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STAR WARS
FLIGHT OF THE FALCON
REVIEWED! The game of the Millennium!

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ADVANCE

THE **GAME BOY ADVANCE** MAGAZINE!

ADVANCE ★ ISSUE 05 ★ OCTOBER 2003 ★ FINDING NEMO ★ POKEMON RUBY & SAPPHIRE ★ THE HOBBIT ★ BANJO KAZOOIE ★ THE HULK ★ ADVANCE WARS 2

PLUS! 68-PAGE CHEATS BIBLE!

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→ **WORLD EXCLUSIVE**
FINDING NEMO
MASSIVE REVIEW!

→ **FIRST REVIEW!**
BANJO KAZOOIE
GRUNTY'S REVENGE
REVIEWED! Is this the year's best GBA game?

→ **ADD-ONS!**
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→ **REVIEWED!**
- THE HOBBIT
- BANJO KAZOOIE
- THE HULK
- WARIO WARE INC.
- DONKEY KONG COUNTRY
- ADVANCE WARS 2
- MUNCH'S ODDYSEE
- STAR WARS: FLIGHT OF THE FALCON
- ALADDIN

& HUNDREDS MORE!

ALSO REVIEWED
→ WARIO WARE INC. → MEGAMAN ZERO 2
→ LEGO BIONICLE → MUNCH'S ODDYSEE
→ THE LOST VIKINGS → & EVEN MORE!

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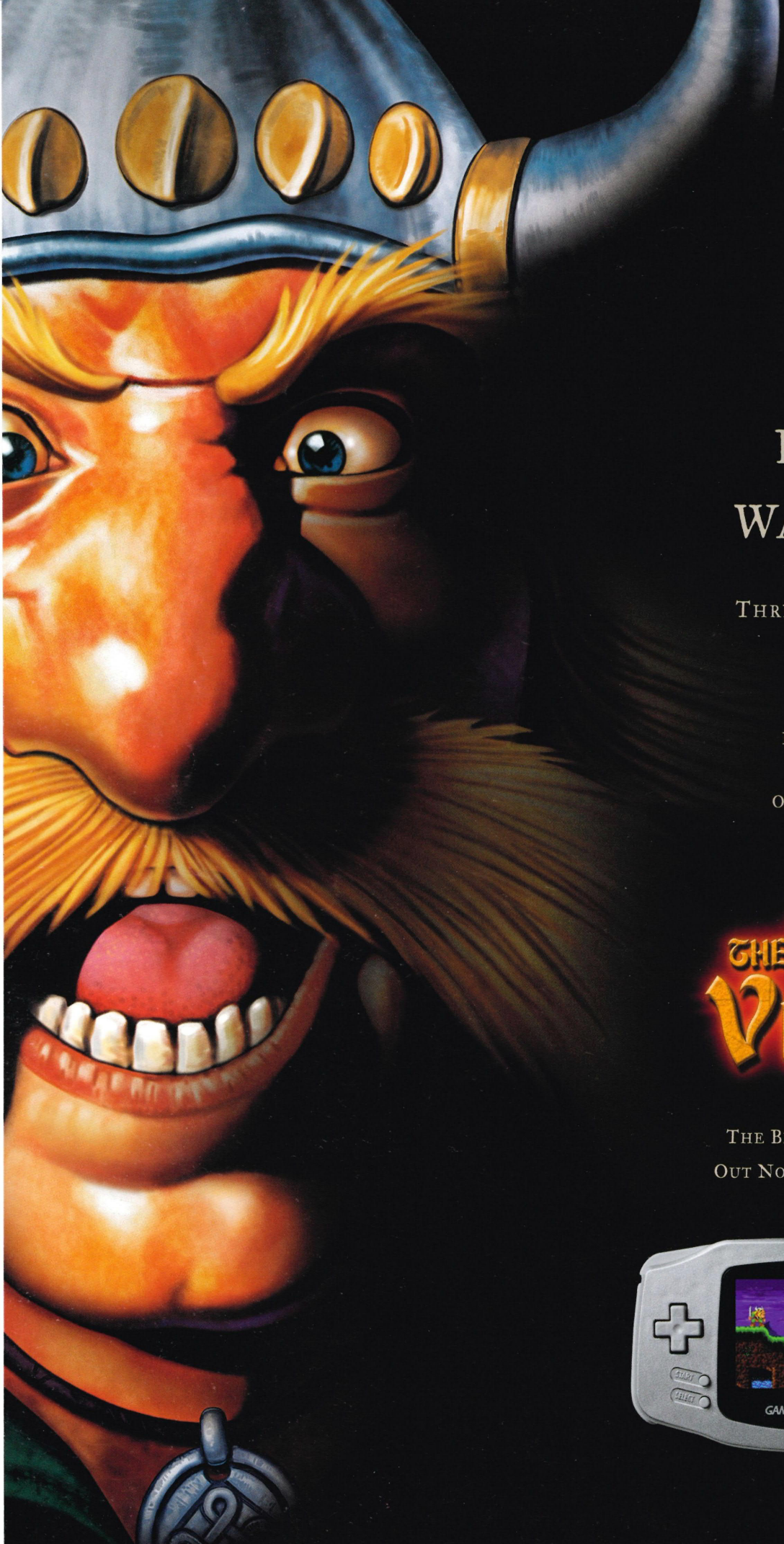

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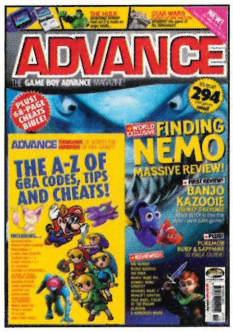

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WELCOME TO THE ONLY GAME BOY ADVANCE MAG IN THE UK!

It seems hard to believe, but it's true – Advance magazine is the only Game Boy Advance magazine surviving today. It seems ridiculous that in the run-up to Christmas, and after the launch of the super-sexy SP that we're the only ones who care enough to make one – but hey, that's fine by us. And in this month's packed issue, you'll find exclusive reviews of a truckload of great new games.

As well as the fantastic *Finding Nemo* that adorns the cover, we've also got the exclusive UK review of *The Hobbit* – hence the hairy-footed monstrosity that you see below (hope it didn't put you off your tea). The game of JRR Tolkien's first book isn't out until November, so it's a real scoop. And it doesn't stop there. We've pulled out all the stops and secured the first ever review of the incredible new game from Rare – *Banjo Kazooie: Grunty's Revenge*.

In a month without a new *Pokemon*, *Mario* or *Zelda*, *Banjo* fills the gap brilliantly. And then there's *Advance Wars 2* – a sequel so addictive, it's hampered our efforts to finish this issue on time (even though we've had ages to do it!) Hopefully, you're still ploughing your way through the Pokemons (Pokemen?) *Ruby* and *Sapphire*. If so, turn to our guide on page 83 straight away to get all the secrets and catch 'em all.

And lastly, a lot of you have been asking us to publish more regularly or do subscriptions – sorry, it's just not possible. However, we *can* let you know when the next Advance mag is on sale – and the date to scribble in your diaries is Friday, 21st November. See you then!

Matt Pierce
Chief Hobbit

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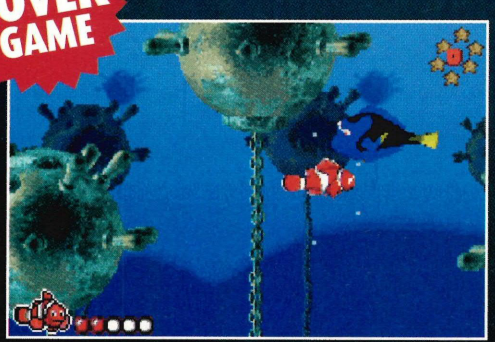
COVER GAME



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GET YOUR TEETH INTO... FINDING NEMO

It'll be one of the best films of the year, and we've got the exclusive UK review of the GBA game. Dive in!

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The best just got better. Super strategy!

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It's the turn of Abe's mate to have GBA fun.

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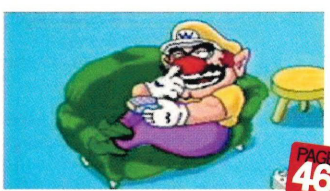
Read the review of the jolly green giant's game.



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Mario's nemesis is back - and he's ace!

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Brick-sticking action!

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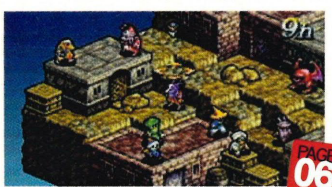

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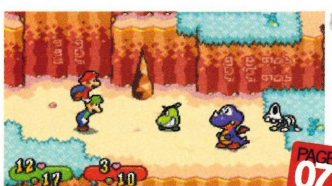
FINAL FANTASY TACTICS
New shots of this amazing new strat-fest!



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FULL PLAYING GUIDE!
POKEMON RUBY & SAPPHIRE
Everything you need to know in order to catch 'em all - and then a little bit more on top!

ADVANCE WARNING

In the Advance crystal ball...

"Few games offer such an unspeakably harsh level of complication and brain-diseased difficulty."

FROM: NINTENDO **OUT:** NOV **ANTICIPATION:** ★★★★★

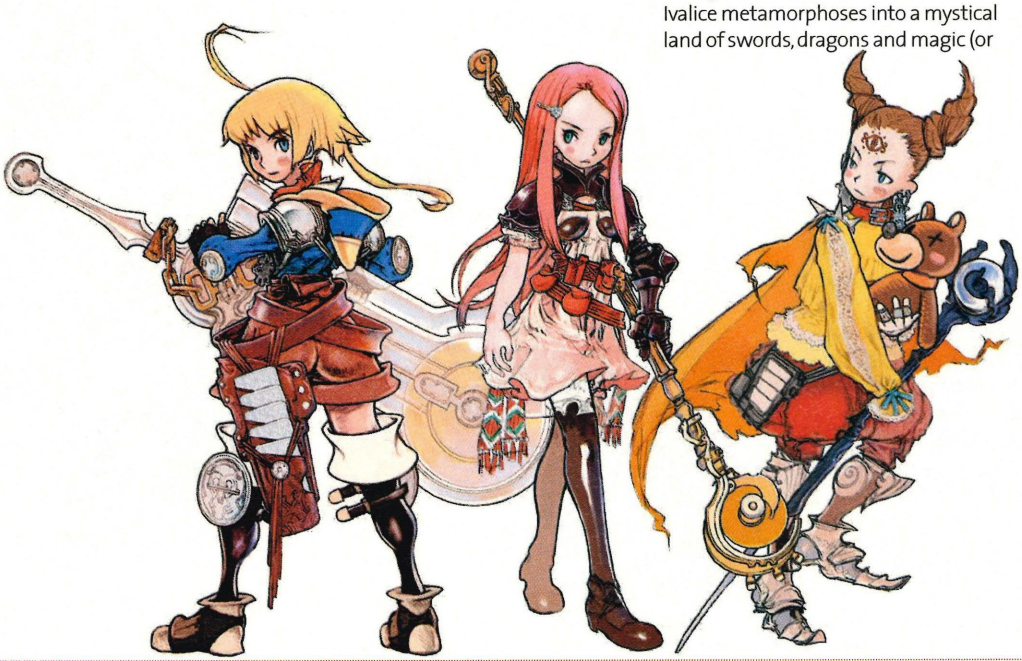
FINAL FANTASY TACTICS ADVANCE

Re-boot your thinking-parts dimwits. This complex RPG is only for the hardcore!

Is it perhaps a wee bit too late to start thinking about escape from this situation.

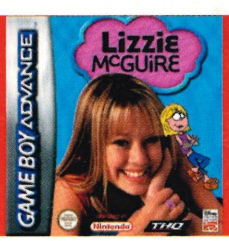
The arrival of a new *Final Fantasy* game is always greeted by murmurs of appreciation in certain, overly hirsute, quarters. And rightly so. Few games offer such an unspeakably harsh level of complication and brain diseased difficulty. So if this sounds too much like school run away now. Still here? Then weave your mind around this: When Marche and friends Mewt and Ritz open a magical tomb, their small town of St. Ivalice metamorphoses into a mystical land of swords, dragons and magic (or should that be majik?) To change the place back again, March must learn the ways of the clan, get to grips with a sword, take up sorcery and embark on a mountain of tactical battling. Gamers will command a batch of fighters, mages and monsters with a view to constructing an effective battle plan. Such attacks will be familiar to *Final Fantasy* fans and often invoke the summoning of mind-blowing monster attacks. There'll be dozens of jobs and abilities, hundreds of missions, a bunch of side-quests to explore and even a new law system that must be abided by. To ignore the latter risks jail, no less. As expected a complex link-up system will also be offered enabling players to combine powers to win battles, trade items and swap clan members. Sounds dense. Expect this boffinish fancy to emerge sometime next year. As to exactly when, Nintendo's mouths are remaining pursed and their fingers crossed.

Lurvely graphics promise to make this one of the most anticipated GBA games ever!



INCOMING

The great new stuff making an appearance on Advance's gaming radar.



LIZZIE MCGUIRE
- THQ
- November 2003

More innovative than the usual TV-show tie-in fare, as well as a collection of mini-games, this will allow you to use your GBA as a PDA. Keep track of your mates' numbers and more...

ANTICIPATION: ★★☆☆☆

OZZY AND DRIX
- Midway
- December 2003

Or Osmosis Jones, as he's better know. And Drix, which is his normal name, we're guessing. No shots as yet, but this pair have enough super powers to provide an interesting GBA duo.

ANTICIPATION: ★★☆☆☆

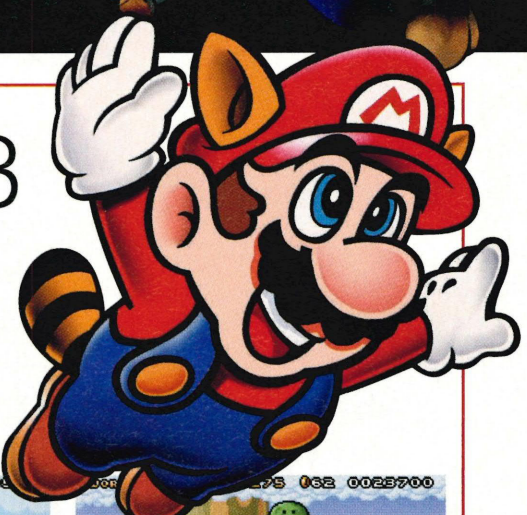
FROM: NINTENDO OUT: NOVEMBER ANTICIPATION: ★★★★★

MARIO & LUIGI

★ Our intrepid heroes ponder the strange statue that's plonked in their path. A puzzle, indeed.

The GBA's biggest stars finally team up for this massive, pocket-sized, adventure. Hurrah!

Late November. Put that in your diaries. No we're not messing about. Do you really want to miss out on *Mario & Luigi*? This game looks to meld the classic jumping, bounding and bouncing japes associated with classic *Mario* with the puzzle-based mechanic of an RPG. Yeah, it surprised us too. Princess Peach's voice has been stolen and replaced by explosives (as you do.) Mario and Luigi head off to the castle and meet Bowser who was planning to kidnap the young lass himself. Anyhoo, it all goes the way of the pear when an aerial ambush causes the Bros' ship to crash and Bowser gets flung into infinity. So off the lads go, on foot, to try and put right this unpleasant, if rather implausible, scenario. Via a brand new control mechanism you'll be able to navigate each brother separately or, if required, team them up for a flurry of super moves. The story, while admittedly a little daft, looks to be quite involving and the game's new slant on puzzle solving should further hook gamers. Even ones new to the RPG ethos. Worry not though, Mario faithful, there'll still be plenty of jumping about to do, as well as the opportunity to interact with heaps of classic *Mario* characters and get to grips with the all-new, reflex-testing battle system. Sounds astonishing!

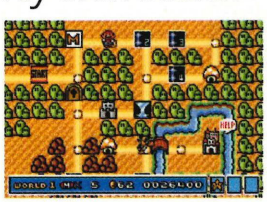


FROM: NINTENDO OUT: OCTOBER ANTICIPATION: ★★★★★

SUPER MARIO BROS 3

It's the best selling game of all time, only even better!

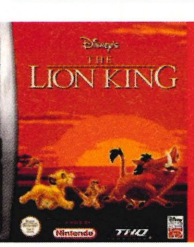
It's considered by aficionados to be the best *Mario* game ever made. And it's just got better. The eight massive worlds remain, The running, the stomping, the jumping, it's all still in there. And the classic powerups... check! The battle with Bowser and his kids is all crammed in and will undoubtedly be one of the best Game Boy Advance games ever as it stands. But this time round you'll be able to open up brand new levels and play features when you scan special cards through your e-Reader attachment. What's that? We're not getting the e-Reader in Europe? Boo! Bad Nintendo! Oh well, there's multi-player *Mario* to discover when you link up with any of the other *Super Mario Advance* games. How cool? Expect genius to arrive on your Game Boy Aadvance around October time. Can you wait?



★ All the goodness of the classic game, crammed onto your GBA!

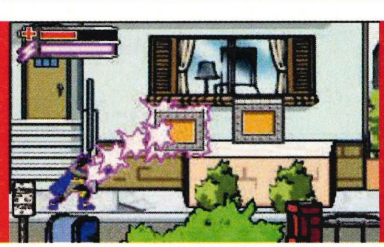
★ Remember this bit? Course you do. It'll keep you going forever.

GAME BOY ADVANCE



THE LION KING
■ THQ
■ November 2003
Surely you've heard of this – one of the most famous Disney movies ever. Well, as is the way with Disney flicks, it's coming GBA-wards. And soon. A 2D platformer? The odds are good.
ANTICIPATION: ★★★☆☆

STATIC SHOCK
■ Midway
■ December 2003
Virgil Hawkins, a school kid with electromagneitc abilities, is the star of this forthcoming platform game. A superhero with a sidekick, this is treading familiar, but potentially fun, ground.
ANTICIPATION: ★★★☆☆



ADVANCE WARNING

FROM: SQUARE ENIX CO **OUT:** DEC 2003 **ANTICIPATION:** ★★★★

SWORD OF MANA

Mo' mana for ya. Check it.

It seems that at the beginning of time, there was a large amount of power flowing all over the place, and a mighty empire of darkness had a good go at tapping into it all and nicking it for its own nefarious world domination. And thus Microsoft was born. But this is a Game Boy mag, so that's nothing to do with us.

However, and rather fortuitously, a similar tale is told in *Sword of Mana*. In this prequel to the '*Mana*' series, the tale is told of how the Mana Tribe protected this power by having one of its members turn into the Mana Tree... We didn't write this.

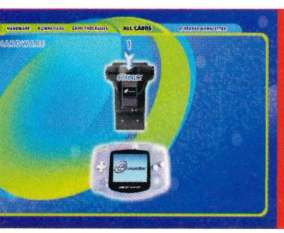
It seems that now the wretched Shadow Knight has been persecuting the Mana Tribe, and it is the destiny of two young heroic types to leap in and save this, and several other days.

Playing as either a young man trained as a gladiator, or a young woman brought up in the Mana Tribe, you'll take two different routes through the game to save the Mana Tree, and along the way master 'Ring Commands' that realise the ideal ways to use your weapons. Which sounds good. There's also a link-up mode for two players to combat the evil at the same time. Marvellous.

★ It's all shaping up nicely, we reckon.

★ Gorgeous visuals will keep *Sword* at the cutting-edge. Sword, cutting-edge, geddit?

★ Your inventory is represented thusly. Scroll away through your items and choose the one to use.



E-READER
- Nintendo
- Never!

Aaargh! It's exactly what we *didn't* want to hear: Nintendo have decided not to release the e-Reader GBA add-on in Europe after all. Although out in Japan and the US, the spoildycats are adamant we won't get it. Bother.

MR DRILLER 2
- Atari
- September

Mr Driller might not be a puzzle franchise to rival *Tetris* and *Bust-A-Move*. Still, it has a place in our hearts for being one of the most addictive but simple games ever. This sequel is now on the cards for next month. And we can't wait.

FROM: KONAMI **OUT:** 2003 **ANTICIPATION:** ★★★★★

BOKTAI: THE SUN IS IN YOUR HAND

Light-sensitive games? What fresh lunacy is this?

If you didn't read last issue of Advance, you aren't going to believe us. You'll think this is some sort of joke, and we're trying to make you look silly. Look, we swear on our mothers' hats, this is true: Hideo Kojima, creator of the *Metal Gear Solid* games, is writing a solar powered GBA game.

Promising to come with a light sensor, *Boktai* is the first game we've ever heard of that requires direct sunlight in order for it to work. NO! Seriously, it's true! It's about vampire hunting, you see, and we all know that vampires and sunlight don't mix. So the hero's weapon, the 'Gun Del Sol' relies on solar energy to be charged. Both inside, and outside the game.

The idea is that the vampires and other light fearing beasts in this isometrically viewed game, are disposed of using the stored energy in the weapon, and the energy for storing it comes from the real world.

Kojima, aware that the sun does occasionally go down, says that there will be an option for storing light during the day, that can be used for playing at nighttime. But not enough to, say, defeat a boss. Quite how this is going to work in the UK's long, miserable winter days, we have no idea, but we admit we're incredibly excited about finding out. Join us.

★ One of the most innovative ideas ever, or complete madness. You'll decide with your wallets.

★ It's dark. But not too dark that you can't see. It might soon be, though, unless you power up your game.

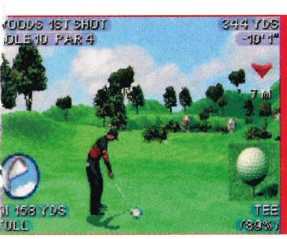
★ God knows if you'll be able to play under your bedsheets or not. We think probably not.

FROM: NINTENDO **OUT:** TBC **ANTICIPATION:** ★★★★

HAMTARO: RAINBOW RESCUE

The cutest game ever?

We've found that having a few Ham-Hams around the office is incredibly useful. Their endless desire to help brightens our day, taking care of the jobs that we don't have time for - photocopying, answering the phone, editing, that sort of thing. And they're soon to back on your GBA in *Rainbow Rescue*, where the industrious team are helping gather all the ingredients needed to build a rainbow. There will be over a hundred mini games, and the strange ability to swap pretend stickers with your friends, via a link-up. It all sounds utterly bonkers, but in fact that's probably the idea.

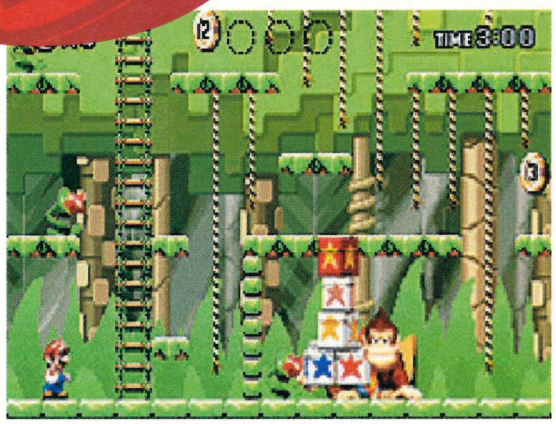


TIGER WOODS PGA TOUR 2004
- EA Sports
- October 2003

The last Tiger Woods game was pretty terrible. In fact, we scored it at a paltry 35%, such was its badness. Still, EA are being good enough to release another that features a link to Gamecube option for unlocking tournaments and more.

DRG 3D
- Bobbee Tec
- Now

If you're a fan of 3D first-person shooters like *Ecks vs Sever*, then you'll be pleased to hear that Bobbee Tec are licensing their amazing DRG 3D engine to developers to make cutting-edge 3D FPSs. See www.bobbeetec.com for more.



It's snakes and ladders except without the snakes.

Mad Monkey chucks his toys out the pram.

FROM: NINTENDO **OUT:** TBC **ANTICIPATION:** ★★★★★

MARIO & DONKEY KONG

Nintendo's two biggest stars - together again!

The GBA has often been slightly fobbed off with old NES/SNES games, cut and pasted across to a smaller cart. *Mario & Donkey Kong* however, heralds an interesting new development. It's an update of the original *Donkey Kong* game idea - Mario has to get from the bottom to the top of the screen, avoiding the large Kong's obstacles - but with new-fangled modern magics. Mario has brought a few of his moves from the N64 game, and the graphics look like some of most fluid and impressive since *Monkey Ball Jr.* In fact, it all looks completely beautiful. Nintendo are keeping very quiet about it all, and the whole project's a bit mysterious. We'll let you know more as soon as we hear it. Until then, gaze at these amazing screens and dream about what will be coming in the near future...

FROM: NINTENDO **OUT:** WINTER 2003 **ANTICIPATION:** ★★★☆☆

FIRE EMBLEM

What's the betting the emblem will be flames?

At Advance, we love *Advance Wars* like a son, a brother, a sister, a mum. We just love it. So the news that creators Intelligent Systems are making a new game has actually caused the socks to fly completely off the ends of our feet, and land on the faraway desks of important management types.

Foot-coverings retrieved, we've taken a closer look, and it all looks strangely familiar, although not in a bad way, you understand. Get this: It's a military strategy game, where you control your forces in battles, from a top-down perspective.

With the battle sequences shown from a side-on view. And there are lots of different unit types. Driven by its story. With a tutorial woven into the opening missions. Er, have they accidentally made *Advance Wars 3*? Well, that would be no bad thing, but in fact they haven't. What they've done is take a similar approach to the beardy world of fantasy fiction. This time around it's wizards and dragons, bizarre creatures and magic. All the stuff made fashionable by Lord of the Rings films, in fact.

Still, there is lots that makes it different - most excitingly being that each unique soldier goes from mission to mission, and if you let him die, he's lost forever. Forever, you hear!

The joy of *Advance Wars* combined with the magic of, er, magic, means that this is possibly one of the most look-forward-to-able games of all time.

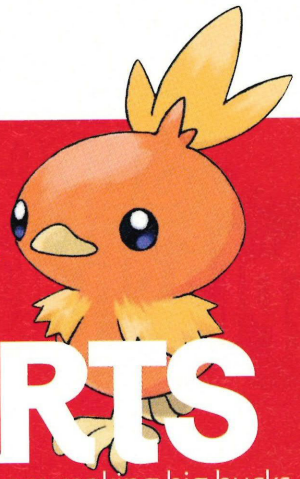
Advance Wars in fantasy clothing? We're not going to argue if that's the case. Far from it. We'll lap it up.

LORD OF THE RINGS: RETURN OF THE KING
- Electronic Arts
- October 2003

Slowly but surely, news leaks out concerning the GBA version of the final film in the LotR series. It promises bigger fights, nine bosses, 15 unique skills for each of the 7 playable characters, Gamecube link-up and a whole lot more.

SUPER DUPER SUMOS
- Midway
- October 2003

With what's easily the best GBA game title we've ever heard, we're hoping that this beat-'em-up featuring cartoon versions of the lardy-arsed wrestlers of the Far East is going to deliver. From what we've seen, so far, it can't fail to.



★ The Pokemon games rule the skies at the top of the official charts.

WHAT'S SELLING WHAT?

CHARTS

The GBA games that are making big bucks.

ChartTrack

CHART POSITION	GAME NAME	ADVANCE RATING
→ 1	**POKEMON SAPPHIRE** To catch 'em all, you'll need both versions.	94%
→ 2	**POKEMON RUBY** And here's the other one!	94%
→ 3	**LORD OF THE RINGS: THE TWO TOWERS** Only average cinematic tie-in.	60%
↑ 4	**YU-GI-OH! WORLDWIDE EDITION** Not bad, if you buy into the phenomenon.	60%
↓ 5	**HARRY POTTER: CHAMBER OF SECRETS** A great little GBA game that uses the film licence well.	82%
★ 6	**CRASH BANDICOOT 2: N-TRANCED** Superior stuff from everyone's fave Bandicoot.	81%
↓ 7	**ZELDA - A LINK TO THE PAST** Massive, brilliant, essential.	92%
↑ 8	**SIMPSONS: ROAD RAGE** Not a bad racer, but we've seen this stuff before.	50%
↑ 9	**DRAGON BALL Z: LEGACY OF GOKU 2** Better than the original, but not by much.	62%
↑ 10	**MONSTERS INC.** Fluffy fare for fans of the flick only.	42%

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

→ 2

↑ 4

↑ 8

↑ 9

↑ 10

★ More *Metroid*! We can't wait to get it all mapped for your playing pleasure.

★ Ouch! This one promises more bosses, better graphics and more, more, more!

FROM: NINTENDO **OUT:** TBC **ANTICIPATION:** ★★★★★

METROID ZERO MISSION

Better than *MegaMan Zero*, we hope.

Continuing the long, long line of *Metroid* games, and following on from the GBA's own *Fusion*, Samus is back in another 2D adventure. She's lasting well, as the release of *Zero Mission* will mark twenty years since her original appearance. Perhaps that could have something to do with the speculation over the game's contents? It's all murky rumour and muffled whispers at the moment, but it looks suspiciously like it's going to have levels from the original NES's *Metroid* (1986), and the SNES's *Super Metroid* (1994), as well as original levels and challenges. Super retro crazy future birthday madness looms.

★ We used to find this sort of thing entertaining. Still, it's nice to take a long wander down memory lane. Isn't it?

FROM: KONAMI **OUT:** OCTOBER **ANTICIPATION:** ★★★★★

TEENAGE MUTANT NINJA TURTLES

Heroes in half shells are back!

Well, we haven't seen this lot for a while, but absence could make the heart grow fonder if this exciting looking GBA game is anything to go by. Starring the ageing heroes in half-shells Leonardo, Michelangelo, Donatello and Raphael and their nemesis, Shredder, this game could have more personality than most 2D platformers.

Akin to the old arcade machine, *TMNT* will see you running along and battering various hapless goons around the play area with your selection of punches and kicks. Other than that though, very little's known about this one. Hopefully, next month's review will reveal all.

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That's Tak. His power of JuJu is nowhere to be seen. Yet.

Moving platforms on lava beds anyone? We've seen its like before.

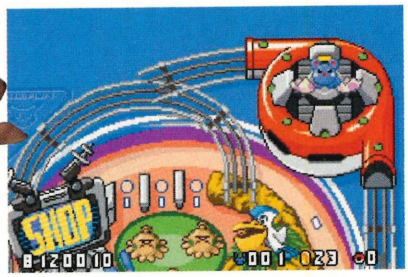
FROM: THQ OUT: NOVEMBER 2003 ANTICIPATION: ★★★☆☆

TAK: AND THE POWER OF JU JU

Another double act loom on the horizon. But will they Tak off?

This one's been shown on both PS2 and Gamecube now, but very little info has been released regarding the GBA version. In fact, here are the first screens of how the comedy 3D action adventure is going to translate to the 'Boy'.

The game's setting is that of an ancient tribal world and you play the unfortunately named Tak who has to use the even more unfortunately named JuJu magic to stop the evil sorceror Tlaloc from wrecking his village. Word is that the console versions are going to be great, so we're hoping *Tak* can work his magic on GBA when it comes out towards the end of the year. Watch this space for more.



Tables are big old things and have more levels than many regular platformers.

Pokemon sure plays a mean pinball. Cutesy graphics and great physics, but *pinball*? We're not sold on it yet.

FROM: NINTENDO OUT: TBC ANTICIPATION: ★★☆☆☆

POKEMON PINBALL: RUBY & SAPPHIRE

70's pub-tertainment meets late 90's fad. Hmmmm...

Did someone say "cash in"? Okay, what we have here is pretty self-explanatory from the title. Yep, it's pinball. Yep, it's *Pokemon*. Excited yet? Well, nor are we, but perhaps the following info might help you love this game.

Pinging off a Monster Ball to start, the key, as with every pinball game, is to keep the ball in play and rack up points. Here it is a little different though as players have to try and pop the ball into targets on one of two boards - Ruby or Sapphire. Naturally, there are Pokemon to collect too. There are 200 in all, including all the Pokemon that appear in the regular Ruby and Sapphire GBA games. It still sounds a bit too much like pinball for us though.

The hero's called Sabre Man, and the wolf, in the original, wasn't seen till right at the end. It'll be very different this time around.

FROM: THQ OUT: TBC ANTICIPATION: ★★★★★

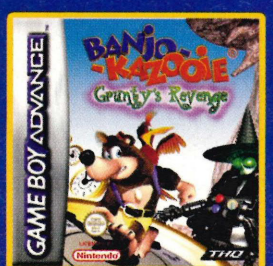
SABRE WULF

Rare's second game is shaping up well.

Back in the mid-1980s there was a home computer called a ZX Spectrum. It wasn't terribly good, but bizarrely was terribly popular. It had a massive selection of very, very bad games and a handful of good ones. This is one of the best.

Or rather it's a version of it. Running about a jungle maze fighting off wildlife with a sword was the gist of the original, and this appears to offer similar fun. But sadly we haven't played it yet, so we can only gawk at these gorgeous screens and daydream of the days when Walker's Crisps were 14p, games came on tape cassette and girls studiously ignored us. Humph... some things don't change.

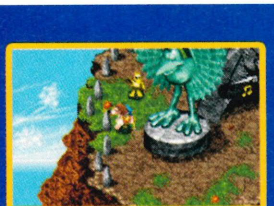
BANJO IS BACK



Experience Banjo and Kazooie's handheld debut, the third game in the well-loved series from Rare®, authors of Banjo-Kazooie®, Goldeneye™ and Perfect Dark®

BANJO-KAZOOIE®

Grunty's Revenge



GAME BOY ADVANCE

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www.rareware.com

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HARDWARE

Your GBA is only the beginning. Check out some of the best add-ons and peripherals you can buy for your 'Boy!

1 GAME BOY ADVANCE SP PRO GAMER'S CASE

■ £16 ■ INTEC ■ 01189 521525

It's difficult to imagine anyone with so many games, add-ons and more that they would be in need of this voluminous case. Still, if you're that lucky individual and need a shiny, hard-wearing carry-case to transport your console, games, leads and packed lunch to and from mates' houses, then this is the one for you. The styling's a bit 'Bond baddie', but it'll make you look important walking down the high street, at the very least.

2 GAME BOY ADVANCE SP CARRY CASE

■ £6 ■ INTEC ■ 01189 521525

The Game Boy Advance SP is notoriously easy to scratch or damage. Just try dropping yours on the floor to see the devastation possible (stop, don't!) Should you be inclined to such foolish behaviour, than this carry case (which also boasts a carry strap) may be for you. The styling is just this side of boring, while your SP will fit snugly between its nylon-esque mouldings. Safety can be yours - don't come running to us if you have an accident...

3 GAME BOY ADVANCE SP CARRY CASE (OFFICIAL)

■ £10 ■ 4GAMERS ■ 01614750010

This is more like it. A seriously good looking, professional SP carry case that feels as good as it looks. Not only will this beast fit your SP, but it has room for an AC adaptor, a zippered inside pocket for games and accessories as well as an 'S' hook for secure attachment to bags or clothing. The padded case will protect your SP from all bu the most serious of problems and it all comes emblazoned with the beautiful GBA SP logo too. Good stuff.

4 GAME BOY ADVANCE SP MINI CASE (OFFICIAL)

■ £7 ■ 4GAMERS ■ 0161 4750010

If the carry case to the left of this one is the daddy of all carry cases, then this is the mummy. Or the brother. We haven't quite worked that out yet. The first thing you'll notice is that it's a lot smaller. It's still fashioned from the beautiful padded material of its relative, though, so offers great protection as well as looking so handsome it may make members of the opposite sex fall in love with you immediately (possibly not true, that bit).

5 GAME BOY ADVANCE SP EARPHONES

■ £7 ■ 4GAMERS ■ 0161 4750010

The inability of Nintendo to supply a standard headphone socket to the SP remains legendary. Still, it's allowed several nice companies like 4Gamers to invent their own, so at least someone's profiting. This package offers the adaptor needed as well as a smart silver and black pair of headphones - all packaged in a lovely soft placcy bag that allows you to transport them without tripping over the wires. An almost essential purchase.

6 GAME BOY ADVANCE CARRY CASE

■ £6 ■ INTEC ■ 01189 521525

The carry cases continue apace, and this one from Intec is for your GBA, rather than your lovely SP model. We're not at all keen on this one. The design is ugly to our eyes, and there's a certain feeling of cheapness surrounding the whole thing. We much prefer the SP models from 4Gamers, but if you're after a GBA-specific case, then you might consider this one. At the very least, it'll protect your machine from bumps and bangs.

7 GAME BOY ADVANCE SP SCREEN MAGNIFIER

■ £7 ■ INTEC ■ 01189 521525

For those of you with ailing eyesight - or even if you think the beautiful GBA SP screen is a wee bit on the tiny side, here's a magnifier especially for your SP. Looks-wise, it's fine - clipping onto your console and not getting in the way too much, and it does the job too. You'll see bigger, but not necessarily better. Personally, we don't play well using one of these things, but they're certainly worth investigating to see if you can.

8 GAME PROTECTOR AND BUTTON ENHANCER

■ £5 ■ INTEC ■ 01189 521525

The idea behind this piece of kit is that of protection. Designed for the original GBA rather than the SP model, this chap offers rubberized shielding for better grip as well as shielding your screen from damage. Bigger buttons also boast of better control, although to be honest, we didn't feel the same way. A neck chain allows you to wear your GBA around your neck, should you want to. All in all, a useful though non-essential accessory.

9 GAME BOY ADVANCE SOUND KIT

■ £15 ■ INTEC ■ 01189 521525

Find that your GBA is just too quiet? Prefer to listen to the radio via your Game Boy Advance? Hmm, nor us. Still, for those who think their audio should be as important as their visuals, this Sound Kit will be bang-on. The Stereo Speakers add the volume, the earphones let you listen on your tod, while the innovative GameFM Radio lets you listen to your fave radio station instead of tinny Japanese music. And no batteries required. Worth a look.

10 GBA LIGHT MAGNIFIER SHIELD

■ £8 ■ INTEC ■ 01189 521525

Now this is an oddity. It took us a while to actually manage to attach this cumbersome beast to the bottom of our Game Boy Advance. And even then, we weren't entirely sure how to use it and where to look. It's a light, magnifier, and shield. In one. So, therefore useful, but ugly as sin and really tackily put together. It feels like it's going to fall apart in your hands at any time. We can't find it in ourselves to recommend this. Sorry, Intec.

11 GAME BOY SP EXTRAS PACK

■ £20 ■ 4GAMERS ■ 01614750010

Now here's a value pack worth considering. The SP Extras Pack contains a whole bundle of goodness. A screen magnifier, Storage Case, set of Earphones, Earphone Adaptor, Car Adaptor - to charge in your motor - and a Link Cable too, letting you hook up with your mate. A frightening amount of stuff at a not-bad price. A good all-in-one package for the man who wants it all and has nothing but a Game Boy Advance SP.

12 GAME BOY ADVANCE SP MULTI-PLAYER LINK

■ £5 ■ INTEC ■ 01189 521525

A fiver seems a bit heavy for what's essentially a lead (surely the mark-up on these things is astronomical!) Still, if you want to play with your mates, then one of these is what you're gonna need. The extra long lead allows you to keep your distance from your smelly mates and the cool sci-fi stylings look pretty good in any circumstances. Get a few, and you can hook up with up to four players. Big fun, say we. Guaranteed.

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COMPETITION TIME!

WIN! THE ULTIMATE GBA SP SET-UP!

It's the GBA SP set-up you've always wanted, and it could be yours - all yours!

As you'll have seen from the previous hardware pages, JOYTECH are the makers of some of the best GBA peripherals available. Indeed, their range of Game Boy and now Game Boy Advance SP peripherals each scream quality and value in equal measures!

The clever JOYTECH boffins have a whole host of innovative and exciting peripherals ready and waiting for GBA SP, such as the USB Charger Cable that allows you to charge your GBA SP from any USB Socket, and the JOYTECH Essential Pack that comes complete with five essential peripherals for every GBA SP owner. JOYTECH gear has always represented astonishing value for money, but now we've teamed up with them to offer you lucky readers a chance to win the following amazing prize:

A GBA SP Console, and *one of everything* in JOYTECH's awesome Game Boy Advance SP Range! That includes:

1. **Carry Pouch**
2. **Multi-player Link Cable**
3. **Stereo Earphone Adaptor**
4. **Stereo Earphones**
5. **In-Car Adaptor**
6. **USB Charger Cable**
7. **Hard Carry Case**

And that's not all.

The winner will also get copies of (8) *Duke Nukem Advance* and (9) *Wing Commander Prophecy* on GBA. Plus, for five runners-up, we've got copies of *Wing Commander Prophecy* as well as five JOYTECH Essential Packs (Carry Pouch, Multi-player Link Cable, Stereo Earphone Adaptor and Stereo Earphones plus In-Car Adaptor).

To get your hands on the kit, simply tell us what new peripheral you'd like to see made for the GBA SP and explain why. The most original answer wins the main prize, and the next best five get the runners-up prizes.

Send your answer on a postcard (hey, why not pick a nice colourful one up from your summer hols) or the back of a stuck down envelope (we're too lazy to open them, you see). And send it to:

"*Please* let me win a GBA SP and all of JOYTECH's goodies!"
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Rules

1. Employees of Future Publishing, JOYTECH, related companies and their friends and families cannot enter.
2. The closing date of the competition is Friday October 31st, 2003.
3. There is no cash alternative. Prizes may differ from those shown. Advance reserve the right to supply prizes of similar value.
4. The editor's decision is final. No correspondence will be entered into.

WANT MORE... PERIPHERALS? CHECK 'EM OUT! Go to page 16 now!

Previews

Scooby Dooby Doo!, where are you? Oh, there. Right in the middle of the page. Oops.

■ **PUBLISHER** THQ ■ **PHONE** 01483 767656 ■ **WEB** www.thq.co. uk ■ **PRICE** £30 ■ **SAVE** To cart ■ **LINK-UP** No ■ **OUT** November

SCOOBY DOO! MYSTERY MAYHEM

Zoinks! A Scooby game! Guaranteed to be 50 times better than the film.

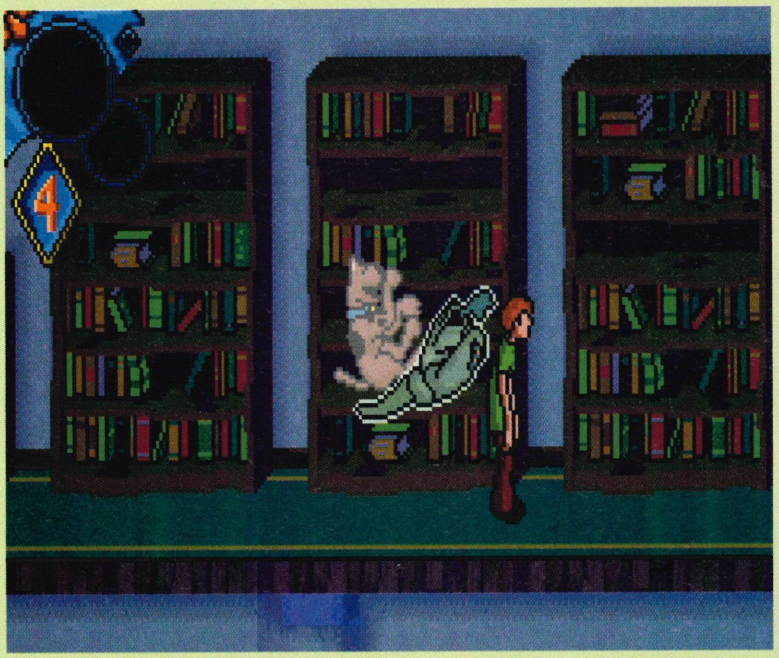
The team get the by-now-standard spooky set-up from the proprietor.

Glad you asked. Same ol' haunting in a mansion theme. Sans Scrappy, thank god.

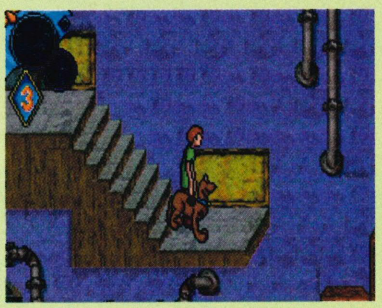
After the recent Hollywood treatment of the snack obsessed hound and his buffoonish gang, Scooby Doo was catapulted back into the collective consciousness. No longer just the basis of a million mildly amusing retro-tinged pub conversations or the backbone to lazy stand-up routines. No, he'd been given a glossy CGI makeover and a cast of sexy young Tinsel Town upstarts. Scooby was back.

It's our intrepid duo. Thankfully, there seems to be no sign of Scrappy.

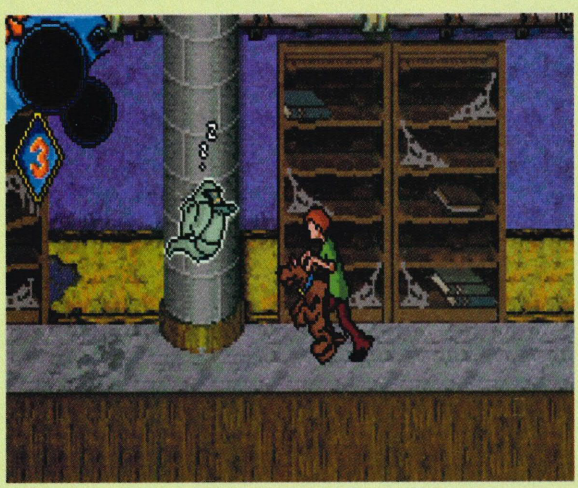
Yes, no thanks to you.



Collecting sandwich ingredients will see you recovering another 'try' after getting hit.



Scoob and Shag go everywhere together.



The Sneak move can get you past sleeping ghosts with no probs.

You don't say, Shaggy. Hit it to operate the sliding platform.

Yet as quickly as he arrived, he vanished again. Talk of a sequel evaporated, while down at Toys 'R' Us racks of cartoonish canine dolls stubbornly resisted purchase.

Yet still the games persist. This time round we've got nasty mega industrialist Travis Sherman trying to force people to sell their land to him. While his occult obsessed assistant Selena Jones appears odds-on to be the one finally revealed under the glowing rubber mask.

We've played quite a lot of the game, even though it's unfinished, and it transpires that players will be able to use both Scooby and Shaggy and be able to use them co-operatively to run away from anyone in a cloak and eat oversized sandwiches. There are six locations to explore - Hambridge University, Milton Bros Movie Studio, Wild West Theme Park, Deep South Bayou, Eerie Island (great name!) and Sherman's Tech headquarters.

You'll be able to imprison ghosts with the help of the mystic book, the Tome of Doom, and other members of Mystery Inc must be helped out along the way - keep your eyes peeled for clues from brainbox Velma for help in this. The obligatory mini games crop up too - with Ghost Puzzles, Time Challenges and (surprise, surprise) Sandwich Hunts amongst the offerings. Scooby Poo? We don't think so. In fact, the leaping and sneaking controls are some of the best we've had our hands on.

ANTICIPATION

■ **PUBLISHER** Vivendi Universal ■ **PHONE** 01189 209100 ■ **WEB** www.vugames.com ■ **PRICE** £30 ■ **SAVE** To cart ■ **LINK-UP** Yes ■ **OUT** Now

SPYRO: ATTACK OF THE RHYNOCS

There's been so many *Spyro* games, the series is beginning to drag on (sorry).

If like us you've played a *Spyro* game before, the enforced rigmarole of the training level will leave you de-enthused. Sure these things are worthwhile for novices, but Advance Mag - the greatest advocate of GBA gaming on the surface of the planet - just finds this kind of thing irking. Is that bad? Fortunately to the satisfaction of first-timers and the undoubted relief of old lags, when the game proper kicks off, it's no disappointment. And things have really gone the way of the pear for Spyro this time round.

While hanging about at the Professor's gaff, Spyro and Sparx accidentally rip a hole in the fabric of space, as one does. Unfortunately this gap is between the Rhynoc Lands (that would be where the baddies hang out) and the Dragon Realms (home to lovely dragons, like you.) This is unfortunate on a number of levels, but most pressingly because king bad boy Ripto has decided to send though the orifice swathes of nasty ass Rhynocs to infest the Dragon Realms.

Consequently you're tasked with getting the hole closed again before the two worlds become permanently fused. And if that sounds easy, you don't know the half of it. This title's going to cram in 14 brand new lands to explore. These are viewed in an isometric perspective (that's kind of on a slant to you) and from what we've seen so far, they look stunning. Much time and effort has clearly been invested in the graphics and the colour is retina-singeing and slopped about willy-nilly. It makes for one of the funkiest looking GBA titles yet seen.

The odds are not totally against you, as there are a further two other playable

Attention to visual detail is everywhere throughout Spyro's game world.

Like previous *Spyro* games, the story is furthered by conversations.

The isometric perspective makes it simple to navigate levels and see what's coming.

Charging with Spyro can do damage to almost everything in the game.

There's no shortage of weird and wonderful locations and characters.

Our hero is as recognisable as ever. And will you get that purple!

The visuals have translated well from other console versions.

characters tucked away in mini-games, Agent 9 and Sgt. Bird, and there's a brand new inventory system which makes handling items almost effortless. Friendly (or are they?) faces from past adventures crop up again too. Keep your eyes open and you'll happen across Sheila, Bentley, Bianca, oh and Moneybags as well.

There is much more depth promised, new role-playing elements and a selection of mini-quests should combine to complicate Spyro's quest in a very pleasing and involving fashion. A simply massive selection box of weird and wonderful new puzzles are also reportedly in the pipeline. Many will require analysing the special abilities of each land's native creatures. Only then will Spyro be able to use the unique powers of these beasts to assist in opening spanking great new areas of land to explore.

With all new Spyro abilities such as the Head-Butt Slam, the Cyclone Attack and Phoenix Vision to experiment with and a hidden bonus level that allows dude vs dude link cable madness, there looks to be plenty to keep gamers locked within the Dragon Realms for months.

Examining even an early version of this game, with its depth, polish, pristine graphics, sound and quirky plotline, it's difficult not to think of the *Spyro* series as amongst the best the GBA has to offer.

That said, the version we have is early and not yet finished, so let's not count our dragons before they're hatched... Instead, you'll have to wait for next issue's review.

ANTICIPATION

Cornering can be tough - especially when you're trying to catch the pack up.

Get a jump wrong by taking off less than straight, and you'll be in trouble...

Boosts are useful for straight sections, but they can be a nightmare if you're trying to corner. Use them wisely.

There's a wide range of courses on offer - and they get tougher.

Stripy chevrons litter the tracks, letting you know when jumps are coming up.

PUBLISHER THQ ■ **PHONE** 01483 767656 ■ **WEB** www.thq.co.uk ■ **PRICE** £30 ■ **SAVE** To cart ■ **LINK-UP** Yes ■ **OUT** December

HOT WHEELS: HIGHWAY 35 WORLD RACE

More miniature racing featuring the warmest wheels in town.

We're back in the realms of miniaturised vehicular racing with this, the third *Hot Wheels* on your GBA. And excitement is high, as these titles usually prove their worth in the racing realm of the micro machines (oops, wrong licence). This time around players will be prodded forward in time as the game has a futuristic bent allowing for even more preposterous but undeniably thrilling stuntery than before.

You'll be racing against the clock on split level courses at speeds far in advance of anything even remotely plausible. Making a mockery of the accepted laws of gravity, the game looks to be all about the insane. Driving up walls, taking on massive loops, racing through volcanoes and frosty mountains - you've got to forget what's possible and tackle the unimaginable.

There will be 15 authentic Hot Wheels Highway 35 cars to choose from which have been selected from the 35th anniversary collection no less. But treat your car, or indeed those of your opponents, with respect and you'll be looking last place in the face every time. Aggression is key. It's not enough to just drive fast, you've got to play dirty too. Blasting into your opponents while firing upside-down on the incline of a loop is to be encouraged. Hopefully you'll come out ahead, while your foe will spin furiously into an exploded oblivion. That's the idea.

Equally you could be the one with the sticking plaster on your helmet, as with all *Hot Wheels* titles persistent effort is rewarded. Skills blossom through practice; skills you'll undoubtedly need when linking up to take on your friends over the madly cyberish courses.

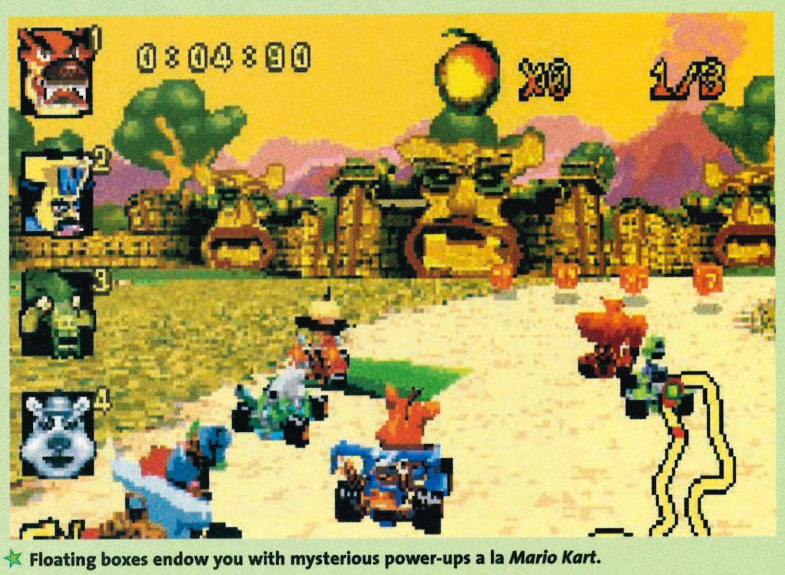
We're looking forward to this one. Not least because we're dying to hear the 'original theme song' as 'performed by the multi-platinum selling band Smash Mouth'. No, we've never heard of them either. Fingers crossed...

ANTICIPATION

Collect apples! Why? Because that's what Crash does. It's his 'thing'.

Crash's kart has appeared in some of his previous games.

A tight corner looms - time for some serious braking.



Floating boxes endow you with mysterious power-ups a la *Mario Kart*.

■ **PUBLISHER** Vivendi Universal ■ **PHONE** 01189 209100 ■ **WEB** www.vugames.com ■ **PRICE** £30 ■ **SAVE** To cart ■ **LINK-UP** Yes ■ **OUT** 5th December

CRASH NITRO KART

Crash takes Mario on at his own game. Again.

Such is the way of success. Great footballers try their hand at acting, soapstars try warbling as a sideline, while models become TV presenters. Is no-one ever satisfied? The gaming world is hardly free from this multi-tasking attitude either. Here we find celebrated platform king Crash Bandicoot having a bash at the karting genre - but should he have stuck to what he knows?

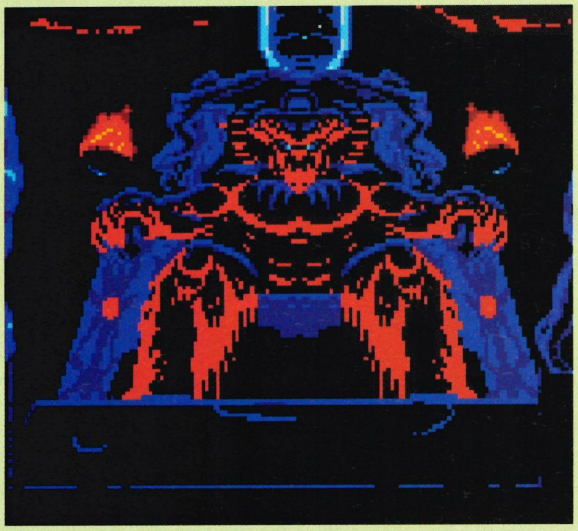
On first inspection, no. But only just. It's not as if this comedic racer appears bad, it's got all the typical quirks. Numerous familiar characters, apple collecting, crates laden with powerups and weapons, the ever swerving track veering over the horizon and the little jump button - crucial for cornering expertise. It is in fact perhaps because of all this that the leaden feeling of deja vu is virtually unavoidable when powering up this karting cart.

Still, it *is* looking sturdy. To quote the helpful information provided, there will be, "over 17 race ways" to explore. So does that mean 18, do you think? Either way, virtually every character from the Crash Bandicoot universe will crop up in one fashion or another and Crash is forced to compete against most of them. Why, you wonder? Well it's a convoluted tale of kidnap, a ruthless Emperor, Velo, and an intergalactic coliseum - suffice to say it's not that important.

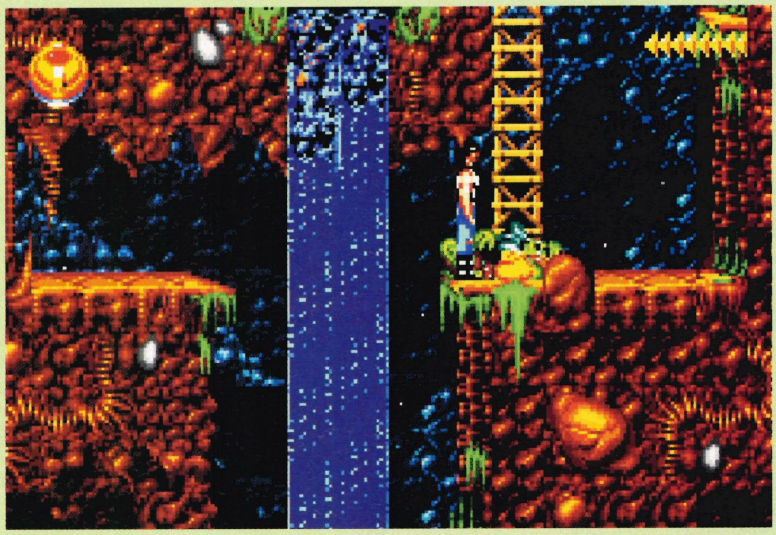
Jungles, volcanoes, cyber-cities and space stations: these will be your home as your quest for quickness gets underway. And we mustn't forget to point out the all important multiplayer option which will accommodate up to a mammoth eight players in link-up.

As you know, it's very rare to find eight mates all with a copy of the same game. Well, even accounting for its overly familiar feel, *Crash Nitro Kart* could just be one of those games.

ANTICIPATION



The intro sequence sets the scene in spooky two-colour vision.



Our bare-chested hero can leap gaps, climb ladders and even duck and roll about.

Thanks for the tip. That's ruined my caption to this screenshot completely.

Bombs can be used to blow open doors. Pick up more from slain monsters.

The dodge move allows you to - bizarrely - side-step bullets and bombs with ease.

■ **PUBLISHER** Vivendi Universal ■ **PHONE** 01189 209100 ■ **WEB** www.vugames.com ■ **PRICE** £30 ■ **SAVE** Password ■ **LINK-UP** No ■ **OUT** 26th September

BLACKTHORNE

Not a cynical cider promotion, but a classic platformer from the days of yore.

When originally released in 1994, *Blackthorne* was played on a PC the size of a small town in Surrey. Nearly ten years later, it fits on your pea-sized GBA. It's hard to tell if this can quite be described as "progress". No matter, this is the ideal size and shape for your pockety friend, being a side-scrolling platformer with guns and orcs and rocks and pits and everything else a side-scrolling platformer was ever supposed to have.

You'll be (and please react calmly to your forthcoming identity confusion) Kyle Blackthorne, a "lethal commando". This means you'll have rippling muscles, be loaded with weapons, and have the sort of cunning that can kill a wasp from across the room. And you'll be put to good use too, fighting against the terrible doings of the evil warrior Sarlac.

Okay, we come clean, you won't really be him. But if you were to buy this game when it comes out, you could pretend to be. It's nearly the same.

Kyle is the son of the good king Vlaros (alien Christmas carol favourite), who twenty years ago sent his boy to Earth in order to save his life. But now it is time for Kyle to return to Vuul in order to rid the lands of Sarlac's bad doings. And hopefully to teach them spelling.

For those of age, *Blackthorne* is reminiscent of the original *Prince of Persia*, using similar sideways action to tell its story. For those of youth, it's like *Abe's Oddysee*, but far more sensible.

Blackthorne's an acrobatic chap, and is able to leap gaps, dodge bullets, roll around, and use lifts to negotiate the tortuous levels. Armed with a shotgun and bombs, it's slightly annoying to have to holster your weapons just to jump, but in general, this is shaping up to be an interesting new platform adventure.

ANTICIPATION

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UNIVERSAL INTERACTIVE

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Reviews

All the latest games for you.

Our advice: Read our verdicts and then decide what to buy...

The gang discover some inspiration for one of the dwarves' next songs. "Gold! Always believe in..." etc.

THE HOBBIT

GAMEINFO

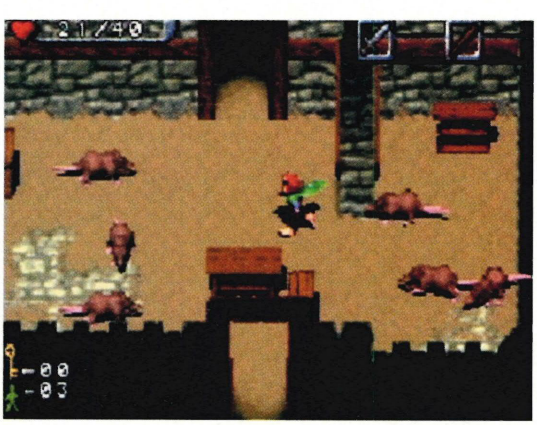
- **PUBLISHER** Vivendi Universal
- **PHONE** 0118 920 9100
- **WEB** www.vugames.com
- **PRICE** £30
- **SAVE** To cart
- **LINK-UP** No
- **OUT** 21st November.

So you might have heard something about Hobbits recently. Apparently there have been some films about them. It's hard to keep up - we're all far too busy seeing if you can link up GBA TV Tuners and take control of all of television.

Of course we're only joking. We took over television ages ago. Who else do you think could be responsible for a second series of Fame Academy? HA! WE WILL DESTROY TELEVISION FOREVER! Ahem.

And of course we've seen the Lord of the Rings films. Some of us were a bit confused, thinking we'd walked into a documentary about some short people going for an incredibly long and uneventful walk, but others amongst us told the first lot to stop being so cynical. Then there was a big fight. And then another film.

But despite all of this, there can be no doubt that The Lord of the Rings is one of the hottest properties around. Like a



Rats - they're everywhere. Thanks to your diminutive stature, they're bigger than you too.

AT THE RACES

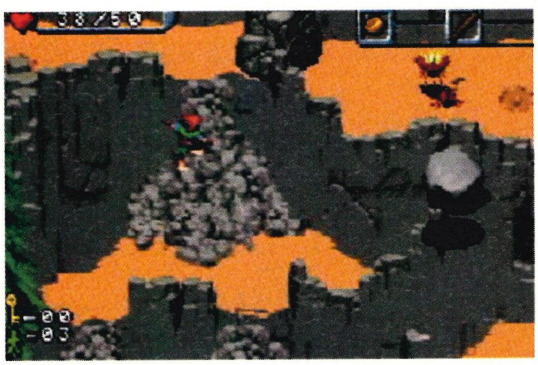
The lands of Middle Earth are filled with far more bipedal humanoids than our own tawdry planet. (x-1) more in fact, maths-fans. Some like some, but hate others, and others hate most others apart from some. It's like a big game of chess, except without the chess.

★ **Bilbo himself, a Hobbit. Short of upwardsness, and hairy of body, Hobbits demonstrate remarkable bravery, when they aren't being cowards. Extremely fond of food.**

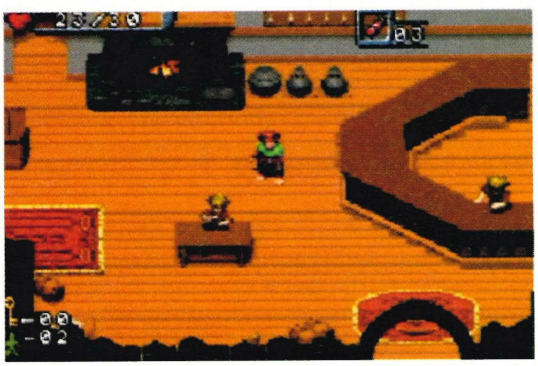
★ **Humans are a bit rubbish really, being just humans, with no exciting features other than seeming to want to fight with everyone. And their mountains clearly leak.**

★ **A Dwarf. Extremely fearsome, and dangerous in large numbers, they're scarier than they look. But hurrah! Fortunately they're on your side. And your height.**

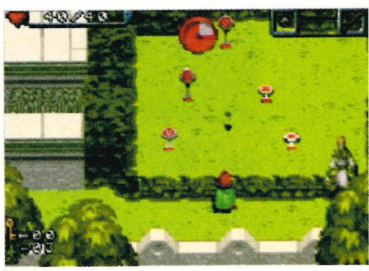
★ **The Elf. Tall, pointy, and immensely smug. But some find them haunting and mystical. Be warned, some here will help you, but others certainly will not. Oh no.**



★ **Enemies drop food, weapons or life tokens when they die. Which is nice of them. Because they are of use to you.**



★ **A bar. It's where the Advance team feel most at home, but Hobbitses can't hold their ale.**



★ **If Gandalf was a real friend, he'd stick around and help out. Mean old man.**

big building on fire. The final part of the trilogy is out this Christmas, and it will bring with it the usual slew of videogames, tie-in T-shirts, novelty mugs, and perhaps even a book of the film... But for now, we're going to delve into the past, into the back history of the tale, into the original book that started it all.

Top Tip

Hobbits are immensely social things (we think). Therefore, talk to anyone that moves in order to get the most help.

The adventure of Bilbo Baggins is probably now just a reference point to those following Frodo and chums on the big screen, but at one point it was the be-all and end-all of children's fiction. The book, released in 1937, is now (does maths) 66 years old, which, according to our scientists, is very old indeed. But despite this, and because of the films, it's been revived, dusted down, and through a process we don't understand, made into a game.

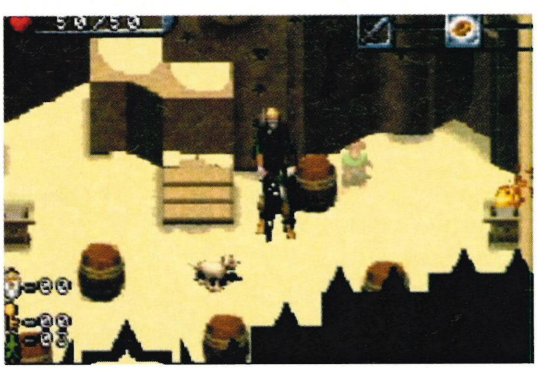
It isn't the first time this has happened. Back in 1982 The Hobbit was one of the most important and innovative games ever made. It featured, for the first time ever in a game, non-player characters that behaved independently. And it was all before there were even graphics - just white text on a black screen. So with an extraordinarily prestigious past, and a phenomenally successful film franchise alongside, The Hobbit for the Game Boy Advance has a lot to live up to. But does it?

The fantastically informative answer is: sort of. What we have here is an RPG, focussing heavily on exploration, and the chopping up of nature's beasts with a stick or sword. And while this may sound a little yes-we've-seen-that-a-thousand-times-before, this time it's built on the backbone of a very strong story, and fabulously, remains remarkably loyal to JRR Tolkein's work.

It would have been very easy for Inevitable Entertainment to throw fiction to the wind, and cram in a whole bunch of magic spells and, I don't know, crazy metal ninjas, rather than be innovative within the licence. But despite their foreboding name, they've avoided the worst. While liberties have been taken in as much as Bilbo didn't spend the novel hacking away at bright red wolves and fire-spitting seagulls, all the collectable objects in the game are conceivably true to the lands of Middle Earth. For example, you heal by eating food, just like a Hobbit, and for full life-restoring moments, there are Elf potions. A national Elf service, if you will. And you *will*. It's all very in keeping with the theme.

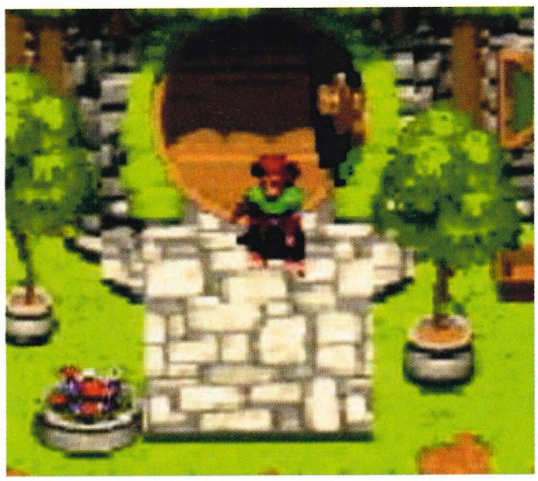
> "There are elf potions which heal. A national elf service, if you will. And you *will*."

★ **A carpet! Could it be a magic carpet? No. No it couldn't. This is Middle Earth, you fool.**

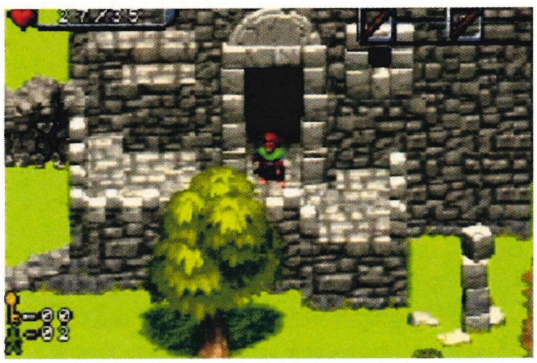


★ **Interiors are decked in pretty sparse scenery, although they're all very well laid-out.**

Smaug is the big beastly old dragon who guards these parts. His pile of gold is legendary. As is his breath - which is as hot as it is bad. He needs some Listerine, clearly.



Bilbo has an inventory big enough that you'll never have to worry about leaving things behind.



The many locations are rendered in a cartoon way, but still remain faithful to the feel of the book.

At first you'll be dashing about Hobbiton, helping out a couple of friends with some tasks, and finding the bits and pieces you'll need for the quest. Like meat. Stored in the wardrobe. Which is strange. But after a visit from Gandalf, and a large group of dwarves, you'll be off to travel across Middle Earth, on (hairy) foot of course, defeating the hordes of beasties that lie in your way.

And there's more than just knocking the hit-points out of the areas fauna - there are all manner of puzzles to solve too, though these never reach the point of being complicated. And perhaps this is the first weakness to be mentioned. It's all very well to *begin* with pushing a block onto a block-shaped square on the floor, but to *keep* offering that as a 'puzzle' in the later stages is a little troubling. Most of us mastered the "putting the square block in the square hole" when we were three. Those still sat there attempting to bash the triangle through with their fist or toy tractor *probably* aren't going to get past the "on switch" puzzle on the GBA itself. In fact, it's not until the last couple of chapters that you'll find anything more challenging, and even then it's just a case of just getting on with it, rather than needing to sit and ponder.

> "Combat is interesting, making good use of the two-armed-ness of your halfling."

Firecrackers and rockets will reveal hidden entrances, or blow away fallen rocks.

Combat is far more interesting, making good use of the two-armed-ness of your halfling. Using the extremely strong inventory/stats screen, you can quickly set one weapon to 'B' and another to 'L', and then use both in your battles. This is more involving than it may appear at first, since the type of enemy you're facing should greatly affect your choices. Say you're met with an onslaught of wolves, you're going to want your trusty sword in one hand, and some sort of projectile (perhaps darts, perhaps a slingshot) in the other. But if you're attempting to sneak past grumpy wood elves, a far better choice would be your walking stick for defence, and the legendary ring to ensure invisibility.

Statistically speaking, statistics play a very small percentage in your play. Picking up bonuses, such as shield

When you chat to people, large pop-up boxes ensure that you don't miss any of the story.

When Bilbo is sneaking, he can't attack. So be careful.

SLASH THEM! BEAT THEM! BITE THEM!

When you're not clicking switches and shoving boxes, you're going to be slicing and dicing the creatures of pointy teeth, sharp beak, or exploding slime. Yes, exploding slime creatures. Here is our entirely unhelpful guide to some of them.

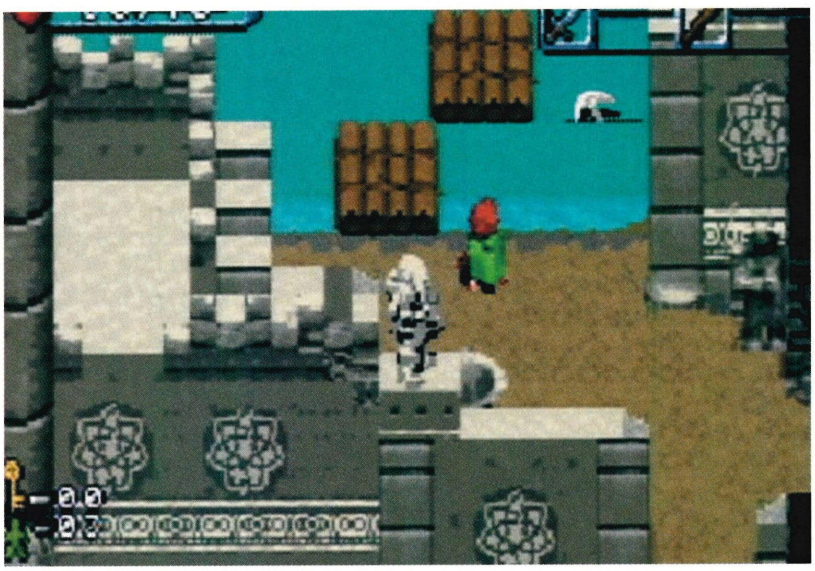
★ The Giant Wolf Thing. The Giant Wolf Thing is bigger than normal wolf things, or even the red wolf things. It bites away hit points like (a wolf eating a Hobbit - bad-metaphor-correcting-Editor).

★ Orcs. Or Goblins. We can never remember. They're similar. Or are they the same? Um, they're big and green, and don't seem very fond of anyone. Avoid them as you would an in-growing toenail.

★ Crazy Killer Dolphins. That's what they look like anyway. In this rather strange *Frogger*-like sequence that we can't remember from the book, they seem to attack with their razor-sharp backs. Meanies.

★ Ladybirds. Oh yes, they may look cute, but they want you to be dead. It's top middle. Look closer. Yes, that thing. No, it's far more dangerous than it looks. Stop laughing at us - they can really hurt.

★ Foreign Languages. Fear their ways. Pretending that letters can go in strange orders, they confuse and then pounce. Win the game 70 times and unlock Portuguese. (Not strictly true).



★ Unlike The Lord of the Rings, Bilbo Baggins is the main focus in The Hobbit - a character who appears only briefly in the films.

★ Don't worry - you can't fall off the edge of tall cliffs or buildings.

runes or increased sword skills, will improve your combat abilities. But the discovery of such items is inevitably accompanied by an increase in the level of enemy difficulty. So in the end, it makes very little difference.

So it's light-hearted. It's true to the books. And the combat is often strong. But, and it's an important 'but', it's far, *far* too short. Never offering a challenge that takes more than two attempts to get past, the whole thing is easily finished in just a day.

An entertaining day, and a day in which you'll learn the full story of The Hobbit. But still, just a day. It needed to be much longer, and much far more difficult. Like watching Fame Academy.

JOHN WALKER

Top Tip

If the spoils of a felled baddie are dropped out of your reach, wave your sword around to pull it toward you.

★ Food can be hidden in the strangest places. So check under anything that moves. Especially bushes.

★ Advice from other characters is vital for knowing what you're supposed to be doing in each area.

LOOK 'N' FEEL
The 2D graphics don't dazzle, and objects don't turn transparent. Grr.

LIFESPAN
Teeny tiny, over in a few hours. But a fun-packed few hours.

GAMEPLAY
Story-driven with lots of exploring and fighting. Not at all bad.

DIFFICULTY
Too simple, but the combat balance is set well. More puzzles needed.

ADVANCE-OPINION
Bilbo Baggins' tale of rings and treasure is faithfully told. A fun frolic in the woods, but far too short.

72%

FINDING NEMO

GAMEINFO

- **PUBLISHER** THQ
- **PHONE** 01483 767656
- **WEB** www.thq.co.uk
- **PRICE** £30
- **SAVE** Password
- **LINK-UP** No
- **OUT** Now

How to cram in squillions of dollars worth of computer-generated fishes, plankton, sharks, bubbles and gags into the humble GBA? Well, let's just say that some things have been lost along the way. Yet while this big-bucks marketing man's dream will undoubtedly stir gaming's self-proclaimed arbiters of taste (You know the type: thinks all licensed games suck), *Finding Nemo* is a very striking game.

A glance at the promo-blurb accompanying Advance's copy of the game suggests that *Nemo*'s target is 'boys/girls 4-14'. And you'll get no argument here. This is firmly embedded in the youth camp.

The film, as with most of Pixar's cinematic output (such as Toy Story and Monsters Inc), can also be enjoyed by those of more advanced years, but in the game, some of the film's more sophisticated humour takes a back seat and the actual gameplay and the tasks required are guided at the mind-set

This game was very nearly called Finding Leonard Nimoy. Aside from the fact that obviously it wasn't.

CORAL GRIEF

If you think life as a fish is all about just flitting here and there, willy and nilly and just basically taking it easy, you are all sorts of wrong. Even in a nice Disney style universe there are problems to solve and here's how you go about some of them.

★ **A boulder barring your way? Well look closer - no there isn't. That's because you've just barged it out the way with your nose. Humph... like *that's* going to happen, fish-face.**

★ **A big sea shell in your path - whatever could remove this problem? Well, why not try picking up a pearl, carrying it to the shell and dropping it in the boney gob. It'll work.**

★ **A big current! No, ha, ha, ha, ahum... not a dried fruit. But an updraft in the water that needs to be plugged by a rock. Hit big stone with flapping tail, and it'll roll real easy. Job done.**

★ **Rub your lovely fins over this swishy gold aqua-plant and more health will be yours. Yum.**

★ **"Hello yellow fish, would you like to make love?" is what he isn't about to say.**

of the young. Or at least Disney better hope so.

If you're not au fait with the story, Nemo is a clownfish who gets captured by a diver on the first day of school. His father then embarks on a quest to rescue him - hence Finding Nemo. The game, like the flick, often splits off, sometimes following daddy's quest, other times sticking with Nemo. In this way you get to play as several different characters.

Top Tip

Check out the surrounding areas and locate the clam before you pick up a pearl. Swimming with a pearl is slow.

This, we should point out, is purely stylistic, 'cos each character handles the same way. That said, the challenges are different. Kinda.

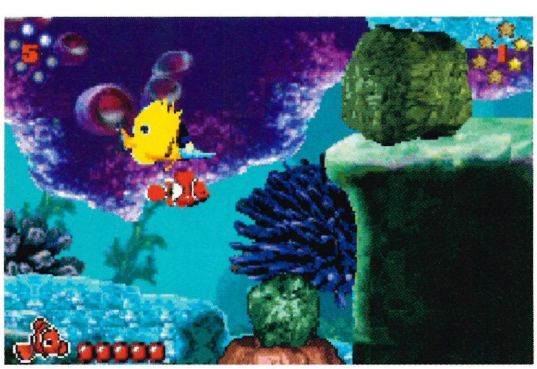
As you swim about in a 2D arena, you can move up and down, left and right and for the most part, your movements remain unhindered by any accurate aquatic physics. For example, if you leave your fish and take your hands from the controls, he won't start sinking. That would be silly.

You'll also come across currents from time to time which are clearly signposted by a bouncy waft of bubbles. Some require approaching from behind to enable you to sail along them into a new area. Others demand complete removal before you can pass. Here you'll find that a conveniently placed boulder will prove effective in plugging up the current's source and a swift flick of your tail is usually enough to send the rock bounding into place.

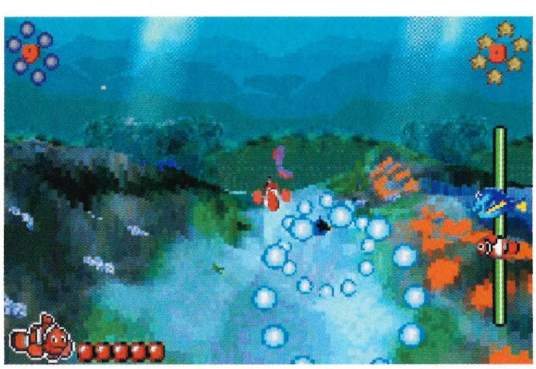
You'll also find other rocks barring your way, and here, speed-boosting into them a few times will result in the destruction of the stoney slab. Strong for their size, these fish. Oh yes.

Picking up pearls to close seashells and flicking switches in a sunken submarine, the tasks go on. All basic stuff and talents which one learns pretty much at the outset with the guidance of numerous friendly fish. But while the skill set remains much the same, the levels (of which there are 20) do differ and require varied approaches. The submarine section, for instance, is less about dodging mean fish and more concerned with pressing the right switches at the right

> "If you just decide to leave your fish alone, don't worry – it won't sink. That would be silly."



★ **Mr Yellow Fish (not actual character name) is following you back to teacher. Big rock in the way though?**



★ **It's all gone 3D and you'll have to use your speed boost to keep up with the fish in the distance.**

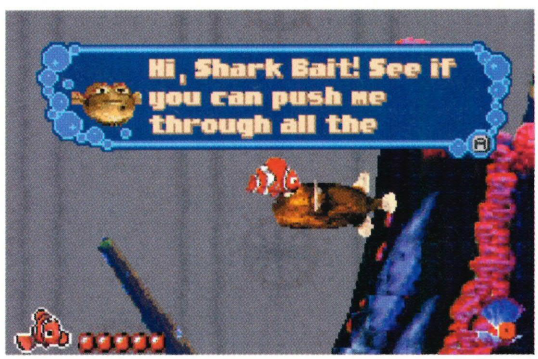
You'll have to try and get through the hoops of air. To be fair, it's not exactly hard and you'll probably do it on your first go like we did.

time to allow you to swim on. It's kind of puzzleish and comes as a vague surprise after the more sedate swimming and navigating levels.

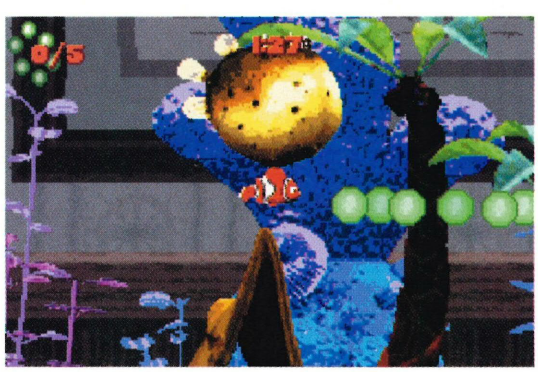
Another (slight) surprise comes with the realisation that some fish will home in on you. Commonly the nasty snapping eels, and big Puffer Fish simply go back and forth, up and down and it's a simple matter of not getting in their way. But advance further in to the game and some of the baddies get a little more eager to feast on your fish fingers. Not least of these being the shark Bruce.

> "Advance into the game and some of the baddies get more eager to feast on your fish fingers..."

In one short level his true colours are exposed and he goes fish crazy for your fillets; you have to pelt away quickly, and for a young game it'll take you a few attempts too. In the main though, the game is rather easy. One of the early levels involves collecting some friends and guiding them back to



Here's the set up to your challenge, this poor chap seems incapable of moving his fat self...



...look he's inflated! Can you push him through the hoops in the time limit?

This level's filled with big mines. As you might imagine, touch one and serious damage is incurred.

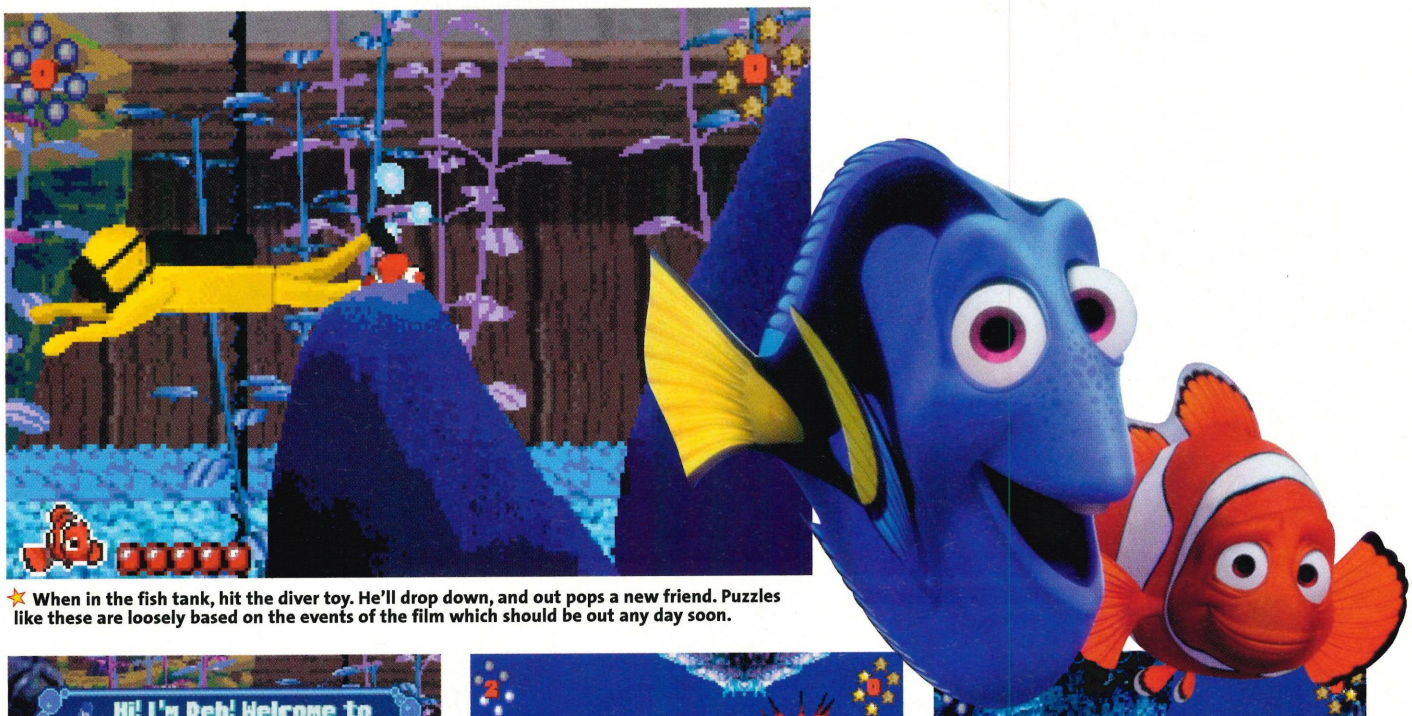
When a little button appears in a speech bubble you can... oh just guess, it's blooming obvious.

school. This proves slightly more difficult simply because you've got all these other fish swimming round you, often impeding your view. But really, we are in the realm of the 'whoops I've accidentally completed it.'

In some ways, *Finding Nemo* is as difficult as you want to make it. The main problem is that you'll get killed by your own impatience. Just like many platformers (of which this isn't strictly one, since you're swimming!) you can often see where you want to go. But often, eagerness will get the better of you and you'll try to swim too quickly - resulting in a bash to your life meter. Five hits and you're back to the start of the level - after a brief and kiddy friendly exhausted looking collapse. There are plenty of healing anemones knocking about, however, and if you simply rub up against them you'll be back up to full steam in no time. (And we thought they were poisonous?)

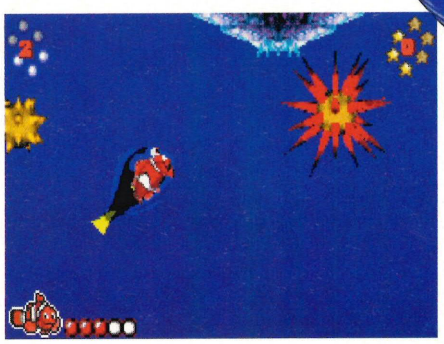
The game does take a turn away from 2D, adding another dimension now and again. At one point you have to chase a friendly fish to a destination, another sequence has you trying to escape from a deep sea horror. In both of these, the game is a 3D affair, but to our mind these sections prove

A bit of pre-action blart from big teacher fishy. Nice and cutesy though eh? Eh? Come back!

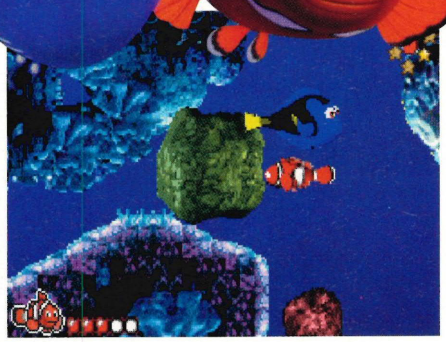


When in the fish tank, hit the diver toy. He'll drop down, and out pops a new friend. Puzzles like these are loosely based on the events of the film which should be out any day soon.

"Welcome to the tank", she says. It's basically a prison. Thanks for nothing.



The little floaty star fish pop out with deadly spines. Avoid, for they be bad news.



No matter how big the boulder, if you hit it enough times it will shatter.

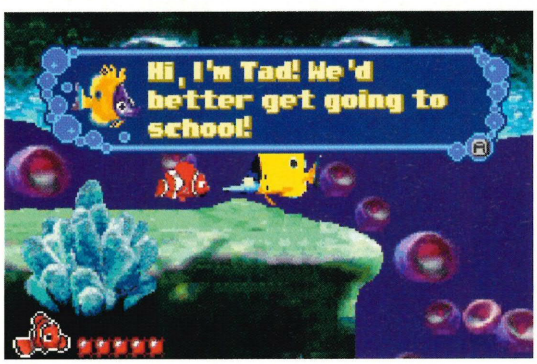
even more easy than usual and felt a bit tacked on. When things revert back to the more familiar, plainer style, it just seems more effective and fun.

In-between sections, a mini game asking you to match-the-two-identical-images bonus game is offered up. This really is basic with a capital 'B' and will serve only as a distraction to regular games. It should prove fun for the youngest minds though.

Overall, *Finding Nemo* is very friendly stuff. Gentle, slow paced, yet vibrant of colour and character. It's pretty enough to look at and will doubtless prove desirable to armies of youthful film fans who've just fallen in love with the cinematic characters. Anyone older, though, will probably find the trials and tribulations of young Nemo and Co a wee bit too simple to ramp up interest.

A little more of the film's pointed wit and some greater challenge in the game wouldn't have gone amiss, but there's no denying that the GBA's version of *Finding Nemo* offers plenty to the younger game wanting one final 'toon hit before bedtime.

STEVE PIERCE



Hey! Tad, that's the yellow fish's name. He'll follow you now you've chatted to him.

Would you trust a shark that looks like this? Well rather implausibly you do, can you believe it?

LOOK 'N' FEEL
Sweet and joyous, clashing colours abound. Plays simply but pleasantly.

LIFESPAN
Not very long for old hands. It should keep infants happy though.

GAMEPLAY
Swimming about in mazes, with occasional puzzleish variation.

DIFFICULTY
Not at all hard, but can be slightly frustrating at times.

ADVANCE OPINION
Rabid fans of the film or the very young will go a bundle on this aquatic romp. Which is exactly who it's aimed at.

75%

"Your good old mum was right all along. It *is* good to eat up your greens."

Hulk smash. So don't employ him to serve you at a dinner party, or anything like that.

THE INCREDIBLE HULK

He's misunderstood, say we. "Shoot him!", say the army. It's enough to make a man angry.

GAMEINFO

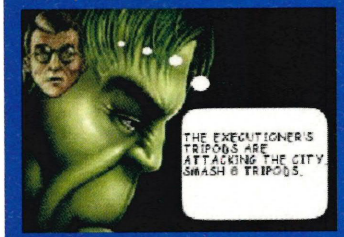
- **PUBLISHER** Vivendi Universal
- **PHONE** 01189 209100
- **WEB** www.vugames.com
- **PRICE** £30
- **SAVE** To cart
- **LINK-UP** Yes (Multi-pak and single pak)
- **OUT** Now

So, did you see the movie? Too much chat, too little Hulking is what we reckon. Oh so heavy with the blah-blah, chatter, story set-up, meander, oh-my-daddy-was-so-bad-to-me bilge. When all we really wanted was full-on-greenness from the off - a punching, smashing, roaring frenzy of over-the-top muscular barbarism.

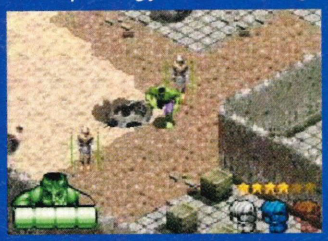
Fortunately, and contrary to the impression the glossy modern box art gives, this game is not based around the recent dispointa-flick. Indeed, the talky preamble that so slowed the movie is condensed to a cartoonified, speech-bubble-heavy set of flick screens. Plus, the story, the very reason Bruce Banner becomes The Hulk is taken from the original 50's comics. Hence we're in A-bomb testing territory and in no time at all Banner is Gamma-rayed-up, losing his temper in an underground military facility and rupturing his seams. Then it's over to you true gamer...

STOP... GAMMA TIME!

While it may at first appear fairly simplistic, you would have to have a stoopidly muscular brain to actually believe that there's no subtlety beneath the brawn. So here we map out the gist of an average level. It's not all punching you know... Although most of it is.



★ 1. From deep within the monster's head the whiney voice of a be-spectacled scientist is still audible. The green-brained oaf is wise to follow his lead...



★ 2. ... well to be fair he's got no choice, that's the game. Thus you waddle about targeting men and hitting them hard, until they die of hit. They do take some pain though.

★ 3. Some of the walls are destructable, yet much is strangely not. You'd think the most powerful beast on earth could break through any wall wouldn't you?

★ 4. Be careful not to take too much damage or you'll die. Another problem really, as in the comics Hulk was unkillable. Apart from that one where he died and... (oh shut up, Ed.)

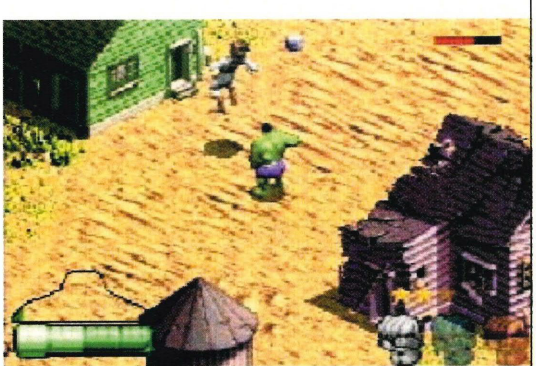
★ End of level bosses attempt to kick Hulk's not inconsiderable ass. Hulk, as you might imagine, is having none of it.

★ The Hulk tries to cover up his embarassing accident by smashing the place to bits. Bad Hulk.

So you're presented with a fairly diddly Hulk, sporting the requisite purple pantaloons. You've got an isometric view of a multi-walled compound. There are barrels, banks of computerised parts and oh dear, a bunch of machine gun toting goons. They don't like you too much. So off you go. Wading in fist-first punching away at the gormless soldiers, picking up barrels, lobbing them to cause explosions and battering as much of the scenery as you fancy - and yes there is a point to the latter which we'll get to in good time. But while The Hulk is clearly a fairly mindless brute, seemingly motivated only by an elephantine anger there remains a residual flicker of Bruce Banner's good sense.

Top Tip

Try to clear an area of goons and then smash everything in the room. Always think about your 'Rage Meter'.



★ Pity most of the locations are farily dull desert and military style ones. We wanted to smash up huge cities willy nilly.

And it is his voice from the back of Hulk's mind which gives Hulk an indication of what to do and where to go to avoid militaristic entanglements and ultimately escape.

Little flashing arrows are also dotted about to give you an immediate sense of which way is best, which can be just as well due to the seemingly endless outpouring of soldiers, tossed grenades and mounted machine-guns placed in your way. Helpfully Hulk is not without offensive techniques himself. There are three different punches and combined with a jump it becomes possible to twonk airborne attackers too. As mentioned previously, Hulk can also pick up objects and toss them - chucking a forklift truck for instance can, if aimed correctly, take out multiple armed irritants.

You'll also want to keep an eye on Hulk's Rage Meter. This enables the use of other, more powerful moves. Beat up sufficient foes in one go and you get a Super Smash or Rampage award. These add stars to your Rage Meter - collect enough of these and two-handed thunderclaps, overhead smashes and jump smashes will be enabled. That's major destruction, people. Remember though, these moves can only be used if Hulk is angry enough, so top up your anger constantly by smashing random stuff up. Crates, fences, houses, that kind of thing.

This is a tough game and as you advance and meet classic Hulk super-foes like The Executioner and The Abomination you'll need a strong grasp of the Hulk's abilities and quick reactions. Looks-wise it's average, but the soundtrack of chesty roaring is suitably comic. Good stuff then, and massively more exciting than the film. Although let's face it, that's not hard.

STEVE PIERCE

★ Hulk's rage meter rises the more uniformed clods he strikes about the face.

★ Hulk tries to teach the army goon breakdancing. The goon isn't learning.

LOOK 'N' FEEL
Hulk could have been bigger, but it's clean and you can see what's going on.

LIFESPAN
Should last you an age, the baddies just keep on coming. Grrrrrr!

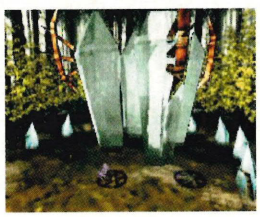
GAMEPLAY
A little on the repetitive side, but good old-fashioned battering fun.

DIFFICULTY
The Hulk may be hard but that won't stop him dying if you're rubbish.

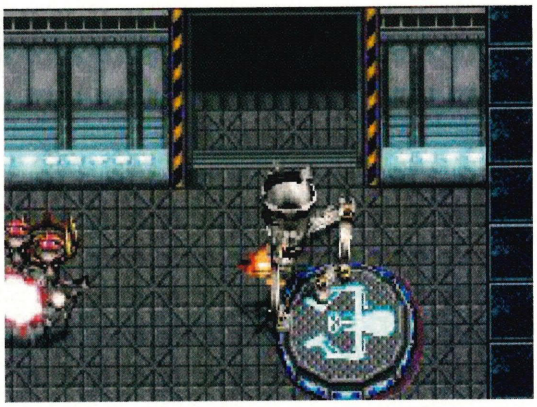
ADVANCE OPINION
Hulk fans will go a bundle on the relentless bludgeoning. Pound for pound, the best on any format. Smashing, in fact!

81%

Having started life on the PSone, we were expecting a little more evolution.



The opening levels are as easy as pie. Collect fruits to open the doors.

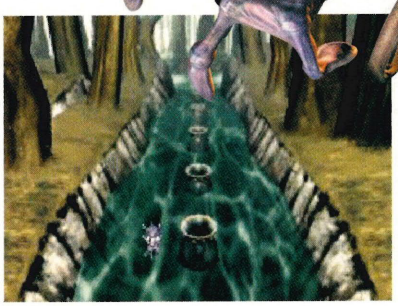


Munch and Abe have never had it easy - and this game provides even more enemies.

Top Tip

Some of your fellow Mudokans are less than happy to move, so try picking them up and chucking them.

If a little more work had gone into the game's textures, the screenshots wouldn't look as uniform as this.



Sadly, the majority palette of *Oddysee* games is murky green and brown.

It's not exactly a conventional isometric perspective - but viewed more from above.

MUNCH'S ODDYSEE

GAMEINFO

- **PUBLISHER** THQ
- **PHONE** 01483 767656
- **WEB** www.thq.co.uk
- **PRICE** £30
- **SAVE** Password
- **LINK-UP** No
- **OUT** Now

It seems perverse that the country that brought us Seinfeld, Frasier and Bill Hicks also brought us this. Back in the PSone's days, *Abe's Oddysee* seemed a mildly fresh take on platforming - so much so that it seemed only courteous to overlook the strained sense of humour that infested the game. Funny, we feel less courteous now.

'Wacky', 'zany', 'crazy', 'mad'; the same painful terms that people often use to describe themselves are horribly apparent here. Jokes about breaking wind. Characters described as having 'odditude.' See what they did there? 'Zap' attacks, oh per-leeeze! Stop it, we feel our sides may split... The platform approach of yore has gone and in its place there's a just-about-3D environment. The battle against the Glukkons remains though - and this time Abe teams up with his mate Munch to combat the baddies and save the sacred land yet again.

As before, chanting is key; you can re-grow important plants for instance, or control certain enemies. While members of your own species can also be cajoled into tasks utilising a paired down version of Gamespeak seen previously in versions on other consoles.

They can be greeted, told to wait or fight - stuff like that. This was a notion that, back in the mid 90s, was quite unusual. It sadly seems rather dated now. Power-ups and extra boosts, like the aforementioned Zap attack, add intrigue to this puzzler and visually it's nicely detailed and rich. It's just that this almost pacifistic, right-on style of gaming seems so out of date, while the unfunny humour just reminds you how quickly jokes date. Oddysee games are starting to look like the Monty Python of the games world. Not quite a Munch of Arse, but not far off

MATT PIERCE

Munch can pick items up and throw 'em around. Which is useful...

... especially since many of them are necessary to negotiate around the levels.

LOOK 'N' FEEL
Waddles along leisurely, but pleasingly looks the part.

LIFESPAN
Big enough to keep you interested for ages. Gets quite tough.

GAMEPLAY
Puzzley, non-violent, quirky and desperate to amuse.

DIFFICULTY
You'll sail through the early levels, but may get stuck halfway.

ADVANCE OPINION
Fans of the series will lap this version up, but unless you're really into Oddworld as a premise, you'll tire quickly.

56%

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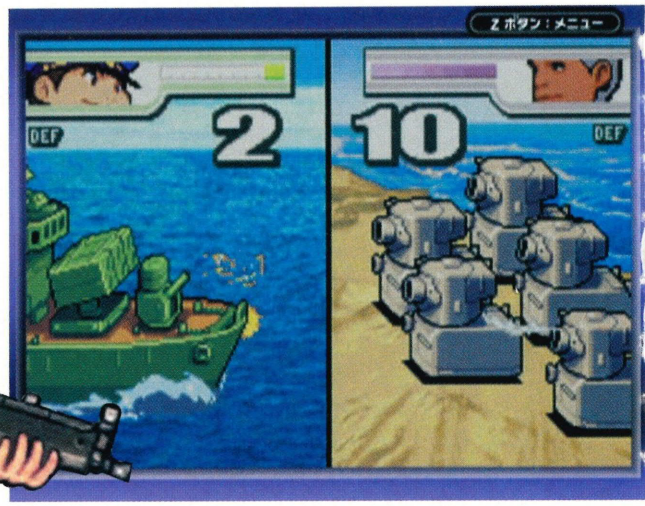


The last time we had this much fun, we couldn't sit down for weeks. *And Advance Wars 2* is EVEN BETTER than that.

Never played a strategy game before? Don't worry - *Advance Wars 2* makes it easy and more fun than you'd think possible.

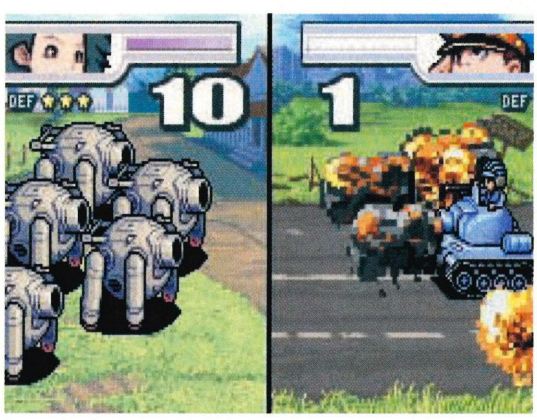
ADVANCE WARS 2

GAMEINFO

- **PUBLISHER** Nintendo
- **PHONE** 020 7307 3103
- **WEB** www.nintendo-europe.com
- **PRICE** £35
- **SAVE** To cart
- **LINK-UP** Yes (Multi-pak and single pak)
- **OUT** October

How on earth do they do it? How is it even possible that such a sprawlingly huge, beautifully designed and life-destroyingly engrossing game can fit onto a cart smaller than a humble earth teabag? We're stumped if we know - but Nintendo have done it, and by golly, the GBA now has a new Best Game Ever. Fact!

Of course, the GBA's previous Best Game Ever was *Advance Wars*, and on an initial play of *Advance Wars 2*, you might think that it's a little too similar to its predecessor to claim its crown. And in some ways, you'd be right - take the single new unit, for example. The Neotank is a big bruiser of a war machine, a rotund walker that is the next step up from the doughty Medium Tank. One new unit might sound incredibly miserly, but - aha! - the introduction of the Neotank alters game flow considerably - it's horribly expensive, taking longer to make, and if you want some in

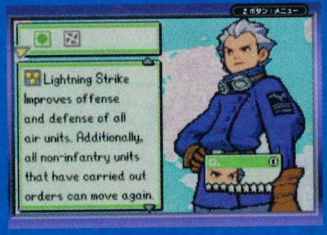


Even though it's a turn-based strategy game, the visuals are beautifully detailed and full of atmosphere.

DIFFERENT STROKES

The new stuff in *Advance Wars 2* subtly alters the way the game plays. Once you've had a taste of it all, you won't want to go back to the first *Advance Wars* - it just doesn't feel the same. So say hello to Neotanks, missile silos and more...

★ **1. Neotank!**
Look at the size of it! It costs 22,000 to make but does nine damage. That's expensive, but boy, does it pack a punch. Lovely stuff. Go get one today.



★ **2. CO Powers**
The new two-stage CO Powers are brilliant. Eagle here can get all his air units to make an extra move after they've attacked, which can be utterly devastating. Ace!

★ **3. New COs**
There's a whole bunch of new Commanding Officers, an extra one for each faction, in fact. Flak here is a Black Hole goon, able to do plenty of damage amongst several units.

★ **4. Terrain**
Loads of new stuff here. Our favourites are the missile silos - you can commandeer them for a one-shot strike at the enemy, with unlimited range. Brilliant!

your army, you're going to be playing a longer-term and more tactical game. But first you've got recover the plans to create the beast, and during the new and improved Campaign mode you'll need to capture an enemy lab in order to do so. See? They're tiny steps *Advance Wars 2* has taken, but hugely important ones.

Other new additions include a two-tiered CO (Commanding Officer) Power system; where before, say, Olaf could conjure up a movement-hampering blizzard, now he can hang on, power-up even further and employ an advanced version that also does damage to enemy units. Some of the new Commanding Officer's powers are even more entertaining - elderly warlord Sensei, for example, can increase Battle Copter power and create a Mech unit in each unoccupied city. Blimey!

Top Tip
Always retreat damaged units if possible - as you can repair them by parking them on a building that you own.

All of this has a pronounced effect on the game, with more options and tactics to think about - and new terrain pieces, such as the brilliant one-shot missile silos, deadly enemy cannon emplacements and impenetrable-except-for-the-weak-spot pipelines all offering substantial food for thought too.

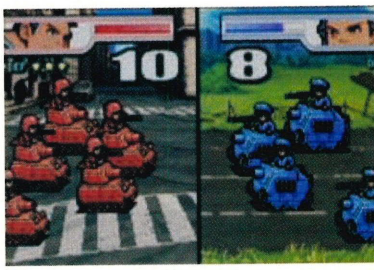
And the game's *massive*. The excellent new Campaign, which offers some hugely varied objective-based missions, is time-consuming enough (and offers you the chance to play as all the Commanding Officers, old and new, as they defend against the Black Hole army), but there's much more to see and do. There's also the War Room maps to fight on (and more to be bought from Hachi's Battle Maps), a dazzling mapmaker so you can create your own battlefields, and an astonishingly sublime multi-player mode (the only fault in which is the fact that you can't check your own units while your chum is taking his turn, which is a little bit frustrating if you ask us).

Advance Wars 2 offers more value-for-money than most games you can buy on the bigger home consoles, let alone the Game Boy Advance.

And all of this from a simple turn-based strategy game. Trust Nintendo to take this old-fashioned genre and transmute into one of the best things we've ever played. Even if you've never so much as glanced at *Advance Wars* before, you owe it yourself to play this game. It's *magic*.

JES BICKHAM

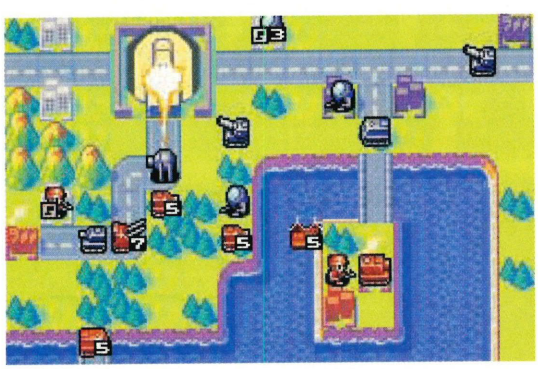
★ **There's only one new unit in total, but why add loads of new stuff and destroy the balance of an already near-perfect game?**



★ **Reds vs Blues. It's that old chestnut, but it's a very tasty roasted chestnut.**

★ **You're ranked on your performance in each battle, with the holy grail being the hallowed 'S' rank. You'll never get one on EVERY level...**

> "Did you have any plans for the rest of the year? Prepare to say goodbye to them..."



★ **A world of strategy opens itself up on your GBA. If you've never dabbled in strategy before, now's your chance!**

★ **It may look superficially similar to the first *Advance Wars*, but the new bits make it a demonstrably better game.**

LOOK 'N' FEEL
Very similar to the last game, but that's no bad thing.

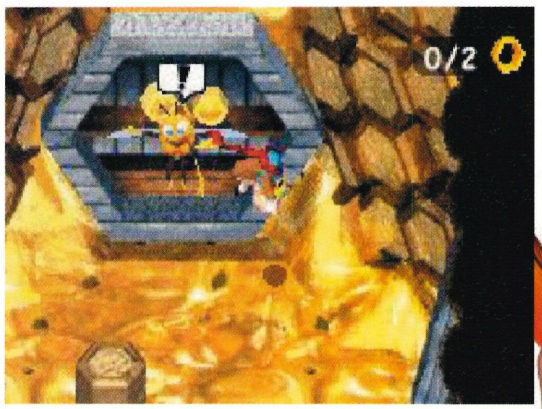
GAMEPLAY
So deep it's frightening, but it's easy to pick up. It plays like a dream.

LIFESPAN
Will keep you going for months. It's absolutely HUGE.

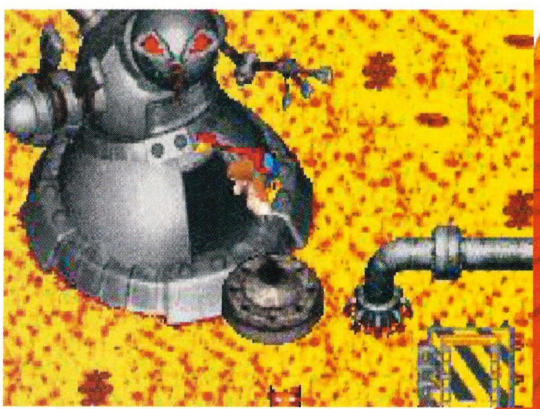
DIFFICULTY
Gets rock-hard later on, but is eminently manageable to start with.

ADVANCE OPINION
Better than *Advance Wars*? Hell yeah! Absorbing, intelligent, and magnificently fun strategy game; the best game on GBA!

93%



Conversations with characters are always well worth listening to - they can help you in your quest.



It's a safe bet than treading your little paws on the lava isn't going to do you any good.

BANJO KAZOOIE: GRUNTY'S REVENGE

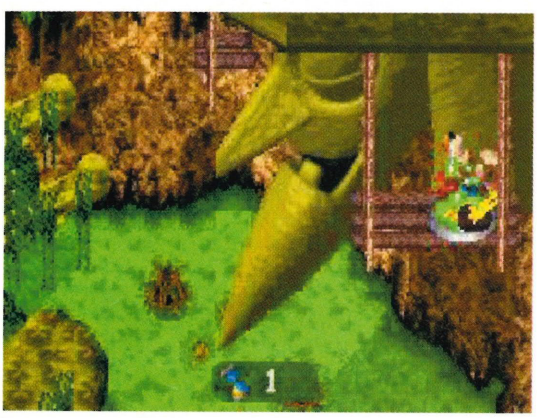
GAMEINFO

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

There are some games that are just great. Games that you'd almost not need Advance magazine to tell you to buy. Think the Spyros, Marios, Warios, Yoshis, Zeldas and Pokemons (Pokemen?) of this world... some games just always seem to produce the goods. Now, add Banjo to that list.

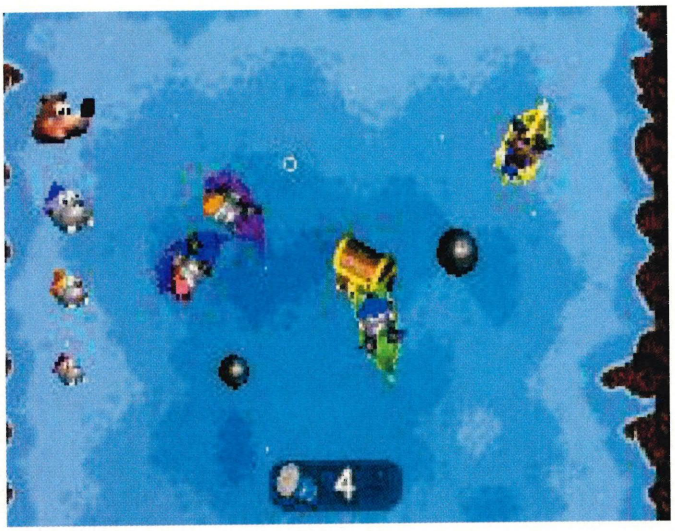
This is one sexy game. Well, as sexy as a scrolling, jumping, hitting adventurey yarn starring a bear can be. Right from the off, the polish infusing proceedings is obvious. A tidy animated back story unfolds and sets out the characters simply for those unfamiliar with the game's previous incarnations on other platforms.

Just to put things in perspective Gruntilda's a nasty witch, currently residing under a boulder. Dopey Klungo, her dino-style mate somewhat implausibly fashions a robotic witch that Gruntilda's spirit can inhabit. This tin sorcerer-ess subsequently nips off and kidnaps Banjo the bear's bestest



Just one of the weird environments in the game. That's some chin. Watch you don't get on the pointy side of it.

The locations are as varied as they are beautiful. See, developers, this is how good GBA games can be!



It's not all jump, jump, jump, y'know. *Banjo Kazooie* features more variety than most other GBA games.

mate Kazoo (a bird type thing) and transports the pair of them back in time. Cue Mumbo - a voodoo chappy who magically sends Banjo back in time to rescue the bird and bring da ruckus Gruntilda's way.

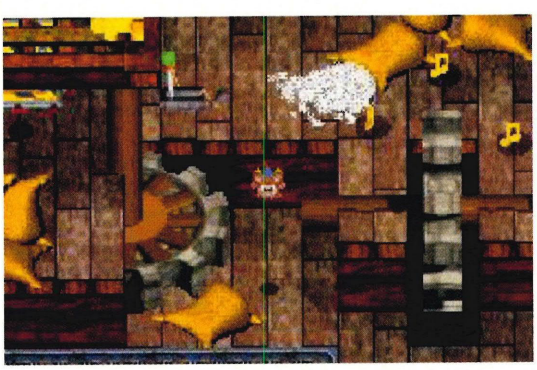
So from here, with the player well and truly in control of proceedings, there's a deluge of weirdly named things to get to grips with. Of course the idea is to gently ease the gamer into the gist and it does work, but there are quite a few explanations to absorb. Jiggies, for instance, are jigsaw piece-shaped objects which will open new sections of the world, musical notes must be snaffled to trade for new move information and all the while Bozzeye the mole pops up out of numerous holes adding play tips. It's not massively complicated, just a little bit overwhelming at times.

Top Tip

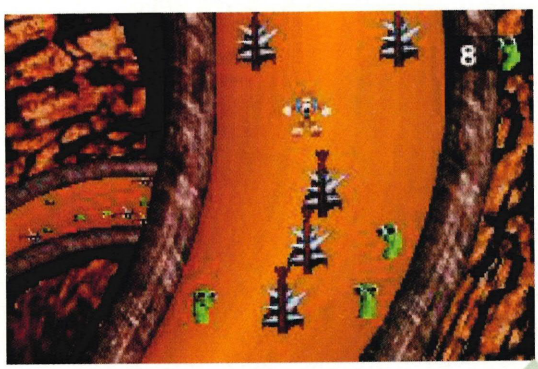
Collect as many musical notes as possible and resist the temptation to charge on ahead; they'll come in handy later.

While your overriding mission is to get your feathery mate back home, there are countless other side quests to complete. These start by simply freeing some sheep from the clutches of a bouncing plant, then move onto collecting a farmer's lost chickens. Competing these minor trials will reward Banjo in various ways and are often well worth it.

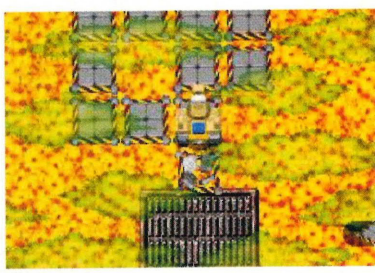
Adding to the gameplay, the controls are absolutely right. Crisp, and with that solid feel that only the best examples offer. The graphics are no slouch either. Detail is blinding, from the grass textures to the blasting of a waterfall.



Detail throughout all of the levels is never less than meticulous. There's always something going on to look at.



We're now desperately awaiting Rare's next lot of GBA games - *Sabre Wulf* will follow soon and we can't wait.



What the hell's going on here? Answers on a postcard to the usual address ...

Speaking of water, Banjo's abilities will allow him not only to swim across water but also, when the pools are deep enough, dive beneath too. You'll have to keep an eye on his air supply, but mastering underwater actions is essential as often vital objects are hidden below the surface.

This is a cracking addition to the GBA's library - and one that in certain areas even surpasses some of the games we mentioned at the beginning of this review. It's massive, colourful, beautifully weighted and even occasionally funny. Go buy now. You won't regret it.

JES BICKHAM

"This is massive, colourful, beautifully-weighted and occasionally funny. Go buy."

Rare's games always look they have had lots of love invested in them and *Grunty's Revenge* is no exception.

LOOK 'N' FEEL
Amongst some of the best-looking games ever seen on the GBA.

LIFESPAN
It's a good-sized adventure that'll keep average players busy for yonks.

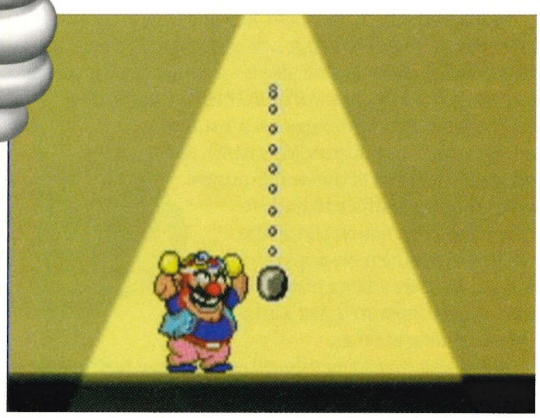
GAMEPLAY
Collecting, hitting and jumping - but done with serious skill.

DIFFICULTY
Not the hardest game, but detailed enough for continued interest.

ADVANCE OPINION
A very tidy game with way above average merits, not least the looks, playability and the glorious feel of the central character.

91%

Here, our anti-hero relaxes while enjoying a spot of nose-pickery. A not-uncommon pursuit in the Advance office and something long overdue in videogames.



Although the visuals are never more than simple, they get the idea of the games across in a suitably basic way. You're never confused by the screen.

WARIO WARE, INC. MICROGAME MANIA

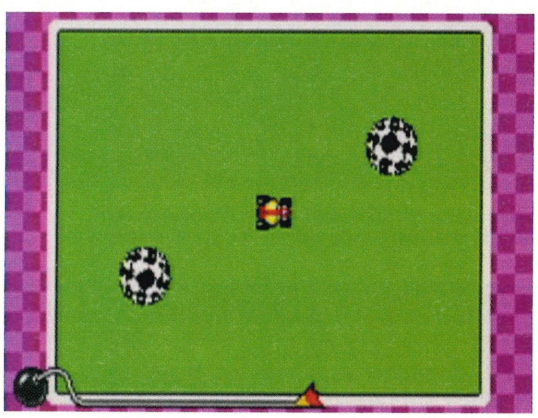
GAMEINFO

- **PUBLISHER** Nintendo
- **PHONE** 0207 471 6680
- **WEB** www.nintendo-europe.com
- **PRICE** £30
- **SAVE** On-cart save
- **LINK-UP** No
- **OUT** Now

Wario's always had it hard. As Mario's secondary nemesis, he's never enjoyed true supervillain status. Bowser is infinitely more threatening and vicious, so Wario's settled instead for filling a more slapstick role as a bumbling nuisance, rather than proper arch-enemy. Bless his fat red nose and ever-growing corpulence.

But for all his drawbacks, Wario has positively thrived on the humble Game Boy. His series of excellent *Wario World* games provided a marvellously twisted counterpoint to Mario's wholesomeness, with our anti-hero's gimmick - he can't die! - lending itself to some superlative gameplay. But it's Wario's latest venture that proves to be his zenith, this bizarre collection of minigames, in its own way, proves to be almost as essential a GBA classic as *Advance Wars 2*. Almost.

The plot, of course, is ridiculous and instantly disposable, with Wario trying to rake in the moolah from this videogame



The beauty of ***Wario Ware*** is in the sheer variety of mini-games on offer - far more than any other GBA titles.

WARE THE WILD THINGS ARE

You'll never have played anything quite as odd as *Wario Ware* (well, maybe you have. But we very much doubt it). Here we feature a small smattering of some of the odd activities you can expect to be indulging in as you play the weird 'n wacky *Wario Ware*...

★ **Dog!**
See the dog? Isn't he beautiful? Just like Lassie. Aw, bless. But anyway, you've got five seconds to shake his paw. Reckon you can do it? Hmm? Eh? Eh? Etc. Go on, shake!

★ **Splat!**
A constantly-bouncing Wario must here try to home in on his prey, a humble Goomba unwittingly mere seconds away from an undignified squashing. Shocking.

★ **Cat!**
Yes, you guessed it, you've got to shield this plucky pussy from the harmful water that falls, miraculously, from the sky. Like you do. It must be raining more dogs than cats.

★ **Samus!**
Lovely. In a little nod to one of their best-loved franchises, Ninty throw in some *Metroid* action, asking you to blast Mother Brain to bloodied jelly-blobs. Mmm.

business by making his own unit-shifters. It's the flimsiest possible explanation for something that doesn't really need explaining (although it provides a hilariously odd backdrop) - a collection of over 200 gibbon-hootingly mad minigames.

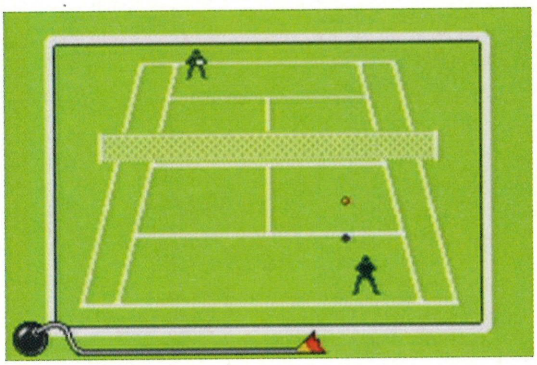
But this is no ordinary compendium of phosphor-dot fun. Hurled at you in rapid succession, *Wario Ware* asks that you complete each challenge in a humble five seconds, prompted by a single-word exhortation - 'Flee!', 'Catch!' or 'Dodge!', for example. As such, while completing each challenge is in itself the point, half of the fun comes from trying to understand, in the few seconds that you've got, what you have to do... and then doing it.

And these activities are probably not what you're expecting. Jumping to avoid a shark on wheels, for instance; guiding a finger into a moist nostril, there's another. Or how about threading a needle, dodging traffic, or simply jumping hurdles... a fascinating, synapse-frying mixture of the ordinary and the surreal that come and go before you've really had a chance to fully understand them or come to terms with their madness.

Top Tip
To open up the Dr. Mario minigame, get at least 15 mails against Blue Jimmy. (It makes sense in the game).

And there's simply so many of these challenges and minigames that it'll take you a while to see them all. The main game itself can be completed in an hour or two, but you'll need to play through it again and again to see everything that the game has to offer; and while there's some obvious repetition of activities given the sheer amount of things here, it doesn't get tiring for a while. The 15 unlockable minigames also add impetus to further play, and

★ **Wario's office. From where he makes these wildly infectious games. Wonder if Nintendo's look like this.**



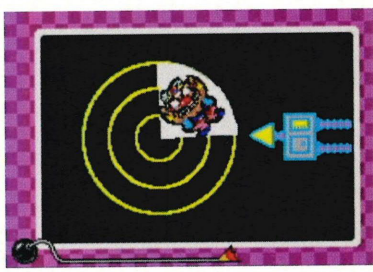
★ **Tennis! Virtually. Just one of the crudely represented, but hugely fun games in *Wario Ware*.**

the fact that games you've played become selectable on the 'Grid' option (meaning you can play them without having to go through the main game) is a nice touch.

In fact, *Wario Ware* has nice touches all the way through it. There's a few multi-player games that require players to huddle around the GBA together, *Micro Machines*-style, which promotes giggle-factor no end; and the huge amount of games that are simplified nods to other Nintendo titles is grinworthy (you'll see *Metroid*, *F-Zero* and much more...) In fact, our only grumble is that, despite the invention and sheer fun on offer here, the game simply doesn't offer the lifespan that, say, *Advance Wars 2* does. But it's brilliant nonetheless. Get it!

JES BICKHAM

★ **There's a cup. What to do? We dunno, but the fuse is burning fast, so better make your mind up...**



★ **Nope. We've got absolutely no idea which game this is. Sorry about that.**

> "Jumping to avoid a shark on wheels, or guiding a finger into a moist nostril..."

LOOK 'N' FEEL
Simple and colourful but wildly diverse - a real mix of styles.

GAMEPLAY
Its simplicity is its genius, with variety coming from the minigames.

LIFESPAN
Over 200 minigames - although once you've got 'em all, the game pales.

DIFFICULTY
Gets rock-hard later on. Almost too much to take in.

ADVANCE OPINION
Brilliant, over-the-top, wildly inventive fun. Simply an essential purchase if you've got a GBA.

90%

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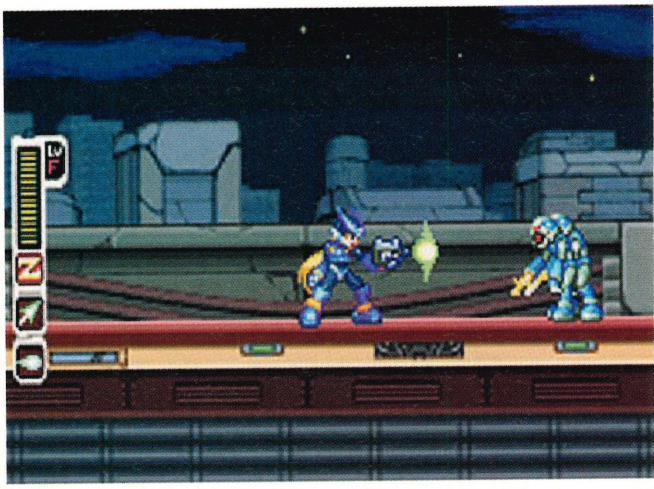
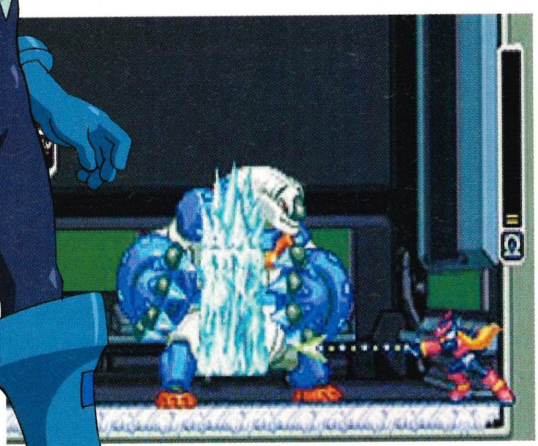


Our hero and one of his lovely laser guns. As you can see, the visuals haven't come on much from Zero 1.



Bosses provide serious opposition to our 2D hero.

It's a toughie, this game. Younger gamers should stay away.

MEGA MAN ZERO 2

GAMEINFO

- **PUBLISHER** Capcom
- **PHONE** 0208 846 2550
- **WEB** www.capcom-europe.com
- **PRICE** £30
- **SAVE** To cart
- **LINK-UP** Yes
- **OUT** 17th October

Okay, we're in a world where reploids (a fancy word for robots) are being unfairly attacked by an organisation called Neo Arcadia. Humph! Sound like your bag? Nor us, but stick with us and see how you get on.

The jury's out on *MegaMan*. The games have never scored through the roof in Advance, often down to ill-defined grasp of genre or just plain forehead dampening difficulty. For many they are just a bit too... well, you know, (whisper it) *Japanese*. Anyhoo, cutting to the (plot-based) chase, Zero (that would be you) has fallen into a trap laid by Neo Arcadia's boss and the intention is for you to stir up grief between the reploids and humans. Needless to say, you ain't going out like that.

Top Tip

Make good use of the available Cyber-elves. They're much easier to use than in previous versions.

What this amounts to is an overly complicated side-scrolling platformy-shooter. And true to the form we've come to expect from *MegaMan*, it's solid. Tough, relentless and evil. Lines of gun-toting foes need taking apart with your variable attack postures. Plus, the agonisingly unruly terrain you are tasked with negotiating is as dangerous as the nasties constantly in pursuit.

A lot of the skill lies in timing. Jump, shoot, pause, jump, shoot... repeat to fade. Visually it's pleasing enough, hardly redefining what you've come to expect from your dinky platform, but certainly not disappointing either. Zero can obtain all sorts of new abilities, dependent to a certain degree on your style of play, you can steal boss skills for use later and certain characters can be collected and employed to fight the good fight alongside you.

There's also a link battle mode stuffed in there. Yet still the *MegaMan* vibe fails to totally captivate. It rather smacks of niche entertainment and consequently proves difficult to get terribly excited about. Sorry, *MegaMan* fans.

STEVE PIERCE

LOOK 'N' FEEL
Tidy but kind of predictable - nothing to shout about here.

LIFESPAN
Long and involving, the link-up extends things even further.

GAMEPLAY
Numerous power-ups retain interest, but a bit samey after a while.

DIFFICULTY
It's very, very hard. Hardcore gamers only please. And then only brave ones.

ADVANCE OPINION
We've seen this stuff countless times. Yes, there are new additions, but it just feels like you've had this adventure before.

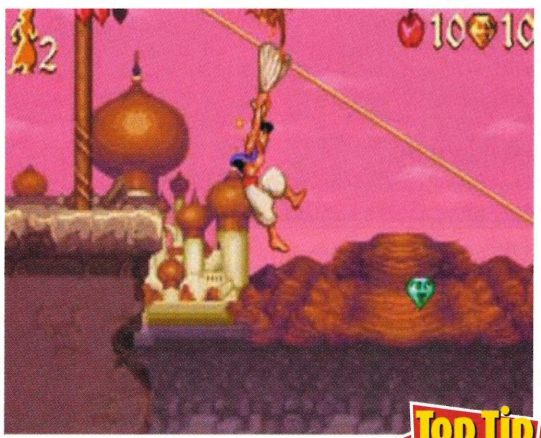
68%

He leaps! He throws apples! He wears really stupid trousers! All this and more can be yours...

ALADDIN

GAMEINFO

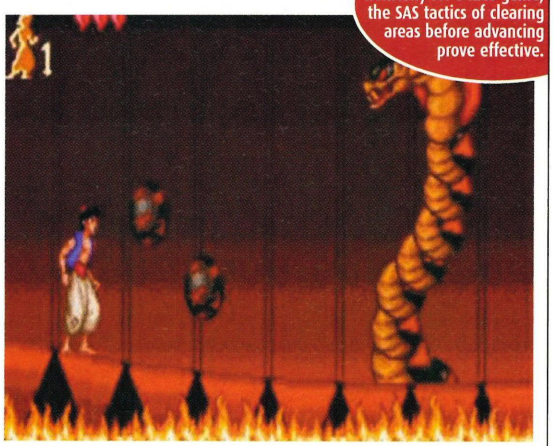
- **PUBLISHER** Capcom
- **PHONE** 0208 846 2550
- **WEB** www.capcom-europe.com
- **PRICE** £30
- **SAVE** To cart
- **LINK-UP** No
- **OUT** 10th October



Sliding down ropes is just one of our lad Aladdin's tricks.

Top Tip

Don't go rushing in. Ironically for a kids game, the SAS tactics of clearing areas before advancing prove effective.



Guess which one's the baddie? Yeah, you're right. What gave it away? Was it the fangs?

"It wouldn't be Aladdin without both a rubbable lamp (and princess)..."

Even the most brow-beaten, sweaty-pitted, perma-irritated cynic can't really hate Aladdin. He's just so... well he's just so blooming nice. And you've got to say 'blooming' really haven't you? You couldn't like... swear, not around Aladdin. Well the good news for Bible-bashing fans of family entertainment is Mr Lovely's on your GBA. Doncha just wanna cuddle him?

Still, as smashingly sweet as he is, this is still just a platform game, albeit a nicely smart 'n' tarty one. Some call it 'classic', others call it 'flat', either way it's 2D stuff; side-scrolling, jumping, throwing, climbing... you know the drill.

You are obviously Aladdin, and, we should point out, his fur-based mammalian sidekick Abu. Evil rent-a-baddy Jafar is on the scene to make things awkward and his irrepressible desire for a magic lamp results in our heroic pair being tricked into retrieving it. Suffice to say, Aladdin wins out releasing the all-powerful blue genie from the rubbable-trinket, yet his real problems have yet to surface. Oh and it wouldn't be Aladdin without an eminently rubbable princess in there somewhere too, but we'll leave that for you to discover yourselves dear readers.

There are magic carpets to ride and some rather interesting environments to explore (interesting in a kind of young way you understand) including Jafar's castle, the interior of the Genie's lamp and an ancient pyramid.

There is also a bonus stage added to each level which extends the rather easy fun somewhat. It's a pretty enough effort, but hardly the rough and tumble madness bad-ass GBA hardcorers demand.

It's unsurprising, formulaic stuff, which passes the time, but may leave you feeling a little undernourished. As such it betrays its roots as very old-school console fodder. It was good way back in the day, and remains just about good now - but it's no longer in the super league of games. It has a long way to go to approach that which Nintendo are producing. Maybe Aladdin's just a little *too* nice.

MATT PIERCE

LOOK 'N' FEEL
Older than the most ancient medieval school, but colourful and polished.

LIFESPAN
Too easy for anyone with hands until the very late stages.

GAMEPLAY
Samey, seen it, done it, seen it. And, indeed, done it. A bit *nice*.

DIFFICULTY
Not too difficult until you near the end. Then it'll be too tough for some.

ADVANCE OPINION
As we've said, it's difficult to hate, but equally difficult to recommend with complete seriousness. A young frivolity.

63%

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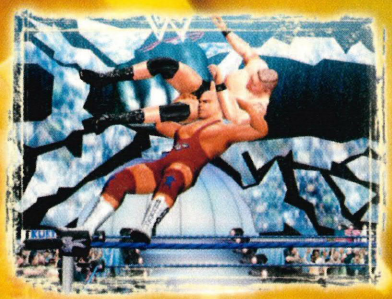
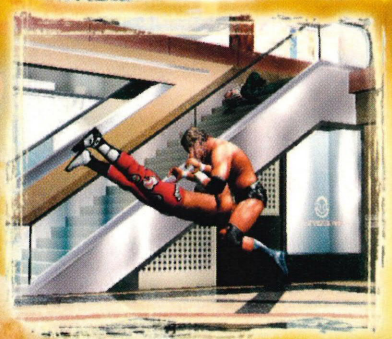
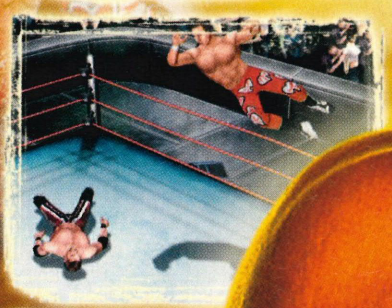
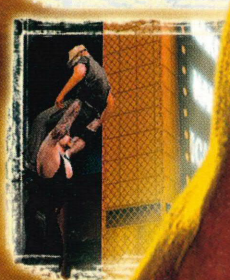
BECOME A LEGEND









"…the wrestling game to die for…"
Nintendo Official Magazine
May 2003

"…yet another smash-hit WWE title…"
C&VG – June 2003

WRESTLEMANIA XIX

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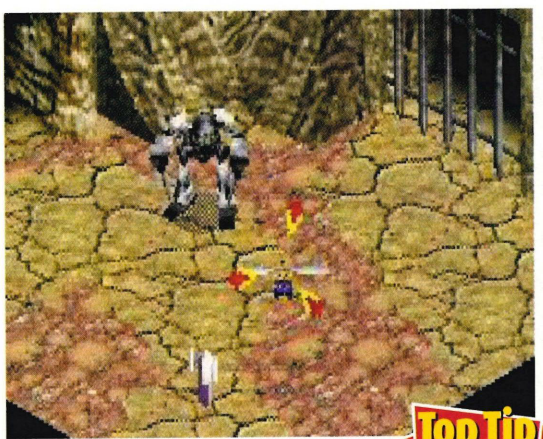
★ Surely the easist way to fight LEGO beasts would be to pull their arms and legs off?

LEGO BIONICLE

GAMEINFO

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



★ Another annoying flying beastie mocks your LEGO frame.

Top Tip

Practice shooting and jumping and get to grips with the perspective. It takes practice, but is sadly essential.

★ LEGO Bionicle fans might get more than us out of this licensed-game, but we feel there's far better examples around.

"There's a pernickety control system and a difficulty in judging perspective."

In a time before time, six mighty guardians will fight to set us free from one immortal enemy." Even for a youth-slanted game based around a LEGO off-shoot, this is a remarkably simplistic premise. Yet such is the extent of the back story - and you're immediately chucked into choosing one of the six mighty guardians. These manifest themselves as Transformer-looking robo-men with names that are easily as interesting as their looks. Pohatu, Onua, Kopaka...

Either way, whichever one you choose determines which level you are transported off to. And these levels are viewed from an isometric perspective (big surprise, huh?) and alternate at various points between smooth scrolling and flicking screens.

Visually, there is little in *LEGO Bionicle* to impress: walls and cliff faces seem a little chunky, and the irritatingly resilient enemies are rather indistinct - as if they haven't been well-defined by their creators. Some of them, for instance, look a bit like scorpions and take all manner of hits from the mighty guardian's blobby lasers, while others just twist and flit about above you, proving difficult to hit.

These problems are not assisted by a pernickety control mechanism - and coupled with a difficulty in judging perspective (at least *we* had problems), it makes for an unusually irritating gaming environment. Your heroes can jump, float, ride on air currents, go underwater - variation is not the problem. There's just little sense of overall purpose, and strutting about trying to rescue little alien beasties just doesn't capture the imagination.

Needless to say that in games of this type, gamers' interest and subsequently the sales of the game will be reliant on the fan-base of the licence.

But even with that in mind, Advance isn't massively taken with this exercise in LEGO-ish 3D action. There are too many other better games of this type out there to bother with *Bionicle*. Try *Banjo Kazooie* instead.

MARK WYNNE

LOOK 'N' FEEL
Rather dated looking graphics which need more detail to impress.

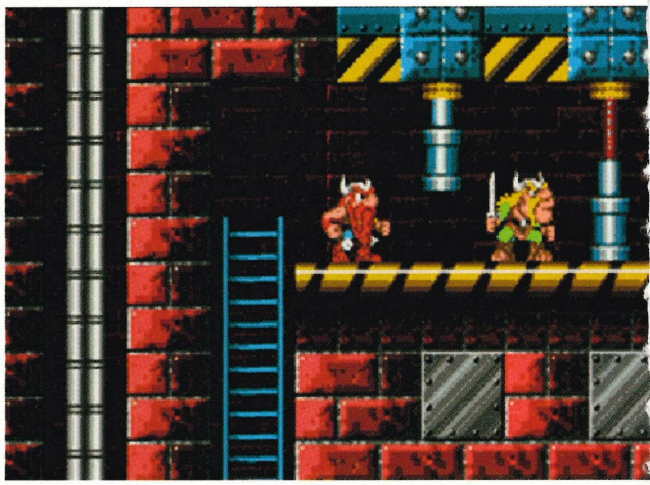
LIFESPAN
The worlds are a good size and have numerous areas to explore.

GAMEPLAY
Platformy, shooty, explorey stuff - you've seen it before.

DIFFICULTY
Killing the enemies requires much bouncing 'n' shooting.

ADVANCE OPINION
Not offensively bad, just rather mundane and uninspired. The lack of fresh material is propped up by the licence.

54%



Stepping underneath the squishy-squashy springs will afford an untimely death for your Vikings.

THE LOST VIKINGS

GAMEINFO

- **PUBLISHER** Vivendi Universal
- **PHONE** 01189 209100
- **WEB** www.vugames.com
- **PRICE** £30
- **SAVE** To cart
- **LINK-UP** No
- **OUT** Now

"Yet another airing for the classic PC, SNES and Megadrive platformer."

Game environments are fantastical rather than realistic. Which is fine by us.

Top Tip

The temptation to go sprinting off with Erik is often high. Try to resist and go in tentatively with Olaf.

This classic platformer is by Blizzard - the makers of today's hits like *Warcraft*, *Diablo* and *Starcraft*. Clever chaps.

Some stories are unlikely, others, totally implausible. Then there's the premise behind this. Three Vikings go hunting and on their return they're kidnapped by a alien called Tomator; however the beam used to snaffle the bearded chaps goes wrong and they end up loose on his ship.

With us so far? It turns out that the Nordic ones, Olaf the Stout, Baleog the Fierce and Erik the Swift are all bestowed with different abilities. Erik's quick, Olaf has a shield to defend both himself and others, while Baleog is nails and packs a sword and bow. Convenient then that all the problems and puzzles contained within the Tomator's spacecraft can be solved by a combination of these abilities.

The Lost Vikings is yet another airing for the classic PC, SNES and Megadrive platformer. Play is viewed as a side-on affair, the screen scrolls as your team march about trying to come to terms with their unimaginable quandary. Get some bombs, they are told early on, and destroy the computers. Needless to say, both bombs and computers are the stuff of a madman's dreams to the Norsemen and it is from this fish-out-of-water syndrome that the game attempts, if not always succeeds, to squeeze much humour.

Players alternate control of the Vikings with a quick flick of either shoulder button. Up to four items can be carried, used and traded per chap, buttons can be shot from distance by the bow, and tips can be garnered from some of the tentacle inhabitants of the craft... but to give any more away would be to spoil it.

This is a pleasantly-weighted puzzler that'll plod along at the pace you set. It rewards experimentation, while the quaint graphics and absurd premise only add to the enjoyment. But hey, don't take our word for it - head on over to Blizzard's website at www.blizzard.com/blizzclassic/ and you'll find a fully playable demo version of *The Lost Vikings* as well as Blizzard's other GBA games (*Rock 'N' Roll Racing* and *Blackthorne*). What will they think of next?

MATT PIERCE

LOOK 'N' FEEL
Flat, but imbued with personality. You can flick through your men quickly.

LIFESPAN
The childish look belies a perplexing puzzler as you advance.

GAMEPLAY
Hardly action-packed, but a refined time waster. Gnawing addictiveness.

DIFFICULTY
Initially a breeze, but as levels become more complex, the hair will come out.

ADVANCE OPINION
It's not going to set the world on fire, but as gentle platform games go this is a quiet winner. Recommended.

78%

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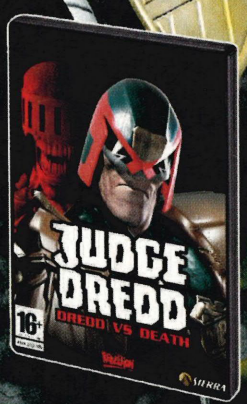

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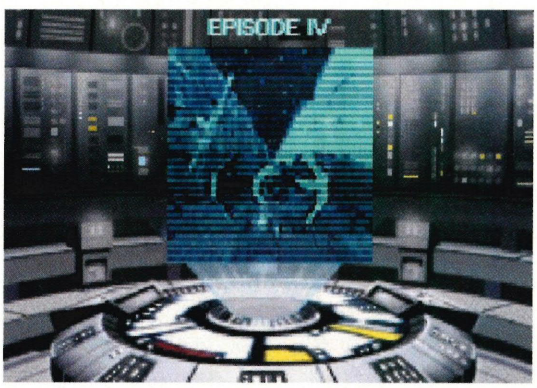
A Star Destroyer. Flying directly at it isn't the best course of action. Always remember to keep moving.

STAR WARS: FLIGHT OF THE FALCON

GAMEINFO

- **PUBLISHER** THQ
- **PHONE** 01483 767656
- **WEB** www.thq.co.uk
- **PRICE** £30
- **SAVE** To cart
- **LINK-UP** No
- **OUT** Now



Missions are divided up into chapters - some of which follow the events of the films.

Top Tip

Lower the blast visor and trust your feelings. Other than that, always keep moving and use your torps wisely.

There are plenty of pre-mission scenes like this which set the atmosphere up perfectly.

"It's virtually heresy to suggest it, but even Han Solo would have trouble."

We at Advance are the kind of people who know that Cloud City's Ugnaughts are originally inhabitants of Gentes in the Anoat system. Suffice to say, we were looking forward to this.

Sad then that we've had all manner of problems trying to justify it being good. Primarily because it's not. Piloting the Millennium Falcon is perhaps the Holy Grail of videogame entertainment. The finest ship from the Holy Trilogy of films, at your command... life surely shouldn't get better? Why then have they made it so hard? Of course, it's easy to actually fly - up, down, left, right, fire and torpedo, no problem there. It's just the sheer volume, the mass of TIE Fighters bearing down on you; the incessant volleys of laser fire spanking the side of your craft.

While it's virtually heresy to suggest it, even Han Solo would have trouble. Graphically it doesn't offend, the star fields, Imperial Fighters and Star Destroyers are all passable. Sound-wise things are also right on the money. Twanging bolts of light, metallic screams, the synthesised prehistoric whine of the passing ships; audio FX familiar the world over are all here spitting from your GBA's speakers.

This much is cool enough to almost warrant the price of admission alone. Yet there are 14 missions and try as we might we could barely manage... well we're not going to tell you, it's too embarrassing. We admit only that we couldn't get very far, but kept blowing up. That didn't even happen to that turncoat Lando.

Perhaps we're getting old? Perhaps our gaming prowess is waning? But frankly we don't think so. This is one nails game, so if you're a 'Wars' fan and like us, find the prospect too good to pass up, remember: do, or do not - there is no 'try'. We're off to have another bash...

STEVE PIERCE

LOOK 'N' FEEL
Not amazing, but does the job. You'll know it's Star Wars.

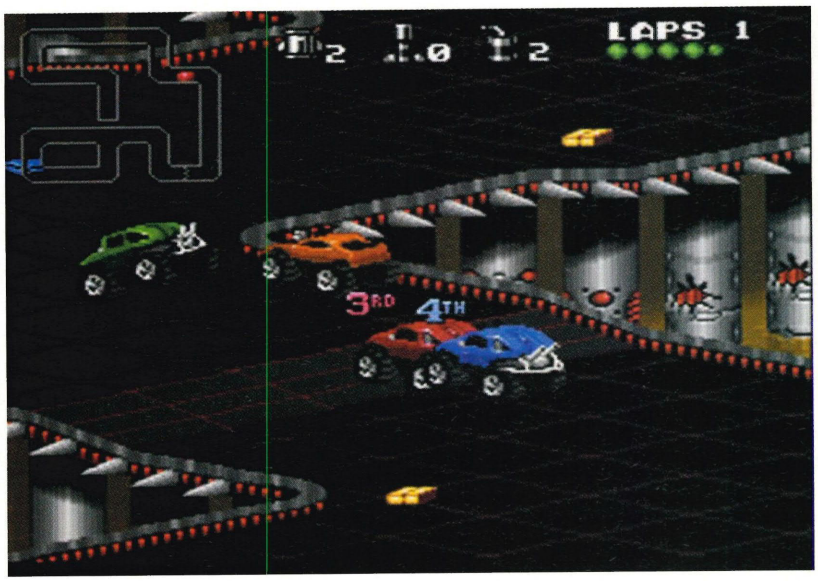
GAMEPLAY
Simple shoot-'em-up stuff with an 'only-just-3D' bent.

LIFESPAN
Not sure - we're still struggling. A long time we guess.

DIFFICULTY
As we believe we've stated, somewhat tricky. The Dark Side, in fact.

ADVANCE-OPINION
Is difficult good? Not when it's this hard. Some will appreciate the challenge, most will tire quickly. Only for real fan boys.

60%



The tracks may look very basic, but they're clear and effective at what they do, leaving the cars to take the glory.

ROCK 'N' ROLL RACING

GAMEINFO

- **PUBLISHER** Vivendi Universal
- **PHONE** 0118 920 9100
- **WEB** www.vugames.com
- **PRICE** £35
- **SAVE** To cart
- **LINK-UP** No
- **OUT** Now

Jumps ensure that the courses are kept interesting throughout.

Top Tip

Learn the courses and take corners tight, letting you skid out and around the bend - conserving speed and time.

Keep one eye on the mini-map that will tell you when tricky hairpin corners are approaching.

"This is simple to control bishy-bashy racing which demands you get away from the pack."

I thought Solid Snake was the only gaming snake? Yeah, us too, until we encountered Snake Sanders - just one of the futuristic racing combatants in this jovial title. He, alongside other such tomorrow-heads as Cyberhawk, the Wookiee-ish Ivanzypher, Viper Mackay and our favourite. Tarquinn, are just some of a varied bunch of cartoon-style drivers you're free to choose from at the game's outset.

But on to the action, and it's actually surprisingly entertaining. *Rock 'N' Roll Racing* is simple to control bishy-bashy racing which demands that you get away from the pack or risk being bumped into the track sides constantly, boxed-in religiously and pummelled by weapons until your eyes fall out in anger.

But of course, you can fight back. For a juvenile racer there is much you can do to customise your vehicle and this includes adding ramming equipment and guns of varying effectiveness.

Early on you'll be able to pick up mines and armour - you can jump too. Strangely though, we found it more effective, if not entirely preferable, to ignore the power-ups and just concentrate on the racing.

Money, which is gained by either wining races or simply by picking it up off the track, is required to upscale your ride and indeed to buy add-ons. But while this is clearly intended to be a vital part of the game, simply relying on good racing seemed to be sufficient to get through a considerable swathe of the earlier stages.

This lack of balance proves to be an otherwise pleasing game's downfall. Why bother with all the accoutrements when simply taking corners accurately works well enough? Why indeed... but still, on the upside, it does get more difficult and the handling is a pure pleasure. The *Micro Machines* formula has always worked well, and this is essentially that game but for the name. Even though some may find it too easy, overall it remains well worth a run out.

JIM ROSSIGNOL

LOOK 'N' FEEL
Easy to pick up handling affords immediate entertainment.

GAMEPLAY
Micro Machine-style isometric racing that's bold, clear and fun.

LIFESPAN
Playing through many of the same tracks gets a little wearing.

DIFFICULTY
Even rank amateurs will sail through the earlier levels, but it gets harsher.

ADVANCE OPINION
The customisable elemets and choice of cars may just about balance out the ease for some. Smashing handling.

72%

Mmmm. Monster Trucks. Homer Simpson would have a field day playing this. Sadly, we're not him.

MONSTER TRUCK MADNESS

GAMEINFO

- **PUBLISHER** THQ
- **PHONE** 01483 767656
- **WEB** www.thq.co.uk
- **PRICE** £30
- **SAVE** Password
- **LINK-UP** No
- **OUT** Now

"Seen it, done it, bought the T-shirt, got bored of the T-shirt, thrown it away."

Ridiculously large trucks belting around, crashing over abandoned cars and battering each others flanks, while the disproportionate tyres keep on whirring as the suspension bounces like James Bond's waterbed. Feeling hot? The problem with this is it sits in neither driving camp. By which we mean it is not sufficiently detailed or depthy to stand as a simulation, nor is it downright daffy enough to qualify as a comedy racer. We're in a sort of middle ground. And the in-between nature is reflected in its stats. Ten monster trucks, 30 tracks, real-time vehicle damage - only okay. It's just average; middlin'; you've seen it before - as have we.

It's got three game modes: instant play, race (which is the better 'unlock tracks and cars'-style game) and the ever present time trial (does anyone ever play time trials?)

Top Tip
Get up front as early as possible. Sounds obvious, but the other drivers will hoover up the power-ups if you don't.

The powerups try to twist this racer away from the plausible and into the (dare we say it?) fun. And the usual suspects are present and correct, including bombs, nitro, glue and shrink rays.

It's just that they are exactly that, the usual suspects. Seen it, done it, bought the T-shirt, got bored of the T-shirt, thrown the T-shirt away. This is not to suggest that the game is unplayable dross. It's not. It's fine. Fine in a playful-chug-around-a-bouncy-course kind of way. Fine in a graphics way (although they jerk just a tad too much for our liking.) And fine in a handling way (although again, just a little too sluggish for our liking).

But surely in this day and age we should be in receipt of at least one original idea per game? If you disagree, and the thought of trucks with big wheels does it for you, go get it.

STEVE PIERCE

Race irresponsibly around cultural landmarks. Here, the Egyptian landscape gets ground up under your tyres.

Sometimes, only the open road will do. Handling is different depending on the surface you're racing on.

LOOK 'N' FEEL
Ballsy and big 3D racing - a bit jerky on occasion, but generally solid.

GAMEPLAY
Repetitive, but if oversized racing's your bag it may prove distracting.

LIFESPAN
Not a massive amount to unlock amd far from a massive trial.

DIFFICULTY
Not too hard after you get used to the feel of the trucks.

ADVANCE-OPINION
A half-decent racer, for sure, but the other half is just bereft of virtually any new ideas. As such, it's a bit lazy.

54%

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BATTLE BOTS: BEYOND THE BATTLEBOX

GAMEINFO

- **PUBLISHER** Vivendi Universal
- **PHONE** 01189 209100
- **WEB** www.vugames.com
- **PRICE** £30
- **SAVE** To cart
- **LINK-UP** Yes
- **OUT** Now

Three, two, one... activate! It's like Robot Wars without the house robots or annoying presenter.

Fancy making like the weedy, bespectacled, stay-at-homes who spend their time making fighting robots to appear on TV shows? Hmmm... Here you can do just that by manipulating constituent robo-parts to manufacture the tin gladiator of your dreams. Then you can pit it against the game's selection of remote-controlled menaces. Or, and this is likely the game's best selling point, challenge your mates (who doubtless all have their own copy of the game?) to a clattering metallic showdown.

Top Tip
Trial and error is the way. Find which type of mobility suits your play style best and build from there.

The quality of your Bot is dependent on your skill and judgement in combining the various components on offer. These are split into six categories and comprise a chassis, tyres, a power source, an engine, armour and of course weaponry. Some chassis will work with some weapons and so on. Many decisions need to be taken before your clunky mess of meat-slice, toy car and trouser press even takes to the arena. This game requires commitment (and mates with commitment) to get the most out of it. Simply jumping in with something that looks like the grass-collector off an old lawnmower will get you flipped over and battered to bits in seconds.

"Build a clunky mess of meat slice, toy car and trouser press."

ADVANCE-OPINION
Relatively complicated fare for fans of televisual droid fighting. It's best in link-up too, so keep that in mind.

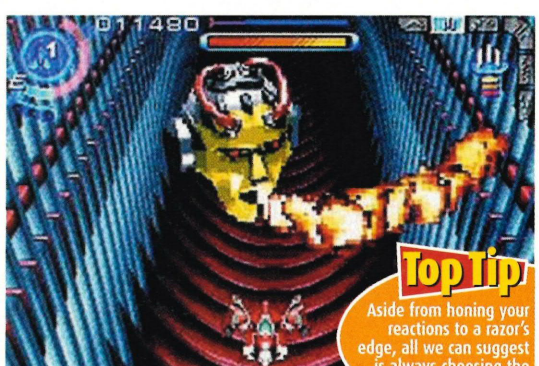
60%

IRIDION II

GAMEINFO

- **PUBLISHER** Vivendi Universal
- **PHONE** 01189 209100
- **WEB** www.vugames.com
- **PRICE** £30
- **SAVE** Password
- **LINK-UP** No
- **OUT** Now

Very pretty vertically scrolling blasting action, but hard as nails. We love this genre, but can't love *Iridion II*.



Big bosses prove a nasty headache for your lovely little fighter.

Kicking off with a brief *Metal Gear Solid*-style VR training mode, this thumb-burning space-shooter wastes no time getting stuck straight into some OAP action. You're controlling a ship, it flies vertically up the screen, you shoot stuff, you move out the way of bombs, you shoot more stuff. A lot.

You've seen this kind of thing countless times. Yet there is an inherent pick-up-and-play ease to proceedings.

Easy is what it ain't. Sure you can unleash a super-beam and there are multitudinous power-ups to be grasped that will quickly turn your little Fighter into a galactic gardener sprinkler spitting blobs of lethal laser. Yet those Iridion forces just keep on coming and those who find the dinky D-pad a nightmare may dissolve into a mire of niggly irritation. There's plenty to unlock, but many may find the simplistic play, pensionable graphics and ungodly difficulty more than enough reason to stay away.

Top Tip
Aside from honing your reactions to a razor's edge, all we can suggest is always choosing the correct weapons.

"You shoot stuff. You avoid bombs. You shoot more stuff."

ADVANCE-OPINION
We hate to knock this kind of package, but good sense prevails. Neat, clean and full-on, but its difficulty fuels anger.

48%

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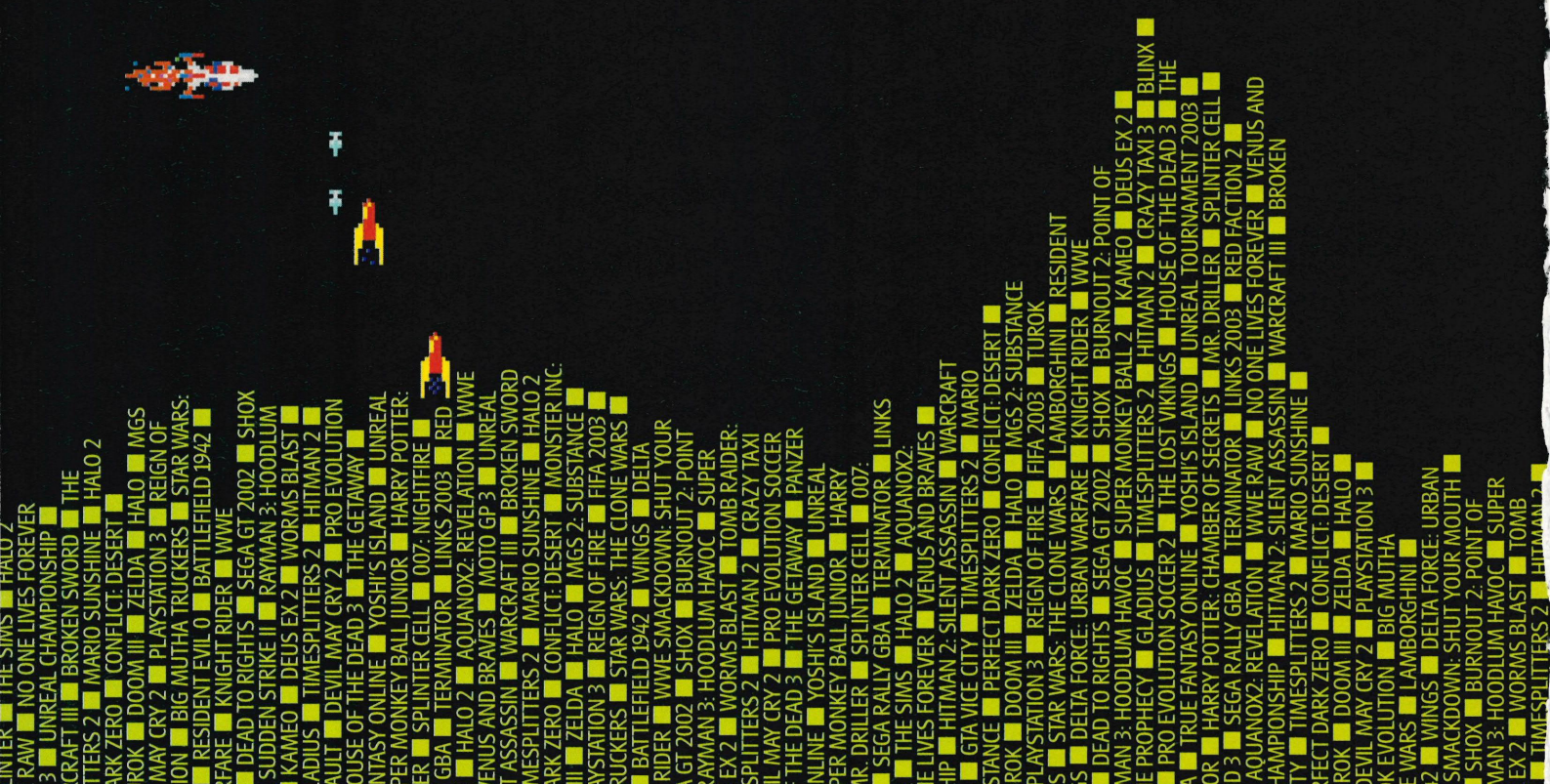

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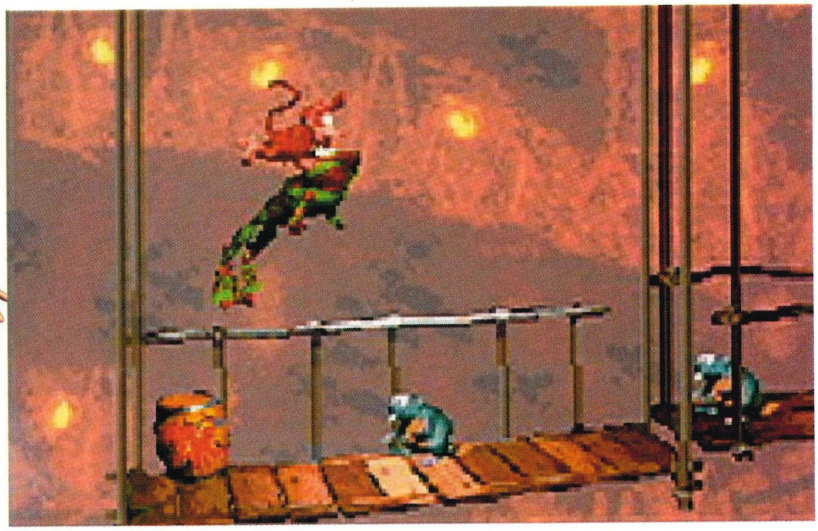
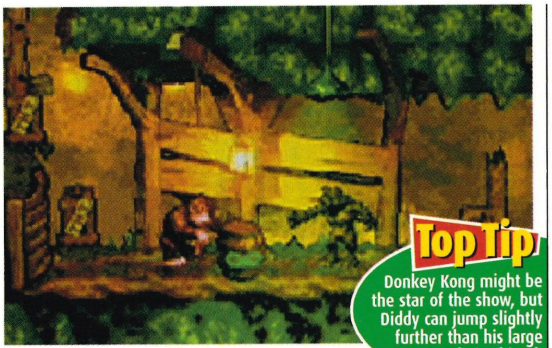


DONKEY KONG COUNTRY

GAMEINFO

- **PUBLISHER** Nintendo
- **PHONE** 0207 471 6680
- **WEB** www.nintendo-europe.com
- **PRICE** £30
- **SAVE** To cart
- **LINK-UP** Yes
- **OUT** Now

"A Rare treat, or simply a pile of old monkey business?"



Top Tip
Donkey Kong might be the star of the show, but Diddy can jump slightly further than his large hairy friend.

The stylish visuals have translated particularly well to GBA.

Use the barrels to fire Messrs Kong and Co. up and around.

We've seen this game before. Originally a cash-hoovering megahit for developers Rare on the SNES, *Donkey Kong Country* was also chopped, pruned and squeezed onto the Game Boy Color a few years back. So why exactly do you need a GBA version of the game, especially since it's almost identical to its portable predecessor?

The answer is dishearteningly obvious; you don't, if you've ever played *Donkey Kong Country* before. You'll know exactly what to expect, it simply looks prettier (although not, disappointingly, as pretty as on the SNES) and offers a few perfunctory extras to persuade you to part with your hard-earned monies. Namely, these include two link-up enabled minigames (involving fishing and dancing) and a host of little tweaks - the ability to save anywhere, hidden camera icons that open up artwork, and so on. Pleasant additions all.

However, despite the cynical nature of the exercise, if you *haven't* played *DKC* before, you're in for a treat. It's a visually striking platformer that offers a little tag-team action, as you control both Donkey Kong and his wizened simian sibling/friend Diddy. While the game simply remixes every platforming staple in the book, it does so with such style and precision that the utter lack of originality (collecting bananas, jumping on enemies) ceases to be much of a bother about five minutes in. There are a few modest flashes of invention involved, (the minecarts and animal-riding being three prominent examples) and they help enliven things no end. So if you're a *DKC* newbie, jump right in. Gaming oldsters, however, save your pennies.

JES BICKHAM

LOOK 'N' FEEL
That digitised look may be familiar, but it's still impressive.

LIFESPAN
A meaty single-player adventure with added multi-player shenanigans.

GAMEPLAY
Run, jump, throw things at enemies - all simple stuff, but lovingly delivered.

DIFFICULTY
Starts off fairly, but latter stages can be head-splittingly hard.

ADVANCE OPINION
Knock 30% off if you've played this before - otherwise, this is an excellent title with some nice added extras.

80%

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PIGLET'S BIG GAME

GAMEINFO

- **PUBLISHER** THQ
- **PHONE** 01483 767656
- **WEB** www.thq.co.uk
- **PRICE** £30
- **SAVE** Password
- **LINK-UP** No
- **OUT** Now

Large cakes will tempt our rotund hero. Yet there are more important things in his mind - freeing Pooh with a stick!

We've no idea where Piglet gets his cash, but it looks like he's had Changing Rooms in.

Fancy a romp into the jovial, candyfloss hued baby-world of Winnie The Pooh? Many of us, perhaps not. But this family game does look beautifully produced and slathered with the kind of saccharine varnish so beloved of the young. Put simply, Piglet's mates are all asleep and suffering nightmares. Through a plot contrivance which hardly warrants explaining, Piglet is able to enter the nightmares and endeavour to turn them into nicey-nicey dreams befitting such lovely cuddly storybook characters.

He achieves this by performing some highly simplistic tasks such as finding and using a stick to free Pooh Bear from some toffee. Indeed, all the tasks are rather basic, but really, what would you expect? Sparkly things need hitting to churn out collectable cookies, while combat, is dealt with via copying button combos within a generous time limit. Needless to say no blood is spilt - baddies just vanish in a puff of vapour. Looks-wise it captures the vibe of the whole squeaky talking animal universe perfectly.

"All the tasks, such as using a stick to free Pooh, are rather basic."

ADVANCE-OPINION
Enjoyable pre-teen fare for those who like their platform games as fluffy as candyfloss.
65%

SPY KIDS 3D

GAMEINFO

- **PUBLISHER** THQ
- **PHONE** 01483 767656
- **WEB** www.thq.co.uk
- **PRICE** £30
- **SAVE** Password
- **LINK-UP** No
- **OUT** Now

It's one of the most colourful games we've ever seen - and is all the better for it.

Based on the popular cinematic franchise, this side-scrolling, fighter ties in with the recent 3D outing. Taking a TRON-style angle, the evil Toymaker has constructed the ultimate video game and the Spy Kids have to infiltrate it, rescue some mates and shut it down. This irony for gamers manifests itself in the fact that this ultimate video game appears to be inspired by classic *Mario* platformers.

Large mushroom guys waddle about waiting to be punched or jumped on and the greeny-brown landscapes are just the right side of familiar. Beat the bad guys with a flurry of punches and they'll disintegrate into oversized blocky pixels - a nice visual touch we reckon. The combat isn't half bad either - with a nice mix of punches, kicks and flying moves that are animated well.

There are myriad crates to punch and kick which may cough up healths and the like, while pin-point jumping is not really required since your Spy Kid can hang onto ledges and pull himself up should leaps fall just a tad short.

With its bold visuals and simple control mechanic, it's really fun to play and while the films may be losing their lustre a little, this game looks to be keeping the Spy Kids brand at the quality end of the spectrum. Well worth investigating.

"With its bold visuals and simple controls, it's fun to play."

ADVANCE-OPINION
A 2D-platformer the likes of which we've seen many times before - but very well done.
72%

KIM POSSIBLE

GAMEINFO

- **PUBLISHER** THQ
- **PHONE** 01483 767656
- **WEB** www.thq.co.uk
- **PRICE** £30
- **SAVE** Password
- **LINK-UP** No
- **OUT** Now

Kim runs to tak on a 'goon' in an arcade. Not that nasty types hang around video games. Oh no.

"Is this cel-shading on the GBA? Well, hardly. Not quite."

With a visual style all her own, Kim Possible bounds onto your GBA in a welter of chippy-choppy kung-foolery, a nice hair do and oddly a pair of massive MC Hammer pantaloons.

This episodic scrolling beat-'em-up combines platforming skills with rudimentary puzzling to manufacture what should be quite a samey title, yet it seems strangely fresh. This is no doubt mainly due to the old-school graphical look, which chooses to splash the colour, and also goes for a bold outline to all the characters.

Cell shading on the GBA? We hear you quizzically murmur? Well no, hardly. More like a return to very basic Commodore 64 style stuff, yet it looks good enough to eat.

Kim can kick, jump, clamber and spin about, and she'll need to as she faces down all sorts of ridiculous looking foes. Fairly believable little boys and lanky dudes stand in her way then... um, a werewolf in a skirt?

Yeah, this is one weird little game, and one that looks like providing some much needed oddity to the Game Boy Advance's line-up.

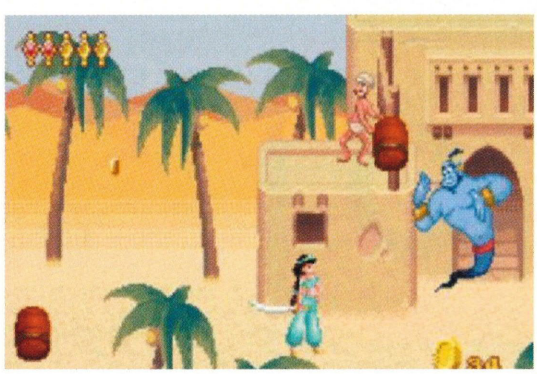
Kim Possible is rapidly becoming one of the most interesting series for younger gamers. We hope this is just the start of a long-running game series.

ADVANCE-OPINION
An innovative graphical style helps this 2D platformer stand out from the pack.
78%

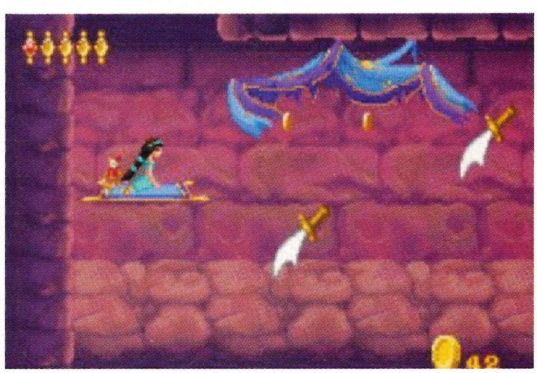
DISNEY PRINCESS

GAMEINFO

- **PUBLISHER** THQ
- **PHONE** 01483 767656
- **WEB** www.thq.co.uk
- **PRICE** £30
- **SAVE** Password
- **LINK-UP** No
- **OUT** Now



Jasmine's section is one of the best - with all the Aladdin-style scenery and comedy that comes with the film.



Jasmine takes a magic carpet ride through one of Disney Princess' levels.

"The rosta of royalty is one of OAP and modern Princesses."

What sounds like a terrible idea at first, soon reveals itself to be a canny one: a game featuring a collection of Disney beauties that have provided the feminine factor in some of the best animated movies ever made.

The rosta of royalty include examples from Disney movies old and new. Therefore, OAP Princesses such as Sleeping Beauty rub shoulders with more modern examples like Ariel from The Little Mermaid, and Jasmine from Aladdin.

The game is divided into six separate stories that each feature characters from specific Princess' adventures. Locations like the enchanted forest from Snow White and the Mermaid's world therefore keep the visuals varied, and a cast of villains including Cinder's Stepmother provide the perils. It won't take the average gamer long to see all that Princess has to offer but it sets its sights on the younger girl gamer who can play out chunks of their fave 'toons.

ADVANCE-OPINION
Great gaming for female fans of Disney movies past and present - not for teenagers.
70%

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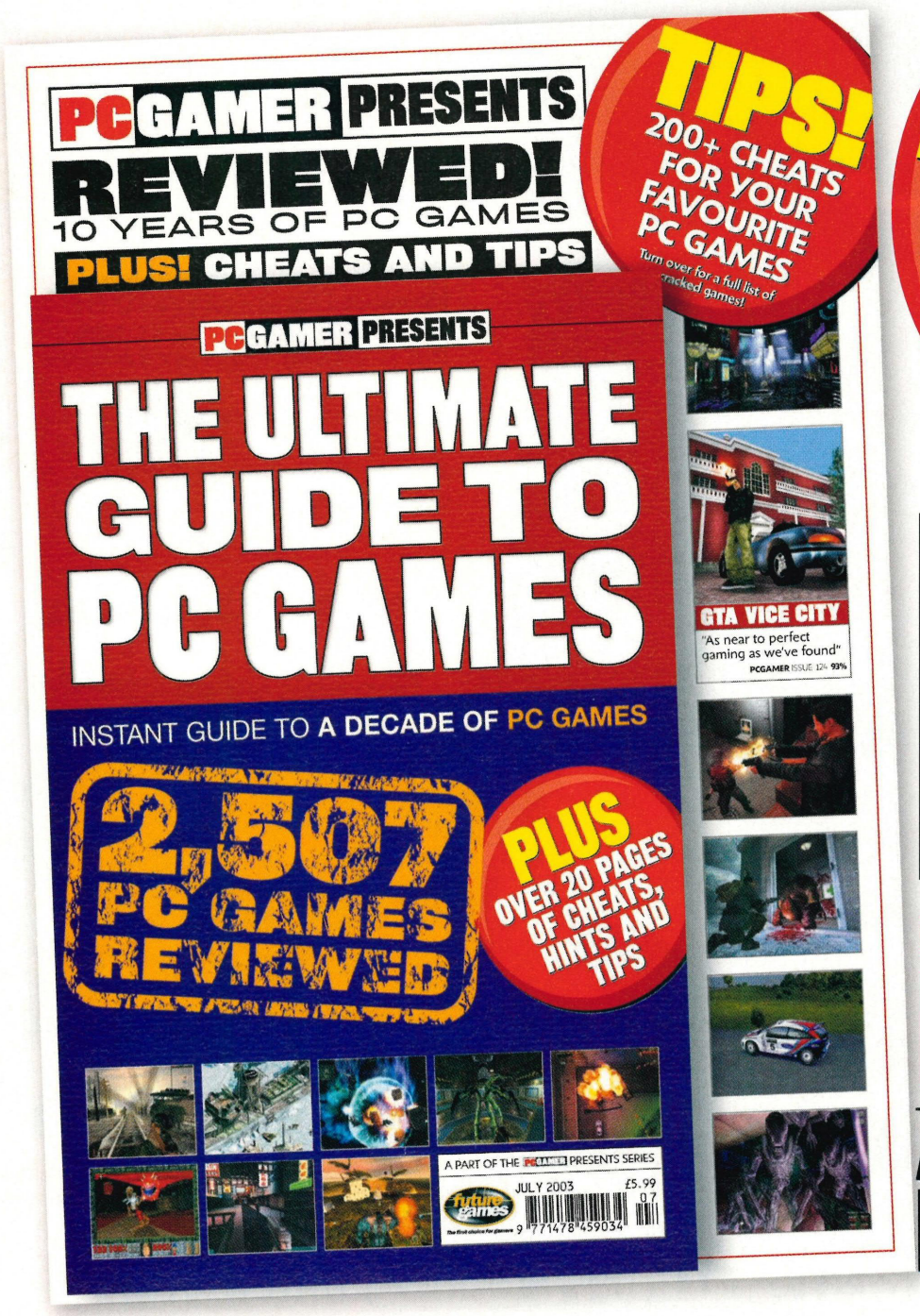

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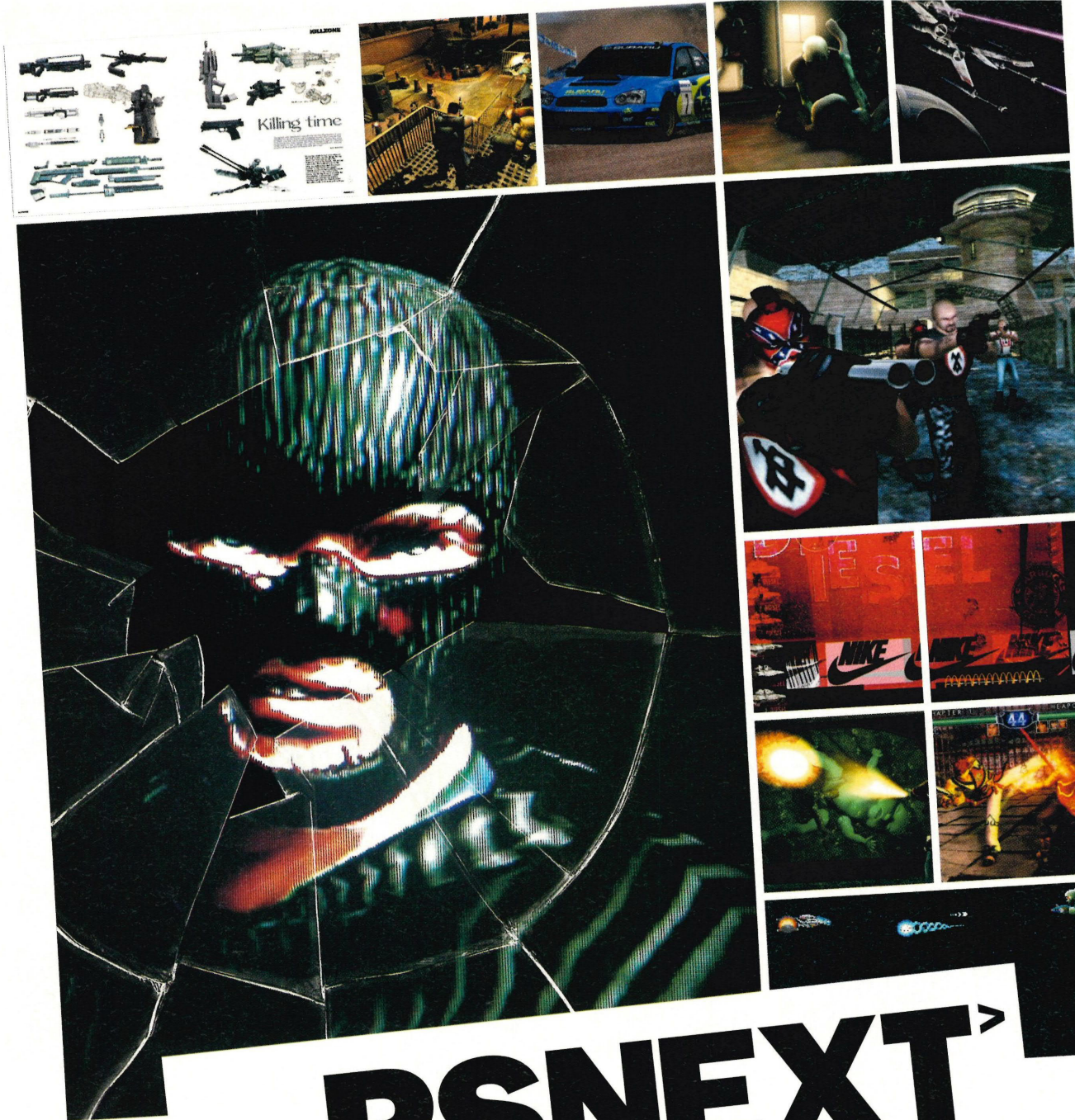

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Reviews

OUT NOW!

The good, the bad, and the ugly. Showdown at your GBA emporium.

ACE LIGHTING
BBC MULTIMEDIA

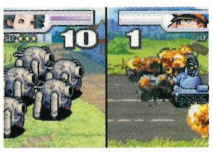
Pretty sub-standard fare taken from the TV show of the same name. It's based around video game characters too, so you'd think that'd give them a head start... Sadly not.

49%

ADVANCE WARS
NINTENDO

Easy pick-up colourful strategizing for the war-monger who is far too busy to ever read a manual. This is one of the finest GBA titles you can buy.

96%



ADVANCE WARS 2
NINTENDO

Bigger, better and more beautiful than its predecessor, *AW2* is the strategy game all GBA gamers have been crying out for. if you don't buy this game, you are clearly mad.

93%

AGGRESSIVE INLINE
ACCLAIM

Passable, rather than inspiring. This roller-skating simulation feels lacklustre when compared with the beauteous and wonderful *Tony Hawk's* series.

69%

ALADDIN
CAPCOM

The GBA version of an ancient console hit, *Aladdin* is neither a terrible 2D platformer, nor the best example of the genre. Young fun for those after a simplistic slash.

63%

ALIENATORS EVOLUTION
ACTIVISION

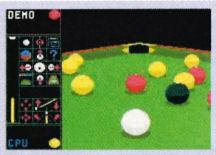
Tied-in with the deeply average *Evolution* sci-fi flick, this climbing, running, key-finding melee is fun at first but soon becomes tiresome.

63%

AN AMERICAN TAIL FIEVAL'S GOLD RUSH
SWING!

Rank controls, a pensionable concept and a mouse in a cowboy hat. Surely all you need to know. No? Alright dammit, it's glitchy too.

34%



ARCHER MCLEAN'S POOL
IGNITION

A surprisingly accurate pool game from the master of the genre. Tricky to get accurate at because of the small screen, but great fun anyway.

80%

ARMY MEN OPERATION GREEN
3DO

Isometric toy-soldiering with heaps of different weapons and vehicles. Targeting can be awkward as your vision is often obscured. Not bad.

69%

ATARI ANNIVERSARY ADVANCE
ATARI

These dusty OAP pastimes stand the test of time well. Simple points-based-fare which proves ideal for dipping in and out of.

81%

ATLANTIS THE LOST EMPIRE
THQ

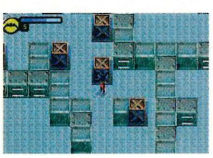
Just another addition to the growing tide of barely distinguishable platform games that threatens to swamp the GBA.

55%

ATV QUAD POWER RACING
ACCLAIM

Dreadful off-road racer with bad power-ups, bad handling, bad graphics and lots of other stuff that's bad, but we've run out of space...

36%



BATMAN VENGEANCE
UBI SOFT

Slicker than The Penguin, sexier than Catwoman, tougher than The Riddler's brainteasers. Enough to keep even the most nimble-fingered superhero happy.

87%

BATTLE BOTS BEYOND THE BATTLEBOX
VIVENDI UNIVERSAL

A poor man's Robot Wars, but defiantly based on that BBC TV show all the same. Requires patience (as well as like-minded mates, ideally).

60%

BLACK BELT CHALLENGE
XICAT INTERACTIVE

This chunky dwarven bust-'em-up will find fans, but mainstream appeal may prove illusive. Shame, it's a tidy enough game.

78%

BLENDER BROTHERS
ATARI

You're a floppy-eared dog, in this saccharine bouncy, climby, nasty-avoiding platformer. A cheeky little gem that has been crafted with the love of a hot mother. Foppish.

80%

BOMBERMAN TOURNAMENT
ACTIVISION

The single-player mode is pretty decent, with some sweet RPG elements to keep things fresh. But the multiplayer mode is where it's at.

82%

BOULDERDASH EX
KEMCO

Back in its day, this gem-bagging, rock-dodging, puzzler was all the rage. Like a strong plot in a movie, a strong gameplay dynamic will always succeed. Top hole!

79%

BOXING FEVER
THQ

Good looking, but overly simplistic bruiser which seems to demand of the player only two rounds of action before one of you is down and eating canvas. Average.

54%

BREATH OF FIRE
UBI SOFT

Showing its years a little, but a solid and magnificently long 40-50 hour adventure none the less. Get stuck in and this will prove a welcome distraction for some time.

79%

BRITNEY'S DANCE BEAT
UBI SOFT

Britney. Dancing. In miniature. Just for you. What more could you want? Yes, we would all like to play with Ms Spears, but this is frustrating.

61%

BROKEN SWORD THE SHADOW OF THE TEMPLARS
BAM!

Old-school 2D adventure fun, which amongst the glut of driving and shooting games makes for timely cerebral refreshment.

91%

BUBBLE BOBBLE OLD AND NEW
EMPIRE

A couple of dinosaurs, a mound of bubbles and a bunch of jumping - the arcade classic has us gripped even now. Two versions, too.

90%

CAESAR'S PALACE
THQ

Gambling without money is a complete waste of time in the real world, so why on earth would anyone want to pay for the privilege on your GBA? Dull and pointless.

15%

CASPER
MICROIDS

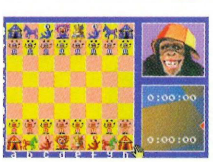
An enjoyable ghostly romp with gameplay that belies its kiddie subject matter. Looks like a platformer, but this unusual puzzler plays like a close-up version of *Lemmings*.

75%

CASTLEVANIA HARMONY OF DISSONANCE
KONAMI

Smart stuff for the gamer with a gothic bent. Lots of atmosphere equals big chills per minute. This vampire-fest is very worth having.

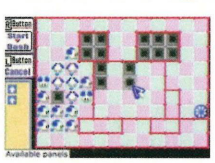
86%



CHESSMASTER
UBI SOFT

Solid dependable chessmanship from a name that has been around for years. Not quite as groovy as *Virtual Kasparov*. It's earnest and oh so serious.

76%



CHUCHU ROCKET
SEGA

Engrossing little puzzler comprising mouse and rocket action. Hours and hours can pass and you'll never look up from the screen. Absolutely, completely absorbing.

90%

COLIN MCRAE 2.0
UBI SOFT

A fine rally title which comes unstuck through some unsightly visual shamble. Only a player with nerves of iron will be able to master this cart. You have been warned.

81%

COLUMNS CROWN
SEGA

Lord alive, it's more *Tetris*-alike. Coloured blobules fall from the sky. Change their order and then watch they don't build up too far. Seen it, done it. Haven't you?

70%

COUNTER TERRORISM SPECIAL FORCES

LSP

What a top piece of palm-gripped actioneering this is. Simple blasting of tooled-up troops. Nice graphics, cool sounds. We really like this.

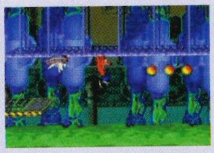
82%

CRASH BANDICOOT 2: N-TRANCED

VIVENDI UNIVERSAL

You seen this sort of thing before, but few do it better. Glossy, polished platforming with sublime variation. Water-skiing rules!

81%



CRASH BANDICOOT XS

VIVENDI UNIVERSAL

Great-looking GBA debut for PS2's fox-faced bounder. You'll beat the main game through in no time, at all but all the crates and the time trials will take you forever.

81%

CREATURES

SWING

This artificial Intelligence simulator makes for repetitive gameplay, but is strangely fascinating all the same. More like a living toy than a conventional game.

80%

CRUIS'N VELOCITY

MIDWAY

The solid scenery beats the flat look of other GBA racers, but this offers a fraction of the fun of *GT Advance* or *Mario Kart*. As a game, this makes ditchwater taste exciting.

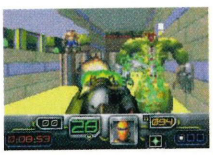
38%

DAREDEVIL

THQ

Movie clip and Marvel art extras can't save this scrolling beat 'em up from the depths of mediocrity. For hardcore fans of the red, horny one only. Yes, all two of you.

54%



DARK ARENA

THQ

By-the-numbers first-person shootin', which benefits from a brightness button. This is sexy stuff for those who've already shot more than their bolt on *Ecks* and *Doom*.

79%

DAVE MIRRA 3 FREESTYLE BMX

ACCLAIM

With 11 huge, good looking levels, a range of big name BMXers and a top soundtrack this was always going to be good. Edgy GBAing.

76%

DEFENDER OF THE CROWN

METRO 3D

Strategem-brained generals will get off on this. The rustle of chain-mail gets chaps hyped for war – a strategy game of distinction.

68%

DEXTER'S LAB

BAM!

A great little platform collect-'em-up with a neat isometric perspective. It's no *Mario Advance*, but a great way to spend an afternoon nonetheless.

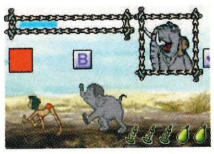
82%

DINOTOPA THE TIMESTONE PIRATES

TDK

This stone-age privateering platformer is an acceptable little title for the younger gamer, but it's light on surprise, thrills and verve.

68%



DISNEY'S THE JUNGLE BOOK 2

UBI SOFT

Family-skewed pleasurement with a distinctly non-violent bent. Rather dull for those of any age much past four, but rather hard, oddly.

50%

DISNEY'S LILO & STITCH

UBI SOFT

The animation is the toppest of top drawers, and while it's cute as a talc-sprinkled baby cuddling a kitten, it also offers a challenge to the most hairy-handed man gamer.

79%

DISNEY'S MAGICAL QUEST

NINTENDO

Pretty wholesome platforming fancy that'll put a short-lived smile on your face. Mickey fans will lap it up, others may feel it's style over content.

64%

DISNEY'S PETER PAN RETURN TO NEVER LAND

UBI SOFT

Only serious fans need apply. The ever-youthful Master Pan's exploits are a mite on the dull side and the combat really creaks along.

62%

DISNEY PRINCESS

THQ

A collection of Princess-themed games from various Disney blockbusters like The Little Mermaid, Aladdin and Cinderella. Great stuff for young girl gamers.

70%

DISNEY SPORTS SKATEBOARDING

KONAMI

Mickey Mouse and mates go all Tony Hawk in a desperate attempt to coolify Disney's output. Loads of modes, not much fun.

58%

DONALD DUCK ADVANCE

UBISOFT

A nice-looking, Duck-jumping, collecting endeavour for younger gamers. No one gets hurt and it's all very lovely. Look for the smart cut-scenes.

69%

DONKEY KONG COUNTRY

NINTENDO

As close to the SNES version as any handheld has come, but it's still *DKC*, without any extras or add-ons. Recommended only to newcomers

80%

DOOM

ACTIVISION

A fantastically faithful version of the daddy of first-person shooters. While single-player is good, terrifying fun, the multiplayer kill-or-be-killed deathmatch is pure brilliance.

93%

DOOM II

ACTIVISION

It's always been a great blast, but now it's pocket-sized. Tough, challenging, and the multiplayer option is the second-best thing you can do with two people.

90%

DOWNFORCE

TITUS

Surprisingly goodish F1-alike racer. There's a modicum of pop-up, but blasting around Vegas, Geneva, or one of the ten other trackettes is thumb-burningly nippy.

75%

DRAGON BALL Z THE LEGACY OF GOKU

ATARI

With more work, this RPG could have been great. Place it next to Nintendo's *Golden Sun* and it simply doesn't compare. A shame.

55%

DRAGON BALL Z LEGACY OF GOKU 2

ATARI

Better than its middling predecessor, but still nowhere near as good as the *Golden Sun* games. For hardcore fans of Dragon Ball Z alone.

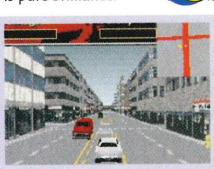
60%

DRIVEN

BAM!

This isometric racer is a great alternative to some of the other racing games out there, it's clear that a great deal of thought and effort has gone into making this.

83%



DRIVER 2

ATARI

The name is legend in the PlayStation world, but on GBA it backs over its own foot. Don't be roped in by the hype. Despite high expectations, this is a disappointment.

48%

DR MUTO

MIDWAY

Mutating doctor action for those who never tire of formulaic platforming. Perfectly playable, just don't expect any surprises. 'Cos you won't find any here.

57%

DROOPY'S OPEN TENNIS

LSP

A remarkably pleasing bat 'n' baller featuring everyone's favourite manically depressed Kg. Funny and silly, but with a sturdy game mechanic propping up proceedings.

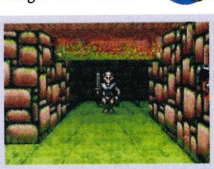
82%

DUKE NUKEM ADVANCE

TAKE 2

This is pretty basic but it's always enjoyable. It just doesn't offer the same quality and depth as other first-person shooters out there.

80%



DUNGEONS AND DRAGONS EYE OF THE BEHOLDER

ATARI

Fails to deliver on the promise of the licence. While the exploring is okay, the combat is terrible and involves lame stickmen. Miss it.

41%

EARTHWORM JIM

THQ

Basically, it's exactly the same as its 16-bit cousins, right down to the absence of saved games. What was once a stylish platformer now looks rather dumb. Avoid.

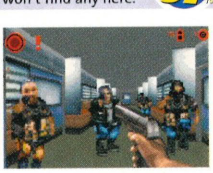
60%

ECKS VS SEVER

BAM!

As a single-player first-person-shooter, this is great stuff, with rock-solid missions. The multiplayer is a little lacking, though, and it never seems as polished as *Doom*.

88%

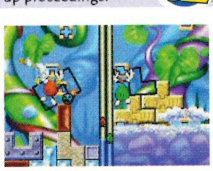


ECKS VS SEVER 2

BAM!

One of the GBA's increasingly rare essential titles. With a superb multiplayer mode, this is far and away the best first-person shooter available for the system.

90%

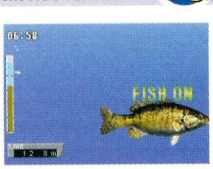


EGGO MANIA

KEMCO

A *Tetris* variant incorporating a rotating egg man. Inspired stuff... huff. If you don't have such a title in your collection it's worth a look – competent but fairly unoriginal.

75%



ESPN BASS TOURNAMENT

KONAMI

Nice looking um... fish and water and it can prove initially quite exciting. This will wane quickly though, leaving you just waiting for a bite.

62%

ESPN FINAL ROUND GOLF 2002

KONAMI

A decent enough golfing sim, but a little too dry to be in the same league as the classic golf games of years gone by. For enthusiasts only.

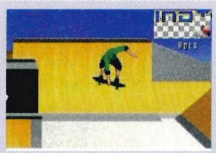
65%

Reviews

ESPN INTERNATIONAL WINTER SPORTS
KONAMI

Numerous sub-zero sporting fancies, only one of which resorts to the trad-button-slapping control. Refreshing. It's not easy though.

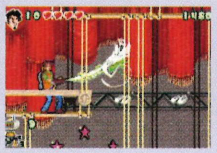
77%



ESPN X GAMES SKATEBOARDING
KONAMI

Half of this is good, half of this is good old fashioned annoying. All of it isn't as good as *Tony Hawk's*. You'll be more angry than gnarly.

60%



EXTREME GHOSTBUSTERS
WANADOO

Based on the cartoon on the telly, this isn't a terrible platformer by any means, but it's far less original that a packet of ready-salted crisps.

55%

F1 2002
EA

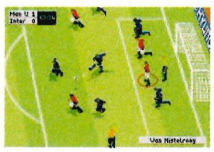
With low visibility and fairly poor handling, this attempt at hyper-speed racing proves too difficult to play. There are no slopes either. What's that about?

55%

F-14 TOMCAT
THQ

Cramming the world and its arse onto the GBA's screen, this flight-sim is complex, clever and involving. Just use a screen magnifier to get the very best from it.

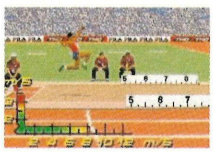
72%



FIFA 2003
EA

The pitch seems rather small and you've still got to manually switch between players, unfortunately. Not terrible, just dull and flat. Not the beautiful game.

61%



FILA DECATHLON
THQ

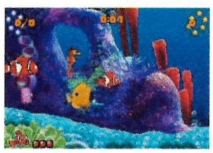
Tracky-top peeps sponsor this jumpy, runny, vaulty medal-a-thon. Old-school button-thwacking is the name of the game, but the package is lacking in substance.

65%

FINAL FIGHT ONE
UBI SOFT

The arcade classic shrunk down to pocket-sized proportions. Proof indeed that it's possible to do a decent side-scrolling beat-'em-up on a hand-held.

80%



FINDING NEMO
THQ

Based on the Pixar film, this is a gorgeous undersea romp for those of younger years. It follows the events of the movie well enough to delight fans of the fins.

75%

FIRE PRO WRESTLING
BAM!

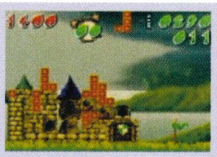
Hundreds of options, modes and tournaments and a superb four-player option make this the choice for the man comfortable within a spandex girdle.

84%

FLINTSTONES BIG TROUBLE IN BEDROCK
SWING

Terrible, repetitive platform borgasmotron. Irrespective of anyone's infatuation with the tiresome jurassic *Simpsons*, leave this well alone.

23%



FORTRESS
THQ

An ungainly twist on the *Tetris* theme, you use the falling blocks to build up a wall to protect your citadel. It's an interesting idea on paper, but loses it in the translation.

64%

FROGGER ADVANCE THE GREAT QUEST
KONAMI

Where once *Frogger* was a violently original concept, now it seems it's merely a label to be slapped on a run-of-the-mill platformer. 'Oppit!

44%

FROGGER'S ADVENTURES TEMPLE OF THE FROG
KONAMI

Frogger's good looks and simple gameplay make this an appealing package.

78%

F-ZERO MAXIMUM VELOCITY
NINTENDO

More than just a rendition of the SNES classic, this takes Ninty's futuristic racer a step further and is a lightning-quick beaut of a game.

89%

GAME & WATCH GALLERY ADVANCE
NINTENDO

An updated old-school classic that's still simple, but even more addictive thanks to its updated gameplay. One for the retro fans.

70%

GEKIDO ADVANCE KINTARO'S REVENGE
ZOO

A highly engrossing beat-'em-up/adventure hybrid that looks as fancy as a lady in a nice dress. This thumping good game really packs a wallop.

86%

GO! GO! BECKHAM
RAGE

This obviously was meant to be *Mario* with a football, it's a little too simple. It is deeply cute, though, and will appeal to hardest of hardcore Beckham fanciers. Yak!

70%

GODZILLA DOMINATION
INFOGRAMES

An uninspiring, and unchallenging by-the-numbers beat-'em-up that's only partially redeemed by the top multiplayer option.

49%

GOLDEN SUN
NINTENDO

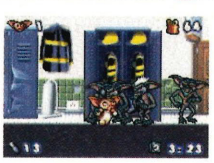
Stunning RPGism that gets the best from the GBA. As dense in some quarters as a home console adventure, this simply has to grab you if you have a GBA.

94%

GRADIUS ADVANCE
KONAMI

A slick, accomplished blast from the past that puts most other handheld shooters to shame. Power-ups are are balanced and the levels are tough, but not unfairly so.

90%



GREMLINS STRIPE VS GIZMO
WANADOO

Don't play this after midnight or you'll turn into a gibbering fool. Don't play it before midnight, either. Repetitive and far too short.

54%

GROOVY GAMES
VIVENDI UNIVERSAL

A Barbie-tied in collection of games that really do scream 'young'. Games for youngsters don't always have to be simplistic though. This one, sadly, falls into that camp.

67%

GT ADVANCE CHAMPIONSHIP
THQ

The first and best 'realistic' racer on the GBA. There are tons of tracks to unlock, with loads of performance-altering options to tinker with.

87%

GT ADVANCE 2
THQ

A very acceptable companion game to the original *GT Advance*, and a very tidy rally simulation in its own right. Add to this the deeply agreeable two-player mode.

84%

GUILTY GEAR X ADVANCE EDITION
BBI

A faithful-enough translation of the original 2D battler. And yet we are severely hampered by the loss of a visual sparkle. Not a good effort.

50%

HARRY POTTER AND THE CHAMBER OF SECRETS
ELECTRONIC ARTS

Very, very pleasing rendering of J K Rowling's speccy wiz. Wondrous-looking wandery action for all the family. A tad on the easy side, though.

82%

HARRY POTTER AND THE PHILOSOPHER'S STONE
ELECTRONIC ARTS

Like the books, this is a gripping adventure packed with classic moments.

86%

HOT WHEELS BURNIN' RUBBER
THQ

With glitchy invisi-cars on occasion, this is no *Mario* beater. Yet this simple racer has much charm, with 20 tracks and four modes.

72%

HOT WHEELS VELOCITY X
THQ

Fun, and tougher than you might think. This is an involving title which suffers in comparison with *Mario Kart*. All in all, as midget racers go, you could do a lot worse.

75%

INCREDIBLE HULK
VIVENDI

Pound for pound, the best Hulk game on any console. Good smashing action as well as some well-realised visuals and sound. Far better than the mediocre film.

81%

INSPECTOR GADGET ADVANCE MISSION
LSP

While Inspector Gadget's first GBA outing isn't exactly awful, it isn't exactly inspired, either. This is an extremely pedestrian platformer.

70%

INTERNATIONAL KARATE +
IGNITION

A straightforward version of the C64 version - but games have come on since then. Simplistic, and for defiant retro-heads only please.

54%

INTERNATIONAL SUPERSTAR SOCCER
KONAMI

Flashy football with intelligent passing that doesn't match its SNES granddaddy, but still plays a sweet version of the truly beautiful game.

80%

INVADER
XICAT

By-numbers vertical scrolling shooter in the *Xevious* mould. Handy selection of weaponry, but this isn't original enough to ever set the galaxy alight. Samey stuff.

60%

IRIDION 3D
THQ

The 3D graphics are quite smart – making this look like an absolute treat – it's just a shame that it plays like a dog. If it wasn't so hard, it might have been pretty good.

68%

IRIDION II
VIVENDI

A reasonably presented top-down scrolling blaster of the old school variety, but far too hard and frustrating to invite regular play. A shame. We wanted to like it loads.

48%

ISS ADVANCE
KONAMI

Solid enough stuff but footy games are always tough on the GBA's small screen. The little radar at the bottom proves more essential than we'd like.

77%

JACKIE CHAN ADVENTURES LEGEND OF THE DARK HAND
ACTIVISION

Walk right, hit blokes, make them disappear, hit new blokes, make them disappear, repeat to fade. You get the idea. It's ok. Ish.

59%

007: NIGHTFIRE
ELECTRONIC ARTS

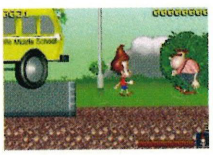
Fairly by-the-numbers first-person shooter incentivised by the fact that you are peeking through the eyes of our Mr Double O. Rather plain and a little unintelligent.

68%

JAZZ JACKRABBIT
JALECO

Pleasing characterisation, but rather not enough innovation, leaves this big-eared scroller languishing in the good, but not great, camp. (And not a note of jazz to be heard).

73%



JIMMY NEUTRON BOY GENIUS
THQ

Once you've got the jetpack and its fuel you can fly anywhere – a fact that robs the game of any challenge. Only fans need be interested.

57%

JONNY MOSELEY MAD TRIX
3DO

Unimpressive skiing 'n' trix yawn-bucket. Use rails and ramps to perform your maddest trix. Or don't bother and leave it on the shelf, in the shop.

59%

JURASSIC PARK III DINO ATTACK
KONAMI

Gruesome controls mar this otherwise reasonable diversion into making the once extinct toothy ones, extinct once more.

68%

JURASSIC PARK III DNA FACTOR
KONAMI

Yuck! This is rotten to the core and a shameless cash-in on a movie that wasn't much cop. If you enjoy playing shoddy games, this is for you.

21%

JURASSIC PARK III PARK BUILDER
KONAMI

This *Theme Park*-inspired title is a bit limited on the park-building side of things, but it's niftily designed and tough to put down.

78%

KAO THE KANGAROO
TITUS

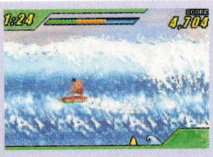
Just what we need – another by-the-numbers platformer. This is as average, mediocre and tedious as it gets, and certainly not worthy of your 35 treasured notes.

29%

KARNAAJ RALLY
JALECO

Stoopid name, rather good game. Great controls make racing a pleasure, while the graphics are some of the GBA's best. You could do a lot worse than this little beauty.

79%



KELLY SLATER'S PRO SURFER
ACTIVISION

Essentially *Tony Hawk's* on a never-ending half-pipe. The best of the surf-'em-ups, but there's more fun to be had with other extreme titles.

78%

KIEN
GMX

A completely weirdo mix of RPG and platformer which doesn't quite come off. Nice looking environments and lots of button-stabbing combat though.

69%

KING OF FIGHTERS EX
SNK

This good-looking bruiser is eventually let down because because it's too damn easy. Opponents simply stroll towards your fists without a care in the world.

63%

KIRBY: NIGHTMARE IN DREAM LAND
NINTENDO

Sparkly looking day-glo cuteness and platform brilliance to rival Mario's dominance. A great game, if not a complete classic.

89%

KLONOA EMPIRE OF DREAMS
NAMCO

Its kidish kitty in trainers vibe belies the brain gnawing tricksiness beneath – this is a challenging and incredibly smart platformer.

88%

KONAMI KRAZY RACERS
KONAMI

Somewhat displaced by the arrival of the superb *Mario Kart*, this is still a decent cutesy racer that lacks the depth of its newer rival.

85%

KURU KURU KURURIN
NINTENDO

Another quirky ace for Nintendo. Guide a rotating stick around some devilishly tricky mazes without touching the sides. Brilliant.

90%

LADY SIA
TDK

Beautifully presented platforming action with excellent hand-drawn visuals. Although flawed in some places, this is definitely well worth a look. Nice.

80%

LEGENDS OF WRESTLING 2
ACCLAIM

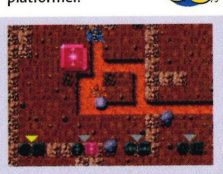
Shocking controls and a ring full of doddery old timers is probably not the best way to manufacture GBA grappling nirvana.

39%

LEGO BIONICLE
THQ

LEGO Bionicle is dragged into 3D, but it hardly seems worth the effort. Your Bionicles can fly, jump and swim, but it's all style over substance and it ultimately bores.

54%



LEGO BIONICLE TALES OF THE TOHUNGA
LEGO MEDIA

Fun to play, and the adventure is big enough to have you hooked for some time. *Bionicle* is enjoyable, but it's hardly groundbreaking.

72%

LEGO FOOTBALL MANIA
LEGO

Oh good Christ, no! There's football. There's quirkily amusing comedy football. And there's this. This is just rubbish football of the highest order. It sucks the big one.

16%

LEGO ISLAND XTREME STUNTS
ELECTRONIC ARTS

Fairly rubbishly looking and rather too easy to keep an adult brain jazzed. Varied yes, gripping no. Too much button bashing.

54%

LEGO ISLAND 2
LEGO MEDIA

This is nothing outstanding, but it is a very solid and fun game that will win the hearts of Lego fans. Everyone will enjoy this light-hearted, comical adventure.

80%

LEGO RACERS 2
LEGO MEDIA

There's nothing much wrong with *Lego Racers 2* – it's a very slick and enjoyable karting game, with plenty to do and loads of fun to be had. It's just not *Mario Kart*, though.

79%

MANIC MINER
JESTER INTERACTIVE

This is retro platforming for the Speccy generation – make one mistake and you lose a life. No saves, no passwords, you outathere. This is tough love in a cart.

60%

MANIC RACERS ADVANCE
KONAMI

Side-on racing anyone? The samey play and twitchy controls conspire to irritate beyond acceptability. In summary: you'd have to be a complete maniac to buy this.

36%

MARIO KART SUPER CIRCUIT
NINTENDO

The most fun racer ever. *Mario Kart's* friendly exterior hides a steely heart that'll stretch even the skillest of gamers. An absolute must.

95%

MAT HOFFMAN'S PRO BMX
ACTIVISION

Not quite as much fun as the board-based *Tony Hawk's*, but *Mat Hoffman* is an enjoyable, action-packed and fun-filled extreme sports game.

79%

MAT HOFFMAN'S PRO BMX 2
ACTIVISION

Two-wheeled japes aplenty, the steep learning curve and expansive levels offer a lasting challenge. An *Xtremely* close second to *Tony Hawk's*.

79%

Reviews

MECH PLATOON
KEMCO

A fantastic strategy game second only to *Advance Wars*. Complicated without being too fiddly, with enough to make sure you won't stop playing for some time to come.

90%

MEDABOTS AX ROKUSHO VERSION
UBISOFT

Pokémon meets *Robot Wars* meets *Megaman* with a visual sprinkle of *Advance Wars*. Sadly, the interface lets the whole thing down.

60%

MEDAL OF HONOUR UNDERGROUND
ZOO

A big brown misery of a game. Shooting WWII Nazis is a strong gaming premise, but in this treatment you simply won't be bothered.

44%

MEGAMAN BATTLE NETWORK
INFOGRAMES

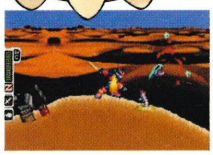
Imagine taking all the bad bits from a sub-par RPG and tarting them up with the *Megaman* façade. To be brutally honest, it's a bit dull.

35%

MEGAMAN BATTLE NETWORK 2
UBI SOFT

The transplanting of platform fiend Megaman into this RPG/*Pokémon*-light world just doesn't work. The result is dull and rubbish.

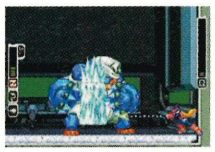
42%



MEGAMAN ZERO
CAPCOM

Looks nice, and it's challenging to say the least. *Mega Man Zero* is very tough. Tough in that it's unforgiving and is often unfair. Frustrating is an understatement.

70%



MEGAMAN ZERO 2
CAPCOM

More of the same side-scrolling smashing action that Capcom refuse to give up on. Not a half-bad actioner, but we prefer our action a little less frustrating.

68%

METROID FUSION
NINTENDO

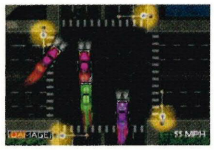
Arcade action fused with some corking new ideas makes for a great *Metroid* game. It's fantastic fun while it lasts, but sadly it's all over a little too quickly.

85%

MICRO MACHINES
ATARI

The dinky racers transfer superbly to the GBA. Not quite *Mario Kart*, but it's still suitably daffy tussling for quick-fix cartoonish fun. We love this game.

83%



MIDNIGHT CLUB STREET RACING
REBELLION

An early (for early read 'poor') PS2 game given the top-down 2D treatment for your GBA. This is too reliant on trial-and-error to be successful.

60%

MIDWAY'S GREATEST ARCADE HITS
MIDWAY

Okay, they may look a bit crap, but these are ideal whip-out-'n'-play tests of your gaming mettle, and spot-on conversions of arcade classics.

78%

MIKE TYSON BOXING
UBI SOFT

The management side seems to offer little influence, while the action is more than a tad muted. Not what you'd really expect from a deranged, ear-biting ex-con.

53%

MINORITY REPORT
ACTIVISION

Gun-packing platformer with ten levels of lifts, spyderbots and grenades. The visuals are detailed if a little repetitive. For fans of the flick only. And there aren't many.

68%

MONSTER FORCE
VIVENDI UNIVERSAL

A nice enough-looking, kiddy-horror with just a dollop of charm. The gameplay is strictly OAP, though. No real puzzles, just kill the ever-increasing mass of foes.

64%

MONSTER TRUCK MADNESS
THQ

A half-decent racer. Pity the other half is so bog-standard that even the wheels of these monster trucks are in danger of getting stuck.

54%

MONSTERS INC
THQ

A big hairy side-scrolling misery. Such a great flick, such a lame game. Collect bits of Boo's door, if you can really be bothered. This is one game that's truly scary.

42%

MORTAL KOMBAT ADVANCE
MIDWAY

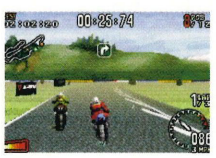
The tired Kombatants get another fist-clenching, knuckle-dragging run out. They should have stayed in bed. Very, very not good indeed.

23%

MORTAL KOMBAT DEADLY ALLIANCE
MIDWAY

Big ugly characters, rancid animation and you can pretty much complete the game by using the same move over and over again. Nuff said.

17%



MOTO GP
THQ

Bi-wheeled racing comes to the GBA in this cycle Grand Prix. Its old fashioned handling is balanced by the sheer pace of the asphalt fury. Worth a gander.

68%

MOTO RACER ADVANCE
UBI SOFT

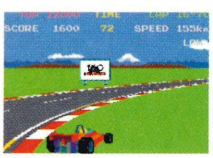
Simplistic gameplay, perhaps, but as quick-fix arcade racers go this is superb. Easy to see and play, this is the sort of thing the GBA was made for.

87%

MUNCH'S ODDYSEE
THQ

MO's style of comedy became dated years ago - and it's unsurprising to learn that there's very little to chuckle at in this slightly tedious adventure yarn. Dull.

56%



NAMCO MUSEUM
NAMCO

Though all four games were good for their time, their time was 20 years ago. And none of the games have had so much as the teeniest enhancement. Strictly for retro-heads only.

50%

NO RULES GET PHAT
TDK

It might have skateboards and an 'extreme' name, but this feeble platformer is a million miles away from *Tony Hawk's*. There's no real flow to it – a total stop-start experience.

35%

PAC-MAN COLLECTION
NAMCO

Four *Pac-Man* themed games on the one cart. Think of it as one outstanding arcade update with three complete bonus games of variable quality. A retro treat.

90%

PHALANX
KEMCO

An old-skool 2D shooter resurrected for the small screen. There's nothing particularly new here, but if it's a tough test of the reflexes you're after, look no further.

81%

PINBALL ADVANCE
ZOO

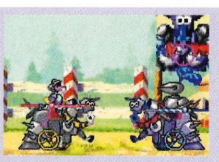
The nonsensical fancy that is 'pin and ball' creaks its way into the GBA with a leaden groan of a pastime that is woefully past its time. Bloody hell, is it dull.

39%

PINBALL OF THE DEAD
KEMCO

The best pinballer on the GBA. Horror-themed flipering with lovely presentation. But ultimately it's pinball. If you love pinny, deal done. If not, it won't change your mind.

70%



PINK PANTHER PINKADELIC PURSUIT
WANADOO

Great fun and appeallingly cute, just as long as you don't expect it to revitalise the central game mechanics of the platforming genre.

64%

PITFALL THE MAYAN ADVENTURE
ACTIVISION

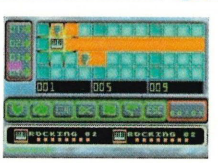
Another mediocre rehash of this ancient platformer. The decent visuals and super-smooth animation does nothing to help.

70%

PLANET MONSTERS
TITUS

A maze-based squish-'em-up, *Planet Monsters* is a fast and competent puzzler, but as an alternative to the superb *Bomberman*, it fails to engage in the same way.

78%



POCKET MUSIC
RAGE

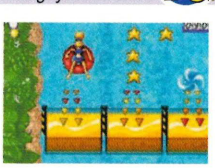
Hardly up to studio standard, but an amusing distraction all the same. Six musical styles are yours for the mauling, but your opus is limited to five and a half mins.

83%

POKEMON RUBY AND SAPPHIRE
NINTENDO

Improved fights, massive epic story, there's even a dig at Digimon in there. It's a massive universe of a game - great value, top fun.

94%



POLLY POCKET
VIVENDI UNIVERSAL

Six games feature the alliteratively named heroine, all of which are water-based in theme. Power-ups and prizes keep it interesting and girl gamers will rejoice.

70%

POWERPUFF GIRLS MOJO JOJO A-GO-GO
BAM!

Horizontally scrolling shooter starring the cartoon chicks. A brave attempt at doing something different with a license. Shame it fails to inspire.

62%

PREHISTORIK MAN
MIDWAY

Platformers are two-a-penny on the GBA, but persevere and you'll discover that caveman Sam has a few tricks up his prehistorik sleeve to lift this above the ordinary.

83%

PRO BEACH SOCCER
WANADOO

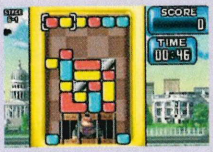
It might irk puritanical football heads, however this simplistic sandy kickabout really rather delivers; it's particularly effective in two-player mode.

75%

PUYO PUYO
SEGA

A competent but rather arcane puzzler which trades on its transparent nuisance blobs for interest. Yet another fine-but-dull falling block teaser to add to the pile.

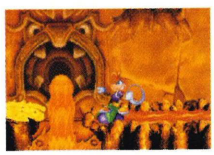
75%



RAMPAGE PUZZLE ATTACK
MIDWAY

This falling-block puzzler is one of those ideas that probably looked great on paper, but in practice it's far too fiddly to be much fun.

55%



RAYMAN 3: HOODLUM HAVOC
UBI SOFT

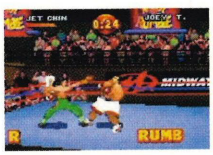
You'll have to explore every crevice of this good-looking platformer to succeed. Smart stuff, but haven't we seen it's like before?

79%

RAYMAN ADVANCE
UBI SOFT

Superb to look at, the animation on *Rayman* is top-notch and the environments crystal clear. It's just a shame it plays like any other platformer under the sun...

80%



READY 2 RUMBLE ROUND 2
THQ

Wretched. Nasty visuals and shallow and dull gameplay makes this instantly forgettable. About as much fun as sucking on a sweaty sock.

32%

REIGN OF FIRE
BAM!

A dragon in need of extra puff. Has some nice ideas, but what promise was there gets smothered in a sea of mediocrity. Still, we laughed when our trousers caught fire.

57%

RIPPING FRIENDS
NINTENDO

The single-player challenge is rather easy, but with co-op and four-player deathmatch modes to contend with, this will keep you laughing for a good while.

70%

ROBOT WARS ADVANCED DESTRUCTION
BBC MULTIMEDIA

Fans of the BBC TV show will have a good time with this unusual battle game.

80%

ROBOT WARS: EXTREME DESTRUCTION
BBC MULTIMEDIA

Make your own robo, then push it into a ring to do remote-controlled battle. Bearded men still living with their mums not included.

76%

ROCK 'N' ROLL RACING
VIVENDI

More *Micro Machines*-style action, but that's not a bad thing. Especially when it's done with such skill as this. Great fun for all ages.

72%

ROCKET POWER THE DREAM SCHEME
THQ

This skateboard-based platformer has some very good ideas, but ultimately you'll be more annoyed than entertained.

59%

RUGRATS CASTLE CAPERS
THQ

If you want a good blast, look elsewhere. The camera problems and background graphics make this a real chore to play.

60%

SCOOBY DOO MYSTERY MANSION
THQ

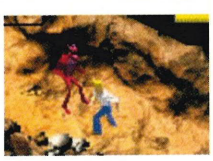
A great side-scrolling platformer that stars the ever-popular hound and his mates. Grab Scooby snacks, solve puzzles and avoid ghosts!

75%

SCOOBY-DOO CYBER CHASE
THQ

Fails to capture the essence of the student's favourite show , but you can change between characters, and there are cool little mini-games.

54%



SCOOBY DOO THE MOVIE
THQ

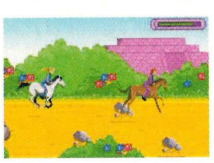
You'd have to be a remarkably forgiving fan of the canine coward to want to mess with this drivel. Scooby, dooby... don't.

37%

SCRABBLE
UBI SOFT

Like playing with your Mum, you can't use swear words, but it has a comprehensive built in dictionary. As a representation of the classic word game it's fine and dandy.

75%



SECRET AGENT BARBIE
VIVENDI

The placcy lady makes like 007 with some smart rolling, climbing and stealth moves. Are you man enough to be seen playing it though? One for the girl gamers only.

64%

SHAUN PALMER'S PRO SNOWBOARDER
ACTIVISION

Not terrible, just not great. With *Tony Hawk's* doing the rounds, what extreme sporter would chose this middling pile of slush fun instead?

60%

SHINING SOUL
ATARI

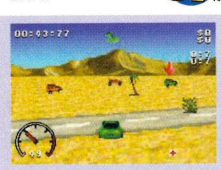
Diet-Role Pkaying Game that concentrates heavily of *Gauntlet*-style hack and slash. Just keep on battling till an exit pops up, sound like fun? No, not to us either.

67%

SHREK HASSLE AT THE CASTLE
TDK

The strongest *Shrek* title available on the GBA. Beautiful renders in a pedestrian platformer. Not groundbreaking, but pleasant enough.

61%



SMUGGLER'S RUN
TAKE TWO

With no multiplayer option, only four controllable vehicles, and a single mini-game, it's a shallow representation of the early PS2 mini-hit. Manages to redefine dullness.

29%

SNOOD
DIGITAL WORLDWIDE

Bust-a-Move only with Snoods (disembodied multi-coloured heads for the uninitiated). Snoods are too big, rendering the playing area cramped. Very middle-of-the-road.

58%

SONIC ADVANCE
SEGA

Great looking and as sprightly a platformer as you could want. Designed solely for the GBA, the topaz hedgehog has never looked better – buy this now!

91%

SPEEDBALL 2
WANADOO

The old Amiga classic. But this is nowhere as near as good as playing on a proper monitor, and unless your mate has it too, there's precious little point in playing.

60%

SPIDER-MAN MYSTERIO'S MENACE
ACTIVISION

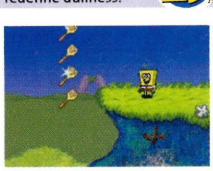
This is fantastic stuff, offering tons of rock-hard, beautifully designed levels and superb animation. Ace, whether you're a spidey fan or not.

90%

SPIDER-MAN THE MOVIE
ACTIVISION

The best Spider-Man title on the GBA yet. Good-looking and, beneath the gorgeous veneer, a gripping game. Great stuff.

80%



SPONGEBOB SQUAREPANTS SUPER SPONGE
THQ

Virtually without any redeeming factors. Appaling platformer which is most entertaining when combined with a large hammer.

20%

SPYRO SEASONS OF ICE
VIVENDI

With gorgeous graphics and great gameplay, *Spyro Seasons of Ice* is every bit as good – no, better, dammit – than the old PSone games.

89%

SPYRO 2 SEASON OF FLAME
VIVENDI UNIVERSAL

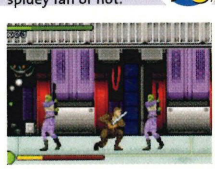
A sparkling gem of a game. How they managed to cram all this into the little GBA is anyone's guess, but we're certainly glad they have.

91%

SSX TRICKY
ELECTRONIC ARTS

A decent 'boarding game that is king of neither the tricking or the racing, but combines the two fairly well. Pulling off tricks is too hard, but the racing is intuitive and fast.

74%



STAR WARS 2 ATTACK OF THE CLONES
RADICAL

While the movie lifted galactic hopes previously shattered by *The Phantom Menace*, this brings them back to the depths of a Sarlacc pit. Shame.

44%

STAR WARS FLIGHT OF THE FALCON
THQ

We all wanted to be Han Solo, but when we realised how hard it was, we all wanted to be Chewbacca. Too tough for fun.

60%

Reviews

STAR WARS JEDI POWER BATTLES
THQ

Oh how we wanted this to be stoopid good. It's not though. Nice graphics aside, it's let down by poor jumping. Fortunately, there is another...

65%

STAR WARS 2 NEW DROID ARMY
THQ

Great-looking *Star Wars* fun with some nice touches, but it doesn't quite set the universe alight. Enough lifespan to keep a Jedi happy.

73%

STAR X
BAM!

A valiant but triumphantly flawed attempt to compress the joys of classic *Starfox* onto the GBA. One look at it reveals there is a thin line between ambition and lunacy.

54%

STEVEN GERRARD'S TOTAL SOCCER 2002
UBI SOFT

Not the prettiest soccer sim, but this is the most playable and addictive football game yet to hit the GBA. This is easily top of the league.

88%

SUPER BLACK BASS
UBI SOFT

Drab looking angler, but one that aspires towards realism by offering a huge set of lures and a drivable boat. It won't keep your attention long though. Fish off!

60%

SUPER BUBBLE POP
JALECO

3D puzzler with some of the most annoying music ever committed to game. This is definitely no *Tetris* beater and the graphics sometimes seem confused.

47%

SUPER BUST-A-MOVE
UBI SOFT

Bust-A-Move is one of the better puzzlers available for your GBA, especially in two-player mode. If you've not tried it before, we strongly suggest you give it a go now.

86%

SUPER DODGEBALL ADVANCE
UBI SOFT

Ball game where points are scored by hurling it at the opposition. A delicious slice of old-skool gameplay. It's quick, slick, fast and fun.

85%

SUPER DROPZONE
IGNITION

Ancient *Defender*-clone with a jet packed chappy shooting aliens. It's what your granddad used to play and think was cool. Shame that it's now feels so dull and pedestrian.

50%

SUPER GHOULS 'N' GHOSTS
CAPCOM

This Capcom classic is enjoyable – but only if you're looking to rekindle some fond memories of gaming yesteryear. Rock hard, too.

75%

SUPER MARIO ADVANCE
NINTENDO

Not the all-new *Mario* game that everyone was hoping for, but a decent enough romp all the same. Not a patch on Super *Mario Advance 2*.

89%

SUPER MARIO ADVANCE 2
NINTENDO

All back to '92 for a serving of 'tash-meister action that's aged with a Judy Dench-style dignity. The best 2D platformer ever.

94%

SUPER MONKEY BALL JR
ATARI

A brilliant conversion of the grown-up version with clever use of the controls. Not recommended for those of an irritable temperament.

87%

SUPER PUZZLE FIGHTER II TURBO
CAPCOM

Easy, easy, easy, then hard, damned HARD! Not better than *Bubble Bobble*, but the kind of thing to keep balloon fanatics gripped.

79%

SUPER STREET FIGHTER 2 X REVIVAL
UBI SOFT

As great to play now as it ever was. It's just like having the arcade beat-'em-up in your pocket. This is well worth the investment.

90%

STREET FIGHTER ALPHA 3
THQ

The daddy of all beat-'em-ups. A near-flawless conversion of one of our favourite fighters. If you're after a brawler, there really is no substitute.

91%

TANG TANG
TAKE 2

A puzzle-based single-screen platformer, *Tang Tang* is a Frankenstein of a game, where elements of bygone classics have come together and gone horribly wrong.

45%

TARZAN: RETURN TO THE JUNGLE
ACTIVISION

Fairly predictable platforming fare featuring Disney's cartoonified version of the yodelling vine swinger. We'd go for *Yoshi's Island* instead.

52%

TEKKEN ADVANCE
NAMCO

Sprites for polygons as the PS2's benchmark battler hits GBA. All in all, good stuff, although the AI can let it down on occasion. The feel is all there though.

85%

TETRIS WORLDS
THQ

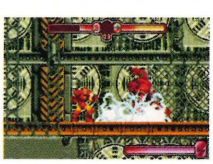
It's *Tetris*, but with the Russian flavour replaced by a weird 'worlds' thing, and some minor gameplay tinkering. You're better of with a GBC copy of *Tetris DX*.

56%

THE HOBBIT
VIVENDI

A fun-while-it-lasts adventure, but sadly, it lasts about as long as a hobbit at a dragon convention. Simple puzzles follow the gist of the book - but only just.

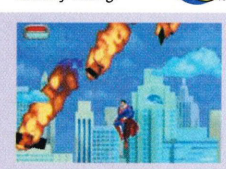
72%



THE INVINCIBLE IRON MAN
ACTIVISION

B-list Marvel hero in pedestrian scrolling platform game shocker! Good graphics and sharp animation can't save this samey offering.

45%



THE JUSTICE LEAGUE: INJUSTICE FOR ALL
THQ

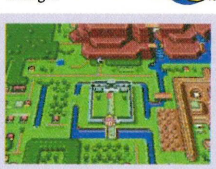
DC comics trundles out its array of old-fashioned heroes in this remarkably assured platforming extravaganza. Good stuff indeed.

84%

THE LAND THAT TIME FORGOT
SWING

Scandalously dull platformer created off the back of a tired old license. Looks ok, handles ok, but... still maybe the dullest game ever made.

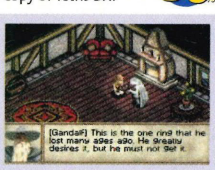
21%



ZELDA: A LINK TO THE PAST
NINTENDO

Half-new, half-SNES conversion, this adventure yarn remains one of the best GBA games ever. It'll keep you going for months.

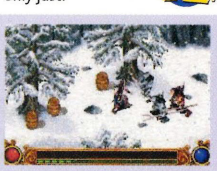
92%



THE LORD OF THE RINGS FELLOWSHIP OF THE RING
VIVENDI

The one based on the book. Not impressed. It's just dull for very long periods, with intermittent slow fighting mixed in. Sorry, but it's true.

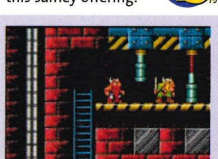
43%



THE LORD OF THE RINGS THE TWO TOWERS
ELECTRONIC ARTS

It does what it does rather well. But long-term gameplay is hampered by repetitive bludgeoning. Not really enough to it.

60%



THE LOST VIKINGS
VIVENDI UNIVERSAL

Above-average platformer that puts you in control of three different Vikings. All of whom forgot a map. From the creators of *Warcraft* and *Diablo*, fact fans.

78%

THE MUMMY
UBI SOFT

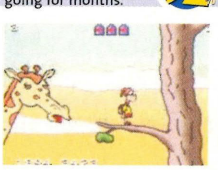
Not a serious game for the serious gamer, but aimed at the young 'uns. It's a simple and horribly clichéd example of, if you like the cartoon, go for your life.

51%

THE SUM OF ALL FEARS
UBI SOFT

A generic *Rainbow Six* clone with a filmic badge, but not to bad for it. It's enjoyable enough as stealth-'em-ups go, but it is a wee bit lacking a the depth stakes.

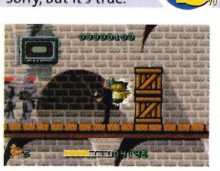
70%



THE WILD THORNBERRYS CHIMP CHASE
THQ

Dubious collision detection in this monkey kidnapping, bestial bound-about. Heaps of platforming levels, but this is ordinary fare.

54%



THUNDERBIRDS
SCI

Good for lovers of the threadbare plotting of your typical 'Birds adventure. All the craft are here for scrolling, shooting fun. Sadly, not in 'Superanimation'.

67%

TIGER WOODS PGA TOUR GOLF
ELECTRONIC ARTS

Yack-a-doodle! This ain't pretty. Woods might by the one of the world's top chaps with an iron, but this is one shoddy piece of gaming.

35%

TINY TOON ADVENTURES BUSTER'S BAD DREAM
SWING

No simple by-the-numbers platformer. Among the running, jumping and puzzle-solving you've got an excellent combat system, too.

68%

TINY TOON ADVENTURES WACKY STACKERS

SWING!

More *Tetris* ja vu, only this time with um.... a pig in dungarees. Four play modes and playability in two-player mode make this a tasty buy.

78%

TOCA: WORLD TOURING CARS

UBI SOFT

Rather too hard - hit the grass and you'll be skidding into madness. Grown up it may be, but it rather takes away some of the fun, wethinks.

65%

TOM & JERRY IN INFURNAL ESCAPE

UBI SOFT

The sprites are too big and movement of the characters is not energetic enough. Amusing to watch, not that great to actually play.

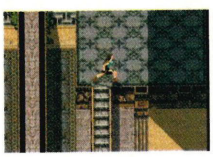
58%

TOM AND JERRY THE MAGIC RING

UBI SOFT

Tiresome running-and-hitting-people-with-things trial which is a waste of everyone's time. Even you reading this now, so stop. Seriously, stop...

38%



TOMB RAIDER THE PROPHECY

UBI SOFT

Lara's latest isn't terrible, but it's a lot of hard, tedious work for very little reward. Only the most hardened of raiders need apply.

65%

TOM CLANCY'S RAINBOW SIX ROGUE SPEAR

UBI SOFT

Sneaky, sneaky catchy terrorist. Mince about with your three chums as you take out the baddies with guns. Very good it is too.

88%

TOM CLANCY'S SPLINTER CELL

UBI SOFT

Excellent visuals and a nice range of stealthy moves elevate this to the GBA's A-list. You can link it up to the Gamecube version.

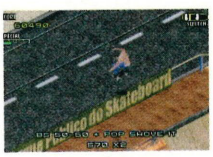
84%

TONY HAWK'S PRO SKATER 2

ACTIVISION

One of the first games to come out for the GBA, this is still the best extreme sports title – except, of course, for *Tony Hawk's 3*. Or *4*.

90%



TONY HAWK'S PRO SKATER 3

ACTIVISION

Initially tough, but soon evolves into a pop-shoving + nose grinding + 50-50 + no complying + car plant of a game. Which is good.

93%

TONY HAWK'S PRO SKATER 4

ACTIVISION

The bomb-diggy. The money-mark. The mack-daddy. This is the best skater on the GBA. Only better than that. Thumb-crackingly essential.

95%

TOP GEAR GT

KEMCO

This one stinks, to be honest. Unlike *Advance GT*, this isn't even in proper 3D, so it plays like a Game Boy Colour title, only with ever-so-slightly-better-looking graphics.

34%

TUROK EVOLUTION

ACCLAIM

Limited and familiar action with the 'saurus assassin. Will pass the time, but there really is an awful lot better out there. A little predictable, seen it, done it, kind of fare.

66%

TREASURE PLANET

UBI SOFT

Rather good version of a very average cartoon film. Isometric worlds to explore, enemies to stalk and a floating fishy companion. What more do you want?

81%

URBAN YETI

TELEGAMES

You're a yeti in this horrifyingly bizarro mix of a *Grand Theft Auto*-style top-down adventure and four retroesque arcade games – but yet... it really works!

77%

VIRTUA TENNIS

ATARI

Simple two-button tennis that somehow managed to provide the deepest, most involving and downright best tennis on the GBA. Better than Tim Henman, say we.

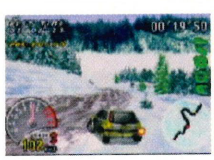
85%

VIRTUAL KASPAROV

TITUS

With a story mode and (yes) appearances by Kasparov himself, this manages to infuse the dusty world of chess with some entertainment. Wow. Total genius.

82%



V-RALLY 3

INFOGRAMES

A stonking rally experience. It's tough to imagine what they might have left out. If you can handle the colossal amount of solitary racing, this could be the drive for you.

85%

WARIO LAND 4

NINTENDO

Wario's GBA debut is a sublime platformer, make no mistake, but it's a little on the easy side and not as involving as previous games in the *Wario Land* series.

90%

WARIO WARE INC.

NINTENDO

More mini-games than you'd ever want - and then some more! Mario's arch nemesis' star outing is a fun bundle of nonsense that'll keep you going for ever and a day.

90%

WHO WANTS TO BE A MILLIONAIRE?

ZOO

Worth a punt for knowledge-o-holics, but most will tire of the pause-ridden formula. You'd be brainier buying an encyclopedia.

67%

WINTER X GAMES SNOWBOARDING 2

KONAMI

Ropy animation and fiddly controls render this a big, wet disappointment. Never rewards your efforts admirably. Keep your powder dry .

44%

WOLFENSTIEN 3D

BAM!

The fact that this is virtually identical to the ageing PC duffer is neither here nor there. When push comes to shove, it's too darn old. It just don't cut it no more.

52%

WORMS WORLD PARTY

NINTENDO

Little worms. In armies. With guns. A true gaming classic which, while looking a little dated nowadays, still plays a game of beautiful bomb-lobbing aggression.

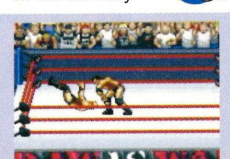
83%

WWE THE ROAD TO WRESTLEMANIA X8

THQ

You like wrestling? You like GBA? What are you waiting for – this is the best grappler currently available for your pocket pal.

78%



WWF ROAD TO WRESTLEMANIA

THQ

Stylistically, *Road to Wrestlemania* is really impressive, and there's loads squeezed in here, but it just plays like a damp squib.

64%

XXX

ACTIVISION

This snowboarder-turned-spy movie license is nice to look at and okay to play, but you'll complete it in a weekend and just won't ever want to come back to it.

64%

YU-GI-OH: THE ETERNAL DUELIST SOUL

KONAMI

Fanboy collectable card game made game. Niche, to say the least. Creatures with powers do battle, just like the cardboard hobby.

60%

YOSHI'S ISLAND SUPER MARIO ADVANCE 3

NINTENDO

When there's such thing as a gaming museum, *Yoshi's Island* will take centre exhibit as the 2D platforming emperor. It doesn't get any better.

95%

ZAPPER

ATARI

Like recent Frogger games only you're a grasshopper. Sound like fun? Well it's not. Fiddly, frustrating and dated by today's standards. Leave it.

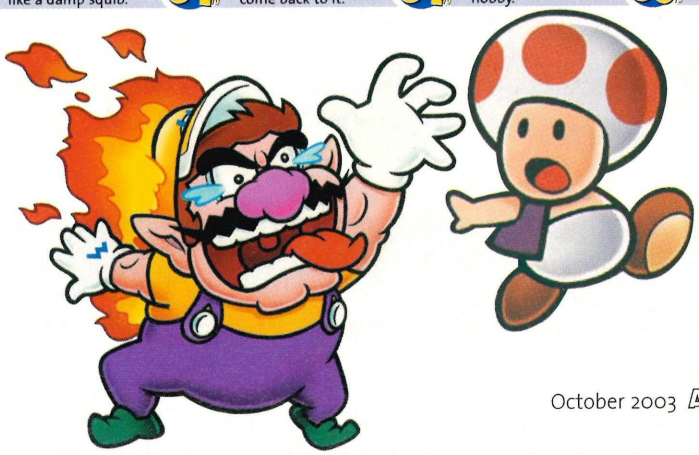
30%

ZONE OF ENDERS THE FIST OF MARS

KONAMI

The saucy PS2 game made gamers' eyes bleed with pleasure. This, well, it's nothing like it. Reasonable, but too stoppy-starty, sadly.

62%



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FREE TIPS BOOK!

WE'VE GOT IT FIRST!

SIX PAGE BLOWOUT!

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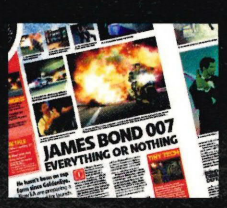
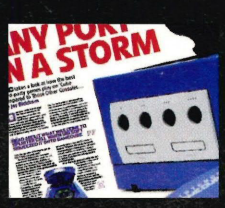




HUGE POKEMON GUIDE!

POKÉMON RUBY & SAPPHIRE

ULTIMATE TRAINER'S MANUAL

WELCOME TO HOENN

It's the best *Pokémon* game to date. The biggest, too, assuming you're not bothered that only 200 out of a total of 386 monsters are actually catchable at the time of writing. What you'll find in this massive guide from our chums over on NGC magazine (the best monthly Nintendo Gamecube and GBA magazine by a country mile), is a fairly exhaustive guide to everything we've found during our travels through the new world of Hoenn. All this, in fact...

A useful reference guide to PokéMarts, to save you trudging for miles just to find that the local store never did stock that X Attack you were after.
A list of TMs – what they do, plus space to record which of your monsters knows which TM. Handy, no? What else? Ooh, well there's a guide to Items – what, where, and why. Finally, there's a full list of moves, with some of their more obscure effects explained.
Countering moves in battles now couldn't be easier.

REVEALED! ALL OF THIS INSIDE YOUR 10-PAGE GUIDE TO POKEMON RUBY AND SAPPHIRE!

- HUGE ITEM DIRECTORY
- MASSIVE MOVES DIRECTORY
- POKEMART STOCK CHECK
- TM DIRECTORY

POKÉ MART STOCK CHECK

FALLARBOR TOWN
ANTIDOTE 100
DIRE HIT 650
ESCAPE ROPE 550
GREAT BALL 600
GUARD SPEC 700
PARALYSE HEAL 200
SUPER POTION 700
SUPER REPEL 500
X ATTACK 500
X DEFEND 550
X SPEED 350

FORTREE CITY
ANTIDOTE 100
AWAKENING 250
GREAT BALL 600
HYPER POTION 1200
PARALYSE HEAL 200
REVIVE 1500
SUPER POTION 700
SUPER REPEL 500
ULTRA BALL 1200
WOOD MAIL 50

LAVARIDGE TOWN
ANTIDOTE 100
AWAKENING 250
BURN HEAL 250
GREAT BALL 600
PARALYSE HEAL 200
REVIVE 1500
SUPER POTION 700
SUPER REPEL 500
X SPEED 350

LILYCOVE CITY (2ND FLOOR)
ANTIDOTE 100
AWAKENING 250
BURN HEAL 250
ESCAPE ROPE 550
FLUFFY TAIL 1000
FULL HEAL 600
GREAT BALL 600
HYPER POTION 1200
ICE HEAL 250
MAX POTION 2500
MAX REPEL 700
MECH MAIL 50
PARALYSE HEAL 200
POKÉ BALL 200
POTION 300
REPEL 350
REVIVE 1500
SUPER POTION 700
SUPER REPEL 500
ULTRA BALL 1200
WAVE MAIL 50

LILYCOVE CITY (3RD FLOOR)
CALCIUM 9800
CARBOS 9800
DIRE HIT 650
GUARD SPEC 700
HP UP 9800
IRON 9800
PROTEIN 9800
X ACCURACY 950
X ATTACK 500
X DEFEND 550
X SPECIAL 350
X SPEED 350
ZINC 9800

LILYCOVE CITY (4TH FLOOR)
TM14 5500
TM15 7500
TM16 3000
TM17 3000
TM20 3000
TM25 5500
TM33 3000
TM38 5500

LILYCOVE CITY (5TH FLOOR)
BALL CUSHION 2000
DIAMOND CUSHION 2000
FIRE CUSHION 2000
GRASS CUSHION 2000
PIKA CUSHION 2000
ROUND CUSHION 2000
SPIN CUSHION 2000
WATER CUSHION 2000
ZIGZAG CUSHION 2000

AZURILL DOLL 3000
BALTOY DOLL 3000
DUSKULL DOLL 3000
GULPIN DOLL 3000
JIGGLYPUFF DOLL 3000
KECLEON DOLL 3000
MARILL DOLL 3000
PICHU DOLL 3000
PIKACHU DOLL 3000
SKITTY DOLL 3000
SWABLU DOLL 3000
WYNAUT DOLL 3000

ATTRACT MAT 4000
FIRE BLAST MAT 4000
FISURRE MAT 4000
GLITTER MAT 2000
JUMP MAT 2000
POWDER SNOW MAT 4000
SPIKES MAT 4000
SPIN MAT 2000
SURF MAT 4000
THUNDER MAT 4000

BALL POSTER 1000
BLUE POSTER 1000
CUTE POSTER 1000
GREEN POSTER 1000
LONG POSTER 1500
PIKA POSTER 1500
RED POSTER 1000
SEA POSTER 1500
SKY POSTER 1500

MAUVILLE CITY
ANTIDOTE 100
AWAKENING 250
DIRE HIT 650
GREAT BALL 600
GUARD SPEC 700
PARALYSE HEAL 200
POKÉ BALL 200
SUPER POTION 700
X ACCURACY 950
X ATTACK 500
X DEFEND 550
X SPEED 350

MOSSDEEP CITY
DIVE BALL 1000
FULL HEAL 600
HYPER POTION 1200
MAX REPEL 700
NET BALL 1000
REVIVE 1500
ULTRA BALL 1200
X ATTACK 500
X DEFEND 550

OLDALE TOWN
ANTIDOTE 100
AWAKENING 250
PARALYSE HEAL 200
POKÉ BALL 200
POTION 300

PETALBURG CITY
ANTIDOTE 100
AWAKENING 250
ESCAPE ROPE 550
GREAT BALL 600
ORANGE MAIL 50
PARALYSE HEAL 200
POKÉ BALL 200
POTION 300
REPEL 350
SUPER POTION 700
X ATTACK 500
X DEFEND 550
X SPEED 350

RUSTBORO CITY
ANTIDOTE 100
AWAKENING 250
ESCAPE ROPE 550
PARALYSE HEAL 200
POKÉ BALL 200
POTION 300
REPEAT BALL 1000
REPEL 350
SUPER POTION 700
TIMER BALL 1000
X ATTACK 500
X DEFEND 550
X SPEED 350

SLATEPORT CITY

ANTIDOTE	100
AWAKENING	250
ESCAPE ROPE	550
GREAT BALL	600
HARBOR MAIL	50
PARALYSE HEAL	200
POKÉ BALL	200
POTION	300
REPEL	350
SUPER POTION	700

SOOTOPOLIS CITY

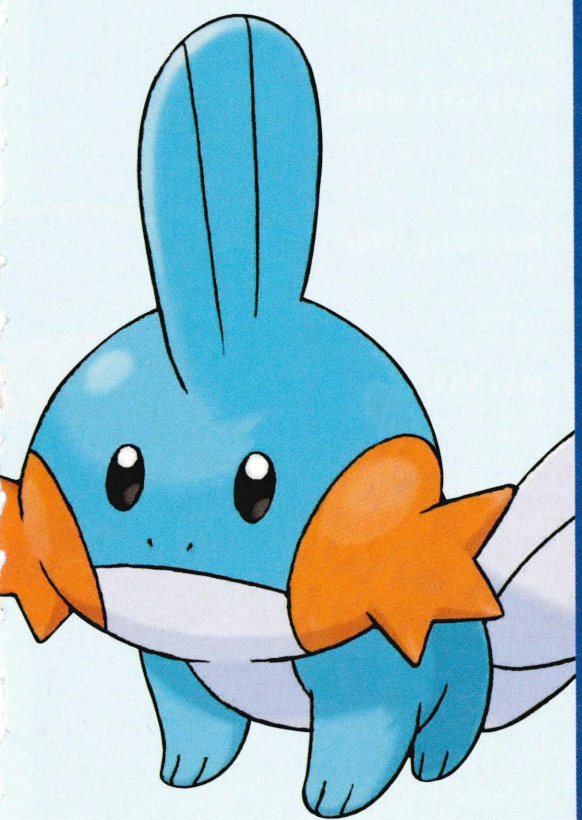
FULL HEAL	600
HYPER POTION	1200
MAX REPEL	700
MX POTION	2500
REVIVE	1500
SHADOW MAIL	50
ULTRA BALL	1200
X ATTACK	500
X DEFEND	550

VERDANTURF TOWN

ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
FLUFFY MAIL	1000
GREAT BALL	600
ICE HEAL	250
NEST BALL	1000
PARALYSE HEAL	200
REPEL	350
SUPER POTION	700
X SPECIAL	350

VICTORY ROAD

FULL HEAL	600
FULL RESTORE	3000
HYPER POTION	1200
MAX POTION	2500
MAX REPEL	700
REVIVE	1500
ULTRA BALL	1200



TM DIRECTORY

Technical Machines contain one-off abilities that can be taught to Pokémon of a suitable class. They can be difficult to obtain, and the abilities contained within might not be exactly what you're looking for – particularly when you consider you'll probably have to make your Pokémon forget a move in order to learn them.

This list shows where you can find the TMs, and some of the effects you can expect to see if you use them in a battle. When you've taught them to a Pokémon, write its name in the space provided. You'd be amazed how easy it is to lose track of which Pokémon knows which move, particularly if you like to switch many different ones in and out of your party, to keep them at around the same level. It's tough out there.

TM01 FOCUS PUNCH
CLASS: Fighting
EFFECT: Charge-up attack move. Takes two turns to use
LOCATION: Route 115
TAUGHT TO:

TM02 DRAGON CLAW
CLASS: Dragon
EFFECT: Ordinary attack move
LOCATION: Meteor Falls
TAUGHT TO:

TM03 WATER PULSE
CLASS: Water
EFFECT: Attack move. Gives 10% chance of confusing opponent
LOCATION: Awarded by Sootopolis Gym Leader.
TAUGHT TO:

TM04 CALM WIND
CLASS: Psychic
EFFECT: Increases Special Attack and Defence stats
LOCATION: Awarded by Mossdeep Gym Leader
TAUGHT TO:

TM05 ROAR
CLASS: Normal
EFFECT: Forces the target Pokémon out of the battle
LOCATION: Route 115
TAUGHT TO:

TM06 TOXIC
CLASS: Poison
EFFECT: Poisons the opponent
LOCATION: Fiery Path
TAUGHT TO:

TM07 HAIL
CLASS: Ice
EFFECT: Five rounds of damage to non-Ice-type Pokémon
LOCATION: Shoal Cave (evenings)
TAUGHT TO:

TM08 BULK UP
CLASS: Fighting
EFFECT: Increases Attack and Defence
LOCATION: Awarded by Dewford Gym Leader
TAUGHT TO:

TM09 BULLET SEED
CLASS: Grass
EFFECT: Multiple-hit attack move
LOCATION: Route 104
TAUGHT TO:

TM10 HIDDEN POWER
CLASS: Normal
EFFECT: No effect
LOCATION: Fortree City
TAUGHT TO:

TM11 SUNNY DAY
CLASS: Fire
EFFECT: Increases Fire damage, prevents Freeze
LOCATION: Route 120
TAUGHT TO:

TM12 TAUNT
CLASS: Dark
EFFECT: Protects against certain Special Attacks
LOCATION: Trick House
TAUGHT TO:

TM13 ICE BEAM
CLASS: Ice
EFFECT: Attack move with a 10% chance of Freezing opponent
LOCATION: Game Corner
TAUGHT TO:

TM14 BLIZZARD
CLASS: Ice
EFFECT: Attack move with a 10% chance of Freezing opponent
LOCATION: Lilycove City Dept Store
TAUGHT TO:

TM15 HYPER BEAM
CLASS: Normal
EFFECT: Attack move that recharges following a successful hit
LOCATION: Lilycove City Dept store
TAUGHT TO:

TM16 LIGHT SCREEN
CLASS: Psychic
EFFECT: Increases Special damage by 50% for five rounds
LOCATION: Lilycove City Dept Store
TAUGHT TO:

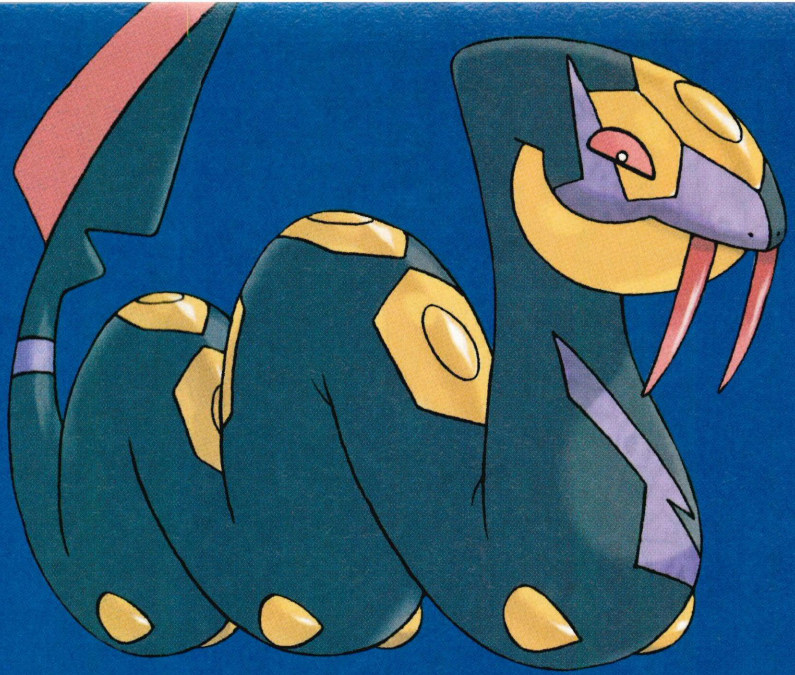
TM17 PROTECT
CLASS: Normal
EFFECT: Forces opponent's next attack to fail
LOCATION: Lilycove City Dept Store
TAUGHT TO:

TM18 RAIN DANCE
CLASS: Water
EFFECT: Increases Water damage
LOCATION: Abandoned Ship
TAUGHT TO:

TM19 GIGA DRAIN
CLASS: Grass
EFFECT: Recovers 50% of damage inflicted on opponent
LOCATION: Route 123
TAUGHT TO:

TM20 SAFEGUARD
CLASS: Normal
EFFECT: Protects against Poison, Freeze, etc
LOCATION: Lilycove Dept Store
TAUGHT TO:

TM21 FRUSTRATION
CLASS: Normal
EFFECT: Damage increased for Disloyal Pokémon
LOCATION: Pacifidlog Town
TAUGHT TO:



TM22 SOLAR BEAM
CLASS: Grass
EFFECT: Charge-up attack. No charging required with Sunny Day
LOCATION: Safari Zone
TAUGHT TO:

TM23 IRON TAIL
CLASS: Steel
EFFECT: Attack with a 10 % chance of lowering opponent's Defence
LOCATION: Meteor Falls
TAUGHT TO:

TM24 THUNDERBOLT
CLASS: Electric
EFFECT: Attack with 10% chance of Paralysing opponent
LOCATION: Game Corner
TAUGHT TO:

TM25 THUNDER
CLASS: Electric
EFFECT: Attack that never misses when used with Rain Dance
LOCATION: Lilycove City Dept Store
TAUGHT TO:

TM26 EARTHQUAKE
CLASS: Ground
EFFECT: Ordinary attack move
LOCATION: Seafloor Cavern
TAUGHT TO:

TM27 RETURN
CLASS: Normal
EFFECT: Increases damage for Loyal Pokémon
LOCATION: Pacifidlog Town
TAUGHT TO:

TM28 DIG
CLASS: Ground
EFFECT: Dodges underground for one turn, inflicts damage on second turn
LOCATION: Fallarbor Town
TAUGHT TO:

TM29 PSYCHIC
CLASS: Psychic
EFFECT: Attack with 10% chance of reducing opponent's Special Defence
LOCATION: Game Corner
TAUGHT TO:

TM30 SHADOW BALL
CLASS: Ghost
EFFECT: Attack with 10% chance of reducing opponent's Special Defence
LOCATION: Pokémon Tower
TAUGHT TO:

TM31 BRICK BREAK
CLASS: Fighting
EFFECT: Removes Light Screen, Safeguard or Reflect
LOCATION: Sootopolis City
TAUGHT TO:

TM32 DOUBLE TEAM
CLASS: Normal
EFFECT: Increases chance of dodging attack
LOCATION: Game Corner
TAUGHT TO:

TM33 REFLECT
CLASS: Psychic
EFFECT: Increases damage by 50% for five rounds
LOCATION: Lilycove City Dept Store
TAUGHT TO:

TM34 SHOCK WAVE
CLASS: Electric
EFFECT: Accurate attack move
LOCATION: Awarded by Mauville Gym Leader
TAUGHT TO:

TM35 FLAMETHROWER
CLASS: Fire
EFFECT: Attack with 10% chance of Burning opponent
LOCATION: Game Corner
TAUGHT TO:

TM36 SLUDGE BOMB
CLASS: Poison
EFFECT: Attack with 30% chance of Poisoning opponent
LOCATION: Dewford Town
TAUGHT TO:

TM37 SANDSTORM
CLASS: Rock
EFFECT: Five rounds of damage to all Pokémon except Rock, Ground or Steel
LOCATION: Desert
TAUGHT TO:

TM38 FIRE BLAST
CLASS: Fire
EFFECT: Attack with 10% chance of Burning opponent
LOCATION: Lilycove City Dept store, 4th floor (5500 Poke)
TAUGHT TO:

TM39 ROCK TOMB
CLASS: Rock
EFFECT: Attack that reduces opponent's Speed
LOCATION: Awarded by Rustboro Gym Leader
TAUGHT TO:

TM40 AERIAL ACE
CLASS: Flying
EFFECT: Accurate aerial attack
LOCATION: Awarded by Fortree Gym Leader
TAUGHT TO:

TM41 TORMENT
CLASS: Dark
EFFECT: Opponent cannot use the same move in consecutive rounds
LOCATION: Slateport City
TAUGHT TO:

TM42 FAÇADE
CLASS: Normal
EFFECT: Increases Damage during Poison or Paralysis
LOCATION: Awarded by Petalburg Gym Leader
TAUGHT TO:

TM43 SECRET POWER
CLASS: Normal
EFFECT: Used to create a Secret Base
LOCATION: Route 111, Slateport City
TAUGHT TO:

TM44 REST
CLASS: Psychic
EFFECT: Recovers HP, then induces Sleep for two rounds
LOCATION: Sootopolis City
TAUGHT TO:

TM45 ATTRACT
CLASS: Normal
EFFECT: Use on opposite gender Pokémon to reduce chance of Attack
LOCATION: Fallarbor Town
TAUGHT TO:

TM46 THIEF
CLASS: Dark
EFFECT: Steal item opponent is Holding (only if your Pokémon isn't Holding)
LOCATION: Ocean Museum
TAUGHT TO:

TM47 STEEL WING
CLASS: Steel
EFFECT: Ordinary Attack
LOCATION: Granite Cave (from Champion)
TAUGHT TO:

TM48 SKILL SWAP
CLASS: Psychic
EFFECT: Swap all Abilities with opponent
LOCATION: Mt Pyre
TAUGHT TO:

TM49 SNATCH
CLASS: Dark
EFFECT: Steals opponent's next move
LOCATION: SS Tidal
TAUGHT TO:

TM50 OVERHEAT
CLASS: Fire
EFFECT: Powerful Attack which reduces opponent's Special Attack
LOCATION: Awarded by Lavaridge Gym Leader
TAUGHT TO:

ITEM DIRECTORY

AMULET COIN
EFFECT: Doubles money won in battle (hold)

ANTIDOTE
EFFECT: Cures Poison

AWAKENING
EFFECT: Awaken sleeping Pokémon

BEAD MAIL
EFFECT: None

BLACK BELT
EFFECT: Powers-up Fighting-type moves (hold)

BLACK GLASSES
EFFECT: Powers-up Dark-type moves (hold)

BLACK FLUTE
EFFECT: Repels Wild Pokémon

BLUE FLUTE
EFFECT: Awakens Pokémon

BLUE SCARF
EFFECT: Increases Beauty rating (hold)

BLUE SHARD
EFFECT: Necessary to get Water Stone

BRIGHT POWDER
EFFECT: Reduces opponent's Accuracy (hold)

BURN HEAL
EFFECT: Cures Burn

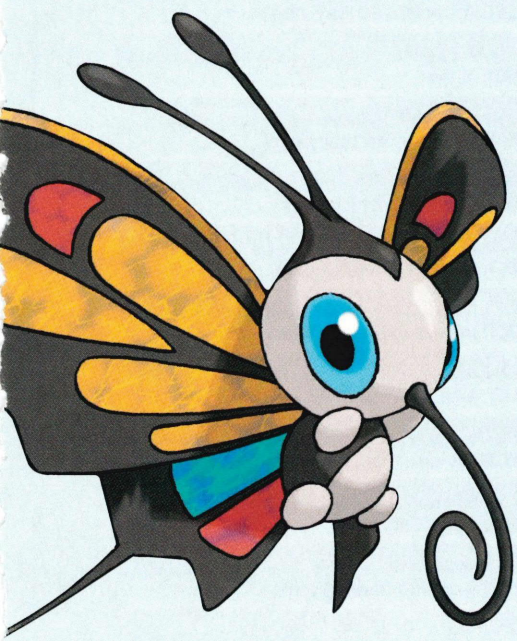
CALCIUM
EFFECT: Power-up Special Attack

CARBOS
EFFECT: Increase Speed

CHARCOAL
EFFECT: Powers-up Fire type moves (hold)

CLEANSE TAG
EFFECT: Reduces chance of encountering Wild Pokémon

DEEP SEA SCALE
EFFECT: Trade Evolution item



DEEP SEA TOOTH
EFFECT: Trade Evolution item

DIRE HIT
EFFECT: Increases chance of Critical Hit

DRAGON FANG
EFFECT: Powers-up Dragon-type moves

DRAGON SCALE
EFFECT: Evolution item

ELIXIRS
EFFECT: Recovers 10 PP of all moves

ENERGY ROOT
EFFECT: Recovers 200 HP

ENERGY POWDER
EFFECT: Recovers 50 HP

ESCAPE ROPE
EFFECT: Escape from caves

ETHER
EFFECT: Recovers 10 PP for one move

EVERSTONE
EFFECT: Prevents evolution

EXP SHARE
EFFECT: Shares EXP points

FIRE STONE
EFFECT: Evolution item

FLUFFY TAIL
EFFECT: Guarantees escape from Wild Pokémon

FOCUS BAND
EFFECT: Reduces likelihood of Fainting

FRESH WATER
EFFECT: Recovers 50 HP

FULL HEAL
EFFECT: Cures Status Ailments

FULL RESTORE
EFFECT: Restores full HP and cures Status Ailments

GLITTER MAIL
EFFECT: None

GREEN SCARF
EFFECT: Increases smartness (hold)

GREEN SHARD
EFFECT: Necessary to get Leaf Stone

GUARD SPEC
EFFECT: Prevents Special Attacks

HARBOR MAIL
EFFECT: None

HARD STONE
EFFECT: Powers-up Rock-type attacks

HEAL POWDER
EFFECT: Cures Status Ailments

HEART SCALE
EFFECT: Storyline item

HP UP
EFFECT: Increases HP

HYPER POTION
EFFECT: Recovers 200 HP

ICE HEAL
EFFECT: Cures Freeze

IRON
EFFECT: Powers-up Defence

KING'S ROCK
EFFECT: Increase likelihood of opponent flinching (hold)

LAVA COOKIE
EFFECT: Removes Status Ailments

LAX INCENSE
EFFECT: Reduces opponent's Accuracy

LEAF STONE
EFFECT: Evolution item

LEFTOVERS
EFFECT: Progressively recovers HP

LEMONADE
EFFECT: Recovers 80 HP

LIGHT BALL
EFFECT: Powers-up Electric Special Attack

MACHO BRACE
EFFECT: Facilitates general stat-raising

MAGNET
EFFECT: Powers-up Electric moves

MAX ELIXIR
EFFECT: Restores PP for all moves

MAX ETHER
EFFECT: Restores PP for one move

MAX POTION
EFFECT: Recovers full HP

MAX REPEL
EFFECT: Repels Wild Pokémon for 250 steps

MAX REVIVE
EFFECT: Revives Pokémon with full HP

MECH MAIL
EFFECT: None

METAL COAT
EFFECT: Powers-up Steel-type moves

MIRACLE SEED
EFFECT: Powers-up Grass-type moves

MOON STONE
EFFECT: Evolution item

MYSTIC WATER
EFFECT: Powers-up Water-type moves

NEVER MELT ICE
EFFECT: Powers-up Ice-type moves

NUGGET
EFFECT: None

ORANGE MAIL
EFFECT: None

PARALYSE HEAL
EFFECT: Removes Paralysis

PINK SCARF
EFFECT: Increases Cuteness rating

POISON BARB
EFFECT: Powers-up Poison-type moves

POTION
EFFECT: Recovers 200 HP

PP MAX
EFFECT: Restores full PP

PP UP
EFFECT: Increases PP

PROTEIN
EFFECT: Raises general Attack level

QUICK CLAW
EFFECT: Increases Speed

RARE CANDY
EFFECT: Evolution/level-up item

RED FLUTE
EFFECT: Restores Attract status

RED SCARF
EFFECT: Increases Coolness rating

RED SHARD
EFFECT: Storyline trading item

REPEL
EFFECT: Repels Wild Pokémon for 100 steps

REVIVAL HERB
EFFECT: Revives Pokémon

REVIVE
EFFECT: Revives Pokémon

SCOPE LENS
EFFECT: Improves likelihood of scoring a Critical Hit

SEA INCENSE
EFFECT: Powers-up Water-type moves

SHADOW MAIL
EFFECT: None

SHARP BEAK
EFFECT: Powers-up Flying-type moves

SHELL BELL
EFFECT: Drains HP from opponent

SHOAL SALT
EFFECT: Storyline trading item

SHOAL SHELL
EFFECT: Storyline trading item

SILK SCARF
EFFECT: Powers-up Normal-type moves

SILVER POWDER
EFFECT: Powers-up Bug-type moves

SMOKE BALL
EFFECT: Guarantees escape from Wild Pokémon

SODA POP
EFFECT: recovers 60 HP

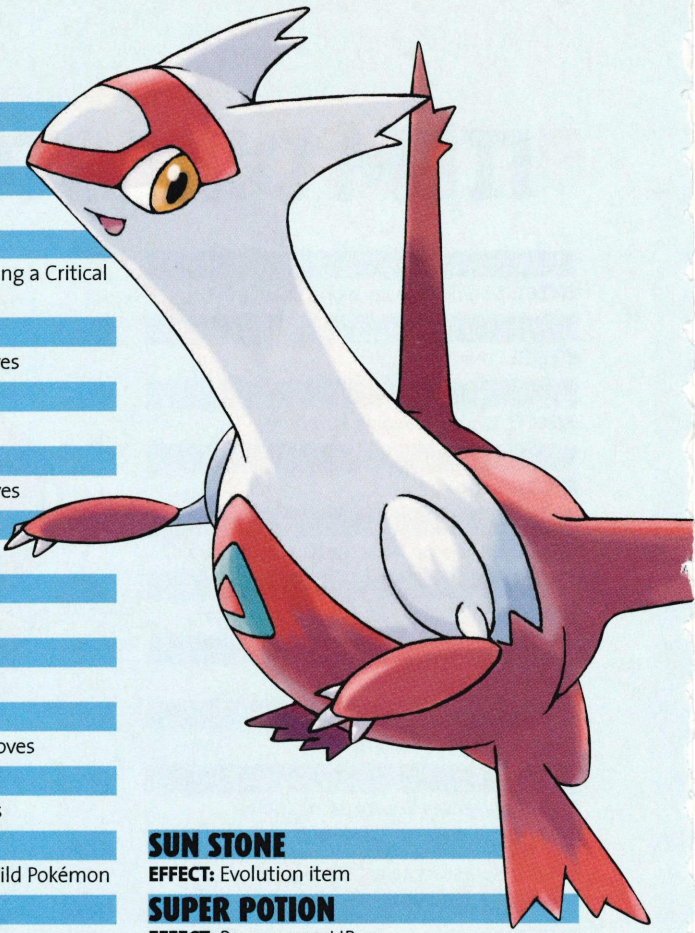
SOFT SAND
EFFECT: Powers-up Ground-type moves

SOOTHE BELL
EFFECT: Increases Happiness rating

SPELL TAG
EFFECT: Powers-up Ghost-type moves

STAR PIECE
EFFECT: None

STARDUST
EFFECT: None



SUN STONE
EFFECT: Evolution item

SUPER POTION
EFFECT: Recovers 50 HP

SUPER REPEL
EFFECT: Repels Wild Pokémon for 200 steps

THUNDERSTONE
EFFECT: Evolution item

TROPIC MAIL
EFFECT: None

TWISTED SPOON
EFFECT: Annoys Uri Gellar

WATER STONE
EFFECT: Evolution item

WAVE MAIL
EFFECT: None

WHITE FLUTE
EFFECT: Attracts Wild Pokémon

WOOD MAIL
EFFECT: None

X ACCURACY
EFFECT: Increases Accuracy level

X ATTACK
EFFECT: Increases Attack level

X DEFEND
EFFECT: Increases Defence level

X SPECIAL
EFFECT: Increases Special Attack level

X SPEED
EFFECT: Increases Speed

YELLOW SCARF
EFFECT: Increases Toughness rating

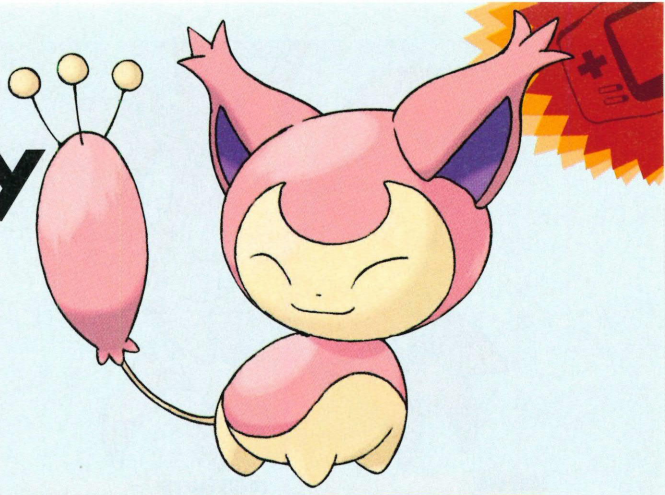
YELLOW FLUTE
EFFECT: Cures Confusion

YELLOW SHARD
EFFECT: Storyline trading item

ZINC
EFFECT: Improves Defence against Special Attacks

MOVES DIRECTORY

Your one-stop guide to what's hot and what's not in the all-new world of Pokémon battling.



ABSORB
Type: Grass **Power:** 20
Accuracy: 100 **PP:** 20
Special: Recovers 50% of damage inflicted

ACID
Type: Poison **Power:** 40
Accuracy: 100 **PP:** 30
Special: 10% chance of reducing opponent's defence

ACID ARMOR
Type: Poison **Power:** –
Accuracy: – **PP:** 40
Special: Raises defence

AERIAL ACE
Type: Flying **Power:** 60
Accuracy: – **PP:** 20
Special: Never misses

AGILITY
Type: Psychic **Power:** –
Accuracy: – **PP:** 30
Special: Increases Speed rating

AIR CUTTER
Type: Flying **Power:** 55
Accuracy: 95 **PP:** 25
Special: High probability of a Critical Hit

AMNESIA
Type: Psychic **Power:** –
Accuracy: – **PP:** 20
Special: Raises Special defence

ANCIENT POWER
Type: Rock **Power:** 60
Accuracy: 100 **PP:** 5
Special: 10% chance of raising all Pokémon stats

ARM THRUST
Type: Fighting **Power:** 15
Accuracy: 100 **PP:** 20
Special: Hits from two to five times

AROMATHERAPY
Type: Grass **Power:** –
Accuracy: – **PP:** 5
Special: Removes all Status Ailments (Burn, Poison, etc)

ASSIST
Type: Normal **Power:** –
Accuracy: 100 **PP:** 20
Special: Changes opponent's moves at random

ASTONISH
Type: Ghost **Power:** 30
Accuracy: 100 **PP:** 15
Special: 30% chance of making opponent flinch

ATTRACT
Type: Normal **Power:** –
Accuracy: 100 **PP:** 15
Special: Only works on Pokémon of the opposite sex

AURORA BEAM
Type: Ice **Power:** 65
Accuracy: 100 **PP:** 20
Special: 10% chance of reducing opponent's attack

BARRIER
Type: Psychic **Power:** –
Accuracy: – **PP:** 30
Special: Increases defence

BATON PASS
Type: Normal **Power:** –
Accuracy: – **PP:** 40
Special: Replaces Pokémon in battle

BELLY DRUM
Type: Normal **Power:** –
Accuracy: – **PP:** 10
Special: Raises attack, reduces HP

BIDE
Type: Normal **Power:** –
Accuracy: 100 **PP:** 10
Special: Stores damage received, then inflicts it back

BIND
Type: Normal **Power:** 15
Accuracy: 75 **PP:** 20
Special: Prevents opponent switching Pokémon

BITE
Type: Dark **Power:** 60
Accuracy: 100 **PP:** 25
Special: 30% chance of making opponent flinch

BLAZE KICK
Type: Fire **Power:** 85
Accuracy: 90 **PP:** 10
Special: 10% chance of burning opponent

BLIZZARD
Type: Ice **Power:** 120
Accuracy: 70 **PP:** 5
Special: 30% chance of freezing your opponent

BLOCK
Type: Normal **Power:** –
Accuracy: 100 **PP:** 5
Special: Prevents the opponent from fleeing

BODY SLAM
Type: Normal **Power:** 85
Accuracy: 100 **PP:** 15
Special: 30% chance of Paralysing opponent

BOUNCE
Type: Flying **Power:** 85
Accuracy: 85 **PP:** 5
Special: 30% chance of Paralysing opponent

BRICK BREAK
Type: Fighting **Power:** 75
Accuracy: 100 **PP:** 15
Special: Removes Reflect and Light Screen

BUBBLE
Type: Water **Power:** 20
Accuracy: 100 **PP:** 30
Special: 10% chance of reducing opponent's speed

BUBBLE BEAM
Type: Water **Power:** 65
Accuracy: 100 **PP:** 20
Special: 10% chance of reducing opponent's speed

BULK UP
Type: Fighting **Power:** –
Accuracy: – **PP:** 20
Special: Raises attack and defence

BULLET SEED
Type: Grass **Power:** 10
Accuracy: 100 **PP:** 30
Special: Hits 2-5 times

CALM MIND
Type: Psychic **Power:** –
Accuracy: – **PP:** 20
Special: Raises Special attack and defence

CAMOUFLAGE
Type: Normal **Power:** –
Accuracy: 100 **PP:** 20
Special: Changes Pokémon's type

CHARGE
Type: Electric **Power:** –
Accuracy: – **PP:** 20
Special: Doubles power of Electric attacks

CHARM
Type: Normal **Power:** –
Accuracy: 100 **PP:** 20
Special: Lowers opponent's attack

CLAMP
Type: Water **Power:** 35
Accuracy: 75 **PP:** 10
Special: Continuous attack for 2-5 turns

CONFUSE RAY
Type: Ghost **Power:** –
Accuracy: 100 **PP:** 10
Special: Confuses opponent

CONFUSION
Type: Psychic **Power:** 50
Accuracy: 100 **PP:** 25
Special: 10% chance of confusing opponent

CONSTRICT
Type: Normal **Power:** 10
Accuracy: 100 **PP:** 35
Special: 10% chance of reducing opponent's Speed

COSMIC POWER
Type: Normal **Power:** –
Accuracy: – **PP:** 20
Special: Raises defence

COTTON SPORE
Type: Grass **Power:** –
Accuracy: 85 **PP:** 40
Special: Reduces opponent's Speed

COUNTER
Type: Fighting **Power:** –
Accuracy: 100 **PP:** 20
Special: Counters opponent's normal attacks

COVET
Type: Normal **Power:** 40
Accuracy: 100 **PP:** 40
Special: Steals opponent's item

CRABHAMMER
Type: Water **Power:** 90
Accuracy: 85 **PP:** 10
Special: High probability of Critical Hit

CROSS CHOP
Type: Fighting **Power:** 100
Accuracy: 80 **PP:** 5
Special: High probability of Critical Hit

CRUNCH
Type: Dark **Power:** 80
Accuracy: 100 **PP:** 15
Special: 20% chance of reducing opponent's Special defence

CRUSH CLAW
Type: Normal **Power:** 75
Accuracy: 95 **PP:** 10
Special: 50% chance of reducing opponent's defence

CURSE
Type: Psychic **Power:** –
Accuracy: – **PP:** 10
Special: Raises attack and defence, reduces Speed

CUT
Type: Normal **Power:** 50
Accuracy: 95 **PP:** 30
Special: Cuts down trees

DEFENCE CURL
Type: Normal **Power:** –
Accuracy: – **PP:** 40
Special: Raises defence

DESTINY BOND
Type: Ghost **Power:** –
Accuracy: – **PP:** 5
Special: Makes victorious opponent Pokémon faint

DETECT
Type: Fighting **Power:** –
Accuracy: – **PP:** 5
Special: Evades attack

DIG
Type: Ground **Power:** 60
Accuracy: 100 **PP:** 10
Special: Escapes from caves

DISABLE
Type: Normal **Power:** –
Accuracy: 55 **PP:** 20
Special: Disables opponent's last move

DIVE
Type: Water **Power:** 60
Accuracy: 100 **PP:** 10
Special: Two-turn attack

DIZZY PUNCH
Type: Normal **Power:** 70
Accuracy: 100 **PP:** 10
Special: 20% chance of confusing opponent

DOUBLE KICK
Type: Fighting **Power:** 30
Accuracy: 100 **PP:** 30
Special: Scores two hits

DOUBLE TEAM
Type: Normal **Power:** –
Accuracy: – **PP:** 15
Special: Raises Evade stat

DOUBLE EDGE
Type: Normal **Power:** 120
Accuracy: 100 **PP:** 15
Special: Inflicts damage on user

DOUBLE SLAP
Type: Normal **Power:** 15
Accuracy: 85 **PP:** 10
Special: Hits 2-5 times

DRAGON CLAW
Type: Dragon **Power:** 80
Accuracy: 100 **PP:** 15
Special: Nothing special

DRAGON DANCE
Type: Dragon **Power:** –
Accuracy: – **PP:** 20
Special: Raises Speed, attack

DRAGON BREATH
Type: Dragon **Power:** 60
Accuracy: 100 **PP:** 20
Special: 30% chance of Paralysing opponent

DRAGON RAGE
Type: Dragon **Power:** –
Accuracy: 100 **PP:** 10
Special: Always inflicts at least 40 HP damage

DREAM EATER
Type: Psychic **Power:** 100
Accuracy: 100 **PP:** 15
Special: Use on sleeping Pokémon

DRILL PECK
Type: Flying **Power:** 80
Accuracy: 100 **PP:** 20
Special: Nothing special

DYNAMIC PUNCH
Type: Fighting **Power:** 100
Accuracy: 50 **PP:** 5
Special: Confuses opponent

EARTHQUAKE
Type: Ground **Power:** 100
Accuracy: 100 **PP:** 10
Special: Massive damage to dug-in Pokémon

EMBER
Type: Fire **Power:** 40
Accuracy: 100 **PP:** 25
Special: 10% chance of burning opponent

ENCORE
Type: Normal **Power:** –
Accuracy: 100 **PP:** 5
Special: Forces opponent to repeat last move for 3-6 rounds

ENDEAVOR
Type: Normal **Power:** –
Accuracy: 100 **PP:** 5
Special: Reduces opponent's HP to your level

ENDURE
Type: Normal **Power:** –
Accuracy: – **PP:** 10
Special: Pokémon will always survive

ERUPTION
Type: Fire **Power:** 150
Accuracy: 100 **PP:** 5
Special: Lower HP does more damage

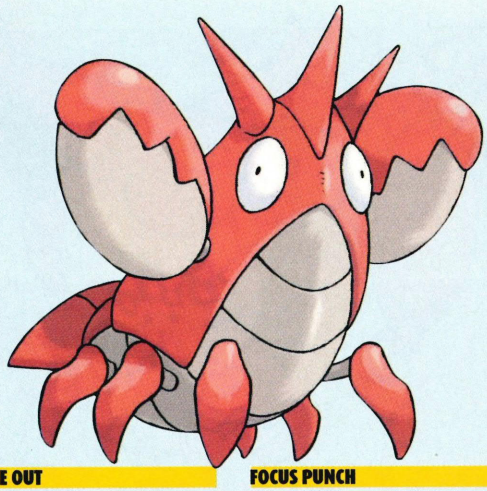
EXPLOSION
Type: Normal **Power:** 250
Accuracy: 100 **PP:** 5
Special: Suicide attack

EXTRASENSORY
Type: Psychic **Power:** 80
Accuracy: 100 **PP:** 30
Special: 10% chance of making opponent flinch

EXTREME SPEED
Type: Normal **Power:** 80
Accuracy: 100 **PP:** 5
Special: Always attack the opponent first

FACADE
Type: Normal **Power:** 70
Accuracy: 100 **PP:** 20
Special: Power doubled with Paralyse, Poison or Burn

FAINT ATTACK
Type: Dark **Power:** 60
Accuracy: 100 **PP:** 20
Special: Always hits



FAKE OUT
Type: Normal Power: 40
Accuracy: 100 PP: 10
Special: Always makes the opponent flinch, first turn only

FAKE TEARS
Type: Dark Power: –
Accuracy: 100 PP: 20
Special: Reduces opponent's Special defence

FALSE SWIPE
Type: Normal Power: 40
Accuracy: 100 PP: 40
Special: Reduces opponent to 1 HP

FEATHERDANCE
Type: Flying Power: –
Accuracy: 100 PP: 15
Special: Reduces opponent's attack

FIRE BLAST
Type: Fire Power: 120
Accuracy: 85 PP: 5
Special: 30% chance of burning opponent

FIRE PUNCH
Type: Fire Power: 75
Accuracy: 100 PP: 15
Special: 10% chance of burning opponent

FIRE SPIN
Type: Fire Power: 15
Accuracy: 70 PP: 15
Special: Attacks for 2-5 turns

FISSURE
Type: Ground Power: –
Accuracy: 30 PP: 5
Special: One-hit victory

FLAIL
Type: Normal Power: –
Accuracy: 100 PP: 15
Special: Lower HP, stronger attack

FLAMETHROWER
Type: Fire Power: 95
Accuracy: 100 PP: 15
Special: 10% chance of burning opponent

FLASH
Type: Normal Power: –
Accuracy: 70 PP: 20
Special: Lowers opponent's Accuracy

FLATTER
Type: Dark Power: –
Accuracy: 100 PP: 15
Special: Confuses your opponent

FLY
Type: Flying Power: 70
Accuracy: 95 PP: 15
Special: Fast travel between towns

FOCUS ENERGY
Type: Normal Power: –
Accuracy: – PP: 30
Special: Higher probability of Critical Hit

FOCUS PUNCH
Type: Fighting Power: 150
Accuracy: 100 PP: 20
Special: Two-turn attack

FOLLOW ME
Type: Normal Power: –
Accuracy: 100 PP: 20
Special: Copy opponent's move

FORESIGHT
Type: Normal Power: –
Accuracy: 100 PP: 40
Special: Prevents Accuracy reduction

FRUSTRATION
Type: Normal Power: –
Accuracy: 100 PP: 20
Special: Improves stats for disloyal Pokémon

FURY ATTACK
Type: Normal Power: 15
Accuracy: 85 PP: 20
Special: Hits 2-5 times

FURY CUTTER
Type: Bug Power: 10
Accuracy: 95 PP: 20
Special: Cumulative increase in damage

FURY SWIPES
Type: Normal Power: 18
Accuracy: 80 PP: 15
Special: Hits 2-5 times

FUTURE SIGHT
Type: Psychic Power: 80
Accuracy: 90 PP: 15
Special: Two-round attack

GIGA DRAIN
Type: Grass Power: 60
Accuracy: 100 PP: 5
Special: Recovers 50% of inflicted damage

GLARE
Type: Normal Power: –
Accuracy: 75 PP: 30
Special: Paralyses opponent

GRASSWHISTLE
Type: Grass Power: –
Accuracy: 55 PP: 15
Special: Makes opponent sleep

GROWL
Type: Normal Power: –
Accuracy: 100 PP: 40
Special: Lowers opponent's attack

GROWTH
Type: Normal Power: –
Accuracy: – PP: 40
Special: Raises Special attack stats

GRUDGE
Type: Ghost Power: –
Accuracy: 100 PP: 5
Special: Eliminates PP of opponent's faint-inducing move

GUILLOTINE
Type: Normal Power: –
Accuracy: 30 PP: 5
Special: Certain victory over lower level Pokémon

GUST
Type: Flying Power: 40
Accuracy: 100 PP: 35
Special: Big damage to flying Pokémon

HAIL
Type: Ice Power: –
Accuracy: – PP: 10
Special: Lasts five turns

HARDEN
Type: Normal Power: –
Accuracy: – PP: 30
Special: Raises defence

HAZE
Type: Ice Power: –
Accuracy: – PP: 30
Special: Cures Burn, Poison, etc

HEADBUTT
Type: Normal Power: 70
Accuracy: 100 PP: 15
Special: Gives a 30% chance of making your opponent flinch

HEAL BELL
Type: Normal Power: –
Accuracy: – PP: 5
Special: Cures Burn, Poison, etc

HEAT WAVE
Type: Fire Power: 100
Accuracy: 90 PP: 10
Special: 10% chance of burning opponent

HELPING HAND
Type: Normal Power: –
Accuracy: 100 PP: 20
Special: Increases attack

HI JUMP KICK
Type: Fighting Power: 85
Accuracy: 90 PP: 20
Special: Backfires on you if it doesn't hit

HIDDEN POWER
Type: Normal Power: –
Accuracy: 100 PP: 15
Special: Summons a move based on your Pokémon's stats

HORN ATTACK
Type: Normal Power: 65
Accuracy: 100 PP: 25
Special: Nothing special

HORN DRILL
Type: Normal Power: –
Accuracy: 30 PP: 5
Special: One-hit victory over lesser Pokémon

HOWL
Type: Normal Power: –
Accuracy: – PP: 40
Special: Raises attack level

HYDRO PUMP
Type: Water Power: 120
Accuracy: 80 PP: 5
Special: Nothing special

HYPER BEAM
Type: Normal Power: 150
Accuracy: 90 PP: 5
Special: Attacks on one turn, recharges on the next

HYPER VOICE
Type: Normal Power: 90
Accuracy: 100 PP: 10
Special: Nothing special

HYPNOSIS
Type: Psychic Power: –
Accuracy: 60 PP: 20
Special: Puts opponent to sleep

ICE BALL
Type: Ice Power: 30
Accuracy: 90 PP: 20
Special: Attacks for five rounds

ICE BEAM
Type: Ice Power: 95
Accuracy: 100 PP: 10
Special: 10% chance of freezing opponent

ICE PUNCH
Type: Ice Power: 75
Accuracy: 100 PP: 15
Special: 10% chance of freezing opponent

ICY WIND
Type: Ice Power: 55
Accuracy: 95 PP: 15
Special: Reduces opponent's speed

IMPRISON
Type: Psychic Power: –
Accuracy: 100 PP: 15
Special: Locks identical moves on competing Pokémon

INGRAIN
Type: Grass Power: –
Accuracy: – PP: 20
Special: Recovers HP each turn, prevents you changing Pokémon

IRON DEFENCE
Type: Steel Power: –
Accuracy: – PP: 15
Special: Increases defence

IRON TAIL
Type: Steel Power: 100
Accuracy: 75 PP: 15
Special: 30% chance of reducing opponent's defence

KARATE CHOP
Type: Fighting Power: 50
Accuracy: 100 PP: 25
Special: Good chance of making a Critical Hit

KINESIS
Type: Psychic Power: –
Accuracy: 80 PP: 15
Special: Lowers opponent's accuracy

KNOCK OFF
Type: Dark Power: 20
Accuracy: 100 PP: 20
Special: Makes opponent drop item

LEAF BLADE
Type: Grass Power: 70
Accuracy: 100 PP: 15
Special: Good chance of a Critical Hit

LEECH LIFE
Type: Bug Power: 20
Accuracy: 100 PP: 15
Special: Recovers damage inflicted on opponent

LEECH SEED
Type: Grass Power: –
Accuracy: 90 PP: 10
Special: Absorbs opponent's HP on each turn

LEER
Type: Normal Power: –
Accuracy: 100 PP: 30
Special: Lowers opponent Pokémon's defence

LICK
Type: Ghost Power: 20
Accuracy: 100 PP: 20
Special: 30% chance of paralysing opponent

LIGHT SCREEN
Type: Psychic Power: –
Accuracy: – PP: 30
Special: Halves Special attacks for five rounds

LOCK-ON
Type: Normal Power: –
Accuracy: 100 PP: 5
Special: Guarantees a hit on the next turn, for any move

LOW KICK
Type: Fighting Power: –
Accuracy: 100 PP: 20
Special: Good against heavy Pokémon

LUSTER PURGE
Type: Psychic Power: 70
Accuracy: 100 PP: 5
Special: 50% chance of reducing opponent's Special defence

MACH PUNCH
Type: Fighting Power: 40
Accuracy: 100 PP: 5
Special: Always attacks first

MAGIC COAT
Type: Psychic Power: –
Accuracy: – PP: 15
Special: Nullifies special attacks

MAGICAL LEAF
Type: Grass Power: 60
Accuracy: – PP: 20
Special: Always hits the target

MAGNITUDE
Type: Ground Power: –
Accuracy: 100 PP: 30
Special: Power varies according to magnitude

MEAN LOOK
Type: Normal
Power: –
Accuracy: 100 PP: 5
Special: Prevents opponent switching or escaping

MEDITATE
Type: Psychic Power: –
Accuracy: – PP: 40
Special: Raises attack level

MEGA DRAIN
Type: Grass Power: 40
Accuracy: 100 PP: 10
Special: Recovers HP removed from opponent

MEGAHORN
Type: Bug Power: 120
Accuracy: 85 PP: 10
Special: Nothing special

MEMENTO
Type: Dark Power: –
Accuracy: 100 PP: 10
Special: Reduces attack and Special attack, makes user faint

METAL CLAW
Type: Steel Power: 50
Accuracy: 95 PP: 35
Special: 10% chance of increasing defence

METAL SOUND
Type: Steel Power: –
Accuracy: 85 PP: 40
Special: Reduces opponent's Special defence

METEOR MASH
Type: Steel Power: 100
Accuracy: 85 PP: 10
Special: 20% chance of raising the attack level

MIMIC
Type: Normal Power: –
Accuracy: 100 PP: 10
Special: Copies one move from opponent

MIND READER
Type: Normal Power: –
Accuracy: 100 PP: 5
Special: Following attack never misses

MINIMIZE
Type: Normal Power: –
Accuracy: – PP: 20
Special: Increases Evade

MIRROR COAT
Type: Psychic Power: –
Accuracy: 100 PP: 20
Special: Counters opponent's Special attack

MIRROR MOVE
Type: Flying Power: –
Accuracy: – PP: 20
Special: Copies opponent's previous attack

MIST
Type: Ice Power: –
Accuracy: – PP: 30
Special: Protects against status attacks for five rounds

MIST BALL
Type: Psychic Power: 70
Accuracy: 100 PP: 5
Special: 50% chance of reducing opponent's Special attack

MOONLIGHT
Type: Normal Power: –
Accuracy: – PP: 5
Special: Recovers HP, depending on the time of day

MORNING SUN
Type: Normal Power: –
Accuracy: – PP: 5
Special: Recovers HP, depending on the time of day

MUD SHOT
Type: Ground Power: 55
Accuracy: 95 PP: 15
Special: Reduces opponent's Speed

MUD SPORT
Type: Ground Power: –
Accuracy: – PP: 15
Special: Halves strength of Electric attacks

MUDDY WATER
Type: Water Power: 95
Accuracy: 85 PP: 10
Special: 30% chance of reducing opponent's Accuracy.

MUD SLAP
Type: Ground Power: 20
Accuracy: 100 PP: 10
Special: Reduces opponent's Accuracy

NATURE POWER
Type: Normal Power: –
Accuracy: 95 PP: 20
Special: Varies according to terrain

NEEDLE ARM
Type: Grass Power: 60
Accuracy: 100 PP: 15
Special: 30% chance of making opponent flinch

NIGHT SHADE
Type: Ghost Power: –
Accuracy: 100 PP: 15
Special: Damages your opponent according to your own level

ODOUR SLEUTH
Type: Normal Power: –
Accuracy: 100 PP: 40
Special: Makes Normal and Fighting moves affect Ghost Pokémon

OUTRAGE
Type: Dragon Power: 90
Accuracy: 100 PP: 15
Special: attacks for two or three rounds, user is confused

OVERHEAT
Type: Fire Power: 140
Accuracy: 90 PP: 5
Special: Reduces your own Special attack

PECK
Type: Flying Power: 35
Accuracy: 100 PP: 35
Special: Nothing special

PERISH SONG
Type: Normal Power: –
Accuracy: – PP: 5
Special: Makes all Pokémon faint after three turns

PETAL DANCE
Type: Grass Power: 70
Accuracy: 100 PP: 20
Special: Attacks two or three times, induces confusion in user

PIN MISSILE
Type: Bug Power: 14
Accuracy: 85 PP: 20
Special: Hits 2-5 times

POISON FANG
Type: Poison Power: 50
Accuracy: 100 PP: 15
Special: 30% chance of poisoning the opponent

POISON GAS
Type: Poison Power: –
Accuracy: 55 PP: 40
Special: Poisons the opponent

POISON STING
Type: Poison Power: 15
Accuracy: 100 PP: 35
Special: 30% chance of poisoning the opponent

POISON TAIL
Type: Poison Power: 50
Accuracy: 100 PP: 25
Special: Good chance of a Critical Hit

POISON POWDER
Type: Poison Power: –
Accuracy: 75 PP: 35
Special: Poisons opponent

POUND
Type: Normal Power: 40
Accuracy: 100 PP: 35
Special: Nothing special

POWDER SNOW
Type: Ice Power: 40
Accuracy: 100 PP: 25
Special: 10% chance of freezing opponent

PROTECT
Type: Normal Power: –
Accuracy: – PP: 10
Special: Blocks opponent's attack

PSYBEAM
Type: Psychic Power: 65
Accuracy: 100 PP: 20
Special: 10% chance of confusing opponent

PSYCH UP
Type: Normal Power: –
Accuracy: – PP: 10
Special: You benefit from opponent's stat-raising moves

PSYCHIC
Type: Psychic Power: 90
Accuracy: 100 PP: 10
Special: 10% chance of reducing opponent's Special defence

PSYWAVE
Type: Psychic Power: –
Accuracy: 80 PP: 15
Special: Deals damage based on your level

PURSUIT
Type: Dark Power: 40
Accuracy: 100 PP: 20
Special: Doubles damage if opponent switches Pokémon

QUICK ATTACK
Type: Normal Power: 40
Accuracy: 100 PP: 30
Special: Always attacks first

RAGE
Type: Normal Power: 20
Accuracy: 100 PP: 20
Special: Attack power increases when you take damage

RAIN DANCE
Type: Water Power: –
Accuracy: – PP: 5
Special: Increases the power of Water moves

RAPID SPIN
Type: Normal Power: 20
Accuracy: 100 PP: 40
Special: Frees you from multi-round attacks

RAZOR LEAF
Type: Grass Power: 55
Accuracy: 95 PP: 25
Special: High chance of a Critical Hit

RAZOR WIND
Type: Normal Power: 80
Accuracy: 100 PP: 10
Special: Two-round charge-up attack

RECOVER
Type: Normal Power: –
Accuracy: – PP: 20
Special: Recovers 50% of max HP

RECYCLE
Type: Normal Power: –
Accuracy: – PP: 10
Special: Reuse item

REFLECT
Type: Psychic Power: –
Accuracy: – PP: 20
Special: Halves normal damage

REFRESH
Type: Normal Power: –
Accuracy: – PP: 20
Special: Wipes out Poison, Paralyse or Burn

REST
Type: Psychic Power: –
Accuracy: – PP: 10
Special: Heals HP, then induces sleep

RETURN
Type: Normal Power: –
Accuracy: 100 PP: 20
Special: Improves loyal Pokémon

REVENGE
Type: Fighting Power: 60
Accuracy: 100 PP: 10
Special: Attack power increases when you take damage

REVERSAL
Type: Fighting Power: –
Accuracy: 100 PP: 15
Special: Big damage when you're low on HP

ROAR
Type: Normal Power: –
Accuracy: 100 PP: 20
Special: Forces a Pokémon change or escape

ROCK BLAST
Type: Rock Power: 25
Accuracy: 80 PP: 10
Special: Hits 2-5 times

ROCK SLIDE
Type: Rock Power: 75
Accuracy: 90 PP: 10
Special: 30% chance of making opponent flinch

ROCK SMASH
Type: Fighting Power: 20
Accuracy: 100 PP: 15
Special: 50% chance of reducing opponent's defence

ROCK THROW
Type: Rock Power: 50
Accuracy: 90 PP: 15
Special: Nothing special

ROCK TOMB
Type: Rock Power: 50
Accuracy: 80 PP: 10
Special: Reduces opponent's Speed

ROLE PLAY
Type: Psychic Power: –
Accuracy: 100 PP: 10
Special: Makes both Pokémon possess identical moves

ROLLOUT
Type: Rock Power: 30
Accuracy: 90 PP: 20
Special: Hits for up to five rounds

SAFEGUARD
Type: Normal Power: –
Accuracy: – PP: 25
Special: Protects against status attacks

SAND TOMB
Type: Ground Power: 15
Accuracy: 70 PP: 15
Special: Attacks for 2-5 rounds

SAND ATTACK
Type: Ground Power: –
Accuracy: 100 PP: 15
Special: Reduces opponent's Accuracy

SANDSTORM
Type: Rock Power: –
Accuracy: – PP: 10
Special: Effect lasts for five rounds

SCARY FACE
Type: Normal Power: –
Accuracy: 90 PP: 10
Special: Reduces opponent's Speed

SCRATCH
Type: Normal Power: 40
Accuracy: 100 PP: 35
Special: Nothing special

SCREECH
Type: Normal Power: –
Accuracy: 85 PP: 40
Special: Reduces opponent's defence

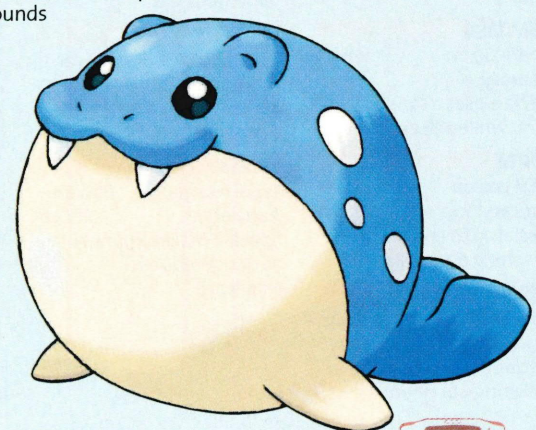
SECRET POWER
Type: Normal Power: 70
Accuracy: 100 PP: 20
Special: 30% chance of inflicting status damage

SEISMIC TOSS
Type: Fighting Power: –
Accuracy: 100 PP: 20
Special: Inflicts damage based on your level

SELF DESTRUCT
Type: Normal Power: 200
Accuracy: 100 PP: 5
Special: Suicide move

SHADOW BALL
Type: Ghost Power: 80
Accuracy: 100 PP: 15
Special: 20% chance of reducing opponent's Special defence

SHADOW PUNCH
Type: Ghost Power: 60
Accuracy: – PP: 20
Special: Always hits the target



SHEER COLD
Type: Ice **Power:** –
Accuracy: 30 **PP:** 5
Special: One-hit win over lower Pokémon

SHOCK WAVE
Type: Electric **Power:** 60
Accuracy: – **PP:** 20
Special: Always scores a hit

SIGNAL BEAM
Type: Bug **Power:** 75
Accuracy: 100 **PP:** 15
Special: 10% chance of confusing opponent

SILVER WIND
Type: Bug **Power:** 60
Accuracy: 100 **PP:** 5
Special: Gives a 10% chance of raising stats

SING
Type: Normal **Power:** –
Accuracy: 55 **PP:** 15
Special: Puts opponent to sleep

SKILL SWAP
Type: Psychic **Power:** –
Accuracy: 100 **PP:** 10
Special: Copies ability from opponent

SKULL BASH
Type: Normal **Power:** 100
Accuracy: 100 **PP:** 15
Special: Raises defence

SKY ATTACK
Type: Flying **Power:** 140
Accuracy: 90 **PP:** 5
Special: 30% chance of making opponent flinch

SKY UPPERCUT
Type: Fighting **Power:** 85
Accuracy: 90 **PP:** 15
Special: Works against Fly

SLACK OFF
Type: Normal **Power:** –
Accuracy: 100 **PP:** 10
Special: Recovers 50% of HP

SLAM
Type: Normal **Power:** 80
Accuracy: 75 **PP:** 20
Special: Nothing special

SLASH
Type: Normal **Power:** 70
Accuracy: 100 **PP:** 20
Special: Good chance of a Critical Hit.

SLEEP POWDER
Type: Grass **Power:** –
Accuracy: 75 **PP:** 15
Special: Puts the opponent to sleep

SLEEP TALK
Type: Normal **Power:** –
Accuracy: – **PP:** 10
Special: Uses a random move while asleep

SLUDGE
Type: Poison **Power:** 65
Accuracy: 100 **PP:** 20
Special: 30% chance of poisoning opponent

SLUDGE BOMB
Type: Poison **Power:** 90
Accuracy: 100 **PP:** 10
Special: 30% chance of poisoning opponent

SMELLING SALTS
Type: Normal **Power:** 60
Accuracy: 100 **PP:** 10
Special: Inflicts big damage on paralysed opponent, then cures paralysis

SMOG
Type: Poison **Power:** 20
Accuracy: 70 **PP:** 20
Special: 40% chance of poisoning opponent

SMOKESCREEN
Type: Normal **Power:** –
Accuracy: 100 **PP:** 20
Special: Reduces opponent's accuracy

SNATCH
Type: Dark **Power:** –
Accuracy: 100 **PP:** 10
Special: Gains any beneficial effects of opponent's next move

SNORE
Type: Normal **Power:** 40
Accuracy: 100 **PP:** 15
Special: Gives a 30% chance of making the opponent flinch

SOLAR BEAM
Type: Grass **Power:** 120
Accuracy: 100 **PP:** 10
Special: Two-round charge-up attack

SONIC BOOM
Type: Normal **Power:** –
Accuracy: 90
PP: 20
Special: Deals at least 20 HP damage

SPARK
Type: Electric **Power:** 65
Accuracy: 100 **PP:** 20
Special: 30% chance of paralysing opponent

SPIKE CANNON
Type: Normal **Power:** 20
Accuracy: 100 **PP:** 15
Special: Hits 2-5 times

SPIKES
Type: Ground **Power:** –
Accuracy: – **PP:** 20
Special: Does very bad things if your foolish opponent tries switching Pokémon

SPIT UP
Type: Normal **Power:** 100
Accuracy: 100 **PP:** 10
Special: Power increases with Stockpile

SPITE
Type: Ghost **Power:** –
Accuracy: 100 **PP:** 10
Special: Removes PP from opponent

SPLASH
Type: Normal **Power:** –
Accuracy: – **PP:** 40
Special: Makes opponent as dangerous as a Magikarp

SPORE
Type: Grass **Power:** –
Accuracy: 100 **PP:** 15
Special: Puts opponent to sleep

STEEL WING
Type: Steel **Power:** 70
Accuracy: 90 **PP:** 25
Special: 10% chance of raising defence

STOCKPILE
Type: Normal **Power:** –
Accuracy: – **PP:** 10
Special: Improves Swallow and Spit Up moves

STOMP
Type: Normal **Power:** 65
Accuracy: 100 **PP:** 20
Special: 30% chance of making opponent flinch

STRENGTH
Type: Normal **Power:** 80
Accuracy: 100 **PP:** 15
Special: Nothing special

STRING SHOT
Type: Bug **Power:** –
Accuracy: 95 **PP:** 40
Special: Reduces their Speed

STRUGGLE
Type: Normal **Power:** 50
Accuracy: 100 **PP:** –
Special: Last resort when you run out of PP

STUN SPORE
Type: Grass **Power:** –
Accuracy: 75 **PP:** 30
Special: Paralyses opponent

SUBMISSION
Type: Fighting **Power:** 80
Accuracy: 80 **PP:** 25
Special: User suffers damage

SUBSTITUTE
Type: Normal **Power:** –
Accuracy: – **PP:** 10
Special: Makes a dummy Pokémon using your own HP

SUNNY DAY
Type: Fire **Power:** –
Accuracy: – **PP:** 5
Special: Improves daylight moves

SUPERPOWER
Type: Fighting **Power:** 120
Accuracy: 200 **PP:** 5
Special: Reduces your attack and defence

TICKLE
Type: Normal **Power:** –
Accuracy: 100 **PP:** 20
Special: Reduces opponent's attack and defence

TORMENT
Type: Dark **Power:** –
Accuracy: 100 **PP:** 15
Special: Stops opponent repeating attacks

TOXIC
Type: Poison **Power:** –
Accuracy: 85 **PP:** 10
Special: Poisons opponent Pokémon

TRI-ATTACK
Type: Normal **Power:** 80
Accuracy: 100 **PP:** 10
Special: 10% chance of status damage

TRICK
Type: Psychic **Power:** –
Accuracy: 100 **PP:** 10
Special: Switch held item with opponent

TWISTER
Type: Dragon **Power:** 40
Accuracy: 100 **PP:** 20
Special: 20% chance making opponent flinch

UPROAR
Type: Normal **Power:** 50
Accuracy: 100 **PP:** 10
Special: Attacks for 2-5 turns, prevents sleep

VICE GRIP
Type: Normal **Power:** 55
Accuracy: 100 **PP:** 30
Special: Nothing special

VITAL THROW
Type: Fighting **Power:** 70
Accuracy: 100 **PP:** 10
Special: Slow, but guarantees success for following attack

WATER GUN
Type: Water **Power:** 40
Accuracy: 100 **PP:** 25
Special: Nothing special

WATER PULSE
Type: Water **Power:** 60
Accuracy: 100 **PP:** 20
Special: 20% chance of confusing opponent

WATER SPORT
Type: Water **Power:** –
Accuracy: – **PP:** 15
Special: Reduces strength of Fire moves

WATER SPOUT
Type: Water **Power:** 150
Accuracy: 100 **PP:** 5
Special: Best used when you have high HP

WATERFALL
Type: Water **Power:** 80
Accuracy: 100 **PP:** 15
Special: Nothing special

WEATHER BALL
Type: Normal **Power:** 50
Accuracy: 100 **PP:** 10
Special: Varies according to the weather

WHIRLPOOL
Type: Water **Power:** 15
Accuracy: 70 **PP:** 15
Special: Attacks for 2-5 turns, prevents switching

WHIRLWIND
Type: Normal **Power:** –
Accuracy: 100 **PP:** 20
Special: Forces opponent to switch/flee

WILL-O-WISP
Type: Fire **Power:** –
Accuracy: 75 **PP:** 15
Special: Burns opponent

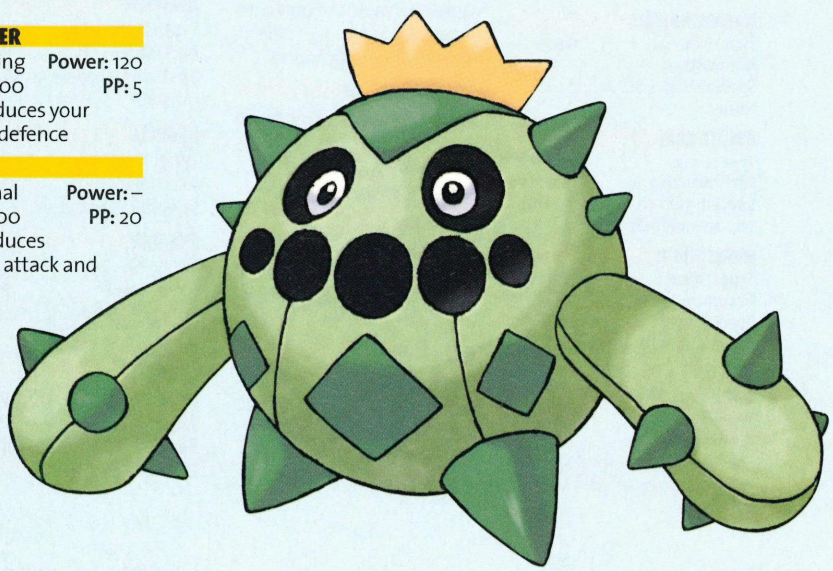
WING ATTACK
Type: Flying **Power:** 60
Accuracy: 10 **PP:** 35
Special: Nothing special

WISH
Type: Normal **Power:** –
Accuracy: – **PP:** 10
Special: Recovers 50% of HP after the next turn

WRAP
Type: Normal **Power:** 15
Accuracy: 85 **PP:** 20
Special: Attacks for 2-5 turns, prevents switching

YAWN
Type: Normal **Power:** –
Accuracy: 100 **PP:** 10
Special: Makes opponent sleep after next turn

ZAP CANNON
Type: Electric **Power:** 100
Accuracy: 50 **PP:** 5
Special: Paralyses opponent



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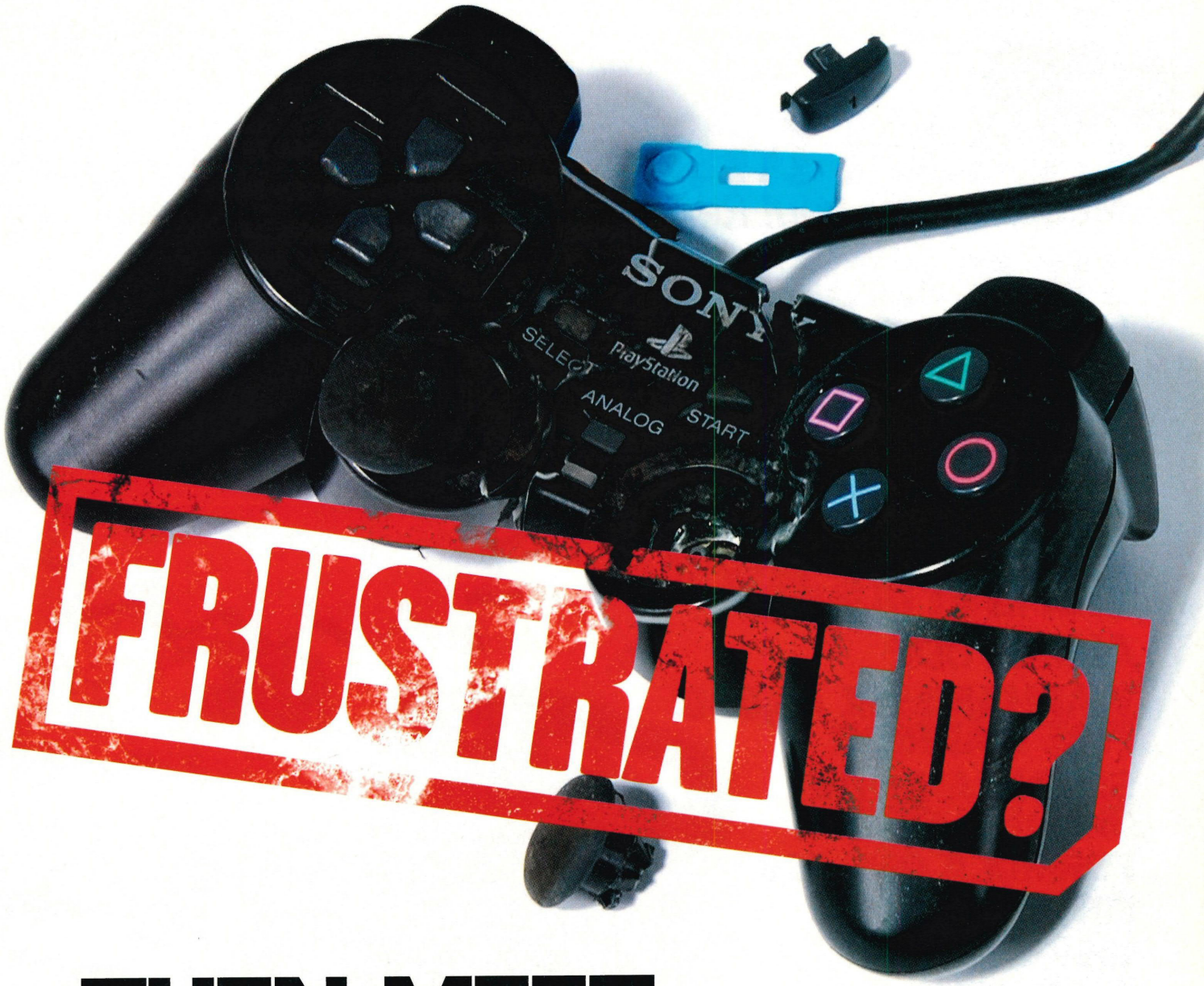

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COLIN MCRAE RALLY 04

McCraezy for you! Read the review, play the game!

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SOUL CALIBUR II

We gave it 10/10. Find out why!

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SPHINX AND THE SHADOW OF SET
FORMULA ONE 2003
FINDING NEMO
CHAOS LEGION
RUGBY 2004
SUMMER HEAT BEACH VOLLEYBALL
PERFECT ACE

14 PLAYABLE DEMOS

YOU DON'T JUST WANT TO WATCH. GET OPS2 AND START PLAYING!

PLUS! ALL THESE IN THE MAG!

REVIEWED *Colin McRae Rally 04, Judge Dredd: Dredd Vs Death, Amplitude, Conflict: Desert Storm II, Fire Warrior, ZOE2, The Italian Job* and loads more

PREVIEWED *MOH: Rising Sun, FIFA 2004, PES3, Jak II: Renegade, Mafia, SmackDown! 5, Finding Nemo, LOTR: The Two Towers* and pots more

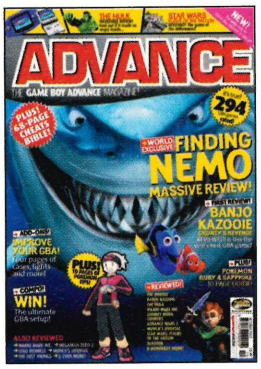
AND HOW ABOUT THIS! We've seen *Manhunt*, we've played *Killzone*, we have the only new *Metal Gear Solid 3* shots anywhere in the world!

OPS2 is NOT just another games magazine!

PlayStation 2
OFFICIAL MAGAZINE-UK

ISSUE 38 ON SALE NOW!

FEEDBACK



OFF CUTS

I love Advance so much,
It's really got a brilliant touch,
And all the cheats and tips,
Make me wanna lick my lips,
I adore the brand new size,
'Cos they won't miss my beady eyes,
So please Advance, keep 'em good,
And I won't throw 'em in the mud.
Peter Gould, Email

WINNERS!

Well done to the following winners of our 'Please let me win a GBA SP' compo:

Paul Johnson
from Northumberland,
Di Ruddock
from Hartlepool,
Anouska Russell
from Ruislip,
H Stewart
from Lincolnshire
Gillian Benjamin
from Egham (see bottom of page).

The winner of the 'I could have sworn it was Rover' is **Joanne Hurtul**
from Newton Abbot.
The four runners-up are:
David Glock
from Essex,
Brian Mayall
from Liverpool,
Diane Crimes
from Middlewich and
Charlotte Barker
from Crawley.
Well done all!

And finally, just a special mention for GBA SP winner **Gillian Benjamin**, whose appalling postcard shown above (a Chicken Supreme box lid, made us smile. Thanks!

"Make Advance more regular!" cries just about everyone. What are you suggesting? All-Bran and prunes?

"PERIPHERALS SECTION"

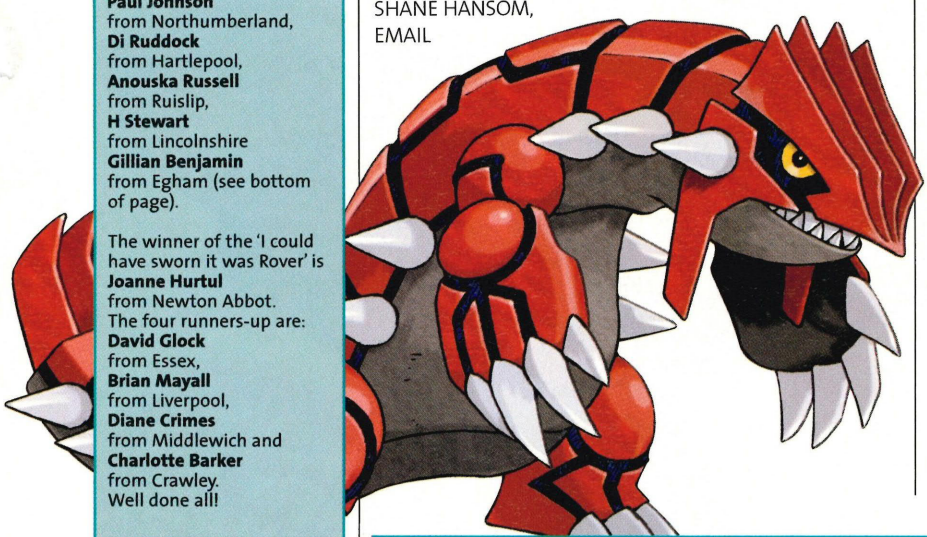
I read your last issue of no.4 and would like to first say how great it was! However, I realised that something was missing. I reckon a 'Peripherals' section should be added, where there are various bits of accessories you can use for your GBA, with reliable detail and a rating at the end. What do you reckon about this?
DAVID CHEUNG,
SOUTHEND-ON-SEA, ESSEX

STAR LETTER

We reckon: yes! This was such a good idea that we got in touch with peripheral makers, and the results of our testing can be seen starting on page 16.

"HARD-EARNED CASH"

Love the magazine but I do wish you could publish more regularly. There are so many Advance games out there now that we need a magazine like yours to play and review them so we don't dole out hard-earned cash for a game that's complete bollocks. It is a sad situation that the Gameboy Advance does not have a regular magazine dedicated to it. Hopefully you will be publishing another edition soon especially to cover the new *Pokemon* games.
SHANE HANSOM,
EMAIL



As the last surviving Gameboy Advance mag, we *are* the only mag dedicated to it, even if we're not published that regularly (complain to our bosses!) The good news, however, is that we do know when the next issue of Advance will be on the shelves - Friday 21st November. Don't miss it.

"BARNET FOOTBALL"

Are there any football management games on the Gameboy (Classic or Advance?) and if there are, do they contain Barnet Football Club. (I remain pessimistic).
THE CYBERSPACE NINJA YOSHIMITSU82, EMAIL

You're right to be pessimistic. There aren't any that we know of. Action games, yes. Management, no.

"BIGGEST FAULT"

I was just reading your article on the Gameboy Advance SP when I saw the biggest fault, the lack of a headphone socket. I reckon they didn't put it in so you can annoy people on the bus instead of being the guy sitting in the corner listening to the Gameboy Advance game music and humming along to it
JONATHAN REID,
UNDY, MONMOUTHSHIRE

Whatever the reason, we're not happy at having to shell out for a separate adaptor. Head on over to page 16 to find out about some new peripheral releases that help.

"RUNNY-SHOOTY"

It's really beginning to bother me that the GBA's entire gaming catalogue seems to be platform games of the runny-shooty type. I'm more of a fan of strategy games like *Advance Wars*, but I'm drowning in an ocean of simple games that all copy each other. Help!
SIMON PARKER,
STAFFORD

We hear your pain, Simon, but there's only so much that developers can squeeze out of the magic box that is the GBA.

WRITE IN AND WIN!

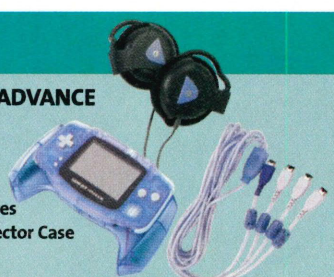
JOYTECH

Got something to say? Then say it! Send us your musings and not only could your prose appear in the pages of what is, undoubtedly, the world's premier Game Boy Advance magazine, but you've got a chance of winning a stack of wondrous goodies, too.

Yes, the author of the Star Letter gets a splendid JOYTECH accessory bundle to keep their Game Boy Advance company. Not only that, but you get the choice of GBA or GBA SP accessories to match the machine you own. Here's the beef:

GAME BOY ADVANCE

Battery Grip
Illuminator Pro
Link Cable
Stereo Earphones
Advanced Protector Case



GAME BOY ADVANCE SP

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Link Cable
Carry Case
In-Car Adaptor

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Don't forget to include your name and address so we know who to send the booty to, and let us know whether you'd prefer the GBA or GBA SP prize pack.

NEXT MONTH

HUGE REVIEW

→ **FIRST REVIEW!**

MARIO & LUIGI

Our favourite double-act return in *Superstar Saga*! Will this be the best GBA game ever? Find out, only in Advance issue 6!

PLUS EXCLUSIVE FIRST REVIEWS OF:

Super Mario Advance 4
Final Fantasy Tactics
Top Gear Rally
Pokemon Pinball
Harry Potter: Quidditch World Cup
FIFA Football 2004
Tony Hawk's Underground
007: Everything or Nothing
LotR: Return of the King

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