ISSUE 158 OCTOBER 2005

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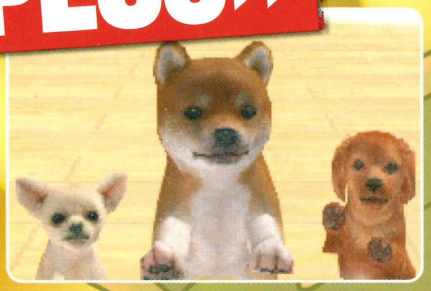

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**ZELDA: TWILIGHT PRINCESS »**
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# POKÉMON EMERALD VERSION™

## FIRST REVIEW! IT'S A GBA GEM!

PLUS... ● Ultimate Spider-Man ● Rainbow Six ● Mario Tennis ● Geist ● Prince of Persia 3 ● Fire Emblem ● Gym Leader guide and more!

ISSUE 158 OCTOBER 2005

POKéMON EMERALD

# NO DEALS

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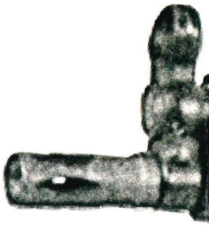

**LOCKDOWN STARTS**
**SEPTEMBER 2005**

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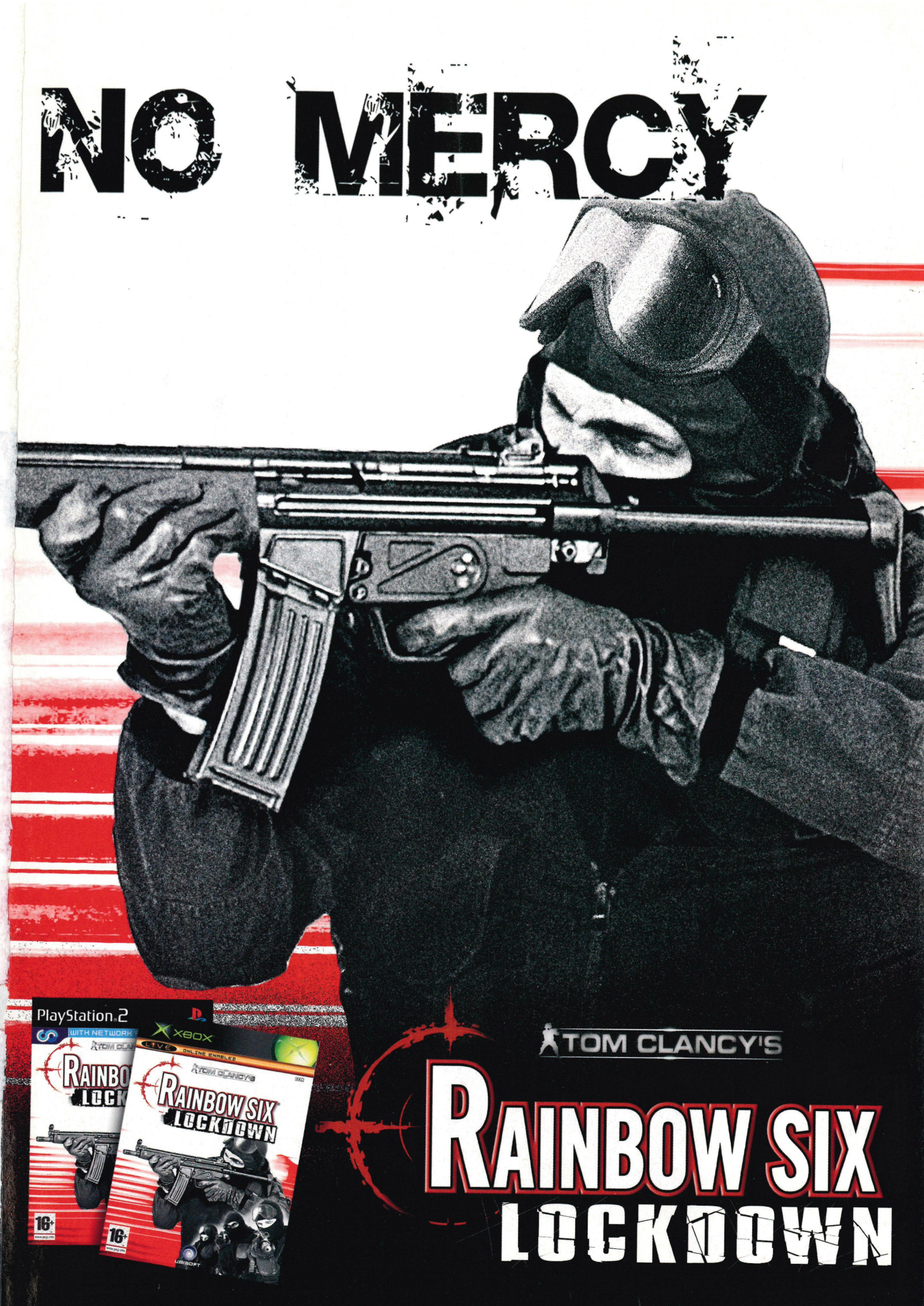


TOM CLANCY'S

# RAINBOW SIX LOCKDOWN

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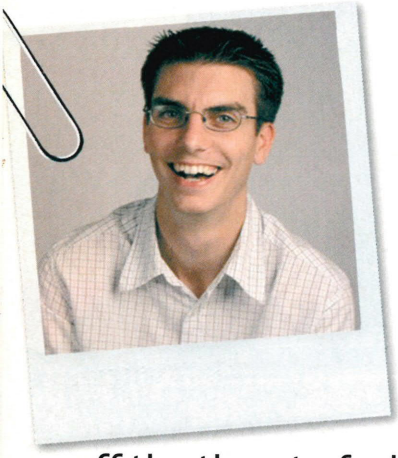

## What's Rayquaza snarling at?

Logic would suggest he's just about to come face to face with Deoxys, ready to unleash Hyper Beam. But we don't think like that. We reckon he's trying to warn off the threat of a litter of Nintendogs.

From one craze to another, we're loving the 'Dogs as much as we can't wait to hammer Team Aqua. Is it destined to be a cult classic? Is it genius? Call it what you want but the Retriever could go down as The Cutest Game Star Ever. It's sold a quarter of a million in America. That's puppy power and we've got the ONLY official review on page 64.

But that's not all. We're exhausted after our efforts this month. We busted a sweat playing sports, scared the crap out of people, blew up soldiers and became Spider-Man. And after all that, we just thanked God that the DS doesn't have a smell sensor. We'd hate to get a whiff of our mutt's mouth after all his excitement this month, bless 'im.

**Enjoy the games!**

Tim Street

**Editor**


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(and the Pokémon they'd most like to be)

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# DK's Big Bananas

THE COOLEST THING IN GAMES THIS MONTH

## THIS MONTH... ZELDA NEEDS MORE TIME. DON'T PANIC!

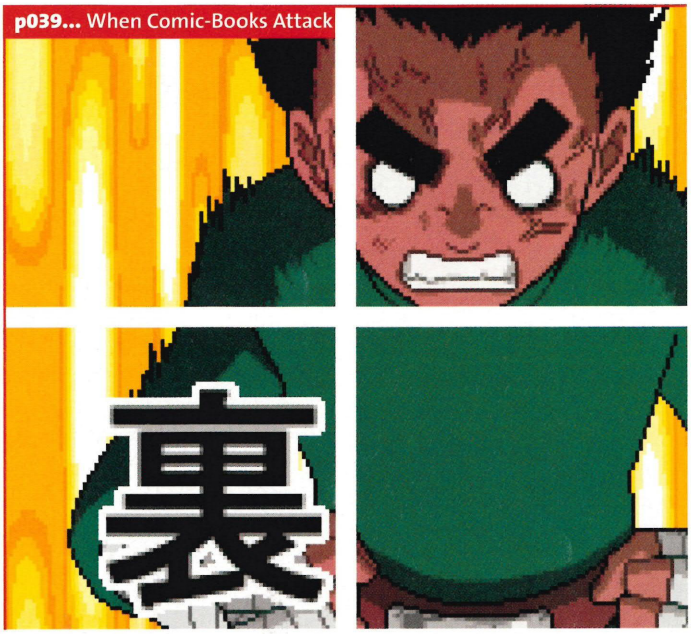
**"Our development team has decided to take extra time to add some incredible new elements to *Twilight Princess*. As a result, the game will now launch in 2006 globally." That was how Nintendo announced that the new *Zelda* game would miss its anticipated Christmas 2005 release.**

We're expecting nothing less than the finest game ever created in the light of this news, and that's definitely worth waiting for. Miyamoto had this to say in a Japanese radio interview: "Have faith in us. I have never been so involved in creating a *Zelda* game as I have been with this one. We are trying to make the best *Zelda* ever released. The richest and the most melancholy."

Cast your eyes over the latest images from the game here, and know that something very special is in store.

# Contents

October 2005


p039... When Comic-Books Attack

p048... Ultimate Spider-Man

p068... Advance Wars

p059... FIFA DS

p030 & 106... Win cool stuff

p064... Nintendogs


## REGULARS...

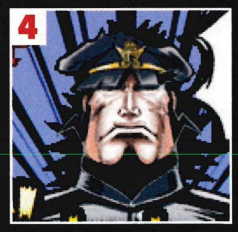

Welcome to *NOM* ..... 004
DK's Big Bananas ..... 006
World of Nintendo ..... 020
Big in Japan ..... 034
Shop Nintendo ..... 062
Mario's World ..... 091
Toad's Tips ..... 092
Wario's Cheats ..... 096
Subscriptions ..... 100
Peach and Bowser's Royal Mail ..... 102
Chain Chomp's Challenges ..... 108
Boo's Brainers ..... 110
Next month ..... 112
Nintendo Classic ..... 114

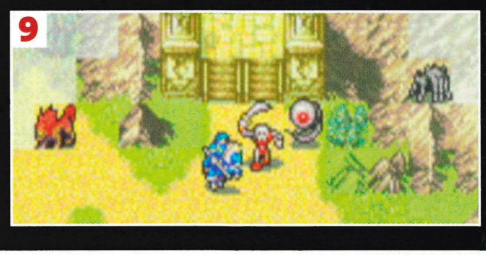
## THE COVER STORY!

*Pokémon Emerald* ..... p010

## 10 THINGS WE DIDN'T KNOW LAST MONTH...

**1.** That guy in Slateport would still owe us money from *Sapphire* (*Pokémon Emerald*, p010) **2.** Zombies would turn their attentions to the DS rather than braaaaaains (*World of Nintendo*, p023) **3.** Nintendo wanted to make *Nintendcats*. How rubbish would that have been? (*He Let The Dogs Out*, p024) **4.** A rhythm action game is actually pretty good. Even without Britney Spears in (*Big in Japan*, p036) **5.** There's more to comics than a guy who eats pies and a lad with a dog (*When Comic-Books Attack*, p039) **6.** The Human Torch, who's basically a rocket, can be beaten by Spider-Man in a race. OUTRAGEOUS (*Ultimate Spider-Man*, p048) **7.** RIP Bowser the dog. Long live Twix and Goomba (*Nintendogs*, p064) **8.** Possessing a lass wearing only a towel could actually get boring (*Geist*, p072) **9.** Kingsley Singleton. Long-time grid-freak, fantasy lover and sword-wielder wouldn't automatically give *Fire Emblem 2* 100% (*Fire Emblem: The Sacred Stones*, p084) **10.** Coloured blocks are still beautiful after all these years (*Nintendo Classic*, p114)






## PREVIEWS...

*Electroplankton* ..... p056
*FIFA '06 DS* ..... p059
*Mario Power Tennis* ..... p055
*Prince of Persia 3* ..... p061
*SBK: Snowboard Kids DS* ..... p058
*Spartan: Total Warrior* ..... p052
*Ultimate Spider-Man* ..... p048
*Viewtiful Joe Red Hot Rumble* ..... p054

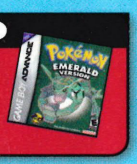
## REVIEWS...

*Advance Wars: Dual Strike* ..... p068
*Chicken Shoot* ..... p089
*FIFA '06* ..... p076
*Fire Emblem: The Sacred Stones* ..... p084
*Gauntlet* and *Rampart* ..... p088
*Geist* ..... p072
*Hello Kitty: Roller Rescue* ..... p088
*Klax* and *Marble Madness* ..... p089
*Madden NFL '06* ..... p083
*NHL 2006* ..... p089
*Nintendogs* ..... p064
*Rainbow Six: Lockdown* ..... p079
*Sonic Gems Collection* ..... p078
*Tiger Woods PGA Tour 2006* ..... p086
*Who Wants to be a Millionaire? Junior* ..... p088
*WWE Day of Reckoning 2* ..... p080
*Zooo* ..... p082

# Pokémon

**Thankfully, your boring 'real life' can now be cancelled for a few months while you go on holiday to Hoenn.**

## GAME INFO




Out: **OCTOBER 21ST**
Players: **1-100**
Price: **£29.99**
Publisher: **NINTENDO**

**They're vicious monsters who lurk in the shadows and attack anything that moves. Many of them have sharp teeth and claws, some of them shoot poison, while others can completely paralyze you with their mind. Their population growth is so overwhelmingly out of control that residents in nearby towns often refuse to leave their homes, fearing sudden attack from a rock monster or a bird that causes earthquakes. And yet, we love them. They're a huge hit. They're pocket-sized and undeniably cute. Their merchandising empire spans the globe. Their faces fill toy stores and airwaves and back issues of *Nintendo Official Magazine*, and they star in approximately 12,000 unique videogames. This is one of them.**

Every new *Pokémon* game is a staggering social event. Teachers stand perplexed in empty classrooms after break time is supposed to have finished. Grown men are more proud of their level 93 Jigglypuff than of anything they have achieved in their lives. Parents nod at words like 'Pokédex' and 'Squirtle' because it makes the children happy, but they hate themselves for knowing what any of this alien language actually means. And it's happening all over again from October 21st.

*Pokémon Emerald* is the latest in the line of traditional RPGs that have made the series so successful. The console RPG genre is like an old friend. It hasn't changed much in the nineteen years since *Dragon Quest* debuted in Japan.

# Emerald

Town residents still stick to one predefined area, and will repeat their same lines of dialogue whenever addressed. Monsters still respect borders, and engage in their hideous activities in a very strict regimen outside the town walls. The game's hero, as always, starts off with nothing and, by the end of the game, becomes the most powerful force in the known universe. No-one locks their doors, or acts even remotely surprised when you barge into their homes and start strutting around like you own the place. And winning the game relies almost exclusively on what we call 'level-building'. This involves hunting and repeatedly defeating the same creatures, over and over again, until your 'level' increases to the point where you're strong enough to move to the next section. Then the process starts over again, against slightly more powerful enemies.

These sections, typically, are barricaded in some way, and are cleared through a story-related event or action. What makes

**Just another day on the beach with your spikey mates**

Pokémon unique, in a manner of speaking, is this subject of 'levelling-up'. For one thing, the main character (a silent type, male or female, chosen and named something like 'Diego' by the player) is a pacifist who would rather make friends than actually hit someone. Your main character will not take part in any battle and, subsequently, will never personally 'level-up'. All of the dirty work is forced onto the Pokémon themselves, which they'll do without a complaint. Not that complaining is possible, mind. These little

**Van outside the house? Either the feds or someone's moving in**

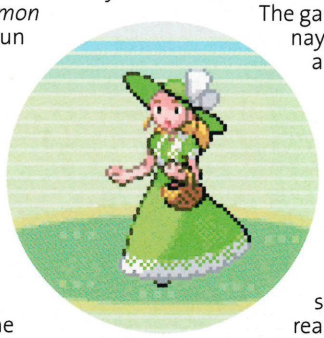
**We don't care what's reflected. We wanna know what Wingull does**

**"The main character is a pacifist who would rather make friends."**

guys lack anything even remotely resembling personality or free will, instead opting to be at your absolute beck and call. Unfortunately, there isn't a "make me a pizza" button, but when it comes to fighting, these little guys will happily die for you. Well, they'll faint. Nobody ever dies in a *Pokémon* game, they just... run out of breath and take a nap, or something, until you nurse them back to health.

Through some story convention or other, your character will typically start the game with only one Pokémon to call his or her own. Certainly, this will be enough to fend off your enemies in the first area of the game but, as we've already learned, your enemies get tougher the further you stray from home, and may even gang up on you with their friends. So not only will you have to 'level-up' your Pokémon, you're going to have to get him some companions as well. Many companions. Many, many companions, of all types.

This is where *Pokémon* crosses the boundaries of the typical RPG and becomes, instead, an Obsessive-Compulsive Disorder Simulation and Learning Tool.



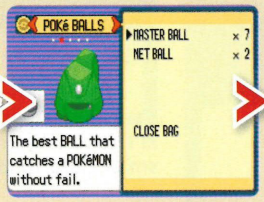
The game encourages, nay, demands that a player 'collect' as many wild Pokémon as he or she can stand, and then some. 'Gotta Catch 'Em All', as the slogan used to say. Easier said than done, really, considering that the current tally totals THREE-HUNDRED AND EIGHTY-SIX different collectable monsters, and collecting them all involves lots of travelling, trading, time and money. There's a reason for this, actually. It's a little-known fact that the original pitch was actually *Antiques Roadshow: The Videogame*, starring Hugh

# How to imprison a creature

*They don't want to be caught. But you gotta catch 'em all!*

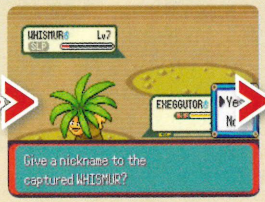
A step-by-step guide to doing something you're probably more familiar with already than breathing, capturing one of the lovely little creatures against its will. Then again, has anyone ever heard of something being captured NOT against its will?

**First, beat your opponent into submission. Here, we've put Whimsur to sleep and thrown lots of coconuts at him, a common practice among *NOM* staff. Stop fighting, and go into your bag.**




**Now, select a Poké Ball. You probably don't have any Master Balls yet, but we do, because we're better than you. And are Masters. Not just at this game, but at everything in life. Hail us!**

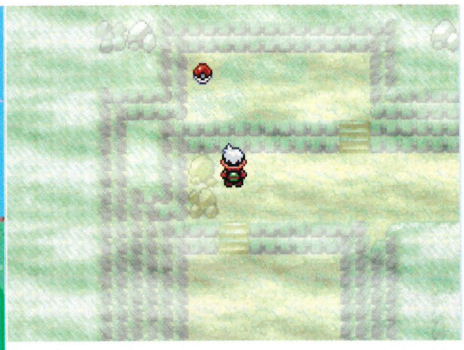
**Success! That poor, helpless Whimsur has been imprisoned in your claustrophobic ball of doom, and will never again know the sweet smell of freedom. Good for you!**



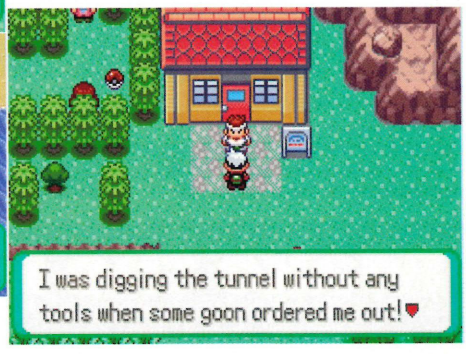

**At this point, you have the option of giving a nickname to your captured prey. Of course, you'll want to choose 'Yes', and give it the most horrible, awful moniker you can think of.**

**Congratulations! Your hideous fighting machine, 'Dean Scott' can now be used at your leisure. What will he do? Eat chicken and use his Big Burp attack, that's what. Nice.**

"OMG, he's clocked me. Cue disappearing screen and BATTLE!"



"Oh yeah, you can't rush quality, mate. [sniff]"




Scully in his quest to acquire the world's most complete collection of Sheraton period chairs and stools. Focus-testing showed mostly negative feedback from the kids, who weren't exactly inspired by boring old furniture, so Nintendo reluctantly changed all the sprites into cute little monsters. And the rest, as they say, is history.

Acquiring a new Pokémon, typically begins by beating one into submission. Once it's limping around on one leg, bleeding, gasping for air and spending what it believes to be its final moments on Earth making a mental list of all the things it wishes it had done in its much-too-short life, you can easily capture it in something called a Poké Ball. These are like tiny little prisons that can easily be carried in your pockets. Once you've shown a Pokémon who's boss, they'll obey your every command, forever indebted to your might. Poké Balls can be purchased from a Pokémon Dealer at any Pokémon Mart with the money you earn by defeating rival Pokémon trainers. As the game progresses, Pokémon put up more of a fight, requiring you to have a stronger-than-normal set of Poké Balls stuffed into your trousers. These, too, are typically for sale, though at a much higher premium.

**"The goal is become the world's greatest Pokémon trainer."**

A player's main goal in any given *Pokémon* game, beyond 'catching 'em all', is to become the world's strongest Pokémon trainer. And considering that approximately 90% of the game-world's population shares your goal, you're going to have to do a lot of fighting. In addition to attacks by wild Pokémon, a player will also have to counter challenges from all the other dumb kids who make a hobby out of imprisoning these wild beasts in their spare time. There's an unwritten rule in the world of Pokémon that demands any trainers who make eye contact have to battle. To shake things up a bit, *Pokémon Emerald* introduces the concept of dual-battling. »»

What this means is that if two Pokémon trainers happen to see you at the same time, they both attack you. Luckily, when this happens, you are able to control two Pokémon simultaneously, rather than one at a time.

Of course, these are just your average street trainers. In addition to them, many of the game's towns have elaborate buildings called Gyms, and hidden somewhere in the back, each has a Leader. These are what expert videogame terminologists refer to as 'boss enemies', in that they signify the final challenge of a certain section of the game, and are much tougher than your average enemy.

Often these Gym Leaders will be much too powerful to take on right away, so it's off to the grass fields again to hunt wild Pokémon and build experience up. Once you manage to take them down, you get something called a badge, which gives you a new (necessary) ability for the rest of the game. For example, the first Gym Leader in *Emerald* gives you the ability to cut down a bush and get to the next section of the game. It's a tired old videogame cliché designed to corral the player into a set amount of space, making sure they don't travel too far and move the story ahead. But, hey, it still works. We just wonder how the island's residents were able to travel before we came around and did their gardening for them.

And that, kiddies, is the backbone of a *Pokémon* game,

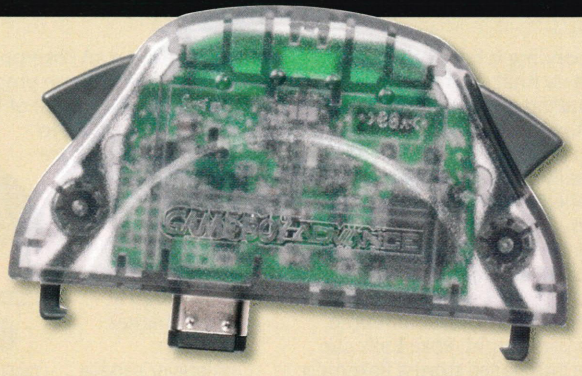
If it's a lab, there must be sparks and a small, deformed assistant called 'Eegor'

1. Put shoes on feet. 2. Walk somewhere. 3. Take shoes off

## Make the link

*Just in: the obligatory connectivity report.*

Just like in *FireRed and LeafGreen*, *Pokémon Emerald* has all sorts of cool connectivity options. Hook it up to *Pokémon Colosseum* and transfer over all your favorite monsters to fill up that Pokédex. Do the same with *Ruby* and *Emerald*, if you want. Hey, gotta catch 'em all. Slap it in to your DS along with *Pokémon Dash* to get some neat track options. You can even connect to *FireRed and LeafGreen* using the wireless adapter! That is, if you already have one. *Emerald* doesn't include it. Just don't do what we did and hook it up to your kitchen appliances. Pokétoast just isn't the same as the real thing.



And there are those who said Darwin had it all wrong. Hah

# May Day! May Day!

*She's got it bad, and that ain't good.*

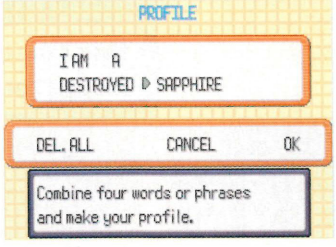
The way she looks at you with those vacant, pixelated eyes, her constant barrage of compliments and the way she runs away nervously after every single conversation can only add up to one thing: May, your neighbour, and the daughter of one Professor Birch, has a big girly crush on you. We suppose it's natural. You're the new guy in town, and you're hot stuff. But, really, her charms start to wear thin when she Match Calls you on your Pokédex every ten minutes and asks, "Watcha thinkin' about?" or "Who was that girl you were talking to?" This is, of course, if you're playing as the boy. We don't want to know what happens if you choose to be a girl.

Of course you have, my dear. And now, if you'd be so kind as to give it up...

Yes, and making a living selling poached rabbit burgers. Psycho. Run away!

Of course it is. Have you been to the doctor recently? Perhaps you should

Nothing worse that the realisation that you're a Destroyed Sapphire

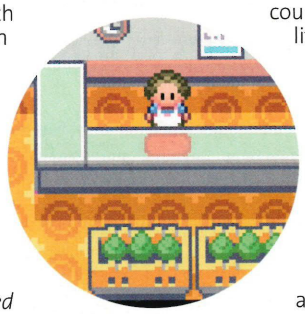


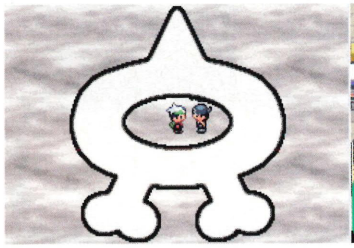

and has been for the last ten years and eleven-or-so games. Start with next to nothing, collect Pokémon, power them up, fight your way past all the opposition, collect badges, defeat the most powerful opponents in the game world, and become the biggest, toughest, most badassest Pokémon trainer ever. Until the next game, that is. We're simplifying things here of course but, hey, *Pokémon* is a pretty complex game, and if you don't know what you're doing by now, thankfully the game comes with a manual. So get reading.

*Pokémon Emerald* takes place on the island of Hoenn, which should be a familiar setting for you veterans of *Pokémon Ruby* and *Pokémon Sapphire*. Actually, that's exactly what *Emerald* is: a retelling of those two stories. This time, rather than splitting the tale (and the Pokémon!) into two separate cartridges, the best of both games is crammed into one neat little package! That means you'll be taking on both Team Magma AND Team Aqua. And if you've done your homework, you know that this means both Kyogre and Groudon will have to be dealt with.

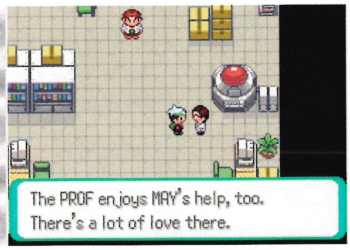
**"If you think you know where your favourite Pokémon are, forget it."**

Of course, *Emerald* is more than just a rehash of games you've already played. For one thing, all of the cool stuff introduced in *FireRed and LeafGreen* has been incorporated into the world of Hoenn, and then some. And all of the Pokémon - yes, all THREE HUNDRED AND EIGHTY-SIX OF THEM - have those neat little battle animations you've fallen in love with. And of course, there are many little touches and surprises sprinkled throughout Hoenn to keep even the most hardcore trainers on their toes. There are new trainer types, challengers and a bit of rarity manipulation. If you think you know where all your favorite Pokémon are hiding, forget it. They may have been relocated entirely. »»





Mmm, dog-bone doughnut




Ahhhh, a lot of love. How nice

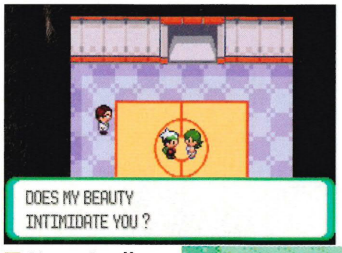
But hey, what's that stupid green snake thing on the box? He may be as hard as a nail made out of diamond, but idiot grown-ups don't think his name is Pokerman, do they? No! The little yellow one with the red cheeks is Pokerman! Isn't he? Well no. But his cherubic, jaundiced face is arguably the most iconic configuration of eyes, nose and mouth in videogames today.

As we revealed last month, in our own weird little way, the storyline of *Pokémon Emerald* revolves around you, the nameless hero, adjusting to his or her new life in Littleroot, a small town on the Southwestern tip of the island of Hoenn. The residents of Hoenn are not your run-of-the-mill townfolk, by any stretch of the imagination. Apparently, normal living is just not possible when you're surrounded by Pokémon.

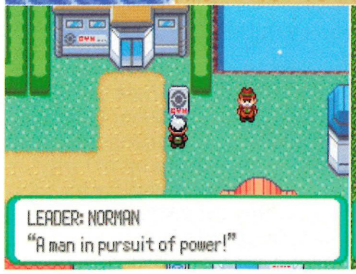
**Ah, school. The best days of your life. Yeah, right!**

Trying to hold a conversation without mentioning the little beasts is an exercise in frustration. Nearly every place of business in the entire region is centered around Pokémon. There are Pokémon Marts that sell nothing but officially licensed merchandise, Pokémon Centers that do little but heal

**Of course he did, he's a fish! He's also mastered 'Gurgle' and 'Float'**




**No, actually it scares me. You look a bit like your plastic surgery has gone terribly wrong**




**He's really easy. Go on, 'ave 'im**

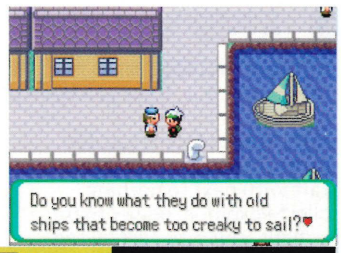
**She sounds nice but is a nutter**

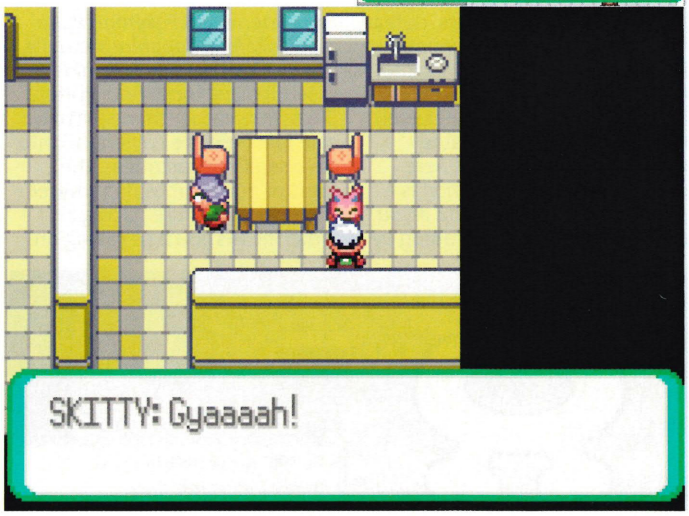
Pokémon, massive Gyms that serve no function other than battlegrounds for trainers... basically, unless you want to visit a nautical museum or a flower shop, there's not very much to DO on Hoenn, beyond forcing little monsters to kill each other.

As usual, don't expect the story and the dialogue to win any awards. This is *Pokémon*, not *One Hundred Years of Solitude* (which would be a pretty awful game). All we care about is where the monsters are, how we're going to capture them, and who's going to stand in our way. Everything else is just trivial.

*Pokémon Emerald* may just be more of the same but, hey, who are we to argue? The game is stunningly deep, with limitless ways to play, and the formula itself remains rock solid. Any major change would just blow the entire game, really. It would be like adding another shape to *Tetris*, or randomly placing landmines on the football field.

Sure, it would seem pretty cool at first, but after a few minutes of play, you'd realise that the delicate balance of the game would be gone, and you'd be left with something less. Maybe even a leg less. And nobody wants to lose a leg, do they? If you've played *Pokémon* before, you know what to expect. Stop reading and go pick it up. And if you haven't, well, go follow that other guy to the shop now.




**Skitty realises his Poached Rabbit burger is a little too rare for him**

# Never call me here

*It's not necessarily always good to talk.*

One of the new features of the Pokénav is something called 'Match Call', which basically functions like a mobile phone. You can call and check in on any trainer you've met and registered in the index which, while useless, is kind of fun. But Match Call works both ways! At the most inappropriate times, when you're trying to take care of business, people will call and tell you the most trivial crap. "Hey, Diego, I just had a really great fight!" "Yo, Diego! I'm eating cereal. Well, bye!" "Hey, Diego, I just saw a tree!" And so on and on and on. And there's no 'off' button!

Bet you wish you'd given her Scott Mills' Flirt/Divert number, don't you

## "You will remember when Pokémon Online came roaring into existence."

But make sure you grab a pair of sunglasses on the way out, we hear that seeing sunlight for the very first time can be pretty hard on the eyes.

Get involved in *Emerald*. Soak it up. Feel that beautiful sting of addiction coursing through your veins once more. You don't want to get caught cold when the next generation of *Pokémon* games arrives, making full use of something called the internet. You'll remember this as the good old days when *Pokémon Online* comes roaring into existence like a demented T-Rex in a school playground.

How the hell are you ever going to sleep when you've got scores all over the WORLD that need to be settled? You'll be sitting there in your Charmander pyjamas, eating Pringles, and shaking like a jelly skyscraper in an earthquake. Civilisation as we know it is going to collapse. It's going to be awesome.

Oh, would he? Well, let me just open this can of whoop-ass

## Nintendo® OFFICIAL MAG SAYS...

**GRAPHICS 7**

Nothing fancy, just solid, iconic 2D sprites. The Pokémon themselves are drawn with fine detail, everything else... works.

**SOUND 8**

It's a safe bet that any game coming from Nintendo itself is going to sound great. They made the GBA, after all.

**GAMEPLAY 6**

On the one hand, this is almost exactly like the other games. On the other hand, there still isn't anything else like it.

**VALUE 10**

Long. Very, very long. There's tons of stuff to do with your Pokémon, even after you've beaten the (LONG) game.

## MARIOS AND WARIOS

- IT'S A NEW *POKéMON* GAME. WHAT ELSE IS THERE TO SAY?
- PLENTY OF NEW CLASSES AND BONUSES FOR EVEN A SEASONED VETERAN.
- THERE'S AN ENTIRE NEW SECTION AFTER YOU BEAT THE GAME!
- CONTINUES TO BE THE DEEPEST RPG OUT THERE. NO CONTEST.
- THERE'S SOMETHING SATISFYING ABOUT TAKING DOWN YOUR OWN DAD.
- NOT ONLY IS THIS TECHNICALLY A REMAKE, IT'S ON THE SAME PLATFORM.

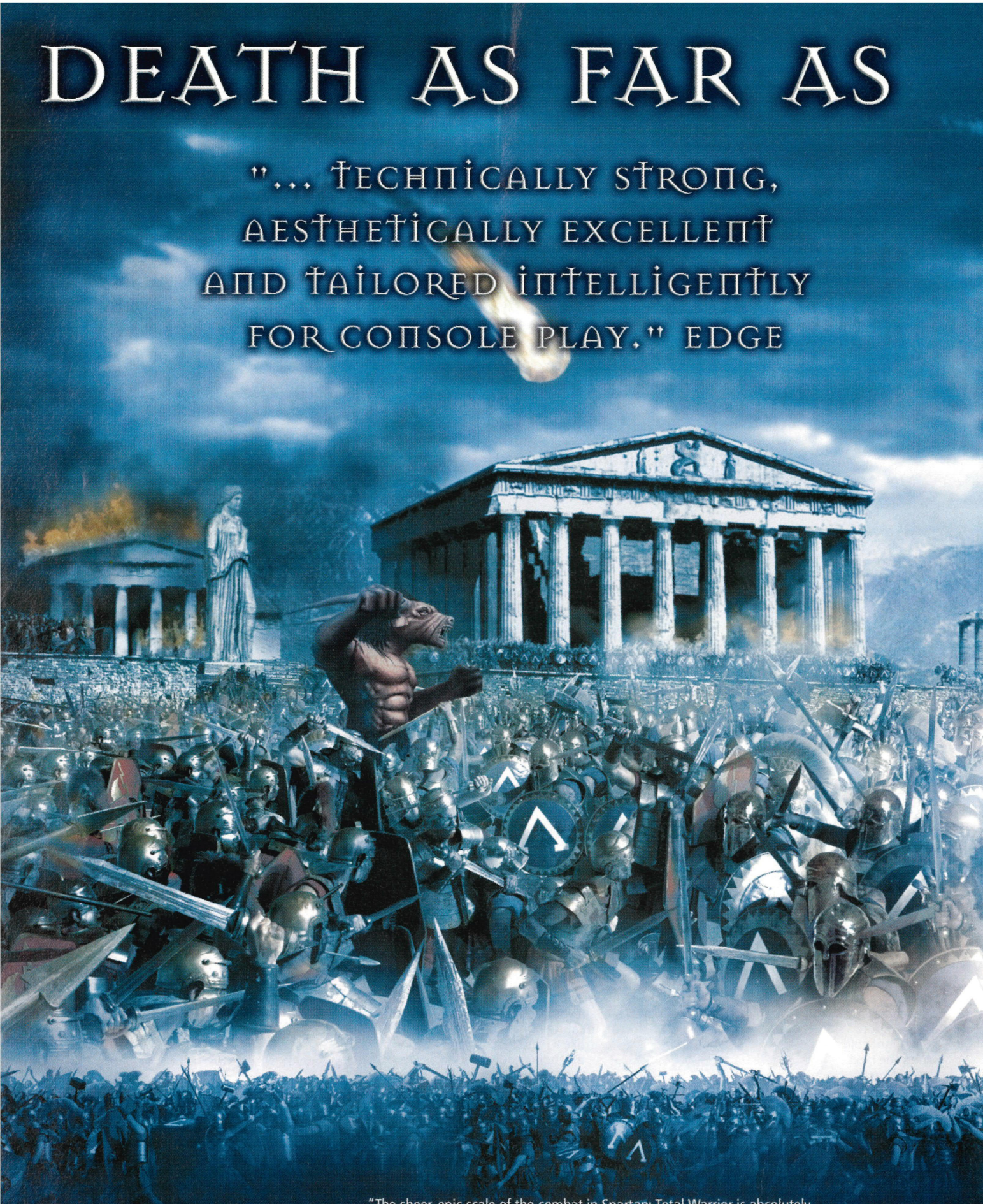
## THE VERDICT

I resisted the pull for YEARS, but it got me, and there's no turning back. If this is your first time, there's no better place to start. Frank Cifaldi

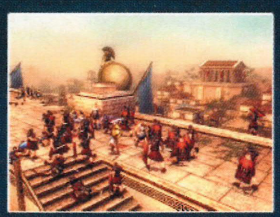
**Nintendo® OFFICIAL MAGAZINE JUDGEMENT 85%**

# DEATH AS FAR AS

"... technically strong, aesthetically excellent and tailored intelligently for console play." EDGE



"The sheer, epic scale of the combat in Spartan: Total Warrior is absolutely staggering – not to mention bloody" XBM - UK



18+ www.pegi.info

You are the Total Warrior. An orphan, raised by the Spartans to fight, chosen by the gods to win, you must prove your worth in the most epic battles ever seen on console.

Fight alongside thousands of fearless warriors, amid blood-soaked battlefields that stretch for miles. Nothing can stop you, not the might of Rome, the wrath of mythical monsters or the evil of black magicians. Master skills, god-given powers and legendary weapons to follow your destiny from Warrior, to Hero – to Legend.

OUT OCTOBER 7TH

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# World of Nintendo

## INSIDE World of Nintendo

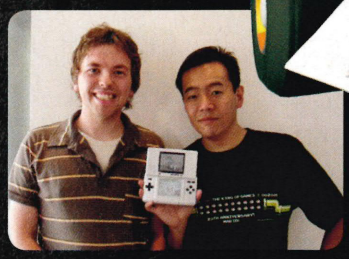

**PREPARE TO GET WHIPPED**
*Mario Kart* ushers in world of online whoop-ass for you 20

**NEW *SONIC* GAME**
Exclusive: Sonic and Co. go back to the racetrack 21

**MARIO LOOKING *SSX*-Y**
The plumber spends his gold coins on a ski holiday 22

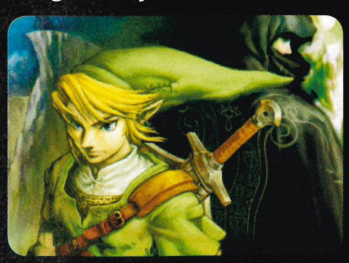
***RESIDENT EVIL* TOUCH!**
Use the stylus to jab a zombie in the knackers! 23

**KONNO MEETS BURMAN**
*Mario Kart* guru fulfills his life's ambition in Paris 24


**LOOK! *BAND BROTHERS*!**
Nintendo finds DS games down the back of the sofa 26

**AWESOME ZELDA POSTER**
Link says: "Forget the slip, and get it on your wall". 28


**CHARMANDER'S FICTS!**
Ficts! They're like facts, but sort of fictional. Read 'em 32


# NINTENDO DS: ONLINE IN 2005

## Prepare to leave skidmarks all over cyberspace.

***Mario Kart DS* is coming out on November 11th, and it's going to be online. That's the news everyone with a Nintendo DS needs to hear this month. The company has renewed its commitment to its twin-screened wonder competing over the internet in the UK in 2005. "*Mario Kart* will be the first Wi-Fi connection game in the UK", a Nintendo rep told us. "We plan to launch by the end of this year."**

Nintendo is currently finalising the locations of its own Wi-Fi gaming hotspots, where you can show up and play online for free. If you already have wireless internet installed at home, you're sorted too, with Nintendo confirming its Wi-Fi service will support home broadband connections from day one. The specifics of how the system will operate and be rolled out are expected soon, but it should be extremely simple. Nintendo has always said it wouldn't get involved in online gaming unless it could remove the nightmare techie stuff like 'DNS settings' and the like.

Nintendo has also taken the wise decision to delay *Metroid Prime: Hunters* to early 2006 in order to make the game fully playable online. Here at *NOM*, we're absolutely wetting ourselves to play the single player component of that game. But after extensive hands-on time with the multiplayer modes, it's an absolutely perfect title to showcase what the internet brings to social gaming.

Expect more exciting Nintendo news after the Tokyo Game Show, which runs from September 16-18th. NCL President Satoru Iwata is giving a keynote speech, in which he is expected to flesh out future plans. Revolution and DS online could feature prominently. Stay tuned!

# Micro waves

## Smallest Game Boy yet gets dated.

November 4th, £69. Those are the numbers that matter if you want a Game Boy that literally fits into your pocket this winter. Interchangable face plates will be available from launch too, so you can stamp your (lack of) personality on the sexy little thing.

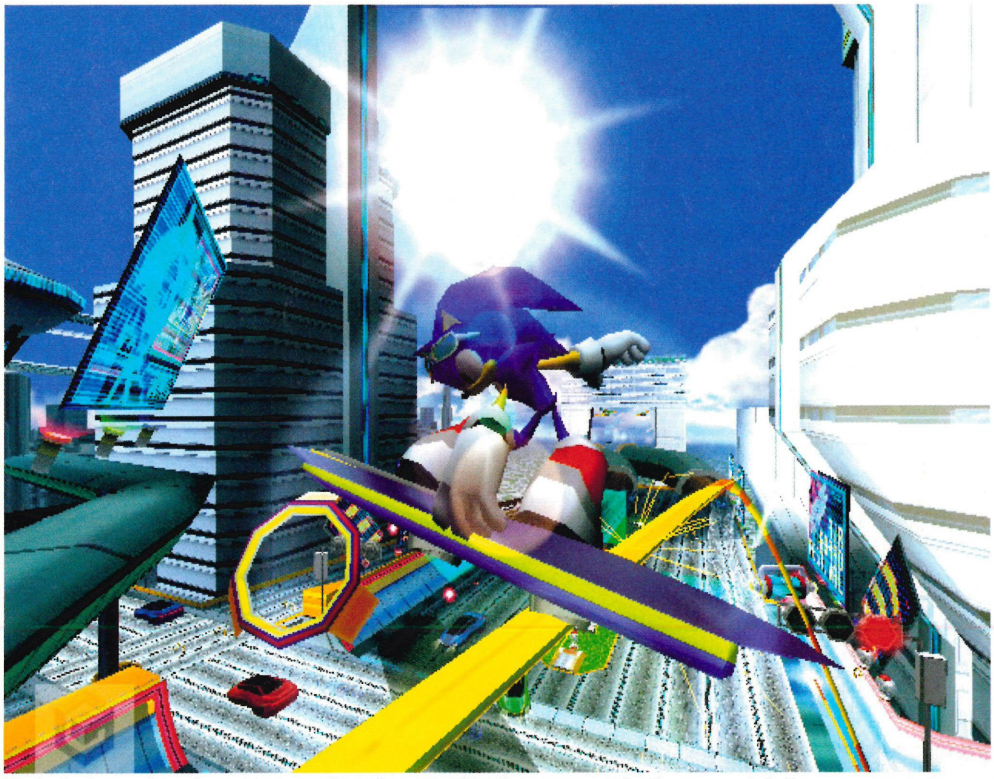
# Sonic Riders! New hedgehog racer revealed.

**You never saw this one coming. A hoverboard racing game starring characters from the *Sonic the Hedgehog* universe? Can we get a large glass of WTF?! over here, please?**

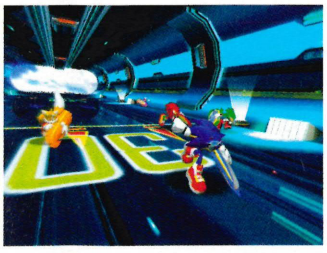
Information at press time is scarce. We know the game is called *Sonic Riders*, and we know it's coming to GameCube. We also know obvious stuff like it's going to come on a disc rather than an elephant, but gameplay details? You'll have to read into the screens what you can.

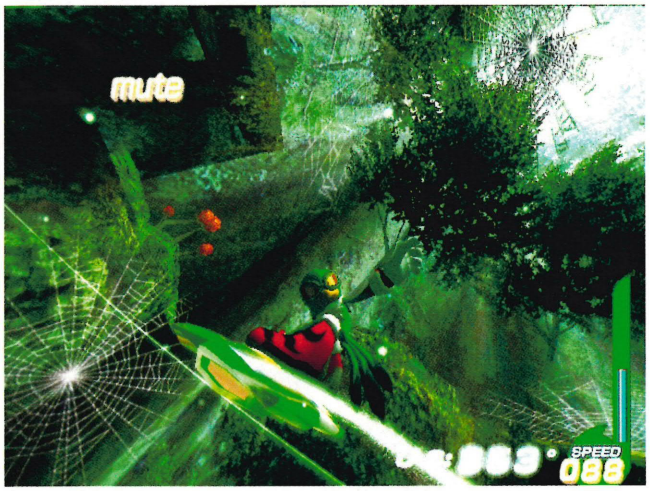
We're seeing air currents, lots of rails, a boost system, running section and a weird new green character that looks like a parrot. We'll know more soon, but Sonic fans: feast on the pictorial proof.

■ Sonic tries not to impale himself on the red death arrows



■ In the future, roads are massive but there are hardly any cars. That's progress, folks






■ Hello green thing! You're our new favourite nameless green thing!

## TOO MUCH INFO

### PUPPY LOVE

In just seven short days after its release, 250,000 copies of *Nintendogs* flew off American shelves and into homes. This is roughly 68% more than the number of real dogs sold in a year in America (lie). This incredibly successful release could pave the way for a new *Pokémon* level phenomenon. Brace yourselves.

### RUMBALL PACKS

At E3 we were excited because *Metroid Prime Pinball* was rumbling as we played. Now we're even more excited because Nintendo has announced the final product will come with a special GBA cart that rumbles as you play. The game's out next month in America, so expect more details real soon, y'all.

### LUIGI AND YOSHI: FIRED?!

The weirdest Nintendo news this month came via the mouth of Shigeru Miyamoto in a Japanese radio interview. When pressed about *Mario 128* for Revolution, the gaming legend stated that Mario would have a new character by his side. We have no further information, but we feel safe in ruling out Saddam Hussein, Stephen Hawking, and Deirdre Barlow from Coronation Street.

### MICRO MUSIC

To commemorate the Japanese release of the GBA Micro, gamers can also pick up a special Micro edition of the Play-Yan. Although no smaller than the original MP3 and video player, the new piece of kit has an easier to use menu system. Nintendo have yet to confirm a UK release date for the Play-Yan, though.

# Mario's on the piste

## The gang from the Mushroom Kingdom invades EA's slopes.

**Not content with just shooting hoops in *NBA Street* or slugging home run after home run in *Mario Superstar Baseball*, Mario, Luigi and Peach are now strapping on their skis and snowboards, ready to shoot down the slopes with the *SSX* crew.**

The famous three will be appearing in the 'Cube version of *SSX on Tour*, along with a special Mario-themed area, called Nintendo Village. We'll have a full preview next month and that's SNOW joke. HA! Snow. Hilarious.

# DS tickled pink (and blue)

## Your little sister is going to be over the moon.

It's only been out for six months but Nintendo has announced two sexily coloured DS' will be heading your way next month. Both will coincide with the release of *Nintendogs*. The reasoning behind it? Girls + puppies + pink DS = plenty of females with a DS in their handbags.

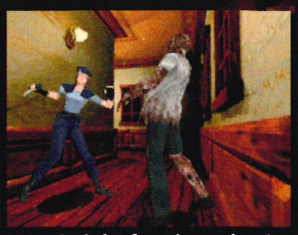
We've seen the pair of them up close and personal and they look like sleek, portable magic. If you're not already staring at the beauty of the blue one, there's something seriously wrong with you. The lovely new DS' will be available to buy on October 7th and will cost the same as a standard silver DS.

We're hoping this will pave the way for more DS special editions. Keep your fingers and toes crossed for a red *Mario Kart* one or nifty *Metroid Prime Hunters* DS. You know you want one, don't kid yourself.

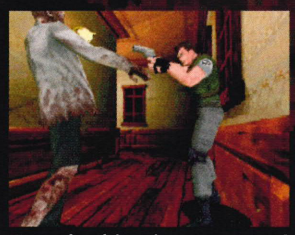
# Touching corpses

## Zombies are going to be lurching onto your DS.

❑ Short back and sides you say sir. Stand still for me please



❑ No! Right foot in and spin



❑ Back a bit. Bit more. NICE!

❑ I'm so sorry sir, but I did say stand still. No use crying now

It's appeared on nearly every console ever invented and now the original *Resident Evil* has risen from the grave, ready to appear on DS. Called *Resident Evil: Deadly Silence*, Capcom has promised it'll make full use of the DS' unique features to reanimate the ageing series.

Although it will have the same story as the original, Jill Valentine and Chris Redfield mooching through a zombie-infested mansion, there'll be a few twists here and there. For a start, the character models and motion have been updated and there'll also be some new traps.

The touch screen will be used during knife fights with the walking dead. You'll need to slash away with the stylus to hack the zombies to bits. Puzzles will also use the touch screen, although, at the moment, Capcom has only mentioned using it to press keypads around the place.

Finally, Capcom has said the zombies will be much smarter and will actually chase you through doors. So don't think you'll be able to run away and hide, you big chicken. *Deadly Silence* may get a release next year, to coincide with *Resident Evil's* 10th anniversary, so keep glued to *NOM* for more details as they come in.

# Battle Card Rules

## What? You want free cards AND rules? How disgraceful.

Since last issue, you've probably had time to create your own rules for the awesome *Super Smash Bros. Melee* Battle Cards. But really you need the official rules and regulations to play properly. Expect to see worldwide tournaments within days.

### THE ONLY OFFICIAL BATTLE CARD RULES!

1. Two players select five cards from the Character Select pile.
2. Place them face down in front of you.
3. Next, each player chooses one of their cards at random and places it in the middle, face down.
4. Turn over one of the Stage cards to see which stage you'll be playing on.
5. Each player says the number of the move they'd like to play. Numbers one to three relate to a move on the character card.
6. Turn both character cards over and check which move you've chosen.
7. Up moves beat down moves, down moves beat left/right moves and left/right moves beat up moves.
8. However if the stage matches one of your characters, that character automatically wins the round, regardless of what move they performed.
9. The winner is the player who gets the most cards after five rounds. If a round is tied, the cards carry over to the next game.
10. The loser now has to carry the winner around town all day.

# He let the dogs out

## *NOM* hounds Hideki Konno until we get the exclusive on *Nintendogs*.

Don't try to fool yourself, *Nintendogs* is going to be one of this year's biggest games. The producer behind those loveable dogs is Hideki Konno. *NOM* exclusively got the chance to meet with Konno-san to quiz him about the puppies and ask about a lovely little thing that is known as The Revolution.

***NOM:*** Why did Nintendo choose to make a virtual pet game?
**Hideki Konno:** When Nintendo introduced the DS last year, during the course of development we came to learn DS was going to have such unique features as a dual screen, touch screen and microphone input. And of course, as a developer we were supposed to make some unique software that could take advantage of some of these aspects. At the same time, we learned one of the missions of DS was to expand the gaming population. We believed that to come up with a new population of gamers we had to have some easy to learn/play user interface and then we realised we could have an enjoyable user interface with dogs.

This wouldn't be anywhere near as cute if they were cats. Probably

***NOM:*** Did you always plan to have dogs? Or did you think about other animals, like cats?
**HK:** There were many other animals considered, including cats. But the reason why we decided to make it with dogs was because, for example, we wanted to teach them tricks with our own voices. Also we wanted to include as many other fun aspects as possible, like the agility contest and the flying disc contest. So if we had dogs we could do things like that. But, as long as I know, cats would not be able to take part in these types of events. So we discussed for a while and decided we must make the game with dogs.

***NOM:*** A *Pokémon* version of *Nintendogs* would be awesome. Is that something Nintendo has ever considered?
**HK:** All I can say is that it might be an interesting plan.

***NOM:*** Was it hard to choose the different dogs?
**HK:** Selecting the dogs that are loved by people around the world was not such a difficult job. In Japan we have the Kennel Association (a club for dog owner) and it has data showing how many people have which dog. But other countries also have similar clubs and organisations that gave us the same data. So it was not difficult to decide which dogs should appear in each version. The US and Europe have the same dogs because they are both very similar in their tastes of dogs.

***NOM:*** Why do you think the game has been so popular back in Japan?
**HK:** From the outset, one of our goals was to make a game that would appeal to a wide range of different people, from children

to old age pensioners and both sexes. I think one of the reasons for its success has been word of mouth, as people compared their experiences to someone else. Many were reporting the joy they had with *Nintendogs*.

***NOM:*** **Do you hope there will be a similar reaction in Europe?**
**HK:** At least in Japan it has become very popular and I believe it's because people feel it's a unique and pleasant experience. It can't hurt to have unusual encounter with someone you don't know thanks to the Bark mode. I really hope people in the UK will feel the same way.

***NOM:*** **Which Nintendog do you have and what tricks can it do?**
**HK:** As the main developer I have all the versions but now I own the Chihuahua version and I'm teaching my dog special tricks, like break dancing and standing on its paws.

***NOM:*** **Do you wish real dogs were as easy to train?**
**HK:** I should not really comment on that or some people may try to train their real dogs to break dance. Which could be risky. <laughs>

***NOM:*** **There are so many different toys, was it fun to choose all the different ones?**
**HK:** It was necessary for us to think of many different toys to give a variety of gaming experiences. When you are playing with the remote-controlled Mario Kart you are going to have some fun. Or when you use the helicopter, it's a toy that lets you see things from the sky. Also it's a nice and almost healing atmosphere when you watch two puppies playing with a football. We wanted to make sure you have some fun with the puppies.

***NOM:*** **Which is your favourite?**
**HK:** I came up with many great ideas for the toys but one of my favourites is the helicopter, especially the command helicopter. When you fly it around the room it plays the music from *Apocalypse Now*.

***NOM:*** **Although there are lots of cool accessories in *Nintendogs*, your dog can only wear one at a time. Were there ever any plans to let them wear more?**
**HK:** Actually yes, during the course of development we were thinking about having different items at one time. But we were concerned that it may not be possible with the DS' specifications. Also, and more importantly, we wanted the game to be as simple as possible. If there are many different things the user is meant to do at one time, it could become confusing.

***NOM:*** **Were you pleased you could have the Mario Kart as one of the toys?**
**HK:** I am also responsible for the development of *Mario Kart DS* so I asked the development team to give me the model data for the actual Mario Karts in the DS game. There are three different Karts in *Nintendogs*, including Bowser, Mario and Peach. And they're all fun.

***NOM:*** **Do you think *Nintendogs* would work on GameCube or, in the future, on Revolution?**
**HK:** Well of course but being portable is one of the most important elements for *Nintendogs* to be successful because you can carry it around all the time. On the other hand, it doesn't mean we can't make the console version of *Nintendogs*. It depends on whether or not we can make something really unique for the home console. This could be the control style or it may be something more ambiguous. But if we could have something unique it may be possible. Although if it was just a graphical improvement we could pursue with the console, then I don't think people would be satisfied and we would not want to do that.

***NOM:*** **Moving away from *Nintendogs*, what games are you playing right now?**
**HK:** In order to expand my own knowledge I try to play as much as possible but only when I'm in my office. Once I'm at home I like to enjoy other hobbies and don't play video games at all.

***NOM:*** **Are you busy developing more games at the moment, apart from *Mario Kart DS*?**
**HK:** Yes, I am working on many other projects as well, including Revolution-related projects.

***NOM:*** **Can you tell us about any of those?**
**HK:** No but please wait for Mr. Iwata to break any news in the near future.

■ **What's that little fella? Two kids trapped down a well?**

## When people dress up like game characters, it makes us laugh

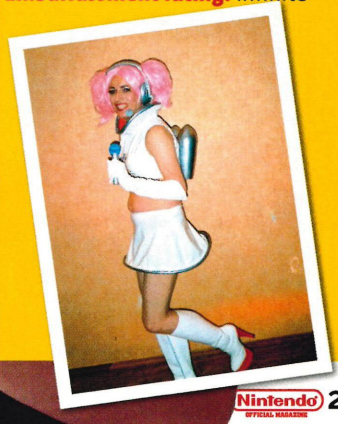
The Japanese subculture of costume play is gaining a foothold in the UK. But it's so much funnier when it's pale kids pretending to be Bowser or a Goomba. We'll be harsh but fair in our appraisals, kids, so send in your pics.

- **Who?**
Leon Kennedy and Link
- **Where?**
Ayacon 2005, Warwick
- **Verdict?**
Look at the Link. He can't even bear to make eye contact with the photographer. We're loving Kennedy's action-ready stance, however. Quality.

**Embarrassment rating:** 78%

- **Who?**
Ulala from *Space Channel 5*
- **Where?**
Ayacon 2005, Warwick
- **Verdict?**
There ought to be laws against this sort of thing. A MAN dressed as Ulala? Straight to prison. No, straight to the electric chair. That can't happen.

**Embarrassment rating:** Infinite

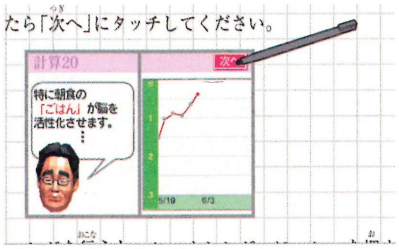


Photos: Joseph Brant, AnimeEurope.

# Japanese DS hits confirmed for UK

## Brain-training, music-making goodness from the Far East.

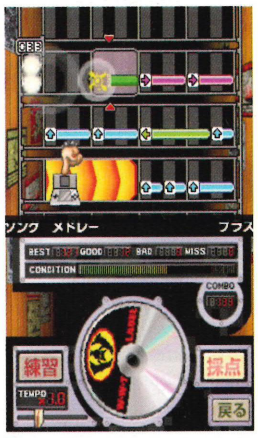
**There are loads of wicked DS titles that haven't seen light outside of Japan... until now. Nintendo is spreading the love as it has confirmed three awesome Japanese DS titles for release in the UK. The good news was revealed at the Edinburgh Interactive Entertainment Festival last month.**



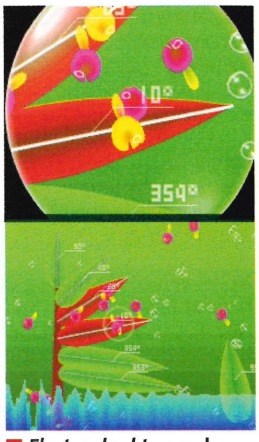

■ Train your brain to become really, really intelligent. Listening, Dean?

Your DS will be a funk machine when *Daigasso! Band Brothers* and *Electroplankton* arrive, and if you're well thick, you can enhance your brain with the tentatively-named *Brain Exercise* (known as *Brain Training for Adults* in Japan). So when you're not rocking the club scene with your fly tunes, you'll be a genius, inventing things like the Red Shell Shield and Goomba cake.

Jim Merrick, Senior Director of Marketing at Nintendo of Europe, said: "Games like *Band Brothers, Electroplankton* and *Brain Training* allow us to expand and reach out to new consumers." Could this mean we might see more niche Japanese games making the trip to the west in future? We hope so.




■ *Band Brothers*. For brothers, in bands



■ *Electroplankton* rocks. Check it on page 56

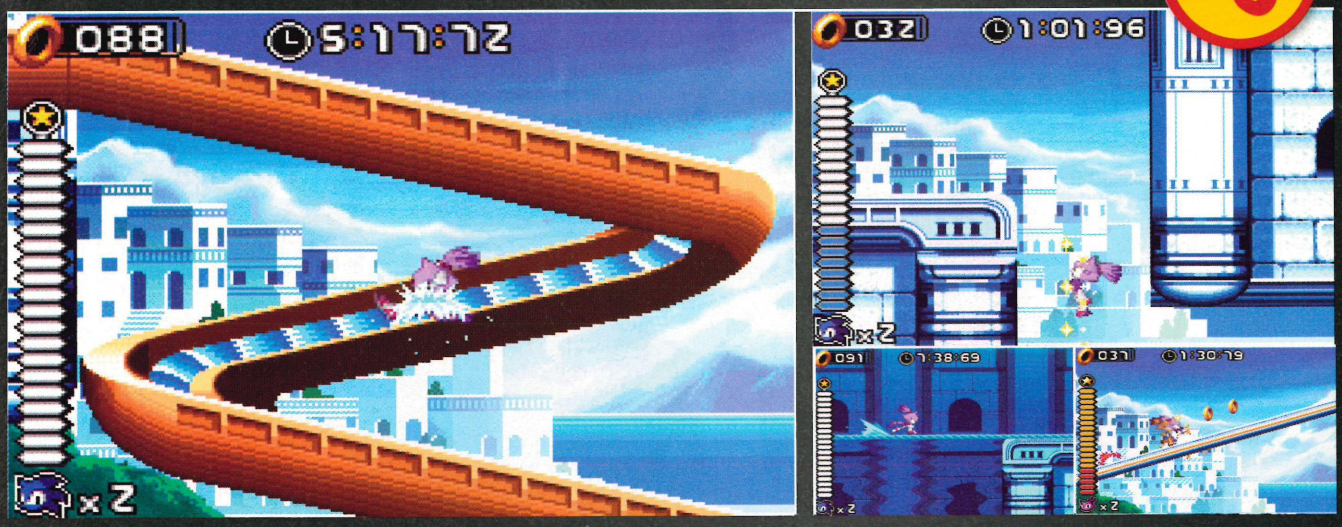
## We Can't Wait For...

### SONIC RUSH

***Sonic Rush*** **will not only be the best mad-sprinting, brain-breaking game to feature the 'hog ever, it will also be the debut of a new character in the *Sonic* saga: Blaze.**

**We'll be honest with you. Characters like Amy and Big the Cat are RUBBISH. We'd hate another slow character to wreck *Sonic Rush* like we'd hate a Tiger Punch in the nutcrackers. But check out these exclusive screenshots of Blaze in action. She's so fast, she's skimming over the surface of WATER, blasting out of water jets and zooming through the air with flames coming out of her feet. Clearly, she's RUDE, and it's all going to be okay. We're as sure as ever - *Sonic Rush* is going to rule.**

DS



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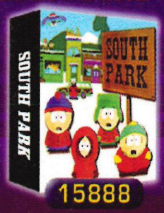

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| 22754 | 16127 | Ciara | Oh |
| 20067 | 11058 | 2 Pac/Elton | Ghetto Gospel |
| 20247 | 18658 | Mariah Carey | We Belong Together |
| 22709 | 22606 | Jamiroquai | Seven Days In Sunny... |
| 20069 | 16244 | MVP | Roc Ya Body |
| 20107 | 4485 | Eminem | Ass Like That |
| 22985 | 22969 | Mattafix | Big City Life |
| 22716 | 20028 | The Game | Dreams |
| 22984 | 20036 | Magic Numbers | Love Me Like You |
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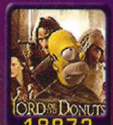

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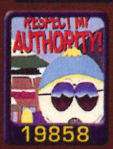

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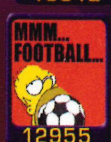

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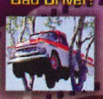

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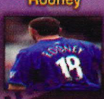

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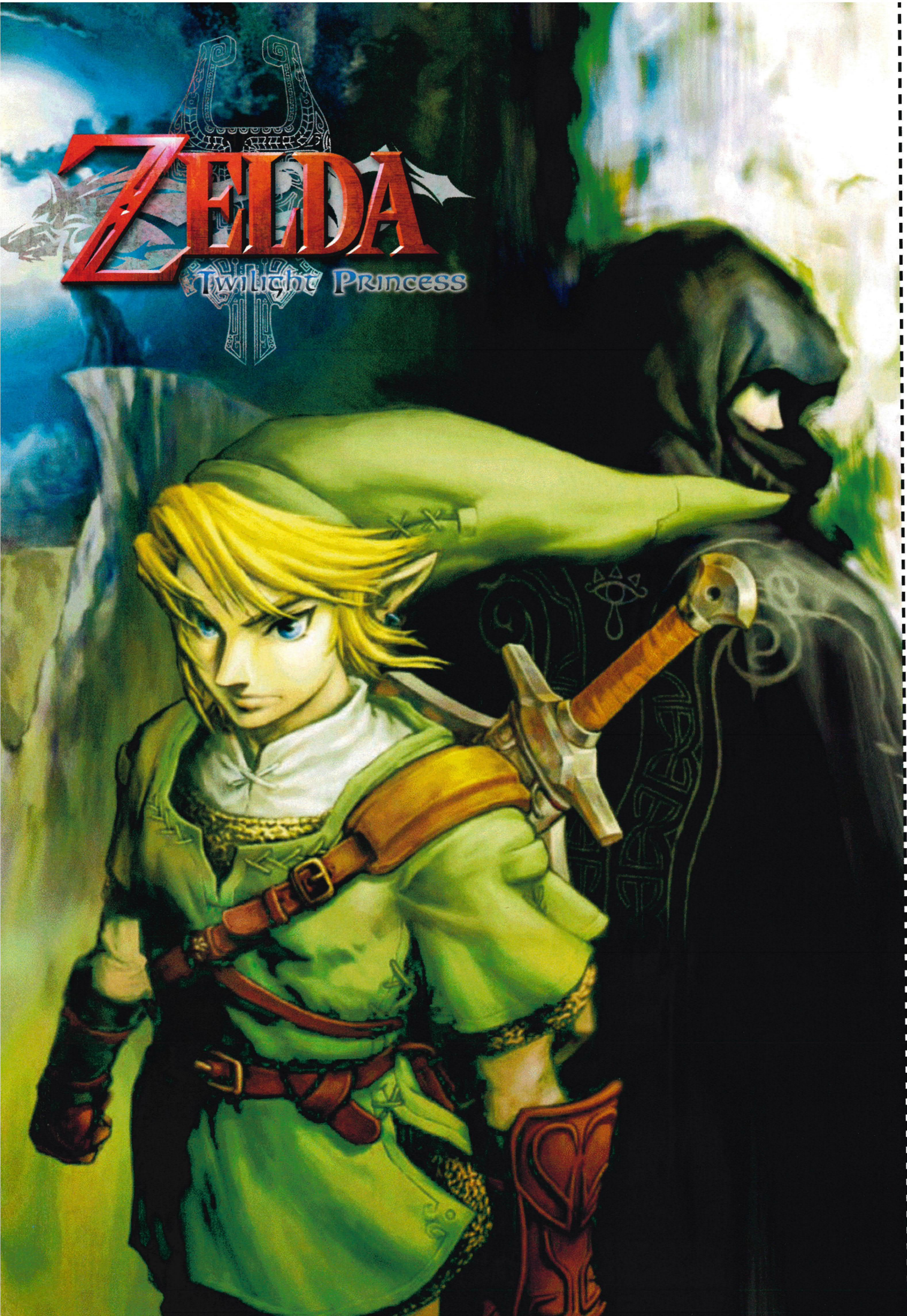


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# Pokémon XD Gale of Darkness™ CENTER SPECIAL

**The latest news from the eagerly-awaited world of *Pokémon XD*. Calm down.**

## DARK LUGIA'S MAIDEN FLIGHT

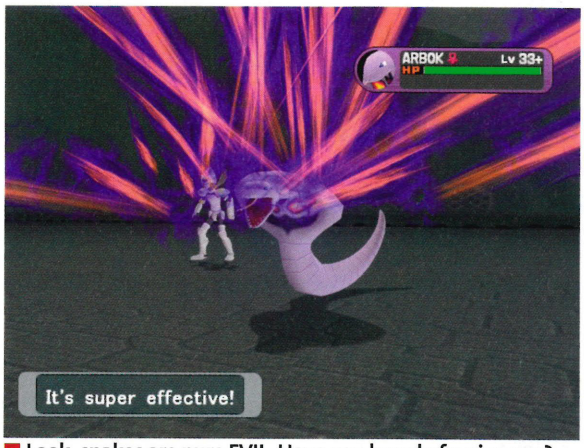
**We think Lugia's been on the sauce, just look at his red eyes. Man, that's a sure sign he didn't leave the club until 2am and had a kebab on the way home. But he's a tough old bird; so resilient, in fact, that he took part in this photo shoot for these new screenshots and art.**

Apparently, the old boy is a new creation from CIPHER, the ruthless squad of trainers who love to turn Pokémon dark in *Colosseum*. Except this time they reckon their dark Lugia can NEVER be purified. Apparently he's an eXtra Dark Pokémon with some pretty spectacular new moves.

A big hand for the purple bird-thing

Lugia uses his wind move. Like Dean

## HE WAS SUPER-EFFECTIVE!




Look, snakes are pure EVIL. Have you heard of a nice one?

**Dark Lugia is going to be one big bird to try to snag; yet there's something you need to be warned about.**

The Shadow Pokémon, of which Lugia is one, now have even darker Shadow Moves, that are going to dish out some serious punishment to your team. Shadow Chill, Blast, Bolt, Fire and Panic are some of the uneasy attack names you'll be faced with.

The game's out now in Japan, but it's stacked full of Japanese text. We didn't want to make up the storyline with crap translation, so expect a full preview next month.

## We Can't Wait For...

### LEGO STAR WARS

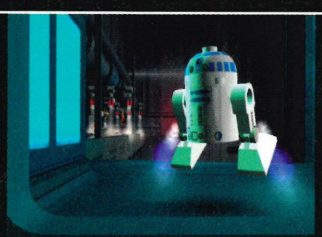
**When was the last decent *Star Wars* game? *Rebel Strike*? Nah! You've probably got to cast your mind back to the launch of GameCube and *Rogue Squadron II*. That was THREE YEARS AGO! Your wait is nearly over.**

**This game kicked ass on other consoles when *Revenge of the Sith* hit cinemas, taking the best parts of the new trilogy, building everything out of Lego and throwing in some genuinely funny moments for good measure. Watching C-3PO get his arms and legs hacked off, then seeing him hop around the level, is mint. But right down to the tiniest details, the game rocks. Unlock characters, from Darth to Boba Fett, and they'll sprint after each other in a cantina before you choose one.**

**Taking centre stage in the trilogy's pivotal scenes is your main task - pod racing from *Episode I* and the fight against General Grievous in *III*, even getting to use the Force.**

**New shots of good game have I seen, mmm, yeees.**

"Arghhh, my leg's fallen off. Quick, someone put it back on. No, not that, that's my friend's head. Arghh, the horror."



"Parp, fweeep, weeeow, grr"

"Mmmm, haircut you need"

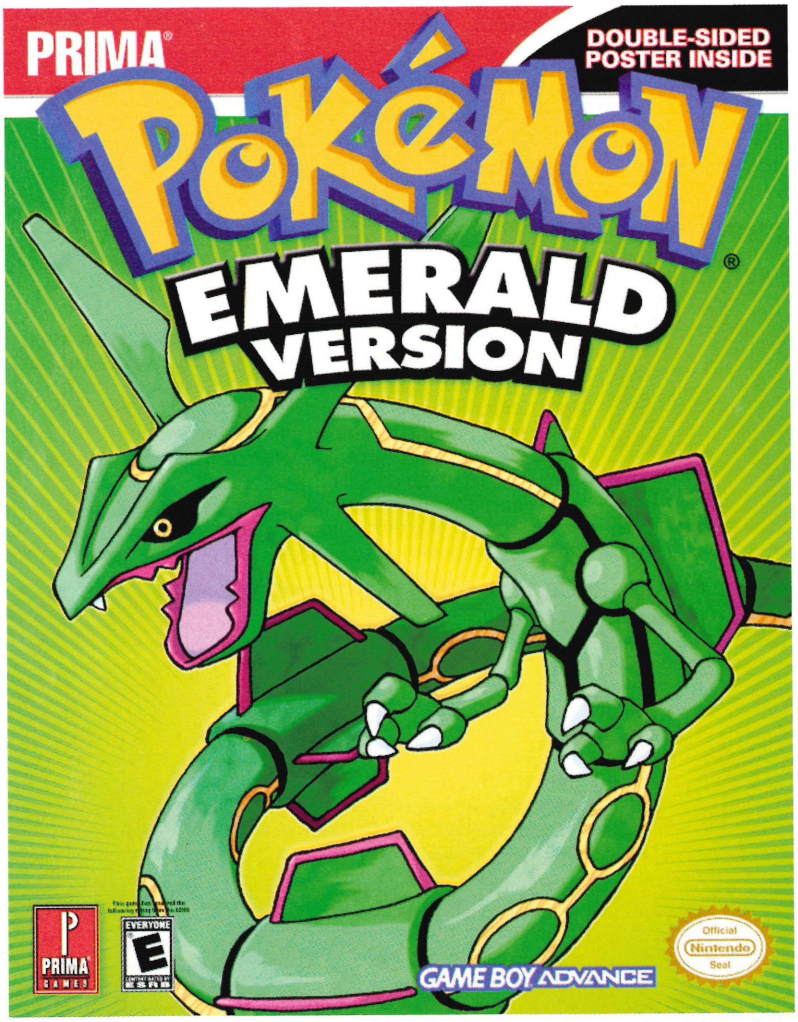
"Ah lava, that looks cool..."

Grievous. Do him bodily harm

LUIGI'S PRIZE PIT EXTRA

# Win Pokémon Emerald Guides

## Open up the world of Pokémon with Prima's official guide.




Have you ever wanted to know what Pokémon you can snare on Route 103? What about where to find Sootopolis City in Hoenn? Then get your hands on the complete guide to *Pokémon Emerald* from Prima Games, available now for £12.99.

The guide covers everything you need to know about the latest *Pokémon* quest for your Game Boy Advance. Whether you are a rookie trainer and need to learn the basics on catching Pokémon or if you're an expert trainer and want to swot up on the extensive Pokédex, this is THE guide for all Pokémon catchers! The guide even comes with a giant double-sided poster, absolutely free!

We've teamed up with Prima Games to give you the chance to bag one of 20 copies of its *Pokémon Emerald* guide. To win one, you don't need to have a Pokébrain the size of Prof. Oak's. All you must do is answer our incredibly easy question below, fill in your details and send it off to us here at *NOM*. The competition closes on October 13th 2005, so be quick before Team Rocket nicks them all and hauls ass.

❑ Gotta catch 'em all!

## WIN SOME POKéSTUFF AND FILL YOUR LITTLE BOOTS

**QUESTION:**

**Who is the Professor in *Pokémon Emerald*?**

**ANSWER:** _____

**NAME:** _____

**ADDRESS:** _____

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**TEL:** _____ **EMAIL:** _____

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# ROONEY PLAYS 60 MATCHES IN ONE DAY!

## 'I'm just warming up'

**EXCLUSIVE**

**By JON BURDEN Chief Football Writer**

IT'S WAYNE ROONEY'S third season in professional football but his hunger for the game is still growing to ravenous proportions. "I can't get enough" said Wayne in an impromptu interview outside the ground yesterday afternoon. "I just want to play and play and play. I'm such an excellent player and I need to show it."

### consistent

Wayne did exactly that last Saturday when he played 67 games in a row. Wild horses or an even wilder manager couldn't drag him off the pitch as he stomped his way through 3 leagues and 2 European titles. The hit list stretched from England to Estonia and despite playing 603 hours of football, United won every game. "I don't see it as obsessive" claimed Rooney. "I could have played a couple more games to be honest."

There are already talks about a repeat performance next Saturday. Fans are advised to bring sleeping bags.

**TURN TO PAGE 71**





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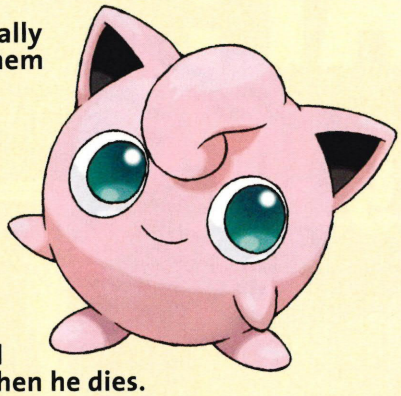
# THE CHARMANDER PAGE

**When Nintendo didn't ask me back for *Emerald*, I panicked. I mean, yeah, it's not a good idea to drink as much punch as I did at the wrap party for *LeafGreen* and run around setting stuff on fire. I accept that. But finding a new job is hard when you're a little orange lizard guy. Unless you can convince Tango to use you in an advert. But I told *NOM* I knew loads of stuff, and I got hired. It's not like they're going to bother checking any of them...**

## 20 THINGS YOU DIDN'T KNOW ABOUT POKéMON

**1.** When a Pokémon repeatedly says the first syllable of their name, that's them saying the rudest word they know.

**2.** If you drop a piano on Pikachu, he won't just faint; he'll die.



**3.** Pokémon are sexually neutral, so none of them are actually straight or gay. Not even Jigglypuff.

**4.** Geodude isn't really a dude. In fact, he's actually kind of an asshole.

**5.** One day, Ash will actually BE ash. He's asked to be cremated rather than buried when he dies.

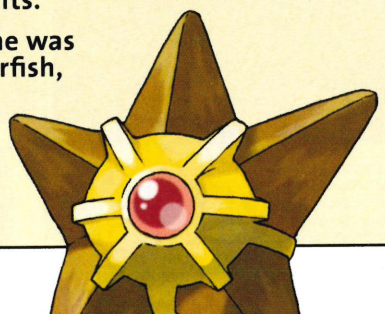
**6.** When we broke into Psyduck's flat the other week, we caught him watching *Howard the Duck* on DVD and crying. With no clothes on.

**7.** Mr Mime's favourite meal is cheese on toast - washed down with a large glass of chilled Treecko blood.

**8.** During Misty's ladies time, she sometimes whips out an Always Ultra instead of a Poké Ball. If anyone laughs, she storms off and the filming for that day is cancelled.

**9.** You can make an excellent replica of Diglett by sticking a pink Smartie on the next massive dump you squeeze out. They make nice gifts.

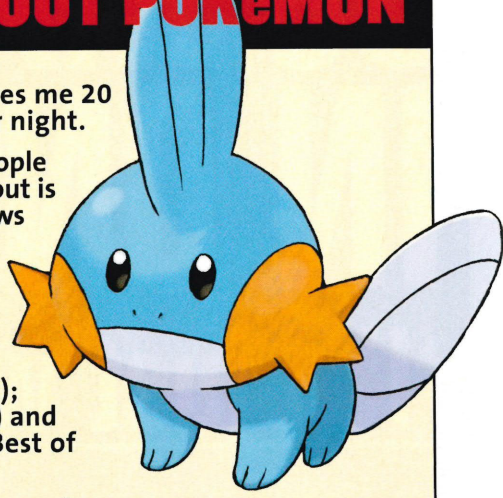
**10.** Staryu's birth name was actually Chocolate Starfish, but he changed it after being mocked relentlessly at school. Oddly, Weepinbell hasn't changed his.



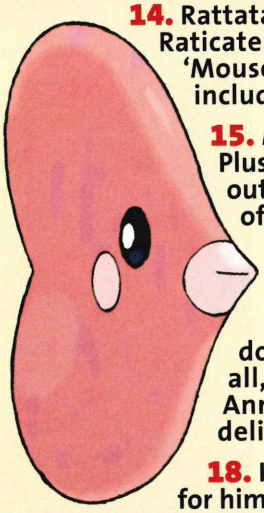
**11.** Mudkip still owes me 20 quid from the other night.

**12.** Squirtle tells people what he's shooting out is water, when he knows for a fact that it isn't water at all.

**13.** Three Pokémon have criminal records: Clefairy (aggravated assault); Torchic (shoplifting) and Porygon (The Very Best of Peter Andre)



**14.** Rattata and Raticate are liars. How can they be 'Mouse Pokémon' when their name includes the word rat?



**15.** Minun's favourite joke is to ask Plusle if he's 'positive', then make out he was asking about the result of his bum disease test.

**16.** Smoochum will get off with anyone. She's pretty loose.

**17.** Luvdisc is wracked with doubt that he's a Pokémon at all, not just something from the Ann Summers catalogue that was delivered to the wrong place.

**18.** If Jirachi could grant one wish for himself, he'd want to be Angelina Jolie's underpants for one day.

**19.** The reason Wynaut is so cheerful all the time is that he doesn't realise quite how much of a berk he looks.

**20.** Ursaring stays inside when it's hunting season. Not only is he a big scary bear, he's already got a target on his chest.

# I'M MESSING WITH YOUR HEAD!

## Brazilian ace REFUSES to score - Coach says OK

**EA SPORTS FIFA 06 WORLD RESULTS**

| | | | |
|---|---|---|---|
| AC MILAN | 5 | JUVENTUS | 0 |
| PANATHINAIKOS | 1 | LAZIO | 8 |
| ANCONA CALCIO | 9 | GALATASARAY | 9 |
| GALATASARAY | 2 | BOCA JUNIORS | 2 |
| BRAZIL | 1 | AUSTRALIA | 9 |

ALL THE GAMES, ALL THE GOALS, ALL THE ACTION!

RONALDINHO'S goals are as spectacular as his infamous grin, but last night the Brazilian football genius chose tormenting keepers over scoring amazing goals. He rocked the football world with his latest antics on the field.

Brazil fans were in utter amazement last night at a packed Santiago Bernabeu stadium where they played hosts to Spain. The madness started just 2 minutes into the game when the brilliant Brazilian picked the ball up deep in his own half and started his trademark electric run straight at goal.

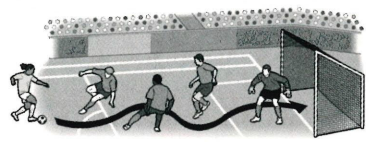
### too easy

Then time stood still. Ronaldinho, having beaten 5 players (one of them twice) neatly sidestepped the keeper and was faced with an open goal with not a Spanish jersey in sight. The gifted 10 immediately doubled back on himself and headed straight for the nearest defender only to mesmerise 2 more players before being brought down by a vicious rear tackle. The keeper was seen to be pleading for a swift finish - but this was not confirmed at the time of press. Ronaldinho issued a statement post match that was telling: ***'I do not wish to disrupt the football community but I have sworn off scoring for a while. I am much more interested in displaying my new ability, which seems to have exploded this season in particular.'***

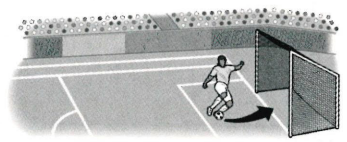
Amazingly, Carlos Alberto Parreira was not stirred. The lauded national team coach followed with his own statement of full support for his player. ***'Ronaldinho is a special talent that needs to breathe. We have always encouraged this kind of football and the freedom to play how you want, at any moment is key to our mission.'*** The fans were also full of praise for the genius, gleefully supporting his enforced trade of goals for utter mockery of all challengers.

### HOW IT HAPPENED:

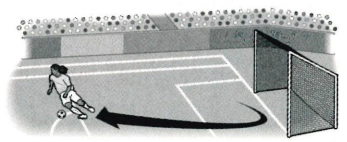
1) RONALDINHO IS CLEAR THROUGH ON GOAL HAVING BEATEN 4 PLAYERS QUITE EASILY

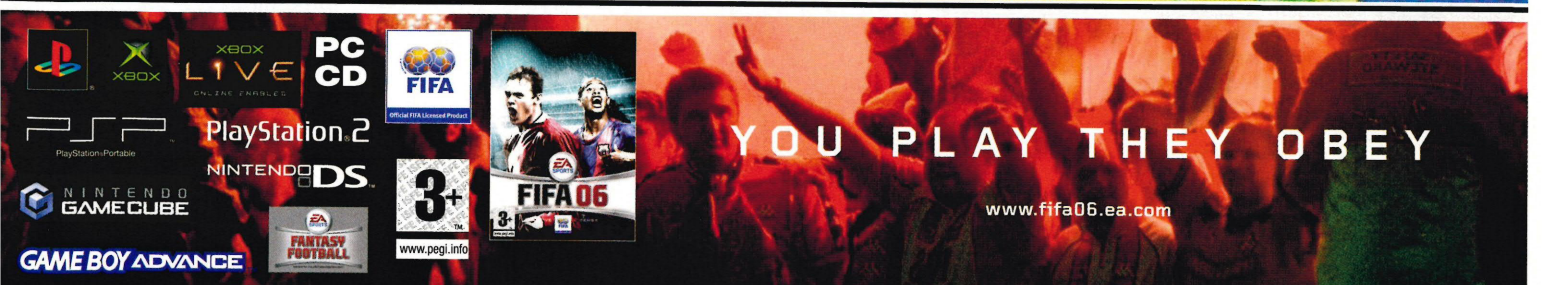


2) IT'S RONALDIN-GOL! AT 2 YARDS AND SURELY CERTAIN DEATH FOR SPAIN



3) RONALDIN-NO! THE BRAZILIAN MIDFIELDER TURNS HIS BACK ON GOAL!

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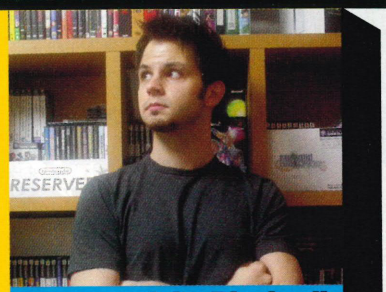
# blog Japan



reporter John Ricciardi

● PokéFrenzy ● Micro Mania ● Slime Attraction

# POKéMON SPECIAL

## USE YOUR NOODLE

Instant Ramen is the foundation of the Otaku food pyramid, so it's good for dorks-in-training to get practice heating water from a very young age. This Pokémon-themed Ramen simultaneously prepares children for a lifetime of malnutrition, as well as superfluous character goods, making it an instant cornerstone of their youthful education.

▲ Instant Pokénoodles - just add lazy children

▲ And now, a philosophical question - are you prepared to actually eat Pikachu?

## I HAVE MEASURED OUT MY LIFE WITH ZIGZAGOONS

Wearing the time on your wrist is for the proles; Pokégentlemen prefer pocket watches. This particular model was crafted using a two-colour moulding process known only in the Far East. The interior face features the countenance of Lucario, the rascally star of this summer's new Pokémon picture show. Available exclusively in finer stores throughout Japan.

▲ If you don't fancy wearing the time on your wrist, then tuck your watch away in your Poképocket

## POKéMON PUDDING TAMER

It is a little-known fact that the stomachs of Electric-type Pokémon contain an enzyme capable of synthesizing pudding. Nintendo has domesticated these pudding-producing creatures and made them available to the Japanese public. The animals take in pudding mix and water through the neck, and then agitate wildly to produce the tasty treat. In the future, we hope Nintendo breeds these animals for size, as the three-spoonful yield was perplexingly tiny.

◀ Ingredients in the top, pudding out the bottom. What more could you want?

# SEXIEST GAME BOY EVER?

When Nintendo unveiled the Game Boy Micro in the US in mid-August, with only two colour variations (Silver and Black), we wanted to see more. But then Japan saved the day again, announcing a full line-up of five colours for the Japanese launch on September 13th, including the amazingly hot 'Famicom Version' which was designed to look like Controller I on the old Famicom. Even better, Club Nintendo owners will be able to splurge 200 points for a limited edition Controller II faceplate to make the hotness even hotter. Does it get any better than this? Not really.

# THE AD GALLERY

THE LATEST ADS FROM JAPANESE GAMING MAGS...

# Akihabara WATCH

This month it was too darn hot to go to sweaty Akihabara, so instead, we went by the Square Enix store in Hatsudai to stare at cool blue slimes until the sun went down. What is it about these things that keeps us coming back month after month?

# JUST THE TWO OF US

When Nintendo created Plusle and Minun, they did more than give Pichus polarity: they created the first pair of opposite Pokémon. Thus, a new market for paired character-goods was born. Salt and pepper are obvious, but what's next for our adorable duo? Plusle fish and Minun chips? Plusle cookies and Minun milk? The options are limitless. Look at their smiles, they know that too, bless 'em.

## JAPAN TOP TEN

The current best-selling games on Nintendo platforms in Japan

| | | |
|---|---|---|
| 1 | JUMP! SUPERSTARS | (NINTENDO, DS) |
| 2 | YAWARAKA ATAMA JUKU | (NINTENDO, DS) |
| 3 | NOU WO KITAERU OTONA NO DS TRAINING | (NINTENDO, DS) |
| 4 | MUSHI KING: ROAD TO THE GREATEST CHAMPION | (SEGA, GBA) |
| 5 | POKéMON XD: GALE OF DARKNESS | (NINTENDO, GC) |
| 6 | MARIO SUPERSTAR BASEBALL | (NINTENDO, GC) |
| 7 | PAWA-POKE KOUSHIEN | (KONAMI, DS) |
| 8 | SHIN-BOKTAI: GYAKUSHUU NO SABATA | (KONAMI, GBA) |
| 9 | NINTENDOGS: SHIBA & FRIENDS | (NINTENDO, DS) |
| 10 | FUTARI HA PRETTY CURE MAX HEART MAJI? MAJI?! FIGHT DE IN JYANAI | (BANDAI, GBA) |

Source: Mediacreate, week ending August 21

# Hey! Fight! Cheer Squad

**Think men can't be cheerleaders? You're WRONG. *Hey! Fight! Cheer Squad* (original name: *Osu! Tatakae! Ouendan*) is about how male cheerleaders make the world a better place.**

This is the best music game ever. Little concentric circles appear on the screen. When the big circle hits the little circle, you tap it. When you see a bar, you slide the stylus over it. When you see a turntable, you spin it.

During all this, the Cheer Squad help people in trouble. You see the comic book-style storylines on the DS top screen during breaks in the songs. A boy needs help studying for his test. A ramen shop owner has to create the perfect noodle. Cleopatra needs to lose weight. Stuff like that. It's all hilarious, and the music is amazing. The gameplay sounds really simple but they build incredibly complicated patterns out of those little circles that you have to tap. Ace!

# DOUBLE BUBBLE TROUBLE

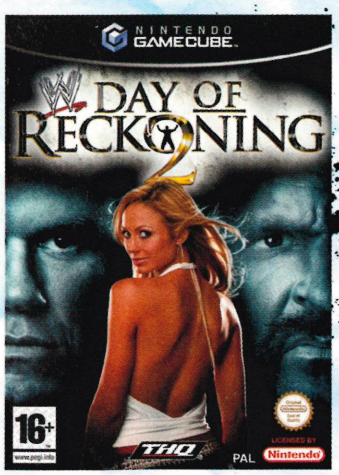
# Puzzle Bobble DS

**Blocks have had a monopoly over the puzzle market for ages. The *Tetris* blocks marched into Game Land and start kicking all the other shapes around. Triangles left in tears, the rectangles tried to join in but were laughed at and the rhombuses rolled over and exploded. Blocks ruled with an iron corner and nothing could stop them.**

But then, cheeky old *Puzzle Bobble* came along and had CIRCLES. It was a revelation. People playing *Super Puzzle Fighter* smashed their joysticks in horror. *Tetris* fans were taken to casualty. *Panel de Pon*-ists dropped dead on the spot. Then exploded. Circles, who would have thought it? But then things got worse. Instead of you dropping blocks down the screen, you fired the filthy circles UP the screen. Clearly Taito, the developer, had gone insane.

But that was a long time ago. Now we can accept the circles through gritted teeth with a slight bead of sweat constantly trickling down our face while playing. But *Puzzle Bobble*, known over here as *Bust-a-Move*, managed to sneak into hearts and dared to become one of our favourite puzzle games. Surely you know the premise? SURELY? Fire bubbles up towards their same coloured brethren and line up three or more to liberate them from the shackles of oppression.

The DS game is hardly different from previous versions and, embarrassingly, even refuses to be spread across two screens. Taito, what were you thinking? But instead, it has included a touch screen control method. It's entirely pointless though. You have to direct the bubbles with the stylus, then tap them to fire them upwards. But it's slow and cumbersome. Although even with the more traditional D-pad controls, this still feels strangely wrong. We can't quite put our finger on it. Perhaps the bubbles are too sticky? Perhaps the aiming is not quite right? Anyway, we probably won't be getting too excited as and when this gets a UK release.

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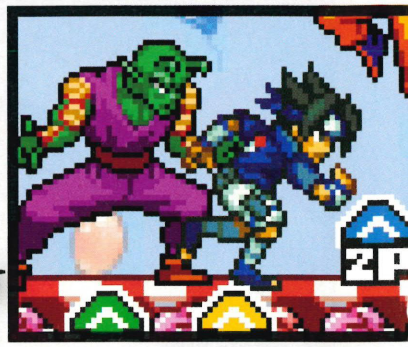
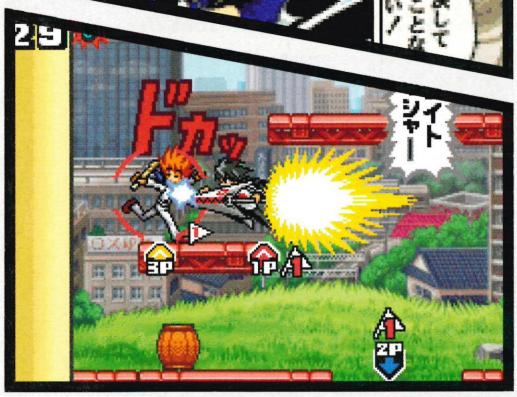
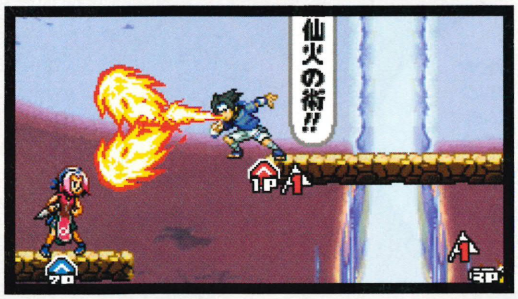
WHEN COMIC-BOOKS ATTACK
ASK SOMEONE TO SUM UP JAPAN AND THEY'LL INVARIABLY THINK OF A GIANT GREEN LIZARD STOMPING AROUND TOKYO. BUT THERE'S SOMETHING MUCH BIGGER IN JAPAN. EACH WEEK MILLIONS OF YOUNG BOYS DISAPPEAR, THANKS TO THIS LEVIATHAN OF MANGA. IT'S UNSTOPPABLE AND ALL WE CAN DO IS WATCH ITS AWESOME POWERS.
BUT WHAT IS THIS MIGHTY BEAST? IT'S WEEKLY SHONEN JUMP, A HUGE DOORSTOP OF A COMIC THAT MAKES THE BEANO LOOK LIKE TOILET PAPER. IT SELLS 3 MILLION COPIES A WEEK – THAT'S ALMOST WHAT NOM SELLS IN A MONTH. IN THE UK, HOTELS HAVE A COPY OF THE BIBLE NEXT TO THE BED. GO TO JAPAN AND YOU'LL FIND A COPY OF SHONEN JUMP.
IT'S BEEN RUNNING SINCE 1968 AND HAS SPAWNED SOME OF THE MOST POPULAR ANIME CHARACTERS EVER. NARUTO WAS LAUNCHED IN SHONEN JUMP, AS WELL AS THE DRAGON BALL SERIES AND EVEN YU-GI-OH! RECENTLY THOUGH, THESE WELL-KNOWN CHARACTERS HAVE LAUNCHED THEMSELVES INTO THE WORLD OF VIDEO GAMES – WITH MIXED RESULTS. HERE, WE TAKE A LOOK AT SOME OF THE BEST TO GO FROM COMIC TO GAMING.




# JUMP! SUPERSTARS




**ON AUGUST 8TH, TRAFFIC IN JAPAN GROUND TO A HALT, STREETS WERE DESERTED, APART FROM OLD PEOPLE AND TRAMPS AND OFFICES WERE CLOSED FOR THE DAY. BUT FROM HOMES ACROSS THE LAND, SOUNDS OF COMBAT COULD BE HEARD. THWAK. THWAK. THWAK. THIS WAS THE DAY JUMP! SUPERSTARS WAS LAUNCHED ON DS. THE BIGGEST GAME TO SPAWN FROM WEEKLY SHONEN JUMP.**

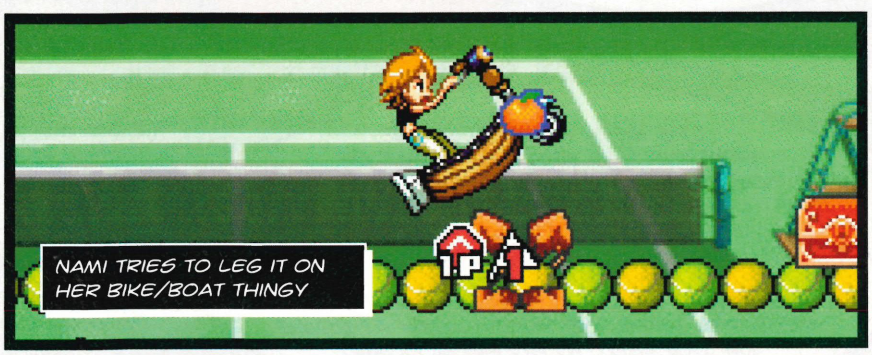
JUST IMAGINE IF THERE WAS A BEAT-'EM-UP FEATURING ALL YOUR FAVOURITE NINTENDO CHARACTERS, LINK, MARIO, SAMUS, PIKACHU... OH NO, HANG ON, NO THAT'S NOT RIGHT. IMAGINE THERE WAS A **BEAT-'EM-UP** FEATURING FAMOUS COMIC-BOOK CHARACTERS, LIKE BATMAN, SPIDER-MAN, SPAWN OR THE WRETCH. THAT'S THE WESTERN EQUIVALENT OF JUMP! SUPERSTARS.

INCREDIBLY, IT MANAGES TO FIT IN 150 CHARACTERS FROM THE COMIC'S HISTORY AND ALMOST 30 OF THOSE ARE PLAYABLE. AND NEARLY EVERY ANIME GREAT YOU COULD IMAGINE HAS TURNED UP TO **CLOBBER** A FEW HEADS. GOKU, PRINCE OF TENNIS, YU-GI-OH!, NARUTO (WOOT), SHAMAN KING, YU YU HAKUSHO. IT'S LIKE **DIGITAL MANA.**

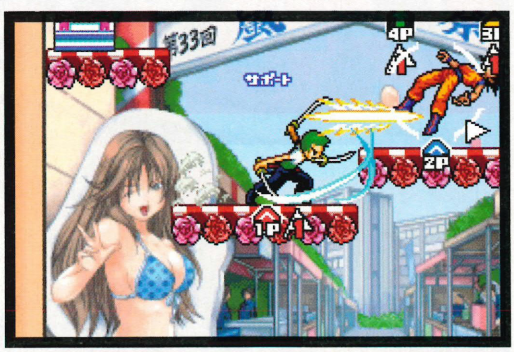
THE GAME ITSELF IS A SEEMINGLY SIMPLISTIC FIGHTER, WITH UP TO **FOUR COMBATANTS** ON THE SCREEN AT ONCE, IN THE STYLE OF SUPER SMASH BROS. MELEE. EACH CHARACTER HAS THREE ATTACKS; WEAK, STRONG AND SUPER AND IN A NICE LITTLE TOUCH, AS CHARACTERS TAKE MORE DAMAGE, THEY SLOWLY TURN BLACK AND WHITE AS THE INK IS LITERALLY KNOCKED OUT OF THEM. THE SUPER MOVES ARE ALSO SPECTACULARLY OVER-THE-TOP. MONKEY D. LUFFY, THE STAR OF ONE PIECE, MAKES HIS PLASTIC MR. FANTASTIC-ESQUE LIMBS INTO A HUGE **RUBBER BALL OF DEATH**, FOR EXAMPLE.

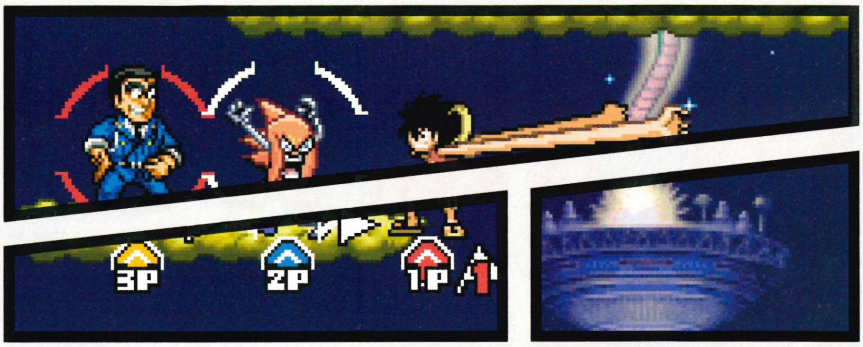
BUT THE **REAL FUN** COMES AS YOU SWAP BETWEEN CHARACTERS ON THE FLY DURING BOUTS. THE BOTTOM SCREEN RESEMBLES A MANGA STRIP, WHICH YOU TOUCH TO CHOOSE YOUR CHARACTER DURING FIGHTS. THE **BATTLE CHARACTERS'** SIZE RANGES FROM 2X2 SQUARES TO 3X2 RECTANGLES. THE BIGGER YOUR CHARACTER BLOCK, OR KOMA, THE MORE POWERFUL YOUR FIGHTER IS. BUT IT'S A BALANCING ACT BECAUSE THE BIGGER THE BATTLERS, THE LESS YOU CAN FIT INTO THE 5X4 GRID. YOU CAN SWAP BETWEEN CHARACTERS IF ONE HAS TAKEN TOO MUCH DAMAGE. SO IF YOU'RE **ROCK HARD**, GO FOR THE BIG CHARACTERS. IF YOU'RE TACTICAL, GO FOR LOTS OF SMALLER GUYS.

AS WELL AS BATTLE CHARACTERS, YOUR MANGA GRID ALSO HAS TO HAVE SUPPORT CHARACTERS IN. THESE GUYS COME IN **ALL SHAPES AND SIZES** AND MUST BE PART OF YOUR TEAM. JUST LIKE THE BATTLE CHARACTERS, YOU NEED TO PRESS THESE BLOCKS ON THE BOTTOM SCREEN TO ACTIVATE THEM. ONCE TOUCHED, THEY QUICKLY **ZIP**



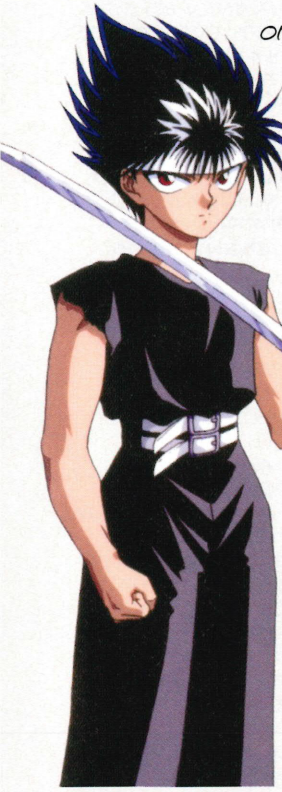

NAMI TRIES TO LEG IT ON HER BIKE/BOAT THINGY





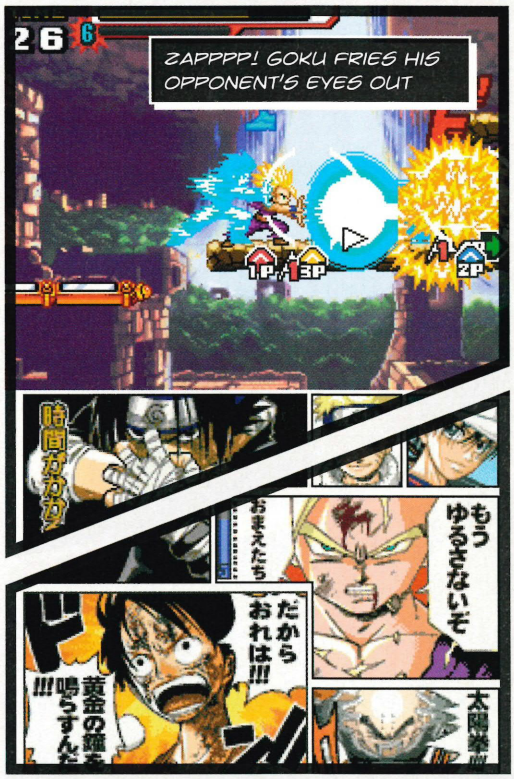

ONTO THE SCREEN, PERFORM A **SPECIAL MOVE**, THEN DISAPPEAR. THERE ARE DOZENS OF THEM AND THEY ALL HAVE NIFTY AND SLIGHTLY MORE TACTICAL MOVES. PRINCE OF TENNIS HITS OPPONENTS WITH A **POISONOUS TENNIS BALL**, SASUKE FROM NARUTO KICKS FIGHTERS IN THE HEAD AND A WEIRD ORANGE SUN-DUDE **ELECTRIFIES ENEMIES**.

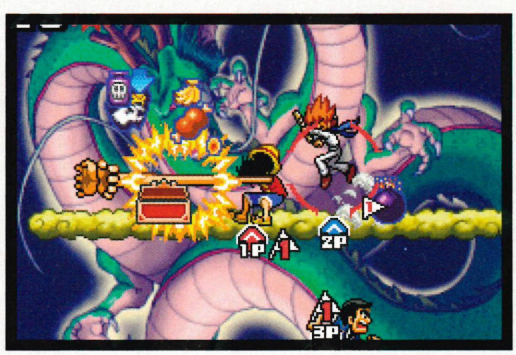
BUT TO UNLOCK ALL THESE BATTLE AND SUPPORT CHARACTERS, YOU MUST SLOG YOUR WAY THROUGH THE SINGLE PLAYER GAME. EACH LEVEL HAS DIFFERENT MISSIONS, LIKE **SMASH THE WALLS**, BEAT OPPONENTS OR KICK THE TREASURE CHESTS, WHICH CAN BE COMPLETED PRETTY EASILY. BUT TO UNLOCK MORE KOMAS, YOU NEED TO BEAT THESE MISSIONS WHILE ADHERING TO CERTAIN RULES, LIKE NOT GETTING KO'D, USING THE Ⓧ ATTACK 10 TIMES OR STANDING ON YOUR HEAD AND PLEDGING ALLEGIANCE TO **THE GOD OF SHONEN JUMP**.

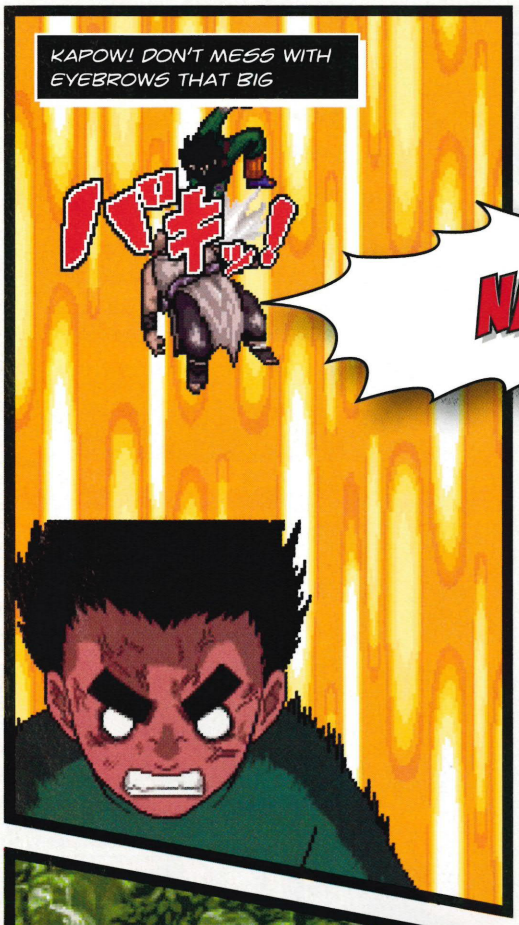


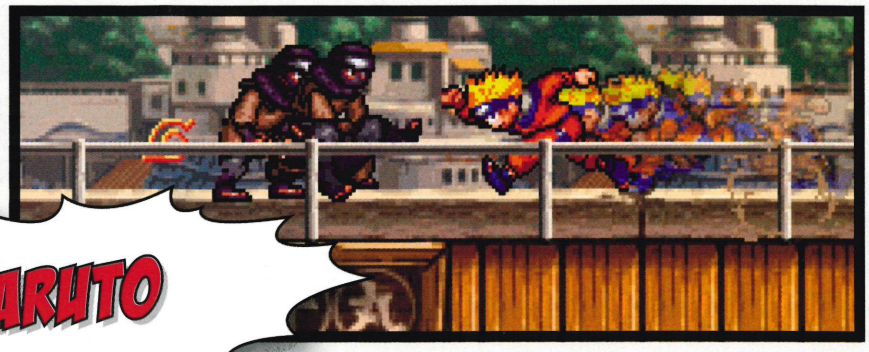
ONCE YOU'VE GOT THE KOMA, THAT'S ONLY THE FIRST PART OF GETTING ALL THE NEW CHARACTERS. YOU THEN NEED TO COMBINE DIFFERENT KOMAS TOGETHER TO PRODUCE A NEW ONE YOU CAN USE IN THE MAIN GAME. FOR A WESTERN GAMER, THIS IS **NEAR IMPOSSIBLE** BECAUSE TO RECOGNISE WHICH KOMAS TO COMBINE, YOU NEED TO READ JAPANESE. SO IT'S A CASE OF TRIAL AND ERROR AS YOU TRY FITTING EVERY SINGLE KOMA TOGETHER. STRANGELY THOUGH, THIS IS A REALLY ADDICTIVE PART OF JSS AND THE **BUZZ** OF CREATING A NEW CHARACTER IS THRILLING. IN FACT, DURING A RECENT TRAIN JOURNEY, WE ALMOST MISSED OUR STOP BECAUSE WE WERE SO **ENGROSSED** IN COMBINING KOMAS.

BUT EVEN WITH THE LANGUAGE BARRIER, WE'RE ENTHRALLED BY JUMP! SUPERSTARS. THE FIGHTING'S **TOP NOTCH**, THE 2D GRAPHICS ARE SUPERB AND THE KOMA-COMBINING IS BECOMING AN OBSESSION FOR US. UNFORTUNATELY THOUGH, THIS **AWESOME GAME** IS UNLIKELY EVER TO MAKE IT TO THESE SHORES. THE DIFFERENT CHARACTERS ARE SO TIED-UP IN A VARIETY OF OTHER GAME DEALS THAT IT WOULD BE ALMOST IMPOSSIBLE FOR NINTENDO TO **CLUNK** A FEW HEADS TOGETHER AND LET EVERYONE PUT THEIR HARD-EARNED CHARACTERS IN ONE GAME. SO... IF NINTENDO CAN'T DO IT, LET'S TRY TONY BLAIR. "DEAR MR. BLAIR, YOU KNOW HOW MUCH YOU LIKE ANIME, WELL..."





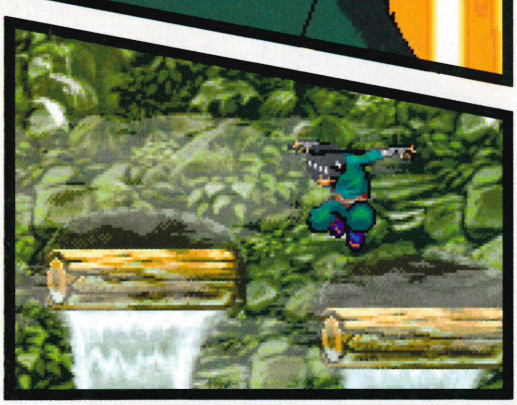



*NARUTO JUMPS ONTO THE SCREEN, DASHES UP A SHEER CLIFF, ROCKETS OFF WITH FISTS POISED TOWARDS THE FACE OF AN ENEMY. AFTER EXECUTING A SWEET FIVE-HIT COMBO, THE EVIL NINJA DROPS TO THE FLOOR IN A HEAP. MORE ENEMIES PILE ONTO THE SCREEN. NARUTO STOPS FOR A MOMENT BEFORE QUICKLY PRESSING HIS HANDS TOGETHER AND MUTTERING UNDER HIS BREATH. SUDDENLY THE LANDSCAPE IS ABLAZE WITH A HUGE FIREBALL THAT VAPORISES THE OPPONENTS. WE CATCH OUR BREATH AND DASH ON TOWARDS MORE BAD GUYS.*

FROM READING NOM, YOU SHOULD KNOW ALL ABOUT NARUTO – PROBABLY THE ***BEST ANIME*** TO COME OUT OF JAPAN SINCE TIME BEGAN. BUT IF YOU HAVEN'T READ EVERY SINGLE ISSUE OF NOM, THEN YOU NEED TO KNOW THAT NARUTO IS ALL ABOUT THE ADVENTURES OF A GROUP OF TRAINEE NINJAS. IT HAS ***FIGHTS THAT LAST FOR WEEKS*** RATHER THAN MINUTES AND SPECIAL MOVES THAT THREATEN TO SMASH THROUGH YOUR TELEVISION. ALTHOUGH IT STARTED IN SHONEN JUMP, THE ANIME AND GAMES MAKE THIS LITTLE NINJA SHINE.

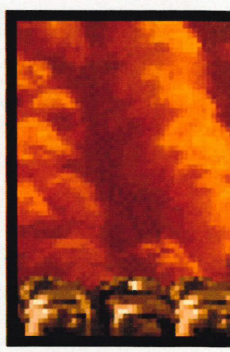
THE TWO MOST RECENT NARUTO GAMES TO BE RELEASED ARE BOTH FOR DS – NARUTO RPG2: CHIDORI VS RASENGAN AND NARUTO: SAIKYO NINJA DAIKESSHU 3. WE TRIED TO PLAY THE RPG ONE BUT IT WAS JUST TOO CONFUSING. BUT SAIKYO NINJA DAIKESSHU 3, A ***NIFTY*** LITTLE 2D BEAT-'EM-UP SIMILAR TO DRAGON BALL ADVANCE ADVENTURE, IS ***ABSOLUTELY AWESOME***.

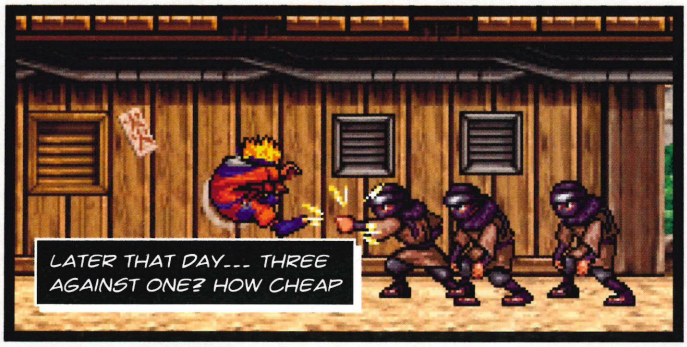


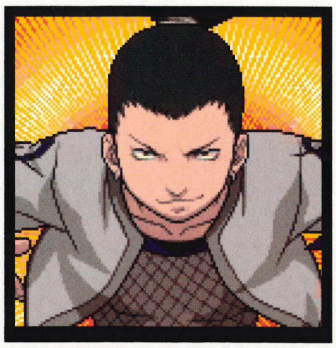
THERE ARE NEARLY 20 DIFFERENT CHARACTERS FROM THE NARUTO SERIES AND EACH ONE HAS ENOUGH PUNCHES, KICKS AND SPECIAL MOVES TO GIVE ***RYU A RUN FOR HIS MONEY***. YOU PICK ONE MAIN CHARACTER AND TWO SUPPORT CHARACTERS WHO JUMP ON-SCREEN WHENEVER THERE'S TROUBLE – AND ***THERE'S ALWAYS TROUBLE***.

JUST LIKE ANY DECENT BEAT-'EM-UP, THE ODDS ARE ALWAYS ***STACKED*** AGAINST YOU. IT'S JUST YOU AGAINST HORDES OF SEEMINGLY ***ENDLESS BAD GUYS***. ADMITTEDLY, YOU DON'T HAVE TO BE CAPTAIN TACTICS TO PLAY. MOST THINGS CAN BE SORTED OUT WITH A BOOT OR A ***FIST IN THE FACE*** TO AN ENEMY NINJA. EACH CHARACTER CAN PULL OFF NICE LITTLE COMBOS WITH A FEW PRESSES OF Y THAT SEND THE ENEMY FLYING. BUT YOU CAN ALSO COLLECT THROWABLE OBJECTS TO HELP YOU OUT OF STICKY SITUATIONS. THERE ARE PLENTY OF LETHAL ITEMS TO COLLECT AS WELL, INCLUDING NINJA STARS, KNIVES AND A ***HUGE FOUR-BLADED FRISBEE-TYPE THING*** YOU PROBABLY SHOULDN'T THROW FOR THE NINTENDOGS TO CATCH.

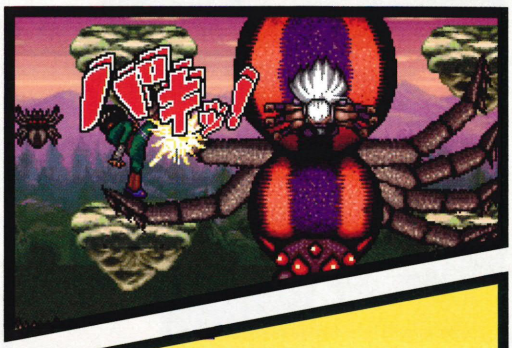
WHEN THINGS GET TOO HAIRY, EACH CHARACTER HAS A SPECIAL MOVE THAT RELIES ON YOUR ABILITY TO QUICKLY TOUCH STUFF WITH THE





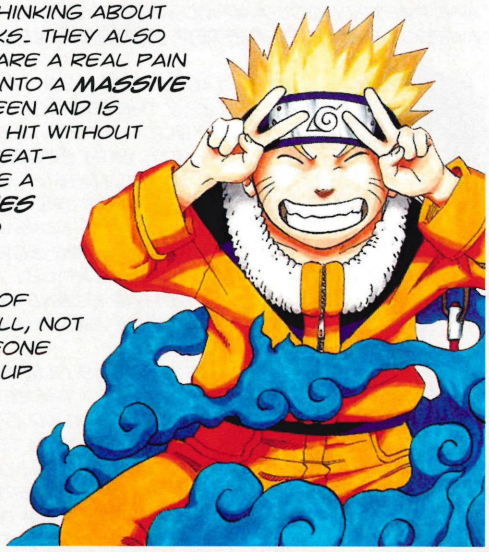



STYLUS. AFTER HOLDING L TO **CHARGE UP YOUR ATTACK**, THE TOUCH SCREEN CHANGES DISPLAY. YOU QUICKLY CIRCLE THE STYLUS AROUND BEFORE TOUCHING THE CORRECT INCANTATIONS TO PERFORM THE MOVE. IF YOU DO IT RIGHT, THE SCREEN LIGHTS UP WITH AN ATTACK. NARUTO HAS A **HUGE BLUE FIREBALL** THAT ALMOST BURNS YOUR RETINAS, SLIGHTLY USELESS GIRL NINJA SAKURA HAS BLAZING **FISTS OF FURY** AND SASUKE (THE BEST CHARACTER) ELECTRIFIES HIS ENEMIES WITH A **MASSIVE BALL OF PURE ENERGY**. PULLING OFF THESE SPECTACULAR ATTACKS IS WICKED AND IT'S ALL ACCOMPANIED BY SOME OF THE MOODIEST ROCK MUSIC YOU'RE LIKELY TO HEAR.

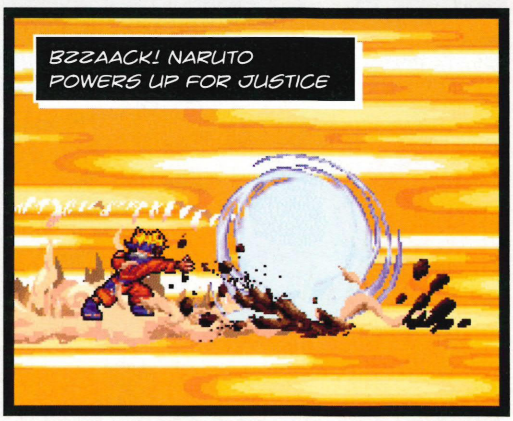


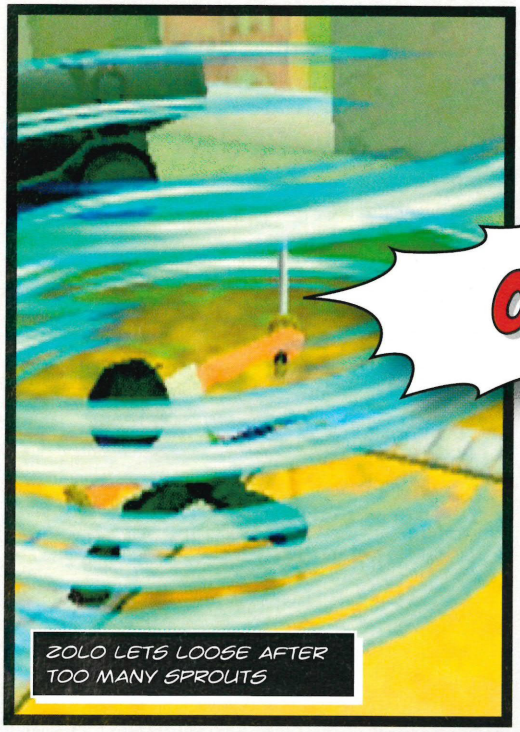

AS WELL AS YOUR PLAYABLE CHARACTER LIGHTING UP THE DS SCREEN WITH **BLAZING MOVES**, YOU ALSO HAVE TWO OTHER TRAINEE-NINJAS THAT CAN POP ONTO THE SCREEN WITH A QUICK TOUCH OF THE BOTTOM SCREEN. THESE GUYS ALSO HAVE SOME PRETTY **SPECTACULAR** MOVES. THE BEST ONE IS CALLED GAARA, WHO HAS THE ABILITY TO CONTROL SAND. YOU WOULDN'T THINK IT'D BE THAT GOOD BUT AFTER WATCHING HIM IN ACTION, YOU HAVE PLENTY OF RESPECT. SASUKE'S SUPPORT MOVE IS ALSO PRETTY COOL. AFTER YOU'VE PRESSED HIM, YOU BLOW INTO THE MIC TO **FIRE FLAMES** TOWARDS YOUR ENEMIES. IT'S NOT ESSENTIAL BUT IT DOES FEEL WICKED THE FIRST TIME YOU DO IT.

ALL THESE FANCY MOVES ARE VITAL DURING THE BOSS FIGHTS. JUST LIKE CLASSIC BOSSES FROM METROID, EACH ONE HAS A PATTERN YOU MUST LEARN, BEFORE EVEN THINKING ABOUT LAUNCHING YOUR OWN ATTACKS. THEY ALSO HAVE MULTIPLE FORMS THAT ARE A REAL PAIN IN THE ASS. ONE GUY TURNS INTO A **MASSIVE SPIDER** THAT FILLS THE SCREEN AND IS ALMOST IMPOSSIBLE TO EVEN HIT WITHOUT GETTING DAMAGED. A GOOD BEAT-'EM-UP SHOULD ALWAYS HAVE A RANGE OF **AWESOME BOSSES** AND NARUTO IS DEFINITELY NO EXCEPTION IN THAT RESPECT.

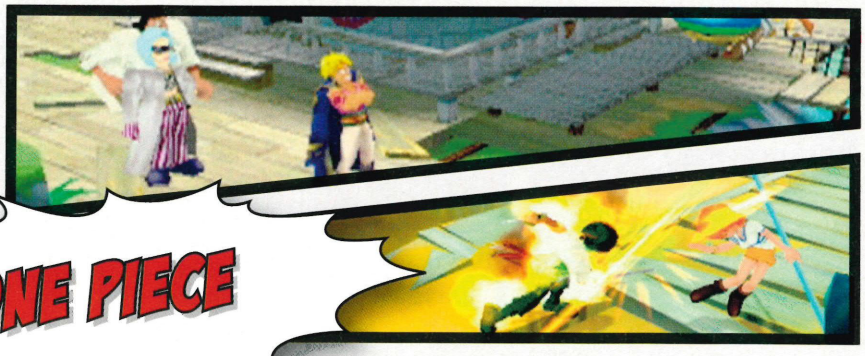


SO, WHAT ARE THE CHANCES OF THIS COMING OVER HERE? WELL, NOT MUCH REALLY. UNLESS SOMEONE LIKE TOONAMI OR JETIX SNAP UP THE ANIME LICENCE, THERE'S REALLY LITTLE POINT IN RELEASING A GAME BASED ON SOMETHING THAT ONLY A HANDFUL OF PEOPLE KNOW ABOUT. BUT YOU NEVER KNOW. WE CAN BUT **HOPE**.





ZOLO LETS LOOSE AFTER TOO MANY SPROUTS



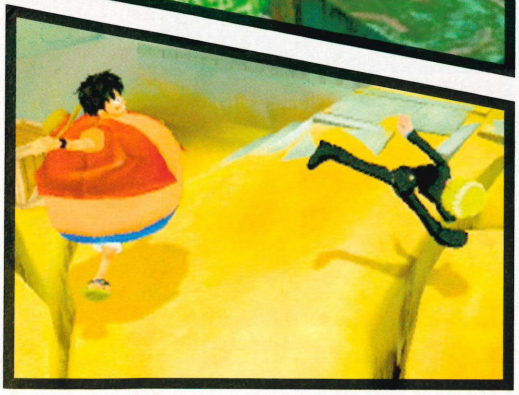
# ONE PIECE



***There really aren't enough games about pirates. Certainly not enough about pirates with rubbery limbs that can stretch all over the place. Okay, it may be a niche market. But give us more pirate games and you can bet your life that cutlass, eye patch, parrot and wooden leg sales would skyrocket.***

Grand Battle, the game spawned by One Piece, is actually developed by Ganbarion, the guys that made Jump! Superstars, so you'd think it'd be the best thing ever. Pirates. 3D. Fighting. **Cutlasses.** Be still thy beating **pirate-loving heart.** Unfortunately, our land-lubber anticipations were dashed against the cruel rocks of poor gaming. Grand Battle is fun but all over the place at the same time. Like a pirate ship that's lost its steering wheel and crew and there's a **T-Rex** on board. Like that stupid bit in Jurassic Park: The Lost World. You know, the **worst film ever made.**

It's a very simple fighting game that seems to revolve around just pressing Ⓨ. Although the moves are pretty **spectacular**, you keep expecting something exciting to happen. Unfortunately, it never does. You just keep fighting with the same moves. You can grab stuff, like boxes, and lob them at your opponent, but that's about it. However, the moves are pretty cool and Monkey D. Luffy, the star of One Piece, has awesome **multi-fisted super-punches.**



The stages are also fairly interactive. Obviously there are ones set aboard pirate ships but there's also one in the middle of the desert, with **sinking sand** that traps you. Unfortunately, each level is accompanied by one of the **worst cameras in history.** Normally it's important to see who you're scrapping with – but not in Grand Battle. The camera gets stuck behind scenery, hides your player and does everything to cause problems.

One Piece is currently being shown on Sky TV, so there is a possibility Grand Battle could come out over here. But if it does, pray to the **Lord of Pirates** that something's done about that camera. Otherwise, we'd prefer to see this drowning in Davey Jones' locker. **Aaaaaaaaar me hearties** and so on.

SOMEWHERE... A DEER HUNTS HUMAN FOES

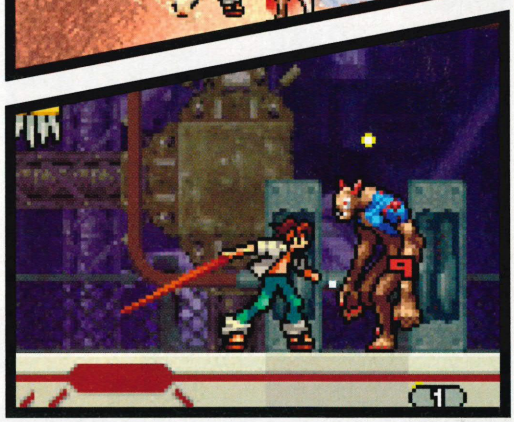
***WE ALL KNOW RECENT CASTLEVANIA GAMES ARE SOME OF THE BEST THINGS EVER. KONAMI STARTED WRAPPING THEM UP IN LAYERS OF GREATNESS AND JUST KEPT GOING. BUT WHAT IF THERE WAS A GAME THAT WAS BASICALLY CASTLEVANIA BUT STARRED A CHARACTER FROM SHONEN JUMP? WHAT IF THAT GAME WAS CALLED SHAMAN KING: MASTER OF SPIRITS 2? WHAT IF WE WERE ABOUT TO TELL YOU ABOUT IT? WHAT IF YOU STOP READING THESE RHETORICAL QUESTIONS AND JUST SKIP TO THE NEXT PARAGRAPH?***

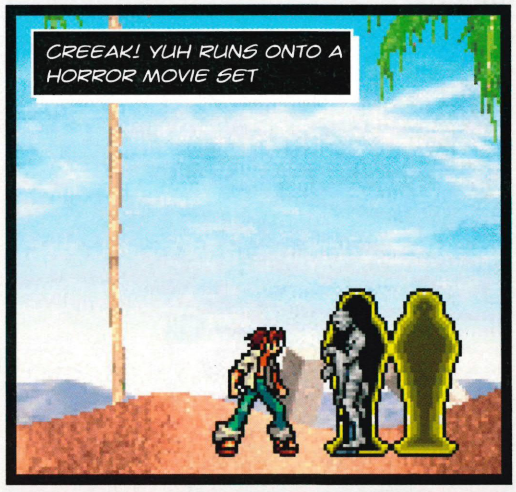
SHAMANS ARE LIKE MAGICIANS. BUT UNLIKE THE UNENDINGLY TEDIOUS DAVID BLAINE, SHAMANS ROCK, AND **ROCK HARD**. THEY CAN CONTROL SPIRITS. SO THEY'RE, LIKE, ALL OVER THE FIGHTING AND WHAT HAVE YOU WITH THEIR KICK-ASS SPIRITS WITH BIG SWORDS THAT GO '**POW**' AND THE ENEMIES ARE LIKE '**NO, NO, NO**'. AHEM... THE STAR OF SHAMAN KING IS YOH ASAKURA, WHO'S TAKING PART IN A SPECIAL SHAMAN TOURNAMENT THING. IT'S AN EXCUSE FOR LOTS OF FIGHTING.

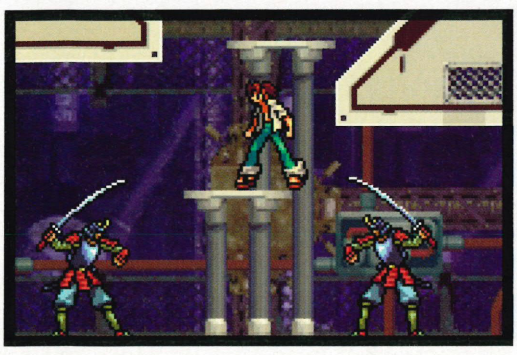
AND THE FIGHTING IN THIS CASE IS ALMOST IDENTICAL TO CASTLEVANIA. KONAMI DECIDED NOT TO BOTHER WITH ALL THAT SILLY PROGRAMMING BUSINESS AND INSTEAD JUST SLAPPED YOH'S FACE ON WHAT IS BASICALLY THE CASTLEVANIA ENGINE. ADMITTEDLY THERE ISN'T A CASTLE TO EXPLORE. INSTEAD, THE GAME IS SPLIT INTO A SERIES OF LEVELS, EACH **PACKED WITH MONSTERS** THAT HAVE MOUTHS FULL OF LONG, SHARP, POINTY TEETH.

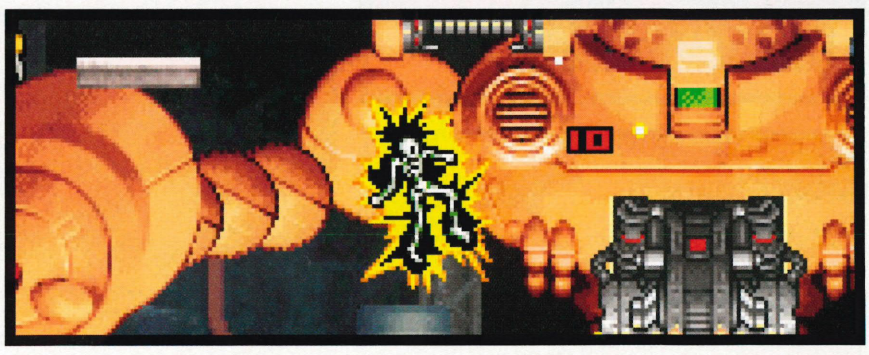
JUST LIKE CASTLEVANIA, YOU CAN ABSORB THE SOULS OF MONSTERS BUT IN SHAMAN KING, THEY'RE SPIRITS, OBVIOUSLY. SO YOU CAN GET **BALLS OF FIRE** THAT SPIN AROUND YOH AND NASTY-LOOKING SPIRITS THAT APPEAR ON THE SCREEN TO SLASH ANY ENEMIES WITH A **HUGE SWORD** BEFORE DISAPPEARING. IF THIS IS THE KIND OF THING MAGICIANS DO, WE'RE EXCAVATING OUR PAUL DANIELS MAGIC TRICK SET TO LEARN SOME SPIRIT SUMMONING. "CHAPTER ONE – CARD TRICKS. CHAPTER TWO – CUTTING ROPES WITHOUT ACTUALLY CUTTING THEM. CHAPTER THREE – RAISING THE SPIRITS OF THE UNDEAD TO DO BATTLE WITH MORTALS."

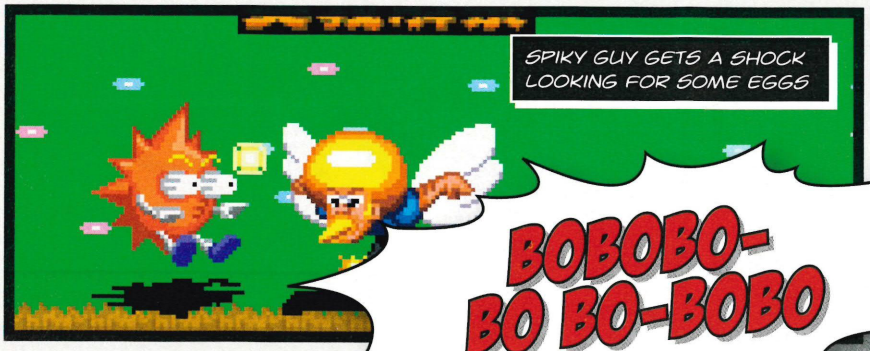
ACTUALLY SHAMAN KING: MASTER OF SPIRITS SHOULD BE **HEADING YOUR WAY** SOON, SO KEEP AN EYE OUT. IT'S WORTH SOME OF YOUR ATTENTION. ROUGHLY 46.7% OF YOUR ATTENTION.

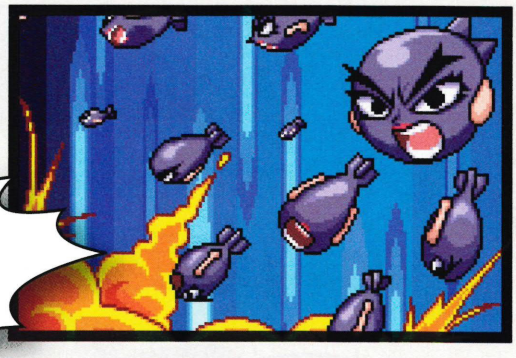








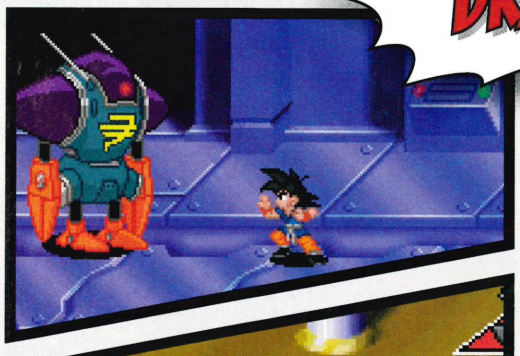
## BOBOBO-BO BO-BOBO

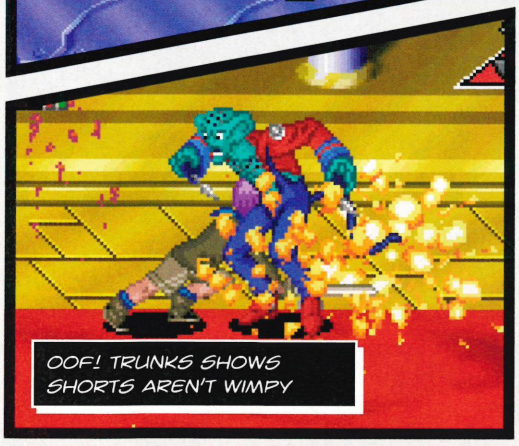
*THIS IS, WITHOUT DOUBT, THE WEIRDEST THING WE'VE EVER SEEN. WE'VE GOT VERY LITTLE KNOWLEDGE ABOUT THE MANGA IT'S BASED ON. BUT BOBOBO-BO BO-BOBO APPEARS TO BE ABOUT A GUY WITH A YELLOW AFRO, WHO CAN CONTROL HIS NASAL HAIR AND FIGHT PEOPLE WITH IT. SOMEONE TELL US WE'VE ENTERED A DREAM WORLD AND HAVE MADE THIS STUFF UP. PLEASE.*

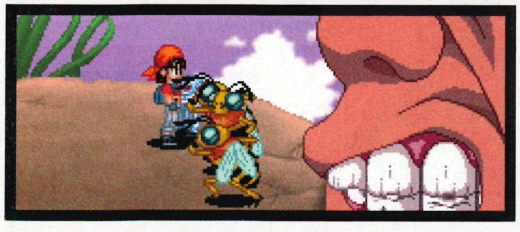
WE COULD ONLY FIND THE ONE GAME BASED ON BOBOBO-BO BO-BOBO. IT'S CALLED BAKUTEN HAJIKE TAISEN AND, SURPRISINGLY, IS A **2D FIGHTING GAME** FOR GBA. AT FIRST GLANCE, IT MAY APPEAR TO BE A BIT LIKE JUMP! SUPERSTARS, BECAUSE THE LEVELS ARE MADE UP OF SIMPLE PLATFORMS. BUT THAT'S WHERE THE SIMILARITIES END.

IT'S CERTAINLY GOT SOME OF THE **STRANGEST** CHARACTERS WE'VE EVER SEEN THOUGH. THERE'S A SPIKY ORANGE THING, A BULLET WITH LEGS AND A BLUE MAN THAT'S MADE OF PUTTY. JUST HOPE THIS NEVER COMES OUT OVER HERE. IT'S **TOO SCARY.**

## DRAGON BALL





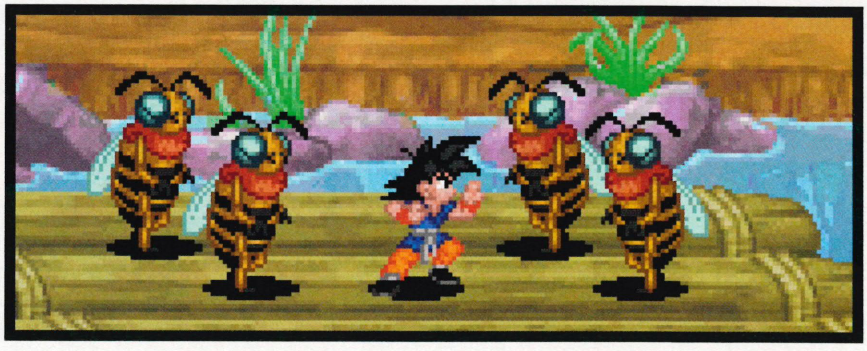



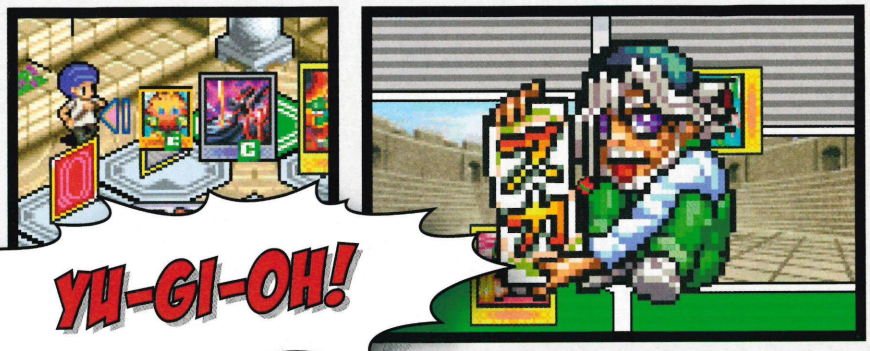
*PROBABLY THE MOST FAMOUS SERIES EVER STARTED IN SHONEN JUMP, DRAGON BALL HAS BEEN BLASTING, PUNCHING AND KICKING ITS WAY INTO THE CONSCIOUSNESS OF MANGA FANS SINCE 1984. THERE HAVE BEEN COUNTLESS GAMES AND THE MAJORITY HAVE BEEN PRETTY DULL.*

THE ONLY ONE THAT WAS ANY GOOD WAS DRAGON BALL ADVANCE ADVENTURE BUT WE'VE ALREADY REVIEWED THAT, SO COULDN'T FEATURE IT AGAIN, **DAMN.** SO INSTEAD, WE PLAYED DRAGON BALL GT – TRANSFORMATION, WHICH WASN'T AS GOOD.

IT DOES STAR A YOUNG GOKU THOUGH. BUT HE SEEMS TO HAVE LOST SOME **AWESOMENESS** IN THE TRANSFORMATION. YOU TRAVEL BE-TWEEN PLANETS TRYING TO FIND THE DRAGON BALLS, AS PER BLOODY USUAL. SOME PLANETS ARE COOL, PARTICULARLY THE ONE LIKE LAND OF THE GIANTS WITH **MASSIVE WASPS** AND INSECTS.

IT'S ALMOST INEVITABLE THAT GT – TRANSFORMATION WILL COME OUT HERE, BECAUSE EVERYBODY LOVES DRAGON BALL. BUT WE'RE GOING TO STICK TO ADVANCE ADVENTURE. WE **HUG IT AND KISS IT** AT NIGHT.



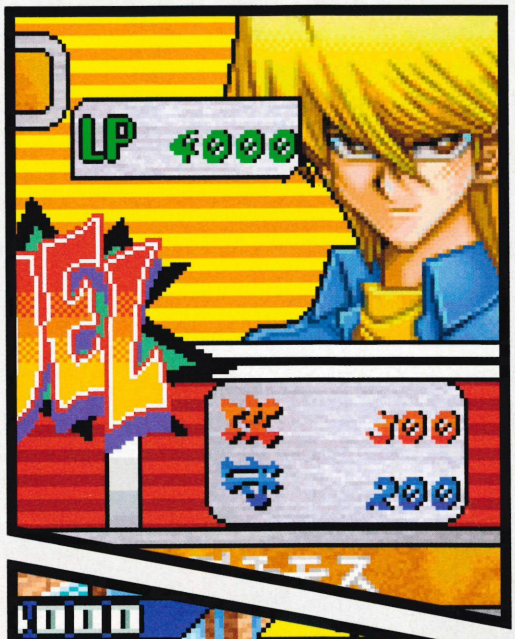


## YU-GI-OH!

**YU-GI-OH! HAS GOT A LOT TO BLOODY ANSWER FOR. CARD BATTLING IS ONE OF THE WORST THINGS ON THE PLANET AND IT BASICALLY STARTED BECAUSE A BIG SPIKY-HAIRED FREAK HAD A BUNCH OF MAGIC CARDS OR WHATEVER. CHEERS, SHONEN JUMP, FOR RUINING OUR LIVES.**

ALTHOUGH THE MANGA WAS ORIGINALLY CREATED IN 1996, THE CARD-BASED **NONSENSE** DIDN'T START UNTIL ABOUT THE EIGHTH VOLUME. THAT'S WHEN THE WORLD CRASHED AROUND OUR EARS AND THE GAME **UNIVERSE WEPT**. THANKS, KAZUKI TAKAHASHI, CREATOR OF YU-GI-OH! NEXT TIME WE'RE IN JAPAN, WE'LL **KICK YOUR ASS INTO SPACE**.

OKAY LOOK, WE TRIED TO PLAY A YU-GI-OH! GAME CALLED SUGOROKU NO SUGOROKU BUT THE NORMALLY **IMPENETRABLE** GAMING SYSTEM WAS RENDERED EVEN MORE SO BECAUSE WE CAN'T UNDERSTAND JAPANESE. ALTHOUGH, EVEN IF IT DID START TALKING ABOUT LEVEL 12 **MYSTICAL DRAGONS** IN ENGLISH, WE'D STILL TRY TO CHANGE THE LANGUAGE OPTION TO SOMETHING MORE UNDERSTANDABLE.

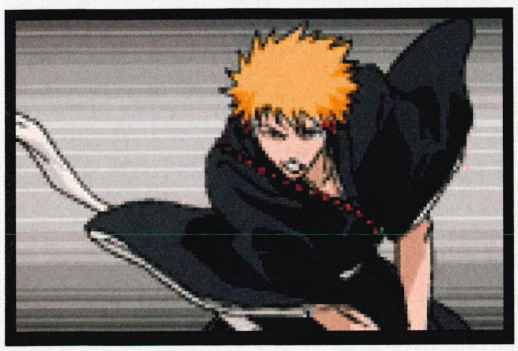


## BLEACH

**APART FROM NARUTO, BLEACH IS EASILY ONE OF OUR FAVOURITES TO BE SPAWNED FROM THE MINDS OF THE SHONEN JUMP WRITERS. COME ON, IT FEATURES A 15-YEAR-OLD LAD THAT BECOMES A GRIM REAPER. BUT INSTEAD OF JUST HELPING OLD BIDDIES SHUFFLE OFF THEIR MORTAL COIL, ICHIGO KUROSAKI HAS TO FIGHT DEMONS ALL THE TIME. HE EVEN HAS A MASSIVE SWORD TO MESS THE DEMONS UP WITH.**

UNFORTUNATELY, THE GBA GAME IS A **BIG SAD DISAPPOINTMENT** THAT NEARLY FORCED US TO SMASH IT TO BITS BECAUSE WE THOUGHT IT HAD GONE WRONG. AFTER ALL, HOW COULD AN **AWESOME MANGA** BE TURNED INTO SUCH A TERRIBLE GAME? YOU DON'T REALLY EVEN 'PLAY' IT. YOU JUST SELECT YOUR CHARACTER'S MOVES BEFORE THEY ENTER A BATTLE, THEN SIT BACK AND WATCH AS THEY FIGHT.

***IT'S CRAZY.*** YOU MAY AS WELL WATCH THE ANIME AND PAUSE IT JUST BEFORE EACH FIGHT AND SAY WHAT MOVES YOU'D LIKE TO SEE. WE LOVE BLEACH BUT THIS WAS JUST TERRIBLE. EVEN ICHIGO'S **SWORD OF JUSTICE** WOULDN'T SAVE THIS SORRY MESS. PLEASE JUST COME AND TAKE IT TO HELL.



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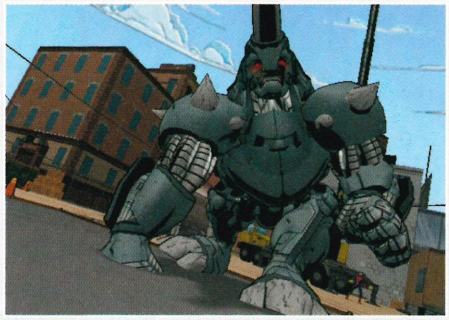
ALWAYS FIRST WITH THE BIGGEST GAMES

# Previews



# Ultimate Spider-Man

## Proving there's more to the web than free music and pictures of Jessica Simpson in hot-pants. Our Spider Sense is tingling...

**Until pretty much the coolest thing in the world happened, this was looking like the hardest preview in the world to write. How exactly do you write 'It's the same as the last one, but cel-shaded' and make it fill four pages? Make the text really big? Tried that - it didn't look too hot.**

Then Johnny Storm appeared. Yeah, the HUMAN TORCH. All flying around and being on fire or whatever. "Hey Spider-Man", he pipes up. "You want to race? Your costume is really bent!" Words to that effect, anyway. And then we're into it. Spider-Man all zig-zagging in the air above a cartoon Manhattan. Yellow cabs honking below, people looking up in amazement, and a rocket-powered fire-bloke chasing you every inch of the way.

Johnny Storm is a demon on the straights, but Spidey corners like, well, a man who's swinging on a building on some web. The pursuit is thrilling enough, but you've also got to swing to the right heights to hit the orbs and rings that mark out the circuit. Storm can fly, so he won't miss. Superheroes engaged in competition, it's so brilliant. And New York has LOADS of heroes to call on, let's not forget.

'The same, but with LOADS MORE SUPERHEROES' might well be enough. We've heard Wolverine puts in an appearance too, so that's pretty good. But the core gameplay is extremely similar to *Spider-Man 2*. That means the glorious swinging system that feels like it was programmed by God is still providing most of the fun. So when you get to play as Venom, cool as he is, it's just not as much fun.

We spent ages chasing Electro as Venom. Ages. When you can't web up buildings and need to climb them, it's a proper pain in the pods. Venom jumps miles, but he's fairly nob at street level. So you have to suffer a barrage of unfunny quips, like "My grandmother moves faster than you" over and over again until you learn the route and can basically cheat. When something's not funny the first time, repeating it rarely powers-up the comedy. As a general rule.

The graphics, though, eh? THE GRAPHICS! From what you see on these pages, it's like each screen has been drawn by a little ninja club of famous dead artists, managed by Jesus. Rembrandt, Da Vinci, Renoir, they're all there somewhere. »»

If Rolf Harris would take all those sleeping pills we posted to his house, he could be in the gang too. And yes, in-game, the graphics do sometimes look like the best thing ever. But sometimes they also look a bit poo.

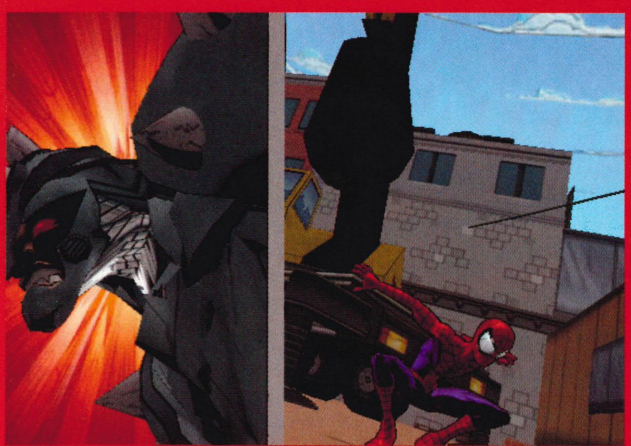
When you're standing on top of a skyscraper looking out, the poor GameCube can't quite handle the pace. The beautiful cartoon towers in the distance are rendered in two-tone. It can actually look a bit bland, like a model of a city that hasn't been painted yet. And because it can look a bit bland, the incentive to see every square inch of it is diminished. So while there are tokens to unlock comic-book covers scattered everywhere, the compulsion to get them all isn't as strong. If you played the last one, the draw of virtual tourism on a string of web isn't as powerful either. Brooklyn Bridge with a black outline? Not that exciting.

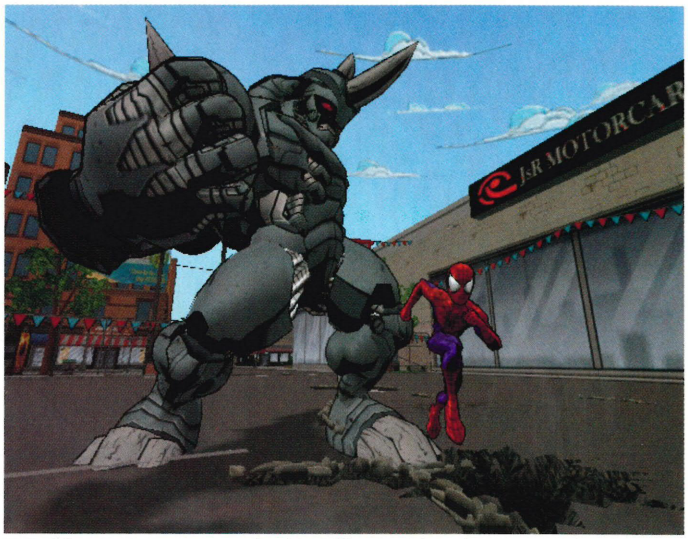
Speaking of tokens, certain new ones trigger gang bashing missions. You set one off and an arrow points you towards some ruffians on the street that need a bloody good hiding. We're taking it on trust that the magic arrow will never malfunction and point us to a hospice or a group of 8-year-old kids on a school trip. It's this play aspect that introduced us to the Yancys.

There are several gangs in this New York that are assigned as Spider-Man's problem.

## Cut, Cut, Cut! The only cut scenes to watch.

Cut scenes are a 'mare. When games moved from cartridge to disc, it gave makers ample storage space to live out their Hollywood fantasies. For the most part, forced narrative in videogames is a pain in the ass. You just pray you can skip and still know what you're supposed to be doing. Not in this game. The animated comicbook style used here is original and fascinating. We could watch a whole TV show made in this style.





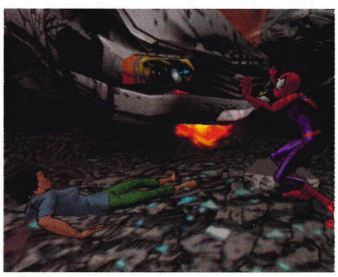
❑ Spider-Sense starts to tingle, telling Spidey that something is amiss. Yes, that HUGE mechanoid is about to flatten you.

Maybe he has to worry about a few more if Mr Fantastic goes on holiday. We assume there's some kind of rota in place. But the Yancys are interesting, because their name sort of implies femininity and the game tells you this is a BRITISH gang.

As a nation, we're excellent at going abroad and wrecking the place. So despite the name, we were expecting the Yancys to be some excellent boss characters in West Ham shirts. But no, the game assures you the Yancys are "more of a nuisance than a threat".

Disappointing for sure, and then we ran into them. They had KNIVES, GUNS and FLAME-THROWERS. In what sense are they not a threat? Are the American

❑ Ah yes, the old hop-on-its-back-because-it-won't-be-able-to-reach-you technique. Unless it's double-jointed. Then you're a stain



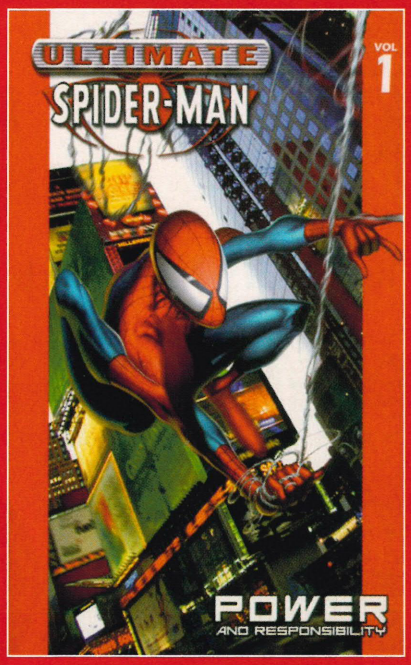
❑ Yes, I can make webs and lift this huge mech off you

❑ Hmm, have you had your Ready Brek this morning?

## Rebirth of the cool Spidey makeover for today's kids.

Calling this 'Ultimate' Spider-Man isn't just Activision showing off. No, 'Ultimate' is a whole new strand of Spidey comics designed to hook in readers new to the wallcrawler after being impressed by the movies. The art is more Manga-tinged, and the story starts the Spidey legend from that initial spider bite. Famous characters are re-introduced in new ways, and Marvel sells more comics.

❑ The old Spidey. We kinda like him better because he's hardcore to the motherloving max, homes




❑ Ultimate Spider-Man. A bit younger, but still quite cool. See the difference now? Cheers!

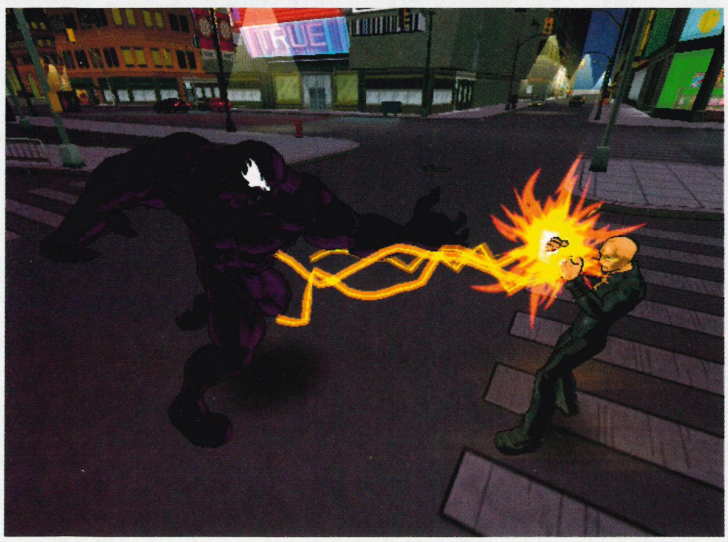
❑ Now then, where's Kirsten Dunst? It looks like it might rai

gangs all packing nuclear warheads or something? It seems America hates us, even though we eat burgers and gave 'em Catherine Zeta-Jones.

The fighting is similar to the last game, too. You combo off groups of enemies with kicks and punches, and earn your own respect for spinning them around in the air on bits of web. You whack them until they're stunned, a web icon appears over them, then you web them up. Then they, err, disappear. The webbing must be made of super-corrosive acid, like an Alien's blood. It's fine. Especially when words like WONDERFUL keep flashing up. Self esteem, +100 points!

We spotted a few cheeky ad hoardings in the game too. Stuff that would look like any advert to a casual player, but would cause a Marvel freak to have a new kind of sexual awakening. Imagine how YOU'D feel if you saw an advert for 'Latveria Cruise Lines: come for the fun, stay forever'.

We're a bit worried there's not enough new beyond the flashy comic-book style. A few of the boss fights we played through were good fun. The first fight with Venom presents Spidey with an odd problem. If he gets too close to Venom for too long, his brain starts hurting and his health gets crucified. Like his Spider-sense is going off so strong, it's giving him a brain hemorrhage. You can't run too far either or the same thing happens, meaning you have to fight instinct and stay in medium range of a slavering psychopath. Hit and run to take him out. The battle with Rhino is as destructive as you'd expect. ***Dean Scott***



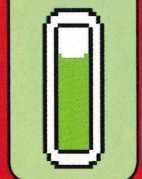
❑ Venom is hard. Rock hard. He doesn't care who he fights, as long as he fights. Bit like Vinnie Jones. But with added charm. Also doesn't get drunk on planes and tell the flight crew he'll have them killed.

## ESSENTIALS

**DEVELOPER:** TREYARCH

**FAMOUS FOR:**
*Spider-Man 2*, which was fairly awesome, and *Minority Report*, which really wasn't. They've had a hand in some bits of *Call of Duty* too.

THE PHIAL OF COMPLETION



**MULTIPLAYER:** NO
**PUBLISHER:** ACTIVISION
**RELEASE:** OCTOBER 14
**REVIEW:** NEXT ISSUE

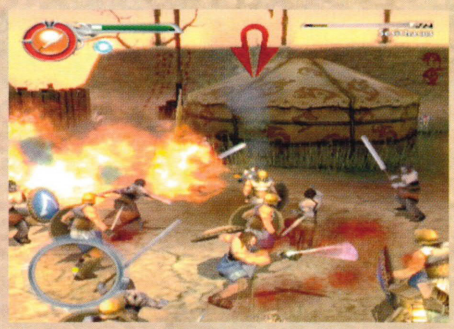
### PREDICTED SCORE

We love Spider-Man games, but aren't convinced that this is different enough. But the lure of being able to 'be' Venom might prove irresistible.

80% PLUS

❑ So the Romans reckon they can unleash hell? Hah, they haven't been to Sparta yet

❑ My in-built radar tells me exactly where the fighting is going on. Let's get with it



❑ Flaming liquids, huge swords and rivers of flowing blood. Death doesn't get any better

# SPARTAN: TOTAL WARRIOR

## CHOP UP A FEW HUNDRED ROMANS AND FIRE LASERS LIKE A GOD.

**The Romans have surrounded the Sparta city walls. It's all about to kick off. That's okay with me - I am a Spartan. From the moment I could walk, I have been learning how to kill people. I live for war.**

I must defend my city. That's the priority. The Romans are charging towards us. Bloody hell... there are LOADS of them. Literally hundreds. I've fought in battles before but never against numbers of this scale. It's overwhelming to look at. It's like watching a swarm of angry ants attack their prey. Only these ones don't use little pincers. They have big pincers; massive swords, arrows and shields.

It's time to start chopping people. I swing madly at a huge legion of Romans. They don't take much more than a swipe or two to defeat, but there's so many of them it's a challenge to stay alive. But each one that I kill seems to boost my strength, and this strange red bar in the sky goes up. It keeps me alive. So I can just keep hacking away.

DAMN! Those Roman berks are attacking the main gate. I've got to stop them. But there are too many. I can't deal with them all in time by myself. Every second is critical, but if I take a few seconds out to release that gate over there, more soldiers can charge out to join the battle. That'll give me all the back-up that I need.

Is that the king over there? What's he doing in battle? I've got enough to attend to with guarding the main gate. Now I have to watch out for him, too? Sheesh, I need a bigger weapon.

I'll make do with my standard sword for now. Later, I'll trade it in for some heftier choppers, so I can wipe out groups of these wimps with a single swing. I'll get some armour too. This bare-skin fighting isn't a good idea. And if these Romans keep coming for more punishment, I'll upgrade to some super magic or something.

❑ Armour? What a big wuss

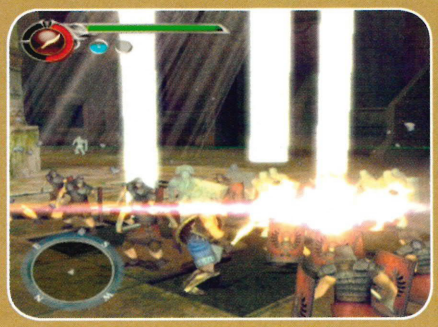
❑ Spartan was born for this

❑ You and your boys work as a team without thinking. Bit like us in the *NOM* office. But no swords

## THE VOICE A MESSAGE FROM THE GOD OF WAR

Hear me, Spartan Warrior. What you hear are the words of Aries, the God of War. I have been watching you. I know you have great strength and will become a mighty warrior.
You are about to embark on the biggest battle of your life. I can help you. You have the power to slay men, with the help of fellow soldiers. But as time passes, I will grant you God-like powers. You will be so powerful, you will not need support. You alone will wipe out entire armies with little effort. You will become legend.

❑ Dozens of soldiers charge at you. Earlier in the game, they would ruin you in a second



❑ But you're homies with the God of War. Not the veteran of war. The GOD. It helps

❑ After you blast them with crazy lasers, they turn to stone and you can smash them

That voice in my head earlier said something about helping me. It claimed to be Aries, the God of War. YES! Imagine the power he could give me! He'll sort me out with some electricity powers. Then I will be like a god myself. I will run about frying these goons like the insects they are, causing ultimate destruction.

Good, the main gate offensive is over. At last - I thought they'd never stop coming. The commander has just ordered us up to the castle roof. I'd best stick with this group. I don't have commanding status so I can't tell them what to do, but they're actually very intelligent blokes in the main.

There are so many of them, running in large groups to their own objectives, and a few dozen that help me with mine. I thought they'd be really stupid and disorganised, but they actually work well as a team. It's quite impressive how they've turned out after all the years of training. We Spartan soldiers are nothing but the best.

WOAH, that explosion just took out about 40 men! Their bodies flew everywhere. It's utter chaos around here. Thousands of arrows are pinging about overhead. There's hundreds of soldiers all running in different directions, random explosions that send dozens of people flying, and... WHAT THE? Now the Romans have a GIANT STONE soldier. He's, like, a hundred feet tall. Or more, maybe.

Luckily, we have three MASSIVE catapults not far from here. Let's go, men. Radars haven't been invented yet but I have one in my brain. All my objectives are marked out in there, so stick with me and you'll always be where the action is.

While those guys load up the catapults, I'll go and kill some more Romans. There's a cauldron over there that's full of stuff on fire. I can tip that over Romans below to stop them from getting through a locked entrance to Sparta. BURN, ROMANS, BURN.

The first catapult is loaded. Time to run over there and fire it. IN YOUR FACE, GIANT STONE BLOKE! But he's still coming. Quick, load the next catapult guys, while I hold off these Roman swarms. The second is ready, but it doesn't stop the stone man. But no-one's taking three to the face and still standing. BLAOW! The stone man's not so clever now. Because he's dead. Victory is ours at last.

Breathing deeply after an exhausting battle, sweat rolling down my face, I look out over the now-silent battlefield. Hundreds of corpses lay in the wake of Spartan fury. They remain exactly where Spartan blades struck them down. It's visual confirmation of your victory. And it's super satisfying.

***Mike Jackson: Total Warrior***

❑ These Romans have absolutely no idea of the ass-whipping they're about to receive

## ESSENTIALS

**DEVELOPER:** THE CREATIVE ASSEMBLY

**FAMOUS FOR:**
The creators of *Total War* - one of the most epic real-time strategy war games ever made for PC.

THE PHIAL OF COMPLETION

**MULTIPLAYER:** NO
**PUBLISHER:** SEGA
**RELEASE:** OCTOBER 7TH
**REVIEW:** NEXT ISSUE

### PREDICTED SCORE

These are battles of a breath-taking scale, with multiple tasks and missions that keep you thinking on your toes. This is how war games should be.

80% PLUS

❑ The girders and NO Donkey Kong? Something's not right here

❑ Like when we went to the Red Bull air races. Without the Red Bull

# Viewtiful Joe: Red Hot Rumble

GAMECUBE UPDATE

## Our faces were red-hot with anger and sadness after playing it.

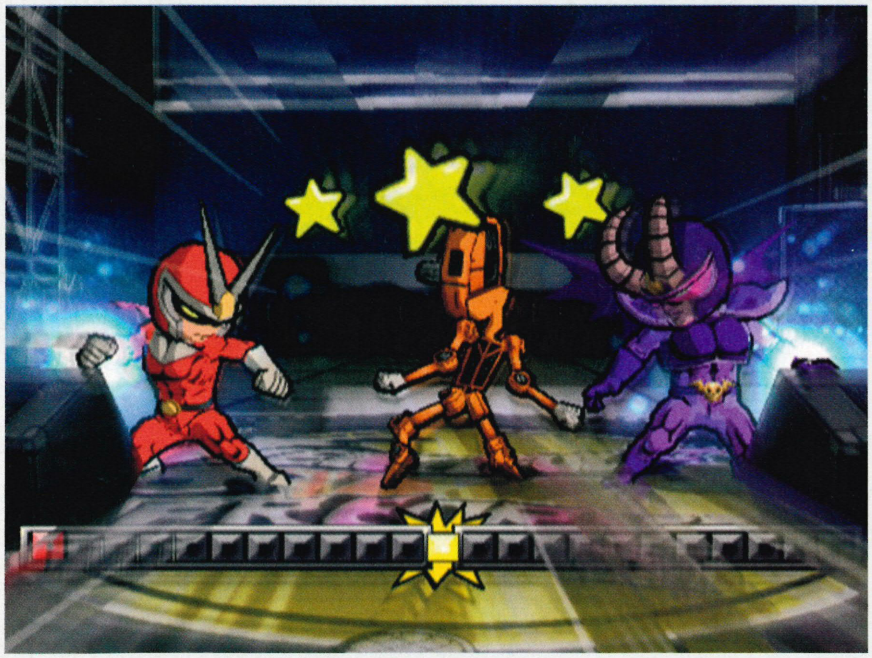
**The joypad feels useless in our hands. We're pressing the buttons. Something should happen. Yes, we're moving about but where are the attacks? We grip the pad tighter and scream at the characters to do ANYTHING. Even after playing *Red Hot Rumble* for some time, we're still not sure what was going on.**

It is the most confusing thing we've ever played on 'Cube. Not because it's got a twisting plot, strange gameplay mechanics or crazy characters. It's because there was just so much happening at once. The game throws everything at you like a blender without the lid on.

We were thinking it would be a *Viewtiful Joe* version of *Super Smash Bros. Melee* and in some ways it is. After all, there are four characters on screen and they're all pounding the crap out of each other. But then, on top of trying to beat up your opponents, you've also got to perform certain missions. Like beating up a boss, entering an open door or collecting gems. This would be hard enough without everyone trying to punch you.

But then, as if all this wasn't enough, the game throws another confusing element at you. Along with all the missions and face kicking, all the characters can perform the signature special moves from the normal *Viewtiful Joe* games. So all of a sudden, one character, normally not us, would slow things down or speed them up, to create even more panic. Madness. When you've got four players, this kind of thing is happening all the time, rendering tactics almost impossible.

Okay, so we only played a demo of the game but we were hoping for something a lot better than this. We expected a cool four-player fighting game but what we actually got was a confusing mess that made no sense. Perhaps the demo was just trying to show everything off at once, instead of just demonstrating the fighting. We hope things will improve drastically in the finished version. ***Rob Burman***



## ESSENTIALS

**DEVELOPER:** CLOVER STUDIOS

**FAMOUS FOR:**
Creating the *Viewtiful Joe* series which originally was one of the best and most unique beat-'em-ups around.

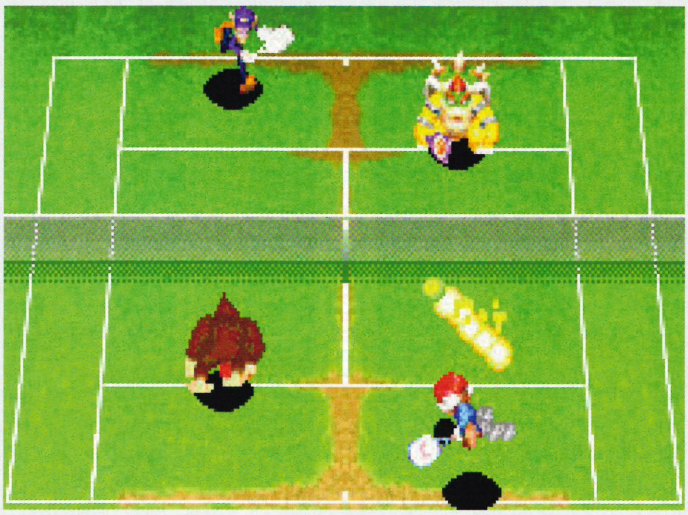
THE PHIAL OF COMPLETION

**MULTIPLAYER:** 1-4
**PUBLISHER:** CAPCOM
**RELEASE:** 2006
**REVIEW:** TBC

### PREDICTED SCORE

Joe should stick to the side-scrolling beat-'em-ups. The *Viewtiful Joe* series doesn't fit this genre very well and looks like it could be a big muddle.

65% PLUS



❑ Doubles usually implies that each team is a pair. Of the same species

❑ You can't talk tennis without a pause for a cause in the sunshine

# Mario Power Tennis

## "New balls, please." New balls! Hahahahaha. Yes, we're childish.

**We're amazing at tennis. Honestly, we're better than anyone you've ever known. We didn't just get one point the first time we leathered it past Donkey Kong, we got FIFTEEN. The next time too. There was obviously no way back for the monkey when he was THIRTY-NIL down. As if he's going to score 31 goals! Nah, best to switch it off now and put an end to his simian misery.**

Tennis is weird like that. But what else are humans with mutant ball-hitting abilities going to do with their lives? Consider poor Waluigi. He has the power to stop time, change half a tennis court into a swimming pool, then he swims over to hit the ball. Donkey Kong whacks balls with a boomerang banana. Peach does the same love-heart thing she did on the GameCube one.

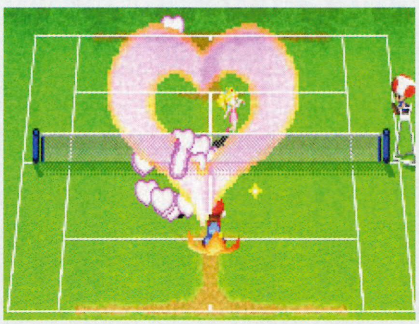
It's like that version, actually, which is a minor miracle. Better still, it's an improvement on the last *Mario Tennis* handheld game on Game Boy Color. The points dragged out too long on that game, but this new version is rapid-fire enough to work as a handheld sports game. If it ends up supporting the wireless multiplayer, like *Golf* did, we may cane it even harder than the 'Cube one.

The RPG segment of the game looks and plays exactly as it did in *Mario Golf*. Developer Camelot hasn't exactly busted its ass there. But it has taken the time to include a tennis glossary, so the mystery of what a 'tennis racquet' is can finally be solved.

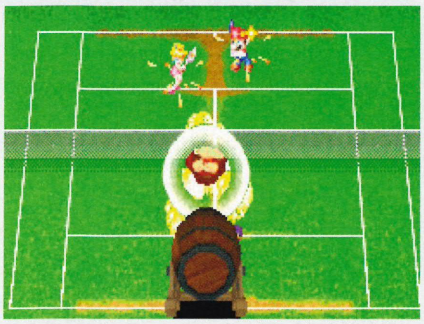
We like the speed this plays at. You can really batter winners if you're in the right place and powering up your swing. The graphics are clear, and the doubles action is frantic yet tactical. The only things that still rankle are the power moves. We just don't agree with games stopping and playing themselves at any point. There's infinitely more satisfaction in working an angle for a perfect passing shot than watching the game stop as Donkey Kong fires himself out of a cannon.

When the review code comes in, we'll be paying a little visit to Optionsville and shooting 'Power Moves' in the chest in a savage drive-by. We just hope Mr Miyamoto got our email about putting Frogsuit Mario in as a playable character. That boy's been neglected just too damn long. ***Dean Scott***

❑ But where do nice guys usually finish?



❑ The lovely Heart technique. Whatever



❑ We need more cannons at Wimbledon

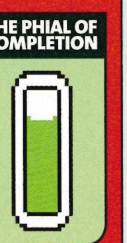
❑ Or flaming liquid death. That could work

## ESSENTIALS

**DEVELOPER:** CAMELOT

**FAMOUS FOR:**
The beyond-awesome *Golden Sun* games, and being the first people Nintendo ask when they need golf and tennis games. Because if they asked Treasure, what they'd get is lots of bullets.

**THE PHIAL OF COMPLETION**

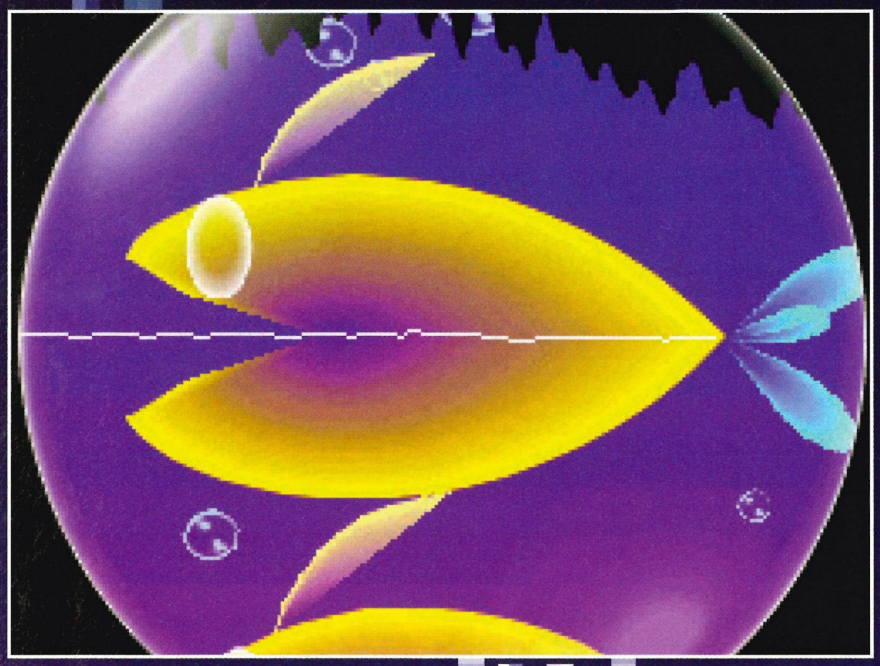


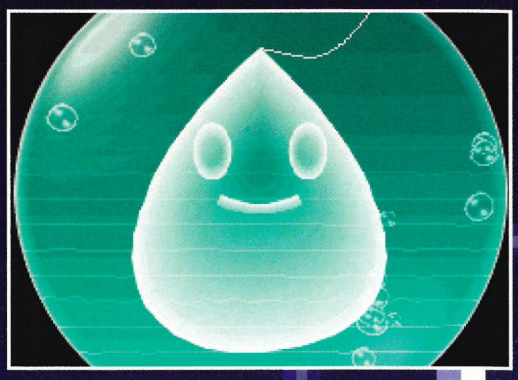
**MULTIPLAYER:** 1-4
**PUBLISHER:** NINTENDO
**RELEASE:** NOVEMBER 18TH
**REVIEW:** ISSUE 160

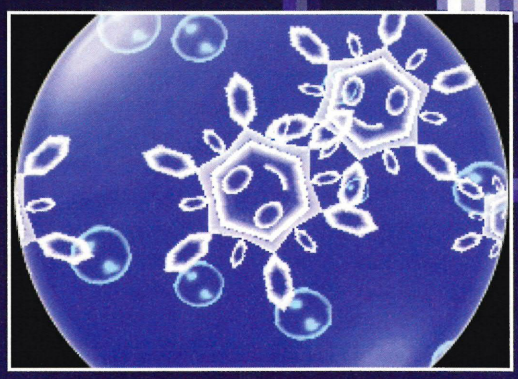
### PREDICTED SCORE

It's like they shrunk the GameCube one in the wash. It'll turn your Game Boy Micro into a Game Boy McENROE! 15 years ago, that would have been hilarious.

**80% PLUS**







# Electroplankton

## Meet the funkiest animals on Earth. They aren't monkeys.

**The seabed isn't always the cute and cuddly world from *Finding Nemo*. Sure, there are seahorses and jellyfish but sharks aren't called Bruce. They are called Jaws, chew people in half and spit the rest out.**

Strain your eyes a little harder though and you might see something bright in the murky depths. Bright lights and eerie sounds created by tiny plankton. Usually they are the food of some giant sea creature, scooped up in thousands and swallowed to join the human bodies, tyres and other fish that sit in the belly of blue whales.

Some plankton will be wagging their spindly tails to the hyper-speed tune you'll recognise from *Mario World*. Others ping piano notes off plant leaves. They live for a good time, so put your hands in the air and give them the respect they deserve, in the weirdest game you'll play this year.

*Electroplankton's* been created by Toshio Iwai, a media artist claimed as a genius over in Japan. It's not the first time he's worked for Nintendo. A few years ago, he worked on something called *Sound Fantasy* for the Super Nintendo, a game that eventually made it onto PC as *Sim Tunes*. Now the DS is here and he's the perfect man to make something genuinely original and extraordinary for the touch screen.

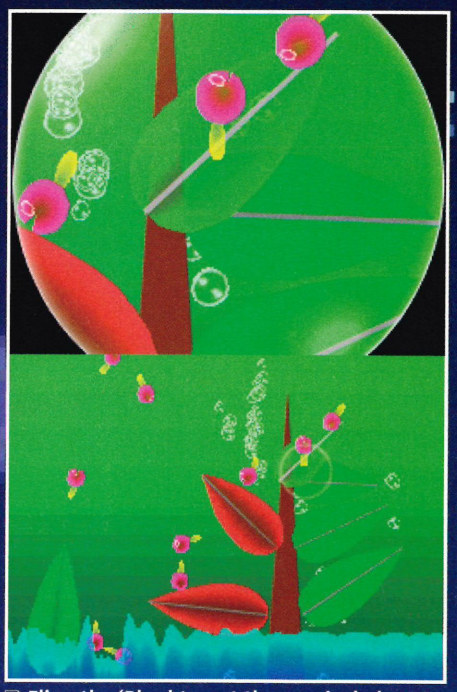
*Electroplankton* is an audiovisual game, not like the ones where arrows scroll up the screen and you scurry around the dance mat like a ferret. No, this is a music-maker with that typical Nintendo twist. It's hardly going to break more than half an hour's gaming at a time but just busting loose with some haunting creations will tickle even those who have no idea of music.

Ten plankton kick back in the water waiting for you to summon them so they can create their music. They all have odd names, like Rec-Rec and Luminaria, except the first one we tried, Tracy. No, it's not the name of some Essex girl but what you actually do with the game. Draw lines with your stylus and your plankton will ring out a tune as they fuzz along the track, tracing your drawing. It feels more like a DS tech demo.

It does get better from there. Hanenbow is perhaps the nearest thing to a 'game' and sees you firing plankton at a musical plant on the other side of the screen. Angle the leaves to create different notes and fire up to three to have them pinging around and ricocheting off the sides of the screen. Keep them in the air to make your tune last longer; it's as simple as that.

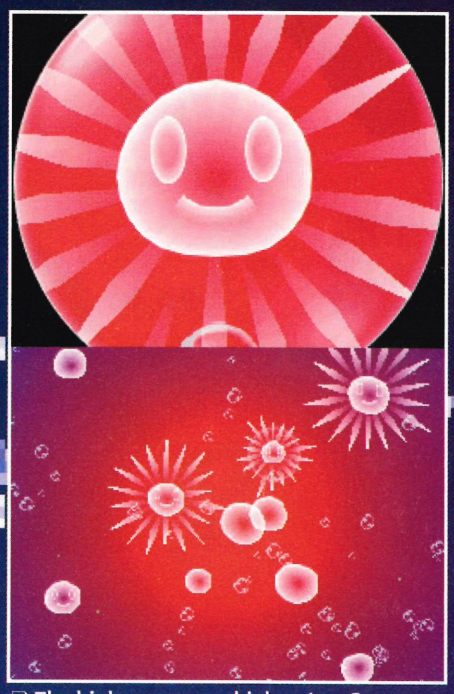
Deeper into the game, you'll be launching four plankton of different tempos around a screen filled with arrows. Rotate the arrows and they'll fire off in another direction, creating more weird and wonderful tunes. Then there's Nanocarp - a screen filled with plankton, high notes at the top, low notes at the bottom. Tap the screen and they'll play, more taps and you'll get more varied music.

It wouldn't be a DS game though without the added use of the machine's functions - so you can blow, clap, hum and

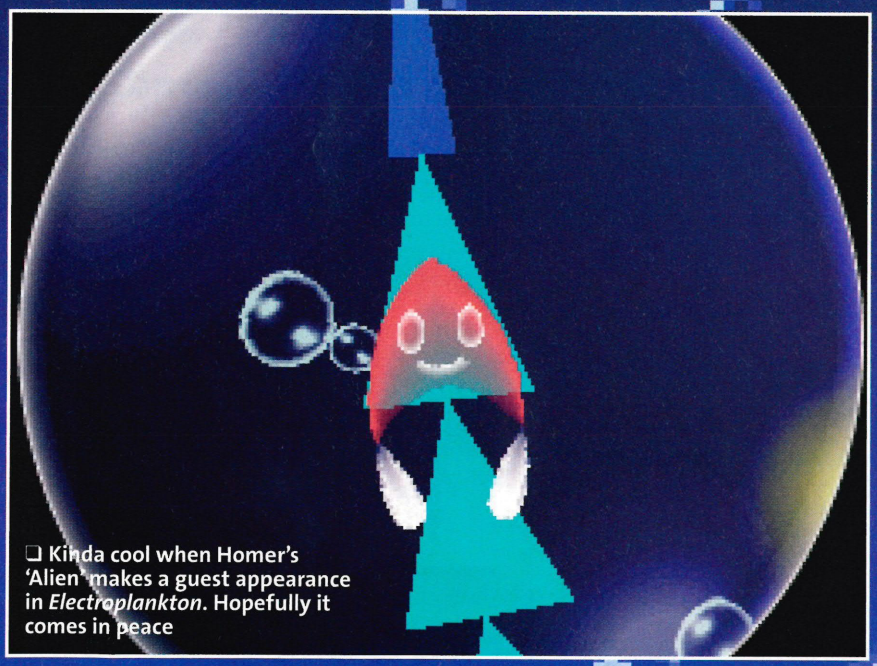


❑ Fling the 'Plankton at the musical plant to create your tune. Yes, we know. Weird

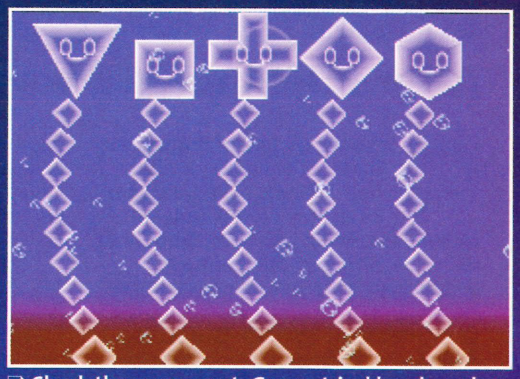
❑ Bounce them off the walls and arrows for another style. All a bit 1988, if you ask us



❑ The higher ones are high notes. Can you guess what the lower ones do?



❑ Kinda cool when Homer's 'Alien' makes a guest appearance in *Electroplankton*. Hopefully it comes in peace



❑ Check these guys out. Geometrical heads and musical tails swaying gently on the currents

sing into the mic to make plankton spin into a variety of different shapes from snowmen to houses.

The use of the mic goes further though in Rec-Rec, where fish-like plankton swim across the screen. Touch one and record your voice, and this will be added to the drumbeat. Four fish are recordable and with the option of a faster beat, it has to be one of the best packages on the cart.

Nods to Nintendo are limited but they're easy to find and it offers one of the highlights on the cart. Beatnes hits you with the high-speed invincible star music from *Mario World*. As the track pounds along, five snake-like plankton sway their tails along to the track. Tapping the heads create the 1-Up chime, others trigger a voice that says 'Up' or another command. Further down are the tails of each creature - giving you a pitch range that alters, depending whether you hit higher or lower. Yet it will only stay for four notes and there's no save option.

Creating this kind of thing is certainly original and should be applauded for showing off the power of the DS in a fun way. Only some of the music-makers are great to come back to but if creating ambient tunes on your DS rocks your world, then track this down on import. The Japanese text won't stand in your way, just the fact that there are no end-of-level bosses, cars to unlock or races to win to keep you coming back for more.

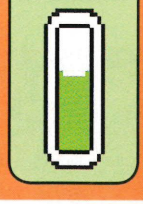
***Tim Street***

## ESSENTIALS

**DEVELOPER:** NINTENDO

**FAMOUS FOR:**
Creating the soundtracks to your life. From the foot-stomping madness of *Mario World* to the rousing scores of *Zelda*, once you've heard one note, they stay in your head forever.

**THE PHIAL OF COMPLETION**

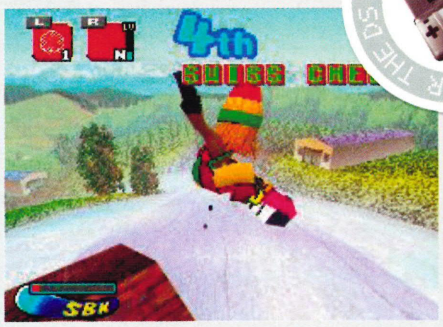


**MULTIPLAYER:** YOU PLAY SOLO
**PUBLISHER:** NINTENDO
**RELEASE:** NO TIME SOON
**REVIEW:** NEVER SAY NEVER

**PREDICTED SCORE**

Media art, audiovisual experiment or just a glorified tech demo, this is a 'game' the like of which you've never seen before, and may never again.

**75%**
**PLUS**



# SBK: Snowboard Kids DS

## After 20 minutes it was less of the board, more of the bored.

**It's the middle of August but it feels like winter. We're hacking down the DS slopes as a spiky-haired dude on a snowboard, while just two feet behind us are carol singers dressed up in Victorian clothes belting out Hark The Herald and Good King Wenceslas. It's Christmas come early for journalists at a Nintendo show and here's just one of the games we could play.**

*SBK* is the third installment of this mountain-slope madness. *Snowboard Kids* first came out on the N64, or *Snowbo Kids* as it was called on import. It saw cartoon midgets with their parachutes and ice block weapons, teasing us with their *Mario Kart* rip-off. Except the race-track was on snow and Vanilla Lake was nowhere to be seen. It wasn't classic and the sequel never saw the light of day here. But that hasn't stopped it making a comeback with touch screen thrown in.

It's been eight years since the original but the ideas, even for this DS version, remain the same. Hammer down the slopes, take the checkpoints, beat the rest and claim first place. Unless the dodgy collision detection we spotted screwed up your race and leaves you limping over the line last.

Touch screen itself is used from the off. Tap the screen to make your 'boarder kick off the blocks or after a weapon has smashed you up the ass and left you sprawled in the snow. Then there are the tricks you can perform, no longer a case of pulling a direction and pressing a button.

As you fuzz off a jump, one of two things will happen. On higher jumps you'll have to tap coloured squares in the split second they appear, while on smaller ones you'll have to tap the screen to make a countdown go faster. Either way, you've gotta do it to give your 'boarder enough time to trick out before crashing back to earth.

And that's it. That's the sum total of *SBK's* touch use. Not a lot really. Even the weapons - Shuriken to lightning bolts - are fired using the shoulder buttons. The modes fail to liven things up; even Boss Battle, where you let ammo rip at a giant skiing robot, bored us. Maybe the four players, one cart, wireless play might appeal, but we'll have to wait for the final version. ***Tim Street***

❑ Snow, snowboard and walls tend to make for a long trip to casualty

❑ There you go. Didn't take long to prove that point, did it? Someone call 999!

## ESSENTIALS

**DEVELOPER:** RACDYM
**FAMOUS FOR:**
Delighting us in the early days of the N64 with their cartoon-style 'board sim, even if the boarding took place where there was no snow. Like fairgrounds.

**THE PHIAL OF COMPLETION**

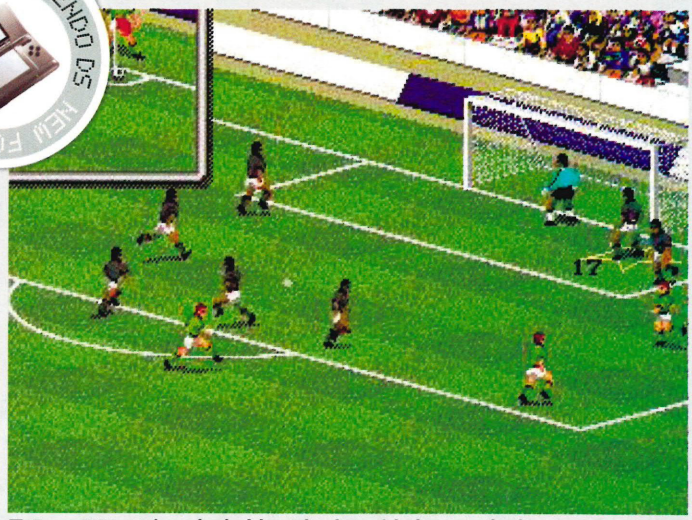
**MULTIPLAYER:** 1-4
**PUBLISHER:** ATLUS
**RELEASE:** WINTERTIME MAYBE
**REVIEW:** TBC

### PREDICTED SCORE

There have been so many of these sports games with weapons since the N64 original that this needed to be special. So far it's way off the mark.

**60%**
**PLUS**

❑ Is that Gilberto going forward? Next, Owen will go to Newcastle



❑ Even FIFA 94 is unlockable. It had David Platt on the box, not Rooney

# FIFA 06

## Faceless players. Wayne Rooney breathes a huge sigh of relief.

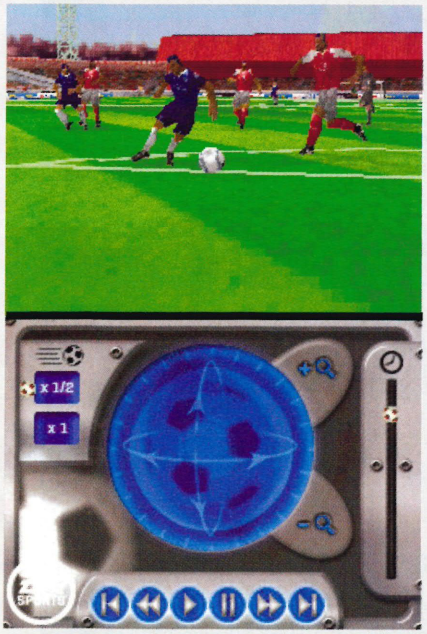
**We want to play this more than the GameCube one. That probably sounds weird, because on that one, Henry looks like Henry rather than a fast guy with a square head. But because this is trying to be like football, rather than like *Match of the Day*, we were immediately sympathetic. He's fast and he's good at scoring. The name tag says Henry, imagination fills the rest in.**

Right away, the connection between you and the player feels cleaner than it does on the grown-up version. The jaggy, indistinct guys react to the D-Pad with gusto, and we were quickly pinging the ball around and working openings. We were soon galloping on goal and firing shots into the corners and having a good time.

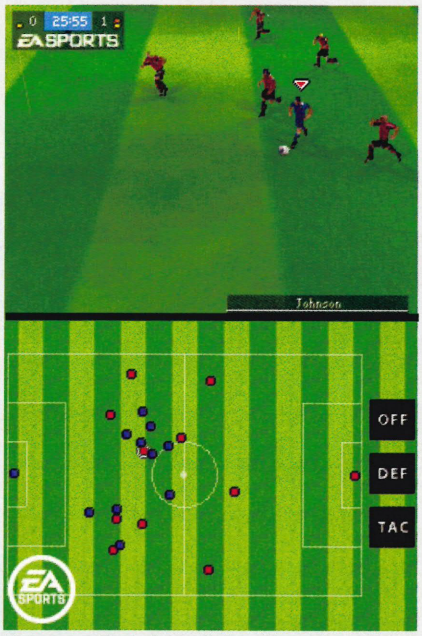
There was no EA man on hand to tell us what we should be doing with the bottom screen. It just looked like a tactics board-style view of where the players were on the pitch. But if we missed anything, like having to draw Beckham on the bottom screen, to automatically batter a shot home from 40 yards, we reserve the right to revise the score downwards. There was certainly no Swing-O-Meter for the players' feet like the one that blighted the DS version of *Tiger Woods*.

Touch reared his stupid face when it came to the goal replays, but that's a workable application. Poke the screen to pan around and make yourself vomit as a Lego Van Nistelrooy embarrasses Petr Cech from outside the area. Actually, that's a mistake now we think about it. Cech is a robot with laser eyes. He never lets anything in. As soon as the Premier League catch Mourinho changing his batteries, it's over for cheating Chelsea. Until then, playing this in the stand might be the only chance you'll ever get to win at Stamford Bridge.

We're assuming *FIFA 06* will feature wireless multiplayer, so we're assuming it's a *FIFA* game we will choose to play for FUN! Easy with those high-fives though EA, we hear there's a game called *Winning Eleven* coming to DS too... ***Dean Scott***




❑ Touch screen changes camera angles for replays. Can we get Kirsty Gallagher?




❑ Or a tactical view of the players' positions on-pitch. Can we get Kelly Dalglish?

## ESSENTIALS

**DEVELOPER:** EA

**FAMOUS FOR:**
Games with years in the title, and their massive pots of cash. These football games have made FIFA a powerful brand, whereas previously it was just a load of old guys in an office in Switzerland

**THE PHIAL OF COMPLETION**

**MULTIPLAYER:** PRESUMABLY
**PUBLISHER:** EA
**RELEASE:** OCTOBER 6TH
**REVIEW:** NEXT ISSUE

### PREDICTED SCORE

Should keep you interested on the bus on the way home after you've been to Old Trafford to watch your team get whipped. GO ON THE WAYNE!

**75%**
**PLUS**

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*"9 out of 10."* NGC

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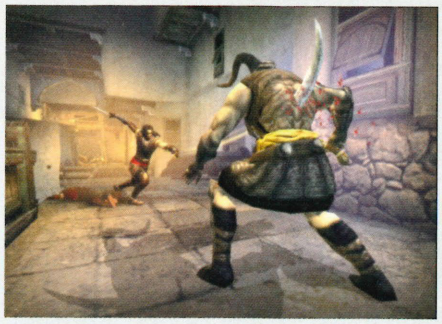
open up and play



# Prince of Persia 3

## One of these days he'll be king. The King of Tragic Games Land.

**According to Ubisoft, you're a bunch of idiots. When *Sands of Time* came out, you didn't like the wall-scaling, spike-dodging, pole-swinging adventuring. No, you wanted more fighting, ass shots and a grittier Prince (yawn). Things are about to get worse in *PoP 3* and it's all your fault.**

Since E3, we've had a chance to get another look at *PoP 3* and we're not too chuffed about what we've seen. We loved *Sands of Time* like a brother. But *Warrior Within* took the Prince down a dark alley, with play concentrated more on fighting, rather than adventuring.

Now in *PoP 3*, Ubisoft has added so-called 'Speed Kills' to take the excitement factor to unprecedented heights. Unfortunately, these are just a cheeky way of renaming what are actually stealth kills. Playing as the Prince, you sneak up on enemies and deliver a quick killer blow at the last minute. Admittedly this a quicker way to kill them than the faffing about of previous games but it just feels lazy. You'll enter a room and there'll be two guards stood right near a pole. And guess what - you can swing round the pole and decapitate them. Hooray. The guards are waiting to be killed.

There also seems to be more enemies than ever before. We were excited about the prospect of scaling the roofs of Babylon, a bit like *Sands of Time*. But instead, you do a few cool moves then have to perform a Speed Kill before carrying on. *Sands of Time* was beautiful because you could go into a room which towered above you and know you could climb all the way to the top. So far, *PoP 3* seems to be missing that.

Even worse was the inclusion of chariot racing sections, which according to Ubisoft, YOU wanted. What's wrong with you people? They looked incredibly cheesy with cinematics of your horses jumping over obstructions in slow motion, *Dukes of Hazzard* style. What's next - Police chariots?

Okay, maybe we're over-reacting but *PoP 3* seems so far-removed from the game we loved that we no longer even recognise it. It'll still probably sell by the bucket-load because it's ticking all the right boxes for the casual gamer. But you know better than that. Go play *Sands of Time* and despair about the future. ***Rob Burman***

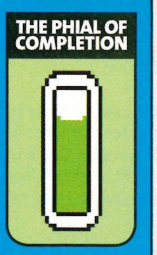
❑ **Prince gets his moves at the Salsa dancing class completely wrong. No-one said bring a sword**

## ESSENTIALS

**DEVELOPER:** UBISOFT

**FAMOUS FOR:**
Taking *Sands of Time* and turning it into a mindless goth-metal mess that didn't compare to the original. What a shame.

**THE PHIAL OF COMPLETION**



**MULTIPLAYER:** UNLIKELY
**PUBLISHER:** UBISOFT
**RELEASE:** WINTER
**REVIEW:** THEN

### PREDICTED SCORE

**Ubisoft hasn't learned from *Warrior Within*. Instead of going back to superb adventure, they continue to go down the combat path. A mistake? We'll see...**

**75%**
**PLUS**

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GC

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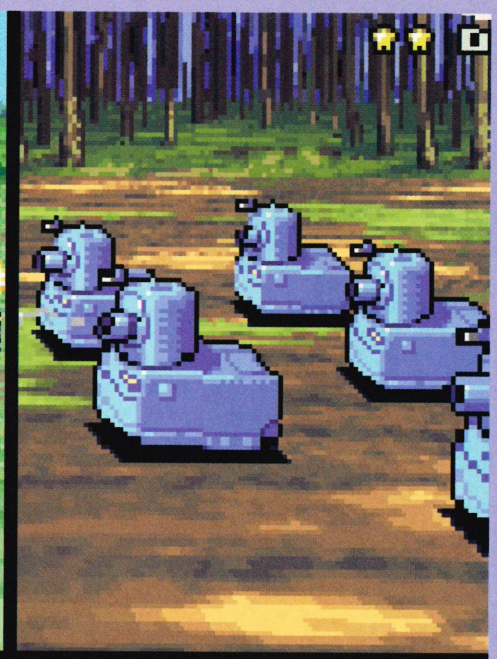
» Fire Emblem: The Sacred Stones » P.84

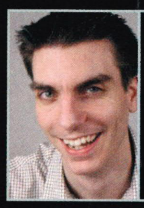
DS



» Advance Wars: Dual Strike » P.68

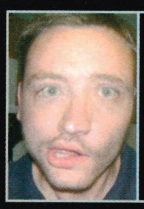
## EAT THE TEAM

**They turn your dreams into nightmares...**



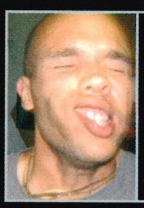
**Tim Street**

Finally back in the *NOM* Hot Seat. Spent his time playing *Tiger* and *Madden*. Can't stop shouting 'Fore' or 'Hut hut' whenever anyone comes near.



**Dean Scott**

Hibernates from September onwards, but instantly awoke when he heard the words 'Tetris' and 'Attack'. Can't relate to people, but gets on well with blocks.



**Mike Jackson**

Took time off to paint his house. Got confused with pictochat, and now there's a big picture of a penis on his living room wall and he's run out of emulsion.

**Robbu Burmanu**

Underwent painful surgery to get spikier hair, wider eyes and an amazingly unlikely backstory, involving murdered siblings, kung-fu and fire.

## SPECIAL THANKS TO:

**FRANK CIFALDI**
Keeps saying how much he loves playing with 'Little Frank'. We assume that's a Pokémon.

**ALEX SIMMONS**
After touching tanks to win a war, has a new life objective: touch a real woman. Good luck!

**GAVIN BARKER**
Arrived an impressionable work experience boy, and left crying with a brain full of filth.

## SCORES AND AWARDS

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

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

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

**GAME INFO**

Out: **OCTOBER 7TH**
Price: **£29.99**
Players: **1-2**
Publisher: **NINTENDO**

# Nintendogs

## Are they finest pedigrees or should we put them all down?

**> *Nintendogs* is going to cause problems. These virtual puppies are going to blur the boundaries between reality and fantasy. It'll start slowly. Next time you're at the airport, security will make a DS sniff your bag. Then, while watching the news, you'll see police chasing a criminal with a DS dragging behind them on a lead. Soon, Crufts entrants will need a power supply near them and vets will go out of business. The change is coming and you need to be part of it.**

You'll need to jump higher than that, my canine friend. Much higher!

If you have read our previews of *Nintendogs*, you'll already know we fell in love with it as soon as we heard our first pup's welcoming bark. But now we've got our paws on the UK version and the lack of language barrier has revealed the intricacies of a game that's about to take the world by its heart strings. *Nintendogs* will jovially eat up your free time until you only ever want to spend time with digital dogs and probably refuse to interact with anyone, unless they've got fur and a tail. Apart from cats - they suck.

The game immediately throws you in at the deep end. Which dog do you want? The Husky, the Chihuahua, the Shih-tzu... it's a decision you've got to live with FOR EVER. Even if you choose the wrong dog, you feel guilty about resetting the game and KILLING your pup. Even a psycho couldn't bear the thought of their poor puppy's digital atoms scattering into cyberspace just because they buckled at the wrong time and chose the evil-looking Pug.

Eat, sleep, poo. Nice life

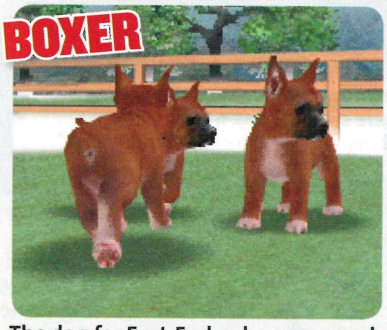
**"A game that's about to take the world by its heart-strings."**

## A New Breed

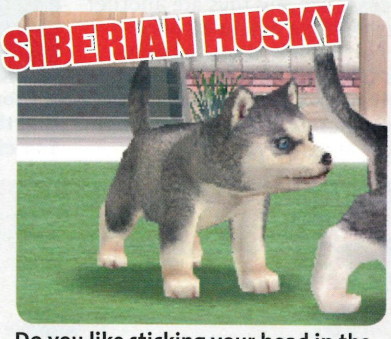
*Meet the new pups on the block.*

Just like the Japanese game, the UK *Nintendogs* will come in three different versions. But unlike the original, we'll get six different dogs in each cart, rather than five. That's because our version will have three new puppies; the Boxer, Golden Retriever and Siberian Husky. Don't worry if you're panicking about which version of *Nintendogs* you should actually go out and buy though, because all the dogs are available in every version. You get to unlock new puppies by performing well as a trainer and also by linking up with other owners.

If you like gold, or *Goldfinger* is your favourite movie, then you NEED a Retriever in your life



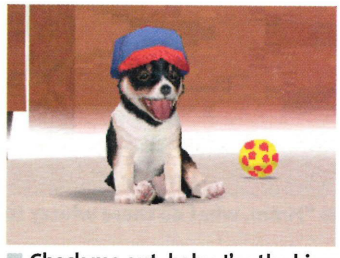

The dog for East-End pub owners and bouncers. If you are either, you'll love *Nintendogs* more than fist fights




Do you like sticking your head in the freezer and shouting 'mush'? Then the Husky is for your chilly hands

Aren't you supposed to do that against a lamp-post or something?

Come on then. COME ON THEN!



Check me out, baby, I'm the king

**"The range of personalities drives you to play more."**

Then again, the Pug though.

But once you've fretted about which breed, then you must decide which dog. We knew the pups had different personalities but we didn't quite realise the wealth of them available. Do you want one that's got a "bright personality and comes highly recommended for first-time owners" or a "mischievous male that is quite active and curious"? These different personalities will affect how quickly they learn, how they behave while walking and whether or not you'll spend your time screaming commands at them. "Twix. Sit down. Twix. Twix. TWIX. SIT DOWN. TWIIIIX". Our dog Twix was bad, if you hadn't already guessed.

The range of personalities available drives you to play more. Although you may love your first dog like a furry brother, in the back of your mind you'll always wonder how things could have been different if you'd chosen the rebel dog. Would it have eventually tried to introduce communism into your home? Previously, when we played *Nintendogs*, we were worried about its lasting appeal but these different personalities are reason to rejoice.

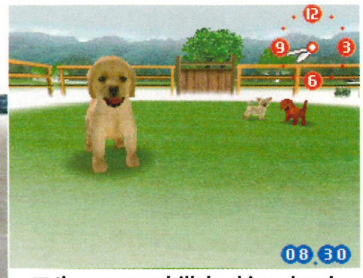
No matter which dog you choose, caring and training is easier than the first level of *Super Mario Bros*. Teaching them tricks is very rewarding. When they perform a new move, like rolling over, a light bulb appears in the top right corner. Once you've pressed it, you speak the name of the move performed. Repeat it a few times and they learn the moves. Unfortunately, they only learn three a day. This makes sense, after all you could teach them everything in an hour or two. However, it can be frustrating when your dog first back flips but it's learnt too much that day.

Just like real dogs, they need food, walks, water and of course, entertainment. One of the most fun parts of *Nintendogs* is the different toys. At first you've only got balls you can toss about with the stylus but you'll get some awesome toys that are actually fun for you to play with. For example, the fantastic little Mario Karts you control with the D-pad, will have you panting and salivating just like your excited puppy itself. »»

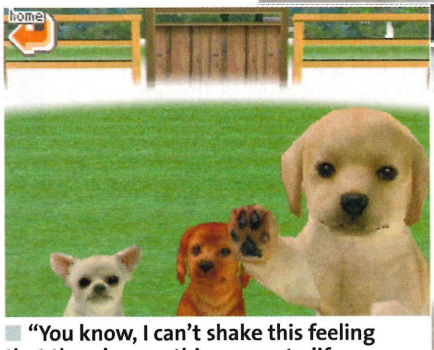
But there are also pull-toys you must hold with the stylus while your pup tugs them. There are even space ships that fly around the room. How cool?

You unlock items while out on walks and they appear in the street as '?' icons. This version does seem more stingy with decent items at the start though. At first, you only get rubbish like sticks and have to play for days before getting really cool toys and clothing. Strangely enough, dressing your puppy up is actually a cool feature of the game. Each time you unlock a fun accessory, like a top hat, spiky goth collar or Luigi hat, you're desperate to see what your pup will look like in it. Like the personalities, the accessories and toys are another incentive for extended play. Unfortunately, dogs can only wear one accessory at a time, which is a let-down. We would have preferred if your pet could wear at least two.

**How cute? A pressie from a cat would normally be a dead, smelly thing in pieces. But your dog loves you too much for that**

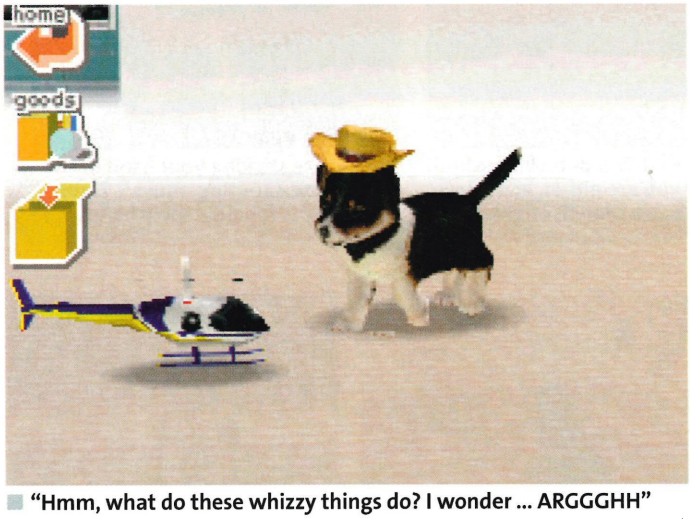



**I'm gonna chill, looking dumb**




**"You know, I can't shake this feeling that there's something more to life. Something bigger, something out there."**

**Slippers? Paper? How about expertly-wrapped presents?**




**"Hmm, what do these whizzy things do? I wonder ... ARGGGHH"**

As well as getting items on walks, you'll also run into other dog owners. We already knew your pup could befriend or fight other mutts. But we didn't realise other owners give you advice about how to train your puppy. Also, the game does have a curious sense of humour and these little exchanges with fellow owners can be quite amusing, adding more charm - although some do repeat the same thing over and over again. These owners most likely work in libraries or local government.

But the dogs are definitely the most charming aspect of the game. Nintendo has clearly spent a long time tweaking them to make sure they look like real puppies. The visuals are definitely the best on DS so far. It's not only the dogs that look great, though. While out on walks, there is loads of detail in the neighbourhood - there are trees, homes, lakes and even the ocean. It all adds to the cool feeling you've really got a puppy, a home and a neighbourhood. It sounds sad and it kind of is. But who cares when you're having fun. Like that time YOU pushed the kids off the bouncy castle and started doing somersaults.

## From zero to hero

*Prove your dog is the BEST.*

There are three different contests for your puppies to take part in. The benefits of winning each one is obviously respect from everyone around you and some cash to buy a bunch of new dogs. Each one starts out easy but gets fiendishly hard by the time you reach Master Class. Is your dog up for the challenge? There's only one way to find out.

**Flick the disc with your stylus towards the high-scoring end zone. If your dog catches it, rejoice. If not, a trip to Battersea**

**Fly through tunnels, rocket across see-saws and jump over fences. Encourage your pup at all times by tapping the obstacles**

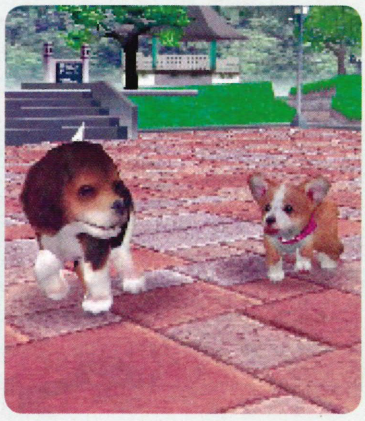
**Learning tricks isn't all fun. Put your dog's abilities to the test in the Obedience Trial and hope it doesn't get confused**

# Bark mode

*Do you need to be barking mad for this? Ha! Barking mad. See what we did?*

*Nintendogs* is probably going to destroy your social life. But don't worry, because there'll be other people in the same boat as you. That's where Bark mode comes in. If you can bring yourself to go outside, make sure you put the game in Bark mode.

Your game then enters WiFi mode and detects any other owners you may pass who also have the game set to Bark mode. So the next time you want to play, you may find you've been paid a visit by someone else's dog. As a nice surprise, they may have also brought you a present. You can send other owners gifts as well. But don't bother sending them anything good. Just give them a stick or something and pray you'll get a Mario Kart in return.



At first sight, you may think it's a new fangled frisbee design. But you'd be wrong. Of course, it's a UFO! Stupid you

Get the Invisi-Stroll™ dog-walking service if you're feeling lazy

**"You'll have difficulty distinguishing between your Nintendog and a real one."**

One of those kids was our brother though, you hideous beast.

*Nintendogs* is almost certainly the game that best uses the abilities of the DS. The touch screen interaction between you and your pup is the closest thing you'll get to a real dog and couldn't be done on anything else. It immediately ensures you're close to your pet. It's not like a Tamagotchi that always felt like a computer "game". At times, you'll have difficulty distinguishing between your Nintendog and a real dog. Everything is right, from the wag of their tail to their gallops of joy when they run towards you with a freshly-caught Frisbee.

The voice recognition software is also spot-on. Controlling your dog with actual voice commands adds to the realism of the entire package. But you've got to be careful to ensure voice commands don't sound alike. Although the mic normally works perfectly if you have two that do sound similar, it could get confusing.

Be warned though; you're always going to look an idiot playing this game in public. In fact, it should come with a warning; "Do not play in the company of members of the opposite sex. Unless they too have a copy of *Nintendogs*. Then you're well in. Give them the Mario Kart. Go on, do it. They'll love you." But if you can overcome the slight embarrassment then you're definitely in for an extremely satisfying game.

Although *Nintendogs* may not be as immediately rewarding as reaching a new area in *Metroid* or killing a boss in *Zelda*, the first time you actually win an Obedience Trial, you'll be beaming with joy. Admittedly, it's best played in small bursts, particularly because you can only walk your pup every half an hour and puppies can only learn three tricks a day. But, as long as you can overcome the slight niggle you might be playing a soft game, it's a charming experience that keeps on giving.

## Nintendo OFFICIAL MAG SAYS...

### GRAPHICS 10

The best on DS. The pups look exactly like the real thing and you can't help but fall in love with them.

### SOUND 7

Barking basically, and there's not a lot you can do with that. There's some background music but it's forgettable.

### INNOVATION 10

Uses everything the DS has got. The touch screen was made for this game. And the mic finally has a genuine reason to exist.

### VALUE 9

Hundreds of items, unlockable puppies and constant charm. As you become a better trainer, the collectables get better.

## MARIOS AND WARIOS

- OMG THE LITTLE PUPPIES ARE THE MOST ADORABLE THING SINCE THE EWOKS.
- GORGEOUS GRAPHICS THAT OOZE CHARM AND MAKE THE DOGS REAL.
- TOUCH SCREEN CONTROLS THAT RE-AFFIRM THE DS' ENTIRE EXISTENCE.
- THE MARIO KART TOYS ARE ALMOST AS FUN AS PLAYING *MARIO KART*.
- IT'S A BIT OF A SILLY GAME TO PLAY IN PUBLIC. WHAT WITH THE SHOUTING.
- YOUR PUP CAN ONLY WEAR ONE ACCESSORY AT ONCE. A SHAME.

## THE VERDICT

Rob ... and they call it puppy looove. Ahem, anyway... it's a beautifully charming game that's strangely rewarding but best in short bursts. It definitely shows off the DS better than any other game though.

Nintendo OFFICIAL MAGAZINE JUDGEMENT 90%

## Know your CO

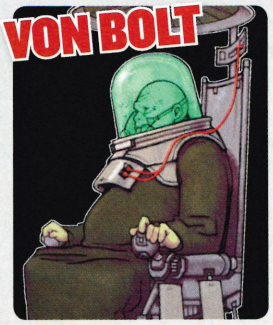
*Golden oldies and new kids on the block.*

All the COs from the first two *Advance Wars* games returned, joined by nine new faces. Each is skilled on the battlefield in different ways, so make sure you know how to get the most out of your commander with this indispensable guide.

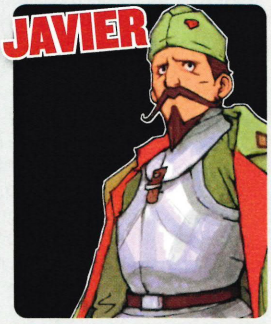
**CO POWER**
*Urban Blight:* **3HP damage to enemies in cities, +10% offence, +10% defence**
**SCO POWER**
*High Society:* **+3% firepower for each city owned, +10% offence, +10% defence**

**CO POWER**
*Lucky Lass:* **Up to +40% extra damage, +10% offence, +10% defence**
**SUPER POWER**
*Covering Fire:* **Launches three self-targeting missile strikes, +10% offence, +10% defence**

**CO POWER**
*Market Crash:* **Reduces enemy power stars by 10% per $5000, +10% offence, +10% defence**
**SCO POWER**
*War Bonds:* **50% damage converted to funds, +10% offence, +10% defence**




**CO POWER**
**No CO power**
**SCO POWER**
*Ex Machina:* **Does 3 Damage to all units in a 5x5 diamond area. Those units also forfeit their next turn. +10% offence, +10% defence**




**CO POWER**
*Tower Shield:* **+20% defence indirect attacks, +10% offence, +10% defence**
**SUPER POWER**
*Tower of Power:* **+60% defence against indirect attacks, +10% offence, +10% defence**

# Advance Wars: Dual Strike

**GAME INFO**
Out: **SEPTEMBER 30TH**
Price: **£29.99**
Players: **1-8**
Publisher: **NINTENDO**

## Twice the action, double the fun. You need this in your life.

**Think of *Advance Wars* as your long-term girlfriend. You love it to bits and have enjoyed countless hours of fun together. And even though it's getting long in the tooth and looking a bit rough around the edges, you've never even thought of looking for fun anywhere else.**

But that was before you met the fit sister, *Dual Strike*. It's like God took all the bits you love about your old squeeze and stuck them together in a sexier body. The Big Dude even made her more fun and packed in a bundle of delightful new features for you to get stuck into.

So is it finally time to say 'adios' to *Advance Wars* on GBA? Definitely. Dump the old hag and get down and dirty with this dual-screened hottie!

At its heart, *Dual Strike* is just like the first two *Advance Wars* games. The 2D background action will be instantly familiar to every Orange Star veteran, as will its cartoon style. Many of the COs also return, along with the troops, tanks, battleships and bombers called to arms in the original and *Black Hole Rising*. In fact, the first couple of campaign missions are so similar to some previous *Advance Wars* battles, you'd be forgiven for thinking you stuck in the wrong cartridge.

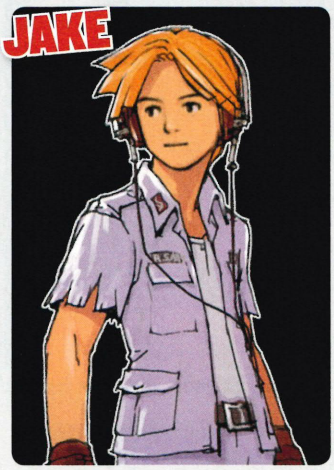
Blast through these simple training missions, however, and *Dual Strike* soon starts dishing out 24-carat gaming goodness. Apart from a couple of new faces, the first new unit you'll come across is the Black Bomb. It's a lethal cruise missile, capable of flying across the entire battlefield in a single turn. When it explodes, any unit within a three-square radius is dealt a crippling blow. Ouch. And to make matters worse, you're not the one who's controlling the damn thing.

It's about now that anyone new to *Advance Wars* learns their first lesson in tactics - know when to make a sacrifice. There's no way of stopping the Black Bomb, but it's possible to limit the damage it causes. Send a decoy towards the missile - a soldier or scout car - and they'll soak up the explosion, leaving your other units untouched.

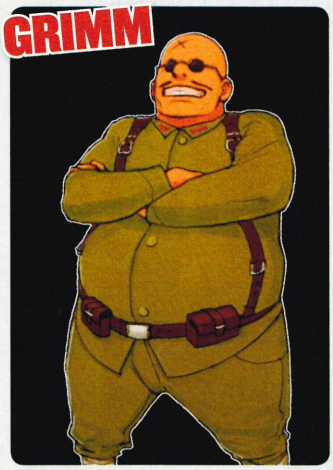
**"Is it time to dump *Advance Wars* on GBA? Definitely."**

**CO POWER**
*Forced March:* **+1 movement, +10% offence, +10% defence**
**SUPER POWER**
*Trail of Woe:* **+2 movement, +10% offence, +10% defence**

**CO POWER**
*Overclock:* **-25% - +50% damage, +10% offence, +10% defence**
**SUPER POWER**
*System Crash:* **-40 - +90% damage, +10% offence, +10% defence**



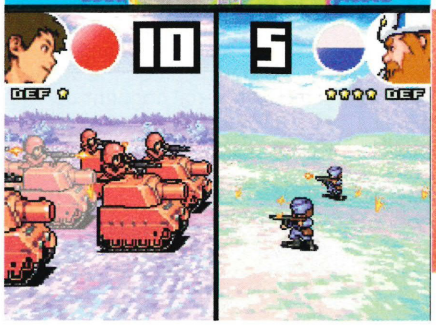

**CO POWER**
*Beat Down:* **Indirect attacks +1 range**
**SUPER POWER**
*Block Rock:* **+2 movement, indirect attacks +1 range**




**CO POWER**
*Knucklebuster:* **+30% offence, +10% defence**
**SUPER POWER**
*Haymaker:* **+60% offence, +10% defence**

Don't know if you agree but this all seems a little one-sided to us. But it could just be where we're standing.

Cover provided by huge sausage




Guns and tanks, tanks and guns. Unlucky Blues!

The Red Army stationed inside a broken paddling pool. Awesome military strategy implementation

Any minute now, the Stealth Rubber Duck will arrive

It's a simple tactic, like many you'll need to beat the Black Hole army, but it works.

Unfortunately, you don't get your mitts on anything as exciting as a Black Bomb until you learn to build them. Defeat Black Hole's units and conquer cities and eventually you'll discover the blueprints for new weapons. These then open up in following missions, built like any other regular unit - in factories, airports and naval bases.

Back to the action, the next nasty surprise in store is coming face to face with a Pipe Runner. It's a giant cannon that trundles along the pipes that run across some battlefields. But while its movement is limited, the damage it can cause is anything but - these babies are capable of nuking Neotanks in a single shot!

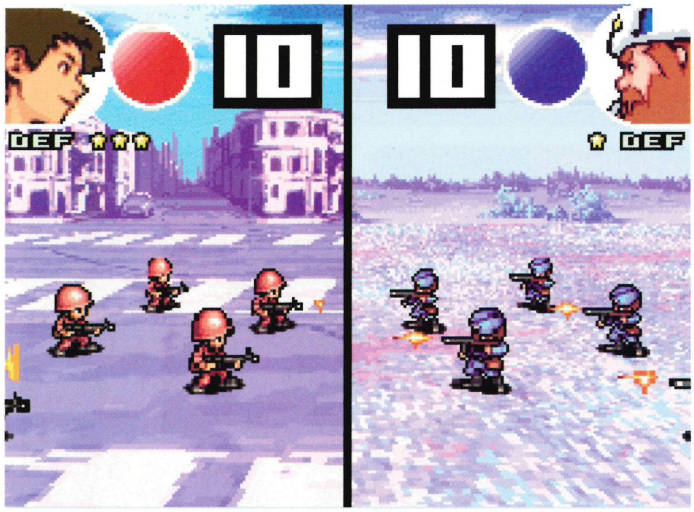
Want more? Put your hands together for the Megatank, the five-barrelled big brother of the Neotank. This armoured giant can withstand a direct hit from even the biggest rocket. And while the Megatank is expensive and slow, having one on your side could mean the difference between winning and losing.

**"These babies are capable of nuking Neotanks in a single shot."**

The Black Boat can also turn the tide of battle in your favour, but for a different reason. It's a lander that doubles as a repair ship. So while you're ferrying foot troops from shore to shore, it can restore health to battered battleships and cruisers. »»

Of all the new vehicles, the aircraft carrier is probably our favourite. It's the most expensive unit in the game but it's worth every dollar of its $30,000 price tag. Firstly, up to two aircraft can be sheltered inside, so it's great for refuelling bombers during long range runs. But its anti-air missiles can also take out fighters from a distance, allowing you to protect nearby allied aircraft while they're queuing up for fuel.

Well, ALMOST protect allied aircraft. See, *Dual Strike* has one more surprise unit up its sleeve, and it really will catch you off-guard. The Stealth fighter is the unseen killer in the sky, flying undetected before launching its devastating attack. You literally won't know what's hit until it pops up on the square next to you, ready to drop its payload. Like submarines, moving around under cover eats fuel faster than usual, but the advantage of ambushing an enemy makes up for having to refuel more often.



That's a bit more even - at least it's guns against guns this time

OMG - fighting on land and in the air! How will you cope?

Ultra-destructive tanks and stealth planes aren't the only new addition seasoned *Advance Wars* pros will discover either. Take a closer look at the buildings and you'll spot communications towers. Capturing these improves the attack power of your units. The more towers under your control, the better the advantage you have.

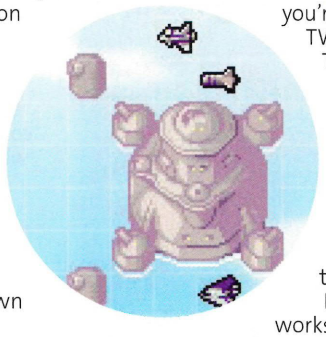
If you think the only fresh features in *Dual Strike* are a handful of new units and buildings, think again. The DS' twin screens work tirelessly throughout the game, the action controlled on the touch screen and the top displaying close-ups of the battle. It gets better - some missions are against the clock, and as you fight on the touch screen a countdown ticks away above, showing the nuke that'll wipe out your forces unless you destroy the enemy in time.

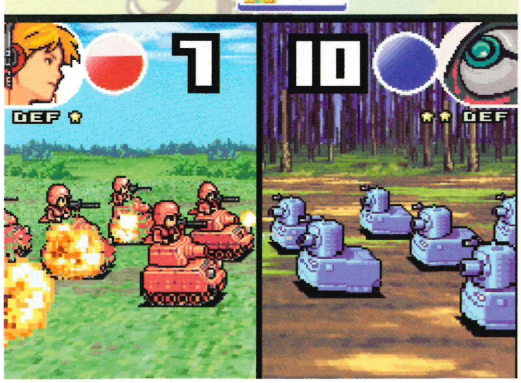
**"The DS' twin screens work tirelessly throughout the game."**

As the missions get tougher, commanding your army becomes increasingly complicated. Controlling more than one army is nothing new in *Advance Wars*, but now later in the game you're in charge of TWO SCREENS and TWO COs. AT THE SAME TIME. Yup, *Dual Strike* gives you twice the action, by playing out one battle on the bottom screen and another on the top.

Here's how it works: a ground battle is kicking off on the bottom screen, an aerial dogfight up above. Your fighters must take out the flying battle station that's

Gentlemen, please choose your weapons. MACHINE GUN!





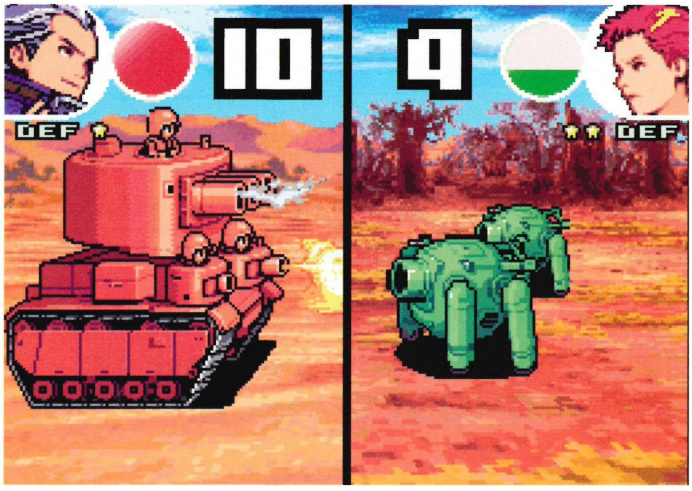
Now we're getting somewhere. None of this namby pamby gun stuff - gimme the tanks

They say 'No man is an island'. Well, unless he's very fat and marooned in the ocean

# Fight to survive

*Get in amongst the blood and guts of the battlefield.*

*Dual Strike* features two new game modes guaranteed to blow your mind. The first is Survival, which limits either the time, the amount of funds or the number of turns you get to make it through as many maps as possible. The other is combat, a real-time select 'n' shoot mini-game. Choose a handful of units and take them into battle one at a time. But rather than give them orders, take direct control and fire like crazy! See what life is like at the front, with the grunts.




Once more, a seemingly one-sided conflict. But who knows what's buried deep within the bowels of the green monster?

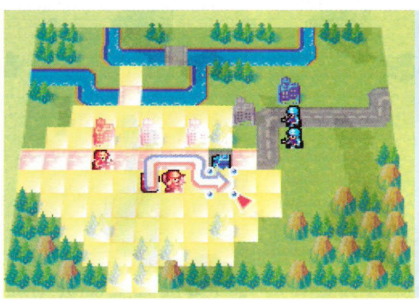
**"Dual attacks and simultaneous battles add another dimension to the gameplay."**

bombing the crap out of your HQ but they're outnumbered by enemy jets. They need reinforcements and fast! Do this by building planes at the airbases on the ground, then sending them up to join the battle in the sky. Thing is, Black Hole is rolling towards you on the ground too, so you've got to carefully juggle resources to stay alive.

Likewise, using two COs at the same time is another skill you need to master quickly. Your army's area of expertise is determined by the commander in charge, just as it is in the previous *Advance Wars* games. But now you can switch COs at the end of each turn, so you can use a long-range specialist to target the enemy as they approach and switch to a close-combat expert as they draw closer.

By regularly switching commanders you can build up both of their special power bars. While they can be used individually as normal, it's worth holding out for the Tag attack, when bars are maxed out. It's a devastating assault, one CO attacking with each unit first before they get to attack again under the other officer. It's pure genius and makes you feel like an *Advance Wars* king once you learn to effectively use COs as a team.

These dual attacks and simultaneous battles add another dimension to *Advance Wars'* tried and tested gameplay. It works too, giving each battle a new level of depth without overly complicating the mix. Add to this the new survival and combat modes, its exhaustive multiplayer game and the brilliant touch screen map creator and you get the best *Advance Wars* game yet. Long live Orange Star!



## Nintendo OFFICIAL MAG SAYS...

### GRAPHICS 8

We love its cartoon style, even if it doesn't look much better than the GBA versions. The battle close-ups are especially mint.

### SOUND 8

Massive explosions and thumping techno match the tempo of the action perfectly. Play with the sound at your own peril!

### INNOVATION 8

The basic gameplay is nothing new but the dual COs, simultaneous battles and tag team powers will blow your mind!

### VALUE 10

Mastering the campaign will take months, then there are the battle maps, combat and survival modes. And the multiplayer game.

## MARIOS AND WARIOS

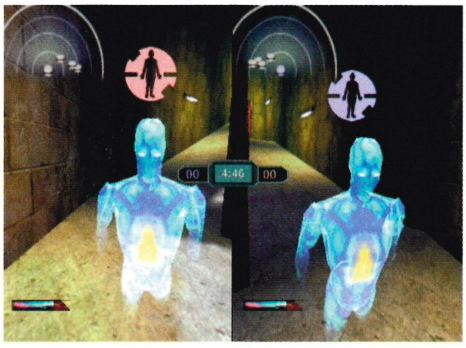
- TAKES THE ORIGINAL GAMEPLAY AND BUILDS ON IT.
- THE MEGATANK RULES. FIVE BARRELS OF PURE DEATH!
- THE TAG TEAM SUPER POWER IS PURE GENIUS. A SLICE OF FRIED GOLD.
- CAMPAIGN + SURVIVAL + COMBAT + WAR ROOM = GAMEPLAY OVERLOAD!
- USING THE STYLUS TO CREATE MAPS IS INSPIRED DEVELOPING.
- SOME PEOPLE DON'T LIKE ITS TURN-BASED COMBAT. IDIOTS.

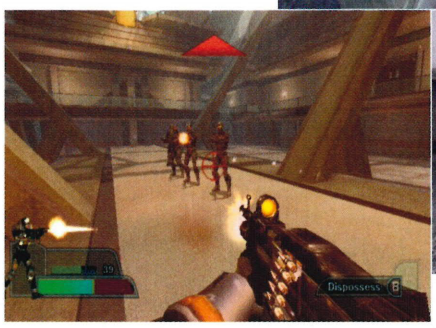
## THE VERDICT

**Alex** A perfectly balanced strategy epic that's simple enough for rookies to lap up but has enough depth to keep seasoned COs battling for months.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **90%**

Don't shoot the gun, shoot his head. HIS HEAD, you numpty



Possess the suit and scare people with talk of recession

**GAME INFO**

Out: **OCTOBER 7TH**
Price: **£39.99**
Players: **1-4**
Publisher: **NINTENDO**

# Geist

## Possession is nine tenths of the law. The law of GHOSTS, that is.

**Ghosts, meh. They're boring. With all that "wooooooooooing" and stomping around in attics with chains round their ankles, they're just like Goths, but with sheets over their heads. If there is an afterlife, we're skipping the boring spectral bit and going straight to gaming Valhalla. Bowser will be there waiting, constantly primed with a mighty high-five to welcome us.**

But in *Geist*, there's not a sheet in sight. The ghosts are really super-hard... although not actually hard, they're still translucent... we mean they're tough... well no, not tough because they can pass through things. Oh no, er... the ghosts can kick ass, well not literally, because they can't touch anything. Look, let's start again. *Geist* takes the best parts of being a ghost - possession and scaring people - and uses them to create a sometimes fun but ocassionally flawed FPS.

As you know, *Geist* has been in development since dinosaurs first made a 'Cube by bashing wood and rocks together. The story is fairly basic: a mad scientist is holed-up in a secret French lab, going out of his mind on cheap plonk and trying hard to create spectral warriors. You, John Raimi, are sent into the place to investigate. But, as per usual when holidaying in France, your soul gets ripped out of your body and is left to wander the corridors of the lab, causing all kinds of chaos and ending the nefarious plans of Dr. Crazy.

Once you're a spectre, you can start doing all kinds of spooky things. Apart from passing through walls, though. The developer, n-Space, seems to have overlooked that basic rule of being a ghost. Ask someone in the street what a ghost does and they'll reply: "Hide under my bed and stalk my dreams like a predator." You'll slap them and ask them again and then they'll say "walk through walls". So although Raimi the ghost can slip through small cracks, his lack of wall-passing ability means that a lot of the time, you find your missions are "find a way to get past because you're a ghost that can't pass through walls."

So, that's where the whole possession element comes in.

The feeling of loneliness as a ghost is terrible, it ...oooh, swings!

You possess a rat. Hm, scare that gun-toting psycho by squeaking

# It had to happen

*Oh n-Space, you're as mad as a bag of frogs.*

■ You've got a game about a ghost. So, you think of some interesting ways to scare your unsuspecting victims. Then, someone casually jokes about the actual ghost putting a SHEET on its head. Ha! But instead of beating this swine round the head, n-Space decided it wasn't a stupid idea. No, instead it's a hilarious post-modern slant on a ghost terrifying people. Genius.

A girl. Just dress up as a tramp and try to kiss her. That'll scare her

No, Raimi. Don't look at the white sheet. Come back, stay away from the bed

Oh good, now look what you've done. You look like a moving sheet. Congratulations

■ Screw rats and sheets, we want to possess people with access to firepower!

■ (Above) Sprint? Dispossess? No. Shoot indiscriminately!

Because weak meatbag humans can open doors and stuff. They also do your dirty work. In order to possess people, you must scare them to open their ghost hole, so you can slip in. Now, at first, the scaring element seems great fun and really interactive. For example, you need to blow up a computer so a nervous guard comes to investigate. Once the timid fool comes close, you possess a bin and make the paper inside catch fire. By this time, Mr. Guard is absolutely pooing himself.

These first few possessions are very special - they dazzle and delight your senses. You think the game's really interactive. After all, you possess anything from phones, to cookers and paint cans. But once you're several missions in, you realise scaring is just a case of going through the motions. Possess cooker, make meal burn, use fan to blow smell towards cook, he investigates, possess stack of plates, throw them at him and finally possess cook.

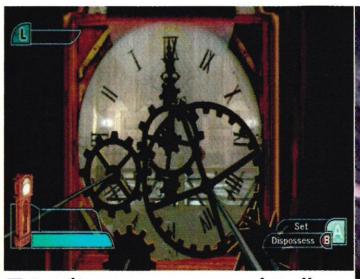
It would have been cooler to give you different options about how you go about scaring people. But instead, once you're halfway through it feels too scripted. When you need to possess someone, they're in a room full of things that you could possess easily. Why should you only get to possess one specific thing? Admittedly they're interesting puzzles but they reminded us of the Fear Factor in *Batman Begins*. That was also cool at first but once you realised you HAD to do things in a certain way, it lost its appeal. It should be up to you to decide the best way to scare people, not the game.

Once you have possessed someone, everything changes from an adventure theme to a slightly ropey FPS. In fact, if this game didn't have the ghost element, you probably wouldn't look twice at it as an FPS. The AI is dodgy, most enemies are just cannon fodder and you can only have the gun your host was carrying as you possessed them. »»

**"Your soul gets ripped out of your body and wanders the corridors."**

This wouldn't be so bad if you could possess different people during levels to acquire different weapons. But most of the time you're stuck with one character and one gun for an entire level.

The shooting sections are also easy, thanks to the bad AI, unlimited ammo and frequent health pick-ups, both before and after any challenging sections. Things do get better later in the game though, when you have to challenge monsters as well as moronic guards. But the ghost shenanigans and interesting creatures can't hide the fact that you're doing quite boring missions that involve going here to switch this on, then go back to open a door, kill some people along the way, possess a penguin and complete the level.

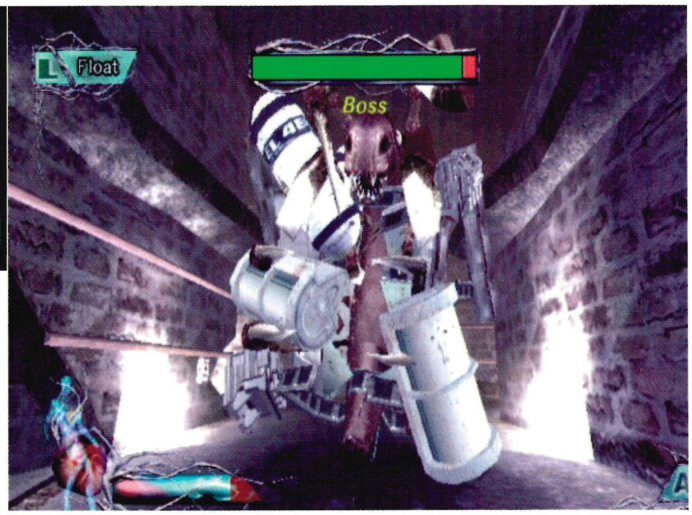



**Don't get us wrong, we're all for possession. But a clock?**

Okay, so we made the penguin bit up to try to make it slightly more exciting. n-Space could learn a lot from us. Forget soldiers. If there's a sequel, it should be set in a zoo and you can possess rare geese - it'll be called *Geest*.

Examples include blowing up gun turrets within a time limit, destroying waves of guards as they charge into a room and, unforgivably, you can kill dogs. "Hello, n-Space here. What's that? Oh hello Mr. RSPCA man. You want to speak to us about dog deaths. Er... sorry we're not in at the minute. Please leave a message after the tone... BEEP."

**Make sure you've dispossessed the Rat before you get to this scene**



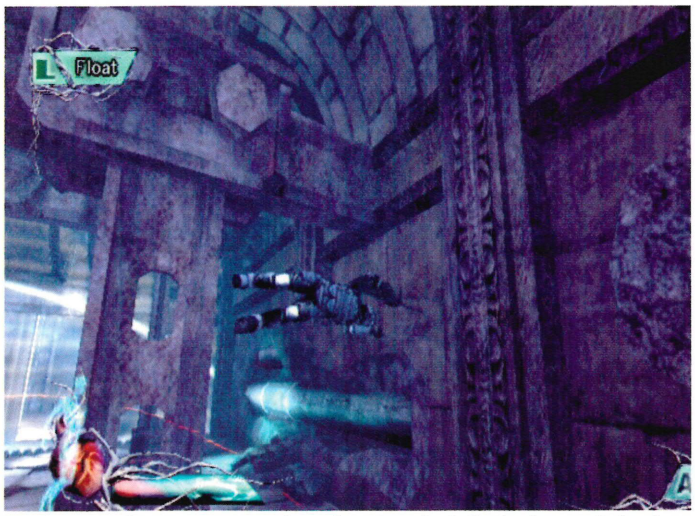

**A boss fight. Against a skeleton wearing empty deodorant cans**

Plus some of these missions are accompanied by terrible music that makes the *Zoo Keeper* soundtrack feel like Mozart and Hendrix combined. Imagine "Bam ba ba ba bam. Bam ba ba ba bam. Bam ba ba ba bam" over and over and you're almost there.

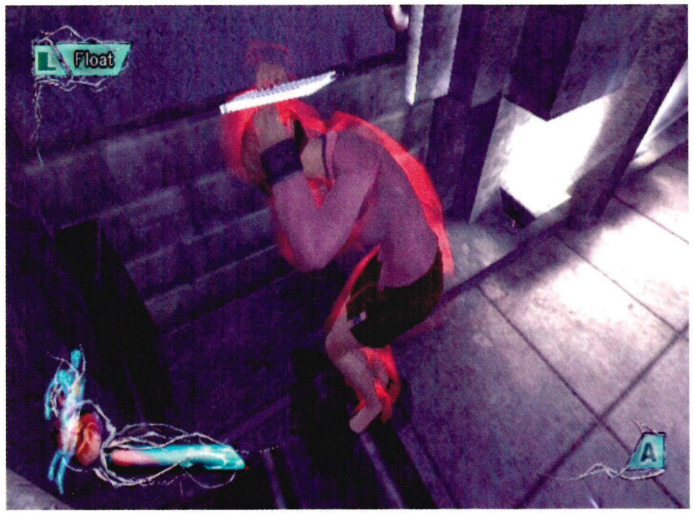
This music invariably kicks in during the boss fights. Now, a boss fight should be a stand-out point of any action game and, at first, there are some good ones. Like the fight where you need to possess your opponent's grenade or the huge monster that catches you off-guard right at the start. But then they lose steam and sadly, the first boss you see is repeated several times, with exactly the same attacks and the same weakness - its mouth. Other fights are overly drawn out and irritating. And the motorbike battle against other bikers and a truck is bamboozling. You think you're meant to drive the bike, but you're not. However, the guy driving it is so bloody stupid you still need to possess the bike now and again to steer him in the right direction. Christ, next time, possess some stabilisers.

Luckily, things are less irritating in multiplayer and although there are only three different game modes, it still does manage to be fairly decent. The possession element certainly stands out more in multiplayer because you have to look for hosts with decent weapons that will ruin any enemies. That's an element sorely missing from the main game and it also makes you realise just how many different cool weapons you've used in Story Mode.

It seems *Geist* doesn't know what it wants to be sometimes.




**It's cool when you can make other people defy the laws of physics**



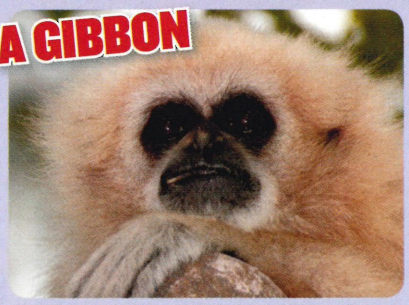

**The neighbours play their McFly CD and it causes instant deafness**

# Possessing posse

*Things we'd like to possess.*

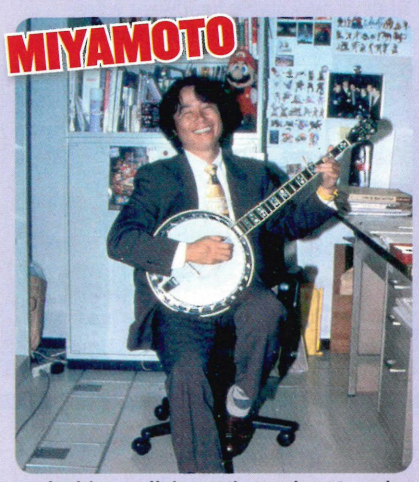
■ Playing *Geist* made us think about all the cool things we want to possess. Obviously we thought of bras and knickers, but then we realised that some men like to dress as women. After throwing up, we thought of slightly more sensible ideas. Well, we say sensible but clearly they're not...

**A GIBBON**



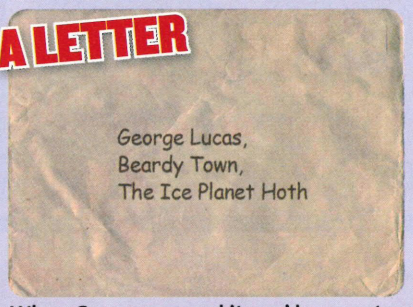
They're amazing. With long arms, funny calls and amusing faces, we'd happily be a gibbon for the rest of our lives.

**MIYAMOTO**



Make him walk into Nintendo HQ and stomp his feet until someone agreed to make more *Mario* platform games.

**A LETTER**




When George opened it, we'd pop out and scream "Episodes I - III. What were you thinking, you beardy idiot?"

## "n-Space threw in a big-breasted woman wearing combat gear, for good measure."

Survival horror? FPS? Adventure game? Perhaps Raimi's just possessed too many people and doesn't know what's going on. For crying out loud, n-Space even threw in a sassy big-breasted woman wearing combat gear for good measure. Thanks, but no thanks. As a survival horror, it could have really worked. There are lots of eerie settings, like semi-destroyed labs and mansions, and when the music isn't pounding your ears into submission, the atmospheric and slightly spooky soundtrack fits the mood. But then you grab a gun and it's back to "Bam ba ba ba bam." The puzzles, which are mainly silly door ones, match those in *Resi* games and there are times when the two aren't far removed. But *Resi 4* outclasses *Geist* at every turn. It's scarier, more intense and generally, a lot better. That was a game that knew what it wanted to be, whereas *Geist* is a bit like a possessed headless chicken.

■ Go head to head; possess a pair of everyday psychos and get busy, multiplayer-style

## Nintendo OFFICIAL MAG SAYS...

**GRAPHICS 9**

Great textures, attention to detail and locations. There can be frame-rate issues at times but it's hardly going to ruin your day.

**SOUND 6**

Varies between atmospheric background music that builds suspense, to awful action straight-to-video movie music.

**GAMEPLAY 7**

Cool idea. But the FPS sections just aren't exciting enough and you feel you're going through the motions to complete missions.

**VALUE 7**

The game can be completed in about 10 hours. But there are hidden unlockables for multiplayer, like characters and levels.

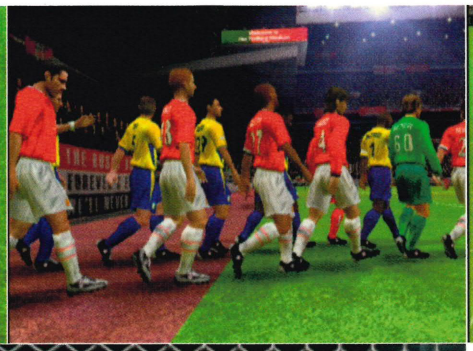
### MARIOS AND WARIOS

- AN ORIGINAL IDEA THAT CREATES SOME INTERESTING GAMEPLAY AT TIMES.
- AN ENJOYABLE MULTIPLAYER WITH THE ODD FUN TWIST HERE AND THERE.
- GREAT GRAPHICS. JUST TAKE YOUR TIME TO LOOK ROUND THE LOCATIONS.
- DO THIS, DO THAT. REPEAT. BORING MISSIONS THAT NUMB YOUR BRAIN.
- THE PUZZLES AREN'T REALLY THAT HARD. MOST CAN BE SOLVED EASILY.
- THE FPS SECTIONS DON'T STAND OUT FROM THE FPS CROWD AT ALL.

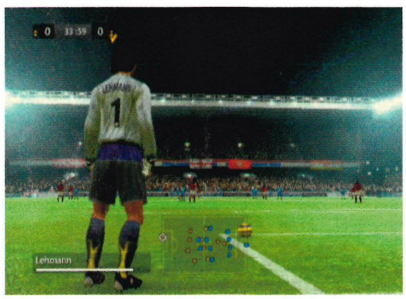
### THE VERDICT

[Rob Burman] A tricky one. It promised at first and seemed incredibly interactive. But step back and you realise it's not actually that fun or original.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **71%**



Trials of new player headwear were scrapped when fans decided it looked 'gay'



West Ham rolls out its secret weapon, a 20ft goal-keeper. Hands like the Bank of England? Fort bloody Knox, more like

# FIFA 06

**GAME INFO**
Out: **SEPTEMBER 30TH**
Price: **£39.99**
Players: **1-4**
Publisher: **ELECTRONIC ARTS**

## Wayne Rooney's on the box, but the game is more Paul Dickov.

**Rob wants to know if it's better than the last one. Not because he cares, but because that's the obvious question you ask about a *FIFA* game when you don't know what a 'Jermain Defoe' is. Dean knows what one is, but he doesn't know if the new *FIFA* is better or not yet.**

The last time Dean played a *FIFA* game was the last time he was paid to, roughly 365 days before. A fish could count on it's fingers the number of times Dean has played a GameCube *FIFA* game without it being demanded by his job description. You can't expect me, sorry HIM, to remember that far back, can you?

In fact, we feel the exact same way about this as we did about last year's game. It's alright, but not so much fun that you'd want to play it in the office at lunchtime instead of playing real football. The *NOM* boys do that. We run about on the grass out the back for an hour and come in sweating like pigs. Then, mid-afternoon, we take the ball with us when we go to the shops. We'll be late back because Hak will accidentally hit a handicapped person in the face and we'll have to wait around while he apologises. Or Mike J will shin it into a bush so spiky it should be a boss in a *Zelda* game and we'll have to find a stick to poke it out again.

Just thinking about it makes us want to go outside and play. It's really lashing it down with rain, though. We'll probably just play in the office until we get told off again. With *FIFA 06* paused midway through the second half of Man U 0 AZ Alkmaar 0 playing some crap song that would make us change the station on the radio.

We'll be honest: our 'Wanting To Play *FIFA*' stat is in the low sixties. EA will appreciate that, because they can assign a statistical value to everything. Like Man United's 'Team Chemistry' only being a 72, whereas Arsenal's is 94. Because players from a load of different countries clearly get on so much better than a core of lads that grew up together.

The experience of playing *FIFA 06*, in our eyes, is that you're tilting a stick to make little digital dudes run after the ball. Like you are the man making these little people do things. A puppeteer. Before you think we've gone mental, think who 'you' are in *The Wind Waker*. Do you feel like you're just controlling Link remotely? Or do you feel like you ARE him, and the pad just lets you fire arrows and stuff?

In *FIFA*, the connection between the player and players is awkward. Football games are weird like that anyway. You're never just Wayne Rooney when you're playing; the character you are is 'football'. You're orchestrating this thing that's happening, feeding your ideas through the little chaps on the pitch. But in this game, the clumsy interface tears you apart from that football reality you crave. Like a piece of ultra-sticky tank tape being tugged away from your pubic area.

So the end result is more like you're driving an RC buggy at a tennis ball than delicately flicking the ball out to the wing with your super-sensitive right boot. Only for Ronaldo to cross to the far post,

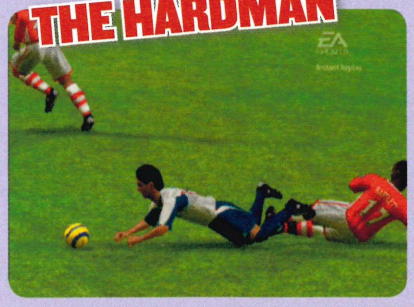
In a moment of madness, every player became terrified of the ball

# Classic Yellow Cards

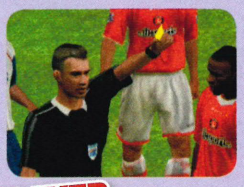
*Sometimes you boot someone and the ref sees. Dishonour!*

Footballers are lucky. They can get cards every week, and it doesn't even need to be their birthday. Yellow, red, it's all good. Here are some textbook yellows we picked up in the pursuit of football glory.

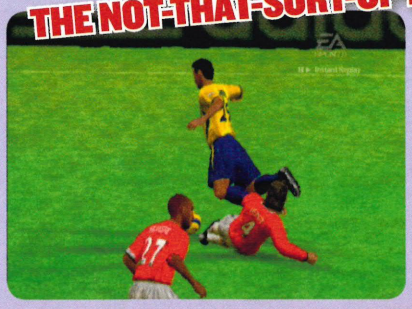
## THE HARDMAN



Poor Gabriel Heinze. Tagged as a tough customer by referees, he was always going to see yellow after trying to put some lower league cretin in hospital in the League Cup. Heinze just IS that sort of player, which leads us neatly onto...

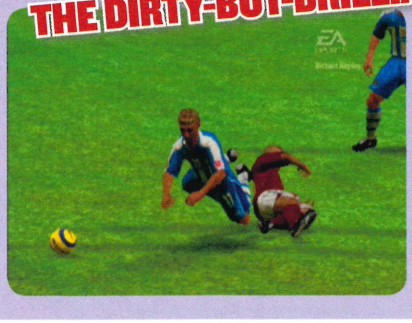


## THE NOT-THAT-SORT-OF-PLAYER



Xabi Alonso is an artist. He should be immune from yellows because, as the commentators are always saying, "he's not that sort of player." But if you tackle another player like a lion attacking a wildebeest, you're going to be getting a card, sunshine.

## THE DIRTY-BUT-BRILLIANT DUTCHMAN



On the ball, Bergkamp is a magician. Don't take his ball away, though. He's been known to stamp, elbow and generally be a dirty little Dutch bugger. But it's fine - he's good. Opponent in intensive care? Sure. But what about THAT goal against Argentina?!

missing Van Nistelrooy at the near, causing him to make a face like a racehorse who's been hit in the balls with a cricket bat.

The graphics aren't impressive anymore. The Millennium Stadium, yes, looks almost as awesome as when you're there. But having people that sort of look like people isn't a novelty now. From a playable view, they just look like generic people anyway. Generic people that move a bit weirdly sometimes. We won't award brownie points because the Arsenal kit is claret with an O2 logo on it. In this day and age, that should be as much of a given as Formula One games where all the cars have four wheels.

If you want a GameCube football game this year, you don't have a choice. At no point are you going to kid yourself that this is ace, but you'll get used to the flaws because it's probably more important that you have a theatre to whip your Chelsea filth-supporting mate. Football games give you a set of tools to make your own fun, rather than having it all planned out like a *Mario* game. *FIFA's* aren't perfect, but it's the same for both teams. At the end of the day, etc...

Take him down with a special Spit move

## Nintendo OFFICIAL MAG SAYS...

### GRAPHICS 7

The graphics in these games have been basically the same for years now. Animation can be a bit wonky at times

### SOUND 7

Atmospheric sound effects, but we prefer to listen to CDs and the radio for our music, thank you very much

### GAMEPLAY 7

Not the easy, comedy trick-a-thon of old but only really brings out the real football feeling in patches

### VALUE 8

Year on year, EA keeps loading its games up with more stuff. The Management angle is especially nice

## MARIOS AND WARIOS

FEATURES GOALS, A BALL AND A PITCH. FOOTBALL IS ACE.

MORE CURRENT THAN A GRAPE THAT'S BEEN LEFT OUT IN THE SUN

THE MENTAL AND ILLOGICAL FREE KICK CONTROLS GOT KICKED IN THE ARSE.

TYLDESLEY AND GRAY ARE THE MARIO AND LUIGI OF FOOTBALL COMMENTARY.

DIVVY AI. WE TURNED THE WAVEBIRD OFF AND WIGAN STILL DIDN'T SCORE.

THE ONLY CHOICE, BUT YOU STILL WANT IT TO BE BRILLIANT, DON'T YOU?

## THE VERDICT

[Dean Scott] FIFA's core football action is still a bit disappointing, despite claims they would get it right this year. It still plays a decent game, but Mario Smash Football looks more entertaining.

Nintendo OFFICIAL MAGAZINE JUDGEMENT 74%

**GAME INFO**
Out: **SEPTEMBER 30TH**
Price: **£19.99**
Players: **1-2**
Publisher: **SEGA**

# Sonic Gems Collection

## We expected more than ONE gem. Our mistake.

**You could whip out a copy of *Super Mario World* right now, and we'd happily play it for hours. Our Super NES is still set up with *Super Mario Kart* sat firmly in the cart slot. These are just two of many *Mario* games that will never get old.**

The only game that's aged as well as these in *Sonic Gems Collection* is *Sonic CD*. The chances are most of you Ninty dudes and dudettes wouldn't have played *Sonic CD* before. Either because you were hardcore Mario fans and wanted to stamp on Sonic's skull. Or because you made the wise choice not to get the dire Sega Mega-CD.

*Sonic CD* represents the pinnacle of Sonic platforming before Sega quit the hardware scene and sent their mascot to the Nintendo camp. They left it out of *Sonic Mega Collection* - a decision that left many Sonic fans disappointed with the first retro bundle. But it turns up to be the main attraction in *SGC*.

It's the sharpest and fastest of the classic 2D *Sonics*, and the level design is mint, even when compared with the more recent sprint-hard episodes. And there's a wicked time travel mechanic, too. As you pelt through the stages, you will encounter portals that warp you to a past version of that stage. On a basic level, this will allow you to run around a bit, then warp back to the present in areas that are normally unreachable.

But if you dig a little deeper, you will find small objectives in the past realm, and your actions will affect the state of the present stage. So instead of simply seeing how fast you can sprint through a stage, you will be exploring the two realms for secrets, extras and brand spanking new routes.

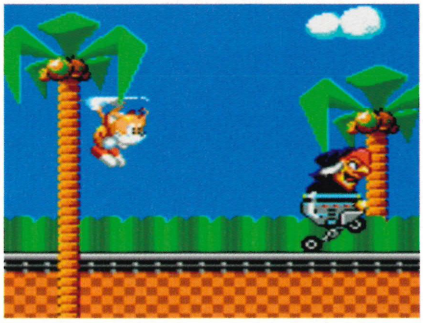
It's a shame the rest of the games in this compilation haven't stood the test of time quite so well. The Sega Saturn did 3D about as effectively as hedgehogs cross motorways. *Sonic the Fighter* looks messier than an animal that's been slammed by a truck at 60mph. You won't have heard of half of the fighters, and this must comprise the LEAST number of moves in any beat-'em-up we've ever played.

Sonic runs well fast, so a Sonic-based racing game sounds like a wicked concept. But the handling in *Sonic R* is garbage. Sonic runs on foot, yet rather than control him in a typical way, you have to accelerate and STEER him like a car. That's bent. And the courses are just as rubbish.

Then there are the six Game Gear titles, thrown in for good measure. But strictly for good measure - surely not to actually be played. You'll think your GameCube is having an electronic stroke in its brain chip when you see a Game Gear game run on it. The colours are washed out and blurry, and the frame rates will make your head hurt. *Sonic The Hedgehog 2* is the only one worth a quick look. The rest, *Triple Trouble, Tails' Sky Patrol, Sonic Pinball, Sonic Drift 2,* and *Tails Adventures* aren't even worth talking about. You need these like you need a fireball in the face.

*Sonic CD* rocks. It always has and using the innovative time-warp function, always will

Sonic and Knuckles go proper at it. Do you care who wins? No, we don't either



As far as we're concerned, Tails should be shot down with a ground-to-rodent missile

## Nintendo OFFICIAL MAG SAYS...

**GRAPHICS 4**
*Sonic CD* is smooth enough for a six. But the other games messed that up.

**SOUND 6**
You will love the classic Sonic tunes in *CD*. The rest is easily forgettable.

**GAMEPLAY 6**
*Sonic CD* is ace. That's all you need to know. The rest of the games hurt.

**VALUE 5**
20 quid for nine games sound sweet on the box. But only one is good. We'd pay a fiver.

## THE VERDICT

[Mike Jackson] Sonic CD is in it. YES! But the other eight games suck ass. Unless you worship Sonic like he created you, this isn't worth 20 quid.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **52%**

**GAME INFO**

Out: **NOW!**
Price: **£39.99**
Players: **1-4**
Publisher: **UBI SOFT**

# Rainbow Six: Lockdown

## Zippy, George and Bungle finally flip out for good.

**There are people in this world whose job it is to kill people. That's a worrying fact. You want to believe that they aren't mental. So a few seconds into our first violent anti-terrorist mission, as the gunfire started to clatter, we didn't want our team throwing caution to the wind, screaming "who wants to live forever!"**

You're in charge of these idiots. And they are idiots. You have to tell them where to run, and they're excellent at getting shot. Previous anti-terrorist games have been a bit too boring, so *Lockdown* starts with the assumption that the terrorists have got a lot better at recruiting. So there are lots of people to kill now. You and your men can still get deaded quickly if you don't fight with a bit of sense, and the difficulty means there's a fair bit of trial and error to get through each level.

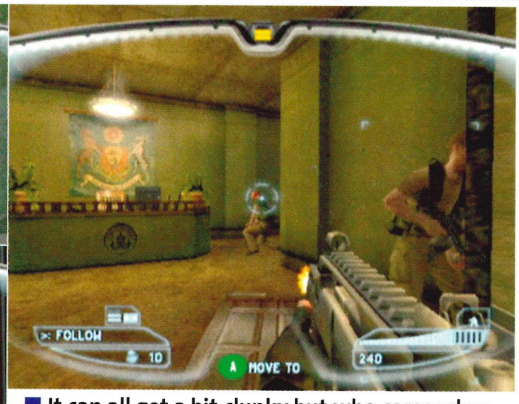
On-rails sniper missions are interspersed between the running and gunning. These work pretty well, but you don't get health back for perving on chicks in bikinis, like in *Silent Scope* at the arcades.

We liked the feel of the game very much, and zoomed-in aiming is done better than most games manage it. But with bullets as deadly as they are, the fact that your team are all a bit special-needs does kill the fun a bit. It's incredibly linear too, with classic clichés like 'rocks on staircase' and 'busted door' keeping you well and truly on the prescribed track.

There are some nice touches, like the ability to shotgun-blast doors open and slow down time in a hectic gunfight. Oh no, wait, that's just what the game does anyway. Reality might have slowdown, too. We've never been in a position ready to kill six people with an assault rifle where we could check.

You have to be a bit of a masochist to be into *Rainbow Six* games. They just kick your balls for hours, and progress is often slow and painful. We'd take this over a *Medal of Honor* game any day of the week, though. If you're desperate for an FPS, that might be all the recommendation you need.

Check out life in goggles. Great!




It can all get a bit clunky but who cares when you've got more than 200 rounds of ammo?

AK47; When you have to kill every mutha in the street, accept no substitute

**Nintendo® OFFICIAL MAG SAYS...**

**GRAPHICS 7**
Sharp, good nightvision effect, but the slowdown spoils the fun a bit.

**SOUND 7**
Hilariously inappropriate metal music, but nice effects and chatter from the characters.

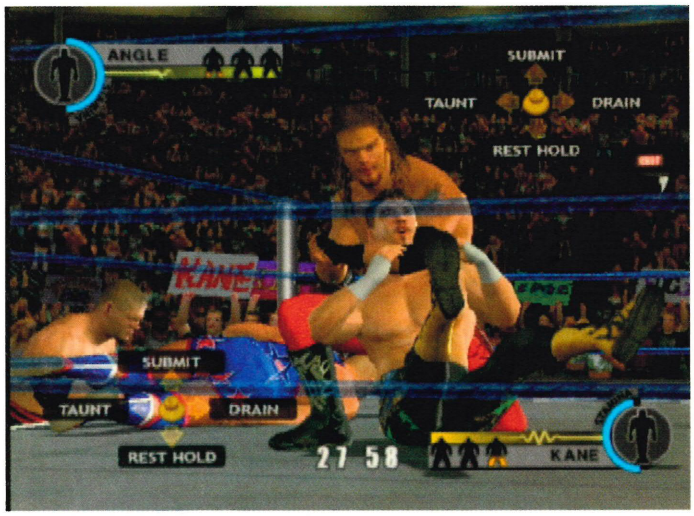
**GAMEPLAY 7**
It controls very slickly, but trial and error sniper spotting? Not at all fun.

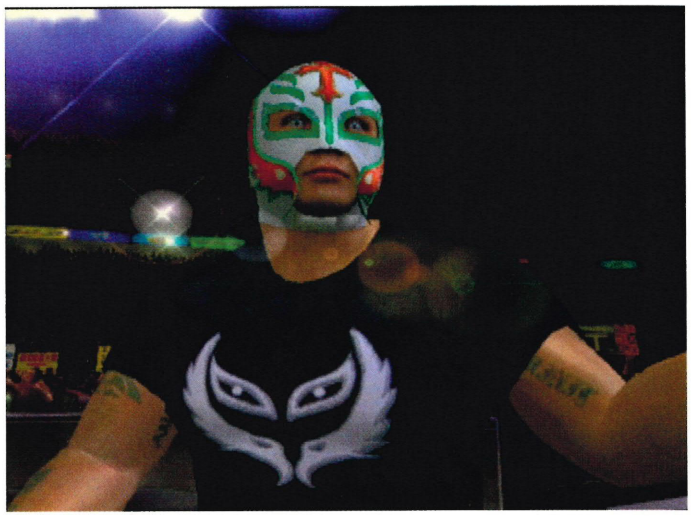
**VALUE 7**
Beating each level opens up a handful of new ways to replay them. Nice touch.

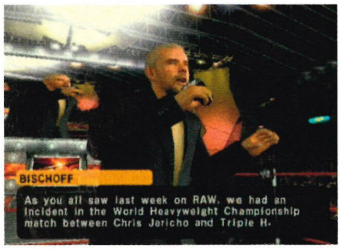
**THE VERDICT**

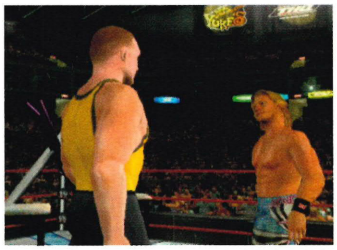
[Dean Scott] If you're desperate to kill people...no actually, if you're that GET HELP. Or join an anti-terrorist unit and eat bullets for real.

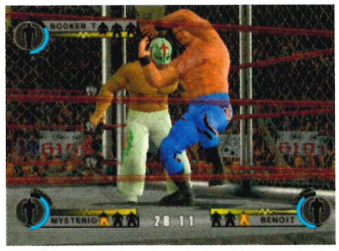
**Nintendo® OFFICIAL MAGAZINE JUDGEMENT 79%**

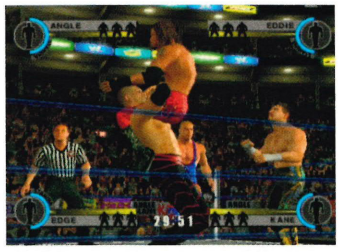







# WWE Day of Reckoning 2

## We bet you a fiver Ryu could wreck this lot in less than 10 seconds.

**GAME INFO**

Out: **NOW!**
Price: **£29.99**
Players: **1-4**
Publisher: **THQ**

**Who likes wrestling games? Wrestling fans do. No-one else. They're slow-paced fighting games with fat men all doing the SAME MOVES year in, year out. There's no fireballs, helicopter kicks or dragon punches. You can't fight in a flying Sea Harrier, in a jungle or on a giant magic carpet with dancing monkeys in the background.**

Wrestling games just try as hard as they can to imitate the 'real' thing, getting slightly nearer with each sequel. And *Day of Reckoning 2* gets closer than any GameCube wrestling game has done so far. But that's all. It gets slightly realer. There's nothing super-inventive, wacky or obviously unique about it. It's just like the man-grappling, face-slamming brawler of the past, with a few little tweaks to warrant calling it a sequel. So while wrestling fans will be moderately pleased with a new type of submission hold or the addition of a stamina bar, no-one else will really give a toss.

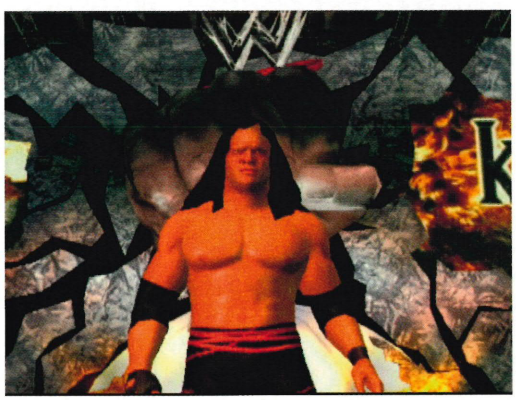
The submissions system is the biggest addition to the *DoR* gameplay. When you grapple your opponent and trap them in a hold, you get four options. Submission makes them feel crazy amounts of pain and hopefully forces them to give up. Drain takes away their stamina. Taunt builds your momentum while Rest Hold keeps them down for a moment while you catch your breath. These four options sit conveniently on different ends of the C-Stick.

The twist is that your opponent gets these same options and if they choose the same one as you, they'll break free from your clutches. It's a guessing game, like papers, scissors, stone. You must try not to be predictable. If your Stamina is really low, it's obvious you'll choose Rest Hold. If you're smart, you opt for something else. It's a neat system, although the lack of a Snap Nose Bone option is a little disappointing.

The other major new gameplay mechanic is the Stamina bar. Punching people in the face and kicking their limp body all round the ring is tough work. The more you pound away, the more tired your wrestler gets. There's a little bar to indicate his exhaustion. If you hammer your opponent constantly for ages, although you're doing well, your character will tire out.

This leaves you extremely vulnerable to attack, as your blocking and counter moves are disabled. If the Stamina bar drains completely, he won't even move. He'll just stand there, trying to catch his breath. So while you scream "MOVE, KNOB 'ED", your opponent regains consciousness and slaps the crap out of you.

This makes fights more unpredictable. You have to consider tactics, like choosing the right moments to rest and picking the less than obvious submission options when you get into grapples. The Momentum Shift techniques are still in there too, mixing things up even more.



Awesome detailing makes mullets look terrifying

Anti-gravity break-dancing takes off in a big way

In case you missed the first game, Momentum measures your character's confidence. If you're all over your opponent like a rash, your fighter will be in high spirits, which activates his special moves. On the other hand, taking a pounding makes wrestlers lose the will to live, and their low spirit does you no favours. Momentum shift allows a wrestler in low spirits to perform a special counter move that switches your Momentum round in an instant.

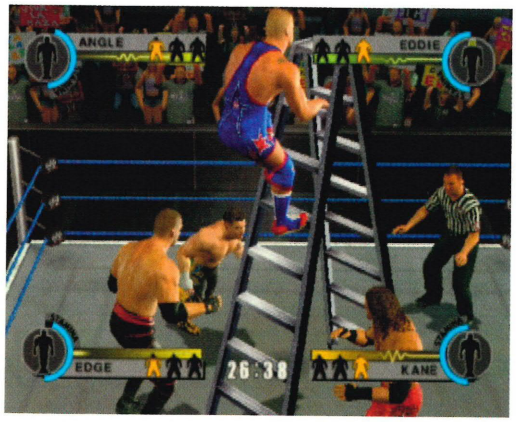
The days of watching your wrestler getting hammered while you bash buttons, powerless to do anything, are truly over. You can be ruining your opponent one minute, and the next, the whole fight can switch around and you'll have your head wrecked by a folding chair.

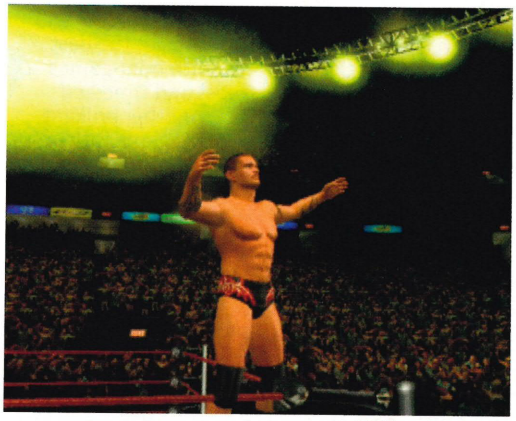
Does that make it exciting? Only if you like wrestling. That's the thing - this is the best wrestling game on GameCube to date, but there's still nothing in there to make it appealing to gamers in general. It's essentially the same plain wrestling action we've all seen before, with nicer graphics.

We're not sure how many polygons God designed our eyes to handle, but apparently there are loads more on the latest character models. The detail in the faces has improved - they've even got 3D teeth and tongues. All this detail is shown off to the max in the wrestler intros.

We spent more time gawping at the impressive intros than we did actually fighting. Take a few steps back and it has a very real look and feel about it. The animation is spot on. They've used more motion capture this time round, which definitely improves the effect. And the arenas look amazing when they erupt with flames, fireworks, sparks and flashing lights. We'd play wrestling games to death if all this excitement didn't disappear the second the fight starts.

That's all wrestling games seem to be about - looks over substance. Millions more polygons. More facial detail. A better crowd. Longer intros. More motion capture. The biggest Create-a-Wrestler mode ever. Oh, and some gameplay as well, by the way.



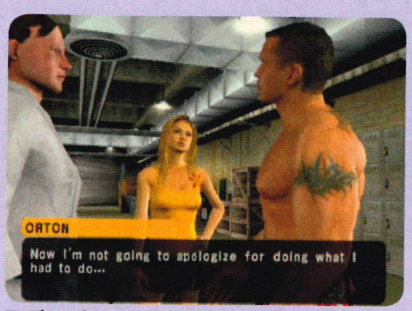



■ **"I once caught a wrestler THIS big. But I had to throw him back again."**

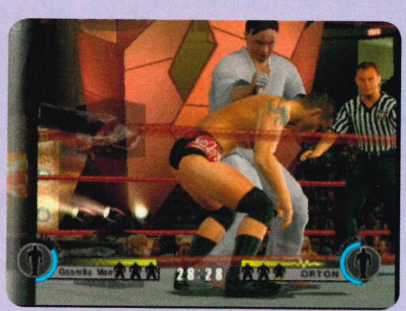
## Born a king

*Now DoR is fun from the start.*

■ The plot in *Day of Reckoning 2* follows on directly from where the first game left off. Before, you started as a wrestling bum, only able to compete in crappy amateur fights in grubby little arenas. You had to work hard to get to the good stuff - choke-slamming a WWE superstar to the canvas in front of hundreds of screaming fans.
*DoR 2* kicks off with you already owning a Big-Daddy status, so you will dive straight into the prestigious events at RAW, and even Pay-Per-View. And surprising twists in the cool plot make for a much-improved career mode.




■ **The plot continues, so old grudges and events still exist**



■ **No bum fights this time. It's straight into the big arena**

## Nintendo OFFICIAL MAG SAYS...

**GRAPHICS 8**
Each and every one of the wrestler intros are superb and facial detail is stunningly lifelike. Too much shine-grease though.

**SOUND 7**
The intro tunes are great, but there is no speech in the plot-telling cut-scenes. Moving lips without voices is just silly.

**GAMEPLAY 7**
New Stamina and Submissions mechanics are cool, but nothing out of the ordinary to make you jump up and shout "WOW".

**VALUE 7**
Crammed with features for wrestling fans to drool over, and a cool plot makes this a sequel worth considering.

### MARIOS AND WARIOS

- THE BEST LOOKING WRESTLING GAME ON THE 'CUBE. FACES ARE IMPRESSIVE.
- NEW SUBMISSIONS SYSTEM ADDS AN EXTRA LAYER OF SKILL TO THE FIGHTING.
- COOL PLOT WITH SURPRISES, TWISTS AND PLENTY OF VENDETTAS.
- IF YOU'RE NOT INTO WRESTLING, THERE'S NOTHING TO MAKE YOU CARE.
- IN CUT-SCENES, LIPS MOVE BUT NO VOICE COMES OUT. THAT'S SHABBY.
- THERE'S NO SPEED, EXTREME ACTION OR SURPRISE INNOVATION.

### THE VERDICT

[Mike Jackson] As far as wrestling games go, this is at the top of the pile. It's worth a look if you loved the first one, but if you're not into wrestling, there's nothing for you.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **72%**

# Zooo

**GAME INFO**
Out: **NOW!**
Price: **£29.99**
Players: **1**
Publisher: **IGNITION**

## A majestic beast or a sad, wee-stained rodent?

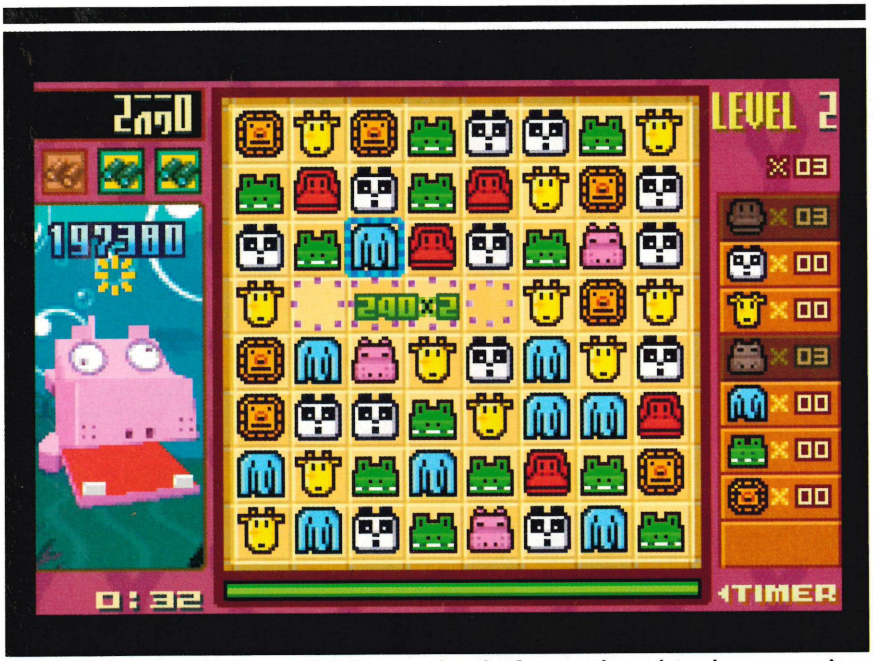
**Have you ever wondered what it would be like to have your brain leak out of your ears? If the answer is yes, then *Zooo* is a must buy. After just 30 minutes of playing, the little animal blocks cease to be cute. They become evil creatures that must be destroyed at all costs, before completion.**

Seriously though, this game will OWN you. The premise is that you have to capture animals that are represented by coloured blocks. To do this, you need to click and drag the blocks so that they line up in piles of three in the same colour. At first, you're struggling to work out where the same coloured blocks are. But soon enough, those animals are disappearing like boats in the Bermuda Triangle.

If you haven't bought the DS version, then now's your chance to play. Don't bother with the usual EA fare (cough*Goldeneye Rogue Agent*cough). This is *the* game to spend your cash on. The cutesy animals are animated nicely and become strangely excited as you delete their friends from existence. But underneath the kiddie exterior is a monster of a game, which will mercilessly suck you in and refuse to let go. Hours will go by without you even realising. It doesn't quite beat *Advance Wars'* ability to eat whole days of your life without even caring, but it comes close.

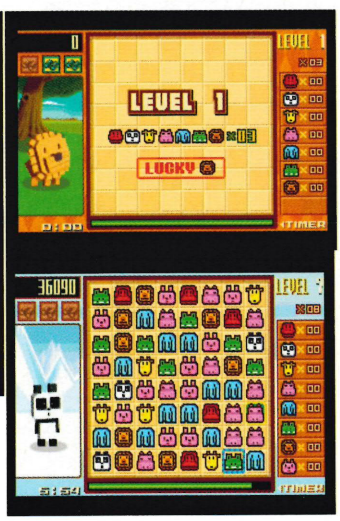
The different challenges will also take ages to get the best high scores, with mini-games such as Quest and Time and Score Attack. Another brilliant thing about this game is the music. Somehow it manages to bore into your brain so deeply that you will be humming it in the shower, the kitchen and your sleep.

But *Zooo* is not without its problems. After the initial awesomeness wears off, which admittedly takes a while, its shallow gameplay starts to show through. *Zooo* is extremely entertaining up to a point, but it does eventually become repetitive (click, drag heads, click, drag more heads etc), despite the addition of the mini-games as a useful distraction. Also, the little animals at the side of the screen that urge you on are pretty lifeless. Come on guys, I'm deleting your mates here! At least give me an evil look!




Looks like *Rainbow's* George has been eating the funny-coloured mushrooms again

He may look innocent enough but stray too close and you'll become a mid-morning snack




A Panda at the North Pole? Developers should have paid more attention in Geography class

### Nintendo OFFICIAL MAG SAYS...

**GRAPHICS** 6
Good animal animation but bland textures and intense colours make your eyes bleed.

**SOUND** 4
Fantastic tunes will keep your feet tapping long after gaming boredom sets in.

**GAMEPLAY** 7
Not as addictive as something like *Advance Wars* but is inventive enough to feel fresh.

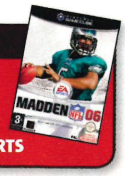
**VALUE** 6
Slightly shallow, but fun while it lasts. Could end up wasting the autumn after all.

### THE VERDICT

This game's an evil animal. It's gonna take hours of your life away, and you'll wonder why. Wait for the Dr. Mario and Tetris Attack cart of justice. Gavin Barker

Nintendo OFFICIAL MAGAZINE JUDGEMENT **61%**

**GAME INFO**



Out: **NOW!**
Price: **£39.99**
Players: **1-4**
Publisher: **ELECTRONIC ARTS**

# Madden NFL 06

## THE name in American footy takes another punt.

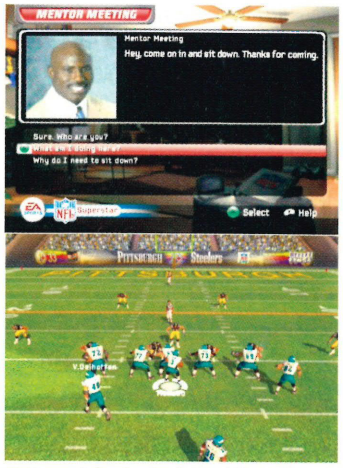
**What was that, Mr Madden? We can't quite hear you above the din of some unknown American rock band. Did you say that we are 2nd and 10 or was there a flag on the play? We know what you're talking about, we've had over ten years of learning the playbook but that rock is making our brain hurt.**

Like last year's effort, the look of the new *Madden* is as authentic as you're going to get. Teams, stadiums, rosters and the whole presentation of the game look like something ripped from a sports channel. The thousands of fans shout and boo, even drowning out the commentators. However, out on the field they've tinkered with the set-up and actually made it slightly worse to play.

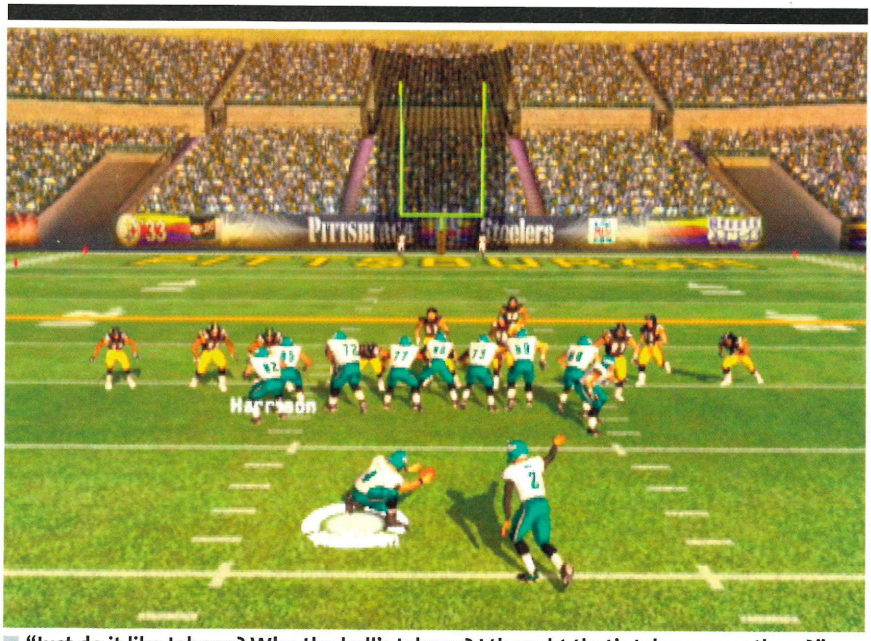
Playing as the quarterback is always the best part of *Madden* but throwing the ball is now so hard, you'll be chewing dirt more times than completing those heart-racing touchdown passes. As you prepare to throw, a line of sight appears on-screen. Not only do you have to use the C-Stick to sweep and find a player, but hit the button for the corresponding receiver. All the while, you've got 300-pound defenders hammering towards you and it just doesn't feel as fluid or instant as before.

Elsewhere, they've added a Superstar mode, where you get to work your way to the NFL Hall of Fame. Conducting interviews ("What do you eat before a match? Pizza!") to scoring well in an A Level-standard IQ test ("Would you like to go hunting for wild game? God yeah!") broadens the appeal, even if you only just want to get out there and play a game for the hell of it.

Game for game, *Madden* is one of the highest scoring sports series on GameCube, alongside *Tiger* and once again, this is another highlight for the series. Some additions are welcome; others just make the game harder to play when you are in the thick of the action. If you can ignore that for one moment though, you'll find a rewarding gridiron sim that will have you rushing yards, all the way to the Superbowl and beyond.

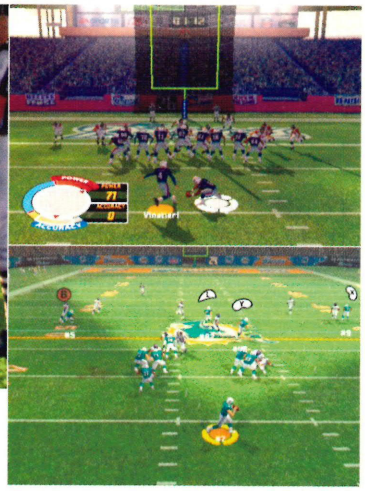



You picked a hell of a time for a meeting, boss!



"Just do it like Johnny? Who the hell's Johnny? I thought that's Johnny over there?"

"So, an Englishman, an Irishman, a Scotsman and a horse go into a bar..."



Bizarre headwear craze crosses from UK Premiership to the US of A

**Nintendo® OFFICIAL MAG SAYS...**

**GRAPHICS 8**
Despite not progressing much, it still looks top dollar, especially the player animation.

**SOUND 6**
Stadiums rock to the sounds of the crowd, music and barely-audible commentators.

**INNOVATION 8**
The mini-camp is fantastic, even if out on the field, passing is now a lot harder.

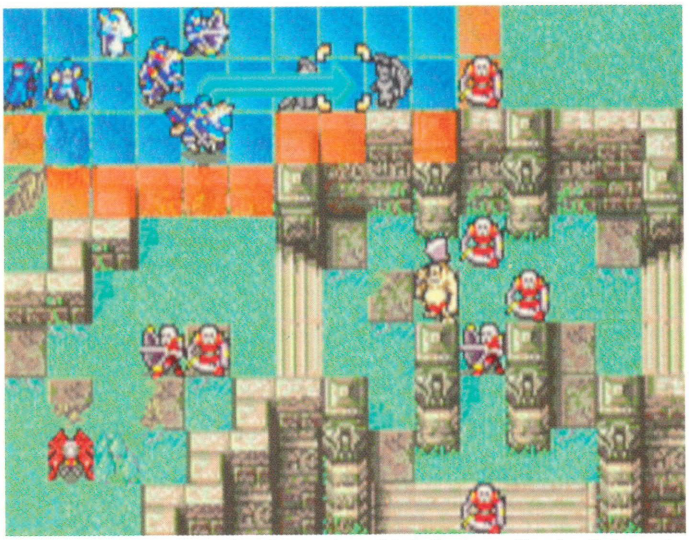
**VALUE 9**
Fans are going to love it. Even after years away, we're becoming converts.

**THE VERDICT**

[Tim Street] Madden bows out on GameCube with an essential purchase. If only EA could give justice to proper football, we'd be delighted.

**Nintendo® OFFICIAL MAGAZINE JUDGEMENT 83%**

Wonder at the intricacy and detail of *Fire Emblem: The Sacred Stones*. Then recoil in terror at *Blue Mullett: The Return*



They don't know you're there. They think that creation is all down to them. They have no respect for an all-knowing being, such as you

# Fire Emblem: The Sacred Stones

**GAME INFO**

Out: **NOVEMBER 4TH**
Price: **£29.99**
Players: **1-4**
Publisher: **NINTENDO**

## Your mates will all be saying you've gone square. But will you care? We reckon not.

**Is there a reason you didn't play the first *Fire Emblem* game on GBA? Maybe you picked it up in the games shop and the little pixelly dudes in the screenshots didn't turn you on? This time, don't be so shallow. You think it looks boring? This is high drama on a map. Why aren't they swearing? You're an idiot. American gamers fought in the streets, just to get these strategy/RPG titles released in the West. We heard some fat yank even dropped his taco shouting at Iwata-san on a US tour. That's commitment. They helped us out in WWII... eventually. Now it's time to give something back.**

Unlike the last *Fire Emblem*, this time the characters you control don't refer to you as their 'strategist'. They don't refer to you at all. You don't input your name. They don't thank you for your leadership. It's like you don't exist. Except you must exist, because you bought the game and you're the one moving their blocky little asses around and dealing with their problems. It's demanding, but thankless. Maybe this is how God feels. Alone, but in total control. And responsible for everyone, from the strongest barbarian to the weakest cleric.

And pretty much all of your characters start out weak. They can barely take down a poxy grunt at the outset. You rely on stronger chaperone figures to soften up the opposition while the weaker fighters feed on scraps and chip in where they can. But that's all good because it makes you start to think strategically. It makes you plan out your moves and minimise the chances of defeat. And to help you out, *Fire Emblem* usefully lets you know how likely you are to slap (hit) the opponent and how much pain (hit points) you'll inflict if you do. This makes it easier to avoid death. But not so easy you'll walk through the whole game unscathed.

But what happens if that guard's 20% chance of giving you a critical slap comes off? Well, it's death. As with all *Fire Emblem* games, once a character has been defeated, they're out of the game. They may still pop up in the narrative, but their moves will never be seen again on the battlefield. So what do you do? Take it on the chin or restart the chapter? It depends on what kind of gamer you are.

If you're all about the top scores, you'll restart whenever a comrade dies. If you're a purist, you'll see the game for what it is - chess with wyverns, demons, bloody great axes and a compelling storyline that your feeble elitism is only ever going to ruin. If you lost a Rook in chess, would that make you start over again?

Combat is based on weapon triangles and your ability to hit and defend. If the numbers don't add up, you're in trouble, but making sure you're using swords

# In The Face!

*New weapons, new noises, new ways to die.*

One of *Fire Emblem's* most rewarding features is the ability to pick up brutal new implements of death. They can be bought from local vendors, but it's best to get them given to you by helpful locals, or as the spoils of combat - that way you get a cool little noise, too. Ba-ba-ba-ba-ba-ba-baaaaaaa!

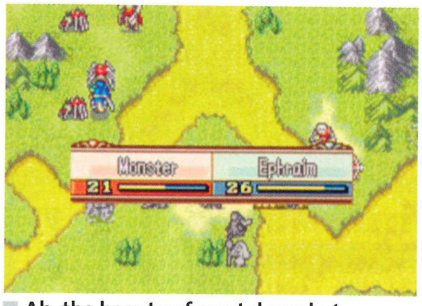
Weapons range in the quality of their construction, starting with iron and moving through steel, up to more painful-sounding objects, like a Killing Edge and Lancereaver - the former having more chance of connecting with a critical hit, the latter reversing the time-honoured weapon triangle.

You'll have to reach a certain level to use many of them in combat, but pressing R while moving through your items will get info on any weapon. This is especially useful when they've just got a name like Audhulma. We want to find one called Alan. We're still looking. Ba-ba-ba-ba-ba-ba-baaaaaaa!

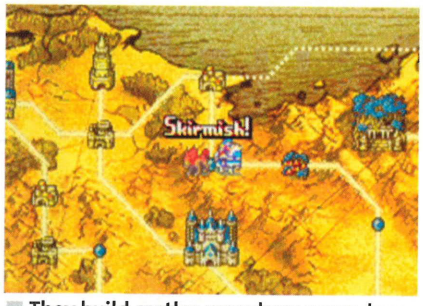
**"Each victory is tempered with regret. It's another step closer to the end."**

against axes, and axes against lances helps. Magic works just the same; Light beating Dark, beating Anima and round you go again. It seems easy enough, but sooner or later you'll go cold when the combat music suddenly stops and so does your character's heart. Some characters are really cool, like Joshua the coin-flipping swordmaster. Some you'll be glad to see the blood-drenched back of. The exception is when one of the central characters, like Eirika or Ephraim, is killed. Then you've got to start the chapter over.

The opposite of dying (a good thing) is gaining experience, which comes from victories in story chapters and skirmishes with wandering monsters. If all goes well, your band will mature as the story unfolds, levelling-up and using special items to switch classes. A Cavalier, for instance, can turn into a Great Knight (slow but powerful) or a Paladin (faster but weaker). Your choice. As characters advance, so does the plot and it's worth leaving the A button-skip alone and taking it in, even though there is a lot. It's a good tale, but one you'll probably feel you've heard before, until the juicy, dark elements turn up close to the end.




Ah, the beauty of mortal combat




They build castles anywhere nowadays

Games are about winning, but here each victory is tempered with regret. It's another step towards the end of the story; the last great battle on a dusty plain; one final frozen dungeon filled with monsters. For God's sake buy it, just don't play it all in one go. Go slow. Play it on Hard. Anything to prolong your stay in Magvel. Once you're done, you can play a different branch of the storyline or just wander the map, taking on more monsters just for fun. Or pick teams and take on a mate in Arena mode. Or sit back and just marvel at the power of those tiny little squares. The choice is yours.

## Nintendo OFFICIAL MAG SAYS...

**GRAPHICS 8**
Some fresh new touches and beautifully drawn, but it seems strangely limited now that the DS is here.

**SOUND 10**
Arcade-tastic beeps and chimes and some beautiful orchestration - about as good as you'll get on the GBA.

**GAMEPLAY 9**
The formula is simple and repetitive, like breathing - giving up feels weird, so don't do it. Also like breathing.

**VALUE 9**
Finish the story, play it again, face-off against mates and tackle the multi-floored Tower and Ruins.

## MARIOS AND WARIOS

- YOU'LL WANT THE 'WEAPON-GET' SOUND AS YOUR RINGTONE.
- THE BATTLE ANIMATIONS. YOU'LL BELIEVE SPRITE CAN FEEL PAIN.
- CRUSHING ENEMIES ON THE MAP IS AS SATISFYING AS POPPING BUBBLE WRAP.
- EACH FIGHTER HAS A PERSONALITY. SOME YOU'LL LOVE, SOME YOU WON'T.
- THE FINAL BOSSES WILL FILL THE SCREEN. AND YOUR UNDERWEAR.
- FIGHTS CAN BE SHORT, EVEN WHEN USING WEAKER CHARACTERS.

## THE VERDICT

Strategy and drama in a handheld odyssey that's swashbuckling, blood-curdling, tear-jearking and spell-binding.
Kingsley Singleton

Nintendo OFFICIAL MAGAZINE JUDGEMENT **88%**

**GAME INFO**

Out: **OCTOBER 7TH**
Price: **£39.99**
Players: **1-4**
Publisher: **ELECTRONIC ARTS**

# Tiger Woods PGA Tour 2006

## The PGA bit stands for Pretty Golf. Again.

**You're on the final hole, lining up a 40-yard putt. Sink this and the trophy's yours. The rain is lashing down and the screen shakes as a thundering heartbeat thumps out of the TV's speakers. You line up the shot, pull back on the Stick and clip it downhill. Suddenly the camera switches to the other side of the hole, your character's face in anguish as it pleads the ball into the hole. The heartbeat is still thumping, the ball turns towards the hole and... it drops in for glory.**

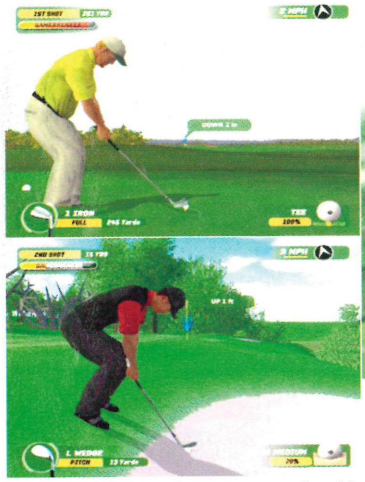
Welcome to golf, done EA-style. Over easy on the controls, sunny side up on the entertainment. The fairways are still lush green, and even though you can't hear them, the commentary team of Billy Wit and Johnny Banter are still building you up one minute and knocking you down the next. Granted, you can't do a lot to alter the game of golf and compared to last time around, it's been given a tweak instead of an intense overhaul. If it isn't broke, why fix it?

But being a sequel, there had to be something to justify its £40 price-tag and this time out, along comes Tiger's tour through golfing history. As he plays a Bagger Vance of sorts, you'll get to challenge some of the great, and not so great, of the ball-whacking circuit. Earn a dollar in chipping competitions, putting tests and driving tournaments, playing blokes in turbans and gents in top hats. Later on, you'll face some of the sport's biggest names, from Jack Nicklaus to Arnold Palmer, even finding that Tiger isn't all he's cracked up to be, in some of the early challenges.

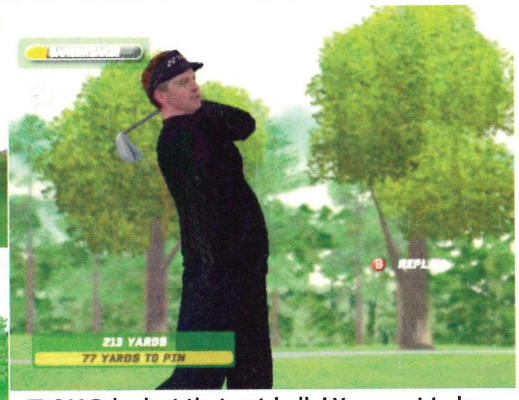
You switch from era to era, being challenged by PDA one minute, before heading out for a round with a gramophone scratching out a record in your ears. Tiger's trademark Nike cap will also be switched for an old cloth cap, too. Even the Swoosh has gone! Imagine the panic to scramble the best brand team available.

The controls are just as simple to pick up as in previous rounds. Spin is applied with a mix of the Stick and Z button while fades and spins are created as before. Not forgetting those championship-winning putts either, which are just as nerve-jangling on-screen as we suspect they are for real. They've even added the GameBreaker meter, last seen in the *Street* series. Max this out for some frighteningly accurate shots.

Birds tweet, balls thunder, wind rattles through your bones, crowds whistle and cheer - welcome to the new, but not radically different, world of Tiger Woods.



■ Marvel at the dress sense of golf




■ OMG, look at that pot-belly! You want to lay off the Huge Max, my old mate

■ Proud as we are of our national heritage, those trousers really SUCK! Burn them now

### Nintendo OFFICIAL MAG SAYS...

**GRAPHICS** 8
GameFace creates startling likeness to real golfers while the courses still do their job.

**SOUND** 7
Must we listen to the commentators' 'wit' for another year? Reach for the volume...

**GAMEPLAY** 8
Easy controls and the mix of challenges provides plenty of variety.

**VALUE** 8
Golf fans look no further for a GameCube fairway fix, even if it's more of the same.

### THE VERDICT

[Tim Street] If you've never played the others, get this now. If you have, you'll still find this plays an excellent game but might wonder where the challenge has gone.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **88%**

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

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# The games that dare

## Hello Kitty: Roller Rescue

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

**Oh God, we've gone soft. We're enjoying a game made for little girls. Quickly, pass us a gun so we can shoot something. We'll be wearing bows in our hair next. Tell us it's okay to like *Roller Rescue*, please.**

Perhaps it's the fact that the game's so bright it tricked our eyes and minds. It dazzles, it delights. There's nothing particularly outstanding about it. You play as Hello Kitty, who must skate around town destroying rogue *Tetris* blocks that have got a bit raucous. The fighting is a case of pressing B a few times. There are some combos but they're redundant because of the simplicity of fights. Kitty even skates slowly, so it's not even like the game's blistering along.

But we were ENJOYING ourselves. We even liked the fact that Kitty can dress in different clothes, including a swimsuit. There's just something about it. You can't quite put your finger on it. Something wrong. Buy it at the risk of your manhood being sapped until you like Will & Grace, listen to Kylie Minogue and fantasise about cowboys.

Nintendo Official Magazine JUDGEMENT **68%**

## Gauntlet and Rampart

Out: **NOW!**
Price: **£19.99**
Players: **1**
Publisher: **ZOO DIGITAL**

**The strength of this package relies on how you react to the phrase "Yellow Wizard is about to die..." If you well up with warm feelings of arcades, we don't really need to convince you about buying the game. But if your reply is "Yellow Wizard? Gandalf was grey. Why's he about to die?", then stop your silliness.**

We think these are the games that launched Dr. Stephen Hawking's career. He provided the voiceovers. Thus the 8-bitastic phrases like "Warrior badly needs food". Both games are straight out of a sweaty arcade and straight onto your GBA, but without the coin slot.

Don't expect a graphical make-over though. *Gauntlet*, the poor man's *Lord of the Rings*, still looks like God made people out of broken bricks. It's fun in a retro way - for a bit. *Rampart* is about defending your castles, with cannons, against boats and catapults. It's probably best not to view it as a historical source, but it's not bad. Obviously neither game has aged particularly well but it's still good to get misty-eyed now and again.

Nintendo Official Magazine JUDGEMENT **56%**

## Millionaire? Junior

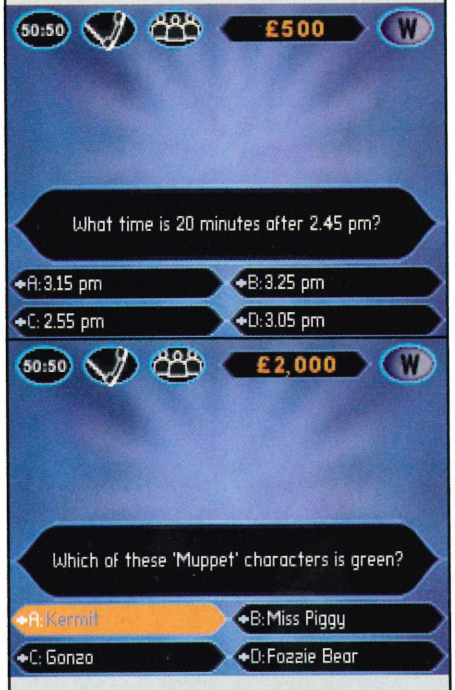
Out: **NOW!**
Price: **£19.99**
Players: **1**
Publisher: **ZOO DIGITAL**

**Here are some potential other titles for this game. Who wants to be patted on the back for getting outrageously simple questions right? Who wants to spend three minutes getting to a million, only to have to start all over again only moments later?**

Who wants to be the only kid in the playground who gets this instead of a decent GBA game? Who wants their high scores never to be saved, to show they actually reached a million? Who wants to beat themselves to death with the GBA cart to stop the incredible tedium of playing another round?

Who wants to answer the same dumb questions again and again? Who wants to dignify it with an answer when it asks "what object in the sky gives the earth heat and light?" Who wants to think that 'juniors' would prefer playing this to *Pokémon Emerald*?

Who wants to offer to chop out their own spleen to stop another *Who Wants to be a Millionaire?* game ever to appear on GBA? Who wants to join us?




Nintendo Official Magazine JUDGEMENT **08%**

# not speak their name.

## Chicken Shoot

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

**This game is made immediately redundant by the fact that chickens can't fly. Ducks can fly. Sparrows can fly. Magpies can fly. But chickens can't fly.**

Also, they can't fire eggs while "flying". If they could, they'd take over the world. It'd only take a couple to overpower you and shoot eggs into your eyes and mouth. You'd scream, you'd try to run away but they'd shoot eggs onto the floor. You'd slip and they'd strike, pecking you to death with their little sharp beaks.

You could try to kid yourself that this is a bit like *Duck Hunt*. But it's not, AT ALL. For starters, there's no fun magic gun. Secondly, the screen moves from side to side, hiding chickens you need to shoot. Thirdly, there's no dog that mocks your lack of skill. Fourth, chickens can't fly. Fifth, ducks are better than chickens.

The music's like some deluded red-neck's jukebox and even the inclusion of an Uzi to shoot the chickens doesn't raise the stakes. It's awful and has little or no reason to exist. By the way, did we mention that chickens CAN'T fly?

Nintendo OFFICIAL MAGAZINE JUDGEMENT **12%**

## NHL 2006

Out: **NOW!**
Price: **£39.99**
Players: **1-4**
Publisher: **EA SPORTS**

**Look, you know you only play ice hockey to fight and occasionally score goals. Goals are good but who cares when you've just lamped a huge Canadian.**

But for some reason, fighting and goals are two of the hardest things to do in *NHL 2006*. Performing fancy tricks with the Trick Stick (the C Stick) is easier than blinking. By the way, the Trick Stick is something EA wants to introduce across its entire sports range. To make things even EASIER for the casual gamer who might pick up *FIFA* one week and *NHL* the next and still want to know how to do glitzy moves. Hmm, is the games industry dumbing down? You decide.

But goals are tougher than finding a hippy at a System of a Down gig. We tried everything but nothing worked. The computer didn't seem to have a problem though. Fights were non-existent as well. We tried body checking everyone but all the hippies were on the ice.

The play's still fast but there seemed to be some magic quality missing. Plus the commentary is boring and awful.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **66%**

## Klax and Marble Madness

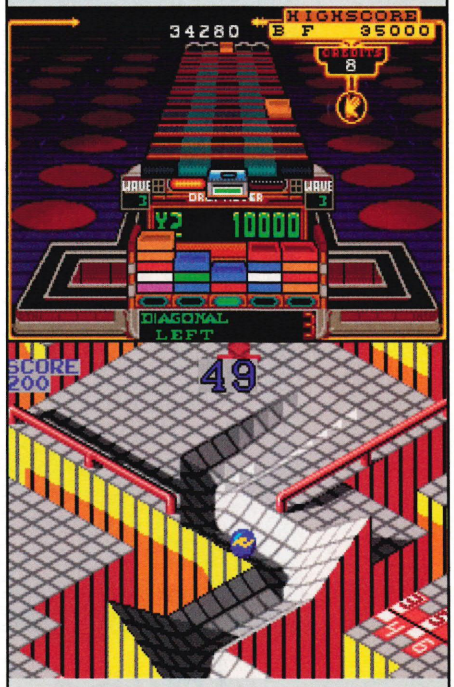
Out: **NOW!**
Price: **£19.99**
Players: **1**
Publisher: **ZOO DIGITAL**

**It's another retro arcade game compilation from Zoo. But this time, there isn't a wizard in sight. Unless of course, you're a puzzle wizard. Wizards here, wizards there. You love wizards. Would a robot beat a wizard? Who knows.**

*Klax* is a simple puzzle game where tiles rocket down a conveyor belt and you have to match them up in blocks of three or more. It's challenging and quite a lot of fun. More fun than standing in a skip for half an hour to check if it's water-tight. It's a forgotten classic.

*Marble Madness*, on the other hand, needs the roller ball control it had in the arcade. Using the D-pad to control your marble is an unwieldy business, on a par with trying to roll square blocks of concrete. Wait until *Pac 'n Roll* comes out if you like to roll things round mazes.

It's probably not worth paying £19.99 just for *Klax*. There was a GBC version ages ago which you might pick up on eBay for cheap if you fancy it. Or you could save up to get a ringside seat at the Megatron Vs Gandalf event.




Nintendo OFFICIAL MAGAZINE JUDGEMENT **61%**

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

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**Welcome to my world! This is where you can get involved by checking out the cheats and scores, enter competitions and read your letters.**


## >> TOAD'S TIPS LAB >> P.92

Conquer all the Gyms in Hoenn with my guide

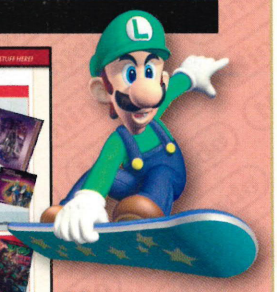
## >> WARIO'S CHEATS >> P.96

I'm the king of cheaters. Respect my great cheats

## >> PEACH & BOWSER'S ROYAL MAIL >> P.102

You write 'em, we answer 'em

## >> LUIGI'S PRIZE PIT >> P.106

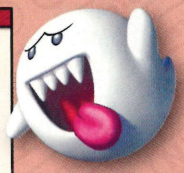


You wanna GB Micro? Then get entering!

## >> CHAIN CHOMP'S CHALLENGES >> P.108

Try your luck at my challenges. Do it or I'll come and eat you

## >> BOO'S BRAINERS >> P.110



Forget the crossword, now get ready for my brand new game

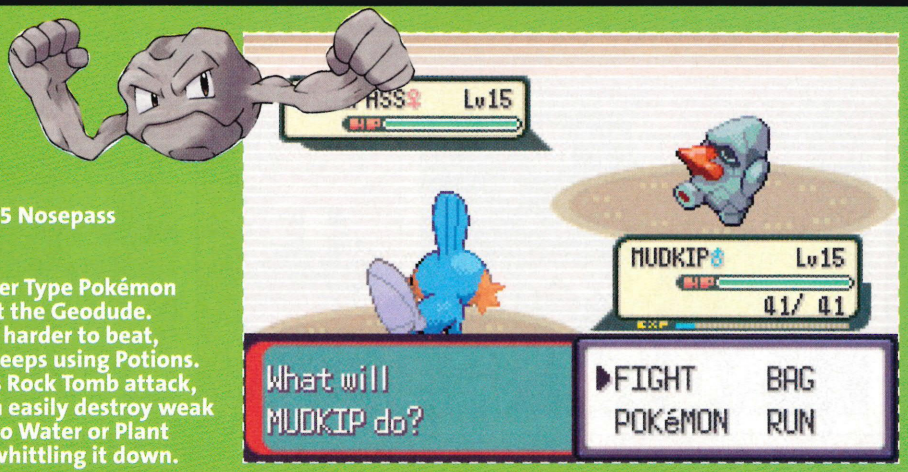
**>> Don't forget to check out the great subscription deals where you could get *NOM* for less! >> P.100**

# TOAD'S TIPS LAB

## THIS MONTH: Pokémon Emerald

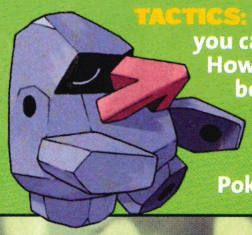
**Pound those pesky Gym Leaders into submission with our full gym workout.**

### GYM LEADER: ROXANNE LOCATION: RUSTBORO




**TRAINERS**
Youngster Josh - Lv. 10 Geodude
TEAM BATTLE Youngster Tommy/ Hiker Marc - Lv. 8 Geodude (x 4)
**POKéMON NEEDED:** Water/Plant

**LEADER**
Roxanne - Lv. 12 Geodude (x 2) and Lv. 15 Nosepass
**POKéMON NEEDED:** Water/Plant



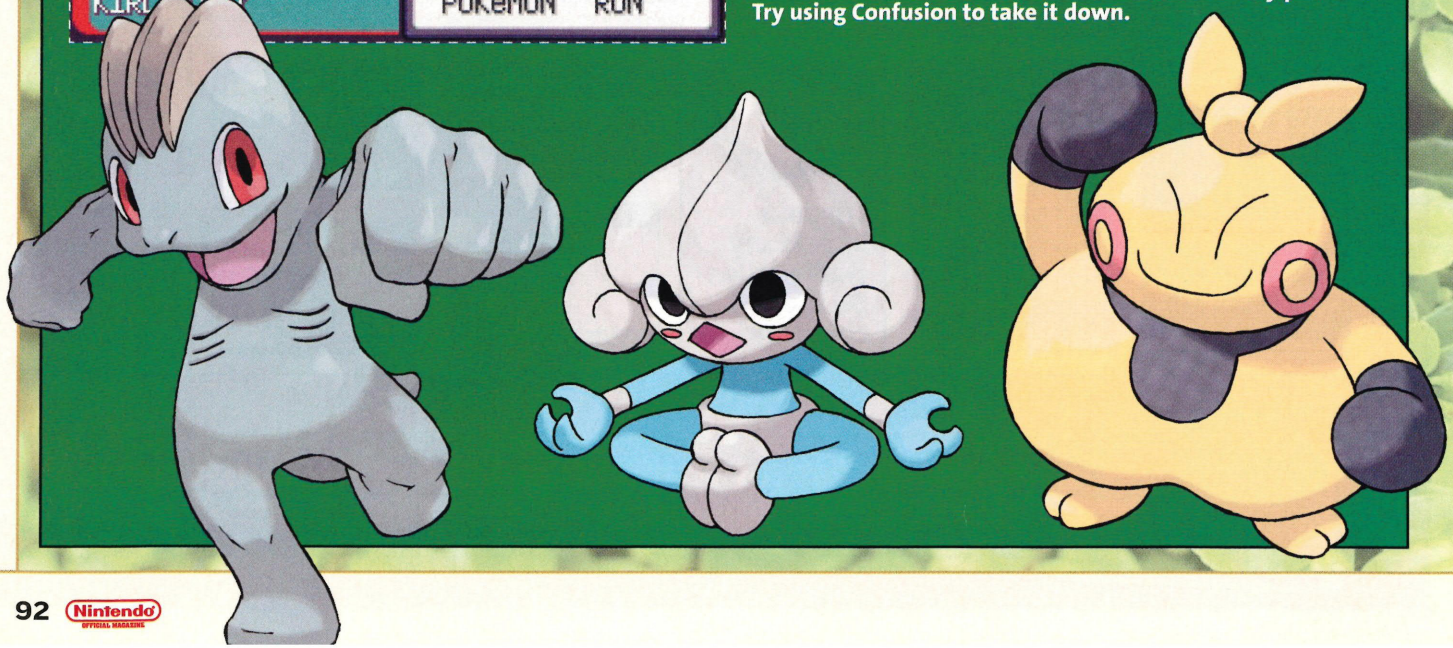
**TACTICS:** If you have a Water Type Pokémon you can easily wipe out the Geodude. However, Nosepass is harder to beat, because Roxanne keeps using Potions. Watch out for its Rock Tomb attack, because that can easily destroy weak Pokémon. Stick to Water or Plant Pokémon and keep whittling it down.

### GYM LEADER: BRAWLY LOCATION: DEWFORD

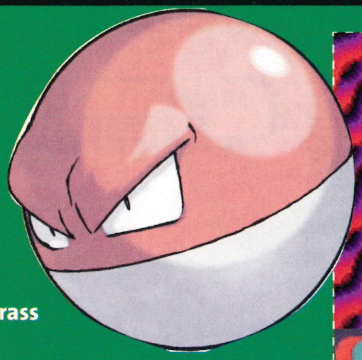
**TRAINERS**
Battle Girl Laura - Lv. 13 Machop
Black Belt Takao - Lv. 13 Machop
Black Belt Christian - Lv. 13 Makuhita
Battle Girl Jocelyn - Lv. 13 Meditite
**POKéMON NEEDED:** Poison/Flying/Psychic/Bug

**LEADER**
Brawly - Lv. 16 Machop, Lv. 16 Meditite and Lv. 19 Makuhita
**POKéMON NEEDED:** Poison/Flying/Psychic/Bug

**TACTICS:** Machop shouldn't pose too much trouble if you've got a Flying Pokémon like Taillow. Meditite can pose a problem because it knows Focus Punch, which is super-strong. Only use attack moves against Meditite. Makuhita has the Vital Throw which never misses and is very powerful. Try using Confusion to take it down.



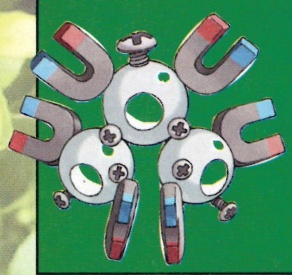
## GYM LEADER: WATTSON LOCATION: MAUVILLE



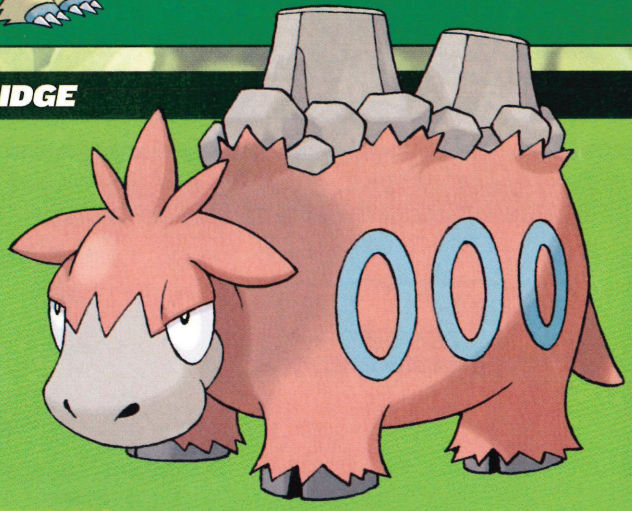
**TRAINERS**
TEAM BATTLE Battle Girl Vivian/ Guitarist Kirk - Lv. 17 Meditite (x2), Lv. 17 Electrike and Lv. 17 Voltorb
Youngster Ben - Lv. 17 Zigzagoon and Lv. 17 Gulpin
TEAM BATTLE Bug Maniac Angelo/Guitarist Shawn - Lv. 17 Illumise, Lv. 17 Volbeat, Lv. 17 Voltorb and Lv. 17 Magnemite
**POKéMON NEEDED:** Ground/Grass

**LEADER**
Wattson - Lv. 20 Voltorb, Lv. 20 Electrike, Lv. 22 Magneton and Lv. 24 Manetric
**POKéMON NEEDED:** Ground/Grass

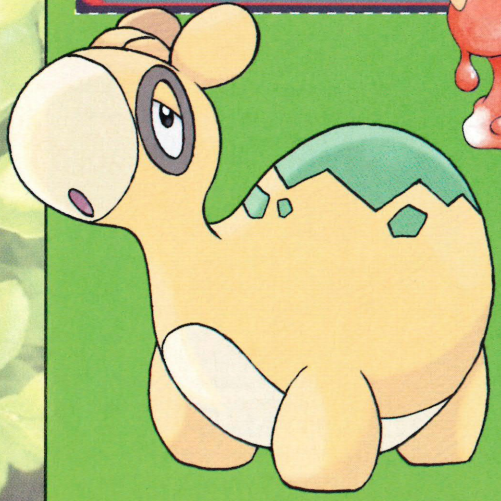
**TACTICS:** If you want an easy win, use a Ground Type Pokémon like Geodude and use Ground Type moves. All Wattson's Pokémon know Shock Wave, which never misses and can cause trouble if you're not careful. But as long as you stick with Geodude, for example, you shouldn't have a problem.



## GYM LEADER: FLANNERY LOCATION: LAVARIDGE



**TRAINERS**
TEAM BATTLE Kindler Jace/Hiker Eli - Lv. 23 Slugma and Lv. 23 Numel
TEAM BATTLE Kindler Cole/Cooltrainer Gerald - Lv. 23 Numel and Lv. 23 Kecleon
Kindler Axle - Lv. 23 Numel
Kingler Keegan - Lv. 23 Slugma
Battle Girl Danielle - Lv. 23 Meditite
Kindler Jeff - Lv. 22 Slugma (x2)
**POKéMON NEEDED:** Water/Rock/Ground



**LEADER**
Flannery - Lv. 24 Numel, Lv. 24 Slugma, Lv. 26 Camerupt and Lv. 29 Torkoal
**POKéMON NEEDED:** Water/Rock/Ground

**TACTICS:** Numel and Camerupt should easily be beaten by any Water Type move. Slugma is weak, so use either Rock or Ground moves on it. Torkoal is only dangerous when it uses Overheat but the combination of Sunny Day can be a nuisance. Stick to Water Pokémon and victory shouldn't be too far away.

## GYM LEADER: NORMAN LOCATION: PETALBURG

**TRAINERS**
Accuracy Room
Cooltrainer Mary - Lv. 26 Delcatty
Speed Room
Cooltrainer Randall - Lv. 26 Swellow
Confusion Room
Cooltrainer Parker - Lv. 26 Spinda
Defense Room
Cooltrainer Alexia - Lv. 26 Wigglytuff
Recovery Room
Cooltrainer George - Lv. 26 Slakoth
Strength Room
Cooltrainer Jody - Lv. 26 Zangoose
1-Hit KO Room
Cooltrainer Berke - Lv. 26 Vigoroth
**POKéMON NEEDED:** Fighting/Rock

**LEADER**
Norman - Lv. 27 Spinda, Lv. 27 Vigoroth, Lv. 29 Linoone and Lv. 31 Slaking
**POKéMON NEEDED:** Fighting/Rock

**TACTICS:** Although Spinda can Confuse your Pokémon, it shouldn't be too tough to beat. Vigoroth is slightly tougher and can't be put to sleep - so don't bother trying. Try to beat Linoone before it uses Belly Drum, otherwise you'll be in trouble. Finally, you've got to deal with Slaking. Just remember that Norman can't heal Slaking while it's using its Truant move. Also, watch out for Norman's Pokémon, because they all have the Façade ability, which doubles their power if poisoned, burned or paralyzed.

## GYM LEADER: WINONA LOCATION: FORTREE

**TRAINERS**
Bird Keeper Humberto - Lv. 30 Skarmory
TEAM BATTLE Bird Keeper Jared/Picnicker Ashley - Lv. 27 Doduo, Lv. 27 Tropius, Lv. 27 Skarmory and Lv. 27 Swablu (x3)
TEAM BATTLE Camper Flint/Bird Keeper Edwardo - Lv. 29 Swellow, Lv. 29 Xatu, Lv.29 Doduo and Lv. 29 Pelipper
Bird Keeper Darius - Lv. 30 Tropius
**POKéMON NEEDED:** Electric/Rock/Steel

**LEADER**
Winona - Lv. 29 Swablu, Lv. 29 Tropius, Lv. 30 Pelipper, Lv. 31 Skarmory and Lv. 33 Altaria
**POKéMON NEEDED:** Electric/Ice/Rock/Steel

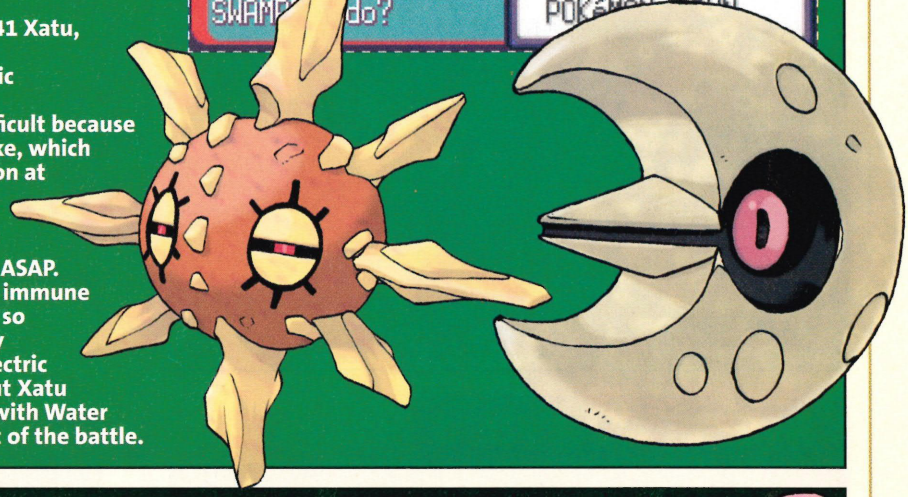
**TACTICS:** Swablu should pose no problem. Tropius is extremely vulnerable to ice attacks, so use them if you can. Next use Electric Type Pokémon against Pelipper, it'll have no chance. The same goes for Skarmory. Finally it's time to take on Altaria. This is the time to use Ice Beam if you've got it because it won't stand a chance. All Winona's Pokémon know Aerial Ace, which never misses.

## GYM LEADER: LIZA AND TATE LOCATION: MOSSDEEP

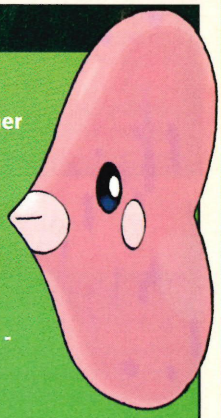
**TRAINERS**
TEAM BATTLE Psychic Preston/Psychic Maura - Lv. 36 Kirlia and Lv. 36 Kadabra
TEAM BATTLE Psychic Blake/Psychic Samantha - Lv. 36 Girafarig and Lv. 36 Xatu
TEAM BATTLE Gentleman Clifford/Hex Maniac Kathleen - Lv. 36 Girafarig and Lv. 36 Kadabra
Psychic Macey - Lv. 36 Natu
Psychic Nicholas - Lv. 36 Wobbuffet
TEAM BATTLE Psychic Virgil/Gentleman Nate - Lv. 36 Ralts and Lv. 36 Spoink
TEAM BATTLE Hex Maniac Sylvia/Psychic Hannah - Lv. 36 Meditite and Lv. 36 Kirlia
**POKéMON NEEDED:** Water/Dark

**LEADER**
TEAM BATTLE Liza and Tate - Lv. 41 Claydol, Lv. 41 Xatu, Lv. 42 Solrock and Lv. 42 Lunatone
**POKéMON NEEDED:** Water/Dark/Bug/Electric

**TACTICS:** This can be difficult because Claydol knows Earthquake, which hits both your Pokémon at once and misses Xatu, Solrock and Lunatone. So, get rid of Claydol ASAP. Bug Pokémon are immune to Ground attacks, so could come in handy here. You can use Electric Pokémon to wipe out Xatu then wipe the floor with Water Pokémon for the rest of the battle.

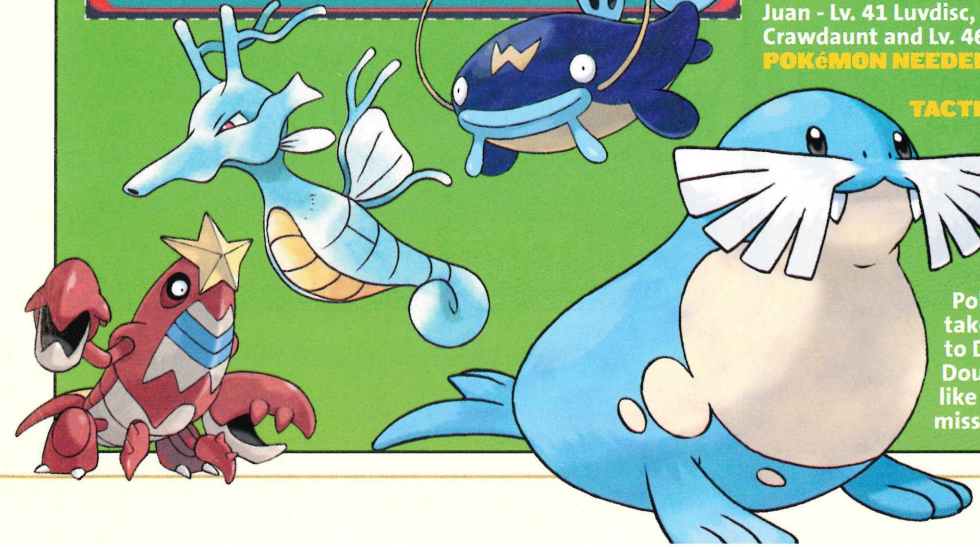


## GYM LEADER: JUAN LOCATION: SOOTOPOLIS



**TRAINERS**
Lass Crissy - Lv. 39 Goldeen and Lv. 39 Wailmer
Beauty Tiffany - Lv. 39 Carvanha and Lv. 39 Sharpedo
Pokéfan Bethany - Lv. 35 Azurill, Lv. 37 Marill and Lv. 39 Azumarill
Beauty Olivia - Lv. 35 Clamperl, Lv. 37 Corphish and Lv. 39 Lombre
TEAM BATTLE Lady Brianna/Beauty Bridget - Lv. 40 Seaking and Lv. 40 Azumarill
TEAM BATTLE Lady Daphne/Pokéfan Annika - Lv. 39 Luvdisc (x2) and Lv. 39 Feebas (x2)
Lass Andrea - Lv. 40 Luvdisc
Beauty Connie - Lv. 40 Goldeen
**POKéMON NEEDED:** Electric/Grass

**LEADER**
Juan - Lv. 41 Luvdisc, Lv. 43 Sealeo, Lv. 41 Whiscash, Lv. 43 Crawdaunt and Lv. 46 Kingdra
**POKéMON NEEDED:** Electric/Grass



**TACTICS:** Whatever you do, don't use Rain Dance or Thunder because they'll only benefit Juan. Luvdisc is fairly easy to beat. Sealeo has the Aurora Beam so try to use Electric Pokémon against it, rather than Grass ones. Whereas Whiscash should be beaten with a Grass Type Pokémon. Next use an Electric Pokémon to take on Crawdaunt. Kingdra is only weak to Dragon Type Pokémon and it knows Double Team, which is hard to beat. Moves like Aerial Ace and Shock Wave that never miss are useful here.

# WARIO'S CHEATS

## Here's My Top Twenty

### METEOS

On the third version of Star Trip, to see the really good ending you need to beat the top version of *Meteo*. A good tip is to use the radar in the bottom left of the screen. This fires all your meteos at one planet, rather than randomly at all planets.

### RESIDENT EVIL 4

Reloading can sometimes take too long but there is a solution. When you're able to dodge a blow, by pressing L, R, A or B, start to reload then quickly dodge. After you've performed the move, your gun will have a full round of ammo. This is a useful cheat when taking on some of the bosses with slow reloaders, like the riot gun.

### POKéMON COLOSSEUM

To Purify your Shadow Pokémon quicker, go to Agate City and put it into the Day Care Centre. Now go to the entrance of Agate City and go up the slope and onto the border of the hill. Now use something to keep the joystick pressing up. Your character will keep going up the hill and the screen will shake. Each shake counts as a step and your Pokémon in the Day Care Centre will keep levelling up.

1. **METEOS**
2. **NEED FOR SPEED UNDERGROUND 2**
   To get a Wheels Bonus, get 4,000 points or more in the Engine Tuning Two challenge.
3. **DRAGONBALL ADVANCE ADVENTURE**
   Finish the game with both Goku and Klylin to unlock Piccolo as a playable character.
4. **SHAMAN KING: MASTER OF SPIRITS**
5. **KILLER7**
   To unlock the Hopper 7 mode, you need to finish the game in Killer 8 mode.
6. **SUPER MARIO 64 DS**
7. **LEGO STAR WARS**
   To enter Sheep Mode, pause and press L, R, L, ▼, ▲, R, R, ▶, ◀, ▼, ▶, ▶ and SELECT.
8. **MEDAL OF HONOR: EA**
9. **FANTASTIC FOUR**
   At the Main Menu, enter ➡, ➡, B, X, ⬅, ⬆ and ⬇. This unlocks the Hell level.
10. **TIMESPLITTERS: FUTURE PERFECT**
    Stay out of reach of the Deer Haunter by staying right at the back of the cave. Then just shoot it.
11. **RESIDENT EVIL 4**
12. **RIDGE RACER DS**
    To unlock the 00-Agent car, make sure you play 10 multiplayer races using just one cart.
13. **ANIMAL CROSSING**
    Tell this code to Tom Nook to get 30,000 Bells: WB2&pARAcnOwnUjMCK%hTk8JHyrT
14. **BOMBERMAN DS**
15. **LOZ: FOUR SWORDS ADVENTURES**
    If you want to unlock more Tingle's Tower mini-games, play the second stage of each level.
16. **SPLINTER CELL: CHAOS THEORY**
    Enter X, X, X, X, X, Y, Y, Y, Y and Y on the co-op/single mission screen to unlock all levels.
17. **MARIO PARTY 6**
    Say 'boo' into the mic at the Main Menu, to make the Goombas run around and make noises.
18. **METROID PRIME2: ECHOES**
    To unlock the storyboard gallery, complete the game on hard difficulty.
19. **SONIC ADVANCE**
    Get all the Chaos Emeralds. Finish with all characters. Use Sonic to beat Moon Zone to unlock.
20. **POKéMON COLOSSEUM**

## SHAMAN KING

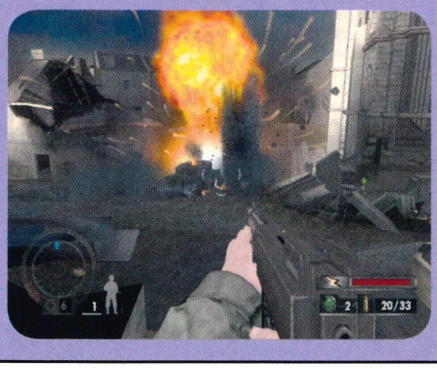
If you're having difficulty with the final boss, try using Into The Antiquity to hit Mephias and destroy the rocks. When he's about to die, start using Spirit Web to damage him before he tries to hit you with the same attack. Plus, make sure you heal a lot.

## SUPER MARIO 64 DS

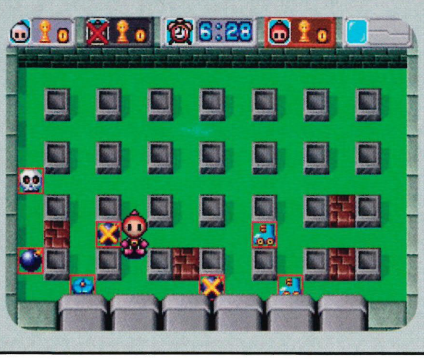
Taking on Bowser at the end can be extremely tricky. With his shock wave, fire breath and fire shower moves, you've got to be on your guard. Try to stay near the edge of the level, though. That way, it'll be easier for you to throw Bowser at the bombs.

## MOH: EUROPEAN ASSAULT

Pause the game and hold down L and R while pressing ↑, Y, Y, B, ↓ and A. Now enter B, Y, ←, A, Z and R. This will give you invincibility for the entire level. Although you will lose health when hit, you won't




## BOMBERMAN DS




In battle Mode, you can create special rubbery giant bombs. Get the Rubber Bomb and Kick power-up. Kick a bomb at the wall, then kick another towards it. The two bombs will join together and create a dangerous red bomb.

## Ask The Block!

He's smiling because he's just helped someone out - YOU

**Q. Block, I'm so very sad because I can't work out how to unlock Ganondorf in *Super Smash Bros. Melee*. Do I have to complete the game with both Links or something?**
*Peter Grauvell, Worksop*

Peter, don't be so very sad. Look at my face. See the smile? Rejoice. Better now? To unlock Ganondorf you must complete Event 29. Once you've finished, that evil blighter will challenge you. Beat him to get him as a playable character.

**Q. Yo Block, can you tell me how to get a Chaos Chao on *Sonic Adventure 2: Battle*?**
*Ross Johnson, via email*

Yo Ross, I'm just chilling with my Blocks and peeps. Good, now we're on the same level, you'll understand my words of help. First your Chao must reincarnate twice. Then, in its third life, while it is a child, give it one of each different animal but don't give it any Drives. Then choose the Alignment you want. Peace out.

**Q. I need to know how to play as Wario in *Super Mario 64 DS*. Tell me Block, otherwise I'll jump up and bash you.**
*Angry Ted, via email*

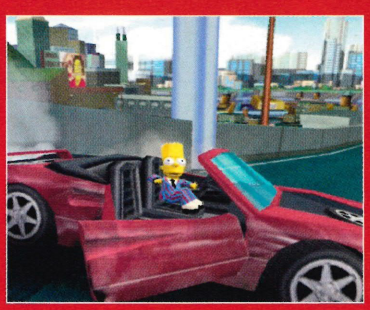
Boo hoo hoo hoo hoo. I can't believe you're threatening me, Ted. That makes we want to give all this helping business up. But, no matter how horrid you are, I can't stop myself helping. You need to unlock Luigi, then go to the mirror room on the first floor. Grab a power-up flower. Now look for the painting of Wario. Jump inside to find the Wario level. I hope that'll stop you threatening people. You BEAST.

If you want The Block to help you out, then write to Ask The Block at the usual address. Or email theblock@nintendomagazine.co.uk. Although The Block wants to help everyone, sometimes it's busy doing charity work and stuff, so it can't reply to all requests.

## PLAYER'S CHOICE

They hit and run, they hit and run and run, hit, hit, hit, run, run, run - it's *The Simpsons Hit & Run*. Secretly we probably prefer *Futurama* and would have preferred *Bender Hit & Run*. But hey, we can dream the impossible dream that *Futurama* will come back one day.

Until then, here are some cheeky cheats for *Hit & Run*. In the Options menu, hold down L and R and enter one of the following codes: B, B, Y, Y, to give you alternative secret cars; Y, Y, X, X to blow up cars instantly; X, X, X, X for faster cars, Y, A, Y, A for infinite car health and Y, B, Y, B for a psychedelic view.



# Reader Cheats

**"If I get another cheat telling me how to lose weight I'll stop doing these pages. You think I don't have feelings? Well I do and I'm most upset."**

"Send me your cheats or else, you horrible lot. They can be for classic games, like *The Legend of Zelda: Link's Awakening*, or brand new games, like *Meteos*. But remember, your cheat must be the best thing ever, so only send me hidden codes, secret strategies or quality boss tricks. Some will get printed and the best will get a prize."

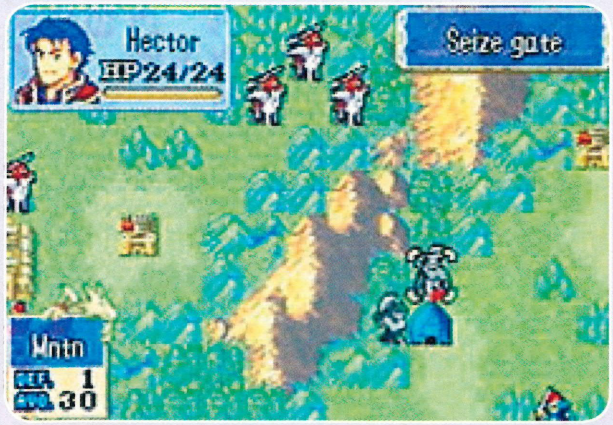
## Super Smash Bros. Melee

Here are some good recovery tips. If you're playing as Link, Young Link or Samus and you press Z in the air, their Hook Shot/beam will come out. When falling off the edge of the stage, press Z near a solid surface and you will latch onto it. Press A to hoist yourself up, then perform an ↑ + B to reach the edge. *ED PHILIPS, RUTLAND*

*What's so great about Super Smash Bros. Melee? Am I in it? No, therefore it's rubbish. Here's another little secret for you guys though; hold L and R at the Title Screen, then press START to hear some different music.*

## Fire Emblem

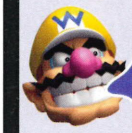
To completely ruin any enemies, you need to plant a Mine where they will walk, when you start a level. When it explodes, immediately switch your GBA off as they take damage. Turn back on and resume the Chapter. Now you'll be able to control all their units and make them drop all their weapons. *CHRIS WAINWRIGHT, VIA EMAIL*



*That's a proper devious cheat. Ha, I like it. Shame you can't make them attack each other with their own weapons. Your characters could sit back and watch a few of those soldiers get their own spears up their ass. Ha! Just wish I could do the same to Mario.*

## FIFA Street

This cheat will make all your characters go micro-size, which is a good giggle. Pause the game during a match, then hold Y and L. Now press ↑, ←, ↓, ↓, →, ↓, ↑ and →. Your players will shrink but the ball still stays the same size, which is weird, especially when they head it. *GANAN DEVENATHAN, HARROW*



*FIFA Street? Rubbish. Have you seen me in Mario Smash Football? I'm liquid on the pitch. The ball is an extension of my mind. I wouldn't be surprised if I got a call from the Mushroom Kingdom squad... oh that'll be them on the phone now.*

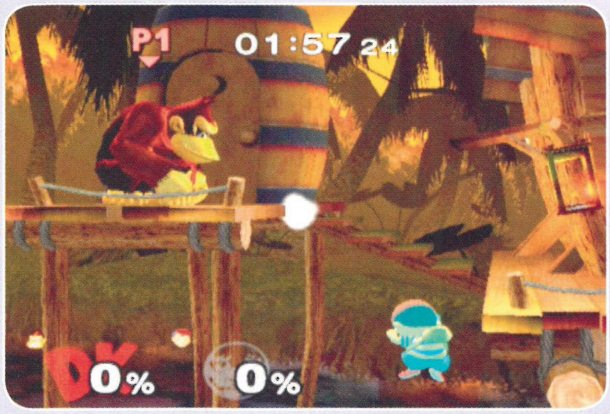
## Paper Mario: The Thousand Year Door

Wario, you know how much you hate Mario? Well, you can let him suffer. While playing Keelhaul Key, find one of the ghosts to have a fight with. While battling the ghosts, make Vivian perform her fire attack on all the enemies. When she does this, all the ghosts will double. This is great for letting Mario get hammered... or getting loads of experience points to level up. *PETER LOCKHART, CO. ANTRIM*

*I'm onto you Peter. Here you are, telling me how to beat up Mario but in fact, you're giving everyone a sneaky tip through the back door. You want Mario to beat these ghosts, to get stronger and kick my ass. I'm onto you Peter. I'll be watching you...*

## Super Smash Bros. Melee

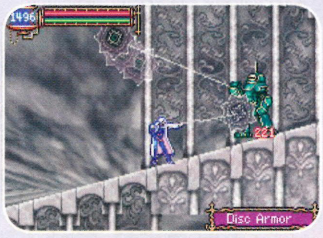
This trick is handy if you want to win lots of matches quickly. Make the computer play as level nine Ness and set the rules to one life stock mode. Pick your character and select Jungle Japes as the stage. Once the level starts, Ness will jump in the air and fall in the river - letting you win the match. *CAROLINE AINSWORTH, BLACKBURN*



*Surprise surprise, another Smash Bros. cheat. Did I tell you I wasn't allowed to appear? Anyway, Caroline's cheat will be handy if you're playing lots of Versus Matches to unlock secret characters. I'm not there though, so don't keep trying to unlock me.*

## Castlevania: Aria of Sorrow

When taking on the final boss, Boss Rush, there are actually some secret unlockables which you need to get 100% completion. If you beat it in more than six minutes you only get a Potion, whereas if you beat it between five and six minutes, you'll get Excalibur. Try to beat five minutes to get the Positron Rifle and under four minutes for Valmanway. *MATTHEW BRIGHTY, VIA EMAIL*



*If you enter your name as NOSOUL you won't be able to use Souls in the game. How pointless? That's like playing Wario World but entering NOTAWESOME so I'm more like that idiot Luigi.*

## Advance Wars 2

To get loads of points without all the hassle, simply go to campaign mode and do the first mission Cleanup, and you should get 300 pts. Then save, exit and select a new campaign to do it again. Repeat until you have tons of points. This is perfect for getting expensive things fast, like the Sound Room and Commanders! *CALLUM MCMILLAN, BRADFORD*

*That's a handy hint. I'm unlikely to ever use it because I find Advance Wars too boring. Why can't you build a nuke and blow the enemies into next week? That would save all the stupid tactics business.*

## Super Mario 64 DS

To get lives, play Hazy Maze Cave with anyone except Yoshi. Enter the maze and find, collect and supersize a red brick block with a Giant Mushroom. Head to the moles that pop up and keep running over them to kill. Eventually your lives will begin to go. Keep running in circles to get 40 lives. *ANDREW WILLIAMS, LEAMINGTON SPA*

*Here's a secret for you berks. Play as Yoshi on a level with crates in, like Hazy Maze Cave. Swallow the boxes and the eggs that pop out of his bum will be square. They smell worse though.*

## Legend of Zelda: The Wind Waker

You can get Tingle to reduce the price of three Abilities and Tingle Things by 10 Rupees if you stand on the green-striped awning on Windfall Island. To cut the price by half, go to the first floor of the Forsaken Fortress and find a metal pot. If you jump into it with the Tingle Tuner active, a message says the prices have dropped. *GAVIN PEARLER, WOLVERHAMPTON*

*I never liked that Tingle. I met him at a party once and he was drinking Babycham. His body stocking's covered in stains as well, he looks like a tramp. After a while he just kept asking me if I was a fairy. Eventually he was escorted out by a couple of Goombas. Loser.*

**SEND ME YOUR TIPS:** Via email to wario@nintendomagazine.co.uk or via post to Reader Tips, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW. Remember to include a photo!

**WARIO'S WINNER:** If you send me an awesome tip, I may just consider giving you some sort of prize that I don't want. This month, a copy of *Meteos* goes to Gavin Pearler. Who knows what it'll be next month...

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Send 'TXT', add a space then your message, to 84070

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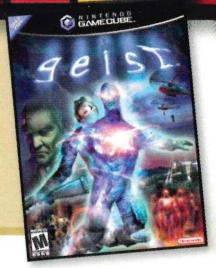
## Win! Win! Win!

**The Star Letter and Star Picture winners will get to spook their way though a copy of *Geist* on a brand-spanking new GameCube. Two further runners-up can lay their hands on the game.**




### >> You LIARS

*NOM* rocks. But your lie last month broke my heart. You said that next month you will be offering the 'first *Dual Strike* verdict anywhere'. Only this morning I stumbled across a full review of *Dual Strike* in another magazine. What's going on - do you not respect us enough to give us the complete truth?
*Laurence Boyes, via email*

**We respect you, Laurence. We respect you like the Deku Tree. It is others that do not respect you. Do we review Japanese games, with no knowledge of the script or story in the game? No. We wait until Nintendo gives us an exclusive English copy, and we review it properly. Call us diligent if you like but that's how we are.**

### >> Star Fox Revolution

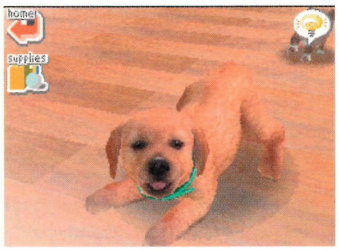
I have some ideas for the next *Star Fox* game. I would like to see Bill and Katt from *Lylat Wars* play a role. The return of the Blue Marine would be awesome. And there could be a new vehicle called the Stealth Cycle, used for scouting the area and checking out enemy bases on the sly.
*Claire Baker, via email*

**Neat ideas, but what we think would be truly awesome is a traditional-style *Star Fox* game for DS. There could be a massive eight-player dogfight mode over the wireless connection or even Internet. PLEASE, Miyamoto?**

### >> OMG, I want a Husky

I just bought *Jump! Super Stars* and I have to say it's probably the main reason anyone would need to own a DS. I can't wait for *Nintendogs*, too. I'll want a Husky dog when I get the game and I'll be like "ZOMG HUSKY DONT PEE THA OR I'LL 0WN YOU BOI".
*Jack Griffiths, Ashford*

**And your husky will be like "ME AM CRYZOR! DON'T SHOUT AT ME OR I'LL PEE ON THE SCREEN. BARKZ0R!" Or whateverz. Lol.**

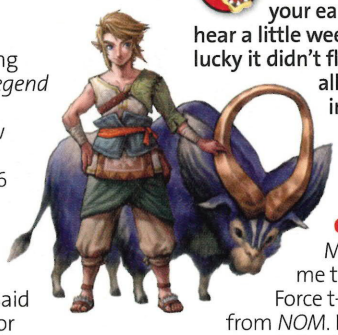



### >> Secret Sonic

When I think back to Royal Mail topics of past, it was really stupid that people wanted Sonic to be in *Smash Bros.* so bad. Why? Because you can unlock both Sonic and Tails in the first *Smash Bros.* by beating 20 wire frame men in Cruel Melee. Everyone knew that.
*Paul Soar, Via email*

**There's a weird smell attached to your letter. It's hard to place. It's like... ah, yes. It smells like a big fat lie. A DIRTY one, like, even dirtier than a steaming pile of cow dung. Paul, you're fooling no-one.**

### >> Zelda DELAYED!



I was really looking forward to *The Legend of Zelda: Twilight Princess*, and now I hear it's been delayed to a 2006 release. I CAN'T BELIEVE IT! I think I'll try to order *Majora's Mask*, since you said it's a must-play for every true *Zelda* fan.
*Iwan Rees, Gwynedd*

**The *Zelda* delay has shaken up the world of Nintendo like an earthquake of city-wrecking force. Rob Burman started crying and Mike punched a hole through his desk. Tim wanted to punch a hole through something, but only managed paper.**

### >> Cyber jealousy

I just bought a NES and was cleaning it when suddenly my GameCube turned itself off. I got concerned for it and then it turned on again. But when I turned my attention back onto my NES, it turned itself off again and hasn't worked since. If you saw how it reacted you would think it was jealous. Scary!
*Ian Kane, Eastbourne*

**You've broken it's little microchip heart. If you put your ear to it you might hear a little weeping sound. You're lucky it didn't flip out and throw all your belongings into the street, then lock you out of the house.**

### >> Tri-Force of love

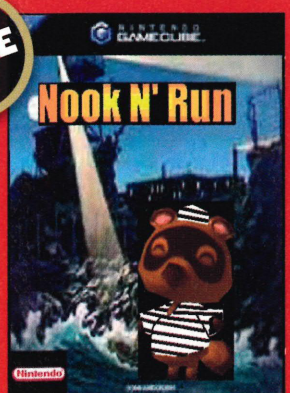
RUNNER UP

My flat-mate bought me the Tri-Force t-shirt from *NOM*. I was wearing it for the first time when a girl that I have fancied for AGES asked where I got it from. Anyway, I took the opportunity to ask her out and she said yes. It was so Hollywood. It's all thanks to my flat-mate and you guys at *NOM*. You're the greatest.
*Dunkan W MacDonald, Grantown on Spey*

## GAME or LAME?

**IF YOU'VE GOT A WICKED GAME IDEA, MAKE A COVER FOR IT AND SEND IT IN. DON'T BOTHER IF IT'S *SUPER SMASH BROS. MELEE 2* OR *MARIO VS SONIC*, THOUGH.**

GAME




### Nook n' Run

By Michael Owen, via email

**• WHAT'S IT ALL ABOUT?**
Nook is sent to Alcatraz after he overprices a shovel. He must escape or be eaten by guard dogs.
**• WHO'S IN IT?**
Escapee Tom Nook, dog copper Booker and Tortimer the Warden.
**• OUR *MOST* FAVOURITE IDEA?**
You can buy things from other prisoners to escape, like Chicken.
**• *NOM* RECKONS**
AN ORIGINAL INSPIRED IDEA. ALSO CONTAINS CHICKEN - IT'S BRILL.

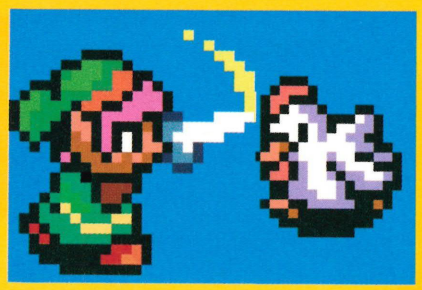
LAME

### Mario Kart: Supermarket Dash

By Oliver Atton, Pontypool

**• WHAT'S IT ALL ABOUT?**
Classic *Mario Kart* action, but round supermarkets, not racetracks.
**• WHO'S IN IT?**
The classic *MK* characters, and new ones like Samus, Kirby and Pac-Man.
**• OUR *LEAST* FAVOURITE IDEA?**
As you drive, you pick up groceries to use as weapons.
**• *NOM* RECKONS**
WE COULDN'T THINK OF A BETTER WAY TO RUIN *MARIO KART*.

## The influence of games



How can critics claim that violent games make children violent? Does *Pac-Man* make you want to eat ghosts and pills you find on the floor? Do *Mario* games make you want to smash your face on bricks, eat odd-coloured mushrooms and stamp on turtles? Does *Zelda* make you want to roam the streets with an overly large sword and chop chickens? Does *Barbie Horse Adventures* make you want to dress like a girl and look after horses? No. I rest my case.
*Alex Johnson, Hertford*

STAR LETTER

**Actually, we would kind of like to eat ghosts and chop chickens with a giant sword because it'd be a laugh. And Dean sometimes likes to dress as a girl, but he hates horses. He always tries to spin-attack Epona's legs off but Epona's invincible, like some kind of twisted horse god.**

**We wish we could pull girls in Nintendo clothes. Dan went to a party in a Kirby costume, but the girls laughed at him, and the boys kept trying to hit him.**

### >> Arcade woes

When *Mario Kart GP* came to my local Namco Station, my father and I rejoiced. Every week we played on it, having illegal quantities of fun. And now... they've taken IT AWAY! How could they do such an evil thing?
*William Kotarski, Luton*

**Walk in there and ask to speak to the manager. Then, when he emerges from his pit, scream "OI MANAGER BLOKE, put the *Mario Kart* machine right back or I'll eat a flower and shoot FIREBALLS at your NUTS! Then I'll come back and do it again every day until you return the machine."**

## Spotted

I recently went to Hollywood, and I found this in a shop on Rodeo Drive - it's Uno in Nintendo style. It's characters from *Mario* games and there's a special Power Star card. But you'll have to make do with a picture because I play with them too much to send them in.
*Cameron Wood, via email*

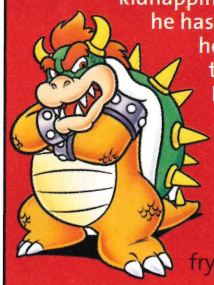
**Send it in to us NOW, or we'll send a hundred red Pikmin through your letterbox to hammer your face hard and steal them.**

### >> Sony GrillStation 3

I reckon that the Sony PS3 looks like the George Forman Grill. Maybe Sony ran out of ideas so they called on help from the catering world. Instead of a sleek design like the Revolution, they ended up with a design that would take pride of place in the Argos catalogue.
*Marcus Munnelly, Cambridge*

**We said the exact same thing when we first saw the PS3. We reckon it's the worst-looking next-gen console of the three, and is likely to be the most expensive. Would you want your newest expensive gadget sat beside your telly looking like a toaster? Not us.**

## ASK SHY GUY

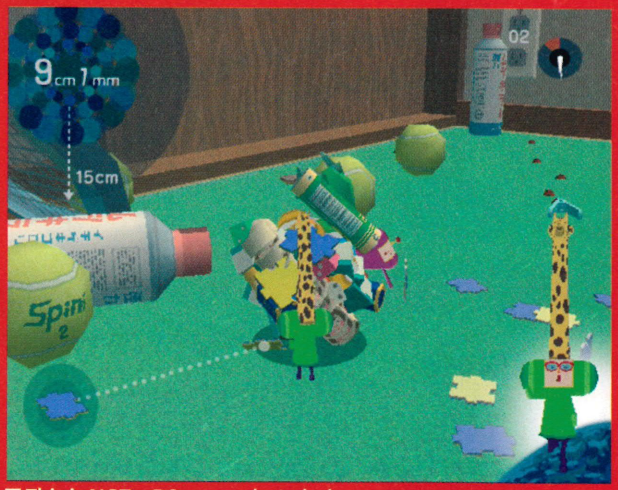


**Q.** I noticed something a tad strange about Bowser's weird obsession with kidnapping Princess Peach. Once he has her, he does nothing to her. He just waits for Mario to arrive and kick his scaly ass. Explain this madness.
***Spinty McGinty, via email***
**A.** I try not to get involved in all that kidnapping business. I can't speak to girls. I'm SHY, remember? I just walk until I hit a wall, then I turn and go back the other way. Why? Because if I don't, Bowser will fry me like Kentucky chicken.

**Q.** Can you tell me if the memory cards from the GameCube will work in the Revolution?
***Ben Cook, South Scarle***
**A.** All saves for Revolution games will be stored on its 512 MB of internal flash memory. Or you can store data on standard SD cards that slot into the front of the console. You'll only use your GameCube memory cards when you play GameCube games on your Revolution. Got that?

**Q.** I've got an original Game Boy in my loft. It's been there for years. I completely forgot about it. Now I'm wondering: how much is it worth?
***CamVan Le, Northampton***
**A.** It obviously depends on whether you still have the box and what condition it's all in. Nevertheless, original Game Boys haven't rocketed in value yet. Keep hold of it for a few more years. It'll be valuable one day.

**Q.** Hey Shy bloke, where is the best place to buy retro Nintendo games? I've got about 20 NES games but I'm missing a few classics.
***Ali Tyler, Manchester***
**A.** Your best best is to search for them on the internet. eBay is king for finding rare and classic games. You can find pretty much anything on there. This mask? eBay. I nipped in there last minute and nabbed it for a tenner. Bargain.




■ This is NOT a DS screenshot, dudes.

**Q.** I've heard that a game called *Katamari Damacy* is coming to DS. I've got no idea what it is. What's it all about?
***Steve Weston, via Email***
**A.** *Katamari Damacy* is an awesome Japanese game where you roll up stuff on a sticky ball. You start off tiny, like a paper clip, and eventually get big enough to roll up cars, buildings, cities, islands and God. It's bonkers, and wicked. Pray it comes here.

# Yoshi's art

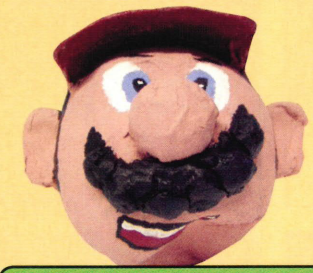
*We got some mind-blowing models this month. They were all excellent but there had to be a winner - Anna Chen's rocks.*

DANA GABELHOUSE, KENT

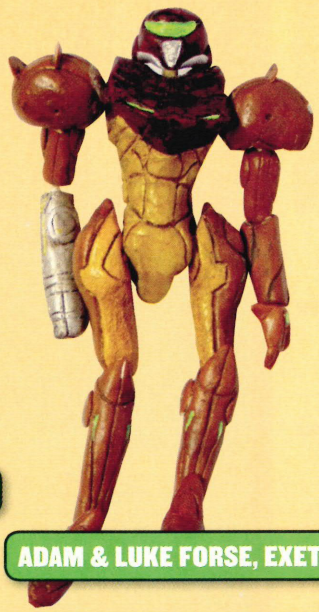
STAR PICTURE

ANNA CHEN, GLOS.

ADAM PENNY, DONCASTER

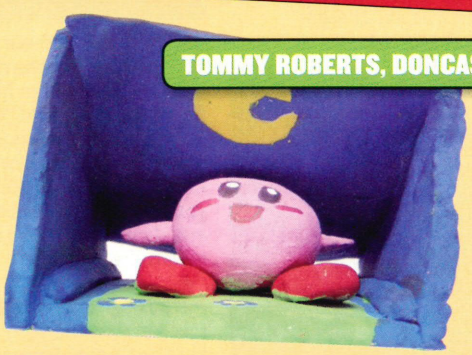


ASHLIEGH BYGRAVES, SHEFFIELD



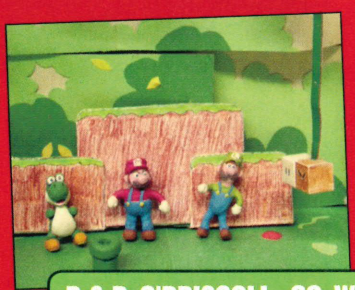
ADAM & LUKE FORSE, EXETER

SOPHIE GOULT, CAMBRIDGE



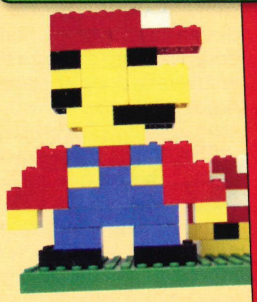
TOMMY ROBERTS, DONCASTER

ANON, NOTTINGHAM



P. & D. O'DRISCOLL , CO. WEXFORD

STEPHEN TURNER, WALES



JOSH WUNDERLICH, MIDLANDS

*We get hundreds of pictures each month, making it impossible to send them back. If you want yours back, send an SAE and say so! Or better yet, just send us a scan or a colour copy!

### >> The right choice

I love Nintendo games because they're all classics. But I'm considering an Xbox 360 because my friends are getting it and it's online. There are no games on it that I really want, unlike the Revolution that'll have stacks of Nintendo games that I can't wait to play. Which one should I get?

*Tom Love, Rugby*

**We're not going to decide for you. What do you want - to spend hundreds on a machine you don't really want because your mates have one, or on a console that will give you hundreds of hours of joy with all your favourite games? You choose.**

### >> DS on display

Hey *NOM*. I already have a DS but I have noticed that in many games stores the demo DS's are broken and all contain the same demo, which gets boring after a while. Is there any chance of Nintendo changing them and displaying new demos?

*Aneurin Pyle, Bromley*

**The demo pods were a great way for people to try out Nintendo's innovative new machine. But yobs and chavs wrecked them with pen-knives. Nintendo might put out more demo pods, but with idiots like them about, you have to ask the question, what's the point?**

### >> Good things come to those who wait

By now people will no doubt be complaining about the *Zelda* delay. I'm also sad that I won't get my hands on that glory until next year. However I know it's for the best. With the deadline extended, it will give them enough time to make the game an all-time CLASSIC, just how *Zelda* games should be.

*James Webley-Evans, via email*

**That's EXACTLY right. We all want it now, but if a few extra months' hanging on will ensure we get the best game ever made, then we have absolutely no problem waiting.**

## TEXT THE EDITOR

TELL US WHAT'S ON YOUR BRAIN...

**Now you can let us know how you feel about the world of Nintendo on a text!**

**Tap in 'TXT', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us, as each text costs 25p to send. Every text sent to us can be viewed online at www.clubnom.com and here's just a small selection of your ramblings:**

* Hey is it weird that yoshi is NAKED except 4 shoes n a saddle?

* my stp mom says rock hard gamers are a waste of space

* If i were Luigi i wouldn't live my life in the shadow of Mario, i would take some action and take what i deserve!

* Its all very good link avin a sord and shield but wots he gona do wen ganon buys a machine gun?

* OMFG!? new zelda owns my ass seven times over. anywho giz a job luv Anth XxX rofl. ps one piece owns

* We want a big twilight princess poster! Or of the new link..PLEASE! :-D

* I was drunk and pre orderd a psp. Smack me with a bum egg.

* If nintendo dont make super smash bros DS my nostrils will explode!

# MARIO KART DS IS HERE! (ALMOST)

**It's time for you guys to get all artistic again. This time, we want you to design some new courses for *Mario Kart*. As usual, the best gets a prize.**

***Mario Kart DS* is almost upon us and the anticipation is killing us. Before you know, it'll be all over us like a rash and there'll be no escaping Mario when he finally makes an appearance.**

**People will start driving like nutters on the roads, modifying their cars to hop round corners and taking them sideways.**

They'll storm fruit stands for banana skin-ammo before they head off on their motorway journeys. Service stations will run out of any form of slow-release carbohydrate-based product. Turtles will become a protected species when people work out that painting them red and chucking them out of the window makes them HOME IN. The most extreme and hardcore fans will bury moles in the road, after training them to jump out of their holes, and covering them in glue. Well, we certainly hope so.

Are you starting to feel the *Mario Kart* urge yet? Of course you are. So the best way to unleash your fanatical obsession is to get it down on paper. We want you to draw us a picture of a brand new *Mario Kart* course. *Mario Kart* tracks have taken place in loads of wacky scenes over the years. For example, in a Dinosaur Park, through a desert, along a beach, over a frozen lake... the list is seemingly endless.

We want you to design your own crazy setting for a *Mario Kart* race. Nice and large, and bursting with colour, just like the games. Go as crazy as you want - the more mental the better, to let Mario and the rest of the gang enjoy some of the wildest and weirdest racing action. The best picture we get will win the artist a special Nintendo treat for their trouble and talent.

# LUIGI'S PRIZE PIT

**Of course you want to be one of the first people in the country to own a Micro. You'd be STUPID not to want one. Even stupider than Wario.**

## Game Boy Micro competition

It's smaller than a stoat's wedding tackle and about a million times more attractive. If you ever need proof that God exists, then just look at the Micro for a while. Its sleek sexy design isn't the work of mere mortal man. Only a true deity could create a thing of such beauty.

Although the Micro won't be released in the UK until November 4th, with a price of £69, we're giving five of you the awesome chance of a lifetime to win one for almost nothing. WE probably won't even get one for free, so just think how lucky you are. You should start planning which covers you'd like to buy when you win one. Not the pink one though, that's for girls.

As well as five Micros, we're also giving away five copies of *Pokémon Emerald*, which is out to buy on October 21st. It's the competition of dreams for Nintendo fans. It couldn't be any better, well apart from the Revolution comp we're having next month... joke, JOKE!

Anyway, to be in with a chance of winning one of five Micros and a copy of *Pokémon Emerald*, just answer the following question:

### ? QUESTION

**In the National Pokédex, which Pokémon is number 137?**

**A.** Ludicolo **B.** Hoppip **C.** Porygon

**ENTER**

**BY TEXT:** Write "nomcomp MICRO", then the letter of your answer and send it to 83149.
**BY PHONE:** 0905 053 1101.
**BY POST:** Send your name, address, telephone number and your answer to: The Game Boy Micro Competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

# Robotech and Transformers competition

What's not to love about huge robots kicking the crap out of other robots? Well, this competition couldn't be any better for fans of robot crap-kicking.

First on the list of awesome prizes are some brand new *Transformers* DVDs. *Transformers the Movie Reconstructed*, out now to buy from Metrodome, is a fully-restored DVD version of the best film of all time. It's got everything, robots, rock, great animation and Orson Welles. Also up for grabs is a four-disc edition of *Transformers The Takara Collection - Volume One*, available for the first time outside Japan, on September 26th from Metrodome.

The final DVD is *Robotech Volume One*, available on DVD from September 26th as well. As if the prospect of winning these great DVDs wasn't enough, we've also got a super limited-edition $200 Volume 3 Lancer VFA-61 model from *Robotech*, which isn't even available over here and an ultra-rare Thundercracker model from *Transformers*.

One winner will receive both models and a copy of all the DVDs. Ten runners-up will each receive a copy of the DVDs.

## QUESTION

**Which Transformer did Orson Welles provide the voice for in *Transformers the Movie*?**

**A.** Unicron **B.** Optimus Prime **C.** Megatron

**ENTER**

**BY TEXT:** Write "nomcomp ROBOTS", then the letter of your answer and send it to 83149.
**BY PHONE:** Call 0905 053 1102.
**BY POST:** Send your name, address, telephone number and your answer to: The Robots Competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

# Teenage Mutant Ninja Turtles competition

Ninjas are cool, reptiles are cool... so ninja reptiles are always going to be, without doubt, one of the greatest things ever.

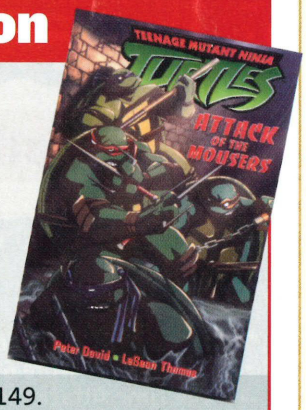
## QUESTION

**Which of the Turtles wears a purple eye mask?**

**A.** Michelangelo **B.** Raphael **C.** Donatello

Admittedly we're not that sure about the new cartoon series but the graphic novels take all the best bits of the Turtles, such as their attitude, humour and extreme skill with lots of different weapons and wrap them up in colourful pages of justice.

Thanks to Titan Books, we've got 10 copies of *Attack of the Mousers* to give away, which is available to buy right now. It's all about how the Turtles actually became ninjas, so expect lots of moody nunchucka action, flashbacks and wistful daydreaming. Plus Casey Jones makes an appearance, which is always great - there aren't enough heroes in hockey masks, we reckon.




**ENTER**

**BY TEXT:** Write "nomcomp TURTLES", then the letter of your answer and send it to 83149.
**BY PHONE:** Call 0905 053 1103.
**BY POST:** Send your name, address, telephone number and your answer to: The Turtles Competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

## ISSUE 156 WINNERS

### BOMBERMAN
- Kyle Samerson, Bedford (main winner)
- Michael Bloats, Scunthorpe
- Gary Sleight, Southampton
- Sam Grier, Cardiff
- Jim Roberts, Surrey
- Dan Fitzcliff, Lewisham
- Matthew Dear, Essex
- Nathan Buck, Southampton
- Jonathon Collins, Hartlepool
- In-Chan Kim, Birmingham
- Kieran Larssen, Aberdeen

### FULL METAL ALCHEMIST
- Tyrone Woods, London (main winner)
- Helen Brace, Durham (runner-up)
- Christopher Jacques, Sheffield (runner-up)
- Matthew Goostrey, Chesterfield
- Oliver Stevenson, Woodburn Common
- Janet Divine, Cardiff
- Louis Wheble, Gorsley
- Tommy Roberts, Doncaster
- Declan Eon Glover, Chorley
- Alex Brown, Middlesex

### 24 SEASON FOUR
- Michael Hinchcliffe, Woodhouse
- Chris Hansford, Abertillery
- Mandy Hughes, Yateley
- Harry Quinton, Yeovil
- Sheila Strong, Rustington

### KILLER7
- Enda O'Boyle, County Derry
- Andrew Evans, Macclesfield
- Martin Evans, Wilmslow
- Tony Welch, Chester
- Mat Parish, Mansfield
- Craig Stretch, Bury
- Jake Watson, Scarborough
- Bradley McQuade, Middlesbrough
- Maria Goodman, Colchester
- Philip Day, Whitemoor

* SEE TERMS AND CONDITIONS ON P5

# CHAIN CHOMP'S CHALLENGES

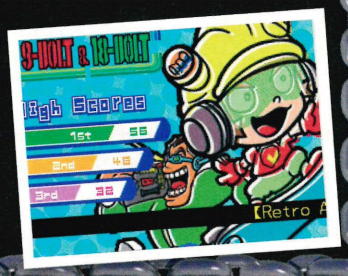
**Win the chance to play at *NOM* Towers – if you beat Chain Chomp's scores.**

## Meteos

If you can beat our top score you deserve a medal. But for this challenge we just want you to get a score of 00'07"50 or less on Time Wars. The trick is to keep your finger on the speed trigger at all times. We set the time on a Japanese version but the English one is the same.

## Wario Ware Touched!

Eventually *Twisted* will come and the rejoicing will be universal. But until then, we'll set a new *Touched!* challenge. Try to beat 65 or more games in a row on the 9-Volt & 18-Volt stage. Be prepared for absolutely anything.




## Mario Kart: Double Dash!!

We've had lots of requests for more *Double Dash* challenges, so we're aiming to please with this one. Try to get a lap time of 00'39"00 or better on Mushroom City. It's best to use smaller characters with high acceleration.

## ▲This month's new challenges▲

### Zoo Keeper

Put some awesome combos together to score 63,000 in the Time Attack mode. It's addictive, so get going.

### Super Smash Bros. Melee

Beat 425m on the Home-Run contest. Yoshi is a good bet to try to achieve this feat of excellence.

## ▼Last month's challenges▼

### Donkey Konga

Try to beat 104,000 on *Legend Of Zelda*, Chimp difficulty. Get as many hits in a row as you can.

### Super Mario 64 DS

The challenge here is to beat 00'14"70 on the Snowball Slalom level. Mind the rocks, though.

### Ridge Racer DS

Get your suspension well and truly sorted and try to beat a 1'00"600 lap on Renegade Novice level.

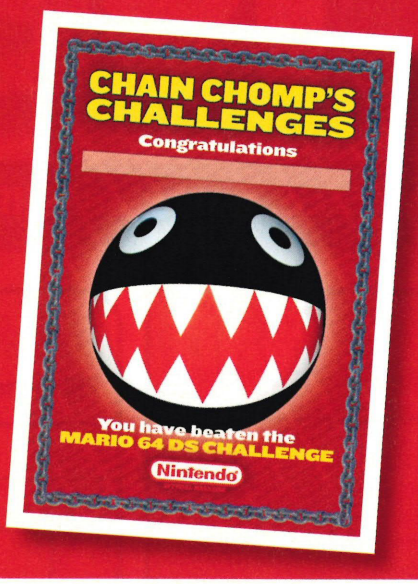
### Mario Kart: Double Dash!!

Head for Daisy's Cruiser and see if you can beat 00'42"00. Use both your mushrooms on your hot lap.

**REMEMBER - THIS GROUP OF CHALLENGES STARTED IN *NOM* #157. DON'T MISS ANY!**

## How it works...

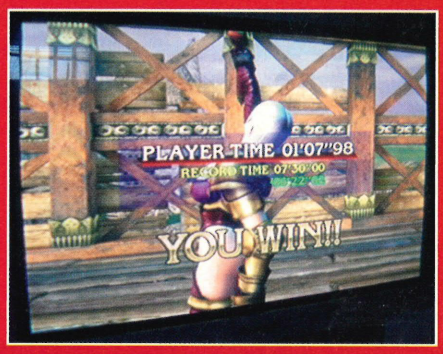
1. Every four months, Chain Chomp will start a new league for you to compete in.
2. At first there'll only be six challenges to beat, but every month, three more will be added for you to tackle.
3. By the end of the four months, there will be 15 challenges in total, for you to try to beat.
4. For each challenge you successfully conquer, send evidence of your score to *NOM* and we'll give you a certificate to prove how great you are.
5. Get ten or more certificates and you could be in with the chance of coming to *NOM* to show off your skills.
6. Four people will be specially selected to come here and play against each other for the final awesome prize. What is it? Just wait and see...

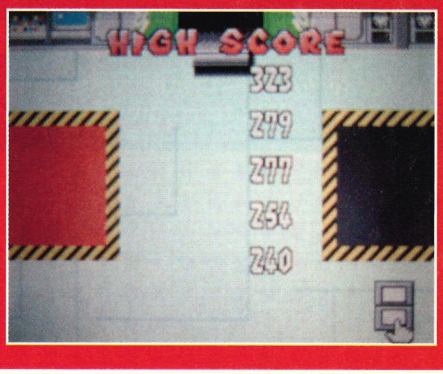



## How to take a pic...

**Taking pictures of your DS, GBA or TV screen can be tricky but with these tips, it shouldn't be a problem. And remember, if you've got a digital camera, you can take as many pics as you want to get it right...**

1. Make sure the room is as dark as possible. Draw the curtains, turn out the lights and take the photo standing at a slight angle to the TV or your handheld's screen.
2. Make sure the flash is off, otherwise the picture won't come out properly. If you're taking a pic of a DS or GBA screen, try and put the camera on manual focus.
3. Once you've taken the pic, either email it to us or post it. Send us a couple – just to make sure we can see your score properly.




## How to enter...

**Chain Chomp's Challenges, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW**

**chainchomp@nintendomagazine.co.uk**

Make sure to include evidence of your score – a nice, clear photo is best (see above), but a video will be fine as long as the Chain Chomp doesn't chew it up. No cheating is allowed and any entry arousing suspicion will be chomped up and posted back to you with a letter full of reasons to hate yourself.

## THE QUALIFIERS SO FAR...

### MARIO KART: DOUBLE DASH!!

*Adam Clarkson, Brett Newton, William McClean, Aaron McGlynn, Daniel Browne, Paul Cervi, Paul Whitehall, Rob McKibbin, Sam Day, Jake Watson, Sam Dawson, Tom Breed, Aaron Egan, Darrell Langridge, Joe Hagan, Joshua Moore, Mark Butler, Richard Lowe, William Patterson, Dale Bailey, Daniel Griffin, Ben Hallam, Ben Kennedy, David Hepple, John Bowley, Chi Tsang, David Morris, Andrew Harney, Ben McDonald, Blaine Hammond, Calvin Stewart, Daniel Kennedy, Edward Loughran, Glenn Parkin, Joe Duffy, Johnathan Allen, Neil Speke, Richard Hewitt, Rosa Foulger, Russell Forster, Simon Palfreyman, Tom Paton, William Haywood and William Rose.*

### ZOO KEEPER

*Adam Clarkson, Barbara Homewood, Becci Noke, Brett Newton, Elizabeth Thomspon and Kathleen McAdams.*

### DONKEY KONGA

*Adam Clarkson, Brett Newton, Adam Kerks, Chi Tsang, Dale Bailey, Daniel Griffin, David Morris, Glen Lamb, Jade Barton, Jamie Park, Joe Aukett, Kurtys Calow, Lewis Edwards, Paul Johnson, Sam Dawson and Tom Breed.*

### RIDGE RACER DS

*Adam Clarkson, Brett Newton, Jake Watson, Matthew Cashman and William McClean.*

### SUPER SMASH BROS. MELEE

*Adam Clarkson, Brett Newton, William McClean, Adam Kerks, Dale Bailey, Daniel Griffin, Glen Lamb, Paul Johnson, Aaron McGlynn, Ben Hallam, Ben Kennedy, Daniel Browne, David Hepple, Greig Taylor, John Bowley, John Doherty, Jordan Tandy, Luke Mallon, Paul Cervi, Paul Whitehall, Richard Minkley, Rob McKibbin and Sam Day.*

### SUPER MARIO 64 DS

*Adam Clarkson, Brett Newton, William McClean, Glen Lamb, Aaron McGlynn, Daniel Browne, Luke Mallon, Paul Cervi, Paul Whitehall, Rob McKibbin, Sam Day, Jake Watson, Jade Barton, Lewis Edwards, Sam Dawson, Tom Breed, Aaron Breed, Aaron Egan, Danny Fox, Darrell Langridge, Dominic Rushton, Freddy Paxton, Jack Rice, James Bradshaw, James King, Joe Hagan, Joshua Moore, Mark Butler, Matthew Perren, Rajesh Nakarja, Rhys Higgins, Richard Lowe, Sean Sinclair, William Patterson and Stephen Smith*

**YOU'VE GOT UNTIL DECEMBER 5th TO COLLECT AT LEAST TEN CERTIFICATES.**

# BOO'S BRAINERS

**Don't try staring me in the face, my brain will still be as powerful.**

## Nintendo know-it-all

**Think you know everything about Nintendo?**

1. What's the name of the final boss in *Metroid Prime 2: Echoes*?
2. Who was the first-ever Nintendo president, way back in 1889?
3. Which item in *Zelda: The Minish Cap* allows Link to flip over jars and enemies?
4. What's the Japanese name of Professor Elm in *Pokémon Gold, Silver and Crystal*?
5. In total, how many games were available for the Famicom Disk System?
6. How many *Resident Evil* games have there been for Nintendo consoles?
7. Which game's release coincided with the 'Cube's European launch anniversary?
8. How many Pokémon hatch from eggs in *Pokémon Pinball: Ruby & Sapphire*?
9. Which N64 game used the largest capacity ever on an N64 cartridge?
10. Which issue of *NOM* was the transfer from N64 to GameCube made?
11. How many years ago was the very first Game Boy released?
12. What is the name of the planet on which the *Sonic* games take place?
13. Which Sega game did Sonic co-creator Yuji Naka create almost single-handedly?
14. True or false; Mario appeared in three games on the Commodore 64?
15. How many *Metroid* games were released on the NES?

## HANGMAN

**Fill in the gaps to work out the game names.**

| | |
|---|---|
| 1 | P_ _/'_/_ _LL |
| 2 | B_ _CH/_P_K_ _ _ |
| 3 | D_F_ _D_ _ |
| 4 | _P_D_ _-M_N |
| 5 | T_T_ _ _ |
| 6 | T_ _/S_ _S |
| 7 | M_ _ _O'_/P_C_O_ _ |
| 8 | _N_T_ _ _/_ _D_ |

## Golden Sun

**Verily, ye must finde ye olde hidden wordes, to rejoice heartily.**

| | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| C | E | B | T | P | J | H | E | L | D | N | J | R | V | G | O | P | P | Q | G |
| F | Y | S | L | M | V | S | A | N | J | E | E | X | A | U | P | P | K | E | Z |
| A | O | O | U | L | B | T | P | C | C | D | L | N | L | Q | A | N | C | N | O |
| J | I | S | P | O | N | U | X | W | O | A | Q | C | E | A | A | S | V | H | G |
| J | Z | U | I | E | H | V | Y | B | E | R | N | O | N | D | S | Y | B | G | R |
| J | M | W | M | F | L | T | F | B | M | K | D | J | I | N | N | G | O | A | X |
| V | B | E | H | G | J | M | H | E | N | E | K | A | R | K | O | R | Y | A | K |
| E | L | E | Y | N | P | S | N | G | K | M | Z | V | K | Q | H | E | Z | Z | B |
| E | R | S | Z | H | B | A | W | P | I | T | C | X | F | Q | L | N | B | H | G |
| B | N | A | I | R | R | M | M | X | R | L | M | G | D | V | Z | E | B | Z | Y |
| A | F | T | X | D | U | Y | A | T | J | B | R | Z | Y | A | N | Y | P | V | F |
| P | Q | U | I | E | F | O | T | R | W | U | N | C | L | I | Z | S | O | W | Q |
| S | S | R | N | O | J | O | M | W | S | C | P | E | H | S | K | P | P | W | H |
| J | G | O | V | Y | A | U | V | R | N | T | I | I | U | E | Q | E | D | B | H |
| N | H | S | B | J | U | W | H | F | A | Z | H | N | T | B | S | B | Q | M | D |
| W | D | M | Z | B | R | X | A | J | V | L | E | L | E | E | H | V | J | J | B |
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| F | F | J | J | H | C | T | M | M | E | R | C | U | R | Y | E | S | X | W | R |
| V | N | W | P | J | Z | J | M | U | Q | W | X | E | T | I | W | Z | N | I | B |
| G | Q | T | Y | L | O | J | Y | X | W | T | H | Q | S | H | Q | D | Z | M | F |

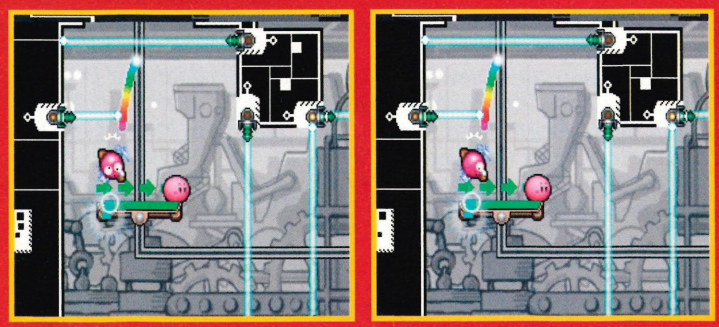
- ARMOUR
- DJINN
- ELEMENTAL
- HERB
- JUPITER
- KRADEN
- KRAKEN
- LIGHTHOUSE
- MARS
- MENARDI
- MERCURY
- PSYENERGY
- SATUROS
- VALE
- VENUS

## ODD-1-OUT

**Which of these don't show up in *Jump Superstars*?**

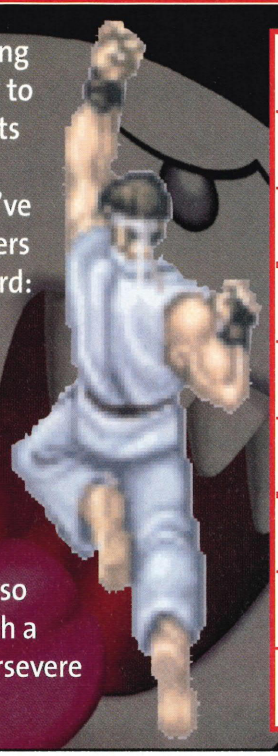
1. *Naruto*
2. *Goku*
3. *Prince of Tennis*
4. *Gundam Joe*
5. *Yu-Gi-Oh!*

## SPOT THE DIFFERENCE



Kirby's gone a bit mad with his magic paintbrush. He started drawing pictures of himself but he can never quite get them the same. Spot the five differences and laugh in his big pink face.

# It's the all-new NINTENDOKU



It's the craze that's sweeping the nation and we wanted to be part of it. But who wants to fit numbers into a grid? No-one, that's who. So we've swapped numbers for letters that spell an awesome word: SHORYUKEN.

Make sure each row, each column and each square of nine blocks features every letter only once. They don't have to be in order, that would be ridiculous. It can be tricky, so it's best to experiment with a pencil. But, most of all, persevere - it'll be worth it.

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| E | | R | U | K | S | H | Y | O |
| | | | | | Y | | K | S |
| E | | | | | | | | |
| Y | | | N | S | | | E | R |
| O | K | | | | | | N | U |
| R | S | | | U | E | | | Y |
| | | | | | | | | |
| N | U | | K | | | | | |
| S | E | O | R | N | H | Y | | K |

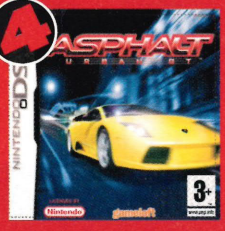
# ??? KNOW THE SCORE ???

**Which of these has the biggest score?**

1.


2.


3.


4. 


**A: 90% B: 92% C: 58% D: 81%**

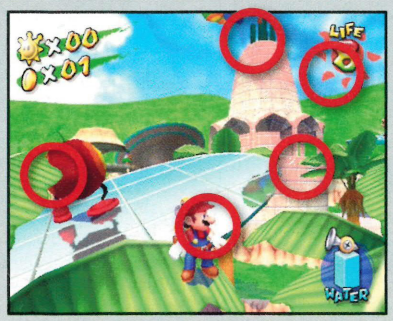
## >>>>>>>>>> HOW WELL DID YOU DO LAST TIME? <<<<<<<<<<

**KNOW-IT-ALL**

1. Mario Clash
2. Qix
3. Twelve Tales: Conker 64
4. Six
5. Atlanta, Georgia
6. Alexandra Roivas
7. 64DD
8. Red/yellow
9. Ikaruga
10. 201
11. Star Fox Adventures
12. 10
13. Extend
14. Blac
15. Wisdom, Power and Truth

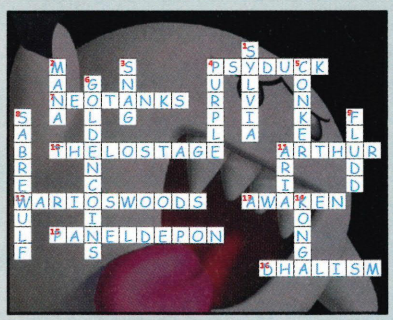
**HANGMAN**

1. Mario Golf
2. Splinter Cell
3. Hitman
4. SSX 3
5. Chrono Trigger
6. Pikmin
7. Metroid Fusion
8. Fire Emblem




**NAME THE GAME**

1. Second Sight
2. Sonic Advance 3

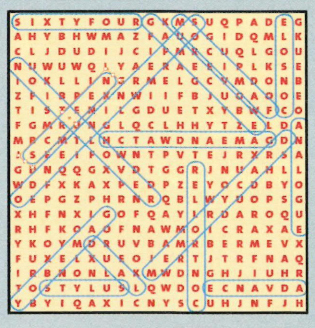


**KNOW THE SCORE**

1. Soul Calibur 2 (94%)
2. Golden Sun (93%)
3. Bloodrayne (57%)
4. Fire Emblem (91%)

**ODD-1-OUT**

1. Dan



**REMEMBER... GET ALL THE ANSWERS NEXT MONTH!**

## Next Month

# Mario Kart

- Exclusive official review of the best DS game this Christmas
- Every track, character, weapon and short-cut tested
- How it shapes up against the other classics
- Find out who's the best at *NOM* Towers

**ONLY IN NOM NEXT MONTH!**

**FIRST REVIEW**

**IN THE MAG**

## MARIO MIX

- We strut our stuff to the sounds of Mario!

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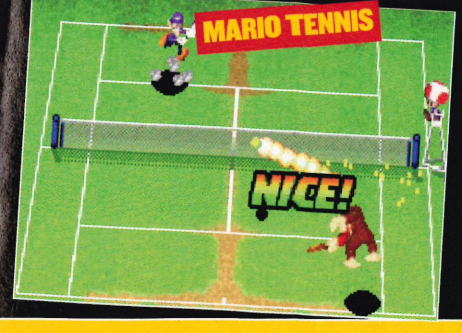
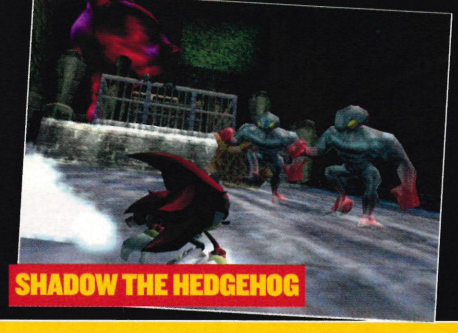
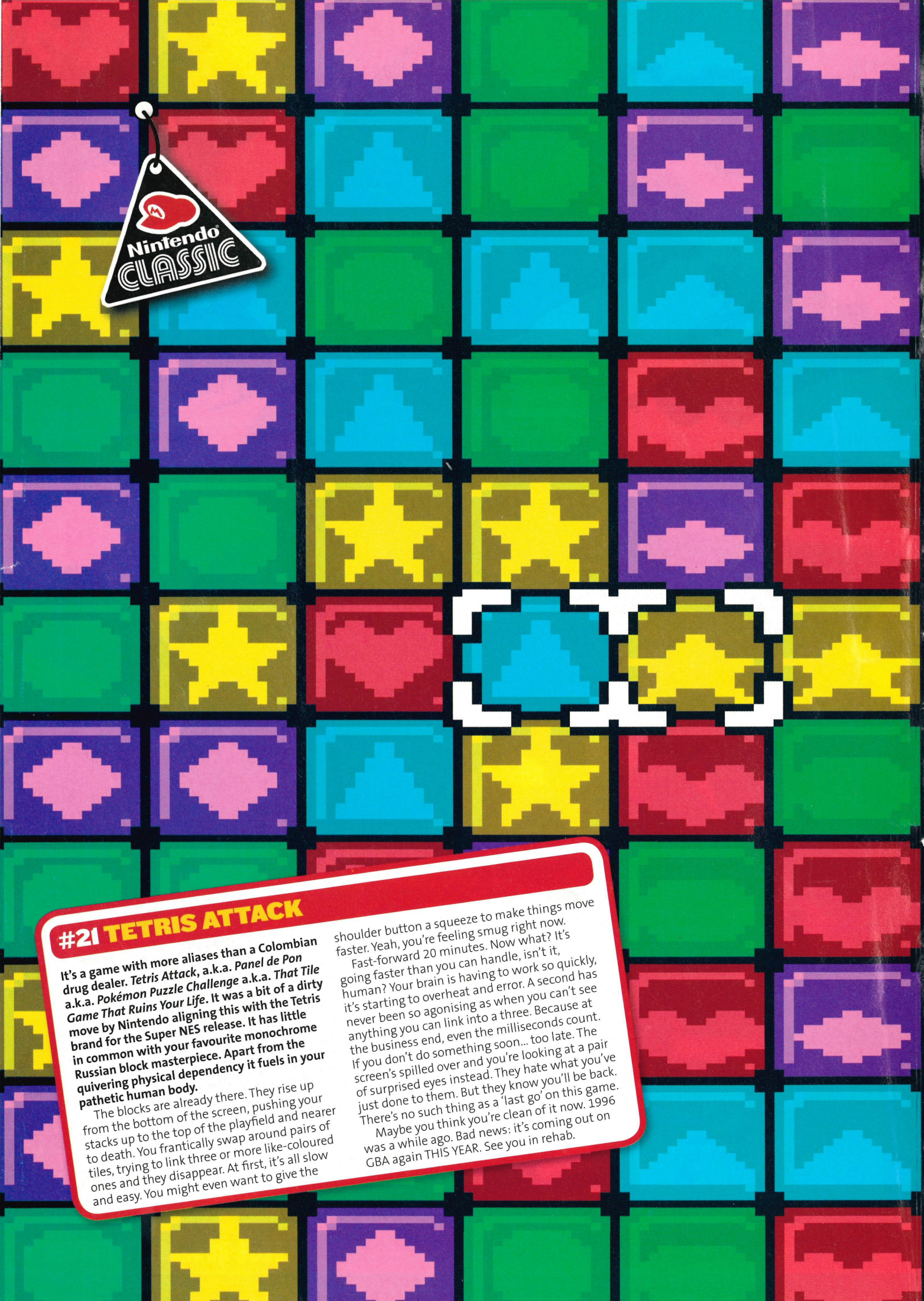
**PLUS! A must-have gift for all Nintendo**

# is go!



**fans, The Chain Chomp Final and much more**




## #21 TETRIS ATTACK

**It's a game with more aliases than a Colombian drug dealer. *Tetris Attack*, a.k.a. *Panel de Pon* a.k.a. *Pokémon Puzzle Challenge* a.k.a. *That Tile Game That Ruins Your Life*. It was a bit of a dirty move by Nintendo aligning this with the Tetris brand for the Super NES release. It has little in common with your favourite monochrome Russian block masterpiece. Apart from the quivering physical dependency it fuels in your pathetic human body.**

The blocks are already there. They rise up from the bottom of the screen, pushing your stacks up to the top of the playfield and nearer to death. You frantically swap around pairs of tiles, trying to link three or more like-coloured ones and they disappear. At first, it's all slow and easy. You might even want to give the shoulder button a squeeze to make things move faster. Yeah, you're feeling smug right now.

Fast-forward 20 minutes. Now what? It's going faster than you can handle, isn't it, human? Your brain is having to work so quickly, it's starting to overheat and error. A second has never been so agonising as when you can't see anything you can link into a three. Because at the business end, even the milliseconds count. If you don't do something soon... too late. The screen's spilled over and you're looking at a pair of surprised eyes instead. They hate what you've just done to them. But they know you'll be back. There's no such thing as a 'last go' on this game. There's no such thing as a 'last go' on this game.

Maybe you think you're clean of it now. 1996 was a while ago. Bad news: it's coming out on GBA again THIS YEAR. See you in rehab.

# IF YOU CAN SAY "WALKIES!"

# YOU CAN PLAY

nintendogs™

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Wash it, feed it and show it lots of love, just like you do with a real dog.

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NINTENDO DS™

open up and play

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### in a new BUBBLE BOBBLE adventure exclusively for Nintendo DS™

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- Includes a perfect re-creation of the original Bubble Bobble arcade machine game!

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