graphics are built for speed rather than effects, and it's suitably responsive.

## GAMEPLAY

Distinctly old-fashioned racing with little new or different. Fast, though.

## LIFESPAN

It's lacking in one-player modes but there is a four-player link-up option.

## DIFFICULTY

As you've probably gathered, this game's just a tad on the simple side.

## ADVANCE-OPINION

It's the only two-wheel racer on GBA but if you're after a thrilling ride, it's best sticking to four-wheeled *Mario* and co.

68%



# Reviews



★ *Golden Sun*: a kind of scaled-down FF, but much more than the sum of its parts.

# GOLDEN SUN

## GAMEINFO

- **PUBLISHER**  
Nintendo
- **PHONE**  
01932 895390
- **WEB**  
[www.nintendo.co.uk](http://www.nintendo.co.uk)
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now

**P**laying *Golden Sun* step one: preparation. For this you will need one large pack of batteries (long-life); a comfy chair; a phone (for ordering pizza); several bottles of Sunny D, and a bucket (for, erm, waste disposal). Step two: insert fresh batteries, slot in *Golden Sun* cart, take one last look at the outside world, and switch on. Step three: suddenly realise a week has gone by. *Golden Sun* is one of those games that makes you forget you're playing on a handheld. It oozes quality – from the luscious graphics to the incredible cinematic sound. Second, it's an RPG in the sprawling *Final Fantasy* style that you've only ever seen on a home console. But this is no stuffy, stat-heavy role-player reserved only for trainspotters,





## Djinni And Tonic



★ You'll often need to solve a puzzle to find a Djinni, then vanquish the beast to bag it.



★ A Djinni will attach itself to the most suitable character, bestowing an elemental power.



★ You can summon a Djinni in battle to attack enemies or improve your party's defence.



★ Each of your characters has a range of psychic powers, such as the ability to move objects from afar.

for *Golden Sun* is pure Nintendo magic: cutesy characters, immense playability, and even a *Pokémon*-type collectable critters sub-game.

The plot is Cliché City, but – seeing as this is a GBA first – we'll let that go. You are Isaac, a young boy from the village of Vale – home to an ancient temple that houses the Elemental Stones, the keys to a dangerous power. And that's it – the game dispenses with reams of backstory and plunks you in Isaac's pants from the word go. You get to play through the events of three years ago that changed the lad's life and the history of the village forever.

So, armed only with a sword and a handy psychic power known as Synergy, you set off to find the stolen stones, assisted by your friend Garet. Action switches between an overhead view, for when you're walking around towns and dungeons, to a zoomed-out affair for open country. Naturally, you can't go anywhere for long without bumping into trouble, whence the view becomes an impressive pseudo-3D battle screen.

Admittedly the fights are almost a carbon copy of *Final Fantasy*'s, except they're a lot simpler and you don't get half as many annoying random encounters. But battling is only part of it – you'll also require brainpower. To get useful items and advance the story you'll need to chat with the locals and solve their problems, and engage in a few *Zelda*-style block-pushing puzzles.

As you wander, other adventurers will join your party – including cute monsters called Djinni. Like *Pokémon*, they have elemental powers (fire, wind, and so on) and can be called on in battle to summon a mega-monster. Caring for your Djinni is an important part of the game, and doing so boosts your powers. And searching for them all is going to take *Pokémon*-style patience.

*Golden Sun* might be starting to sound like a rip-off of every classic game out there. But when you combine the best bits of some of the greatest titles ever, you can sometimes get a powerful result. And although there may be a lot of talking (especially at the beginning), and some pretty hokey dialogue, *Golden Sun* is so involving and playable that it puts some console RPGs to shame. It's the best handheld role-player ever. Until *Golden Sun 2* comes along, at any rate. **RICK MOULTON**

### Top Tip

Need a break but don't want to switch off your GBA? Just put the game into sleep mode to save battery power.



★ There are a few statistic-heavy screens, but this game's not just about number-crunching.



★ The characters may only be children but they can produce powerful magic attacks.



When you combine bits of some of the greatest titles ever, you can get a powerful result.

### LOOK 'N' FEEL

Gorgeous graphics and glossy presentation do the GBA proud.

### GAMEPLAY

Old-school in RPG terms, but it's a GBA first. Smashing stuff.

### LIFESPAN

The quest is shorter than you think, but very replayable.

### DIFFICULTY

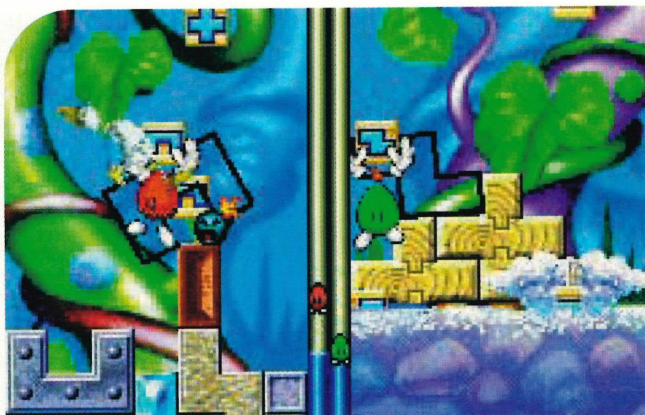
Not easy by any means, but RPG newbies needn't worry.

### ADVANCE OPINION

Like a good book that you won't want to put down. *Golden Sun* is portable role-playing at its purest. Totally absorbing.

94%





★ It's all very bright and colourful, and despite being initially confusing you'll soon get to grips with it.

## EGGO MANIA

### GAMEINFO

- **PUBLISHER**  
Kemco
- **PHONE**  
02380 653377
- **WEB**  
www.kemco.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
May

**A**fter playing THQ's absolutely appalling version of *Tetris* we weren't exactly gunning to get our thumbs round this one – because as THQ so expertly proved, if you mess around with the basic formula too much then you run the risk of overcomplicating matters and ruining the simple addictiveness of the game.

Or that's what we thought – until Kemco pulled off an even more impressive clanger. On the face of it, Kemco has definitely overcomplicated the *Tetris* formula. You're faced with a rectangular water trough, with loads of pieces falling into it at the same time. At the bottom of the screen is a controllable egg-man who catches the falling pieces and rotates them before dropping them into place. If you see a piece that doesn't fit, you don't have to catch it. In



★ The multiplayer is where it's really at – and with the bonus of a single-cart link-up, too.

order to progress you need to create solid lines with no gaps in order to raise your structure. If you leave too many gaps then the structure collapses as the water rises. Build enough solid lines and your egg-guy can climb further up the screen to safety. To make the action even more fast and furious, you also have to race against another egg-man on the adjacent screen – to win, you just have to beat him to the top.

So it's another standard-issue puzzler, then, and while we're not going to recommend you rush out and buy it, we'd be lying if we said we weren't hooked on the multiplayer for a while. Certainly worth considering if you've got a thing for this stuff. **GERAINT EVANS**

It's another standard-issue puzzler – but we were hooked on the multiplayer for a while.



★ The added dimension of racing against another egg-man keeps the action nice and tense.

### LOOK 'N' FEEL

It's colourful and clean enough to see what you're doing. Job done, then.

### GAMEPLAY

Interesting take on the *Tetris* formula that's addictive and fun to play.

### LIFESPAN

Enough modes and that all-important multiplayer to keep you interested.

### DIFFICULTY

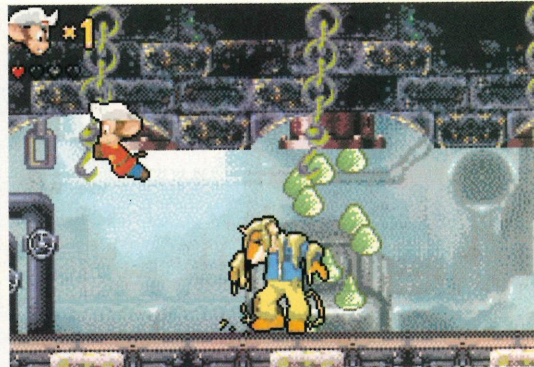
Later levels get very tough with faster and faster opponents to race.

### ADVANCE OPINION

An enjoyably frantic, colourful falling block-based puzzler squeezing some more juice from creaky old *Tetris*.

**75**%





★ The only originality in *Fievel's Gold Rush* is this boss battle, when you dangle from chains to flush poo on the sewer rat.

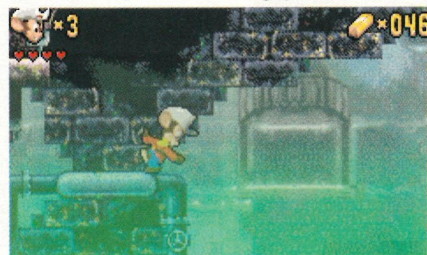
# AN AMERICAN TAIL FIEVEL'S GOLD RUSH

## GAMEINFO

- **PUBLISHER**  
Swing!
- **PHONE**  
02380 653377
- **WEB**  
www.swing-games.com
- **PRICE**  
£35
- **SAVE**  
Password
- **LINK-UP**  
No
- **OUT**  
Now



★ It's all aboard the Boredom Express. This level is exactly the one before it, but with different graphics.



★ While Fievel hangs around in the sewers, we gawp at the green smog effects. But that's all this game has to offer.

“We could forgive *Gold Rush*'s lack of originality if it was playable.”

**H**ere's a task for you: find the latest edition of a thesaurus and look up the word 'average'. We're betting that, somewhere after the definitions 'typical' or 'mediocre', you'll see the words *Fievel's Gold Rush*.

It's hard to find good things to say about this game. Based on an animated movie starring Fievel Mousekowitz, *Gold Rush*'s plot isn't just old-school, it's kindergarten. Fievel's mate Wylie Burp (don't ask) has asked him to find the four pieces of a treasure map and, armed with a magic flying cowboy hat, Fievel sets off. Beat a boss at the end of each three-level world and a map piece is yours. It's as though the coders had a Platformer Clichés rulebook and ticked off the list as they went along. Swinging ropes? Check. Crumbling platforms? Check. There aren't even any power-ups to lift the tedium.

We could forgive *Gold Rush*'s lack of originality if it was playable. But the game is plagued with problems. The worst is Fievel's habit of getting knocked back when hit, often causing you to plummet to your death. The level layout is confusing, too, and isn't helped by the on-screen arrow that often points you in the wrong direction.

The graphics are cartoony and occasionally impressive, like the green smoke in the sewer levels. But flashy graphics alone don't make a good game, so we don't imagine there'll be a rush for this nugget of Fool's Gold. **RICK MOULTON**

## Top Tip

Other than 'don't buy it', the best tip we can offer is the World 3 code: JVLVF2.

## LOOK 'N' FEEL

The graphics are pretty but the controls frustrate more than amaze.

## GAMEPLAY

An incredibly lame, tired old concept made worse by frustrating faults.

## LIFESPAN

Four worlds with three levels apiece means you'll lick this in a day.

## DIFFICULTY

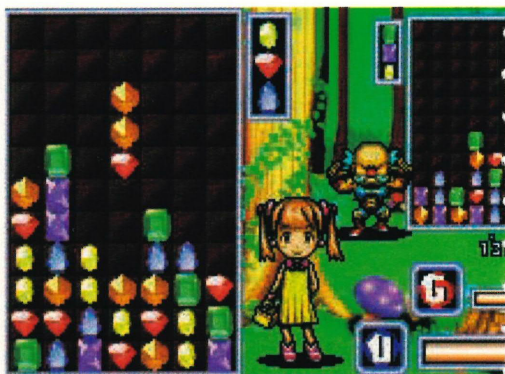
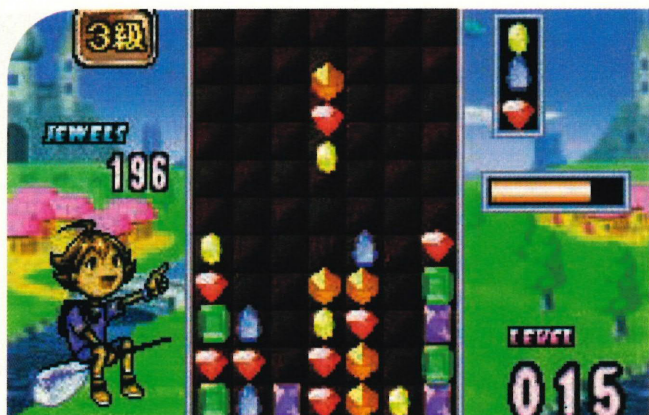
Should be easy but rendered annoyingly tricky by poor controls.

## ADVANCE OPINION

There are far, far better platformers on GBA than this glossy-but-dismal movie tie-in. Stay away from this mouse trap.

34%





★ The main characters of the game are Ruby and Jade, sorcery-wielding children in Princess Dazzle's kingdom.

## COLUMNS CROWN

### GAMEINFO

- **PUBLISHER**  
Sega
- **PHONE**  
0208 222 9700
- **WEB**  
www.sega.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now

**R**etro time! This *Tetris* take-off was first spawned on the Mega Drive about ten years ago. It boasts that same line-up-the-gems charm, but take off the rose-tinted specs and it's just another me-too puzzle.

The concept is simple, although there is a daft storyline holding it together. The princess has lost her jewels (or was it marbles?) and two kids, possessing magic powers, must set out to win them back in gem-stacking tournaments.

Precious stones of different types fall from the sky three at a time, and your job is to change their order before they fall so that as they tumble down you can line up three of a kind. Aligned jewellery will vanish, à la *Tetris*, and if the central row of the screen fills up with unordered gems it's game over. Occasionally bonus nuggets fall from the sky which gift you spells to use on your opponent.



★ Magic Gems require a certain number of points to have been scored before they appear.

Despite a degree of frustration – the visuals are small and fussy so it's hard to tell what pieces are actually there – it proves to be a temporarily compelling brain teaser. There's the standard gauge on the right which tells you what items will fall next, and after each session in Survival Mode (the standard challenge) the game amusingly rates your intelligence and agility for you, and will advise you if it thinks your trying a level that's too easy for your skills.

Patience pays off because chain reactions, where one vanishing line drops gems into another alignment, delivers bonus points. After time, however, it begins to feel repetitive and that kooky charm only serves to remind you how little the genre has advanced in a decade. **DAVID BRADLEY**

### Top Tip

Remember that most stacks can be rotated once or twice even after they've hit the ground.



★ Black Magic stones help create space quickly, but only appear when the meter on the right is full.

The visuals are small and fussy so it's hard to tell what pieces are actually there.

### LOOK 'N' FEEL

Cute but fiddly, and some gems look too similar to tell the difference.

### GAMEPLAY

Push through the frustration and it's the classic falling-shape puzzle!

### LIFESPAN

It harbours plenty of challenge... for a while. But it does get repetitive.

### DIFFICULTY

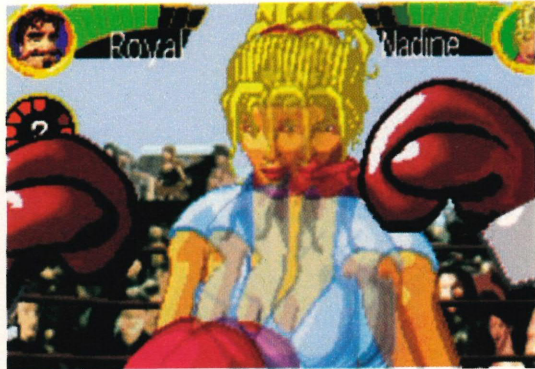
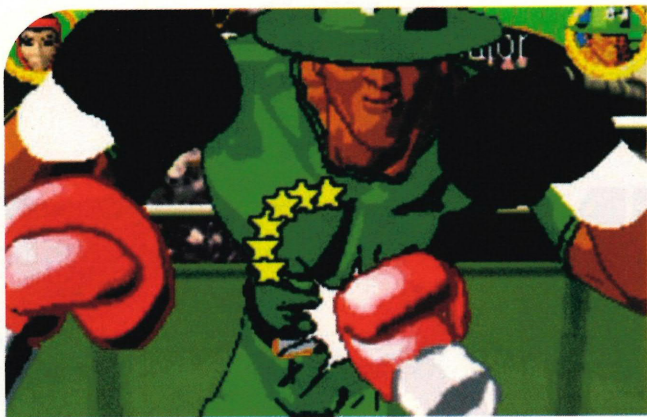
Tough from the outset, requiring observation and reflexes.

### ADVANCE OPINION

Like so many other *Tetris* clones doing the rounds, this fella owns all the right elements, but lacks that inherent magic.

70%





★ Take a beating and you'll have to fight through a blurry fog. Aim for the one on the left... no, right...

# BOXING FEVER

## GAMEINFO

- PUBLISHER  
THQ
- PHONE  
01483 767656
- WEB  
www.thq.com
- PRICE  
£35
- SAVE  
Password
- LINK-UP  
Yes
- OUT  
Now

**You're given a range of silly pugilists to square up against, which adds to this quirky title's inbred charm.**

**E**arly in the Advance's life Majesco released a pseudo 3D into-the-screen shooter called *Iridion*. It looked great but actually gave you very little to do. Now the code gimps have put together *Boxing Fever*. A pseudo first-person boxing game.

And guess what? Yep, it looks nice but you don't actually get to do very much...

It all starts promisingly enough. In the manner of *Ready 2 Rumble*, you're given a range of silly pugilists to square up against. And while some of the array of characters aren't actually that different from each other (a different shade of hair colour, an extra neck scarf – that sort of thing) it all adds to this quirky title's inbred charm. If that doesn't sound too ridiculous. The problem lies with the boxing itself. Because, while the huge sprites look ace and there's some excellent visual effects (you'll start seeing double when taking a pasting), you only get four different types of punches (high right, high left, low right, low left).

This makes it almost pointless trying to respond to your opponent's moves as, because of the speed of the game, random button-bashing will serve you better. It also makes it far too easy. Get a big punch in quickly and you'll have the fight sewn up in seconds. In fact, we can't remember any bout going beyond two rounds.

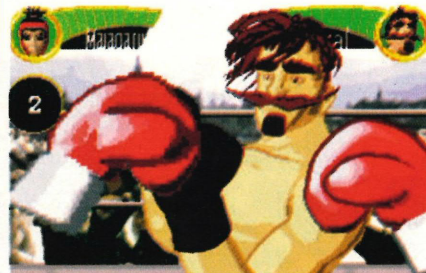
*Boxing Fever* is an arcade game in every sense, and the fun lasts for a limited period only – this would be a really glass-jawed purchase. **SCOTT ANTHONY**

### Top Tip!

Lean in with your punches. This way even if you miss your opponent the chances are that his blows will miss you too.



★ Refreshingly, many of the big hard bosses are female. Put your manners to one side and beat her brains out.



★ Some of the *Fever*'s boxers seem to have been 'inspired' by *Ready 2 Rumble* characters...

## LOOK 'N' FEEL

If it's not a contradiction, there are lots of beautiful boxers here.

## GAMEPLAY

A simple boxing game that will make you feverish for a short time only.

## LIFESPAN

Only a couple of evenings' play until you KO it for good. Max.

## DIFFICULTY

Left or right? You've always a 50:50 chance of picking the right punch.

## ADVANCE OPINION

Less boxing sim, and more of a straightforward arcadey beat-'em-up. Stick with *Street Fighter GBA* for fighting thrills, we say.

**54** 9/10



# TEKKEN ADVANCE

## GAME INFO

- **PUBLISHER**  
Namco
- **PHONE**  
020 8222 9700
- **WEB**  
[www.namco.com](http://www.namco.com)
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
NOW

If someone told us when GBA launched last year that we'd be playing *Tekken* on its tiny screen then we'd have laughed them out of the office. But, as it turns out, the Advance is far more powerful and versatile than we imagined, churning out 3D classics like *Doom* and now Namco's famous 3D battler with ease.

Good news for us then because, believe it or not, this is one damned fine conversion. Naturally a number of compromises have had to be made. The resolution is obviously far lower than consoles like PS2, so the game has a slightly grainy look, while the control system has been simplified to accommodate the GBA's four-button layout and the polygon characters of the home console versions have been turned into sprites. This was to be expected though, and aside from these points *Tekken Advance* is pretty much spot on.

The characters, for example, still dodge in and out of the screen and circle around their opponents. The camera also zooms in and out of the action, depending on how far away



★ Grappling moves always happen when you're in close, so the camera zooms in to give you a better view.





★ Some fighters like King have very cheap moves that make winning a little bit too easy.

the fighters are – zooming out when they're far apart and closing in when you're executing a throw.

So Namco have done an admirable job of making it look like *Tekken*, but perhaps most impressively of all, they've managed to capture the *feel* of *Tekken* perfectly, too. The way characters react to hits and the way they hang in the air during juggle combos mimics the other games in the series well enough to make *Tekken* veterans feel right at home.

Those with concerns about the control system needn't worry either, specials and combos are easily accessed via taps and holds on the D-pad in conjunction with nudges on A, B and A+B, and while it may take you a little getting used to it at first, you'll soon be unleashing your favourite moves without even giving it a second thought.

Despite all our praise though, we do have our reservations about the game. Firstly, no matter how flashy the conversion is, or how accurately they've captured the *Tekken* feel, it essentially plays like a 2D fighter, but with the added problem of having the pace of a 3D battler. The result is a rather cumbersome experience which lacks the immediacy and tight control of a game like *Street Fighter Revival*. Still, we

### Top Tip

Remember that a character's grapple moves are always stronger than regular moves. If you can sucker an opponent into missing an attack, they'll be open for the easy throw.

## TAG TIME

On top of the standard Arcade mode, you've also got a Tag Battle mode, the all important Training mode (where you can get to grips with your chosen character), a Link-Up mode where you can battle against a friend, and 'Survival', where you have only one energy bar

with which to knock out as many opponents as possible.

Unfortunately, if you're expecting the tag battle to be like the one on the PS2 game then you're going to be disappointed. You can only have one character on the screen at any one time, so smacking an opponent

into the air and getting a striker character to come in and juggle them won't work – but it's still a nice addition all the same.

Ultimately though, it's left to 'Survival' and the two player Link-Up modes to provide any kind of longevity to *Tekken Advance*.



★ In Tag mode, choose three characters and try to take down one enemy's health bar before they tag to safety.



★ The Training mode will give you all the info you need to test out your stronger attacks.

suppose that can always come down to a matter of taste – and no doubt this is something that *Tekken* enthusiasts won't mind.

Also, the opposition's AI can be a little patchy, leaving them open to really cheap attacks from the player again and again – which all too often makes the game too easy for all the wrong reasons.

Lastly, we have some serious doubts about the game's longevity. There are only nine characters to start you off and only one character to unlock as you progress through the game. So unless you have a friend to play regularly against, this will soon start to get a little dull.

Whether or not you go out and buy *Tekken Advance* really boils down to how much you're into the series. If you're a massive fan then you'll definitely love this game – but if you're looking for the best fighter on GBA, we would still recommend you go for *SF2 Revival*. **GERAINT EVANS**



★ Dish out enough smack and you'll get some gorgeous puffs of pain-indicating crimson. Lovely!



“Namco have not only made it look like *Tekken*, they've captured the *feel* of *Tekken* perfectly.”

### LOOK 'N' FEEL

Perfect. Apart from the natural resizing for GBA, this is as good as we hoped.

### GAMEPLAY

Plays like a dinky version of *Tekken* – marvellous chop-socky action.

### LIFESPAN

Our only sticking point really, as there aren't enough characters to fight as.

### DIFFICULTY

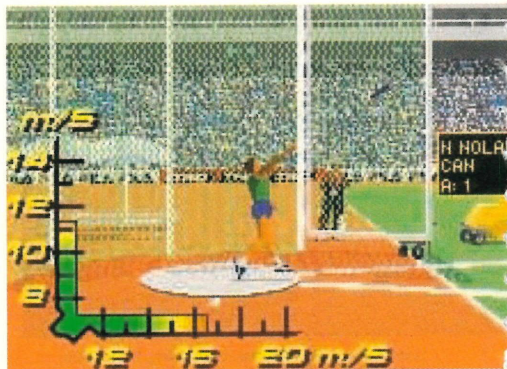
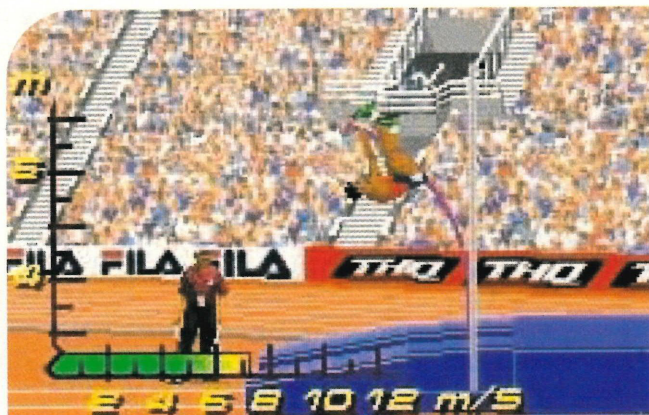
Sometimes the AI can be a bit dumb. Then they grind you into the dirt.

### ADVANCE-OPINION

As very smart conversion of *Tekken* that will certainly impress, but it just falls short of being the best GBA battler.

85%





★ You'd better have fit fingers – this is an endurance test where only those with the quickest of fingers will survive!

# FILA DECATHLON

## GAMEINFO

- **PUBLISHER**  
THQ
- **PHONE**  
01483 767656
- **WEB**  
www.thq.co.uk
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now

It's all very well being able to run as fast as a steam train or leap higher than a kangaroo on a trampoline, but the real all-round athlete is the one who can triumph in the ten events of a decathlon. Well, to be good at this game, you don't really have to be good at many things – only hitting the A and B buttons and timing a press of the D-pad. Still, you do have to use your brain as well as your fingers, because as the events get more complicated, so do the controls, and for an event like the javelin, you'll have to perform several timed presses of the D-pad as well as the good old button whacking. Getting on the medal table or setting a new record is particularly hard, especially when you're competing in a full-on decathlon, because your fingers will gradually get more knackered as the events progress. Thankfully, to help you, there's a full tutorial mode that will help you learn the



★ Time your button hits just right or you'll make errors when you're jumping. Watch out for the white board!

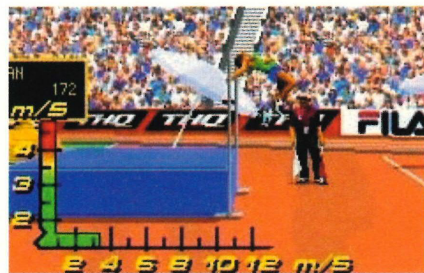
basics of the game and give you advice on how to be a better decathlete.

As track and field games go, *Fila Decathlon* isn't bad. Graphically it looks good, and although achieving a world record or even a decent personal best is tough, it's fun trying (as long as your fingers can take the pace). A small amount of thought has obviously been put in to the control of each event, although most of the time you'll find yourself wishing you could have a finger transplant simply because all you ever seem to be doing with this game is clubbing the A and B buttons. This is fun, but not quite worthy of a place on the podium. **DAVE PERRETT**

## Top Tip

Listen to what the coach says in the practice mode – he'll give you vital tips on how to improve your performances in each of the ten events.

Although achieving a world record or personal best is tough, it's fun trying.



★ Real decathletes make an appearance in the game – fancy taking on Dean Macey, anyone?

## LOOK 'N' FEEL

The backgrounds are pretty and there's a good attention to detail.

## GAMEPLAY

Ten events. All of which will kill your poor little pinkies.

## LIFESPAN

If the finger pain doesn't put you off, there's plenty to do.

## DIFFICULTY

Doing well is very tough and it can be painful. Just like the real thing. Nearly.

## ADVANCE OPINION

Good looking and fun, but we can't help but thinking it's a bit lacking in substance and imagination. Oh, and our fingers hurt. A lot.

65%





★ You'll meet loads of different opponents on your travels, from plain old gun turrets to mental suicide bombers.

# ARMY MEN OPERATION GREEN

## GAMEINFO

- PUBLISHER  
3DO
- PHONE  
020 7761 9300
- WEB  
www.3do.com
- PRICE  
£35
- SAVE  
Password
- LINK-UP  
No
- OUT  
Now



★ There are Tan soldiers everywhere, so keep 'em peeled and keep your finger on the trigger of that gun!



★ You'll have to climb into tanks, trucks and jeeps to enable you to complete some missions.

“The Tans need to learn a lesson, and you're just the injection-moulded chap to do it.”

If you thought being a plastic soldier was easy, think again, because while the Green army struggles to bring peace to the plastic world, the Tan army has other ideas. Oh why can't these synthetic men just all get along?

Still, because they're not very nice, those Tan fellows need to be taught a lesson, and as a Green soldier, you're just the injection-moulded chap to do it.

Set over 17 whopping isometric levels, *Operation Green* is quite a jolly little adventure. There are loads of different vehicles and weapons to use along the

**Top Tip**  
Practise using the [L] and [R] buttons to strafe left and right - they'll help you avoid the enemy's bullets while still hitting them with your own.

way, and the missions are nicely graded in difficulty, with varied objectives to complete as you go.

At first, the controls are a bit of a pain to get to grips with - you have to press up in order to move forward, rather than up the screen, often leaving you fumbling around working out which direction you're heading. Aiming can be tough too - although there is a crosshair on the floor just next to you, your line of sight is often obscured by little bits of scenery, which can lead to many a missed target.

Still, get used to these quirks and you'll almost certainly have some fun with *Operation Green*. The levels are large and the mission objectives keep things interesting. This plastic isn't exactly fantastic, but it's not bad. **DAVE PERRETT**

## LOOK 'N' FEEL

Nicely detailed weapons are the highlight of this average shooter.

## GAMEPLAY

There's plenty to do, and the missions are varied, but it does get a bit dull.

## LIFESPAN

17 huge levels will keep you shooting for quite some time.

## DIFFICULTY

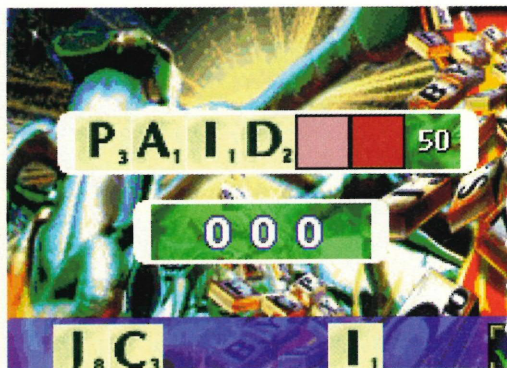
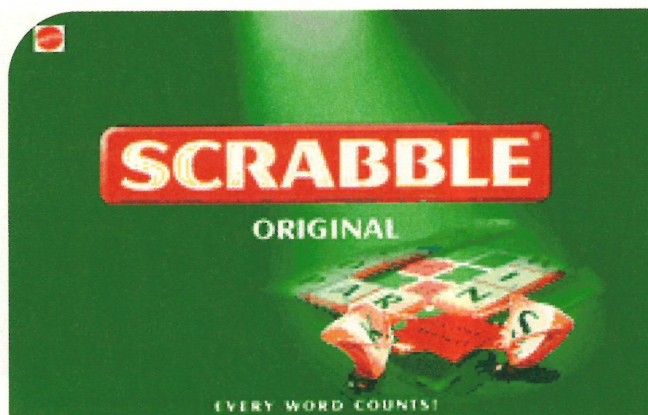
Not so tough that you get nowhere, but it does offer a decent challenge.

## ADVANCE OPINION

The controls are fiddly, and it isn't exactly a classic, but *Operation Green* is fun and varied enough to keep you interested.

69%





★ In addition to regular *Scrabble*, there are a couple of other word-based games on offer.

# SCRABBLE

## GAMEINFO

- **PUBLISHER**  
Ubisoft
- **PHONE**  
01932 838230
- **WEB**  
www.ubisoft.co.uk
- **PRICE**  
£30
- **SAVE**  
Battery
- **LINK-UP**  
No
- **OUT**  
April

**D**id you know that *Scrabble* was invented in 1931 by Alfred Butts? And that it was first called *Lexico*? *Scrabble's* always been an educational game, not one of those 'evil' videogames your mother said would send you blind. But now the old and new meet.

*Scrabble* on GBA removes the annoying faffing about of the board game version. No setting up the board, keeping score with pieces of paper or losing letter tiles inside the dog. And it has the entire Official Scrabble Dictionary built-in, meaning that cheats won't prosper.

There are three modes on offer: the original game, which you play against the computer and/or with up to three mates (by passing the GBA between you), Conundrum

### Top Tip

Stuck to make a decent word with the letters you've got? Press Start to ask the computer for a hint.

(players make the best word out of random letters) and Anagram (solve the computer's word puzzle). And that's it.

It's a shame the coders didn't use the advantages of computerised *Scrabble* a bit more, like a victory sequence for the winner or glossier presentation. We guess the cart space went on the game's built-in dictionary, which often comes out with some baffling words. (Keep a real dictionary nearby just to see what they mean.) Anyone trying to bend the rules will be given a hearty slap by the strict CPU. You can't use swear words (not even the ones in dictionaries) and proper nouns are out too. And it sometimes makes dodgy decisions, like when our 'Athena' wasn't allowed but the computer got away with 'baa'!

But if you like to play solo, *Scrabble* is the quintessence of portable puzzlers. Plus it'll do wonders for your vocabulary. **RICK MOULTON**



★ At least GBA *Scrabble* means you avoid the task of clearing up the tiles afterwards.



★ The game's built-in dictionary can come up with some baffling words sometimes.

We guess the cart space went on the game's built-in dictionary.

## LOOK 'N' FEEL

The graphics are functional, not flashy, but it's easy to set up.

## GAMEPLAY

The CPU score-keeper helps, other than that it's simply *Scrabble*.

## LIFESPAN

If you like wordsmithery, you'll come back again and again.

## DIFFICULTY

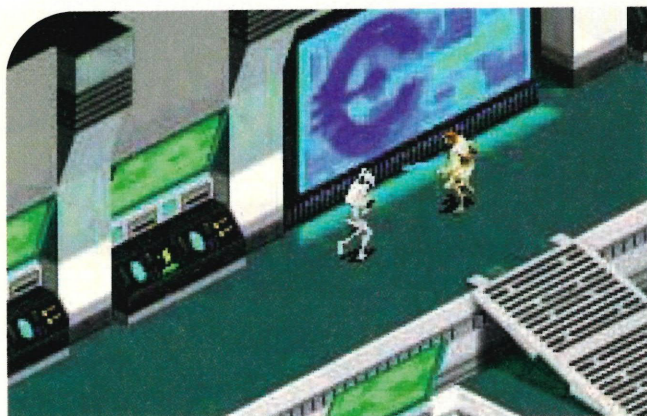
The CPU player seems too smart (but it could be us being thick).

## ADVANCE OPINION

*Scrabble* in hassle-free form, with built-in dictionary. It's not the most impressive of GBA games, but it does the job with ease.

75%





★ It's one of them big beetle droids. They're tough, but a few thwacks from your saber soon turns them to scrap.

# STAR WARS JEDI POWER BATTLES

## GAMEINFO

- PUBLISHER  
THQ
- PHONE  
01483 767656
- WEB  
www.thq.co.uk
- PRICE  
£35
- SAVE  
Password
- LINK-UP  
No
- OUT  
Now

**T**he GBA's first *Star Wars* spin off, *Jedi Power Battles*, is based on the *Phantom Menace*, starring the young Mr Kenobi and chums. You can play as Jedi do-gooders Obi-Wan, Qui-Gon Jinn or Mace Windu, though apart from the colour of your light

saber, it doesn't seem to make an awful lot of difference. It all seems quite rosy at first. The graphics look great, with a natty isometric 3D viewpoint, and your character prances about the screen, flashing their light saber in a manner very much befitting of a Jedi Knight. The slightest touch of your saber is enough to cleave a droid in two, and you can also use it to deflect their laser blasts – time it right and you can bat the bolt back at 'em. Heh!

So far, so good, until you get to a platformy bit where you have to make perilous leaps from ledge to ledge. And this is where it all falls down. You just can't tell where you are in relation to the platforms you're jumping about on. Often, you'll make what seems like a perfectly reasonable jump, only to hit a wall that looks miles away or miss your target platform completely, and plummet to your death. It's incredibly unforgiving and just so flippin' fiddly that it'll have you screaming at your GBA in frustration.

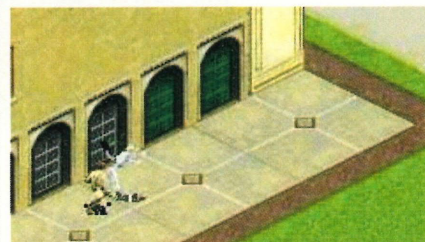
And this spoils what starts off looking very promising. More Star Chores than *Star Wars*, we're afraid. ADAM WARING

## Top Tip

At the slightest hint of danger, press the R button to block with your light saber – you're pretty much invulnerable when you do!



★ There's no time for sightseeing in the Swamps of Naboo – there are droids to be killed (and platforms to fall off).



★ Paradoxically, if you're too close to a droid, you can't kill it. Step back to spill its electronic guts.

“The slightest touch of your light saber is enough to cleave a droid in two.”

## LOOK 'N' FEEL

The isometric view looks great, but makes it hard to see what's going on.

## GAMEPLAY

Hack 'n' slash effort, but with blades of light rather than steel.

## LIFESPAN

Frequent deaths make it last longer – but your patience grow shorter.

## DIFFICULTY

Difficult for the wrong reasons – you fall to your death every five minutes.

## ADVANCE OPINION

Like little Anakin Skywalker, *Star Wars Jedi Power Battles* starts off rather good, but soon succumbs to the Dark Side.

65%





## CRASH BANDICOOT XS

### GAMEINFO

- **PUBLISHER**  
Vivendi Universal
- **PHONE**  
0118 920 9100
- **WEB**  
[www.universalinteractive.com](http://www.universalinteractive.com)
- **PRICE**  
£35
- **SAVE**  
Battery
- **UNK-UP**  
No
- **OUT**  
April

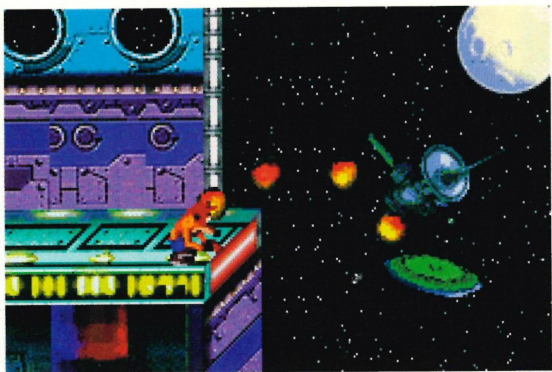
Everything from the great chasing levels to the tough bosses and odd enemies can be found on this mini screen.

**B**arricades up! Get ready for platform war! As you may have noticed, the three biggest platform heroes in the world, Mario, Sonic and Crash are going head-to-head on GBA and there can only be one winner.

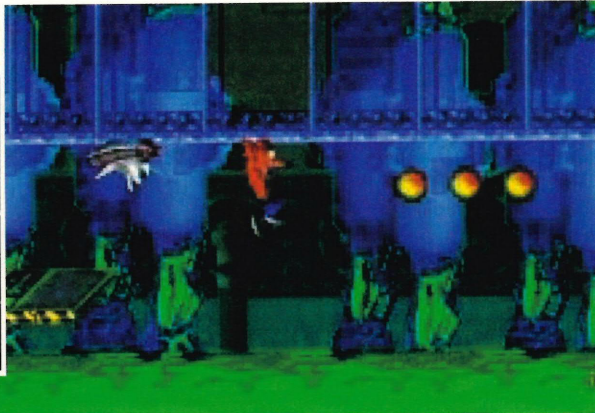
Up against veterans such as Mazza and Sonic, the bandicoot looks like he's on to a loser. But like you never forget buying your first single or going to your first football match, no one ever forgets their first platform hero, and for many PlayStation people that's Crash. So forget Rayman, Crash is PlayStation's only true platform star.

And the great news is that his little ginger butt has been squashed down perfectly for GBA. Everything from the great chasing levels to the tough bosses and odd enemies can be found on this mini screen. Even the story is as crap as ever! Despite failing to deck Crash four times, Neo Cortex has been employed by Uka Uka to take over the world. Neo Cortex should be queuing up outside the job centre by now, but instead he has shrunk the world and the





★ **Wumpa fruit.** They've got all the vitamins a Bandicoot could need to maintain a healthy, balanced diet.



★ **Crash's levels are many and varied, but they are, without exception, a bit of a doddle.** Everyone apart from the most novice players will scoot through them.

only way Crash can get it back to normal is to run through 20 platform levels collecting crystals.

It sounds naff, but then Bowser kidnapping Peach for the umpteenth time wouldn't win the makers of *Mario* an Oscar either, so forget about the story and get ready to leather around 20 action-packed 2D levels, bouncing on baddies and collecting wumpa fruit. You might think all that's bog-standard platform stuff, but some levels make *Crash* look like a *Mario* beater. When Crash first slips on his goggles and goes on one of his underwater swimming missions you could be forgiven for thinking that you were playing *Crash Bandicoot 3* on PSone. It's amazing.

Even the classic Crash-chasing moments are in here. It's like the rolling rock scene from *Raiders of the Lost Ark*, only much more fun as you leap onto a wee polar bear and get chased by the abominable snowman. Then there's a *Spyro*-style level which has you flying through the air with a laser cannon and blasting Cortex's air ship. And that's all in the first ten levels.

But while blasting space ships and bouncing around on polar bears is great fun, it won't give you any brain strain. *XS* is even easier than *Warioland 4*, as all you have to do is spin the baddies that get in your way and eventually you'll reach the crystal. You'll have raced through all 20 levels and the boss battles in four hours, but if you want to get a 100% score you'll have to win some time trials and smash every single crate. But even the chasing levels can get a bit dull when you've missed the last crate for the fifteenth time.

Still, the developers of *Tony Hawk's* have created another eye-melting game that is even better than the latest *Crash Bandicoot* game on PS2. Okay so it's not as huge as *Mario* nor as thrilling as *Sonic*, but the main thing is that *GBA* now has three top platform heroes and you can't say that about any other machine. **TOM EAST**

### Top Tip

Ignore the bombs when shooting the second boss. Instead, shoot out the engines first, then go for the machine gun at the bottom of the ship and finally shoot the flap.

## Ship Shooting!

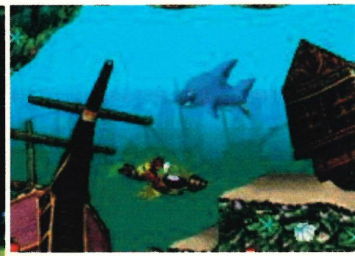
This, alongside the thrilling polar bear chase, is the best mission. You have to shoot down the airship. Sounds simple, but Cortex has decided to fling loads of bombs at your face to make your mission trickier. You'll die on the first go, but it's so addictive that you'll come back for more and then try out the time trial.



★ **Okay, those missiles have got skulls painted on the front. That should be a big hint that they'll hurt you.**



★ **Come back Cortex! That airship might be big, but when you're dodging missiles, it takes skill to hit the blimp.**



★ **The underwater sections are similar to the ones in the PS2's *Wrath of Cortex*.**

### LOOK 'N' FEEL

Alongside *Sonic*, the best-looking platformer on Game Boy Advance.

### GAMEPLAY

Not a *Mario*-beater, but it's still classic 2D platform fun.

### LIFESPAN

You'll whizz through all 20 levels first time around.

### DIFFICULTY

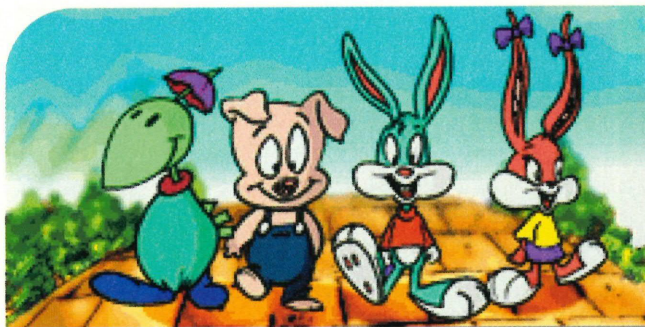
Collecting *all* the crates and winning all the time trials will take ages.

### ADVANCE OPINION

Simple, great looking and bags of fun. It's classic *Crash*, but that's not enough to beat platform veterans *Mario* and *Sonic*.

# 81%





HERE COMES THE GANG...



★ In a second the blue eggs will connect to form a chain, destroying the big egg and granting a power-up coin.

## TINY TOON ADVENTURES WACKY STACKERS

### GAMEINFO

- **PUBLISHER**  
Swing!
- **PHONE**  
02380 653377
- **WEB**  
www.swing-games.com
- **PRICE**  
£35
- **SAVE**  
No
- **LINK-UP**  
Yes
- **OUT**  
Now



★ Buster Bunny's power-up is the toughest to get but it's the best, as it'll turn your opponent's eggs to stone.

**W**hen a game like this drops on the desk, our Cynical Sensors start tingling. Why? First it's a puzzler with a familiar look. Second, it looks like the cartoon characters are there just for show.

But don't judge a videogame by the box, for *Wacky Stackers* is a surprisingly challenging brain teaser. The gameplay will be familiar to lovers of the old PlayStation game *Super Puzzle Fighter*, or Sega's upcoming *Puyo Pop*. Dodo eggs fall from the sky in pairs, and you must stack like-colours together to form larger eggs, which can then be destroyed.

There are four modes on offer: a *Tetris*-style endurance test, a puzzle game (destroy all the eggs in a set number of moves), a player-vs-computer battle and a two to four-



★ Dodos didn't die out, they just went home. Erm, yes. Whatever he's doing in a UFO, the dodo can clear your eggs.

player link-up mode. Destroying the large eggs activates a Tiny Toon-style power-up. These come into play when you're up against the computer or a mate. Pull off a combo and you'll win a coin, which can buy time in the form of a Taz attack (he clears your screen) or the Dodo, whose UFO tractor-beams eggs to safety.

There are a couple of niggles. The shape of the eggs makes it hard to see where there's a gap, and the combo system sometimes doesn't work when you think it should. Even so, *Wacky Stackers* is good fun (especially in link-up) and offers plenty of *Tetris*-style sweaty-palmed action. **RICK MOULTON**

### Top Tip

Try to remember what amount of coins will 'buy' which power-up. Hit the L button when you need help.

*Wacky Stackers is a surprisingly challenging brain teaser.*

### LOOK 'N' FEEL

Tight controls and colourful graphics with lashings of charm.

### GAMEPLAY

Fun for fans of the cartoon and anyone after a decent puzzler.

### LIFESPAN

Plenty of playability, especially when linked up with a mate.

### DIFFICULTY

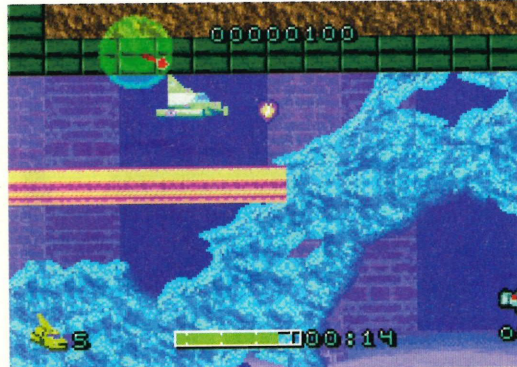
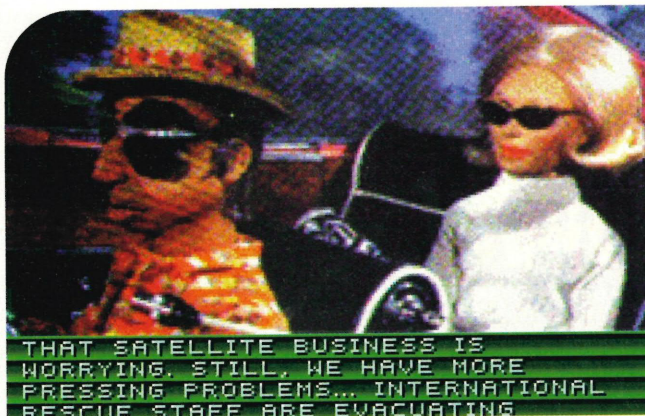
A simple concept that'll make you cross-eyed with concentration.

### ADVANCE-OPINION

It won't rewrite the puzzle game rulebook but what it does, it does with style. Multiplayer's a right laugh, too.

**78** %





★ You can take all the T-birds out for a spin – we're up for a spot of underwater Defender in Thunderbird 4.

# THUNDERBIRDS

## GAMEINFO

- **PUBLISHER**  
SCI
- **PHONE**  
020 7585 3308
- **WEB**  
[www.sci.co.uk/games/thunderbirds](http://www.sci.co.uk/games/thunderbirds)
- **PRICE**  
£35
- **SAVE**  
Password
- **LINK-UP**  
No
- **OUT**  
Now

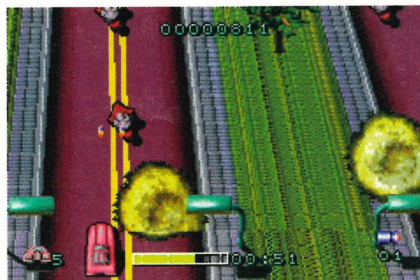
If you were wondering how a load of puppets could make it onto GBA, then wonder no more, because *Thunderbirds* the game is here, and it's no-strings-attached fun, if a little lacking in substance. As is usually the case

in any story where *Thunderbirds* are involved, The Evil Hood, the world's nastiest villain, is up to his bad old tricks again, and the good folks of International Rescue have got to stop him. Again.

To do that, you're going to have to master every different machine and gadget International Rescue has to offer – one minute you'll be blasting enemies in Thunderbird 4, then you'll be speeding through the streets

### Top Tip

Make sure you complete all the training levels so that you learn how the different craft work. That way, you should breeze through the levels.



★ Our favourite levels are the FAB 1 and 2 levels, in which you drive a car or boat at incredibly high speeds!



★ Plummy manservant Parker gets to plug robots on occasion. And does he get paid overtime? Does he heck.

in FAB 1, before assuming the role of Parker and shooting your way past a load of robots. It's all pretty good fun too, because you never really know what treat the next level is going to serve up. However, you never really feel particularly engrossed by what the game has to offer, because most of the levels are over before you can really get into them.

*Thunderbirds* fans will no doubt love this, simply because it involves all of the characters and ships from the TV series, and there's even a huge database giving you a run down of everything *Thunderbirds* if you don't know your John from your Jeff Tracy. Most people won't be as impressed by what's on offer, though, because although it is fun and diverse, *Thunderbirds* is a touch basic and isn't deep or involving enough to make you want to keep playing. More DRAB than FAB. DAVE PERRETT

“It's all pretty good fun, because you never know what the next level is going to serve up.”

## LOOK 'N' FEEL

All the characters look like they should, but the graphics are pretty basic.

## GAMEPLAY

Diverse and fun, but just a little too shallow to get you really addicted.

## LIFESPAN

More than 30 levels should keep you playing for a while.

## DIFFICULTY

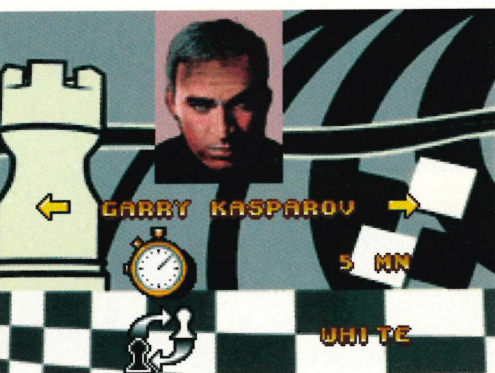
You'll sail through the first two settings, but the third takes longer.

## ADVANCE OPINION

*Thunderbirds* is entertaining and full of surprises, but it's just not deep enough to keep you amused for long. Fun but limited.

67%





★ Kasparov himself was involved in the project throughout its evolution, tweaking the strategy.

## Who's The Daddy?

Which of the two games is smartest? We set them against each other to find out...



★ Virtual Kasparov feels glossier than Chessmaster, which is knowledgeable yet somehow rough around the edges.

Each game was put on its most difficult setting and set up to play a game against a human opponent, but we input the moves from one machine into the other, so the two GBAs were really competing.

White (*Kasparov*) led with a knight, and pawns and knights then rushed into the centre space, with the first casualty leaving *Kasparov* one pawn down. For several moves the two champs struggled to dominate using only knights, both then brought bishops into play. A painstaking war of retreat was then followed by some small victories.

The first major piece to fall was *Chessmaster's* bishop, swiped by the white bishop. A pawn offensive followed from black with his bishop sneaking out behind

# VIRTUAL KASPAROV

## GAMEINFO

- **PUBLISHER**  
Titus
- **PHONE**  
0207 551 0000
- **WEB**  
www.titusgames.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now

If you're always losing at chess against the computer, this is for you, because you can set the level difficulty to match your own style.



★ The first book ever printed in Britain was by Caxton in 1474 – and it was the rules of chess!



★ You'll find move-by-move analyses of over 50 matches Kasparov has played in the last 30 years.

He's been called The World's Finest Chess Brain. But while you might expect a game based on Garry Kasparov's experiences to be yawnsome and full of boffinery, *Virtual Kasparov* actually has a natty sense of humour and tons of fast-paced action. It isn't just intuitive and challenging – it's also well presented, and boasts a bonkers Story mode to add a touch of character to your battles.

Your task, in the standard championship, is to take on players from around the world; eight are available at first, and defeating them opens up other, harder opponents, brought to life with cartoony graphics and a little character background ("Sandro is a young player who, unlike his friends, chose to play chess instead of football"). There are 31 players to smack down, and if that isn't enough, you can generate a custom opponent – if you always lose at chess against the computer, this is for you, because you can set the difficulty to match your own style.

There are also a range of board styles, and even a (largely cosmetic) 3D mode. Animation is fast and smooth, and the visuals are uncluttered. The playing guide at first seems lightweight compared to *Chessmaster's*, but it squeezes in some cracking tips, and though the instructions are often hard to read, they're livened up by Kasparov himself appearing to comment on your examples, and his face drops amusingly if you make a mistake.

In all, *Virtual Kasparov* manages to take itself a little less seriously than *Chessmaster*, and with a brighter style it probably just pips it to the grandmaster post. **DAVID BRADLEY**

## Top Tip

If you get into trouble you can use the left shoulder button to undo the last move – except during Story matches.

## LOOK 'N' FEEL

Delightfully clean and crisp, and comes with stylish cartoon accessories.

## GAMEPLAY

Feels speedy and varying AI means you're assured a challenging game.

## LIFESPAN

Even if you beat all the Story players the Custom mode adds some life.

## DIFFICULTY

Like *Chessmaster*, it's fun for beginners but no picnic for the experienced!

## ADVANCE-OPINION

With a big-name endorsement, a chunky interface, and a wacky Story mode, you have to love *Virtual Kasparov's* style.

# 82

%



them to destroy white's bishop – then a squabble in the centre of the board, backed up by *Kasparov's* queen, resulted in carnage.

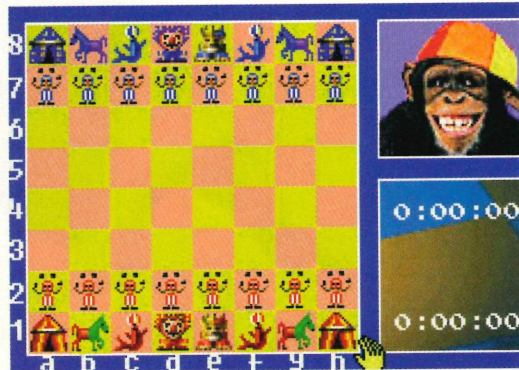
As both players deployed their rooks, *Kasparov* eased his knights forward to put the black king in check. The black knight soon checked the white king, but *Kasparov* began using his rooks and his knight up front to take the *Chessmaster's* queen.

A sudden exchange of pawns at the white end led to *Kasparov* attacking the black king in the centre of the board with his knight. All of a sudden it was checkmate!

The black king is stuck on F4 having stumbled into the classic position, with two knights and two rooks hemming him in. *Kasparov* wins! Have some!



★ You're able to play 26 different AI opponents, including the recently-humiliated *Chessmaster* himself (above).



★ The earliest forms of chess were played in India, China and Persia in the sixth century, although not by monkeys.

# CHESSMASTER

## GAMEINFO

- **PUBLISHER**  
Ubisoft
- **PHONE**  
0208 944 9000
- **WEB**  
www.ubisoft.co.uk
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
April

**Y**ou can sum up *Chessmaster*, the GBA extension of a program that's been titillating other platforms for 15 years, with one word: "professional". Add "deep" and "instructive" and that would make three words. In fact, you can go on slotting in clever adjectives forever, but soon somebody's going to ask if it's actually any fun...

Not that *Chessmaster* is dull – far from it – but somehow it's overly earnest, and even its oh-so-wacky starfish themed chessboard doesn't compete with the exuberance of *Virtual Kasparov*. It does, however, feel more scholarly – the Chess Tutor takes you from the basics right through to the nine killer strategies. There is a respectable amount of information here, including details of 151 famous games for you to study,

compared to only 50 in the *Kasparov* package. In a rare show of humour, the last game on *Chessmaster's* demonstration menu belongs to the computer HAL from the film 2001: A Space Odyssey.

Play itself tends to be on the slow side but you can choose the type of adversary you face, from baby-faced beginner all the way to the Santa-lookalike *Chessmaster* himself. There's no plot or sense of progression – you just set up the kind of match you want, and move yourself up to the next difficulty setting when your skill has improved (there are 26 possible opponents) – all very clinical. You have to admire it for doing everything it promises with such depth, but when you're out on the bus with your chess-buddies, it's *Kasparov* you'll want to show off. DAVID BRADLEY

## Top Tip

Hit Select during play, and go to the options menu to alter the style and ability of your AI opponent on the fly.



★ The first *Chessmaster* game appeared on the PC back in 1986, and has gone on to sell more than five million copies!



★ In all chess simulations, the trick is to balance the AI so that newbies and experts alike can get a kick out of it.

*Chessmaster* looks a bit fussy and tacky compared to *Kasparov's* slickness.

## LOOK 'N' FEEL

Varied board types, but looks fussy and a bit tacky compared to *Kasparov's* flair.

## GAMEPLAY

Movement is slow and deliberate, but there's depth to rival the Pacific.

## LIFESPAN

Tons of options and a good learning curve will keep chess fans hooked.

## DIFFICULTY

Variable, as all superior chess programs should be.

## ADVANCE-OPINION

*Chessmaster* been around for ages and is a name that folk trust, but somehow this version falls a fraction short of being fun.

76%





## TOM CLANCY'S RAINBOW SIX ROGUE SPEAR



### GAMEINFO

- **PUBLISHER**  
Ubisoft
- **PHONE**  
020 8944 9000
- **WEB**  
[www.ubisoft.co.uk](http://www.ubisoft.co.uk)
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
April

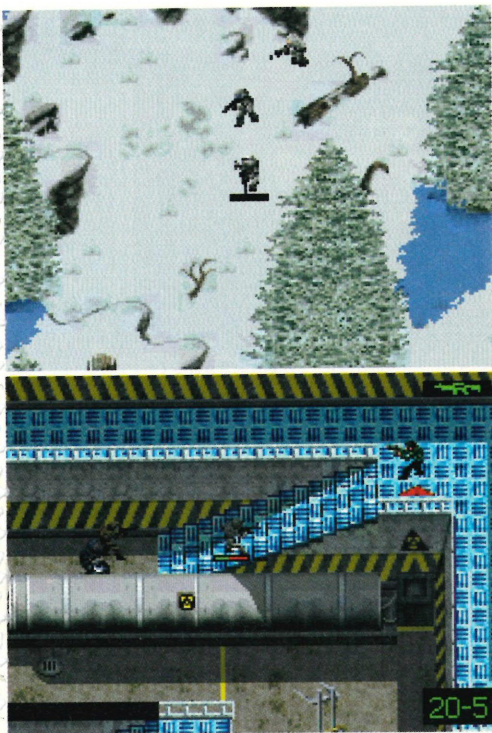
**T**he Rainbow squad. A multi-national task force of military specialists, who operate secretly against terrorist organisations. An invention of Tom Clancy, of course, but we'd love to believe it's true: these guys are so cool. And in *Rogue Spear* you'll lead them in sensitive engagements worldwide. If it gets any cooler you'll need to play it wearing thermal pants.

*Rogue Spear* was originally released on PC in 1999. It was a first-person shooter of the *Counter-Strike* variety, but despite applying a top-down perspective the Game Boy Advance version stays faithful – the PC version was tough, and GBA gamers aren't going to get anything easier.

There are two modes of play – Campaign and Lone Wolf. In the latter, you face the same missions but with a

★ It pays to take the time to aim, so find something to hide behind and get ready to snipe.





★ Until you get used to sneaking around, it feels as if the game was deliberately designed to make control difficult.

single soldier to fight with. Sounds heroic, but there's a reason why squad-based play dominates *Rogue Spear*... it's difficult to stay alive! In Campaign, you choose four soldiers from a roster at Rainbow HQ, selecting from grunts with various skills, from sniping to recon. Once in the field, you control one, and the other three follow your lead.

The AI is exceptional. Your chums track you through doors and lay down covering fire. There'll be many times when you're opening a door or throwing a smoke grenade, only for your team-mates to start pumping lead at something off-screen – fortunately for you, they just saved the mission from an incoming terrorist squad. This also has its negatives. Pay too little attention to them and you may find your guys being picked off by snipers. And beware – friendly fire is not only possible, but also very common.

From the crunch of footsteps in the snow and the Russian-accented cries of "sound ze alarm!", to the white-out effect of the screen when a flashbang grenade goes off, the atmosphere is perfect. Level design is also intelligent; each area is distinct,

### Top Tip

Remember – strafe! Hold down the left shoulder button and move as normal – but notice how your soldier now stays face-forward to get a better view ahead.

## Different Strokes

At the start of each mission you select a squad. Troopers have ratings and specialise in different fields, that require training with different weapons. Snipers can crack off a few

shots from afar, but ammo is limited and they're not much good in a bundle. Assault soldiers can go guns blazing, but death is common – your task is to tailor the style of play to

the situation. There is a range of complex mission types, demanding that you defuse a bomb one minute then shut down a security system – in some missions, kill anyone and you fail...



★ Your men will blast away like maniacs if they spot any incoming hostiles, but they're not very good at seeking cover. Keep them moving!



★ Switch between your soldiers by holding down both shoulder buttons and pressing fire. If one dies, control flips to the next grunt automatically.

It might sound heroic, but there's a reason why squad-based play dominates... It's very difficult to keep your men alive!



★ Select appropriate camouflage outfits for your guys so they blend in...



★ Even the first level, in the museum, is depressingly tough until you've learned enough to anticipate the terrorists popping up.

with throbbing machine rooms, dank army latrines, and balconies for snipers to hide. The downside is there's probably too much detail – the visuals are fiddly, giving it a miniature feel. Men are reduced to stick figures trotting about in elaborate locales – ensuring you're shooting the right person becomes an optician's nightmare.

Although it's tempting to rush in, this is actually a stealthy sneak-'em-up that rewards thoughtful play. It is trouser-fillingly hard, almost frustrating and a genuine test of nerve and reflexes. At first, it seems as though the ultra-lifelike nature of play is designed just to annoy you. It's the imprecise aiming method, for example, or the realistic reloading times; the way enemies lurk out of sight and suddenly pop up to outnumber you. But this is about realism, and once you accept the inherent tension in each scenario, you grow to appreciate the challenges, which make it all the more sweet when your guys survive a battle. And all the more tear-jerking when one of them doesn't.

The enemies are unforgiving and won't hesitate to execute hostages (your primary concern) if you run into a room looking for trouble: that's game over straight away. It can be slow, more like work than play, but you'll hold your breath doing it. **DAVID BRADLEY**

### LOOK 'N' FEEL

Varied, detailed – but verging on fiddly, with lots of objects in the same places.

### GAMEPLAY

Technically sophisticated, with a great mix of sneaking and frantic shooting.

### LIFESPAN

Fifteen single-player levels with two modes of play each, and multiplayer...

### DIFFICULTY

Very hard, right from the start. Purists should get used to losing a few men...

### ADVANCE OPINION

Detailed and deep with a grand storyline, and so utterly challenging that it's almost more like a job than a game.

88 1/10



# Reviews



## SNOOD

### GAMEINFO

- **PUBLISHER**  
Digital Worldwide
- **PHONE**  
0114 281 5990
- **WEB**

www.digitalworldwide.com

- **PRICE**  
£35
- **SAVE**  
No
- **LINK-UP**  
Yes
- **OUT**  
Now

**T**his colourful little puzzler concerns little decapitated coloured heads called Snoods. It works like this: A variety of Snoods sit at the top of the playing area. You control a cannon at the bottom that can fire Snoods at various angles, bouncing off walls as they go.

Connect three same-coloured Snoods together and they disappear, with the added bonus that any Snoods attached below them tumble off the screen too. Clear the screen and it's onto the next level.

Sound familiar? Yep, it's a *Bust-A-Move* rip-off – only not as good as the classic puzzler.

### Top Tip

If you can't figure out where to fire a Snood, press pause – the game screen doesn't blank out, giving you plenty of time to plan where to place it!



★ **Allow your screen to fill up with Snoods and your game will be over. Which isn't necessarily a bad thing.**



★ **Shareware games are fun, but not good enough to sell commercially – which pretty much hits the nail on the head.**



★ **Aim your Snood with the cannon and fire! Should it connect with at least two others, off they'll pop.**

The Snoods themselves are relatively large and detailed, which makes the playing area quite small and cramped. There's no battery back-up or passcode system, meaning every time you play, you have to start from the very beginning. And playing those early levels over again and again is about as tedious as watching daytime television.

You can play against another player via a link cable, though you'll both need a copy of the game. You'd have thought that with a game as simple as this, it could have made use of the GBA's single-cart link-up mode. But no.

There are a few playing modes, such as Classic, Puzzles and Time Attack, but they're all much the same and don't offer nearly as much variety as, say, *Bust-A-Move*...

*Snood* started life as a (hugely popular) shareware game for the PC and Mac – where you download it for free and, if you're feeling flush, pay a small contribution to the game's author to show your appreciation. And for free it's fine. But at £35 a pop, it's not. If you want a *Super Bust-A-Move* clone for your GBA, we suggest you accept no imitations and get yourself a copy of *Super Bust-A-Move!* **ADAM WARING**

If you want a *Bust-A-Move* clone, we suggest you accept no imitations and get a copy of *Bust-A-Move!*

### LOOK 'N' FEEL

The large, animated Snoods look good, but they make for a teeny playing area.

### GAMEPLAY

Plays pretty much identically to *Bust-A-Move* – but not as good.

### LIFESPAN

Starting from scratch every time means you won't finish too quickly.

### DIFFICULTY

It's not a particularly tricky puzzler, but all the same, we doubt you'll finish it.

### ADVANCE OPINION

An inferior *BAM* clone for the same cash. If you're going to copy a classic game, try to at least make it as good as the original, eh?

58/100



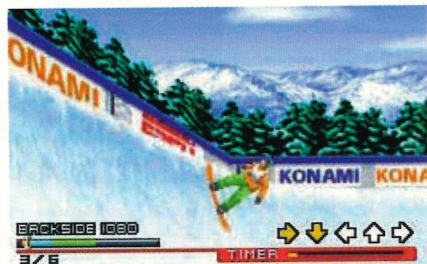


★ This game is so darn hard it will take you ages to break every world record – if you ever manage to at all!

# ESPN INTERNATIONAL WINTER SPORTS

## GAMEINFO

- **PUBLISHER**  
Konami
- **PHONE**  
01895 470503
- **WEB**  
www.konami-europe.com
- **PRICE**  
£30
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now



★ Got three friends with a GBA? Then take them on – you only need one game pak!



★ In Figure Skating, you need to follow the button presses in time with the music. Where have we seen that before...?

There's something about multi-event Olympic-style games that seems to attract a large amount of button bashing. You usually have to club the buttons with all your might in order to make your competitor move faster – which doesn't really do your fingers, your GBA, or your sanity much good.

Thankfully then, *ESPN International Winter Sports*' control system has been designed with a lot of thought. There's a whopping ten events in all, and only one of them, Short Track 500, requires you to slap the buttons repeatedly. All of the others are an intelligent blend of skill and timing without resorting to the same old button hitting.

Take Figure Skating for example – you have to choose a tune, and then press the required buttons to dance in time to the music. Dead simple, but great fun, and inventive and addictive enough to keep you playing for ages.

Trial mode allows you compete in any event for medals, whereas you try your hand in all ten in Championship mode, and up to four players take part in Excite mode over a link cable. It's great fun, but the single player modes suffer from the same problem – they're too hard. You'll have more luck opening a can of baked beans with your elbows than you will getting near a medal when you first play this. You'll start to wonder if you wouldn't have more chance of scooping some Gold if you entered the actual Winter Olympics yourself. **DAVE PERRETT**

## Top tip

In the Snowboarding Half Pipe, try to remember the button presses for each move. Then, if you're quick enough, you'll score loads more points.

You'll have more luck opening a can of beans with your elbows than winning a medal.

## LOOK 'N' FEEL

Looks good and the inventive control systems keep you interested.

## GAMEPLAY

Ten fun events, and each one has something different to offer.

## LIFESPAN

It will take you ages to complete. This is a tough nut to crack.

## DIFFICULTY

It'll take forever to get every gold medal, let alone break world records.

## ADVANCE OPINION

Hugely varied and innovative, *ESPN International Winter Sports* is a must for anyone looking for a big sporting challenge.

77%





★ Ah, but you should have seen the one that got away. It was a real whopper, we tell you.

## ESPN BASS TOURNAMENT

### GAMEINFO

- **PUBLISHER**  
Konami
- **PHONE**  
01895 470503
- **WEB**  
[www.konami-europe.com](http://www.konami-europe.com)
- **PRICE**  
£30
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now

**F**ishing is supposed to be a relaxing sport, so perhaps it's not surprising that this game is about as action-packed as watching fish sleep, until you get a bite, when all hell breaks loose and a banjo starts playing.

Playing the game is dead simple – choose the lure you want, cast it into the water using the A button and reel it in by tapping A. If you get a bite, all you have to do then is reel in *carefully*, paying attention to the strain on the line so it doesn't break. It really is that simple, and once you've worked out which lures work best in which conditions, there's not a lot more to the game than that.

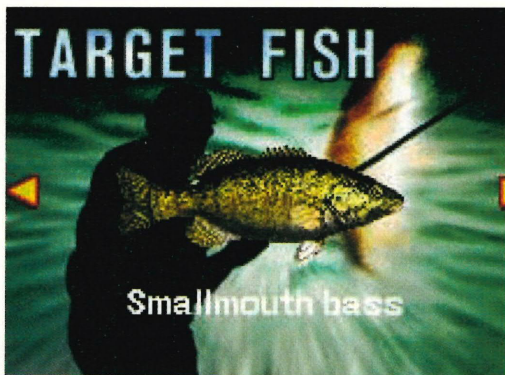
Even the fact that there are three modes of play: Tournament, Free Fishing and Cable Versus, and 15 different lures to choose from, doesn't really help to spice things up – all you ever seem to do is reel in over and over again and wait for a bite. Yawn.

It's not all bad though, and initially, you'll have loads of fun catching all the different types of fish. But once you have, the excitement washes away, and there's no reason to keep you coming back and angling for more.

ESPN Bass Tournament gets too repetitive too quickly, and so what could have been pride of place at the captain's table has actually turned out to be something of a smelly kipper. Shame. **DAVE PERRETT**

### Top Tip

Pay attention to the way that your chosen lure moves in the water, and try to mimic that movement with your button presses.



★ The best thing is, once you catch one, you can eat him for your tea, with a big pile of chips and mushy peas.



★ Pick a lure, any lure. Different fish are attracted by different types, so experiment until you get a bite.

Initially, you'll have loads of fun catching the different types of fish.

### LOOK 'N' FEEL

Looks lovely, and the music and speech are excellent.

### GAMEPLAY

Fun enough, but it's all a little too samey after a while.

### LIFESPAN

All that button tapping and repetitive action doesn't make for long-term fun.

### DIFFICULTY

Once you've worked out which lure to use, it's pretty darn easy.

### ADVANCE OPINION

This is great fun for a little while, but once you've seen and done what little there is to do, you won't want to play again.

62%





★ If you're late getting your boat back to the weigh-in, you'll lose valuable points, so keep an eye on the clock!

# SUPER BLACK BASS

## GAMEINFO

- **PUBLISHER**  
Ubisoft
- **PHONE**  
01932 838 230
- **WEB**  
www.ubisoft.co.uk
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
April

**M**ost fishing games are a bit of a laugh, offering the chance to catch a few fish (and maybe even a whopper) without actually getting too involved. But *Super Black Bass* is different, because this is fishing with a whiff of reality, where trying to catch a fish is a fairly lifelike challenge.

For starters, when you're fishing in a competition, you have to get yourself in a boat and zip around the lake in order to find the best place to catch fish. Then you're going to have to choose a lure from the huge selection available and make sure it moves through the water correctly until you get a bite. And that's just the beginning. As soon as you manage to hook one of the little blighters, it'll really fight right until you get it on your boat, and to get it there, you'll have to judge when to give the fish a bit of stick and when to let line out – just like in real (or is that real?) life. But that's

where the joy ends, because although *Super Black Bass* can boast attention to detail as far as realistic fishing goes, it's not that hot when it comes to fun.

Graphically, this game is about as appealing as a bowl of fish heads. The colours are drab, and this dullness, combined with the odd angle from which you watch your lure travel through the water, can make you miss a lot of bites. Even when you do manage to get the fish onto your boat, there's no real feeling of any reward – only a picture of you, with your head out of the shot, holding the fish. *Super Black Bass* may be more realistic and offer a greater challenge than its main rival, *ESPN Bass Tournament*, but it's not quite as much fun to play. **DAVE PERRETT**

## Top Tip

A girl called Tracy, an expert angler, can accompany you on your first few trips. Take her with you, because she can tell you the best places to catch fish.

“As soon as you manage to hook one of the little blighters, it'll really fight.”



★ You can dress your angler to make him more individual. Bet this outfit will frighten the fishes!



★ To give this game an authentic touch, the fish can break free, and the lures can even get stuck in the weeds.

## LOOK 'N' FEEL

It's not a pretty sight, although it is pretty realistic.

## GAMEPLAY

Very real but not all that much fun. In fact, it's a bit dull.

## LIFESPAN

You'll really have to work to master every lure and where to fish.

## DIFFICULTY

Working out which tactics work best and when will take some time.

## ADVANCE-OPINION

*Super Black Bass* is pretty realistic, but it's also uninspiring. A decent challenge for die-hard anglers, but a big yawn for the rest of us.

60%



# BROKEN SWORD

## THE SHADOW OF THE TEMPLARS



That George Stobbart. He can be a bit of a devil with the ladies, you know.

### GAME INFO

- PUBLISHER  
Bam!
- PHONE  
0207 428 7800
- WEB  
[www.bamfun.com](http://www.bamfun.com)
- PRICE  
£35
- SAVE  
Battery
- LINK-UP  
No
- OUT  
April

**C**ould this possibly be the most unusual GBA title to date? It's an old-school 2D graphical adventure, faithful to the PC version that came out back in the mists of time when games were flat and story was everything.

If you've not encountered such a phenomenon before, prepare for a ponderous but gripping few hours – it's like taking part in a cartoon movie. You direct hero George Stobbart through a series of scenes in which he picks up clues and talks to other characters in classic sleuth style.

Holidaying in Paris, our lanky American friend is shaken when a bomb goes off in the local café. An old man is killed, a clown is seen running away through the back streets, yet not even the police seem very bothered. Only a female photojournalist takes any interest in George's

“Full of conspiracies and real-life Templar lore, the script is also peppered with wisecracks and irony.”





★ Nicole's flat. It's not giving away too much to say that in the PC sequel, they get married.



★ What a mess! The café's been blown up, and before you do anything else you should console the sobbing waitress. She's rather distressed!

eyewitness account, so he resolves to help her solve the mystery. Off you go, trudging between locations around the world, hitting B to examine on-screen objects as you gather evidence.

It's the nature of the beast that this is one game that doesn't boast much replayability. Once you know the story and have solved a puzzle, that's it, there's no going back to it and no variation. You have to view it like reading an interactive novel or experiencing a piece of audience-participation fiction.

Fortunately it is gorgeous, a visually beautiful game where attention has been lavished on the backdrops and animation. Often the screens stay completely static while you click through reams of dialogue – a general problem with adventure games – but this would be more frustrating if the story itself weren't so engrossing. It's chock-full of conspiracies and real-life Templar lore, the script is also peppered with wisecracks and irony.

The game interface has been simplified to suit the GBA's buttons. A shoulder click switches between points of interest in a particular scene, and you can click A to use an object (providing you're near enough to it). This is a boon given that the screen is so small and the images so detailed, although it does take the fun out of exploring a scene for hotspots. It also means that you're often just sitting there clicking through all the objects on screen with a single button, which frankly isn't very dynamic.

The dialogue choices are well implemented, however, and pop up in the relevant situations. Little pictures (of people, ideas or objects) appear to enable you to select discussion topics. The best strategy is usually just to ask everybody about everything that you know, and to return to people when you've gathered something else to talk about. It can be surprising who will reveal new facts, but

### Top Tip

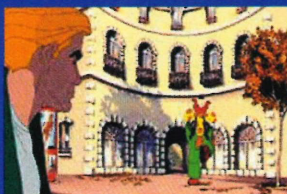
It's the classic adventure tactic: examine everything and speak to everyone in the area you're in until there is no more to see or say!

## The Templars

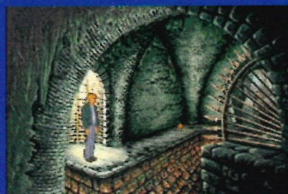
In *Broken Sword*, a manuscript that sets you in search of the lost treasures of the Templars. But who were these warrior-monks? Back in medieval times, The Order of the Poor Knights of Christ and the Temple of Solomon (their full title) grew from a small gathering of soldiers dedicated to defending the Holy Land, into a secretive organisation with tons of cash... and powerful enemies. Almost 700 years ago, King Philip of France persecuted

the Templars, and they hid their wealth before he had them killed. Some histories claim the Templars knew a secret that would change how people view religion.

Most mysterious of all are legends that they never vanished, but they hid. Evidence suggests that the Templars' descendants have always been at work – when he discovered America, for instance, Columbus had the Templar cross insignia on his sails. Could the fortune still exist?



★ Did the Templars have a treasure which is hidden somewhere to this very day? Some people say it still exists.



★ In spite of their devout Christian beliefs, Templars slaughtered women and children in the name of God.

also of interest is the growing relationship between our two leading lights.

Unlike many PC adventure games, which sometimes set deliberately tough riddles, the story trots along without being overly ponderous. Puzzles are generally straightforward and you can usually figure out what you have to do in a few clicks.

If you're tired of quick-reflex shoot-'em-ups and you've sussed all the tracks in *Mario Kart*, this could just be the exercise your brain's been begging for. **DAVID BRADLEY**

### LOOK 'N' FEEL

Like a miniature cartoon, where you solve the heroes' dilemmas.

### GAMEPLAY

Slow and mostly just click-click-click... but thoroughly compelling.

### LIFESPAN

The mystery will take ages to solve, but once you've done it, that's it.

### DIFFICULTY

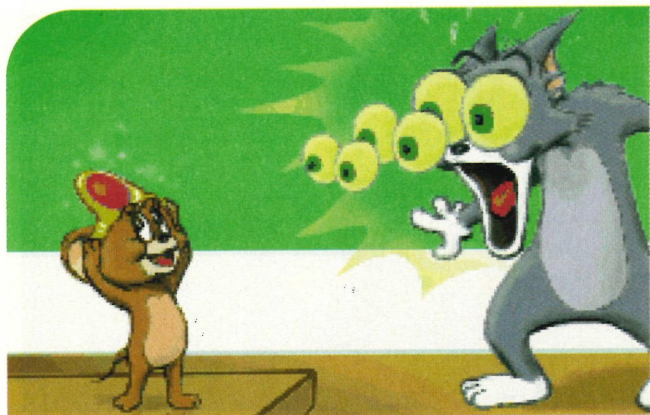
Starts simply, but adventure newbies will find later stages baffling.

### ADVANCE-OPINION

This good, old-fashioned, graphical adventure is a beautiful and engrossing demonstration of what the GBA is capable of.

91%





★ It makes no difference whether you choose to play as the cat or the mouse – either way you're torturing yourself.

## TOM AND JERRY THE MAGIC RING



### GAMEINFO

- **PUBLISHER**  
UbiSoft
- **PHONE**  
01932 838 230
- **WEB**  
www.ubisoft.co.uk
- **PRICE**  
£35
- **SAVE**  
Password
- **LINK-UP**  
No
- **OUT**  
Now



★ You get a whole range of objects to hit enemies with, from this nice solid baseball bat to things like brooms.



★ Watch out for the bottles – you can throw some at the alley cats, but some contain liquid that'll hurt you.

All you do is wander around a room, hitting your foes with objects you've picked up.

**T**om and Jerry have been scrapping for years, and now Jerry's nicked a magic ring that Tom's looking after, which is the cue for a load of chasing antics. This is effectively two games in one – you can play as either Tom or Jerry, and each game is a little bit different. Unfortunately, both are about as much fun as stepping in a dog's egg in your brand-new white trainers. For some reason, when we first played this game, we were expecting an adventure in which you solve puzzles as well as hit enemies over the head with a broom. We expected too much. All you do is wander around a room, hitting your foes with objects you've picked up, and then, when the game feels like it, you get moved into the next room, where you do exactly the same bashing and collecting as before. It's not much fun.

Half the time, you don't really know whether the items that you pick up are going to help you or hurt you – some objects, like eggs and bottles can be thrown at the bad alley cats that you come across, while other bottles, will spill over when touched, and you'll get hurt by the fluid that fell onto the ground. Most odd.

Even the odd cartoon moment, like Tom's eyes popping out of his head when he sees something bad, doesn't raise a smile when you're playing, because it isn't funny. In fact, it's a chore to play. Leave well alone. **DAVE PERRETT**

### Top Tip

Pick up all the objects that you can on every level – it'll help your progress, and will help you in your battle against the alley cats and other enemies.

### LOOK 'N' FEEL

Everything looks colourful and bright, just like it should.

### GAMEPLAY

Hit baddies with a broom and collect things. Repeat till you cry.

### LIFESPAN

Not loads to it, and you won't want to get to the end, either.

### DIFFICULTY

Not particularly tough, but young 'uns will find it a challenge.

### ADVANCE-OPINION

There are loads of good things that could be done with the Tom and Jerry characters, and this game does none of them.

**38%**



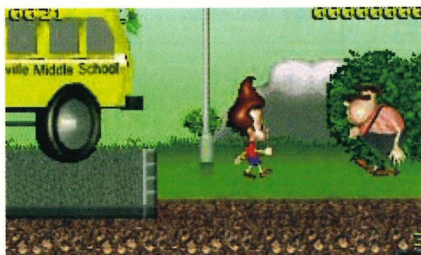


★ Each location has a set of levels which can be tackled in any order, before moving onto the next area.

# JIMMY NEUTRON BOY GENIUS

## GAMEINFO

- PUBLISHER  
THQ
- PHONE  
01483 767656
- WEB  
www.thq.co.uk
- PRICE  
£35
- SAVE  
Password
- LINK-UP  
Yes
- OUT  
Now



★ The graphics have a stylised 3D look, which mimics the CGI of the animated movie rather nicely.



★ Collect stuff, avoiding nasties that patrol the levels, such as these aliens. At least, we think that's what they are...

**A**liens have taken over the neighbourhood and abducted Pleasantville's parents. But rather than celebrate and stay up past midnight, partying with his mates while the opportunity lasts, Jimmy Neutron and his robot dog set out on a mission to rescue the crumbles

Wandering around the streets you come across various flagpoles which mark the entrance to the game's levels. Inside, you go searching for a set number of bits and bobs, such as steel plates, bolts or diamonds, with which to construct a machine to send ET packing back to Mars, or wherever he comes from.

You're equipped with a jetpack, and once you've found the non-too-tricky-to-find fuel source, you can fly to just about anywhere. And this completely robs the game of any intricacy whatsoever. There's none of this 'how the hell do I reach that?' type head-scratching. No clever puzzles to solve. Just fly around, until you've stumbled upon all the components, and then it's onto the next level to do exactly the same again. There's the odd nasty to hinder your progress – such as oversized wasps or nut-chucking squirrels, but that aside it completely lacks sophistication.

To be fair, it's aimed at the animated movie's younger fans, but for the rest of us, it's waaaay too easy. Tying your shoelaces is more challenging. ADAM WARING

## Top Tip

The L shoulder button fires up your jetpack, but it burns fuel at an alarming rate. To conserve fuel, tap it, don't hold it down.

“You can fly to just about anywhere, and this robs the game of any intricacy whatsoever.”

## LOOK 'N' FEEL

Super-cute graphics with oversized heads mirror the Nickelodeon cartoon.

## GAMEPLAY

A platform game, where you don't actually have to use platforms...

## LIFESPAN

There are lots of levels, but it's just far too easy to last very long.

## DIFFICULTY

Not very. Your jetpack allows you to reach pretty much anywhere.

## ADVANCE OPINION

Completely lacking in cleverness. Only the very young, very dedicated fans of the upcoming CGI movie need apply.

57%



# Reviews



## JONNY MOSELEY MAD TRIX

■ PRICE £35 ■ FROM 3DO ■ SAVE Battery ■ LINK-UP No

**O**h great. It seems every man and his dog are eager to get a slice of the extreme sports action – this time it's mogul master Jonny Moseley's turn.

To be perfectly honest there really is nothing here that deserves your attention. You ski down a slope littered with ramps and rails upon which you have to bust tricks in an attempt to rack up a high score.

Unfortunately, there are too many similar games that do a much better job.

**59**  
10/10



## ALIENATORS EVOLUTION

■ PRICE £30 ■ FROM Activision ■ SAVE Password ■ LINK-UP No

**A** game tie in to that 'funny' *Evolution* film – and in all fairness it's not that bad. Trouble is, it's painful unoriginal and the controls are ever so fiddly.

The gameplay consists of running around, climbing ladders, jumping onto lifts and finding keys for locked doors, all the while blasting aliens as you go.

Admittedly it's fairly good fun at first, but after a day or so it becomes painfully tiresome. Go for *Spider-Man* instead.

**63**  
10/10



## FIRE PRO WRESTLING

■ PRICE £30 ■ FROM Bam! ■ SAVE Battery ■ LINK-UP Yes

**T**his is the best wrestling game on GBA. Forget that it doesn't have 'real' wrestlers in it (you can build close approximations of your heroes in the editor mode anyway) and focus on the fact that, this is good, healthy, face stomping action.

Best of all is that there are hundreds of options, tournaments and modes, as well as an awesome four-player, which lets you and three of your mates indulge in some all-out eye-gouging sessions. Worth a look.

**84**  
10/10



## FLINTSTONES BIG TROUBLE IN BEDROCK

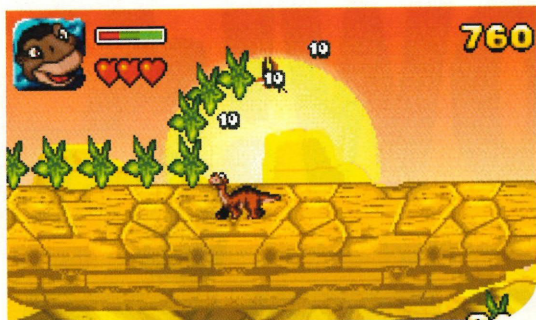
■ PRICE £30 ■ FROM Swing ■ SAVE Password ■ LINK-UP No

**D**oes anyone actually like the *Flintstones* these days? Well, Swing don't appear to because they've churned out a real stinker of a platformer. There's nothing we can say except... jump... run... jump... collect... jump some more... snore.

There's nothing here to keep you interested at all. If you're only five years old and a *Flintstones* nut you may find something here to amuse you, otherwise just forget it – this is a total waste of time.

**23**  
10/10





## THE LAND THAT TIME FORGOT

■ PRICE £35 ■ FROM Swing ■ SAVE Battery ■ LINK-UP No

**A**nother bog-standard platformer with nothing new to offer. We reckon the only reason this was made was because someone had a third-rate license to burn and thought it would make them some cash.

Yes, the controls are okay, yes it looks fairly cute – but at the end of the day *there's just no point*.

Anyone with half a brain – no matter what age they are – will tire of this a few short minutes after they've picked it up.

**21**%



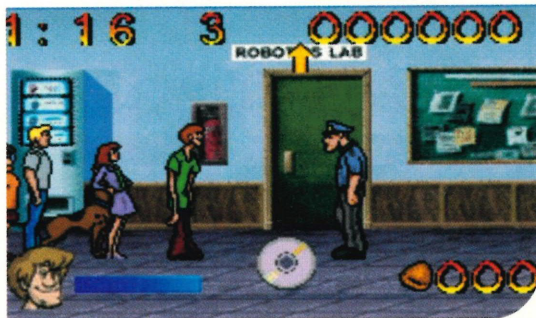
## DONALD DUCK ADVANCE

■ PRICE £35 ■ FROM Ubisoft ■ SAVE Password ■ LINK-UP No

**L**ooks like we should have renamed this section 'Platformer Round-up', as this is yet another run and jump affair – except this time Ubisoft have at least demonstrated some kind of competence for the genre.

To sum up, you're Donald Duck and have to run and jump your way through numerous themed levels before battling bosses and furthering the story – told through some great cut-scenes and stills. Not brilliant, but could be good for younger gamers.

**69**%



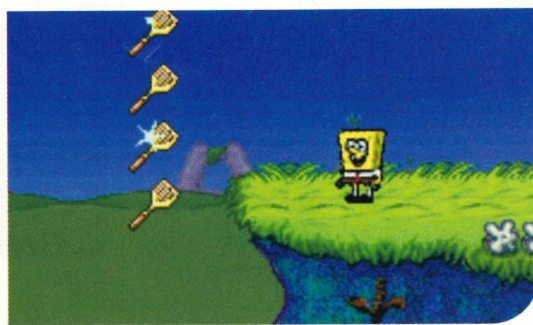
## SCOOBY-DOO CYBER CHASE

■ PRICE £35 ■ FROM THQ ■ SAVE Password ■ LINK-UP No

**T**a-da – it's another platformer! Well, to be honest this does some have some adventure elements to it as well, but it doesn't stop the game from being a bit cack.

There are some neat ideas here, like the mini-games, the ability to change between characters and the sweet animation, but it simply doesn't capture the essence of the Scoobster. If you really have to get *Scooby* game then we'd have to go for *Classic Creep Capers* on GBC – at least it's funny.

**54**%



## SPONGEBOB SQUAREPANTS SUPER SPONGE

■ PRICE £35 ■ FROM THQ ■ SAVE Password ■ LINK-UP No

**I**t's almost as though someone up there is having a right old laugh at us. This is another steaming coil of a platformer, that's about as much fun as eating sand.

Even if you're a massive fan of *Spongebob*, it's doubtful you'll get any enjoyment out of this – the controls are slack, the collision detection is ropey and at the end of the day it just isn't any fun.

With stunning games like *Super Mario Advance* 2 out there, it beggars belief that anyone would fork out 30-odd quid for this turd.

**20**%



# Reviews

# OUT NOW!

The lowdown on previously released GBA games...

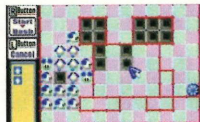


## ATLANTIS THE LOST EMPIRE

THQ

Just another addition to the growing tide of barely distinguishable platform games that threatens to swamp the GBA.

55%



## CHUCHU ROCKET

SEGA

Engrossing little puzzler comprising mouse and rocket action. Hours and hours can pass and you'll never look up from the screen. Absolutely, completely absorbing.

90%



## DEXTER'S LAB BAM!

A great little platform collect-'em-up with a neat isometric perspective. It's no *Mario Advance*, but a great way to spend an afternoon nonetheless.

82%



## ECKS VS SEVER BAM!

As a single-player first-person shooter, this is great stuff, with rock-solid missions. The multiplayer is a little lacking, though, and isn't as polished as *Doom*.

88%



## FORTRESS

THQ

An ungainly twist on the *Tetris* theme, you use the falling blocks build up a wall to protect your citadel. It's an interesting idea on paper, but loses it in the translation.

64%



## BATMAN VENGEANCE

UBISOFT

Slicker than *The Penguin*, sexier than *Catwoman*, tougher than *The Riddler's* brainteasers. Enough to keep even the most nimble-fingered superhero happy.

87%



## CREATURES SWING

This artificial intelligence simulator makes for repetitive gameplay, but is strangely fascinating all the same. More like a living toy than a conventional game.

80%



## DOOM

ACTIVISION

A fantastically faithful version of the daddy of first-person shooters. While single-player is good, terrifying fun, the multiplayer kill-or-be-killed deathmatch is pure brilliance.

93%



## ESPN FINAL ROUND GOLF 2002

KONAMI

A decent enough golfing sim, but a little too dry to be in the same league as the classic golf games of years gone by. For enthusiasts only.

65%



## FROGGER'S ADVENTURES TEMPLE OF THE FROG

KONAMI

Frogger's good looks and simple gameplay make this adventure an appealing package.

78%



## BOMBERMAN TOURNAMENT

ACTIVISION

This single-player mode is pretty decent, with some sweet RPG elements to keep things fresh. But the multiplayer mode is where it's at.

82%



## CRUIS'N VELOCITY

MIDWAY

The solid scenery beats the flat look of other GBA racers, but this offers a fraction of the fun of *GT Advance* or *Mario Kart*. As a game, this makes ditchwater taste exciting.

38%



## DRIVEN

BAM!

This isometric racer is a great alternative to some of the other racing games out there, it's clear that a great deal of thought and effort has gone into making this.

83%



## ESPN X GAMES SKATEBOARDING

KONAMI

Half of this is good, half of this is good old fashioned annoying. All of it isn't as good as *Tony Hawk's*. You'll be more angry than gnarly.

60%



## F-ZERO MAXIMUM VELOCITY

NINTENDO

More than just a rendition of the SNES classic, this takes Ninty's futuristic racer a step further and is a lightning-quick beauty of a game.

89%

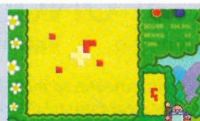


## CASPER

MICROIDS

An enjoyable ghostly romp with gameplay that belies its kiddie subject matter. Looks like a platformer, but this unusual puzzler plays like a close-up version of *Lemmings*.

75%



## DENKI BLOCKS

RAGE

A teasingly robust puzzle-'em-up, which boasts that easy to learn, hard to master quality. The puzzles start off easy enough, but before long become brutally taxing.

85%



## EARTHWORM JIM

THQ

Basically it's exactly the same as its 16-bit cousins, right down to the absence of saved games. What was once a stylish platformer now looks rather dump. Avoid.

60%

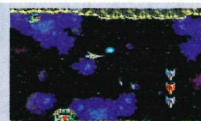


## FINAL FIGHT ONE

UBISOFT

The arcade classic shrunk down to pocket-sized proportions. Proof indeed that it's possible to do a decent side-scrolling beat-'em-up on a hand-held.

80%



## GRADIUS ADVANCE

KONAMI

A slick, accomplished blast from the past that puts most other handheld shooters to shame. Power-ups are balanced and the levels are tough, but not unfairly so.

90%





### GT ADVANCE CHAMPIONSHIP

**THQ**  
The first and best 'realistic' racer on the GBA. There are tons of tracks to unlock, with loads of performance-altering options to tinker with.

**87%**



### JURASSIC PARK III PARK BUILDER

**KONAMI**  
This Theme Park-inspired title is a bit limited on the park-building side of things, but it's niftily designed and tough to put down.

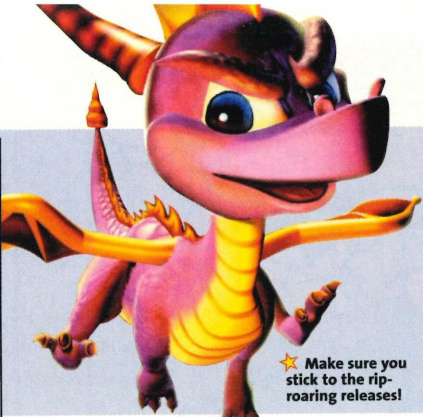
**78%**



### LADY SIA

**TDK**  
Beautifully presented platforming action with excellent hand-drawn visuals. Although flawed in some places, this is definitely well worth a look. Nice.

**80%**



★ Make sure you stick to the rip-roaring releases!



### HARRY POTTER AND THE PHILOSOPHER'S STONE

**ELECTRONIC ARTS**

Like the books, this is a gripping adventure packed with classic moments.

**86%**



### JURASSIC PARK III DNA FACTOR

**KONAMI**  
Yuck! This is rotten to the core and a shameless cash-in on a movie that wasn't much cop. If you enjoy playing shoddy games, this is for you.

**21%**



### LEGO BIONICLE TALES OF THE TOHUNGA

**LEGO MEDIA**  
Fun to play, and the adventure is big enough to have you hooked for some time. Bionicle is enjoyable, but it's hardly groundbreaking.

**72%**



### MAT HOFFMAN'S PRO BMX

**ACTIVISION**  
Not quite as much fun as the board-based *Tony Hawk's*, but *Mat Hoffman* is an enjoyable, action-packed and fun-filled extreme sports game.

**79%**



### NAMCO MUSEUM

**NAMCO**

Though all four games were good for their time, their time was 20 years ago. And none of the games have had so much as the teeniest enhancement. Strictly for retro-heads only.

**50%**



### INSPECTOR GADGET ADVANCE MISSION

**LSP**

While Inspector Gadget's first GBA outing isn't exactly awful, it isn't exactly inspired, either. An extremely pedestrian pedestrian platformer.

**70%**



### KAO THE KANGAROO

**TITUS**

Just what we need – another by-the-numbers platformer. This is as average, mediocre and tedious as it gets, and certainly not worthy of your 35 treasured notes.

**29%**



### LEGO ISLAND 2

**LEGO MEDIA**

This is nothing outstanding, but it is a very solid and fun game that will win the hearts of Lego fans. Everyone will enjoy this light-hearted, comical adventure.

**80%**



### MECH PLATOON

**KEMCO**

A fantastic strategy game second only to *Advance Wars*. Complicated without being too fiddly, with enough to make sure you won't stop playing for some time to come.

**90%**



### NO RULES GET PHAT

**TDK**

It might have skateboards and an 'extreme' name, but this feeble platformer is a million miles away from *Tony Hawk's*. There's no real flow to it – a real stop-start experience.

**35%**



### INTERNATIONAL SUPERSTAR SOCCER

**KONAMI**

Flashy football with intelligent passing that doesn't match its SNES granddaddy, but still plays a sweet version of the truly beautiful game.

**80%**



### KONAMI CRAZY RACERS

**KONAMI**

Somewhat displaced by the arrival of the superb *Mario Kart*, this is still a decent cutesy racer that lacks the depth of its newer rival.

**85%**



### LEGO RACERS 2

**LEGO MEDIA**

There's nothing much wrong with *Lego Racers 2* – it's a very slick and enjoyable karting game, with plenty to do and loads of fun to be had. It's just not *Mario Kart*, though.

**79%**

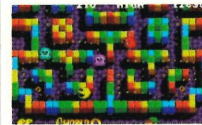


### MEGAMAN BATTLE NETWORK

**INFOGRAMES**

Imagine taking all the bad bits from a sub-par RPG and tarting them up with the Megaman façade. To be brutally honest, it's a bit dull.

**35%**



### PAC-MAN COLLECTION

**NAMCO**

Four *Pac-Man* themed games on the one cart. Think of it as one outstanding arcade update with three complete bonus games of variable quality. A retro treat.

**90%**



### IRIDIION 3D

**THQ**

The 3D graphics are quite smart – making this look like an absolute treat – it's just a shame that it plays like a dog. If it wasn't so hard, it might have been pretty good.

**68%**



### KURU KURU KURURIN

**NINTENDO**

Another quirky ace for Nintendo. Guide a rotating stick around some devilishly tricky mazes without touching the sides. Brilliant.

**90%**

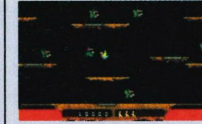


### MARIO KART SUPER CIRCUIT

**NINTENDO**

The most fun racer ever. *Mario Kart's* friendly exterior hides a steely heart that'll stretch even the skillset of gamers. An absolute must.

**95%**



### MIDWAY'S GREATEST ARCADE HITS

**MIDWAY**

Okay, they may look a bit crap, but these are ideal whip-'n'-play tests of your gaming mettle, and spot-on conversions of arcade classics.

**78%**



### PHALANX

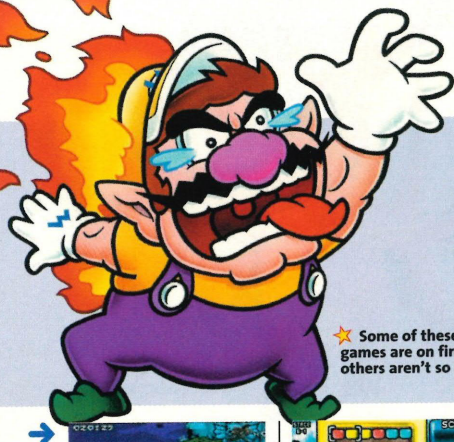
**KEMCO**

An old-skool 2D shooter resurrected for the small screen. There's nothing particularly new here, but if it's a tough test of the reflexes you're after, look no further.

**81%**







★ Some of these games are on fire, others aren't so hot!



### PITFALL THE MAYAN ADVENTURE

**ACTIVISION**  
Another mediocre rehash of this ancient platformer. The decent visuals and super-smooth animation does nothing to help.

70%



### RAMPAGE PUZZLE ATTACK

**MIDWAY**  
This falling-block puzzler is one of those ideas that probably looked great on paper, but in practice it's far too fiddly to be much fun.

55%



### PLANET MONSTERS

**TITUS**  
A maze-based squish-'em-up, *Planet Monsters* is a fast and competent puzzler, but as an alternative to the superb *Bomberman*, it fails to engage in the same way.

78%



### RAYMAN ADVANCE

**UBISOFT**  
Superb to look at, the animation on *Rayman* is top-notch and the environments crystal clear. It's just a shame it plays like any other platformer under the sun...

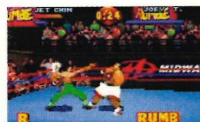
80%



### POWERPUFF GIRLS MOJO JOJO A-GO-GO

**BAM!**  
Horizontally scrolling shooter starring the cartoon chicks. A brave attempt at doing something different with a licence, shame it fails to inspire.

62%



### READY 2 RUMBLE ROUND 2

**THQ**  
Wretched. Nasty visuals and shallow and dull gameplay makes this instantly forgettable. About as much fun as sucking on a sweaty sock.

32%



### PREHISTORIK MAN

**MIDWAY**  
Platformers are two-a-penny on the GBA, but persevere and you'll discover that caveman Sam has a few tricks up his prehistoric sleeve to lift this above the ordinary.

83%



### ROBOT WARS ADVANCED DESTRUCTION

**BBC MULTIMEDIA**  
Fans of the BBC TV show will have a good time with this unusual battle game.

80%



### ROCKET POWER THE DREAM SCHEME

**THQ**  
This skateboard-based platformer has some good ideas, but ultimately you'll be more annoyed than entertained.

59%



### SUPER BUST-A-MOVE

**UBISOFT**  
*Bust-A-Move* is one of the better puzzlers available for your GBA, especially in two-player mode. If you've not tried it before, we strongly suggest you give it a go now.

86%



### TETRIS WORLDS

**THQ**  
It's *Tetris*, but with the Russian flavour replaced by a weird 'worlds' thing, and some minor gameplay tinkering. You're better off with a GBC copy of *Tetris DX*.

56%



### SUPER DODGEBALL ADVANCE

**UBISOFT**  
Ball game where points are scored by hurling it at the opposition. A delicious slice of old-skool gameplay. It's quick, slick, fast and fun.

85%



### TONY HAWK'S PRO SKATER 2

**ACTIVISION**  
One of the first games to come out for the GBA, this is still the best extreme sports title – except, of course, for *Tony Hawk's 3*.

90%



### SUPER MARIO ADVANCE

**NINTENDO**  
Not the all-new Mario game that everyone was hoping for, but a decent enough romp all the same. Not a patch on *Super Mario Advance 2*.

89%



### TOP GEAR GT

**KEMCO**  
This one stinks, to be honest. Unlike *Advance GT*, this isn't even in proper 3D, so it plays like a Game Boy Colour title, only with slightly better-looking graphics.

34%



### SUPER STREET FIGHTER 2 X REVIVAL

**UBISOFT**  
As great to play now as it ever was, it's just like having the arcade beat-'em-up in your pocket. Well worth the investment.

90%



### WARIO LAND 4

**NINTENDO**  
*Wario's* GBA debut is a sublime platformer, make no mistake, but it's a little on the easy side and not as involving as previous games in the *Wario Land* series.

90%



### TANG TANG TAKE 2

A puzzle-based single-screen platformer, *Tang Tang* is a Frankenstein of a game, where elements of bygone classics have come together and gone horribly wrong.

45%



### WWF ROAD TO WRESTLEMANIA

**THQ**  
Stylistically, *Road to Wrestlemania* is really impressive, and there's loads squeezed in here, but it just plays like a damp squib.

64%



# GUARANTEED TO MAKE YOUR SPIDEY SENSE

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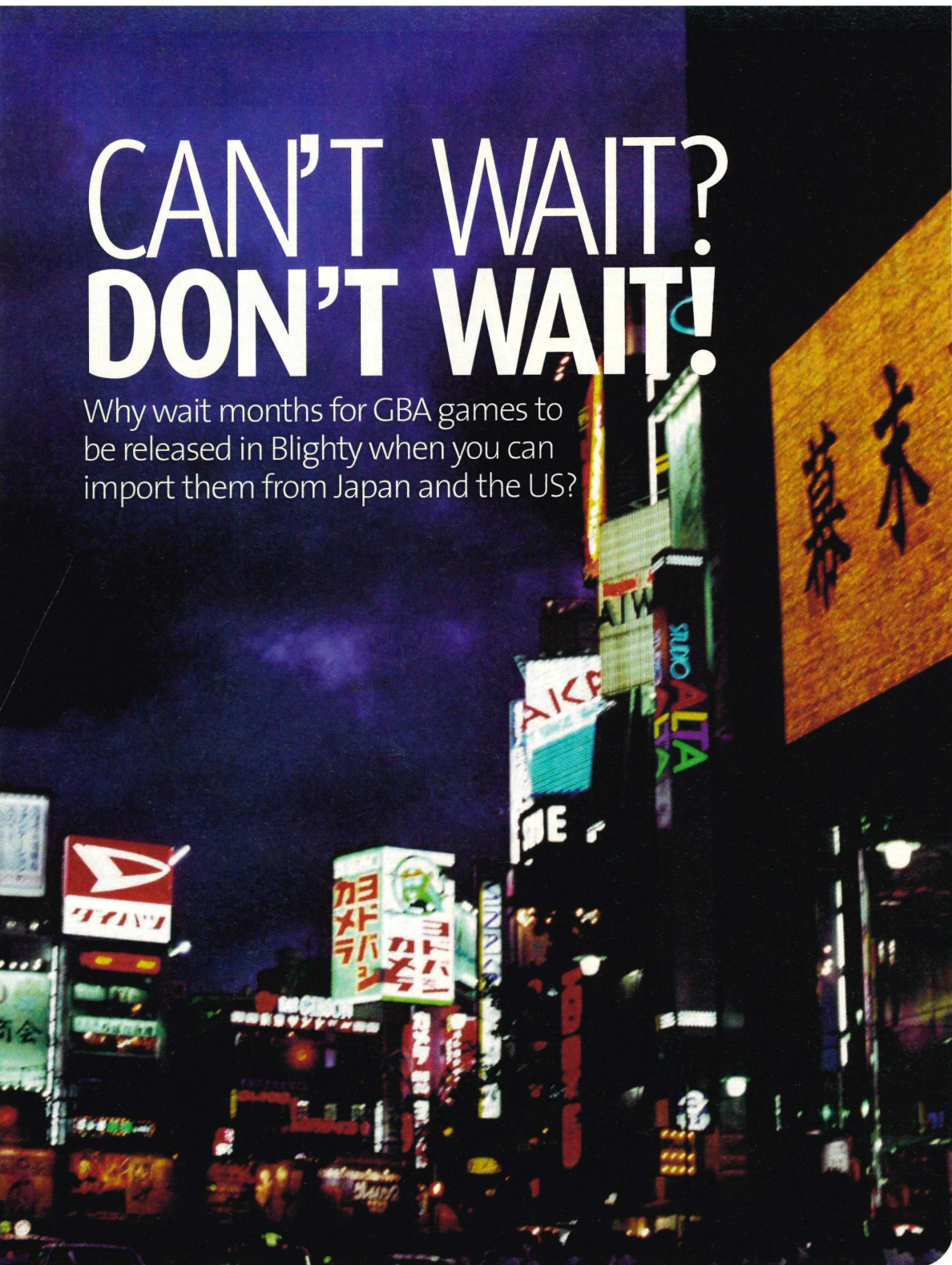
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# CAN'T WAIT? DON'T WAIT!

Why wait months for GBA games to be released in Blighty when you can import them from Japan and the US?



© Corbis



**O**ne of the best things about the Game Boy Advance is the fact that, like all Game Boys before it, there are no built-in regional lockouts. Consoles like Xbox, Game Cube and PS2 are encoded so that European, Japanese and American machines will only run games released in each specific territory, which makes importing software a bit of a nightmare – you have to do all sorts of warranty-ruining soldering and modifications to get foreign games to work.

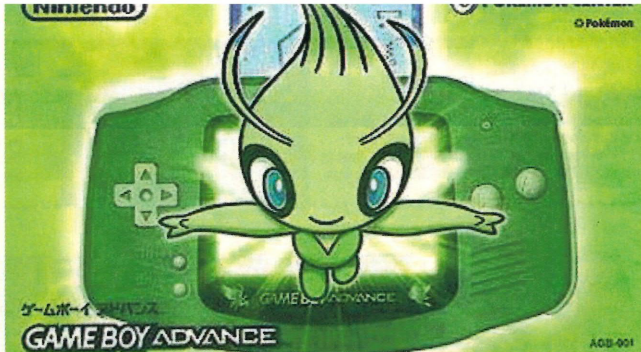
## Big in Japan

But the little GBA is free from all that nonsense, and will play anything, in any language. That means if you know where to look, you can get hold of some cool stuff that's released in other countries (particularly Japan) months or even years before it comes out over here. For instance, if you had been importing old GB titles in the early '90s, you might have seen a certain little gem called *Game Boy Wars*, the forefather of the superb *Advance Wars*. It never got released outside Japan, so you can just imagine how many other future classics are lurking around out there, waiting to be discovered.

If you import, you'll almost always get the big titles before they make it to the UK. You'll also enjoy superior packaging – US games don't have those rubbish black-and-white instruction booklets in about 20 different languages, and Japanese games come in colourful little boxes with sturdy plastic trays. For games that aren't particularly text-heavy, Japanese versions are the most highly prized by collectors.



★ You don't get very many Hello Kitty products in the UK. Often, you have to import an item if you're to have it at all.



★ Take your GBA along to a Pokémon Center and you can download special goodies, including Pokémon available only from Pokémon Centers.

Bear in mind that you usually can't play link-up games using different language carts, so your friends will all need the same version of whatever four-player game you want to play.

## Money trouble

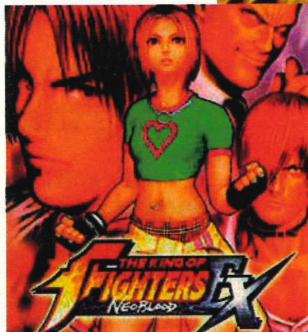
Most items tend to be cheaper in local currency than the equivalent products here – a GBA costs 8,800 yen in Japan, which works out at a mere £45, and most games cost less than £30. That's fantastic if you're going there, but if you're stuck in Britain then you'll have to pay somebody to do the legwork for you. Importers can't pass savings on to you by buying in bulk as companies like Toys R Us do (Nintendo disapproves of

**A Game Boy Advance costs 8,800 yen in Japan, which works out at a mere £45**

all importing), so by the time their small shipments have been airmailed from the Far East, you're looking at around £100 for a special edition GBA, and £50-plus for a hot game.

## Recommended imports

Nintendo's Card-E reader, which scans mini-games and other goodies from special Japanese Pokémon cards, is an unusual talking point if you can find one on import. Also worth seeking out is *King of Fighters Neo Blood*, the beat-'em-up from defunct software house SNK. Apart from being a top fighting game, it's available packaged with an exclusive limited edition GBA. In fact, the best imports are often the machines themselves – while we're limited to a handful of GBA colours in this country, Japanese gamers have new versions released every few weeks, from Pokémon designs to commemorative editions, and many of them are highly collectable.



★ Buy *King of Fighters Neo Blood*, and you'll get an limited edition GBA too. But it'll cost you plenty...

## Where To Buy

There are loads of import specialists that are either based in this country or are willing to ship items here at a reasonable cost. The biggest is Hong Kong-based Lik Sang ([www.lik-sang.com](http://www.lik-sang.com)), which offers a relatively cheap service –

remember, you're buying from the other side of the world – and a massive range of products. We'd also recommend trying CA Games ([www.cagames.co.uk](http://www.cagames.co.uk)), Another World ([www.anotherworld.co.uk](http://www.anotherworld.co.uk)), or Project K

([www.projectk.co.uk](http://www.projectk.co.uk)). Don't be shy about shopping around for the best deal, and of course, and if you'd prefer to cut out the middlemen entirely, you can sometimes find what you're looking for at [www.ebay.co.uk](http://www.ebay.co.uk), auctioned from the source.



★ Another World is one source for games...



★ ...And CA Games is another possibility.



★ Lik Sang is the biggest import specialist.



★ Try Project K out for games too.



★ ebay.co.uk is the British ebay site.



## BOARDS N TRACKS

### SHAUN PALMER

They may look like gobbledygook but these two codes will bestow upon you the power to unlock all boards and all tracks for Mr Palmer's snowboard sim. Simply enter these as passwords: QFJ7MP9N75CM4 and FR5RNR7M7KLHJ. Bless you.



## MONSTROUS CODES

### MONSTERS, INC.

Don't have nightmares about not being able to complete this game. Cuddle up with the following level codes and you're guaranteed a good night's sleep.

Level 2: YMBZVN  
Level 4: 4R9B7C

Level 3: 1RB13G  
Level 5: 7QCZB9.

# ADVANTAGE!

There's nothing worse than playing a brilliant game and getting stuck. Get an Advantage with these cheat codes and tips.

GET HANDY WITH YOUR HANDHELD

## TEKKEN ADVANCE



Just like the PlayStation version of this classic beat-'em-up, *Tekken Advance* is full of cool little tricks and clever touches. There's no *Tekken Bowling* (shame) so you'll have to make do with these.

### NEW CHARACTER COSTUMES

When selecting your pixelated pugilist, press the Start button instead of A. When the game begins, you'll find your fighter has a brand spanking new outfit.

### PLAY AS HEIHACHI

To unlock the spiky-haired old *Tekken* regular, simply complete the game with all nine characters. After that, Heihachi will appear next to Hwoarang and Paul at the character selection screen.

### TEAM BATTLE MODES

Once you've got Heihachi, use him to

complete the game and you'll be rewarded with two new modes: team battle and versus team battle.

### ALL CHARACTERS CODE

If you're in a hurry to unlock all the fighters the game has to offer, there is a quicker way. Simply press and hold A and B at the main menu and then press L, R, R, L, L, UP, UP and R.



★ Bored of your characters' outfits? Change their clobber, then.

BY 'ECK, IT'S A HARD GAME!

## ECKS VS SEVER

Batman and the Joker, Sherlock Holmes and Moriarty, er, Morecambe and Wise? History is full of heroes and villains. But whether you're an Ecks person or think Sever is cooler, we've got all the codes to get you through the game, plus some passwords to unlock more multiplayer madness.

LEVEL NUMBER	ECKS CODE	SEVER CODE
2	EXTREME	SEVERE
3	EXCITE	SURVIVE
4	EXCAVATE	SAVANT
5	EXCALIBUR	SUFFER
6	EXTORT	SULPHUR
7	EXPIRE	SERVE
8	EXACT	SEETHE
9	EXHALE	SEVERAL
10	EXHUME	SEVERANCE
11	EXONERATE	SAVAGE
12	EXPEL	SACROSANCT

### MULTIPLAYER PASSWORDS

VULNERABLE  
VORACIOUS  
VENDETTA  
VIOLATE  
VINDICATE  
VESUVIUS



★ Take yourself up a few levels with these handy cheat codes. Just don't blame us if you die...



## SPYRO

If this game's dragon-on (oh-hot!) here are a couple of cheats to simmer you down. Level Select: When Start appears on the title screen, press: UP, UP, DOWN, DOWN, LEFT, RIGHT, UP, DOWN, A. Loads of Lives: To get 99 lives, on the Press Start screen enter: LEFT, RIGHT, RIGHT, RIGHT, DOWN, UP, RIGHT, UP, A.



## MIDNIGHT CLUB

Enter the following codes as a password to unlock all races with the corresponding character.

Emilio: NIML  
Keiko LGKG

Larry: GTBP  
All races, all racers: LAPC

## BE A WIZ WITH A CAULDRON



★ As a wizard, you expect to see weird things, but these blue guys are very strange indeed!

## HARRY POTTER

We all want to be Harry Potter, right? But if you're not a dab hand at spell-crafting, you could wind up serving grannies behind the counter at Boots, rather than learning at Hogwarts.

To create the desired potion in portable *Potter* game, mix the ingredients in these combinations:

**Antidote:** Collapsible Cauldron, Bezoar Stone, Aconite, Boomsnail Skin.

**GrandPepper Up:** Brass Cauldron, Octopus Powder, Bicorn Horn, Mandrake Root.

**Grand Wiggewald**  
**Potion:** Silver Cauldron, Octopus Powder, Silver Unicorn Horn, Wolfsbane.

**Herbicide:** Copper Cauldron, Dried Nettles, Porcupine Quills, Snake Fangs.

**Pepper Up:** Copper Cauldron, Bicorn Horn, Mandrake Root.



★ The dastardly Professor Quirrell is not a wizard you want to forget your potions around.

## KNOCK THE WINDU OUT OF THEM!

STAR WARS  
JEDI POWER BATTLES

If you find your Force is flagging against the game's tough boss battles then learn from us, young Padawan.

## STARFIGHTER (LEVEL 1)

Easy one, this. Simply get as close as possible to the craft and press R to deflect its shots back at it.

## GUNGAN GUARD (LEVEL 2)

Block this guy's attack with your lightsaber then blast him with a Power Attack (L). Or, if you still have Force Power, hit him with a Force Attack (by holding R then pressing L) about 10 times.

## THE TANK (LEVEL 3)

Toughie, this. The Tank's laser can penetrate your lightsaber from close range. Wait for it to stop attacking then run up and hit it with a Force Attack (hold R then press L). Attack it until your Force Power runs out, then run up behind and smack it until it explodes.



## ATTACK DROIDS (LEVEL 4)

It's easier to fight these droids one at a time. First, lure them out of their corners, then attack them from behind. Use Force Attacks and Power Attacks. It will take three to four Force Attacks and five to eight Power Attacks to take out each droid.

## MORE DROIDS (LEVEL 5)

It's impossible to attack this group of floating droids from the ground. Instead, deflect their fire back at them with a lightsaber block. But keep an eye on your lightsaber deflection gauge. Use the health boost in the northern part of the boss area if necessary.

## DARTH MAUL (FINAL BOSS)

There's a trick to defeating old tattoo-face. During the second bout (on the narrow platform) hold R to block Maul's attacks and watch his attack pattern. When he pauses, quickly release R and press A to attack. Keep going until he runs away!



★ Your light saber and Force Power are your most useful weapons, but do you know when it's best to use each?



## GO, GADGET PASSWORDS, GO!

### INSPECTOR GADGET

Have some handy globetrotting level codes for our mac-wearing Roboplod.  
In The Statue: "7"MM14, The Lift: R7H3L64, The Great Wall: "H"3M24, Big Ben: "3RM33P, Egypt: "9R33XP



## CHARACTER CODES

### MIDNIGHT CLUB:

#### STREET RACING

Enter the following codes as you would a password to unlock all races with the corresponding character.

Emilio: NIML

Larry: GTBP

Keiko: LGKG

All races, all racers: LAPC



## MINI-GAME MADNESS

# LEGO BIONICLE: TALES OF THE TOHUNGA

As with most things in life, there's an easy way and a hard way to access the minigames in *LEGO Bionicle*. These offer plenty of distractions from the main game, including racing and snowball fights. (Isn't the game set on a tropical island?) Question is, which way will you choose? Oh, you lazy git!

### GALI'S MINIGAME

To unlock this, beat the game as Gali or simply enter the code 9MA268 instead of your name.

### LEWA'S MINIGAME

To unlock Lewa's minigame, complete the

game with Lewa or enter this as your player's name: 3LT154.

### UNLOCK ONUA'S MINI-GAME

To unlock Onua's minigame beat the game as Onua or tap in this player name: 8MR472.

There are also three more minigames that can be activated. But to save you having to complete the game for the umpteenth time, here are the codes.

Tahu's minigame: 4CR487

Pohatu's minigame: 5MG834

Kopaka's minigame: V33673

## DON'T FEED THE ANIMALS!

# JURASSIC PARK 3: PARK BUILDER

Congrats to Konami for not churning out another platformer to tie in with the film series. *JP3: Park Builder* requires time and care to keep the books balanced and the punters pleased at your dino park. But all businesses need a hand from time to time. Think of these cheats as 'financial advice'. To activate these codes, they must be entered as the name of your park at the start of the game.

### BONUS-PARK

Starts the game with maximum money.

### LUCKYBUS-20

Instantly grants you 20 buses.

### ITEMS-PARK

All items in the shop are available.

### ZERO-PARK

Starts you off with no dinosaur DNA.

### MEN'S-PARK

Makes men love your park (obviously).

### LOVE-PARK

Makes every visitor love your park.

### ISLA SORNA

Bizarrely, removes all the trees.

## WHY CAN'T THEY SPELL?



Instructions don't come any clearer than that. Well, what are you waiting for?

# MORTAL KOMBAT

### GENERAL TIPS

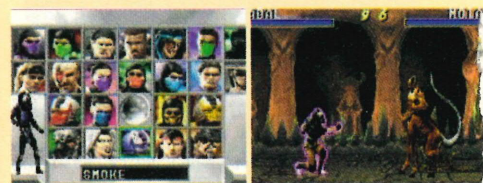
Jump kicking - it's the oldest trick in the beat-'em-up book but it works a treat with most MK characters. Just make sure you get your timing right. When your fighter's foot makes contact with your opponent, they will halt your fighter in mid air. When you land, simply repeat the jump kick. The stupid opponent will just stand there, blocking, while you keep kicking. Eventually their energy bar will be depleted. Once you've mastered this method (which isn't very hard) you can get Flawless Victories easily, even on Endurance level.

### DEFEAT MOTARO

Any character can be used to defeat this tricky komatant, but the method remains the same with all of them. Watch out for his fireballs, which he shoots as soon as the round starts, so get ready to jump back or forward. Then duck and wait for him to come near before you land an uppercut. After the uppercut, Motaro will pause for a sec and morph back. Then he will shoot a fireball again, so repeat the process of ducking, waiting for him to come near and uppercutting. Continue this approach until the timer runs out and, if you've got his health bar lower than yours, you'll win.

### DEFEAT SHAO KAHN

He may sound like an Indian restaurant but Kahn is a tough customer. The jump kicking method works well on him but if you're not careful, he can dodge out of your way and smack you. To get a Flawless victory, try ducking as soon as the round begins. Wait for his approach and uppercut him before or after anything he does (if you're lucky, he'll miss). As soon as he lands, jump next to him and begin the jump kick method as he's getting up.





## NEW GAME MODES

### CHU CHU ROCKET

If you really want to hone your mouse-saving skills, there are three hidden skill levels to unlock. To activate Hard mode, complete the game on Normal difficulty. To unlock Special, complete it on Hard. And to access Mania mode (you guessed it) finish the game on Special.



## UNLOCK WRESTLERS

### FIRE PRO WRESTLING

To open up all the grapplers in the game, go to Edit Player. Enter ALL as a Nickname and STYLE as a first name. For the last name, put CLEAR. Set Exchange to Off and at Middle, enter a space. Then press Start and return to the main menu. All wrestlers will now be unlocked.

## THIS JACKIE'S NO GIRL

# JACKIE CHAN ADVENTURES

If the bosses in this cartoon caper are proving too tricky, here are some handy hints.

### DEFEATING HAK FOO

When Hak is walking towards you, quickly roll in his direction. Make sure you land near where he's standing, then roll forward again so he can't hit you, and do a backflip. If you repeat this pattern, you should score a few hits.

### DEFEATING HAK FOO 2

This is pretty simple, as you use the same tactics as for the first Hak Foo fight. If you get cornered along the south-eastern wall, use the

Shen Scroll Attack (B + R + Up) to leap behind Hak Foo and quickly attack before he guards. Then roll away.

### DEFEATING THE MOON DEMON

When the fight begins, stay as far to the right as possible, and face left while blocking. When the Demon throws an Eclipse, roll left. (If you're too late, the Eclipse will do serious damage.) Block only when the Shadowkahn are still there. Once the moon is covered by cloud, roll towards the demon and attack as fast as you can using the Mao Scroll Attack or Xu Scroll Attack.

### DEFEATING THE SHOU FOONG

Make sure you have a Mao Scroll handy. Stand in front of this wind demon and, after a few seconds, he'll breathe in. Execute a roll when it is about to inhale, and you should end up behind it. Once Shou's stopped blowing, attack from behind with your Mao Scroll (Up + A). Then continue the pattern.

### DEFEATING VALMONT

Just like Hak Foo, time your roll so that you to end up near Valmont. Do this twice in a row, then do a Flying Kick (R + B) at him. Roll away then repeat.



## DON'T GO BATTY

### BATMAN VENGEANCE

As Maximus said in *Gladiator*: "I will have my vengeance – in this life or the next." Like Mr Crowe's character, Batman is always avenging the loss of his loved ones. But if Bat-boy's not got over it by now, it's time to start some serious counselling. Anyway, here's some Bat-based level codes to see you through the game.

#### LEVEL

Level 2:  
Level 3:  
Level 4:  
Level 5:  
Level 6:  
Level 7:  
Level 8:  
Level 9:  
Level 10:  
Level 11:  
Level 12:  
Level 13:  
Level 14:  
Level 15:

#### PASSWORD

GOTHAM  
BATMAN  
BRUCE  
WAYNE  
ROBIN  
DRAKE  
BULLOCK  
GRAYSON  
KYLE  
BATARANG  
GORDON  
CATWOMAN  
BATGIRL  
ALFRED

## FIRST-PERSON FRAGGING

# DOOM

*Doom* on a handheld – who'd have Adam and Eve'd it? Well, the clever coders did the classic blaster proud with a pretty much spot-on conversion. Right down to the darned trickiness of the original. So if you feel your fragging is starting to sag, punch in these codes for some much-needed game enhancement.

(To activate these codes, pause the game and then hold the L and R buttons while entering the corresponding button combination.)

### GET RADIATION SUIT

To easily obtain the handy radiation suit, enter B, B, A, A, A, A, A.

### GOD MODE

To activate the all-powerful God Mode, punch in A, A, B, A, A, A, A.

### ALL WEAPONS AND ITEMS

To get all weapons and items in the game, press A, B, B, A, A, A, A.

### INVINCIBILITY

To become like Eliot Ness (untouchable, we mean – haven't you seen the film?), enter B, B, B, A, A, A, A.

### SHOW MAP

To activate the computer map, press B, A, A, A, A, A, A.

### BERSERK MODE

If you really want some fun, tap out B, A, B, A, A, A, A.







## LEVELS UNLOCKED

### IRIDION 3D

At the password screen, enter: S3L3CT0N, then press OK. Go to the main menu and then return to the password screen. Now enter this code: SHOWT1M3, and press OK. All levels are now unlocked for your blasting pleasure.

## CLASSIC CODES

### TETRIS WORLDS

Here's how to unlock the classic Tetris game on this flashy 32-bit remake. On the Main Menu, highlight Marathon and hold the L shoulder button and hit Select. On the Marathon selection screen there will be a new game called Popular.



## MAKE THE EARTHWORM MOVE

# EARTHWORM JIM

Depending on your point of view, *Earthworm Jim* on GBA is either classic platform fare or an annoying little pest of a game that has neither a sensible battery back up nor a password system.

Thankfully, our code-monkeys have been beaver (Monkeying? – Ed) away on this selection of button presses that will do the job of level-skipping for you. To activate them, pause the game before entering your chosen cheat.

### LEVEL 2

To skip directly to the charmingly-named Buttville level, enter the following: L, A, Up, R, A, R, A, Select.

### Down the Tubes

Jump straight to the Down the Tubes stage by entering this code: Up, L, Down, A, R, A. Before the game ends up there.

### LEVEL 3

Called For Pete's Sake, this level sounds like us losing at *EJ* after the zillionth try. To see it, enter: R, L, R, L, A, R.

### LEVEL 4

Jump straight into the Snot a Problem level by entering the following code: R, Up, Select, L, R, Left, Sniff.

### LEVEL 5

To skip directly to Level 5, pause the game and enter the following button presses: R, L, A, B, B, A, L, R.

### LEVEL 6

To see the last level, hit Select, R, B, Down, L, B. Unsurprisingly, this final level's called What the Heck. You will understand when you get there!



★ Now, a really useful cheat would be the ability to split Jim in two and have twice the battling ability. Sadly, that's not at all possible.

## KRAZY NEW KCHARACTERS

# KRAZY RACERS

If you've worn the rubber from the tyres of your Konami karting buddies, here's how to unlock two new ones.

the race (and save it) and Bear will be available on the Character Selection screen.

### UNLOCK KING

To find King, go to the Sky Bridge 2 course. Grab the Blue Bell and use it to make a blind leap to the right at the first large gap, landing on a platform. You'll find a blue diamond. Snatch it, finish the race, and save. King will now be available.

### UNLOCK BEAR

To get Bear, begin a full season race (not a free run) on the Cyber Field 2 course. As you approach the finish line, collect the blue diamond that sits between the gaps. Finish

## OLD-SKOOOL SHOOTING

# GRADIUS GALAXIES

Seeing as there are so many SNES games being ported over to the good old GBA, it's often tempting to enter an old code into the new version of the game just to see what happens.

As far as *Gradius* is concerned, there is a classic Konami code that'll work – but it won't have the effect that some of you may remember.

If you're desperate to see it, while the game is paused, enter: Up, Up, Down, Down, Left, Right, Left, Right, B, A. Your ship will be granted all weapons – but a few seconds later it'll explode!

But don't fear, there is a new code that will have the same effect without causing your craft to combust. Enter the same code but press the L and R shoulder buttons in place of the left and right direction keys.



★ Make sure you use the shoulder buttons, not the direction keys, or your ship will explode.



## LAST LEVEL

### POWER RANGERS

Stuck for time but still want to get to the very end? To skip straight through to the final level of this Mighty Morphin' platformer, simply enter the following password: 8QSD.



## APE ESCAPE

### PLANET OF THE APES

Here are some level codes, dropped through a time warp.

2	64N4HY	3	F5BMGF
4	B15KZR	5	76FNHB
6	P7GRXK	7	6B7VM#
8	0K6Z93	9	JDDUJ



★ Unlock all the tracks in the game with a sneaky cheat...



★ ...And you can have all the cars to drive on them. Top stuff!

## MINI GRAN TURISMO

# GT ADVANCE CHAMPIONSHIP RACING

It might not be the brilliance that is *Mario Kart: Super Circuit*, but for mini *Gran Turismo*-style thrills and spills, *GT Advance* does the trick. But if inputting passwords is driving you potty, try these codes.

### ALL CARS

Want all the cars in no time at all? Simply go to the main menu, press and hold L and R, then press Up, Left and B.

### ALL TRACKS

Why waste time unlocking all the courses the game has to offer? Cheat! At the main menu, hold L and R, then press Up, Right and B.

### ALL TUNING OPTIONS

To unlock all of the tuning options the easy peasy way, head to the main menu. Again, press and hold L and R, then press Down, Right and B.

### F1 MODE

To unlock the hidden Formula 1 mode, press and hold L and R on the title screen, then press Left, then B. The Extra 2 option will now be available.

### VIEW CREDITS

If you're desperate to see the names of folks behind the game, at the title screen press and hold L and R, then press Up, then B.

## COSTUME CAPERS

# SPIDER-MAN: MYSTERIO'S MENACE

We can't wait for the Spidey film to hit cinemas this summer, but for now we'll have to make do with playing the GBA game. But there's nothing wrong with that, as it's a splendid little platformer. If you want to wring even more enjoyment from it, try these passwords.

### LEVEL SELECT

To unlock all the levels in the game, enter the password: 'JV31.'

### NEW COSTUMES

To get all the best Spider-Man gear – we're talking about the armour suit, thermal costume and black costume (on super-hero difficulty) – simply enter the following password: SPiDY

### FINAL LEVEL

To skip straight through the game to the final level, armed with the swanky arsenal of Spider-stuff you'll need when you get there (armour suit, web cartridges and a fluid upgrade), enter this Spider-password: 'RV8WJ'.



## THE OLD ONES ARE THE BEST

# FINAL FIGHT ONE



★ Could this be the *Final Fight*? No, we're going to play this game again and again!

A few years ago, who'd have thought an arcade game could be played on something the size of a sandwich? The GBA may be small, but these tips are biggies.

### UNBLOCKABLE COMBOS

Here's how to unload a flurry of unbeatable attacks on your opponents. When a bad guy is hit, they take time to recover, so you need to pause your barrage long enough to allow this to happen, before carrying on the drubbing. To do so, rapidly tap the attack button to make your Final Fighter launch a series of punches. As soon as the first three hits connect, quickly face the opposite direction so that the final uppercut or kick hits their chin, then turn back towards the opponent (who'll have recovered by now) and repeat the process. This method is handy for beating bosses. If done right, you can take out a boss in under 20 seconds with no damage sustained.

### SUBWAY WARP

There's a quick way to get out of the Subway level. Simply jump on the first barrel you come across and wait there for the timer to count down, when you'll be warped to the next section.

### UNLOCK ALPHA GUY

To play as Guy with his Alpha guise, simply defeat 50 villains and the new look will become selectable.

### UNLOCK ALPHA CODY

Defeat 500 enemies and Alpha Cody will be ready to use.

### UNLOCK SECRETS

The game awards you with Fighting Points the further you progress, allowing you to unlock secrets. If you want to unlock everything you'll need to amass 2000 points. Here's the order that the secrets are unlocked:

**Extra Lives:** This allows you to have 9 lives.

**Stage Select:** You can jump from levels 1 to 6.

**Colour Change:** Changes character colour and unlocks Alpha Guy and Alpha Cody.

**Rapid Punch:** Allows you to hold the punch button to punch rapidly.



The future of electronic entertainment

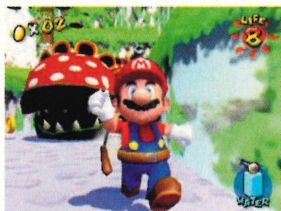
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Mario Sunshine

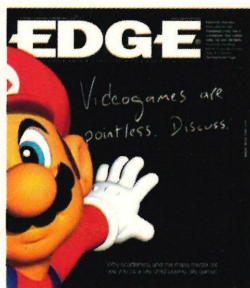


Metroid Prime



StarFox Adventures

## See the latest GameCube titles in E109



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**EVERY  
SECRET  
EXPOSED!**

# SUPER MARIO ADVANCE 2

It's the best platform adventure game ever –  
and this is the ultimate guide to go with it!

**Warning:** no secret has been left uncovered!



## REVEALED!

- ALL THE SECRET ROUTES AND AREAS
- WHERE TO FIND THE **HIDDEN** YOSHI COINS
- HOW TO BEAT **EVERY SINGLE** ENEMY
- INVALUABLE **BOSS-PULVERISING** TACTICS
- INSIDE INFO ON CRACKING ALL **75** LEVELS



# THE WAY OF THE WORLD

It's not such a big, bad world when you know the shortcuts...

## WORLD THREE

### VANILLA DOME

It may be vanilla, but there's nothing plain about it. With our help you'll soon have it licked! See page 112



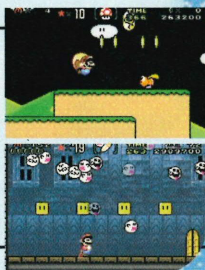
★ Koopas, Koopas everywhere. But which one's the boss...?

## WORLD TWO

### DONUT PLAINS

Fear not, our calorie-busting workout will ensure you're in good shape for this stodgy world. Have your cake and eat it. See page 110

★ What's secrets does the Ghost House hide? All will be revealed inside!

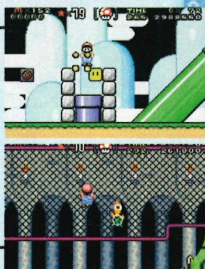


## WORLD ONE

### YOSHI'S ISLAND

It starts off nice and simple, like, but just because you can get through it, doesn't mean there aren't loads of hidden bits! See page 108

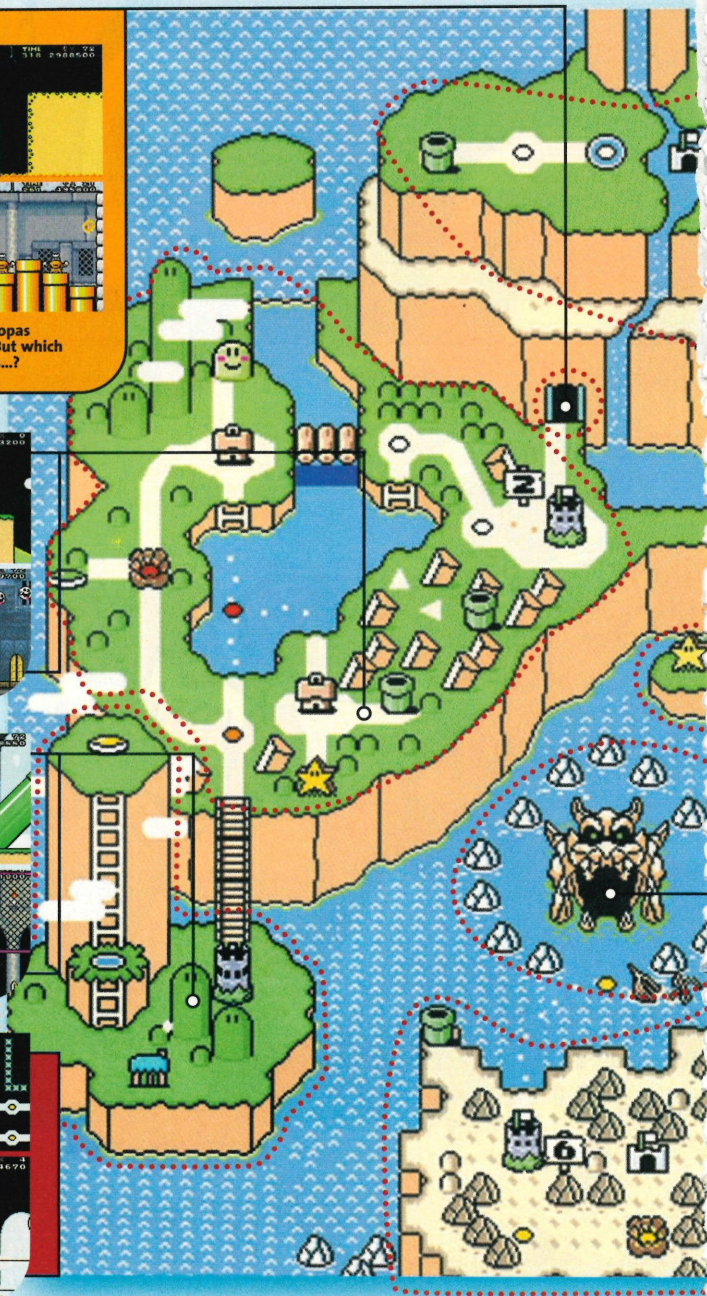
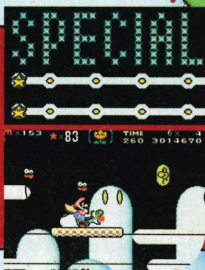
★ Don't be bothered by climbing Koopas - we'll show you how to kill him!



## SPECIAL WORLD

Special as in only a select few will ever get to see this tough-to-find area. Make sure you're one of 'em... See page 123

★ You've got to be pretty special to make it this far. Our guide tells you how!

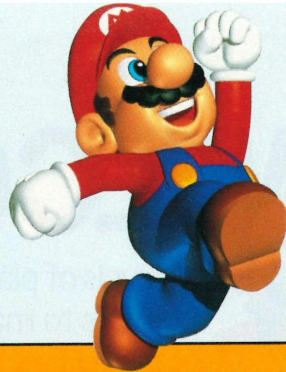
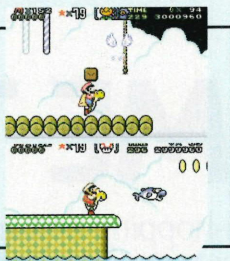




## WORLD FOUR CHEESEBRIDGE AREA

It might well be cheesy, but no way is it easy. Don't drive yourself crackers on these tricky levels - help is at hand!  
See page 114

★ Dolphins are your friends. Find out how to hitch a ride with our fish-like friends.



## WORLD FIVE FOREST OF ILLUSION

No, you're not seeing things. There's more to the forest than at first it seems. We'll show you the true path...

See page 116



## WORLD SEVEN VALLEY OF BOWSER

It's the final showdown! But fear not, we'll tell you everything you need to know about trouncing fatso!

See page 120

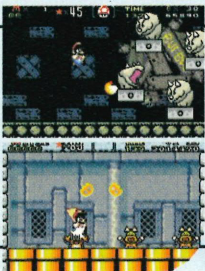


## WORLD SIX CHOCOLATE ISLAND

How can levels this tasty possibly be so nasty? Follow our advice and you'll soon have the taste of sweet, sweet victory!

See page 118

★ Don't let the bosses get the better of you - we stand up for your right to fight!



## STAR ROAD

There are secret entrances to this heaven-sent area all over the place. But nothing's been left out of our astronomical guide!

See page 124

★ It's tough making it this far, but stick with us and you'll be the star!





# WELCOME TO SUP



75 levels of platform-hopping brilliance await – here's a few pointers to making it through them all...

## CONTROL YOURSELF

➔ Stick with Mario. Luigi's wobbly legged leaping is a mare to control, and he slips and slides about like nobody's business. Hold B to run at all times: it's faster – and the quicker you sprint, the higher you can jump. Plus, you can scoot straight over many small gaps with B.



★ Despite Luigi's cries on the level select screen, you'll find yourself steering clear of him and his 'unique' dress sense.



★ Haunted houses are a nightmare of sheer drops, trick platforms, and ghosts who only move when you look away.



★ Hold B and you'll run over gaps and jump higher.

## YOSHI!

**DINOSORTED** Yoshi can eat bad guys, walk unharmed across spiky enemies, and protect you once from injury before scampering off. He's a mighty useful to have around, so don't lose him!

**RAINBOW YOSHIS** Once you've nursed the baby Yoshis in Star World (p124), three dinos with special abilities are at your service.

**Red Yoshi** Lick up any colour of shell and he'll spit out a trio of fireballs.

**Yellow Yoshi** Grab a shell and this fella will chuck dust clouds as he jumps.

**Blue Yoshi** Can fly by tapping A if you fill his mouth full of Koopa shell.

**FRUITFULA** This Power-up is yours if Yoshi gobbles five berries in a row. Plus, scoff two pink fruit and a coin-chucking cloud will appear.



★ Even enemies twice the size of little Yoshi fit in his sizeable gob. Greedy fella.



★ Yoshi's habit of scampering off at the first sign of trouble is not pleasing.



★ Flying Yoshi! Handy for reaching the secret coins hidden in the sky.



★ That poor Goomba's a couple of seconds away from a fiery death. Aw.



★ It's curtains for anything at ground level, courtesy of Yoshi's Big Stomp™.



★ Fruit is automatically gobbled, but you can use Yoshi's tongue for added reach.



★ Purple fruit ain't common – but chowing down on it leads to big rewards.



# ER MARIO WORLD

## EXTRA LIVES



★ Bash a Yoshi-containing block when you're already riding the dino.



★ Snaffle two pink berries, then grab all the coins the cloud chucks out.



★ Carry objects – such as the spring – through the level's end tape.

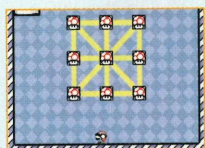


★ Collect 30 coins before head-butting one of the green Star Blocks.

## BONUS GAMES

**SPINNING BLOCKS** Pick a spot and bash every block in exactly the same place to see them all match. So, for example, stand in the centre and jump just as each spinning brick passes overhead.

**PLATFORM FUN** Not much advice we can offer here – though as it's very rare for all the platforms to share the same pattern, stick with the same combination for all five rows and you're bound to strike lucky at least once



## SNAP THE END TAPE



★ If a Charging Chuck is nearby, bounce off his head and hold A to leap up.



★ Coins nearby? Hunt around for a P-switch that'll transform them into steps.

## SWITCH PALACES

Noticed the dotted coloured lines infesting the later levels? They're blocks-to-be – by finding the appropriately hued Switch Palace and stamping on the big switch inside, all the lines will be transformed into solid blocks. They'll create bridges over tricky areas, provide routes to secret areas, and supply extra power-ups if you bash them. So get switching!



★ Bash a local Hammer Brother and use his platform to reach the top.



★ Carry a spring all the way to the level's end and bounce into the sky.



★ If Flying Koopas are floating about near the tape, hop off their heads.



★ And if you're too lazy for any of these, simply use high-jumping Luigi.



WORLD ONE

# YOSHI'S ISLAND



## YOSHI'S ISLAND 1

**Entrance:** Open from start

**SECRET AREA** Smash the blocks above this pipe using R. It won't work if you're little Mario, mind.

**1-UP MUSHROOM** Grab the red shell you see lying around, look up and chuck it at the block above.

Run to keep up, and leap to catch.



## YOSHI'S HOUSE

**Entrance:** Open from start

Not much to do here – simply run off the screen to exit. Once you've bagged a Yoshi, bring him back here for a free fruity dinner.



### YOSHI!

Here he is – hidden in the second set of '?' blocks. He'll eat fruit automatically, but you'll need to press B to get him to gobble up enemies. If you hang onto him, any Yoshi eggs you find will hatch extra lives.

## YOSHI'S ISLAND 2

**Entrance:** Open from start

**1-UP MUSHROOM** Chuck the shell near the start at the line-up of red Koopas – your score multiplies up to an extra life.

**BONUS ROOM** Don't miss this underneath

the blue pipe.

Grab the blue blocks and chuck towards the flying '?' blocks to find a life.



## ENEMIES



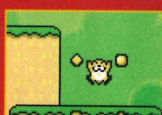
★ **Banzai Bill:** Hide in a dip in the floor – and duck.



★ **Rex:** Tap on the head once, then twice.



★ **Chargin' Chuck:** Three head bops will see him off.



★ **Monty Mole:** Best use Yoshi to gobble these fellas up.



★ **Jumping Piranha Plant:** Duck underneath when it's up high.



★ **Blup:** Wait for them to fly into the air, then scoot past.



## YOSHI'S ISLAND 3

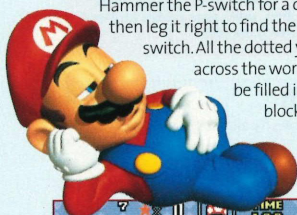


**Entrance:**  
**Yoshi's Island 2  
SECRET AREA**  
Tucked below the second set of rotating platforms lies a yellow pipe. Use the P-block inside for a shortcut.

## YELLOW SWITCH PALACE

**Entrance:** Yoshi's Island 1

Hammer the P-switch for a coin bounty, then leg it right to find the big yellow switch. All the dotted yellow lines across the world will now be filled in with blocks – handy.



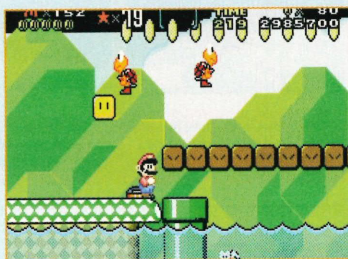
## YOSHI'S ISLAND 4

**Entrance:** Yoshi's Island 3

**BRIDGE TOO FAR** Stuck here? Use the shell to hit the block above, bash the P-switch that falls, and you've created a path across. Lovely.

### SPIKY SHUFFLE

Timing's the key to avoiding the Floating Mine. Stand on the edge of a platform, wait for one to pass, then leap onto the floating platform. Too tricky? Use Yoshi – his boots are invulnerable to Mines.



## IGGY'S CASTLE

**Entrance:** Yoshi's Island 4

**SHOVE FROM ABOVE** If the big falling brown block is close to the left edge of the screen, you can scoot underneath to the other side. Honest!



### BOSS IGGY KOOPA

The aim here is to bounce Iggy off the platform – hit his head and he'll slide towards the lowest edge. To make things easier, assume Fire Mario's form – he can use fireballs to the same effect.

## YOSHI COINS YOU MAY HAVE MISSED

**ISLAND 1**

Above line of three Rex's.

**ISLAND 1**

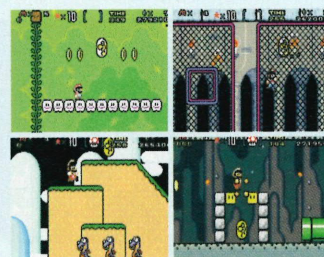
Inside the level's secret room.

**ISLAND 2**

Top of vine above first set of Monty Moles.

**ISLAND 5**

Two on reverse side of climbable fence.



★ **Floating Mine:** Sit tight until they pass, then leap over.



★ **Pokey:** Use Yoshi to suck up all the segments.



★ **Naked Koopa:** Harmless enough – just jump on him.



★ **Koopa Troopa:** Bounce on top, pick up and chuck their shell.



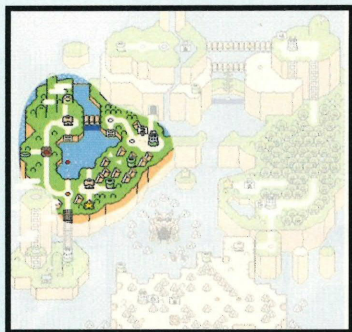
★ **Climbing Koopas:** Drop down onto their heads to murder him.



★ **Lava Bubble:** Timing is the key – run after they've dropped.



# DONUT PLAINS



## → DONUT PLAINS 2

Entrance: Donut Plains 1

### SECRET EXIT!

Duck into the second green pipe here, then use R to smash down and reach the shell. Chuck it up at the highest yellow block to unveil a vine to Green Switch Palace.



## DONUT PLAINS 1

Entrance: Iggy's Castle

FLY MARIO FLY Bop the Koopa with the flashing red cape and the first Mario Cape is yours.

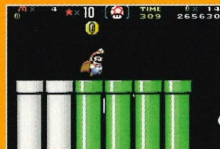
### GOLDEN COINS



★ 1. Nip down the level's second blue pipe to find this golden block.



★ 2. A counter appears: now use your cape to collect the coins – all 600 of 'em.



★ 3. Your prize is three extra lives, and some pretty birds. Aw, how cute!

### SECRET EXIT!

Found Green Switch Palace? Scamper up the green blocks near the end to reach Donut Secret 1.

## DONUT GHOST HOUSE

Entrance: Donut Plains 2

ESCAPE! After heading through the door that looks the same as the previous one, leap through the steps to the door above. Bash the yellow block, then climb the vine.



### SECRET EXIT!

Enter with a cape, fly all the way up to the left, then run right. This exit leads to Top Secret Area.

## DONUT PLAINS 3

Entrance:  
Donut Ghost House  
SWITCHEROO

Hit the pink 'ON' switch to get the platform moving – then bash the next one to avoid a nasty death.



## DONUT PLAINS 4

Entrance: Donut Plains 3  
Fairly uneventful. Next!



## ENEMIES



★ **Amazing Flyin' Hammer Brother:** Bash his blocks and hop on.



★ **Goomba:** Bop him on the head, grab and chuck.



★ **Koopa Paratroopa:** Wait on the left, then jump on top.



★ **Volcano Lotus:** Use spin (on the R button) to destroy.



★ **Buzzy Beetle:** Treat the same way you'd treat Koopas.



★ **Spiny:** Can't be bounced on – chuck shells their way.



## DONUT SECRET 1

Entrance: Donut Plains 1 secret exit

**SECRET AREA** Up the blue pipe near the start is a room with P-balloons that'll help you reach an extra life near the ceiling.



### SECRET EXIT!

Carry the P-block right and use it near the row of brown blocks. The key to the Donut Secret House is inside the block beneath.

## MORTON JR'S CASTLE

Entrance: Donut Plains 4

### BOSS

## MORTON JR

Simply jump on this fella's nut three times, and dodge left or right if he tries to bounce on your own bounce.



★ **Boo Buddy:** Turn to stare at them and they won't move.



★ **Fuzzy:** If you're handy, chuck a shell their way.



★ **Big Boo:** Use the spring nearby to leap over this daddy.



★ **Eerie:** Can't be destroyed - duck or jump to avoid.



★ **Thwimp:** Edge near, then wait for them to climb back up.

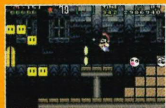


★ **Thwomps:** Same as Thwimps, but, er, plainly much bigger.

## DONUT SECRET HOUSE

Entrance: Donut Secret 1 secret exit

**ESCAPE!** Grab the coins arranged in the shape of a door, then head left to a P-switch, which creates a blue door leading to Donut Secret 2 (see p122)



### SECRET EXIT!

As left, but bash the block above the yellow door to reach Big Boo. Fling blue blocks up at poor Big Boo and you're whisked off to Star Road 1 (p124).

## TOP SECRET AREA

Entrance: Donut Ghost House secret exit

Collect Yoshis, capes, fire flowers and extra lives whenever you like. Neat.



## GREEN SWITCH PALACE

Entrance: Donut Plains 2 secret exit.

The pipe on the right leads to the big, big switch.

## YOSHI COINS YOU MAY HAVE MISSED

### DONUT 1

Waay above the first bouncing Koopa.

### DONUT GHOST HOUSE

Uncover P-block after door two, head left to blue door

### DONUT 3

Bash line of yellow blocks to find vine

### DONUT SECRET

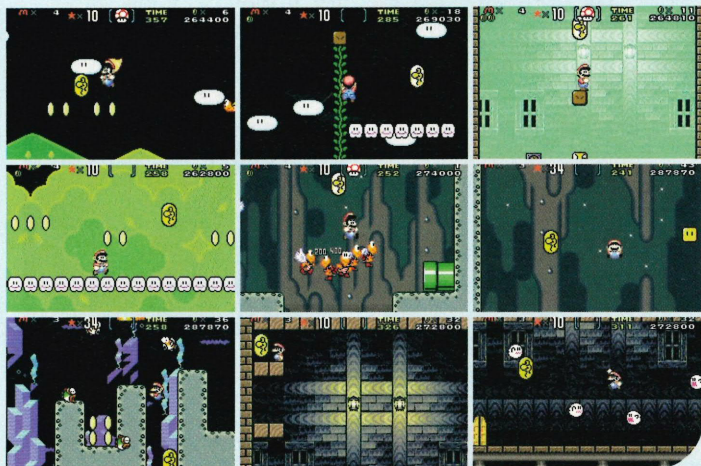
Two at top of level's secret room

### DONUT SECRET HOUSE

Up, up, up above the P-switch.

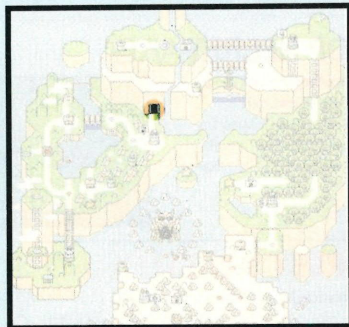
### DONUT SECRET HOUSE

Use P-switch to enter yellow door and run left.





# VANILLA DOME



## VANILLA DOME 1

Entrance: Morton's Castle

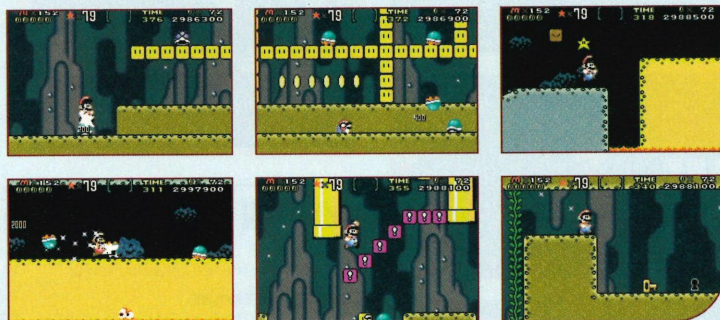
**BEETLE RACE** When you reach this area, chuck Buzzy Beetle's shell and chase after it along the bottom row.

**YELLOW PERIL** Don't hang about on the giant sinking yellow platform – use the star to simply

charge through everything in your way.

### SECRET EXIT!

Climb the red blocks after the mazy bit to find the exit to Vanilla Secret 1.



## VANILLA DOME 2

Entrance: Vanilla Dome 1

### SECRET EXIT!



1. In the second stretch of water, leap out of the second 'air-hole'.



2. Use the P-block on the left to break through the brown blocks further left.



3. Drop down the second 'well' to find the keyhole to Red Switch Palace.

## VANILLA GHOST HOUSE

Entrance: Vanilla Dome 2

To escape, find the P-switch in the Green Goo area and haul it to the right, activating it only after collecting the coins in the shape of a door.



## VANILLA DOME 3

Entrance: Vanilla Ghost House

**BONUS ROOM** Use a Mario Cape to fly up, up, up after the midway tape.

**COLD AS ICE** One of the skull-rafts drops you off next to a yellow pipe, which leads to a chilly bonus area.



## VANILLA DOME 4

Entrance: Vanilla Dome 3

**BULLET TIME** When you hear a 'kaboom', stay well away from the bouncy green springs and get ready to duck – a quartet of Bullet Bills are on their way.



### SECRET AREA!

Keep an eye out for the blue pipe after the midway tape.







## LEMMY'S CASTLE

Entrance: Vanilla Dome 4



★ 1. Magikoopa will turn blocks into enemies – use this to escape the top row.



★ 2. Once you're down, don't miss the block above you hiding a handy cape.



★ 3. Stamp on the P-block and race over to the door in mid-air for a shortcut.

### BOSS

## LEMMY KOOPER

Amongst the three Koopas that pop out of the pipes, Lemmy's the yellow one. Wait for him to make a face, then stamp on his silly little head.



## VANILLA SECRET 1

Entrance: Vanilla Dome 1 secret exit

### SECRET EXIT!

Grab the first spring and drop it on top of the twin blue blocks to the west. Now you can bounce up to a pipe that leads to Star Road 2 (see p124).



## RED SWITCH PALACE

Entrance: Vanilla Dome 2 secret exit

Scoot right over the turtles into the pipe that conceals the Red Switch.



## YOSHI COINS YOU MAY HAVE MISSED

### VANILLA 2

On secret exit route.

### VANILLA 2

As secret exit route, but head right rather than left.

### VANILLA GHOST HOUSE

The top route on the first section.

### VANILLA GHOST HOUSE

Near first Big Boo – hit the bottom row blocks.

### VANILLA SECRET 1

Below the twin blue blocks.

### VANILLA SECRET 1

Use the second spring to reach the ceiling.



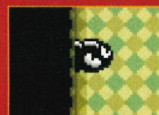
## ENEMIES



★ **Big Bubble:** Most can be leapt over, but duck for others.



★ **Blargg:** Stay left, then leap over them when they leap up.



★ **Bullet Bill:** Sticking to the centre of the screen will avoid most.



★ **Magikoops:** Can be destroyed with a shell, or a head-stamp.



# CHEESE BRIDGE AREA



## → LUDWIG'S CASTLE

Entrance: Cookie Mountain

**SPEED TRIP** When you reach this bit, run! Bash the switch for a temporary breather – then ruuuuun!



BOSS

## LUDWIG VAN KOOPA

Leap over his fireballs and come crashing down on his head. Jump over his crazy spin and lead him left, so he's not off the screen when he bounces.



## CHEESE BRIDGE

Entrance: Lemmy's Castle

**YOSHI'S WORLD** With Yoshi, bash the block after the halfway tape to be taken to a secret mid-air world full of magical delights.

**SECRET AREA** There's a short shortcut below the second blue pipe after the halfway tape.



## SODA LAKE

Cheese Bridge secret area

This watery path leads to Star Road 3



## SECRET EXIT!

Tough this. Make sure you have Yoshi and a cape, then leap off the next-to-last platform. You'll float underneath the usual exit – press R to leap onto the platform beyond, and find the exit to Soda Lake.



## COOKIE MOUNTAIN

Entrance:

Cheese Bridge

**CLOUD CITY** Use

a cape to soar over the tall green pipe here and find a cloudy platform – plus a 1-Up mushroom.



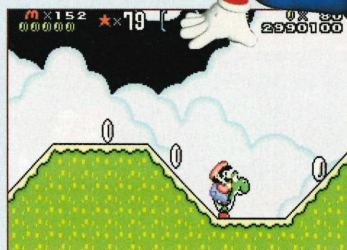
## VANILLA SECRET 2

Entrance: Vanilla Secret 1 (p113)

**GREY AREA** Use Yoshi to stamp on the Spike Tops and headbutt the yellow block.

A grey P-block appears, which turns all enemies into grey coins. By using it near the Koopas from earlier, you'll net around 40 lives. Yikes!

**BONUS ROOM** Hidden beneath the second pipe-dwelling Lakitu.





## VANILLA SECRET 3

### Entrance: Vanilla Secret 2

Use the bouncing Dolphins to finish this—or protect yourself from the Porcu-Puffers below by riding Yoshi.



### BOSS

## REZTOR

Smack two Rhinos on their underside, then leap onto an empty platform as the floor tumbles into the lava. Negotiate the platforms to avoid the fireballs and nab the other two.

## VANILLA FORTRESS

### Entrance: Vanilla Secret 3

**CHAIN REACTION** You can avoid the Ball 'N' Chains by positioning yourself on the chains that attach the ball to the ground.

**SECRET AREA** As mini Mario, duck underneath the row of yellow spikes in the second section to see off half of the level in the blink of an eye.



## BUTTER BRIDGE 1

### Entrance: Vanilla Fortress

If you bounce up and down on the mushroom platforms here, you can keep them vaguely level without dropping to your death.



## BUTTER BRIDGE 2

### Entrance: Butter Bridge 1

**BONUS ROOM** Hidden inside the second blue pipe just after the halfway tape.



## YOSHI COINS YOU MAY HAVE MISSED

### VANILLA SECRET 2

Use a cape at the start to find clouds in the sky.

### VANILLA FORTRESS

Left after ducking down the first pipe.

### VANILLA FORTRESS

As above, but head all the way left, up & right.

### COOKIE MOUNTAIN

After the halfway tape, hit the yellow blocks for a vine.

### BUTTER BRIDGE 2

Fly up onto a cloud platform from the very start.

### BUTTER BRIDGE 2

Bounce off a flying Koopa for this mid-air coin.



## ENEMIES



★ **Para-Bomb:** You can bash them while they're in the sky.



★ **Lakitu in A Pipe:** Stomp on his head before he chucks a fireball.



★ **Dolphin:** Stay on as long as you can, then leap to another.



★ **Porcu-Puffer:** Yoshi's feet, or Mario's spin, will do them in.



★ **Fishbone:** Fireballs are the best bet against these finny fellows.



★ **Sony Beetle:** They're vulnerable when they're walking.



★ **Falling Spikes:** Discoloured yellow spikes—edge close to tempt them down.



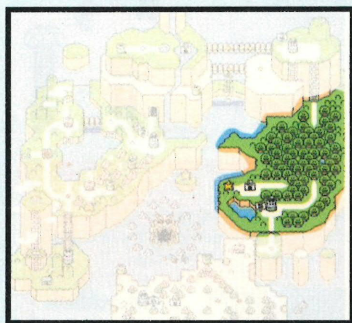
★ **Sumo Brother:** Wait for the first wave of flames, then butt his block.



★ **Torpedo Ted:** Watery version of Bullet Bill. Just avoid!



# FOREST OF ILLUSION



## FOREST OF ILLUSION 1

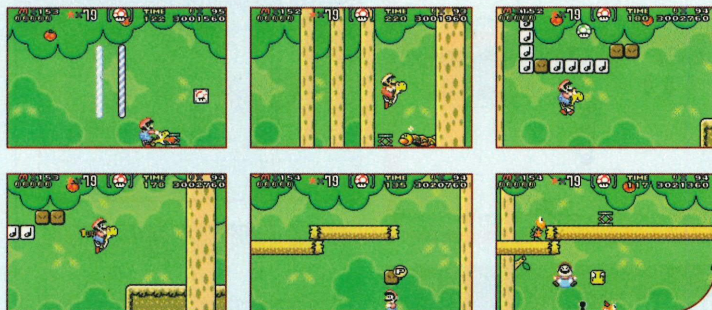
Entrance: Ludwig's Castle

**SPRINGTIME** Yoshi can carry the springboard around this level in his gob.

**1-UP MUSHROOM** Confused as to how to reach this mushroom? Bash the music block beneath so it leaps over the block to the right.

### SECRET EXIT!

Drop to the right of where you see the key, then punch the yellow block for a B-balloon. Use this to float over to the lock and key, which lead straight to Forest Ghost House.

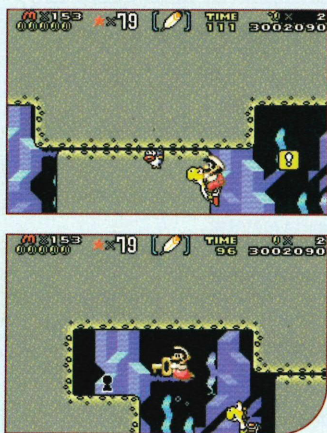


## → FOREST OF ILLUSION 2

Entrance: Forest of Illusion 1

### SECRET EXIT!

Near the end tape, swim south-west through a wall containing a Rip Van Fish. The key here unlocks Blue Switch Palace.



## FOREST OF ILLUSION 3

Entrance: Forest of Illusion 2

### SECRET EXIT!

The *only* way to escape World 5 is sliding down this tall green pipe at the end of the stage. Only big Mario can smash through the blocks beneath to the Roy's Castle keyhole.

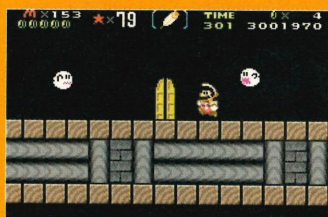


## FOREST GHOST HOUSE

Entrance: Forest of Illusion 1/3



★ Grab this P-block, drop through the coins, then use the switch to reveal a blue door.



★ Run left. The first door leads to Forest of Illusion 4 – the second to Forest of Illusion 1.

## FOREST OF ILLUSION 4

Entrance: Forest Ghost House

**AVOID LAKITU** Don't grab the extra life from Fishin' Lakitu – he'll start chucking Spinies at you.  
**CLOUD RIDE** When you reach the lone blue shell, chuck it upwards at the flying Lakitu, then hitch a ride on his cloud to reach some floating coins.

### SECRET EXIT!

There's a pipe-dwelling Lakitu above the level's P-switch, which you can reach via a running jump with the cape. The keyhole inside leads to Forest Secret Area.



## FOREST SECRET AREA

Entrance: Forest of Illusion 4 secret exit

Stay on the first platform for three Yoshi coins, swap for the fourth, swap again for the fifth.



## ROY'S CASTLE

Entrance: Forest of Illusion 3 secret exit

**SNAKE ALIVE** Stick as close to the back of the 'block snake' as possible, so you can spot where to go next.

**P OFF** Don't use the P-Block you find – it'll bring down nasty Bowser statues.

### BOSS ROY KOOPA

Similar to Morton Jr. – just shoe in his head and run if he tries to drop on you. Finish him quick enough and the shrinking walls won't matter a jot.



## FOREST FORTRESS

Entrance: Forest Secret Area

**SECRET AREA** Don't head through the boss door – take the tunnel over it, then use a Mario cape to cross the giant lava pit and reach some goodies.

**REZNOR** Read how to beat him in the Vanilla Fortress section (p115). Now you're off to Star Road 4 (see p124)

## ENEMIES



★ **Wiggler:** Use Yoshi to gobble them up, or chuck fireballs.



★ **Flying Goombas:** One bop will see off their fancy wings.



★ **Urchins:** A blue block or a spin attack sees them off.



★ **Bob-ombs:** Steer clear – after a few seconds, they blow up.



★ **Lakitu:** Chuck a shell at him to bag a ride on his little cloud.



★ **Bowser Statue:** The statue is harmless – avoid the fireballs.

## BLUE SWITCH PALACE

Simply run right to find the Big Blue Switch.

## YOSHI COINS YOU MAY HAVE MISSED

### FOREST 1

At end of top and bottom 'routes' of triple route.

### FOREST 1

Follow the top route to the end.

### FOREST 1

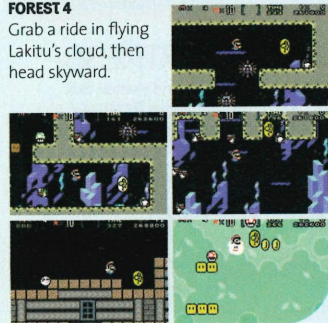
Head up through the fish swarm at the end.

### FOREST GHOST HOUSE

Past the door to Forest of Illusion 1.

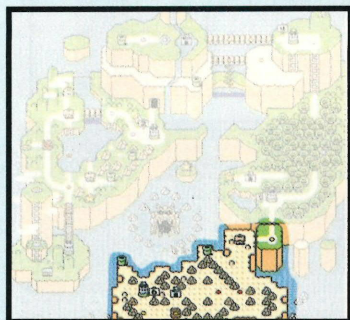
### FOREST 4

Grab a ride in flying Lakitu's cloud, then head skyward.





# CHOCOLATE ISLAND



## CHOCOLATE ISLAND 1

Entrance: Roy's Castle

**THREE LIVES** See that diagonal green pipe near the start? Pop down the yellow pipe prior to it – with a cape – to reach a 3-Up in the clouds.



**BLUE OR GREY?** Near the end, head down the blue pipe for a tough Dolphin-based route... or choose the grey pipe just after to simply shoot out the green pipe to finish.



## CHOCOLATE ISLAND 2

Entrance: Choco Ghost House

**TWIN ROUTES**

1. Not much going on in Choco Island 2 if you take your time – but you'll be whisked off to boring old Chocolate Island 3. Instead...
2. ...finish the flying Koopa area with the timer above 250 and you'll be led to a key and keyhole which will drag you off to Chocolate Secret (see p122)



## CHOCO GHOST HOUSE

Entrance: Chocolate Island 1

Spotted the three funny-looking blocks beneath the '?' block here? Turn away – they're actually Boos. Lead them to the hole in the ceiling above, then swing around to mould them into steps that lead to the door.



## CHOCOLATE ISLAND 3

Entrance: Chocolate Island 2

**BONUS AREA** Don't miss the blue pipe just above the second Yoshi Coin – it'll whisk you off to a goodie-filled bonus room.



## CHOCO FORTRESS

Entrance: Chocolate Island 3 secret exit

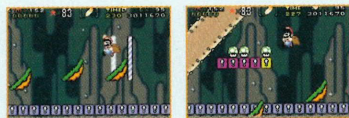


**REZNOR** You're probably getting used to this tricky opponent – see Vanilla Fortress (p115) for more details on how to reach Chocolate Island 4.

### SECRET EXIT!

The goal takes you round in a circle. Bah! When you reach land's end, use a cape to soar over to the *real* exit to Choco Fortress.





## CHOCOLATE ISLAND 4

Entrance: Choco Fortress

**THREE EXTRA LIVES?** You betcha. After the second Yoshi coin, head right, then double-back to head down. It helps if you've paid a visit to all four Switch Palaces.

### SECRET AREA!



★ 1. Bash these diagonal yellow blocks to uncover a P-block. Hit it!



★ 2. The highest tunnel on the left hides a lovely Yoshi coin. Yum!



★ 3. The other tunnel leads to goodies. The faster you drop, the better the gift.



## WENDY'S CASTLE

The section with the Hotheads who travel around the grey blocks ain't easy. Take your time—you can always leap over them (even the big ones) if they come for you.



## BOSS WENDY KOOPA

Take care of her in the same way as Lemmy (p113)—but watch out for the second Lava Bubble.



## CHOCOLATE ISLAND 5

Entrance: Chocolate Island 4

When you reach the P-block, carry it over to the yellow pipe trapped inside bricks to reach a bonus game. Ooh, and there's *another* Bonus Room packed with Yoshi Coins down the next yellow.



## YOSHI COINS YOU MAY HAVE MISSED

### CHOCOLATE 4

After the second set of floating platforms, head up and left.

### CHOCOLATE 4

Third row down in the level's secret room.



## ENEMIES



★ **Dino-Torch:** Squash him flat before he sets fire to your jacksie.



★ **Dino Rhino:** Stomp him once to transform him into a Dino-Torch.



★ **Fishin' Boo:** Just stay away from the upper area of the screen.



★ **Thwimp 2:** When they rest on the left, leap over them.



★ **L'il Sparky:** Wait 'til they're on the left, then leap onto the block.



★ **Hothead:** Same as L'il Sparky. Leap over 'em if they rotate to the top.



# VALLEY OF BOWSER



## SUNKEN GHOST SHIP

**Entrance: Wendy's Castle**

Watch for the ghosts – halt when they faded in, then carefully pick a route through. Bizarrely, the

level exit is the green question mark at the bottom of the giant drop – but don't miss the 1-Up Mushrooms below.



## → VALLEY OF BOWSER 1

**Entrance: Sunken Ghost Ship**

**FULL MOON** Keep to the top and cross the line of Munchers using the Big Mole's head. There's a 3-Up on the other side.

**BONUS ROOM** Follow the bottom route to find a solitary yellow block, which conceals a vine that leads to a secret pipe.

### HELP!

To escape, head along the bottom route until you're blocked in a narrow corridor by a Big Mole. Backtrack, then leap over him.



## VALLEY OF BOWSER 2

**Entrance: Valley of Bowser 1**

**YOSHI WINGS** Just after the first pipe: all the Yoshi coins you need are here.

**EARTH QUAKE** Glance ahead to find the next safe area, and run! Don't risk a superlong sprint, though – play it safe.

### SECRET EXIT!

Scamper right so you end up standing atop the edge of the giant rising yellow stone. Now leap off the top of the screen and left to grab the key to Valley Fortress.





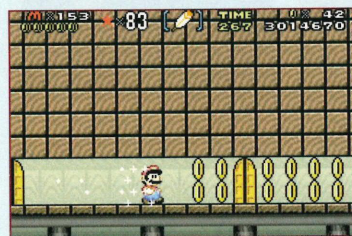
## VALLEY GHOST

Entrance: Valley of Bowser 2

HOW TO ESCAPE



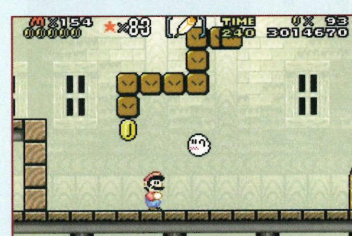
- ★ 1. Bash the P-block above you, then sprint right to a line of doors.



- ★ 2. If you can make it to door three, you'll escape to Valley of Bowser 3.



- ★ 3. Behind door five: a P-switch. Carry it right and up through the 'bridge'.



- ★ 4. Create 'stairs' with the coin block, then P-switch up to Larry's Castle.

## VALLEY OF BOWSER 3

Entrance: Valley Ghost House  
BONUS ROOM

When two vertical yellow pipes meet in the centre of the screen, duck into the bottom one.



## VALLEY OF BOWSER 4

Entrance: Valley of Bowser 3

BONUS AREA A green pipe opposite three collapsing white platforms conceals a secret.



### SECRET EXIT!

First, grab Yoshi from near the vine. Ride him *all* the way to the end and eat the key behind the blocks. You're off to Star Road.

## LARRY'S CASTLE

Entrance: Valley Ghost House

MAGIKOOPA MAYHEM You'll need Magikoopa to magic away the yellow bricks that block your way. Once that's done, leap over his magic and smack him on the head.



### BOSS

## LARRY KOOPER

Similar to Iggy Koopa (see p109), but enter with Fire Mario if you can, as the three leaping Lava Bubbles make it difficult to land safely on Larry's head.

## VALLEY FORTRESS

Entrance: Valley of Bowser 2 secret exit

MAKE A POINT Fun, eh? Don't take chances with the spikes – look for areas you can take a

breather in, and rest there. Rush it, and you'll die.

REZNOR Yes, him again. See p115 to find out how to send him packing.



## BOWSER'S CASTLE

Entrance: Larry's Castle/Valley Fortress

FRONT DOOR



- ★ 1. Let's get through here quickly. The fastest route is to first run to the door with the big 'a' next to it.

- ★ 2. Enter, and negotiate the way to the end. Now you come to a further set of doors. Enter the '5' door.

- ★ 3. Stand close to the nearest spike, wait for it to raise high enough to pass, then run *all* the way to the end. Just!

BACK DOOR

LIGHTS ALIVE Too dark? Run forward a little and bash the red block to turn the lights on.

BOWSER HELP Stamp on a Mechakoopa, then pick him up and chuck him at the Ninjis.





## → THE FINALE!



★ 1. Avoid his swinging, then stamp on a Mechakoopa and chuck one up so it lands on Bowser's head on the way back down.



★ 2. After a bit, Bowser will drop flames from the sky – manoeuvre yourself between the fire to stay nice and safe.



★ 3. Wait 'til Koopa stops, then run left and leap the giant boulder that he chucks at you. Repeat.



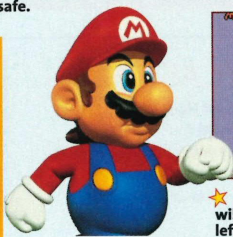
★ 4. More Mechakoopas, so bop Koopa on the bounce. Two hits will move him on to the next stage.



★ 5. Yet more fire, then Bowser will try to stamp on you. Scamper left and right to avoid.



★ 6. Finally, two more bops from the Mechakoopas will finish him off for good. You've rescued Peach!



## DONUT SECRET 2

Entrance: Finish Donut Secret House (p110)  
Bounce off the heads of all the flying Koopas at the end of this level for a handy extra life.



## CHOCOLATE SECRET

Entrance: Chocolate Island 2 secret exit  
Nothing doing – simply a fast route to Wendy's Fortress in Chocolate Island.



## YOSHI COINS YOU MAY HAVE MISSED

### VALLEY 1

Bottom route from the start.

### VALLEY 1

Follow top routes all the way.

### VALLEY GHOST HOUSE

Use P-switch to reach this one, suspended on coins.

### VALLEY 4

Above the Chargin' Chuck after the column of blocks.

### LARRY'S CASTLE

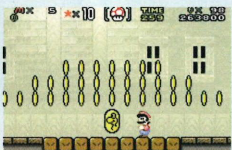
Follow the snake all the way down.

### DONUT SECRET 2

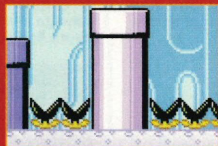
Use the spring to hit block and reveal vine.

### SUNKEN SHIP

First left, then centre, then centre again. Rest on the platform, then drop left, and finally centre again.



## ENEMIES



★ **Snappers:** You can only walk across these if you've got Yoshi.



★ **MechaKoopa:** Bounce on him to send him to sleep, then pick him up.



★ **Ninjis:** It's best to use unconscious MechaKoopas to see them off.



# SPECIAL WORLD

## SPECIAL WORLD 1

In the second section, it's worth taking the second P-block with you after bashing the first, in



case you can't bop the Amazing Flyin' Hammer Brother in time.



## SPECIAL WORLD 3

To survive and collect all the Yoshi coins, hit the first switch, bash the next one, ignoring the rest. The Yoshi Wings in the yellow block will drag you off to the rest of the coins.



## SPECIAL WORLD 4

Just be careful – pick your moment before leaping off the pipes near the end, as Blurps can easily knock you flying.



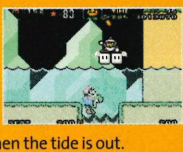
## SPECIAL WORLD 5

Easy – just keep hold of Yoshi or you'll find negotiating the Pookies near the end tape very, very tricky.



## SPECIAL WORLD 6

The water level changes here, so avoiding the Snappers is easy. Keep hold of Yoshi – his boots will protect you when the tide is out.



### SECRET EXIT!

After the second Yoshi coin, drop down the smaller of the two blue pipes to a cute cloudy area.

## SPECIAL WORLD 7

When you reach the big red pipe, use a Bullet Bill from the earlier cannon to bounce over it. Failing that, track back and grab the spring, using Bullet Bill to clear the cannon it sat next to.



## SPECIAL WORLD 2



★ 1. Hit the P-block, then drop down and bash the '?' block to collect a P-balloon. Head right.



★ 2. You'll find another P-balloon in the '?' block after the second Yoshi coin. Grab it quick.



★ 3. A P-balloon is also in the block Charging Chuck stands on after the Volcano Locus.



★ 4. Now you should be able to float all the way to the end. Phew!

## SPECIAL WORLD 8

No particular trick here – just make sure you have Yoshi to collect the green apples, each of which adds 20 seconds to the timer. Without that friendly fruit, you'll *never* reach the end.

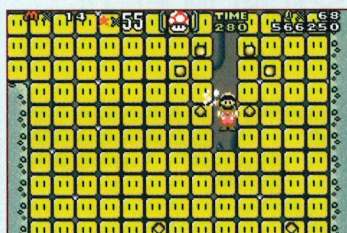


# STAR ROAD



## STAR ROAD 1

**Entrance:** Cookie Mountain Secret House secret exit  
**BABY YOSHI** You'll find him on the first row of single blocks. Pick him up and feed him five enemies—or a star—to create a big Yoshi. See p106 for more.



### SECRET EXIT!

Stick to the right as you smash through the second set of yellow blocks to reach the key to Star Road 2.



## STAR ROAD 2

**Entrance:** Donut Secret House secret exit  
**BABY YOSHI** A Blue Yoshi is yours if you feed the baby near the start five fishies, or a star. See p106 for more.

### SECRET EXIT!

Not too tricky—swim *under* the tunnel at the end to find the key and keyhole to Star Road 3.



## STAR ROAD 3

**Entrance:** Soda Lake

**BABY YOSHI** The yellow egg next to you will hatch into a big Yoshi if he scoops five spikies or blue blocks. See p106.

### SECRET EXIT!

Chuck a blue block up at Lakitu and ride his cloud up to a secret area, concealing the exit to Star Road 4.





## STAR ROAD 4

Entrance: Forest Fortress

**BABY YOSHI** Right at the start – feed him five Koopas and he'll transform into a big 'un. See p106.

### SECRET EXIT!

You'll need to have all the Switch Palaces done for this. Drop down from the grey blocks near the middle and walk along to find the Star Road 5 exit.



## YOSHI COINS YOU MAY HAVE MISSED

### STAR ROAD 2

Next to the pipe you came down in.

### STAR ROAD 3

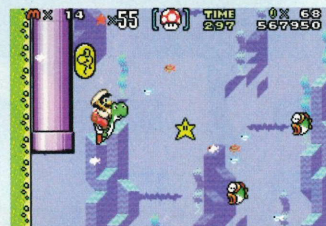
Float to secret area, then all the way across and up.

### STAR ROAD 4

Bottom of four level platforms.

### STAR ROAD 4

Top of red pipe above secret exit.



## STAR ROAD 5

Entrance: Valley of Bowser 4 secret exit

**COIN BLOCK** Smack this block and push right to create a row of coins, then use the P-block to make a handy bridge.

**BABY YOSHI** Just after the coin bridge – feed him five enemies. See p106.

### SECRET EXIT!

At the end of the coin block bridge, hit the third yellow block to create a vine. At the top, if you've reached all the Switch Palaces, a series of coloured blocks take you to the top-secret Special World (p123).





**United**

The Official Manchester United Magazine

A full-page photograph of David Beckham in action, wearing a red Manchester United jersey with the Vodafone logo and the club crest. He is running on a green football pitch with a blurred crowd in the background. The name 'BECKHAM' is overlaid in large, bold, yellow capital letters with a black outline.

# BECKHAM

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**Write to us! You can get in touch by post or email, but please include your full postal address as there will be a juicy prize for the best letter!**

#### Feedback

Advance Magazine  
Future Publishing  
30 Monmouth Street  
Bath BA1 2BW

advance@futurenet.co.uk

★ Sick to the back teeth of playing yesterday's games? Or keen to relive those classic moments? Well?

We write this whole magazine for you, you know. So it's only fair that you write a little bit for us...

#### "PLAYED TO DEATH"

Congratulations on a great new magazine for a great new platform. Being a Future reader dating back to the time of *Amstrad Action*, I was confident that even though the mag was sealed, it would be worth the investment. How right I was. As always, the pages are thoughtfully designed and informative, and the smaller size is absolutely perfect!

At 24, having 'grown up', I tend not to play games so much anymore. However, the GBA caught my interest in gaming again.

My concern is the apparent flood of games ported directly from other systems (for example, *Doom*, which I have played to death over the years). My only hope is

that when Nintendo get around to releasing *Zelda* for the GBA (from past experience it should be around 2003) they come up with a new adventure rather than re-hashing the SNES version (as they are doing with *Mario Advance 2*... oh the longing for a proper new *Mario* game, none of this *Mario Party* nonsense). Until then I will be happy to settle for the two new GBC *Zelda* games. Keep up the high standard you have set for yourselves and I'll see you in issue 2!

DAMIEN NASH  
SOUTHEND, ESSEX.



Thanks for your kind words, Damien. It's true that the GBA has seen the re-release of many a classic title, but not everybody has played them. And some games are simply timeless.

Let's take your *Doom* example. We've seen a few first-person shooters on the GBA, such as *Ecks vs Sever* and *Dark Arena* (reviewed on page 40) – so if you're after such a game you don't have to buy *Doom*. But of them all, we reckon *Doom* is the best, and part of the reason is the nostalgia it evokes – it just wouldn't be the same without the creaking doors of the original!

*Mario Advance 2* is a carbon copy of the SNES's *Super Mario World*, and it's still a great game. But we reckon Sega has shown Nintendo a thing or two with *Sonic Advance* – where they've taken the gameplay, characters and essence of the game that made the



## "BITS AND BOBS"

I bought Advance magazine and after reading about Game Boy Advance accessories, my son and I set out for Newcastle to try and buy some. To our disappointment and exhausted efforts, nobody stocked them, and phoning various software stores around the country also drew a blank.

The items we were after were the Joytech Battery Grip and Light Magnifier, and Wild Things Super Charger.

I would be grateful if you could try and help me get these items.

W LORD

NEWBIGGIN-BY-THE-SEA

you did not list any stockists, in particular the Saitek radio adaptor. Please can you help?

GARETH JONES  
PORTSMOUTH



Joytech has told us that you should be able to find their products through your local Dixons or MVC – if they're not in stock, ask the staff whether they can order them. Here's a list of contact details for all the companies that supplied products for our Cool Kit round up:

Blaze	01302 325225
Joytech	01525 852900
Logic 3	020 8902 2211
Nintendo	01932 895390
Saitek	01454 451900
Thrustmaster	0208 6651881
Wild Things	02920 755774

Excellent first issue – it's good to find a new magazine which gives more to its readers. One problem I had is the accessories section. Though I appreciated your in-depth reviews of all the bits and bobs to go with the GBA,



★ Psst, wanna buy a Battery Grip for your GBA? Run along to your local Dixons, then!



➔ original such a hit, and wrapped a completely fresh adventure with new levels around it!

No-one would love to see a new *Mario* game more than us, but in the meantime, we're happy to relive those old SNES memories...

## "GOING OUT OF BUSINESS"

I have just brought the first issue of your *Advance* magazine and it's great! I have some questions that I can't seem to get an answer for. Could you help me?

1. I thought SNK was going out of business. Is *King of Fighters* the last SNK game to be released? I have been a fan of SNK and I was hoping that *Samurai Showdown* would be out soon for GBA. Will it?

2. I'm able to get on the American bases over here so I can get games when they are out in the US. The last game I brought was *Golden Sun* – it is hot! But for the last few days I've been stuck in the same place. Is there any where I can get tips for it?

Great mag! Thank you for your time.  
DAN BROOKS



1. SNK was hit hard by the failure of its Neo Geo Colour console, and sadly have been forced to shut up shop. Consider yourself lucky that you can get *King of Fighters* – this game is not generally available in the UK (though it is available on import – see the feature on page 94). However, there are reports that other manufacturers have bought up the rights to SNK's games, so while there's no news of a GBA version of *Samurai Showdown* at the moment, there may be in the future...

2. If you've got Internet access, one of the best sites for tips and cheats is [www.gamefaqs.com](http://www.gamefaqs.com). You'll find help on just about every game ever. And as *Golden Sun* has finally been released in the UK, we'll undoubtedly be doing some tips on it next issue!

## "MINOR COMPLAINTS"

After purchasing the first issue of *Advance* I was just amazed. The stuff you guys have included are just top class, the news, reviews, previews and presentation are all 100%. I write this mail to congratulate you on your success but have a few minor complaints.

Firstly £3.50 is just a tad to pricey. I know you need to make a profit, but could you reduce it by 20-30p.



★ A pair of Panasonic PowerMax 3 batteries will power-up your GBA for 15 hours. And they're free with *Advance*!



Secondly, will you be including a letters page – as this will make your magazine the best read anywhere!

Lastly, after reading your magazine I wanted more but couldn't find out when the next issue is coming out or what would be inside. Apart from that, this magazine is great – especially its size. Well done!

DAVID GRIFFEY  
BRISTOL

★ It's those kings (and queens) of fighting. Sadly the game's makers, SNK, have gone down the pan.



For £3.50 not only did you get a couple of batteries, which would have set you back a couple of quid, but £5 off any game. That's £7 worth of goodies, so by our reckoning, the *real* price of the magazine is actually *minus* £3.50! And we've come up with more batteries and another money saving voucher this issue – see page 13!

You want a letters page? You got a letters page!

Currently, the mag is being published quarterly. We can't give you an exact date at present, but expect to see issue three of *Advance* in the shops in the Summer!

## WRITE IN TO WIN!



This is the place to air your GBA views. And what's more, every issue we give the writer of the best letter a bumper pack of Joytech goodies! Just look at what's up for grabs:

**LIGHT MAGNIFIER** The GBA screen is a bit on the dark side, but this natty device bathes it in glorious light – and magnifies it by 40 percent!



**BATTERY GRIP** Not only does it power your GBA with rechargeable batteries, but it makes it nice and comfy to hold for marathon gaming sessions!



**STEREO HEADPHONES** Stop annoying your fellow bus passengers. Featuring a great clip-behind-the-ear design, they work on your Walkman, too!

**ADVANCED PROTECTOR CASE** Keep your GBA in pristine condition with this handy carry case.

**MULTI PLAYER LINK CABLE** Now you can play your multiplayer games against up to three pals.

So don't be shy – we're dying to hear from you! Get scribbling to the address on the previous page!



# NGC MAGAZINE

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# Game Over

CLASSIC MOMENT 02

## STAYING UP ALL NIGHT PLAYING ADVANCE WARS

You can't put a good game down



**T**he last time we can remember staying up all night to play a video game was when we had the infinite lives cheat code for *Manic Miner* on the ZX Spectrum.

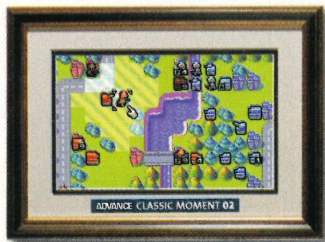
Every time we completed one of the extraordinarily tough levels, the excitement of what was to come was so great we just couldn't stop there – we simply *had* to check out the next level...

And check it out we did... again and again until we completed it. And then we couldn't possibly go to bed before seeing what made the freshly revealed level tick...

That was 20 years ago. And in retrospect, *Manic Miner* was actually a pretty crap game – the meagre three lives meant it was simply impossible without the cheat code, and the only way to complete the game was to play it in one sitting, no matter how long it took.

*Advance Wars* shouldn't suffer from the same problem. It has battery back-up, so you can save your game on completing a level and come back to it when the hours are civilised.

In fact, you don't have to wait 'til the end of a level, or even the end of your turn – you can



save it at any point you like. But it's so compelling that you just can't switch it off.

Witness the other evening. We'd just finished a particularly tough mission in the Campaign mode. A glance at the clock showed the time to be 1am – and we had work in the morning. But what the heck, we thought, we'll just have a look to see what the next level has to offer...

The next thing we knew, after finally licking the new level, it was five am. Oh well, no point going to bed now. We'll just have a quick peek to see what's next...

## 'TIL NEXT TIME...

That's it for another issue. Appropriately, the last page of the magazine is the last page to be written, and once we're done we're going to for a very big lie down.

Just so as you know, *Advance* is published quarterly, and the next issue will be in the shops sometime during Summer 2002 (sorry we can't be more precise – we're not very organised like that).

In the meantime, let us know what you think of *Advance* – we want to keep on improving and ensure we stay the best

GBA read around. So send us your ideas, suggestions and wish-lists, and we'll see you in issue three!

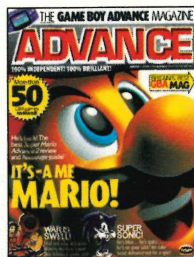
Who needs infinite? The two of us did it in four weeks...



## THE QUICK QUIZ

Have you been paying attention? Try this test of all things GBA to find out. You'll find the answers throughout the magazine!

1. When does the Game Boy Advance go on sale in the UK?
2. What's the name of Mario's reptilian steed answer to?
3. How many Yen does a Game Boy cost in the Land of the Rising Sun?
4. What technology makes the Illuminator Pro such a bright idea?
5. What does the Boy Genius have for a robot pet?
6. Who'd kick your ass the hardest. (At chess, that is.)
7. What was Scrabble's original name?
8. How do cheats get to level six in *Batman Vengeance*?
9. Who's busy coding *Street Fighter Alpha 3* for Capcom?
10. Who am I: I'm pink, love gliding, and can climb walls that my pals can't?



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Printed in the UK by St Ives Roche  
Distributed by Seymour Distribution, 86 Newnham Street,  
London W1P 3LD. Tel: 020 7907 6000

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The Future Network plc is a public company quoted on the London Stock Exchange (symbol: FNET).

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 Avenging Spirit  
 Azure Dreams  
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 Bart Simpson: Thouse H.  
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 Batman Chaos Gotham  
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**J = 10**  
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**K = 11**  
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**M = 13**  
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 Mario Land 2  
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 Men in Black 2  
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 Star Wars: Obi Wan  
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 Tony Hawk's Pro Skater 2  
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 Turok Shadow of Oblivion  
**U = 21**  
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 Wario Land 2  
 Wario Land 3  
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 WWF Wrestlemania 2000  
**X = 24**  
 X Men Mutant Academy  
 X Men Mutants Wars  
**Y = 25**  
 Yellow Pokemon  
**Z = 26**  
 Zelda  
 Zelda: Links Awak. DX  
 Zelda: Oracle of Ages  
 Zelda: Oracle Seasons  
 Zen: Intergalactic Ninja

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**F = 06**  
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 F-Zero: Maximum Velocity  
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**O = 15**  
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**S = 19**  
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**W = 23**  
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