

NINTENDO DS LAUNCH COLLECTOR'S EDITION

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NINTENDO DS™

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COLLECTOR'S EDITION

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WHO DOES WHAT

(and what they've been eating from Abdullah's when working late)

Editor Tim 'chips in naan' Street

Deputy Editor Dean 'large chicken kebab' Scott

Production Editor Kingsley 'large doner in naan' Singleton

Staff Writer Mike 'doner in naan with spicy onions' Jackson

Staff Writer Rob 'Diet Pepsi' Burman

Art Editor Dan 'large chicken kebab in naan with mint yoghurt sauce' Payne

Associate Art Editor Hakan 'XXX large doner in spicy naan with extra chilli sauce' Simsek

Thanks to... Barny Zoeller, John Ricciardi, Frank Cifaldi, Chris Kohler, David McComb, Claire Simsek, Abdullah's, and everyone at Nintendo and Cake.

Publisher Alan Morrison

Advertising Manager Nuria Taylor

Tel: 0870 062 0965; 01733 288098

Advertising Executive Jo Ashdown

Tel: 020 7295 5030

Brand Manager Kerry Craig

Tel: 01733 465523

Promotions Executive Clare Gockel

Tel: 0870 062 0980; 01733 465890

Editorial Enquiries Tel: 01733 237111

Ad Production Tel: 0870 062 0968



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Welcome to NOM UK



TIM Hey! Do you wanna be a NOM star?

BABE How are you gonna do that Brit boy?

TIM We want you to be in our Official Collector's Edition mag!

BABE What are u babbling about ehump?

TIM It means you'll be in the UK's only OFFICIAL mag dedicated entirely to the launch of the DS!

BABE What do I have to do to get in that?

TIM Well just pop your clothes over there, but remember to keep on your blue bikini. We can't have anything too rude.

BABE And that's it?

TIM That's it! Enjoy the mag!
Tim Street,
Editor



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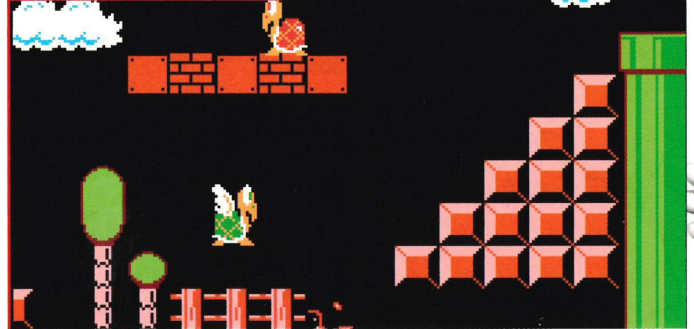
Nintendo DS Special



p018. The History of Handheld Gaming



p050. Wario Ware Touched!



p038. Meteos



p054. Project Rub



p027. Win DS stuff here!



p056. Pokémon Dash



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GREAT NEW SHOTS!

The BIG review!

Super Mario 64 DS

p044



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

1. Someone would actually like *The Urbz* (Your DS Brain Thoughts, p024) **2.** A Yoshi platformer, that's not a platformer would be so awesome (*Yoshi Touch & Go*, p028) **3.** Looking after some mutts would actually be pretty cool (*Nintendogs*, p034) **4.** Our lives would be devoted to sorting Bob-Ombs into pens (*Super Mario 64 DS*, p044) **5.** Rob would have a fetish about drawing lines and flipping tiles (*Polarium*, p058) **6.** That old-skool digger, Dig Dug, spawned one of our favourite puzzle characters ever (*Mr. Driller: Drill Spirits*, p060) **7.** We'd hand out one of lowest-ever scores to a DS launch game (*Ping Pals*, p071) **8.** Trying to catch rogue rabbits would eat up all our time (*Super Mario 64 DS* guide, p078) **9.** Our quest for points on Mario 64 mini-games would be unleashed upon an unsuspecting public (*Mario High Scores*, p089) **10.** That we'd forage in the woods for a new stylus (*Dual Scream*, p098)



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How this DS Special has aged the NOM team: (l-r), Dean, Rob, Tim, Mike and Hak

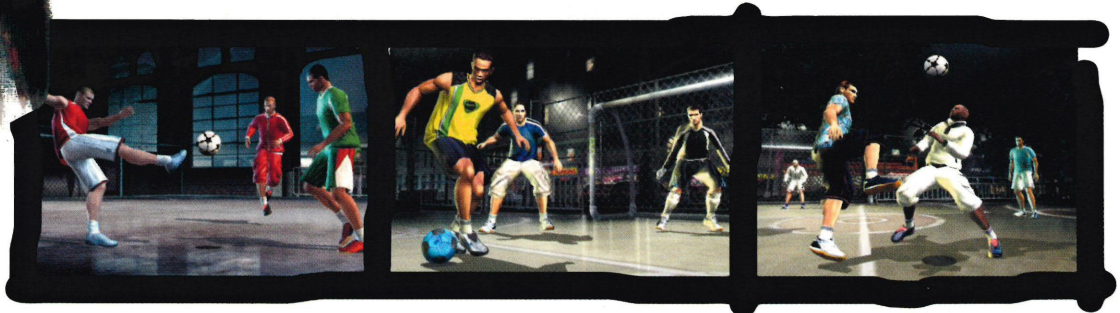


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Feature



Touch the Future

Over 15 years after the Game Boy changed the face of portable gaming, The Big N is set to rewrite the rules again with the world's most innovative handheld, the Nintendo DS. And if you want to be a DS expert, you've come to the right place...



First impressions

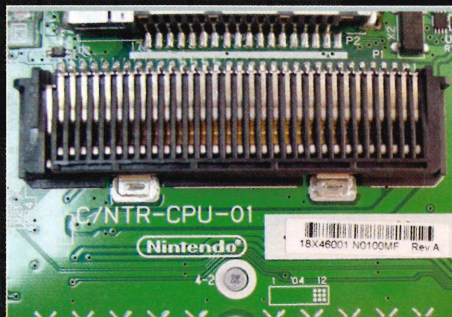
The Nintendo DS is packed with innovative features, but here's what to look out for when you first slide your shiny new handheld out of its box...

SPEC-TACULAR

What makes those dual screens tick.

Let's start with the basics. Some of this info won't mean anything to you unless you're a tech-head, but don't worry – all will be revealed over the next six pages...

- Size (when closed): 148.7mm wide, 84.7mm long, 28.9mm thick. Sweet bread.
- Top screen: A back-lit, three-inch, semi-transparent reflective TFT colour LCD screen with 256x192 pixel resolution and 0.24mm dot pitch. That's great dot pitch.
- Bottom screen: Same as upper screen, but with transparent analogue touch screen.
- Colour: Capable of displaying 260,000 colours. More than three bags of Skittles.
- CPUs: Two processors, a 66Mhz ARM9 and one 33Mhz ARM7 (by contrast, the GBA SP runs on a single 16.8Mhz ARM7 processor).



FEEL THE POWER

Get charged up on more fizzy DS facts.

The AC Adapter bundled with the unit allows you to recharge the internal battery or use your DS plugged into a mains supply. The good news is that the DS Adapter is exactly the same as the one used by your GBA SP, meaning you can use your old adapter if you lose your new one.

The DS's lithium ion battery can deliver six to ten hours of continuous gameplay on a single charge, depending on how you use it. After years of use, rechargeable batteries can wear out, but the DS is great because you can actually buy a replacement battery, giving your new handheld a longer lifespan than other portable devices such as Apple's iPod.

"It's the right handheld at the right time and will offer long-lasting, non-stop gameplay."

Jim Merrick, Senior European Marketing Director, Nintendo

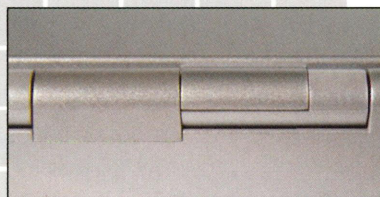
NINTENDO DS GAME CARDS

■ Nintendo DS game cards are much smaller and thinner than traditional GB game paks – they look more like a digital camera memory card than a game cartridge – and click into the DS's top slot. The cards can hold as much as 128Mb (1Gbit) of data, as opposed to GBA paks, which weighed in at 512Mbits or 64Mb. Nintendo says DS game cards are cheaper and quicker to manufacture than old-style GBA paks, meaning that publishers can get new games into the shops quicker than ever before.



THE HINGE

■ Much like the GBA SP, the DS features a strong hinge that keeps the top screen steady during long gaming sessions. However, unlike the GBA SP, the hinge can lock into two separate positions; the top screen can be 'forced' past the open position to keep both screens at the same angle, which can be better when playing games that use two screens simultaneously.

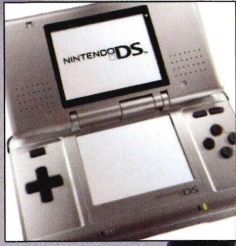


YOUR OLD GBA GAMES

■ There's a slot for GBA games, but old-style Game Boy and GB Color ones won't fit. Sadly the DS doesn't support GB Link Cables or the GameCube-GBA Cable either, so retro multiplayer is out. If you have GBA and DS games in your unit a menu lets you choose which to play. You can also choose whether to play a GBA game on the top or bottom screen. GBA games on the DS appear in letterbox format and the X and Y buttons are disabled while playing.

DUAL SCREENS

■ The two screens aren't just a gimmick – they offer ground-breaking gameplay possibilities. In *Super Mario 64 DS*, for example, you can see a map of the level on the lower screen as you explore on the top one. And in the future we may see games where you can send messages to other DS users on the lower screen as you play a game on the upper display.



STUNNING SOUND

■ The DS also excels in the sound department, allowing for better use of speech and music with richer, more immersive game experiences. The speakers offer virtual surround sound and the headphone socket transmits in proper stereo. Hear something moving in your left headphone? Then there could be an enemy coming from that direction or a secret to be found! For a small package, the DS delivers sound in a big way.



EYE-POPPING GRAPHICS

■ Each DS screen can display proper 3D worlds in dazzling colour – incredible graphics that surpass anything on the Nintendo 64 and almost manage to top GameCube. Take a close look at *Super Mario 64 DS*, for example – all the graphics, right down to Mario's wrinkled dungarees, are much more detailed than ever before. And when you meet Bowser for the final showdown he looks 100 percent better than in his chunky three-dimensional debut on the N64.

BACK-LIT DISPLAYS

■ Like the GBA SP, the DS features illuminated screens that make action much easier to see than on old-style Game Boys – and also lets you play games under your duvet at night. But whereas the SP's screen was front-lit, the DS's screens are back-lit, meaning games look more vibrant than ever before. Slam a GBA game into the DS and see how good it looks.

Take control

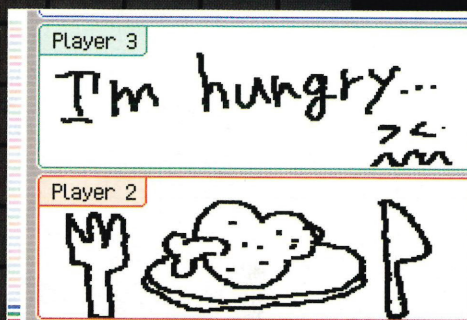
The DS allows players to interact with games in more ways than ever before. Here's what you can do when you get your hands on one...

BUILT-IN SOFTWARE

Goodness comes as standard.

From a menu you can choose to play games or use the built-in software. Here's what's lurking in the guts of Nintendo's new machine...

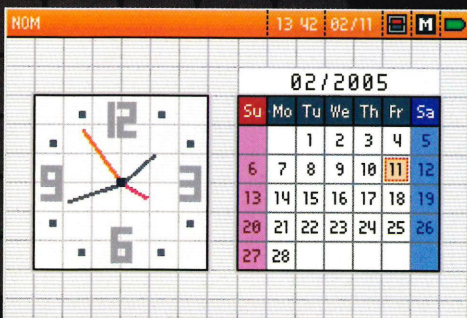
PICTOCHAT



The innovative *PictoChat* application is much like an instant messaging program on a PC, allowing you to use the Nintendo DS to send and receive wireless messages from other DS users in the area (turn to p14 for more wireless fun).

Up to 16 people can be in one of four chat rooms and, as well as using the DS's virtual keyboard to type text messages, you can draw and send pictures to your mates. But don't be stupid and reveal any personal information to people you don't know or make arrangements to meet up with strangers. Play it safe!

INTERNAL CLOCK



Like GameCube, the DS has a built-in clock and calendar that you set when you turn it on for the first time. It keeps track of the time and date even when it's switched off so certain games can use this information. You may get special items on Xmas Day in *Animal Crossing*, for example.

When you start the system for the first time it also asks for your date of birth and on your special day an "it's your birthday" message will be displayed when using *PictoChat*. The DS also features an alarm clock – simply key in the time you want to wake up and the system will go into Sleep mode, waking you in the morning with a digital watch-style bleep!

TOUCH SCREEN

■ The bottom DS screen features a tough, transparent film cover that's touch sensitive and allows you to interact with games by touching them with your fingertip or using the DS's stylus.

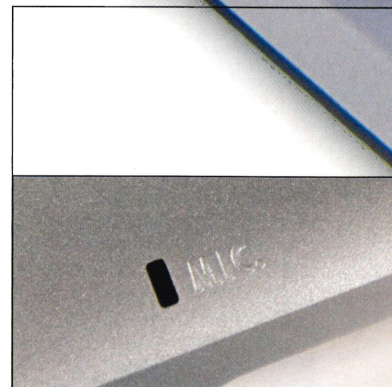
This means you no longer have to rely on just buttons to move your character, navigate menus or access items – all you have to do is reach out and touch!

Naturally, this means that you can interact with your games in totally new ways and the possibilities for new styles of gameplay are only limited by developers' imagination.



DS MICROPHONE

■ Another innovative feature is the microphone that allows you to interact with games using your voice; for example, *Wario Ware* features a series of mini-games where you can blow on the mic to inflate balloons, spin fans and so on. And in the future we may see titles where you can control characters by telling them which way to go! At the back of the DS is a special port where an external microphone or voice-control headset might fit. Just imagine something like a karaoke game!



NINTENDO DS STYLUS

■ To stop your DS touch screen getting covered in grubby fingerprints, the unit comes complete with a small plastic pen or stylus that snaps into a slot beside the DS Game Card port. The only downside is that the stylus is easy to lose, but luckily you'll get another inside your DS box.

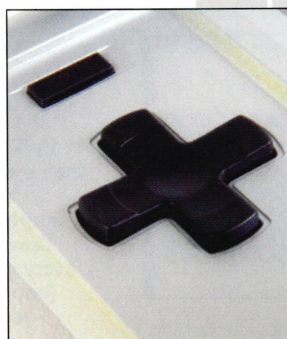


DS THUMB STRAP

■ The Nintendo DS comes packaged with a Thumb Strap, which on first impressions looks like the cord from a digital camera that loops around your wrist in case you drop it. However, there's more to it than meets the eye. The Thumb Strap features a small plastic pad that slips over your thumb and can glide across the touch screen, giving you greater mastery of games with sliding control. In *Super Mario 64 DS*, for example, it lets you use the touch screen in a similar way to the N64's 3D Stick, giving you precise control over Mario for those tricky platforming moments. And in *Metroid Prime: Hunters* the touch screen can be used in a similar way to playing first-person shooters like *Doom* with a mouse. Using the Thumb Strap on the touch screen takes practice but, once you've cracked it, you'll never use the D-Pad again.



NINTENDO DS BUTTONS



■ Nintendo fans will feel at home with the DS's buttons – they're much like those found on a Super NES controller. The D-Pad, shoulder buttons and four face buttons mimic that classic design, but this is only half the story – touch screen control is where the real action is. As for the DS's power switch, the lid protects it when closed, so there's no chance of accidentally switching it on.

Come together

While Game Boy fans have been hooking up for years via Link Cables, the DS features wireless communications over huge distances.

WIRELESS COMMUNICATION

■ Say goodbye to cumbersome GB Link Cables – the DS allows you to link-up with other players via a wireless network! Up to 16 players can connect to a single local network without the need to physically link their handhelds. Nintendo guarantees a wireless range of 30 to 100 feet, although we've been able to connect two systems at much longer distances, so long as they were within sight of each other. However, bear in mind that obstacles such as walls and large animals will reduce the range to the DS's 30-foot minimum.



FREE MULTIPLAYER

■ Unlike most Game Boy multiplayer titles that requires each player to have their own copy of the game pak, many DS titles allow players to get together using a single game card; a system with *Super Mario 64 DS* can host a multiplayer game with other DS units in the area downloading game data. Download times average 30-90 seconds depending on the game. But, not every game will support the single-card DS download option for multiplayer (ones that do are marked on the packaging) and more advanced titles will require each player to have their own game card for multiplayer action.

What's in the box?

You won't just get a heap of leaflets and an instruction book.

NINTENDO DS

■ Sitting warm and snug in its plastic bag will be one of these – a shiny new DS for you to play to your heart's content. Now power up *PictoChat* and draw something rude!



NINTENDO DS STYLUS

■ You won't just get one clipped into your DS as there's a spare one in the box should you lose the other one/sharpen it with a pencil sharpener/give it to the dog to eat.*

*delete as appropriate

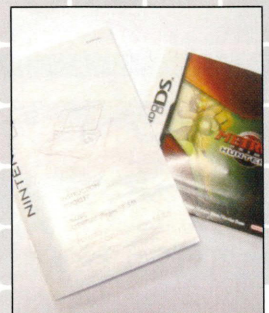


NINTENDO DS™



INSTRUCTIONS

■ You know games, so you'll probably flick through this once and learn things like 'how to put in a DS card' and 'how to set the time'.



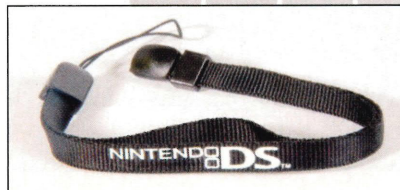
METROID DEMO

■ Before you do anything, rip this out of its plastic sleeve and slam it into your DS. This is the *Prime Hunters: First Hunt* demo we've been banging on about for AGES. It only comes with initial shipments of DS, but get one and you'll feel the love.



THUMB STRAP

■ Tie it through the hole to the left of your DS's stylus port and you'll have another way to play those DS games. Impossible to use with *PictoChat* unless you want a sentence to finish with 'djklgjnklafnvgklse'.



Miyamoto speaks his brain

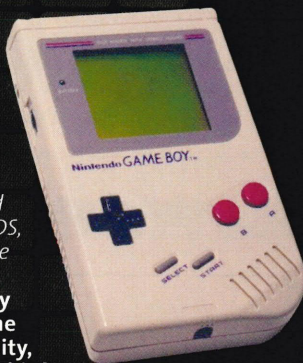
Hungry for Shigeru-flavour brain food? Fill up here...

As The Big N prepares to unleash the DS on British gamers, this is what Shigeru Miyamoto – the genius behind Mario, Donkey Kong and all Nintendo's best games – said about the new handheld and its infinite possibilities...

NOM: As millions of Game Boys have been sold across the world since 1989, why isn't your new handheld called the Game Boy DS, or use the Game Boy name?

SM: The DS may look like a Game Boy but, in reality, it's Nintendo's third pillar. What we mean by this is that the DS will allow us to create software that we haven't been able to produce on any Game Boy before, or even the GameCube. It's going to have software that's never been seen before on any system. The DS doesn't just take games we've seen before and add new technologies or better graphics – it's a system where we can create new styles of games.

NOM: The Nintendo DS is packed with many unique features – what has been the reaction from developers?



SM: The developers we're working with are very excited by the DS's capabilities. One example of this is *Pac Pix*, which Namco has created. Namco had the idea floating around for a while [where gamers actually draw Pac-Man on-screen], but there wasn't any hardware out there that allowed them to create the game.

So when we showed them the DS they got very excited! And it's the same at Nintendo – there's a lot of energy and fresh ideas. But just because the DS has two screens doesn't mean a developer has to use both screens. And it's the same for wireless communication, the microphone, the touch screen and so on. Instead, the DS is a system where developers have the freedom to choose what to incorporate into their games.

NOM: Is there any danger of the touch screen becoming scratched over time if you use the stylus a lot?

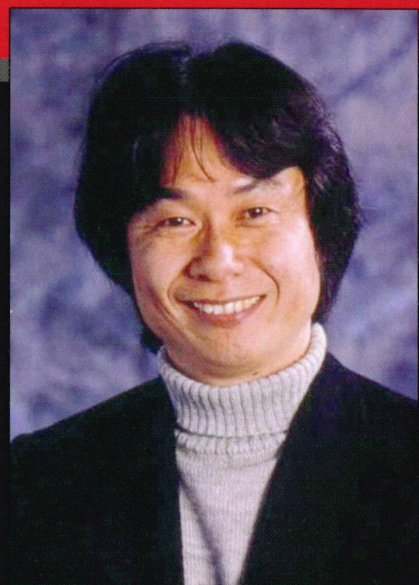


SM: At Nintendo we've always given gamers the best-quality products, so you can count on a very sturdy screen. Actually, when I play *Wario Ware*, I use a cotton bud, like the kind you'd use to clean your ears. It feels very smooth and very funny!

NOM: With the instant messaging of PictoChat, the DS is like a games machine AND a mobile phone. What's more important to you – gaming or messaging?

SM: Well, our target DS user is everyone: people aged from 5 to 95. And if you look at that wide user base, you have children who see their parents with PDAs and so on. So there's a lot of appeal for kids to use the DS and the stylus for its chat capabilities.

And it's possible for someone with a wireless router in their home to potentially link up the Nintendo DS to that router, their computer and the internet, and then to potentially link up to other instant messaging programs.



Games are vital, as are the unit's messaging capabilities, so the DS is something for everyone to enjoy.

NOM: Why did you decide to ditch Game Boy-style Link Cables and go with wireless technology for multiplayer and so on?

SM: At Nintendo we've been researching wireless connectivity with other systems for ages. With the Game Boy, people had to buy a cable if they wanted to link their games and as we released new hardware and peripherals the linking process became more and more complicated. So what we did was develop a wireless system for the DS that could connect with other devices in a simpler way.

NOM: The touch screen is the DS's most innovative feature. Why did you decide to develop this new style of control?

SM: People have been playing video games for a long time now and over the years we've seen better graphics, better technology and more in-depth gameplay. But as the games industry grows, the world has become separated into two camps; one that plays video games and one that doesn't.

In the original Mario games you had one button to jump and nothing else, and I think people are longing for that type of control again, to return to a time when games were for ANYONE to enjoy. With the DS we tried to allow players to feel directly in control of their characters, so that people who haven't been gaming for a long time, or ever, are suddenly brought to the same level as other gamers without having to worry about the difficulties of control.



IMAGINE THE POSSIBILITIES!

The past nine pages have shown you what the Nintendo DS is capable of right now, but we think it will do a lot more in the future. Take a leap forward to p74 and find out what your DS could be doing very soon, possibly including internet connection and

accessories like a camera and a TV tuner! Or, if you want to know about the handheld heroes that paved the way for the dual screen revolution, turn to p18. And reviews of all the DS's launch games? They start on p44. Blimey, it's all going off in our DS Special!

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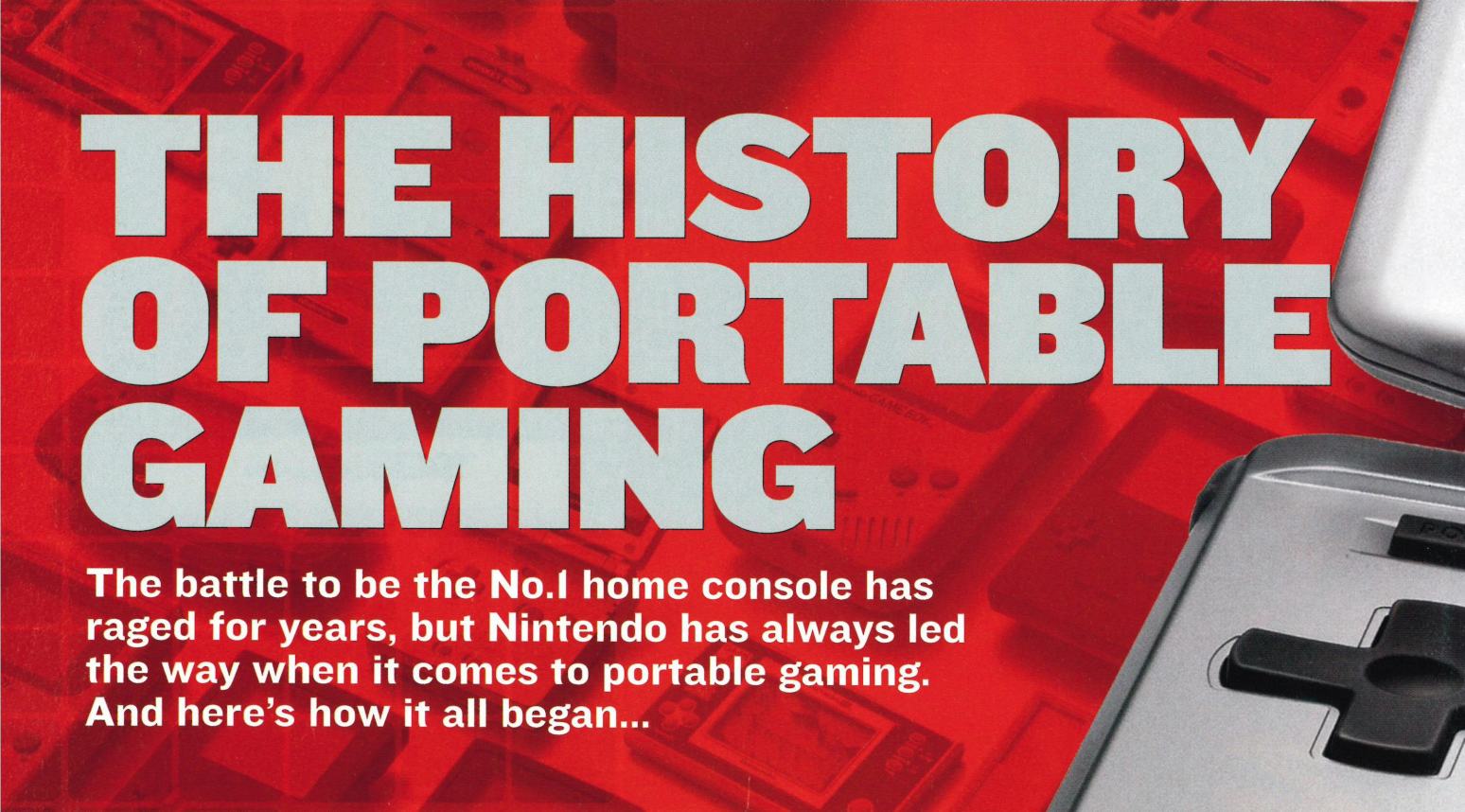


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THE HISTORY OF PORTABLE GAMING

The battle to be the No.1 home console has raged for years, but Nintendo has always led the way when it comes to portable gaming. And here's how it all began...



TURN THE PAGE TO SEE HOW FAR WE'VE COME



MIC

NINTENDO DS LITE

1980

The story begins over 20 years ago with the release of Nintendo's Game & Watch series. Each Game & Watch unit featured a simple, monochrome LCD screen and a single game, many of which introduced enduring characters such as Donkey Kong who still feature in Nintendo games today.

Early systems only had a single screen, but before long The Big N was releasing games that had two. Look familiar?



1989

This was the year that Nintendo released the Game Boy, changing the world of portable gaming forever. The first Game Boy was a chunky grey unit with a green monochrome screen that blurred when the action was fast and furious, making it hard to play swift-moving platform games and shooters.

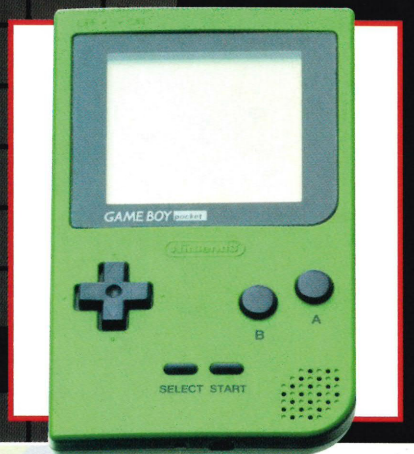
However, despite its display problems, the Game Boy went on to become the biggest-selling games console of all time and the world's most famous handheld. Nintendo's original Game Boy also introduced the block-dropping puzzle classic *Tetris* to the masses – the most played video game in history.



1996

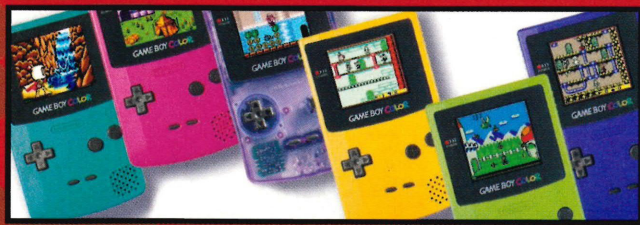
Just over seven years after the original Game Boy wowed gamers across the globe, the portable bad boy was redesigned and re-released as the super-sexy Game Boy Pocket.

The Pocket's slick silver casing was 30 percent smaller than the original Game Boy, but with a larger screen and improved LCD technology, making it easier to play fast-moving games. Suddenly, even the coolest kids wanted a Game Boy.



2000

Not long after the new millennium dawned, Nintendo announced that it had sold its 100 millionth Game Boy. Despite competition from Sega and Atari over the years, no other console has ever come close to matching this figure.



2001

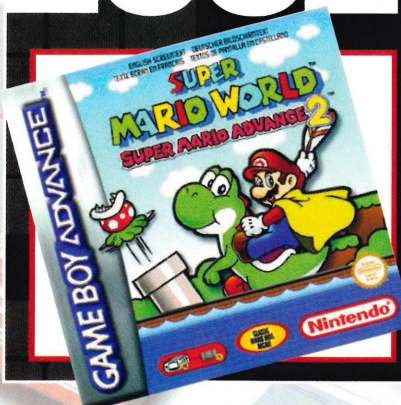
The Game Boy Pocket and Game Boy Color were awesome, but 2001 saw the release of the portable console we'd all been waiting for – the Game Boy Advance. Purple, Clear Blue, White and Clear Pink flavours sold like hot cakes at launch, racking up 500,000 sales within a week of its European debut. The launch line-up featured *Super Mario Advance* and *F-Zero: Maximum Velocity* ensuring the GBA's classic status from day one.



2002

This year saw the launch of one of the best GBA titles to date, *Super Mario World: Super Mario Advance 2*. It was also a good year for adding to your console collection with Black and Platinum versions of the amazing handheld hitting shelves.

And there was more good news for Nintendo as 2002 saw the Japanese behemoth selling its 700 millionth Game Boy title.



2003

Nintendo appealed to older players with the release of the GBA SP, boasting a nifty silver case, a flip-top lid that protected the screen and an illuminated display that made it easier than ever to play games under your duvet.

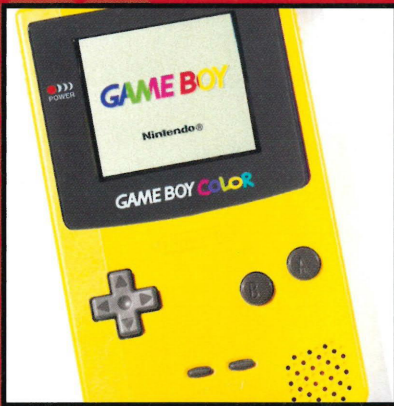
Over 400,000 SPs flew off the shelves during the console's first week on sale and two million had been sold after only six months.



1998

The Game Boy introduced us to the joys of portable gaming, but it wasn't until 1998 that colour came to the world's favourite handheld. On release the GB Color was available in a variety of coloured cases to suit everyone's style, but one thing hadn't changed – *Tetris* was still the biggest-selling game!

The GB Color was also different from its predecessors in having an infrared port that could be used for exchanging data in some games.



1998

This year also saw the release of the Game Boy Camera and Printer, which enabled the GB to act as a miniature digital camera with built-in software to manipulate pictures and even make mini-games. The GB Printer was a great success, allowing gamers to make stickers using their wacky GB pictures.



1999

After years of success in Japan and the United States, *Pokémon Red and Blue* finally launched in the UK. *Pokémon* went on to be one of the most successful series in the history of video gaming and by 2004's close, over 130 million *Pokémon* games had been sold worldwide.

The UK release of *Pokémon* in 1999 also saw the debut of NOM's *Pokémon Master Guides* and roadshows, where Tim and the gang travelled the country to kick readers' asses!



2004

It was a busy year for the SP, which kicked off with the Tribal, Classic NES and girlie Pink editions in Europe.

Meanwhile, the Nintendo DS made its debut in America and the Japan, selling over 500,000 consoles in a week in the US and the same number in Japan in just four days. By the end of 2004, over 50 million Game Boys had been sold across Europe.

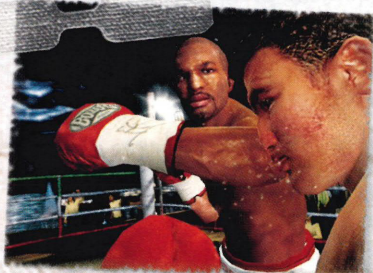


2005

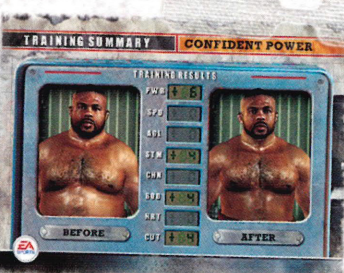
The Nintendo DS finally hits the UK and Europe on March 11th! And as Nintendo's new baby managed to clock-up over 2.8 million sales in the US and Japan by the end of 2004, you can bet this level of success will be repeated over here, too. Bring on the DS!



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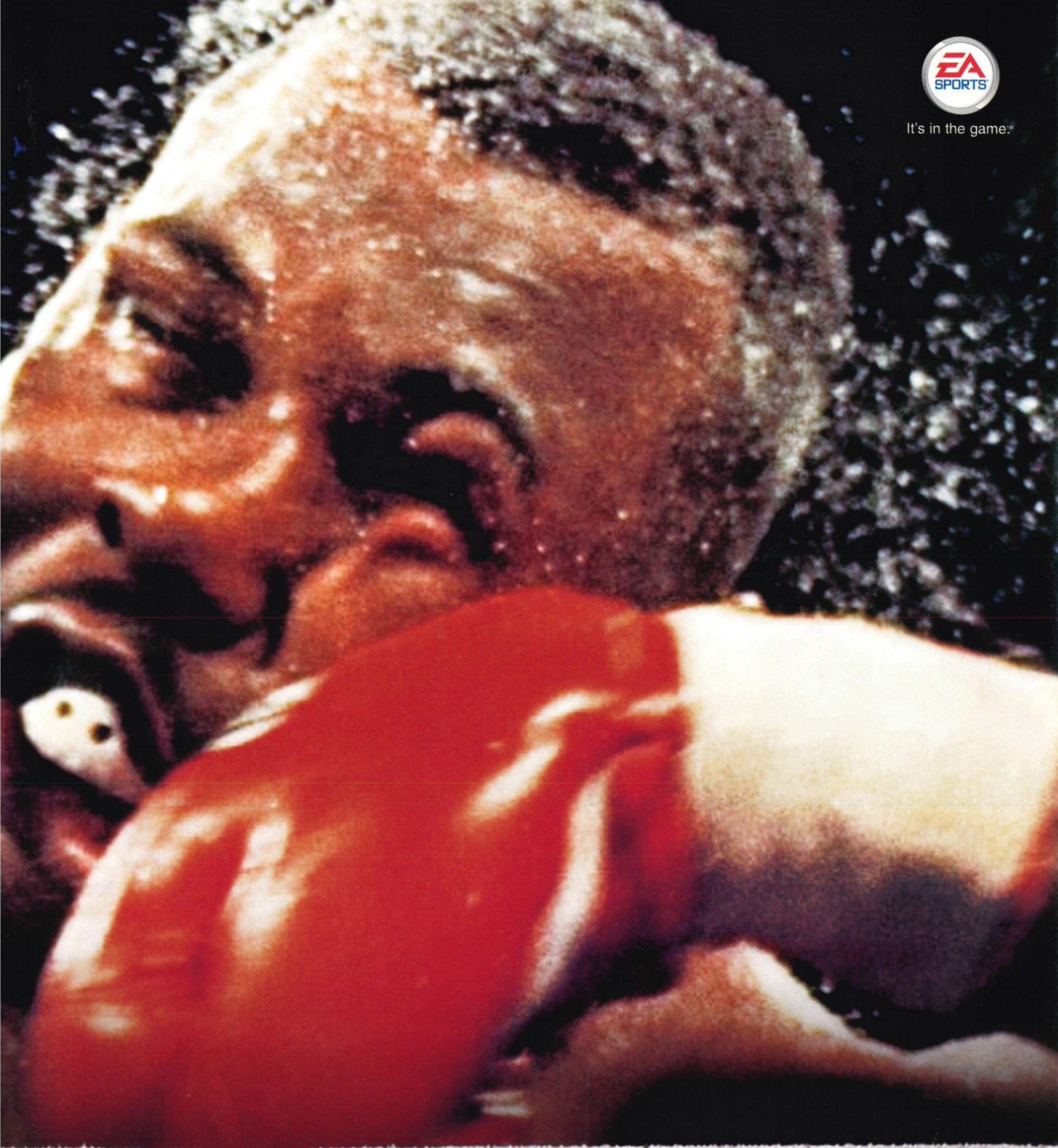


PlayStation®2

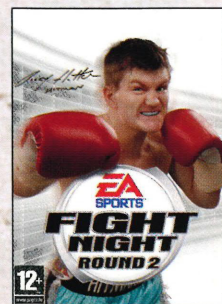




It's in the game.™



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DANCE AS YOU BOB AND WEAVE, AND PUT A MAN ON THE
CANVAS WITH A WELL-TIMED, WILL-BREAKING HAYMAKER.**



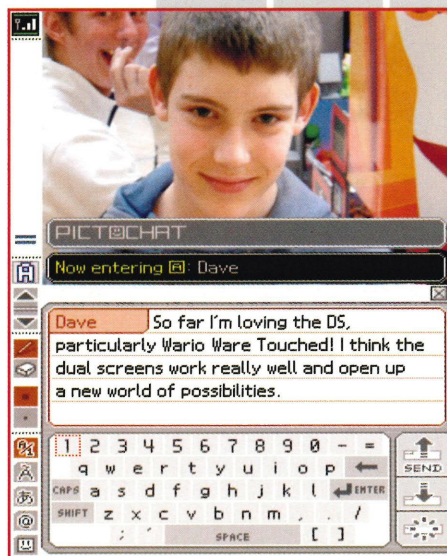
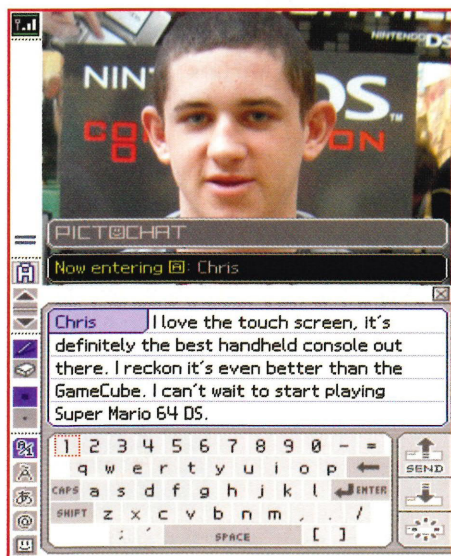
easports.co.uk/fightnightround2

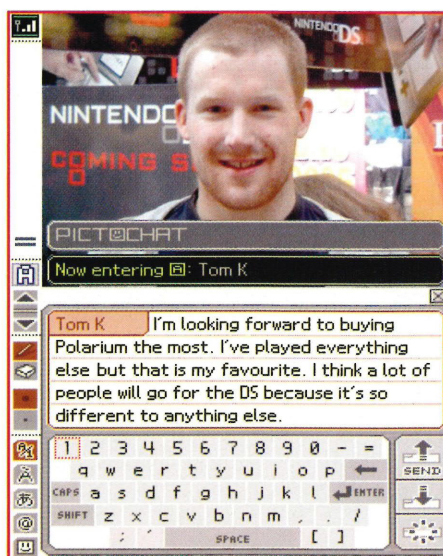
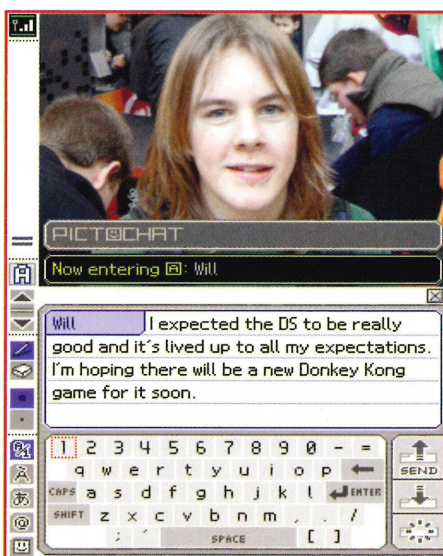
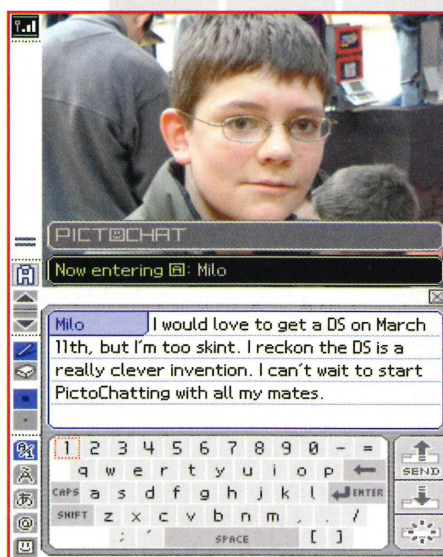
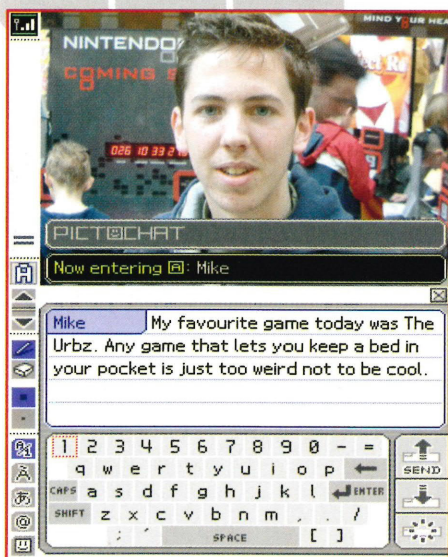
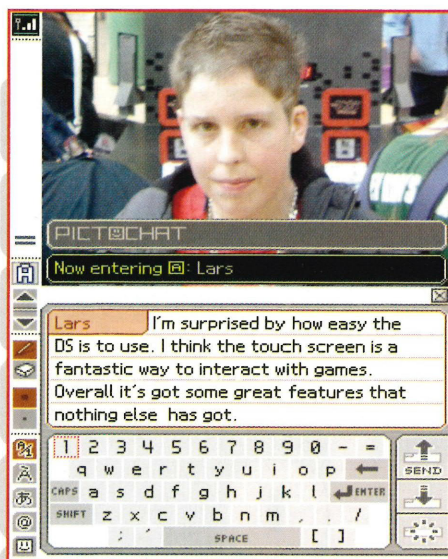
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Have a quick feel and tell all your mates

Last month the DS tour kicked off in Peterborough. Thousands stroked the dual screens in delight and told *NOM* all about it.






THERE'S STILL TIME TO GO HANDS ON WITH THE DS!

Check out www.touchmehere.co.uk to find your local venue and get down there quick.

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BE YOU**

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THE BIG



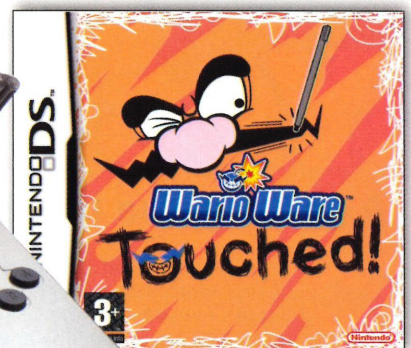
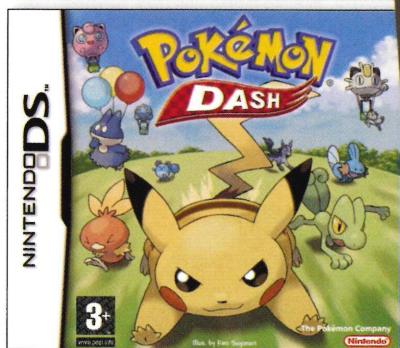
You can't wait for the DS, right? And you wanna get your grubby mitts on one right now? Well get entering this competition, fool!

20 FREE DS consoles up for grabs!

Last month you should have spotted a nice little DS competition coupon. If you didn't, it was on p10. If you did see it, you should have been keeping it safer than Frodo's One Ring because you're going to need it right NOW!

That's because we've got 20 – that's right TWENTY – DSs to give away to some of you lucky readers. All you have to do to enter is cut

out the coupon from last issue and stick it to the form below then send it straight off to us here at NOM. There are no questions to answer, no riddles to solve, just fill in a form with your details and you're halfway to winning a DS along with the launch game of your choice. What are you waiting for? You want us to come and fill in the form for you?! Fill it in you, plum!



MAKE SURE YOU GET YOUR ENTRY IN BY MARCH 30th! JUST FILL IN THE COUPON

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Address: _____

Postcode: _____

Contact number: _____

Email: _____

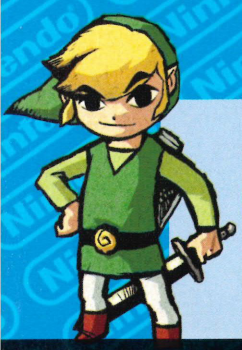
Please tick if you DO NOT wish to be part of a future Nintendo Official Magazine reader group.

DS COMPETITION



DS COMPETITION





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Previews



Well 'ard

Looking at screenshots of *Touch & Go* may fool you into thinking it's a slow-paced game, with Yoshi just trundling along. Don't be fooled. There'll be times when you're shooting eggs at thorny obstacles, desperately trying to circle some Shy Guys in a balloon and turn them into Coins, while all the time keeping an eye on Yoshi to make sure he doesn't just fall down a gap. It can get very intense.

Yoshi Touch & Go

A great game has hatched from one of Yoshi's smelly bum eggs.

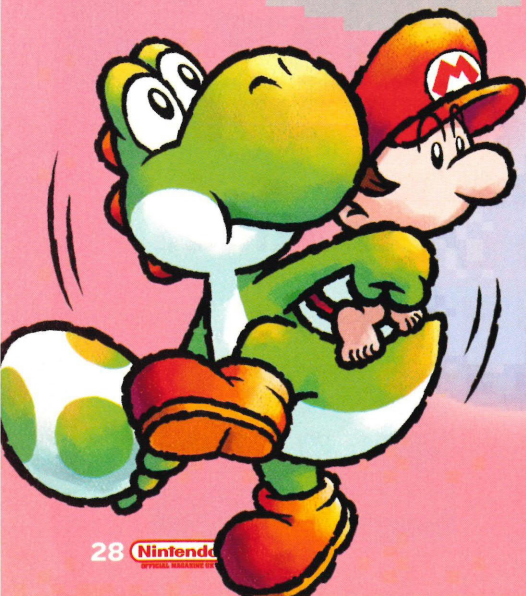


Your average cloud can actually be a nuisance. Low cloud is fog, which you could get lost in while on your way to a mate's house for a hefty DS session. And enemy fighter pilots can use fog to hide in as they blast out behind unsuspecting planes to gun them down. Clouds aren't white and fluffy, they're wicked and potentially lethal.

Incredibly, Yoshi has managed to tame the dangerous cloud so

that it can form bridges for him, attack enemies and even collect up coins ready to grab. Cumulo Nimbus has become Yoshi's pal, rather than hiding all the Coins and covering up Shy Guy traps.

In fact, we've gone cloud crazy after playing *Touch & Go* constantly since it arrived at *NOM Towers*. We've been circling Kameks, blocking Cheep Cheeps and racking up dizzying high scores. So, stick your head in the clouds and see what Yoshi's got in store for you...



Super Mario

If you collect 100 Coins while Mario is riding Yoshi, a Star will appear that'll make Mario invincible. He dons his little yellow cape and legs it through the level. But you've still got to make sure he doesn't fall to his death, which means some fast-paced bridge drawing 'cos Mario really picks up the pace. At least he can take out the odd Shy Guy - phew.





Combos

When you can find time to start thinking ahead, there's the potential for some whopping combos. If you spot a group of Shy Guys heading towards Yoshi, just draw a cloud wall for them to bump into. When they're all grouped together, quickly draw a circle around them to trap them in a bubble and get a sweet bonus.



Challenge

You'll need all the bonuses if you want to unlock the Time Attack and Challenge modes. Challenge is the tougher of the two because the clock is constantly counting down.

The only way to delay the inevitable is to hit enemies and collect Coins. But to really make progress you've got to ensure any fired eggs go something like this... hit Shy Guy, ricochet into Coins, kill Spinies and get two more Coins. Beating 1,500m is well tough.



50 point

Lakitu

There are other clever bonuses throughout the levels, which the experienced *Touch & Go* player will begin to spot after a few goes. One of these is Lakitu, who only ever appears on the top screen. Hit him with a well-placed egg and points galore are all yours. The only problem is actually being able to judge where he'll be flying so you can fire an egg. It takes a lot of skill to hit him every time you play.



Puzzle game?

Although it's a shame that *Touch & Go* isn't a fully blown platformer, it still doesn't disappoint. It's best to think of it more like a puzzle game. Like a horizontal *Mr. Driller*. And everybody loves *Mr. Driller*, right? RIGHT? There's no real story, it's just a case of working out the best ways to rack up huge scores, which is still a lot of fun.



Fruity

Believe it or not, you're actually meant to eat five portions of fruit and vegetables a day, to make sure you stay healthy and your hands don't drop off. But for Yoshi to stay healthy he needs to eat about 50 portions of fruit to make sure he has the eggs to batter bad guys.

Different fruit gives you varying amounts of eggs to fire. The humble apple only accounts for two eggs, whereas a bunch of grapes gives you ten. But the better the fruit, the harder it is to get, so you'll need skills to keep your egg count up.



ESSENTIALS



DEVELOPER: NINTENDO

FAMOUS FOR: Spending years developing and perfecting the joypad, only to throw it away in favour of the touch screen in *Touch & Go*.

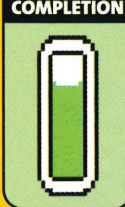
MULTIPLAYER: _____ 1-2

PUBLISHER: _____ NINTENDO

RELEASE: _____ MAY 6TH

REVIEW: _____ NEXT MONTH

THE PHIAL OF COMPLETION



PREDICTED SCORE

Admittedly it's the same game over and over, but we really don't care. The controls are as fluid as liquid gold and it's hard as nails, which is great.

85%
PLUS



Castlevania DS

Drac's back and now you can touch him. Not that you'd want to.



When *Castlevania* producer Koji Igarashi announced at E3 that the series was on its way to the DS, we started to get excited. When we found out that it was a 2D follow-up to the awesome GBA *Aria of Sorrow* we nearly wet ourselves. Then when we played it at Konami's Gamers' Day in San Francisco we actually did wet ourselves and had to be escorted out of the building by security, which was Solid Snake and a Ninja Turtle.

But before we were so rudely ejected we got a good look at *Castlevania DS*. (That's the only title it has right now, but we're betting it's just because they haven't had the chance to come up with another "Musical Term Of The Dark-Sounding Word" combo yet. We're betting on *Foxtrot Of Malaise*.)

The playable demo was short, but contained all the things we hoped to see. Don't be fooled into thinking *Castlevania DS* looks just like the GBA games from still screenshots.

The animation is strikingly smooth and incredibly detailed – the backgrounds have many different layers which creates the illusion of depth and there are loads of characters on screen at once. Add to that the DS's higher resolution and you've got two glorious



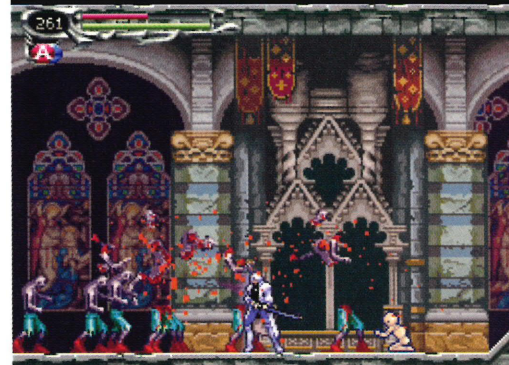
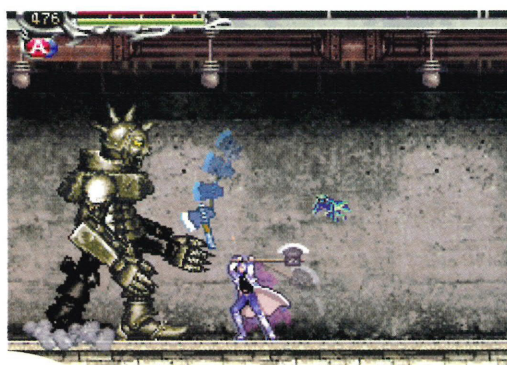
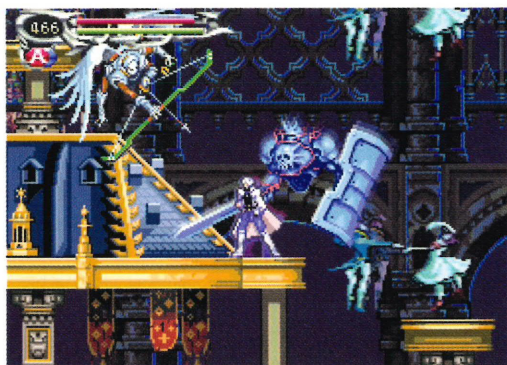
dimensions of fun. Gameplay is the same high-quality action we expect from the series by now. *Aria*'s hero Soma Cruz returns with a vengeance, out to stop an evil cult from (guess what?) reviving Dracula.

Charging into enemy territory, he finds that they've

constructed a massive replica of Castlevania itself. The swines. Luckily he's well equipped for the fight. Soma had two different main weapons in the demo – a wimpy-but-fast little knife and a gigantic sword that he swung slowly over his head. Both dispatched legions of undead with extreme prejudice.

But that's not all! *Aria of Sorrow*'s "soul" system has been brought over intact – defeating enemies will gain you the ability

to equip and use their souls as back-up weapons. In the demo, pressing the **R** button brought out one of three different souls. One was a giant archangel of death that hovered over Soma's shoulder, shooting volleys of arrows. Another was a giant plant that stretched three massive tentacles into the air, swatting enemies away like flies. And the last was a massive spear that Soma twirled around him, creating a protective circle.

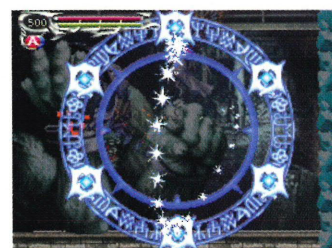


Touch me in the evening

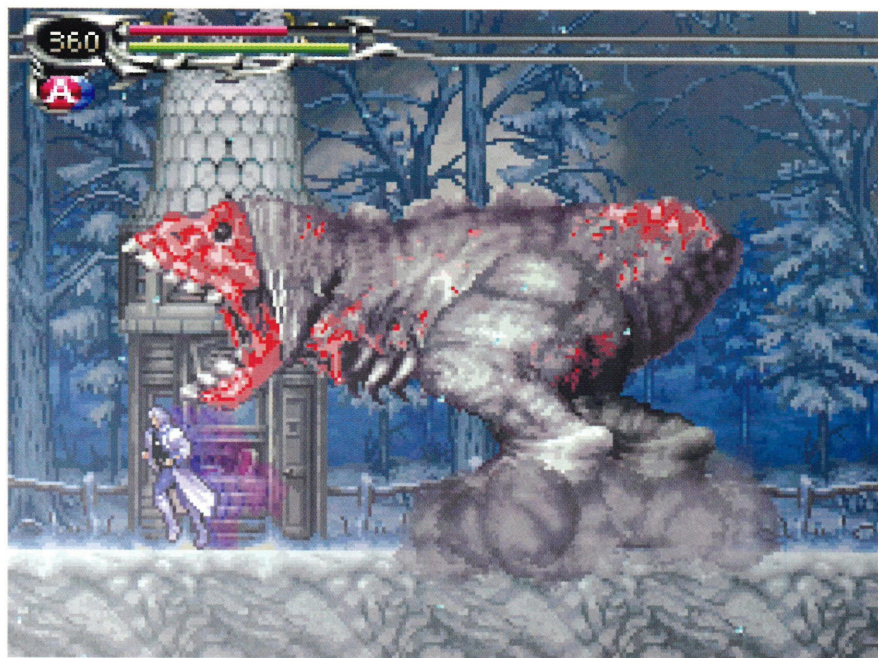
Put your stylus through Dracula's heart.

What the hell? None of Soma's many weapons can damage these pesky blocks. But help is at hand in the form of a small plastic pen.

You'll have to help Soma out by stylus-tapping the screen to smash those blocks to pieces. Sometimes you'll just have to blaze a pathway, but mostly you'll need to take out certain blocks to create a staircase that he can climb. If you lose your stylus, we recommend a pick axe or electric drill.



□ Draw the right magical symbol on the bottom screen to end a boss. Knob drawings don't work



□ In a flat 100m race, Soma just has the edge. If you include hurdles, water jumps and crunching other racers' bones it's much harder to call

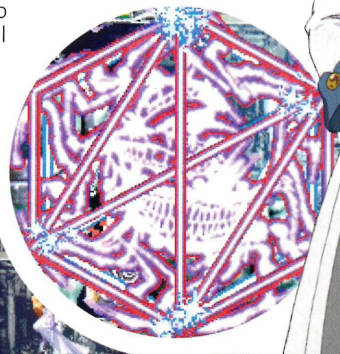
Of course, using all these souls costs Magic Points, represented by the green bar below Soma's life meter and refilled by collecting Hearts from candles. But you know this. What you might not is that there are two other ways to blow your MP. Pressing **A** + **B** sends out Soma's traditional sub-weapon – *Castlevania* fans will recognise the awesome Axe, but even they will be amazed by the giant, slow-moving green ball of undead goo. Oh, and pressing **A** will cause Soma to launch a MP-consuming huge strike with his main weapon.

When Nintendo announced the dual-screen feature of the DS most people immediately

thought of how *Castlevania* would benefit from having the map on the top screen. And of course it does. But in case you don't need the map there's another option – pressing Select changes the screen to show Soma's status and equipment, but also shows instant monster stats as soon as you hit them. Which is awesome by the way.

A second use has you drawing symbols on the bottom screen to finish off boss characters. See, all those pentagrams you draw in your school books to freak the teacher out are good practice. It's not enough to merely kill the bosses; you have to use these arcane symbols to seal them away forever, sending

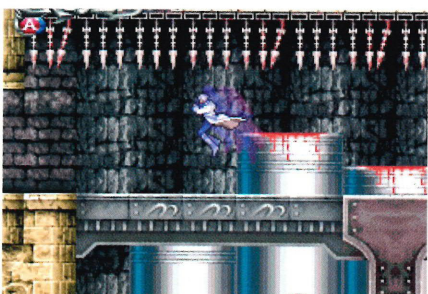
them to an evil dark limbo. You'll pick up a Magic Seal before every boss fight and the game will show you what symbol you have to sketch. Then, once you get the boss down to zero health an empty Seal will appear and you'll have to draw the pattern from memory. Fail and the boss comes back to life. **Chris Kohler**



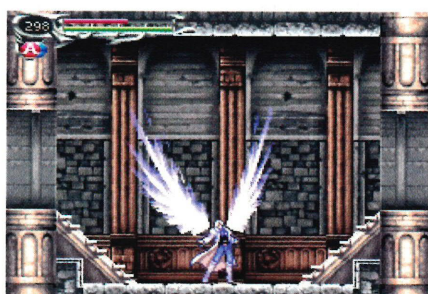
□ Who knew zombies were so colourful?



□ He doesn't look all that worried to us



□ Shield the spikes with your fleshy guts



□ Obvious Red Bull gag, thanks very much

ESSENTIALS

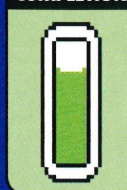
DEVELOPER: KONAMI

FAMOUS FOR:

The last two GBA *Castlevanias* (*Harmony of Dissonance* and *Aria of Sorrow*), but also the *Dance Dance Revolution* games on PS2. They know how to get down, these fellows.

MULTIPLAYER: _____ YES
 PUBLISHER: _____ KONAMI
 RELEASE: _____ TBC
 REVIEW: _____ TBC

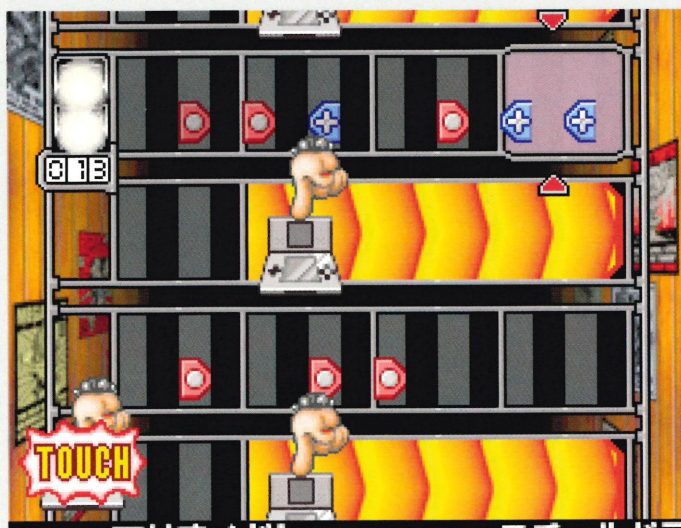
THE PHIAL OF COMPLETION



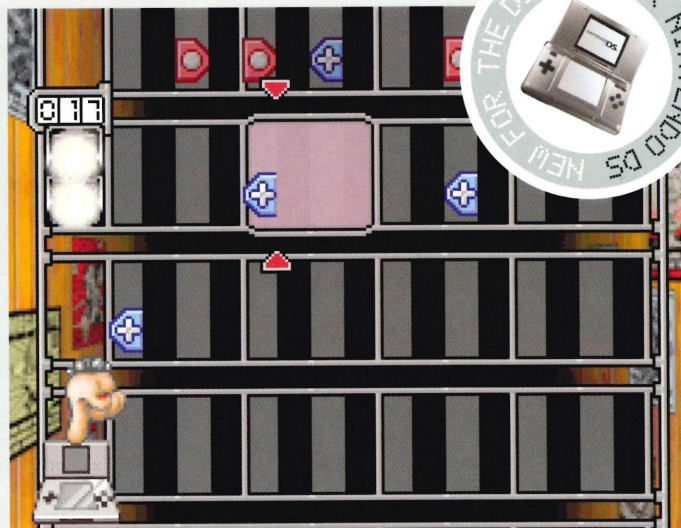
PREDICTED SCORE

Take the greatness of *Aria of Sorrow* and add a second screen, touching and hotter-than-hot 2D graphics and you've got yourself a classic.

90%
PLUS



□ Hit the buttons and screen at the right time to make sexy choons. Do it wrong and you'll sound like Michelle McManus on the bog



□ There's pop tunes, classical music, Nintendo medleys and more, but no black metal or gangsta rap. What the hell's going on!?

Daigasso! Band Brothers

Round up seven friends and kick out the jams, DS style.

→ If the point of a music game is to make you feel like you're really up on stage rocking out, then *Band Brothers* wins. *Donkey Konga* is fun, but you're just slapping at bongos while the song plays in the background. When you're playing *Band Brothers* you ARE the music. If you screw up it sounds like you're killing farm animals, but if you follow the button patterns exactly you get the satisfaction of knowing that you're responsible for the beautiful sounds coming from your DS.

In Beginner mode there are only three different inputs – any direction on the D-pad, any face button and the touch

screen. The musical bar will advance and you have to follow the beat. Soon you'll unlock Amateur mode where the touch screen, all four buttons and all four D-pad directions are used individually. It gets hard. Even harder is Pro mode where you have to use **L** and **R** to create sharps and flats. We're sticking with Amateur for now.

If that was all you could do with *Band Brothers* it'd still be a decent game. But that's only scratching the surface. There are over 40 songs from many different genres – J-pop, world, classical, game music... you name it. And they all have between four and eight different musical parts that you can play. You can just stick with the melody,

or you can find out what it's like to literally play second fiddle in a medley of *Zelda* tunes, or to play the drum part for *Smoke on the Water*.

But here's the amazing part: you can get up to eight friends together and each of you can play different parts of the same song and you'll hear the mix through your headphones. So if your friends have the rhythm, it'll sound amazing and you can pretend you're playing at Wembley Arena... or even somewhere cool. If they suck you can blame their ugliness for throwing you off.

And what's more, you can do all this with one copy of the game for up to eight players. Nintendo says you can have an infinite number of players if everyone has their own copy of *Band Bros*. Also, as if all this wasn't enough, you can record your own tracks by humming into the DS's microphone. It hasn't been announced for the UK yet and we're getting anxious. We want a version with more music we actually know. Do it, Nintendo. **Chris Kohler**



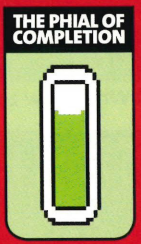
□ How did you rate? Ninety?! That's almost as good as Stephen Gately!



□ Choose which instrument to play on the bottom screen. Yeah, go for the triangle

ESSENTIALS

DEVELOPER: NINTENDO
FAMOUS FOR: Not making any music games, ever, until just this past year when it decided to churn out a whole load of 'em. Better late than never!
MULTIPLAYER: 1 TO INFINITY
PUBLISHER: NINTENDO
RELEASE: TBC
REVIEW: TBC



PREDICTED SCORE

If this is what Nintendo means by changing the face of games then we're well in. And all this fun is cheap as chips. What's £30 divided by eight? Exactly...

80% PLUS

LAZERTAG

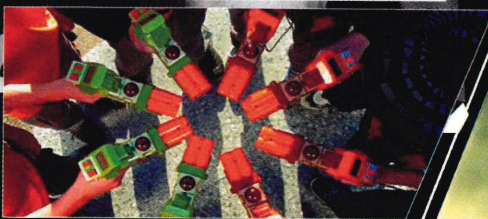
TEAM OPS

THE ULTIMATE
ELECTRONIC
GAME OF TAG™

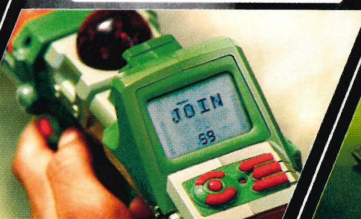


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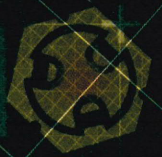
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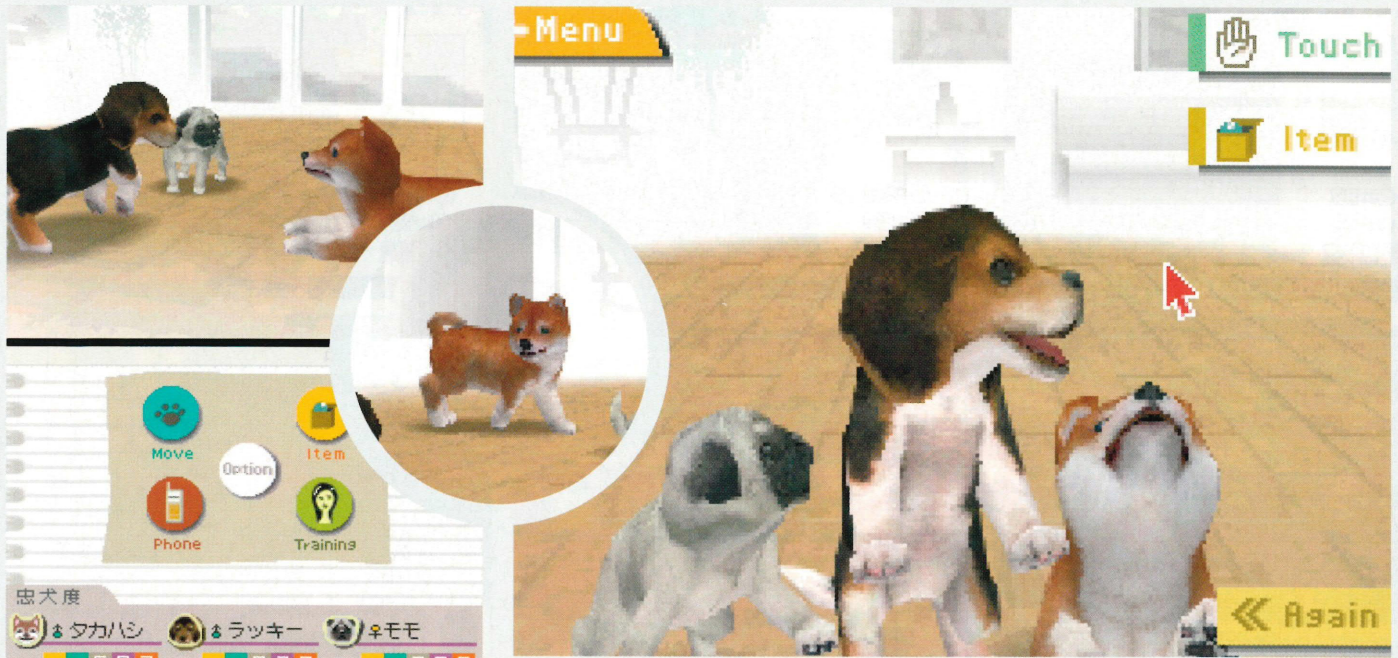
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Look, this is the coolest thing we've seen on DS. They're pawing the screen. Not even the magic of *Mario 64* can touch the power of these dogs

If they could talk they'd say "outside now"

a button to make it happen automatically, the stylus is your magic wand.

Choose your item and with the stylus you can hold it in front of their excited faces, teasing them as you move it above their heads before fuzzing it across the room with a quick flick across the bottom screen. The Frisbee flies, the ball cannons off the walls and all the while puppies barge each other out of the way and yap their little heads, trying to reach it first. Then watch as the winner of the ruck picks up the object in its mouth and trots back to you with a glint in its

eyes that says: "Here you go Dad, am I now your favourite?"

The demo we played also saw us taking centre stage at a Frisbee competition where you head out into an open field and unleash your Frisbee whereupon your dog bounds after it. The way you do it will earn you more points and as the field is divided up into colour-coded sections, the distance you flick it will also affect your final score.

Back in the white room of the dog house and the fun doesn't just end with the tennis balls and Frisbees. Pick the skipping rope and those

pups are gonna be overloaded with so much fun, sooner or later they're gonna start pissing on the floor. On the far side of the room sits a dog with one end of the rope in its mouth and you control the other with the stylus, moving it in a circular motion to make the wee fella in the middle jump to his little heart's content.

You might think that *Pokémon* has made our brains

go girly, but this is easily one of the best moments we've had on *Nintendogs*. Oh, and while we're at it that name rules. Puppy Times?!? Please don't. Just leave it.

Sadly that was all the demo could do. We've heard you can slap your dog, but that's just cruel. Fun, but cruel. With mic input and wireless link-up promised in the final version this virtual pet game will be as close to actually owning a puppy as you can get... short of actually buying one. Look at that pup's face on the left, he loves that ball. That's gonna be your game face. You know you're gonna love it. **Tim Street**



If that was an Aerobie we wouldn't see you for weeks after we fuzzed it, Muttley

ESSENTIALS

DEVELOPER: NINTENDO

FAMOUS FOR:

Creating games starring equally cute and cuddly stars. See *Yoshi*, *Animal Crossing* and *Pikmin* for examples.

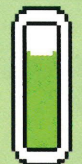
MULTIPLAYER: _____ TBC

PUBLISHER: _____ NINTENDO

RELEASE: _____ LATE 2005

REVIEW: _____ END OF THE YEAR

THE PHIAL OF COMPLETION



PREDICTED SCORE


The animation is the best we've seen on DS. If the range of games and pet fun isn't too limited, this is going to run off with your life.

80 %
PLUS



Touch! Kirby Paintbrush

Kirby gets all arty farty in his latest adventure. So expect wild tantrums, an obscure dress sense and pretentious ramblings.

 In real life, painting is horrid. Just stare at a watercolour of a kitten in a basket for a few seconds and you'll find yourself smashing your head against the picture, trying to scrub your brain of the image. The same goes for pictures of cats in pyjamas, pigeons in hats and dogs in bomber jackets.

Luckily Kirby's here to save the day with his wonderful paintbrush. This brush of justice can draw rainbow-coloured platforms, knock out enemies and make Kirby roll along. This is the kind of painting we can respect – kick ass painting.

Kirby trundles forward and it's your job to make sure he avoids spikes and enemies. This couldn't be easier because you only use the stylus to draw rainbow platforms that pinky rolls along. But your strokes can only be a certain size before you run out of paint, so you need to be precise.

It's also possible to draw lines that affect how Kirby moves. Normally he only moves forward, but if you've missed a pick-up and want to go back, all you have to do is draw a wall for Kirby to bump into and change his direction. You can even draw loops which Kirby will use to pick up speed, like Sonic.

As well as drawing stuff you can double-tap Kirby so he dashes towards enemies. If you time this right he'll hit the stylus-stunned bad guys and copy their abilities. But these power-ups were limited in the preview version. We only managed to get some kind of flaming arm, but we reckon there'll be loads more, like an icy arm and maybe a watery leg.

Kirby was on a bad run with *Air Ride* and *Nightmare in Dreamland*, but things have looked up with *Amazing Mirror* and we've got high hopes for this. The stylus only control actually works well and the classic 2D graphics look sweet. In fact we're even thinking of taking up painting ourselves, so expect *NOM* to change to *Official Watercolour Magazine* next month! **Rob Burman**



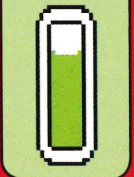
ESSENTIALS

DEVELOPER: HAL LABORATORIES

FAMOUS FOR:

Creating the wildly popular *Super Smash Bros. Melee* and the excellent *Kirby & The Amazing Mirror*.

THE PHIAL OF COMPLETION



MULTIPLAYER: _____ NONE

PUBLISHER: _____ NINTENDO

RELEASE: _____ TBC

REVIEW: _____ TBC

PREDICTED SCORE

Congratulations to HAL for making the seemingly tedious combination of painting and a rolling pink ball into something enjoyable. Kirby's here to stay!

80%
PLUS

Touch Me

Talk To Me

Stroke Me

Project Rub™

Vomit Goldfish For Me

Poke Spiky Balls For Me

Make Cats Squeal For Me

Welcome to SEGA's utterly weird world of Project Rub, the insanely addictive game where you'll have to flick, blow, poke, stroke and rub your way into your girl's affections. With 30 increasingly bizarre love matches, from poking balls to vomiting goldfish, you'll have to use the power of touch, voice and even your breath to bring the game to its climax.

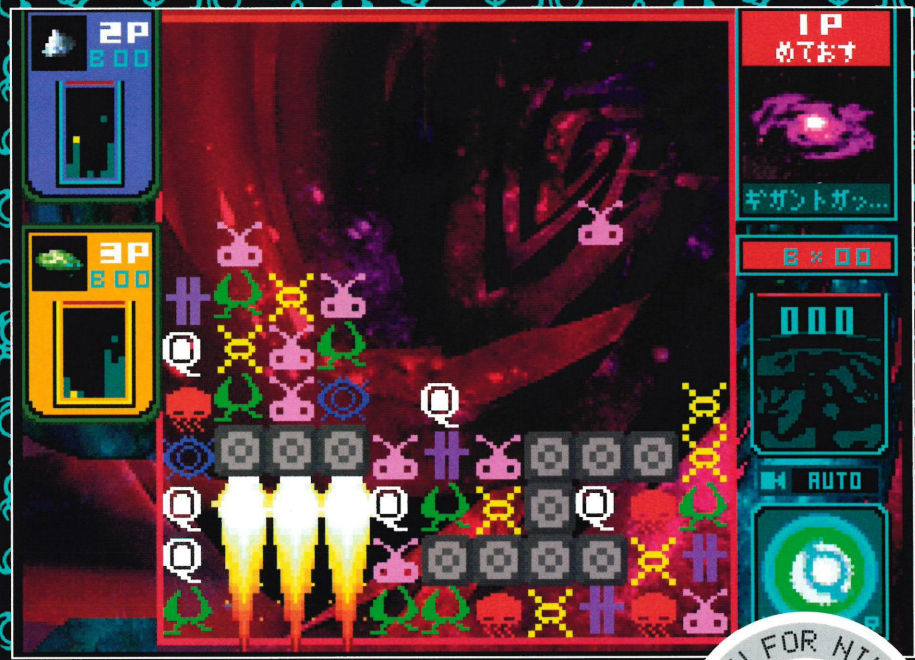
Fall weirdly, wonderfully in Rub Love

Developed exclusively for the Nintendo DS. A game to really show off your hardware.



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Meteos

In space, no one can hear your dual screens.



➔ Ever wondered what happens in *Tetris* when the Space Shuttle takes off? We always had a weird feeling we were missing something as the scores were totted up. A Shuttle taking off is the beginning of something awesome, not the end. We want to go into space. **WHAT'S HAPPENING IN SPACE?!** *Meteos* could be the answer.

When was the last time you were excited about a puzzle game? Did you look forward to *Tetris*? Of course not. It arrived, was awesome and you got involved. We don't usually bother previewing puzzle games. *Puyo Pop Fever* is only on p41

because *Prince of Tennis* and *Another Code* weren't released in time.

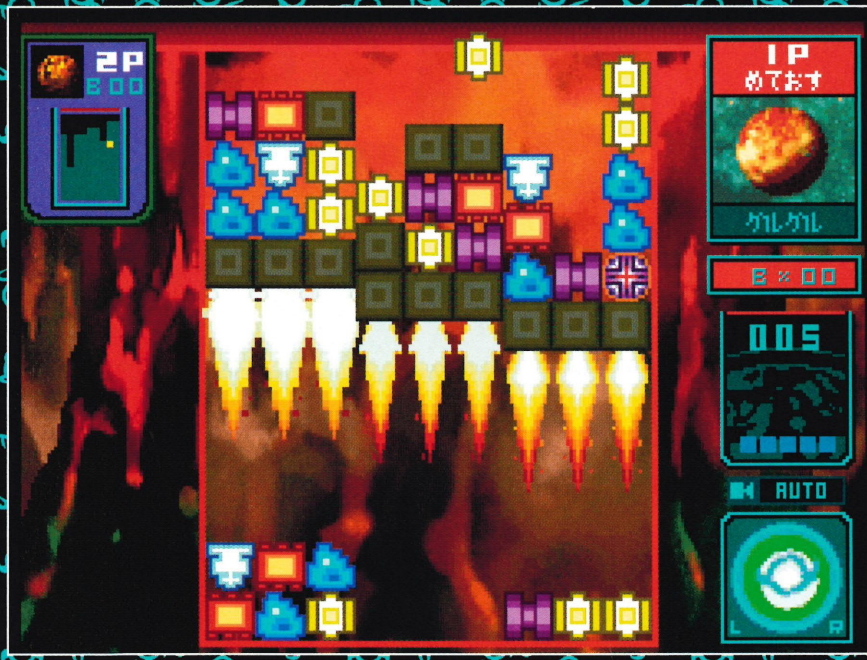
Meteos, though, is incredibly exciting. A meteor shower fills the bottom screen with blocks. It looks like a stage of *Panel de Pon* and the coloured rocks continue to rain down at alarming speed. You've got to clear them super-quick, making for one of the most intense puzzle games ever.

Using the stylus, you flip around vertical pairs of blocks. The aim is to line up three or more of the same colour, which then turn into boosters and lift whatever is above upwards. A vertical chain of three might lift a single column up off the bottom screen, providing you've got

enough velocity to beat the downwards pull of gravity. Horizontal lines have to be longer, because you're trying to move multiple columns.

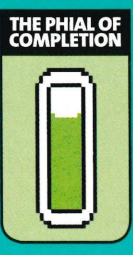
So when you get that first horizontal link and the columns boost upwards, you're then frantically trying to find new combos in the section that's been lifted to give it more and more thrust so it reaches escape velocity and launches onto the top screen. It's frantic stuff and looks like being the first great puzzle game of the new millennium.

The man behind this is a certain Masahiro Sakurai, the *Kirby* game director who left HAL in 2003. The producer is Tetsuya Mizuguchi, the ex-*Sega* design genius behind the much-lauded *Rez*. Ubisoft has signed Q Entertainment's PSP puzzler *Lumines*, so hopefully it'll snap up *Meteos*, too. If it has any sense in its crazy French head, that is. **Dean Scott**



ESSENTIALS

DEVELOPER: Q ENTERTAINMENT
FAMOUS FOR: Being a start up Japanese developer with some hardcore talent on board. *Kirby* and *Sega's* loss is the puzzle game fan's gain.
MULTIPLAYER: 1-2
PUBLISHER: TBC
RELEASE: TBC
REVIEW: TBC



PREDICTED SCORE
 Looks like being one of a select band of 'proper' DS games. The concept is tailor made for two screens and touching. We've got high hopes for it.

80%
PLUS

SOMETIMES THE BEST FRIEND YOU'VE GOT...



eagames.co.uk/timesplitters

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PlayStation 2

NINTENDO GAMECUBE

XBOX

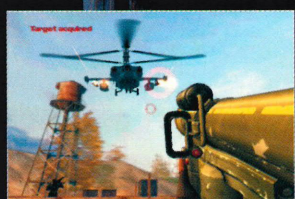
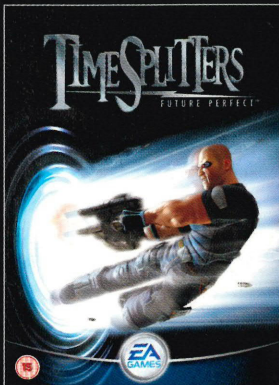
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TIME IS FINALLY ON YOUR SIDE.



Challenge Everything

Puyo Pop Fever

We've reviewed two versions of this already, but what the hell...

 If a man shouted to you in the street "Hey mate, can you give me a hand fitting these boxes into my van?" you'd pretend not to hear him and walk on. Puzzle games are basically the same boring task, but you LOVE them. They're absolutely pointless.

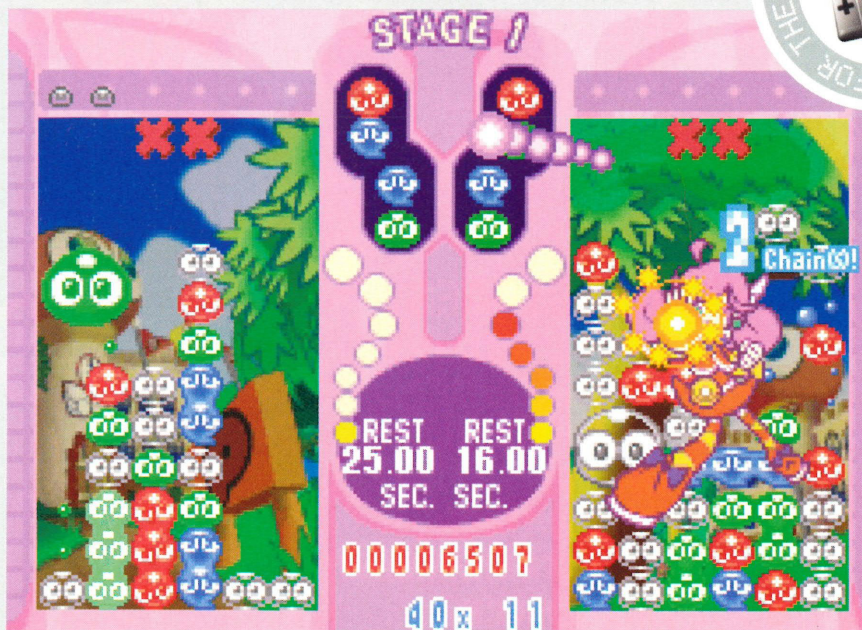
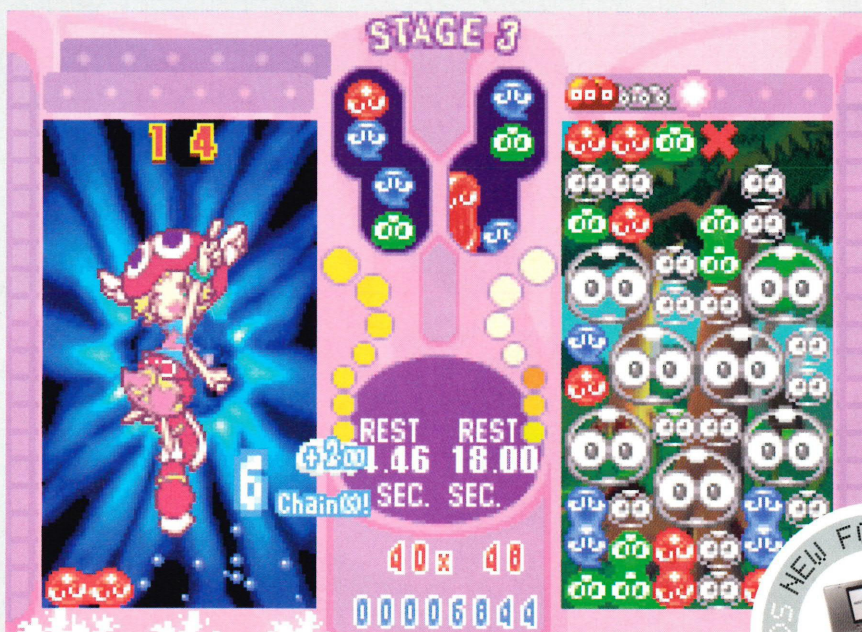
Welcome to Blobsville. Oh, they aren't blobs. They're 'Puyos'. You can tell they are awesome because they've got eyes on them. Link four or more like-coloured Puyos and they vanish. That's the game and you'll do it again and again for hours, as if compelled by an evil puppetmaster you can't comprehend.

Puyo Pop Fever's got depth, though. Link the blobs in a straightforward way and the freaky cartoon people you play against will ruin you. You've got to tactically mess up your stacks, so when they disappear they start a chain reaction. This is hard to do, but the only way to get good. Throw a green in with the reds, so that triggers the reds when the greens go. Yeah?

The first time you chain two you'll start to get it. Then three. Then four. Maybe six. Just as you get the hang of it, the game hits you with another stick. How much set-up is too much? A big chain sends a hail of unlinkable, game-ending grey Puyos to

your opponent's screen, but what if he strikes first, while you're still setting up his own private world of pain? The greys block your access to the columns of eyed-blob death and suddenly YOU'RE the one nursing a kicked ass.

That's what's cool about it. There's no point in throwing little jabs unless you've got some mess in your columns to tidy up. No, when you attack you've got to go all out and summon a blob-pocalypse. Go big or go home. No half measures. Make him BLEED. Nobody actually bleeds, though. It's a metaphorical bleeding. Oh, yeah, the cartoon visuals and knob voice-overs barely jump the low bar set by the GBA version, but that doesn't matter. **Dean Scott**

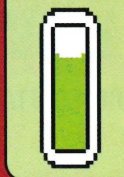


□ Hmm... we'll see about that the day humanity loses control of the on/off switch

ESSENTIALS

DEVELOPER: SEGA
FAMOUS FOR: Inventing a fanciful creature called a 'sonic hedgehog' and making it run about in red sneakers. Genetic engineering is cruel and unnecessary, but Sega makes it FUN!

THE PHIAL OF COMPLETION



MULTIPLAYER: 1-8
PUBLISHER: SEGA
RELEASE: TBC
REVIEW: TBC

PREDICTED SCORE

You can play it with the touch screen, but the D-pad is better. It offers little new, but you need mad skills to succeed and we're all about that at the moment.

70%
PLUS

□ Combos are so hard to get we chewed our fingers off. Then put styluses on the stumps

COMING SOON!

THE BIG MATCH!



WEEKENDER!



Butlins

SKEGNESS

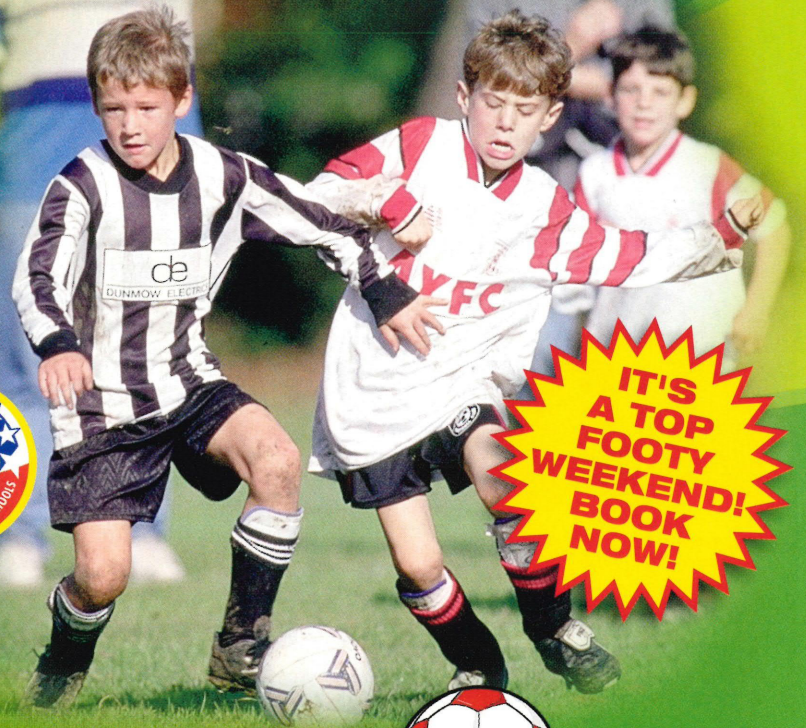
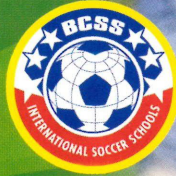
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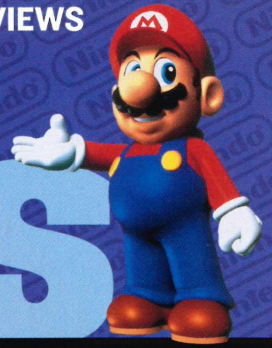
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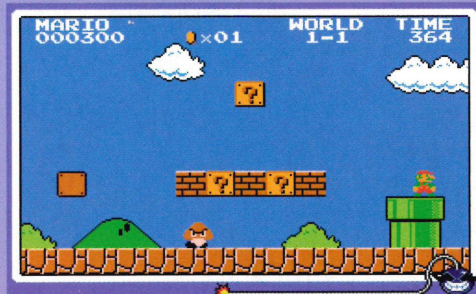




Reviews



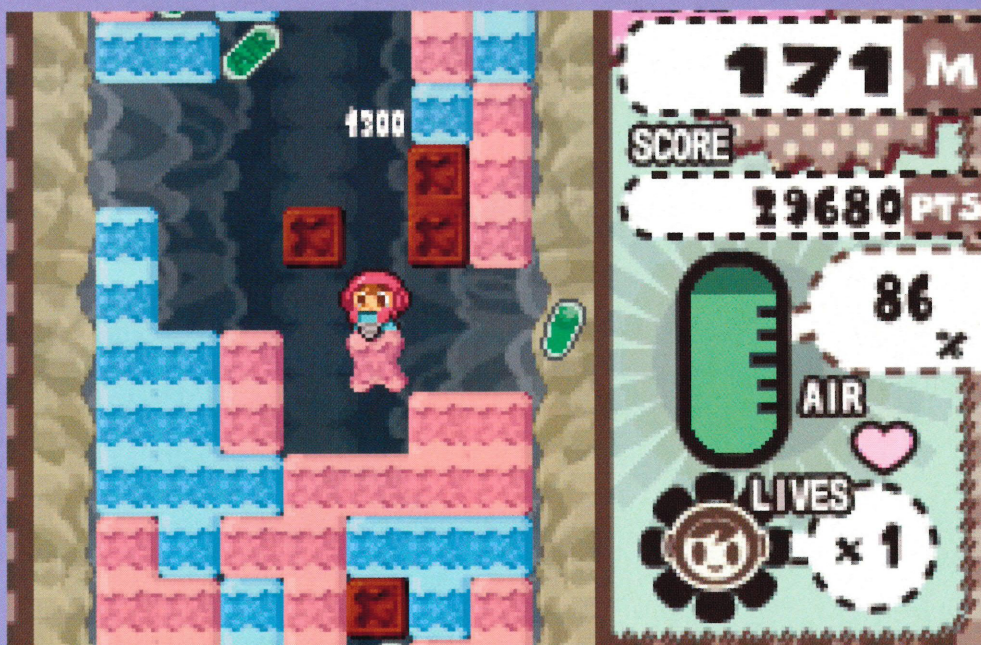
>> Super Mario 64 DS >> P.44



>> Wario Ware Touched! >> P.50



>> Project Rub >> P.54



>> Mr. Driller Drill Spirits >> P.60

MEET THE TEAM

...with the worst photos ever taken.



Tim Street

Loves the twin screens, as he has a better chance of seeing the action when his Mr Tickle arms extend to maximum reach.



Dean Scott

Got so excited by *Meteos* he let his fried chicken go cold. Rubbing it with the stylus generated mess, not heat.



Kingsley Singleton

Fave *Wario Ware* games are *Work All The Hours*, *God Sends!* and *Write The Captions!*, which he plays in emulation on his Mac.



Mike Jackson

Sounded knowledgeable about *Mario 64*, despite being a sperm when it came out. Kept asking "if the mag was there yet."



Rob Burman

Ruined the National Chess Championship final by trying to *Polarium* the board with a stylus. Jailed for six months.

SPECIAL THANKS TO

FRANK CIFALDI

Real name is Colin Peach. Lives with his nan in Clacton-on-Sea.

CHRIS KOHLER

Impersonates Colin's nan having imprisoned her in a *Donkey Kong* cabinet for 12 years.

SCORES AND AWARDS

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



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



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



Su



per Mario 64 DS

It's like the return of a long-lost king. *Super Mario 64* is back.

GAME INFO

Out: **MARCH 11th**
 Price: **£29.99**
 Publisher: **NINTENDO**
 Players: **1-4, SINGLE CART**



> We've all learned a valuable lesson from *Super Mario Sunshine* – hover-packs are bent. Mario is about running and jumping. He's a plumber with ninja agility. You flick him from platform to platform, landing on the smallest of ledges using 'NUFF SKILLS. Not by holding **R** and hovering. Hovering is for babies.

That's why *Super Mario 64* still reigns supreme. There's no hover-cack on Mario's back in this game. This is what Mario's all about – hardcore platforming action, without the prating about with

water-spraying machines and mud. *Super Mario 64* is the pinnacle of 3D adventure games.

If this is your first time with *Super Mario 64*, you're the luckiest person in the world. For us, this is a miniaturised version of an unforgettable masterpiece. For you, this is THE Mario game to buy. All of those joyous moments we experienced, like when we first entered Peach's castle, or shot Mario out of a cannon – you've got all that to look forward to. This is pure, unsurpassed genius on a cart. Soon, you will realise this.)))



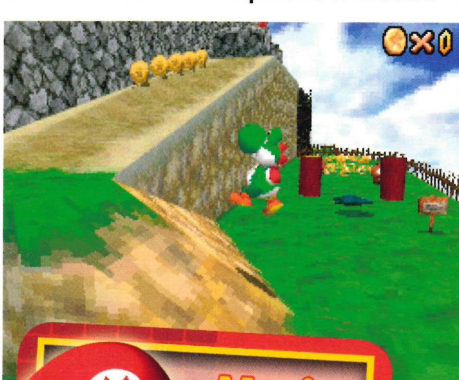
“Loser... Loser...” Luigi can’t make out where the heckling is coming from



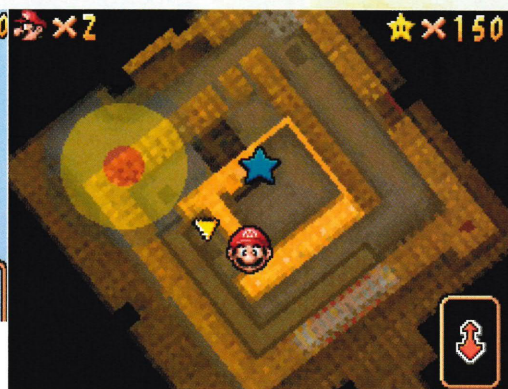
That’s not lava, that’s jam. Lick it and see



The ‘tache clash in Iraq. Mario vs Saddam



(left) Real dinosaurs couldn’t jump – that’s why the meteorite killed them



Mario

Power: 🍄🍄🍄
 Speed: 🍄🍄🍄
 Jump: 🍄🍄🍄

Unique moves:
 Wall Kick. Fly (when wearing the Winged Cap).
Flower power:
 Swells up and floats like a balloon, with altitude control.

Thankfully, the lack of an analogue stick doesn’t ruin the *SM64* experience. Nintendo has made the eight-way control work well, by making Mario change direction gradually, rather than suddenly. This makes him smoother to control. And if eight-way control is 352 ways less than you want, the touch-screen acts as a virtual analogue controller. This control method works for some and not for others. When you touch the bottom

screen, a small circle appears, showing the range of movement in the simulated analogue stick. The problem is, if you move your thumb further than the circle’s outer ring (which you will) it moves along the screen with your thumb. Slide your thumb to the edge of the screen and half of the touch-circle will hide off the edge of the display. A fixed circle would have been much better. If this was any old game it may have put us off playing. But this is *Super Mario 64*! Don’t allow the evil SHIFTING CIRCLE to defeat

you. If you’ve got skills, you will conquer it and blast through this portable adventure, worshipping every byte of its code. You’ll be walking around whistling the tunes from the levels. Even when you’ve finished it, you’ll still stick it on now and then to power-grab your favourite Stars, just as older fans have done a million times in the original. And you’ll enjoy it every single time. There are 150 Stars to get in total. But *SM64* doesn’t get its PAPPA-BEAR status from being

Royal rumble

Take out your two-screen rage on all comers.

The VS mode in *Mario 64 DS* pits you against up to three other players in a mad dash to grab Stars. Each player starts off as Yoshi, but you can grab caps during the game to change into Mario, Luigi or Wario and use their skills to batter your opponents.

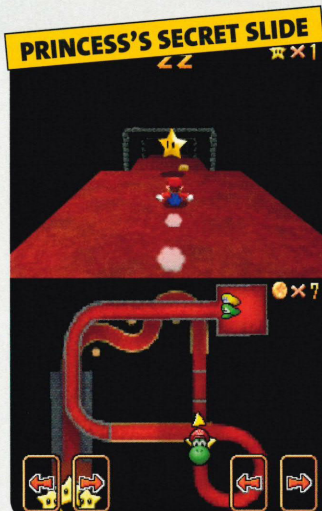
There are five Stars in each round. Grabbing them is just the beginning. If you're losing you can get ruthless on someone's ass and punch Stars out of them. Winning by a steal earns you gangsta status, obviously. Check the four VS worlds...



The famous Castle – with a massive Chain Chomp bouncing around trying to eat you



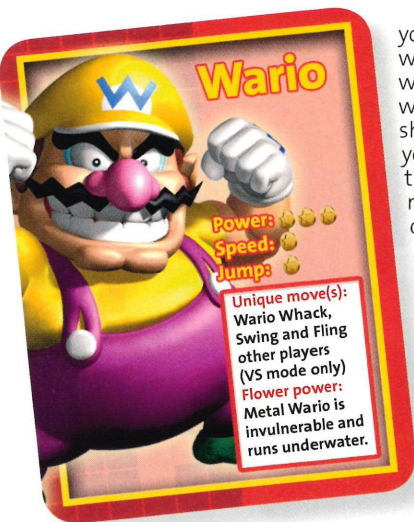
Don't worry, there are no blubbery punks telling you to clean up mud here



It's a mad race to the bottom where three shiny Stars wait to be nabbed



This stage has a Winged Cap for any character. Even Wario's fat ass can fly

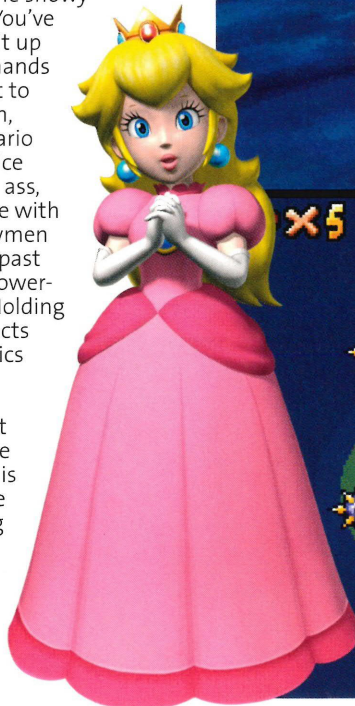


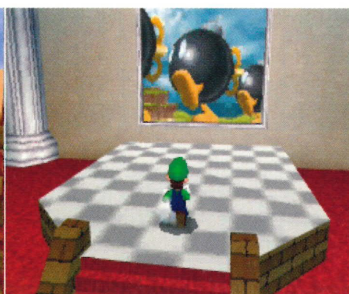
an average collect-athon with repetitive grab-em-all missions. No-one wants to run around looking for a thousand golden feathers and a billion... pink snails, or whatever. No way, dudes. There's none of that rubbish here.

Every level in *Mario 64* is original. Nabbing a few Red Coins and some Silver Stars is the most gathering you'll have to do. The rest and by far the majority of the tasks are unique to their worlds. They require skill, observation and lots of exploration. You enter the level with a clue – like "Li'l Penguin Lost". You explore a snowy world called Cool, Cool Mountain until

you meet a mamma penguin who says she's lost her baby and wants you to look for it. If this was a *Spyro the Dragon* game, she'd have 485 missing babies for you to find. You'd walk through them, they'd disappear and a number on the screen would count them.

Again, there's none of that rubbish here. Her baby is gleefully wandering around at the top of the snowy mountain. You've got to pick it up with your hands and carry it to the bottom, making Mario slip down ice slides on his ass, across a bridge with hopping snowmen of death, and past some angry flower-head dudes. Holding that baby affects all the dynamics of your game – you have to care about not losing it on the way, as Mario is far less mobile when carrying his feathery charge. All these things are at the heart of *SM64's* genius. >>>

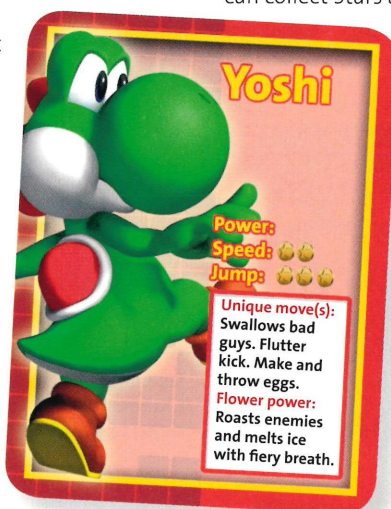




Variety is the key. You've rescued that baby. You won't be doing it again. The next time you enter Cool, Cool Mountain, you'll jump down a chimney into a small wooden cabin to discover a fat penguin who wants a race down a massive ice slide. Cool. So that's rescue missions and races, but *SM64* just keeps on giving. You speak to a pink Bob-Omb buddy in any world and he'll open up all the cannon bunkers. These can shoot Mario through the air. Later, you'll hit the Red Cap Switch, which, when playing as Mario, allows you to get wings and fly. Put them on, then shoot yourself out of a cannon and you've got

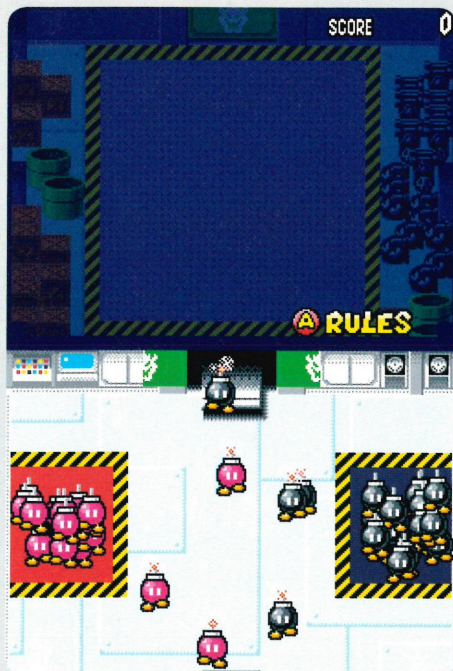
yourself some serious air. The airborne controls are just as tight as when running around on the deck. Actually, Mario's flight has been improved since the N64 version. Gliding around is a lot smoother — you can swoop and dive at high-speed far more steadily and Mario doesn't lose altitude as quickly. This makes the aerial missions even more enjoyable than before. In fact, sometimes we don't even want to collect Stars. It feels

great to just mess around in the air. You feel free. Speaking of freedom, you can collect Stars and complete unlocked worlds in any order you like. Speak to the mamma penguin about her missing kid, then choose to forget that hassle and bob around grabbing Red Coins instead, or nip into the cabin to ruin that fatty at his racing game. Or you can quit that world and swing by Bob-Omb Battlefield. Or swim into Jolly Roger Bay to plunder the Sunken Ship. You're as free as a bird.



The king of mini-games

Responsible for wearing two big fat holes in Rob's DS.



Enjoy life while you can. This will own you

Red and black Bob-Omb's charge onto the screen from the top and bottom. You drag them into their matching pen. The End. As simple as it is, we've burned away entire evenings after work trying to get the high score. Forget dinner. Bomb, bomb, bomb, bomb, BANG! FU... FLIPPING HELL! Put one in the wrong pen or lose control and let one wander for too long and they explode. And so will you.



When this baby blows it's gonna take your face off





“This is how a Mario game should be, simple in concept, clever and charming.”

You're only restricted by the number of Stars that you have. Get ten Stars and you can give Bowser his first battering. This will get you a key and access to the basement. Grab another 20 Stars and you can battle Bowser again for the third and final key to the upper floors. But you'll need the abilities of all four heroes to get specific Stars.

The addition of Luigi, Wario and Yoshi adds a bit of spice to the original formula. Yoshi's essentially the main player because he can morph into any of the others simply by finding their cap in a world. But if he gets hit he'll return to his original, green form. That's a pain in the ass, so rescuing the real characters is a priority.

Saving Mario, Luigi and Wario is also one of the best parts of the game for hardcore fans of *SM64*, because each

character is hidden in a brand-new world. All three worlds are awesome. One is a snow land, with cool slides and some uneasy wind-riding jumps. One is a new ghost-filled mansion that makes great use of the DS's stereo sound for a puzzle and the other stage is an all-new hazy-forest world with mad moving platforms and thin walkways.

This is how a Mario game should be – simple in concept, but at the same time, clever, surprising, challenging and full of that special Mario charm.

With or without an analogue stick, *Super Mario 64 DS* oozes all of these attributes by the bucket-load. That's why, when you grab your DS on March 11th, you WILL walk away with this in the bag, too. And the first 20 to 30 hours of play on your DS will be heavenly.



Nintendo®

OFFICIAL MAG SAYS...

GRAPHICS 9

The best-looking 3D on the DS yet. Sharper and smoother than the N64 version, even though it pains us to say.

SOUND 10

Great use of stereo sound, even for puzzles and mini-games. Plus some of the best Mario tunes ever.

INNOVATION 8

Great touch features and use of the dual screens. The analogue control is a disappointment though.

VALUE 9

A massive 36 mini-games and a massive world of Star-grabbing love for just £30. Yes, you read that right, kids.

MARIOS AND WARIOS

IT'S A MINT REMAKE OF ONE OF THE GREATEST GAMES OF ALL TIME.

THERE ARE ALL-NEW LEVELS AND 34 NEW STARS TO COLLECT.

IT'S THE BEST 3D ON THE DS. CLEAN, SHARP AND OOZING WITH COLOUR.

THERE'S NO F.L.U.D.D. – MARIO 64 IS ALL ABOUT YOUR TRUE PLATFORM SKILLS.

THE ANALOGUE TOUCH SCREEN CONTROL ISN'T TOO HOT.

THE MULTIPLAYER MODE IS TOO BASIC. NEXT TIME WE WANT MORE.

THE VERDICT

Mike J Super Mario 64 will never get old. The adventure is flawless and the mini-games are fantastic. With better controls, this would have got 97%.

Nintendo®
OFFICIAL MAGAZINE UK
JUDGEMENT

92%

GAME INFO

Out: **MARCH 11th**
 Price: **£29.99**
 Publisher: **NINTENDO**
 Players: **1**



Wario Ware Touched!

The last fat man we poked with a stick put us in hospital. Luckily Wario isn't so fussy.

Five-second gaming is what it's all about. *Ware* is crazy, so you have to think crazy. Eat donuts! Spread ketchup! Shoot arrows! Pick nose! Punch men! Catch fish! Speed up!

This is the *Wario Ware* game we've all been waiting for. Ten mini-games from heaven made us touch-screen believers at E3 last year. Each game was unique; using the DS's mad screen in all kinds of crazy ways. The thought of another 100, equally varied touch-'em-up mini-games was the ultimate dream. *Wario Ware Touched!* hits us with a whopping 180 mini-games. That's what we're talking about.

You don't just touch; you blow, too. Blow tactical gusts of wind to push a boat down a shark-infested stream. Blow in someone's ear. Puff a paper plane through a hovering hoop.

It's neat stuff. Then the novelty wears off and you realise all you're doing is blowing. How fun can blowing be? Not much. Especially not when you start feeling like

you're going to faint. The touch games are far better.

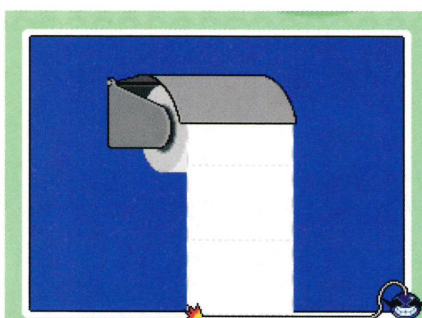
A few of the touch screen games are too similar. Stroking a cat and rubbing an Arabian lamp – both games involve the same movement, just with a different picture on the screen. The mistake was in grouping all the similar games together. *Wario Ware Touched!* is at its best when you

play the Bear mode, which throws up any of the 180 mini-games at random. One minute you're stabbing enemies, then cleaning a window, then blowing up a rubber doll. It rules.

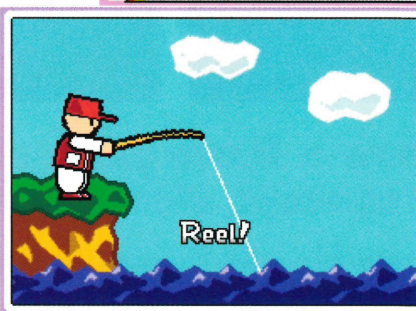
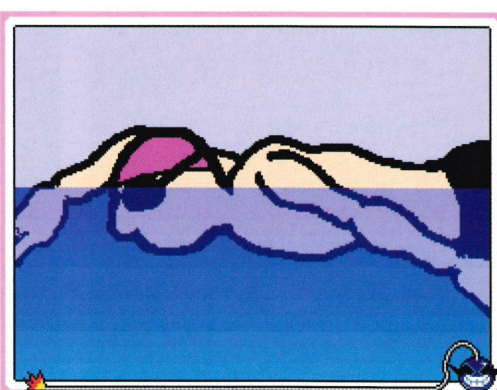
That's how *Wario Ware* should be. If you're a lover of the past games, you can't afford to miss this. Check out these games of glory and rejoice!



Run up Miyamoto's nose and rescue his crazy ideas from evil Sony thieves

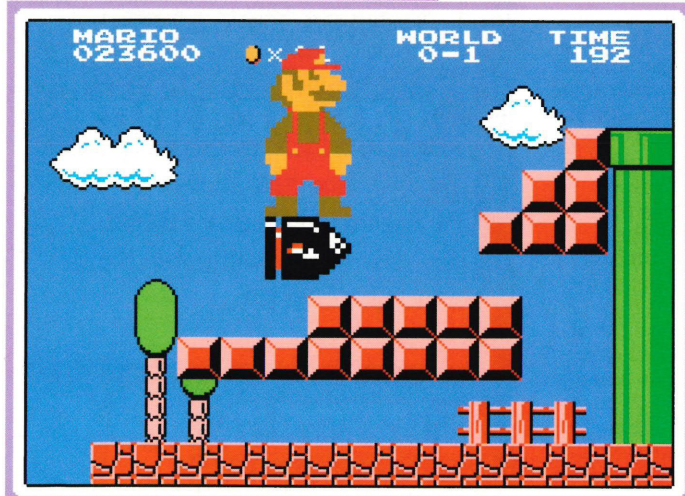


The Andrex puppy got run over – this is the audition for the next bog roll puller



Ha ha! Those crazy game-localisation dudes crack us up! It's spelt "real". Jeez, get it right, guys

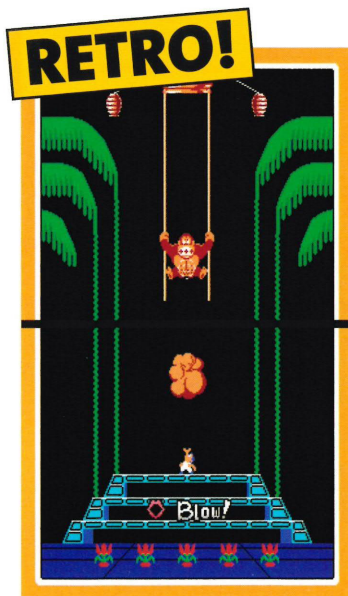
"Get a pexilly room, people!"



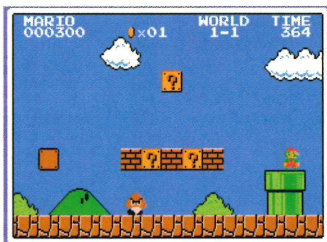
Mario prepares to drop a smelly on this unsuspecting Bullet Bill



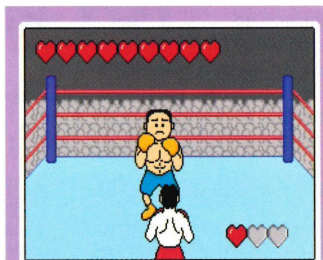
You can't draw yellow words in the snow, which is a shame



■ Lung power will blow Donkey Kong up into the bee hive



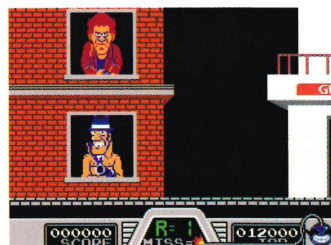
■ Jab the '?' blocks to get the specified amount of coins



■ Up the volume with the stylus, then yell to end the other boxer



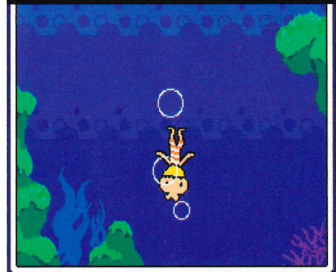
■ A Metroid sticks to Samus's head. Yank it off quick, like



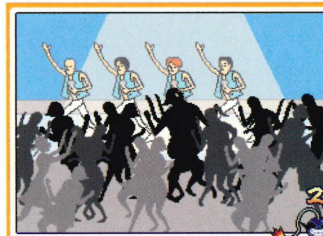
■ Tap the bad dudes who pop up to shoot. Leave the ladies



■ Actual breath will make this fan spin and make a picture



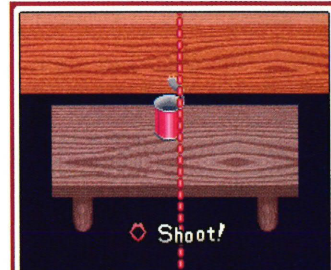
■ Blow this dude to the surface, watching out for sharks and stuff



■ Blow the screaming girls off the screen with puffing power



■ Blow long enough and hard enough to play a whole tune



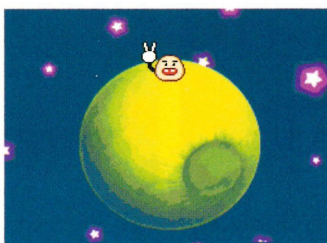
■ The boy moves left and right. Puff to shoot the pea at the can



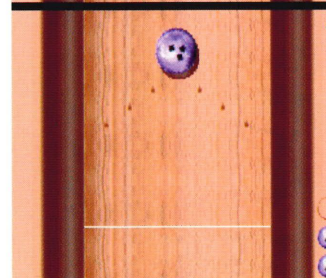
■ Steer the wheel to get the car to the end of the obstacle course



■ Shoot the barrels 'til they break. That's crazy stylus skills



■ Draw trampolines to bounce this little dude up to the moon



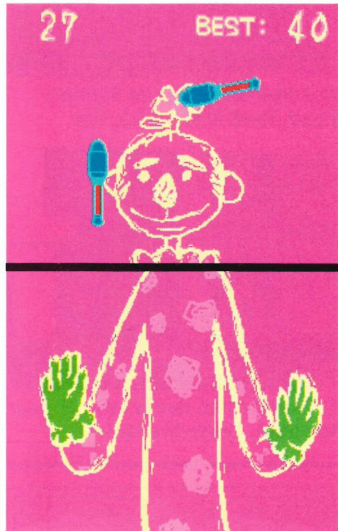
■ Three balls, ten pins. You can work the rest out for yourself



■ Blow your seed to safety – those fish will eat it and laugh

TOY ROOM!

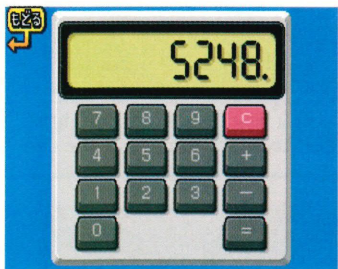
Most games have crap unlockables, like sound tests and image galleries. *Wario Ware Touched!* has some of the best unlockable extras we've ever seen. Some are cool tech demos, that show off the DS's mad skills. Others are games in their own right, that save your high scores for you to better, or compete with mates. There's even a two-player table tennis game that uses one screen for each player. Sweet.



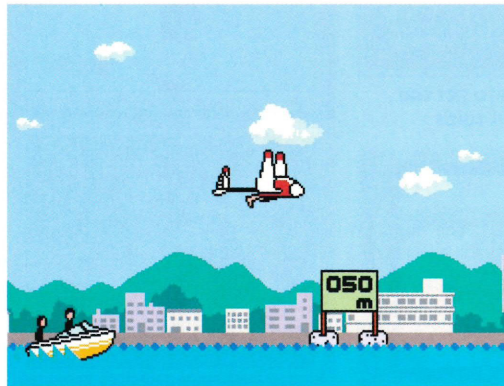
Tap granny's hands to juggle. Gets insanely tough very quickly



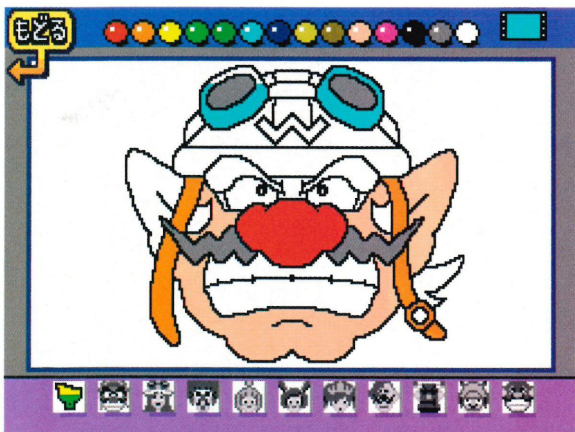
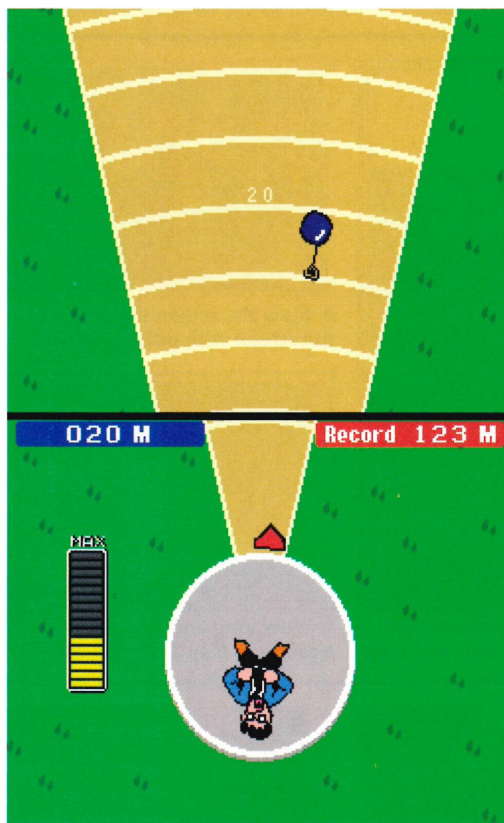
Roll a snowball. Make a snowman. Smash him to bits



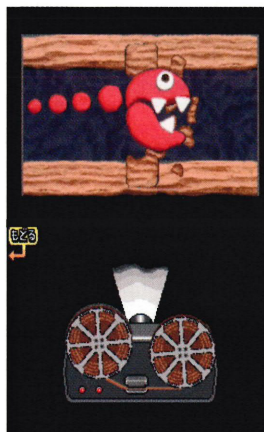
A calculator. Because real ones can't do Wario maths



Blow just the right amount to keep in the air



Select your picture and colour it in. Great for babies



Spin reels. Watch film

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 7

The same basic style that we've grown to love like some weird relative with mental issues. Simple but effective.

SOUND 8

Quirky choones pump from Prof Gadd's Music Mangler 2000 and speed up with the action. Neat speech, too.

INNOVATION 8

Pushes DS's touch and mic features to the limit. No wireless though, which is criminal in a game like this. Lock someone up now.

VALUE 8

You can see the end credits within an hour, but there's LOADS to unlock and your own scores to beat again and again.

MARIOS AND WARIOS

IT'S GOT THE SAME MAD STYLE AS ALL THE OTHER WARIO GAMES.

LIKE ALL GREAT VIDEO GAMES IT TESTS REACTIONS TO THE LIMIT.

THERE ARE TONS OF COOL EXTRAS TO FIND - YOU'LL BE AT IT FOR AGES.

IT'S NOT JUST THE SAME WARIO WARE GANG - THERE ARE NEW CHARACTERS.

SOME OF THE MINI-GAMES CAN GET REPETITIVE AFTER A WHILE.

THERE'S NO WIRELESS MULTIPLAYER - THAT SHOULD COME AS STANDARD.

THE VERDICT

Mike J Hardcore Warioists may find this easier and less challenging than the original. But it won't matter when you're flicking the stylus about mad-style because you'll be in Wario Ware heaven.

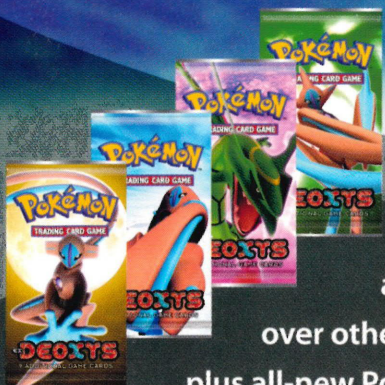
Nintendo OFFICIAL MAGAZINE UK JUDGEMENT

88%

DESTINATION: EARTH



POKÉMON EX DEOXY'S TRADING CARD GAME



Deoxys is now arriving from outer space, and this powerful Pokémon can give you a huge edge over other Earthlings. You may also choose to join legendary Rayquaza plus all-new Pokémon ☆ and Pokémon-ex in the battle for the planet. With more than 100 new cards to collect and trade from EX Deoxys expansion, a world of possibilities awaits you!

Find out more at www.pokemon-tcg.com/int



GAME INFO

Out: **MARCH 11th**
 Price: **£29.99**
 Publisher: **SEGA**
 Players: **1**



Project Rub

Life lesson number one: If you're good at poking, you get the girl. Prepare to fall in rub...

A young man of nondescript (in fact, solid black) features walks, alone and aimless, through equally nondescript city streets. Suddenly, she appears, the girl of his dreams. Her tender beauty is ravishing, even in our hero's peripheral vision. Their eyes meet in a flash that seems to slow down time itself. In that brief moment of heart-stopping clarity, our hero has a revelation of absolute truth: he is in love. This woman is The One.

Then a stranger wearing bunny ears comes out of nowhere and hands him a fishbowl, currently occupied by one very confused goldfish. Our nameless hero, obviously distracted by his new aquatic passenger, makes a very sudden turn and collides with another faceless street-walker. The unfortunate fish flies into the poisonous air, cursing fate and pining for a normal goldfish life. A life of existing peacefully in some idiot's living room. It lands in the street-walker's mouth and tunnels through his digestive system and into the dark, acid-filled pit of his stomach.

And so, our hero's adventure begins, by rubbing the stranger's stomach lining in a desperate attempt to force the fish's regurgitation. It is, of course, the beginning of a classic tale of love's conquest, and one that all of us can relate to on some level.

Project Rub, for those unfortunate few who haven't followed its development since the beginning, is the latest attempt from Sega's famous Sonic Team division. We first became aware of the game back at E3, where it was revealed by name only, causing much in the way of vague sexual humour amongst the lesser beings of maturity (in other words, the entire *NOM* staff). Soon, we caught the first glimpses from Japan, where the game was announced under the way-cool title of *I Would Die For You*. Previews confirmed our childish suspicions, by showing an attractive (by iPod ad standards, anyway) woman, with the promise that, indeed,

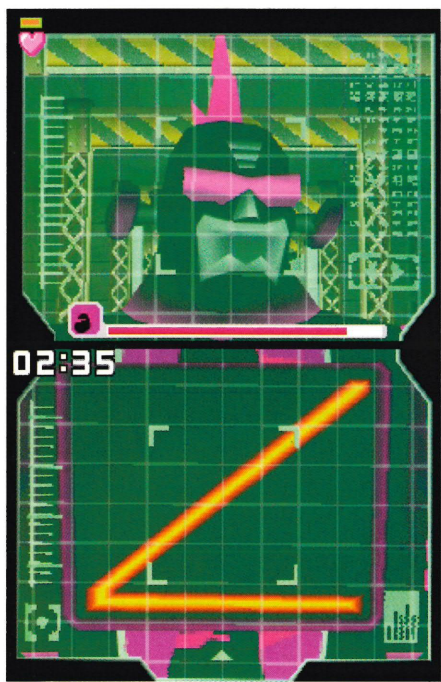
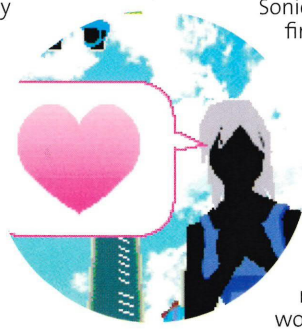
we would be able to intimately rub her, thanks to the DS's touch screen. Soon, the game launched in the US, under the much more effeminate title of *Feel the Magic: XY/XX*. Now, in both its third regional launch and third name change, Europe finally has a chance to carry a girlfriend around in its pocket, under the project's vague working title.

Project Rub's biggest contribution to the system launch is its control scheme. Unless you need to pause the game, *Project Rub* refuses input from anything that isn't either the touch screen or the microphone. Whether you're blowing out a gigantic candle, clearing debris from an oncoming shopping cart, or shooting away a pack of dangerous scorpions from your girlfriend's back, you will never have need of the D-Pad or any of the DS's six buttons.

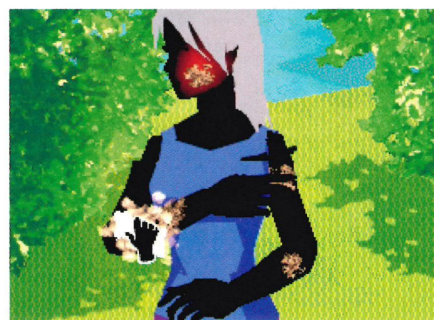
The game is, more or less, a collection of mini-games split into three categories: performance,

story line and bosses. At the beginning of the game, our hero joins a "performance group" called Rub Rabbits in order to impress his girl. Logically enough, such a group requires its members to, well, perform. No, not in that way. Take your mind out of the gutter, we already made that joke. Rub Rabbit performances are ones of insanity and death defiance, and require a certain amount of points in order to move on.

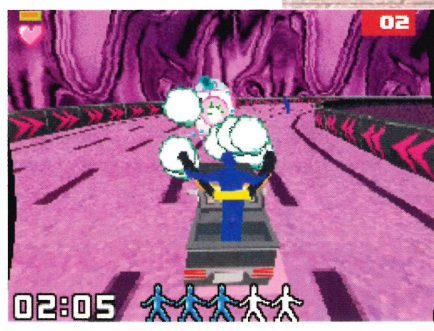
Sometimes Rub Rabbits will drop out of aeroplanes, with parachutes that require the input of a PIN code. Sometimes they'll ride tricycles over the roofs of skyscrapers. And sometimes, though it's clearly dangerous, they'll spray paint portraits of Sonic the Hedgehog onto buildings. Story line games, for the most part, are intimate moments between our hero and his girl. One game, for instance, has you holding her hand (by touching it on-screen) as you walk together. Watch out for those pesky bees,



■ Cut the robot with your stylus of death



■ She doesn't like getting dirty. Oh well, stop complaining and clean off the mud



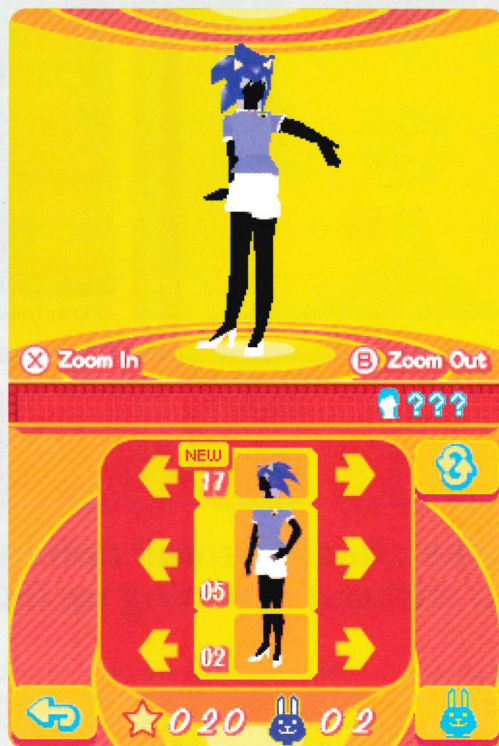
■ Come on, how is she EVER gonna fancy you in that

Playing dress-up

You don't like the bikini? You prefer girls in Sonic hats. Um... okay then...

■ Never one to ignore the obsessive-compulsive gamer, Sonic Team has included a slew of unlockable wardrobe items for your girl. You can mix and match hats, clothing and shoes in all sorts of wacky ways, and see them rendered in full glory during a few select games. Ever wanted to dance

with a girl who has Sonic the Hedgehog hair, a Santa Claus outfit and cowboy boots? Well, have at 'er, pardner! Items are unlocked by finding the hidden 'rabbits' during cut-scenes, beating the game at each of its individual levels and by inserting one of Sonic Team's GBA games in the GBA slot.



"Rub shows how cool the DS can be."

though. Another one sees you wiping the dirt off her after a nasty spill. Just... avoid those sensitive areas, you may offend your delicate flower. Boss battles are fairly self-explanatory, our favourite being a 3D drive requiring you to collect random pedestrians and launch them at your enemy's car via a giant slingshot rigged up on the back. All is fair in love and war, and this apparently includes using humans as projectiles.

In the end, *Project Rub* is a collection of spunky and often hilarious mini-games that are a blast to play. There are three levels of difficulty, which are unlocked as you progress and inspire one to continue playing.

Unfortunately, once you've beaten the game on its aptly-titled Hell mode, there really isn't much to come back to. There are no high scores to beat, no time-attack challenges, no reward system for the skilled; indeed, there is nothing to do but beat the game again, unless you're obsessive-compulsive about unlocking each piece of your girlfriend's wardrobe. It may feel like a collection of tech demos and hell, maybe it is, but when all is said and done, this is still the game we'll show people when trying to describe how cool the DS can be.



■ There's nothing at the bottom...



■ ... except explosive spiky things

Nintendo®

OFFICIAL MAG SAYS...

GRAPHICS 8

Not particularly impressive, per se, but such style and verve shouldn't be ignored. It's a real looker.

SOUND 9

The poppy surf music is most likely the best soundtrack on the DS so far. There's loads for your ears to look... er, listen forward to.

INNOVATION 9

Sometimes doing new can seem weird. One game literally requires you to scream "I love you" very loudly. 'Nuff said.

VALUE 7

You'll get some decent play time, but when it's over, it's over. And you won't go back except to show your mates.

MARIOS AND WARIOS

THE GRAPHICS ARE STYLISH, BEAUTIFUL AND COMPLETELY UNIQUE.

IT'S WEIRD, IN A GOOD WAY – LIKE THE FIRST TIME YOU USED A DANCE MAT.

TOTALLY INNOVATIVE AND A GREAT ADVERT FOR THE DS'S CAPABILITIES.

GREAT NEWS FOR BULL-HATERS – YOU GET TO POP A LOAD OF BOVINES.

NONE OF THE GAMES ARE TOUGH – IT'S NOT MUCH OF A CHALLENGE.

THE JAPANESE TITLE IS FAR BETTER. WE CAN'T FORGIVE THEM FOR THAT.

THE VERDICT

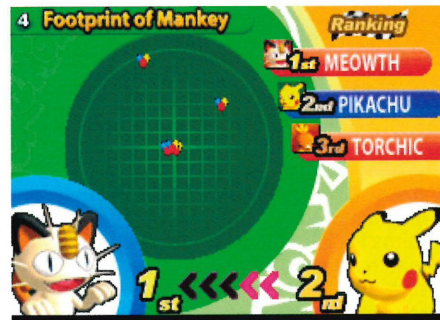
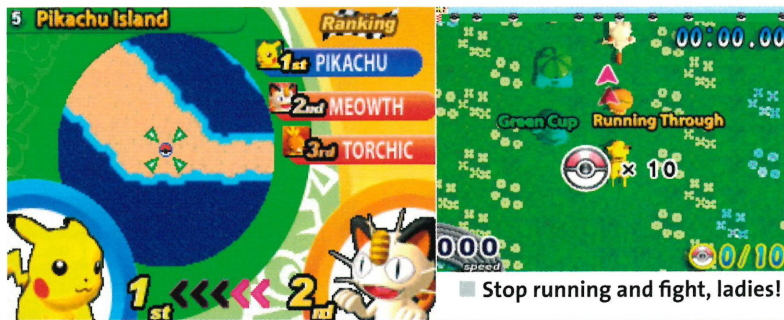
Frank C You'll laugh, you'll dance and want to kiss the DS's designers after the amazing final challenge. Then you'll put it on your shelf and play Mario 64 mini-games. Still it's a great 'show off' game.

Nintendo®
OFFICIAL MAGAZINE UK
JUDGEMENT

82%



■ We can't tell you what part of Pikachu island this is, but it's in the south and it smells bad



■ Stop running and fight, ladies!



■ Those little Pikachu head marks aren't made by the stylus. They're ghosts

■ Ever tried putting a cat in a balloon?

Pokémon Dash

GAME INFO

Out: **MARCH 11th**
 Price: **£29.99**
 Publisher: **NINTENDO**
 Players: **1-6, MULTI-CART**



Get your kicks chasing small animals around the countryside without dressing up like a knob.

Imagine a video game in which your favourite characters **ACTUALLY** race each other around **CRAZY** courses! Yeah, *Mario Kart* is great, isn't it? Problem is the DS version isn't here yet. Oh no! Now imagine a racing game that starred Pokémon instead of *Mario* characters. And imagine if they weren't driving karts, they were **RUNNING!** Yeah, um... anyway *Pokémon Dash* is here now, so just give it a chance, okay?

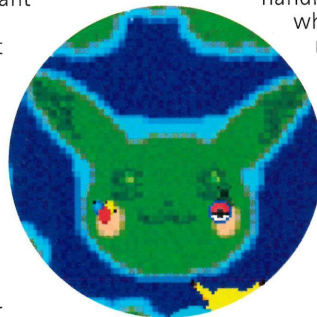
Well, you would if you didn't know it was steaming-fresh from the people who brought you

Hey You, Pikachu! and *Pokémon Channel*, two non-games from the land of PokéRubbish, just left of Kanto. That news should start little pixelated alarm bells banging out a muffled 8-bit racket in the back of your skull. Blerp-blerp-blerp. If you liked those games just skip to the end of this review – or the shops if you prefer, where a fat, laughing man will be happy to take your money once again. *Hey You, Pikachu!* never made it to Europe amid 'translation difficulty' issues and *Channel* should have stayed in Japan with all the other crazy junk we're not clever (insane) enough to appreciate.

The knowledge that *Dash* was developed by Ambrella is a tough obstacle for it to overcome, because picking up an Ambrella game is like going to a restaurant where you always get an unpleasant surprise with your dinner. "Chicken Dansaak, sir?" "Yes, please." "It's covered in pigeon faeces, sir." "Um, no thanks." *Channel* was a good idea, but stick it in your 'Cube and it'll start clotting brain blood faster than you can say "this is boring enough to give me a stroke."

Dash is different, though. Yes, it's too short and too light and a bit too easy, but most importantly it's NOT rubbish. It's actually fun for a while. Pikachu is still the star, but this time he's back on form and doing what he does best (after farting out lightning and squeaking "Pika!", of course) – sprinting around a map with five other Pokémon while you smack him on the ass with a little plastic pen. Is

this the future? No, but it's a decent distraction and without a 'proper' Pokémon adventure at the DS's launch it serves to keep the critters in touch with the handheld technology where they're most at home.



And rubbing the screen to make Pikachu shift certainly works a damn sight better than using the stylus to move a steering wheel in *Ridge Racer DS*.

The game is set up as a series of five grand prix, with five tracks each. Each win unlocks the next and there are five in all. But they're not racetracks in the traditional sense – each map is an island or a group of them with varied terrain that Pikachu has to scurry across while you scream at his happy yellow face and rub the screen to death with your stylus. You have to reach Poké Ball-shaped checkpoints on your way to the finish, but they're dotted around all over the shop and separated by forests, deserts, lava, swamps and even oceans.



■ Cats eat mice. That's a fact. Not here though, which is weird

Catch all the courses

There's a mine of hidden maps at the tip of your stylus.

■ *Pokémon Dash* may only have 25 tracks, but stick *Pokémon FireRed*, *LeafGreen*, *Ruby*, *Sapphire*, or the upcoming *Emerald* into the DS's GBA port and you'll unlock as many new courses as there are Pokémon in your Pokédex. You can only upload creatures from your current squad, but there's nothing to stop you dropping into the Poké Centers of Hoenn and Kanto to restock your team. We reckon that makes a total of 386 maps – or more if you use the same characters from different games.

PARAS	RATTA	MANKE
 Lv 8  Lv 17  Lv 13	 Lv 20  Lv 13  Lv 10	
Time Limit 01:36:00		
PARAS	LV 8	8 SEC.
RATTA	LV 17	17 SEC.
MANKE	LV 13	13 SEC.
PIDGE	LV 20	20 SEC.
ODDIS	LV 13	13 SEC.
JIGGL	LV 10	10 SEC.
 ×3  ×2		15 SEC.
TOTAL TIME		96 SEC.

Yes, it's a rubbish squad, but we want to race around Jigglypuff, okay!?



Drop enough atom bombs on England and it might look as cool as this

“It’s a half-decent distraction while Poké maniacs wait for an awesome DS RPG.”

The top-screen radar won't tell you which obstacles lie in the way, but each can be overcome by power-ups that allow you to run faster over them. With the right power-up you'll cross a swamp in seconds where it'd take minutes to go around. If you want to get across the ocean you'll need to jump on the back of a Lapras, waiting on the beach. Far-off checkpoints can be reached via balloons.

On using a balloon, Pikachu rockets into the sky and gets a



full, aerial view of the map on the top screen, before plummeting back to earth at the point you touch. He falls faster if you stylus-pop the balloons on his back, but not fast enough for him to die. He just gets stunned, even if you purposefully land him on really sharp rocks like we did. Oh, and you can only land on soft areas – not ice or rock because it hurts his little face.

That's pretty much it for *Dash*. The courses get more complicated, meaning you have to do more than just follow the onscreen arrows, but once played a few times they become second nature.

There's no real trick in going as fast as possible and Pika does everything you ask of him, except when you try to make him bite his own hands off. The skill is in knowing where the power-ups are, using them wisely and accurately reading the map. In fact, 'dashing' is one of the least important parts of the whole game. But the highly paid marketing gurus aren't brave enough to call it *Pokémon Super Orienteering Challenge Faster! Go! Go!*



“Pika, pika! Have that in your Meowth!”

Nintendo®

OFFICIAL MAG SAYS...

GRAPHICS 6

No better than a GBA game, but it's cute and colourful. The 3D intro is pretty well rendered, if that actually matters to you.

SOUND 7

The happy clappy tunes bounce along with not a care in the world and Pikachu makes a satisfying squeak when he hits the deck.

INNOVATION 5

There's not much you couldn't do on a GBA, but the stylus makes navigation easier and the screens work well together.

VALUE 6

If you're a *Pokémon* fan with a GBA Pokédex full of critters there are more courses than you'll ever need. Maybe...

MARIOS AND WARIOS

IT'S AN ORIGINAL RACING IDEA. YOU CAN'T TAKE THAT AWAY FROM PIKA.

IF YOU'RE INTO POKÉMON... AND ORIENTEERING YOU'LL HAVE A BLAST.

YOU CAN UNLOCK HUNDREDS OF COURSES VIA YOUR GBA POKÉ-CARTS.

MULTIPLAYER MODE IS FUN EVEN IF CUTENESS TAKES THE EDGE OFF.

IN THE END, THERE'S NOT ENOUGH VARIETY TO THE ACTION.

IT DOESN'T SHOW WHAT THE DS CAN DO IN GRAPHICS OR INNOVATION.

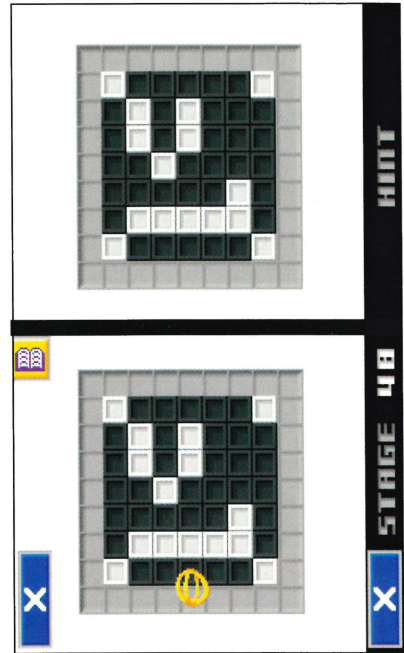
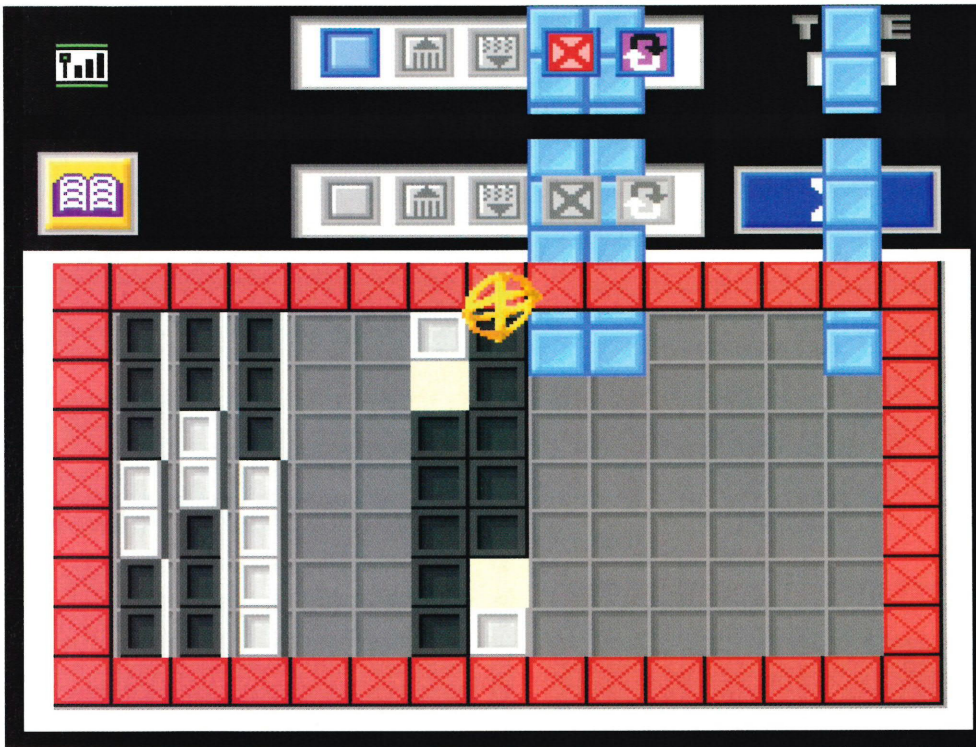
THE VERDICT

Kingsley *Dash* is short-lived and shallow.

It's like a mini-game you'd expect to find in *Pokémon Colosseum*. It's fun while it lasts, but there's not enough here to justify £30.

Nintendo®
OFFICIAL MAGAZINE UK
JUDGEMENT

65%



As you fail, tiles begin smiling at you. Now you MUST destroy them

GAME INFO

Out: **MARCH 11th**
 Price: **£19.99**
 Publisher: **NINTENDO**
 Players: **1-2, SINGLE CART**

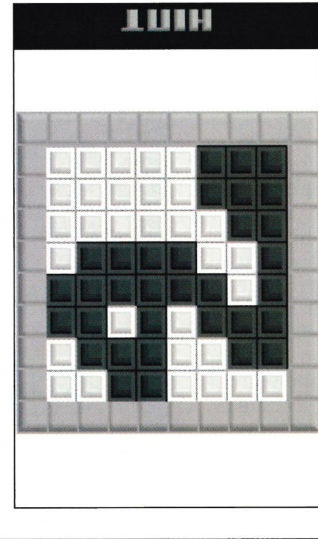


Polarium

Lines at school are a punishment. Lines in *Polarium* are some kind of hellish puzzle nightmare. Don't say we didn't warn you!

➤ Somewhere in Tokyo sits a Japanese man. He's angry with the world and wants to see it crash and burn. We don't know why he's so angry. Perhaps he keeps getting bad sushi. But his solution to punish the world is *Polarium*. He hopes stock markets will plummet as businessmen spend countless hours playing with tiles, while world leaders forget about politics to beat their high scores. *Polarium* is the end of the world!

Okay, so that may be a little exaggeration, but *Polarium* IS seriously



Is it a duck? Is it a swan? Do we care? Er, no

addictive and attempts to challenge *Tetris* for the title of Nintendo puzzle classic. The premise, like any good puzzler, is exceedingly simple. Either in the Puzzle mode or Endless mode the gimmick is pretty much identical. Rows of black and white tiles fill the screen and it's your mission to clear them.

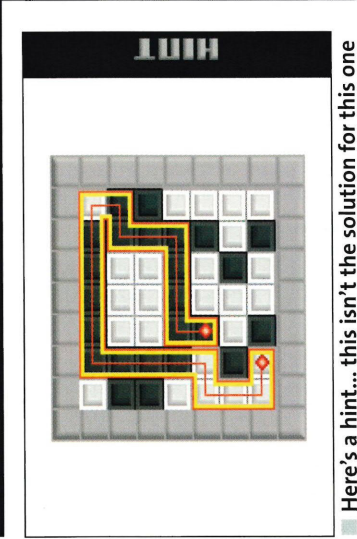
You do this by flipping the tiles onto their reverse side as you draw over them with the stylus. So, a white tile becomes a black one and vice-versa. But it's not a case of tapping tile after tile to make them flip — on no! Flipping tiles requires drawing one unbroken line to turn over as many blocks as possible, without going over the same place twice. It sounds tough, but after a few seconds on the tutorial, you'll be a *Polarium* wizard.

And a wizard you'll have to be because some of the puzzles will make your brain have a nervous breakdown. The puzzle mode presents you with a screen full of blocks that you must clear. The first few are easy. Level one only requires you to draw a line that goes up, across a little bit and then back down again. That's it! You're finished and you

reckon you're a puzzle god. But by level 31 you'll be tearing your hair out and openly weeping at the sheer difficulty, while the man in his Tokyo bedsit guffaws loudly. There's a hint system if you get stuck but it's not that easy to understand. It can be puzzling rather than genuinely helpful and often ends up as a frustration. It's best to just take your time and keep coming back to a puzzle if you can't do it. Unlike most puzzle games which pressure you by making each level against the clock or with the danger of more blocks ending your game, *Polarium* has a gentle

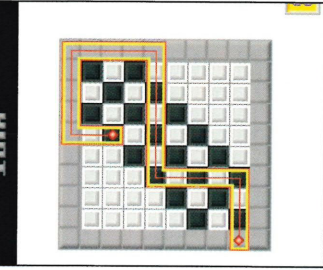
pace. It doesn't mean it's any easier or less fun, it just means you can always hours just trying to solve a couple of puzzles.

When the puzzles get too much, you can always try the Marathon mode. But don't enter into this thinking it'll be a gentle break from the challenge of puzzles because this is one of the toughest games we've ever played. Rob has

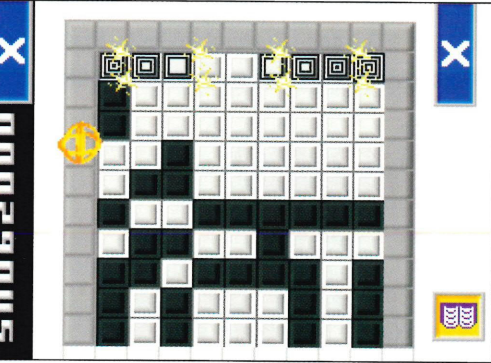


Here's a hint... this isn't the solution for this one

the hardcore only. Unlike *Tetris*, which is incredibly simple, this requires you to get into 'the zone' ready to play. Admittedly once you've got to grips for it, you're in for a fantastic ride, but you've got to get past the confusion. It's a game you've got to persevere with. DO NOT be put off by the crappy visuals or the tough learning curve. Get in there and start having fun. That nasty Japanese man may have failed in his bid to destroy the globe, but he has created a puzzler that has the potential to destroy your free time forever. You'll either love him or hate him for that.

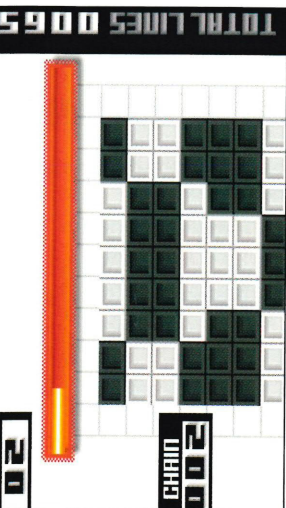


To read this you'll have to rip off your head and turn it upside... or rotate the mag



practically devoted his life to playing *Polarium*, but can still only get a D- ranking, much to his annoyance. In fact, one of the testers from Nintendo told us he could only get a C- even though he spends every single day playing and testing games! You can either view this as an incentive to keep on trying to beat your high scores or an excuse to lob your DS out the window in frustration - at the moment we hover somewhere in between the two.

In Marathon mode, blocks of tiles drop down in increasingly larger and more mendacious chunks, which you must try and clear before the next load rains from top-screen heaven. Rather like the Puzzle mode it lulls you into a false sense of security and the initial blocks will become second nature in a few goes. Eventually you'll be clearing these first ones in the blink of an eye, which is the aim of the game because if you can quickly clear a stack of tiles



This is the part of the game without blocks... oh



If you're really bad, fireworks shoot from the DS screen and into your eyes. Not true. Or is it?

may become a game for *Polarium's* problem - it That could also be that you'll see in your sleep. Finally have a puzzle game truly are, that it's a relief to cheap imitations that they claim Tetris' crown, only games that have tried to passion. There are so many others who share your on giving, if you can find be the game that just keeps In theory *Polarium* could the mental scars to prove it. We have and have still got losing friends when you us you're going to start *Polarium* Prince and believe if you want to prove to It's a nice little addition each victory you score. and loving every minute of mates for their crap skills in a world of cussing your up, so prepare to wallow one cart to wirelessly link *Polarium*, you'll only need the Japanese version of as possible. And unlike clear the blocks as quickly to go head to head to which two players have marathon mode too, in that centres around the There's a multiplayer massive bonuses. down, you'll rack up some before the next load drop

Nintendo®

OFFICIAL MAG SAYS...

GRAPHICS 5

Rough even by puzzle game standards, these are more basic than a child's Duplo set. They get the job done though.

SOUND 5

The Puzzle mode music is relaxing, but the alarm noises in Marathon mode are just plain disturbing.

INNOVATION 8

Uses the dual screens and touch functions seamlessly to the point where control becomes second nature.

VALUE 8

This game is incredibly tough, so it's sure to keep you going for ages and the create-your-own-puzzles option is genius.

MARIOS AND WARIOS

GREAT USE OF THE TOUCH SCREEN TO SOLVE THE PUZZLES.

THE GAMEPLAY IS ABSORBING TO THE POINT OF ENDING YOUR SOCIAL LIFE.

IT'S TEN QUID CHEAPER THAN JUNK LIKE *SPRUNG* AND *THE URBZ*.

YOU CAN HIT THE MULTIPLAYER MODE WITH ONLY ONE CART.

IT CAN BE SUPREMELY DIFFICULT AND VERY CONFUSING AT TIMES.

THE HINT SYSTEM IS THE LEAST HELPFUL THING SINCE A CHOCOLATE TEAPOT.

THE VERDICT

Rob This shows what DS can do to reinvent and puzzle games are first in line. Although it lacks the wider appeal of *Tetris*, you'd be stupid to overlook it. Go on, you know you love it really.

Nintendo®

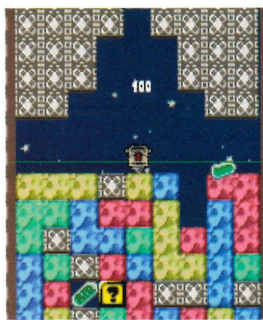
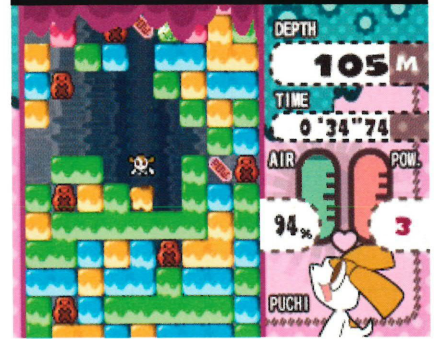
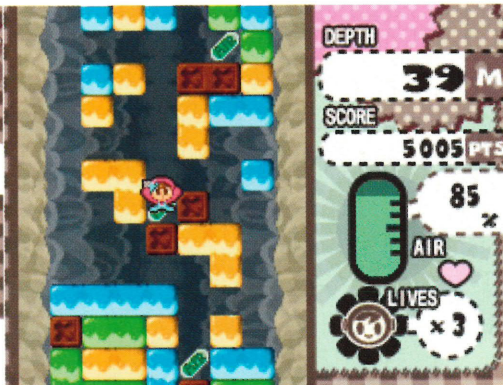
OFFICIAL MAGAZINE UK

JUDGEMENT

82%



For each massive, glimmering emerald, Driller is paid £2. He's too dumb to argue



Thin soap bubbles: protect you from 14 tons of collapsing rock

The dog can shoot fireballs. That's true

GAME INFO

Out: **MARCH 11th**
 Price: **£29.99**
 Publisher: **NAMCO**
 Players: **1-2, SINGLE/MULTI-CART**



Mr. Driller Drill Spirits

Coloured blocks. How pretty. Ha! That was a test! They're EVIL and it's time for you to smash them.

This is the perfect game to play in prison. There's nothing to remind you of freedom and the loved ones you left behind. There's just a little guy drilling down through swathes of nicely coloured blocks. You barely see another living soul except for the Undergrounders and they're spherical and blue.

See, *Drill Spirits* is a game you can devote your life to. It's not like *Tetris* where getting better means not dying as quickly. There's a goal to aim at: the bottom of the well. When you're starting out, getting to a depth of 2,000m sounds as impossible as finding *Girls Aloud*

in your pants singing the Mario theme. But you persevere, but you get better each time. You're in the Driller Dojo and getting fitter and harder with every block you break.

The first time you struggle to 300m you'll feel like a king. After a few more hours of intensive training you'll be quitting and

restarting if you don't at least get to that marker without losing a life. It's hard not to die underground, but you'll be doing it. Skilfully dodging falling debris from above and cutting through to the air pockets. On your first go, it seems impossible that you'll ever feel comfortable down there,

with certain death always one minor mistake away. You can't see the Reaper, but he's always there. Defying him gives you strength.

So anyway, jail. Here are some highlights of a thought train that went wrong: This game is hard. This game is ace. I love popping blocks. Pop, pop, pop. Why is

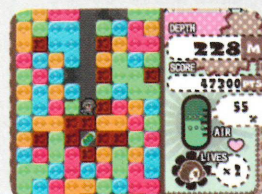
Grow up, brown blocks

You drill them, your air goes. They surround the air you need. WHAT NOW?

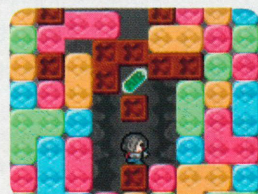
You can always tell a rookie driller. They pop the brown blocks, take a lungful of

poison gas and lose 20 units from their air tanks. Advanced players avoid the browns.

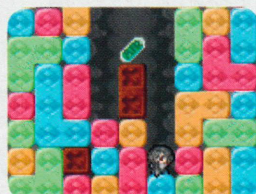
They mock them. See us skilfully liberate air from a brown prison below.



Surrounded! What now? Make brown blocks in your pants? No way.



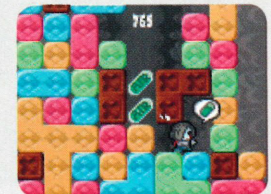
Have courage. Get under there and dig it all out. Go on, but carefully...



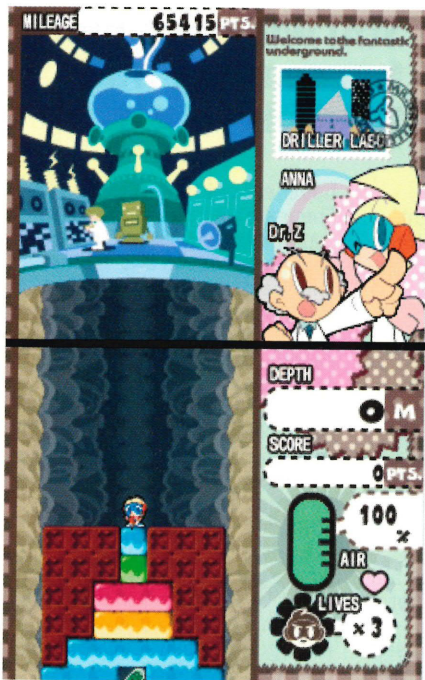
Cave-in! Blocks link up and vanish. Air liberated! But hang on a minute!



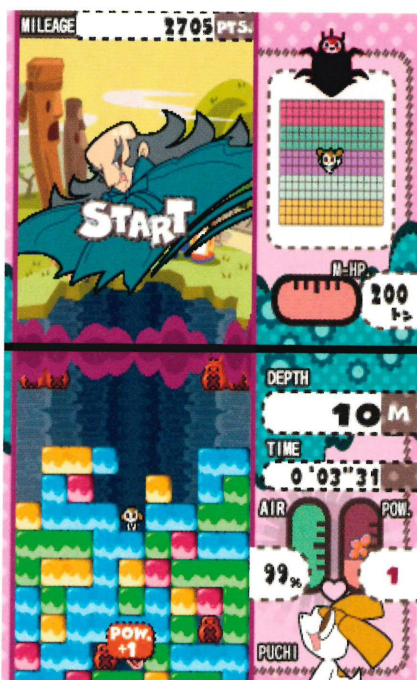
Why not crash those browns into the ones down there? DOUBLE AIR!



That's proper play. He wants air, so give him the double helping. Win.



■ Anna worries that she's left the iron on



■ Puchi wees on every block to claim it

“The first time you struggle down to 300m you’ll feel like a king.”

my power light red? Pop, pop, pop. One thousand metres! Pop, pop, p... it's switched itself off?! THE DS IS BROKEN. It's 2am. Must pop more blocks. Let's break into our local power tool hire place and steal a drill. Man, those alarms are loud. Ah, the drill drowns them out. When we get through this tarmac and mud, we'll find the coloured blocks. What's that flashing blue light? How do we plead? Mate, that curly white hair looks rubbish. GUILTY? Of what?!

We paid the warden £20 and a pack of 'snouts' (whatever they are) to smuggle the DS in. It's covered in brown bits and smells. We keep kidding ourselves he dropped it in his Coco-Pops, but we suspect it might be related to something called an anal cavity.

Luckily, Horinger-Z makes the pain go away. Each landmark depth you crack opens up a new driller: Mr. Driller; Mr. Driller's dad Taizo who was also Dig-Dug in gaming's past; his dog Puchi; his girlfriend; his evil goth friend, Ataru; THE ROBOT.

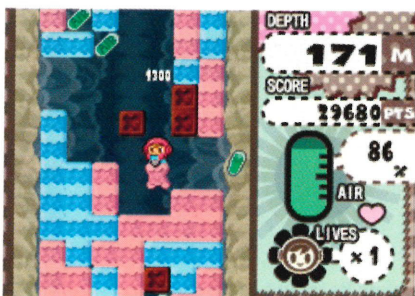
When people tell you the robot is a kop-out character, remind them that LIVES ARE AT STAKE. Do you want to show up at Mr. Driller's house to be greeted by his smiling wife and child and deliver the bad news? Do you want to watch her collapse on the doorstep hysterical when you tell her Susumu is DEAD, crushed by boulders, 'cos you wouldn't send the robot. Be responsible. You can always build another. Down you go, Horinger-Z. How come you need air too? Basic design flaw.

Ataru is the quickest character. He looks cool, but he also looks like he may have

done some bad things in his life so maybe it is okay to send him to his death. The dog can climb a two-block high step and all the other characters struggle up a single one. Do you have a problem with killing dogs? We don't. We suffocated an owl once.

There's no skimping on the UK version. The single-cart multiplayer and 'Dristone' gem-collecting games that went AWOL in the US version are back. Multiplayer means racing, which isn't really what this game is about. You go as fast as you can while still remaining in control usually, but Vs. mode makes you reckless.

It's the same drill in Pressure mode. A giant MONSTER drill pursues you down the well, which features ever more problematic brown blocks the deeper you go. The aim is to not get caught. Made us think though: if this big drill exists, why not send that one to dig out all the coloured blocks? Whoever's in charge at the Planet Earth Coloured Block Destruction Agency is clearly a heavy drinker.



■ Pink blocks are made from human flesh

Nintendo® OFFICIAL MAG SAYS...

GRAPHICS 7

All the big eyes and bright colours your mind can handle. This is how all games should look. Yes, even *Resident Evil 5*.

SOUND 7

You'll hear the block-popping noise a million times and still love it. The music is jolly. If you don't like 'jolly' you don't like living.

INNOVATION 5

The same old *Driller*, but it looks super-awesome in longscreen. The touch control is an embarrassing joke. Forget it exists.

VALUE 8

You can play it for five minutes, but you'll put in weeks to be a Grandmaster. If you give up before doing 2,000m you SUCK ASS.

MARIOS AND WARIOS

THE BEST LAUNCH PUZZLE GAME, DESPITE ROB'S POLARIUM FETISH.

PERFECT FOR A QUICK GAMING FIX. SWITCH ON FOR INSTANT REDEMPTION.

REQUIRES MORE SKILL THAN BUILDING A WORKING A-BOMB OUT OF LEGO.

ULTRA-COOL CHARACTERS LIKE A 'MAN' AND SOMETHING CALLED A 'DOG'.

THE SAME CORE GAME AS ALWAYS. EVEN THE 'NEW' MODES ARE FAMILIAR.

A STEEP DIFFICULTY CURVE THAT WILL SHATTER THE DREAMS OF NOVICES.

THE VERDICT

Dean Mr. Driller isn't for everyone. It's cool for people who see the value of meeting a tough game head-on. Mastery is rewarding here, like in *Street Fighter*, but the weak will hate it on contact.

Nintendo® OFFICIAL MAGAZINE UK JUDGEMENT 84%

GAME INFO

Out: **MARCH 11th**
 Price: **£29.99**
 Publisher: **VIVENDI**
 Players: **1**



Robots

You will have more fun reading this than playing it.

➤ **There's no reason for this game to exist. The DS has all types of CRAZY functionality, yet this game still manages to do nothing new.**

Rodney (the robot you control) must have a bad case of metal arthritis because he walks like a grandad. It takes no skill to play. No, actually... staying awake long enough to get to the second boss takes skill. Lots of skill. Everything about this game is all wrong.

What's with these isometric games? DS can do REAL 3D. There's no need to make do with the cheap alternative anymore. It's tough to judge depth in this perspective, so it may look like you're lined up perfectly with a platform, but leap and you'll

almost always be behind it. You fall. You die. We could have told you this before we even played *Robots* because all of these crappy isometric games are the same.

The perspective problems make smacking enemy bots tougher than it should be. It gets better – Rodney can't attack in north or south directions because he can only face left or right. Great. Our 'hero' couldn't whack his way out of a paper bag, let alone take on fast-moving robodogs. They chomp you every time, no matter what. It's so frustrating we nearly shook the top screen off our DS.

The only real 3D in this game is in the transport sections. Transports are dotted around the map. Travel between them takes

place on a 3D half-pipe stage. You move your ball left or right using a slider on the touch screen, avoiding holes in the pipe (why are they there?) and collisions with other travellers. Fun? No. There's none of that. It's slow, boring and rubbish.

You run... sorry, stroll around talking to people who have nothing else to say but "I've lost my [insert stupid item name]. Can you find it for me?" Er, no. Items don't even come whole, anyway. They come in parts and you have to piece them together on the touch screen before they're of any use. It's not difficult and it's not fun, so what's the point.

The bottom screen is also used to show your inventory and map,

but check out that map. Familiar? There are save points that refill your health and bosses that give you new weapons and abilities once beaten. You've seen all this before... basically this is just another big, fat stinky *Metroid* rip-off – and possibly the worst *Metroid* rip-off we've ever seen.

The only half-cool thing about *Robots* is the ability to draw on the map on the bottom screen. We're thinking a feature like this would be handy in a future *Metroid* game for marking on reminders, like points to return to when you've got a certain power-up. It won't be very handy in this game though, because we're never, EVER going to play it again. The cartridge is bin food.



■ We wandered around for ages looking for the actual game, no luck though



■ Someone's nicked Samus's map



■ Remember Monkey Race and realise why monkeys add 50% to any game score

Nintendo® OFFICIAL MAG SAYS...

GRAPHICS 2
 You can see what's going on. That's got to be worth a two, at least. Right?

SOUND 2
 The music is half the reason why we fell asleep. Dull as hell. Or maybe more.

INNOVATION 2
 That neat map marking idea is all this game gets credit for. Nothing else.

VALUE 2
 We just thought we'd bang on another two for a laugh. HA... see, funny.

THE VERDICT

Mike J You don't need to know the final score for this game. YOU DON'T WANT IT! The end. Oh, all right then, here...

Nintendo® OFFICIAL MAGAZINE UK JUDGEMENT

25%

GAME INFO

Out: **MARCH 11th**
 Price: **£29.99**
 Publisher: **EA**
 Players: **1**



The Urbz: Sims in the City

Pay £30 to enter a popularity contest and lose.

> The biggest problem with a game like *The Urbz* isn't the idea, or the controls, or the difficulty, or anything like that. The problem is that *The Urbz* isn't a game, it's a part-time job. Sure, it gives off the basic impression of a video game. We are, indeed, manipulating something on a screen. There are goals, objectives and even a scoring system. But it's so ridiculously padded with boring, necessary and time-consuming routine that the 'game' is almost entirely overshadowed.

There is some semblance of a plot at work here, but we've been so busy making sure our Urb uses the bog every ten seconds or so that we've forgotten most

of it. Some evil corporate bigwig, whom you meet at the beginning of the game, has nefarious plans to buy out most of your home town and do vague, evil things while laughing maniacally.

It's up to your custom-made character (we named ours Boner) to uncover his plot and bring him down. Uncovering his plot, from what we can tell, mostly involves buying a house, installing a bunch of really expensive gadgets and making absolutely

everyone in the world love you.

The gameplay: find person, talk to person, discover person's need for item/favour/money, satisfy person with your ability to be a fetch monkey, and get your own required item/favour/money in return, which allows you to move on and repeat the same process in a new area.

You have to make these people happy, though. That's where the touch screen comes in. You select lines of dialogue to spit from your

lying human mouth. The goal is to learn exactly which options are best for each character and build their happiness level as high as possible. But don't speak too long! Your own personal stats are constantly decreasing. By the end of a five-minute conversation, your character will likely be on the verge of passing out, dying of starvation and very close to soiling their trousers. Better run home and fix that. Again.



■ There might be an option for wishing yourself into a better game... *Metroid... Metroid...*

■ The fourth goal is staying awake



The university was a much better place when it was a law school. Now it's mostly a hospital! I mean, what good are hospitals?

■ You've got a good point there, you witch-faced, corporate slag-bag

Nintendo®

OFFICIAL MAG SAYS...

GRAPHICS **6**

They're functional and not necessarily ugly, but oh so bland.

SOUND **4**

The words 'forgettable' and 'dreary' come to mind. Also 'crap'.

INNOVATION **6**

Fuses two good ideas into one supremely bad one. That's bad maths.

VALUE **7**

You'll get lots of hours out of this one. Really boring hours.

THE VERDICT

Frank C. The Sims is good. Classic adventure games are even better. Joining the two could have been cool, but with the game's lack of anything redeemable, The Urbz falls flat on its crappy isometric face.

Nintendo®
 OFFICIAL MAGAZINE UK
JUDGEMENT

49%



■ Later levels feature leaps that'd make even non-deformed characters nervous




■ The analogue control is better than Mario



■ Take out Rayman's body dysmorphic rage on passers-by

GAME INFO

Out: **MARCH 11th**
 Players: **1**
 Price: **£29.99**
 Publisher: **UBISOFT**



Rayman DS

➤ We kinda like Rayman, his floppy hair and detachable limbs amuse us. We imagine him getting in all kinds of hilarious scrapes, like leaving a hand on the bus or dropping his foot into a blender. So, we were rather looking forward to *Rayman DS* but now our hopes have been crushed against the harsh rocks of injustice.

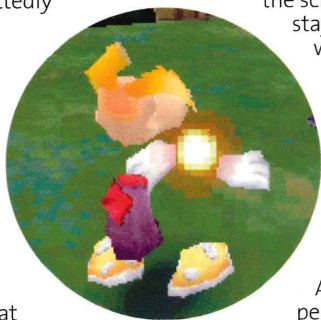
Why's that, you ask? Well the main reason is because this isn't a new game that utilises the innovative functions of the DS. Instead it looks like a conversion of the PSone version of *Rayman 2 Revolution*. Admittedly the other big DS platformer *Super Mario 64* is also a conversion, but at least that includes excellent mini-games that use the touch screen or dual screens to good effect.

But in *Rayman* you get nothing that can't have been done or hasn't been done several years ago. Although we don't want every DS game to include a rather pointless map on the bottom screen, it would have been nice to have some cool *Rayman* mini-games that used it. But instead, throughout the entire game, the

Be still thy beating hearts, *Rayman* fans, this isn't the new game you've all been waiting for.

lower screen is used only as an alternative control method and to show your health, number of Lums collected and cages you need to break open. Its only benefit is that it does make the top screen less cluttered, which is a blessing.

It's not all bad though, one thing Ubisoft has got right is the touch screen controls. Unlike *Mario 64*, in which the analogue control circle moves around the screen, in *Rayman* it stays wherever you want to position it. This works a lot better and will be a good starting point for future DS games that are likely to use analogue controls.



Although it's not perfect and we still preferred to use the D-pad for tricky jumps, it's a step in the right direction and bodes well for the DS's future.

So, as you progress through Rayman's quest to save the trapped Lums and some of his pals, you'll find yourself using the D-pad and touch screen controls

in equal measure – which is no bad thing. This is because *Rayman* supplies you with a hefty amount of challenging platform action, which, at times, rivals *Mario 64*.

Admittedly the first few levels are pretty simple and only require you to navigate a simple, linear route. But by the time you progress to levels like the Cave of Bad Dreams, you'll be having to pull off some spectacular leaps and bounds, as you jump between skulls floating in poisonous water. Although these bits can be frustrating if you keep dying, you'll always come back for just one more go. Even if moments before you've been screaming at your DS and calling it really nasty names. Berk or plonker, for instance.

Combat against the evil space Pirates, who have ensnared the yellow Lums and other dudes you're attempting to save, also works well. Rayman's clearly taken a leaf out of Link's book because all you have to do is hold **R** to

lock-on to target. Then you can easily strafe around and fire your fists into its face. This approach means that scrapping isn't a chore and is worked into the overall game well.



By, now you might be thinking *Rayman DS* sounds pretty good, what with half-decent controls, tricky platforming action and simple combat. Sadly, all that is marred by the ropery graphics that make precise jumps impossible.

Just take a moment to look at the screenshots on these pages. Do you notice anything? Well, they all look either green or brown and are murkier than a dark wood in thick fog. Now skip back a few pages and look at the *Mario 64* shots. They're gorgeous, aren't they? Lovely and bright with more colours than a box of crayons. Unfortunately in *Rayman*, the artists must have got a free box of crayons from a toddler's magazine where the only colours included were green, brown and brownish green.

Afraid of the dark?

How to overcome the horrendously dark, *Rayman DS*.

■ Playing *Rayman* in our office was a real challenge, because like most places on the planet there's some light, both artificial and natural. In fact Rob had to sit with a DS 'Touch Me!' T-shirt over his head to make sure he could see during the tricky parts. To make sure you don't look an idiot like he did, here are our suggestions for places you could play *Rayman DS* and still see the action.

A WARDROBE



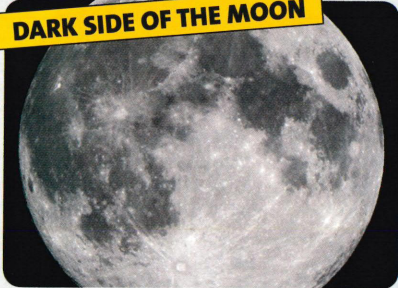
Remove all clothes from your mum's wardrobe. Climb in. Switch on DS and ignore any screams of rage.

A DARK FOREST



Find shady corner. Start playing. Avoid bears, wolves, owls and dinosaurs.

DARK SIDE OF THE MOON



Join NASA. Volunteer for moon mission. Avoid aliens and play *Rayman DS*.

"If you can look beyond the turd-coloured graphics you're in for a treat."



■ Hanging on with... no arms?! Oh, *Rayman*, you crack us up...



Combine murky colours with a frustrating brightness setting, which makes the screen impossible to see if it's underneath a light and you've got a recipe for disaster. There are times when potentially lethal jumps become almost impossible because you can't really make out where you're meant to be leaping. And as if that wasn't bad enough the game runs as fast as a pensioner. The hallowed 60 frames a second we expect from games is a distant dream for *Rayman* and that

means the gameplay can often be jerky. So *Rayman DS* really falls at the first hurdle then continues to smack his face into other hurdles all the way down the track. Most other platformers suffer from style over content, with fancy visuals hiding terrible gameplay. But in *Rayman* the decent game is hidden underneath a wash of turd-coloured brown. If you can somehow manage to see what's going on then you're in for a treat, although that's easier said than done!

Nintendo®

OFFICIAL MAG SAYS...

GRAPHICS 6

The dual screens are awash with brown and the whole thing suffers from pretty horrendous slowdown.

SOUND 6

After meeting the whispering flying frog we knew we'd never sleep again. The music's very quiet.

INNOVATION 4

The touch screen control works well, but other than that you might as well be playing *Rayman* on a PSone.

VALUE 7

Collecting every Lum in the game will take you ages and there are bonus mini-games to unlock as well.

MARIOS AND WARIOS

■ THERE'S TRICKY PLATFORMING ACTION THAT COULD EVEN RIVAL *MARIO 64*.

■ THE ANALOGUE CONTROL IS GREAT AND AN EXAMPLE FOR FUTURE GAMES.

■ THERE ARE TONS OF LEVELS, EVEN IF THEY ARE ALL GREEN AND BROWN.

■ MURKY GRAPHICS AND BAD CONTRAST MAKE SEEING ANYTHING TOUGH.

■ THE FRAME RATE IS SLOWER THAN A ROCK PLAYING SNOOKER.

■ ASIDE FROM THE ANALOGUE CONTROL, THE BOTTOM SCREEN ISN'T USED WELL.

THE VERDICT

Rob Rayman takes a turn for the worst. Ubisoft should have started from scratch and come up with crazy ideas like controlling *Rayman's* fists with the stylus. That would've been great - this isn't.

Nintendo®
OFFICIAL MAGAZINE UK
JUDGEMENT

70%

GAME INFO

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



Spider-Man 2

The war to be King of Swing is over. DK won and rubbed his monkey turds in Peter Parker's face.

We hope the first time Spider-Man shot web he wasn't scratching his crotch in front of his Aunt. "No Aunt May, it's WEB! You don't understand! Please don't get Uncle Ben in here. Uncle Ben, no I don't need to have a little chat. It's WEB. I swear to God!"

How embarrassing. A bit like taking all the trouble of making an all-new *Spider-Man* game, but having no comprehension as to how to use the features of the host machine. Still, Activision could've just ported the GBA game over we suppose, so there's credit at least for trying.

The visual presentation is quite impressive. Much like *Viewtiful Joe*, the game is played in 2D, but presented in 3D. For example, you could be web-swinging across New York City, going down a city street, when all of a sudden Spidey turns the corner and continues down an adjacent path. You won't see his body rotate, or turn, or anything like that. You won't have to! You'll continue going right, as you had been, but the city itself will rotate behind you. It works really well.

The controls are okay. The combat is weak, but swinging around – though obviously nowhere near as cool as the GameCube version – is fast, accurate and fun. **L** activates your "spider reflexes" which slow down time and make attacks easier to avoid, much like *Viewtiful Joe*. There's also a variety of special moves, selectable on the touch screen and assigned to **R**. These mostly involve attacking enemies with web from



range, but moves like the split kick are so useful that, should you manage to unlock them, you'll never go back to normal combat again.

Ah, yes, unlockables. Special moves, such as the above and increases to your life and power bars can be unlocked by completing secondary objectives in each level. While your primary objectives might be "rescue the hostages" or "destroy the robots" or, once in a while, "rescue the hostages AND destroy the robots" secondary objectives will ask you

to do this within a certain time or, in some cases, with a certain amount of health left. At the end of a stage, you're graded, which is also a lot like *Viewtiful Joe*. Get an A and the unlockable is yours.

Problem: the game is cack. Every stage in this game is exactly the same. Now, this is not to say that every stage takes place in, say, the museum. No, that only happens once. But every stage has the exact same set-up: successfully accomplish an act (X) a number of times (Y), and then walk into the exit. Factor X, as said earlier, entails either the defeat of enemies, the rescue of hostages, or the disarming of bombs. That's it. That's what you do every time.

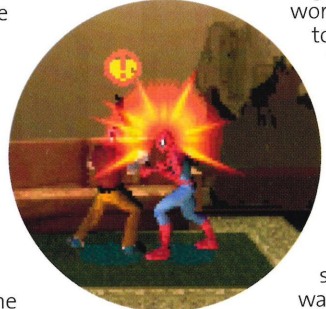
And what's worse, each level has multiple paths, hidden areas and a crazy time limit. And what's worse than worse, there is no map. While the touch screen could have easily had some kind of goofy (but forgivable) electronic, interactive touch

screen Spider-Map, which would have made the game much more enjoyable, it doesn't. It merely lets you choose which special move is assigned to **R**. While we like the ability to switch options without

having to pause, it doesn't work here. If you need to switch moves, the time it takes to look down, find it and tap can kill you. It's stupid. Give us a map. The repetition is broken by boss battles which use the touch screen in pretty dull ways. By "ways" we mean "tapping things".

Whether it's Mysterio's clone illusions, Doc Ock's tentacles, or Vulture's missiles, it's the same "challenge" every time.

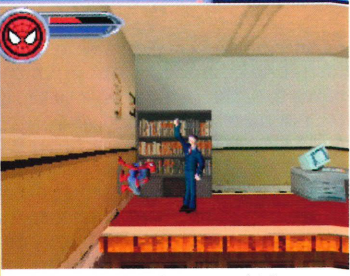
Spider-Man 2 does what it tries to do very well. The problem is the concept sucks. Spidey isn't about racing against time, obsessively searching every nook for hidden bad guys to destroy. He's about swinging around and saving people. Do yourself a favour and go buy one of those wrist shooters that shoot foam, you'll feel more like Spidey that way.



What the touch screen was invented for



This Chinese burn move is unlockable and causes mild discomfort

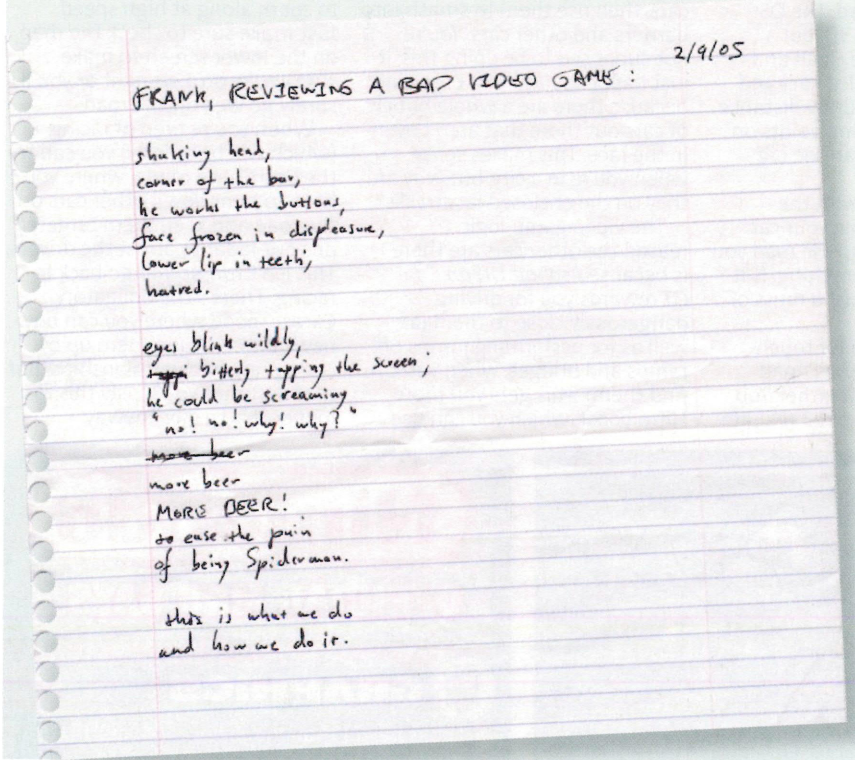


"Get away from my kids, you costumed freak!"

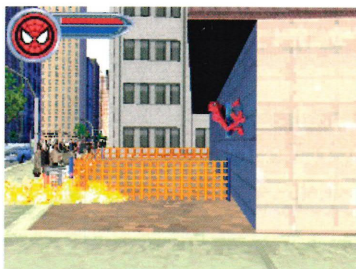
Poetry: the new games

Something random from a Las Vegas bar.

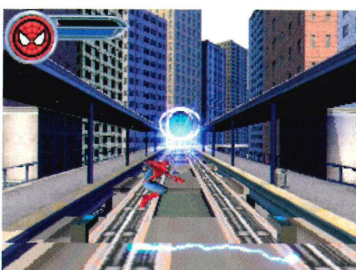
■ It's no secret that I like to play my DS at my local bar. My friend Seth Barkan, author of the video game poetry collection *Blue Wizard is About to Die* (www.ripres.net), wrote this short poem about my experience playing *Spider-Man 2*, mere minutes before ordering me a beer and convincing me to stop.



“*Spider-Man 2* does what it sets out to do well – it’s the actual concept that sucks.”



■ Hanging on the wall will help you look down Mary Jane’s top



■ Spider, man, or Spider-Man, getting hit by a train will end you



Nintendo®

OFFICIAL MAG SAYS...

GRAPHICS 8

The 3D backgrounds are actually the best part of the game. They look wicked and move smoothly.

SOUND 5

Unremarkable techno has been a Spidey game staple for years. Get something new on your iPod, Parker.

INNOVATION 3

Well, it's the first Spidey game where you can tap things. The use of the second screen is worryingly uninspired.

VALUE 3

Easily beaten and mastered in days. If you even bother. There's no reason to slap it in your DS again.

MARIOS AND WARIOS

COOL 3D BACKGROUNDS HINT AT WHAT THE DS IS CAPABLE OF.

SWINGING AROUND THE CITY ON THE END OF A WEB LINE IS AS FUN AS EVER.

THE WHOLE ADVENTURE IS AS REPETITIVE AS HELL.

ENEMIES LIKE TO HIDE FROM YOU. GROW UP, GUYS.

THERE'S NO MAP SO YOU'LL WANDER AROUND TOWN LIKE A SPIDER-BUM.

THIS KIND OF TOUCH SCREEN USE IS NOT WHAT WE HAD IN MIND.

THE VERDICT

Frank C. Playing this is like meeting a beautiful woman with no personality. Sure, she's pretty to look at and wants to talk to you, but what do you say to her? Nothing, that's what. It just gets awkward and weird.

Nintendo®
OFFICIAL MAGAZINE UK
JUDGEMENT

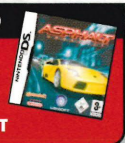
55%



Asphalt Urban GT

GAME INFO

Out: **NOW!**
Price: **£29.99**
Publisher: **UBISOFT**
Players: **1-8, MULTI-CART**



The race is over – the race to be the lamest driving game on DS, that is.

➤ Why did they have to sully the DS with a port of an N-Gage game? At least if you were playing *Asphalt Urban GT* on a mobile phone you could call up your mate and tell him how bad it is. On the DS you have to suffer alone. Handling that takes the car all over the place and bizarre collision detection make *Asphalt* a less-than-realistic racing experience.

While most mobile phone games aren't known for their graphical prowess, *Asphalt*

doesn't look that bad. The DS is capable of better 3D, but what's here is some clean and, at times, well-detailed cars and environments. The draw distance is decent, but at some points on certain tracks you can see big chunks of pop-up.

The major issue with the graphics is that while your car looks fine, further up the road you can't see much of anything. Is it a turn? A wall? Or just a mess of brown pixels.

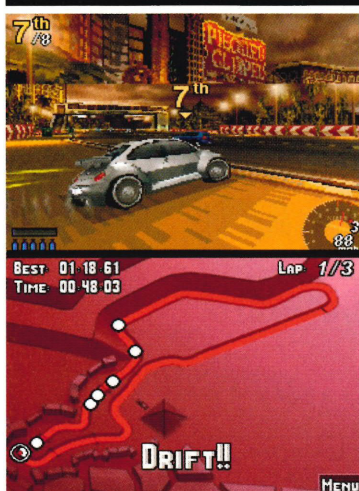
There's no option for touch-screen control and the D-pad control isn't that hot either. You get to hop into one of 23 real-life

cars, then use them to smash into barriers and other cars. You're not supposed to be doing this, it just happens naturally. Especially because there are a whole bunch of cars out there that aren't even in the race. This makes sense when you're in a city, but why are they on the enclosed racetracks?

The video game-logic reason the other cars are there is because *Asphalt Urban GT* rewards you for driving dangerously close to them (as well as for performing jumps off ramps and bridges, when you can find them). This gets you more Nitro boost, which you can use

to zoom along at high speed. Just make sure to check the map on the lower screen to make sure you're on a straight or you'll surely go well off the road.

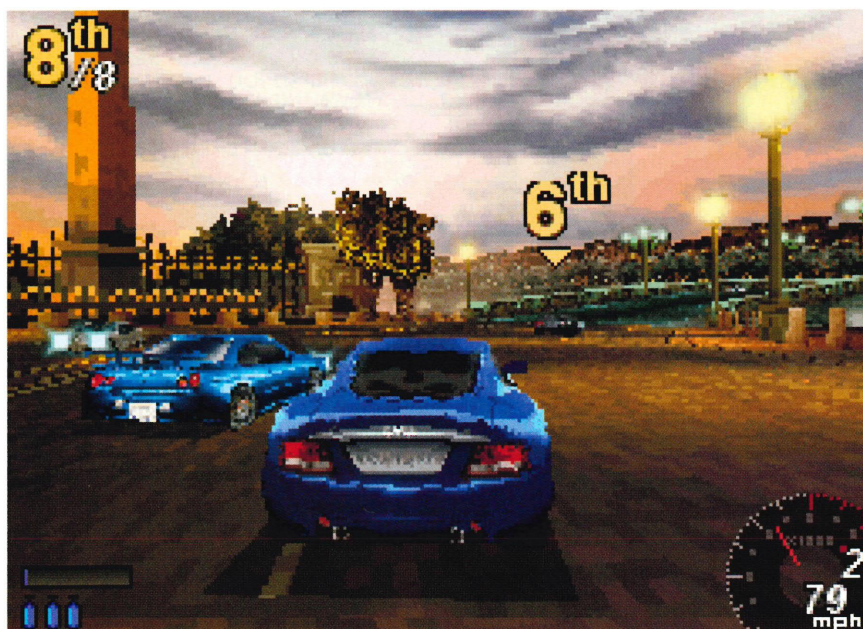
When you're tired of racing (which will be quickly) you can try the Cop Chase mode, where you have to hunt down other cars on the road and keep them targeted on your radar to arrest the drivers. This isn't fun, so you go back to racing. There's the obligatory Career mode where you can buy new cars and tune them up by competing in championships. But that assumes you'll play this for longer than a day anyway.



■ And if it said to jump off a cliff...



■ "What's that you're saying, huge white arrow? You're trying to tell us something?"



■ This guy is saying your shade of blue is slightly effeminate. Now you must end him

Nintendo® OFFICIAL MAG SAYS...

GRAPHICS 7
Looks better than *Ridge Racer DS*, but that's not very hard to do.

SOUND 5
Sounds like a bunch of cars going really fast. VROOOM. Like that.

INNOVATION 2
There's a map on the lower screen and that's it. No touch control whatsoever.

VALUE 5
A Career mode and a few race options mean you won't be done for a while.

THE VERDICT

Chris K It's just the sort of barely passable racing game that will sell more units than it deserves to. Just because it's coming out at launch time.

Nintendo® OFFICIAL MAGAZINE UK JUDGEMENT

58%

Zoo Keeper

It's addictive. But since when has addiction been a good thing?

GAME INFO

Out: **NOW!**
 Price: **£29.99**
 Publisher: **IGNITION**
 Players: **1-2, ONE CART**



Hello again everybody. My name is Dean Scott and I'm a *Zoo Keeper*-aholic. I'm trying hard though, I've been off the *Zoo Keeper* for two weeks and three days. I just sort of drifted into it, you know? Me and my *Tetris* cart had been going through a rough time. Even after I blew the dust out of the slot, it would refuse to load sometimes. I'd shake it and it'd rattle. The blocks just weren't there for me when I needed them most.

Then my friend showed me the animal heads. I was in a dark place, so I thought "Sure! Why not?". The music seemed so jolly at first and those first

few drags on the stylus felt so right, you know? So I'm dragging heads around, they're disappearing. It's like when the *Tetris* blocks used to disappear in those good old days.

Before I know it, I'm playing for hours at a time. Scores in the millions. I'm not sure I got any better at it. I'm not even sure if there's any skill involved at all. You just sort of get better at seeing the groups of heads and pulling them together. Even those sly little pink rabbits don't give me any grief now.

A couple of weeks in and

I was a wreck. That same clanging two-note melody ringing out constantly. My friends couldn't stand it and stopped coming round. It was making me aggressive, too: the doorbell would ring while I was wracking up a massive combo, and I'd punch the pizza delivery guy in the face. It wasn't his fault: I'd called him, after all. But you get so good at the game that you can string out combos almost indefinitely if you're not disturbed.

When I hadn't seen another human face for a month, I knew it was time to admit I had a

problem. I was addicted to *Zoo Keeper* and it had destroyed my life. Was I even enjoying it? I knew I was an addict. There are loads of game modes, but it's basically all the same: dragging heads. The Quest mode is supposed to be some kind of a story, but it's not even a good story. 'Get rid of five lions or lose a load of points'. Hardly *Harry Potter* is it?

Since I stopped playing, my life has improved. I even managed to find a new *Tetris* cart in a second-hand shop. It just seems more worthwhile, I don't want to go back.



Nintendo® OFFICIAL MAG SAYS...

GRAPHICS 5
 Cute and functional. Very little in the way of 'animation' though.

SOUND 4
 It's weird: we can't stop humming the music, but it makes us want to die.

INNOVATION 5
 Familiar gameplay, but the touch control feels extremely intuitive.

VALUE 5
 You'll play it for hours, but devalued by the free versions online.

THE VERDICT

Dean Despite the hours you put in, *Zoo Keeper* never feels like it belongs in the puzzle premier league. It's maddeningly addictive but not actually any good. It **MUST** be something to do with the hypno-music.

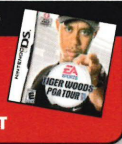
Nintendo® OFFICIAL MAGAZINE UK JUDGEMENT

68%

Tiger Woods PGA Tour

GAME INFO

Out: **MARCH 11th**
 Price: **£29.99**
 Publisher: **EA**
 Players: **1-4, MULTI-CART**



King of the links on every other platform, now Tiger's going for a two-screen trophy.

➤ **First impressions are everything and the first time you take a swing in this game, you'll be thinking "WTF?". This J-shaped power bar business is not what we imagined for the first touchable golf game. Why didn't EA use the same swing mechanics that revolutionised golf games on 'Cube?**

The DS allows you to TOUCH games. You could have been swiping down on the screen to draw the club back and flicking the stylus forward to ping the ball. That would've felt SWEET.

But that's not happening here. Your golfer stands stiff while you swipe the J-thing. Then you watch as he swings. Just because you touch the power bar, it doesn't make it any more than it actually is – a power bar. We thought they were gone forever. It's almost like we've regressed five years.

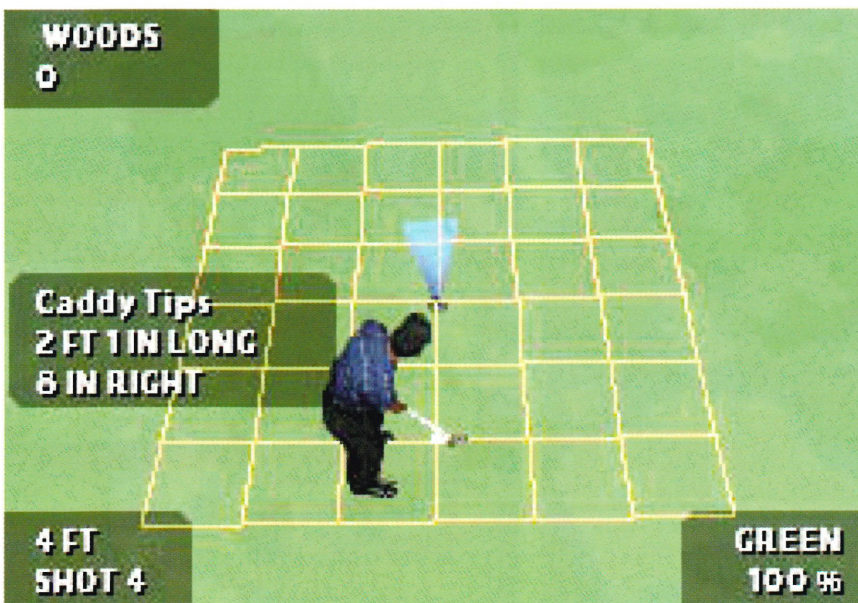
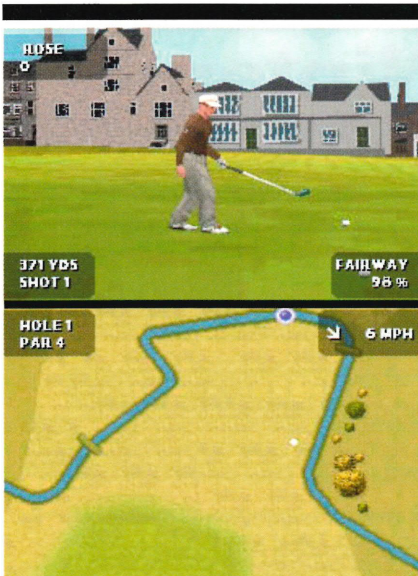
That power meter is strange at first, but it's not a complete train wreck. You just need to understand it. It's simple – the power of your shot is determined by where you begin your downward stroke, not by how fast you flick the stylus. The top of the bar is 100% and markers indicate every 10% point on the bar. Easy.

There are plenty of courses – eight in total – and you'll get to create your own golfer to take through the tournament. As you win each course, your golfer's stats will rise, making it easier to hit those sweet bending shots and put more power and spin on the ball. Make your golfer awesome, then take on Tiger and end him at his own game.

Or you can use your golfer to tee-off against up to three friends in the multiplayer mode. However, it requires each person to have their own cart, which is a bit disappointing. Have you got THREE mates who buy golf games? No, didn't think so.

It's not bad, but it's not great. It feels like it's been rushed to make the DS launch. And what the hell is going on with the sound? It's broken. Golf is supposed to be a tranquil sport. The gentle clapping of onlookers in the real game is a sudden violent roar in this. Returning silence is equally abrupt. Lapping waves sound like an out-of-tune radio. You can blatantly see polygons flickering all over the gaff and there's no life in the environments. The DS can do better than this, surely.

It's a decent golf game – for now – but could easily have been a lot better. EA just needs to sort it out in the next DS *Tiger Woods*.



Nintendo® OFFICIAL MAG SAYS...

- GRAPHICS** 6
Player models are decent but there's more life in a corpse than in these environments.
- SOUND** 3
A disaster. Turn this down. It will hurt your head more than being hit with a hammer.
- INNOVATION** 6
The simultaneous overhead and golfer view is nice. Touch strokes could be better.
- VALUE** 7
There's enough golf in this tiny cart to keep any enthusiast happy for a while.

THE VERDICT

Mike J It's not what TW PGA Tour does that disappoints us – it's what it could have done. It's decent enough, but we were expecting so much more from touch screen golfing with Tiger.

Nintendo® OFFICIAL MAGAZINE UK **JUDGEMENT** **69%**

GAME INFO

Out: **NOW!**
 Price: **£29.99**
 Publisher: **THQ**
 Players: **1-8, SINGLE CART**



Ping Pals



Hahahahahaha. What a fantastic idea. Messaging software for the Nintendo DS that **COSTS MONEY**. We can't wait for THQ's next genius project: a **Memory Card Manager for your GameCube** – only **£39.99**.

It's a good job you can send the whole *Ping Pals* 'game' to a mate over wireless. You'd struggle to find another person idiotic enough to pay money for something they already had built into their machine for free. They've added a few games though, which was something *PictoChat* lacked.

But let's talk about these games for a minute. In one,

With *PictoChat* coming as standard, this is a bit like paying money to breathe air.

you have to guess what number the other person is thinking of. "Nine?" "Sorry, it was one. You were eight out, so give me eight coins." And your money goes down. That's the **WHOLE** game. We're not kidding. Then there's a word association game called **Top 10**. They say 'Titanic', you have to find the ten words associated with it. Iceberg? Yes. Sunk? Yes? Winslet's puppies? Wrong answer. It's staggeringly unfun.

The money you earn playing these games is spent

customising your on-screen character. You can buy hats for the virtual you **AND** jumpers. We don't know just how much excitement is 'too much', but we must be getting perilously close here.

The actual chat functionality of the software actually manages to be **WORSE** than the free, embedded Nintendo version that makes it totally obsolete. The area in which you can doodle, for example, a penis, is smaller than on *PictoChat*. The keys on the virtual keyboard are tiny and

close together, ensuring typos for even the most steady-handed letter pecker.

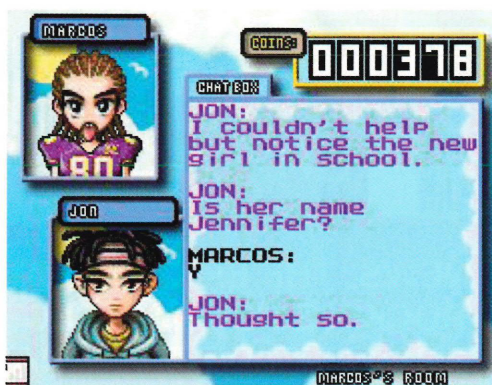
One day we'll hear the full story of why this game ever came into being. THQ having to quickly write off a few hundred grand to balance its books, or Nintendo playing the cruellest joke of all time on the developers. "A chat game? Good idea. No, we're not laughing. That was a sneeze. Of course it's not already built into the machine!" Cue hysterical laughter as the phone goes dead.



Imagine how exciting it would be if YOU were having this conversation...



Number-guessing is the BEST



That's not tedious. That's not SO tedious we'd rather slide down a pipe full of razor blades, vinegar and angry bees than play it again

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 3
 Practically non-existent and the avatars lack any real charm.

SOUND 2
 You won't be buying the *Ping Pals* original soundtrack on CD, that's for sure.

INNOVATION 6
 Genius! If only Nintendo hadn't got there first... and done it for free.

VALUE 1
 The one you get for free works better. **MAXIMUM WHOOPS.**

THE VERDICT

Dean
POINTLESS

Nintendo OFFICIAL MAGAZINE UK JUDGEMENT 09%



**IT'S A DANGEROUS WORLD OUT THERE.
DON'T LEAVE HOME WITHOUT ONE.**

KERRANG!



LIFE IS LOUD

**THE HOTTEST NEWS, THE BIGGEST BANDS!
THE ULTIMATE ROCKING REVIEWS SECTION!
PLUS VOLUME: YOUR ESSENTIAL GUIDE TO A CRANKED UP WEEK!**

ON SALE EVERY WEDNESDAY

GAME INFO

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



Sprung

If dating was really this boring, babies wouldn't get made.

Here's a fun experiment to try at home, kids. Go get a pen and touch this sentence with it. Now do that another thousand times and you'll get some idea of what it's like to play *Sprung*. Clicking through dialogue options can be the most boring part of video games and Ubisoft thought it would be a great idea if it made an entire adventure out of it. It was wrong. So very wrong.

Sprung is the story of two teenagers who take a break from university to go to a ski lodge in Colorado hoping to have lots of random sex. You can either play the part of Brett,

the bully who used to beat you up in comprehensive school, or Becky the brainless bimbo you wanted to get behind the bike sheds. We played as Becky the first time out just to see what it was like to be a female. Girls have this way of making you think they like you when what they are really thinking is that you are one step above pig vomit. We wanted to try that.

Unfortunately we didn't get to do that, because *Sprung* isn't really about making your own choices. Basically you participate in conversations with the different idiots who populate the game world and if you don't

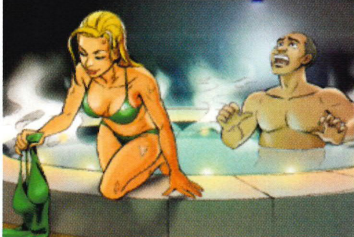
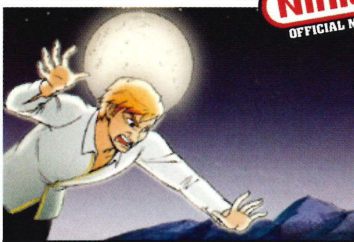
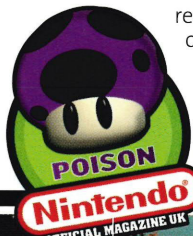
pick exactly the right dialogue options every single time, you fail and have to go back to the beginning of each and every scene. What at first seems to be an interesting puzzle game with the lure of cartoon ladies thrown in quickly turns out to be an horrific memorisation ritual that you wouldn't want to play if your life depended on it.

Eventually you start going numb from the lack of stimulation and begin to beg for the game to throw something – anything – but a conversation at you. That's when your best friend tells you to make sure to put on your make-up before your hot date. So you have to click your inventory and laboriously, one

item at a time, in the right order, put all the make-up on. And if you screw up the date, which will happen, you have to put all the make-up on again. Eventually you drop the stylus and start using the D-pad and buttons because for some reason it's faster.

The one thing *Sprung* has going for it, which might make you keep playing, is that the dialogue and situations can be genuinely funny. They were written by a lady who writes for an American TV series called *North Shore*.

But apparently Ubisoft paid so much money for the Hollywood talent on show here that it didn't have enough cash left to hire a games designer.



And I loved you when you kissed me in the fifth grade and there was a foot-long string of drool hanging between us afterwards.

■ *Sprung* has its funny moments – but then so do comedy novels and they're cheaper

■ "Look it's cold in here, alright?!"



Because I need you to.
 Because I said so.
 -Because I'll make it worth your while.

■ If this was a proper game you'd get to fight her, or throw a shell at her or something

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 5
 The cartoon drawings of the digital daters are competent, but not especially exciting.

SOUND 1
 Cheesy synth that makes you curse God for inventing the eardrum.

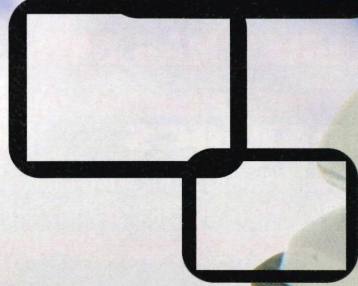
INNOVATION 2
 Click words. Click more words. OH TIME TO PUT ON MAKE-UP! Click more words.

VALUE 2
 You can finish it in about a day, not that you would want to finish it.

THE VERDICT

Chris K This is only getting above zero percent because the dialogue is occasionally funny. Other than that, playing *Sprung* is less exciting than dating a girl in a coma.

Nintendo OFFICIAL MAGAZINE UK JUDGEMENT **25%**



DS Dre



ams

We're amazed by what the DS can do, but there are loads more things we'd like to see. Listen up, Nintendo!

INTERNET CONNECTION

Rumours that the DS will eventually connect to the internet have spread through the gaming community like wildfire, in no small part fuelled by the words of Shigeru Miyamoto.

When asked about the DS's chat functions at a press conference last year Mario's creator said: "It's possible for someone with a wireless router in their home to potentially link the Nintendo DS to that router, the computer and the internet, and then to potentially link up to instant messaging programs."

Although Nintendo has still not revealed any online strategy for the DS, the possibilities are endless. You could chat to other people across the globe using *PictoChat*, rather than being limited to the local area network. You could challenge gamers in Japan or the US to multiplayer match-ups and you might even be able to talk to other gamers using the DS's microphone as you play, allowing you to discuss strategies or even tease your opponents! We'll know more about this part of the DS at this year's E3 show in Los Angeles, so stay tuned to *NOM* for future details.

"Rumours that DS will connect to the internet were fuelled by Miyamoto-san."



■ The DSs from Mars used *PictoChat* to decide their plans for conquering Earth

NINTENDO DOWNLOADS

It's going to happen sooner than you think!



■ As the DS can receive information wirelessly, it's possible that you could get exclusive downloads to your handheld at special Nintendo events.

This has already been confirmed by Nintendo in Japan and later this year downloads will occur during the eighth *Pokémon*

movie which features Mew and a new Pokémon called Rukario.

Because the downloads are wireless, DS-owning *Pokémon* fans can take along their machine and a copy of either *FireRed*, *LeafGreen* or *Emerald* and receive some surprises during the film straight to their portable RPG adventure!

PLAY MUSIC



■ With the Play-Chan you'll see honeys from Japan. Mike likes them, he likes them a lot

■ Guide the white sprite to the exit and help him escape his MP3 musical-note nightmare



Although Nintendo hasn't officially spoken about playing music on the DS, the company's Japanese division has been beavering away on a gizmo called Play-Chan, which was unveiled at the Panasonic Centre in Tokyo last December.

Play-Chan – which is out in Japan already – is a large, Game Boy Advance-style cartridge with a slot for a memory card, onto which you can download mp3 music files from a PC and play them through the DS's stereo

speakers, or by plugging a headphone into the front of the Play-Chan.

You'll get loads of playback time from a single battery charge; when Play-Chan starts pumping out tunes the DS automatically goes into sleep mode, meaning you can play music files for up to 15 hours.

Just imagine how good that would be at a music festival – after the bands finished playing, you could go back to your tent and listen to their tracks all over again!

WHAT WOULD YOU LIKE?

We've told you what we'd like to see Nintendo's new handheld do – now it's your turn to tell us your DS dreams...

■ The DS is the most exciting handheld console in the history of video games, but we're sure you're bursting with ideas for Nintendo's new baby.

What we want you to do is come up with an idea for something you'd like to see the DS do and send it to us at the usual *NOM* address. It doesn't matter if your idea is realistic, useful or just plain silly – what we're looking for are ideas that use the DS's special functions, such as the microphone, wireless communication or touch screen.

The person with the best idea will win a DS game of their choice and see their idea printed in a future issue of *Nintendo Official Magazine*. Don't forget to include your name, address and an SAE if you want us to return your drawing or idea. Happy scribbling!

SEND YOUR ENTRIES TO: DS Dreams Competition, *Nintendo Official Magazine*, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW.



■ What ideas have you got for the future of the DS? Get your ideas to us now, Nintendo might be reading!

PROPER VOICE RECOGNITION

■ You were able to talk to Pikachu on the N64, so perhaps you'll be able to have another chat with the yella fella on DS?



We've been having fun blowing on the DS's mic to inflate balloons in *Wario Ware* and blow out candles in *Project Rub*, but wouldn't it be great if you could use the microphone to interact with games by using voice commands?

Nintendo showed interest in voice recognition as far back as *Hey You, Pikachu!* on the Nintendo 64, so we wouldn't be surprised if it's working on games that use spoken commands for the DS.

Perhaps we'll see strategy games where you can order troops around by barking your commands? Or what if the next *Pokémon* game allowed you to tell your creature what attack to use, rather than selecting from a menu?

Naturally, not everyone will want to speak into their DS – especially if they're on a packed bus! – but we're sure the Big N will come up with some mic-based games in the not-too-distant future.

PROFESSOR E. GADD'S Guides



THIS MONTH: Super Mario 64 DS

WHERE TO FIND EVERY NEW STAR AND ALL THE MINI-GAME RABBITS.

BOB-OMB BATTLEFIELD: FIVE SILVER STARS

HOW TO GET IT... All five Silver Stars are marked on the map so you just need to work out how to get them. The first is on top of a tree. The second is on the tail of a Chain Chomp – turn a Goomba into an egg and lob it at the beast to grab the Star. Number three is in a patch of flowers in the back corner. Four and five will appear when you kill the Goombas holding them. Get all five and the Power Star will appear.



□ The first Silver Star – up a tree where it ought to be

WHOMP'S FORTRESS: SWITCH STAR



□ Here's the switch you need to press



□ The Star is round the mountain

HOW TO GET HIT... Run up the dirt track at the start of Whomp's Fortress. At the top of the track, avoid the pushing blocks and jump onto the second platform with an arrow on. Drop off onto a red box and ground pound it to reveal a switch.

Press the switch to reveal the location of the Star and start the timer. Head right, jump the gap and go past the sleeping Piranha Plant. Go round the corner to get the Star before the time runs out.

JOLLY ROGER BAY: SWITCH STAR

HOW TO GET HIT... Enter the level as Luigi and then swim towards the ship. Next you need to swim through the large underwater cave and into the big cavern at the end of the level. Break open the floating red box to get the power-up flower inside.



□ Break this open for a power-up



□ The cave is where you need to be

Once Luigi is invisible, run along the right wall of the cavern and step on the switch in the corner. Continue around to the back as quickly as possible. When Luigi is invisible he can run through the mesh around the Star and collect the reward inside.

COOL COOL MOUNTAIN: SWITCH STAR

HOW TO GET IT... As Wario, turn right at the start and stand on the end of the broken bridge to teleport to the bottom. Run past the crying penguin and get on the lift. Back-flip off onto the small platform on the right and press the switch.

Jump off the platform back towards the crying penguin and the wind gust will carry you over. Ground pound the ice over the Star before your time runs out.



□ The Star you need is below the ice – pound your way through

BIG BOO'S HAUNT: SWITCH STAR IN THE BASEMENT



□ Watch out for the eye and use that lift

HOW TO GET IT... As Wario, turn left into the small hut and take the lift down into the basement. Run through the water to the large room and head left.

Ground pound the black bricks to reveal the switch you need. Before touching the switch, run to the far side and get the Mario Cap. As Mario hit the switch and race around to grab the Star.

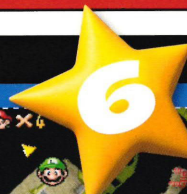


□ Run around the corner and grab the Mario Cap



□ Here's the switch you need to press... so press it, right?

HAZY MAZY CAVE: UNDERGROUND SWITCH STAR



□ Climb the steps as fast as you can

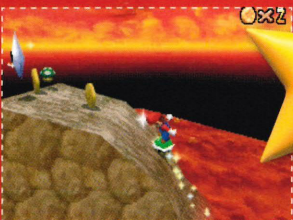
HOW TO GET IT... Enter the level as Wario and then head along the right path. Slide down the red pole in the room at the end. Once you've slid down the pole, run to the far right corner and ground pound the black bricks to reveal the switch.

Quickly grab the nearby Luigi Cap and press the switch as Luigi. Run along the wall and jump up the steps, trying to make the jumps as clean as possible, so that you don't have to pull yourself up and waste time. Dash across the platform and leap over the gap to grab the Star.



□ Make your way to this point

LETHAL LAVA LAND: FLAMING SILVER STARS



□ Ride the Koopa shell to the Star... and victory



□ Check the map for those Silver Stars...

HOW TO GET IT... First check the map for the Silver Star locations. Jump across the gap ahead and run forwards to bash open a red box and get a Koopa shell. Jump on the shell and use it to hover over the lava.

You don't need to worry about being burnt – you can cruise around and get all the Silver Stars by noting their locations on the map.



□ ... there's one! Grab it then move on to the next

SHIFTING SAND LAND: TOX BOX SWITCH STAR



HOW TO GET IT... Enter the level as Wario and run his tubby ass around to the area by the quicksand where some rolling blocks patrol the platforms. Avoid the first block and head right, then hop across to the black brick block and ground pound it.

Step on the switch before heading in the opposite direction to the Star. Now stand on the end of the platforms by the red box. Wario will be teleported to the area right next to the Star.



□ It's another switch – hit it



□ You don't need the two caps

DIRE DIRE DOCKS: KOOPA SURFING SWITCH STAR



HOW TO GET IT... Make sure you enter the level as Wario. First break the centre black brick block at the start to reveal the switch. Jump on the switch and quickly break the nearby floating box to get a Koopa shell.

Jump on the shell and use it to surf over to the Star. The shell is quite hard to steer, so this could take a few attempts.



□ Smash the black blocks to reveal this switch



□ You don't need to go much further than here



□ Riding the shell can be tricky. Keep practising

SNOWMAN'S LAND: SNOWMAN'S SILVER STAR



- Here's one of the Silver Stars...
- ... they're spread all around

HOW TO GET IT... At the start of the level, run right to the Goomba pen and grab the first Silver Star. Head left past the Bully on the ice platform to get a second Silver Star in the open area behind it. Next, run to the far end and use the flower spinners to boost on to the top of the brick wall where the two yellow crates are. Grab the nearby Star then break open the yellow crates to get a Koopa shell. Next you'll need to use the shell to ride along the ledge on the right. When you reach the fourth Star, drop off the ledge and hover under the Bully to get the fifth and final one.

WET-DRY WORLD: SOAKED SILVER STAR

HOW TO GET IT... As Mario, dive in and swim under the walkway to get the first Star. Hit the switch under the walkway to drain the water, then return to the start and ground pound the red brick box for the second Star. Use the Chuckyas to reach the top of the central area and stand on the switch to make the steps appear. Leap to the platform by the wall and walk down the slope. Use the switch to raise the water. Head to the highest corner and break the red box to get a flower. Grab the Star in the middle, then dive in to reach the next two. Last, back-flip to the highest platform to get the Power Star.



- Get wet for some Stars...



- ... but not all are submerged

TALL TALL MOUNTAIN: FIVE SECRETS OF THE MOUNTAIN



- Fly through these Coin rings

HOW TO GET IT... Enter the level as Mario and then head to the top of the mountain and grab the feather in the red box. Do a triple jump to take off and then glide around the top of the mountain. There are five Coin rings; in the middle of each coin ring is a single Coin that you need to fly through. As flying is tricky try and take one or two at a time before landing and getting another feather. Once you've got all five central Coins the Star will appear at the top of the mountain. Don't worry if you fall down the mountain, you can always run back up and have another go.



- Make your way to the summit

TINY-HUGE ISLAND: KLEPTO THE KONDOR



- Luigi jumps to grab Klepto
- The Star will change places

HOW TO GET IT... Enter using the painting on the left to start the level as huge Mario. Make your way to the very top of the level and wait for Klepto the Kondor to hover overhead. When you spot it, jump up and knock the Star from its talons. The Star will drop away and land on a distant island. Go back down to the island and look for the Luigi Cap nearby. Grab it and, as Luigi, walk to the nearby edge just above the route where the rolling balls turn the corner. Back-flip off and use Luigi's floating ability to hover over to the island and grab the Star.

TINY-HUGE ISLAND: SWITCH STAR ON THE ISLAND

HOW TO GET IT... Enter the level as tiny Mario and then go through the hole near to where you start. Find the Koopa on the beach and kill it by jumping on its shell. Use the dead Koopa's shell to glide up the rock face on the right. When you reach the grass at the top of the rock face, hop onto the thin walkway and enter the small cave. Break the red box in the far corner to reveal a flower. Press the switch then use the flower and float over to collect the Star. Job done!



- Ride the shell along the grass



- Make sure you're tiny Mario

TICK TOCK CLOCK: THE PENDULUM SWITCH STAR



□ Try to enter the clock when the hands are at 12:00



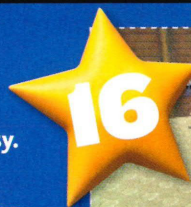
□ Make your way right to the top of the level

HOW TO GET IT... As Luigi, enter the level when the minute hand is on 12 to make things easier by stopping all the moving platforms. Make your way around to the top of the level. After climbing a pole you'll reach a large platform and a switch. Step on it then run past the Goombas and hop across the next few platforms to grab the Star.



□ Watch out for this cheeky character – he'll flip you over

TICK TOCK CLOCK: TICK TOCK SILVER STARS



HOW TO GET IT... As soon as the level starts take a look at the map and you'll notice that the Silver Stars are moving around. Just stand still on the starting platform and most of the Stars will eventually bounce their way over to you. Nice and easy. If any of the Stars get stuck in the scenery, just move around a little to dislodge them. Once you have all five, move up to the top of the area and climb the pole. Go up the platforms above the pole and then jump to the left when you get above the number nine and run along to grab the Star.



□ There are Stars all around you



□ Wait for them to come to you

RAINBOW RIDE: SWITCH STAR OF THE MANOR

HOW TO GET IT... As Mario, go to the Manor House. When you drop off the carpet inside, go through the door on the left then drop onto the walkway. Step on the switch at the end of the walkway then quickly dash back into the Manor and break the box to get the flower. Float up through the ceiling before time runs out to grab the Star.



□ Ride the magic carpet all the way to the Manor



□ It's quite a long way to go from the start of the level



□ Press the switch then float to the top

SUNSHINE ISLES



□ This level has the BEST tunes

HOW TO GET IT... Go through the door in the middle of the character changing room then hop into the painting of an island on your left and collect all five Silver Stars. To get the one off the buzzard either hit it with an egg or jump attack it. The second Star is on one of the outer islands; the third is on top of a palm tree on the second largest island. The fourth Star is in an alcove under the biggest island and the fifth is on top of it. Once you've collected all five Silver Stars the Power Star will appear.



□ Look for the buzzard's Star

CASTLE COURTYARD



□ That Boo has a Coin for you



□ Head to the castle's grounds

HOW TO GET IT... Follow the big Boo through the corridor to the back yard of the castle. There are eight Red Coins hidden inside the Boos around the fountain. Ground pound each Boo to kill it or run towards it and grab it to collect its Red Coin. When you have all eight the Power Star will appear ready for you to collect.



□ More Boos with Coins

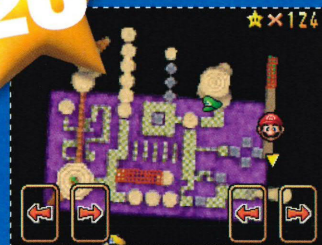
GOOMBOSS BATTLE I

HOW TO GET IT... Head through the middle door in the character changing room then go through the eight-star door and hop through the Mario painting. As Mario, slide down the ramp then start heading right. Run up the very thin ramp leading right and avoid the sleeping Piranha Plant. Jump across the four unstable platforms to the area with the switch.

Press the switch and run along the platform to the bottom of the cage. Now you will need to wall jump all the way to the top before time runs out. If you've done it quick enough, the Star will be waiting for you at the summit.



□ Another switch needs hitting



□ There's loads going on here

20

GOOMBOSS BATTLE II



□ Jump up for the Red Coin

HOW TO GET IT... Head into the middle door in the character changing room then go through the eight-star door and hop through the Mario painting.

Run left and grab the Wario Cap. Ground pound the black bricks for the first Coin. Head to the main area and swing under the metal mesh to grab the second Coin. Climb the vine to grab the third Coin. Follow the thin ledges at the bottom to a moving log and jump at its highest point to get another.

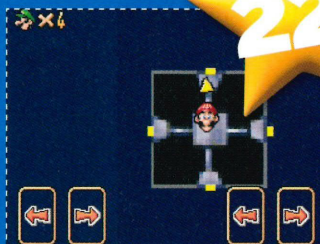
Follow the thin path to a series of rising logs by a plant and get the fifth Coin from the last one. The sixth is over a teetering platform to the left. Once you have it jump across the unstable platforms and grab the flower from the box. Float up to the Red Coin on top of the huge log. Drop and grab the Luigi Cap then head to the red box and get the flower. Once invisible return to where you got the Luigi Cap and back-flip to pass through the cage to get the last Coin.

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BIG BOO BATTLE I



□ The eye is guarding this Coin



□ Mind you use the right doors

HOW TO GET IT... As Luigi, enter Big Boo's Haunt. Go to the second floor. Use the right door then back-flip onto the ledge using the corner platform. Head through and hop into the Luigi painting. Grab Mario's Cap then get the first Red Coin in the first room. Use the east door and grab two Red Coins in the next room.

Run through the north door and get the Coin on the right. Use the flower (you'll need the Mario Cap) to float over and get the Coin. Move through the east door to get the next two Coins and then grab the Wario Cap. Go through the north door and break the black bricks for the final Coin.

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BIG BOO BATTLE II

HOW TO GET IT... To start with follow the same directions you used for Star 22 (see above!). As Luigi head through the east door then go through the north door. In the next room, break the box that's floating above the middle platform to get the power-up flower and turn yourself invisible.

Rush through the east door then super jump across the gap in the next room and head through the north door. Dash across the falling bridge and go through the ghost painting to grab the Star.



□ Luigi needs to turn invisible



□ The Star isn't too far away

23

THE SECRET OF BATTLE FORT



□ That's another Star for Mario

HOW TO GET IT... Go to the Castle's rear courtyard and smash the red bricks in the corner to reveal a hole to drop into. Run up the ramp behind the start and cross the mesh to grab the Silver Star from the top of the pole. Climb down the pole and defeat the Goombas to get the second Star.

Break the red brick blocks in the north-east corner for the third Star. Run around the outside of the level and kill a Goomba carrying Star four. Head to the next corner and smash the bricks to find the final Silver Star. Head to the start to grab the Power Star.



□ There are multiple Stars here

24

BOWSER IN THE DARK WORLD



□ Leg it up here, but watch out for the enemies

HOW TO GET IT... In the main castle foyer, go through the left door at the top of the steps. Run towards the painting and drop through the trap in the floor. Reach the end of the course and press the switch next to the green pipe. Run down and super jump to the extra life platforms. Jump across or use the tilting platforms to get to the last one before your time runs out.



□ There's a long way to go to get your hands on the Star



□ Jump on the switch next to the green pipe



BOWSER IN THE FIRE SEA

HOW TO GET IT... Go to the basement and drop into the hole in front of the entrance to Dire, Dire Docks. Make sure you enter the level as Mario. Now head up to the third level of the course and jump off the first pole so you can reach the second pole that's moving in and out of a hole.

Wall-kick up the gap and you should finally be able to reach the switch. Step on it and then drop back down. Now run back the way you came as quickly as possible to grab the Star before time runs out.



□ Don't fall in the lava, Mario!



□ Be careful getting across here

CHIEF CHILLY CHALLENGE I



□ Ride the wind for this Coin



HOW TO GET IT... As Luigi, head to the mirror room on the second floor and grab a flower to pass through the mirror, then leap into the Wario painting to collect the eight Red Coins. The first is on the sliding mesh by the Wario Cap. Jump off on the other side and head right. Leap off the platform and ride the wind gust to grab the next Coin then drop into the chilly pond at the bottom

for the third. Follow the route across the next few platforms to grab three more Red Coins.

Ride the moving blocks to reach the upper level and grab the flower from the box to turn Luigi invisible. Drop down and walk through the bars for another Red Coin. Grab the nearby Mario Cap then use the previous red box to get a flower. Now float over to the small island for the final Coin and float back to get the Star.

CHIEF CHILLY CHALLENGE II

HOW TO GET IT... Enter the level as Luigi, then head to the mirror room on the second floor. Grab a power-up flower to pass through the mirror and then leap through the Wario painting. Take the slide down and get to the area with the Wario Cap.

Change into Wario and ride the moving metal mesh over to the next platform. Break the box to get the flower then, as Metal Wario, cross the small ledge on the left and ground pound the black bricks to get that Star you're after.



□ You need to be Metal Wario



□ The Wario Cap is right there

THE SECRET UNDER THE MOAT



□ Mario floats to the switch

HOW TO GET IT... Drain the water in the moat surrounding the castle, then head to the moat as Wario. Ground pound the black bricks to reveal a hole. Climb to the bottom and grab the Mario Cap.

As Mario, run back around the corner and break open the box to get a flower. Next you need to float to the small platform across the gap. Now stomp on the switch.

Grab another flower from the nearest box and float straight up. At the top grab another flower and float to the Star at the top.



□ Wario needs the Mario Cap

BEHIND THE WATERFALL



- Ride on the monster's back
- The Star is in the middle

HOW TO GET IT... Enter Hazy Mazy Cave and find the underground lake. Jump on the back of the monster and point yourself in the direction of the door on the high ledge, steering the monster towards it.

Go through the door then drop into the hole on the other side. As Mario, run along the hall to the river then head left and grab the flower from the box.

Float all the way along the course of the river and towards the waterfall. Float up to grab the Star at the top. Look out for an arrow made of coins that will point you to the Star you're after.

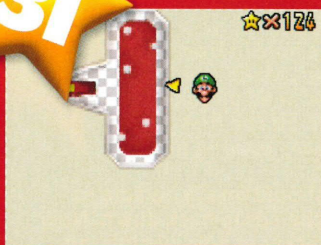
BEHIND THE MIRROR

HOW TO GET IT...

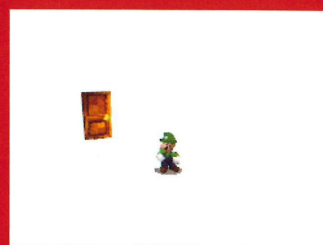
This Star is behind the mirror on the second floor of the castle. As Luigi, enter the mirror room and use a flower from one of the posts to get through the mirror. Enter the small door at the back (opposite the way you came in) to grab the Star inside.



- Go through the mirror as Luigi



- You'll enter a new area here



- There's a Star... somewhere!

OVER THE RAINBOWS

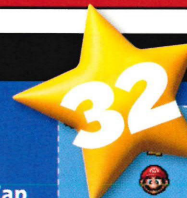


- Only Mario can fly to this spot

HOW TO GET IT... On the third floor, drop into the hole in the alcove in the upper left of the room. As Mario break the box at the start to get a feather, then fly down to the cloud where the Wario Cap is waiting to be collected.

Grab the Wario Cap and hop into the cannon. Aim above the tree to the right (the top of the tree should be in the bottom of the view).

If you aim correctly Wario will grab the tree as he flies through the air. Ground pound the black bricks on this cloud to reveal the Star.



- Look for any place you can land

BOWSER IN THE SKY



- In theory, this is the last switch you'll need to press

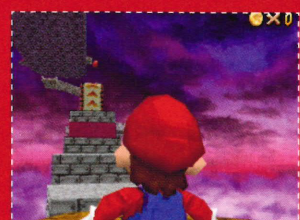


- It's quite tough to get all the way to here



HOW TO GET IT... Drop into the hole on the fourth floor of the castle. Follow the course until you reach a teetering wooden platform and drop onto the stone one beneath it. Run to the end and press the switch.

Head back the way you came and jump up the stone platforms to find the Star on the spinning platform to the right at the top.



- After hitting the switch leg it up the steps to the Star

RANDOM GLOWING RABBITS

HOW TO GET IT... After getting eight Power Stars some of the rabbits around the castle will begin to glow silver. Once you have eight Power Stars use Yoshi and exit the castle. There are always three rabbits by the bridge. If one is glowing silver then quickly try and catch it.

Once you've caught the little blighter go in and out of the castle and keep catching them until you've got eight glowing

bunnies. Each time you leave the area and come back there is a good chance that one of the three rabbits will be glowing.

Grabbing the rabbits here will save you exploring the entire game with different characters. The last rabbit you catch will hand over a key. Use this to unlock the final door in the character changing room and grab the Star inside.



- Yoshi can smell a Star nearby

RABBIT LOCATIONS

Each different character has seven rabbits that, once caught, will give you a key unlocking a cool mini-game.

YOSHI'S RABBITS

- 1... Outside the castle by the bridge
- 2... Outside the castle by the bridge
- 3... Outside the castle by the bridge
- 4... Outside the castle and across the wooden bridge in a patch of flowers
- 5... Outside the castle at the bottom of the moat
- 6... Outside the castle to the right by the hedges
- 7... In the castle basement outside the entrance to Lethal Lava Land



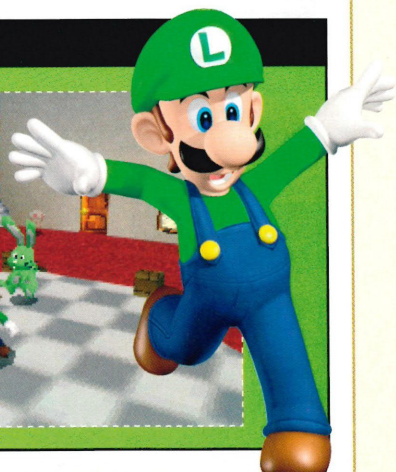
MARIO'S RABBITS



- 1... Outside the castle on the far left near the waterfall
- 2... Outside the castle under the main bridge in the moat
- 3... Ground floor of the castle in the room with the entrance to Jolly Roger Bay
- 4... Castle basement in front of the entrance to Lethal Lava Land
- 5... Castle basement in front of the entrance to Lethal Lava Land
- 6... Upstairs in the castle in the room with the giant mirror and Luigi's painting
- 7... On the steps between the middle and top floor of the castle

LUIGI'S RABBITS

- 1... Outside the castle in the area with the green hedges
- 2... In front of the painting leading to Bob-Omb Battlefield
- 3... In the back courtyard of the castle with the Boos. Back-flip above the door onto a ledge then flip onto the ledge above
- 4... In the basement, in the room where you must drain the moat
- 5... On the second floor in front of the painting leading to Wet-Dry World
- 6... Go through the door between Mario and Wario's doors then enter the eight-star door behind it
- 7... Get 150 Stars and use the cannon to reach the roof



WARIO'S RABBITS



- 1... Outside the castle by the slope at the back of the moat
- 2... In front of the painting leading to Whomp's Fortress
- 3... In the basement at a dead end by Lethal Lava Land
- 4... In the back courtyard by all the Boos
- 5... In the painting room leading to Tiny-Huge Island
- 6... On the top floor of the castle outside the entrance to Tick Tock Clock
- 7... On the top floor of the castle in the alcove on the left of Tick Tock Clock



Tips Lab

The Urbz: Sims in the City

If you're having a tough time in the city? You can purchase some quality cheats by finding the elusive Cheat Ninja in the following locations.

Between 1am and 2am, use the time machine and travel back to Nov 28th, 1984. Between 2am and 3am visit the Carnival. Between 4am and 5am go to Paradise Island and from 6am to 7am use the secret tunnel from the jail to the dark tree. Finally visit Moonbase Zeta between 10am and 11am.

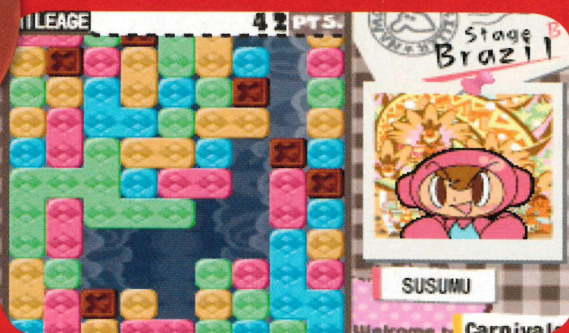


Gadd's Quick Tip
To unlock Hell mode in *Project Rub*, complete the game on the hard difficulty setting.

Mr. Driller: Drill Spirits

To unlock special characters follow these simple tips.

CHARACTER...	HOW...
Anna	beat 1,000m in Mission Driller
Holzinger-Z	beat 800m
Taizo	beat 1,500m



Zoo Keeper

To unlock an insanely hard difficulty level in which each group of animals you clear will score double points, you have to score big in a variety of different game modes.

In Zoo Keeper mode, score more than 1,200,000; in Tokoton mode get more than 1,800,000; in Quest mode score 10,000 points; and finally in Time Attack mode, get 600,000. Now the super-hard mode is yours to rule.



Gadd's Quick Tip
In *Spider-Man 2* beat 100% of the game then start again with the name FLUWDEAR for level select.

Project Rub

Insert these GBA gems to unlock special headwear.

GAME...	HEADWEAR...
<i>Sonic Advance</i>	Sonic Wig
<i>Sonic Battle</i>	Ulala hairstyle
<i>Sonic Advance 3</i>	Chao hairstyle



Asphalt Urban GT

Here's how to unlock some super-fast new cars.

CAR...	HOW...
2005 Corvette C6	win Urban Performance Cars
Audi TT	Win Urban Sports Cars
Lamborghini Gallardo	win Ultra Race Cars
Morgan Aero 8	win Colossus

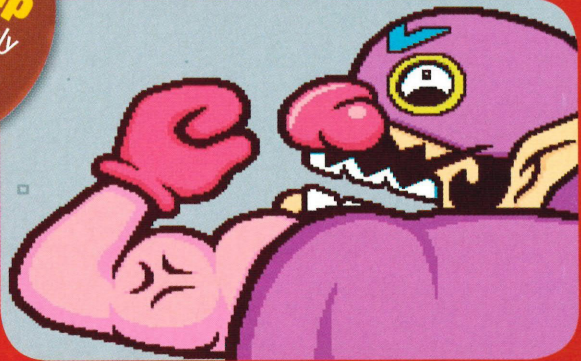
Gadd's Quick Tip
In The Urbz, simply press **A** while raising one of your character's skills to raise it much faster than normal.



Wario Ware: Touched!

To unlock the amazing Wario Man and his mini-games you must first beat every character in the game. After that a mysterious-looking piece of garlic will appear on the Character Select screen. Drag the garlic onto Wario and he'll become Wario Man. Now you can play all his mini-games.

If you want to play Wario's normal mini-games again, just look for the bomb on the Character Select screen. Once you've found it, drag the bomb onto Wario Man and he'll turn back into Wario.



Tiger Woods PGA Tour

Here's how to unlock special courses and tournaments in Tiger's latest putt-fest.

UNLOCKABLE...	HOW...
Emerald Dragon	Earn \$1,000,000
Fantasy Specials	Earn \$15,000,000
Greek Isles	Earn \$1,500,000
Mean8teen	Earn \$10,000,000



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 H.Potter & Pris. of Azkaban
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 Incredibles
 Jurassic Park 3: DNA Fact
 Jurassic Park 3: Park Builder
 Leg. of Zelda: Ocarina of T.
 Leg. of Zelda: Wind Waker
 Legend of Zelda: 4 Swords
 Mario Kart: Double Dash
 Mario Power Tennis
 Metroid Prime 2: Echoes
 Mortal Kombat: Deadly All.
 Need for Speed: Undergr.
 Need for Speed: Undergr. 2
 NFL Street 2
 Paper Mario: 1000 Yr Door
 Pokemon Blue
 Pokemon Colosseum
 Pokemon Crystal
Pokemon Fire Red
Pokemon Leaf Green
 Pokemon Red
Pokemon Ruby
Pokemon Sapphire
 Prince of Persia: S. of Time
 Prince of Persia: War. Within
 Rayman 3
 Res. Evil: Code Veronica X
 Resident Evil
 Resident Evil 4*
 Resident Evil Zero
 Rogue Leader
 Second Sight
 Sims
 Sims: Bustin' Out
 Sonic Adventure 2 Battle
 Sphinx & Cursed Mummy
 Spyro: A Hero's Tail
 Spyro: Enter the Dragonfly
 St. Wars: B. Hunter
 St. Wars: R. Strike
 Starfox Adv.
 Super Smash Bros. Melee
 The L. of Zelda Oc. Time
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 Yu-Gi-Oh! WCT 04
 Yu-Gi-Oh! R. Destr.
 Zelda: A Link to the Past
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NOM'S SUPER MARIO 64 DS

HIGH SCORES

Bow at our feet, mere mortals, because we are clearly the best at every awesome mini-game in *Super Mario 64 DS*.

We've slaved over our DSs to set some pretty mighty – and possibly unbeatable – scores. Mike now regularly dreams about putting Bob-Ombs into cages and Dean's taking up trampolining to better understand the physics of bouncing. So, we'd be pretty amazed if anyone can beat this little lot of scores!

But, if you feel like embarrassing yourself have a stab at bettering

these and then send us your scores – the best will be printed in the mag with prizes for the winners. Remember to send us evidence of your scores – a video or photo – and post them to *Super Mario 64 DS* High Scores, NOM, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW. Or email them to rob.burman@emap.com. Remember to include a photo if you want your mug in the mag.



Bob-Omb Squad

A whopping score of 34,500 is the target to beat here. Good luck with that, you'll need it when the bombs come thick and fast!



Snowball Slalom

This can be incredibly irritating when you keep hitting the rocks. But persevere and you might beat our score. Notice we said "might"!



Sort or 'Splode

The mini-game that's currently the office favourite. When you get to 300 Bob-Ombs it becomes an absolute nightmare!



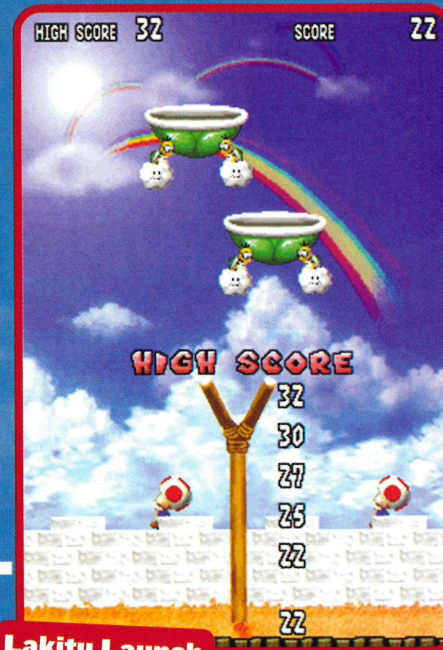
Trampoline Terror

Keep your eye on the prize. If you lose concentration for a split second, it's game over for you.



Bounce and Trounce

The most irritating part of this game is when Mario gets stuck between two Shy Guys. Damn you, Shy Guys!

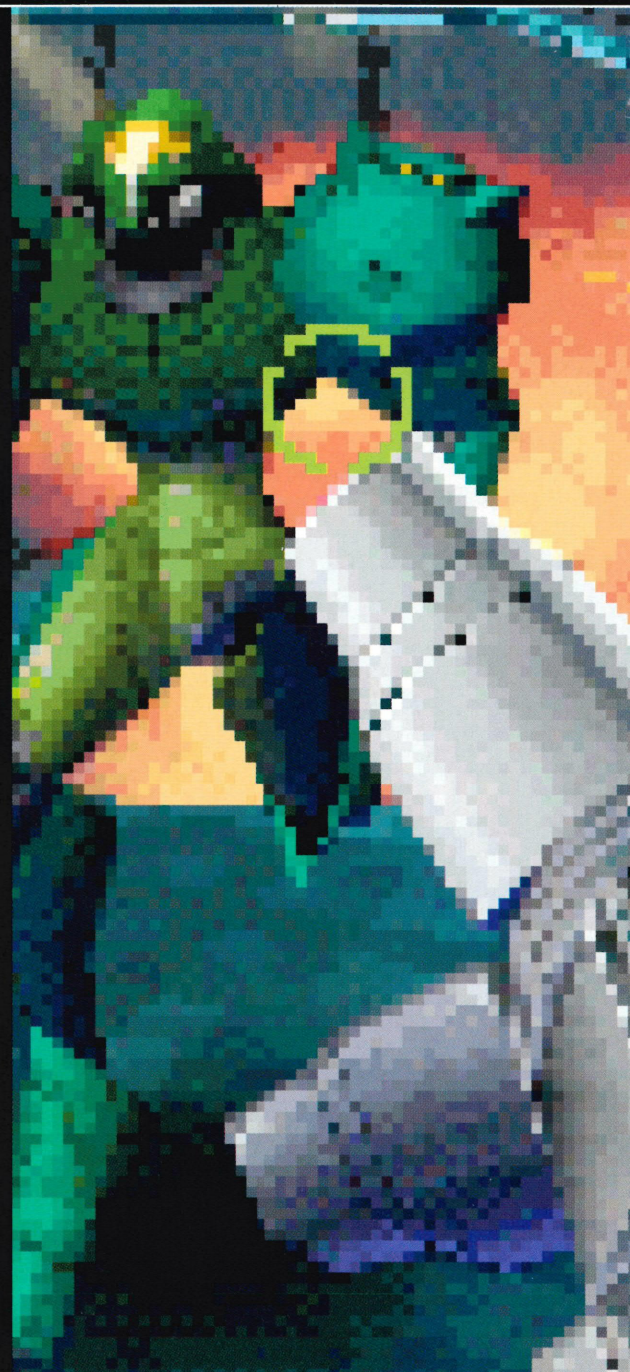
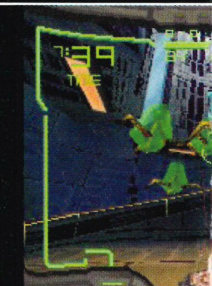
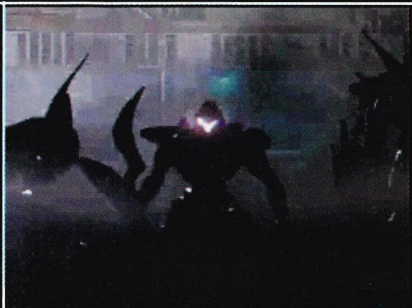


Lakitu Launch

Basically you've got no chance beating this little beauty! This was the result of a whole afternoon's hardcore playing!

GET YOUR ENTRIES IN TO US BY MARCH 30th!

We Can't Wait



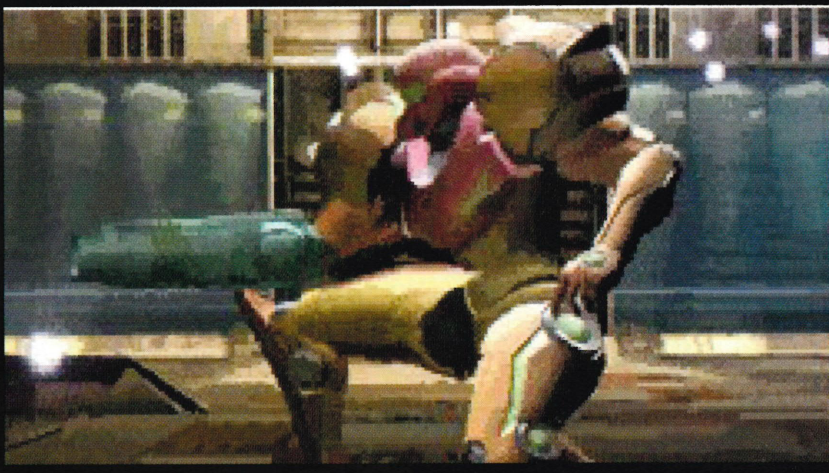
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METROID PRIME HUNTERS

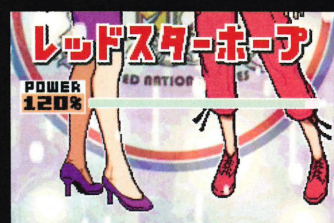
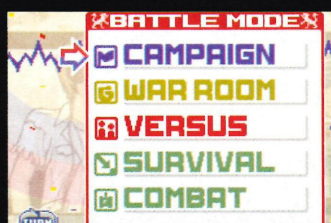
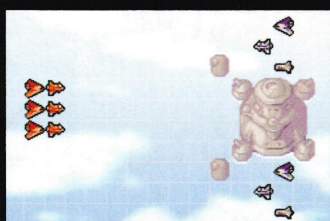
Metroid is easily one of our favourite-ever series. From its humble beginnings on the NES to the awesome *Super Metroid* and the recent *Metroid Prime 2: Echoes* it's been consistently great. We've got sky-high hopes for *Hunters* and, judging by the free demo that'll come with early shipments of the DS, we won't be disappointed. One thing's for sure, *Hunters* is looking pretty awesome – in fact it's not too far off its GameCube brother. The *Metroids* are just as vicious as they were in *Echoes* and it feels great to hammer the shoulder buttons and blast them into pieces. This still isn't the full version, but Nintendo has promised there'll be a massive adventure and a wicked multiplayer mode! We NEED *Hunters* more than oxygen.



ADVANCE WARS DS

Without doubt, *Advance Wars* is one of the best games on GBA. Shut up! It IS one of the best! And after looking at these wicked new shots of its Dual Screen update, we openly wept with joy.

The top screen looks like it's got a number of different uses, showing battles, missiles shooting down towards the earth and giant lasers slowly counting down to unleash red hot death. Let's hope there's going to be some cool wi-fi multiplayer modes as well.



BOMBERMAN DS

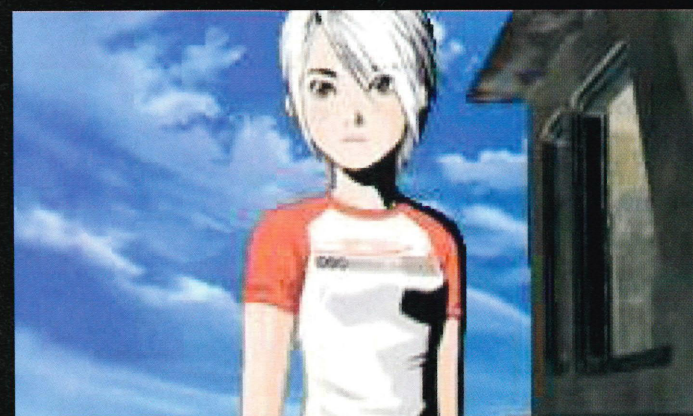
Super Bomberman set the standard for multiplayer gaming ten years ago. Since then the series has never strayed too far from that winning formula, which is a wise choice, and the DS version follows suit. *Bomberman DS*'s wi-fi multiplayer has up to eight competitors, almost guaranteeing success for this little beauty. There's also a mic input to make opening a can of white-hot whup ass all the more fun.





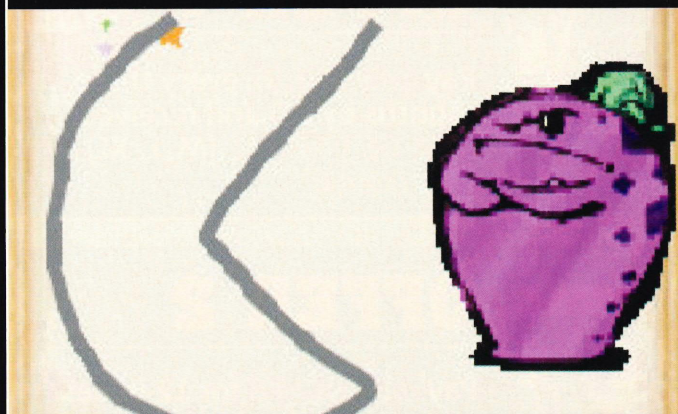
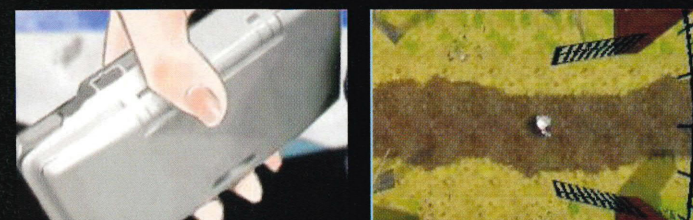
LOST IN BLUE

Survival Kids is a forgotten classic on Game Boy and long overdue for a remake. Step up *Lost in Blue* to answer the call. The story's simple... a kid gets lost at sea and ends up on a desert island fending for himself. Cue fishing, hunting, making fires and getting the runs after eating the wrong kind of berries. You've also got to look after a 17-year-old girl who's equally stranded. Let the hunt for washed up Mcfly CDs begin.



PAC PIX

Originally shown at E3 last year, *Pac Pix* looks to have come a long way. The graphics have had a make-over yet still keep to the original crayon stylings of the earlier version. It seems as though you won't just be gobbling little ghosts either. That purple geezer looks like a tough boss who'll require you to draw a massive Pac-Man. While waiting for this to come out, you'd better start practising drawing Pac-Man at speed, so grab a permanent marker and adorn your bedroom walls with lovely pics of Pac-Man. Why not start RIGHT NOW!?



ANOTHER CODE

This adventure sees you playing as Ashley Mizuki Robbins who is searching for her lost father on a mysterious island. We're not sure why he went missing, but we're sure you'll be using the touch screen to solve all kinds of mind-bending puzzles. In our opinion this is one of the best-looking DS releases at the moment and we hope it comes out over here some time soon. Until then we're just going to have to solve other puzzles using our styluses, like word searches and spot-the-difference games.



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Next Month



FOX BLASTS BACK!

IN THE ONLY OFFICIAL UK REVIEW...

- **The return of Fox, Peppy and Falco!**
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- **Fur-flying multiplayer deathmatches!**
- **And no stupid baby dinosaurs in sight!**

IN THE BAG

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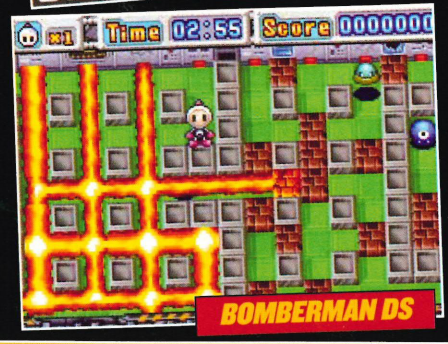
VIEWTIFUL JOE 2



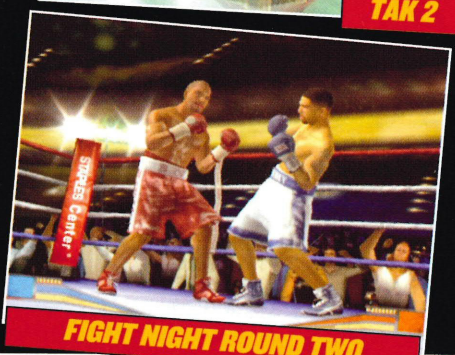
TAK 2



METEOS



BOMBERMAN DS



FIGHT NIGHT ROUND TWO



なんだか急に
暗くてさびしくなってきた...

AND MORE FROM JAPAN!

Official tips, Seal's rants and tons more!

DUAL SCREAM

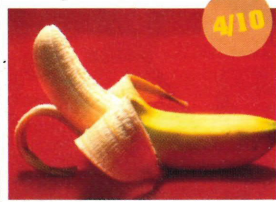
Where the DS Collector's Magazine curls up and dies

STYLUS SUBSTITUTE MADNESS

If you've lost your stylus don't kill yourself. Try these instead...

PEELED BANANA

Won't scratch the screen, but leaves dirty white smear marks. Jabbing the screen to shoot in *Prime: Hunters* quickly becomes a mushy mess.



NINE-INCH NAIL

Feels nice in your hand, but totally obliterates the touch screen. Unless you've got a titanium screen protector (or it's your mate's DS) avoid.



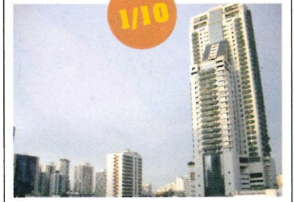
SEVERED FINGER

Press too hard and blood might squirt out of the wet end. Gore is hard to clean out from the recessed touch screen. Also, might also be slightly illegal, so check that.



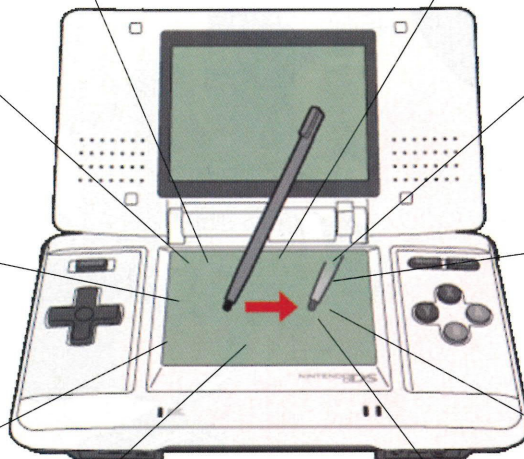
SKYSCRAPER

Slightly too large to use as a stylus unless you're giant. Even then you'd need a giant Nintendo DS and we don't think they do those yet.



COTTON BUD

Miyamoto-san's favourite stylus substitute. Cleans the screen as you go, unless you mistakenly picked up a used one. Then it leaves smears of smelly yellow brain juice.



DEAD SPARROW

Find one with rigor mortis that's not crawling with maggots and you'll find its tiny beak to be a precise tool. The feathers feel nice, too.



YOUR TONGUE

It's hard to focus on the screen when you're that close. And if you're licking Wario, your friends will think you are sexually confused. Probably...



WATER POURING OUT OF A TAP

If the pressure is right, it does register. The downside is that you'll electrocute yourself almost immediately. So, only safe if you're a robot, really.



WHIP

Practise on a tied-up cat to get your eye in, then go for it. The screen may shatter, but the one bullet you fire will feel like a good one.



BREADSTICK

Feels great in your hand and you can nibble down at least half and it's still usable. A snack AND a stylus? Should come as standard, really.



NINTENDO DS: THE PEOPLES' CONSOLE

We took a shiny new DS along to Weekley Village Retirement Home to see what the inmates – sorry, residents – made of it

"HAVE YOU TAKEN MY TEETH, YOUNG MAN? OH, IT'S TIME FOR MY MEDICATION AGAIN."

Doris Jefferies, 86



"WHERE DO THE TAPES GO IN AGAIN? I GET CONFUSED."

Marilyn Tegg, 174



"YOU REMIND ME OF MY SON, RUPERT. I KILLED HIM WITH A SPADE IN 1972."

Jack Walton, 81



"THE EXPLOSIONS REMIND ME OF THE BLITZ!"

Lt. Henry Patterson-Wood, 92



"THEY NEED TO RAMP UP THE ONLINE ASPECT, BUT NINTENDOGS COULD BE THE KILLER APP."

Stanly Smith, 90

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| 2532 Evil Laugh | 2550 Motor Bikes |

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BESTSELLERS

- | | | | |
|--------------------------|---------------------|-----------|--------------------------|
| 9468 3 Of A Kind | Baby Cakes | 8098 XTM | Fly on the Wings of Love |
| 1965 Eric Prydz | Call on Me | 9109 D-12 | How Come |
| 1722 Jo Jo | Leave | 5892 | Destiny's Child |
| 2317 Green Day | American Idiot | 3636 | Eminem |
| 3979 Usher & Alicia Keys | My Boo | 4022 | Nelly & Christina |
| 7775 The Streets | Day 'Your Eyes | 9006 | DJ Casper |
| 9469 Natasha Bedingfield | These | 8809 | Busted |
| 2253 Band Aid 20 | Do They Know? | 3997 | Girls Aloud |
| 9596 Usher | Run | 4023 | Gwen Stefani |
| 4435 Usher | Yeah | 2301 | Dizzee Rascal |
| 2954 Robbie Williams | Radio | 3915 | JoJo |
| 5533 Maroon 5 | This Love | 3634 | Dana Rayne |
| 2302 Girls Aloud | Love Machine | 5381 | Destiny's Child |
| 6663 Eamon | Don't Want You Back | 3981 | Eminem |
| 1627 Nelly | My Place | 3394 | Khia |
| 1178 Maroon 5 | She Will Be Loved | 0397 | Michael Jackson |
| 8400 Ultrabeat | Pretty Green Eyes | 8587 | P.I.M.P. |
| 6718 D12 | My Band | 3563 | Eminem |
| 6481 Eminem | Lose Yourself | 5201 | Ashanti |

CHART HITS + PRE RELEASES

- | | | | |
|----------------------------|---------------------|-------------------|-------------------------|
| 7165 50 Cent | In Da Club | 4675 LL Cool J | Hush |
| 4746 50 Cent | Disco Inferno | 2566 Ludacris | Get Back |
| 6603 Anastacia | Left Outside Alone | 4698 Mario | Let Me Love You |
| 5201 Ashanti | Only You | 9563 Mario Winans | I Don't Wanna... |
| 7687 Avril Lavigne | My Happy End... | 2511 McFly | All About You |
| 5805 Blue | Get Down On It | 4253 McFly | Obviously |
| 4620 Brian McFadden | Irish Son | 4021 McFly | Room on the Third Floor |
| 9119 Britney Spears | Toxic | 4724 | Natasha Bedingfield |
| 6789 Britney Spears | Everytime | 3131 | Nelly |
| 3212 Britney Spears | Do Somethin' | 4658 | Nelly ft. Tim McGraw |
| 3300 Britney Spears | My Prerogative | 9603 | O Zone |
| 5278 Carmon | Down And Out | 6379 | Outkast |
| 4364 Cassidy Ft R Kelly | Hotel | 9408 | Peter Andre |
| 6454 Christina Aguilera | Dirty | 3133 | Ronan Keating |
| 5275 Ciara | 2 5 Steps | 5872 | Scorcher |
| 4686 Daniel Bedingfield | Wrap My... | 5057 | Shania Twain |
| 5892 Destiny's Child | Soldier | 4492 | Stereophonics |
| 5328 DT8 ft Andrea Britton | Winter | 2572 | Stonebridge |
| 2541 Elvis Presley | Jailhouse Rock | 3202 | Styes And Breeze |
| 5021 Fightstar | Palahnuiks Laughter | 4524 | TI |
| 4443 Frankie | F*U*R*B | 5054 | Teri Walker |
| 2519 Girls Aloud | Wake Me Up | 4674 | The Game ft 50 Cent |
| 4603 Girls Aloud | I'll Stand By You | 2977 | The Streets |
| 3567 Green Day | Holiday | 5389 | The Streets |
| 2317 Green Day | American Idiot | 4862 | Tyler James |
| 8711 Jamelia | Superstar | 4673 | U2 |
| 2587 Jennifer Lopez | Get Right | 2491 | Usher |
| 4582 Kano | Typical Me | 2726 | Usher |

HIP HOP + RNB SONGS

- | | | | |
|--------------------|-------------------|------------------------|------------------|
| 3140 Ciara | Goodies | 2974 Armand Van Helden | My My My |
| 5811 Dizzee Rascal | Groovin' | 2528 | Chemical Brother |
| 2554 DJ Zinc | Drive My Car | 0619 | DJ Quicksilver |
| 7878 Dr Dre | Still Dre | 2581 | Fatboy Slim |
| 5633 Eminem | Without Me | 4613 | Ian Brown |
| 3563 Eminem | Like Toy Soldiers | 2942 | Kasabian |
| 8140 Ja Rule | Clap Back | 3525 | Michael Gray |
| 2566 Ludacris | Get Back | 5060 | Mylo |
| 7947 R Kelly | Ignition Remix | 0208 | Robert Miles |
| 4674 The Game | How We Do | 5872 | Scorcher |
| 4670 Verbalicious | Don't Play Nice | 2733 | Stonebridge |
| 2559 Xzibit | Hey Now | 2043 | Uniting Nations |

FOOTBALL ANTHEMS

- | | | | |
|-------------------------|-----------------------|------|----------------------|
| 3734 Arsenal FC | One Nil To Arsenal | 2999 | Singing the Blues |
| 3735 Chelsea FC | Blue Is The Colour | 2887 | City Till Die |
| 3735 FC Barcelona | Cant Del Barca | 2981 | Newcastle FC |
| 3737 Glasgow Celtic FC | Celtic Song | 2906 | Hot Stuff |
| 3738 Glasgow Rangers | Follow Follow | 1211 | Fields of Atheny |
| 3739 Liverpool FC | Never Walk Alone | 0899 | We Are the Champions |
| 3740 Manchester City FC | Blue Moon | 3812 | Le Marseilleaise |
| 3741 Man Utd | Glory Glory Man Utd | 6243 | Flower Of Scotland |
| 3743 Sunderland FC | Daydream B... | 0883 | Marching On Together |
| 3744 Various | When The Saints Go | 2893 | Fog On The Tyne |
| 8322 TV | UEFA Champions League | 1281 | Molly Malone |

CLASSICS TV + FILM THEMES

- | | | | |
|--------------------------|------------------|------|-----------|
| 8800 AC/DC | You Shook Me | 0819 | TV & Film |
| 8791 Beastie Boys | You Gotta Fight | 0929 | TV & Film |
| 8807 Blur | Song 2 | 5150 | TV & Film |
| 8716 Bruce Springsteen | Born To Run | 8559 | TV & Film |
| 8789 Del Leopard | Pour Some Sugar | 8561 | TV & Film |
| 7181 Electric Six | Gay Bar | 1486 | TV & Film |
| 1275 Guns N' Roses | Sweet Child... | 8488 | TV & Film |
| 8432 Hupp Mondays | 24 Hour Party... | 0076 | TV & Film |
| 0098 Bob Marley | Get Up Stand Up | 1483 | TV & Film |
| 0598 Aerosmith & Run Dmc | Walk This Way | 0091 | TV & Film |

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6704	4256	7550	5851	5489
3398	4781	1687	7506	2700
4798	2742	8283	5257	1547
1300	2825	1316	2735	7753
4796	5883	4222	6697	6615
4020	1330	4969	4766	1321
4969	4766	4392	4392	9083

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2665	2027	4291	2662	3194

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1069	3975
1102	9038
9036	1146
8647	1143
1096	1071
2381	2392
9064	2393
8537	2389
1151	3968

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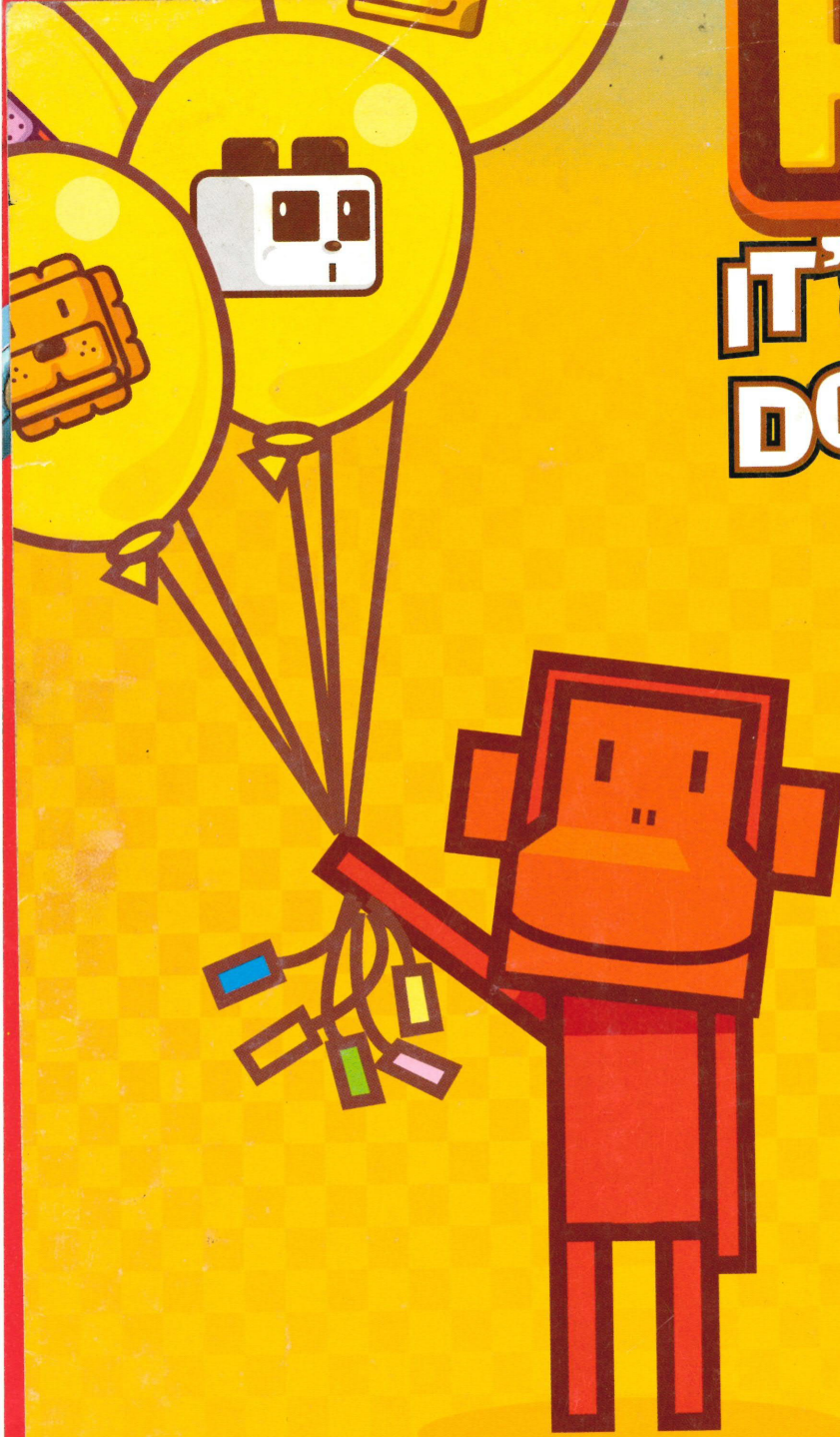
4774	5312	2337	5311
9989	2323	7940	9238
1386	5726	2375	5541
4228	2347	1416	1417
4904	2330	2320	2329
5539	1418		

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