ISSUE 132
SEPTEMBER 2003

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OFFICIAL MAGAZINE UK

Issue 132
Sept 2003
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9-PAGE SPEED-FEST!

F-Zero GX

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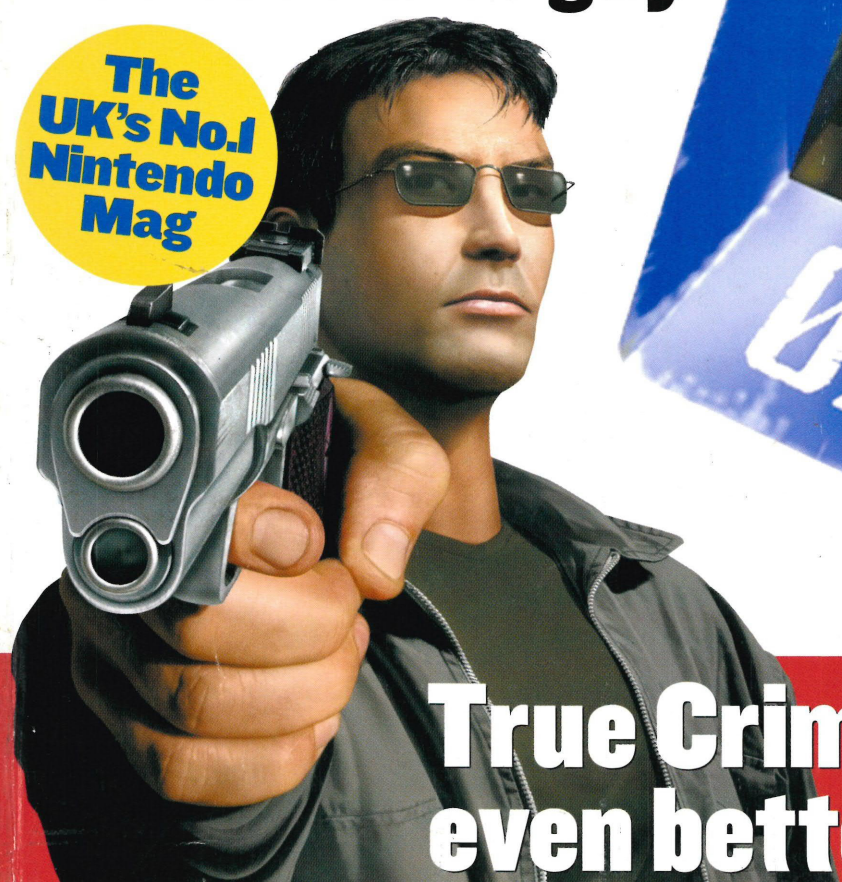
>Story mode in full!
>New tracks revealed!

NEW LOOK!

Miyamoto: p52
"I'm not a nice guy"

The UK's No.1 Nintendo Mag



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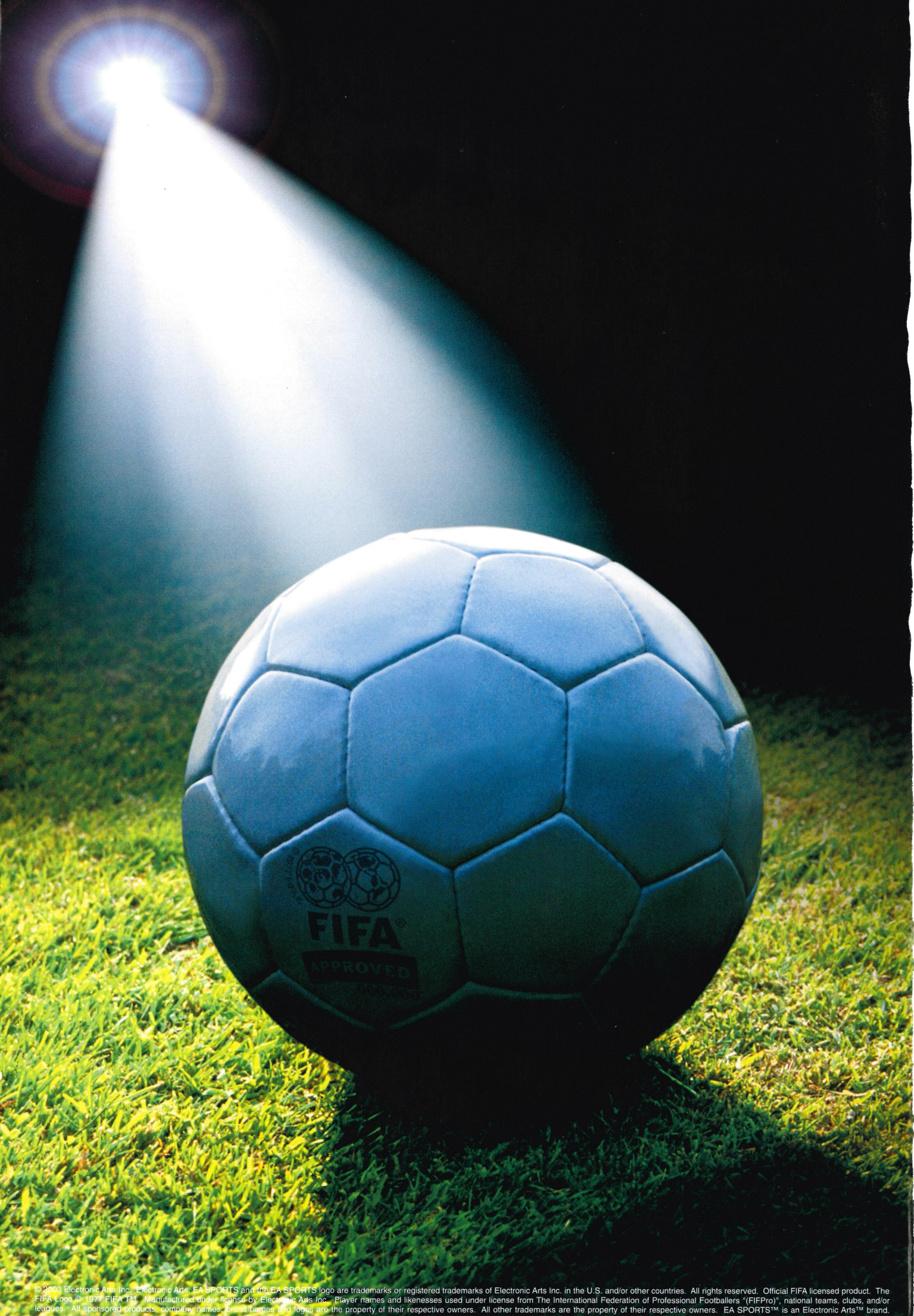
F-ZERO GX



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YOU'VE MOSTLY BEEN BUYING...

Pokémon Ruby

Well there's a surprise. Narrowly edging out *Pokémon Sapphire* by a few thousand, the huge sales of *Pokémon Ruby* show that the phenomenon is back with a huge bang.

So, which one did you choose first? Torchic? Mudkip? Surely not Treecko? Were you gutted you couldn't have Charmander? His tail is on fire. On. Fire. That's the coolest thing. We wouldn't bet against this being the top-seller next month, but if you've already got it we hope you're loving it. If you're not, your brain is faulty. Get a new one.

Welcome to *NOM UK*

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

1 work experience lad has walked through our doors
1 work experience lad never turned up
3 press events have happened
67 games of *Winning Eleven 6* have been played
173 pounds worth of video games have been bought by us on eBay
2,682 of you voted for your greatest-ever Nintendo game of all time
86 letters were sent in by you guys
3,021 words were written and sent in to us by Matthew Cheek from Nuneaton
8 non-work games were finished by us
17 arguments have broken out over who is the best at *Super Mario Kart*
9 four-player *TimeSplitters 2* deathmatches have been fought
1,610 man hours have been worked

Enjoy the mag!

Tim Street

***Tim Street*, Editor**

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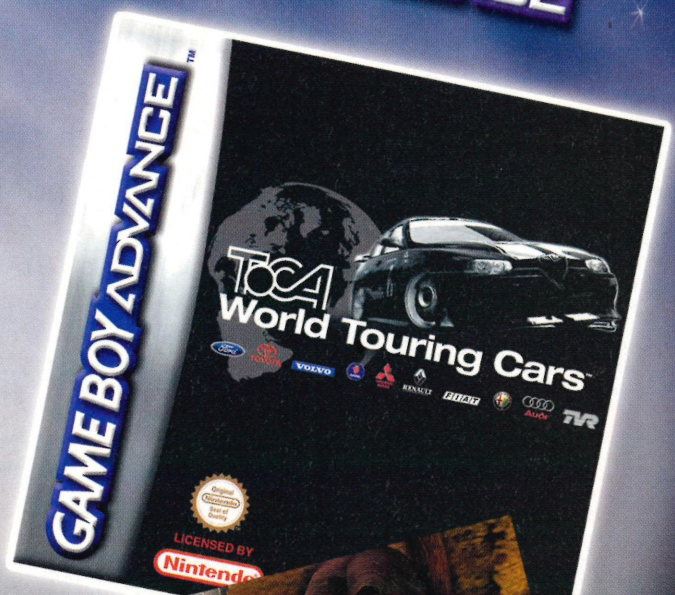

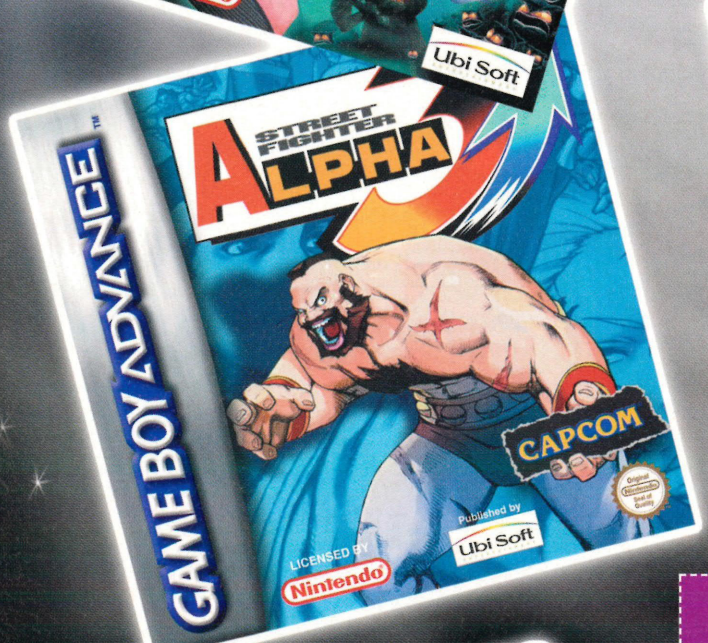

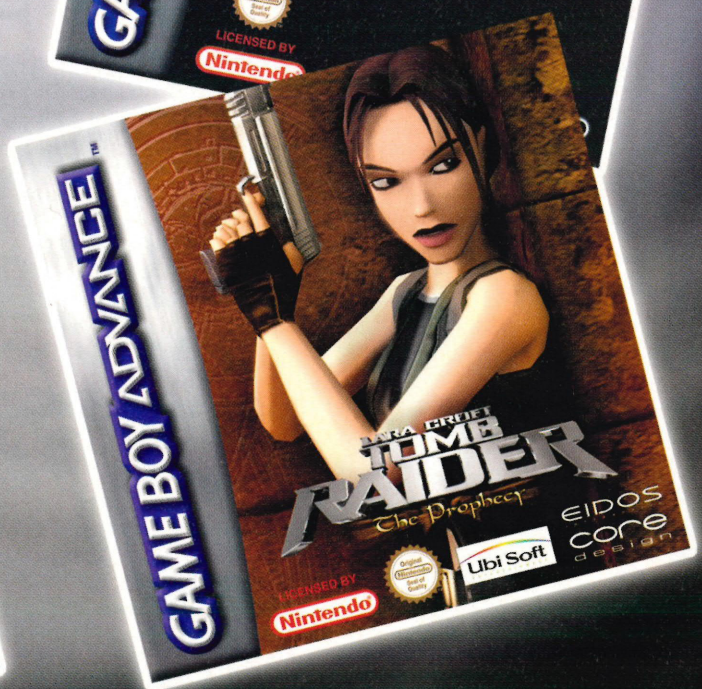

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FIRST PLACE FOR GAMES – WE'VE GOT THE LOT!

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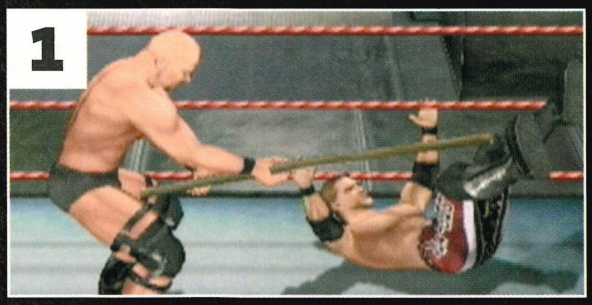

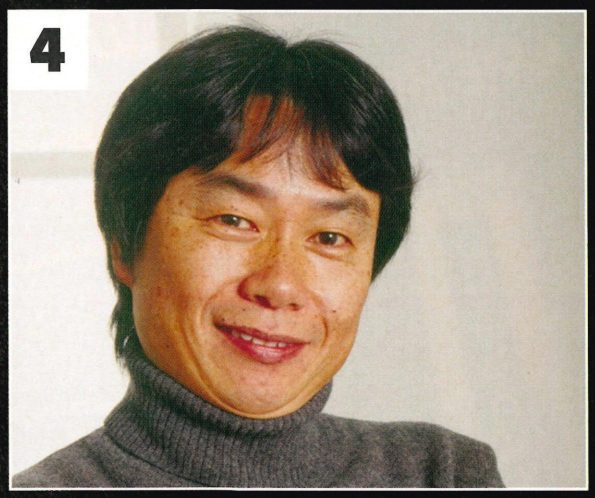

10 Things we didn't know last month...

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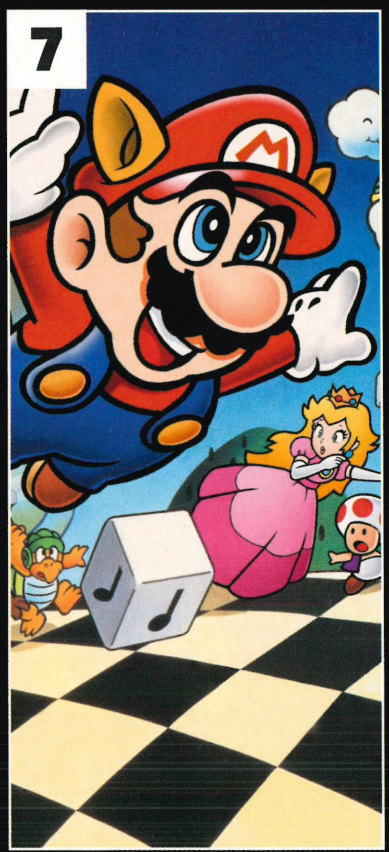
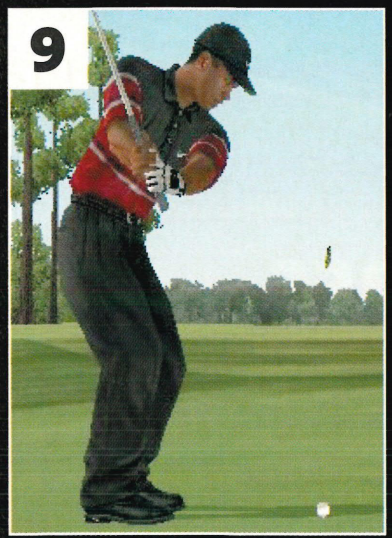
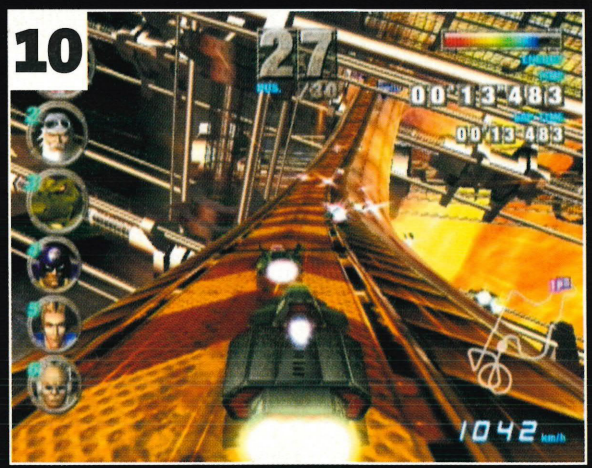
3Kirby still sucks - but in a good way. *Kirby Air Ride*, p46 4Miyamoto flips out and breaks stuff. Miyamoto interview, p52 5Christopher Walken is still the coolest man alive. *True Crime*, p40 6You lot reckon *Pikmin* is better than *Super Monkey Ball* - hmm, okay then. The 100 greatest-ever Nintendo games, p56 7Mario's back in 2D and as good as ever. *Super Mario Advance 4*, p88 8The Japanese are as crazy as ever. *Mother 1+2*, p92
9There's a better golf game than *Tiger Woods 2003*. *Tiger Woods PGA Tour 2004*, p48 10A racing game can make you throw up. *F-Zero GX*, p10







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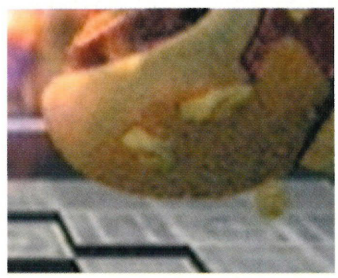

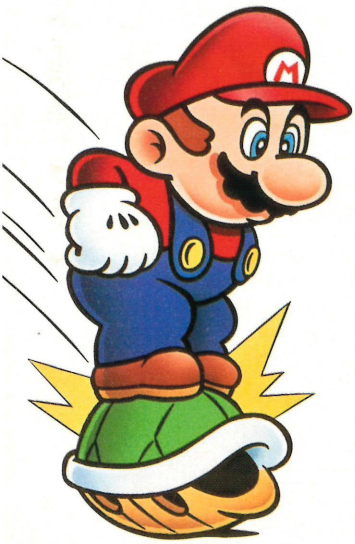

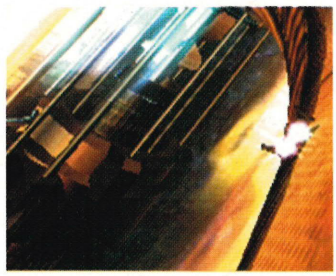
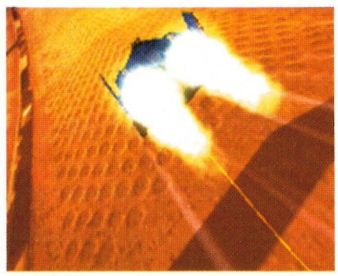
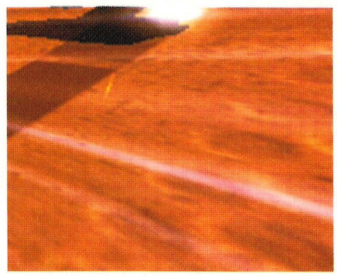

God Bless Nintendo for...

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F-Zero

The star of E3, *F-Zero GX* is blindin'. Don't even blink, you might miss it...

We sat, twiddling our fingers anxiously for four days waiting for our Japanese copy of *F-Zero GX* to arrive at the *NOM UK* offices. When the package of justice finally showed up, we ripped it open like children with presents on Christmas morning and fired up the Japanese GameCube. Since then, we've been shooting down straights at nearly 2,000kph, boosting around loops and rocketing through mind-bending corkscrews. We even saw Tim crash and burn within seconds of his first go (it was the controller! – Ed). The game may not be out here until October, but you can get a taster of the action right now! Boost on!

GX

"*F-Zero GX* is the fastest game we've ever seen. It's everything you'd expect and more."

TURN OVER! >>
For shots and info

Why you need the Goose

There are more than 30 playable ships to race in *F-Zero GX*, but you'll only have a choice of four at the start. To get the rest you'll have to unlock 'em. Soz!

The first time out on the track you'll be blown away by the game's speed, but once you're used to the pace it's time to think about what type of ship best suits the tracks you're racing on. Let *NOM UK* guide you through the initial choices, but which one will you choose?

Fire Stingray
Pilot: Samurai Goroh
Body: A
Boost: D
Grip: B
Weight: 1,960kg

If you're an aggressive racer, you'll love its solid body – not even the Wild Goose can survive a hit. You'll need crazy racing skills to make up for its weak boost power, though.

Blue Falcon
Pilot: Captain Falcon
Body: B
Boost: C
Grip: B
Weight: 1,260kg

Captain Falcon's ship is a solid choice on any course. The handling is tight so it's best to practise in this ship and move on to others once you can handle its supersonic speeds.

Golden Fox
Pilot: Dr Stewart
Body: D
Boost: A
Grip: D
Weight: 1,420kg

Reasonably heavy and fast, you can fire its boost jets and leave the pack to eat your fumes. However, with only a D grade for grip, you could end up eating wall on thin tracks.

Wild Goose
Pilot: Pico
Body: A
Boost: B
Grip: C
Weight: 1,620kg

Its twitchy handling makes it tough to steer around bends without hitting walls and demands practise. Tame this and you'll be unstoppable, with great boost, body and weight.

20 reasons why the new tracks rock!

REASON NO.1

THE 1,700KPH LAP
Vegas Palace, Ruby Cup
The first Vegas Palace track in the game is the fastest. It folds around in a huge oval and you won't have to turn your ship much at all. It's also littered with boosts and a long recharge lane, meaning you can boost through an entire lap no problem.

REASON NO.2

TWO TWISTING LOOPS
Lightning, Ruby Cup
Chessington? Boring. Alton Towers? Child's play. These are the biggest loops you've ever seen. A boost before the first sends you rocketing to 1,400kph, then, after a corkscrew, you're sent spinning around the second that passes through the first.

REASON NO.3

HEART-STOPPING HUMPS
Fire Field, Diamond Cup
If you can't stand the heat, don't even bother attempting this Fire Field track. The straights consist of a series of massive humps that throw you into the air, leaving your guts down on the track. What's more, there are no barriers. Feel the burn!

REASON NO.4

HOLOGRAM TRACK
Phantom Road, Diamond Cup
This sensational course looks awesome because the whole track is made from a multicoloured holographic surface. It looks a hundred times better than Rainbow Road. The feeling of speed here is absolutely intense.

Create-A-Ship

F-Zero GX **has a Customise option that allows you to make your own ships. At first, there won't be very many parts on offer, but once you've unlocked them you'll be able to make all sorts of crazy creations. Check it...**

Look at this ship, complete with Fox and Mario emblems. You can make one, too!

"You can shoot down straights at 2,000kph."

The first thing you need to do is sort out the body. You can customise it in three sections, top, middle and bottom. You'll also have to consider if you want a light or heavy ship.

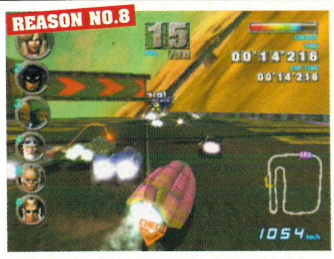
Now it's time to get a little paint. To make your colours, you need to alter the red, green and blue levels. A little awkward maybe, but better than a limited pre-set colour pallet.

Now for the final touches – the transfers. You can either make your own in the Icon Editor or use the awesome Nintendo icons, like AiAi, Mario, Slippy and Kirby.

SUICIDAL DROPS
Aeropolis, Diamond Cup
This has three of the game's biggest drops and we're sure you'll wet yourself as the track disappears from underneath you, leaving you to fall hundreds of feet, *three* times in a row. With 29 other racers all around you, it's breathtaking.

KILLER TURNS
Aeropolis, Diamond Cup
You know when a roller coaster speeds into a turn that's so harsh you feel your eyes falling out? That's what these are like. Just think about hitting a boost going into a bend that then curves up, turning sharply at the same time. It's sweet!

TRACK SPLITTING MADNESS
Cosmo Terminal, Diamond Cup
This track is mental, splitting into three thin sections that twist and wind around each other. With no barriers, racers scramble to get on a path as the track divides. Forget winning, you'll struggle to make it around three laps without falling off!



BROKEN STRAIGHTS OF DEATH
Sand Ocean, Diamond Cup
You'll need the reactions of a super ninja to get around as huge sections of the straights are broken in half. You'll have to dodge left and right to avoid falling to your doom. There are signs to help, but we'll see how useful they are at 1,500kph.

Chapter one

This is like a training mission. Captain Falcon blasts off in his ship and activates a virtual reality computer. You're placed on a simple oval course and have to collect every gold orb on three laps within 80 seconds.

Chapter three

This one's a mad dash for victory against 11 other racers. This is a tense, high-speed race with jump bars that you must use to cut the corners.

Chapter two

Samurai Goroh challenges Captain Falcon to a race through a rocky canyon. Think *Star Wars* pod race as dozens of huge boulders come crashing down onto the course as you race, meaning this is as much about survival as it is about being first over the line.

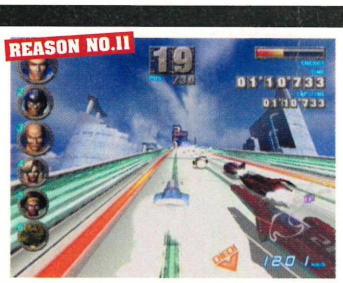
Once upon a time

The biggest new feature of *F-Zero GX* is the Story mode. Here you'll follow Captain Falcon as he faces a series of different challenges and scenarios in the world of *F-Zero*, on and even off the track. Each stage is tied together brilliantly with luscious-looking FMV cut-scenes that show you how the scenarios unfold. It's brilliant stuff, with the only downfall being that Captain Falcon is such a camp, spandex-wearing freak.

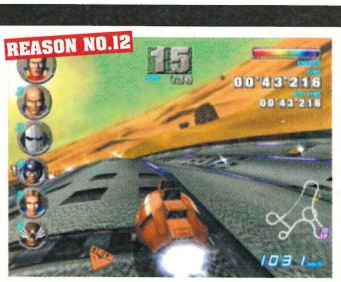
To progress through the Story mode, you'll have to purchase each chapter using points that you earn. At first, you'll be rewarded with enough points to unlock the next chapter simply by completing the previous one. But as you go further you'll have to earn extra points from the Grand Prix and Time Attack modes, allowing you to afford the next chapter in the sequence. You'll have your work cut out if you want to finish this game, so here's a taste of the first six missions we played...

PAD-BREAKING CHICANES
Big Blue, Emerald Cup
Moving at supersonic speeds around bends is a tricky business, but when you've got to speed through four right-angled turns in five seconds you should worry. Once you get the hang of blasting through these turns, you'll feel a king.

CHOICE OF ROUTE
Big Blue, Emerald Cup
This course gives you a fraction of a second to choose your preferred route. Heading right sends you blasting to a straight, skipping the twisty bends to the left. You'll be amazed as you take off and come crashing onto the crowded track below.



BOTTLENECK BATTLING
Big Blue, Emerald Cup
With 30 racers on the track, it's always intense, but when the track's width is suddenly reduced to just a few feet, you can only imagine the mayhem. It's truly insane as you and 29 others plough into a narrow space, crashing as you go.



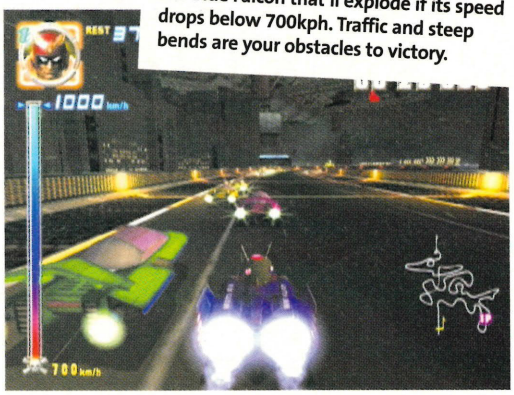
BANKED CURVES
Desert Ocean, Ruby Cup
This desert track features two insane turns that are banked down the middle of the track and the turn is blind, too. With an uneven surface, only a few feet of vision and loads of other victory-hungry racers, these turns will make or break you.

Chapter five
In this awesome mission, Captain Falcon has to escape a burning building in a straight tunnel that's set to explode in 50 seconds. You'll have to squeeze through tight gaps at top speed as fire doors close in your path.

"Think *Phantom Menace* pod race at 2,000kph."

Chapter four
The pilot of the Wild Boar, Michael Chain, and his street gang ambush Captain Falcon on his way to the Lightning district. Your mission objective is to destroy all 29 of them before reaching the end of the highway.

Chapter six
Black Shadow, *F-Zero GX*'s evil villain and pilot of the Black Bull, sticks a bomb on the Blue Falcon that'll explode if its speed drops below 700kph. Traffic and steep bends are your obstacles to victory.



Chip off the old block

The *F-Zero* series has come a long way since *F-Zero X* on the N64: better graphics, a new Story mode, a ship editor and much more. However, you'll be surprised just how much of the new racer has been ripped straight from its N64 counterpart.

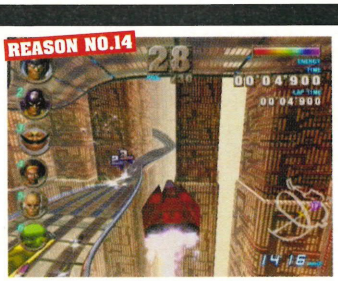
The Grand Prix, Time Attack and Practice modes are all in *F-Zero GX*, but these modes are typical to most racers. More surprisingly, all of the ships and pilots we've seen so far are the same as the old game although some of the awesome areas are made-over versions of past *F-Zero* games, including Mute City, Sand Ocean and Fire Field (see p16).

The only option that hasn't made the cut is Death Attack where 30 racers charged around an oval course using spin attacks to become the last man standing.

This is the Ship Selection screen from *F-Zero X*. If you're familiar with this, you will instantly recognise the ships in *F-Zero GX*.

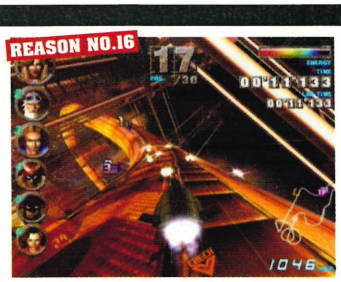
Death Attack mode was great fun when you fancied a break from supersonic racing, but it's no child's game. One smash and you're sailing into oblivion.

THE VERTICAL HAIRPIN TURN
Aeropolis, Ruby Cup
This turn defies all the laws of physics. Performing a full 180° arc in *F-Zero GX* is hair raising in any circumstances, but on this track, you'll have to do it at a vertical angle. Words cannot explain how awesome this is, just look at the screenshot!



EXPLOSIVE JUMP-BARS
Aeropolis, Ruby Cup
If you've played any previous *F-Zero* games, you'll remember the yellow bars on the tracks that blast you into the air. In *F-Zero GX*, their up-thrust is even more powerful, as you'll witness on this course. You can leap the full length of this straight!

INNER-TUBE RACING
Port Town, Sapphire Cup
Here you'll have to race on the inside of a giant tube – the anti-gravity ships in *F-Zero GX* can race upside down. To spice things up even more, pipes stretch across the inside of the tube, which you have to dodge. Just watch your head that's all!



OUTER-TUBE RACING
Fire Field, Emerald Cup
If you think the inner-tube racing is impressive, this will make you gasp in amazement as you shoot down the outside of this huge twisting tube, burning around it to hit the boosts and stay on the inside of the bends. This will make your brain burn!

Japan 1 Everyone else 0

As most of you will already know, we westerners often miss out on many games and peripherals that are only released in Japan, like the Mana Blue GBA SP, or the awesome *Winning Eleven 6: Final Evolution*.

F-Zero GX players in Japan will be able to transfer ships only available in the GameCube version to the arcade version, or take new ships out of the arcade to race at home. They'll also be able to upload custom-made ships to the arcade game, or bring home new ship parts.

This sounds awesome, but don't get excited because this feature won't be included on the few cabinets that make it over here. But if rumours on the internet are to be believed the arcade game is unlockable later in *F-Zero GX*. You've just got to be a demon at playing the game to get 'em.

Burning onto UK GameCubes in October, *F-Zero GX* won't have connectivity to an arcade version. But who cares? They might just be unlockable!

49,000 points to spend! Well, don't just stand there, get Megalo some decent racing threads. At 2,000kph that wind is sure gonna kill!

It's all about the GameCube difference

Have you ever played an old game that you used to adore, only to realise that it doesn't look nearly as good as you remember?

F-Zero X wasn't a bad looking game, but once you've seen how amazing *F-Zero GX* looks on screen it'll put the fog infested visuals of its older brother to shame. Thankfully there are no such pop-up issues with the GameCube *F-Zero*, just some of the most impressive worlds you'll ever see and it still shifts at lightning speed.

Mute City

Mute City was not much like a city at all. The flat, 2D scrolling background shows a few buildings, but that hardly creates the illusion of a sprawling metropolis. Maybe the city is hidden somewhere in all that purple fog.

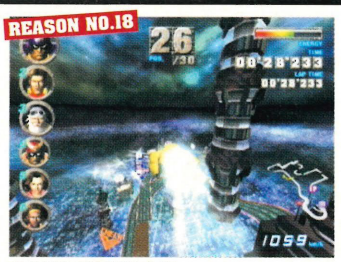
On GameCube, gigantic buildings tower over the course. Look a bit closer and you'll see loads of holograms with adverts and other messages scrolling along the scenery. Whether you'll have time to read them is another matter.

Sand Ocean

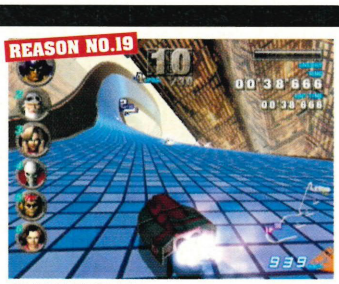
Again, the only scenery here is a smattering of 2D mountains in the background. The yellow fog could be passed off as a sand storm, but apart from a few banners on the trackside, there's nothing much else to see.

Huge whirling tornadoes whip up the sand as the scorching sun causes a heat haze. You'll pass large Egyptian sculptures and see fish flying through the sky, almost as though this track is underwater. Bizarre, but awesome.

HAZARDOUS HALF-PIPES
Lightning, Emerald Cup
This is similar to the inner-pipe races, but if you're not careful you'll be thrown off the course on a tight bend. With a well-placed spin attack, you can destroy a few unsuspecting racers. Winning is all that matters, so fight dirty.



DROP OF JUSTICE
Mute City, Sapphire Cup
There are many drops into the unknown, but this is the most unexpected because it's right at the start, off a right-angled turn. We crapped ourselves when, after squeezing around the sharp bend, we were suddenly free-falling through the air. Arrrrrgh!



SLIPPERY ICE
Aeropolis, Diamond Cup
This track may look a piece of piss, but that shiny surface will make your ship handle like a duck skidding on ice. You'll be doing the most awesome power slides to get around these bends as you try to hold on and finish in first place.

LETHAL LASERS
Lightning, Emerald Cup
This is nearly impossible to survive, being a half-pipe with no barriers. To make things worse, red lasers zap your health away, causing you to explode if your shields are too low. Avoid them and you'll be able to fly on to the finish.

Big Blue

The Big Blue world on the N64 was represented by a wide-open sea under the track. Those must be the calmest waters we've ever seen – not a ripple in sight. You'd have more chance seeing the Loch Ness monster than a wave.

On GameCube, the Big Blue course winds around a city with huge white buildings like something from Coruscant. There are even waterfalls surrounding some sections and glass pipes that take you under the water.

"You'll pass huge Egyptian sculptures and see fish flying through the sky. It's bizarre, but absolutely awesome."

Fire Field

The track surface has a little more texture on this course and you can clearly make out the golden lava below. There's also a huge jump on this track that'll shoot you up through the low-level clouds floating above.

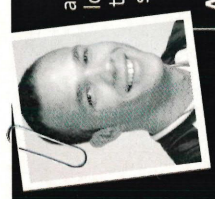
This will blow you away. The lava returns, but now it glows with intense heat and flames shoot everywhere. Just check out that metal architecture! Words cannot describe how sweet this looks. You must see it for yourself.

Port Town

Port Town looks just like Mute City, only it's orange instead of purple and the sprites in the background look like futuristic industrial sites. Sort of. The jump between two 3D towers is as spectacular as it gets here.

In *F-Zero GX*, you'll race around an amazing looking space port, with enormous floating ships passing by incredibly detailed buildings. And if you're quick enough you'll also catch a glimpse of ROB the Robot.

Trust me, I've played it



I'm a real speed freak and have always been a huge fan of the *F-Zero* games, having rushed out and bought all of the previous editions as soon as they were released. I knew that this was going to be good, but I had no idea it was going to be this fast. It's shocking and I love it. I'm going to lock myself in a room with a telly, a GameCube loaded with *F-Zero GX* and enough KFC to last a week, because I really need to spend some time with this beauty.

■ **I heard the Japanese don't like it. Are they mental?**
To say they don't like it is a bit extreme. A leading Japanese games magazine, *Famitsu*, gave *F-Zero GX* 32/40 in their recent review. Being as they're known for being quite harsh, that's a pretty good score. What really shocked everyone is that, in the same issue, they gave *Kirby Air Ride* 34/40. Why? We're not completely sure. But some sources say it may be because it's more of a western-style game and possibly a bit too fast as well.

■ **If all of the ships are the same as in *F-Zero X*, does that mean they handle the same, too?**
Not at all. You see, *F-Zero GX* is so much faster than *F-Zero X*. Because of this, the handling of the ships has actually changed quite a bit. But you won't be disappointed as the feeling for each of the ships is far more varied than it ever was on N64, making your choice of craft even more crucial than before.

■ **Is there a random track generator like in *F-Zero X*?**
We're afraid not, but it's understandable. You see, it was easy to randomly generate track on the old game because there was no scenery. Therefore, all the generator had to build was the track itself. In the new game, it would be far more complicated because the tracks are built into complex worlds, which would be impossible to generate randomly.

■ **What's the best moment?**
The best moment of this game has got to be when you launch off the starting line for the first time. The sheer intensity of the speed will shock you like a teenage girl watching a crap horror movie. But if you're a lover of speed, it's sure to put the biggest grin on your face, ever.

■ **And what about the worst moment?**
This is no easy game and when your race goes bad on the last stretch, it'll leave you swearing like Alex Ferguson. Be warned, the A.I.-controlled ships will do anything to win, even if it means smashing the last drop of health out of your ship. All you can do is try again.

First out the blocks

Four player race fans are going to be in supersonic heaven come the Autumn now that *F-Zero GX* will be joining legend in the making, *Mario Kart Double Dash*, on the starting grid.

Multiplayer race fans have never had it so good and like *F-Zero X* before it, *GX* provides quarter screen head-to-head action. It loses none of the speed from the all-singing, all-dancing one player Story mode or the super smooth graphics, but to accomodate four racers going at it hell for leather some changes have had to be made.

The main difference is that some of the trackside details have been removed so the rocket ships can explode by at blistering speeds. But when a game is this fast you really won't be stopping to find out.

We wouldn't want a check up with Dr Stewart. He's evil!

You're going the wrong way! Hold on, we're gonna miss the track!

"Four player loses none of the speed seen in Story mode."

The eight-lane M25 super heighway ten years from now

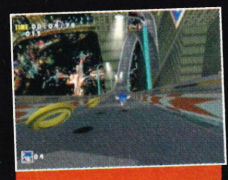
Speed rocks, baby!

Speed in games kicks ass and *F-Zero GX* is the fastest game we've ever seen. But there have been other great supersonic moments in Nintendo's history.

From fighters to monkeys, we've taken the fastest for a spin to see just who is Nintendo's quickest.

Street Fighter II Turbo
E. Honda: Hundred Hand Slap

Super Monkey Ball 2
Roller coaster platform



Sonic Adventure DX Director's Cut
Sonic on Speed Highway

F-Zero GX
The Twinnoritta ship

Essentials

The developer is... Amusement Vision
They've done... *Super Monkey Ball* (issue 116, 92%) and *Virtua Striker 3 Ver. 2002* (issue 118, 40%)
Multiplayer is for... 1-4 lucky GameCube players
Connectivity is... nowhere to be seen unfortunately
The publisher will be... Nintendo
It's out in... October
We'll be reviewing it in... the next issue

Predicted score
F-Zero GX is everything we expected and more. So far, it's looking to be one of the GameCube's best titles.

NOM Predicts 90%+

Exquisite Execution

"Stylish and addictive. A cracking shooter." Cube Magazine

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Pokémon rules the

Pikachu and co running out of steam?

110,000,000 POKEMON GAMES SOLD WORLDWIDE

TOTAL: £3,000,000,000

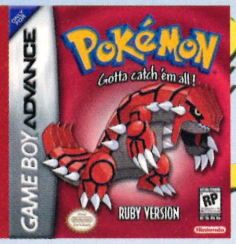
ADDITIONAL MERCHANDISING

TOTAL: £9,300,000,000

GRAND TOTAL: 12,300,000,000 AND COUNTING...

Number One after a day

The charts published on Saturday July 26th told the story. After ONE day on sale, the *Pokémon* games have sold more than any other game for the whole of that week on all formats. *Ruby* was number one and *Sapphire* was two, forcing out PS2 big-hitters like *EyeToy*, *Tomb Raider* and *Formula One 2003*.



Launch draws massive crowd

A special *Pokémon* launch event in New York City drew an incredible 6000 punters to their *Pokémon* Centre. Of course, some of the attendees went a little bit too far with their attire...

2.2 million and counting

On March 17th, the twin *Pokémon* assault stormed the USA. At press time, Groudon and Kyogre were wedged in getting on for two and a half million Game Boys. GBA SPs enjoyed a similar sales spike.

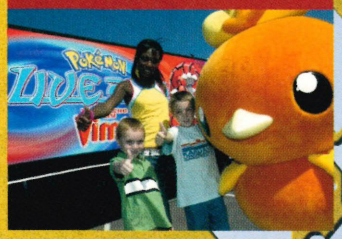
500,000 sold in the first weekend

The pre-orders alone gave *Pokémon Ruby* and *Sapphire* top slot in charts all over Europe, but the first weekend's sales figures came back at a staggering 500,000. The games launch on Friday July 25th also saw sales of Game Boy Advance SP leap up 50%.

world again
Don't credit a word of it.

Pokémon tour goes ballistic

The 30-date *Pokémon* Live 2003 Unleashed tour kicked off in Brent Cross, London on July 19th, and thousands of Pokémaniacs have attended. It's not too late to get involved: the tour doesn't end until September. Check: www.liveandunleashed.com



Pokémon movies breaks records

As the games went supernova, there was a knock-on effect. Ratings for the TV show hit new highs, and 280,000 advance tickets were sold for the new Poké-movie, The Seven Nights Wishes – a Japanese record for an animated film.

Four million sold in just six weeks

Japan remains the capital of Poké mania, with a massive 4,000,000 games sold in the first month and a half on sale. No game in the Japanese chart has sold more, and the total will have rumbled on to nearer five million by the time you're reading this. That came as little surprise to Nintendo, as the signs were good before the launch. The 2002 Pokémon Festa event at the Tokyo Pokémon Centre drew record crowds of 90,000 eager Pokémaniacs. And that's a lot.

TOO MUCH INFORMATION

GAMECUBE 2 LATEST

■ Nintendo said it was coming, and apparently the machine now has a codename in development circles. 'N5' refers to the fact that it's Nintendo's fifth home console. Not quite as glam as previous codenames like Dolphin (GameCube) and Project Reality (N64).

SONIC RIDES AGAIN

■ Just so you're in no doubt where the hedgehog's new nest is, another exclusive Sonic game is on its way to GameCube. It's not *Sonic Heroes*, but an all new outing. There are no facts other than this.

NO SAMUS MOVIE

■ Zide/Perrt Entertainment, the 'brains' behind *American Pie* and *Final Destination*, have announced that their license to produce a *Metroid* movie has expired. They had previously asked fans via a website who to cast in the lead role, with Cameron Diaz one of the names suggested early on.

GAME BOY DOES MILLIONS

■ You might think you're clever for owning a Game Boy Advance. Yes, you and the other two million people in the UK that have one. That's the latest GBA sales milestone, with 6.5 million machines sold in Europe in total as well as 22 million games. Hardcore.

SCREEN DREAMS

■ Nintendo are already out hunting for the screen for the machine that will succeed the GBA. Hardware engineer Tsuyoshi Kiyuna acknowledged the need for a "dust free" screen, and talked up a new power efficient technology called 'organic electro-luminescence'. The upshot? A bigger and brighter screen than the current GBA.

DOUBLE DUFF-UPS

■ A fan of retro side-scrolling beat 'em ups? Two of the genre's brightest stars are making a comeback on GBA. Japanese developer has River *City Ransom EX* in the works, and an all-new *Double Dragon* coded by members of the original team, Technos. Kyah!

The beautiful game

FIFA 2004 promises the most realistic players ever.

WIN!
One of three copies of *FIFA 2004*. Ring 0905 0531101 and answer this:

Q. Who won last season's Premiership?
1. Man Utd
2. Liverpool
3. Arsenal

Or text nomcomp FIFA and then your answer to 83149

Football is a real thing. It's played by real, living people. So what's the point of having graphics chips that are powerful enough to launch space shuttles if you're not going to use them properly?

We're looking at you, *ISS 3*. The new *FIFA* game promises the best likenesses ever seen in a sports game, but it's down to you to decide if it delivers.

THIERRY HENRY
The cool thing about this, is they seem to have captured the way the predatory Frenchman moves.

RONALDINHO
Bit of a misfire this one. Doesn't quite look enough like an evil skull head with the teeth of terror to be the Dinho. Think Dwight Yorke in a Soul Glo wig, guys.

DANNY ISAAC, PRODUCER, *FIFA 2004*

"At the end of the day..."

Is it difficult refreshing the *FIFA* concept year after year, making it desirable to people who already own a *FIFA* game?
"Yeah, but it's a double edged sword because on one hand it gives you great boundaries to work in. So it's always going to be eleven players a side and one ball, two goals and a pitch, and everyone knows the rules.

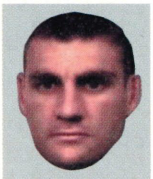
"And whereas with other games you can flounder around trying to find out what the game wants to be, with FIFA we know what we have to be. But on the other side, er, it gives you restraints.

"So you're like, 'Wouldn't it be great if you could pick up these power-ups and become super strong.' But where's that in the Premier League? So we can't do that sort of thing, but, every year we try to make it fresh with things like Remote Player Control and that's the way we can innovate."

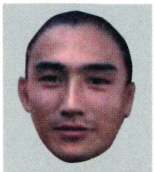
Who are ya?

Yes, yes. We all know what Thierry Henry looks like. Plus, the Arsenal kit gives it away as well. But what about the facial resemblances below? Are they any kop?

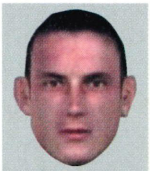
We sat down with these ten random player heads from *FIFA 2004* and tried to guess who they were meant to be. With no shirts to help you out, we think you'll find it's a pretty tricky business...



Christian Vieri. Italian striker. Absolutely no question.



Er, Nakata? We don't know many Japanese players.

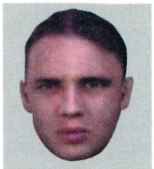


We sort of know the face. Big bloke. Can't place him.

Has a smell of Simeone about it. An Argentinian chap.

French defender Lilian Thuram. Easy, easy.

Looks like a rat. Or AC Milan genius Rui Costa. But which?



Possibly Belgian stopper, Dan van Buyten, says Dean

Seaman, we think. Sort of looks like him but not.

This floppy haired character is an absolute mystery.

Mark: "Keown". Everyone else: "Robbie Keane."

Final Whistle

We reckon the *FIFA* guys are onto a winner. We're damn near sure who seven or eight of these guys are and out of ten that's a pretty good strike rate.

Well, he certainly seems to be enjoying himself...

TOO MUCH INFORMATION

MOVIES ON CUBE

■ Activision has just announced that *Populous* and *Black and White* brainiac Peter Molyneux's latest is coming to GameCube. *The Movies* casts you as a film director trying to get your film made. Looks a bit like *The Sims* meets *Theme Park*, but time will tell.

CRYSTAL BALLS-UP

■ No official word on a revised UK date yet, but the US version of *Final Fantasy Crystal Chronicles* has slipped to February next year. That basically means you can kiss goodbye to four-player RPG action for this year at least. Dagnammiit!

F-ZERO POKé CLUE?

■ Does *F-Zero GX* give away the names of the next two *Pokémon* games? The first two cups are called 'Ruby' and 'Sapphire', and the next two are 'Emerald' and 'Diamond'. It all makes perfect sense to us, but then we are completely mental.

POKEMOTION SICKNESS

■ As if the idea of little monsters fighting wasn't mental enough, Nintendo has announced a super weird toy for Japan called the Pokémotion. It's a stick and you wave it around to project *Pokémon* images while it blurts out famous Poké-phrases. That's not right.

SEGA CHOP STUDIOS

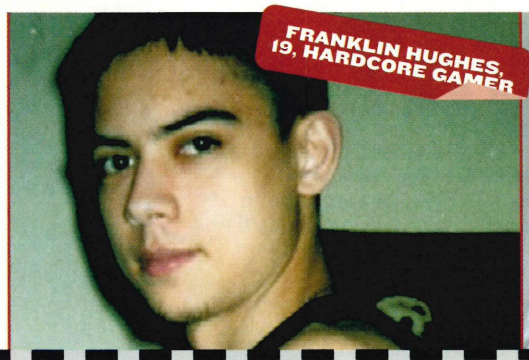
■ As Sega fight to get back into the black, it's merging some of its studios together to cut costs. Sonic Team and United Game Artists team up, *Super Monkey Ball*-dons Amusement Vision join Smilebit, *Virtua Tennis* team Hitmaker get Sega Rosso, and the *Skies of Arcadia* studio Overworks twin with WOW Entertainment. Arcade game legend AM2 stays as it is.

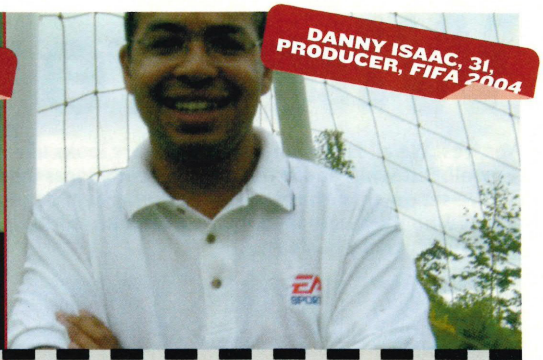
LITTLE SLUG

■ Great news for hardcore shooting fans: SNK's legendary *Metal Slug* is coming to GBA. It follows the same classic commando behind enemy lines gameplay of the arcade games, and also allows multiple paths through the levels. It's out in Japan on August 24th.

Nintendo Know-it-all

It's gamers against the developers every month.





	FRANKLIN HUGHES, 19, HARDCORE GAMER	DANNY ISAAC, 31, PRODUCER, FIFA 2004
WHAT YEAR DID *SUPER MARIO BROS.* COME OUT ON NES?	**"The NES? Umm... 1983?"** Nope, you're about 700 days out for Japanese launch and it finally hit the UK in 1987. **(0)**	**"Errr, umm, I'd guess and say 1987."** Well, it's a good guess. **(1)**
HOW MANY BUTTONS ARE ON A GAMECUBE JOYPAD?	**"I need to think about this. (long pause) Eight including the start button."** That pause. That wasn't a count-the-buttons-on-an-actual-pad pause, was it? **(1)**	(Long, long pause. Danny counts on his fingers) **"Not including the joysticks, I'd say eight."** You make games, Danny. You shouldn't have to think about it. Don't go assigning 'shoot' to a button that doesn't exist. **(1)**
WHAT DOES A PIKACHU EVOLVE INTO?	**"Raichu."** No hesitation. He was more confident about this than of his own name. **(1)**	(Confused expression. Head shaken) **"Pass."** This is where it all starts to go downhill for Mr *FIFA*. Watch as it slides away into oblivion. **(0)**
WHO MADE *GOLDENEYE 007*?	**"Rare."** Again, a reaction response. The boy is hardcore, no doubt. **(1)**	**"Er, that was done by Rare."** OK Isaac, don't get cocky. That's the easiest question IN THE WORLD. **(1)**
WHO IS GUNPEI YOKOI?	**"Sorry who? Is that the guy from the *Goemon* games? No wait! That's the guy who made the Game Boy!"** Ooh, almost blew it there, Franklin. But yes, that's among his achievements. **(1)**	**"Gunpei Yokoi? I don't know."** Well, you should know, Danny. He's a massively important figure in Nintendo's history. *Metroid*, the Game Boy, and, err, the Virtual Boy – all his ideas. **(0)**
WHAT WAS THE SECOND *ZELDA* GAME ON N64 CALLED?	**"*Majora's Mask*."** Uh huh. A neglected classic in our opinion. **(1)**	**"Ahhh... *A Link to the Past*? No that's the GBA game. Was it *Majora's Mask*?"** Under quiz rules, we should take your first answer. But we'll let you off, because otherwise your score is going to be embarrassing. **(1)**
CAN YOU NAME THE FOUR MONKEYS IN *SUPER MONKEY BALL*?	**"Oh God. AiAi, Baby... that's all that I've got."** Possibly the easiest question of the lot. But like they say on TV, it's tougher out there under the lights. Except we did it over the phone. **(½)**	(No response) We don't know if he didn't hear us, or was just pretending. Either way, it's a zero. And we don't have time to ask you twice. **(0)**
MARIO'S SURNAME IS ALSO MARIO, TRUE OR FALSE?	**"Definitely true. I remember it from the film."** We were sure nobody would get this. We were absolutely certain. We were wrong. **(1)**	**"True."** How do people know this? The first game was called *Super Mario Bros.* sure, but a fair few of the *NOM* staff didn't make the connection. What a bunch of dumbasses. **(1)**
WHAT'S THE FINAL TRACK IN *SUPER MARIO KART*?	**"From the Super NES? Rainbow Road?"** Proves he's not some Johnny-come-lately game head with that one. **(1)**	**"I know this. Rainbow Road?"** Everyone knows that, it seems. We need to make these questions harder next time. **(1)**
THERE HAVE NEVER BEEN TWO *METROID* GAMES ON THE SAME CONSOLE, TRUE?	**"Let me think. Err... yes, that's true."** It's true. But not for much longer when the new GBA *Metroid* game comes out. **(1)**	**"As in not handhelds?"** (Very long pause) **"I would say... it's false."** Handhelds are still consoles too, you know. Either way, you ain't right. **(0)**
FINAL SCORE	**8½** A respectable 85% for the man from the Emerald Isle. That's what a Triforce tattoo will do for you.	**6** The developer loses! Show your sympathy by buying *FIFA 2004*, which comes out on October 17th.

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

John was really pleased when *NOM* arrived to ask him some questions

GAMING LIVES

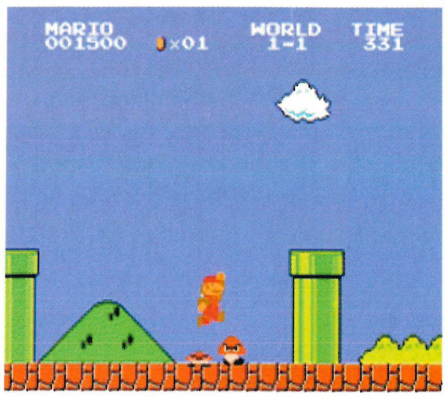
John Pickford

JOB: Creative Director, Zed Two
CURRENTLY WORKING ON: The classy turn-based battle game *Pillage* for GameCube.
PREVIOUS GAMES: *Taz Express* (N64), *Wetrix* (N64), *Plok!* (Super NES)

What is your earliest gaming memory?
Watching as the *Asteroids* arcade machine was installed at a new local arcade hall in Stockport. I can remember seeing them wheeling the machine in and I was blown away by it.

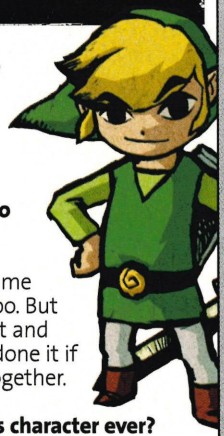
What was the first games system you ever owned?
It was the Spectrum ZX81. There wasn't any software for it so we used to just make our own games and that's how a lot of people my age got into the industry.

What is the first Nintendo game you ever played?
It was *Super Mario Bros.* on the clunky old NES. We had a developer team who were effectively Zed One back in 1987 and we went to see Rare. They showed us the NES and we were working on the Amiga at the time. It was quite primitive, but they got us to play *Mario Bros.* and we've been Nintendo fans ever since.



What is your favourite game ever?
Any of the *Zelda* games – they're all absolutely brilliant, aren't they?

What existing game do you wish you'd created?
There aren't many, but sometimes you play a game and you had that idea, too. But someone else has done it and you feel you could have done it if you'd just got your act together.



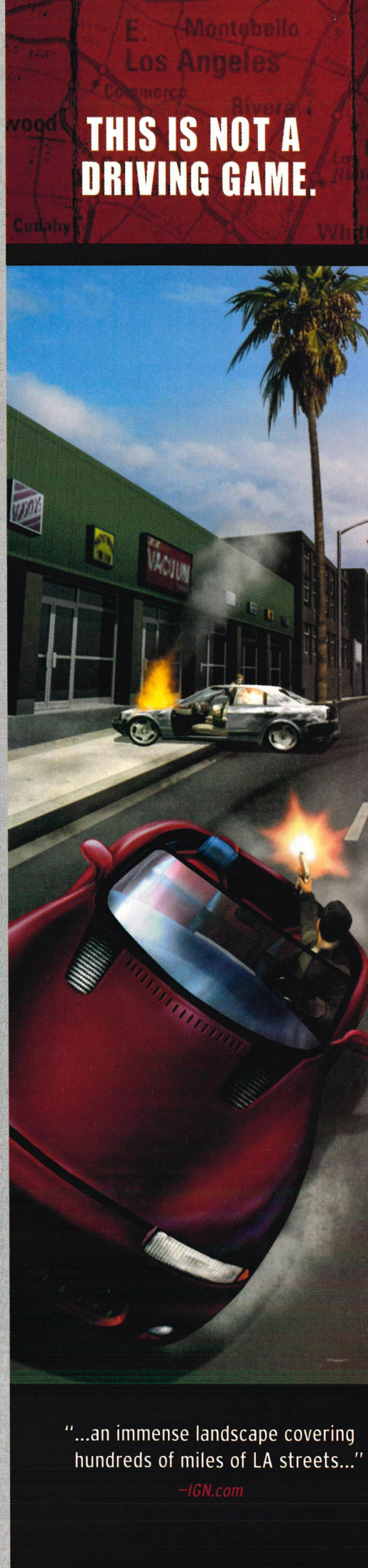
Who is the best games character ever?
Tingle. (laughs)... he's hilarious!

What was the last game you completed?
Zelda: The Wind Waker. It's amazing.

What Nintendo game are you most looking forward to?
Mario Kart Double Dash. I was one of those that thought *Mario Kart 64* was great. I couldn't get along with *Mario Kart Super Circuit*, but I'm definitely looking forward to *Double Dash*.

Who would win in a fight between Mario and Sonic, and why?
(Laughs) I'm sure I've been asked this one before. Well... Mario could jump on Sonic's head, but then Sonic has spikes. Err... I'll e-mail you the answer to that one (laughs).

What special weapon or ability would you give Mario in *Mario 128*?
Errm... that boot thing in *Super Mario Bros. 3*, or the Raccoon Suit. I'd bring back some of the classic power-ups.



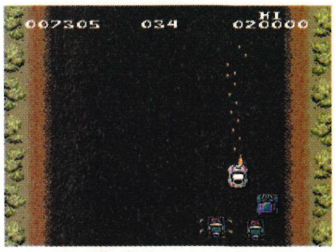
Your own arcade

Midway announces a 21-game retro blowout!

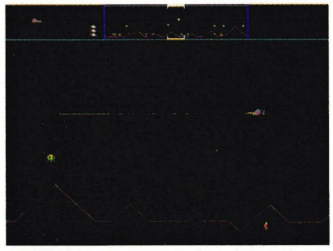
The trouble with old games is that they're usually rubbish. That's not the case here though, as Midway has cherry-picked some of the finest moments in arcade gaming history for its forthcoming GameCube compilation. We're talking *Gauntlet*, *Spy Hunter*, *Robotron: 2084*, *Super Sprint*, *Marble Madness*... and some other less good ones.

Midway Arcade Treasures should hit these shores sometime in the autumn, but the screens on this page will give you an idea of what to expect when it arrives – a fat bundle of retro arcade goodness... and possibly some badness, too. We'll send a message to Midway in the meantime: you better make *Gauntlet* four-player or we'll set fire to your house.

Gauntlet: the best four-player game ever? We've certainly wasted a lot of 10p pieces in our time

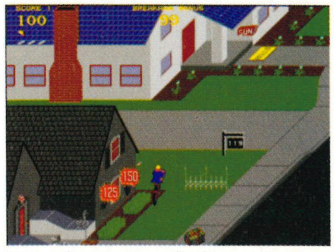


SpyHunter: drive and shoot



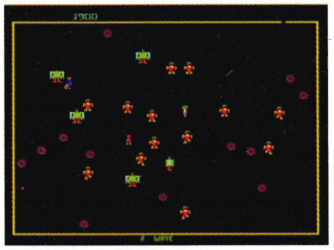
Defender: masterpiece

Joust: duel in the air



Paperboy: overrated

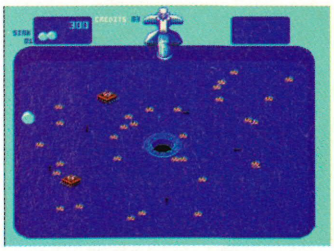
Marble Madness: the real *SMB Jr*



Robotron: 2084: untouchable

Smash TV: a lot like *Robotron*

Joust 2: duel in the air... again

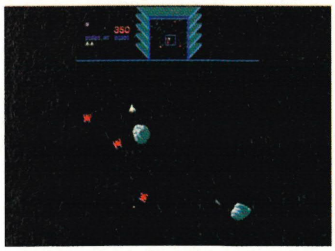


Bubbles: wet and weird

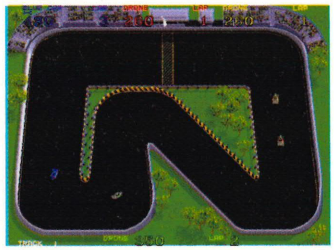
RoadBlasters: shoot and drive

Blaster: we don't remember this

Rampart: strategy gem



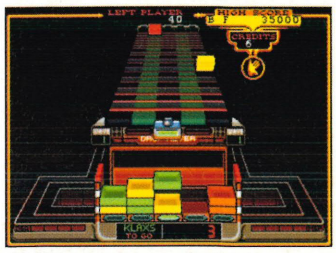
Sinistar: bad blaster



Super Sprint: retro-racing legend

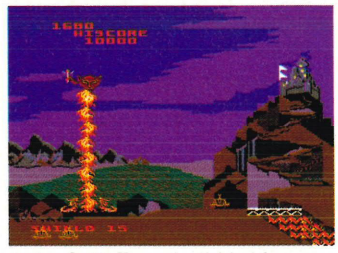
720°: skate pioneer

Toobin': rubber ring racing



KLAX: a poor man's *Tetris*

SPLAT!: kill things



Satan's Hollow: build bridges

Vindicators: slow tank game

A LIFE WASTED

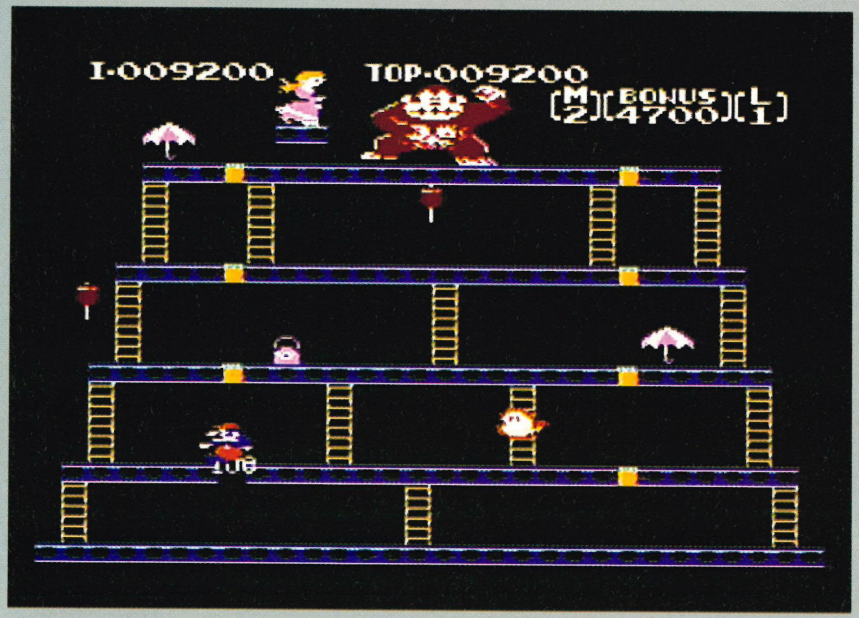
New old world record set!

Crazy American finally gets good at *Donkey Kong*.

Don't know about you, but we generally don't spend our every waking hour trying to post high scores on 20-year-old arcade games. But American, Steve Wiebe, does – in the comfort of his Redmond, Washington home. He has just set a world record high score for *Donkey Kong* of 947,200.

The previous record of 874,300 was held by Billy Mitchell. *NOM UK*'s best is well over a million, but Mike J unplugged the machine while we were on the phone to the Guinness Book of Records. He needed the plug socket to play *F-Zero GX*, so that's fair enough.

If you fancy a go yourself, there's a Flash version of *Donkey Kong* available to play through your web browser at www.cyberiapc.com/flashgames/donkeykong.htm



LINK-UP SENSATION!

Zero multiplied

Second GBA *F-Zero* game to hook up with *GX*.

Just because an overwhelming majority of *NOM UK* readers said that connectivity was about as useful as an ashtray on a motorcycle doesn't mean Nintendo is going to take a blind bit of notice – *F-Zero* is next to get the link-up treatment.

Little has been said beyond the fact that a new GBA *F-Zero* is in development and that it will share data with its GameCube big brother.

Presumably there are tracks for the GBA version already stowed away on the GameCube disc and the GBA game will also give you access to new vehicles and upgrade items. The holy grail, of course, would be some sort of track editor. We'll have to wait and see.

Big in Japan

Every month, our intrepid Japan Correspondent, John Ricciardi, reports back on what's hot in the land of the rising sun. It'll be like living there yourself... only not.

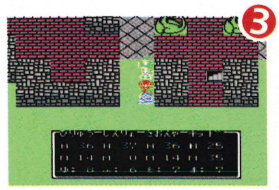
HAPPY BIRTHDAY FAMICOM!

On July 15th, Nintendo's legendary Family Computer (Famicom to you and I) — the Japanese version of the 8-bit Nintendo Entertainment System — turned 20 years old. To celebrate, Nintendo Japan have created a special limited-edition Famicom 20th Anniversary Version Game Boy Advance SP, decked out in classic (read: hideous) Famicom colours – red, black, white and gold. Sadly, they're only manufacturing 1,000 of these bad boys, and the only way to obtain one is to win one straight from the big N themselves.

From August 1st to September 30th, lucky gamers who purchase any of a select group of GameCube and GBA games (*Tales of Phantasia*, *Final Fantasy: Crystal Chronicles*, *Tales of Symphonia*, *Sword of Mana*, *Mario Golf: Toadstool Tour* or *Legendary Starfy 2*) will get a special sticker that they can then send off to Nintendo, automatically gaining entry into the prize draw. Of course, we'll be making all the right moves to score a few of these babies for the UK and we'll keep you posted.

The top-ten best-selling Famicom games of all time

1. *Super Mario Bros.*
(Nintendo) — 6.81 million
2. *Super Mario Bros. 3*
(Nintendo) — 3.84 million
3. *Dragon Quest III*
(Enix) — 3.80 million
4. *Dragon Quest IV*
(Enix) — 3.10 million
5. *Super Mario Bros. 2*
(Nintendo) — 2.65 million
6. *Golf*
(Nintendo) — 2.46 million
7. *Dragon Quest II*
(Enix) — 2.40 million
8. *Baseball*
(Nintendo) — 2.35 million
9. *Mahjong*
(Nintendo) — 2.13 million
10. *Pro Baseball Family Stadium*
(Namco) — 2.05 million



THE MATRIX RE-ENACTED!

Proof that the Japanese take their entertainment far too seriously: in late June, hundreds of *Matrix* fans who made contact through Japan's infamous '2ch' message board met up in the blistering Tokyo heat dressed as Agents to re-enact scenes from *The Matrix Reloaded*. The massive crew moved halfway across Tokyo before finally calling it a day. Sadly, a trip to the local game shop to pick up Shiny's *Enter the Matrix* was not a part of the agenda. Because it's crap, presumably.

NINTENDO GREENCUBE

On August 29th, Namco's long-awaited GameCube RPG, *Tales of Symphonia*, goes on sale in Japan. *Tales* fans are known for being incredibly hardcore, so it's no surprise that the company is releasing a special 'Symphonia Green' bundle, complete with mint-flavoured 'Cube, GB Player and Memory Card 59 for ¥28,000 (about £150). In similar fashion, Square Enix is making a 'Crystal White' GameCube to celebrate the Japanese launch of *Final Fantasy: Crystal Chronicles*. You won't be able to buy that one, though — they're only making 150 and all are going toward special magazine promotions.

JAPAN CHART

Source: *Weekly Famitsu*, week ending July 13th

1	*Super Mario Advance 4* (Nintendo, GBA)
2	*Kirby Air Ride* (Nintendo, GameCube)
3	*Doubutsu no Mori e+* (*Animal Crossing e+*) (Nintendo, GameCube)
4	*Mother 1+2* (Nintendo, GBA)
5	*Pokémon Ruby* and *Pokémon Sapphire* (Nintendo, GBA)
6	*Viewtiful Joe* (Capcom, GameCube)
7	*Tottoko Hamtarou 4* (*Hamtaro: Rainbow Rescue*) (Nintendo, GBA)
8	*Made in Wario* (Nintendo, GBA)
9	*Naruto: Ninjutsu Zenkai! Saikyou Ninja Daikesshuu* (Tomy, GBA)
10	*Pokémon Box: Ruby* and *Sapphire* (Nintendo, GameCube)

Rare where?

All that muddy water surrounding Rare's GBA projects is starting to clear... slightly.

Rare. Remember those guys? Formerly Nintendo's best buddies in the UK, the company is now sheltering under the giant scaly wings of the Microsoft corporation.

Well, they had a fistful of GBA games on the go before the buyout and it looks like these will see the light of day very soon.

Although it was kept very quiet, Rare did the coding work on the recent GBA remake of *Donkey Kong Country*. 'We did convert it', a Rare spokesman confirmed, 'but all of the other PR for the game we left up to Nintendo. They've always been good at pushing the games'.

It seems that Game Boy Advance development has continued, despite the change of owners, with Rare also mentioning that they had GBA games completed and ready to roll. 'The games will be released as soon as the new publishing deal is finalised', said Rare. *Grunty's Revenge* is thought to be ready to go, but *Diddy Kong Pilot* might undergo a change of name: Microsoft has registered the name *Banjo Pilot* and it would certainly make sense if they swapped in a character set they owned (*Banjo-Kazooie*) for one they didn't (*Donkey Kong*).

We expect to have the full details of the new arrangements soon, but at least Rare are keeping busy. Hopefully that *DKC* port isn't a sign of the quality, because that was a bit crap.

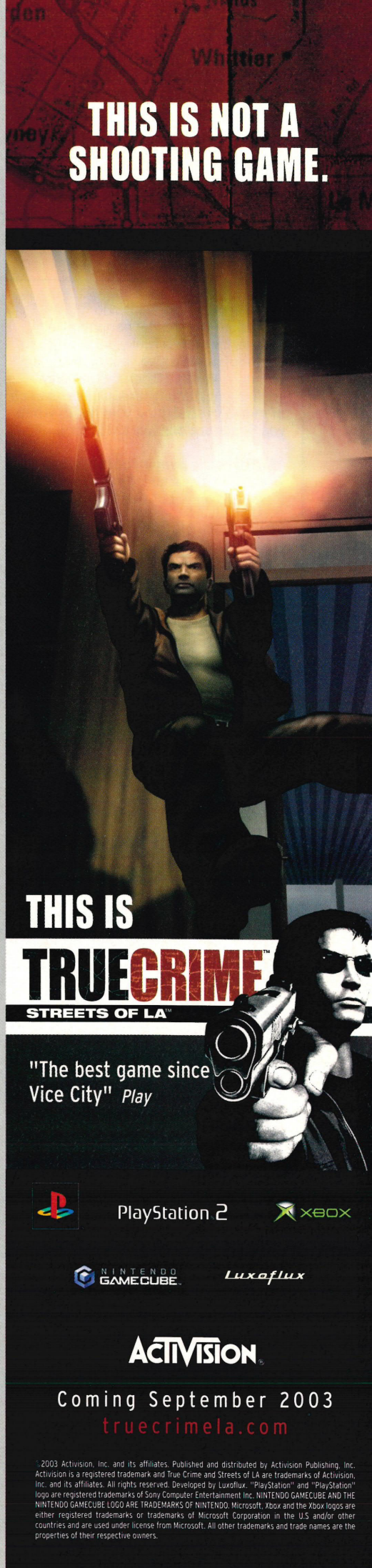
Green is go

Nintendo of America teams up with MTV maniac Tom Green.

Recognise the face? That's Tom Green. He made his name on MTV airbrushing hardcore porn images onto his Dad's car and playing with his own faeces. After making a few pretty good movies (*Road Trip*, *Freddy Got Fingered*), he's now back where he started, on MTV being gross. And advertising the GameCube in the States, too.

Cleverly, Green segues the ads into his show, doing an American football skit to plug *Madden 2004* and throwing himself around like a lunatic to promote *Wrestlemania XIX*. He also mentioned *Star Wars Rogue Squadron III: Rebel Strike* and strapped on a Captain Falcon helmet and smashed himself off a wall for *F-Zero GX*.

The New Tom Green Show isn't yet scheduled for a UK airing, but keep your eyes on MTV2 as it's bound to show up there sooner or later.



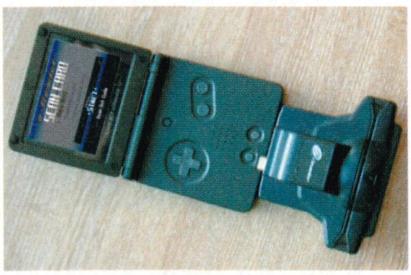
Hardware

GAMES ARE SOFTWARE. THIS IS ALL THE STUFF THAT ISN'T

On November 7th, Nintendo finally unleashes its e-Reader peripheral in Europe. It's quite a funky piece of kit, so we thought we'd give you the heads-up on how it works. Hopefully that way you'll avoid standing around like a bunch of monkeys scratching your heads when you finally see one (we did it, too).

1 That's the puppy: the e-Reader. Uglier than a giant spider with a Vanessa Feltz head on it, but there you go.

2 Slap it into your Game Boy Advance. It fits into an SP, too, but there's some unsightly through-port overlap.



3 Hold the card so the picture side is facing up and pass the card through the slot. Not too quickly though.

4 It can be a bit of a faff, but you'll know when you've nailed it. Some games come on multiple cards.

5 Scan multiple cards in any order you like. Remember, some cards have data on the top and bottom edges.

6 And that's it! The game is now stored on the reader for instant access and it stays until you swipe in a new one.

TESTED TO DESTRUCTION!

YOU WANT IT!

HORI DIGITAL PAD, £15 (approx)

You want it, but you can't have it. For now, at least. This sleek Super NES-styled digital pad makes Game Boy Player action feel even better for our Japanese friends, but there's no sign yet of a UK release. Bah! It's always the way, isn't it?

UMM... MAYBE

HIPCLIP SP, £5.99

It clips the GBA SP onto your body so you can carry it. Despite the fact that the only pockets in the world small enough to not hold a GBA are those watch pockets on jeans. Make sure you clip it in the right way round or the GBA will fall out.

WHAT'S THE POINT?!

POWERDOCK SP, £14.99

It looks like a clear plastic toy bus, but its actual purpose is even more pointless. Instead of using the recharge cable that came FREE with your SP, you can buy this cumbersome device and charge your machine by plugging the SP into it.

HOW TO... CLEAN A GAMECUBE DISC

Sometimes discs get filthy and stop loading, but don't panic – the dream is not over. Using a lint-free cloth wipe outward in a straight line from the centre. Don't rub in a circular motion, because that's bad. For stubborn marks, use soapy water or non-abrasive cleaning products

GAME TOY!

Bringing you the best in game-related toys from around the world.

***ZELDA* BOX**

This special edition of Japanese mag, *Famitsu*, focuses on *The Wind Waker* with sketches and story outlines. Best of all you get a CD and *Zelda* figurines.

WHERE TO GET IT: eBay is your best bet.

***SOUL CALIBUR II* TOYS**

You need these. McFarlane Toys are releasing five based on characters from Namco's fighting game: Ivy, Necrid, Astaroth, Voldo and Nightmare.

WHERE TO GET 'EM: Ask at your local comic store.

WIN! A *Zelda* Box and *Soul Calibur II* toys. Ring 0905 053 1101 and answer this:

Q What's the new *Zelda* game called?

1. *The Wand Waker*
2. *The Wind Waker*
3. *The Waker of the Wind*

Or text 'nomcomp ZELDA' and then your answer to 83149

HUNTING SEASON IS NOW OPEN

XBOX WORLD GAME OF THE MONTH — "Alongside Halo in the list of Xbox Shooters you simply must own" — 9/10

PSi2 — "Exceptional." — 9/10

PSW — "Mace Griffin is Halo for Playstation2. It's that good." — 9/10

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YOUR SHOUT

The NOM Survey

We don't give a toss!

POLL RESULT
YES 22%
NO 78%

We asked: Would you miss Acclaim's games if they dropped GameCube permanently?

■ I really couldn't care less about Acclaim. Not one of their games has captivated me in the same way that *The Legend of Zelda: The Wind Waker* did when I first picked it up or when I landed on the mysterious planet of Tallon IV in *Metroid Prime*.
Euan Blair

■ Acclaim have been shaky ever since they started. They just churn out crud most of the time.
Rich Angus

■ We wouldn't miss Acclaim's games because the majority of them are crap. *F-Zero* is in a different league compared to *XGRA* and *Urban Freestyle Soccer* is no match for *FIFA 2004*.
Chris Nicholls

■ The *Burnout* series are the best racers on GameCube. It would be a loss if we missed out on a *Burnout 3*.
Robert Wain

Not quite a killer title... yet

We asked: Is *Killer 7* cool, or is cel-shading old news?

POLL RESULT
YES 56%
NO 44%

■ Cel-shading is just going over the top. Everybody is using it and the only game it suited was *The Wind Waker*, which I love.
Luke Kozakewycz

■ I'm worried that its gameplay will be a letdown as all the emphasis seems to be going on the look of the game.
Razavi Ahmed

■ For me they haven't executed the cel-shaded style very well.
Andrew Wilmshurst

■ Cel-shading seems to allow for more expression and bigger gaming worlds, which I think you'll agree is no bad thing at all. Bring on the cel-shading!
John Zeepvat

■ *Killer 7* looks awesome. The thought of playing in a brooding graphic novel world has my callous-ridden pad-fingers itching.
Tom O'Boyle

■ The mix of ultra-violence and cel-shading works like a dream.
Richard Lambeth

Miyamoto knows best!

We asked: Is Nintendo right to hide *Mario 128* away?

POLL RESULT
YES 91%
NO 9%

■ It certainly looks like Nintendo is doing something very special with *Mario 128* and it's told us this without giving away a thing. Good on Nintendo, I say.
Ed Carter

■ The least they could have done is release some screenshots, what harm would that do?
Franklin Hughes

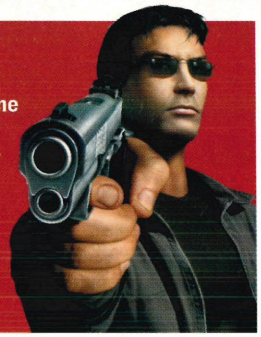
■ If Nintendo is going to introduce a daring new concept, they don't want to give it away so early that Sony or Microsoft have time to throw up a quick rip-off first.
Steven Dunlop

■ Nintendo always tries to be innovative and imaginative, and the last thing it wants is for others to copy what could potentially be the best GameCube game ever.
Rich Angus

■ Nintendo definitely were NOT right to hide it. No-one really looked at Nintendo at E3, because they had nothing big to show.
Tim Rodgers

This month's questions

■ Does *True Crime* look like a better game than *GTA*?
■ Has Poké mania sucked you in all over again this time around?
■ Is there a GameCube racer that you want more than *F-Zero GX*?



Email your answers and a brief comment to: dean.scott@emap.com

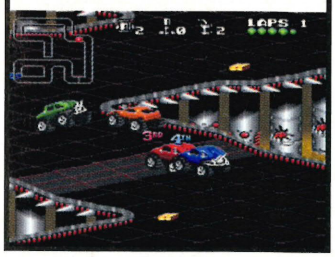
Aug 10 th – Sept 13th

Play Radar

What's happening in your world before the next *NOM* hits.

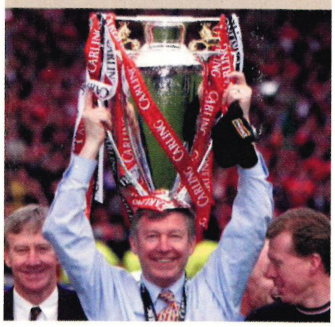
Aug 15th

Rock n' Roll Racing (GBA) is out, but that's about it. With no games you may as well hit the cinema and see *American Wedding: American Pie III*.



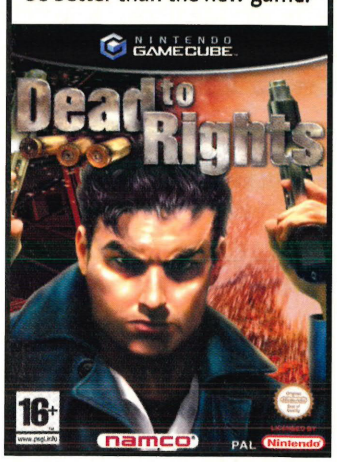
Aug 16th

The greatest league in the world kicks off again. Can moneybags Chelsea nick Man U's Premiership crown?



Aug 22nd

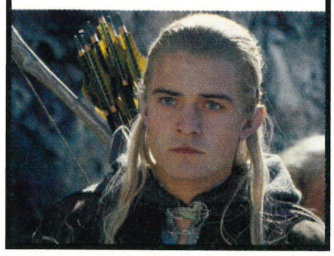
The big GameCube release is *Dead to Rights*. There's also *Zapper* on GBA if you fancy that. It's also the opening night for *Tomb Raider: The Cradle of Life* – surely it must be better than the new game.



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

Aug 26th

Some film about midgets, *The Lord of the Rings: The Two Towers*, comes out on DVD. We've never heard of it...



Aug 29th

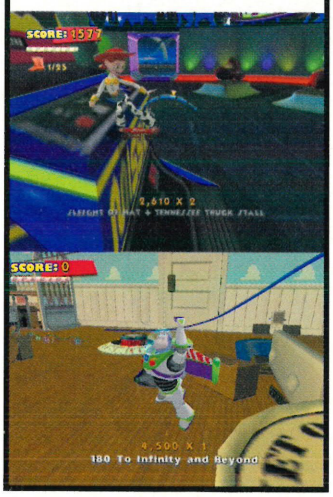
RPG fans rejoice! *Golden Sun: The Lost Age* is out today. Also floating around are *P.N.03* (GC), *Powerpuff Girls Relish Rampage* (GC) *Rocket Power Zero Gravity Zone* (GBA) and *Magical Quest 2 Starring Mickey & Minnie* (GBA).

Aug 31st

The last day of the six-week Pokémon FESTA 2003 in Tokyo. *NOM* had a man there, so stay tuned for a full report soon.

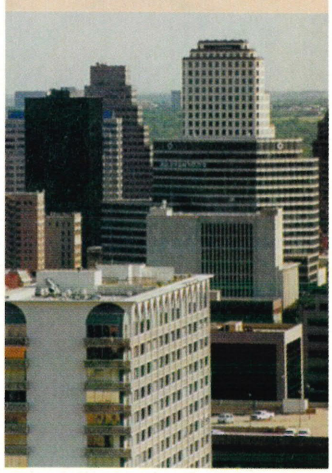
Sep 9th

An overwhelming feeling of excitement is sure to fill you today with an unusual midweek release for *Disney's Extreme Skate Adventure* (GC). Is that the sound of piggy banks breaking?



Sep 11th

The Austin Games Conference kicks off in Texas, USA. We thought we'd let you know on the off-chance you'd be in that neck of the woods, like.



Sep 12th

Your long wait is over. The October issue of *Nintendo Official Magazine* hits the shelves up and down the country. Breathe easier. Bathe in the reflected glory of our gaming wisdom.

What kind of gamer are you?

Take *NOM UK*'s gaming personality test

You like games, that's why you're here. But are you a casual gamer, a games nut or a full-on raging games psychopath? Take our simple seven-stage test and we'll tell you. It's like those quizzes in women's mags, but with this one you definitely don't turn out to be a lesbian at the end.

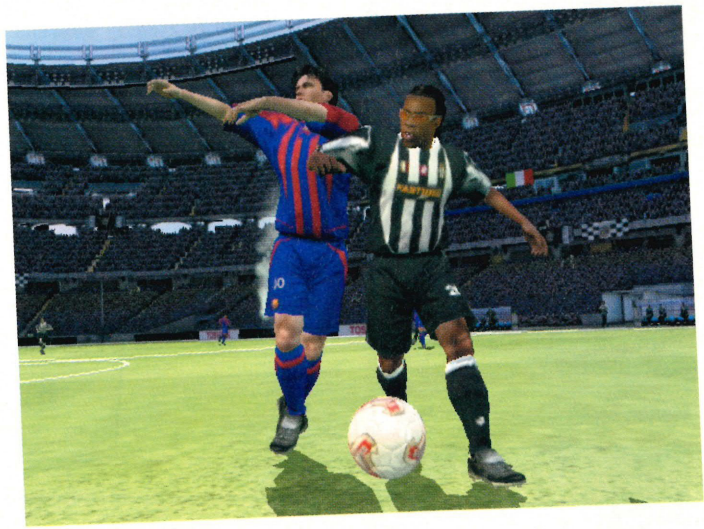
1. How many video games do you own?

A. I may have an old Game & Watch somewhere. It's about this plumber chap, I think.

B. I've got the new *FIFA* and about eight old ones. I had *Metroid Prime*, but I swapped it for a picture of Jordan in her pants.

C. Quite a few. There's a handful of sports games and shooters that I dip into and I've usually got a bigger project on the go, like *The Wind Waker*.

D. Hundreds. No, thousands. I sold everything I own to get more games and now I sleep under a big pile of GameCube cases in street. And I don't regret it.



2. What is your ideal Saturday night?

A. After a hard day's train spotting, I like to unwind with a nice brew and watch my old videos of *Countdown*.

B. Go out, get lashed up, come home, play *FIFA*. Fall asleep on the couch and clean the vomit off the controller on Sunday afternoon when I wake up.

C. Get in a KFC bargain bucket and run around Tallon IV until my eyeballs dry up. Keep hammering the Coke to stay awake, but eventually give in at about 4am.

D. Saturday night? Ha, ha. I mock your outmoded date system. My week has two days: the first day lasts 90 hours and I blitz games constantly until I pass out; when I come round, I write off the lost time as day two and go again.

3. What's the best Mario game?

A. Mario? Do you mean Mario Lanza?

B. The one with the monkey that chucks things. Monkeys rule, man!

C. Err, *Mario 64*? No, *Mario Kart* on the Super NES. Or *Mario World*. Argh! It's definitely not *Mario 2*. Will that do?

D. I live in Mario world for real. I jumped on a Koopa once and I think it died. My little brother was certainly pretty upset. He said it was his pet tortoise, but I explained that Koopas are the ENEMY and MUST BE DESTROYED.

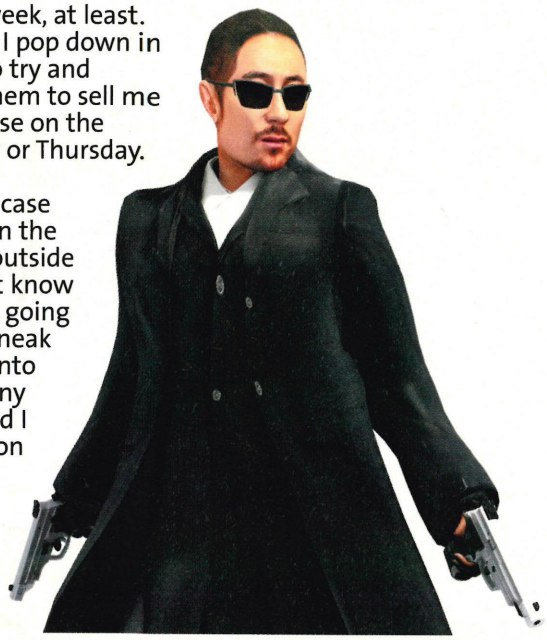
4. How often do you visit your local games store?

A. I walked past once, and there was a picture of a pointy-eared boy in the window holding a sword. I was so frightened I went to the toilet with my trousers on.

B. I get my games from the supermarket. £43.97 for *Enter the Matrix* is a deal and a half!

C. Once a week, at least. Sometimes I pop down in the week to try and persuade them to sell me a new release on the Wednesday or Thursday.

D. My DVD-case shack sits on the pavement outside Game. I just know Nintendo is going to try and sneak *Mario 128* into the shops any day now and I need to be on the scene.



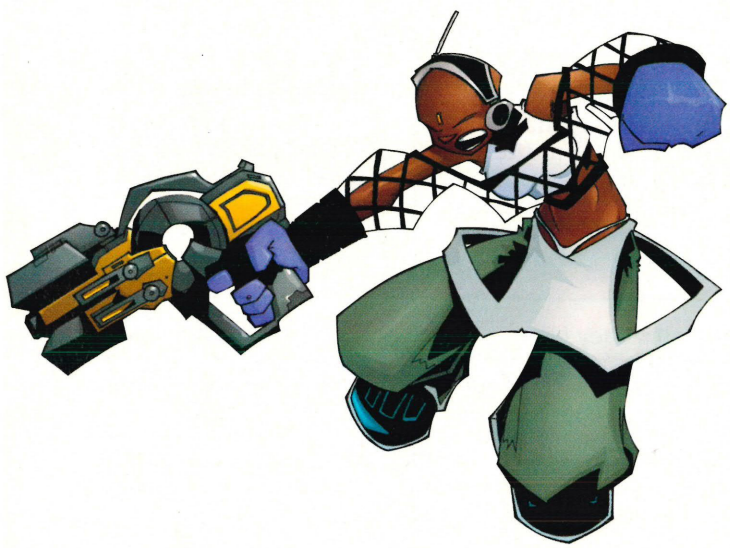
5. Do you play games with your mates?

A. Oh yes! One time me and Bertie were at Waterloo and I said: 'Look Bertie! The Flying Scotsman!' Bertie twisted around so quickly that he dislocated his spine! The ambulance driver wondered why I was laughing so hard.

B. Sure. Two players. Man U versus Real Madrid. If I'm losing, I unplug the other pad.

C. You've got to, haven't you? *TimeSplitters 2* is a complete waste of time if you don't play multiplayer. And don't get me started on *GoldenEye 007* and *Mario Kart*. Actually, do you fancy a game now? I am SO killing you on Battle Mode 4.

D. Mates? M-A-T-E-S? Hmm. I'll have to look that word up on the internet and get back to you.



6. Who is Shigeru Miyamoto?

A. Is he the one that's married to Posh Spice?

B. That's that action movie guy! No wait, that's John Woo.

C. Only the creator of some of the finest video games in history. He's a legend.

D. HE'S MY DAD. He must be. I love Nintendo so much it must be genetic. I asked my mum if she had an affair with a Japanese man, but she wouldn't admit it. Actually, I accused her directly over a family Christmas lunch. Maybe that's why Daddy left...

7. What do you think of the new GBA?

A. My friend Ernie had that done recently. He said it hurt a little bit, but now he can go to the toilet while he's lying down. His daughter Sarah empties the bag when he rings a buzzer.

B. It's wicked! It looks like a little laptop! I'm going to get one. What game am I going to get? It plays games too?! Kick ass!

C. It's pretty neat, but I'm in no rush to get one. My old GBA just seems to fit in my hand nicely. I'm pretty pissed off that Nintendo didn't put a light in it in the first place.

D. I hate it. The battery only lasts, what, ten hours? At least with the old one I can have a sack full of Duracell on hand so I can finish all of *Advance Wars* in a single sitting.

HOW DID YOU DO?

Mostly A's...
WRONG MAGAZINE, IDIOT!
What the hell are you doing? This isn't *Rail* magazine. And if you *are* under fifty years old, here's a newsflash: buying *NOM UK* won't stop your friends beating you up. Trade in your *Thomas The Tank Engine* lunchbox for a Game Boy and we'll talk again later.

Mostly B's...
YOU'RE A CASUAL GAMER!
You like games, but they don't rule your life. They should though, because games are COOL. Spend less time at the pub and you might actually be able to get off the first floor of *Super Monkey Ball*. And your girlfriend? Unless she's player two, think about chucking her.

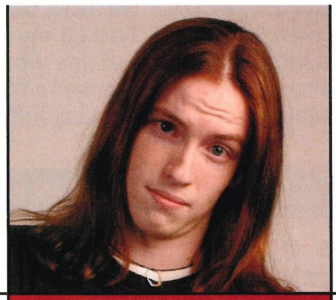
Mostly C's...
YOU'RE JUST LIKE US!
Good lad. That's what we like to see. You're right into your Nintendo, because you've realised that video games are a pretty kick-ass way to spend your time. Don't get too sucked in though. Keep talking to real people. Eat occasionally. Mario is NOT real.

Mostly D's...
YOU'RE A PSYCHO!
Look dude, we don't want any trouble. Take the giant Samus statue if you want, but don't hurt us. We know the streets are full of zombies. We believe you, man. Please go now. We're not calling the police! My mum's phone number is 999 as well! Hello? HELP US!

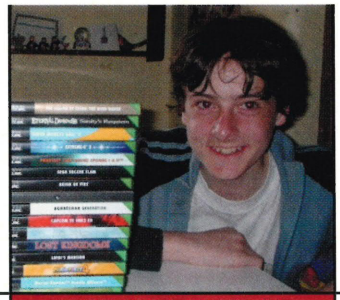
Tell us what you think of the latest Nintendo stories.

Have your say

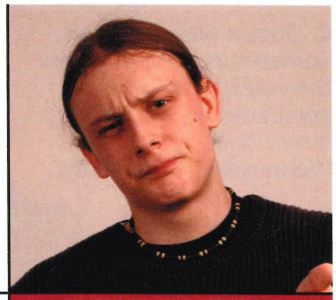
Want to have a go? Then send us your name, address, phone number and email address to Have Your Say, Nintendo Official Magazine UK, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambs PE2 5UW. Don't forget to include a photo too!



FREDDY SAVOURY, WITNEY



RICHARD LAMBETH, ALSTON



DUNCAN ROGERS, OXFORD

1 WHAT DO YOU THINK OF *POKÉMON RUBY* AND *SAPPHIRE* DOING SO WELL?	"Whilst *Pokémon* has seen many shameless cash-ins, *Ruby* and *Sapphire* put the series back on track. Features like the Contests add to an already superb Nintendo game."	"It's good news for Nintendo's profits, but I don't think they can rely solely on *Pokémon* to keep the fans happy. Why can't we have new character franchises on GBA or GameCube?"	"The *Pokémon* franchise has always been popular with gamers of all ages so it's no surprise to me that new incarnations are flying off the shelves. It's a top game that's not just for kids."
2 ARE PLAYER LIKENESSES IMPORTANT IN FOOTBALL GAMES?	"Regardless of the fact that they don't directly affect the gameplay, likenesses do add to the authenticity all football games should have. Some of those in *FIFA 99* looked nothing like the real thing."	"Er, no. If the gameplay's good, it really doesn't matter if the players in the game exist in real life. Some of those in *Winning Eleven 6* look kinda rough but it's the best football game on GameCube by miles."	"If football games like *FIFA* and *ISS* rely upon realism in areas other than its visuals accurate player likenesses can only enhance the game for football fans. As long as it plays a mean game that's all that matters."
3 WOULD YOU BUY A RETRO ARCADE GAMES COLLECTION?	"If they include games like those in the wicked *Sonic Mega Collection* package, playing retro classics would be great, but compilations like *Sega Smash Pack* are totally pointless."	"It would depend on the content. I'm not really into buying crap games because it's a waste of money, but if a decent compilation was made, then I'd consider it. A Mario one would rule."	"Re-released arcade games depend upon the nostalgia felt by gamers. If I have no experience of ramming 20p pieces into an arcade machine then it can do nothing for me."
4 WOULD YOU EVER CONSIDER GETTING A LIMITED EDITION NINTENDO GAMECUBE?	"While consoles with certain game themes, like the Pikachu N64, are novel, new colours wouldn't give me an added incentive to buy another GameCube. I've got one already!"	"I'm sure others would splash their cash, but I'm not really that bothered about the colour of my console. Besides, I have one, I don't need two that's just being greedy. "	"Personally no, I haven't the money to buy another GameCube, and even if I did my current purple machine goes well with the room it's in. I might get another if I become rich!"
5 ARE YOU PLEASED RARE IS STILL WORKING ON GAME BOY ADVANCE GAMES?	"After playing classics like *Banjo-Kazooie* and *GoldenEye*, Rare have shown their worth and titles like *Diddy Kong Pilot* could give Nintendo owners their overdue fix."	"Well if they can produce the quality they had when *Perfect Dark* came out, then sure, why not, but I'd still prefer them to be working on Nintendo home consoles."	"Rare are my favourite games developers and it's nice to see they still collaborate with Nintendo, even if it isn't to the extent I'd like. They've made some of the best games ever!"

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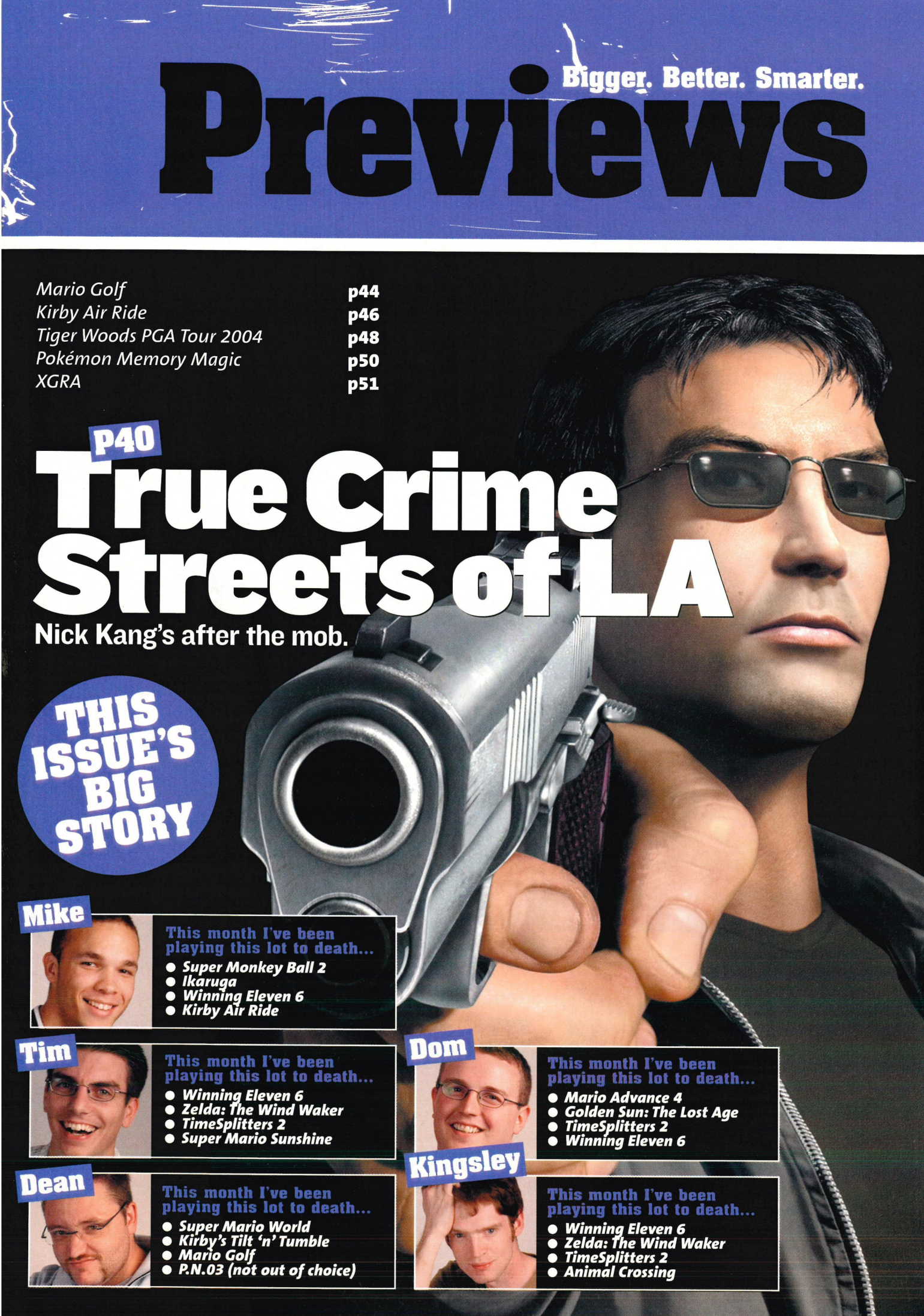
Kirby Air Ride **p46**
Tiger Woods PGA Tour 2004 **p48**
Pokémon Memory Magic **p50**
XGRA **p51**



P40

True Crime Streets of LA

Nick Kang's after the mob.

THIS ISSUE'S BIG STORY

Mike

This month I've been playing this lot to death...
- Super Monkey Ball 2
- Ikaruga
- Winning Eleven 6
- Kirby Air Ride

Tim

This month I've been playing this lot to death...
- Winning Eleven 6
- Zelda: The Wind Waker
- TimeSplitters 2
- Super Mario Sunshine

Dean

This month I've been playing this lot to death...
- Super Mario World
- Kirby's Tilt 'n' Tumble
- Mario Golf
- P.N.03 (not out of choice)

Dom

This month I've been playing this lot to death...
- Mario Advance 4
- Golden Sun: The Lost Age
- TimeSplitters 2
- Winning Eleven 6

Kingsley

This month I've been playing this lot to death...
- Winning Eleven 6
- Zelda: The Wind Waker
- TimeSplitters 2
- Animal Crossing

240 miles of murder

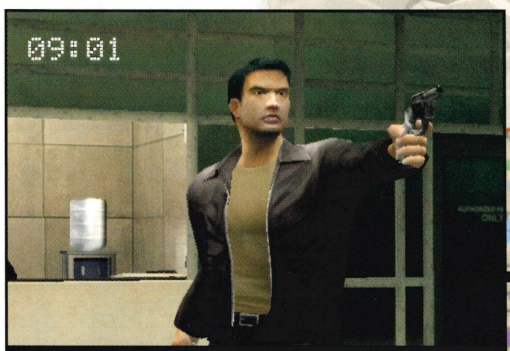
TRUE CRIME STREETS OF LA

Thousands of roads, hundreds of crims and only one good guy... you.

So you want *Grand Theft Auto* on GameCube? Well listen here, it ain't gonna happen, no way no how. But we don't think that matters, we think that there's a game on the horizon that will make you forget all those *GTA* blues, it might even change your life... maybe.

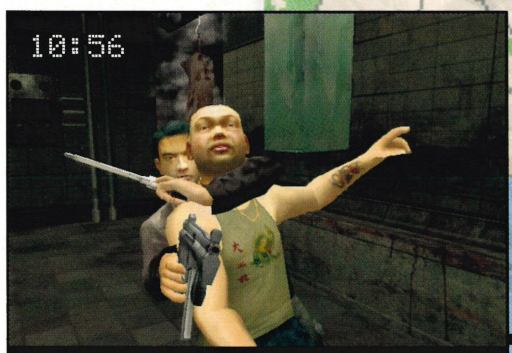
True Crime: Streets of LA is Activision's answer to Rockstar's all-conquering crime-'em-up. We've played it, we love it and what's more we'll stake our reputation on it being bloody great.

If you want to know why we're getting so excited then scan your eyes across the next four pages and come join our *True Crime* party as we take you on a tour of what you can expect as you clean up the streets of Los Angeles.

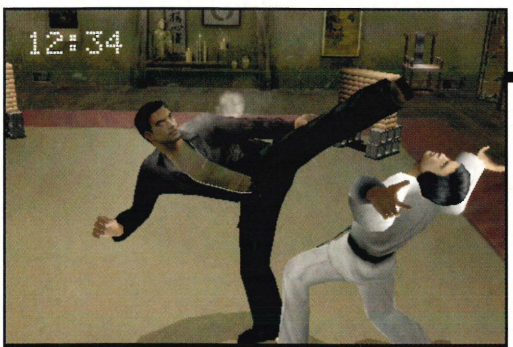


I start the day with a bit of target practice to relieve any stress. Slipped Frank $20 on my way in – that way I can use any gun I like. None of this 'standard issue' rubbish for me.

On Hollywood Blvd some gangsters got tasty. I showed them a thing or two, whipping out the hand cannon. My aim was a bit off – I blew up a newspaper machine – but I got 'em in the end.



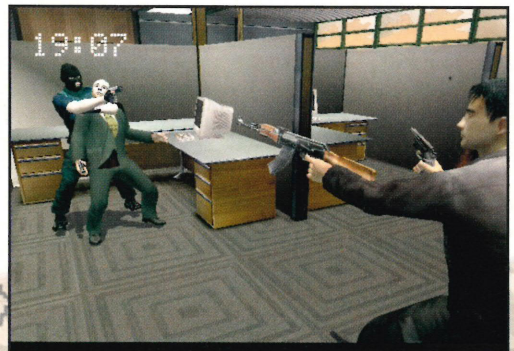
Entered a warehouse only to find a bunch of Triads. Used one of them as a shield while I wasted his pals. Look at the way I hold my sub-machine-gun. I'm so cool!



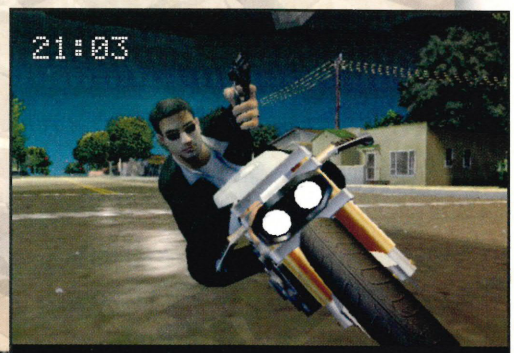
Thought I'd go and see my trainer on Sawtelle to make sure that I was in shape. I was. I kicked his ass all over the dojo. The pyjama-clad pillock didn't know what had hit him.

Went for a drink at a bar on Sunset – thought that the bartender might have some info. Things got heavy when a biker recognised me. Good thing I learnt some new kung fu today.

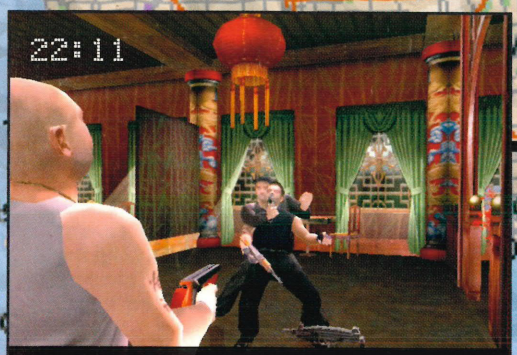
Stopped off at a factory being used as a gang hideout. Spotted by the crims and had to fall back on some sweet bullet-time manoeuvres and a pair of heavy-duty machine pistols.



Got a tip that something was kicking off downtown. Went to check it out and found a hostage situation in progress. Wasted a sentry and took his AK. Nick Kang one, crime nil.



It's time to hit the streets again. Crime never sleeps. Opted for the motorbike this time. God I'm good, I can ride one-handed. You wish you could be me don't you. Oh, you can, my bad!



Something was going down at a Chinese place near the coast, so I checked it out. Bad idea. All hell broke loose and I ended up with a sawn off-packing skinhead pointing his piece at me.

Who needs *Vice City*?

We know *True Crime* is multi-format, but we still reckon that Tommy Vercetti's days are numbered. If you're not yet convinced, let us offer you some more evidence that *True Crime* might just be the new daddy.

EXHIBIT 1. STUNT MOVES
Slide the arse of a sports car around a tight bend, push a button combo and get the beast up on to two wheels. Thrash your motor down a street and slam on the brakes to perform a 180° or 360°, whilst shooting a gun. How cool?

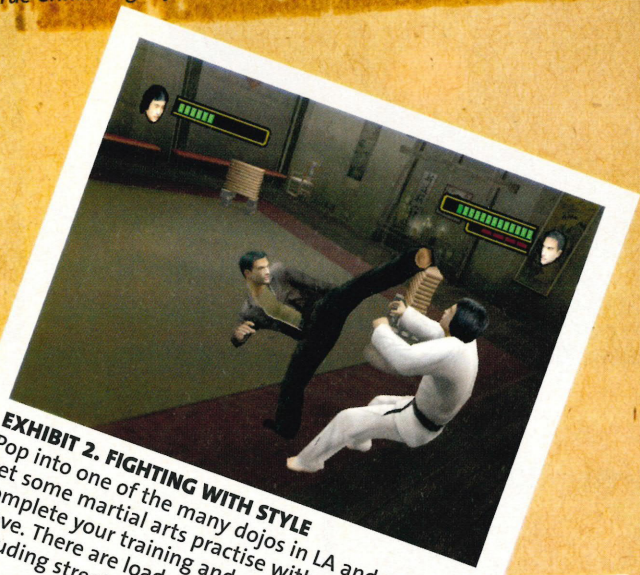


EXHIBIT 2. FIGHTING WITH STYLE
Pop into one of the many dojos in LA and you'll get some martial arts practise with a sensei. Complete your training and you'll learn a new move. There are loads of styles to pick up, including street fighting and wrestling.

EXHIBIT 3. ACTUAL CITY STREETS
We know where *Vice City*'s supposed to be set, but it's not really Miami, is it? How does 240 square miles of real-life LA streets grab you? Every road has been faithfully recreated to give you a sense of total immersion.

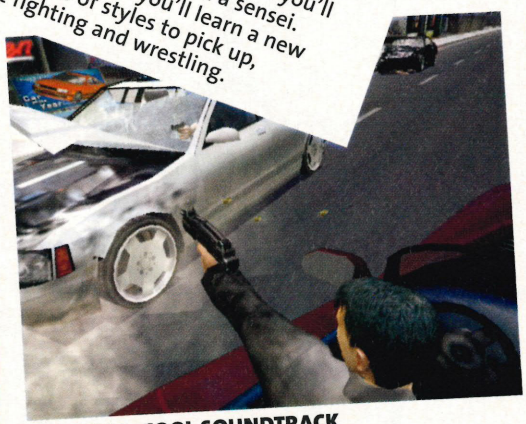


EXHIBIT 4. COOL SOUNDTRACK
Ha-ha! Isn't *Vice City*'s '80s soundtrack ironic? How about you make a game filled with banging West Coast hip-hop flavas – that might be better. And how about you put Snoop Doggy Dogg in charge? Thanks, *True Crime*, for saving our ears.

EXHIBIT 5. YOU'RE A GOOD GUY
It's not boring, though – it means you're licensed to cause mayhem by the LAPD. It goes some way in getting this game a lower age rating than the BBFC 18 that was slapped on *Vice City*, making *True Crime* more accessible to a wider audience.

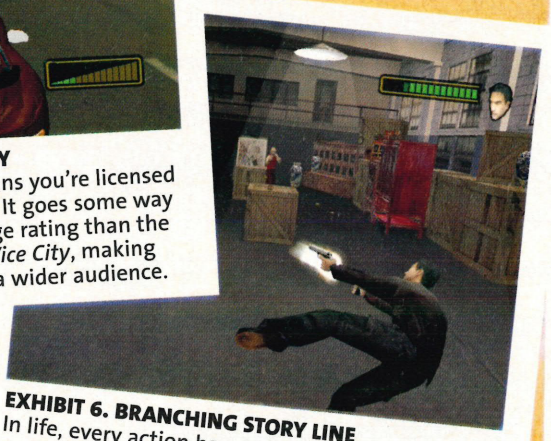


EXHIBIT 6. BRANCHING STORY LINE
In life, every action has an equal and opposite reaction and that's true in this game, too. The story can go one way or another. It's possible to finish the game without actually doing anything right, but you won't feel satisfied, will you?

EXHIBIT 7. IT ISN'T SET IN THE 80s. THEY HAD...
Care Bears: More sickly than the Powerpuff Girls.
New Romantics: Goths in lace shirts and jeans.
Glen Medeiros: Ten times cheesier than Craig David.
Yuppies with huge mobile phones: More annoying than 1,000 teenage girls with Busted ring-tones.

The stars come out

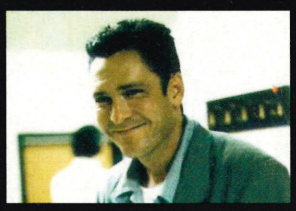
How many times have you played a game and literally winced at the cliché-ridden script or laughed out loud as pitiful voice 'talent' delivered lines with enough wood to build an ark? Quite a few we'll wager. Well, that's all about to change with *True Crime* because they've employed the services of some of Hollywood's finest actors. Just take a look.

Gary Oldman

He's been in: *Bram Stoker's Dracula, True Romance, Planet of the Apes*

Oldman is a Hollywood bad-boy in the truest sense of the word, having once been arrested for drink driving in 1991 whilst out cruising around with *24*'s Kiefer Sutherland. But when it comes to an eye for the ladies, he's got immaculate taste – he was previously married to the lovely Uma Thurman. Oldman takes on two roles in *True Crime*, with stints providing the voice of an FBI agent and one of the vicious crime bosses.

Crime rating: 4/5



Michael Madsen

He's been in: *Reservoir Dogs, Donnie Brasco, Free Willy*

Who can forget his portrayal of Mr Blonde in *Reservoir Dogs*? He received an Oscar nomination for that psychopathic performance and his talent for portraying violent gangsters also landed him the role of Vincent Vega in *Pulp Fiction*, but work commitments meant that in the end John Travolta got the part. You may be surprised to learn that he's also found time to publish three books of poetry, but with titles like, *Eat the Worm* and *Beer, Blood and Ashes* we reckon it's not slushy stuff.

Crime rating: 5/5

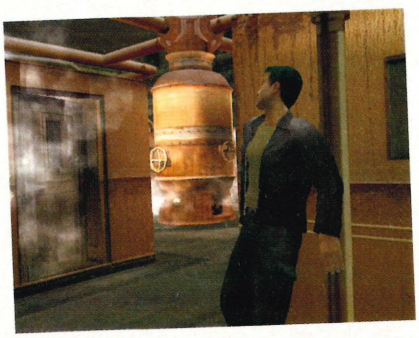
Christopher Walken

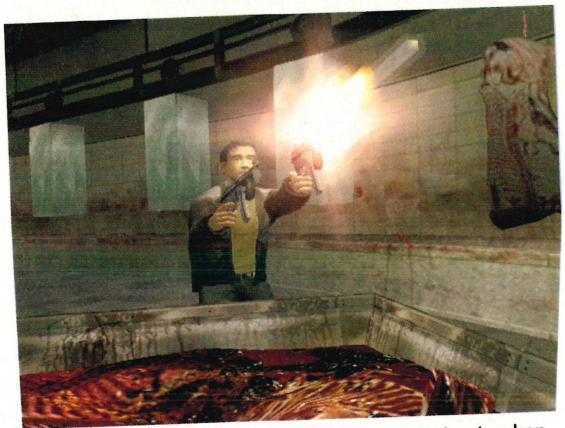
He's been in: *Pulp Fiction, The Deer Hunter, Sleepy Hollow*

Walken is an oddball of the highest order, with the spookiest stare in Hollywood. This veteran of America's *Saturday Night Live* comedy show revels in his notoriety and once said, 'I don't need to be made to look evil. I can do that on my own'. He was George Lucas' second choice for Han Solo, but it was Michael Cimino's epic *The Deer Hunter* that truly launched him on the path to fame in which he played the war-traumatised Russian Roulette-playing Nick.

Crime rating: Off the scale!

Nick Kang has a morbid fear of saunas, the poor fella





Nick was well balanced for an LAPD cop, but went nuts when a fly landed on his dinner of offal and cold, greasy blood

Essentials

The developer is... Luxoflux
They've done... *Vigilante 8* (N64, issue 80, 83%), *Vigilante 8 Second Offense* (N64, issue 91, 88%), *Star Wars Demolition* (PSOne and Sega Dreamcast)
Multiplayer is... elsewhere
Connectivity is... not included this time
The publisher is... Activision
It's out in... November
We'll be reviewing it in... three issues time

Predicted score

There's loads to love about this game, with hand-to-hand combat to die for and bullet-time gun craziness. But we have concerns over the car handling and whether the main story will work well enough. We'll probably score it...

NOM Predicts 80%+

Trust me, I've played it

I'm quite a fan of *GTA* and games like that, so I was looking forward to getting my hands on this and I certainly wasn't disappointed. The fighting is especially satisfying, but I reckon that the driving sections need some work if it's gonna be a classic.

■ **Oh please, isn't this a bandwagon jumper of shameless proportions?**
The thing is, this game has been in development for years – and at the same time *Vice City* was being worked on. Sometimes different people come up with the same idea. Or perhaps we're witnessing an audacious piece of industrial espionage. But answer this: can you have too many massive, free-roaming games that blend driving, shooting and scrapping? Thought not...

■ **How old do I have to be to buy it?**
We aren't going to lie to you; this is packed with moments of full-on violence, but it's more *Lethal Weapon* than *Texas Chainsaw Massacre*. The story sees Nick Kang taking down the Russian Mafia and the Chinese Triads. That said, you'll have to be 16 or over to experience its 'Hong Kong' style of action movie mayhem.

■ **'Hong Kong' style? Isn't that a type of food you get at a Chinese?**
Ho, ho, ho. No, it's called this because the game mixes highly elaborate martial arts with extreme gunplay and car chases. It's like an early Jackie Chan movie or a John Woo film, but with everything turned up to ten. Within a ten-minute slice of the action you'll go from a mass karate ruck in a warehouse to a shootout on the street before finishing with a city flattening car chase. Incidentally, you can walk up to any car on the street and just take it. Hey, you're the police. You're allowed

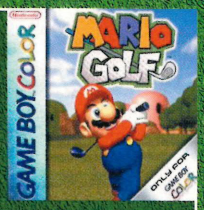
■ **So the hero's a master of karate?**
That's just for starters. One of the game's most inspired ideas is being able to learn new fighting styles by training at various dojos throughout the city. By completing certain missions you'll gain access to new dojos and new worlds of pain-inflicting fun. We're promised everything from kung fu to wrestling – the hand-to-hand combat sounds just mint.

■ **Just how free roaming is the game?**
Well, to get to the end of the game you will have to complete certain missions, but the way you conduct yourself determines the order in which you do them. We're talking multiple branching story lines and loads of different endings, all taking place in 240 square miles of LA. Doing things like shooting innocent bystanders radically alters the flow of the story, while playing good cop carries its own rewards.

18 reasons...

...why *Mario Golf Toadstool Tour* could give Tiger Woods and his chums a run for their money in the battle to be GameCube's no.1 golf game.

1. HERITAGE



Despite the staid subject matter, *Mario Golf* titles have been consistently impressive on a number of systems. The GBC version is absolutely fantastic and the N64 game was pure class. With the same development team working on this title there's no reason to think that it won't be anything other than a sure-fire hit.

2. CAMELOT

What have they developed you ask? How about *Golden Sun*, that do anything for you? That's the best GBA RPG ever made. How about *Mario Golf* on N64 and GBC and *Mario Tennis* on N64 and GBC. That's five of the best Nintendo titles ever. And now they're doing this. Good news!

3. MULTIPLAYER

If there's one thing Nintendo knows how to produce, it's multiplayer games. You're always guaranteed a four-player game of quality and *Mario Golf* doesn't disappoint. This is pure Sunday afternoon gaming with you and three mates taking to the course and whacking the ball about.

6. COMPLEXITY

Cartoon graphics disguise a more technical beast within. Flight paths are shown for the ball and the landing areas are covered in grids, letting you know the lie of the land. The game is geared up to giving you pinpoint accuracy in your play, making sure you get close to the green.

7. BOW-WOWS

Just look at the screenshot. Nuff said. You'll also find Piranha Plants, Warp Pipes, crazy-shaped bunkers and water obstacles. Make sure you check the overhead view before you take a swing as the courses are usually a humourous shape. Thanks, Nintendo.

8. FIREBALL GOLF

Do Tiger's balls set on fire? Didn't think so. Mario has his flaming balls flying all over the place. Just give it a bit of extra juice and watch them burn. Yoshi has rainbows – not as good, but still quite pretty and Wario has a storm of electricity buzzing out of his balls.

11. MINI-GAMES

If proper golf gets too much then try collecting Coins, hitting your ball through rings or playing a round as fast as you can. Some of the games are a great way of improving your golf skills and you'd be well advised to have a go at these first, especially if you're new to *Mario Golf*.

12. DIFFICULTY

If you like games that test you to the limit then you've come to the right place. Many of the par four greens are impossible to reach in less than three shots and it's even tough to save par, let alone get a birdie. The A.I. doesn't help either as it suggests shots that are often unreachable.

13. BOO

Once he was your enemy, now the ghostly figure's your best golfing buddy. He appears as you take a shot to give you a quick tip and also sits on the right side of the screen to let you know the wind speed and direction. And should you decide to stop and get a drink then Boo will appear and take the mick, asking if you're still there.

15. INTRO MOVIE

It's like a special-edition Nintendo cartoon and it's pretty amusing. It lasts over three minutes and includes all of your favourite Nintendo characters, plus a frantic chase between Bowser, Wario and Waluigi after the dastardly pair accidentally hit the green lump in the eye with a wayward shot.

16. CLASSIC MUSIC

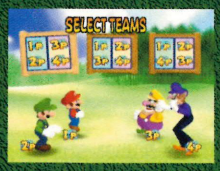
If you're into Mario game music then this is the one for you. When Waluigi reaches the green you get the cool cave music from Vanilla Dome in *Super Mario World*. If you're lucky enough to have a surround set up for your GameCube then you'll be treated to a Dolby Pro Logic II soundtrack, too. Altogether now: da-dum da-dum...

17. OVERHEAD VIEW

On a serious note again, this is something that *Tiger Woods* doesn't have. The ability to do a fly over of the hole is essential to planning your shot, especially on tricky par five holes. With the push of a button you can flick to a quick overhead view showing the entire hole and allowing you to plan accordingly.

MARIO GOLF TOADSTOOL TOUR

4. MARIO & FRIENDS



Mario, Luigi, Waluigi, Toad, Princess Peach, Wario, DK. The list goes on. Some may say it's cheesy, but they are classic characters, not like Tiger Woods and Sergio Garcia. Golf pros come and go, but these Nintendo legends will be with us forever.

5. INSPIRED DESIGN

As well as ordinary courses, there are some out-of-the-ordinary holes based on Nintendo worlds. You can smack the ball down Warp Pipes and have it reappear in different parts of the golf course. Sadly Mushroom Kingdom courses aren't immediately available, but it's worth the wait.

9. REFINED CONTROLS

Simplified? Not *Mario Golf*. Hit A and the power bar goes up, hit B to set the level and wait for the bar to come back down. Now press button combos as the power comes back down to add fade or draw. There's a beginner's option where you just hit A, but that's nowhere near as accurate.

10. TAUNTS

Not 'In your face, fatso!' or 'You're rubbish', or any other taunts we use in the office, but you can offer encouragement or try and put people off their shots. Best of all you can time your taunt just as they are about to swing and really balls it up for them.

14. WEATHER EFFECTS

Not just there to add variety to the scenery as the weather obviously affects the flight and lie of the ball. If it's pissing it down then you can expect your ball to go shorter and thud into the soggy ground. Whereas in good weather you can expect much more zip in your shots. Look to the skies and adapt.

18. GREAT GRAPHICS

And we're not just talking cute and colourful, the attention to detail is fantastic. Individual blades of grass are visible and the lakes that line the fairways are filled with clear, fresh water. This detail extends to the characters themselves with individual animation for each competitor.

Essentials

The developer is... Camelot
They've done... *Golden Sun: The Lost Age* (GBA, issue 132, 89%), Golden Sun (GBA, issue 114, 93%), Mario Golf (N64 issue 85, 90%)
Multiplayer is for... 1-4 players, but you have to take turns.
Connectivity is... present, but we'll know more soon
The publisher will be... Nintendo
It's out in: early 2004
We'll be reviewing it in... about four months

Predicted score
Not as realistic as *Tiger* in both the way it looks and plays, but if you like a more arcadey experience and you're mad about your Nintendo characters this should be a suitable alternative to the Tiger.

NOM Predicts 70%+

Trust me, I've played it

It's about time this made it onto GameCube, the GBC and N64 versions were pretty impressive and packed with multiplayer fun. And my first impression of *Mario Golf* confirmed it was more of the same. I spent a good few hours getting to know the courses before the rest of the team burst into the games room for a multiplayer sesh. Here's what we found out.

■ **Are they all in there then?**
If you're referring to Nintendo characters then yes. This is like a who's who of Nintendo history, beaten only by the mighty roster in *Super Smash Bros. Melee*.

■ **How long do I have to play before I get to the funny courses?**
You'll need to play through five ordinary courses. It's a bit of a chore as this is supposed to offer some light relief when compared to the more simulation-based *Tiger Woods* games. But it does give you a chance to adapt to the old-skool control system and you'll need all of your golfing skills to beat the more unusual courses.

■ **If I hit a ball near a Bow-Wow, what happens?**
It'll eat your ball, simple as that. That's classed as an OB and you'll have to start again. Best to avoid them.

■ **What's better then, single-player or multiplayer?**
It's got to be the multiplayer. *Mario Golf* has always been a light-hearted, but well-designed, look at the game of golf and *Toadstool Tour* is no different. Getting out on the links with a few mates and bashing the ball around is what this is all about. It's a shame you can't record your own taunts though, the ones in the game are a bit tame for my liking.

■ **Who's the best character?**
To be honest they're all pretty evenly matched. Bowser hits it the furthest, closely followed by Donkey Kong and Waluigi. Nintendo seems to have made them all pretty much equal so that you're never at a disadvantage.

■ **What's the best moment?**
Getting the ball down a Warp Pipe and seeing it emerge safe and sound on the green for an easy Eagle.

■ **... and the worst bit?**
After months of playing on the ultra-realistic greens of *Tiger Woods PGA Tour 2003* it took an age to get used to a new way of playing the game. *Mario Golf*'s controls work well in their own right, but they still don't seem as intuitive as those in *Tiger*. Personally, I felt uncomfortable making the transition, but that won't be the case for everyone.

Racing gone pink

KIRBY AIR RIDE

The pink blob of mystery matter gets his race on.

Have you ever wondered what Kirby is made of? Does he have any internal organs? How does he hear or smell? Can he take a dump without a butt hole? Or is he just a lump of pink waste matter brought to life by some evil scientist? No-one knows, but whatever he is, he's got a shooting star for a vehicle and a taste to race.

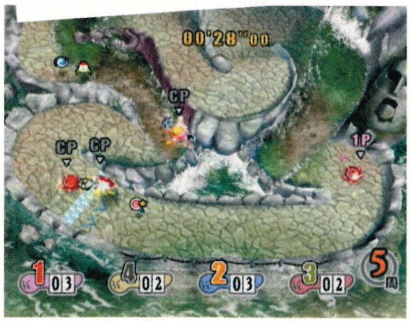
After rucking with his Nintendo chums in *Super Smash Bros. Melee*, Kirby is back again with the staring role in his very own racing game. It was first touted as an N64 launch game and if you've seen any footage of *Air Ride*, you'll know it's fast. Not *F-Zero* fast, but quicker than you may have thought.

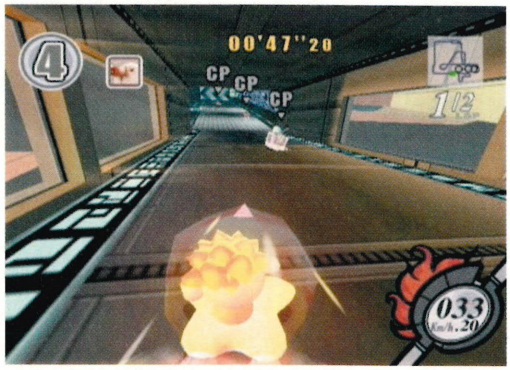
Playing the game is a cinch. No brakes, no racing lines, not even an accelerator button. Apart from steering with the 3D Stick, all other functions are on the A button and Kirby will fly forward automatically. Hit A to slow down, suck in enemies and activate a weapon. Holding down the A button as you turn a corner will make you power-slide, charging a boost bar that'll give you a burst of speed when you release A as you exit the turn.

In the main mode, currently known as Air Ride, you whizz around eight weird and wonderful tracks, ranging from the icy slopes of Colda with floating whales in the sky, to the lava-filled caverns of Magheat. But this is no *Mario Kart* clone as there are no cup or tournament events. You just choose your track and race. Weapons and power-ups are yours by sucking up enemies that are wandering around the track and stealing their powers instead of grabbing an item box. Some of the cooler power-ups allow you to slice other racers with a Link Sword, zap them with electricity and even turn into a tyre to get more speed.

There are two other modes, Top-Ride and City Trial. Top-Ride is an overhead

Look at him lying down – this has to be the laziest racing game ever...





Use that fire ability to take out the racers ahead of you – it's just like *Mario Kart*, except without the accelerator

"There's a lot more to *Kirby Air Ride* than first meets the eye."

Kirby rides his weird box towards the giant bird. They've been burning the midnight oil on this one, haven't they?

Link's awakening

Swallowing enemies on the course gives Kirby power-ups. You can be a tyre, giving extra speed, a bird, or even shoot balls of electricity at other racers. But by far the coolest power is the sword-swiping Kirby that bares a big resemblance to Link. You don't swallow Link himself, you suck up a green hat-wearing dude, then Kirby gets a hat of his own and a sword that looks just like Link's that he uses to swipe at nearby racers.

Essentials

The developer is... HAL
They've done... *Kirby: Nightmare in Dreamland* (this issue, 75%), *Super Smash Bros. Melee* (issue 117, 90%), *Kirby 64: The Crystal Shards* (issue 107, 83%), *Pokémon Snap* (issue 96, 87%)
Multiplayer is for... 1-4 players
Connectivity is... a LAN connection option to link-up GameCubes for head-to-head gaming
The publisher will be... Nintendo
It's out in... early 2004
We'll be reviewing it in... early next year

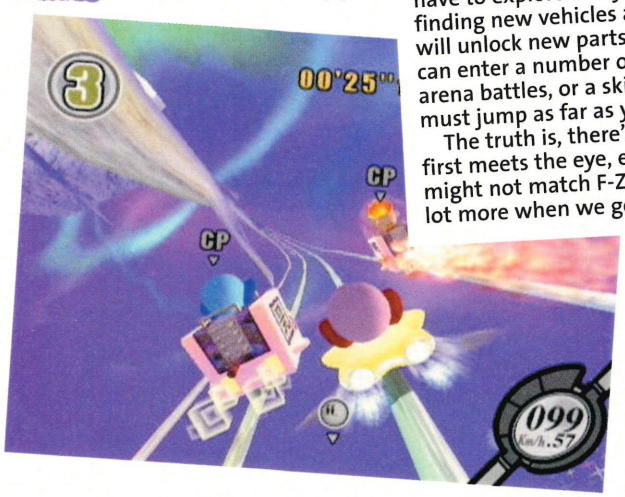
Predicted score
There's so much to see in this game, we'll need a UK version to explore it fully. It's fun and looks great.

NOM Predicts 80%+

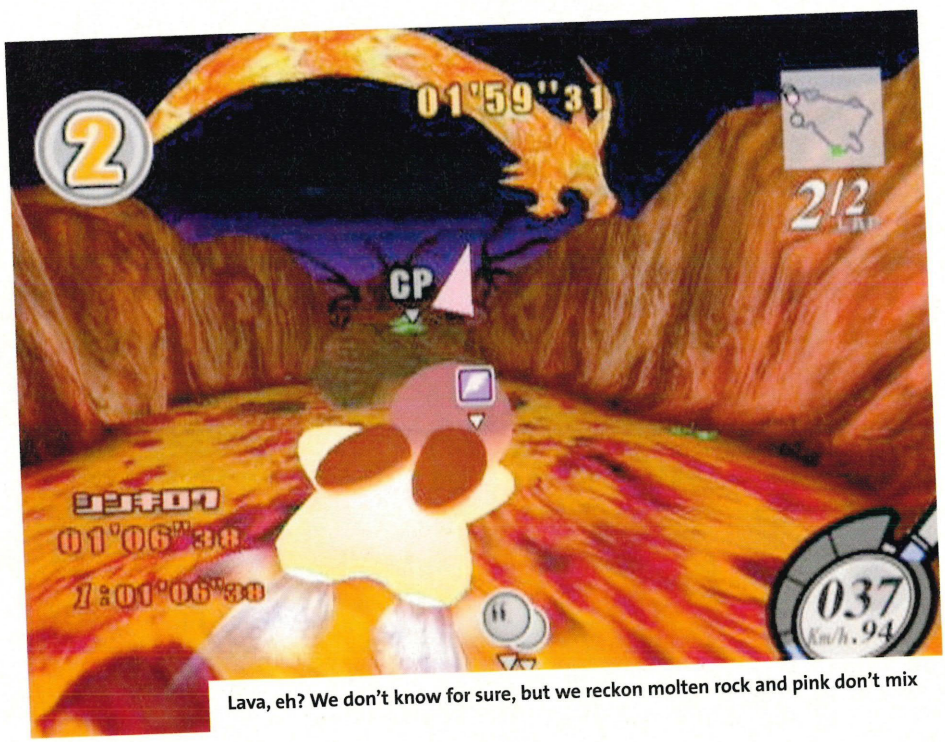
racing game like the arcade classic *Super Sprint*, where players have a top-down view of the race with the entire track on the screen. The action is spiced up with items splashed around the course and track obstacles like Kirby-eating plants and moving platforms. It's a frantic game and, with race positions swapping every second, we imagine there will be pads thrown around when players get beaten on the mad dash to the finish line.

The City Trial mode is a mix of different gameplay. At first, you and three other players will have to explore a city landscape, picking up items, finding new vehicles and completing tasks, which will unlock new parts in the game. After that, you can enter a number of different challenges, like arena battles, or a ski-jump-type game where you must jump as far as you can off a big ramp.

The truth is, there's a lot more to *Air Ride* than first meets the eye, especially in City Trial mode. It might not match F-Zero's speed, but we'll know a lot more when we get a hold of an UK version.



What's that blue one riding in? An iron lung?



Lava, eh? We don't know for sure, but we reckon molten rock and pink don't mix

Trust me, I've played it

The first thing I did was search the set-up menus for an English text option, but unlike the Japanese version of *Super Smash Bros. Melee*, there isn't one. With so many game modes, I had to take a shot in the dark to get a game started and it was all go from there. I can't wait to play the English version.

■ **How similar are the other craft to Kirby's standard star? Are there many differences?**
There are many strangely shaped hovering craft that can fly further and go faster than the star, including one-wheeled, bike-like vehicles. The bikes can't hover, which makes them rubbish for levels like Magheat with big canyons that the other craft can float over, but with better cornering and control they are great for the game's twisty circuits.

■ **Is it aimed at kids, or is it actually quite tough?**
As mentioned before, the controls are easy to just pick up and play, but there's a depth to be mastered with the power-sliding feature. It's a tame racer really – invisible walls stop you from falling off the track, no amount of missile damage will destroy you and Kirby just bounces off walls, losing very little speed at all in the process.

■ **So, can you only race as Kirby?**
Who else would you want to be? In *Kirby* games, Kirby is the only hero. In *Kirby Air Ride*, Kirby is the only racer, although, in a *Yoshi's Island*-style, Kirby comes in many colours. Of course, the pink Kirby will always be the main man, but if you've always avoided the pink blob because of damaging your rock-hard, street-tough image, maybe you'll like the blue one better. Yeah, that's much cooler...

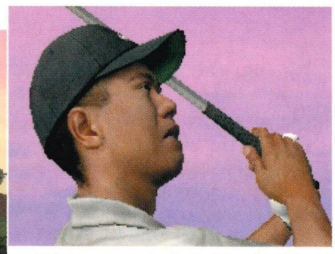
■ **What's the best moment in the whole game?**
Kirby Air Ride looks like being a fun game, but the most satisfying moment has got to be on the Checkknight course when you stick to a set of thin rails and dive down into the sea, revealing another huge area of track to race on under the water. The speed you get when on rails is breathtaking and the multicoloured track looks really cool. If the whole game was like this *F-Zero* would be worried.

■ **And how about the worst moment?**
We know the controls are made to be as simple as possible, but we don't agree with putting everything on one button. It gets really annoying when you hit A to perform a power-slide, which also uses your weapon that you wanted to save for later. We think weapon activation should be separate, maybe on the B. Remember that? It's small, red, and RIGHT NEXT TO THE A!

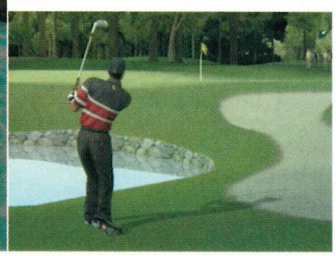
Swing when you're winning

TIGER WOODS PGA TOUR 2004

It's Tiger's turn for an update as EA's 2004 sports games start doing the rounds. All aboard as we take a tour on the *NOM* buggy.



'Oi, someone's nicked me ball!'



How do you improve the best golf game on GameCube? How about you add some more top golfers. Okay, that's a start. Then throw in new courses, let's say seven, and refine the Create-a-Golfer options so you can make a player in your own image. Then just tweak the controls a bit, throw in some new shots, sprinkle with a graphical update and you'll be somewhere near finished. Hang on, that's just what EA's done with *Tiger Woods PGA Tour 2004*.

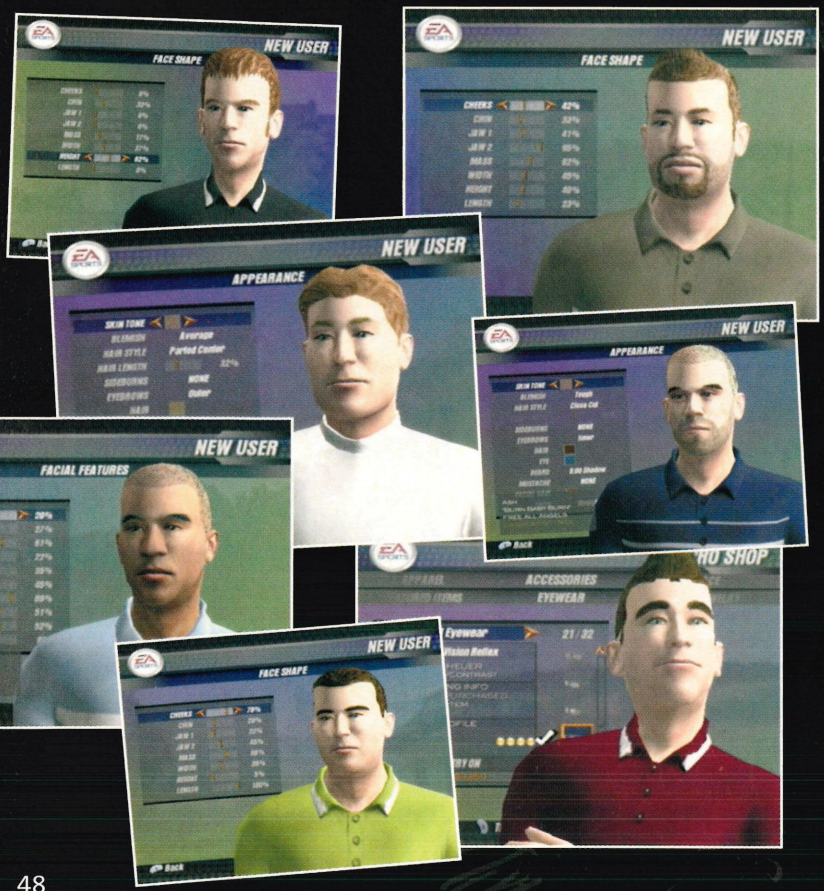
The first thing we noticed about this game is how 'last year' it all looked. The intro movie is identical, but that's because it's lifted from *Tiger Woods 2003* for this preview version. The menus are also very similar to the last outing and the tutorial takes place on the same hole as before, with the same commentator offering the same instructions. It's early code, but, on first inspection it's all alarmingly familiar.

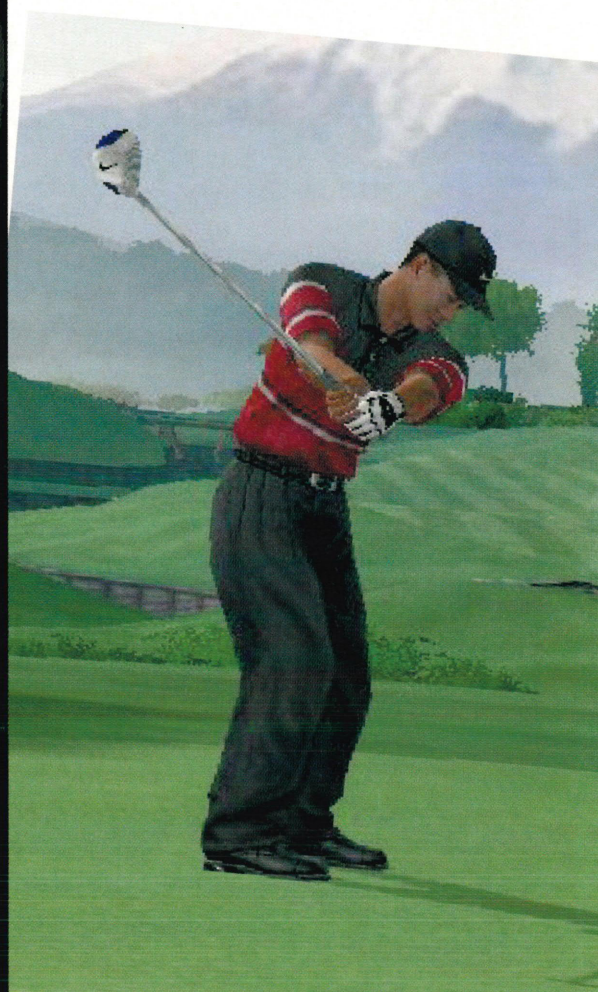
We weren't put off, though, and started by creating a *NOM* pro golfer, so we headed into the Create-a-Golfer option. Wow! The amount of customisation is truly staggering. Everything from foot size, to jaw shape and nose length can be determined with a few flicks of the 3D Stick. With a bit of patience we're confident you could create a golfer that looked as close to your ugly mug as a Nintendo game is going to get.

Selecting the Play Now option we were taken out onto the course, but first we needed to get a few pointers from the cover star, so it's out onto the practice hole with Tiger to learn how to play. The same swing controls apply, with the 3D Stick being used to alter the amount of power you require. Smooth movement of the Stick from back to front must be used or you'll hook or slice the shot and end up in a hazard.

Guess the *NOM* man

How good are the customisation options in *Tiger Woods PGA Tour 2004*? We sat down for a couple of hours with some mug shots and came up with these little beauties. The results aren't perfect, but they'll do. Flick forward to p77 and see how close you are.



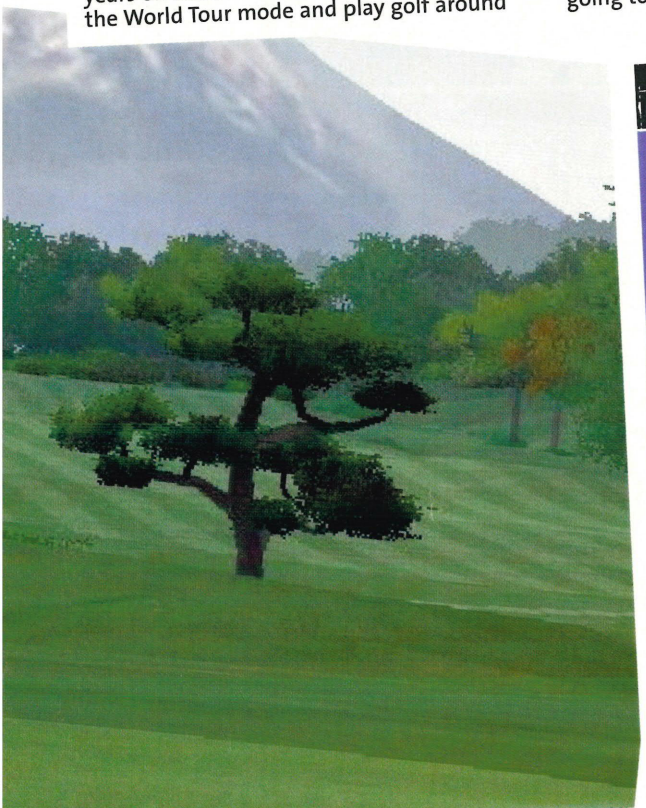


Princess Leia finds the only green bit of Tatooine and builds a golf course on it. Typical...

A new chip shot has been introduced to allow you to pop the ball up onto the green when required, but generally the controls are just as smooth.

But if all of the controls have remained the same and the golfers are just, well, golfers what can possibly be done to make the game more fun? Depth is the way to go. You can now select to take part in a full 52-week PGA Tour, and we're not talking one year either – you can play up to ten years on the tour circuit. You can also enter the World Tour mode and play golf around the globe, unlocking new golfers and equipment. More of everything is always a good thing, especially as EA haven't tampered with the basic controls.

If we're honest, only *Tiger Woods 2003* fans will notice the subtle changes, but as far as the standard EA upgrades go this is just what aficionados want. There's no getting away from the fact that *Tiger 2003* was simply great and this is purely an extension of that greatness. Is it worth another forty quid? That's your decision, but based on this evidence it's certainly going to be worth considering.



Essentials

The developer is... EA Redwood Shores
They've done... *Tiger Woods PGA Tour 2003* (issue 124, 90%), *2002 FIFA World Cup* (issue 118, 28%), *FIFA 99* (issue 77, 90%)
Multiplayer is for... 1-4 players
Connectivity is... in there, but limited
The publisher will be... EA
It's out on... September 26th
We'll be reviewing it in... the next issue

Predicted score
Not mind-blowingly different, but a definite improvement on *2003*. It should be a must, golf fans.

NOM Predicts **80%+**

"You can play ten years on tour!"

Trust me, I've played it

I'll admit to being a *Tiger Woods* nut, I wasted many a night trying to master the Predator and complete the tour and I've been looking forward to this update since I got a glimpse at E3.

■ **It's just the same, isn't it?**
Pretty much, but then so are most of EA's sports updates. Credit to the Redwood Shores studio for making such a top-notch game in the first place, because this is pretty much identical to *Tiger Woods PGA Tour 2003*.

■ **I love golf, but is this worth it?**
Then you'll surely be as excited as I am. As with most updates this one comes with graphical improvements, new courses, new players, bigger tours and a deeper customisation option if you're that way inclined.

■ **Who are the new golfers?**
There are five new ones in there, but we only managed to find big old John Daly and England's young hopeful, Justin Rose.

■ **I don't really understand the real-time tour stuff. What's all that about?**
It's all to do with the GameCube's internal clock, like some of the missions on *Rogue Squadron II*, where you played at night if that was the time of day. This will affect the way that certain events play. So as you play on the PGA Tour, actual sponsored events will appear at certain times of the year for you to take part in, just like on the real tour.

■ **Are those rubbish EA Trax still thumping away in there?**
Sadly, yes. We spoke to a few golfers who all told us that they prefer something a bit more chilled out when they're on the course as opposed to a riot of Nu-Metal. But EA obviously think that they're getting down with the kids.

■ **What's the link-up stuff all about?**
If you get yourself a copy of the GBA version then you can download stats from the GameCube. You can transfer your career earnings, open new tournaments and unlock earnings multipliers to get into the big money and buy some serious equipment.

■ **Best moment in *Tiger Woods*?**
There are a couple: first finding out that the sublime controls haven't been messed up and second looking at the stunning detail that's been put into recreating the golfers' faces.

■ **What's the worst moment?**
It's still very similar to last year's game – that's not strictly a criticism, but it would be nice to see a few more imaginative ideas, or even some light-hearted touches.

See your Pokémon displayed in all their 2D glory

POKéMON MEMORY MAGIC

Pikachu, Staryu, Jigglypuff and that's just box 25. Pokémon! Hundreds of 'em!

What the hell is this all about?

Just so you know, this isn't an actual game, okay?

Wild Whismur appeared! Quick, RUN!

So if it ain't a game what the hell is it doing in *NOM*? Not so fast there, cowboy. *Memory Magic* is perfect for insane *Pokémon* fans because it allows you to sort out your battle beasts, arrange them as you see fit and empty your rucksack so that you can keep on catching Pokémon out in the field.

Two versions are currently available in Japan which come with a wicked limited-edition Memory Card 59, half red, half blue. For little rich kids the more expensive box contains a GameCube/GBA Link Cable that you need to make this baby work.

So how does this actually work? Well, data from your *Pokémon* cart is transfered onto the GameCube via the Link Cable and then you've got two choices: check out the organiser or play *Pokémon* in style on your TV.

The organiser's features are the perfect companion for any *Pokémon* fanatic. You can store 1,500 creatures in the system and customise their storage boxes with different backgrounds. You can then access their Pokédex info and view all of the stats and their condition. It also allows you to sort Pokémon into groups so you can shuffle your creatures into types, specific teams, your favourites, rare creatures and so on. You'll then be able to view your Pokémon in 2D.

"Memory Magic is niche in the extreme."

We weren't sure what to do here. After a couple of hours we tried pressing SELECT...

You need to get training that Wurmple. Her stats are bloody awful!

To say that *Pokémon Memory Magic* will have limited appeal is a massive understatement, this title is niche in the extreme. It's hardly pushing the GameCube to its limits, but then it's not meant for this. It's just an extra tool for those wanting to get everything out of their *Pokémon* adventures. And, as you can play *Pokémon Ruby* or *Sapphire* on the big screen it should be a lot cheaper than shelling out for a Game Boy Player. Roll on October, we say.

Essentials

The developer is... Nintendo
They've done... *Pokémon Ruby* and *Pokémon Sapphire* (issue 131, 93%), *Pokémon Stadium 2* (issue 110, 91%), Pokémon Stadium (issue, 91 90%)
Multiplayer is for... no-one
Connectivity is... essential
The publisher will be... Nintendo
It's out in... October
We'll be reviewing it in... two months time

Predicted score
When it makes it to Europe and at a bargain price (we hope) then this will be essential for *Pokémon* fans. For that it will score...

NOM Predicts 60%+

XGRA: EXTREME-G RACING ASSOCIATION

Biking for the hardcore

You'd need more than a crash helmet on one of these bikes.

Today speed freaks get all excited at the thought of a Skyline going from 0-60 in three and a half seconds. Pah, that's child's play. Say that to someone in the year 2025 and they'll laugh in your face, hop on their XGRA bike and fart all over the Skyline.

Forget all the laws of physics. None of them apply in the insane world you'll witness in *XGRA*. The tracks are bigger, longer, wider and faster than you could dream of. Then, there's the bunch of nutters who strap themselves into suicidal jet-propelled bikes and rip around at break-neck speeds. Sound good? We want some of that action.

We last saw *XGRA* back in *NOM* 128, and brought you details on the new career mode, which is looking every bit as good as those in *F1 Career Challenge* and *V-Rally 3*, if not better.

Everyone may be looking forward to *F-Zero GX*, but *XGRA* isn't going down without a fight. Even if it's not as fast, *XGRA* is not to be overlooked, with some truly amazing courses. Each one has adrenaline-pumping loops, hairpins, drops and turns that will leave your guts 300 yards behind if you enter them at full-speed after just having gone over four speed boosts. No matter how many times we race, it's always exciting stuff.

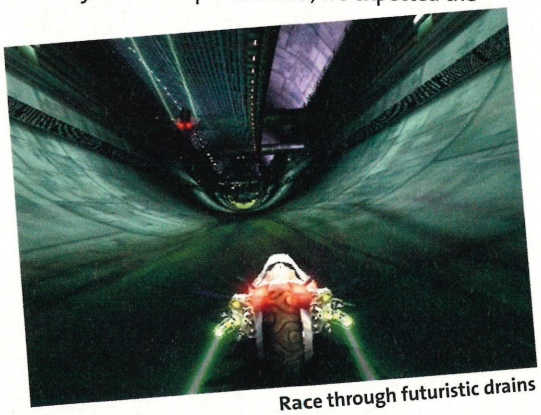
There are points on many of the courses where the road rises, then shoots sharply down again. When you bomb up these hills, we expected the bikes to fly off the top just like *F-Zero*, but instead they seem to stick to the track like glue. With that amount of speed, it would be great to take off once in a while.

"Forget the laws of physics."

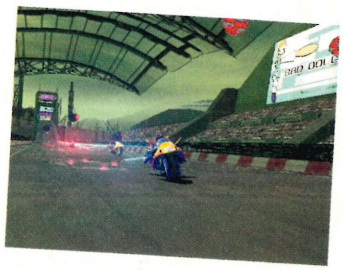
Each of the supersonic bikes have side-mounted weaponry and front-mounted machine guns – something *F-Zero*'s never had. You can shoot the machine guns whenever you like, at the expense of an energy bar that will drain as you fire. You'll have to stop shooting when this bar gets too low, though and allow it to regenerate.

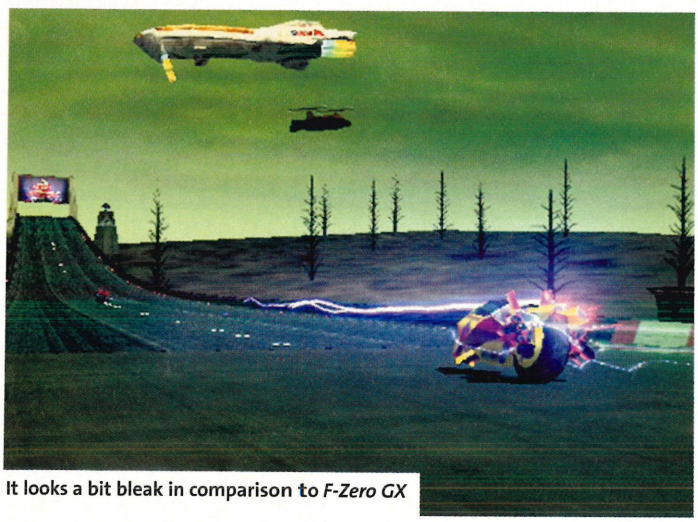
But the real destruction comes in when you grab a weapon power-up. These pick-ups float just above the course *Mario Kart*-style and when you drive through one, the icons at the top of the screen will show the weapon you've acquired. The arsenal ranges from energy-draining beams to lasers and explosive missiles and you'll grin with satisfaction when you nail an opponent with a missile to the rear wheel and watch them explode in a ball of flames – and all at 200mph.

But you'll need to shoot your weapons like Han Solo if you want to get the better of the competition because Acclaim have vastly improved the A.I. of the computer-controlled racers over the last game. Before, the tracks were sparse, with hardly any competitive racing at all. This time the other bikers swarm around you like angry bees, pounding you with weapons and blasting through chicanes like Schumacher. With this much competition, you'll be racing with a frown on your face in sheer determination to win a race.



Race through futuristic drains





It looks a bit bleak in comparison to *F-Zero GX*

Essentials

The developer is... Acclaim Cheltenham
They've done... *Speed Kings* (issue 130, 68%), *Crazy Taxi* (issue 116, 80%), *Dakar 2* (issue 128, 72%)
Multiplayer is for... 2 players
Connectivity is... non-existent in this racer.
The publisher will be... Acclaim
It's out in... September
We'll be reviewing it in... the next issue

Predicted score
XGRA will have a lot of competition on its hands from *F-Zero GX*, but with great tracks and weapons we're sure it'll do well.

NOM Predicts **80%+**

He's not Mr N*SYNC, he's not what your friends think

The real Miyamoto stands up for his most revealing interview ever...

Usually when you interview Shigeru Miyamoto, he doesn't let a lot slip. He's been briefed by Nintendo on what to say, and sanitised by the interpreter relaying the words to you. We decided to see what would happen if Miyamoto was allowed to speak his mind free from these constraints, by sneaking a translator into a lecture the great man gave at Tokyo University.

The result? Probably the most revealing Miyamoto interview you will ever read. Think you know the man behind Mario? Think again...

The classroom, which can hold around 200 people, filled up almost instantly. By the time we entered the room, Mr. Miyamoto was already sitting in a chair next to the blackboard. Of course, the lecture was conducted entirely in Japanese, so you'll just have to trust us with the translation. Off we go then...

***Q:* When I think of Nintendo, I get the impression that they usually don't allow much media exposure to the process of how games get made.**

Shigeru Miyamoto, Nintendo: That's because it's not something you can see progressing as you watch. There're some desks, and there are lots of Choco-Egg figures [the Japanese equivalent of Kinder Surprise eggs], and there're also some hardcore model kits here and there... that's basically it. We expanded the size of the desks a while back, but the extra space ended up turning into a receptacle for more Choco-Egg figures.

***Q:* Speaking of which, what role do you play in development?**

SM: I'm a board member. There was this shareholders' conference a little while back, and I was scared I'd have to go up and say something... but in all seriousness, I don't think there are any strict definitions for "What is a director? What is a project document?" in this business.

I joined Nintendo as a designer and I made a few different games, but I guess it was around 1979 that the *Space Invaders* boom hit, and when I made a *Galaxian*-ish game we ended up with lots of unsold games in America. The game I made with all those extra boards was *Donkey Kong*, and I drew all the dot graphics for it. I talked with a few people from outside the company, but these other technicians—there were only two of us at Nintendo back then, including me—they were, like, "What can this long-haired student do? Who is this guy?"

***Q:* So you showed them?**

SM: At that time, one person could take care of every part of the game and he was called a designer. There weren't any "designers" like there are today, so I had to do all the graphic-design and game-direction work by myself.

Overall it took six or seven people to make the *Donkey Kong* game and hardware, and there were about six people on the Famicom too, I think. Once we all got a little bolder and hired on apprentice-type people, around the time of the original *Super Mario Bros.*, I could just bring out the initial design and leave the rest to the apprentices. That ended up being the best way of all to make games. So by that time I was a director.

MIYAMOTO ON PIKMIN 3

"*Pikmin 2* will come out this year. I think interest will shoot back up. I've already got the basic idea for *Pikmin 3* in my mind."

Q: So by this point you were calling the shots? They weren't berating you as a long-hair anymore?
SM: After the Famicom's launch, the Disk System was completed in 1985, and I started work on *Mario* and *Zelda* sequels at the same time. I was the director on both projects and I really thought I was going to die. At the time, of course, Nintendo wanted to make games that were gentle on young children's eyes, so all of the backgrounds were always black. However, with things getting prettier all around the industry, we made the background sky-blue on *Mario* and increased the size of the characters.

You could save games onto the disk, too... before then I had to write down these long *Dragon Quest* passwords [the first game did not have battery back-up RAM]. I thought that was a pretty decent workaround, but fortunately you could save your game in *Zelda* instead of having to type this in. Eventually, though, the head office said to me "Just pick one and do it!", so I ended up wrapping up *Mario* [2] in three months and went straight into *Zelda* after that.

Q: So why did you begin calling yourself a producer?
SM: Once we finished *Mario* and *Zelda*, the next thing I wanted to do was sequels. I thought *Zelda* could turn into a new and different game if the game system was more fun and we could switch between maps and things, so... I had people under me do *Mario 3* and *The Adventure of Link*, so I figured, hey, I'm a producer now.

These days, a typical game takes about 20 or 30 main people and then another 20 or so support guys to create. People say that it takes three years to complete the software, but really, if you have 30 people and eight months, you can make the software. *Zelda*, though, takes more like a year. So what do we do with the other two years? Well, first there're five of us who build the basic concept and project plan. I, along with an employee who serves as the director, get involved at this point, and for the next half year this plan gets solidified... then another half year, and so on, until the full design behind the project is decided upon. After that, eight months and that's it.

Q: How does a game get completed?
SM: First you have to decide what to complete the game around. You have to fish out the core, the fun part of the game. However, the director has his own desires; he wants to put this and that into the game. Plus, if everyone in the project is just trying to get along with each other, then it could all fall apart. When it gets to that point, I bust it all out in a conference. People refer to that point as the time where I "knock over the table". I'm not a nice guy; if I was a nice guy I'd just sidle up to people and say "Why don't you do this?", but no, sometimes you have to bite down and show that, like, "I'm stroonng!" (laughs) When I flip out, it's because I'm being sincere in my desire to get something done with the project.

Let's say there's something in the game that I think is fun. I bring that over to the programmers but I don't get any response; I say "How is this?" but I don't get any kind of good reaction. Then later, when they show me what they've done... well, it's not what I was thinking of. So what should I do then? Well, if I'm not getting the message across, then it's time to put some light in their eyes.

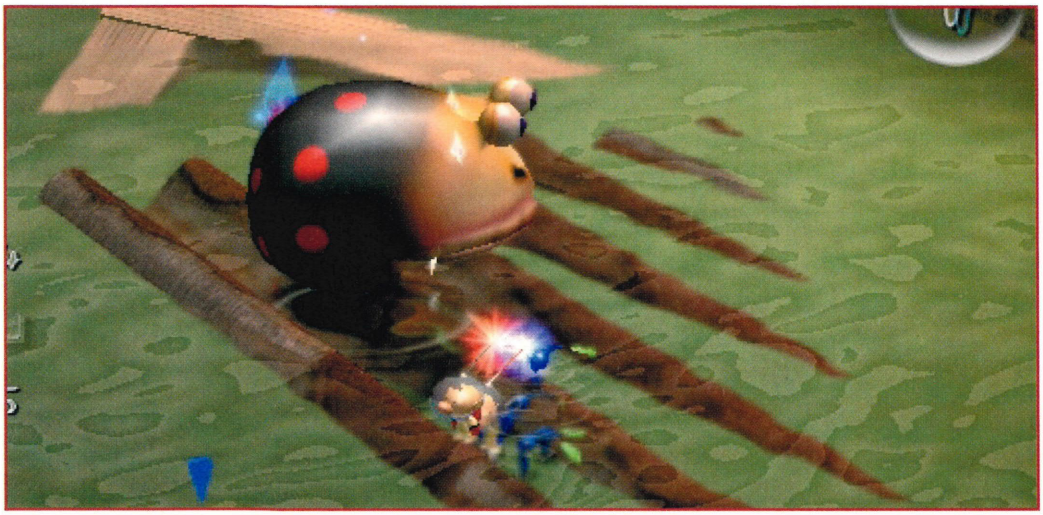
Right now, I stick really close by four or five Nintendo titles a year. At the ten-title mark, it's down to the level where I help out in the final stages or when the project's getting derailed here and there, or I yell at them if nothing's going anywhere. If I'm working as a supervisor, then I'm really not involved much at all.

With an overseas team like Retro Studios with *Metroid Prime*, we do a phone conference once a month and exchange employees once every two or three months.

Q: So what are the basics if you want to get an "okay" from Mr. Miyamoto?
SM: Well, this is something that struck me at this year's E3. For some reason the game industry always puts out the same stuff it's released before at events like these. American companies are definitely getting good at game creation, but to me it's the exact same as last year. I wouldn't let stuff like that pass.

MIYAMOTO ON FOUR SWORDS

"The response at E3 was okay; people said "It's not real!" and "I want to shoot guns!" and so on. That's the way America's pointing right now, I guess."



I respond to the sincerity of someone who says "I really want to make this!" I give the okay to things that have a chance of success. I don't mean things I'm confident will sell in the marketplace; I'm talking about things that succeed over what's already out there. Games that tackle ideas never stimulated before, games that try to make people say "This is neat..."; those are the things I think have a chance of success. Those are what I give my okay to.

Q: What is the most common mistake people make?
SM: Project documents that start out with "If you did this and that to this other game, I think it would be really fun" are absolutely no good. Don't tell me about that! Tell the person who made that other game about it! (laughs) That's what I want to say to them.

When someone's making a game, he develops a sort of complex toward that game. I used to draw comics, and I always felt like something wasn't quite good enough in what I did. Sometimes I get project documents and they're so pompous, like "Enemies will be encountered at random intervals..." If you want to show something, then you have to show your feelings about it in the writing.

Even if you try to write something good, you end up imitating something else. Whenever someone asks me for an autograph, what I really want to do is draw up a caricature of the guy asking me, but then I get worked up about what'll happen if it comes out weird, or if they decide to display it in public somewhere, so I end up drawing Mario instead. I'm used to Mario. But, really, being able to write what you want is important. You have to deliberately try to make something that only your team, and nobody else, can create.

Q: Is a game director as important as a movie director?
SM: When some popular game sells well, while I don't like admitting it, it's not because the director was good; it's the content of the game. For example, in a cut-scene, a single instant can move a player's emotions. You can make movie scenes with a graphic designer, a sound guy, and a programmer... and so that becomes the game's core. Now, this seems like a wonderful idea at first glance, but no matter who makes this, no matter what system it's on, it'll always end up being the same thing. The PS2, Xbox and GameCube are similarly capable. If you keep this up, then the competition becomes one to up the graphics, to up the sound, and that costs money. You might already all know this, but game sales in general are dipping.

For one minute of an opening movie in a game, it costs around 20-30 million yen to make (£150,000). This is the hugeness of the scale we're talking about. And then the demands everywhere else become greater—you have to have some kind of special effects when an action takes place, and you can't have lame sound effects, so you end up requiring several people just for sound effects. The more staff you add, the harder it gets to shape the whole thing together. It becomes this unfinished game, and then the users start complaining.

Personally, I think it's best to work on what you think are stupid ideas, but this is a business, so you do have to work on some sellable products, too. Because, really, to be brutally honest, there's no difference between the PS2, Xbox and GameCube. So where do we try to make a difference? In the software. That, and Nintendo has the GBA, so we have to keep on building up the GameCube/GBA link.

Q: So you think that the link-up play will prove to be successful?
SM: Mmmm... Who knows? ...I don't. (laughs) But still... um... There are some things I'm sure will work out there. (smiles)

Q: Who actually sits down to help you test gameplay concepts? Or you just trust your own judgments and run with it?
SM: I invite employees and their kids, and I look at their reaction. I let women or kids play and I watch them from behind. I don't say anything; I just gauge their reactions. I may say to myself "Don't do that!" or "Yeah, that'll help you out later", but I don't open my mouth. That's important because you can see whether children can deal with the controls, or whether they're actually reading all the text as they play.

MIYAMOTO ON INSPIRATION

"I never see a film and then say 'I'll make this now'. I want to help people who play games become more creative, and cause things to happen. Passive movie cut-scenes are a big part of games now, but I think that unless you're actively doing something, it's not a game."

Nintendo
ONLY FOR
100
GREATEST EVER
NINTENDO GAMES
PAL
Contenido • Conteúdo
Content • Contenu
OK
3+
ELSPA
PAL
Nintendo
SUPER SMASH BROS.
MARIO KART
NINTENDO 64
MADE IN JAPAN

The votes are in. Over the next 18 pages, we'll reveal the **100 greatest-ever Nintendo games** of all time, as voted for by you, the *NOM* readers. You won't believe what made the top ten...

TURN OVER! >>
See if your favourite made the list

100. Super Probotector

■ SUPER NES ■ 1992 ■ SHOOTER

Konami's super-hard shooter lit up the early days of the Super NES, featuring side-scrolling carnage with innovative top-down sections. These were cut from the Game Boy Advance remake of 2002, but the series had been censored before: the Japanese game starred human commandos instead of robots and bore the name *Contra III: The Alien Wars*.

"IF YOU FINISHED THIS, YOU KNEW YOU WERE GOOD."

Mark Redmond

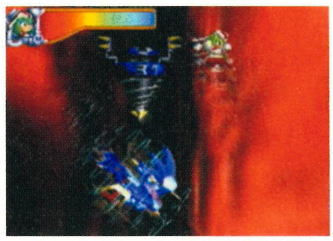
99. Medal of Honor: Frontline

■ GAMECUBE ■ 2002 ■ SHOOTER

The opening level thrust you into the carnage of Omaha Beach and felt even more realistic than the movies' best attempt in *Saving Private Ryan*. It's a hard act to follow, but cracking later levels, ducking through the war-torn streets of St Mathieu and boarding Nazi subs mean few single-player FPSs can match the intensity.

"THINK WAR IS A GOOD LAUGH? PLAY THIS."

Garry Burke



98. Mischief Makers

■ N64 ■ 1997 ■ PLATFORM

The back-to-front brains that brought you *Wario World* had lost the plot long before then. *Mischief Makers* seemed crazy enough for being a 2D platformer after *Super Mario 64* had changed gaming forever, but it just got nuttier. You tugged on faces hanging in the sky. You climbed inside giant mech suits. You constantly shouted 'Shake, Shake!'. It was berserk and utterly brilliant.

"LONG LIVE 2D!"

Michael Henderson

TOP 10 Shooting games

1. *GoldenEye 007* 2. *Perfect Dark* 3. *Metroid Prime*
4. *Star Wars Rogue Leader: Rogue Squadron II*
5. *TimeSplitters 2* 6. *Duck Hunt* 7. *Star Wing* 8. *Lylat Wars*
9. *Probotector* 10. *Turok 2: Seeds of Evil*

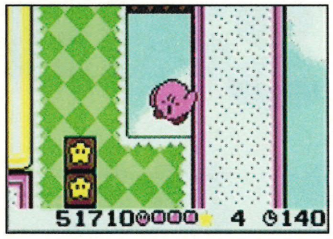
97. Mega Man 2

■ NES ■ 1989 ■ PLATFORM

Considered by many to be the definitive outing for Capcom's blue-suited hero, this arrived at a time when the big-name NES sequels (*Metal Gear*, *Legend of Zelda* etc) were generally worse that what had come before, and completely rewrote the rules. The graphics were brilliant and the gameplay was reworked into a formula Capcom has barely altered to this day.

"MEGA MAN WOULD DESTROY MARIO!"

Iqbal Aziz



96. Kirby Tilt 'n' Tumble

■ GAME BOY COLOR ■ 2001 ■ UNIQUE

It never saw the light of day in the UK, but many of you ignored that and just grabbed an import copy. The reason? One of the most innovative control systems in gaming history. A special tilt sensor made Kirby roll on the screen as you angled the handheld. It was incredibly precise, so ninja skills were required to get Kirby through the courses.

"NO REGION LOCK OUT ON GAME BOY. THANK GOD!"

David Wilson

95. Super Ghouls 'N' Ghosts

■ SUPER NES ■ 1991 ■ PLATFORM

How do you improve one of the most respected arcade games in history? You make it *Super*. The lance-chucking Arthur gains a double jump and the Super NES' graphics are pushed to the limit with earth tremors reforming the landscape. Add two levels of Super Armour, new shields and suddenly the coin-op version looks bland.

"IT'S BRILLIANTLY TOUGH. I STILL HAVEN'T CLOCKED IT."

Dan Marshall

94. Street Gangs

■ NES ■ 1991 ■ FIGHTING

It was late getting to Europe and the US name (*River City Ransom*) was far better, but it remains one of the biggest thrills in two-player co-operative gaming. The plot was robbed from the classic *Double Dragon*, as high school kids, Alex and Ryan, go after a kidnapped girl. That involves brawling through screens of bad guys, as well as buying in weapons, RPG-style.

"IT MAY BE THE BEST-KEPT SECRET ON THE NES."

Ryan Anderson

93. Turok 2: Seeds of Evil

■ N64 ■ 1998 ■ SHOOTER

The first *Turok* game was a foggy mess, but the second took full advantage of the then-new Expansion Pak for magnificently crisp and clear visuals. Just what you needed for one of the goriest games ever made, featuring a weapon called the Cerebral Bore. This locked-on to an enemy's head, drilled a hole in the skull and sucked out the brains. Classy stuff.

"THE BEST WEAPONS I'VE EVER SEEN IN ANY GAME."

Phil Gerrard

92. Mr Driller

■ GAME BOY COLOR ■ 2000 ■ PUZZLE

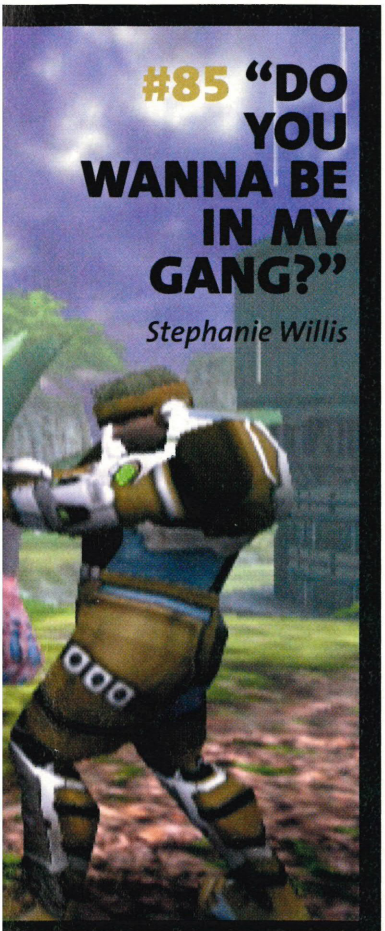
After *Tetris*, there seemed little point in trying to make a puzzle game ever again. Namco responded to that perfect simplicity with a turbo-charged miner. The deeper you drilled, the more chance there was of the ground above caving in and killing you. It was action packed and fraught with danger, so you had to think tactics at 100 miles per hour.

"I KNOW WHAT'S AT THE BOTTOM AND I'M NOT TELLING."

Paul Guy

#83 "IT'S ACE. NEED I SAY MORE?"

Darren Cox



#85 "DO YOU WANNA BE IN MY GANG?"

Stephanie Willis

91. Super Bomberman 2

■ SUPER NES ■ 1994 ■ PUZZLE

To play a *Bomberman* game alone was to completely miss the point. You needed a human player at each corner of the maze, so you could chase them around with bombs. It was always hilarious when your mate blew himself up straight away and always a thrill when you managed to out think a friend who could drop twice as many bombs as you.

"THE REASON THE SUPER MULTITAP WAS INVENTED."

Sarah Smith

90. Metal Gear

■ NES ■ 1988 ■ ACTION

'Solid Snake?' we mused. 'What a ridiculous name for a games character'. And now he's one of the best-known faces in gaming. The NES version took the original (from the little known Japanese MSX machine) and made Snake a superstar. All the *Metal Gear* trademarks were established here: twisting, epic story lines, the importance of stealth and massive robot tanks.

"AN ALL TIME CLASSIC."

Benjamin Stoudamire

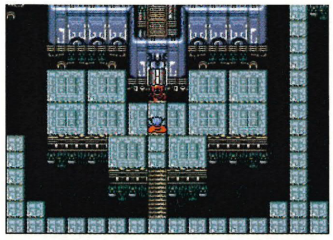
89. Kid Icarus

■ NES ■ 1986 ■ PLATFORM

His peers went on to become gaming megastars, but Pit (the *Kid* of the title) disappeared into obscurity. The 'why' is an absolute mystery: *Kid Icarus* combined the adventuring of *Metroid*, the jumping of *Mario Brothers* and the item manipulation of *The Legend of Zelda*. He may never see the light of day in 3D, but Pit is sure to be fondly remembered.

"ONE OF THE HARDEST GAMES EVER. I LOVED IT."

Martin Goddard



88. The Legend of Zelda II: The Adventure of Link

■ NES ■ 1988 ■ ADVENTURE

Link's second NES outing was a bit of a departure for the series: it featured side-scrolling platform game elements. It seemed to owe as much to *Metroid* as its predecessor, but the ending is one of the most memorable in the series. Clearly Miyamoto didn't feel the platforming experiment paid off as he returned to a purely top-down approach for the next one.

"AS A ZELDA GAME, IT'S UNIQUE."

James Peterson

87. Diddy Kong Racing

■ N64 ■ 1997 ■ RACING

At the time, Nintendo fans were proclaiming this to be better than the *Mario Kart* games. The reason? These monkeys liked to off-road. As well as track racing, Diddy and friends raced aeroplanes and hovercraft, and the sublime handling and learning curve were judged to perfection. Throw in some class weapons and courses – you'll see why gamers went ape.

"RACING AEROPLANES WAS TRULY AWESOME."

John McCann

86. Rayman 2: The Great Escape

■ N64 ■ 1999 ■ PLATFORM

Although completely over shadowed by *Super Mario 64* and *Ocarina of Time*, *Rayman 2* remains one of the finest 3D platform games ever. The world designs are lush and bursting with colour, the gameplay mixes flying and water-skiing in with jumping and running. It also proved that inspiration could strike in this genre outside of Japan.

"FROM FRANCE WITH LOVE."

Patrick Donahue

TOP 10 Handheld games

1. *Pokémon* 2. *Tetris* 3. *Advance Wars* 4. *Golden Sun* 5. *The Legend of Zelda: Link's Awakening* 6. *Mario Golf* 7. *The Legend of Zelda: Oracle of Seasons* 8. *Wario Ware Inc.: Minigame Mania* 9. *Metroid 2* 10. *Metal Gear: Ghost Babel*

85. Phantasy Star Online

■ GAMECUBE ■ 2003 ■ RPG

It still holds the dubious honour of being GameCube's only online game, but luckily, it's brilliant enough to be worth the cost of the Broadband Adaptor alone. You and a party of mates set off on a quest around the alien world of Ragol. It was the sense of community and the fact that you could chat in real time with your buddies that made it a classic.

"DO YOU WANNA BE IN MY GANG?"

Stephanie Willis

84. Castlevania III

■ NES ■ 1989 ■ PLATFORM

Castlevania's last outing on the NES completed a trilogy on the machine, but even the later games in the series struggled to top this. Dracula had destroyed your town and you were taking him down in this whip-cracking action adventure. The graphics were amazing for the time and the final showdown with Drac himself ranks with gaming's best final battles.

"I WANTED TO CHANGE MY NAME TO TREVOR BELMONT."

Alec Dixon

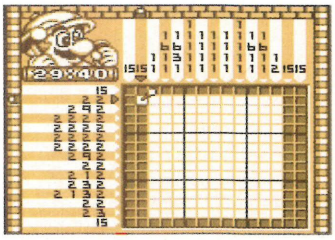
83. Mario Tennis

■ N64 ■ 2000 ■ SPORTS

Stepping up from his umpire's job in *Tennis* on Game Boy (way back in 1989) and an extremely under-exposed Virtual Boy outing, the plumber finally got to show his skills on N64. The controls were brilliant and the four-player matches were unforgettable. Wario, Donkey Kong and Yoshi were among the players, along with an all-new character: Waluigi.

"IT'S ACE. NEED I SAY MORE, TENNIS FANS?"

Darren Cox



82. Mario Picross

■ GAME BOY ■ 1995 ■ PUZZLE

Undoubtedly the best maths/tile puzzle thing ever devised. We know that sounds like the faintest of praise, but *Mario Picross* takes over your life. There's a grid with a picture underneath and you have to chisel away the tiles on the top to see it. Like *Mine Sweeper*, it's a process of mathematical elimination. But somehow it hooks you for hours on end.

"THE BEST *MARIO* GAME YOU'VE NEVER HEARD OF."

Donald Beecham

81. Chrono Trigger

■ SUPER NES ■ 1995 ■ RPG

Squaresoft's Super NES swansong before they went off to make PlayStation games is one of the finest role playing games ever. Fact. It never got an official UK release, but fanatical fans grabbed copies from the US. As well as a rock-solid battle system, Square added time travel into the mix and some of the finest digital storytelling ever. A lost masterpiece.

"NINTENDO UK REALLY LET US DOWN ON THIS ONE."

Matt Howes

80. Super Monkey Ball 2

■ GAMECUBE ■ 2003 ■ PUZZLE

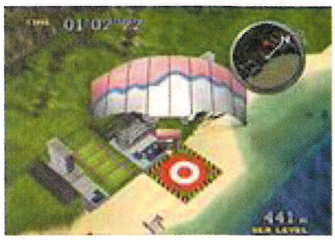
The original was a definitive test of single-player skill and Sega gave the multiplayer games a massive boost for the sequel. Monkey Soccer, Monkey Tennis, Monkey Race and Monkey Boat liven up any social games gathering and the single-player mode was even harder. The addition of ramps and switches tested your ball control like never before.

"MADE ME WANT TO SEAL A REAL MONKEY INSIDE A BALL."

Toby Kane

TOP 10 N64 games

1. *The Legend of Zelda: Ocarina of Time* 2. *Super Mario 64*
3. *GoldenEye 007* 4. *Perfect Dark* 5. *Mario Kart 64*
6. *Banjo-Kazooie* 7. *Conker's Bad Fur Day* 8. *F-Zero X*
9. *Banjo-Tooie* 10. *Paper Mario*



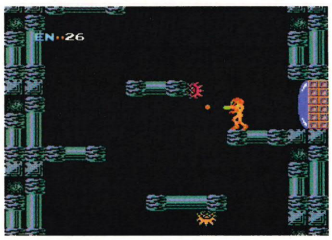
79. Pilot Wings 64

■ N64 ■ 1997 ■ FLYING

Flight simulators were lethally tedious before *Pilot Wings* came along. The Super NES original invented quirky flight and this fleshed it out in three dimensions. Whether you're blasting at a giant robot in a gyrocopter or edging a glider through an icy valley, the feeling of being airborne is absolutely convincing. And the ideas were genius throughout.

"IT SHOWED HOW MUCH FREEDOM 3D COULD OFFER."

Imran Patel



78. Metroid

■ NES ■ 1986 ■ ADVENTURE

Gunpei Yokoi was renowned as the inventor of the Game Boy, but could design a mean game as well. In 1986, he introduced Samus Aran in *Metroid*, but he never told gamers the whole story. You had to battle through this massive alien world, constantly exploring and facing off against Motherbrain, only then did *Metroid* give up its killer secret: Samus Aran was a woman.

"MOTHERBRAIN WAS A RIGHT SLAG!"

Robert Nardiello

77. Probotector

■ NES ■ 1988 ■ SHOOTER

Konami's arcade game didn't look as pretty by the time it came into the home, but it was still harder than a sack full of diamonds. When the massive bosses weren't kicking your ass, you were leaping athletically around laser fire. The perspective switched inside the bases from side-scrolling to third-person exploration, which amazed gamers at the time.

"TIMELESS. EVEN TODAY IT STILL PLAYS AS WELL AS EVER."

Robert Page

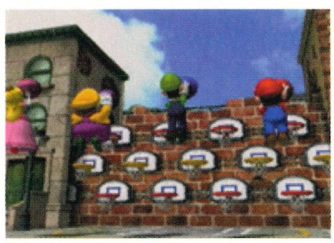
76. Legend of the Mystical Ninja

■ SUPER NES ■ 1991 ■ PLATFORM

Many crazy Japanese games get stopped at customs and turned back, but this Western instalment of the *Goemon* games made it. As well as a completely insane action adventure, *Mystical Ninja* had amazing bonuses: you could play *Gradius*, *Whack-A-Mole*, do some painting and explore 3D dungeons. An Aladdin's cave of fun.

"TEN GAMES FOR THE PRICE OF ONE – GREAT VALUE."

Stephanie Henderson



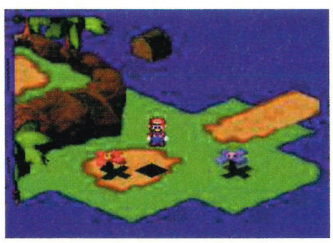
75. Mario Party 4

■ GAMECUBE ■ 2002 ■ PARTY

Apparently quite a few of you take multiplayer GameCube gaming pretty seriously, so a *Mario Party* game was bound to show up. Not only does this look fantastic, Nintendo have shoehorned in a massive number of fun little sub games. Game versions of stuff like *Monopoly* are pointless, but something like this could only exist on a console. Hallelujah!

"MY DAD PRACTISES CONSTANTLY BUT I STILL WIN."

Alexander Murray



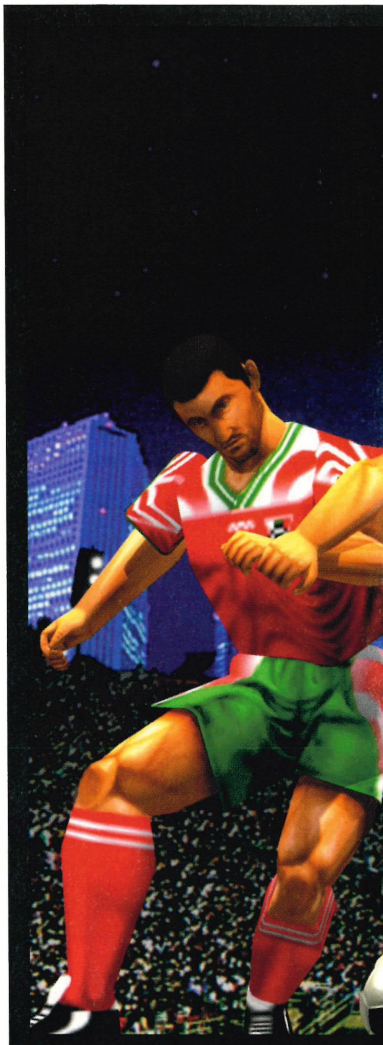
74. Super Mario RPG

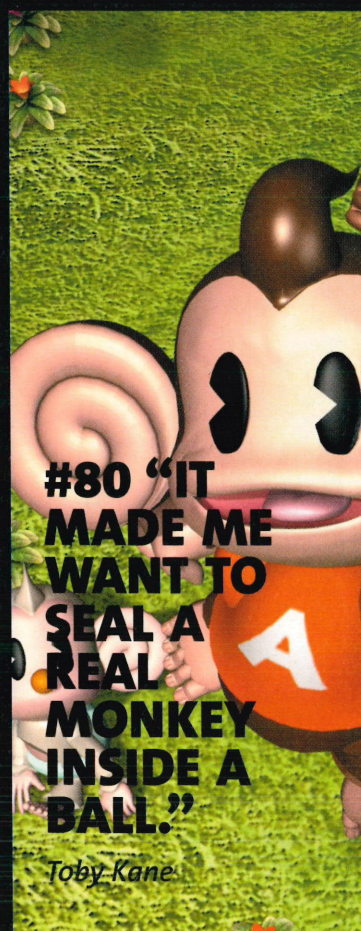
■ SUPER NES ■ 1996 ■ RPG

Back in the days when Square and Nintendo were best pals, a whole new kind of *Mario* game was conceived. Stupidly, it never saw the light of day in the UK, but those who grabbed a US import never regretted it. It looked amazing with its isometric 3D viewpoint and the brilliant RPG story was married to some action packed combat. Plus, for the first time, Bowser was your ally.

"BETTER THAN ANY OF THE PLATFORM GAMES."

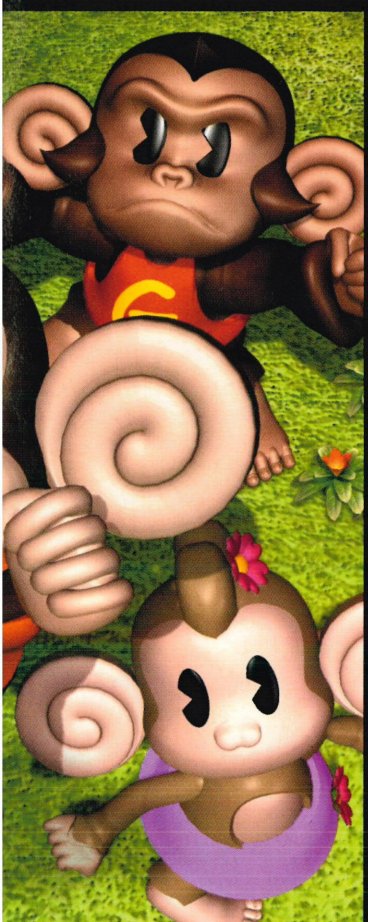
Paul Hawthorne





#69 "IN MY HOUSE ENGLAND ARE ALWAYS WORLD CHAMPS."

Richard Turner



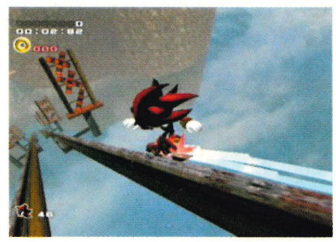
73. Lylat Wars

■ N64 ■ 1997 ■ SHOOTER

The first game ever to feature Rumble Pak support was also a bit of a killer in its own right. Nintendo expanded on the Super NES game *Star Wing* to incorporate 3D free flying sections and still managed to keep the thrilling pace of the original. One mission ripped off *Independence Day* to thrilling effect. It set expectation levels that *Star Fox Adventures* failed to live up to.

"THE FIRST TIME I FELT THE RUMBLE I CRIED WITH JOY."

Phil La Plante



72. Sonic Adventure 2 Battle

■ GAMECUBE ■ 2002 ■ PLATFORM

We weren't massive fans of this, but clearly you are. Sonic's 3D world really blasts past your eyes and his alter ego, Shadow, is so much cooler than Wario it hurts. Multiple playable characters make it a whole new gameplay experience every time and it was the first time connectivity to GBA appeared on a GameCube game – historic!

"AS A CLOSET SEGA KID, I HAVE TO ROOT FOR OUR MAN."

Edward Moxon

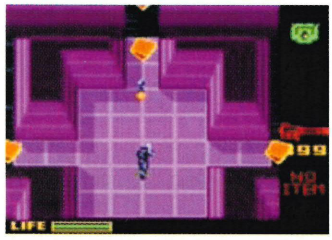
71. The Legend of Zelda: Oracle of Ages

■ GBC ■ 2001 ■ ADVENTURE

Now is the time to check out the *Oracle* games. They were released just as the GBC was being forgotten and clearly not enough of you played them. *Oracle of Ages* was the more puzzle orientated of the two games and Link's time-travelling antics really twist your brain. It's easily the equal of the other 2D *Zelda* games, so try and find it.

"THE *ZELDA* GAMES MAKE IT ALL WORTHWHILE."

Peter Bays



70. Metal Gear: Ghost Babel

■ GAME BOY COLOR ■ 2001 ■ ACTION

Konami's killer stealth game lost nothing in the transition to Game Boy. Combining the dramatic sneaking of the PlayStation game and making it 2D was a tall order, but the proof is in the pudding. You'll drip with sweat as you tip-toe Snake around, making this a classic that even Game Boy Advance gamers should be sticking on their hit list.

"SEE? SNAKE NEVER REALLY LEFT NINTENDO DID HE?"

Darren Leicester

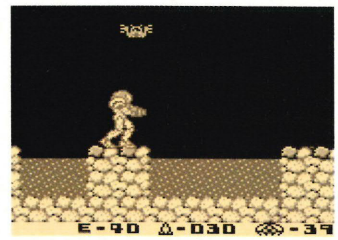
69. ISS 64

■ N64 ■ 1997 ■ SPORTS

Back in '97, the debate was raging. PlayStation's *ISS* played a brilliantly fluid game of footy, but the radically different N64 gave you unprecedented control over your team. *ISS 64* made the most of the 3D Stick to let you set the height of crosses and hit passes precisely into space. The *ISS* games for GameCube are an embarrassingly poor relation.

"IN MY HOUSE, ENGLAND ARE ALWAYS WORLD CHAMPS."

Richard Turner



68. Metroid 2

■ GAME BOY ■ 1992 ■ ADVENTURE

If you first got to know Samus Aran through *Metroid Prime*, you've got some catching up to do. Part two in the series appeared in glorious black and white 2D, and featured the most actual Metroid-killing in the whole series. The exploration was as intense as ever and that trademark atmosphere managed to transcend the low-fi technology. A classic.

"GOT THIS OFF A STALL FOR FIVE QUID. BEST BARGAIN EVER."

Andrea Stevenson

TOP 10 Puzzle games

1. *Tetris* 2. *Super Monkey Ball* 3. *Blast Corps* 4. *Super Monkey Ball 2* 5. *Mario Picross* 6. *Super Bomberman 2* 7. *Mr Driller* 8. *Super Puzzle Fighter II* 9. *Bust-A-Move* 10. *Lemmings*

67. Pilot Wings

■ SUPER NES ■ 1992 ■ FLIGHT

There was a chip inside the Super NES that could rotate the background around. That doesn't sound like much now you've all got GameCubes, but it made *Pilot Wings* on the Super NES a real classic. You felt like you really were swirling down to earth, as your glider arced through the sky. Parachuting through rings in the air and hitting a giant bull's-eye on the ground remains a truly golden experience.

"I BELIEVE I CAN FLY."

Jennifer Ford

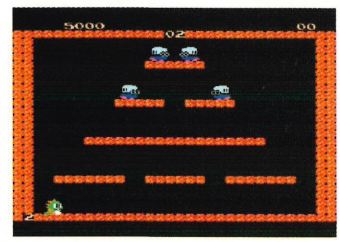
66. Donkey Kong 64

■ N64 ■ 1999 ■ PLATFORM

A game that perfectly summed up the best and worst about Rare. On the plus side, it was sumptuously designed and one of the biggest games you'll ever sit down to play – there was weeks of fun with this load of monkeys. The minus is that there's a lot of retracing your footsteps, as Rare didn't seem to have quite enough ideas to fill the massive levels.

"WHEN I GROW UP, I WANT TO BE A MONKEY."

Christian Dunne



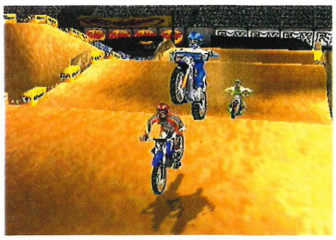
65. Bubble Bobble

■ NES ■ 1989 ■ PLATFORM

Two little boys get turned into dinosaurs that spit bubbles. They take on enemies by sealing them inside bubbles and then popping them. It's a winning formula. The NES version replicated the arcade game superbly and the cuteness of the thing got even the females in the family involved. Two-player co-operative play cemented the addictiveness.

"WAS IT ACTUALLY POSSIBLE TO COMPLETE?"

Luke Corbett



64. Excitebike 64

■ N64 ■ 2001 ■ SPORTS

Despite Nintendo doing their best to put you off – the game was released over here a full year after it appeared in the US – you still rate this as one of the best racers ever. Why? The feeling of being on a bike was brilliant, the jumps were thrilling and the courses really got the blood pumping. We still await a better motorbike game nearly three years later.

"UNTIL I CAN AFFORD A REAL BIKE, THIS WILL DO FINE."

Aaron Daniels

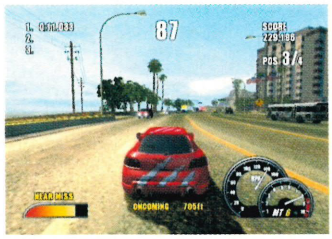
63. Blast Corps

■ N64 ■ 1997 ■ PUZZLE

Chronically misunderstood in its day, Rare's action puzzler left a big impression on many of you. A missile transporter is out of control; the ordnance on board is powerful enough to destroy the whole world. Your task? Clear a path for it through cities so it runs through to safety. You had a fleet of vehicles to control and the whole thing was thrillingly original.

"RARE'S BEST GAME – AFTER THIS THEY GOT ALL BIG HEADED."

Neil Grace



62. Burnout 2: Point of Impact

■ GAMECUBE ■ 2003 ■ RACING

Acclaim took the Hollywood route for its racing sequel, making it faster, bigger and better. It's still *Burnout*, but *Burnout* with a rocket up its arse. Until *F-Zero GX* arrives, there's nothing quicker. The tracks are built for freedom and speed, and the cars are superb. The crashes can get irritating, but for arcade racing thrills it can't be beat.

"IF ONLY REAL CARS COULD GET REPAIRED THIS QUICKLY."

Susan Cox

TOP 10 GameCube games

1. *Zelda: The Wind Waker* 2. *SSBM* 3. *Metroid Prime* 4. *Resident Evil* 5. *Super Mario Sunshine* 6. *Star Wars Rogue Squadron II* 7. *TimeSplitters 2* 8. *Pikmin* 9. *Tony Hawk's Pro Skater 4* 10. *Winning Eleven 6 Final Evolution*

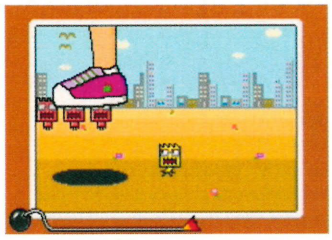
61. Skies of Arcadia: Legends

■ GAMECUBE ■ 2003 ■ RPG

A message for Nintendo: people like role playing games. *Skies of Arcadia* has only been out a few months and it already ranks among your favourite-ever games. This is a hard-core RPG: turn-based battles, sprawling story lines, masses of items and magic to juggle. We love action-RPGs like *Zelda*, but we need more of these as well.

"FORGET *ZELDA*. THIS IS WHAT A REAL RPG LOOKS LIKE."

Frank England



60. Wario Ware Inc.: Minigame Mania

■ GBA ■ 2003 ■ UNIQUE

Almost the complete history of Nintendo games, condensed into three-second chunks. The relentless mini-game madness of *Wario Ware Inc.* undoubtedly makes for one of the best handheld games ever and is completely unique with it. You can dip in, have a laugh, and then switch if off. Few portable games manage this so perfectly.

"*MARIO*! *ZELDA*! *METROID*! *DUCK HUNT*! OUCH! MY BRAIN!"

Andy Gallagher

59. Mike Tyson's Punch-Out!!

■ NES ■ 1988 ■ FIGHTING

You can take your pick between this and *Super Punch Out* on the Super NES for the title of best Nintendo boxing game ever. Your fighter is viewed from behind, immediately giving you the perspective to dodge punches. The fighters were works of comic genius (Tyson excepted) and strategy was the key rather than all-out punching.

"I BEAT TYSON BEFORE LENNOX LEWIS DID."

Martin Chan

58. Super Tennis

■ SUPER NES ■ 1992 ■ SPORTS

Eleven years on, *Super Tennis* endures as the definitive home tennis game. And with Sega showing no signs of getting *Virtua Tennis* onto GameCube, it's likely to remain that way. It was quick, you had great control over the serves and the variety of shots was exceptional. The only thing it lacks is a four-player doubles mode, but the two-player mode still rocks.

"IT'S STILL THE BEST TENNIS GAME EVER."

Gareth McAlindon

57. Luigi's Mansion

■ GAMECUBE ■ 2002 ■ ADVENTURE

It was no *Super Mario 64*, but *Luigi's Mansion* is still extremely highly rated by *NOM* readers. It was certainly short, but that meant the thrills were tightly packed together, making for an unforgettable gaming experience. The Poltergust felt original, Luigi performed well in his starring role and it gave a glimpse of what was possible on Nintendo's new machine.

"IT ALMOST GOT ME TO HOOVER MY ROOM IN REAL LIFE."

Stuart St.Clair

56. Secret of Evermore

■ SUPER NES ■ 1995 ■ RPG

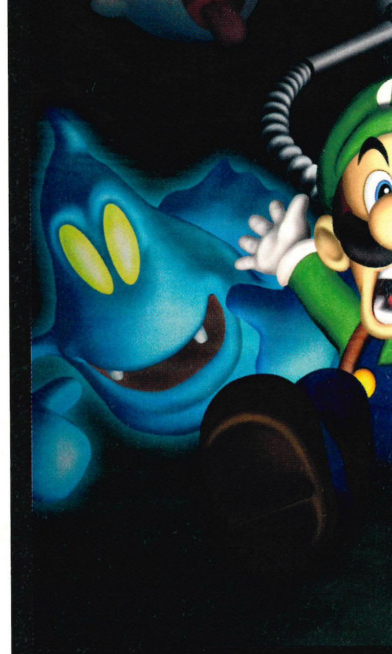
Quite a rarity, in that it's a latter-day Square RPG that did actually find its way into UK shops. The stand-out feature was that the hero had a dog that could transform into various different beasts as the adventure unfolded. It shared its gameplay systems with the amazing *Secret of Mana* and was therefore onto a winner straight away.

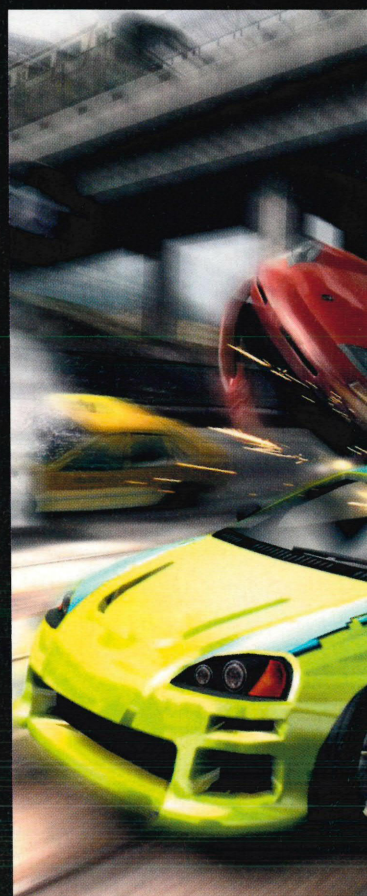
"IT WAS THE MOST INVOLVING RPG I'D EVER SEEN."

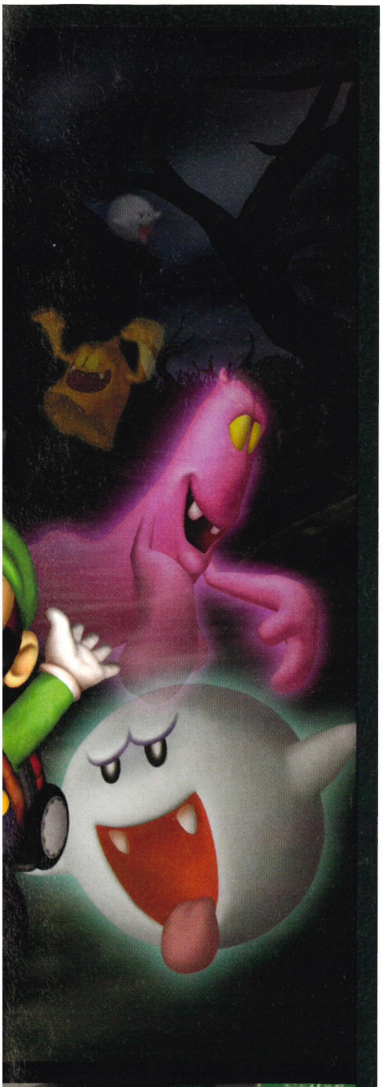
Gary Young

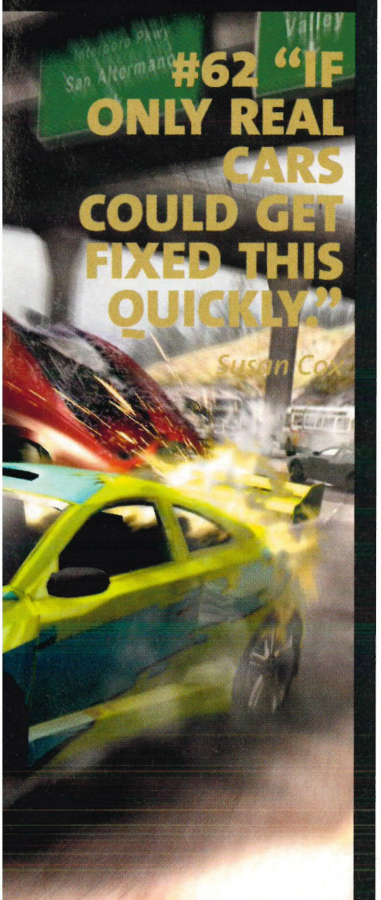
#57 "IT ALMOST GOT ME TO HOOVER MY ROOM IN REAL LIFE."

Stuart St.Clair









55. Jet Force Gemini

■ N64 ■ 1999 ■ ACTION

Another Rare classic, this time thrusting you into the middle of an apocalyptic war with giant insects. It controlled like a First Person Shooter and the gun battles felt like you were in *Star Wars*. The weapons were amazing and it was actually incredibly violent for an N64 game. Throw in machine gun-toting dog character, Lupus and that pretty much seals it.

"THE BEST GAME RARE EVER MADE. TRUST ME."

Robert Pinkerton

54. The Legend of Zelda: Oracle of Seasons

■ GBC ■ 2001 ■ ADVENTURE

Of the two *Oracle* games, *Seasons* has more action. It presses every button that a good *Zelda* game should, which is amazing since Nintendo entrusted the development to its friends at Capcom. Link's magical rod could instantly change the weather, freezing sunny lakes or melting ice in brilliant sunshine. You need to own both *Oracles*.

"THE *ZELDA* MASTERPIECE YOU CAN TAKE TO SCHOOL."

Simon Blackburn

53. Eternal Darkness

■ GAMECUBE ■ 2002 ■ ADVENTURE

The *Resident Evil* games are more famous, but Nintendo's original horror is one of the scariest games ever. As well as traditional shocks, *Eternal Darkness* plays brilliant psychological tricks with the player. The screen twitches slightly to put you on edge and babies whine in the distance. It's unsettling and the kind of adult classic we never expected from Nintendo.

"IT MESSED UP MY MIND AND IT'S TO BLAME IF I KILL AGAIN."

Mitchell Everett

52. International Superstar Soccer Deluxe

■ SUPER NES ■ 1995 ■ SPORTS

The second in the *ISS* series had some of the best football commentary ever. 'Oh no! Own goal!' says the English commentator, who sounds like he's never seen a footy match in his life. The frantic gameplay laid the foundations for the N64 game and if you scored from a rebound that was practically cheating.

"KOPPERS WAS THE BEST PLAYER EVER."

Franco De Souza

51. Final Fantasy III

■ SUPER NES ■ 1991 ■ RPG

Okay, here's where it gets confusing. *Final Fantasy III* on the Super NES was actually the sixth in the series, but not all of the games got an English translation. Luckily this one did, as the next game in the series saw Square's defection to PlayStation. *Final Fantasy III* looked amazing and the story was unforgettable. Plus you got to ride Chocobos, which rules.

"I WAS INTO THESE GAMES BEFORE THEY WERE BIG."

James Cohen

50. Super Monkey Ball

■ GAMECUBE ■ 2002 ■ PUZZLE

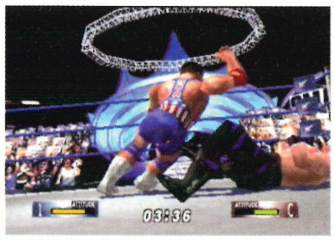
For hard-core gamers, the absolute star of the GameCube's launch line-up. It showed exactly what Nintendo gamers had been missing before Sega went multiplatform. The premise was simple, but executed with absolute genius. You rolled a monkey in a ball over thin ledges. Your skill alone decided the outcome. The Party games were a blast, too.

"GONGON REALLY LOOKS LIKE MY MUM."

Craig Gregory

TOP 10 Adventure games

1. *LoZ: Ocarina of Time* 2. *LoZ: The Wind Waker* 3. *A Link to the Past* 4. *Pokémon* 5. *Resident Evil* 6. *The Legend of Zelda* 7. *LoZ: Link's Awakening* 8. *LoZ: Majora's Mask* 9. *Eternal Darkness* 10. *LoZ: Oracle of Seasons*



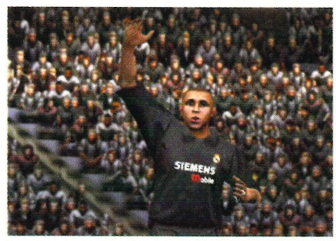
49. WWF No Mercy

■ N64 ■ 2000 ■ FIGHTING

Having a ton of real wrestlers in there is only half the battle in making a great wrestling game. Luckily THQ hired a team that appreciated this. Japanese team Aki had produced critically lauded wrestling games in Japan and applied their brilliant grappling system to the WWF franchise. It remains the wrestling game all others have to better.

"THIS IS THE BEST WRESTLING GAME EVER."

Keiron O'Meara



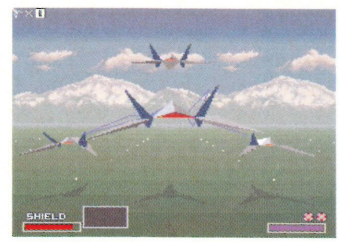
48. FIFA 2003

■ GAMECUBE ■ 2002 ■ SPORTS

The football it plays may be slightly flawed, but you forgive that because the overall experience is so authentic. The player likenesses are sure to amaze, the stadia are breathtakingly realistic and playing in your team's correct kit is a buzz we never tire of. It's not as easy to score now as it once was and it's already achieved the impossible by edging out the *ISS* series in hard-core footy fans' affections.

"I NEVER GET BORED OF IT."

Rob Priestley



47. Star Wing

■ SUPER NES ■ 1993 ■ SHOOTER

It started life as a Super NES technology demo, but Nintendo quickly saw the potential. The Super FX chip brought basic polygon power to the 16-bit Super NES, making this frantic space shooter even more cinematic. In the days before *Rogue Leader*, this was as good as laser dogfighting got.

"AFTER NEARLY EIGHT YEARS I'M STILL TRYING TO BEAT THE JACKPOT MACHINE."

Matthew McNaughton

46. The Legend of Zelda: Majora's Mask

■ N64 ■ 2000 ■ ADVENTURE

The second N64 *Zelda* continued exactly where *Ocarina* left off. An inspired game system made the game play out like *Groundhog Day*, as Link travelled back in time to save Termina from a falling moon inside three days. A selection of masks gave Link fantastic new powers and it felt like a very different game to *Ocarina of Time*.

"MAKES ME LOOK AT THE REAL MOON WITH SUSPICION."

Dhalgesh Hassam

45. Tiger Woods PGA Tour 2003

■ GAMECUBE ■ 2002 ■ SPORTS

Golf is a sport with hardly any action, but this game is a killer. By putting the swing on the 3D Stick, EA immediately opened the sport up. Real pros can hit a ball straight, so you should be able to as well. Where the skill comes in is with shot selection, spin, reading the greens – proper golfing skills. It doesn't hurt that it looks amazing, too.

"IT'S THE MOST REALISTIC GOLF GAME EVER."

Patrick Heavey

44. Tom Clancy's Splinter Cell

■ GAMECUBE ■ 2003 ■ ACTION

One of the newest games on the list, *Splinter Cell* proves a new character can still achieve Nintendo glory. It's a frighteningly tough game, but the stealth is so brilliantly done that you actually fear being discovered. Even as you're sat playing it, you're completely silent: just in case that might make a difference. The new *Metal Gear* has a lot to live up to.

"STEALTH KICKS ASS."

Benjamin Smith

TOP 10 Role-playing games

1. *Golden Sun* 2. *Paper Mario* 3. *Earthbound* 4. *Secret of Mana* 5. *Final Fantasy III* 6. *Secret of Evermore* 7. *Skies of Arcadia: Legends* 8. *Super Mario RPG* 9. *Chrono Trigger* 10. *Phantasy Star Online Episode 1 & 2*

43. Secret of Mana

■ SUPER NES ■ 1993 ■ RPG

Before *Four Swords* ever existed, a killer multiplayer RPG was making waves. *Secret of Mana* borrowed the graphical style of *A Link to the Past*, but let you play through with a couple of mates. Nothing was compromised though, as *Mana* played more like a traditional RPG than any *Legend of Zelda* game. We pray for a Game Boy Advance conversion.

"MY RELATIONSHIP SURVIVED THE 'MANA PHASE'... JUST."

Toby Wagstaff

42. F-Zero

■ SUPER NES ■ 1992 ■ RACING

The Super NES launched with some of the best games it would ever have. *F-Zero* was a blindingly fast future racer with flat-neon tracks that thrashed past your eyes at lightning speed. There were no weapons, just high-octane racing purity. It's a formula Nintendo still haven't tampered with, through *F-Zero X* and the forthcoming *F-Zero GX*.

"I WANT A TRIANGLE CAR THAT DOES 1,000MPH."

Hanif Bashir

41. Mario Golf

■ GAME BOY COLOR ■ SPORTS ■ 1999

It ranks a few places higher than *Tiger Woods* with very good reason. Nintendo's golf/RPG hybrid remains one of the most compelling reasons to own a handheld. The control over the shots is impressive and the game stores your best holes on the cart for you to watch again and again. Actually a more hardcore golf game that its N64 big brother.

"MY HOLE IN ONE, PRESERVED FOR ALL ETERNITY."

Richard Fairdrive

40. Animal Crossing

■ GAMECUBE ■ 2002 ■ UNIQUE

It's one of the great gaming tragedies of recent times that *Animal Crossing* is still not available in the UK. But as soon as gamers worked out that getting US games to run on UK systems was a breeze, that became less of a problem. *Animal Crossing* lets you live in a digital town, but what sounds like a tedious concept is actually more addictive than you can imagine.

"YOU SHOULD CHECK MY TOWN OUT. IT'S HEAVY."

Matt Headingley

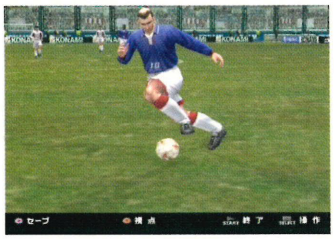
39. Wave Race 64

■ N64 ■ 1997 ■ RACING

Jet ski games were nothing new, but *Wave Race 64* was astounding. The reason? The water you raced on swirled and bounced you around just like real water. You could feel the bike battling against the waves and could even dive under the surface if you got enough air. The courses were fantastic, too – we all wanted to visit Drake Lake for real.

"IT HAD WAVES AND RACING. IT SPOKE THE TRUTH."

Steve Garrett



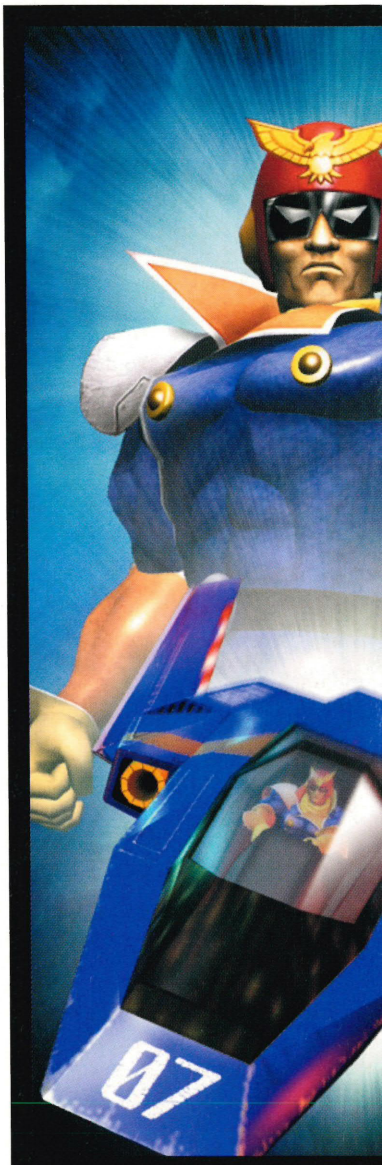
38. Winning Eleven 6: Final Evolution

■ GAMECUBE ■ 2003 ■ SPORTS

Football fans will go to drastic lengths for a game that replicates the sport they love. We're not suggesting they all ran to Japan to buy this, but it seems import shops have been doing a nice trade. Why? Well, this *is* football. The flow is realistic, it takes skill to score and the animation is great. The campaign for a UK release continues.

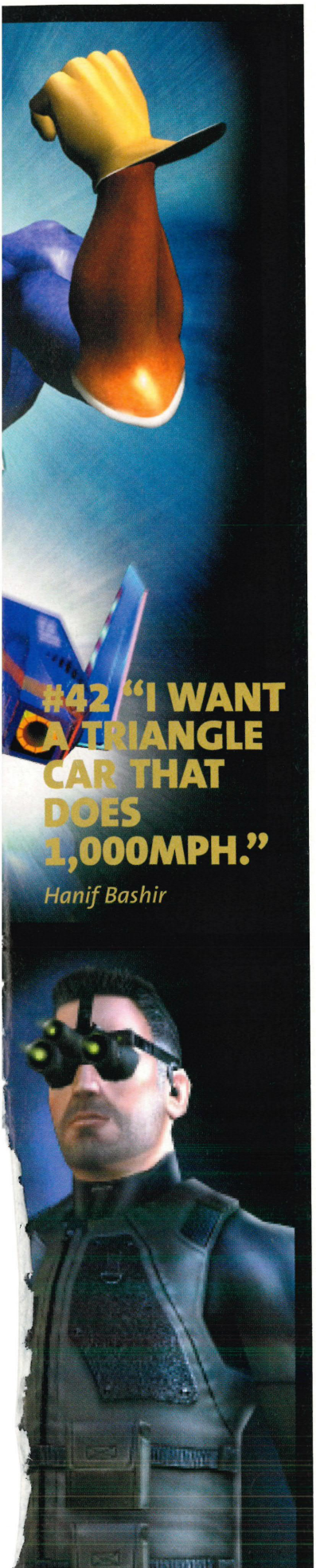
"THE BEST FOOTBALL GAME AND THEY DON'T WANT US TO PLAY IT!"

Joe D'Angelo



#44 "STEALTH KICKS ASS."

Benjamin Smith



#42 "I WANT A TRIANGLE CAR THAT DOES 1,000MPH."

Hanif Bashir

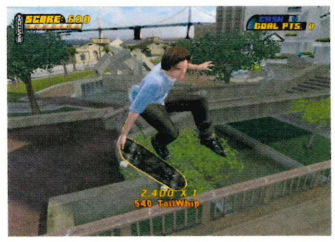
37. Earthbound

■ SUPER NES ■ 1995 ■ RPG

The highest-rated import-only game on the list. You are Ness, a boy charged with thwarting an alien invasion after a meteorite crash lands in town. The RPG that unfolds is half *Final Fantasy* and half *The Goonies*, as some of the best music in games burbles away in the background. It's great, so keep your eyes peeled for the GBA remake, coming soon.

"I STILL SWITCH IT ON NOW TO GROOVE TO THE MUSIC."

Miles McCafferty



36. Tony Hawk's Pro Skater 4

■ GAMECUBE ■ 2002 ■ SPORTS

Tony had to be in here somewhere. This, the fourth in a fantastic series adds quirky new elements to solid-gold gameplay. In these games you explore your environment like in *Metroid*, learn combos like a fighting game and pull of perfectly timed leaps like in a *Mario* game. And you thought it was just about skateboarding?

"THE STREET LUGE BIT ABSOLUTELY CRACKED ME UP."

Gareth Hamm

35. Paper Mario

■ N64 ■ 2001 ■ RPG

The second Mario role player on our list, and also the highest thanks to it getting a UK release. The graphical style features houses that fold up around you when you walk in, and Mario himself is revealed to be paper thin when you turn sideways. The combat is turn based, but adds in little tests of timing and skill. It's hard to get hold of, but well worth trying.

"2D + BRILLIANT + RPG = *PAPER MARIO*"

Daniel Jones

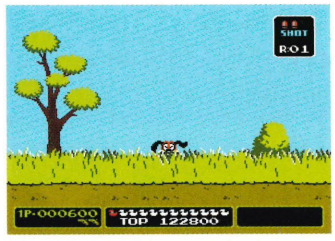
34. Donkey Kong Country

■ SUPER NES ■ 1995 ■ PLATFORM

The exact moment when Rare went from a skilled Nintendo ally to an absolutely essential part of the family. The graphics had a prerendered look, which seemed impossible on the Super NES in '95. The core platforming action was classic and sub-games – like riding the mine cart – went on to become gaming staples. The first of a great trilogy.

"I COULDN'T BELIEVE HOW AWESOME IT LOOKED."

Siuling Lee



33. Duck Hunt

■ NES ■ 1985 ■ SHOOTING

It remains to this day Nintendo's only notable light gun game. Its appearance on the list must be down to the fact that it was a pack-in game for the NES in the UK and had already made a splash in the arcades. It was also great fun, as the dog popped up to show your bounty between rounds. The expression on those birds' faces when you blasted them was hilarious, too.

"I USED TO PISTOL WHIP MY BROTHER WITH THE GUN."

Alan Johnson

32. Banjo-Tooie

■ N64 ■ 2001 ■ PLATFORM

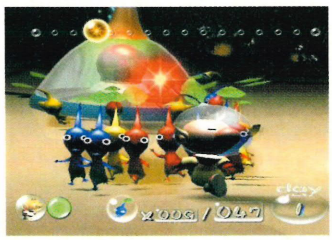
Picking up two years after the original, Gruntilda is exhumed from her grave to give our heroes a new headache. They retain all of the skills from before, but can now split up to solve new puzzles. The big draw though was the game's size, with Tooie making even the behemoth *Donkey Kong 64* look brief. It took weeks to finish, and was consistently amazing.

"SO HUGE IT'S A LITTLE BIT FRIGHTENING."

Billy Tarrus

TOP 10 Super NES games

1. *Super Mario World* 2. *Super Mario Kart* 3. *The Legend of Zelda: A Link to the Past* 4. *Super Metroid* 5. *Yoshi's Island* 6. *Street Fighter II Turbo* 7. *Donkey Kong Country* 8. *Earthbound* 9. *F-Zero* 10. *Secret of Mana*



31. Pikmin

■ GAMECUBE ■ 2002 ■ STRATEGY

A surprise perhaps to see it rank so highly, but Miyamoto's puzzle masterpiece is obviously highly regarded. Captain Olimar has to command the Pikmin to help him fix up his busted ship, but the environments are fraught with danger. Cleverly, Nintendo dressed up a strategy game like an action game and having to plot your moves in real time was a buzz.

"IT SPANS THE AGE GAP BETWEEN ME AND MY CHILDREN."

D Cotter

30. The Legend of Zelda: Link's Awakening

■ GAME BOY ■ 1993 ■ ADVENTURE

An oddity in the *Zelda* series, since Zelda and Ganon are nowhere to be seen. The action unfolds in Koholint, with Link trying to track down the legendary Wind Fish. It's classic *Zelda* action and if you get the GBC-specific DX version, it's only a whisker away from looking as good as *A Link to the Past*. The sub-game with the Yoshi doll is classic.

"WITHOUT THIS, I'D NEVER HAVE TRIED *THE WIND WAKER*."

Mark Collingwood

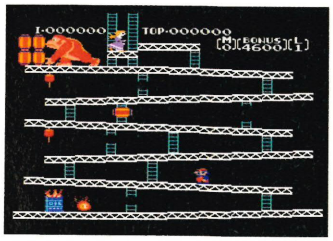
29. F-Zero X

■ N64 ■ 1998 ■ RACING

In 3D, *F-Zero* was an even more intense rush. The sheer speed at which you could batter around the roller coaster tracks was mind blowing. The flat tracks of yesteryear were out, replaced with loops and tubes where you could race on the ceiling. A random track generator rounded off the package, but a special version was issued in Japan which let you design your own.

"BLINDINGLY FAST! GREAT HANDLING! AWESOME TRACKS!"

D J Fryer



28. Donkey Kong

■ NES ■ 1986 ■ PLATFORM

Without *Donkey Kong*, where would we be today? It proved giant monkeys could be video game heroes, had more platforms than Platforms-R-Us and introduced a little guy in blue dungarees. The basic premise of leaping over barrels and climbing ladders would inspire every platform game for the next 15 years. The only word to describe it is 'legendary'.

"I KNEW THAT LITTLE GUY WOULD BECOME A STAR."

Eamonn Burchill

27. Conker's Bad Fur Day

■ N64 ■ 2001 ■ PLATFORM

And to think this almost never made it out at all! Nintendo balked at the adult content and THQ stepped in. Think *Mario 64* starring a pissed-up squirrel and you still can't imagine how hilarious this is. One of the bosses is a giant poo monster that you defeat by hitting with toilet rolls. It constantly pastiches classic movies like *The Matrix* and you never stop cracking up.

"IT HAS IT ALL, FROM HUMOUR TO MULTIPLAYER MAYHEM."

Joe Steele

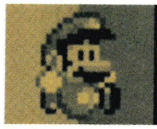
26. Street Fighter II Turbo

■ SUPER NES ■ 1993 ■ FIGHTING

An all-time classic, but there's a fighting game higher up the list. While you think about that, remember why it ruled: it starred the best characters in fighting game history like Ryu, Blanka and Chun-Li; the special moves burnt themselves into your mind; the action was fast, but tactical. It's as good as 2D fighting ever got.

"KICKING YOUR MATE'S ASS WAS NEVER SO MUCH FUN."

Shaun Wilson



TOP 10 Platform games

1. *Super Mario World* 2. *Super Mario 64* 3. *Super Mario Bros.3*
4. *Banjo-Kazooie* 5. *Super Mario Bros.* 6. *Yoshi's Island*
7. *Super Mario Sunshine* 8. *Conker's Bad Fur Day*
9. *Donkey Kong* 10. *Banjo-Tooie*

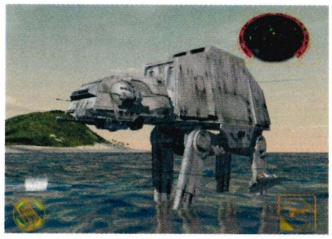
25. TimeSplitters 2

■ GAMECUBE ■ 2002 ■ SHOOTER

Nobody had even come close to matching the violent majesty of *GoldenEye 007* before this came along. The resulting time-travelling sci-fi extravaganza reproduced that *Bond* feeling perfectly on the opening level, then really showed off by doing mobster movies, futuristic laser battles, wild west shootouts and lots more besides. Fantastic in four player.

"SO MANY COOL OPTIONS TO CHOOSE FROM."

Matthew Oates



24. Star Wars Rogue Leader: Rogue Squadron II

■ GAMECUBE ■ 2002 ■ SHOOTER

The first screens of this knocked us for six. It looked like the movies – exactly like the movies. And guess what? Playing it was just as much of a thrill. Whether you're powering down the Death Star trench or felling AT-ATs on Hoth, the *Star Wars* feeling never leaves you. And the authentic sound effects only deepened the immersion.

"IT'S A PERFECT GAME. THRILLING AND MEMORABLE."

Jack Brown

23. Golden Sun

■ GAME BOY ADVANCE ■ 2002 ■ RPG

Like *Advance Wars*, *Golden Sun* gave a fairly hardcore genre mainstream appeal. The Djinn system is serious business and the combat system harks back to classic, turn-based, 'proper' RPGs like the *Final Fantasy* games. It's certainly not a *Legend of Zelda* game, but the fantastic story line and massive worlds ensure you'll still spends lots of time here.

"FINISHED IT THREE TIMES, BUT IT STILL DRIVES ME TO DO BETTER."

Zoe Targett

22. Advance Wars

■ GBA ■ 2002 ■ STRATEGY

The highest-ranked Game Boy Advance original is a game where you have to win battles with painstaking tactical thinking. Only Nintendo could make a strategy game this compulsive, as you took on the enemies of Orange Star. Co-ordinating land, sea and air attacks shouldn't be this much fun. So brilliant it seems that the sequel has little to improve upon.

"HOT GUNS AND HOT WOMEN. BRING ON PART TWO."

Stefan Dill

21. Super Mario Sunshine

■ GAMECUBE ■ 2002 ■ PLATFORM

Mario's long-awaited return saw him tooled up with a water-spraying backpack and slapped with a graffiti charge. Isle Delfino was a radiant, sunny paradise and the lead man had never looked better. Yoshi made his first proper 3D appearance and the water pack-free stages were a tribute to the hard-core *Mario* games of yesterday.

"I THOUGHT *SUPER MARIO 64* WAS THE PEAK OF 3D. I WAS WRONG. PURE NINTENDO MAGIC."

Josh Gajree

20. Yoshi's Island

■ SUPER NES ■ 1995 ■ PLATFORM

The follow up to *Super Mario World* is still arguably the finest-looking 2D game ever. The brilliant crayon-drawn environments were perfect with Baby Mario on Yoshi's back and the gameplay took 2D platforming to a new level. The game was more about exploring than getting from left to right, and having to protect Baby Mario gave it a thrilling edge.

"WHEN YOSHI GETS STONED, THAT'S THE COOLEST THING."

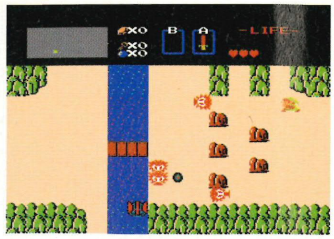
Sam Neale

#25 "SO MANY COOL OPTIONS TO CHOOSE FROM."

Matthew Oates

#21 "I THOUGHT *SUPER MARIO 64* WAS THE PEAK OF 3D. I WAS WRONG."

Josh Gajree



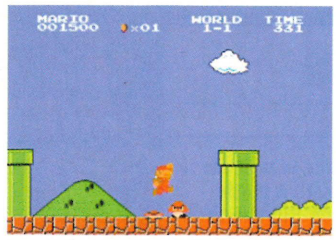
19. The Legend of Zelda

■ NES ■ 1986 ■ ADVENTURE

This is how the greatest adventure series in games began. People had no idea who Link was, but they quickly fell in love with this swashbuckling adventure game. The fights were thrilling, there were loads of dungeons to explore and you felt free. It seemed like a real adventure. The top-down perspective would serve the series well in the years to come.

"IT SPARKED A WHOLE LINE OF NINTENDO CLASSICS."

James Fogarty



18. Super Mario Bros.

■ NES ■ 1986 ■ PLATFORM

Strip away the feather and Yoshi from *Mario World*, or take the Raccoon Suit out of *Super Mario Bros. 3* and this is what you're left with – the purest *Mario* experience you can find... anywhere. Jump on Koopas and then kick their shells. Squat down into giant pipes. Defeat Bowser, only to be told 'Our Princess is in another castle'. Get the Game Boy Color remake and brush up on your history.

"THE BEGINNING OF IT ALL."

Llyr Dafydd

17. Resident Evil

■ GAMECUBE ■ 2002 ■ ADVENTURE

Nintendo gamers waited a long time for this and Capcom repaid their patience. *Resident Evil* had never looked or sounded better and the original survival horror was given extra fright power. Providing you didn't have a heart attack when zombie dogs jumped in through the window, you were in for a hell of an adventure. Low on ammo, but high on tension.

"FULL OF SCARES AND BRILLIANT TO PLAY."

Michael Nicholas

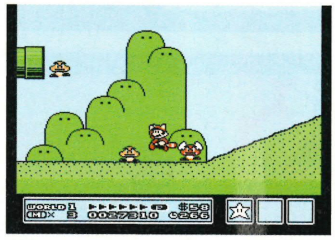
16. Banjo-Kazooie

■ N64 ■ 1998 ■ PLATFORM

While the world sat looking at *Super Mario 64* open mouthed, UK design kings, Rare, got to work on making a game to beat it. *Banjo-Kazooie* was bigger, prettier and much tougher. There was a real sense of reward when you uncovered every puzzle piece and musical note and the levels were genius. *Mario 64* was the pioneer and Banjo edged close to perfection.

"CHALLENGING, ENTERTAINING, SARCASTIC – IT'S NO 'KIDS' GAME."

Rachel Shaw



15. Super Mario Bros.3

■ NES ■ 1991 ■ PLATFORM

After the disappointment of *Super Mario Bros. 2*, Nintendo delivered big time. The classic *Mario* platforming was there, but spiced up with some of the best special abilities ever. The Raccoon Suit is legendary, but the less-common Frog Suit and Giant Boot are equally awesome. The ability to choose your route through the worlds was an innovation, too.

"IT'S ALL ABOUT THE FROG SUIT. YOU KNOW IT, I KNOW IT."

Kimball Burgess

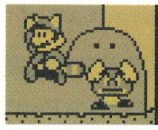
14. Mario Kart 64

■ N64 ■ 1997 ■ RACING

It's a very different game to the original *Super Mario Kart*, but let's run through the pluses: four-player races, long courses with hills and bumps, instant playability, new power-ups and a fantastic soundtrack. *Super Mario Kart* was hard-core, but the N64 game opened the fun up for everybody along with the floodgates for a ton of copycat Kart games.

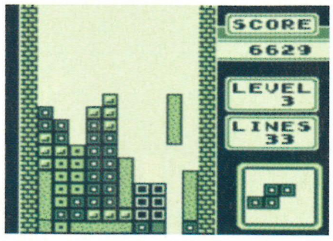
"INNOVATIVE AND ACCOMPLISHED."

Chichi Okwereogu



TOP 10 NES games

1. *Super Mario Bros. 3* 2. *Super Mario Bros.* 3. *The Legend of Zelda* 4. *Donkey Kong* 5. *Duck Hunt* 6. *Mike Tyson's Punch-Out!!* 7. *Bubble Bobble* 8. *Probotector* 9. *Metroid* 10. *Castlevania III*



13. Tetris

■ GAME BOY ■ 1989 ■ PUZZLE

It's out of the public eye now, but remains the best puzzle game of all time. Packaged in with the Game Boy early on, but it might as well have been glued in. *Tetris* addiction wrecked lives as you battled to add a few more lines to your best-ever score. The link-up game was fantastic, too and the space ship reward sequences are among the best ever seen in a game.

"I USED TO SEE TETRIS BLOCKS IN MY DREAMS."

Damien Pryce

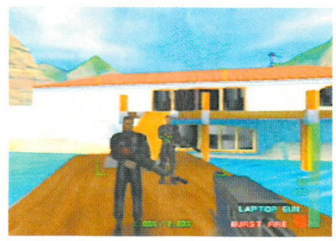
12. Metroid Prime

■ GAMECUBE ■ 2003 ■ SHOOTER

Samus's 3D debut is a staggering video game. The key *Metroid* elements of exploration and powering-up transfer perfectly to 3D, making for one of the most atmospheric and immersive games ever. The bosses are absolutely inspired and the visuals prove what a graphical powerhouse the GameCube really is. As essential to a GameCube owner as a joypad.

"THE BEST GRAPHICS ON A GAMECUBE GAME EVER."

Vaughan Walton



11. Perfect Dark

■ N64 ■ 2000 ■ SHOOTER

People were expecting it to blow *GoldenEye 007* away and most weren't disappointed. Rare's futuristic blaster was the first game to have *Matrix*-style slow-motion shootouts, but the innovation didn't stop there. There were brilliant spy cameras, a laptop that doubled as a machine gun, genius multiplayer modes and co-operative missions with an alien called Elvis.

"JUST FOR THAT SUSPICIOUSLY HIGH-PITCHED ALIEN, ELVIS."

Davey Keenan

10. Super Metroid

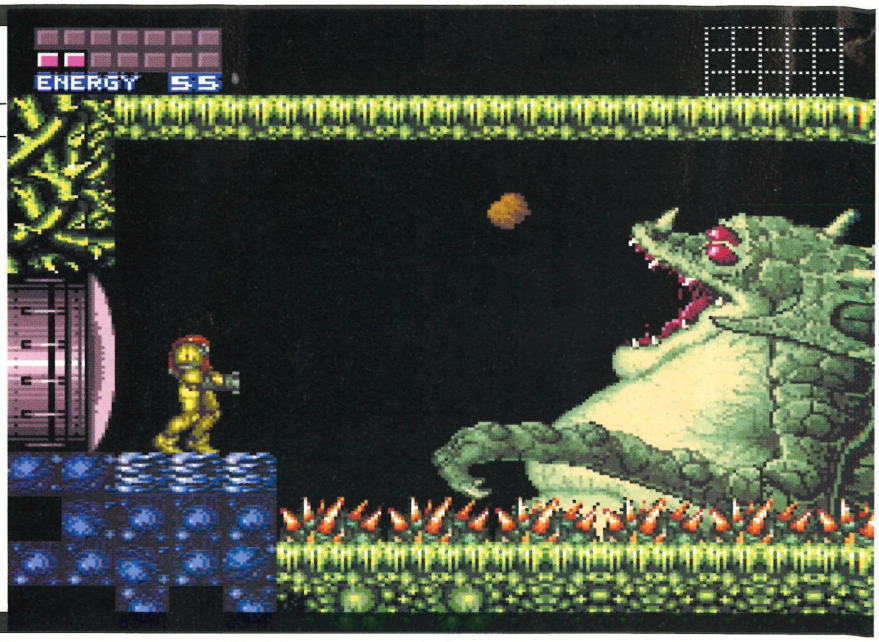
■ SUPER NES ■ 1994 ■ ACTION

You were in no doubt how big this game was. It came in a box three times the normal size, with a guide book thrown in just in case you got lost. But the thrill of *Super Metroid* is in the exploration. These alien worlds are massive and creepy, and every new room you see is a buzz.

The progression is perfectly pitched, with each new item practically doubling the areas you can roam. The morph ball, the grapple beam. The list goes on. The bosses remain some of the toughest foes in game history and the ending is incredibly emotional. Some players got a hell of a surprise when Samus died though – they never knew it was a girl inside the suit.

"YOU CAN'T FULLY APPRECIATE *PRIME* UNTIL YOU'VE SEEN THIS."

Lee Davies



9. Pokémon series

■ GAME BOY ■ 1999 - Present ■ ADVENTURE

Most of you didn't specify which one, so we've lumped them all together. Japan was decimated by the Pocket Monsters in 1996, but it took another three years for Nintendo to unleash Pikachu and co over here. When they did, the gaming landscape changed forever. Kids were no longer couped up indoors wrestling Link through a dungeon on their own, they were in the playground linking Game Boys in the sun.

As well as the compulsive trading, *Pokémon* also served up one of the best RPGs of recent years. Even now, the latest versions are leaping off the shelves and into GBAs up and down the country.

"SUDDENLY I REALISED WHY I HAD A LINK PORT ON MY GAME BOY."

Nicola Goddard

8. Legend of Zelda: A Link to the Past

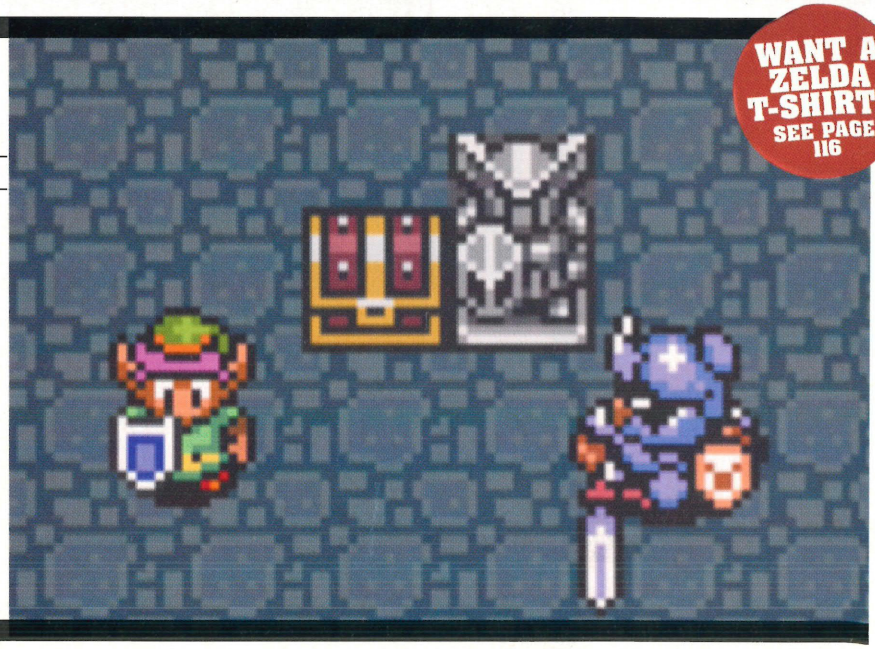
■ SUPER NES ■ 1992 ■ ADVENTURE

The third *Zelda* game was genius. Link started in bed and ended up facing Ganon in one of the most memorable battles in history. The light and dark worlds staggered gamers everywhere, thrilled to have their skills tested in parallel universes.

Then there are the power-ups: the Hook Shot; the Pegasus Shoes; the Zora Flippers. Each one opened up an already massive the game even further. It perfected the *Zelda* blueprints, before Miyamoto tore them up and started again in 3D. The GBA remake is brilliant, adding the multiplayer *Four Swords*.

"POTIONS? CHECK. MASTER SWORD? CHECK. TIME TO DIE, GANON."

Anthony Sheldon



WANT A ZELDA T-SHIRT? SEE PAGE 116

7. Super Smash Bros. Melee

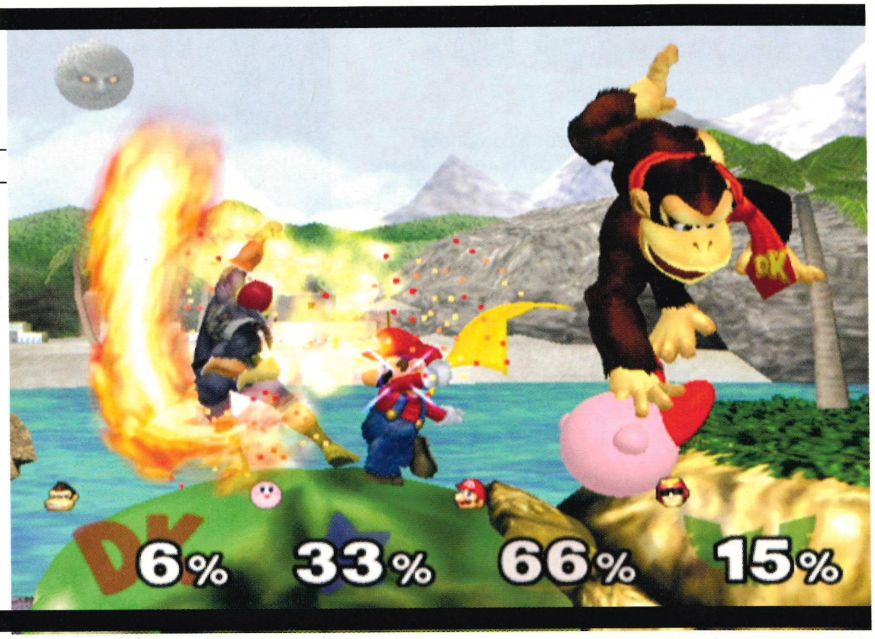
■ GAMECUBE ■ 2002 ■ FIGHTING

For us at *NOM*, this was the single biggest surprise in the whole chart. *Melee* is a brilliant game packed to the rafters with Nintendo history, but the passion of its fan-base is huge. Just about every Nintendo superstar is shoehorned into this game, which re-invents fighting as fun for everyone.

As a multiplayer game, it justifies having four joypad ports on the front of a GameCube. The fun you can have with your mates around is staggering and the thrill of winning Nintendo trophies is enough to keep you playing solo for weeks.

"THE BEST CHARACTERS, BEST MOVES AND BEST STAGES."

Sam Neale



6. Super Mario Kart

■ SUPER NES ■ 1992 ■ RACING

The best racing game ever made, according to you lot. And one that does away with realistic cars, Formula 1 circuits and tuning. *Super Mario Kart* is brilliantly simple, but the kart handling and track designs combine to make it a classic. Expert players instinctively know how much they can hop the car sideways around a corner and use red shells and lightning bolts to devastating effect.

The two-player mode is the perfect head-to-head video game face off and the Battle mode adds something else again. *Mario Kart* addiction is a serious problem: you find you know everyone's little victory jingle; you know all the short cuts; you try to buy a house on Rainbow Road; you don't care – it's sheer class.

"ME AND MY MATE PLAYED IT SO MUCH THE SUPER NES BLEW UP."

Patrick Steele

5. GoldenEye 007

■ N64 ■ 1997 ■ SHOOTER

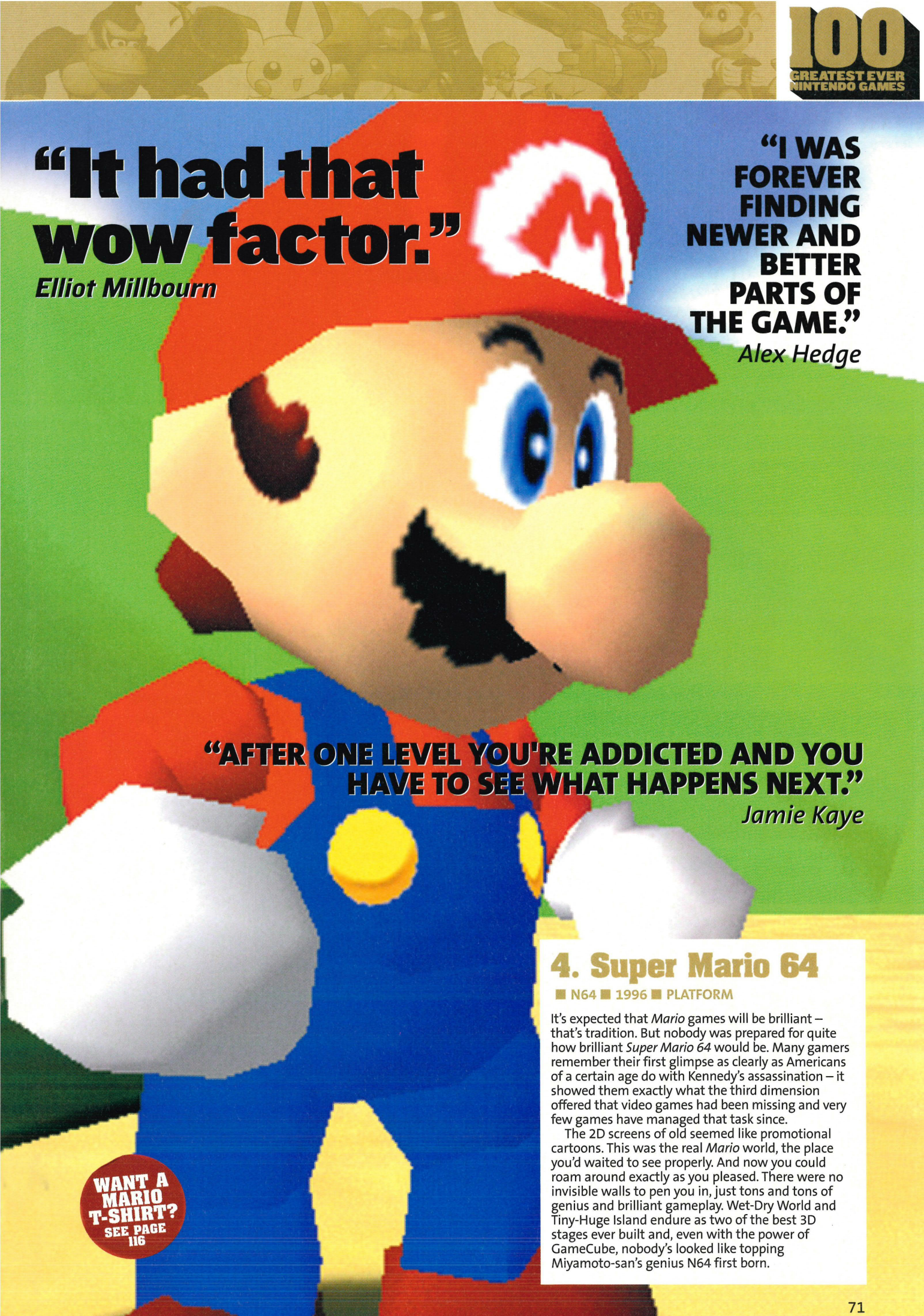
The only game in the top-five not to originate somewhere deep in the bowels of Nintendo Japan. Rare's *Bond* masterpiece was 100 percent made in the UK and set standards for console shooters that have yet to be topped today. The control system made perfect use of the analogue stick and every precise head-shot you lined up was a thrill.

The killing was incredibly violent without having gallons of blood spraying everywhere. Each level felt incredibly realistic and you had to think like a real agent to survive. So much so that you might just find yourself suspiciously eyeing security cameras in real life. The four-player mode is arguably the greatest multiplayer game ever and the guns are just fantastic. A remarkable achievement since the whole thing had to tie into a fairly average *Bond* movie.

"AN AWESOME DEATHMATCH MODE – ESPECIALLY WITH THE RADAR OFF."
Matthew Singleton

"The daddy of all FPSs. It set a new standard in multiplayer and had so much replay value it was unreal."
Michael Cass

"I SPENT MORE TIME AT THE FACILITY THAN AT MY GIRLFRIEND'S HOUSE. WE SPLIT UP. GOOD RIDDANCE."
Jamie Gilchrist



"It had that wow factor."
Elliot Millbourn

"I WAS FOREVER FINDING NEWER AND BETTER PARTS OF THE GAME."
Alex Hedge

"AFTER ONE LEVEL YOU'RE ADDICTED AND YOU HAVE TO SEE WHAT HAPPENS NEXT."
Jamie Kaye

4. Super Mario 64

■ N64 ■ 1996 ■ PLATFORM

It's expected that *Mario* games will be brilliant – that's tradition. But nobody was prepared for quite how brilliant *Super Mario 64* would be. Many gamers remember their first glimpse as clearly as Americans of a certain age do with Kennedy's assassination – it showed them exactly what the third dimension offered that video games had been missing and very few games have managed that task since.

The 2D screens of old seemed like promotional cartoons. This was the real *Mario* world, the place you'd waited to see properly. And now you could roam around exactly as you pleased. There were no invisible walls to pen you in, just tons and tons of genius and brilliant gameplay. Wet-Dry World and Tiny-Huge Island endure as two of the best 3D stages ever built and, even with the power of GameCube, nobody's looked like topping Miyamoto-san's genius N64 first born.

WANT A MARIO T-SHIRT? SEE PAGE 116

"I'VE COMPLETED IT THREE TIMES AND I'M STILL NOT BORED."
Craig Simons

"ONE OF THE MOST TOUCHING GAMES OF ALL TIME."
Nasfisah Rehman

WANT A ZELDA T-SHIRT? SEE PAGE 116

3. Zelda: The Wind Waker

■ GAMECUBE ■ 2003 ■ ADVENTURE

The latest instalment in the *Zelda* series did not disappoint. Whereas *Ocarina* at times plodded and required insane feats of hard-core gaming skill, *The Wind Waker* was judged to perfection.

This wasn't going to be a frustrating game, you'd be guided along on a fabulous quest where everything was positive. Some argued it was too easy, probably before realising the sheer number of sub-quests on offer.

It seems silly now that the first public showing was greeted with howls of derision for the radically different graphical style. Forget any preconceptions about cel-shaded games – this stands as one of the finest looking games ever made. It also plays amazingly and captivates from the opening minutes to the glorious, emotional finale. A modern classic that absolutely cemented the *Zelda* series as the finest video games ever created.

"It was the game that made me get a GameCube – there's something magical about it."

Peter Chiles

"Still playing it more than ten years later. Plus it was where Yoshi was born."

K King Jnr

WANT A MARIO T-SHIRT? SEE PAGE 116

2. Super Mario World

■ SUPER NES ■ 1992 ■ PLATFORM

The first Super NES game most people played would arguably turn out to be the best. Consider the stellar standards set by this launch game and the N64's *Mario* launch game – it's easy to understand people's disappointment with *Luigi's Mansion* and *Super Mario Sunshine* on GameCube.

Mario World perfected the 2D platform game, combining absolutely perfect controls and character momentum with some of the best levels ever designed. We were introduced to Mario's sidekick Yoshi and had to learn to fly with his cape. There were hundreds of secrets to discover and only the hardest of the hard-core beat the game and saw all 96 stages.

Seeing 'YOU ARE A SUPER PLAYER' written high in Coins on Star Road remains one of gaming's greatest visual rewards. The 2002 GBA reissue was dumbed down and featured a horrible floaty Luigi. Play the Super NES version to experience perfection.

"I MADE A FRIEND WHO I HATED JUST SO I COULD PLAY IT ON HIS SUPER NES."

Wesley Hall

WANT A ZELDA T-SHIRT? SEE PAGE 116

1. The Legend of Zelda: Ocarina of Time

■ N64 ■ 1998 ■ ADVENTURE

Six years on, you still rate Link's N64 debut as the finest video game ever created. Never before had such a believable game-world been created. *Mario 64* was glorious, solid and fun to explore, but you felt like you lived in this digital Hyrule for real: day turned to night; marketplaces buzzed with life; there was a beautiful surprise around every corner.

The game itself lived up to the setting. Sword fighting worked brilliantly in 3D, the transitions from young Link to adult Link were unforgettable, the puzzles were brain bending (remember the Water Temple?) and the overall story never let you go.

What's more, Link's fantastic inventory all worked brilliantly in 3D, as you zipped around on the Hook Shot and the Bow and Arrow flipped you into a first-person view so you could perfect your aim. It's a game everyone should experience and remember: the version that came packaged with *The Wind Waker* is an *exact* copy.

"I WAS SO PARALYSED BY ITS GENIUS I HAD TO BE SPOON FED FOR TWO MONTHS."
Richard Angus

"WHEN I COMPLETED IT, I FELT A TEAR ROLLING DOWN MY FACE. *OCARINA* IS AND ALWAYS WILL BE A HIGHLIGHT OF MY LIFE."
Ciaran Alainia

"NINTENDO GOT IT SPOT ON!"
Alexander Wells

"SO MANY MEMORABLE MOMENTS. AN ABSOLUTE MASTERPIECE."
Grant Milliard

"It's the epitome of greatness. It has everything you could want from a game."

Glenn Latham

"AS SOON AS IT STARTED, I WAS SPELLBOUND."
Sheila Strong

"FANTASTIC GRAPHICS AND CHALLENGING TASKS."
Ross Morpeth

"THERE'S A HUGE SENSE OF ACHIEVEMENT WHEN YOU COMPLETE IT."
Mike Varney

"GROUND-BREAKING, MAGICAL AND A PLEASURE TO BE PART OF."
Kevin Allan

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Scores and Awards

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

TURKEY OF THE MONTH

Turkey of the Month
We know you're mad about Nintendo so when you see this just think it's as bad as *Clayfighters 33 1/3* and *Universal Studios*.

GAME OF THE MONTH

Game of the Month
We'll be awarding this title each issue to the best game regardless of whether it's on GameCube or Game Boy Advance.

P78

WWE Wrestlemania XIX

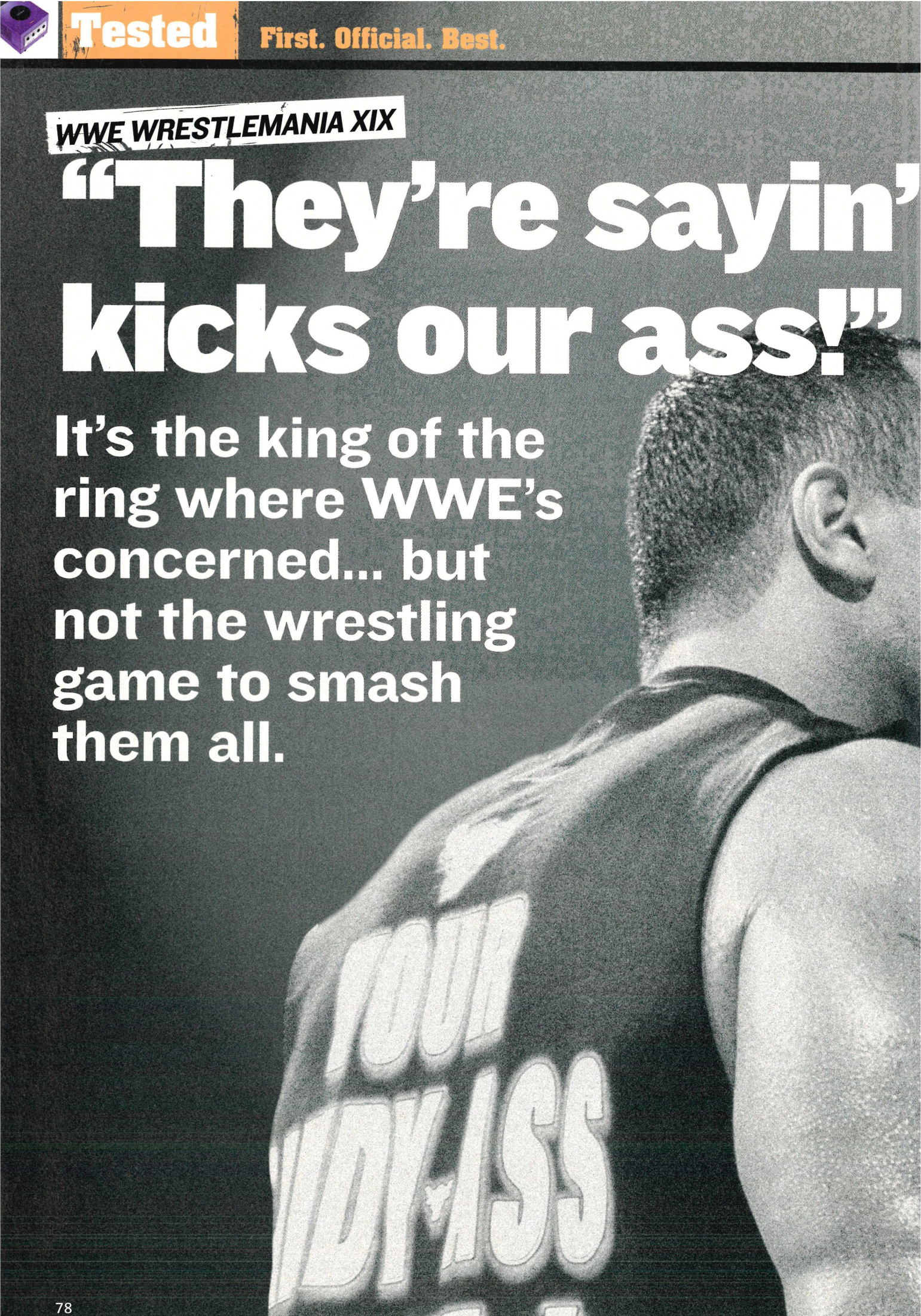
'Arrgh! We're surely better than Def Jam!' Or are they?

P.N.03
Blasts on to GameCube
P82

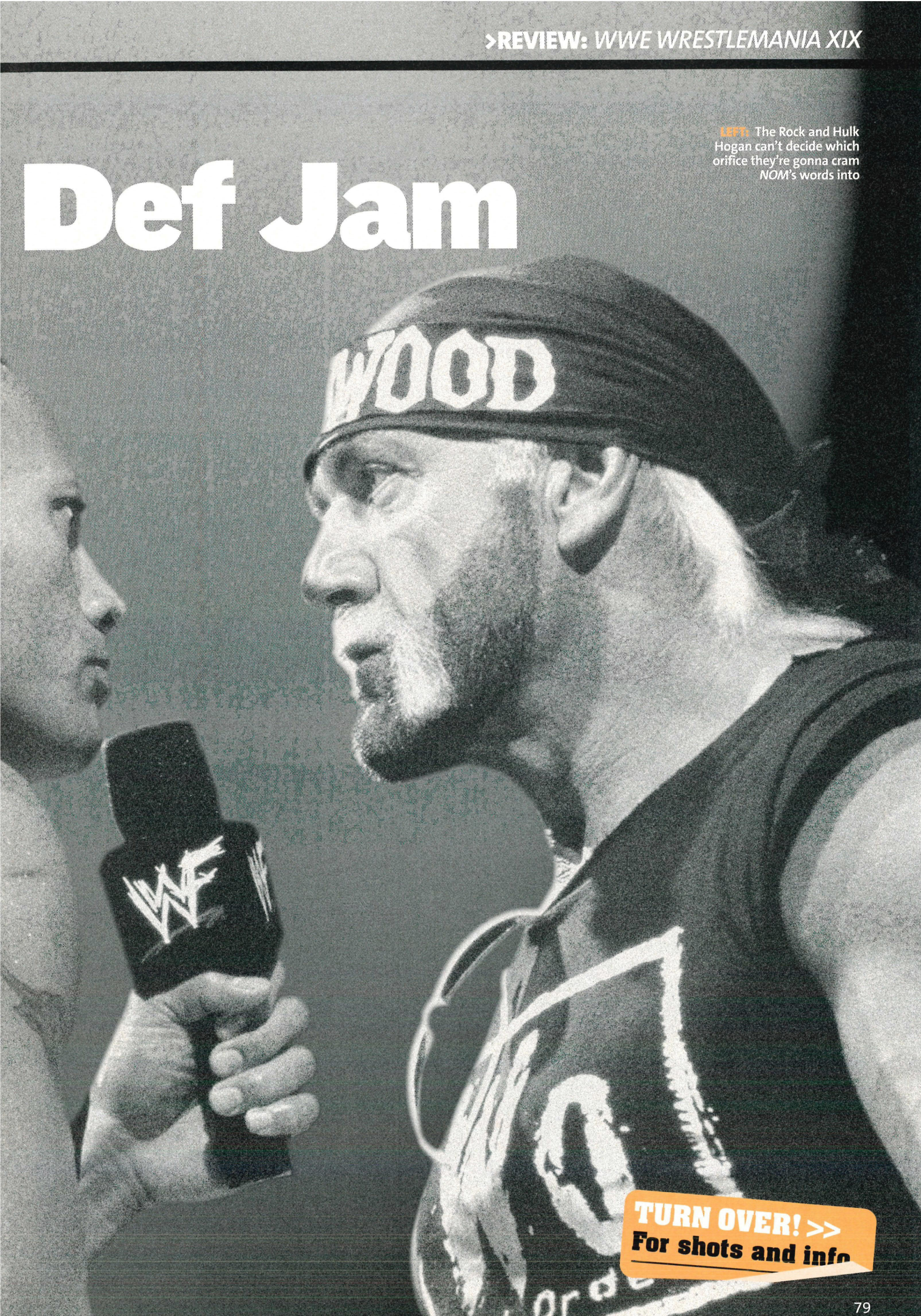
WWE WRESTLEMANIA XIX

"They're sayin' kicks our ass!"

It's the king of the ring where WWE's concerned... but not the wrestling game to smash them all.



Def Jam



LEFT: The Rock and Hulk Hogan can't decide which orifice they're gonna cram *NOM*'s words into

TURN OVER! >>
For shots and info

GAME INFO **Price:** £39.99 **Publisher:** THQ **Website:** www.thq.co.uk **Players:** 1-4 **Memory:** 20 blocks

All praise the wrestling god! There he/she was, sitting on a cloud strumming a harp when prayers from GameCube owners arrived from Earth. 'Please let there be blood in *XIX*' came the cries and he listened. 'Don't let THQ bugger it up like the last one'. The wrestling god was curious. Where was the blood they craved and why was *X8* so crap? Surely GameCube's second next-generation WWE title wasn't going to be another dog? Thankfully your prayers have been answered.

Sept 26th

While it's not quite the claret fest we saw in brutal bruiser *UFC*, at least the red stuff is in there. Within 30 minutes' play of the latest WWE jamboree Triple H's forehead was spurting blood from a head wound after a ladder in the face. Justice has already been done.

But has THQ listened to anything GameCube owners have said about how awful *Wrestlemania X8* was? Well there's no ringside commentary because of the prolonged wrestler entrances, or so we're told – so the only atmosphere is the sound of wrestlers being dropped on sweat-stained canvas or your opponent getting bollocked from the flat-sprite crowd (there's no *NHL Hitz*-style crowd here). But the entrances are authentic; The Undertaker on his Harley, Hogan dressed in his feather boa and the music fits the correct superstar, unlike some in *X8*.

Fights now have an extra dimension thanks to new counter moves, but actually pulling them off requires split-second timing. Getting it right is bloody frustrating as L or R button icons appear above your wrestler just as you're about to be hit, but once perfected you'll find yourself countering grapples and other moves to win bouts.

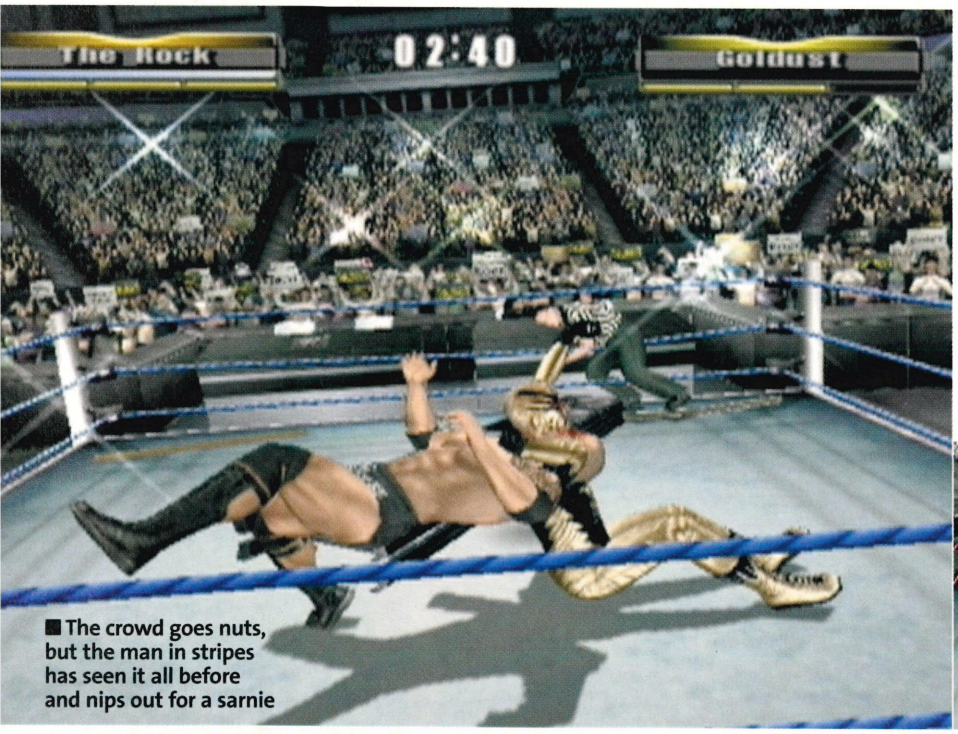
If there was a games Oscar for the range of options in one game, then *XIX* would surely get the nod – it's exceptional. There are over 40 of WWE's finest backstage, including fan-favourites Triple H, Brock Lesnar and The Undertaker. Body models have been given a makeover, too, so the likes of The Rock are extremely close to the real thing, Goldberg's been vastly improved and Al Snow looks and sounds wicked in his role as the tutorial instructor.

As for match-ups it's everything you'd expect from King of the Ring to Ladder and Tag Team. You can even set up a grudge match in the actual Wrestlemania XIX arena, among others, which is all good by us.

"Story mode is a blatant *Tony Hawk's* rip-off. No points for originality there."

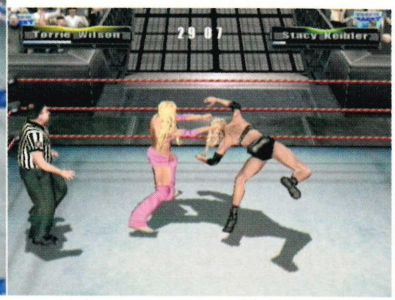
You know the single and multiplayer modes by now, but what's new is Revenge mode. This extensive Story mode has a variety of areas and objectives to beat in set time limits as you fight your way back to the big time, beating up security guards in shopping centres, preventing construction workers building an arena and other such madness. It's fun as you eventually get to fight Vince McMahon, but it's a blatant *Tony Hawk's* rip-off with its objective-led missions, so no points for originality there.

But *Wrestlemania XIX* is tons better than *X8* and the best-forgotten *Legends of Wrestling* games. It's very authentic thanks to the thought that's gone into its presentation and fans have at last got a WWE sim to be proud of. Had a little more thought been put into Revenge mode it would have been a classic; instead they just pinched a game mode from the Hawkster. ***Tim Street***

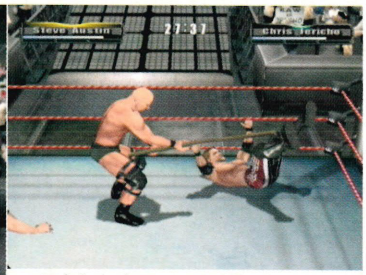


■ The crowd goes nuts, but the man in stripes has seen it all before and nips out for a sarnie

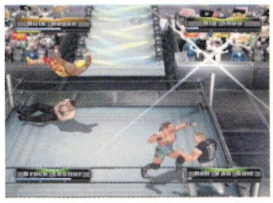
■ Brock Lesnar's javelin technique – unorthodox

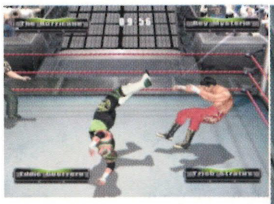


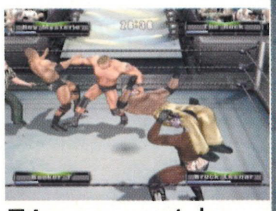
■ The tubby ref positions himself for a perfect view of Torrie's moves. That's what they call being professional, kids...



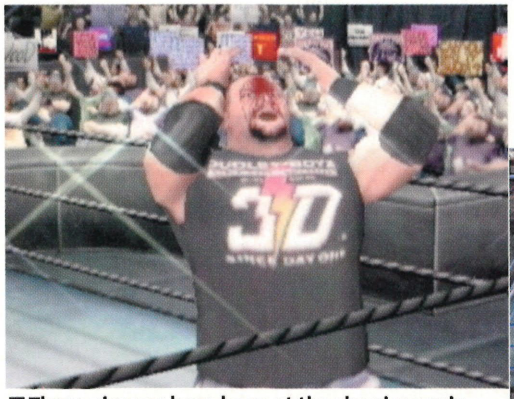
■ (above) Stone Cold's cheap knob gags are too much for Chris Jericho, while The Rock adjusts the WWE Christmas decorations (left)







■ Any more sweaty bare flesh and we'll be sick...



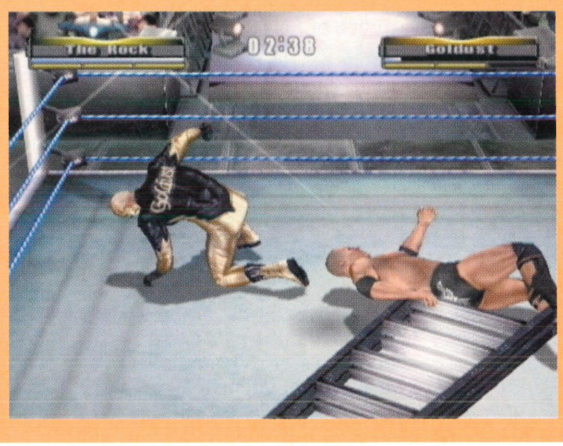
■ Those pigeons have been at the cherries again...

■ Above: a security officer and worker exhibit the typical reaction to being hugged by a half-naked man

A whole new world of pain

New location specific damage will delight sadists everywhere

■ Of all of *XIX*'s new additions, location specific damage is the best. Target your attacks on an arm and you can inflict so much pain that they'll lose the ability to fight with that limb for the rest of the bout; smash up your opponent's leg and their face will contort with pain when they go to kick you. It could have died on its ass, but it works a treat, adding tactics to each fight.



So, should you buy it?

Yes if...

You've craved more WWE like a fly loves turd – it's the best, for another year at least.

No if...

You think WWE is just a panto starring big fellas in ladies' pants. You just won't get it.

You'll love it if you like...

WWF No Mercy and hate *X8* and *LoW*. WWE's not been this good since the days of N64.

GRAPHICS 9

Reworked character models and slicker animation makes this look sweet.

SOUND 6

The intros are spot on, but there's no commentary from Ross and Lawler.

GAMEPLAY 8

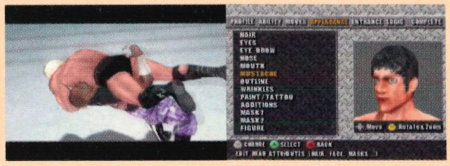
It's fast and furious, but you'll need ninja reactions to master counter attacks.

LIFE SPAN 25 HOURS

And that's just playing Revenge mode. WWE fans will be on it for months more.

VERDICT

> WWE is back with more of a bang than we expected. The gameplay is mental and the inclusion of a long-term Revenge mode will appeal to hardcore fans. But the lack of brand-new options means it's no classic.



BEST BIT: The multi-angle replays of your most punishing moves.

WORST BIT: Create A Wrestler. Can't we have a mode that's totally new?

SECOND OPINION

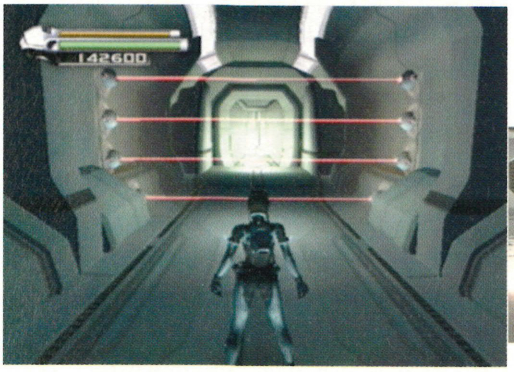
> I'm not a fan of wrestling games, but the location clashes are cool and with even more modes than in *WWE X8* this won't disappoint wrestling fans. *Mike Jackson*

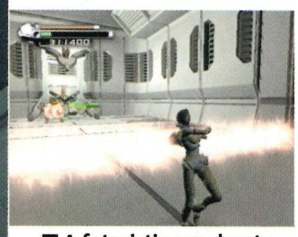
***NOM*'S RATING 87%**

GAME INFO **Price:** £39.99 **Publisher:** Capcom **Website:** www.capcom-euro.com **Players:** 1

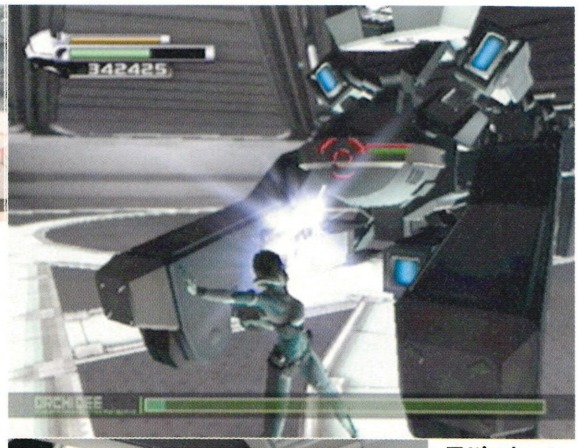
■ Lasers – they buzz loud

■ But can it handle stairs?





■ A futuristic sea shanty



■ It's about to die, but so is she by the looks of it

■ Vanessa turns her back on this tragic game

P.N.03

Machigaemashita gomennasai. That's Japanese for 'that was a mistake, sorry'. Just so you know when Capcom admit it...

There they were, the sexy 'Capcom Five' silhouetted on the gaming horizon. They got closer. We saw *Viewtiful Joe* promise cartoon brilliance, the chilling *Resident Evil 4* movies, *Dead Phoenix* and its plasma apocalypse. *Killer 7* looked killer. *P.N.03* looked stylish. What a bunch of honeys.

Now *P.N.03* is here. From a distance, she looked quite attractive. But what's that? A wart? Ugh! A moustache as well! What was supposed to be Cameron Diaz has turned out to be a right old minger.

Aug 29th

Okay, it looks good, it really does. Vanessa T. Schneider is like a fit and futuristic Lara Croft and her laser fire lights up the gleaming metallic interiors. The boss characters are genuinely menacing and the soundtrack is pumping throughout – even Vanessa can't resist having a little jig along to the beats.

The problem is the gameplay. It's more repetitive and annoying than listening to an elderly relative bleat about how she hardly sees you anymore. (it's because you smell funny, grandma). It works like this. You spot an enemy and automatically lock-on. You mash fire for a while. You dodge sideways as it returns fire. You mash fire again. It dies. It's the same pattern to progress through every corridor and they send you to sleep with their uniform white futurishness.

Listening to the noise the pad makes while someone plays *P.N.03* bears this out. A series of quiet taps as A is pummelled, then a couple more bassy mashes as the shoulder buttons are abused. You know how you put a CD on when you're playing a good game? Your brain gets tuned in to the action and before you know it the CD is about eight tracks further on than you thought? Well, try listening to some tunes while you play this and you'll hear every note; here, the comfortable repetitive thrash of *P.N.03* becomes the background activity.

"What was supposed to be Cameron Diaz has turned out to be a right old minger."

Vanessa can flip and roll like a gymnast, but that's just a smoke screen. She actually isn't very agile at all: instead of back-pedalling, she does little backwards pirouettes that look stupid: she can't shoot while she runs; and she can blast beams out of both hands, but not at the same time. This is a girl who's supposed to *kill people for a living*. It just looks like a ballerina who's somehow got lost on the set of the new *Star Wars* movie.

Between missions you can buy new suits, but the gameplay doesn't change: you get a suit that lets you shoot harder at the expense of defensive power; you can buy in more special attacks that are clumsily actioned through the D-pad like you're playing *Street Fighter II*; you can buy more continues, but as long as you stave off the boredom of shooting and dodging you won't need them. ***Dean Scott***

The united colours of *P.N.03*

It's like looking through a paint brochure. But only on the 'whites' pages

■ Level one: Bleak Future White!

■ Level six: Slightly More Spangly White!

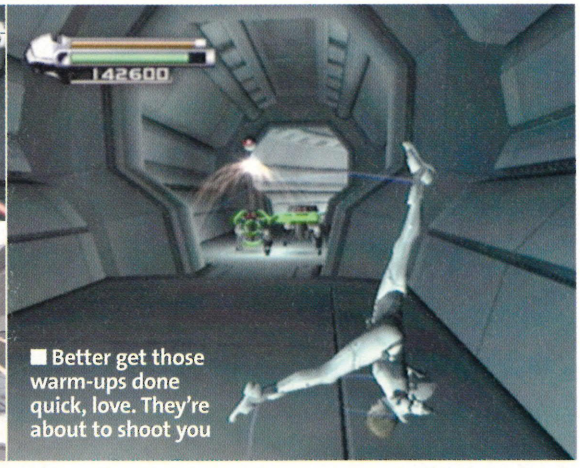
■ Level seven: Sort Of A Bit Green White!

■ Level eleven: If I See Any More White I'll Die!

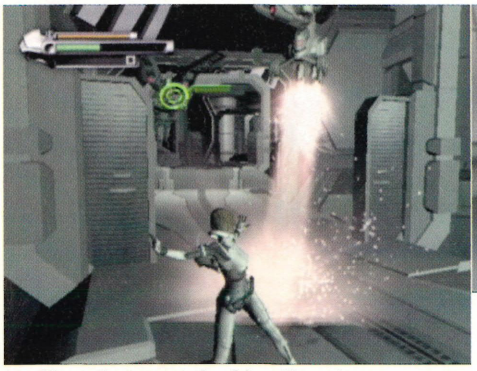
When developers lie...

A big gun?! We see no gun.

■ So there's the lovely Vanessa. And she's holding a gun. What?! A GUN?! We don't know what happened between this early screenshot and the final game, but in the version we played she shoots plasma out of her hands. We reckon they just got drunk...



■ Better get those warm-ups done quick, love. They're about to shoot you



■ Killer robots: not the friendliest, it seems

■ Beautiful, but ultimately pointless

■ Well, at least it's not bloody white again. Praise the lord!

So, should you buy it?

Yes if...

You have trouble sleeping and want to be bored into a coma by endless white corridors.

No if...

You have even the minutest iota of sense. Forget it's Capcom – it's space junk.

You'll love it if you like...

Posh Spice videos – mainly the futuristic one. This has about the same amount of gameplay.

GRAPHICS 8

Good animation, great boss designs. The interiors are cool, but too similar.

SOUND 8

Urgent background music and menacingly shrill giant laser noises.

GAMEPLAY 4

It doesn't change. It's all the same. It's boring, boring, boring.

LIFE SPAN 6 HOURS

That's real time. Your game clock will likely only read three hours at most.

VERDICT

> *P.N.03* is all style and no substance. Design-wise it's great, but all the prancing around and shooting never gets interesting. We already know *Viewtiful Joe* is far better, so this goes down as a serious false start.

BEST BIT: The giant white beam lasers that kill you instantly. Bzzt!

WORST BIT: The abrupt ending is a bit of a farce. Lower your expectations.

SECOND OPINION

> I suspected that Dean had made a mistake, but then I had a go – it's all button bashing. It's very dull and, despite the gymnastics, Vanessa is awkward to control. *Mike Jackson*

NOM'S RATING 56%

"No! Like this!"

The page where you get to be developers.

What's your verdict?

Zelda: The Wind Waker

The story wasn't as deep or as epic as *Ocarina of Time* and the final battle just made me laugh (the fight against Ganon in *Ocarina of Time* brought a tear to my eye). *Ocarina* was a real test of skill – I didn't die once in *The Wind Waker*.
Adam Esat, London

I would've liked to see more dungeons, giving the game more of a life span and the epic feel that *Ocarina of Time* had.
Adam Swaisland, Colchester

While there are many side-quests, the main game is too short. I would've liked to have seen more dungeons to keep me occupied. Also they made the game too easy.
Ash Boyd, Kidderminster

The sailing was one of the most tedious things I have done in any game I've played. You almost had to stop and change the direction of the wind every time you wanted to go around an island!
Alex Reilly, Warrington

"After eight months of waiting *Hitman 2* is pathetic. It stutters with such average graphics."
Will Haven, London

■ *Metroid Prime*
There should have been more narrative. I'm not talking *MGS2*-style three-a-minute cut-scenes, just a sprinkling of speeches made by Samus would have done.
Sam Williamson, North Devon

■ *Tom Clancy's Splinter Cell*
The lighting effects give the game a great feel, but this is let down by the poor camera angles, which could do with some improvement for the sequel. They could also improve the training part of the game to include shooting.
Oliver Lambert, London

Burnout 2

There should be far more cars that are good. Let's face it most gamers only use about five cars from the whole line-up as most of them are useless. At least in *F-Zero X* all 30 rocket ships have different attributes.
Will Haven, London

Burnout 2 is fast, but it could do with more tuning options and ways to customise your car, like making a totally new colour scheme.
Philip Peacock, Dundee

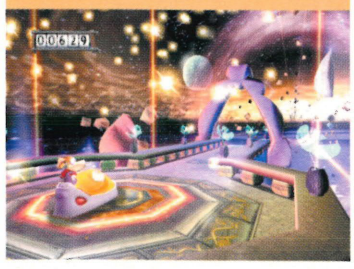
I can't believe how short *Burnout 2* is – it should have been called *Burn Hour 2*, 'cos that's about as long as it takes anyone with skills to finish the thing. Next time we need more options, cars and tracks.
Peter Cheeseman, Gwent

I'd have liked to see some stunts in *Burnout 2*. It would've been really cool to try leaping canyons and buses in a mini-game – not just catching air over bumps in the road.
Nathan Hale, Bristol

■ *Wario World*
It's fun, but somewhat lightweight. I'm all for an easy ride, but it's not the same if the length isn't there. Eight main levels plus a few secret bits – that's four days play at most. *The Wind Waker* showed us that even a short game can have plenty to do on the side.
Phil Smart, Leicestershire

■ *Big Mutha Truckers*
BMT needed more non-driving mini-games – like one where you have to spit at a target.
Jason Lee, Cornwall

"Listen up Ubi Soft, *Rayman 3* should've had a much stronger story line. Most of the time you don't know what's going on!"
Chris Drake, Hemel Hempstead



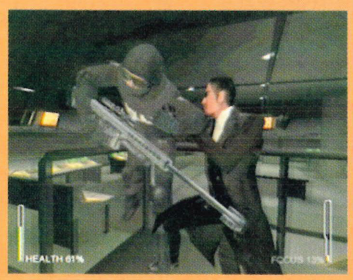
Enter the Matrix

Rule 1 of tie-ins: include the main character, fool!

■ It's not so bad, but this is *The Matrix*! After seeing a 100-man fight in the film, a slow-motion cartwheel is boring. Who wants to be Niobe or Ghost anyway? The rooms seemed all the same and it was full of bugs.
Atif Ishaq, High Wycombe

■ *Enter The Matrix* would have been loads better if each section lasted a bit longer than just the two minutes of running followed by a load screen and then another five minutes running. Surely with such a great film license tons more could have been done!
Lee Hobbs, Reading

■ What this game needs is more variety and serious work on the graphics. And what about a multiplayer mode? Battling tons of Agent Smiths as Neo would have been awesome and provided a lot more value for money.
Steve Platt, London



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R Kelly - Ignition	112674
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Busta Rhymes-What You Want	117255
Blazin' Squad - Just Be Dreamin'	120900
OC Scene - I Just Need Myself	121406
Paul Van Dyk - Nothing But You	120500
Ashanti - Rock Wit U	120019
Marie Presley - Lights Out	121407
Jennifer Ellison - I Don't Care	120515
Amy Studt - Misfit	120221
Sinead Quinn - What You Need	121408
Christina Aguilera - Fighter	118082

TOP SELLERS

50 Cent - In Da Club	111140
Make Luv - Room 5	112589
Phoenix Nights - Theme	107872
Celtic - Fields Of Athenry	108273
Eye Of The Tiger - Theme	108299
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RAP

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FOOTBALL

If You Know Your History	120601
The Liquidator	120616
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Liverpool – Never Walk Alone	107041
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S'hampton – When the Saints	116256
S'land – Daydream Beliver	108938
West Brom – The Lord is My	110952
West Ham- Forever Blowing	110852

DANCE

Clint Eastwood- Gorillaz	107759
DJ Sammy- Heaven	107808
Insomnia Faithless	107019
Lasgo- Something	107864
Less Conversation- Elvis	107034
Logical Song- Scooter	107043
Nessaja - Scooter	107001
Puretone- Addicted To Bass	108248
Safri Duo- Played Alive	108367
Shooting Star- Flip Fill	107054

THEMES

Austin Powers	107793
Axel F- Beverly Hills Cop	108195
Great Escape	107003
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Mis-teeq - Can't Get It back	120359
DJ Chucky - Wings of Love	116215
D Goodrem - Lost Without You	116243
Busta Rhymes - What You Want	116187
Blazin' Squad - Just Be Dreamin'	120390
OC Scene - I Just Need Myself	121404
Paul Van Dyk - Nothing But You	121405
Ashanti - Rock Wit U	116925
Marie Presley - Lights Out	110540
Jennifer Ellison - I Don't Care	116203
Amy Studt - Misfit	116906
Sinead Quinn - What You Need	120312
Christina Aguilera - Fighter	116897

New Releases

Fight Test - Flaming Lips	120814
Headz Up - Nappy Roots	120816
Love at First Sight - Mary J Blige	120820
Low - Foo Fighters	120821
Roun' The Globe - Nappy Roots	120824
Street Dreams - Nash	120827
Hold Us Down - Christ Aguilera	120835
Sorry - Justine Guarini	120880
Westside - Athlete	120886
Into You - Fabulous Feat Ashanti	120838
As One - Jay Z	120810
Business - Eminem	120834
Sabotage - Beastie Boys	120825
Heaven Mix - DJ Sammy	120542
The Snow- Audio Bullys	120548
How Did You Know- K Mantronik	120563
Interlude - Busted	120527
Love Bomb - Girls Aloud	120532
Mars Attack - Girls Aloud	120533
Melt - Melanie C	120534
Naked Pictures - Electric Six	120535
Nuclear War - Electric Six	120536
Entertain You - Robbie Williams	120543
Book Of Rhymes - Nas	120538
Shiny Happy People - REM	120545
We Will Rock You - Queen	120555
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Top Sellers

In Da Club - 50 Cent	110993
James Bond Theme	100016
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Eye Of The Tiger - Rocky Theme	100687
Celtic -Fields Of Athanray	100381
Ignition - R Kelly	116955
The Simpsons Theme	102191
Great Escape Theme	100382
Make Luv - Room 5	111639
You Said No - Busted	112640
Knight Rider Theme	100131
Sweet Child - Guns N Roses	101084
Loneliness - Tomcraft	112714
All I Have - Jennifer Lopez	110313
A Team - Tv Theme	100682
Italian Job - Film Theme	100691
Halloween - Theme	100048
Dambusters March - Film Theme	100703
Flower Of Scotland - Anthem	100799
Gon Give It To Ya - Dmx	110338
Jackass Theme	102708
Boys Of Summer - Dj Sammy	110321
Move Your Feet - Junior Senior	110619
Beautiful - Snoop Dogg	110318

Boy Bands

Westlife - Tonight	110582
Love On The Line - Blazin Squad	108003
The Hardest Word - Blue	108012
Unbreakable - Westlife	102743
Get Down - Back Street Boys	100041
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Rock

Sweet Child O Mine-Guns N Roses	101084
Letters To You - Finch	112713
Homesick - The Vines	112699
Faint - Linkin Park	112692
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Recent Hits

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Blur - Out of Time	115729
Junior Senior - Move Your Feet	110619
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Zombienation - Kernkraft 400	100327
Feel The Beat - Darude	100337
Silence - Delerium	100338
Stutter - Joe Feat Mystikal	100409
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American Dream - Jakatta	100413
Pop Ya Collar - Usher	100391
Played A Live - Safri Duo	100396
King Of Castle - Wamdue Project	100245
Right Here - Fatboy Slim	100276
Tocas Miracle - Fragma	100302
Thong Song- Sisqo	100303
Too Fast - Artful Dodger	100304
Better Of Alone - Alice Deejay	100192
Blue - Eiffel 65	100193
Something - Lasgo	101019
Out Of My Head - Kylie Minogue	100974
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Lazy - X Press Feat David Byrne	101729
True Love Never Dies - Flip n Fill	101709
Addicted To Bass - Puretone	101576
Star Guitar - Chemical Brothers	101617
U Girls Look So Sexy - Nush	102676
Nessaja - Scooter	102651

Football

Aston Villa – My Old Man	110617
Blackburn – Wild Rover	100803
Bolton – Run Run	111004
Cardiff – Men of Harlech	101742
Celtic – Fields of A'Ray	100381
England – Great Escape	100382
Fulham – Al Fayed	111003
Leeds –Marching on 2gether	100375
Liverpool Nvr Walk Alone	100379
Man City – Blue Moon	100489
Man U/Spurs – Glory, Glory	100493
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Movie Themes

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Italian Job	100691
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Hot R N B

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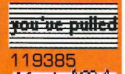

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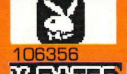
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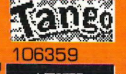

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Game Boy

PREVIEWS

p88 *Super Mario Bros. 3: Super Mario Advance 4*
p92 *Mother 1+2*

REVIEWS

p94 *Golden Sun: The Lost Age*
p96 *Kirby: Nightmare in Dream Land*
p97 *Jet Set Radio*
p98 *The Lost Vikings*

p98 *Rock N' Roll Racing*
p98 *Rugrats Go Wild!*
p99 *Disney Princess*
p99 *Monster Truck Madness*
p99 *Bionicle*

Golden Sun: The Lost Age

p94

Witness the triumphant return of a Nintendo legend

Scores and Awards

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

TURKEY OF THE MONTH

Turkey of the Month
We know you're mad about Nintendo, so when you see this award just think it's as bad as *Clayfighters 33 1/3* or *Universal Studios*.

GAME OF THE MONTH

Game of the Month
We'll be awarding this title each issue to the best game regardless of whether it's on GameCube or Game Boy Advance.

SUPER MARIO BROS. 3: SUPER MARIO ADVANCE 4

Super Mario flies again!

Four Mario games in 2½ years! That's a lot of mushrooms and enough profit for an all-new Mario platformer!

You don't need to be told that Ferraris are fast cars. You don't need some clever dick to let you know that a bear's toilet is in the woods. And seeing as you're reading this magazine you don't need us to tell you that another Mario game coming to Game Boy Advance is a good thing.

Super Mario Bros. 3 was anticipated like nothing before. And Nintendo delivered. *Mario Bros. 3* gave you more moves, more enemies and more fantastic costumes, and it comes across brilliantly on GBA with the vivid levels and tight controls combining to give you a Mario game that's lost none of its magic. It still puts modern platformers to shame.

As usual that strumpet, Peach, has been kidnapped by the scaly green fiend, Bowser, and now you've got to rescue her. That means eight worlds made from clouds, water, desert sands and slippery ice that combine to provide you with level upon level of excruciatingly tricky and hugely addictive platform fun.

It's a shame that this is being released after *Mario Advance 2* as the levels seem much shorter. You have to consider that this was originally a NES title with all the constraints of the cartridge capacity of the time. But small as they are, every level is a test of skill and mental endurance as you'll be pulling your hair out after falling down a chasm or landing on a Koopa for the umpteenth time. You'll try again though – it's a Mario game.

Another stroke of genius are the boss battles. Instead of working your way through a booby-trapped castle (that's relegated to the mini-bosses) you have to hop on board a

"Super Mario Advance 4 is everything you'd expect – and that's just the way we like it."

Bigger. Better. Smarter.

vast, floating pirate ship packed with cannons and Bullet Bills. Timing and patience are the key in getting to the game's harder bosses.

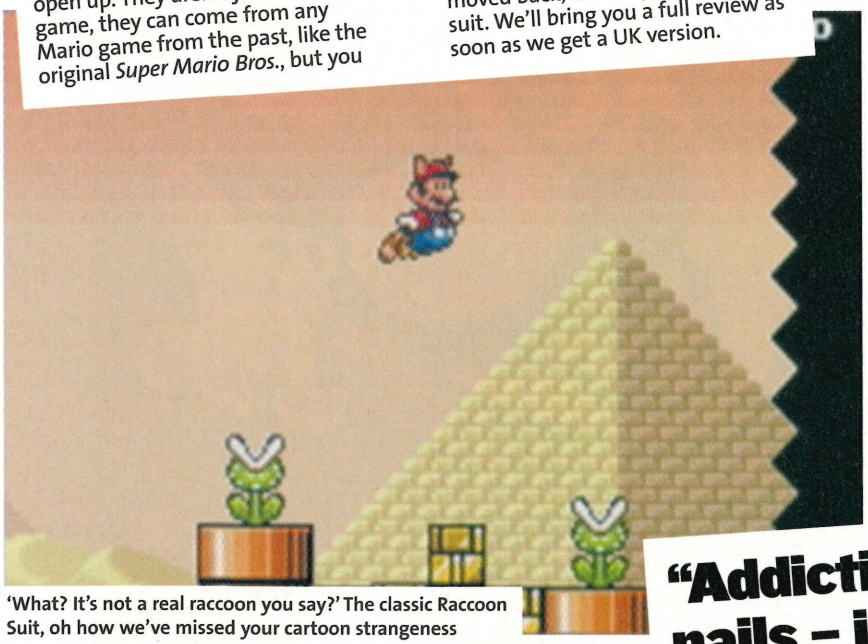
Where previous *Mario Advance* games only had *Mario Bros.* multiplayer, at least no.4 has something extra. Nintendo has now added e-Reader functionality. The basic cards add items to your inventory – like something as simple as the Frog Suit. You can swipe this card in as many times as you like although this smells like cheating to us. One of the cooler cards will be of help to any gaming lepers out there as it uploads a demo of a good gamer (like one of us) completing a tough section. But the best bonuses are the extra levels that the cards open up. They aren't just from this game, they can come from any Mario game from the past, like the original *Super Mario Bros.*, but you get to use the Mario from *Mario Bros. 3*, including all his power-ups.

Super Mario Advance 4 is everything you'd expect – and that's just the way we like it. Mario games are famous for being addictive, fun and hard as nails, and this certainly isn't going to disappoint. It would have been nice to see some alterations to the two-player games – *Mario Bros.* is getting seriously boring, Nintendo!

As for the e-Reader functions, we'll have to wait and see if they make it onto the European release. It sounds a bit like another ploy to rob people of their money, but if Nintendo can come through with some unique mini-games or bonus levels then it may be worth the extra cash. What's more, the American release date has been moved back, so Europe may follow suit. We'll bring you a full review as soon as we get a UK version.

Back in 1991, no-one could have predicted they'd make a *Super Mario Bros.* movie, or how bad it'd be

Mario cowers behind a big stone face – it's been ten long years in video games and nothing has changed



'What? It's not a real raccoon you say?' The classic Raccoon Suit, oh how we've missed your cartoon strangeness

"Addictive, fun and hard as nails – just as it should be."

Pret-A-Plumber

The greatest gaming ability ever created is Mario's skill of changing powers simply by swapping outfits. In *Super Mario Advance 4* this is taken to extremes with a veritable wardrobe full of new costumes. Here's a look at four of the best...

Raccoon Suit

A bit of a cheat's power-up this one. The Raccoon Suit gives Mario the ability to fly through the air, just like a real raccoon, and to attack enemies with his bushy new tail, again, just like the real deal. Just pick up the Raccoon Leaf and these realistic abilities are all yours.

Hammer Bros. Suit

Tough to get hold of, but worth it, this gives Mario the power of the Hammer Bros. He'll throw on a tin hat and a black shell, which he can hide beneath to escape fireballs. He can also lob hammers at any evil Koopas.

Tanuki Suit

Raccoon Suit doesn't make things easy enough for you, huh? How about donning this all-in-one outfit and getting all of the Raccoon Suit abilities *and* the power to turn yourself into an invincible stone statue for a few seconds. Honestly, they might as well finish the game for you.

Frog Suit

A full body suit that comes complete with frog eyes sticking out of the top, this suit gives Mario the ability to have total underwater control, thus making sub-aqua exploration much easier. It also makes him hop around, which is pure genius.

If you don't know what that small blue thing is by now there's no hope for you

It's great to replay *Super Mario Bros. 3* in its remade form, and to see *Mario Bros...* again... yawn...

Essentials

The developer is... Nintendo
They've done... *Yoshi's Island: Super Mario Advance 3* (issue 123, 94%), *Super Mario World: Super Mario Advance 2* (issue 115, 93%), *Super Mario Advance* (issue 106, 91%)
Multiplayer is for... two players
Connectivity is... non-existent with GameCube, but hopefully it will have e-Reader extras.
The publisher is... Nintendo
It's out in... November... we hope
We'll be reviewing it in... two issues' time (hopefully)

Predicted score
There's little room for improvement and it's still as good now as it always was.

NOM Predicts **80%+**

Trust me, I've played it

Hands up, I hadn't properly finished *Mario World* until we went out to E3. But then someone handed me *Mario Advance 2* and I've been out of control waiting for this Japanese copy of *Mario Advance 4* to land. For two days I was glued to my desk, lost in the Mushroom Kingdom.

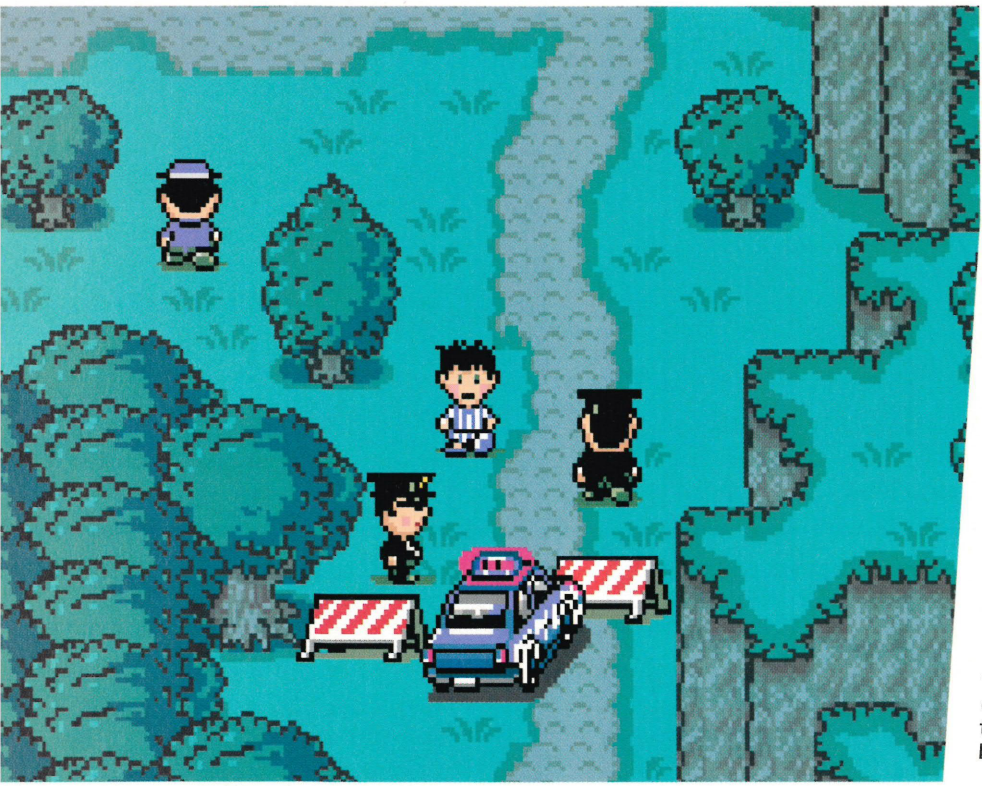
■ **Is it a faithful conversion of the NES classic, or has it been reworked?**
Not exactly. As you can see from the screens it looks nothing like a NES game. That's because it's based on the Super NES version of *Mario Bros. 3* that was found on the *Super Mario All Stars* cart. And as it's now on GBA it means that the sound has been given an update and old Mario has been given a voice, unfortunately.

■ **Is it going to be the best *Mario Advance* game, then?**
It depends on how you look at it, really. *Mario Advance 2* has much bigger levels and, at the moment, slightly better controls. *Yoshi's Island* is also a game of absolute genius, though and one GBA remake that rules. Remember though that *Super Mario Bros. 3* pioneered the kind of genius power-ups that the next two games would've been rubbish without. In my opinion it won't be the best Mario game on Game Boy Advance, but it's still essential, if only as a classic slice of gaming history.

■ **Mario gets to wear some pretty wacky outfits. What's the best suit?**
There's a division in the office about this. Dean is adamant that the Frog Suit is the clear winner; because it allows you to hop. Mike's going for the Tanuki Suit and I have to admit that the stone statue is cool. But my favourite is the ordinary Raccoon Suit, because I love the little ears sticking out of Mario's cap.

■ **What's the best moment in the whole game?**
There are so many, but for me it's got to be getting to the Boss castles and crossing the pirate ships. They are a true test of skill, especially in the later worlds where there are flame-spitting cannons, Bullet Bills and massive cannon balls flying all over the screen, just to make your job extra tough.

■ **And what's the worst moment in the game?**
To be honest, it's *Mario Bros.* Come on Nintendo, we deserve better than that. This is the fourth Mario game on Game Boy Advance and we're still getting the same old spruced-up Game & Watch title that went down with the Ark. How about some time challenges to unlock bonus levels or coin-collecting missions? Pretty please, Nintendo?



The classic NES RPG *Mother* was only ever released in Japan and its sequel *Mother 2*, or *Earthbound* as it was known in the US, never made it to Europe either. So why should you even care? Well, the truly hardcore among you voted this #57 in out 100 greatest-ever Nintendo games list.

How about the fact that these are two of the finest RPGs never to make it across the various ponds? Well, you might be getting the chance to get your filthy paws on these cracking adventures – and only paying for one. But only if Nintendo is feeling nice.

While you may not know the game, any *Super Smash Bros. Melee* fan will be familiar with the main character, Ness: the little chap with the hooped shirt and red baseball cap. This is where he came from. But what are these mysterious games about and should you get excited? Read on and find out, or don't read on and don't find – the choice is yours.

Still here? Okay, *Mother* has the most bizarre opening sequence ever. Ness walks out of his bedroom only to be attacked by a table lamp. After defeating the possessed electrical device he heads to his sister's room to find her terrified by an evil doll. Downstairs, mum is barricading the doors and praying that her husband comes home sharpish and saves the family. The whole town appears to be under some strange spell where the adults are being kidnapped, leaving the children terrified. Ness has to be strong, face the danger and round up enough kids with the courage to save the world using his PSI powers.

As it's from the NES it looks rubbish – graphics aren't everything, though, and be warned, this is a step back through time to an era when good playability was essential.

As far as gameplay goes, the usual RPG elements apply. You can check items, speak to people, eat stuff, give items to people and drop things you don't want. Battles occur randomly and are pretty frequent, so prepare to fight everything from snakes to crazed hippies. Luckily there's an Auto function in the battle menu so you don't have to fanny about with moves and such.

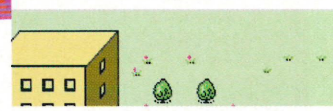
Mother 2, or *Earthbound*, looks much more like a GBA game – it was released on the Super NES in the mid-90s. This time a meteor has hit town bringing with it a strange alien force, but none of the adults seem to care so you need to go off with your mates and save the world.

The aliens have landed

... and nobody even cares. Take control and save the world as *Mother* heads to the GBA.

Freaky, man! One look at this you know it's been created by some caffine-overdosed Japanese programming prisoner

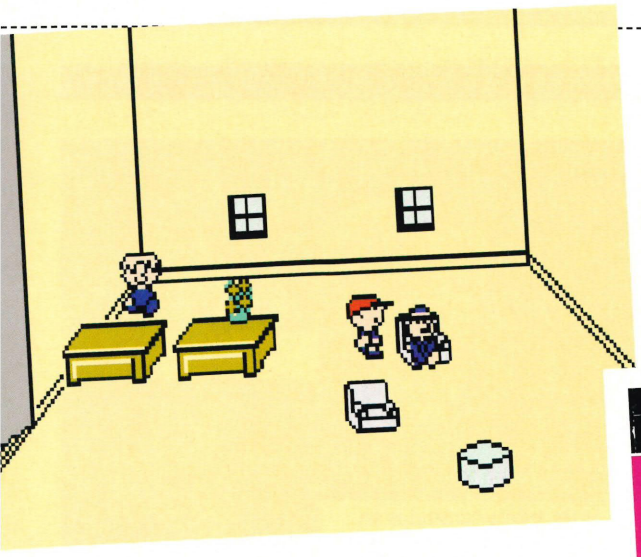
Who wet the bed? Aliens did it!



Crazy Town

Your battle with the lamp is just the start of a mad adventure in the world of *Mother*. As you venture into the wilds you'll face creatures that only a crazy man could create. Before long we'd met snakes, angry farmers, chained dogs and a mental hippy with wild ginger hair.

When we loaded up *Mother 2* mad birds, space men and a couple of dancing skeletons wearing Day-Glo outfits wanted to fight. Extremely bizarre you'll agree, but at least it makes the battles something to look forward to – you never know who or what you'll face next.



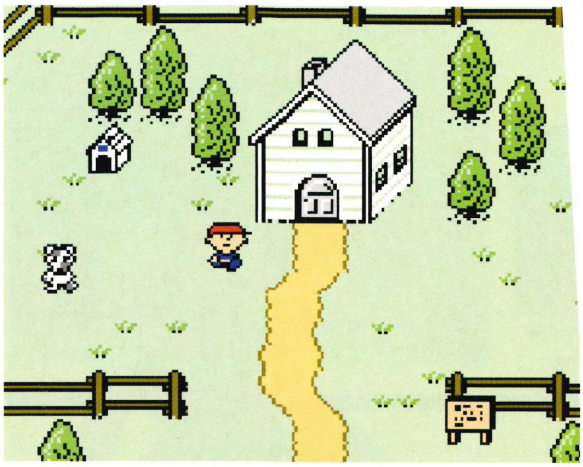
Who shat on the carpet? Aliens did it!

Essentials

The developer is... Ape Inc.
They've done... Nothing else. Ape is part of the HAL laboratories, though and they did *Super Smash Bros. Melee* and the *Kirby* games
Multiplayer is for... no-one
Connectivity is... absent
The publisher will be... Nintendo
It's out in... the year 3000
We'll be reviewing it... in issue 12,089

Predicted score
There's always room for more good RPGs on Nintendo consoles and these two would definitely be well received in Europe. Come on, Nintendo, sort it!

NOM Predicts 75%+



What a fine day. Sun in the sky. Grass the right colour. Strange dog doing its thing. Why do aliens always have to spoil days like this?

Gameplay-wise not much separates the two titles. *Earthbound* feels more polished simply because it's more recent, but, in terms of options and abilities, there's little to choose between them. People who aren't completely RPG-nuts will appreciate the fact that you can see prospective enemies and do your best to avoid them. It's not always possible to escape, but it's preferable to the screen simply flashing and being forced to fight.

What both games have is a distinct sense of humour and some decidedly off-beat puzzles involving canaries, magic melodies and talking to your dog who just happens to hold the key to the basement. Sadly we can't bring you the full hilarity of it all as we were playing a Japanese version and aren't yet fluent. This is a great shame as the adventure is very text heavy and it means plodding through the quest with only the help of a brief internet FAQ and trial and error.

"Will it make it to Europe?"

■ **It looks a little bit like *Animal Crossing*. Is it?**
Not really. Both games have that same small town feel with a good dollop of gentle, yet strange, humour but there's a definite plot to these titles.

■ **Is there an ending?**
Yes there is, this is not an open-ended sort of quest. You start the game, pick up the story line and work your way to the end. From what we've seen and heard, the ending of *Mother* leaves you aching for another instalment. Luckily you don't have to wait years for the sequel, 'cos *Mother 2* comes included.

■ **You mentioned PSI powers. What are they all about?**
They're psychic abilities that Ness possesses as he's a bit of a freaky kid – well, you'd have to be to try and save the world, wouldn't you? As in other RPG games your PSI powers are limited, so you must use them wisely.

■ **Graphically *Mother* looks a bit dodgy to me.**
That's because it's older than you are... possibly. The NES had some classic games alright, none of which look any good today. (Cue huge tirade of angry letters from retro game nutters).

■ **What are the chances of it coming to Europe?**
Somewhere between slim and none. They weren't released here in the first place and there's no reason why they should be coming this time around. *Earthbound* is a little more likely as an English-language version already exists. Just keep your fingers crossed.

■ **Okay, I'm pretty much sold on *Mother 1+2*. Is there a *Mother 3*?**
Mother 3 was in development for the N64's 64DD way back when. Screens were bandied about, but that's as far as it all went. *Mother 3* is back in development now, most likely for the GBA, but that's as much as we know.

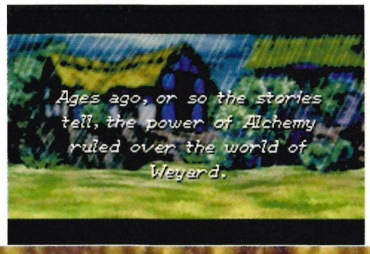
■ **What's the best moment?**
Being attacked by the lamp was certainly a new experience for me and a very apt welcome to the weird and wonderful world of *Mother*.

■ **... and the worst moment?**
RPG fans must be slightly mental to love a game with all those random battles – they can make *Mother* a bit of a chore to play sometimes. The fact that it was all in Japanese didn't help matters either.

Trust me, I've played it

And to be honest I couldn't make head nor tail of it – at least not without the help of a handy internet FAQ. But I liked the feel of the game – it felt somehow familiar – and I'm pretty eager to get my hands on an English-language version. Then I'll be back to show those crazy mutant lamps, oh yes.

GAME INFO **Price:** £29.99 **Publisher:** Nintendo **Website:** www.goldensun-games.com **Players:** 1-2



■ Get set for a long read, the intro to *The Lost Age* is pretty extensive...

■ A regular sight at *NOM*, Winty summons an elemental being to do his bidding – making the tea and buying cans of Irn-Bru

■ Location, location, location... hidden temple, period features, no chain...

■ She seems very calm – we'd be screaming

Golden Sun: The Lost Age

Issac and co are back to delight *Golden Sun* fans... everyone else should stop reading now.

Despite the enthralling adventure, rock-hard puzzles, outstanding graphics and lush sound there's one thing that makes *The Lost Age* annoy your brain: random battles. We know that they're an RPG staple, but when you're low on HPs and need to get to an exit, you really don't need some stinking troll in your face. Apart from that gripe, it's sah-weet.

Sept 9th

Picking up where *Golden Sun* left off, you'll first be treated to swathes of text – we're talking *War and Peace* proportions here. Then it's on with the quest as your party gets swept away by a Lisa Riley-sized tidal wave, ending up with a whole new continent to explore.

You're no longer in charge of Isaac, instead you have control of Felix. Isaac returns later in the game and you can transfer data from *Golden Sun* to give his stats a boost, but you'll need to plough ahead without him for a while.

The developer, Camelot, has improved on almost every aspect of the original. *The Lost Age* looks amazing with vibrant towns, huge landscapes and vicious magical battles. The soundtrack is outstanding, especially if played through a set of headphones; it's a sweeping score filled with variety and atmosphere. The battle system has been streamlined and is easier to handle, although there's still a problem if an opponent dies before one character attacks – the move gets wasted and you're left open to a counter strike.

RPG fans will feel at home – this is as traditional as it gets, with levelling-up, new spells and loads of artefacts. What makes *The Lost Age* different is the Djinn, tiny creatures that can summon elemental forces to aid you. In *Golden Sun* they were pretty straightforward to catch, but here they've been given a rebellious streak. You'll need to trap and battle Djinn before they'll obey you and it's a welcome addition – the only real difference between this and the last game.

"*Golden Sun* fans will love it, but it'll do nothing for newbies."

And that's what'll make you decide whether or not to buy this. It's still one of the best RPGs available, but it does nothing new. Choose this over the original and you won't get a better game, just a longer one. Fans will be salivating at this prospect, but for everyone else it's just another reason to avoid it. ***Dominic Wint***

Playing it on the go

Connectivity... ✗
If only there was a GameCube RPG as big. Choose *Zelda* if you want GBA link-up.

Better Back Lit... ✗
It doesn't really make a difference to your enjoyment of the game.

Multiplayer... ✗
Not the actual quest, but you can link-up with your mates for a battle.

Save... ✓
There are three slots and you can save at any time except during battles.

Extras... ✓
Completed the original? You can transfer data to this and beef up Isaac's stats.

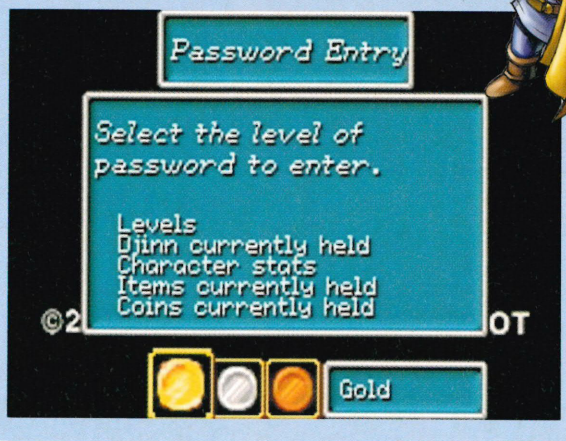
Where we played it...

On the back seat of the car. There's enough to last you from Land's End to John 'O Groats and back.

Unleash Isaac's full powers!

■ *The Lost Age* will certainly reward you for completing its brilliant forerunner. This comes in the shape of Isaac popping up to join you once you've lit the Jupiter lighthouse.

If you only play this game then you get the ordinary Isaac, but if you transfer data from *Golden Sun*, either using a password or linking-up two GBAs, you get Isaac with all of his attributes from the first adventure.



■ Curry, cider, kebab meat and chips – we've all got our limits, eh?

■ *Stars in your Eyes*? No, stars in your face!

■ In real life, beware anyone who asks this, lest you end up shoeless and living in a bush

■ 'So this is your pad? Hmm... nice'

■ *Golden Sun 2* is packed full of tried and tested RPG conventions like exploring musty caverns

■ From shipwrecks to deserts, *The Lost Age* features vivid and varied locations

So, should you buy it?

Yes if...

You adored *Golden Sun* and want to continue the quest, or if you want a cracking RPG.

No if...

You vomit at the thought of RPGs. There's nothing here to convince you this is fun.

You'll love it if you like...

Golden Sun, *Breath of Fire* or any other game involving magic, HPs and levelling-up.

GRAPHICS 9

Lush colours and textures, lively towns, fabulous battles. We could go on...

SOUND 10

As good as it gets on GBA. Stirring music fills the game with drama.

GAMEPLAY 8

It's *Golden Sun* part 2, not *Golden Sun 2* – some features should've been improved.

LIFE SPAN 40 HOURS

... and that's if you're a hardcore *Golden Sun* fan. This is a truly epic adventure.

VERDICT

> Huge in every sense, this is as technically excellent as a GBA game can get and, for *Golden Sun* veterans, it's a must. For newbies, the first game's a better intro, but if you don't like RPGs this won't change your mind.

BEST BIT: The huge map – *The Lost Age* is a truly massive game.

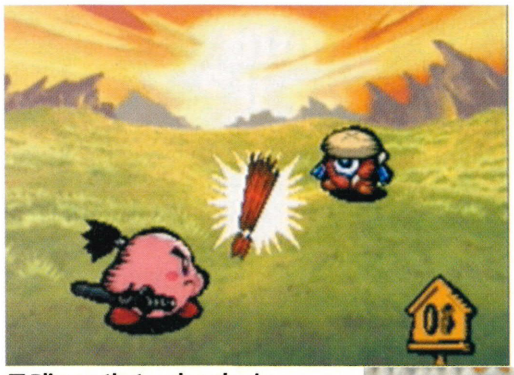
WORST BIT: Random battles – annoying to the point of insanity.

SECOND OPINION

> *The Lost Age* is great and one of the best RPGs I've played. The puzzles can be a bit too obscure, but if you like a challenge (and have time to spare) this is for you. **Mike Jackson**

NOM'S RATING 89%

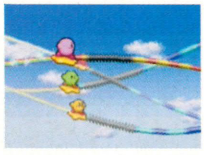
GAME INFO **Price:** £29.99 **Publisher:** Nintendo **Website:** www.kirbykirbykirby.com **Players:** 1-4



■ Blimey, that cyclops looks really scared now, doesn't he

■ We said: 'Watch out, Kirby!' We thought: 'Go on, hammer his fat little face right into the mud!'

■ Kirby has a variety of deadly power-ups, like this... um, parasol



Kirby: Nightmare in Dream Land

Named after a Japanese vacuum cleaner, Kirby hasn't got enough suck to clean up.

You know the story. Some bad guy's nicked off with something important and you've got to get it back. Cue 'comic mischief' (as the makers claim), platform malarky, basic mini-games and over 20 power-ups.

Sept 26th

This is essentially a port of 1993's *Kirby's Adventure* on the NES, but there has been a bit of GBA spit and polish added to justify your bucks, of course. Don't let its age put you off, though, it was a good game then and it still is today. The only real troubles are the controls and that it's much too short.

For starters Kirby's about as controllable as you'd expect a pink blob to be and this is made worse by the fact that the controls haven't been updated for GBA (L and R aren't used, pushing ▲ gets confused with jumping and you need SELECT to dump a power-up). This means you'll lose lives unnecessarily and the noise that's made when Kirby gets hit makes you want to stamp on his face. But this isn't a huge problem – the game is so short you'll only need a few continues to finish it.

The big question is, do you like pink? Well, someone must – there's a Kirby cartoon in the US, they keep making games and he's a real fan-favourite in *SSBM*. We think Kirby's alright, but some may be put of by all the cuteness. If that's how you feel, just imagine a bit of ginger fuzz around his mouth and... bingo! You're a cartoon Phil Mitchell, waddling around a surreal Albert Square dealing out cannibal justice to the likes of Dot Cotton. ***Kingsley Singleton***

Playing it on the go

Connectivity... ✗
Nope. There are no link-up thrills this time.

Better Back Lit... ✗
It's clear and colourful enough without a light.

Multiplayer... ✓
You can get pink with up to three mates.

Save... ✓
Progress is auto-saved when you clear a stage.

Extras... ✓
Mini-games, sound test, secrets – not too shabby.

Where we played it...

Mostly on the train on the way to work, but only when no-one was looking. Nah, we love you, Kirby.

So, should you buy it?

Yes if...

You love simple platformers and want some basic multiplayer fun with your mates.

No if...

You hate anything cute or pink and like your games to last more than six hours.

You'll love it if you like...

Um... other *Kirby* games? And If retro platformers are your thing, you'll get on fine.

GRAPHICS 8

The far-out landscapes are very inventive and the animation's top notch.

SOUND 7

Classic Kirby tunes and cute sound effects sing on the GBA.

GAMEPLAY 7

It's simple and short, but you'll need to use your head to find all the secrets.

LIFE SPAN 6 HOURS

It's too short, only taking a few hours to finish. Multiplayer will last a bit longer.

VERDICT

> If you loved the NES version you might be tempted back by a bit of nostalgia. If not we'd suggest there are better platformers to while away your time – *Yoshi's Island* to name but one.

BEST BIT: The power-ups – seeing Kirby strap on the goggles and laser is great.

WORST BIT: Too short, too easy – a few hours in and you're nearing the end.

SECOND OPINION

> I thought this'd be rubbish, but I found it enjoyable for while, if a bit easy. The enemies are imaginative and I never tire of seeing Kirby change shape. **Dominic Wint**

NOM'S RATING 75%

GAME INFO | **Price:** £29.99 | **Publisher:** Atari | **Website:** www.atari.com | **Players:** 1-4

■ The plod don't like you tagging the city...

■ ... but can't seem to do much about it

■ If this is the coolest man in town there can't be too much competition...

■ Use the D-Pad to tag walls, or make your own cool designs (below)

■ We've never seen such a reaction to traffic cones before

Jet Set Radio

Skate and paint to the beat – if you can avoid that damn scenery.

It's now a common sight – a great game squashed into a GBA. Some make good on the small screen and some don't – it's all about knowing your limitations.

Example: *Crazy Taxi* versus *Jet Set Radio*. Both were superb full-3D titles on Dreamcast and both have now reached GBA, but one is great fun, while the other would be the last thing you'd save from a sinking ship after a pair of concrete water-wings.

Sept 12th

Why? Vicarious Visions' *Tony Hawk's* engine, that's why. Sure, *Jet Set Radio* has the same isometric 3D problems that *Tony* had on GBA, but at least they didn't try making it in full 3D and have it turn out looking like a dog's dinner.

In reality, the futuristic Tokyo setting could be anywhere and occasionally it feels like you're playing a *Tony Hawk's* game with only one objective. Cops and rival gangs make your spray painting job tougher, but it's usually an inability to read the scenery that'll make you come a cropper – therefore getting to know the different areas is a must.

A neat touch is the Custom Graffiti editor, where you can create a personalised tag. It's limited to seven colours and a grid of about 900 pixels, but with a bit of imagination you can get good results. Our only real complaint is that you don't get to play as a bad-ass cop and kick the crap out of a few skaters. ***Kingsley Singleton***

Playing it on the go

Connectivity... ✗
None. Try plugging it into a Dreamcast...

Better Back Lit... ✓
A bit of light helps with those isometric visuals.

Multiplayer... ✓
Two carts needed, but there's some cool stuff.

Save... ✓
Three save slots, but only one graffiti design.

Extras... ✓
New skaters, areas and a cool graffiti editor.

Where we played it...

Down the local skate park – we showed those guys on the small screen. But then they chased us off.

So, should you buy it?

Yes if...

You want some laid-back fun, or if you found the *Tony Hawk's* games too intensive.

No if...

You really want something to get your teeth into – it's fun, but pretty shallow.

You'll love it if you like...

Games you can put on for ten minutes, three times a day – you won't be glued to it.

GRAPHICS 7

Nice but compressed and sadly there's some slowdown when the screen's full.

SOUND 8

The soundtrack, like the game, has been shrunk from the original – no complaints.

GAMEPLAY 8

You grind, you tag, you groove – it's perfect for gaming on the move.

LIFE SPAN 10 HOURS

Fun in short bursts, but you probably won't want to spend hours playing it.

VERDICT

> A bit shallow for some, it's the kind of game you can chuck on for ten minutes when you're bored. It's also a well-handled conversion that didn't get ruined by some over zealous, 3D-obsessed developer.

BEST BIT: Finding a new area with fresh walls and buses to tag.

WORST BIT: The strange, isometric scenery. Can't get to spray can. Aaargh!

SECOND OPINION

> I'm a massive fan of the original and this shrunken version is great fun. The view's a bit restrictive, but it basically has the same cool feel to it. **Dean Scott**

NOM'S RATING 81%

The Lost Vikings

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OUT NOW
£29.99
PLAYERS: 1
GAME SAVE: CART SAVE

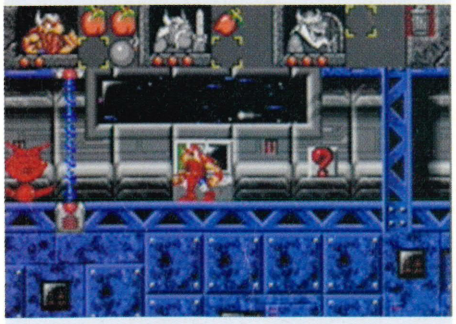
It looks like a platform game, but it's actually an ingenious puzzler where you control three Vikings as they try and escape from a dimensional warp and return home.

Erik is a sprinter, Olaf carries a shield and Balog is armed with a sword and bow. They must work together to reach the exit. If one of the gang is lost you have to try again, but sadly the game doesn't automatically reset if one of the clan dies.

Obviously the levels get harder as you progress with more enemies, locked doors, harder gaps to cross and crazy futuristic machines all included. Progress is basically down to trial and error although it's always a good idea to send Olaf into battle first, protecting Balog and Erik.

It looks and sounds exactly like the Super NES version and if you're in the market for something a little bit different this could be worth a look. Don't pay full price for it though, it's really not worth it.

73%



Rock N' Roll Racing

VIVENDI
OUT NOW
£29.99
PLAYERS: 2 PLAYERS/2 CARTS
GAME SAVE: CART SAVE

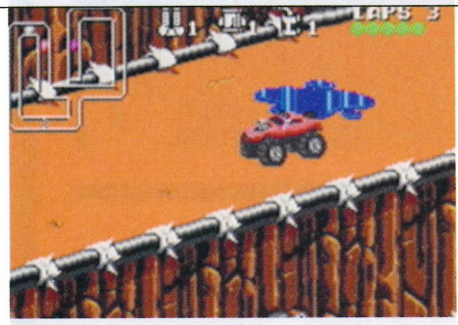
Another Super NES classic shrunk to fit on GBA, this is an isometric racer set in a futuristic, balls-out championship where only real men, or strange aliens, taste victory.

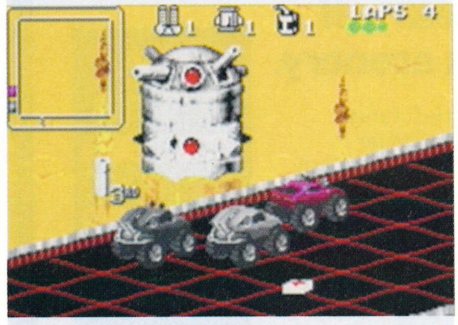
The title refers to the game's digitised rawk music, including the likes of Black Sabbath and Deep Purple (if this means nothing to you, have a word with your dad). But none of it adds to the excitement and the commentary is just ridiculous.

Winning races earns cash to use upgrading your car as well as buying ammunition. Take one too many hits out on the field and your car will be destroyed, costing you time, but coming from behind to claim victory isn't too difficult.

Track design is lacklustre with variations on a figure-of-eight and standard ovals; the worlds are dark too, making it tough to see on a standard GBA. It's fun for five minutes, but the repetitive action means only die-hards will persevere to the end.

62%





Rugrats Go Wild

THQ
OUT NOW
£29.99
PLAYERS: 1
GAME SAVE: PASSWORD

Are there any good *Rugrats* games? If there are, this certainly isn't one of them. Tommy and the rest are stranded on a desert island and it's a race against the clock to rescue your mates, avoid the beasts and make it home.

What follows is a mad dash through the undergrowth hunting out members of your party. Each one has a problem they need solving or an item that needs collecting. When you find the goods you'll then need to beat a little mini-game like knocking monkeys out of trees.

It's all by-the-numbers stuff with little imagination. Controls are adequate, but the side-scrolling sections are taxing as it's difficult to hit your targets, making the game feel like a chore.

As with most Nickelodeon games there's a password-save system, meaning you'll need to carry a piece of paper to note them. If *Rugrats* is your favourite thing in the world. this is worth a look. If not, steer clear.

54%

Disney Princess

THQ
OUT NOW
£29.99
PLAYERS: 1
GAME SAVE: CART SAVE

What the hell is this rubbish? Take all the girls from top Disney films, like Snow White and Belle, and lob them into a tiresome platformer that's as much fun as having needles poked in your eyes.

The 'it's for kids' tag just won't wash with this rubbish anymore. The game's up, this is crud of the worst kind.

You guide each babe through chapters of a story and it's all based around collecting magic items, rescuing friends or foiling evil plots. Ariel (*The Little Mermaid*) and Jasmine (*Aladdin*) are lucky enough to get swimming and magic carpet levels, and these are a bit better, but only in the way that decapitation is preferable to drowning.

It looks nice – just like a Disney film, in fact – and the animation is top notch, if painfully slow. Other than that, this is as much fun as contracting dysentery. Buy this for your kid sister, then laugh as she enviously watches you playing *Yoshi's Island*.

16%

Bionicle

THQ
OUT SEPTEMBER
£29.99
PLAYERS: 1
GAME SAVE: PASSWORD

The Matorans have been captured and only the Bionicles can set them free. Battle through the levels freeing the Matorans as you go.

Each character is effective in a different environment – you'll get to journey through the usual lava, desert and water levels; everything looks pretty good and the character animation is impressive.

The game's isometric view is both a blessing and a curse. It allows you to see more of the game than a side-scroller and introduces a third-dimension, adding depth to the screen and making for some pinpoint jumps. The flip side of the isometric coin is that, with awkward controls, it's difficult to get around the levels. Targeting enemies is also tough.

This is a real shame because *Bionicle* is full of brain-teasing puzzles that require a lot of thought, patience and skill. But the tough handling and cumbersome viewpoint will put many of you off.

63%

Monster Truck Madness

THQ
OUT SEPTEMBER
£29.99
PLAYERS: 1
GAME SAVE: CART SAVE

Look, GBA *can* do 3D. *V-Rally* proved it and now *Monster Truck Madness* is here to add more evidence.

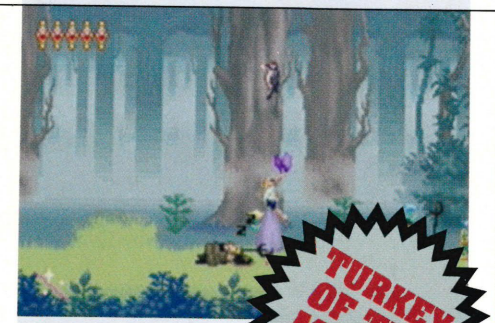
As this is an off-road game the handling is quite spongy and it's initially hard to control, but once you get used to it the power sliding is quite intuitive. There are also *Mario Kart*-style power-ups that can give you a much-needed advantage.

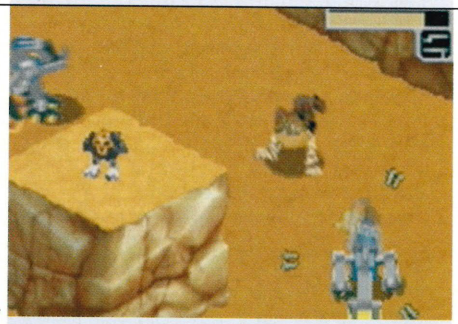
There's loads of detail in the trucks and the scenery, and most of the objects that litter the track can be smashed to bits – hit enough and it's Rampage bonus time where your truck goes like the clappers.

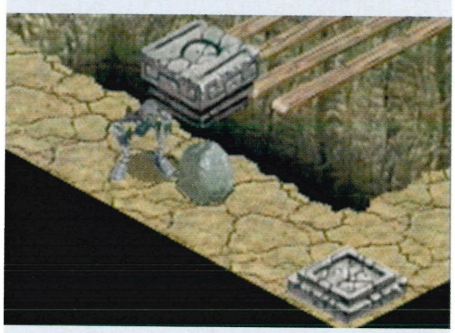
Racing options are numerous and split into three difficulties. The Rookie mode is easy, but there's still a nice variety in the events, from circuits to point-to-point challenges. Move up to Intermediate and Professional and things soon heat up.

MTM is a good-looking, challenging racer. The handling and repetitive tracks let it down, but it's still worth a go.

80%







Gamesonthego

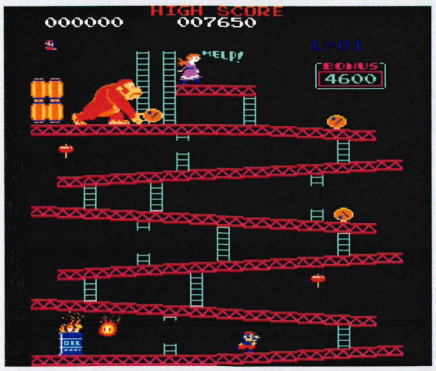
GRAND DESIGNS

Gunpei Yokoi

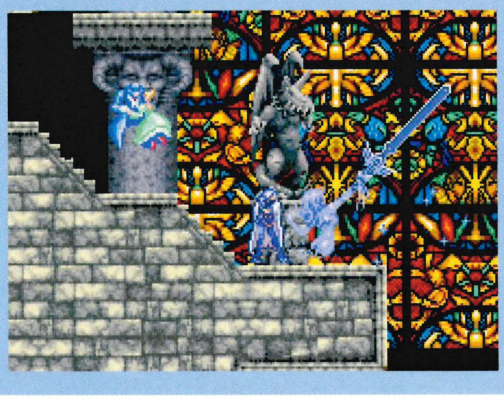
The coolest games developer ever to exist? Possibly. He joined Nintendo in 1965 where his role was to maintain the assembly-line, but his talent was quickly recognised and he was employed as an engineer.

His first invention for the company was the Ultrahand, that cool accordion-like grabber thing that you could make out of Lego Technic.

When Nintendo entered the digital age, Yokoi was charged with the task of creating something different – he came up with Game & Watch. After assisting Miyamoto with the making of *Donkey Kong*, Yokoi went on to invent the Game Boy. He then lead a team making *Metroid* and *Kid Icarus* on NES and *Super Mario Land* on Game Boy. Still not finished, Yokoi-san refined the, slightly chunky, Game Boy and came up with the Game Boy Pocket. Sadly, he was killed in a car accident in October 1997.



WHY AREN'T YOU BUYING...



Castlevania: Aria of Sorrow

While charts are packed with the likes of *Donkey Kong Country* and *GT Advance 2*, poor old Soma Cruz gets left on the dusty shelf. Why, you freaks, why?

Aria of Sorrow is one of the most involving and deep adventure games of recent years. The graphics, story line and music combine to create a momentous adventure.

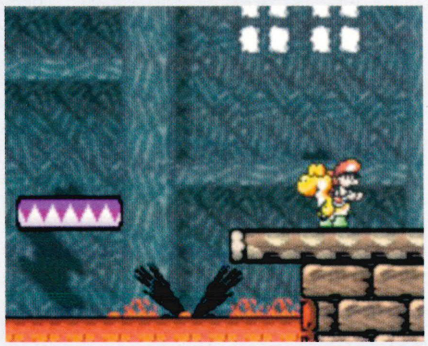
So, grab your nearest £30 and get down to your local games shop this minute, you Philistines.

HOW GAMES ARE MADE

Parallax Scrolling

Ever wondered how 2D games create the illusion of depth? It's all down to a technique called parallax scrolling and it works on the idea of perspective. If you're sitting in a car on the motorway and you look to the side you'll see the road moving really quickly, the barrier moving slightly slower and the trees in the distance moving slower still.

To recreate this in the gaming world, as seen in most platformers like *Yoshi's Island* on GBA and *Tomb Raider Curse of the Sword* on GBC, the screen must be split into layers. It's then a case of programming each layer to move at a faster or slower rate, giving the impression of depth. Layers can be placed in the foreground or background and some amazingly clever effects can be created. Say, for instance your character is inside a house with a window.



The interior could be one layer giving you the impression of being inside the building, but a second layer could be placed behind the window, moving at a slightly slower speed. So, when you pass by it feels like there's a world outside.

BEST TO WORST

1. Some argue this is better than on Super NES. They'd be wrong.
2. Just beaten into second place, Ninja Goemon and co still have mad skills.
3. It sounds awful, but it's alright really. Especially with the customisable cars.
4. Despite the cute and comedic characters this was definitely a retrograde step.
5. This is shocking. Slow and sloppy, just like a Spurs centre back. Avoid at all costs.

Great – *Mario Kart Super Circuit*

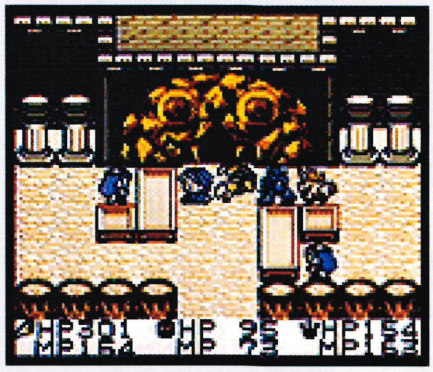
Good – *Konami Krazy Racers*

I'M POOR!

***Dragon Warrior Monsters* (Game Boy Color, 2000)**

If you just can't manage to scrape sufficient cash together to get *Golden Sun: The Lost Age* or either of the new *Pokémon* games then you should try looking around for this long-forgotten classic.

Dragon Warrior Monsters, released by Eidos in 2000 on Game Boy Color, puts you in the shoes of Terry, a young hero who must set out to become the most powerful monster trainer in the universe and win the Starry Night Tournament at the Kingdom of the Great Tree. Starting to sound familiar yet?



It's not a complete Pokémon rip-off, though. The game is a classic blend of RPG and monster training and it's definitely worth tracking down.

We did some hunting around and found a few copies on ebay.co.uk for as little as three quid a throw and Gamestation had it for £12. At those prices it's cheap as chips. How's about that then, bargain hunters?

THE WORST GAME BOY GAMES EVER

***Jimmy Neutron vs. Jimmy Negatron* (GBA, 2003)**

This got the worst score we've ever given a GBA game (11%). After being kidnapped, Neutron finds himself in another dimension. It's up to you to guide him home. It has absolutely no redeeming features: the graphics lack detail; the camera's shocking and it's a chore to even move Jimmy. We thought games like this died out with the Vic 20. If you see this for sale with £5 attached steal the cash and shove the game down the shop assistant's throat.

STOP BUYING...

***Yu-Gi-Oh! Stairway to the Destined Duel* (GBA, 2003)**

Even though we gave it a decent score we did specify that it was for fans only: there can't be that many GBA-owning *Yu-Gi-Oh!* fans in the world can there?

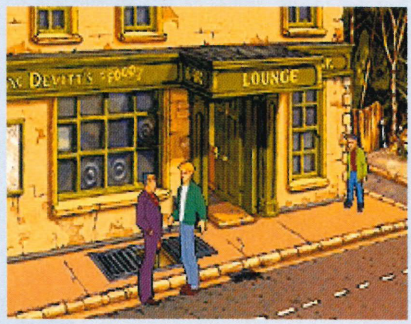
For starters it's a card game! We can buy a pack of cards from QD for a quid and have more fun. If, for some strange reason, you're in your local games shop and are even slightly tempted by this, first find *Super Mario Advance 3*, then find *Wario Ware*, then find *A Link to the Past*. Take a deep breath and get it right.

GBA BARGAINS

When this mag hit the presses we'd found these cheap deals....

www.simplygames.com
Crash Bandicoot XS – £19.99
Tony Hawk's Pro Skater 3 – £15.99
Wario Land 4 – £19.99

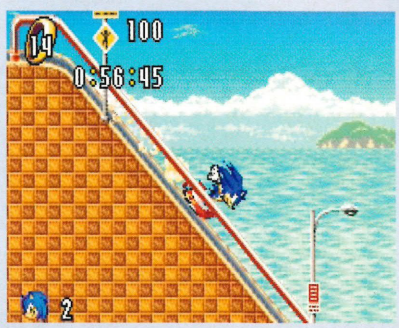
www.amazon.co.uk
Broken Sword – £19.99
Doom – £16.49
Phalanx – £11.50



www.play.com
Doom II – £17.99
Two games for £20, including ***Bruce Lee***, ***Street Fighter Alpha 3*** and ***Denki Blocks***

www.ukadvance.com
Ecks vs. Sever – £15.99
Yu-Gi-Oh! Stairway to the Destined Duel – £22.49
Super Dodge Ball Advance – £11.99

www.woolworths.co.uk
The Lord of the Rings: The Two Towers – £14.99
Harry Potter and the Chamber of Secrets – £14.99
Sonic Advance – £19.99



Average – *Gadget Racers*

Bad – *Shrek Swamp Kart Speedway*

Terrible – *Inspector Gadget Racing*

"No! Like this!"

The page where you get to be developers.

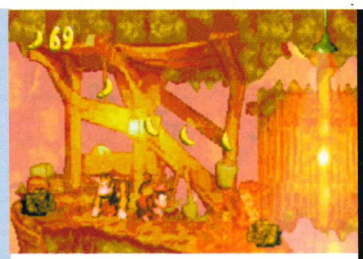
What's your verdict?

"I've got a tip for the makers of *Crazy Taxi* – sit down and think before you screw up another great game."
Tom Craddock, Newcastle-upon-Tyne

■ *Yoshi's Island*
It's almost perfect, but I wish the seed-spitting mini-game could've been two-player, like it was on the Super NES.
Anthony Clarke, Camber Sands

■ ***Sega Smash Pack***
Seeing that screenshot of *New Zealand Story* brought the memories flooding back. When will Sega make a decent compilation?
Paul Hardacre, Warrington

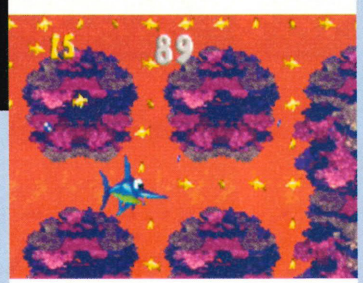
How wrong have I been all my life? I have nothing but pleasant memories of *Golden Axe*. It used to be my favourite game, but when I played it on GBA I nearly cried. Please can we have some good games next time, Sega?
Dale Francis, Lewisham



Donkey Kong Country

■ I can't believe that Nintendo thought it would be alright to release *Donkey Kong Country* on GBA with absolutely no improvements. The Kong Klan deserve more than this. While Mario gets new levels and added features, poor old DK is left out in the cold.

I would've loved some new levels to mess around in, or even better a version of the original *Donkey Kong* arcade game to unlock once I'd finished. This is no different to the GBC version. I want more!
Jason Davison, Cardiff



■ This was always one of my favourite games on the Super NES and I was really looking forward to seeing what the GBA could do with this amazing game, but I was a little disappointed when I popped it in my GBA and found virtually the same game.

I know that people complain when their beloved oldies have been tinkered with, but there wasn't any difference at all, apart from the obvious graphical upgrade, between this and the old GBC version.

I enjoyed the two-player game though, it's a shame there wasn't more of this.
Harry Jones, York

■ ***Dragon Ball Z: Legacy of Goku II***
I was so excited about this game, but I was very disappointed by how poor it was. The story line was good as it followed the *DBZ* plot, but the fighting is totally crap.
Alex Roberts, via e-mail

I disagree with your review of *Dragon Ball Z: Legacy of Goku II*, I think it's great. The fact that you can actually take control of your favourite characters is enough to impress me. I think that loads of improvements have been made over the original and the story is loads better, too.
Rob Gooding, Hounslow

"*Sonic Pinball Party* needs more tables – three just isn't enough. How about some more classic stuff like a *Streets of Rage* table? The two-player games are cool, though."
Craig Andersen, Harrow

Pokémon Ruby and Sapphire

This is GBA, right? So where has all the detail gone?

■ I can't believe that they've taken night and day out of the new *Pokémon* games. That was one of the great improvements in *Gold* and *Silver* – it added to the whole atmosphere of the games.
Jenny Perry, Northants

■ You still can't walk diagonally – it's ridiculous. It's not a major fault, but it dawned on me that even *A Link to the Past* can manage that and that's ancient.
Harry Jones, York

■ The two-on-two battles haven't met their potential – they could've been better.
Dan Pearson, Bristol

■ I expected more from the first GBA *Pokémon* game, but now I've played it for a while I reckon it's one of the best. I love the Team Magma/Team Aqua squabbles.
Jane Pomfrey, Glasgow

Email your improvements to the latest GBA releases to Dom at **dominic.wint@emap.com**
Remember, thumbs up or down just doesn't cut it. You know games – help make them better.

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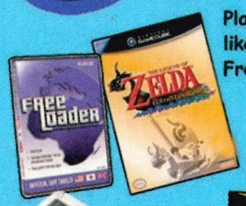

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Legacy of Goku II

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Busting the hardest parts

How to...

Kill the six hardest bosses in Wario World

He may weigh half a ton and have personal hygiene problems, but Wario needs your help and with the aid of *NOM's* boss guide you're gonna win!

1 Spideraticus

PILEDRIVING IS YOUR KEY TO SUCCESS

DIFFICULTY RATING 4/6

Where... Thrillsville, Beanstalk Way

When... two and a half hours in if you're fast, but it could be three or four if you end up looking for everything.

Watch Out For... his shockwave attack as he changes how many waves appear when using it. There are also bolt shots which home in on Wario.

Don't Bother... getting on the web as it's very sticky, meaning it'll slow you down and you won't be able to jump.

Quickest Way To Kill... when he launches a volley of glue globes, jump onto one and, as it gets close to him jump off and Ground Pound his head. Grab the dazed spider and spin him around. Repeat until dead.

WARIO MOVES

To get the best out of the fat little man you'll need to know all of his mad moves. Otherwise you're just running around like a badly dressed Italian tourist...

Piledriver
The best move you can use on a boss. It'll save you many times.

Dash Attack
Use this when walking is just not fast enough for you.

Somersault
This beauty allows you to jump twice as far as a normal leap.

Mega Throw
Can't reach a button? Hurl a monster at it instead.

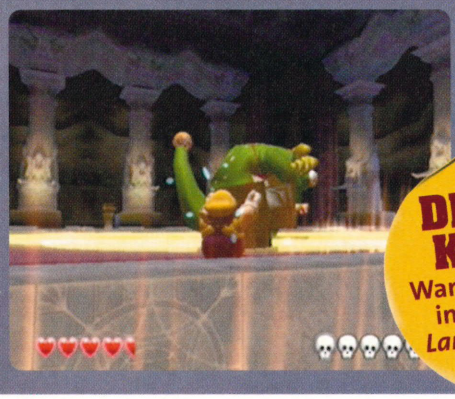
Spin Throw
When surrounded, spin a monster to clear the way.

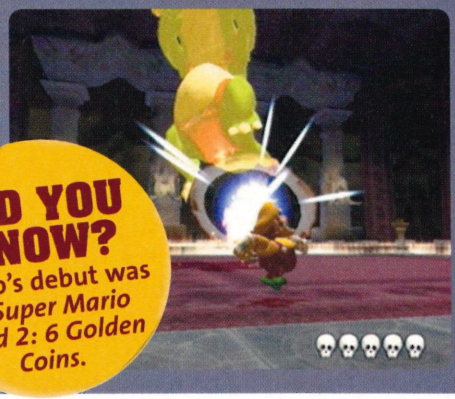
Ground Pound
Great for flattening enemies and smashing barriers.

2 DinoMighty: Use the stone pillars

DIFFICULTY RATING 4/6

Where... Excitement Central, DinoMighty Showdown.
When... one hour in at the most, even if you're looking for everything.
Watch Out For... its belly splash as it increases in frequency later in the battle. Also watch its swinging tail and tongue attack as they damage you a lot, but they are easily avoided.
Don't Bother... punching its belly and feet as you'll be squashed flat and lose a lot of health.
Quickest Way To Kill... pick up one of the pillars and chuck it at his feet. This will cause him to hop into the lava, lose life and give you loads of coins.





DID YOU KNOW?
Wario's debut was in *Super Mario Land 2: 6 Golden Coins.*

3 Dual Dragon

IF YOU'RE NOT CAREFUL, IT'S BARBECUE TIME

DIFFICULTY RATING 5/6

Where... Spooktastic World, Horror Manor.
When... two hours in at the most.
Watch Out For... its fire breath will hurt if you get in its path, but you won't do that will you? The Dual Dragon also spits out glue globes, then sucks them in again. Jump to get out of trouble.
Don't Bother... running near its tails as they cannot be harmed and will slam into you, ruining your chances of success.
Quickest Way To Kill... punch the two heads alternately until they start to faint under the pressure. Then start smashing the head which isn't charging up to breath fire and it'll be burned.

4 Red-Brief J

GROUND POUND HIS UGLY FACE OFF

DIFFICULTY RATING 5/6

Where... Thrillsville, Red-Brief J's Showdown.
When... three hours in if making good progress.
Watch Out For... his dash attack. Yes, he has an attack just like yours, however he charges up first. His air dive causes lava to fly up in the air, so stay aware. The spin dance/ball can catch you off guard, so just run.
Don't Bother... attacking him directly – he's got a tough hide and you'll just bounce off.
Quickest Way To Kill... wait until he does a dash and dodge – he'll lose balance at the edge of the platform, so quickly Ground Pound the solid centre block to give him a lava bath.

SPOILER WARNING

YOU'RE JUST TWO PAGES AWAY FROM FINDING OUT HOW TO FINISH *WARIO*. YOU HAVE BEEN WARNED!

5 Captain Skull

PILEDRIVING WITH A BARREL – IT'S THE WAY FORWARD

DIFFICULTY RATING 6/6

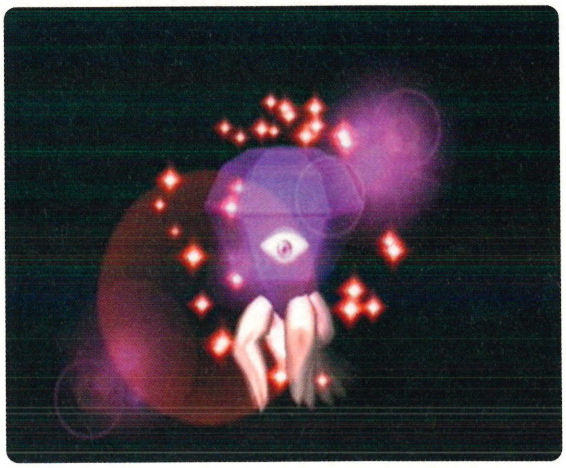
Where... SparkleLand, Captain Skull's Showdown.
When... four hours if you've found enough crystals, if not it'll be about five.
Watch Out For... his quick escape shot which gives him a bit of distance from you and his normal shots as they lock-on to Wario. His various boulder shots are the worst, but luckily they're slower.
Don't Bother... punching him when he is down to two skulls – he's invincible to all normal attacks.
Quickest Way To Kill... get onto his side of the ship by climbing or bouncing on the springs, then triple punch him so he's dazed and use the Piledriver. When he becomes invincible wait for him to become stationary then grab a barrel on his side of the ship and Piledriver the barrel into him. Now you're free to Piledriver him properly. Repeat for victory.

6 Black Jewel

FREE THE SPRITELINGS TO TAKE OUT THE BLACK JEWEL

DIFFICULTY RATING 3/6

Where... Treasure Square, Courtyard.
When... five hours minimum, but if you want to find all the Spritelings it could be as much as seven hours.
Watch Out For... the fire laser. It's fast and dangerous so you'll need to use Dash a lot. The laser is like a version of Ground Pound as it sends out ring after ring of energy. Finally the Black Jewel has a fire spurt, which is a homing attack.
Don't Bother... using speedy boss-killing methods as this boss' attacks take off loads of health – take your time and be patient or you're in trouble.
Quickest Way To Kill... you'll notice that there are trapped Spritelings across the boss field. You have to punch or Dash attack these crystals to free the Sprite ling, which will hit the Black Jewel. Once all are free the Jewel will be dazed, so get up there and Wing-Ding Swing him to throw the Black Jewel out of the arena. Repeat to win.



Be a total Burnout king!

HOW TO... master Burnouts

We use the Interstate course to show you how to race cars like Vin Diesel in *Burnout 2: Point of Impact*.

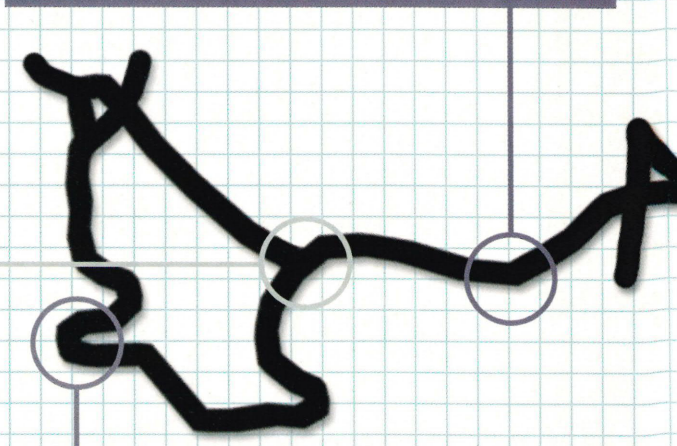
1 Just before the finish line

On the final lap of a race, try to save a full bar of Burnout goodness for the last dash to the finish. If the finish line is just after a steep bend, use your boost before you reach it – you wouldn't want to skid out and crash right at the end.

DID YOU KNOW?
As you hear 'go', quickly tap B and then slam A for a fast start.

2 At the start of a long straight

Long straights like this are the best places to fire off a Burnout. But when you do, don't swerve through traffic too harshly or you'll lose control of the car's rear end, sending you skidding dangerously across the highway. Bang. That's Game Over.



3 Steep bends

Never use a Burnout in sections like this that contain one or more tight bends – you'll just end up chewing the roadside. Instead, use them to perform a king-size power slide, charging up a fat boost in the process.

CLASSIC CARS

The golden oldies might be good to look at, but they're varied in performance. Some of them, like the Hot Rod are fast. Others, like the unlockable Classic motor, are sluggish and have the turning circle of an Alfa Romeo. Just as in real life, these cars are more about show than speed. More serious racers who want to make mincemeat of the opposition should go for the sports beasts.

SUVs

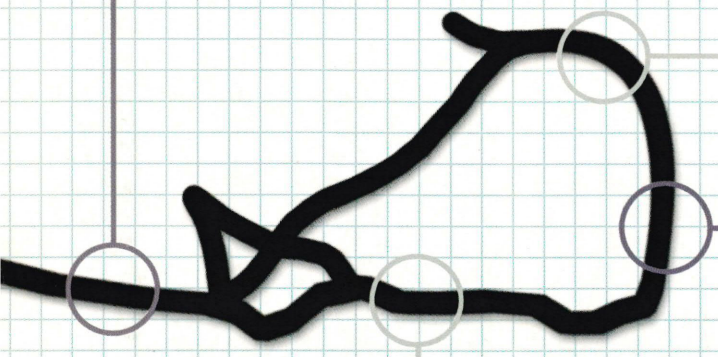
These are big and heavy, making them great for the Crash for Cash mode. With massive tyres, they're easy to control, meaning that you can weave in and out of traffic without losing control of the motor – that's why all mums use them on the school run each morning. However, they do suffer in the top-speed department. Not a good choice for fast races.

4 Jumps

Jumps are dangerous because you can't see any cars that are on the other side of the hill. But you'll charge some mega-boost by getting big air over the humps, especially if you skid a little when you land – you'll gain over half a bar of boost this way.

5 Long Bends

If you can slide through a long, gradual bend without a crash, you'll fill your boost bar in seconds. Don't be afraid to use a Burnout on these bends – the long slide will give you a linked Burnout to use on the next straight.



6 Tunnels

Going down the wrong side of a tunnel is a great way to charge your boost. It's risky, but if you drive down the centre of the road along the white line, the oncoming motors will swerve away from you, which should help you rack up Near Miss bonuses, too.

7 At the end of a long straight

As you boost down the straight, drive into the oncoming traffic. Do this a lot, but don't release the Burnout button for the whole boost as you should earn a second boost.

SPORTS CARS

These are the bad-ass motors of the game. With insane top-speeds, not only do they rip up the tarmac in Championship races, but they also wreak havoc in Crash-for-Cash's high-speed collisions. But beware – some are tough to control and it takes a skilled driver to keep these hot-hatches on the road.

Destroy Agent Smith

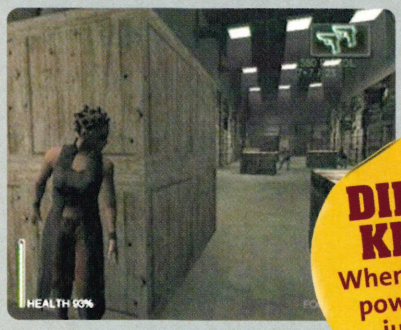
HOW TO... fight like you're Neo's twin brother

Take on SWAT, Police and even Agents with the skills of The One in *Enter the Matrix*.

1 Focus abilities

Do... use Focus power tactically to evade enemy fire easier and make your gunfire more accurate. Your blows will cause a lot more damage to opponents and can often knock them flying through the air.
Don't... exhaust your Focus in one go. Use it temporarily to dodge fire as you approach shooting enemies, to finish off an opponent during a battle or to spring out and blast a few accurate shots at enemy forces.

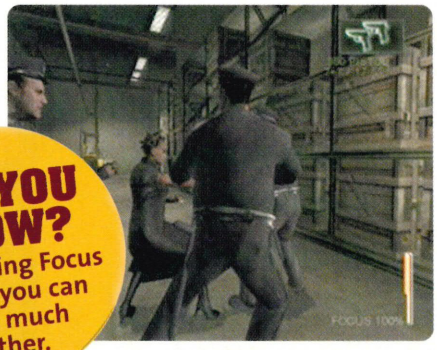
REMEMBER...
Your Health and Focus meters recharge themselves. They will also charge up quicker when you're killing enemies, so you can use Focus more when you are battling several opponents at once.



2 Hand to hand

Do... use fly-kicks as your first attack to get the edge against your opponent straight away. Use throws to get enemies out of the way quickly. If you're losing a fight, just retreat for a few seconds. You are not a Terminator!
Don't... let enemies surround you. Move around and use Focus throws to get enemies out of the action. Attack in different directions by pushing the C-Stick at the angle you want to strike and then hit punch.

REMEMBER...
A moving target is hard for enemies to hit. You should always keep shifting around during scraps. Enemies will find it impossible to surround you if you move in circles around a single enemy. Also, try to concentrate on one enemy at a time.



DID YOU KNOW?
When using Focus power, you can jump much further.

3 Gunfights

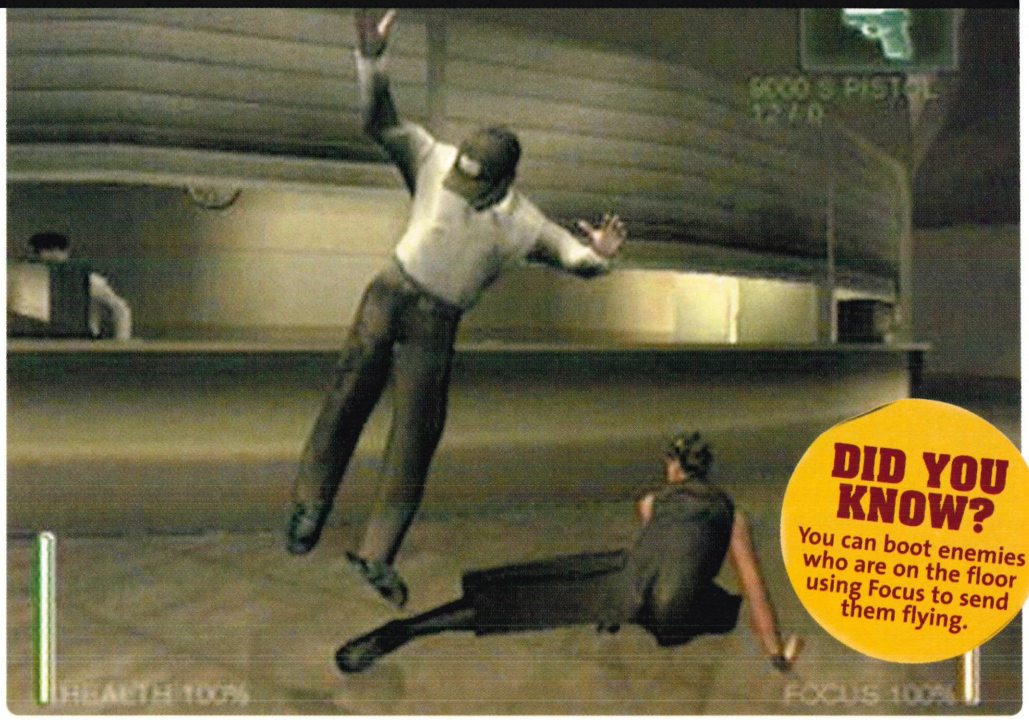
Do... hide behind walls, crates and any other scenery, ducking out to shoot enemies. Hit jump while peering around a corner to spring out in flashy style and fire a few shots before hiding again. Also try diving forward while shooting.
Don't... worry about saving ammo – you can pick up guns dropped by most opponents. Use guns against enemies that are shooting from range, especially if they're using machine guns.

REMEMBER...
When running, put your guns away – you'll be faster and won't be such an easy target for enemy fire. You can also run at a wall with Focus activated to do a wall flip, landing behind a chasing goon.

4 General survival

Do... vary your kicks and punches to get the best-possible combos. If you keep using one-button attacks you'll be easily defeated. Better combos will strike high and low points on the enemy's body, making it even tougher for opponents to block your attacks.
Don't... let your Focus run out completely. You never know when you might need it to escape a dangerous enemy or dodge a bullet heading for your face. Whenever the bar gets down to about five percent, hide and wait for it to regenerate.

REMEMBER...
Don't neglect blocking. It's easy to forget about defending yourself and simply smash the kick and punch buttons into oblivion, but you can block during a fight to recharge Focus if it's running low. When it's charged, activate it and open up a whole new can of butt-kick on someone's ass.



DID YOU KNOW?
You can boot enemies who are on the floor using Focus to send them flying.

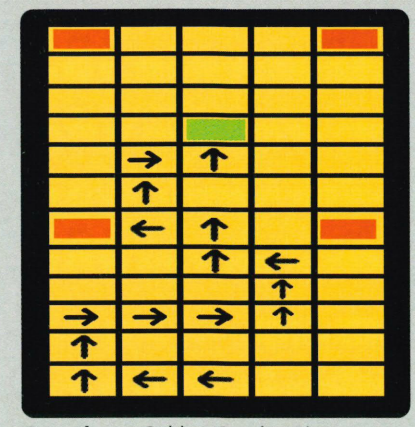
'Ave the big Baron

Be the top agent on *GoldenEye 007*.

HOW TO... get to the Golden Gun on the Temple mission

1 Find Golden Gun

From the start of the level, go straight ahead into the next room and right into the small passage to reach the room with the Golden Gun. Follow the arrow on the picture below to step on the correct tiles and get to the Golden Gun. Be careful, thought – one wrong move and you'll get shot by the guns.

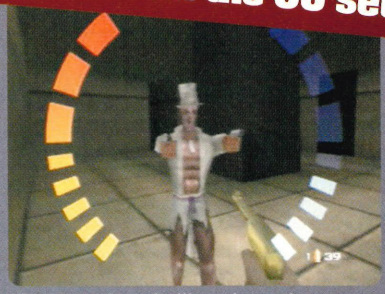


Green box = Golden Gun location
Red box = Automatic guns

HOW TO... kill Baron Samedi in under two minutes on the 00 setting

2 KILL HIM

Don't stop to shoot guards – kill them on the move. Follow the directions on the left to get the Golden Gun and exit via the secret door on the left. Samedi will be in the room you fall into. Shoot him with the Golden Gun and he'll die, only to reappear in the room where you started. Go there and kill him again.



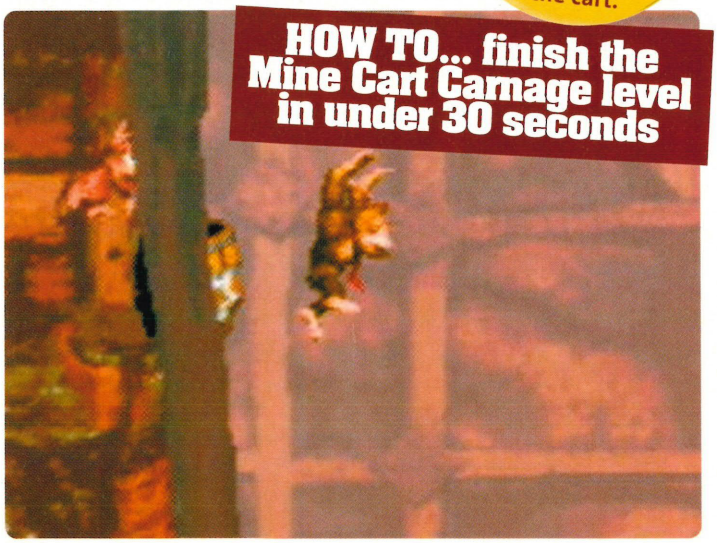
After two shots he'll go down, but you still have to do it once more. Rush down to the far end of the room where you first saw him and through the secret door in the wall on the left. Sprint through the passage to meet him again and finish the job. Eat that golden bullet with your mouth, Samedi!

Be King of the Apes

We show you how to get a move on in *DKC*.

DID YOU KNOW?
Although Diddy can jump higher than DK on foot, it makes no difference in the cart.

HOW TO... finish the Mine Cart Carnage level in under 30 seconds



At the start, go forward and smash the DK Barrel. Head left until you reach the edge of the platform. Instead of jumping into the barrel that you can see, jump off the edge of the platform and press ◀ to land in a secret barrel that'll instantly take you to the end of the level.

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Agent Under Fire	Lost Kingdoms 1 & 2	St.Wars: C. Wars
American Pro Trucker	**Luigi's Mansion**	St.Wars Jedi K. 2
Baldur's Gate: Dark All.	Mario Party 4	Star Wars: Rogue Leader
Black and Bruised	Mario Sunshine	Starfox Adventures
Blood Omen 2	Matrix (Enter the)	Super Mario Sunshine
Bloody Roar: Primal Fury	Medal of Honor Frontline	Super Monkey Ball 1 & 2
BMX XXX	Mega Man Network Tran.	**Super Smash Br.Melee**
Burnout 1 & 2	Metroid Prime	**The Italian Job***
Conflict: Desert Storm	Minority Report	The L. of Zelda: W.Waker
Crash Bandicoot	Mort.Kombat: Deadly All.	**The Sims**
Deadly Alliance	Nightfire	Time Splitters 2
Def Jam Vendetta	Phantasy Star Online	Tony Hawk's 3 & 4
Desert Storm (Conflict)	Pikmin	Turok: Evolution
Die Hard: Vendetta	**Resident Evil 0,1,2 & 3**	Wario World
Enter the Matrix	Rocky	Wave Race: B. Storm
Eternal Darkness	Simpsons: Road Rage	Wind Waker
Freekstyle	Sims	WWE Wrestlemania X8
Godzilla: D. all Monsters	Skies of Arcadia Legends	**X-Men 2: Wolverine's R**
Harry Potter C.of Secrets	Smugglers Run 2: Warz.	X-Men: Next Dimension
Hitman 2: Silent Assassin	Sonic Adventure 2 Battle	Zelda: Master Quest
Hulk	Sonic Adventure DX	**Zelda: Ocarina of Time**
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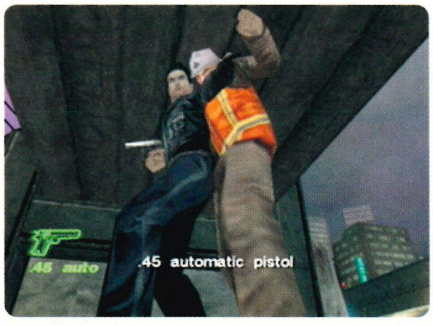
Cheats and multi

1 DEAD TO RIGHTS GET ALL GANGSTA ON A TERRORIST WITH THESE CODES

A gang of papa-killing bad boys keep capping you up at the same part of a level every time you try.

The solution – enter some of the many cheats below, then show them who is the real bad boy.

CHEAT	WHERE	CODE
10,000 bullets mode	New Game Screen	Hold L + R and press ▲, ◀, ▼, ▶, X
All Disarms	New Game Screen	Hold L + R and press B, B, X, X, ▶, A
Boomstick mode	New Game Screen	Hold L and R and press X, X, X, B
Bulletproof mode	New Game Screen	Hold L and R and press ▲, ▲, ▲, B, ▼
Chow Yun Jack mode	New Game Screen	Hold L and R and press Y, X, ▲, ▲, ▲
Fight Club	New Game Screen	Hold L and R and press B, ◀, X, Y
Gimme Some Sugar Baby mode	New Game Screen	Hold L and R and press ◀, ▶, ◀, X, B
Hard Boiled mode	New Game Screen	Hold L and R and press Y, B, ◀, ◀, X
Jack off mode	New Game Screen	Hold L and R and press Y, Y, ▲, ▲, Y
Lazy mode	New Game Screen	Hold L and R and press ▼, ◀, ▼, Y, ▼
One Hit Wonder	New Game Screen	Hold L and R and press ▼, X, ◀, ◀, ◀
One shot kill mode	New Game Screen	Hold L and R and press Y, X, X, X, ◀
Precursor mode	New Game Screen	Hold L and R and press ▲, ▲, ▼, ▼, ▲
Sharpshooter mode	New Game Screen	Hold L and R and press B, B, B, ▼, ▶
Super Cop mode	New Game Screen	Hold L and R and press B, Y, ◀, ▲, ▶
Time to Pay mode	New Game Screen	Hold L and R and press B, B, X, X, ▶
Up close and personal mode	New Game Screen	Hold L and R and press B, Y, X, Y, B
Woof! mode	New Game Screen	Hold L and R and press X, B, Y, X, ▼
Wussy mode	New Game Screen	Hold L and R and press B, ◀, Y, ▲, ▼



2 WARIO WORLD UNLOCK THE MINI-GAMES

As usual, Wario has the pound signs glittering in his eyes and if you want to unlock every extra mini-game, you'll have to collect all the treasure you can. Here's what you'll earn...

GAME UNLOCKED	HOW
Dodge Balls	Find eight treasures in Greenhorn Ruins
Gold Digger	Find eight treasures in Shivering Mountains
Heads Up	Find eight treasures in Horror Manor
Jumpin' Rope	Find eight treasures in Beanstalk Way
Lickety-Split	Find eight treasures in Mirror Mansion
Munch a Bunch	Find eight treasures in Pecan Sands
UFO Assist	Find eight treasures in Wonky Circus
Wario Whirled	Find eight treasures in Greenhorn Forest

player

Whether you're stuck or want to unlock some cool extras, this is where you'll find no-messing cheat codes and unlockables aplenty. Enjoy...

3 THE HULK CHEAT CODES TO MAKE THE HULK EVEN HARDER

When the Hulk gets in a strop, he can smash through walls and throw tanks around. But if the dogs in the game that nip at his ankles are getting the better of you, you'll want these codes.

Just head to the Code Input screen, choose the cheat that you want and prepare to make the Hulk a mean, green fighting machine that no-one can touch.

CHEAT	WHERE	CODE
Invincibility	Code Input screen	GMMSKIN
Regenerator	Code Input screen	FLSHWND
Unlimited continues	Code Input screen	GRNCHTR
Double Hulk HP	Code Input screen	HLTHDSE
Double Enemies' HP	Code Input screen	BRNGITN
Half Enemies' HP	Code Input screen	MMMYHLP
Reset High Score	Code Input screen	NMBTHIH
Level select	Code Input screen	TRUBLVR

MULTIPLAYER MODS

COOL SET-UPS TO GET THE MOST FUN WITH YOUR MATES

INSTANT DEATH, *TIMESPLITTERS 2*

THE SETTINGS...

Deathmatch in Wild West

This level has a simple design but there's plenty of space for frantic gunfights and great sniping positions in the huts. You can also drop to the main room from up above with a surprise attack.

One-shot kills

Facing death after just one shot will make players more tense and it also means that the player with the best aim and the fastest trigger finger will win.

Ten-minute time limit, no-kill limit

We don't have a kill limit because we don't want the game finishing early if a player gets a lucky killing spree. We like to have a nail biting fragging until the last second of the fight.

Lugars, Barrettas and Shotgun weapons

We don't use any rapid-fire weapons because it's far too easy to kill. The real skill lies in using pistols, where pinpoint accuracy is the key to kills.

The last time we played

WHO PLAYED: Tim, Dom, Dan and Kingsley

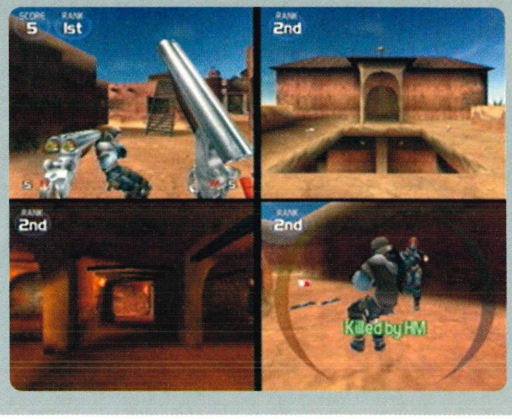
WHAT HAPPENED: A four-player *TS 2* is a noisy and foul-mouthed affair, especially with Dan playing. Dan starts off complaining about his 'broken' pad, as he and Tim get off to a flyer. But Dan's screams of "EAT THAT!" soon change to "OH THAT'S DOG TURD, I F-ING GOT YOU!", as it all goes wrong. Hardly saying a word Dom blasts into the lead with Tim following in second as the game ends.

The Results

Dom	50 kills
Tim	40 kills
Kingsley	21 kills
Dan	15 kills

How do you play?

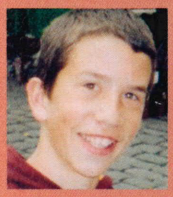
We want to know how you set up any four-player game. Follow what we did and send it to Multiplayer Mods at the usual *NOM UK* address. Just don't forget to include a photo of you all!



The Great NOM Challenge

Have you got what it takes to top the table? This is the place to show off your skills, game ninjas. So what are you waiting for?

***NOM*'s High Scores and Challenges section has evolved! We'll now be featuring a rolling list of games where you can battle to be the best and stay on our leader board for months on end – if you're good enough, that is. We've already had our first winners in Dean Hailstone, James Bridges and Rowan Brunswick who smashed *The Wind Waker* letter-sorting challenge on Dragon Roost Island. Thirty-two letters! Recognise the skills. But lose the hat, Dean. You might also notice a certain Dave Every already has his name up there in lights.**



THE WIND WAKER

Name: Dean Hailstone, Tyne & Wear (left); James Bridges, Exeter; Rowan Brunswick, Keighley (below left)
Score: 32 letters
What happened? Dean, the first to ace our *Wind Waker* challenge told us that to get his score he 'licked his eyelids and hummed the national anthem... nah, just good reaction really'. There's nothing like a bit of modesty, Dean.

James' explanation for his sorting skills is clearly the product of a tortured mind: 'I was in my room. It was 16.45. I was alone'. He didn't send us a photo, either.

And there was one last late entry from Rowan who said: 'I had to be perfectly aware of where the boxes were so I could get the letters in them as quickly as possible'. Clearly a career in the Royal Mail awaits you, Rowan.

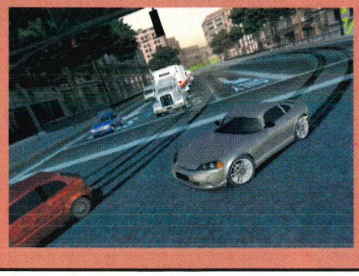
Other readers had less luck, but offered some advice anyway: Gavin Martin, Tyne & Wear said, 'all this takes is good reactions and a lot of runs'; John Zeepvat, Milton Keynes said, 'do this by help of sheer luck'; and Craig McCarthy, Liverpool said, 'don't think, don't be slow, don't miss, don't stay up all night trying, and don't terrorise old people (they may prevent you from achieving your goal).'

Is 32 the best that you can get? We reckon someone must be able to go one better...

BURNOUT

Name: Dominic Wint
Score: 6.46
What was it like for you? I like to warm up for *Burnout*'s Interstate course by breaking the odd land-speed record down the A1 on my way home. And if I run over a nun, so what?

Anyway, the way to get the best times on this course is to be a real man and use the Manual Transmission – then you can use the gears to slow down instead of the brakes, just like the pros. It takes some getting used to, but once you've got it sussed you'll never look back.



SONIC ADVENTURE 2 BATTLE

Name: Mike Jackson
Score: 2.11
What was it like for you? It's all about focus, people. For this challenge I imagined that Dean was chasing me around the office with a knife, as he does most days – I've been hospitalised three times. But back to Sonic. Here's a good tip to unlock a 3D version of the classic Green Hill stage – just earn all 180 emblems. If you manage to do that, the new stage will appear on the world map. Retro-tastic!

BEAT THIS!

Tim Street, 162,060,000 G, *Luigi's Mansion*.

Dave Every, 43 shots, *Tiger Woods PGA Tour 2003*, Princeville course.

Dave Every, 10,260, *Super Monkey Ball*, Monkey Target, ten-round match.

Dean Scott, 1,750,820, *Ikaruga*, first level.

Dean Hailstone, James Bridges, Rowan Brunswick, 32 letters, *The Wind Waker*, mail-sorting on Dragon Roost Island.

Dominic Wint, 13 seconds, *Super Mario Sunshine*, race vs Il Piantissimo on Gelato Beach.

Dan Payne, 1,450,150, *Tony Hawk's Pro Skater 4*, Campus level, single combo.

Dominic Wint, 13 seconds, *TimeSplitters 2*, Glass Smash: Pain in the Neck challenge.

Kingsley Singleton, 4.41, *Star Wars Rogue Leader: Rogue Squadron II*, Death Star Attack level.

Dean Hailstone, 516,600, *TimeSplitters 2*, Behead the Undead Challenge.

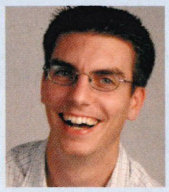
Mark Sommer, 2.26, *Super Smash Bros. Melee*, beat the giant Yoshi in event four.

Kingsley Singleton, 180, *Pikmin*, grow the most Pikmin, Challenge mode, Impact Site.

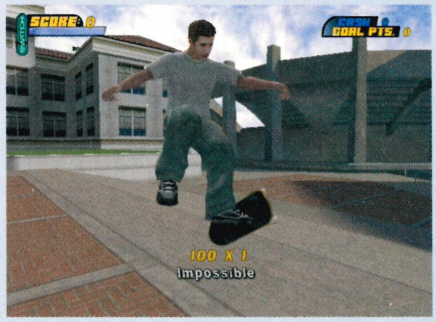
Dominic Wint, 6.46, *Burnout*, three laps of the Interstate course.

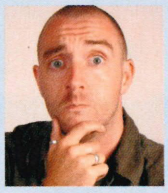
Tim Street, 812m, *SSBM*, Home Run Contest.

Mike Jackson, 2.11, *Sonic Adventure 2 Battle*, first level.

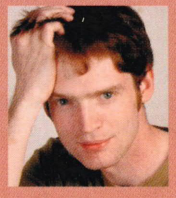


LUIGI'S MANSION
Name: Tim Street
Score: 162,060,000 G
Anything to add? I got this score instead of washing the motor. I'd have gotten more, too, but my cat pulled the controller out a couple of times. The key to the cash is vacuuming and watering everything in sight.

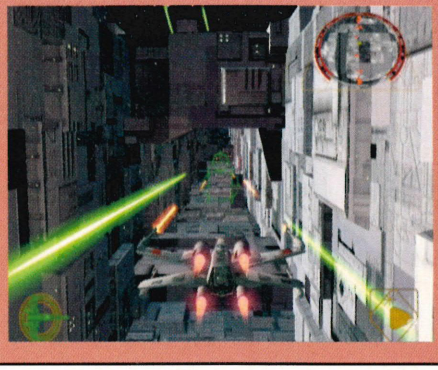


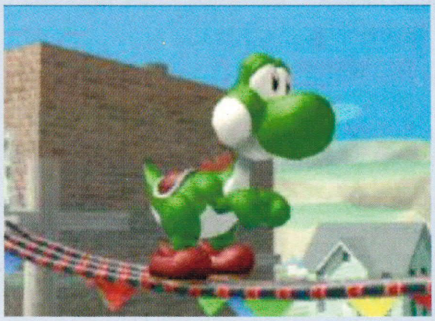


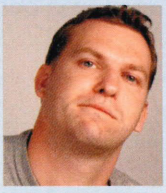
TONY HAWK
Name: Dan Payne
Score: 1,450,150
Tell us about it: *TH4* was the first thing I unpacked after moving, then I spent three days playing it while my girlfriend decorated. I made her bring me beer, too. Skate fans should follow these guidelines.



STAR WARS
Name: Kingsley Singleton
Score: 4.41
Tell us about it: I froze the missus in Carbonite for the evening and settled down to deep-fry some Imperial scum. The trick is to use the Force... and go as fast as possible down the trench, without hitting the sides.







SSBM
Name: Mark Sommer
Score: 2.26
What happened? I'm no animal lover, but I've got even less time for cartoon dinosaurs. I had a great time smashing Yoshi's face in and found Mario the best character to use, followed by Kirby (who I also hate).

What to do now

If you've bettered one of the scores on our leader board we want to hear all about it. All you need to do is get some evidence of your score (a photo of your TV or a video if you prefer) and send it along to us. But that's not all – we want to find out where you did it, when you did it and how you did. And make sure to write something interesting, because if you've top-scored you'll be featured right here on The Great *NOM* Challenge pages.

You might want to include a picture of yourself as well and if you think there's a game that deserves to be in our list, just drop us a line at the usual address, or an email to the address below.
Send your top scores to: The Great *NOM* Challenge, *Nintendo Official Magazine UK*, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW or email them straight to kingsley.singleton@emap.com who'll then pass them straight on to the central *NOM UK* Mother Brain for processing (in other words, put them in a tray and sort it out after lunch).

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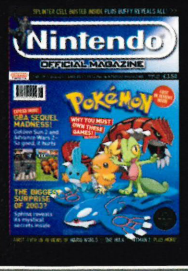

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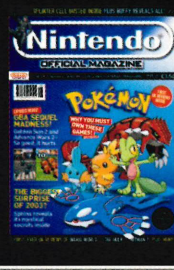

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Game Selector

Because of all the other great stuff we've squeezed into the mag TNT has had to be nipped and tucked. But we've added some info on where you can find all the tips, walkthroughs and cheats you'll ever need, right there in your stack of back-issue *NOM*s.

Check out the listings below – you'll find all the info you need to make sure you never waste your pennies again.

S = Surround, PLII = Pro Logic II

Title	Score	Issue	RRP	Players	Memory	Dolby	Tips
18 Wheeler American Pro Trucker	37%	117	£39.99	1-2	3	–	117
2002 FIFA World Cup	28%	118	£39.99	1-4	4	S	120
Ace Golf	72%	123	£29.99	1-4	5	–	–
Aggressive Inline	79%	121	£39.99	1-2	57	–	121
ATV 2	83%	126	£39.99	1-2	27	–	126
Baldur's Gate: Dark Alliance	77%	128	£39.99	1-2	30	–	131
Barbarian	53%	121	£39.99	1-4	3	–	–
Batman Dark Tomorrow	25%	129	£39.99	1	3	PLII	–
Batman Vengeance	50%	116	£39.99	1	2	–	–
Beach Spikers	84%	121	£39.99	1-4	3	–	121
Big Air Freestyle	69%	125	£39.99	1-2	3	–	–
Big Mutha Truckers	71%	131	£19.99	1	12	–	–
Black & Bruised	75%	130	£39.99	1-2	1	–	131
Blood Omen 2	62%	125	£39.99	1	1	PLII	125, 126
BloodRayne	57%	130	£39.99	1	1	–	–
Bloody Roar Extreme	78%	116	£39.99	1-2	3	–	124
BMX XXX	59%	124	£39.99	1-2	18	–	125
Bomberman Generation	65%	123	£39.99	1-4	3	–	–
Burnout	85%	116	£39.99	1-2	4	S	–
Burnout 2: Point of Impact BUY IT!	**90%**	**129**	**£39.99**	**1-2**	**5**	**PLII**	**130, 132**
Capcom Vs. SNK 2 EO	76%	120	£39.99	1-2	2	–	125
Casper: Spirit Dimensions	39%	126	£29.99	1	3	–	–
Castleween	35%	129	£19.99	1	1	–	–
Cel Damage	62%	116	£39.99	1-4	2	–	116
Conflict Desert Storm	80%	128	£39.99	1-4	8	–	–
Crash Bandicoot: The Wrath of Cortex	68%	123	£39.99	1	2	–	–
Crazy Taxi	80%	116	£39.99	1	8	–	116, 117, 131
Dakar 2	72%	128	£39.99	1-2	7	–	–
Dark Summit	45%	117	£39.99	1-4	4	–	–
Dave Mirra Freestyle BMX 2	66%	116	£39.99	1-2	4-13	–	–
Dead to Rights	83%	130	£39.99	1	10	–	–
Defender	62%	127	£39.99	1-2	1	PLII	–
Def Jam Vendetta	85%	129	£39.99	1-4	2	–	130
Die Hard Vendetta	74%	123	£39.99	1	6	–	125, 127
Disney Sports Basketball	38%	129	£39.99	1-4	15	–	–
Disney Sports Football	73%	123	£39.99	1-4	15	–	–
Disney Sports Skateboarding	40%	128	£39.99	1-2	7	–	–
Disney's Magical Mirror Starring Mickey Mouse	55%	121	£39.99	1	3	–	–
Disney's Tarzan Freeride	60%	116	£39.99	1	8	–	–

S = Surround, PLII = Pro Logic II

Title	Score	Issue	RRP	Players	Memory	Dolby	Tips
Donald Duck Quack Attack	52%	117	£39.99	1	6	–	–
Doshin The Giant	66%	122	£39.99	1	40	–	123
Driven	62%	116	£39.99	1-2	5	–	–
Eggo Mania	80%	121	£29.99	1-2	3	–	–
Enter the Matrix	64%	130	£39.99	1-2	10	–	130, 132
ESPN International Winter Sports 2002	59%	117	£39.99	1-2	3	–	–
Eternal Darkness: Sanity's Requiem BUY IT!	**92%**	**122**	**£39.99**	**1**	**8**	**PLII**	**122, 123, 128, 131**
Evolution Skateboarding	72%	126	£39.99	1-2	27	PLII	126
Evolution Snowboarding	54%	127	£39.99	1-2	2	–	–
F1 2002	70%	118	£39.99	1-4	4	–	–
F1 Career Challenge	74%	130	£39.99	1-4	5	–	–
FIFA 2003	83%	122	£39.99	1-4	52	–	–
Fireblade	69%	125	£39.99	1	2	–	–
Freekstyle	80%	121	£39.99	1-4	2	PLII	122
Frogger Beyond	62%	128	£39.99	1	3	–	–
Gauntlet Dark Legacy	52%	121	£39.99	1-4	8	–	121
Godzilla DAMM	75%	125	£39.99	1-4	2	PLII	125
Harry Potter and the Chamber of Secrets	76%	124	£44.99	1	4	–	128
Hitman 2: Silent Assassin	88%	131	£39.99	1	59	–	131
Hot Wheels Velocity X	58%	125	£29.99	1-4	1	–	126
The Hulk	57%	131	£39.99	1	3	–	131
Ikaruga	84%	128	£39.99	1-2	4	–	129, 130
ISS 2	74%	116	£39.99	1-4	5	–	123
ISS 3	51%	129	£39.99	1-4	59	–	–
James Bond 007 In... Agent Under Fire	76%	118	£44.99	1-4	3	–	119, 120, 131
James Bond 007 Nightfire	81%	124	£44.99	1-4	2	–	125
Jeremy McGrath Supercross World	48%	118	£39.99	1-2	3	–	118, 119
Kelly Slater's Pro Surfer	73%	121	£39.99	1-2	14	PLII	–
Knockout Kings 2003	66%	123	£39.99	1-2	5	–	–
Legends of Wrestling	44%	117	£39.99	1-4	5	–	120
Legends of Wrestling II	49%	125	£39.99	1-4	12	–	–
The Legend of Zelda: The Wind Waker BUY IT!	**96%**	**128**	**£39.99**	**1**	**12**	**PLII**	**129, 130, 131**
The Lord of the Rings: The Two Towers	76%	127	£39.99	1	4	–	127, 128
Lost Kingdoms	77%	119	£39.99	1-2	2	S	123
Lost Kingdoms II	81%	129	£39.99	1-2	3	–	–
Luigi's Mansion	85%	116	£19.99	1	3	PLII	116, 117, 118, 125
Madden NFL 2003	89%	121	£39.99	1-2	59	S	121
Mario Party 4	80%	123	£39.99	1-4	2	S	–
Mary-Kate and Ashley: Sweet 16 Lcsd to Drive	53%	126	£29.99	1-4	4	–	–
Mat Hoffman's Pro BMX 2	80%	123	£39.99	1-8	18	–	122, 126
Medal of Honor Frontline	81%	123	£44.99	1-4	4	–	124, 129
Mega Man Network Transmission	74%	131	£39.99	1	1	–	131
Men in Black II: Alien Escape	52%	126	£39.99	1	3	–	–
Metroid Prime BUY IT!	**94%**	**127**	**£39.99**	**1**	**1**	**PLII**	**127, 129**
Micro Machines	71%	126	£39.99	1-4	4	–	–
Minority Report	58%	125	£39.99	1-4	2	PLII	126
Monsters, Inc. Scream Arena	39%	127	£29.99	1-4	4	–	127
Mortal Kombat: Deadly Alliance	84%	125	£39.99	1-2	1	–	125, 128
MX Superfly	71%	121	£39.99	1-2	8	–	122
Mystic Heroes	65%	123	£39.99	1-4	6	–	–
NBA 2K3	76%	127	£39.99	1-4	52	–	127
NBA Courtside	82%	117	£39.99	1-4	7	–	120

S = Surround, PLII = Pro Logic II

Title	Score	Issue	RRP	Players	Memory	Dolby	Tips
NBA Live 2003	55%	123	£39.99	1-2	57	–	–
NBA Street Vol. 2	83%	129	£39.99	1-4	7	–	130
Need For Speed Hot Pursuit 2	74%	122	£39.99	1-2	7	PLII	124
NFL 2K3	82%	127	£39.99	1-4	56	–	127
NHL 2003	67%	121	£39.99	1-4	3	–	–
NHL 2K3	74%	128	£39.99	1-2	104	–	–
NHL Hitz 20-02	75%	116	£39.99	1-4	8	–	117, 119
NHL Hitz 20-03	78%	122	£39.99	1-4	8	–	–
Outlaw Golf	70%	128	£39.99	1-4	5	–	131
Pac-Man World 2	74%	126	£39.99	1	16	–	127
Phantasy Star Online Episode I & II	85%	127	£39.99	1-4	7	PLII	128
Pikmin	88%	118	£19.99	1	4	–	118, 119, 130
Pro Rally	62%	122	£39.99	1-4	3	PLII	–
Pro Tennis WTA Tour	58%	122	£39.99	1-4	5	–	–
Rally Championship	71%	126	£29.99	1-4	6	–	–
Rayman 3: Hoodlum Havoc	87%	126	£39.99	1-4	8	PLII	–
Red Card	83%	119	£39.99	1-2	12	–	120
Red Faction II	81%	129	£39.99	1-4	7	–	130
Reign of Fire	54%	124	£39.99	1	3	PLII	–
Resident Evil 2	69%	129	£29.99	1	1	–	131
Resident Evil 3: Nemesis	73%	129	£29.99	1	1	–	–
Resident Evil	88%	120	£44.99	1	8	–	120, 121, 123, 128
Resident Evil Zero	86%	126	£44.99	1	9	–	126, 127
Robotech Battlecry	56%	125	£39.99	1-2	1	–	126
Rocket Power: Beach Bandits	31%	123	£29.99	1-2	10	–	–
Rocky BUY IT!	**90%**	**123**	**£39.99**	**1-16**	**2**	**–**	**125**
Scooby-Doo! Night of 100 Frights	45%	123	£39.99	1	5	–	–
Sega Soccer Slam	81%	122	£39.99	1-4	5	–	123
Shrek: Extra Large	40%	126	£39.99	1	1	–	–
The Simpsons Road Rage	54%	117	£39.99	1-2	4	–	117, 118, 119
The Sims	78%	129	£39.99	1	60	–	129, 130
Skies of Arcadia Legends	82%	129	£39.99	1	3	–	–
Smuggler's Run: Warzones	80%	122	£39.99	1-4	6	–	–
Sonic Mega Collection	84%	127	£39.99	1-2	2	–	127, 128
Sonic Adventure 2 Battle	62%	116	£44.99	1-2	3	–	116, 125
Sonic Adventure DX Director's Cut	71%	130	£39.99	1	9	–	–
Speed Kings	68%	130	£39.99	1-2	2	–	–
Spider-Man	75%	118	£39.99	1	2	S	118, 119, 122
SpyHunter	78%	117	£39.99	1-2	2	–	118
Spyro: Enter the Dragonfly	58%	124	£39.99	1	8	–	–
SSX Tricky	77%	118	£44.99	1-2	5	S	120
Star Fox Adventures	84%	123	£44.99	1	3	PLII	124-129
Star Wars Bounty Hunter	78%	125	£39.99	1	2	PLII	125
Star Wars Jedi Knight II: Jedi Outcast	84%	123	£39.99	1-2	3	–	125, 129
Star Wars Rogue Leader: Rogue Squadron II BUY IT!	**92%**	**116**	**£44.99**	**1**	**3**	**PLII**	**117, 118, 119, 122, 128**
Star Wars The Clone Wars	77%	123	£39.99	1-4	3	PLII	124
Summoner: A Goddess Reborn	74%	127	£39.99	1	19	–	–
Superman: Shadow of Apokolips	36%	128	£39.99	1	4	–	–
Super Bubble Pop	32%	127	£39.99	1-2	1	–	–
Super Mario Sunshine BUY IT!	**93%**	**121**	**£39.99**	**1**	**7**	**PLII**	**121, 124, 126, 128, 130**
Super Monkey Ball BUY IT!	**92%**	**116**	**£44.99**	**1-4**	**3**	**PLII**	**116, 117**
Super Monkey Ball 2 BUY IT!	**90%**	**126**	**£39.99**	**1-4**	**2**	**PLII**	**126, 128-130**

S = Surround, PLII = Pro Logic II

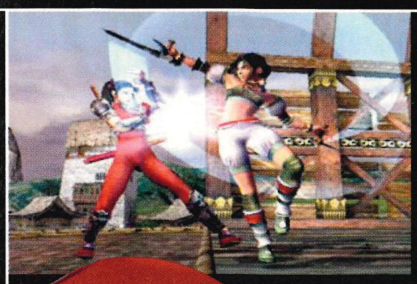
Title	Score	Issue	RRP	Players	Memory	Dolby	Tips
Super Smash Bros. Melee BUY IT!	**90%**	**117**	**£19.99**	**1-4**	**3**	**–**	**119, 120, 121, 125, 129**
SX Superstar	70%	131	£19.99	1-2	3	–	–
Taz Wanted	47%	122	£39.99	1-2	2	–	–
Tetris Worlds	46%	122	£29.99	1-4	8	–	–
Tiger Woods PGA Tour 2003 BUY IT!	**90%**	**124**	**£39.99**	**1-4**	**32**	**–**	**124**
TimeSplitters 2 BUY IT!	**92%**	**122**	**£44.99**	**1-4**	**2**	**–**	**122, 123, 124, 128, 130**
Tom Clancy's Ghost Recon	59%	127	£39.99	1-2	17	–	–
Tom Clancy's Splinter Cell BUY IT!	**92%**	**129**	**£39.99**	**1**	**17**	**–**	**129, 130, 131**
Tony Hawk's Pro Skater 3	88%	116	£44.99	1-2	6-8	S	116, 117, 129, 131
Tony Hawk's Pro Skater 4 BUY IT!	**92%**	**123**	**£39.99**	**1-2**	**7**	**PLII**	**126, 127**
Top Angler Real Bass Fishing	69%	128	£39.99	1	3	–	–
Top Gun Combat Zones	71%	121	£39.99	1-4	3	–	122
Turok Evolution	67%	122	£39.99	1-4	3	PLII	122
Ty The Tasmanian Tiger	75%	123	£39.99	1	1	–	127
UFC Throwdown	58%	121	£39.99	1-4	5	–	122
Universal Studios Theme Parks Adventure	11%	116	£44.99	1-2	3	–	–
Vexx	72%	128	£39.99	1	2	PLII	–
Virtua Striker 3 Ver. 2002	40%	118	£39.99	1-2	2	S	120
V-Rally 3	71%	130	£39.99	1-4	158	–	131
Wario World	75%	131	£39.99	1	10	–	132
Wave Race Blue Storm	88%	116	£39.99	1-4	12	PLII	116, 118
Worms Blast	70%	117	£39.99	1-2	3	–	–
Wreckless: The Yakuza Missions	68%	124	£39.99	1-2	19	–	125
WWE Crush Hour	56%	129	£19.99	1-2	2	–	–
WWE Wrestlemania X8	67%	122	£39.99	1-4	12	–	122, 124
XGIII Extreme G Racing	81%	117	£39.99	1-4	3	–	117-119
X-Men 2: Wolverine's Revenge	68%	129	£39.99	1	4	–	–
X-Men Next Dimension	61%	125	£39.99	1-2	3	–	126
Zoo Cube	71%	120	£39.99	1-4	2	–	121

GBA Section

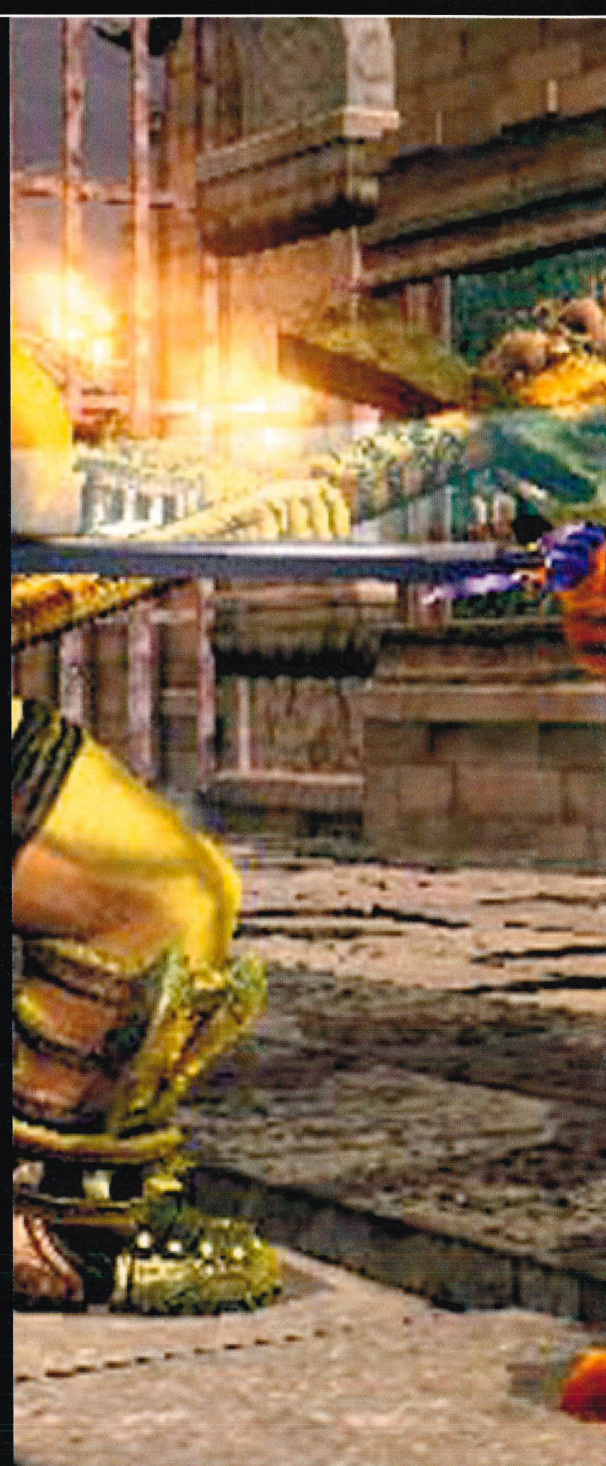
Only the best of the best get in.

Name	Score	Issue	RRP	Players	Tips
Advance Wars	95%	110	£29.99	1-4	114, 115, 121
Breath of Fire II	92%	118	£29.99	1	120
Castlevania: Aria of Sorrow	90%	129	£29.99	1-2	130
Crash Bandicoot XS	90%	116	£29.99	1	–
Denki Blocks	90%	111	£29.99	1-4	–
Ecks Vs Sever	91%	111	£29.99	1-4	113
ESPN International Winter Sports	90%	113	£29.99	1-4	–
Golden Sun	93%	114	£29.99	1-2	115, 117, 118, 120, 121, 123, 12
Konami Krazy Racers	90%	106	£29.99	1-4	111
The Legend Of Zelda: A Link To The Past (inc. Four Swords)	96%	127	£29.99	1-4	127-129
Mario Kart Super Circuit	92%	109	£29.99	1-4	109, 111-113, 115
Metroid Fusion	93%	124	£29.99	1	126, 127, 130
Ninja Cop	89%	132	£29.99	1	–
Pokémon Ruby and Pokémon Sapphire	93%	131	£34.99	1-4	131
Rayman Advance	90%	106	£29.99	1-4	109, 112
Sonic Advance	90%	115	£29.99	1-2	115
Super Mario Advance	91%	106	£29.99	1-4	107-109, 111-113, 115
Super Mario World: Super Mario Advance 2	93%	115	£29.99	1-4	115, 119
Super Monkey Ball Jr	90%	127	£29.99	1-4	127, 128
Super Streetfighter II Turbo Revival	90%	111	£29.99	1-4	112
Tony Hawk's Pro Skater 4	92%	123	£29.99	1	–
V-Rally 3	91%	118	£29.99	1-4	–
Wario Ware Inc.: Minigame Mania	93%	129	£29.99	1-2	–
Yoshi's Island: Super Mario Advance 3	94%	123	£29.99	1	124, 125, 128

We Can't Wait

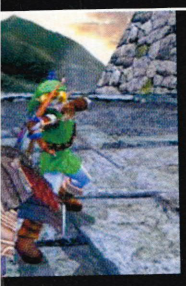


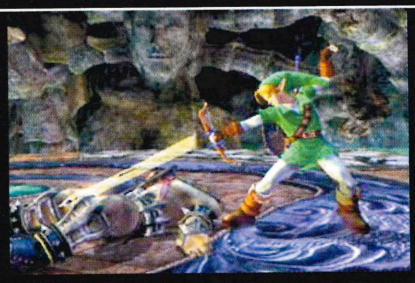
MORE NEXT MONTH



For These

NEW PICS!



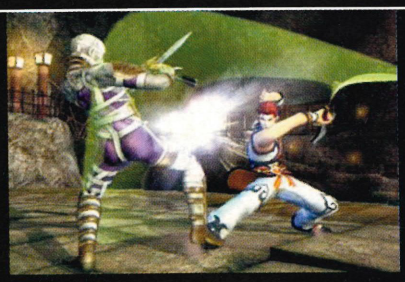


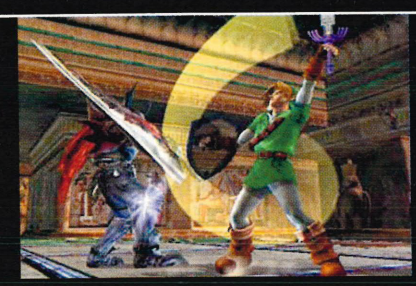
Soul Calibur II

Get flogging your copy of *Mortal Kombat: Deadly Alliance* now, because you aren't going to be playing it again any time soon.

That's because the button-pounding, sword-slashing beat-'em-up known as *Soul Calibur II* is going to be one of the fighting games of the decade and we'll be ripping it apart in time for its UK release on September 26th.

With the all-important Weapon Master mode now in English we'll be able to tell you just what the hell it's all about as well as taking Link out for a few rounds against the mighty Astaroth and kicking Voldo's ass. Game on!



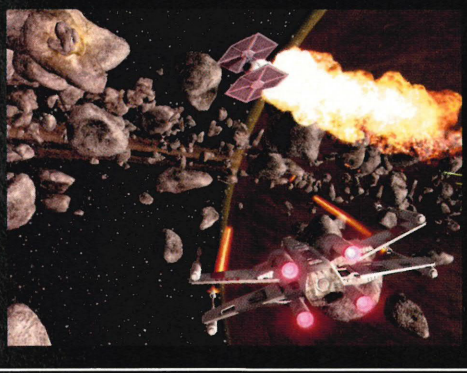


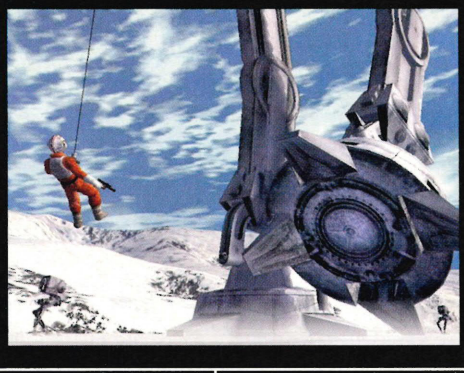
We Can't Wait For These...

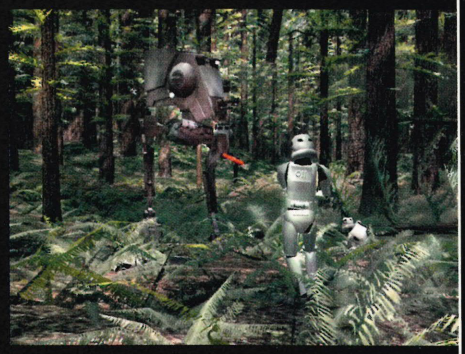
2-3 MONTHS

Star Wars Rebel Strike: Rogue Squadron III

LucasArts hasn't announced anything new about the Rebels' objectives, so just check out the awesome close-up of the AT-ATs' foot as Luke winches up to lob in a Thermal Detonator; the detail of each tree in the forest of Endor; and a slavering Sarlacc Pit. This game is gonna rule.



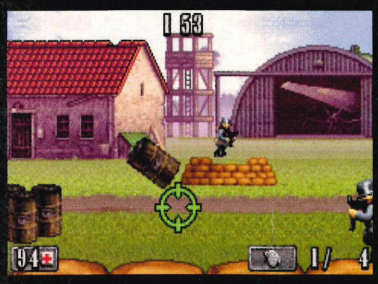




Medal of Honor Infiltrator (GBA)

The last GBA *Medal of Honor* game was rubbish, so bad in fact that we didn't bother reviewing it. Now there's *Infiltrator* and it's looking like a next-gen *Cannon Fodder* clone (which we gave 93% in issue 99). That's all good by us and you'll get to fight the Hun in Africa and Europe.

You'll have to take the controls of a tank, battle on foot in *Operation Wolf*-style stages and disguise yourself as a Nazi to win the war. EA's even promised connectivity to GameCube's *Medal of Honor Rising Sun*, so you can use the handheld as a mini-map – we smell a *Splinter Cell* rip-off straight away, but connectivity is important to us, so we'll let it slide.



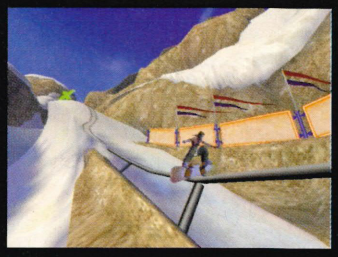
Billy Hatcher & the Giant Egg

Mr Sonic is still beavering away on this title and we're hoping that his platform/puzzler will rock.

The latest shots hint at a friendly Tweety Pie clone and show a variety of fruit, from cherries to melons, that will make Billy's eggs grow. When they get big enough, different animals will hatch out of the egg offering Billy different skills to help him save the world.

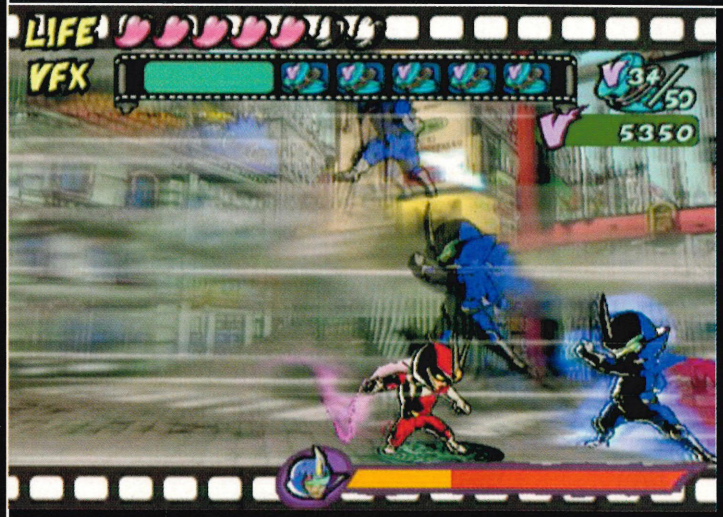
SSX 3

We've heard that the soundtrack will feature Queens of the Stone Age and X-Ecutioners, and that four new racers are joining Elise and her assets, including the hot honey, Allegra, and Griff, a kid who thinks he can cut it with the big boys. It'll be a fight to the finish with *1080° Avalanche*.



The Lord of the Rings: The Return of the King (GBA)

The hack 'n' slash action will include a battle against Sauron's forces at Pelennor Fields and a ruck in Shelob's lair. And at last you'll be able to play as Gandalf, who isn't just confined to using his staff – the David Blaine of Middle-Earth can swing from ropes like he's ten and fire catapults, too.



Viewtiful Joe

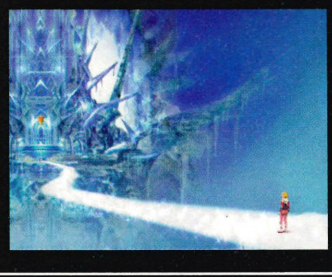
By now you'll know that *P.N.03* sucks – Vanessa's hot, but her game isn't. Capcom's next exclusive is looking sweet, though. Step forward, Joe. The game has now got a release date of October 31st so you can expect a review soon. And yes, we have no doubt it won't stink like Vanessa.

We Can't Wait For These...

6 MONTHS

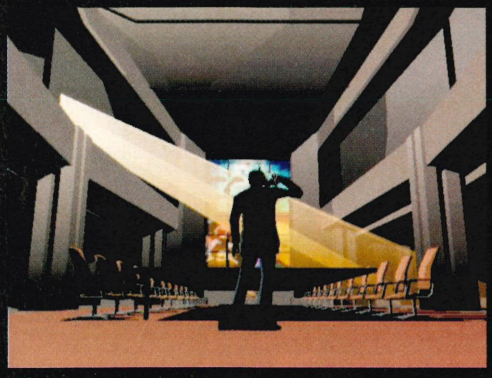
Baten Kaitos

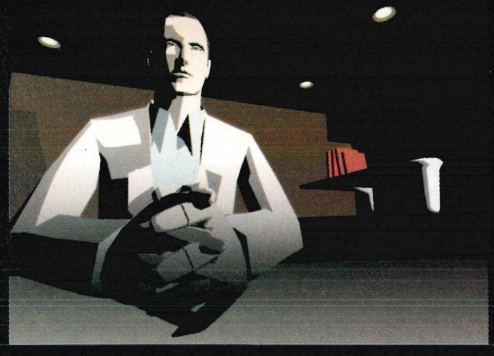
Developed over the last two years, *Baten Kaitos*' plot is a classic revenge mission.
Kalas wants to kill those who murdered his father and brother in a quest featuring spirits, a girl called Xelha and a floating continent full of monsters.



Killer 7

You know you'll be playing as Harman Smith, a man with seven split personalities that make up the Smith Alliance, but what about the plot?
Well the world's in turmoil as crazed people with distorted smiles attack anyone who comes near. Known as Heaven's Smile – or the US army for short – they've overthrown governments and have killed Harman's bird, Suzy. Now you must 'ave 'em!





Pokémon Channel

In six months the thrill of *Pokémon Ruby* and *Pokémon Sapphire* may be wearing off, so this will no doubt come as a welcome Poké fix. You play as a tester for the Pokémon Channel and by winning various games on the station, you'll make Pikachu happier. Cool quizzes and exercise programmes are yours to take part in, earning money – cash you can splash at the shopping channel.
Tons of Pokémon from *Ruby* and *Sapphire* pop up in the game and you can change the environment in which you play by doing things like watering plants, designing posters and playing *Pokémon Mini* games.

The Sims Bustin' Out (GBA)

Exclusive locations are going to be on GBA and with connectivity to GameCube you'll open up an extra level, the chance to upgrade your Sims on the move and new mini-games.
You start life in a barn and might end up in a mansion, just like Tim. GBA owners can collect countless items from auctions, like a cool boom box and a pointless fishing rod.

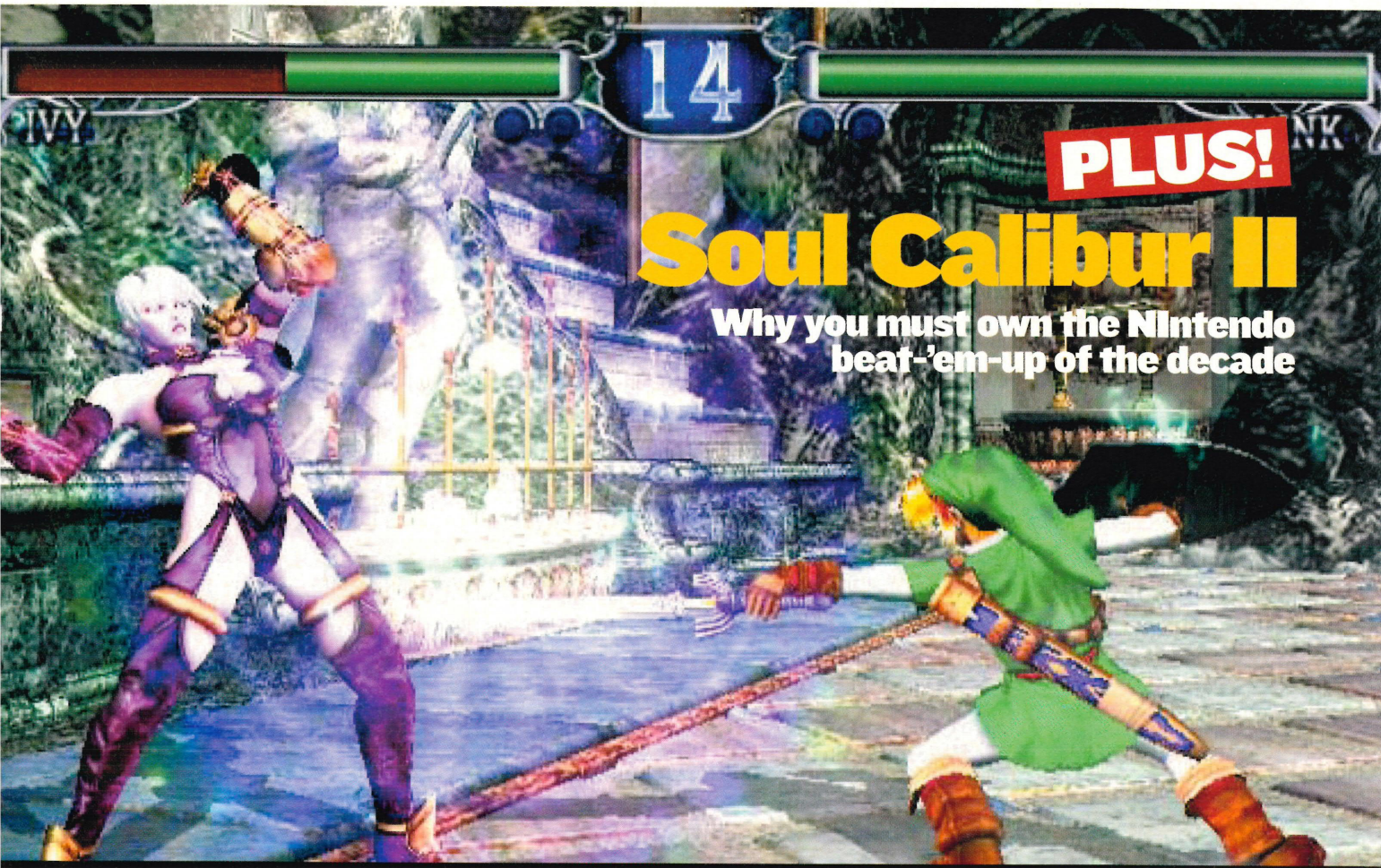
Next Month

Free game wallet!

LOOK!

Free with the October issue of *NOM*, we're giving away a cool wallet to store your GBA games or GameCube memory cards.

It's perfect for keeping your carts and cards out of danger, and because it holds up to six at once you've got no excuse not to keep on gaming this summer!



PLUS!

Soul Calibur II

Why you must own the Nintendo beat-'em-up of the decade

- *Advance Wars 2*: Has the best GBA game got better?
- *FF:CC* overload!
- Why *F-Zero* will be top of your Xmas list
- GBA's most innovative game yet!

Your Mail

Thanks to the Colonel, *NOM*'s Letter of the Month winner gets £50 worth of KFC vouchers. Four runners-up get vouchers for a Popcorn Chicken Shaker meal where you can cover your chicken with BBQ or ketchup sprinkles, and there are Avalanche Ice Creams, too. Sweet!

Is it common?

LETTER OF THE MONTH

I think I have a problem. I've been playing games for a few years, but as yet I haven't finished a single one. It wasn't until I started reading magazines that I realised games actually have an end, I thought some just went on forever.

Does this make me stupid? I'm trying really hard to finish *Metroid Prime* at the moment and I reckon I will have it cracked within the next few days. Have you ever heard of this before or could this be a first for Nintendo gamers?

Andy Macintosh, Devon

■ **Hopefully some KFC will bolster your chances of solving the mystery on Tallon IV, Andy. Eat some chicken and go for it.**

RUNNER-UP

It's about time

Was I glad to see that you're changing the magazine again? Of course I was. I think *Nintendo Official Magazine* is good, but the changes you are making should mean it gets even better, especially the Reader Reviews section. I'd also like to add my vote for the return of percentages. It's a much more accurate way of scoring games, but does it mean that you'll be revising the *TNT* game scores?

David Shotter, Preston

■ **Well we hope you like the new look, David. We realise that we're not going to please everyone all of the time, but we are trying our best. Keep sending us any suggestions for *NOM UK* to the usual address. Oh, and you can find the all-new scores in Games Selector starting on p118.**

PC gone mad

In your *Pokémon Beginner's Guide* that was in the last issue of *NOM* it says: 'Look for any chinks in your squad's armour'. Are you possibly being a bit racist? If you don't publish this or have a good explanation, I'll assume that you are being racist and I'll be able to sue.

Eric Wong, Manchester

Chink *n.* 1. a small narrow opening, such as a fissure or crack. 2. a small, but fatal, weakness. We think you'd do well to calling off those lawyers, Eric.

Pokémon be gone

Groudon, Pikachu and the rest of the Pokémon are not cool unless you are aged two. It's the saddest thing Nintendo has ever produced. It's okay to do a review, but the ten-best things?! I'll tell you the two worst: it started and it hasn't finished. Get rid of it quick!

Peter Sparks, Dorset

■ **Come on, man. Let the Poké love in. Read Mike's words: 'it may be cutesy, but this RPG adventure is huge and as good as any other.'**

The hedgehog has escaped

I noticed on the front of a PlayStation magazine that they have a DVD. With Sonic on it. I checked everywhere on the face of the magazine and it was definitely a PlayStation magazine. I think the public has a right to know!

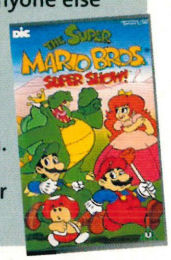
James Robertson, Glasgow

■ **You sound overly concerned, James. *Sonic Heroes*, the next supersonic title from Sonic Team, is multi-format. So much for exclusivity! At least we get *Super Monkey Ball* though.**

RUNNER-UP

The things you send

This month we had a good laugh at the, frankly rubbish, but no less collectable for it, *Super Mario Bros. Super Show* video. Thanks to Philip Jones from Carnforth for digging this out at a school jumble sale. Anyone else got some cool Nintendo stuff? Send it in to the usual address and you might win. Don't worry, we'll send your entry back!



Ha-bloody-ha

I think your mag should have a jokes page where you make fun of things in games. Like on Gelato Beach in *Mario Sunshine*, where all those duck-like things waddle around and throw you high in the air. As I go through the beach I say I'm walking through a beach of tossers. Get it? What d'ya reckon?

Dean Parsons, Poole

■ ***Please* don't give up the day job, Deano!**

Show me the *Ocarina*

I am writing to ask you if *Zelda: Ocarina of Time* will be available to buy on its own and not as a bonus with *The Wind Waker*. Me and my friends would really like to know about this.

Craig Taylor, Barnsley

■ **You can still buy *Ocarina* second hand if you can find it. Check out your local games store or hunt it down on internet sites like eBay.**

But once a year

When I got the calendar I was delighted and put it up on the wall (as you do) and now I can count down the days 'til the next issue of *NOM* comes out. Will you be making another calendar soon?

Andrew Patton, Ballynahinch

■ **The thing with calendars is that they're kind of annual. Look out around Christmas for another one, eh?**

RUNNER-UP

Grrrrrr!

I hate you! Whenever I send you emails you never reply to any of them. You are all assholes even if you do put this in your magazine.

James Brought, via email

■ **Calm down, petal.**

Mew's gone

How the hell do you get Mew on *Pokémon Gold*, *Silver*, *Red* or *Blue*? I tried everything that is on the internet, but nothing seems to work. I can't go to these tour dates because I'm busy working. PLEASE HELP ME, *NOM UK*!

Sean Sheppard, via email

■ **You can only get Mew from a special Nintendo download machine at a *Pokémon* tour, but that's all done with now. Your only hope is to get Mew by trading with someone. Good luck!**

TEXT THE EDITOR

You can let us know how you feel about the world of Nintendo on a text!

Tap in 'Txt', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us as each text costs 25p to send. *Every* text sent to us can be viewed at www.clubnom.com and here's just a small selection of the best ones:

■ You lucky gits, you're playing *F-Zero* right now.

■ Whatever happened to *Animal Crossing*? The sequel better be coming to Europe!

■ *True Crime* is surely Nintendo's last chance at getting a *GTA* game. It better be good.

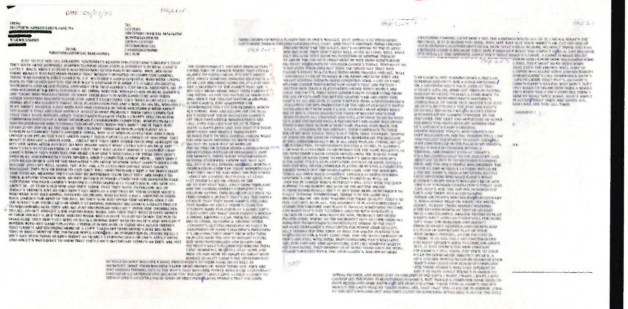
■ *Pokémon Ruby* is amazing and just as good as the older games.

■ *Hitman 2* is absolutely brilliant, but rock hard.

How to get in touch
> Write to: Your Mail, *Nintendo Official Magazine UK*, Bushfield House, Orton Centre, Peterborough, Cambs PE2 5UW
> email: nintendoletters@emap.com
> SMS: Send 'Txt', add a space and your message. Send to 84070

What a nutter!

We asked for letters, we got an essay – and it was all in capitals, too! Thanks to **Matthew Cheek** from Nuneaton for providing Tim with his holiday reading, all 3,021 words of it.



I need *Evil*

Could you please tell me if the recently released *Biohazard* box set – including the first five games and Wesker's Report – will be available to all the *Resident Evil* fans in the UK, or is it just for Japan like all the other good stuff?
Tom West, via email

■ **So far this box set's only available in Japan and there's been no word yet on the prospect of a European release. It would be sweet, though. Come on Capcom, how about it?**

Fatso

Thanks a bunch for the cool inflatable Poké ball that you gave away with the last issue (although a special *NOM* puncture repair kit would also have been handy as I ended up sitting on it by accident)
Alistair, Tyne & Wear

■ **Could you not just throw it around like normal people? What were you doing? Ground-pounding it?**

RUNNER-UP

Only if...

I'm writing to ask you if there's any chance of you bringing back the old 'Game or Lame' section with the new-style *NOM*. This section was great, it let gamers show their game ideas to the experts and see what they thought of it. So could you please let me know if it's going to return?
Mark Adams, via email

■ **We'd quite like to bring it back, but the ideas we need must be original. Forget *Pokémon Black*, *Metroid Secret Mission*, *Mario Kart 256*, *Super Smash Bros. Melee 2* etc...**

Spotted!

I think I may have been on holiday in the Mushroom Kingdom. Here's a snap as proof. It's Star Road, I tell you! Can anyone top that?
Gary Billington, via email

■ **You heard the man! Do you live on Rainbow Road? Work at the Mushroom Kingdom? Send us proof and you could win!**

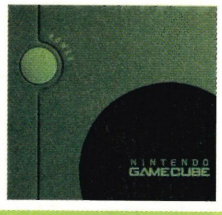
The delicious Popcorn Shaker meal is available from now until the end of September and will set you back a paltry £3.29. The ice-cold Avalanche ice-creams come in four tasty flavours: Cadbury's Flake, Starburst Joosters, Chocolate Sauce and Crunchy M&Ms. They're available now priced at just 99p so go get some chick'on.

CLUB NOM

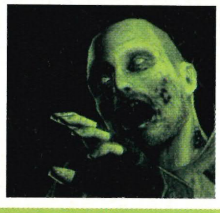
Sign up for Club *NOM*!

You'll get:

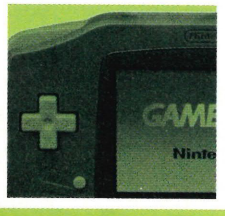
Free! Nintendo news as it happens



Free! Games release updates



Free! Exclusive competitions



Sign up now and you could win one of three copies of *Golden Sun: The Lost Age

*Existing *Club NOM* members will automatically be entered into the *Golden Sun* draw.

Terms and Conditions: the cost to join *Club NOM* is 25p. This is a one-off charge to join the club. You will then receive a text message from *Club NOM* asking you to select your favourite games genre. You reply to *Club NOM*, selecting your genre. There is no charge for this second message or additional texts from *Club NOM*. Please note that your own operator (O2, Vodafone, T-Mobile, Orange, etc) may charge you to send and receive texts as part of your mobile package. The service currently doesn't work on the Virgin network.

Name that Game

Guess all ten and be this month's King of Games.

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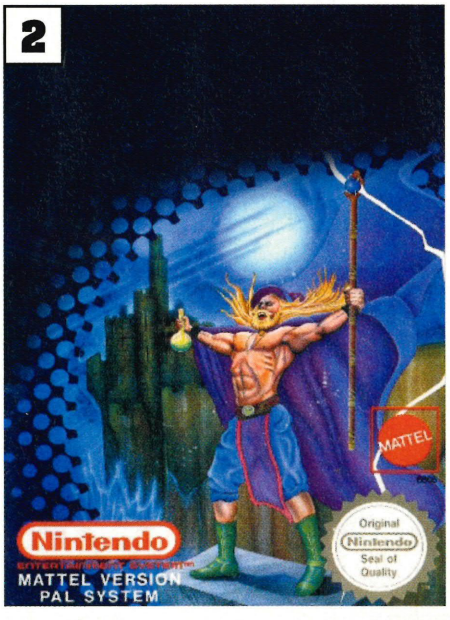

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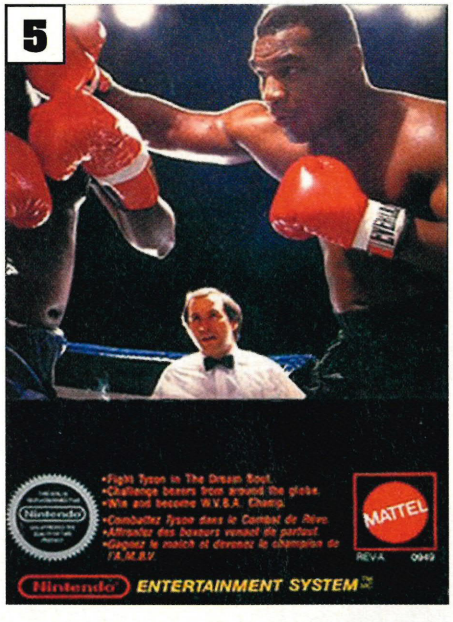

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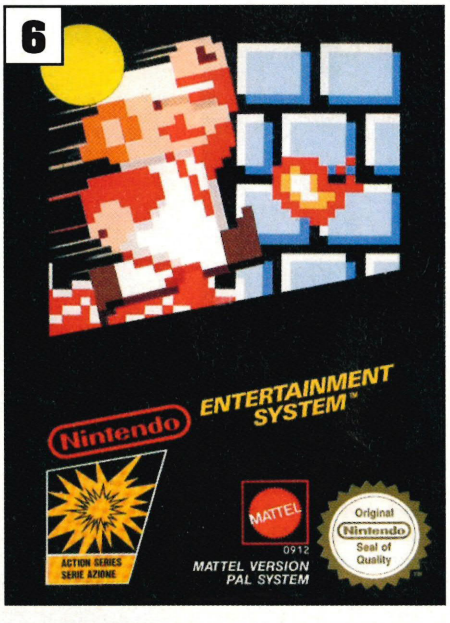

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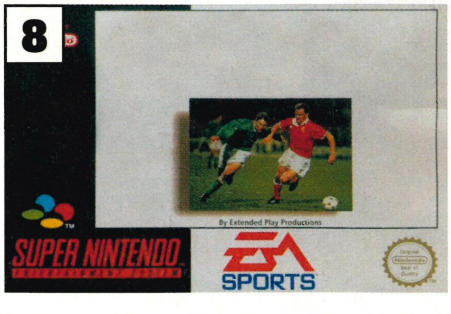

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Answers: 1) *Flashback*. 2) *Solstice The Quest for the Staff of Demnos*. 3) *Batman The Video Game*. 4) *Breath of Fire II*. 5) *Mike Tyson's Punch-Out!!* 6) *Super Mario Bros*. 7) Medal of Honor Frontline. 8) *FIFA Soccer 96*. 9) *The Magical Quest Starring Mickey Mouse*. 10) *Super Probotector Alien Rebels*.

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