ISSUE 140 MAY 2004

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FIRST UK REVIEW

Pokémon™ Colosseum

GAMES EXPLOSION!

Zelda: Four Swords

Pikmin 2

Custom Robo

Sonic Advance 3

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PLUS!

- James Bond tips fest!
- All-new Pokémon GBA shots!
- The forgotten Nintendo classics!
- Zero Mission tips

ISSUE 140 MAY 2004

POKÉMON COLOSSEUM

GET CONNECTED
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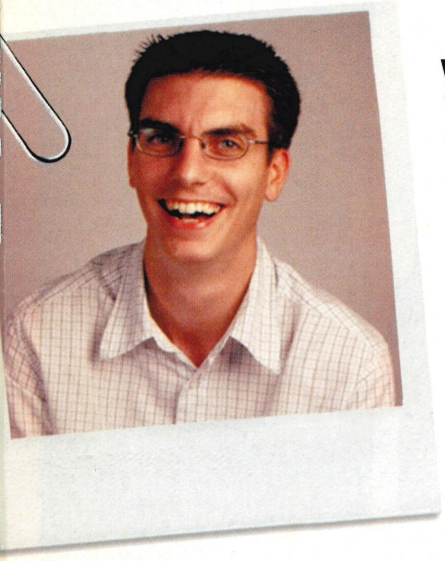
Welcome to NOM UK



Whatever games you've got in your collection, there's always one title you look back at and adore...

It's the one you'll cherish long after you've finished *Metal Gear* and *F-Zero*. For me it's *Pilotwings* – Big Al, Skydiving, the Light Plane – awesome.

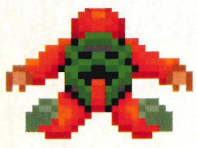
But what other Nintendo classics should be resurrected? Well, this month we've dug through our loft of NES classics and picked the best games we'd love to see back on Nintendo.

But what about you? What do you want to see? Drop us a line and you could be in the mag!

Enjoy the mag!

Tim Street

***Tim Street*, Editor**



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(and the games they'd want resurrected)

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ANSWERS TO THE ROCK-HARD QUIZ, p29

1) *Eternal Darkness: Sanity's Requiem*, GameCube; 2) *Banjo-Kazooie*, N64; 3) *Excitebike 64*, N64; 4) *Perfect Dark*, N64; 5) *Baseball*, Game Boy; 6) *Final Fantasy: Crystal Chronicles*, GameCube; 7) *Mario Golf*, N64; 8) *Star Wars: Shadows of the Empire*, N64; 9) *Pikmin*, GameCube; 10) *Viewtiful Joe*, GameCube; 11) *Donkey Kong Country*, Super NES; 12) *Super Mario World 2: Yoshi's Island*, Super NES; 13) *Jet Force Gemini*, N64; 14) *Super Tennis*, Super NES; 15) *Metroid II: Return of Samus*, Game Boy; 16) *Pilotwings*, Super NES; 17) *Quake II*, N64; 18) *Metal Gear Solid*, GBC; 19) *Starfox Adventures*, GameCube; 20) *Metroid Fusion*, GBA; 21) *Kid Icarus: Of Myths and Monsters*, Game Boy; 22) *Sonic Advance*, GBA; 23) *Wario Ware Inc.: Mini-game Mania*, GBA; 24) *F-Zero X*, N64; 25) *Yoshi's Story*, N64; 26) *The Legend of Zelda: Majora's Mask*, N64

May 2004

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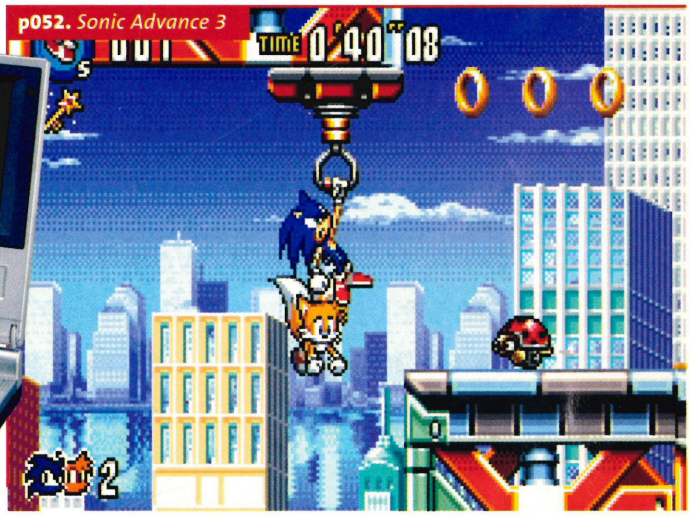

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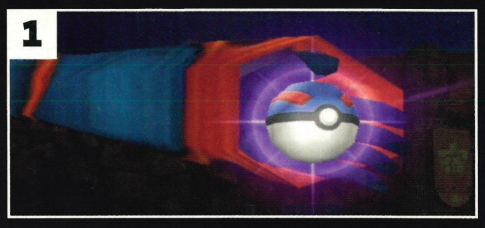
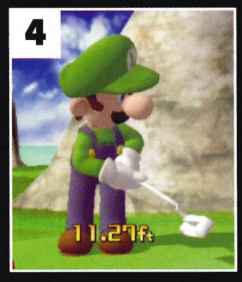
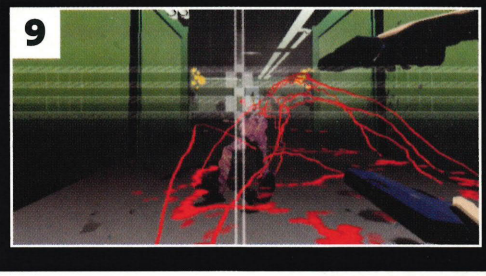


10 Things we didn't know last month...

1. Theft is a problem in the world of *Pokémon* (*Pokémon Colosseum*, p006) **2.** Not all things pink are for girls and wussies (World of Nintendo, p024) **3.** Ninja's attach themselves to balls and roll to get around (Big in Japan, p032) **4.** You don't have to be old, wear a flat cap, or own a Merc to enjoy a round of golf (*Mario Golf Toadstool Tour*, p046) **5.** It IS actually possible to convert a classy 2D shoot-'em-up into complete rubbish – by accident (*R-Type III*, p056) **6.** The Turtles only fight in twos according to Konami (*TMNT*, p066) **7.** A seven-foot tall warrior holding an battle axe can look pretty damn camp (*Conan*, p074) **8.** A single level from the seemingly short *Metroid Zero Mission* could be so huge (Masterclass, p092) **9.** Killing, blood and death could look like art (We Can't Wait For These..., p096) **10.** Nintendo is making the DS out of papier-mâché (Quill's Mail, p108)





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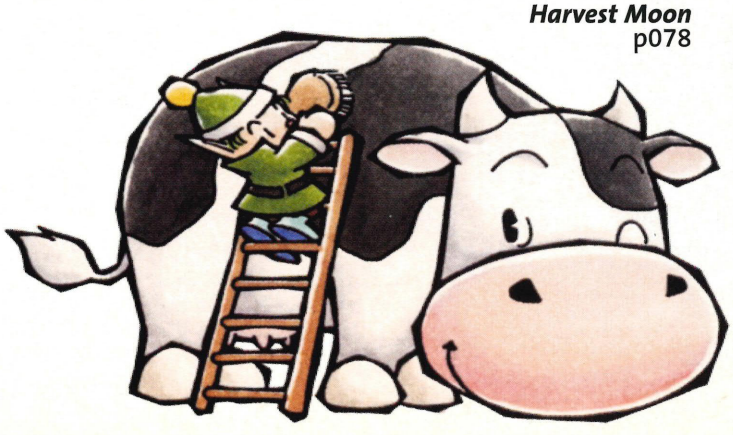


Harvest Moon
p078

Pokémon COLOSSEUM

It's not everything, but setting fire to your mate's Pikachu definitely looks better in 3D...

Game info

Out May 19th

Price: **£39.99**
Publisher: **Nintendo**
Web: **www.nintendo.co.uk**
Players: **1-4**
Memory: **48 blocks**

You'll be reading this review a full month before *Pokémon Colosseum* is released to an expectant UK and there's a whole nation of *Pokémon* fanatics counting down the seconds. How could we keep you all waiting? Remember the *Pokémon Stadium* games on N64? They were great. Battling in 3D was a real treat to everyone who had adored the little critters since they first appeared, pixelated and blinking on the old Game Boy.

Pokémon Colosseum takes all the battling glory of the *Stadium* games and adds an entire, brand-spanking-new 3D adventure. Come the end of May, you'll be wandering around the towns and buildings of a new *Pokémon* world, battling all of your favourite creatures once again. *Pokémon* fans, it's time to freak out.

Every Pokémon from *Pokémon Fire Red*, *Leaf Green*, *Ruby* and *Sapphire* is in here. Blimey, that's nearly 400 in total. That means you'll be seeing Treecko, Torchic and Mudkip, as well as the return of old favourites like Bulbasaur, Mewtwo and all-time daddy of Pokémon, Pikachu, in all their hi-res, 3D beauty.

But you won't be running circles in tall grass to stumble across Pokémon in the wild. There are many differences between *Pokémon Colosseum*'s Story mode and the portable games, with the way Pokémon are caught being one of the more significant.

In the Story mode you've got a gadget called the Snag Machine. This cheeky device allows you to snag Pokémon from other trainers during battle. How cool is that? What?! No, the answer is "very cool". Very cool, indeed. >>

>> This may sound like blatant robbery, but there are rules. You can't just steal every Pokémon you see. You are not a common thief, which is a shame – it would have been fun. You know all about those annoying Trainers who jump at you in need of a battle when all you want to do is get to where you're going. "Lady Cindy would like to battle"? Naff off! "No"? I'll have your Pokémon, then. Cheers!

Unfortunately you can only Snag Pokémon with a black aura, known as Shadow Pokémon. The story is that you are an ex-member of a gang of Pokémon-thieving scoundrels called Team Snagem. In the intro movie your character attacks the Team Snagem hide-out in Eclo Canyon, stealing the Snag Machine and blowing up the building, leaving nothing but a pile of rubble and a bunch of angry thugs.

Shortly after, you rescue a girl who was kidnapped by two Snagem members and discover that the evil team are turning normal Pokémon into evil, Shadow Pokémon in the hope of creating the ultimate fighting beast. Your job is to steal back the Shadow Pokémon, heal their corrupted hearts and use them to fight the Snagem dudes, putting them out of business.

The plot is quite cool and there are a lot more surprises that unfold as you go. >>

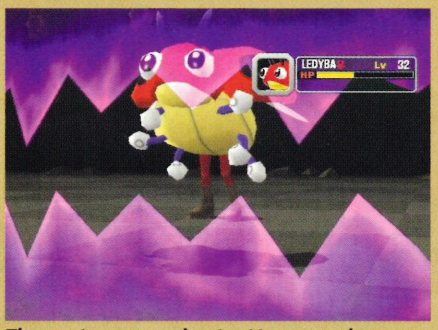
Hearts of darkness

They're Pokémon gone Poké-bad, but can they be Poké-saved?

■ First, know this – Shadow Pokémon are not a Type of Pokémon in the way that Steel, Water or Grass Pokémon are. They are normal Pokémon of any breed that have had their hearts closed to the outside world. In normal language, that means they're turned into psychotic killers. Cool! But what are they like to use? Find out...

Snag Shadow Pokémon from other Trainers. If you spot one with a black aura, grab it quick before it trashes your fighters.

Those Pokémon can special Shadow moves that do the same damage against all Types of Pokémon. Nasty recoil damage, though.



They get angry and enter Hyper mode, making them strong and unruly. They won't take Potions and sometimes attack Trainers.

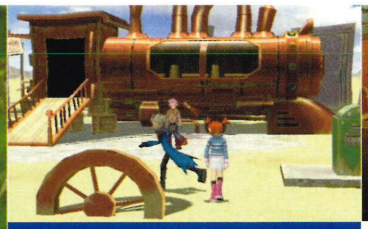
They can't level-up, so don't have an XP bar. Battle and Call them to drop the dark meter, then it's off to Celebi Shrine to be cured.

"It may sound like blatant robbery, but there are rules. You can't just steal every Pokémon you see."

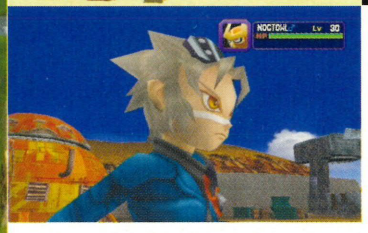
■ Look at the arena's scale! Battling has never been this cool before...

■ ... while Pokémon attacks are the most dramatic yet

■ Beautiful locations bring the world of *Pokémon Colosseum* to life



■ Hotel! Get a room with your girl, but don't nick the Poké-towels



■ This is you. We reckon you look kind of stupid

Eyes of the future

She's the only old lady in the world that'll understand what you mean...

■ In *The Legend of Zelda: A Link to the Past*, when you get stuck and have no idea what to do, you could go and see the Fortune Teller near Kakariko Village. They looked into your future and gave you a hint about what to do next. It seems *Pokémon Colosseum* has taken a leaf out of *Zelda*'s book.

Pyrite Town is a dirty-looking, run-down filth hole full of thugs, thieves and over-aggressive Pokémon Trainers. But you'll find a friendly face at the Fortune Teller's pad.

This friendly little lass is called Fateen. Speak to her when you're clueless about what to do next and she'll give useful advice, helping you find the way forward.

Nowhere to run

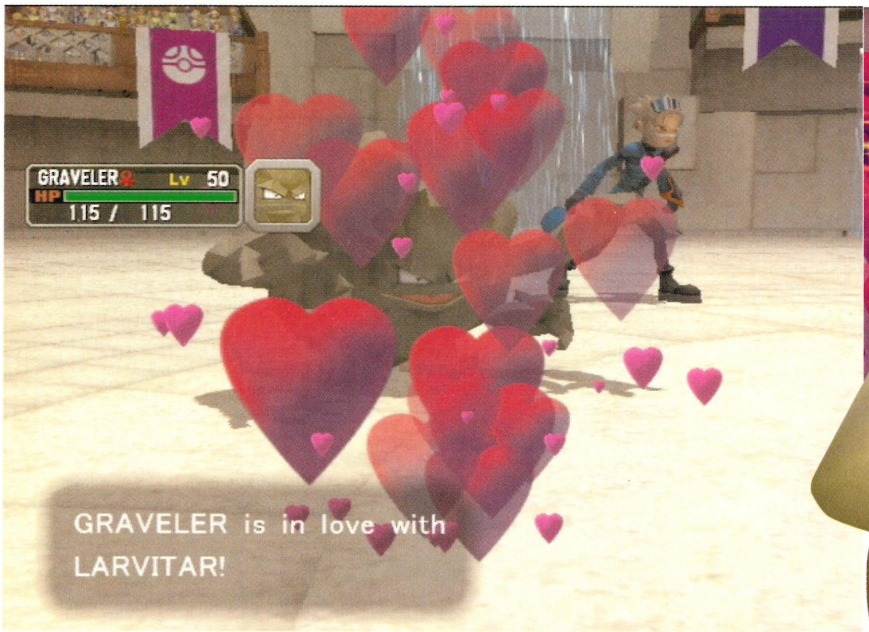
Getting your head mashed up? You can't Run, but you can Call... although not the police or the army

■ In *Pokémon Colosseum*'s Story mode, during the battles there is no option to Run, so there's no way of getting out of battles once you're engaged. The Run option has been replace with the command Call, which can be even more useful...

In *Ruby* and *Sapphire*, if your Pokémon are put to sleep they'll do nothing until healed. Look, our Espeon's having a kip.

But use Call to shout out their name and they'll instantly return, fully alert and ready to kick more ass. Oi! WAKE UP!

If your Shadow Pokémon enters Hyper mode, it can be difficult to control. But Call them and they'll settle back to normality.



■ **It's love. Between a Graveler and a Larvitar. To be honest, we did NOT see this coming**

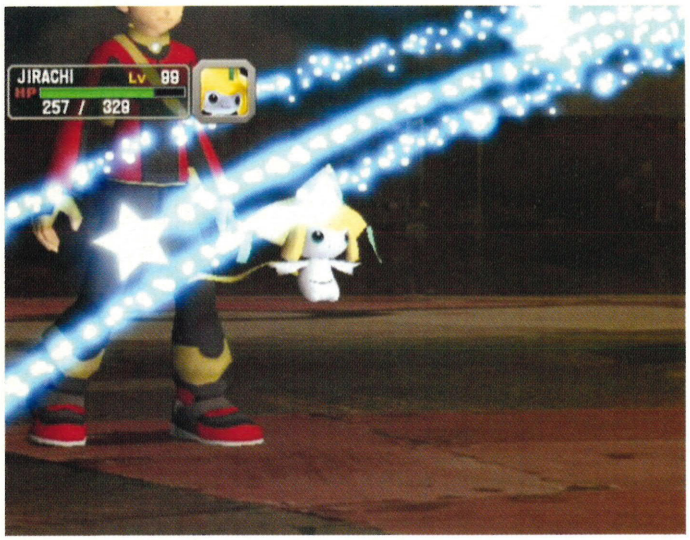
>> But only being able to catch Shadow Pokémon is very restrictive and almost completely removes the collecting element that fans enjoy in the portable games. You'll only ever be able to catch a relatively small number of the Pokémon in the game and you can't upload Pokémon from a GBA cart to use in the Story mode, so you'll never truly catch 'em all.

You start off with an Espeon and Umbreon in your squad and you have to build up your team with the Shadow Pokémon you Snag. This means you'll need to track down the Team Snagem dudes and rob their dark fighters, travelling from town to town until you track down their base.

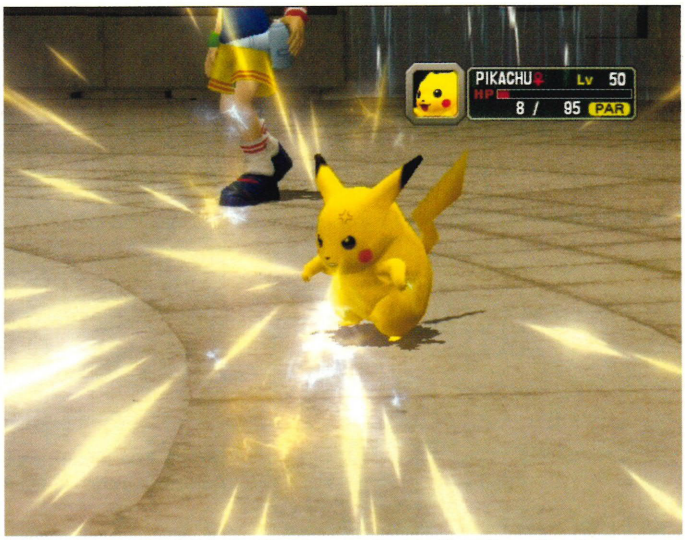
The first town you visit is Phenac City. This is where the familiarity of the Pokémon world hits you. All the typical landmarks of a Pokémon town are there: the Mart where you can buy healing and power-up items, the PC building (the new equivalent of a Poké Centre), the Gym where you can fight the town's best Trainers and all the locals' houses for you to visit.

You wander around speaking to people, searching for clues to the whereabouts of Team Snagem and it's not long before you discover they're hiding away in a nearby place called

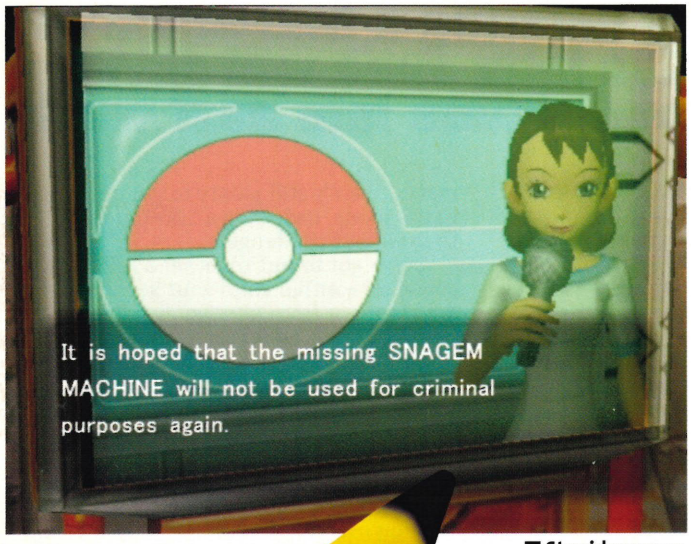
■ **With a face like that who can blame it?**



■ Look it's Jirachi! It really is! Honest! You're not dreaming or anything



■ If your cat starts doing this, run very fast in the other direction



■ Stupid woman – that's a Poké Ball! You're sacked!

Not just a pretty face

She keeps nagging about Shadow Pokémon and doing the washing up...

■ You will have noticed in the screenshots that our Pokémon-snagging hero is being followed around by a girl. But she's not his fairy helper, like Link's Navi, nor is she there to decorate your TV screen. In fact, she has the unique ability to identify Shadow Pokémon, which no-one else can do. Maybe she's had some vision enhancing implants. We dunno.

Enter a battle and to your eyes, everything looks pretty normal. But hold on a minute, our girl can smell a rat.

HA! The dirty cheat. He's got one of those nasty, modified Shadow Pokémon. But we'll nab the blighter off 'im.

Pyrite Town. You're asked by the mayor of Phenac City to go and investigate.

When the need arises for you to travel to a new place, you leave the town area that you're in and the map screen will pop up with a marker point for the new location. Click on it and after a short cut-scene of you speeding across desert on your motorbike, you're there.

This may make getting from town to town easier than in the Game Boy adventures, but with no Routes to wander down your exploration is cut to the bare minimum. It also makes the land of Oore feel a bit incomplete and not at all like the rich, Pokémon-infested worlds of the portable games.

■ Water not working? Try hitting it with a brick

Of course, there are two halves to this game. Anyone who's played the *Pokémon Stadium* games on N64 will know what to expect from Battle mode in *Pokémon Colosseum*. It's the part of the game that allows you to fight your Pokémon in 3D without the complications of a long-winded story line. You just choose your team and unleash their fury on other Trainers' unfortunate Pokémon.

This is also where all the connectivity features come into play. Get mates round with their GBAs and *Pokémon* carts and you can link them to the GameCube to use your killer *Ruby* and *Sapphire* teams to battle each other in gorgeous GameCube graphics. And don't forget that when *Pokémon Fire Red* and *Leaf Green* arrive later this year, they'll be compatible too, so your *Colosseum* battling will rage on well into next year. >>

Link-a-mon

Battle like never before...

■ The Battle mode allows you to go crazy with GBA to GameCube link-up features. Link one GBA and you can upload your Pokémon to the GameCube to battle with a mate or to use in the 100-Trainer tournament. If you want to go to the extreme, you can link up to four GBAs to the GameCube for some crazy two-on-two clashes. Check out this match between Mike (as He-Man) and Tim...

Mike sticks with his 'Cube-raised team while Tim opts for fighters from his *Ruby* cart. It's connectivity magic time!

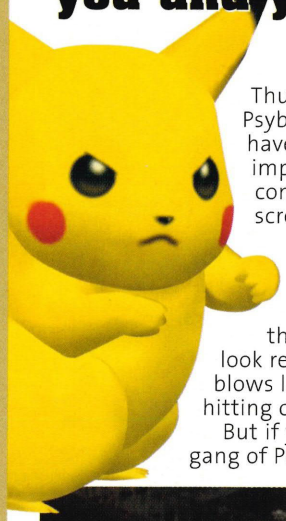
Mike flings out a mean-looking Lv 30 Umbreon that bursts from its Poké Ball, rough and ready to let off some super sharp shots at Tim.

HA! Tim, you've made a BIG mistake. What's that? Your best Pokémon are on your *Sapphire* cart? Whoops.

Ahh, you cute little Mudkip. Now, say goodbye dude, because Mike's Umbreon is gearing up for an easy kill.

■ **Your PDA (Pokémon Digital Assistant) keeps track of all your Poké info, much like a Pokédex would if they hadn't binned it**

"Each Trainer gets tougher as you go. Try entering a half-arsed team and the later ones will slap you and your critters into next week."



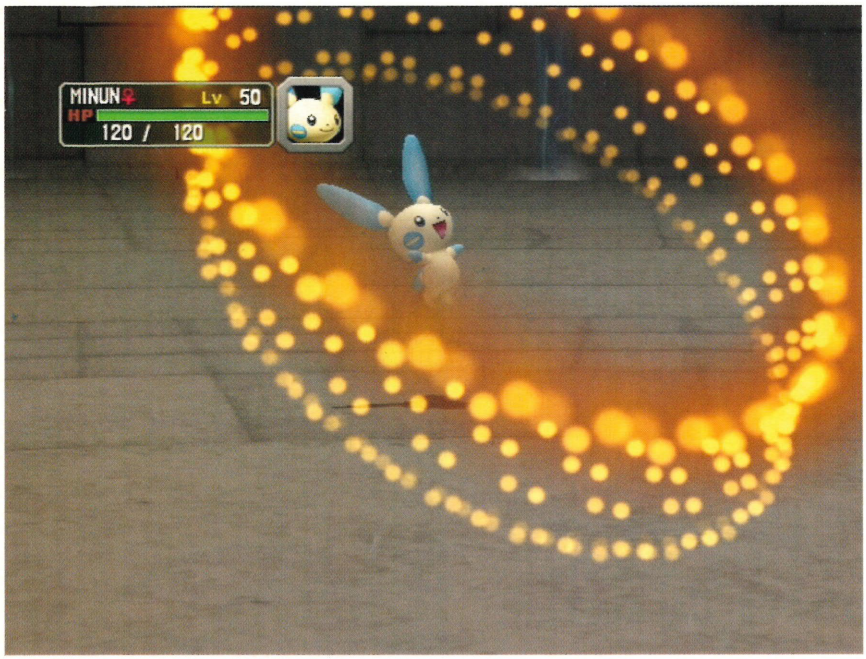
>> Moves like Thundershock, Psybeam and Blizzard have much more impact outside the confines of a 2D GBA screen. Forget wimpy little sprites that twitch. In *Colosseum*, sparks light up the screen, flames look red-hot and physical blows land with a hard-hitting crunch.

But if you don't have a gang of Pokémon-loving mates, there's still plenty to get on with in Battle mode, including a 100-Trainer tournament challenge.

You've got to put together a team of Pokémon – either from your Story mode adventure or from ones you've uploaded from your GBA adventure – and fight your way through 100 Pokémon Trainers. Each Trainer gets tougher and smarter as you go. So if you try to enter with a half-arsed team, the later ones will slap you and your critters into next week.

The classic *Pokémon Stadium* games on N64 were strictly for *Poké* fans who loved nothing more than to battle. Those people should automatically get *Pokémon Colosseum*. It's as simple as that. The

■ **Suicune crackles with barely disguised rage and makes the floor go all, um... bluish and that**



■ Minun unleashed Spinning, Burning Fire of Death attack! And doesn't it look cute?

Battle mode is every bit as good as the one in *Stadium*. But if you're after a brand-new 3D adventure just like the ones you've played and loved on the Game Boy, you may be disappointed with the cut down levels of exploration and Pokémon collecting in the main Story mode.
Mike Jackson

So, should you buy it?

Yes if...

You want to burn a few more months off your life battling little Pokémon.

No if...

You like big guns and gory deaths. Pokémon still haven't had arms training.

You'll love it if you like...

Pokémon Stadium. Colosseum is everything the previous games were and more.

GRAPHICS 8

The special effects in battles are great, but some environments are dull.

SOUND 7

Sound effects are cool, but the music isn't as catchy as the GBA jingles.

GAMEPLAY 8

No Routes to explore and less Pokémon collecting, but battle are still faultless.

LIFE SPAN 9

The Story mode will take a while, then you'll be battling mates into next year.

VERDICT

>It's a shame the Story mode isn't the spectacular 3D adventure we all hoped for. On the other hand, the Battle mode is every bit as great as *Pokémon Stadium* used to be. If battling is your thing, get this now.

BEST BIT: The effects when the Pokémon fight are spectacular.

WORST BIT: The music in Pyrite Town. It gets right in your skull. ARGH!

SECOND OPINION

> *Pokémon* fans will do their nut, but the adventure's too linear. Where's the tall grass you can wander through? I want tall grass! It's what *Pokémon* was built on! ***Tim Street***

Nintendo OFFICIAL MAGAZINE UK SAYS...
"SNAG IT NOW"

84%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Interview by Chris Kohler

We caught 'em all!

We chat with *Pokémon Colosseum* developers, Genius Sonority. Some of them like talking, others do not.

Our US correspondent was one of a select few to participate in a round-table interview with the key members of Genius Sonority, the developers of *Pokémon Colosseum*. Let's hear what these industry veterans had to say about crafting the first true *Pokémon* RPG on GameCube.

***NOM UK:* Was there any consideration to make an online competition within the game?**
Yamana: I was not thinking about online battles and I am not planning for future online battles.

***NOM UK:* The story line to *Colosseum* is a bit more dark and brooding than we have seen in previous *Pokémon* titles. What kind of challenges did you have when creating a darker, deeper plot? Do you feel that this type of story line alienates the original age demographic that the *Pokémon* games have been aimed at?**
Miura: We wanted to create a *Pokémon* game that is different from the previous series, so we made this game feel a little bit darker. But although it has dark feelings, once you start playing the game you will know that it also has the familiar *Pokémon* world. It is not going to turn any established *Pokémon* fans away.

***NOM UK:* The *Dragon Quest* series, which four of you have worked on, may be the only series in the history of Japanese gaming that has been bigger than *Pokémon*. What would you say are the fundamental differences between the development and appeal of each series?**
Yamana: That's a tough question, but thanks for asking! The difference between *Pokémon* and *Dragon Quest* lies in the balance between the story and game strategy. I think *Pokémon* requires more strategy, where *Dragon Quest* is heavier on the story side.

The reason why I wanted to try the challenge of creating a *Pokémon* game is that I wanted *Pokémon* to feature more story, like *Dragon Quest*. To be honest, I'd like you to play *Pokémon Colosseum* and find out why I wanted to create it.

> **"I WANTED TO PRODUCE A GAME THAT WAS A LITTLE BIT DIFFERENT FROM THE ORIGINAL *POKÉMON* RPG."** *Akihiko Miura*

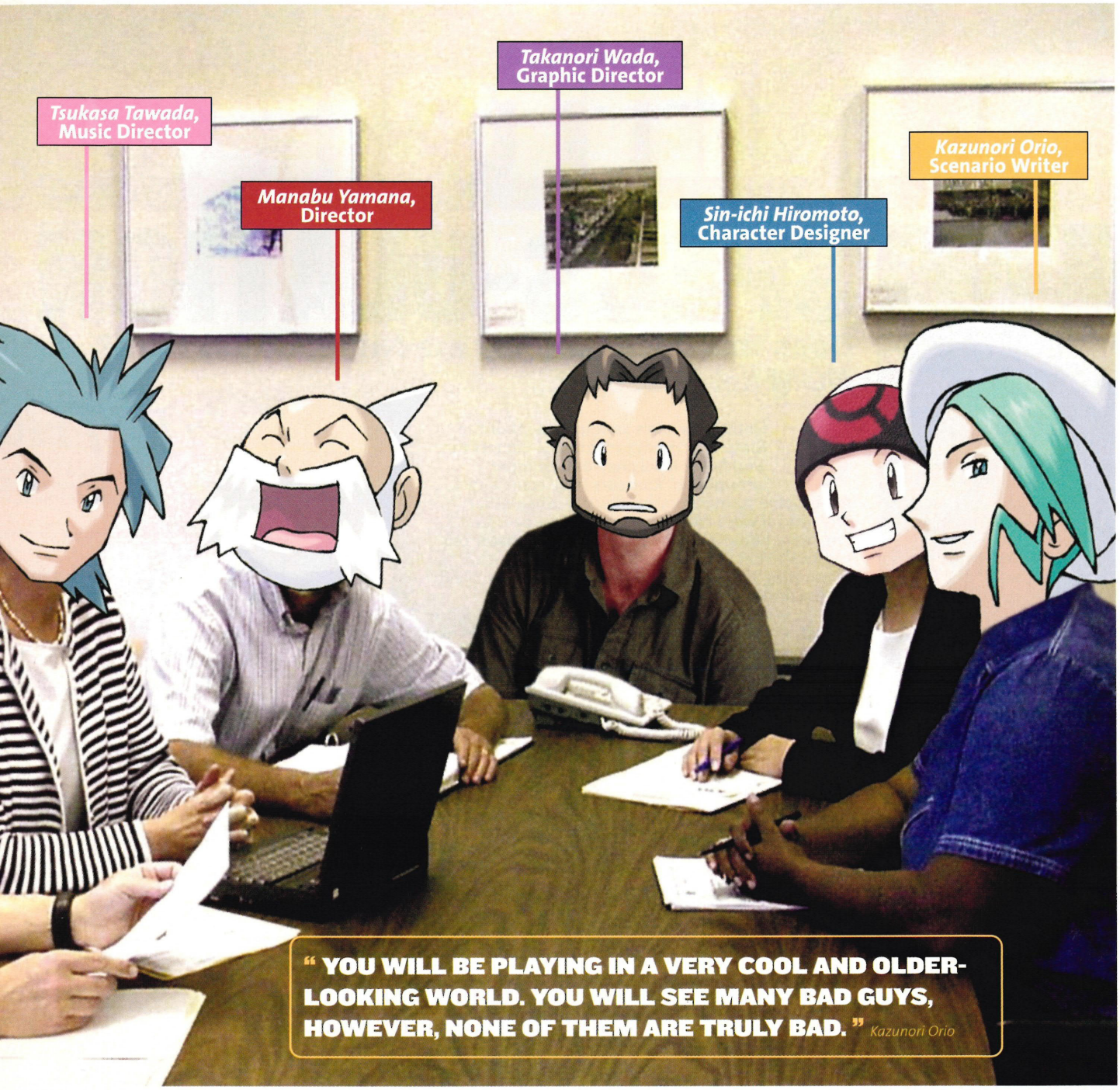
> **"I LOOKED AT THE 'CUBE AS AN INSTRUMENT AND TRIED TO MAKE THE BEST OF IT."** *Tsukasa Tawada*

***NOM UK:* How does the Snagging feature work and how is it different from catching wild Pokémon in previous adventures?**
Miura: "Snagging" is basically done during the battle and you will be taking away your opposing trainer's Pokémon. Why is it okay to do this? That's something you will have to find out by playing the game.

> **"IT TOOK US ABOUT A YEAR AND FOUR MONTHS, WHICH I THINK IS A QUICK TURNAROUND TIME FOR SUCH A BIG GAME. A TOTAL OF ABOUT 180 PEOPLE WERE INVOLVED."** *Manabu Yamana*

By introducing the Snagging feature we wanted to do something different and so, unlike other *Pokémon* games, you will be catching or Snagging Pokémon while battling other trainers.

***NOM UK:* The *Pokémon Stadium* games did not allow you to use items during battles, which is a key element in the Game Boy games. Is it the same way in *Pokémon Colosseum*? Or have you implemented the ability to use items this time around?**
Miura: Even in the Game Boy games, when you play the link battles, trainers cannot use items. We followed this style of battle system, so when you play *Ruby* and *Sapphire* Pokémon in the battle mode you will not be able to use items. In the RPG scenario mode, you can use items.



NOM UK: **You've previously spoken about how you geared the graphics and music toward an older audience. Did you also try to alter the actual gameplay to make it more difficult?**
Yamana: When we were making the game, we did not change the age of the target audience. However, even if older players play this game, they will find it very interesting and find out how deep the story line is.

" I THINK WE WERE ABLE TO CREATE VERY COOL CAMERA WORK THAT LOOKS JUST LIKE A MOVIE. " *Takanori Wada*

" I CREATED THE WORLD BASED ON PHOENIX, ARIZONA IN THE UNITED STATES, ALTHOUGH I HAVE NEVER BEEN THERE. " *Sin-ichi Hiromoto*

NOM UK: **In the RPG mode, will you be able to capture and train the Legendary Pokémon, such as Lugia or Entei?**
Yamana: That is a secret.

NOM UK: **What is the best new feature in *Colosseum* that will attract gamers who've never played a Pokémon game?**
Miura: Those players will be impressed with seeing how lively the Pokémon are in action in the 3D world.

NOM UK: **Do you see the concept of Snagging as something that will make its way into future *Pokémon* titles, or is it just a one-off deal?**
Yamana: This is actually a secret. I cannot really answer it, but in the world of *Pokémon Colosseum* there is something very special and unique – you will know this eventually.

World of Nintendo

INSIDE World of Nintendo

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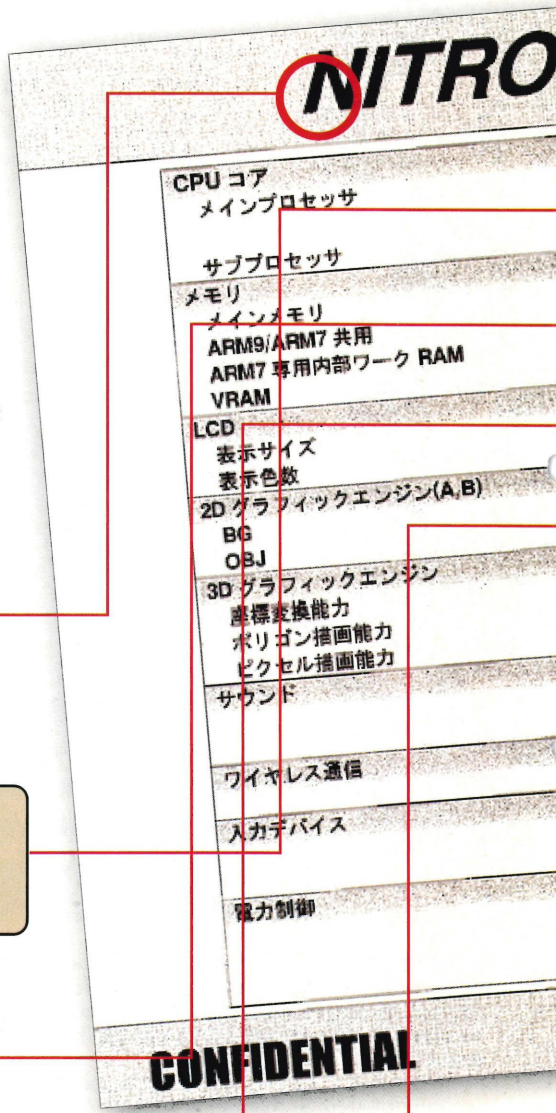
Last month's freebie was just the beginning... 26

SPECS-ULATION

Does this document lay the Nintendo DS bare? *NOM* delve deeper...

Since Nintendo's announcement of the Nintendo DS back in January, gamers the world over have cried out for more information. Rumours have come and gone, some sounding more plausible than others. The official word from Nintendo of Europe is that "no more information on the DS will be announced until E3". That was the position even after a fascinating Japanese specification sheet was leaked on the internet.

Now, we have to be clear that we have no evidence that this is the real deal. It wouldn't exactly be hard to mock up something like this as a hoax and pass it off as the real thing. But crucially, development sources have indicated to *NOM* that, official or otherwise, some of the information in the document is accurate – even Nintendo has gone on the record to talk about the memory specs like ARM7 and ARM9. Read on...



1 Nitro is the codename for the Nintendo DS in development circles. But it's not known if this is the final name of the Nintendo DS. Remember the Nintendo Dolphin? Exactly. Is this spec sheet real? Who knows.

2 These are two processors. An ARM7 like the GBA has and a 3D-capable ARM9. This much has already been confirmed by Ninty, so it's not exactly news.

3 Hmm, interesting. If this document is true, the DS will have four megabytes of main memory – the same as the N64 had originally. The eight suggests the development unit will have twice as much RAM for debugging purposes. The smaller values are ram caches for different chips.

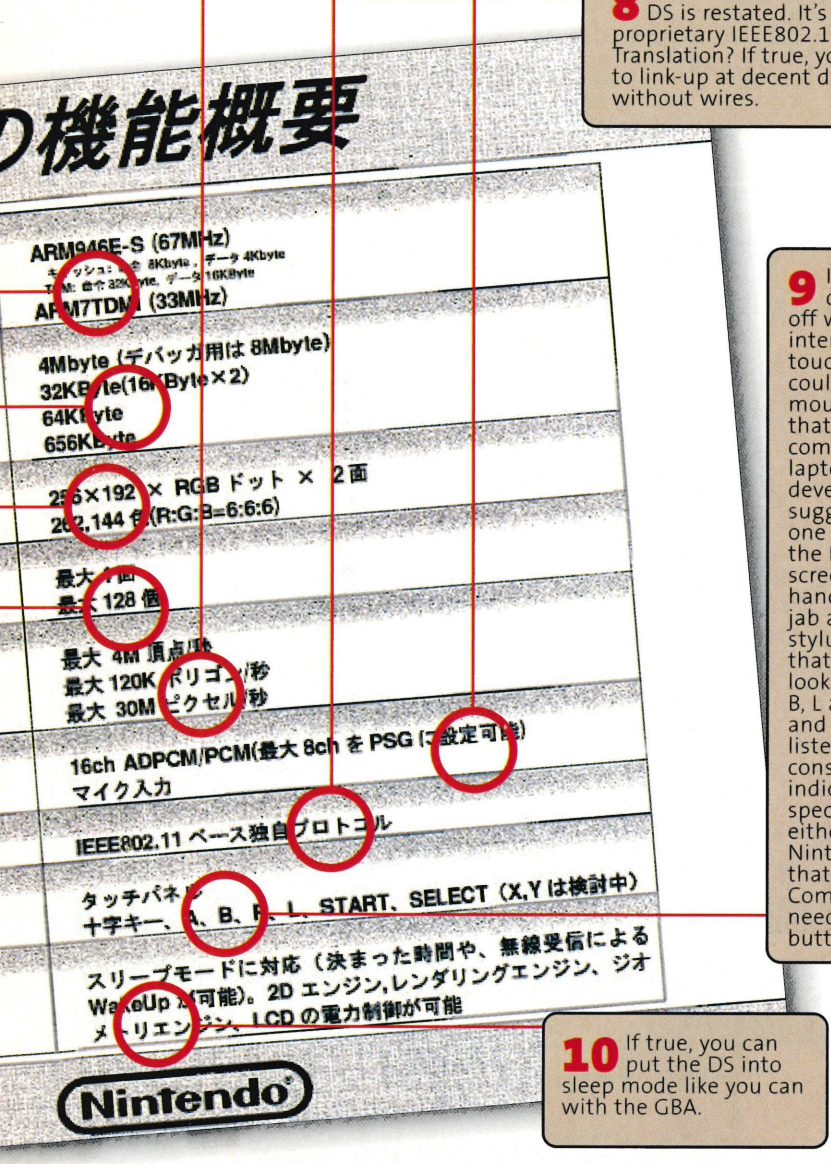
4 Again, we know already the unit has two screens that are approximately the same size as those on the GBA. But if this sheet is true it suggests that at a resolution of 256x192, the DS screens will display a sharper picture than the GBA which has a resolution of 240x160. And could display 262,144 colours, which is... enough

5 2D graphics. Up to four layers, 128 objects. Basically on a par with what GBA already does. Skip that part.

6 Ah, the 3D specs! Maximum four million vertices per second, 120,000 polygons per second draw rate, 30,000,000 pixels per second fill rate. On the face of it, comparable specs to the PSone. But when you consider the reduced resolution (compared to a TV) you're likely to be seeing something similar to the N64 games on the *Zelda Collector's* disc... if the sheet is true.

7 16-channel sound, but, more interestingly, a microphone input is listed. If this sheet is to be believed, Nintendo wants you to talk to your DS. That's a serious innovation. Our brains are bending trying to imagine how this could be integrated into Nintendo games.

8 The wireless networking of the DS is restated. It's based on a proprietary IEEE802.11 protocol. Translation? If true, you'll be able to link-up at decent distances without wires.



9 In terms of input devices, we kick off with an interesting one: touch panel. This could refer to the mouse touch pads that are commonplace on laptops, but games developers are suggesting that, yes, one of the screens of the DS is a touch screen. Like those handheld PDAs you jab at with a little stylus. Other than that, you could be looking at a D-pad, A, B, L and R buttons. X and Y buttons are listed as being 'under consideration' indicating that if this spec sheet is real it's either not current or Nintendo is leaving that call until late on. Come on guys: it needs those extra buttons, right.

10 If true, you can put the DS into sleep mode like you can with the GBA.

NOM opinion

So, what do you make of that? If this sheet is true, we're really curious about the touch panel and mic input. US technology research company, PJ McNealy, has reported that the DS will feature instant messaging, which muddies the water even further. We asked NoE to clarify Eiji Aonuma's suggestion that a *Zelda* game would be produced for the DS (p19) and were told that "no games have been announced for the Nintendo DS". Rumours also abound that Nintendo is showing a playable version of *Mario 64* on DS as a tech demo for developers. That doesn't guarantee the game would be released if all this speculation is true (the GBA tech demo was a version of the N64's *Yoshi's Story*), but it's exciting stuff. We can't wait for E3 to get the truth and put this speculation to rest.

TOO MUCH INFO

CASTLEVANIA? NO!

Here are the facts: Nintendo has signed a deal to publish the next game by British developer, Kuju Entertainment. Kuju is also in partnership with Konami. These two facts have been bonded with strong rumour glue on the interweb as "Castlevania GameCube!! OMG!!". But it's not that. It's something else.

WILD POKéMON GAME PAK APPEARED!

Go nuts for anything Pokémon related? Then you need the *Pokémon Colosseum* Mega Pak. Set to retail for around £110 from May 14th you'll get a black 'Cube, Colosseum, Pokémon Box, a GC-GBA Link Cable and a Memory Card 251.

REMEMBER, REMEMBER

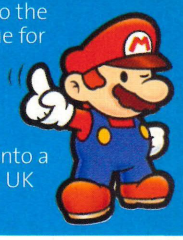
First it was Memory Card 59. And you filled that in a week. Then came the 251. And you might be at the upper limit of that. Next up? The Memory Card 1019 this summer. Whatever next? Yes we know, Memory Card 4000 and something. Well done.

NINTENDO IN EDDINBURRO!

Scottish people: put down your haggis and cabers, and hear this. After a successful inaugural year, the Edinburgh International Games Festival is set to return. Nintendo will be represented and it runs from the 8th to the 22nd of August. They have a website at www.eigf.co.uk – ha, ha – I guff!

STOP PRESS! *PAPER MARIO 2* IS COMING!

Paper Mario 2, the sequel to the awesome action RPG, is due for release in Japan this year! Developed by the team behind the N64 original, Mario will use menus to battle and be able to turn into a paper plane! No word on a UK release date yet, though.



Metroid and Zelda confirmed for E3?

Could sequels of two GameCube classics be playable at E3? We investigate...

It's going to be a stunning E3 this year with the Nintendo DS shaking its funky duel-screen stuff and, if internet rumours are to be believed, two sequels of GameCube smash hits could also be on show.

American sources have stated that a one-level build of *Metroid Prime 2* will be playable on the show floor and that the game is well on track for a 2004 release. However, that could all be speculation as when we approached a Nintendo spokesperson about this we were told that "we haven't confirmed what games will be playable at E3".

In his GDC address, *Zelda* guru, Eiji Aonuma, also confirmed that we will hear more about the sequel to *The Wind Waker* at E3, which was referred to as *Wind Waker 2* in a *Zelda* history timeline shown during his speech.

THE LATEST RUMOURS People talk, we listen. And we judge...

1. "*Prime 2* will feature split-screen multiplayer deathmatching."
We'd be surprised if it didn't feature multiplayer, but nothing has been confirmed and Prime's not really a deathmatch sort of game, is it?

2. "*Metroid Prime 2* will be a third-person action game."
Yes, of course it will. Because the move to first person was a complete flop, wasn't it?

3. "They will make up some lame excuse as to why you start the game without any powers."
You cheeky devil! Show some respect for the series will you?

4. "The Spider Ball upgrade from *Metroid II* on Game Boy Classic will be fully integrated this time around."
Can you imagine having to test a 3D game where you can basically go ANYWHERE? Nintendo's test team would cry. Then they'd cancel the game. Then you'd cry.

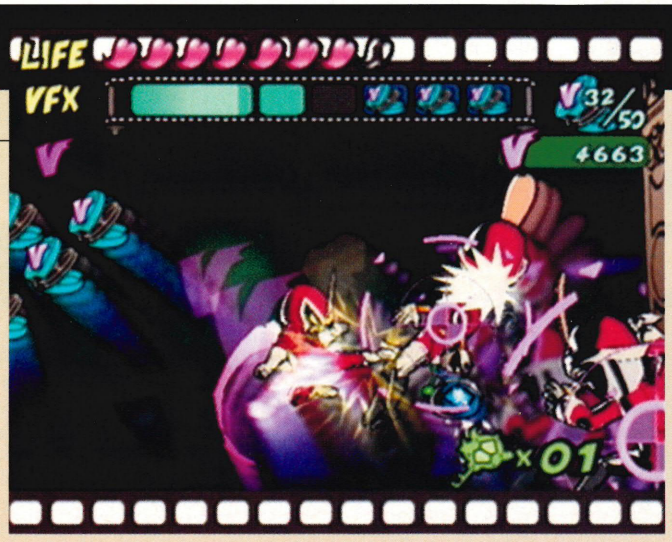
Return of the smack

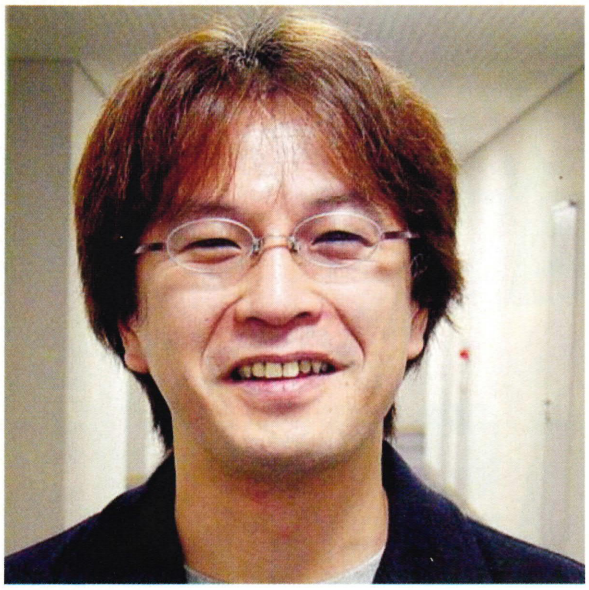
Viewtiful Joe 2 is a-go-go, baby!

You know, once in a while the kids who shriek in internet chatrooms get it right. They were crying about *Viewtiful Joe* being released on PS2, but in what way is that a problem? More people get to play a great game. Capcom isn't going to come and steal your copy from you. And anyway, *Joe 2* is coming out...

Capcom is saying nothing, but you can take it from us that this rumour is right on the money. Despite the fact that most of you failed to snap up part one of its cartoon classic, Capcom is offering you a second chance. Hell, the Japanese version is even going to be out this year.

We've heard whispers of co-operative gameplay in the follow up, as well as a slew of new moves and characters. Some are even saying that you'll be able to play as a new female superhero based on Sylvia, but we can't confirm that. Not until next month at least, when we'll have pictures of the game RIGHT HERE. Like you needed another reason to stay tuned...





Eiji Aonuma is the boss of the *Zelda* universe. If he fancies a cappuccino, he sends Ganondorf down to Starbucks. But when invited to speak at the Game Developers Conference in San Jose, USA, Mr Aonuma turned up in person instead of sending a little blond boy with a sword. Here are the edited highlights!

And Aonuma thing...

Link's boss passes Wind in San Jose. *ZELDA* on DS?!

"For roughly eight years, I've been doing work related to a game known as *Zelda*, although I joined Nintendo in 1988 at the time of *The Adventure of Link*. I didn't have much experience in playing games and I was particularly bad at playing games that required quick reflexes. The result was that I was under the impression that *The Legend of Zelda* was not a game that suited me. So what kind of games did suit me? Those would be text-based adventures.

"Of course, I felt it was strange that I ended up working on enemy design [on *Ocarina*]. But, the type of gameplay used in enemy battles becomes an extremely important mechanic in *Ocarina of Time*, so there was really no way for me to escape it.

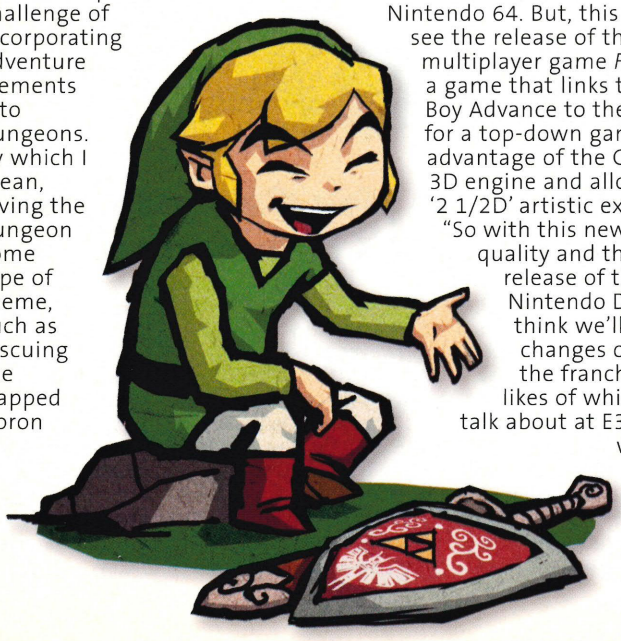
"In *Ocarina of Time*, in addition to doing the dungeon design, I also took up the challenge of incorporating adventure elements into dungeons. By which I mean, giving the dungeon some type of theme, such as rescuing the trapped Goron or hunting down the Poe sisters.

"When he speaks, there is a phrase that Mr. Miyamoto always mentions that speaks directly about the very nature of the *Zelda* series. The phrase is, '*Zelda* is a game that values reality over realism'. In the art world, realism is a movement to faithfully replicate the real world to whatever extent possible. Reality is not mimicking the real world, but rather making players feel that what they are experiencing is real.

The big difference is that even an exaggerated expression through cel-shading can be an effective means of making things feel more real.

"So in 2004, we have seen that the *Zelda* series has developed into top-down styled games on the Game Boy Advance and into full 3D styled games on home consoles like the GameCube and the Nintendo 64. But, this year we will see the release of the multiplayer game *Four Swords*, a game that links the Game Boy Advance to the GameCube for a top-down game, taking advantage of the GameCube's 3D engine and allowing for '2 1/2D' artistic expression.

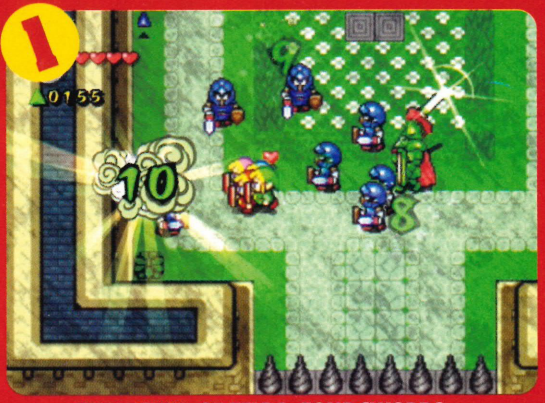
"So with this new expressive quality and the upcoming release of the unique Nintendo DS system, I think we'll see more changes coming to the franchise — the likes of which we can talk about at E3, when we will also talk about the work we are doing on *Wind Waker 2*."



FUTURE FIVE

Using the power of the Fortune Teller's crystal ball we took a look into the future and drooled over these games.

1



THE LEGEND OF ZELDA: FOUR SWORDS +
Never in your life did you imagine you'd be listing a *Zelda* game among your favourite multiplayer games. But that time is coming. Mark our words. Go on, mark them.

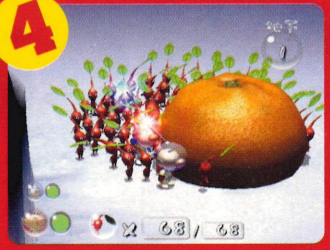
2

LOZ: THE WIND WAKER 2
"Eiji Aonuma is the king and his games rule the world". Eiji, that bit doesn't sound natural. Can you tone it down? ARE WE ROLLING? OH MY GOD!

METROID PRIME 2
If this is shown at E3 it's going to make grown men weep. We'll need therapy to get over this. That's a fact, right there. Our lives will never be the same again.

3

4



PIKMIN 2
We've seen a shot of the game that had a load of Pikmin carrying an old Game & Watch around. This is going to have 'nuff amazing secret stuff in it, innit?

PYUU TO FUKU!...
...Jaguar: Byo to Deru! Megane Kun. It'll only be out in Japan, but this GBA game comes with 3D glasses, so the action assaults your face in the most amazing way.

5

Could you be Pokémon Colosseum Battlemaster 2004?

Win the chance to play *Colosseum* at the *bfi London IMAX* Grand Final!

Attention all Pokémaniacs! Nintendo is recruiting to find the *Pokémon Colosseum* Battlemaster 2004 in the UK's only official *Pokémon Colosseum* tournament.

Between now and May 8th you'll get the chance to battle it out against other fans from across the country with the chance to take part in the Grand Final at the bfi London IMAX – the country's biggest cinema screen! It's your chance to play *Colosseum* on a screen that's the same height as five double-decker buses!

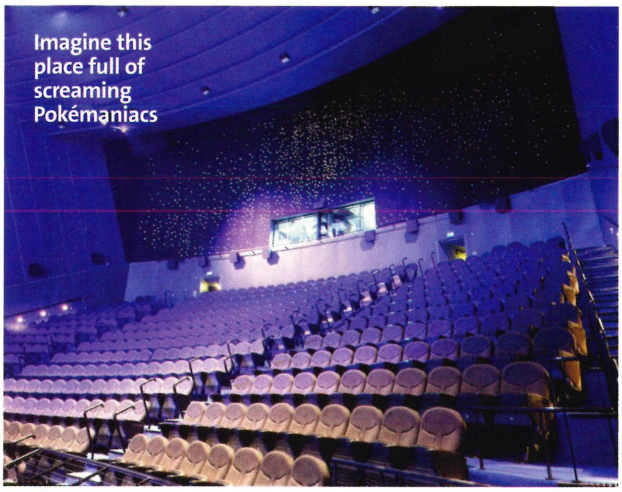
But first of all you need to get down to one of the 40 Toys 'R' Us stores we've listed on the opposite page on Saturday April 24th between 10am and 5pm. You'll not only be able to play the game for the first time, but by answering a few questions you'll be entered into a draw to win the chance to proceed to Round Two.

The next stage will take place a week later on Saturday May 1st at five UCI cinemas – Manchester, Greenwich, Solihull, Gateshead and Maidenhead. You'll be able to battle it out on the silver screen using the Pokémon provided or you can bring along your own creatures on your *Ruby* or *Sapphire* cart. However make sure you read the rules at www.battlemaster2004.com before entering as you won't be able to use Pokémon above Level 75.

Battles will rage at the UCIs until 16 Trainers remain. Those lucky few will go onto the Grand Final on May 8th at the bfi London IMAX. You can still head down to one of the UCIs though, 'cos you'll still be able to play the game on the big screen between 12pm and 4pm.

Exclusive *NOM* Competition – Play *Colosseum* at the *IMAX*

WIN!



Should you fail to get through to the Grand Final then fear not because we've got an exclusive competition for *NOM UK* readers! One lucky winner will walk away with a GameCube and a copy of the game, plus you'll be able to bring a mate to the Grand Final and play *Pokémon Colosseum* on the London IMAX big screen! Three runners-up will win a copy of the game and be able to bring a mate along to play at the bfi London IMAX.

Please note this competition won't entitle you to play in the Grand Final, but you'll still have the chance to taste *Colosseum* on the massive IMAX screen. All you have to do is answer this question using the entry details below, but please read the terms and conditions on p3.

Q. What do Trainers use to capture Pokémon in the wild?
a. Poké Marts **b.** Poké Balls **c.** Poké Centres

ALL ENTRIES MUST BE RECEIVED BY MAY 1ST 2004 TO QUALIFY!

Text: Text the words 'NOMCOMPPOK' (that's one word, without a space) and the letter of your answer to 83149. Unfortunately this service isn't available for users of the Virgin network.
Phone: Dial 0905 053 1189, answer the question and leave your name, address and telephone number. Then cross your fingers until you get a call from *NOM UK* saying you are a winner!
Post: Write your answer on an envelope or postcard and send it to: Battlemaster 2004 Competition, *NOM UK*, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW

WHERE TO GO FOR ROUNDS ONE AND TWO

ROUND ONE

DATE: Saturday April 24th
TIME: 10am to 5pm
WHERE: Toys 'Я' Us stores

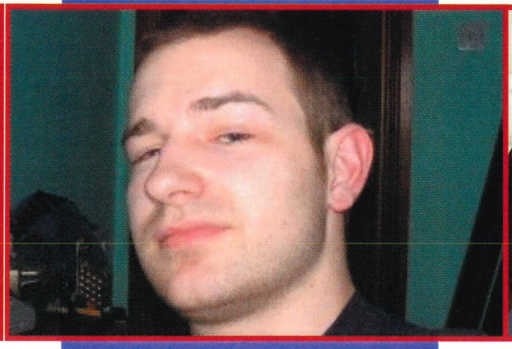
- **STOCKPORT** The Peel Centre, Great Portwood Street, Cheshire, SK1 2HF
- **WARRINGTON** 610 Europa Boul'vard Gemini Ret Pk, Warrington, WA5 5TT
- **PRESTON** Deepdale Retail Park, Blackpool Road, Preston, PR1 6QY
- **LEEDS** Gelderd Rd, Birstall, West Yorks, WF17 9XG
- **MANCHESTER** Central Retail Park, Great Ancoats Street, Ancoats, M4 6DJ
- **CHESTER** Chester Retail Park, Old Seals Way, Chester, CH1 4RY
- **ALTRINCHAM** Altrincham Rt Prk, George Richards Way, Altrincham, WA14 5GR
- **WAKEFIELD** Ings Rd, Wakefield, W Yorks, WF2 9SD
- **BOLTON** Trinity Retail Park, 6 Springfield, Bolton, BL2 1HY
- **LIVERPOOL** 9 Paisley Street, Liverpool, L3 7BA
- **BEDFORD** Unit A, Interchange Ret Pk, Kempston, Beds, MK4 2AZ
- **BASILDON** Southernhay, Basildon, Essex, SS14 1EL
- **BRENT CROSS** Tilling Rd, Brent Cross, London, NW2 1LW
- **MEDWAY** Maidstone Road, Chatham, Kent, ME5 9SQ
- **CROYDON** Trojan Way, Croydon, CR0 5XL
- **THURROCK** Unit 1B, Lakeside Trad Est, Thurrock, Essex, RM16 1ED
- **LUTON** Gypsy Lane Rt Prk, Gypsy Lane, Luton, LU1 3JH
- **HARLOW** Queensgate Centre, Edinburgh Way, Harlow, CM20 3SY
- **ENFIELD** Great Cambridge Rd, Enfield, Middlesex, EN1 3RN
- **HAYES** Hayes Road, Southall, Middlesex, UB2 5LN
- **OLD KENT RD** 760 Old Kent Rd, London, SE15 1NJ
- **ILFORD** Horns Rd, Newbury Park, Ilford, IG2 6BG
- **BIRMINGHAM** 31 Dale End, Birmingham, B4 7LN
- **NORTHAMPTON** Towcester Road, Northampton, NN1 1EE
- **OLDBURY** Wolverhampton Road, Oldbury, B69 4RJ
- **STOKE** Festival Park, Etruria, Stoke-on-Trent, ST1 5RS
- **LEICESTER** St. Georges Ret Pk, St. Georges Way, Leicester, LE1 1SG
- **COVENTRY** Parkway, Coventry, CV2 2SR
- **SOLIHULL** Unit 6 Oakenshaw Rd, Solihull, West Midlands, B90 4QY
- **METRO** Unit 1 Cameron Park, Metro Centre, Gateshead, NE11 9XU
- **EDINBURGH** 53 Kinnard Park, Newcraighall Rd, Edinburgh, EH15 3RD
- **TEESSIDE** New Market Ave, Teesside Retail Park, Thornaby, Stockton on Tees, Cleveland, TS17 7BW
- **YORK** Clifton Moor Ret Prk, Off Hurricaine Way, York, YO30 4XU
- **GLASGOW** Park Head Forge Rt Prk, Biggar Street, Glasgow, G31 4BH
- **GLASGOW** 400 Helen Street, Govan, Glasgow, G51 3HR
- **WOKING** Church St West, Woking, Surrey, GU21 1HD
- **READING** Kenavon Drive, Reading, RG1 3DH
- **SWINDON** Oxford Rd, Stratton St Margaret, Swindon, SN3 4DG
- **OXFORD** New Development, Botley Road, Oxford, OX2 0HA
- **BASINGSTOKE** Brighton Hill Retail Park, Winchester Rd, Hants, RG22 4AN

ROUND TWO

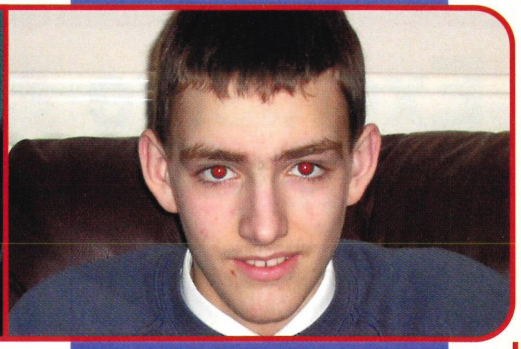
DATE: Saturday May 1st
TIME: 12pm to 4pm
WHERE: UCI cinemas

- **MANCHESTER**
- **GREENWICH**
- **SOLIHULL**
- **GATESHEAD**
- **MAIDENHEAD**

Nintendo KNOW IT ALL



ANDREW MILLS, 24, METROID LUNATIC



TOM MCSHANE, 15, STUDENT

	ANDREW MILLS, 24, METROID LUNATIC	TOM MCSHANE, 15, STUDENT
1 WHAT WAS *MARIO KART 64*'S WORKING TITLE?	**"I can remember the ORIGINAL Shoshinkai show footage, but the name... no clue." (0)** You won't win with long Japanese words, pal. It was *Super Mario Kart R*.	**"Damn! I haven't got a clue." (0)** In your email you said "I study my Nincyclopaedia EVERY night". Study HARDER, Tom.
2 HOW MANY LEVELS ARE THERE IN *SUPER MARIO 64*?	**"There was Bob-omb Field... and... then the... was it 8?" (0)** No, it wasn't. We'll keep asking *Mario 64* ones until you get one.	**"50, at a guess." (0)** And *Super Mario 64* was only voted FOURTH best game ever by *NOM UK* readers. The answer is 15.
3 WHICH BUTTON DO YOU PRESS TO ACCELERATE IN *KIRBY AIR RIDE*?	**"You don't press any button." (1)** It's a dirty question, but you can't fool Andrew like that. One point.	**"I dunno. Is it the A button?" (0)** HA! NO! GOTCHA! Kirby gets faster all on his own.
4 WHICH N64 GAME FEATURES LARK, GOOSE, KIWI, IBIS, HAWK AND ROBIN?	**"I know that. Goose and Robin are characters in *F-Zero X*, so..." (0)** You're wrong. Nice try, but wrong.	**"I haven't got a clue." (0)** "I know loads about good old Ninty." You were lying again, weren't you? It's *Pilotwings 64* by the way.
5 WHO IS THE FINAL BOSS IN *LUIGI'S MANSION*?	**"It's Bowser, up on the roof, right?" (0)** Wrong. It's King Boo in a Bowser machine. HA!	**"King Boo." (1)** We thought it would never happen. Tom... you have a point. Well done.
6 WHO DEVELOPED *ZELDA: ORACLE OF AGES/SEASONS* FOR GBC?	**"That's Capcom." (1)** And not even a moment to ponder. Correct-o-mondo!	**"That was Capcom I think." (1)** Tom's certainly got his thinking cap on now. What's going to happen? We're so tense!
7 HOW MANY NES GAMES ARE IN THE *FAMICOM MINI* COLLECTION?	**"I'm gonna go for 15." (0)** ...And we'll go for ten. Guess what... we're right. You're wrong.	**"That's definitely ten." (1)** That's the hat-trick. Can he get four right answers in a row?...
8 HOW MANY *RESI EVIL* GAMES HAVE BEEN RELEASED FOR GAMECUBE?	**"Five have been released over here. I'm sure of it." (1)** And there's more to come, which is good news unless you're chicken.	**"Five." (1)** ...YES! YES HE CAN! Andrew, you're gonna lose, mate.
9 WHAT IS THE FIRST WATER LEVEL IN *SUPER MARIO BROS.*?	**"It's not World One. Hmm. A stab in the dark... 2-3." (0)** A stab that shaves the hair off its target. It 2-2. Unlucky.	**"I don't know." (0)** The knowledge potion is wearing off. One more right answer to win. It's the last question coming up.
10 WHICH TWO N64 RACING GAMES FEATURED THE SAME TRACK?	**"*F-Zero X* and *MK64*. Both had Rainbow Road." (1)** Spot on. If only your hardcore knowledge was consistent.	**"*Mario Kart 64* and *F-Zero X*." (1)** That's a supreme victory. Raise your hands and feel the power.
FINAL SCORE	**4** You have hardcore knowledge, but only in patches. With nine years over Tom, you lose.	**5** A disastrous start for Tom. But things soon picked up and he stole the victory.

Want to have a go? Email **michael.jackson@emap.com** with your name and telephone number!

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Nintendo OFFICIAL MAGAZINE UK

READER SURVEY

Resi scares forever

We asked: are you looking forward to *Resi 4* or has it seen its day?

POLL RESULT
YES 92%
NO 8%

■ The days of capping the slow undead are over. Bring on the murderous villagers. I've got a bullet for everyone.
SIMON KINGHAN

■ I believe this will be the best *Resi* game yet. The 3D environments, as well as the first person shooting will give the game an original quality.
GRANT MACDONALD

■ With the amount of work having gone into *Resident Evil 4* it should be absolutely amazing. The series will never die.
ADAM MOSS

This month we ask:
Would you prefer GBA coverage in a separate mini-magazine with *NOM*?

Poké nostalgia

We asked: Will you buy *Fire Red/Leaf Green* even if you've finished *Red* and *Blue*?

POLL RESULT
YES 75%
NO 25%

■ I've finished *Red* and *Blue*, but I still can't wait to get the remakes, with new visuals and a whole new area to explore.
MATTHEW BICKERTON

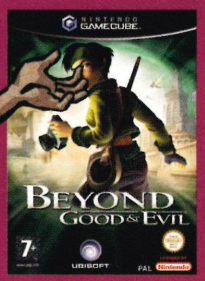
■ I haven't finished *Pokémon Blue* yet, but playing *Fire Red* or *Leaf Green* will be a great trip down memory lane.
NIKKI HILL

■ After collecting all 151 Pokémon, I feel little incentive to return when I could be playing *Sapphire* or *Ruby*.
RICHARD LAMBETH

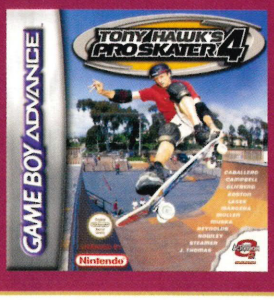
This month we ask:
Should Ninty make more multiplayer titles instead of one-player games?

Email YES or NO and a brief comment to: michael.jackson@emap.com – don't forget to include your name!

BEADLE'S BARGAINS



Beyond Good & Evil
£19.99
(www.game.uk.com)



Tony Hawk's Pro Skater 4
£5.99
(www.woolworths.co.uk)

GAME BLITZ

What's incoming on Nintendo...

16/4/2004
Serious Sam: Next Encounter (GC)
Teenage Mutant Ninja Turtles (GC)
Serious Sam Advance (GBA)

23/4/2004
Digimon Racing (GBA)

19/5/2004
Pokémon Colosseum (GC)

28/5/2004
Kirby's Magic Mirror (GBA)

4/6/2004
Harry Potter and The Prisoner of Azkaban (GBA)

18/6/2004
Mario Golf Toadstool Tour (GC)
Shrek 2 (GC)

25/6/2004
Asterix & Obelix XXL (GC)
Asterix & Obelix XXL (GBA)
Crash Bandicoot: Fusion (GBA)
Donkey Kong Country 2 (GBA)
Spyro: Fusion (GBA)

Remember! All release dates are correct at the time of going to press, but are subject to change

UNSUNG HEROES

Pink Bob-omb, *Super Mario 64* (N64)

Look at him. He's round and pink. Not at all sinister like a bomb should be. He looks more like a lollipop. There's only one other Nintendo character like him – Kirby, who doesn't settle with being a pink blob.

The Pink Bob-omb, however, is cool about himself. He doesn't run around trying to be other creatures, eating them and mimicking their form. He's a pink bomb and proud. He has even got military connections.

Speak to him and he'll open up cannons all over his world. Without him how would you get to the floating island or to the distant mushroom platform, or blast away the wall concealing a Star? You wouldn't. Respect the Pink Bob-omb. He's earned it.

NES SP on the way!

America first, with Europe hopefully to follow (please, please, please!)

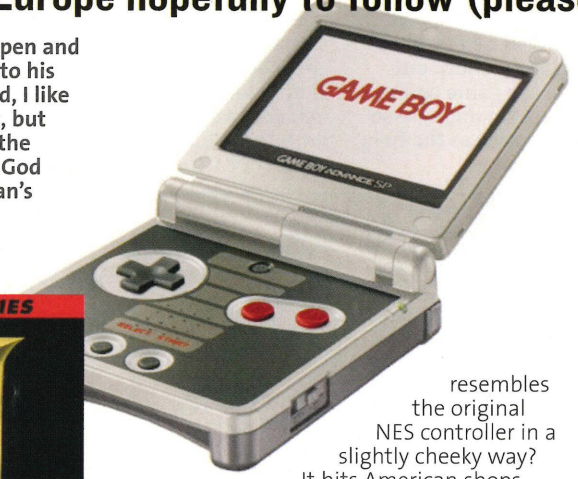
We prayed it would happen and Jesus listened. He went to his dad (God) and said, "Dad, I like my silver SP and all that, but make it so I can buy a NES one like the Famicom version offered in Japan". God didn't usually like to interfere in man's affairs, but this time he made an exception... we assume.

And there it is. See how it resembles the original NES controller in a slightly cheeky way? It hits American shops on June 7th, with eight games offered at $19.99 each, including: *Pac-Man*, *The Legend of Zelda*, *Xevious*, *Bomberman*, *Super Mario Bros.*, *Ice Climber*, *Donkey Kong* and *Excitebike*.

That equates to around £12 for some awesome NES classics, which is probably the upper limit of what we'd pay. If these games were to be offered at, say, £19.99 each in the UK, we think that would be too much (in case anyone's listening).

Nintendo hasn't yet announced the NES SP for the UK, but remember, it took the original Game Boy to really kick-start Nintendo's popularity over here.

However, Nintendo has stated that it will introduce a limited-edition GBA SP later this year with an original new look. An original Game Boy-style SP would be too cool.



TIME FOR SOME ACTION!

Big into gaming? Set up an after school games club for young people in your area.

Love football? Organise a youth tournament and bring your community together.

Environment, school, safety, human rights, sport... Whatever your issue is, be different, make a stand, do something

TimeBank

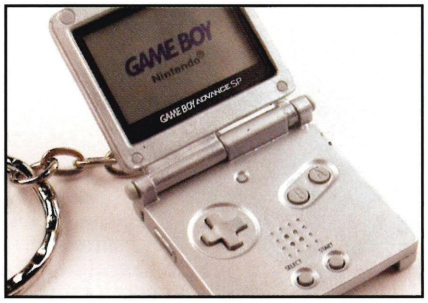
Turn your ideas into reality
Log on to
Energise!
web: www.timebank.org.uk/energise
email: helpdesk@timebank.org.uk
phone/text: 07919 415 941

Small is beautiful

Games consoles you can fit in a matchbox. Tsk! Bloody Japan, eh?

In our continuing hunt for Nintendo goodies, we tracked down these little gems – the handhelds of Nintendo past and present, miniaturised into the most awesome keyrings ever. Check out the screens on the Game & Watch ones – even the game sprites are on it. The SP can flip open, too. This set of six keyrings are so detailed, the photos could fool you into thinking they're the fully working originals... with huge chains glued to them.

But that's not all. You need to look – no, STARE – at the little Famicoms. They're barely bigger than a one pound coin, but boast every detail that was on the real machines. Even the little boxes they came in look exactly the same as the full-sized packaging. You get two little (non-working) cartridges with each machine with the actual game stickers on them, and there are ten different cartridges in total.



Enemy Evasion! by Chris Kohler

Motherbrain Twister

The jar is cracked! Kill her with your logic missiles!

"Your Highness, it's awful!" said Toadette as she arrived at the palace steps, completely out of breath. "Everyone's in big trouble! I was walking back from gathering Super Mushrooms with Mario, Luigi, Peach, Toad and Yoshi when we were attacked by Morton Koopa, Jr! I barely escaped!"

"Wow, Toadette," said Princess Daisy, "you sure are completely useless. I wonder if they're going to be okay?"

"I don't know," said Toadette. "He had four friends with him – a Piranha Plant, a Little Goomba, a Yellow Koopa Troopa and a Tweeter! As I was running away I got a good look at the fighting. Everybody had paired off for one-on-one fighting. I heard Toad yell out, 'It's mushroom vs. mushroom!' so he must have been fighting the Little Goomba. He's so brave."

Can you figure out which hero fought which enemy?

"For a mushroom, yes. Do you remember anything else?"

"Yes! Peach definitely didn't tangle with either the Tweeter or the Yellow Koopa. Oh and neither Mario or Yoshi was fighting the Piranha Plant."

"Toadette, this doesn't help me figure out who was fighting who."

"I'm sorry! I'm sure I can remember something else if I try... oh, wait! I remember noticing that nobody was fighting an enemy with the same first letter of their name!"

"Hmmmm," said Daisy. "You're not completely useless after all. I think I've figured out who fought who and I bet they'll be just fine. In fact, I think I see them coming right now and they don't look too happy with you..."

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THE BIG ENTER THE MATRIX™ COMPETITION

There is no spoon. But there is an awesome competition. *Enter the Matrix* on GameCube has been released as a Player's Choice title and Atari is shouting about it. Cheers, Atari!

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The big prize

ATARI

Everything that has a beginning has an end and to coincide with the DVD and VHS release of the explosive final instalment in the *Matrix Trilogy*, this month we've got an awesome competition for you, all thanks to Atari and Warner Home Video.

We've got five GameCubes to give away, each with a copy of *Enter the Matrix* and *The Matrix Revolutions* on DVD. The main winner will also get a classy portable DVD player to play it on, so you can watch Neo kicking Agent ass everywhere you go.

The Matrix Revolutions, is out now to buy and rent on an action-packed two-disc DVD and VHS.

To stand a chance of winning, just answer this question...

? QUESTION

What is Neo's real name?

a. Pamela Anderson
b. Thomas Anderson
c. Clive Anderson

HOW TO ENTER

PHONE

Dial 0905 053 1103, answer the question and leave your name, address and telephone number. Then cross your fingers and keep them crossed.

POST

Write your answer on an envelope or postcard and send it to: *The Matrix Compo, NOM UK*, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW.

TEXT

Text the words 'nomcomp MATRIX' and the letter of your answer to 83149. Unfortunately, this service is not available for users of the Virgin network.

IMPORTANT! PLEASE READ! All entries for this competition must be received by 13/5/2004 to qualify.*

ISSUE 138 WINNERS

CDS III COMPETITION
- **Aaron David,** *Northants* **(1st)**
- **Freddie Hair,** *London*
- **Joseph Thomas,** *Shropshire*
- **Matt Carr,** *Worcester*
- **Alistair Stuart,** *Bury St. Edmunds*
- **Craig Rider,** *Hertfordshire*

BEST OF BUFFY COMPETITION
- **Dave Mullis,** *Dagenham* **(1st)**
- **D. Lee,** *Stowmarket*
- **John Allison,** *Manchester*
- **R. Collins,** *Kingsbury*
- **Amanda Dawson,** *Co. Durham*

MARIO PARTY POSTER COMPETITION
- **Neil Hendley,** *Paignton* **(1st)**
- **Mark Guest,** *Daventry*
- **Ross Payne,** *Fife*

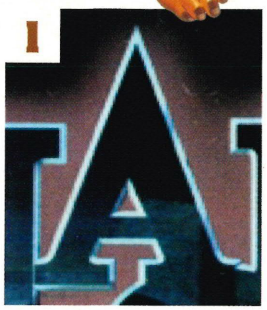
EXTRAORDINARY GENTLEMEN COMPETITION
- **Christopher Aboiralor,** *London*
- **Andy Knight,** *Kent*
- **Mike Cass,** *Thatcham*
- **Adrian Farnworth,** *Greenmount*
- **Jo Filby,** *Aldborough*

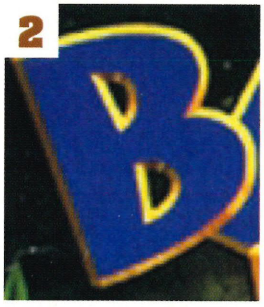
FAMILY GUY COMPETITION
- **Graham Smith,** *Cambridge*
- **Clark Bishop,** *Cradley Heath*
- **R Shaw,** *Surrey*
- **Malcolm Hope,** *Colchester*
- **Chris Ward,** *Peterborough*

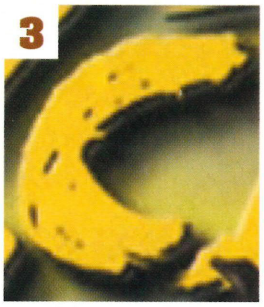
*SEE TERMS AND CONDITIONS ON P3

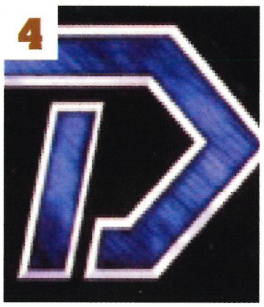
THE ROCK-HARD Quiz

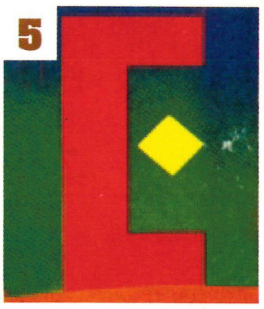
26 letters. 26 titles. Back your talent and take the test, or live out your sad life in regret...

1 

2 

3 

4 

5 

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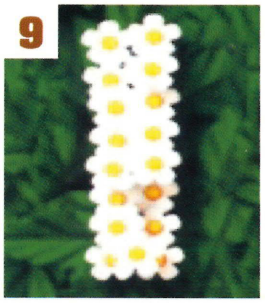
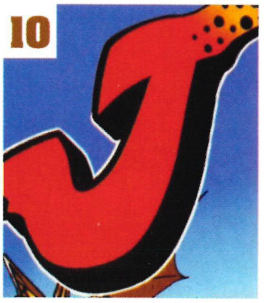
9 

10 

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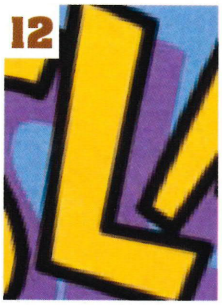
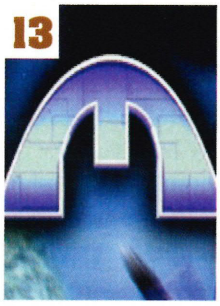
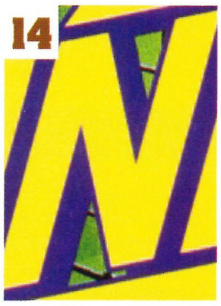
12 

13 

14 

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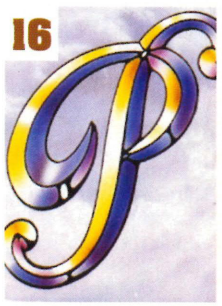
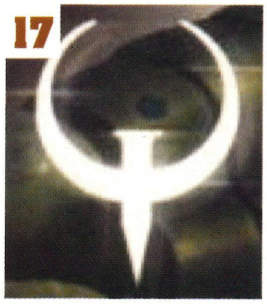
16 

17 

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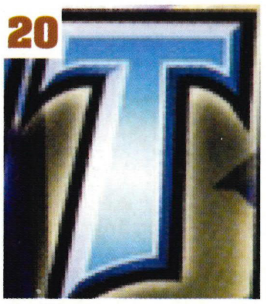
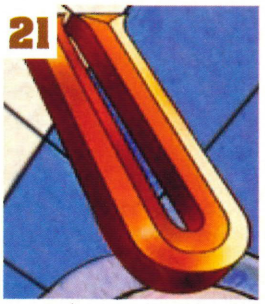
20 

21 

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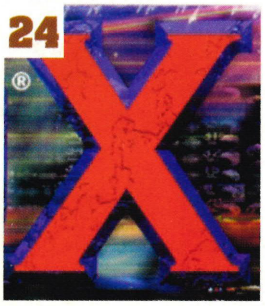
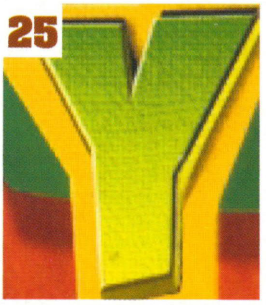
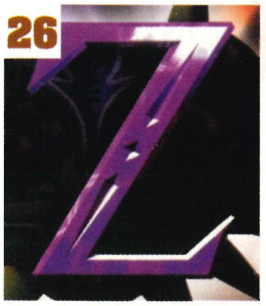
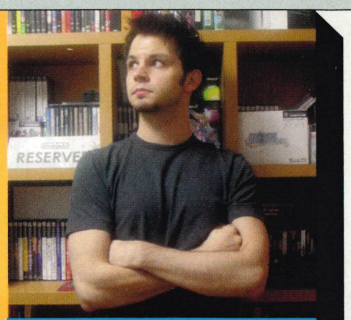
24 

25 

26 

Want to see how well you did? Want to cheat and pretend you got them all right? The answers are on p3.

Big in Japan



reporter **John Ricciardi**

● *Metal Gear* GameCube ● Mini *Gundam* ● *Four Swords* freebie

TACTICAL ESPIONAGE GAMECUBE

■ In case you forgot, let us remind you: Japanese gamers get ALL the cool premium stuff. Case in point: the limited-edition *Metal Gear Solid: The Twin Snakes* Premium Package, which recently arrived in Japan. This super-sexy set comes with the following goodies:

▲ A special 44-page *Metal Gear Memorandum* book, filled with behind-the-scenes photos, exclusive artwork, interviews with the creators and more. Of course, it's all in Japanese, but who cares about silly words when you've got all those cool pictures to look at?

◀ A Platinum GameCube adorned with the Fox Hound logo on its nameplate

◀ A copy of the original 8-Bit *Metal Gear* for GameCube, complete with classic Famicom packaging. Somebody get the drool bucket NOW!

◀ A copy of *Metal Gear Solid: The Twin Snakes* for GameCube with special silver box art. The regular version is red. Pah!

FAMICOM MINI GUNDAM HOT SCRAMBLE

Nintendo's über-hot *Famicom Mini* line-up has taken on an 11th title: the very first Famicom *Gundam* game from 1986, *Mobile Suit Z Gundam: Hot Scramble*. Sadly, Bandai is only manufacturing 2,000 copies, all of which will be given away to lucky owners of the brand-new GameCube game, *Mobile Suit Gundam: Senshitachi no Kiseki*. Could this mean more Mini games are in the pipeline? Let's hope so!

Akihabara Watch

■ Akihabara's been quiet lately, so we're branching out. This month, we hit the boonies up north in Kiryu to take a look at a classic Wanpaku Kozou, one of a huge chain of shops that have been buying and selling new and used games for years. Check out the front of the shop! Licensed by Nintendo!

▲ The Japanese squiggles up there read, "Famicom Shop: Wanpaku Kozou."

▲ Tons of Famicom games on the wall, but they're stuck on with glue to stop thieving

▲ Of course they sell current stuff, too – *Famicom Mini* games are a hot item of late

Zelda Collection takes on Japan

■ On March 18th, the Japanese version of our *Zelda Collector's Edition* disc went on sale exclusively to Club Nintendo members in Japan. The regular price is 500 points (a bit steep), but those who purchase a copy of *Zelda: Four Swords +* for GameCube before April 30th can get their hands on this sweet compilation for a mere 150 points. The disc is pretty much the same as our version, but the packaging is way cooler. The text is all Japanese – go figure.

▲ Buy *Four Swords +* and get the *Collector's* disc for 150 points... if you're in Japan

ROCK OUT TO KIRBY

MORE PLINKY-PLONKY MUSIC

■ In another of the Big N's numerous Club Nintendo-exclusive campaigns, the company is giving away a special *Very Best of Kirby* music CD to anyone who buys the latest GBA Kirby game (*Kirby: The Great Mirror Labyrinth*), released on March 25th in Japan. The CD contains 52 music tracks from various Kirby titles, dating all the way back to the original *Kirby's Dream Land* for the Game Boy.

▶ We're not expecting a rush of UK orders for this...

JAPAN TOP TEN

The current best-selling games on Nintendo platforms in Japan

1	*Pokémon Fire Red & Leaf Green*	(Nintendo, GBA)
2	*Metal Gear Solid: The Twin Snakes*	(Konami, GC)
3	*Famicom Mini: Super Mario Bros.*	(Nintendo, GBA)
4	*One Piece: Going Baseball*	(Bandai, GBA)
5	*Custom Robo: Battle Revolution*	(Nintendo, GC)
6	*Famicom Mini: Ice Climber*	(Nintendo, GBA)
7	*River City Ransom EX*	(Atlus, GBA)
8	*Famicom Mini: The Legend of Zelda*	(Nintendo, GBA)
9	*Famicom Mini: Xevious*	(Namco, GBA)
10	*Mega Man Battle Network 4*	(Capcom, GBA)

PLAYED!

I-Ninja

HAIRY NINJA BALLS

BATTER!! Take control of huge mechs in the boss stages and give this robo Bowser-alike a sock in the kisser

This game came a long way before it reached this page. Let's retrace its journey. It arrived here from an online store in Canada. It was published by Namco of Japan. And it was developed, oh, here in England. So here we are coveting a game that was created about five minutes down the road. Good, eh?

Sony waved its chequebook, so no 'Cube version for Europe. What are you missing? *Prince of Persia*, *Sonic*, *Super Monkey Ball*, *Super Punchout* and *Tony Hawk's* rolled into one game, starring a fat-headed ninja who throws shuriken.

Is it a killer? Nope. But it's a good laugh. Ninja can run along walls, swing on a chain and scuttle up half-pipes to get air. He can grind rails and wall jump up a shaft like Samus. For the most part, you bomb around mashing people with your swords. Sometimes your route takes in the kind of twisty roller coaster pathways that Mr S. The Hedgehog might want to check haven't been nicked from his gaff.

Ninja also likes balls. Big spheres that he attaches himself to before rolling along treacherously thin *Monkey Ball*-style platforms. Now, you're right to guess that *I-Ninja* masters none of these gameplay aspects. But they're done well enough, and the variety it allows in the gameplay makes the whole concept a gloriously worthwhile experience.

The world generally thinks England is full of mentals. And the boss fights here reinforce that in concrete. Ninja climbs inside a giant robot and fights the other robot. It's basically a first-person boxing game, albeit with a fairly limited move list. Dodge, weave and uppercut your rival 40-foot automaton into the sea.

But unless you know the magic secrets to make foreign games work on your GameCube, this could be the last you ever hear of this smart little game.

BOMB THE FACE!

PLAYED!

Bomberman Jetters

On the Title Screen, the top option is Normal Game. But it's not normal at all. Bomberman isn't supposed to mince around in fluffy pink worlds, blowing up rocks and space monkeys. In what way is this normal? Round explosions? What is this? It's NOT *Bomberman*. It's corruption. Don't be fooled. Forget 'Normal' Game. It's wrong.

The wiser of gamers will do what we did the second the Title Screen appears, flick the 3D Stick down directly to Battle Game. This is real *Bomberman*. Four players in an arena, trying their best to blow the ass off each other, with PROPER bombs. Bombs that explode in horizontal and vertical lines.

The traditional *Bomberman*-style multiplayer will never get old. However, Bomberman has come fully prepared for the new millennium. There are different arenas with some neat features.

The Rocket De Boom stage has rockets in it that blast off when hit by flames, then land in a random place and explode. You can bounce off the ropes in the Bouncing Ring stage, or flick bombs around in the See-Saw Park level. Different conditions, same idea. Go nuts.

There are alternative scenarios, like balloon collecting, or hitting numbered icons, but nothing beats the standard battling. It's something that can't be improved. You've got to think fast, lay bombs in clever places and avoid everyone else's explosions. In the thick of the mayhem, can you remain composed enough to stand behind the right block?

CELEBRATE
Nintendo®
Happy

Easter!

Previews

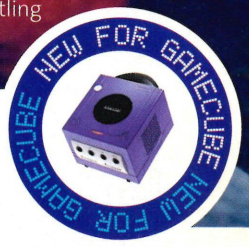
The Legend of Zelda: 4 Swords +

We hate the name. We hope it gets changed to something that tells you how earth-shatteringly awesome this is.

You're wrong about *Four Swords*. Everybody is. Everyone's expecting this pleasantly diverting little 2D knock-up. It's the game that shows that connectivity wasn't such a dumb idea after all. It's the *Zelda* you can play between *Wind Wakers* without ruining your appetite.

Forget all of that. *4 Swords +* on GameCube could be the greatest Zelda game ever made. Minute for minute, it can't provoke the open-mouthed wonder that was *The Wind Waker*'s stock in trade. But in the fun stakes, it takes cel-shaded Link and gives him a firm smacking. We didn't see this coming. We played this at E3 last year and thought it was very good. Now we just LOVE it. You won't play a better multiplayer game all year. *Metroid Prime 2* might have multiplayer. They might cook up a versus version of *Mario 64* for Nintendo DS. It doesn't matter. The real action is here.

Even in single player, *4 Swords +* is going to blow the top of your head off. You basically get a whole new 2D *Zelda*, only you're in control of four Links. It's brilliant. And with every friend that plugs in, the fun doubles. Co-operation is fun. Almost as much fun as running a four-horse Epona grand national, going to war in a *Bomberman*-style deathmatch, or battling to see who gets to call themselves Emperor Chicken. Let's go.



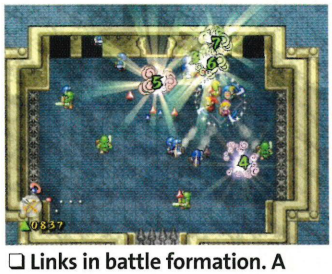
Buy three more GBAs and three more Link Cables. Seriously. Or at least make sure your other three Links don't arrive at your house empty handed. It may seem like a pointless novelty to use a GBA as a controller, but *Crystal Chronicles* didn't get anywhere close to what *Four Swords* has to offer.

The overworld is on the TV screen. A nice wide-angle view of Hyrule, with guards scuttling about, houses and telltale cracks in rock walls. Enter the house and the interior view is on the GBA screen. The world outside goes on. You can be ransacking the joint and your mates are just outside chucking bushes and stones at each other. Bomb your way into a secret area or drop into a hole and you're on the GBA again.

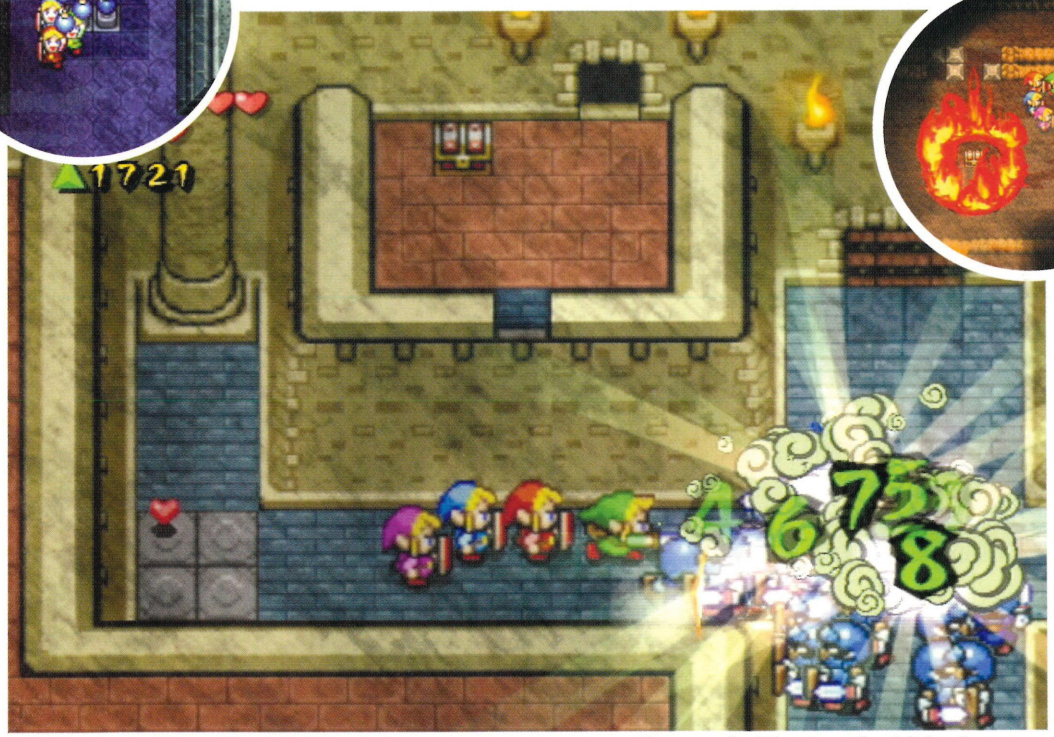
It's an absolutely magnificent gameplay mechanic and you see why Nintendo has committed to this twin-screen deal with the DS. Believe, kids.

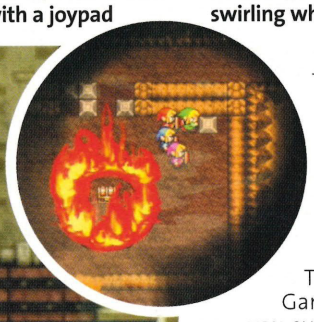
The main adventure is split into eight levels, with three stages per world. The objective is always simple: get to the end, co-operating your way through the puzzles, smashing up masses of bad guys, juggling useful items, and taking down bosses. Here when you get ambushed, you REALLY get ambushed, with 50 guards flooding onto the screen. That's what GameCube power gives you over previous 2D *Zeldas*. It just looks awesome when the screen fills with hostiles. Lots of small things is the new one big thing.

❑ That's how the GBA bits look if you play solo with a joypad



❑ Links in battle formation. A swirling whirligig of sword-hurt





❑ The game keeps a count of every consecutive enemy you put to the sword without getting hit back

The graphical grunt also gives you effects borrowed from *The Wind Waker*, including the best fire ever in video games. You'll be torching everything just to watch it go up. And it really goes up, engulfing whole rows of bushes and annihilating long grass. It stirs up the kind of arsonistic tendencies that gets kids sent to borstal.

The settings will be familiar to anyone who's played *A Link to the Past*. These dungeons

Burn it down! Fire insurance pays out quickly in Hyrule.

❑ Scumbags like us love fire. It starts with a bomb blast...

❑ Look at that! It's chewing through the long grass!

❑ WOOF! The whole hedge goes up. What's that green stuff?

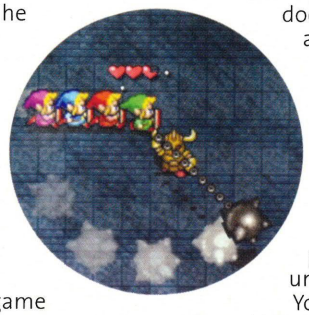
❑ It's MONEY! You burn things and get money. Lesson learned.

❑ **Hyrule bomb factory exposed! Look at the evil in their eyes...**

❑ **Where's King of Red Dragons when you need him?**

❑ **Something, something, something, A, something**

are all new, but the visuals are based on the Super NES game. It's familiar, yet completely new. You're not going to know where any items are or anything. In fact, each human player can have a separate item, but a solo player controlling all the Links has to think what he needs and when, as he can only carry one. The game knows this though and the solutions for the puzzles are subtly altered if you're playing alone. That's why the single-player game works so well, too.



You can arrange your Links into one of four formations (so they all stand back to back and hack their way out of a tight spot, for example). But for the most part, Green Link does the legwork and the others chase behind. Hit Select and you can control separate Links individually – handy for sticking each one on separate pressure pads under bushes.

You plod along, and hit an obstacle. The solution involves fetching an item, unearthing a secret, or any other classic *Zelda* device. It never gets old. You'll encounter enemies that can only be slain by a specific Link, colour-coded blocks, switches that need to be hit simultaneously – basically all sorts of stuff to ramp up the fun when you're playing with friends. It's hilarious when you pop an arrow at someone as punishment for messing up, or chuck them into an abyss. The banter with your mates raises this game into all-time classic territory. It's exactly the kind of team fun online gaming can't get close to. It's how multiplayer should be.

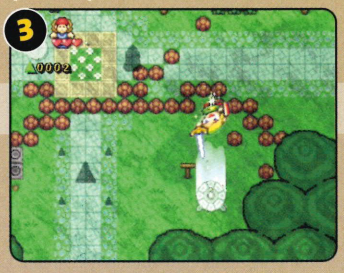
It's hilarious, too. The Links can hold their breath for exactly five seconds underwater before breaking the surface and gasping comically. You'll sometimes unearth a massive bomb that covers much of the screen. As the fuse burns, you're urged to get on the GBA screen so the megaton blast doesn't destroy you all instantly.

The boss battles are great, obviously. A few classic *Zelda* foes return and a bunch of new ones strain your brain and your teamwork skills. If only the blue guy can hurt the boss at a certain time, you know who to ball at when he cocks it all up. Friends, eh?

The blind leading the blind *NOM UK* blunders through level 2-2 to give you a taste of the magic

❑ It's the owl from *Ocarina*. He says, "Oi! Get the Warp Ball, guy."

❑ So there we are. Rocking the Warp Ball. We didn't even have to duff the old guy up to get it.



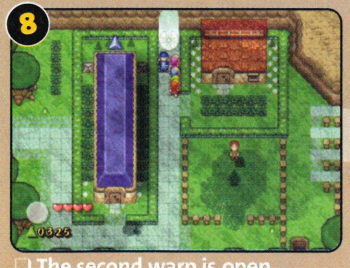
❑ Head back up and ZAPP! A portal opens and sucks us in

❑ So now we're on the GBA screen. We don't know whose Rupees they are. Better steal them all.

❑ The exit to the portal spits us out on the other side of the stones. Check out the ripple.

❑ You can play a wicked bow targeting game in that house. No time for that now.

❑ The red policeman-looking geezer in the previous screenshot tipped us off and we've looted another Warp Ball to open a new portal. Or we might just play Headers and Volleys for a bit...



❑ The second warp is open. There's a bloke down there whining about a letter as well.

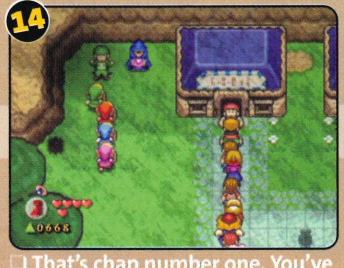
❑ On the TV screen, you can't get anywhere in that house. There's a big hole in the floor...

❑ ... but on GBA, you flip some switches and snatch this tidy little ring out of a chest. Warp back.

❑ What are they queuing for? Oh, you can shunt the fat woman and nab an Orb from her house.

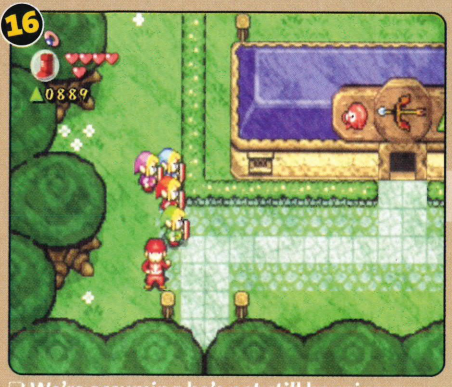
❑ Through the side entrance to the queue house and this bloke sends us on a cop-spotting quest.

❑ We got some Pegasus Boots. We sprint at the queue and batter our way through. Polite.



❑ That's chap number one. You've already seen two others. Play along readers. This is fun, yes?

❑ The boy in blue. He tried to fit us up for nicking Orbs, but we bolted. There's no CCTV here.

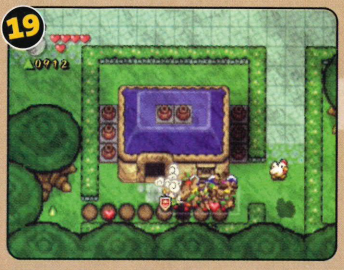


❑ We're assuming he's not still banging on about the Orb bloke. Do you know how hard this is when you don't speak Japanese?

❑ Tree stumps block the way. Torch the joint with your lantern and pick your way through. It's okay, they have insurance.

❑ The last bloke is spied. Head back to the shop. You get a spade. If you dig in the right place, glory awaits. And we know the place.

❑ Excavate outside the pot shop. Jump into the hole. SKILLZ.



❑ A brief bit of side-on GBA action. Scoot up the ladder to discover a previously closed area.

❑ That chicken will get a shock when we emerge like man moles.

❑ Chop through the bushes, head down, stand on the buttons. Another warp ball. Uh huh. Yeah.

❑ Warp in and head through the side door of the house with three doors, that we set on fire.

❑ The lady is crying. Did we burn her cat to death or something? Anyway, got the Letter for...

❑ ... no, not for him. His blue hair excludes him from any post-related fun. You, remember...

❑ ... yes, it's that loner in the field. He gives us Roc's Feather. It lets us bounce around like idiots.

❑ BOING! Actually, this'll help us in the long house over there. Clear that big bloody gap.

❑ Gap jumped, beer barrels pushed. He's clearly a big drinker, but he gives us a little red book.

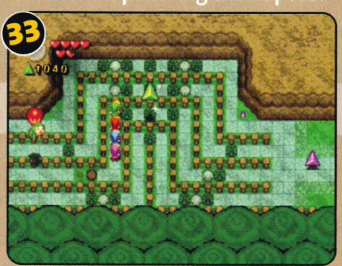
❑ We're giving the book to that witch. She then MAKES A HOUSE APPEAR on the TV screen.

❑ We head for the cellar, stopping only to mumble some comments about matching ginger hair.

❑ A Mario-like platform section tests the Feather to the fullest.

❑ And we emerge on the other side of the fence from the new house. Loving the blue roof.

❑ Just pick through here... Oi! TINGLE! Stop nicking the Rupees!



❑ Ha ha! We missed the boss battle out. Deliberately, we're not FICK. Slash the eyes to finish up.

Fight Club
It's *Zelda* as you've never known it. Links at war!

Link can fight. You know he can. You've killed millions of creatures with his Master Sword before today. But how does he cope against another Link? Or three more Links? That's the question posed by Shadow Battle mode. Prepare to fall about laughing as you find out the answer.

How good is it? It's *Bomberman* good. But unlike Hudson's incendiary classic, this is equally hilarious even as the levels get more complex. The opening level gets you used to the basics: smack each other around. Loot houses and dive down warp portals to try and score that object that'll give you the edge. The Mexican stand-offs between two bow-toting Links in amongst the Hyrule trees give rise to classic gaming banter.

Then you go underground, into a flame-bathed dungeon lined with Bomb Flower patches. You flick switches to make the flames spew forth and frantically try to hack, slash or throw the others into the Bombs. You can almost feel the heat on your face from the explosions.

Back outside and you're joined on the battlefield by a stream of guards who indiscriminately batter anyone who gets close. So as well as keeping an eye on your mate trying to bounce a boomerang off your face, you've got to keep a pack of soldiers at bay as well. Mini-bosses wade in for a scrap, too. It's a brand-new flavour of *Zelda* love you've never tasted before.

Then there are the platforms that change colour – and only your colour will take your weight. Otherwise, it's a one-way trip down a very deep, dark hole.

There are side-on levels, which are like a *Micro Machines* version of *Super Smash Bros. Melee*, with weapons that include a chicken you can whip out and set off to savage people.

The fact that only YOU know where you are if you duck into a cave or house makes for some hilarious hide and seek action. Hand on heart, were you really expecting this sort of genius? Probably not. But this is Nintendo, so why the hell not?!

Emperor Chicken

It's a title Dean Scott wears with absolute pride.

Chickens. It's not *Zelda* without those little white champions. You can hit them with the sword a bit, but not too much or they'll go from KFC to GBH on your ass. So handle them with care, as you battle to see who can PEN THE MOST HENS.

Oh yes. Four Links. One pen. Enough chickens. You scoop them up, and lob them in to the pen. Or if you're Tim, you stand too close and chuck them over the pen to the other side, where Dean gleefully slam-dunks them home.

At first, there are enough chickens for everyone. Roaming around outside, in the house, in the cave, in the wobbly alternative universe beyond the portal. But when you get down to the last few, it really kicks off. You hammer each other to grab the chickens. It's a brawl down by the pen. Every fowl plonked home is celebrated like a winning goal in a cup final.

In the event of a draw, fat chickens count double. Emperor Chicken is crowned. It's the ultimate glory in the *NOM UK* office right now. And just when you think you can't take any more excitement, you get to meet Tingle afterwards. Not in the showers or anything, but in a completely non-sinister open green field. He gives you money. Again, there is no suggestion that he expects anything in return for this.

Horsey, Horsey

Laugh? We actually fell off the sofa.

Each level completed unlocks a unique little multiplayer game to provide a break from the questing and battling. Instalment one is HORSE RACING on a quartet of little Eponas. We know. Too cool.

They gallop automatically. You just point them in the right direction. You duck in and out of caves on the circuit, meaning you're frantically shifting your eyes from big screen to GBA, trying to grab the floating carrots that give your Epona a little speed boost. Jostling for the perfect line after the horse bangs a perfect 90° turn into a corner.

Then there's the most hilarious part of all. As you exit a cave before the finishing line, there's a low fence. You have to see it and react immediately to leap over it. Except nobody does. There's the sound of four digital horses smacking off it, then the sound of four humans screaming because they think it gets the horse up faster. Even when you know it's there, people plough into it. It's the hilarious sting in the tail.

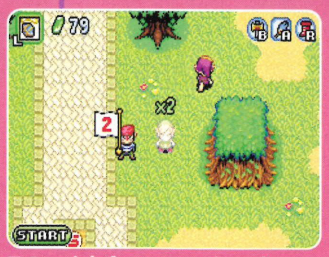
When the loser has staggered over the finishing line, there's still one act of competition to go. Rupees rain from the heavens and it's a war for cash. Forget the small change: grab the big 'uns.

NOT COMING SOON?! Say hello to what you almost certainly can't have: Tetra's Trackers.

❑ As green gets busy, hear this. The Japanese game actually calls this Navi's Trackers. Why is that?

❑ Well, that's what the Tetra character is called in Japan. We didn't want to confuse you

❑ BLUE SCORES a x3! We'll be honest, we don't fully understand what's going on


❑ Purple's fart vapourises the original Link. A sad end to a glittering adventurer's career

Damn you, Tetra. Damn you and your attempts to thwart the magazine system. We can take GLORIOUS pictures of what's on the main TV screen of *Four Swords*. But in this mode, all that amounts to is a map. Which is only sporadically helpful. Nope, all the action is on the separate GBA screens as you race around trying to get to the lowest-numbered pirate first...

Hmm. It's hardly Emperor Chicken action, is it? It starts off like *The Wind Waker* with Tetra actually talking, then goes into a long discussion about what's going to happen next. Using our expert Japanese language skills, we translated this simply as: 'stuff' and dived in.

The level is pretty massive. There are nine minutes on the clock. You can only see a small area of the map, so you're never fully aware of where the next pirate you need to get is standing. Unless you're navigating by the big map on the TV. You can fight other Links, but you don't feel compelled to. The feeling of intense competition is diluted.

It's the thing we like least about the whole *Four Swords* package. The game ends when the clock hits zero. Points are tallied up. People start to wonder if we can put the chicken one back on.

Which is why it's no surprise that Nintendo of America has already announced that Tetra's Trackers has been cut from the US *Four Swords*. The reasons are unclear and a separate product called *Tetra's Trackers* is listed on their release schedules.

In the Japanese game, Tetra actually speaks the name you type in for yourself. Shame we don't know any Japanese swearwords, or our fun with this would have literally trebled. Have a look anyway – it might be the last time you see it.

ESSENTIALS

DEVELOPER: NINTENDO

FAMOUS FOR:
The games you love. This project has been overseen by Eiji Aonuma who, since *The Wind Waker*, is the new daddy of *Zelda* games.

MULTIPLAYER: _____ THAT'S THE IDEA
PUBLISHER: _____ NINTENDO
RELEASE: _____ LATE SUMMER
REVIEW: _ DON'T HOLD YOUR BREATH

PHIAL OF COMPLETION

PREDICTED SCORE

Magnificent. As good as any *Zelda* in single player and an absolute revelation in multiplayer. Connectivity? They were right all along.

90% PLUS

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It's the post-tournament interview. Tiger Woods has just choked on a championship-winning putt and it's not clear why. "It was weird" says Tiger, "this ghost kept heckling me throughout the final round. Then I was there on the 18th, three feet out, with no pressure. All I had to do was sink it, but suddenly this Italian voice started muttering things in my ear like 'this is a tense moment' and 'you look ridiculous'. The pressure was on. Then this creepy music started playing in my head and I knew I wasn't going to sink the putt."

That was no ordinary round of golf you played, Tiger. Forget the Masters or St. Andrews. That was the Toadstool Tour. The creepy music on the greens is from Vanilla Dome in *Super Mario World* and that heckling was from your opponents. They can shout at you any time, anywhere, the first tee or the 18th hole. And as for the ghost, that's Boo,

Mario Golf Toadstool Tour

Banana-shaped bunkers? Pikmin in the rough? What kind of golf game is this? One that's distinctly above par that's what.

❑ Keep your *Tiger Woods*! We've got a dinosaur in the forest

cackling across the screen and keeping an eye on the wind speed and direction.

Instead of the realism portrayed in *Tiger Woods* this game of golf has been dipped in a vat of Nintendo's special gaming sauce. Everywhere you look there are magic moments from the games you love. You've read about the green pipes and the Chain Chomps before no doubt, but how do you like the sound of a Mario fireball when you hit a perfect shot? Or the Peach Invitational where yellow Pikmin fly out of the grass when you hit the rough?

It's dripping with Nintendo moments just like previous *Mario Golf* instalments and the gameplay is easy to pick up and play. You'll learn the tap-button controls within minutes, but mastering the additional combos for topspin and backspin require patience as you aim to stop that ball right near the pin.

Compared with the 3D Stick controls of *Tiger Woods* it's slightly old-skool, but it doesn't claim to be better than EA's huge franchise. What it does do is create a game that's simple to pick up and play. It's the perfect golfing experience if you want

A round of mini-golf

We keep going on about it, but *Mario Golf* on GBC was one of the most addictive handheld games ever and now the sequel is heading to your GBA.

Mario Golf Advance Tour will use the Wireless Adapter so the days of getting wrapped up in link cables will be long gone. Like the last GB golf game you can also expect a Story mode where you travel around, taking part in tournaments and building up your stats. And thanks to the GBA/GC Link Cable you'll also be able to transfer your dude or dudette into full 3D and thrash the pants off Mario and co. on GameCube.

❑ Pick your putter and get to the tee

❑ Ooh, so close there. You're rubbish! Ahhhh!

❑ We dig the chick with 'Cube-colour hair

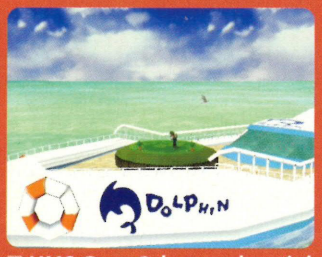
Horses for courses?

The N64 *Mario Golf* game had Yoshi's Island and Shy Guy Desert for you to contend with, but the GameCube sequel doesn't stop there.

Peach Invitational takes place in the grounds of the Princess' castle and down on Blooper Beach there are some quality courses with all sorts of crazy bunkers.

The first hole even sees your player shooting from a tee complete with a Dolphin luxury cruiser bobbing about in the bay. Now that's attention to detail!

❑ See horse? Seahorse! Ah-ha!

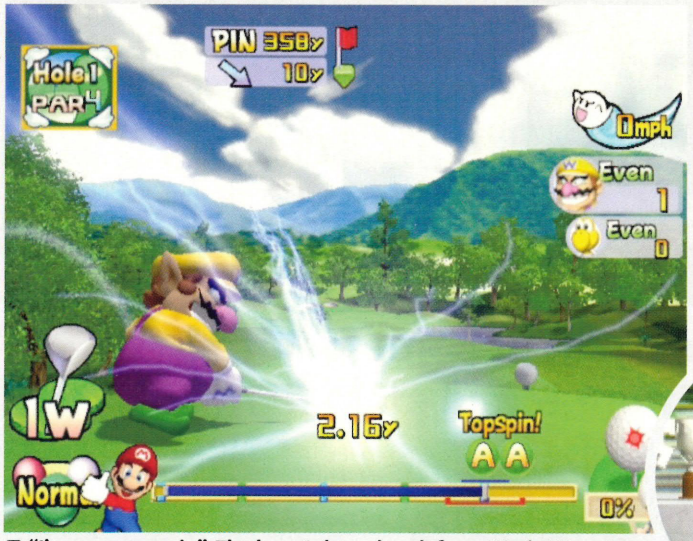


❑ HMS *GameCube* sounds weird

❑ Go bananas for melon greens

❑ Is that shark getting closer?

"It'll make you wonder where the hours went."



❑ "I'm-a gonna spin". The boss takes a break from *Wario Ware, Inc.*

❑ Hit through the rings to clear the course

❑ Feel the sunshine! *Tiger Woods* is great, but this could be a Mushroom paradise

something in an arcade-style and you love the Mushroom Kingdom.

Mario Golf also throws in a ton of unlockables and although you can't buy new threads and equipment like in *Tiger Woods* the chance to play golf as Boo, Bowser Jr. and Petey Piranha is unmissable. Chuck in some wicked arcade modes like the return of Ring Shot, a Coin Shoot and a Near-Pin which will have you howling with laughter and you've got a golf game we guarantee will make you wonder where the hours went. ***Tim Street***

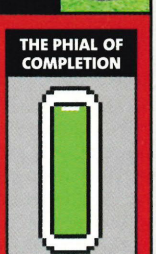
ESSENTIALS

DEVELOPER: Camelot Software

FAMOUS FOR:
These guys brought us the awesome *Mario Golf* and *Tennis* games on N64 and GBC. They also dazzled us with the *Golden Sun* series on GBA. In other words, they're geniuses.

MULTIPLAYER: 1-4 PLAYERS
PUBLISHER: NINTENDO
RELEASE: JUNE 18TH
REVIEW: IN TWO ISSUES

THE PHIAL OF COMPLETION



PREDICTED SCORE

Tiger fans who like their realism are sure to diss it, but it's a cracking sports title with buckets of totally addictive Mushroom Kingdom fun.

80% PLUS

Custom Robo

In 2004, robots build Volkswagens. But at some point in the near future, they get bored with that and start fighting.

Women say that men can never understand the pain of childbirth. We're not so sure. First off, they've never taken a Wavebird to the nuts during a heated game of *Smash Bros*. Second, although men can't technically deliver a baby, there's always *Custom Robo* to provide what we gather is a near-perfect simulation of the experience.

That is to say, you've got to go through prolonged pain before you can get to *Custom Robo*'s good parts. We had always heard that the series was a kick-ass, four-player robot fighting game. Sadly when we booted up the import version, we couldn't find that part. To get to all the fighting, you've got to play through the Story mode first.

Nintendo says the story mode is an RPG. They're kidding. What you do is watch cut-scenes play out, one after another, with a little bit of walking in between them. It is the tale of a young boy whose father was a Custom Robo

Custom what?

This is actually the fourth game in the mech-tastic series. Learn more by reading on...

Custom Robo is developed by NOISE, a Nintendo second-party developer. The first two games were developed for the N64 and were pretty much like what you see here, just with awful, awful graphics.

More recently, there was *Custom Robo GX* for GBA, which didn't exactly offer all the bells and whistles of the home games – battles were fought in side-view 2D – but did contain lots of dialogue, just like the 'Cube version.

❑ *Custom Robo GX* (GBA). Look, it's not in 3D...

❑ ... but the backgrounds do change, occasionally

❑ *Custom Robo* (N64). A bit like watching the 'Cube game...

❑ ... through a pair of your nan's tights, but not so horrifying

❑ This is the stuff – dish out the pain in FPS mode

❑ Static screens don't do the action justice. Believe

"There are nearly 200 parts – guns, bodies, legs, bombs..."

commander. Now Dad's dead (... or is he?) and Junior wants to be a commander, too. So he applies for a job at the local bounty hunters' group, Steel Hearts.

Along the way, he meets a cast of strange characters – Harry, the lecherous hunter who hits on every woman he sees; Ernest, the balding, possibly crippled owner of Steel Hearts; and Bogey, who runs the tavern that conceals a secret Custom Robo battle arena. Technically, bounty hunters are supposed to use their Custom Robo to battle evildoers, but if this game is any indication then a big part of their job is to talk. And talk. Then, when a battle finally starts, it's usually over in about a minute and a half. Then they're back to talking.

The story and characters can be funny sometimes, but watching them talk to each other doesn't make a game an RPG – exploration, level-building and puzzle-solving do. *Custom Robo*'s between-battle cut-scenes have none of this. You can't even choose where you want to go – the game just leads you along by the nose from location to location. You talk for about ten minutes. You battle for one. You repeat.

Why bother? Well, if you push through the pain of Story mode, you'll give birth to a happy baby named Arcade mode. See, as you beat the heck out of bad guys in the adventure you get all sorts of *Custom Robo* parts.

In fact, there are nearly 200 of them waiting to be found – guns, bodies, legs, pods and bombs. Changing your Robo's parts, you can create all kinds of different robots. And by mixing and matching parts, what you're doing is creating your own customised death machine.

The most important parts are the bodies, which determine whether your robot will end up as a slow, hulking behemoth or a light, speedy fighter. You'll choose from all-round Shining Fighter models, powerful Metal Grapplers, hard-to-catch Stealth Vanishers and sky-soaring Trick Flyers, to name but a few.

Then you start changing their limbs and weapons. New legs will make them jump higher or dash further. The gun is the main form of attack, so you'll have to decide whether you want a standard three-bullet blast that travels in a straight line or a three-way gun that fires out nine weaker projectiles. The standard bombs try to fly right into your enemy's lap, but take such a long time that they'll usually end up where he was a few seconds ago – so you might want bombs that plant explosions to his left and right.

So now you've got all these parts and you're ready to battle your friends.

❑ Fight to the end – small, white flags are not on the upgrade list

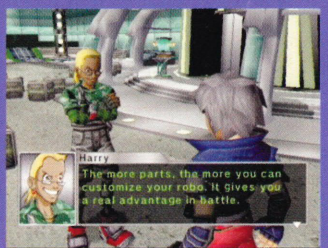
Jump into the Arcade mode and you can select all kinds of battles – one on one, four-player deathmatch, two on two, two on one and everything in between. Battles take place in 3D environments known as Holosseums. They aren't large arenas, but that's because all four bots are always shown on the same screen. You still really can't tell what's going on sometimes, though, what with the hail of bullets, missiles and bombs that get thrown around.

Want to know what your 'bot is capable of? Okay, the 3D Stick moves you about, but your Robo can also jumps and dash in the air. You can do a dash move on the ground, too – it leaves you vulnerable, but does a huge amount of damage. There are standard gun attacks, but you can also switch targets at the flick of a button and fire grenade-like arcing bombs and a slow, but powerful missile.

Kinda like *Robot Wars*

Slam that droid and get some twenties on it! Don't let the customisation aspect turn you off – this isn't one of those games that you need an engineering degree to play. You unlock parts one by one in the Story mode, so you're not going to be overwhelmed with too many choices right off the bat. First you'll pick your body – decide whether you want to be speedy or strong, 'cos you can't have your cake and eat it. Then outfit yourself with weapons, reading the detailed descriptions for each. And if you die, just build a better one next time.

❑ Tinker with your 'bot until its awesomeness is plain to all



❑ Well, duh! Thanks for pointing out the obvious, Beckham

❑ There's plenty of advice, but we just wanted the biggest gun

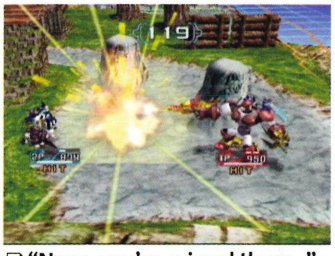
❑ We're not going to pretend we understand Japanese...

❑ The kind of instruction we like. Others include, "EAT!" and "SLEEP!"

❑ Congratulations – you've just learned the Japanese for right forearm

❑ Weird, spiny Japanese robots kicking the batteries out of each other. What's better?

"You've got to go through prolonged pain before you can get to *Custom Robo*'s good parts."

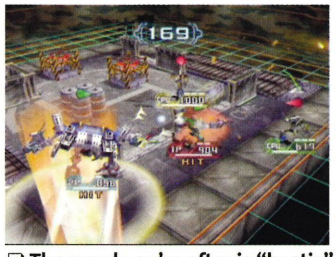


❑ "Nope, you've missed there..."

A tiny window follows each Robo around the battlefield and shows their hit points and current status. "HIT" means that they've been smacked recently. Hit them again and they'll go "DOWN", which means it's time to toss a bomb while they can't move. Then they'll be invulnerable for a while – "REBIRTH" – when they get up.

Is the battling fun? So far, yes. The only real problem that may become fatal as we play further is that changing all these parts didn't really seem to have any effect on how the battles played out. Okay, so you can jump another foot in the air and Dean's missile is slower – we're still just pressing B. A lot. Until someone dies. Not that it's boring, but how long will it last?

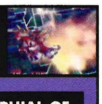
We'll get much more in-depth in our review – if and when *Robo* makes its way across the pond. For one thing, the English script might be so hilarious that it totally redeems the fact that you're forced to read it. So although we're not sold on the idea, there's always the off chance that *Custom Robo* will crawl its way up out of the sixties. ***Chris Kohler***



❑ The word you're after is "hectic"

❑ The kind of destructive chaos usually associated with a night out in Bristol town centre

ESSENTIALS

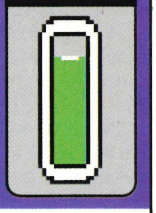


THE DEVELOPER: NOISE

FAMOUS FOR:
Custom Robo (N64), *Custom Robo V2* (N64) and the bizarrely named *Custom Robo GX* (GBA) – we're not sure if the last one has anything to do with the series...

MULTIPLAYER: 1-4 PLAYERS
PUBLISHER: NINTENDO
RELEASE: TBC
REVIEW: TBC

THE PHIAL OF COMPLETION



PREDICTED SCORE

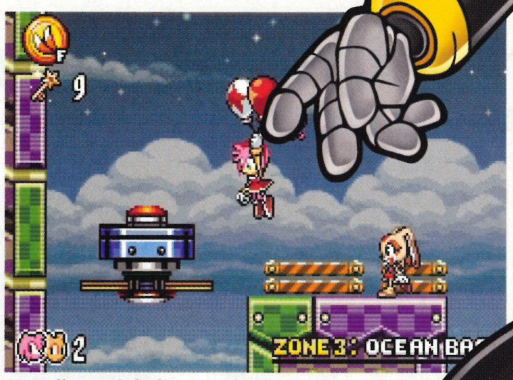
Blowing robots up is fun, if simple, but on first sight it seems you have to deal with too much rubbish before you can get to that.

60% PLUS

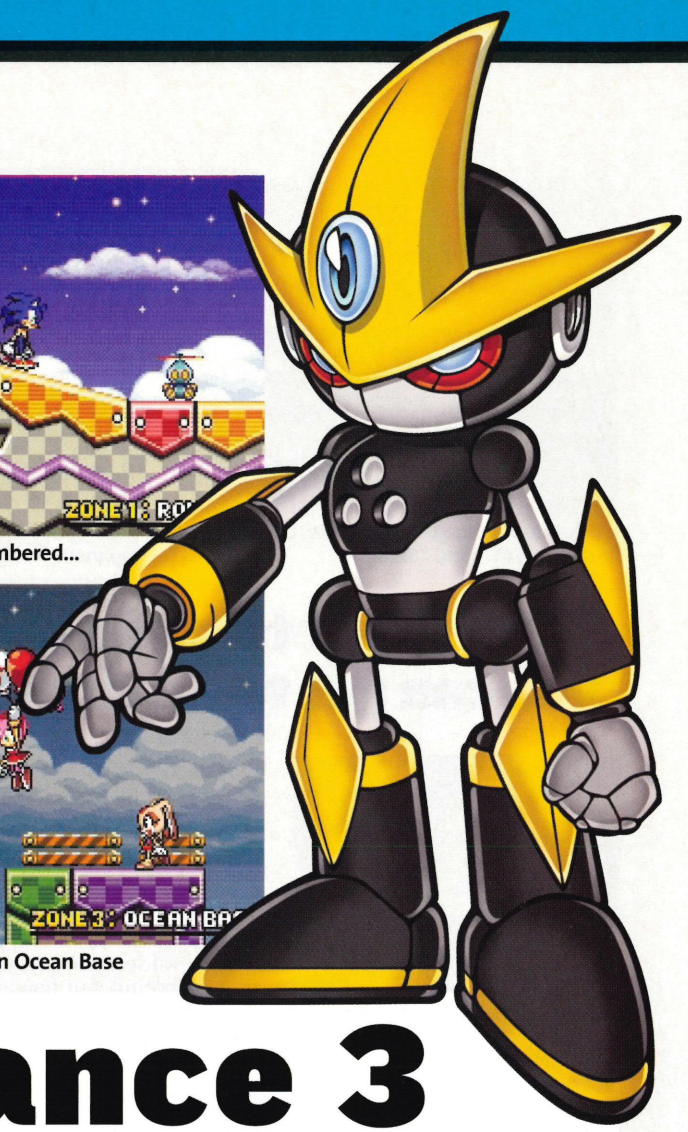
❑ Sonic's huge boots close in on Tails. Go for the face!

❑ Rotor-head's days: numbered...

❑ Tails and Cream. A wetter pairing we can't imagine



❑ *Balloon Fight* lives on in Ocean Base



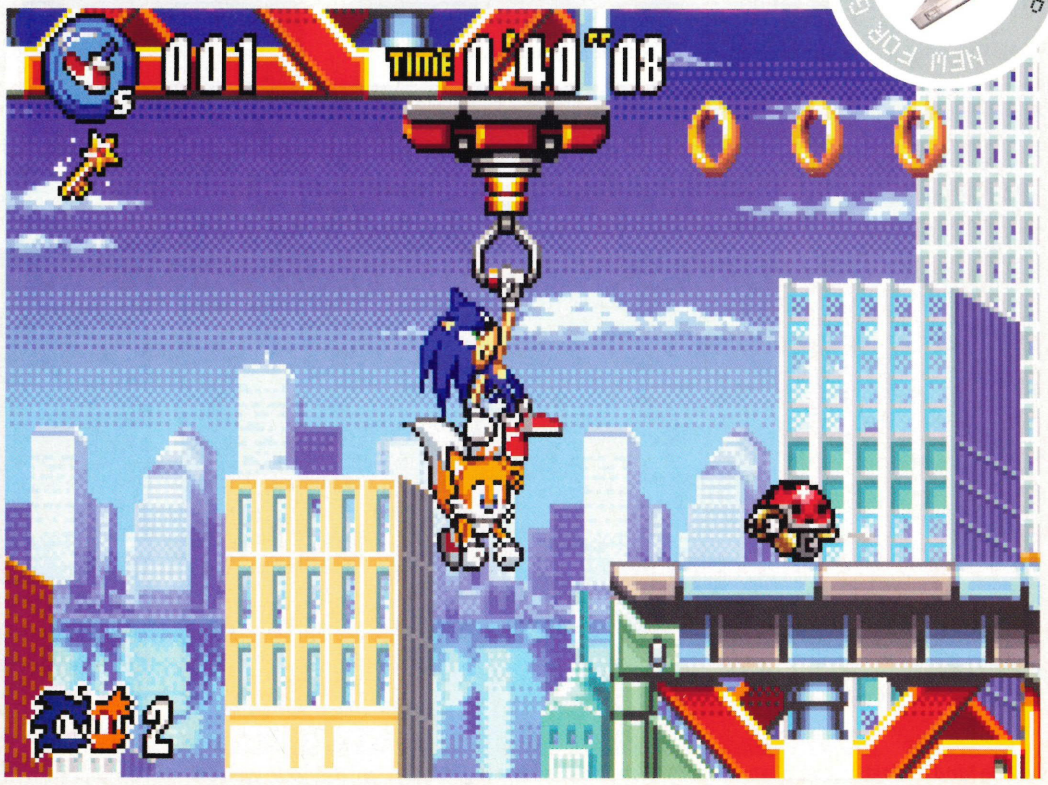
Sonic Advance 3

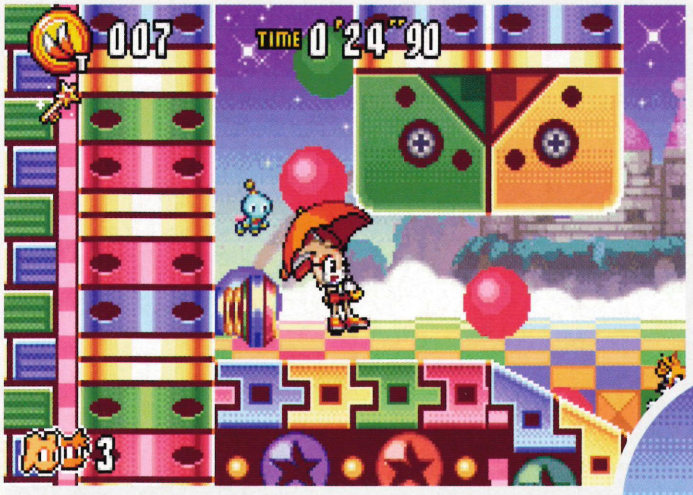
We called the RSPCA after *Sonic Battle*. Seems like Sega is treating the animals better now...

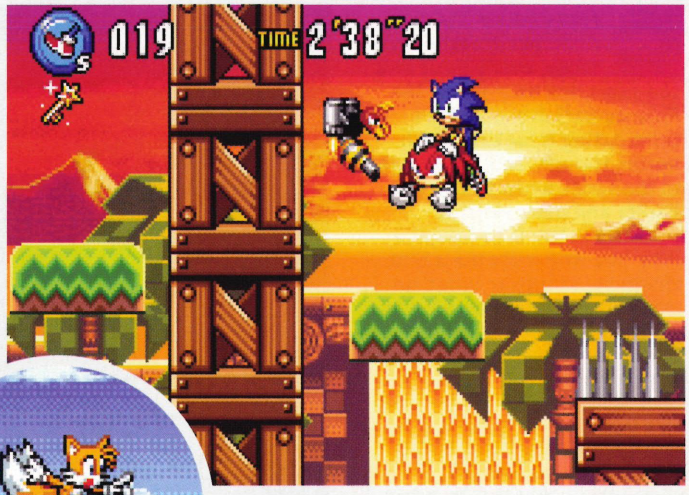
It's a touchingly common sight in the rural British garden. A little blue hedgehog in red shoes padding about just outside the patio doors. But what's this? A FOX?! Oh no, he's going to tear the hedgehog's throat out and leave his spiky cadaver in bits on your lawn. They're coming together... and the hedgehog has somehow combined with the fox to spring himself 30 feet into the air! Nature, kids, is beautiful.

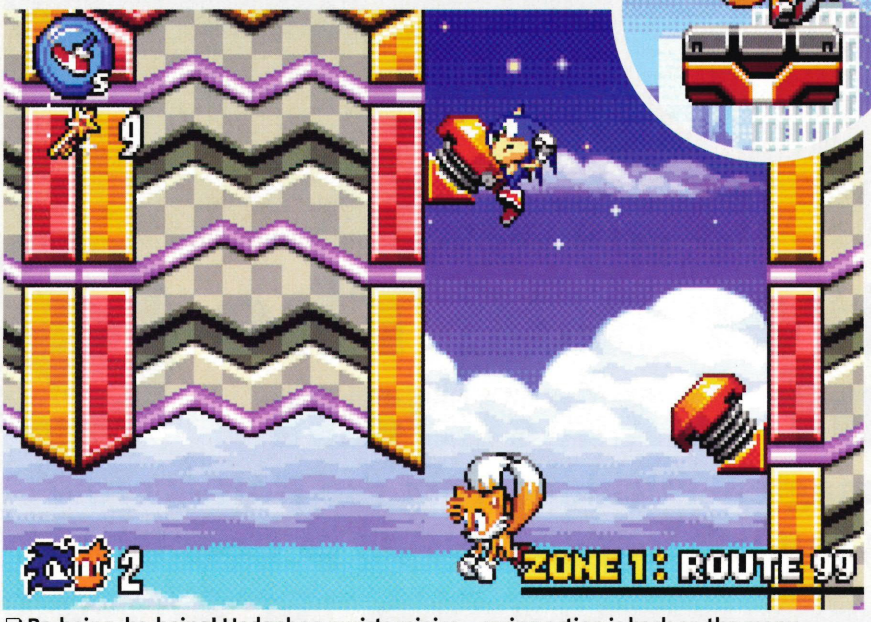
Following on from *Heroes*, the latest handheld *Hedgehog* game is all about animal love. Unlikely cross-species teamwork, with a dumb A.I. animal or your dumb friend on the other end of a Link Cable. In terms of the gameplay it's the same as *Heroes*. You get a period of trademark berzerkness, a brief pause for teamwork, then full-on mentalness is resumed.

What else is new? There are these springs that fire you off really quickly and chequerboard-textured loops... ha ha! No, the traditional *Sonic* DNA is prominent and the new features are dripped in as you go. There









❑ Ba-boing, ba-boing! Hedgehog purists rejoice – spring action is back on the menu

❑ Razor-sharp spikes also make a welcome return

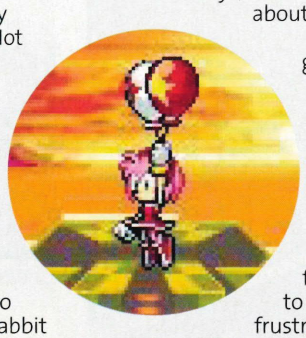
❑ Go on, Sonic, give that echidna a shove in the back

are cartoon-style seesaws with a rock on one side. Hit the raised end and the rock flies up, catapulting you miles when it lands. Better still is when you're flying along a ledge and it ends. You're halfway through a swearword, when you realise Sonic's caught a bungee cord and comes springing back.

At this stage, we can't say every addition is welcome. Not only is there a hub level to choose worlds, there's another hub to decide what order you want to play the levels in. It's too slow, when all you want is blinding 2D speed.

The teamwork bits are like they were in *Sonic Heroes*. Use Tails to give you the gift of height, Knuckles to break stuff and Cream the Rabbit for the unstoppable power of cute. You select your animal team before heading into the level and certain combinations will make it easier for you. You don't have to involve Sonic at all actually. We imagine he sits in the hub area self harming with his own spikes though if you don't.

It's just not the same flinging the other guys around, though. The new flagpoles that you twang off and springs that catch you and fling you aren't as much fun with an echidna. When you're grinding along a rail, you need to be Sonic. When you're hurtling up a 90° incline, you need to be Sonic. And of course, nobody blasts around a loop quite like Sonic. It's just like the old days, before people started whining about camera angles.



It's hard to see where you're going, though. Sonic seems to be slightly larger on the screen, meaning *Advance 3* looks lush, but you'll only discover a lot of the kill zones by thrashing in blindly at high speed. You have to remember where the spiky death block falls, rather than being able to see it and react. It's frustrating, but an acceptable flipside to the rush of speed.

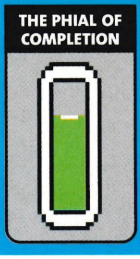
Next month, we'll have two copies and we'll see how the co-op play stacks up. We should also be able to print our own action-packed screenshots instead of these ones, supplied by the publisher. We'd have liked to show a bit more action and new features, but at least you can get a feel for the new geography. ***Dean Scott***

ESSENTIALS

DEVELOPER: SONIC TEAM

FAMOUS FOR:
Well, the clue is in the name. Every *Sonic the Hedgehog* game released since the dawn of time. Their last effort, the teamwork-tastic *Sonic Heroes* scored 80% in issue 137.

THE PHIAL OF COMPLETION



MULTIPLAYER: 1-2 PLAYERS
PUBLISHER: THQ
RELEASE: TBC
REVIEW: IN A COUPLE OF MONTHS

PREDICTED SCORE

After the near-tragic *Sonic Battle*, this looks like a return to hedgehog form with the 2D speed that made him famous and some link-up, co-op fun.

80%
PLUS

Harry Potter and The Prisoner of Azkaban

NEW FOR GAMECUBE

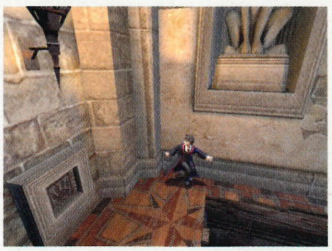
The third installment of magical mischief from the Potter crew is just around the corner, but will it spell triumph or disaster?

***Harry Potter and the Chamber of Secrets* was kiddy, overly basic and too short, but so too was *The Philosopher's Stone*. Harry's third outing is looking much better, though. This is the part in the series when things get darker and more sinister.**

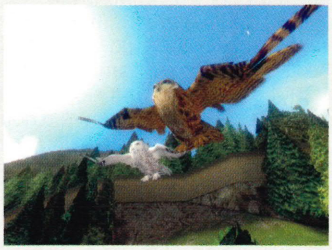
Harry Potter is no longer a little boy who looks like a brat throwing a tantrum when he casts a spell. He's grown up. His spells are bigger and more devastating. The Flipendo spell in past games was feeble – a spin of the wand and out came this wimpy little spark. It was hardly satisfying. Now, Harry throws his arm forward, unleashing a lethal ball of fiery Flipendo pain, letting off an earthy rumble in your speakers as it rips out of his wand. You feel more powerful.

You can see the difference between this and the previous games in the series right from the start. The adventure starts on the Hogwarts Express,

❑ "Come on boys, the Causeway of Certain Death is just around the next massive pile of human bones."



❑ What are you lot gawping at?!



Hogwarts Who's Who

You'll see many of the characters from the books in the game, including Draco Malfoy, who starts trouble with Harry right at the beginning of the game. Harry and Ron get into a duel with Malfoy on the Hogwarts Express and a cool two-on-two battle ensues. You have to thrash him with Flipendo spells. But in the end, we all know who wins – the Potter crew. Don't mess, right?

❑ Harry finds an innovative fix for teenage spots

"Harry throws his arm forward, unleashing Flipendo pain."

❑ Vicious owl attack leaves pupil blind and hairless. Oh, no... that's what happens *next*

speeding along at night. After a few minutes the train comes to a sudden halt, throwing Harry to the floor. The lights smash, the room darkens and a mist seeps under the carriage door. It's really creepy. Then the windows smash, the door swings open and you see a dark figure appear. Ahh! It's a Dementor!

Ahem... okay, it's not *Resi*, it's just a *Potter* game, but the atmosphere in the first level alone makes *The Chamber of Secrets* and *The Philosopher's Stone* look softer than an episode of *The Care Bears*.

The depth of the gameplay has improved loads, too. As well as stomping around with Harry, you'll get to play as Hermione and Ron. There are sections where the conditions of the level or plot force you to use a particular character, just like in the scene we described earlier where Harry faints and you must use Ron to drag him away from the Dementors. Most of the time, though, you're free to switch control between them as you wish.

It works like a tag-team system. Each character has their own physical characteristics and unique spells. You'll have to switch between the three and use their skills to overcome puzzles and obstacles. You'll also need to make them work together to lift heavy objects and move them. For example, you might use Harry's agility to jump a big gap and push a switch to lower a bridge for the other two. Then it's up to Harry and Ron to lift a heavy metal gate for Hermione to get through (being the smallest she can squeeze under it). The exploration is a three-way effort. ***Mike Jackson***

❑ Harry has enough of stamping on pens and lays into a book – must be those teenage hormones

❑ *Azkaban* features even more lifelike characters. Well, Harry's got specs and Ron's ginger

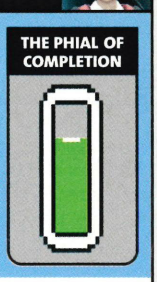
❑ Is it a robe or a dress? Either way, Harry's got the haircut of a forty-year-old woman

ESSENTIALS

DEVELOPER: ELECTRONIC ARTS UK

FAMOUS FOR:
Directed development on *Harry Potter and The Chamber of Secrets* and *Harry Potter and The Philosopher's Stone.*

THE PHIAL OF COMPLETION



MULTIPLAYER: ..... 1-4 PLAYERS
PUBLISHER: ..... ELECTRONIC ARTS
RELEASE: ..... JUNE 2004
REVIEW: ..... AROUND ISSUE 142

PREDICTED SCORE

Potter games have so far been disappointing. With better graphics and more in-depth gameplay, this is looking like a far better effort.

80%
PLUS

That cheeky repositioning of the Force Ball – it used to be fun

NEW FOR GBA SP

R-Type III

The classic shooter dirties its name with a sloppy GBA offering.

The Super NES version of this was great and we love shooters. It seemed like Christmas had arrived in March, until the first bullet blew us up without actually hitting our ship. Then, nostalgic happiness turned into burning rage.

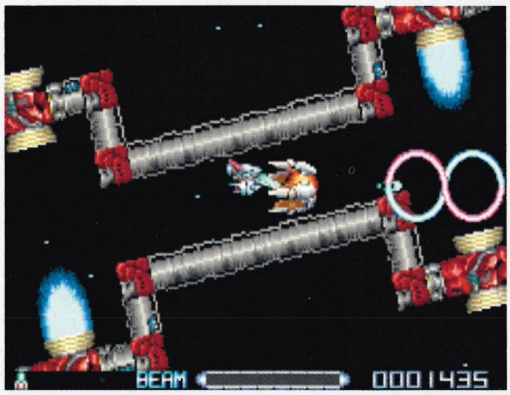
Really, what is the freaking point of making a shoot-'em-up when you can't be entirely sure of where the line is between life and death? The whole point of these games is evasion and returned fire, which is an absolute farce when the collision detection around your ship is bigger than the ship itself. We're good enough at games to evade a bullet that's millimetres from killing us. *R-Type III* doesn't give you the chance to show that.

This finished US version just stinks of a really bad conversion. There's no word on a UK release yet, but miss this and you won't miss out. Compared to the cracking *Gradius Advance*, this is a tragedy. The wide GBA screen is perfect for a side-scrolling shooter like this, but justice has clearly not been done.

There's still nothing like a fully tooled up R9 fighter, the Force Ball spinning on the front of the ship, barfing those red and blue hoop lasers across the screen. Possibly a few cheeky missiles arcing out as well. Maybe you're a bouncing laser kind of guy and seeing those thin blue beams ricocheting around in a tight spot is beautiful. That's an *R-Type* hallmark and they've managed not to balls that up at least. Nice one, guys.

❑ Dodge 'n' shoot has seldom been dodgier

But it doesn't feel like a fair game. There's always an element of learning by dying in shooters, but *R-Type III* irritates by killing you with bullets you knew were coming and were sure you'd avoided. The boss characters here are probably the weakest in the series' history, requiring robotically precise ship placement instead of mad blasting skills to take them down. The music is crap: instead of focusing the mind and driving you on, it just has you reaching for the volume control. Thanks, guys... ***Dean Scott***



❑ Check the hoop laser, ladies. *R-Type*'s best weapon returns, but sadly that's about the only good news

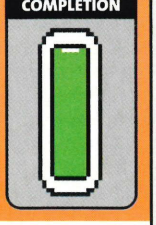
"What's the point of a shooter when you can't be sure of the line between life and death?"

ESSENTIALS

DEVELOPER: Raylight Studios

FAMOUS FOR: Well, they made *Wing Commander Prophecy* for GBA, which was rubbish. Then they got all annoyed at us for pointing this out. They REALLY won't like us now...

THE PHIAL OF COMPLETION



MULTIPLAYER: NO
PUBLISHER: TBC
RELEASE: TBC
REVIEW: AGAIN, THAT'S UP IN THE AIR

PREDICTED SCORE

We could play shoot-'em-ups all day long, but this was so frustrating it made us want to smash out our teeth with a sledge hammer.

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CHART TONES	MONO	POLY
DJ Casper - Cha Cha Slide	148623	148627
Britney Spears - Toxic	148622	146096
Jennifer Lopez - Baby I Love You	148923	144515
Peter Andre - Mysterious Girl	147994	147998
Enrique feat Kelis - Not In Love	149068	146505
Black Eyed Peas - Hey Mamma	149069	149074
Jamelia - Thank You	126416	146268
Kylie - Red Blooded Woman	148630	148044
George Michael - Amazing	148624	148012
Beenie Man - Dude	124953	148628
Fountains of Wayne - Stacy's Mom	144314	143433
Jamie Cullum -Th'se Are The Days	149070	149075
Phixx - Love Revolution	149071	149076
Blink 182 - I Miss You	148625	146085
Marques Houston - Clubbin	149072	149077
Keane - Somewhere Only We Kn..	148119	148023
LMC vs U2 - Take Me to the Clouds	146494	146095
Westlife - Obvious	148358	144438
Outkast - Hey Ya!	125601	126010
Lionel Richie - Just For You	149073	149078
DANCE	**MONO**	**POLY**
Gia - Despina Vandi	140279	138348
Good Luck - Basement Jaxx	146054	143730
So Confused - 2play Ft Raghav	146159	146160
Somebody To Love-Boogie Pimps	144376	117101
Born Slippy Nuxx - Underworld	126478	116975
Fly On The Wings Of - Xtm & Dj	116215	118500
Make Luv - Room 5	111639	111643
Boys Of Summer - Dj Sammy	110321	110627
Logical Song - Scooter	102313	107043
Weekend - Scooter	112641	112592
Ur A Superstar - Love Inc	109977	107822
Rubberneckin - Elvis Presley	124657	124635
Who Said - Planet Funk	122492	121696
All In My Head - Kosheen	121730	121533
Golden Path -Chemical Brothers	124545	124338
Husan -Bhangra Knights	116956	116678

FOOTBALL	MONO	POLY
Arsenal - Vi-erra	122960	122961
Arsenal - Amazing Reds	122962	122963
Aston Villa -Holteenders In The Sky	122964	122965
Aston Villa - Roll Along	122966	122967
Chelsea - Blue Is The Colour	122984	122985
Chelsea - Super Franky Lampard	122986	122987
Chelsea - We are the famous CFC	122988	122989
Everton - He was Just 17	122990	122991
Everton - You Are My Everton	122992	122993
Leeds - We Had Joy	122998	122999
Liverpool - You'll Never Walk Alone	123006	123007
Liverpool - We All Live In A Red..	123008	123009
Man City - Blue Moon	123012	123013
Man United - Our Trophy Back	123016	123017
Man United - The Great Escape	123018	123019
Middlesborough - Boro Till I Die	123024	123025
Newcastle Utd - Blaydon Races	123026	123027
Newcastle Utd - 1 Alan Shearer	123028	123029
Southampton - Mr Eriksson	123034	123035
Southampton - When The Saints	123036	123037
Glory Glory	123038	123039
Spurs - We Are Tottenham	123040	123041
Wolves - King Kenny Miller	123042	123043
Wolves -Hey Jones 'E'	123044	123045
There's Only One....	123048	123049
We've Got That Double Feeling	123052	123053
Here We Go	123056	123057
Match Of The Day	123058	123059
OLD SKOOL	**MONO**	**POLY**
Let Me Be Your Fantasy - Baby D		- 116148
Rappers Delight - Sugarhill Gang	111774	111849
Hanging On A String - Loose Ends	111755	111830
Gotta Have Your Love - Mantronix	111764	111839
Cant Hide Your Love - David Joseph	111734	111809
All Night Long - Mary Jane Girls	111779	111854
Kiss From A Rose - Seal	100078	108564
Gonna Go My Way - Lenny Kravitz		- 109352

TOP SELLERS	MONO	POLY
2 + 2 = 5 - Radiohead	143300	126719
Hey Ya - Outkast	125601	126010
Shut Up - Black Eyed Peas	143649	126726
Milkshake - Kelis	125508	125087
To The Clouds Above - LMC U2	146494	146095
Changes - Ozzy / Kelly Osbourne	144029	126069
Fields Of Athenry	100381	108273
50 Cent - In Da Club	110993	111140
Somebody To Love - Boogie Pimps	144376	117101
Rocky Eye Of The Tiger	100687	108299
Only Fools And Horses	101226	108315
Still In Love With You - Sean Paul	144394	143734
Airwolf Theme	100621	108213
Mysterious Girl - Peter Andre	147994	147998
Bring me to Life Evanescence	110559	111603
X Gon Give it To Ya - DMX	101360	116167
Turn Me On - Kevin Lyttle	125566	125307
Pulp Fiction Theme	100695	109012
Clocks - Coldplay	108122	112591
Robert Miles - Children	139723	108251
ROCK MUSIC	**MONO**	**POLY**
Going Under- Evanescence	122505	123070
The Boys Of Summer - The Ataris	122485	124623
Bring Me To Life Evanescence	110559	111603
Did My Time - Korn	123328	121873
St Anger - Metallica	120383	120615
Faint - Linkin Park	112692	120216
The Anthem -Good Charlotte	110370	123074
Headstrong -Trapt	111160	N/A
She Hates Me -Puddle Of Mudd	102548	N/A
Sleeping Awake -P.O.D.	116230	N/A
Somewhere I Belong -Linkin Park	111021	111688
Times Like These - Foo Fighters	110059	107856
Minerva - Deftones	117180	117186
Mobscene - Marilyn Manson	116924	117261
Young & Hopeless -Good Charlotte	120300	N/A
Addicted To Love - R Palmer	111616	111514

TV & FILM	MONO	POLY
Airwolf	100621	108213
A Team	100682	107898
Axel F	100010	108195
Eye Of The Tiger	100687	108299
Friends	110615	108276
Good, Bad, Ugly	100689	108621
Godfather	100884	108582
Halloween	100048	109159
The Hulk	101155	109167
Italian Job	100691	107026
Jackass	102708	117260
James Bond	100016	107023
Jaws	100764	109171
Lord Of The Rings	101158	108715
Mission Impossible	100142	107896
Miami Vice	101308	109117
Only Fools & Horses	101226	109069
Pulp Fiction	100695	108476
Rainbow	108193	108301
Indiana Jones	100126	109223
Simpsons	102191	107052
Terminator	101086	109255
RNB CHART	**MONO**	**POLY**
Hey Mama - Black Eyed Peas	149069	149074
If I Can't - 50 Cent	112700	126530
Baby I Love You- Jo Lopez	148923	144515
Yeah - Usher	148960	146155
The Way You Move - Outkast	125613	126028
Must Be Love-Fya	148626	148019
Dude - Beenie Man	148967	148628
Can't Get Enough - Raghav	149041	148014
She Wants To Move Nerd	N/A	148029
Fell In Love With A Boy - J Stone	148947	146259
Clubbin Marques Houston	149072	149077
Through The Wire - Kanye West	148988	146290
Another Day - Lemar	148360	146297
Badaboom - B2K Feat Fabolous	144374	N/A

fun wallpapers

Phone must be wap enabled. For compatibility see opposite

123136

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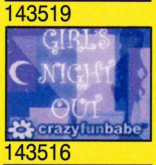

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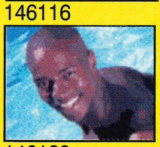
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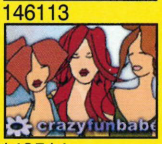

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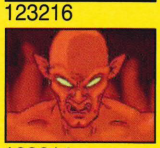
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COMPATIBILITY:**NOKIA**- 3650, 6600, 7650, **MOTOROLA**- T720, **SHARP**- GX10, **PANASONIC**- GD87 **ERICSSON**- T68/i, T300, P800, **SAGEM**- MYX5,

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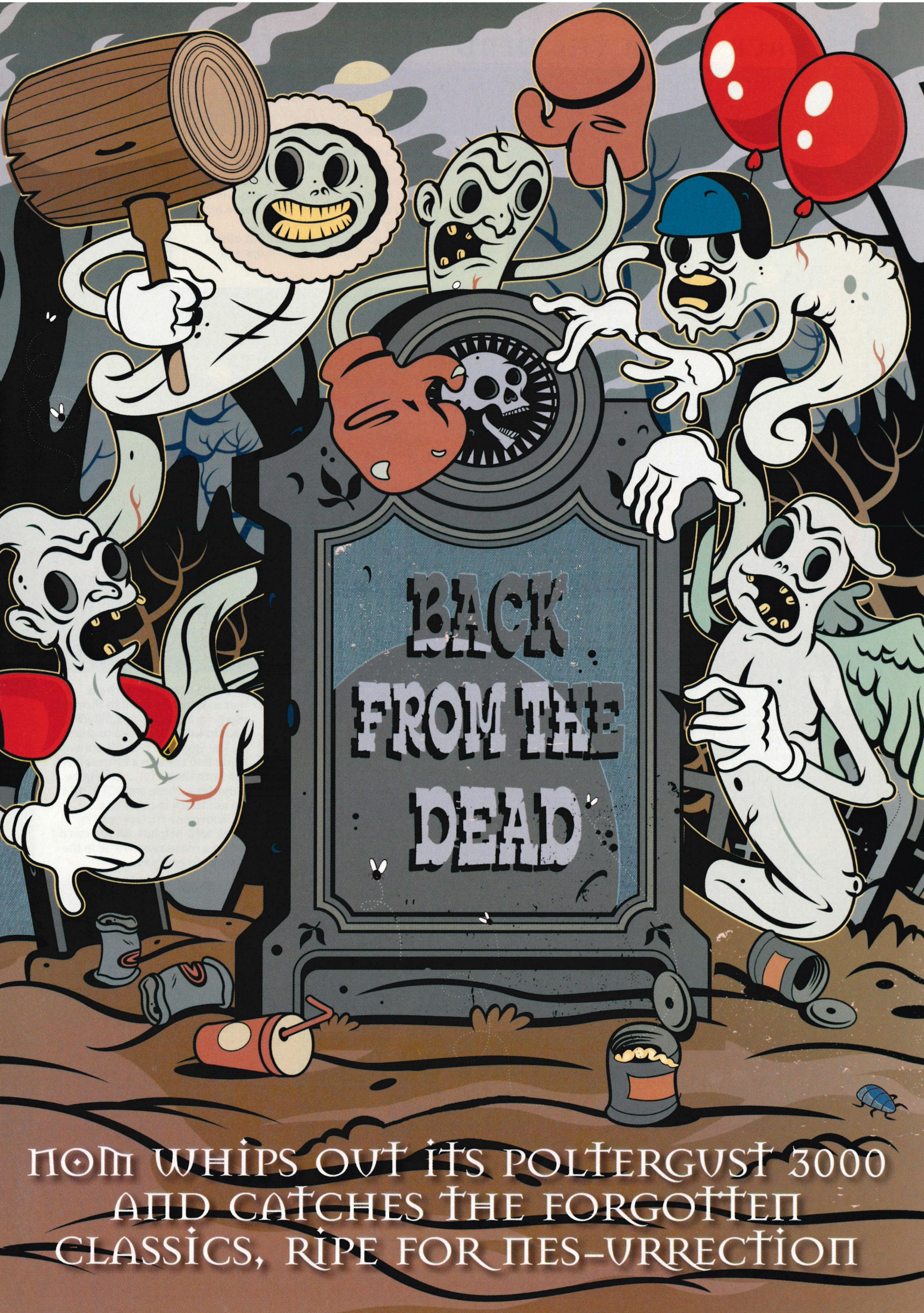
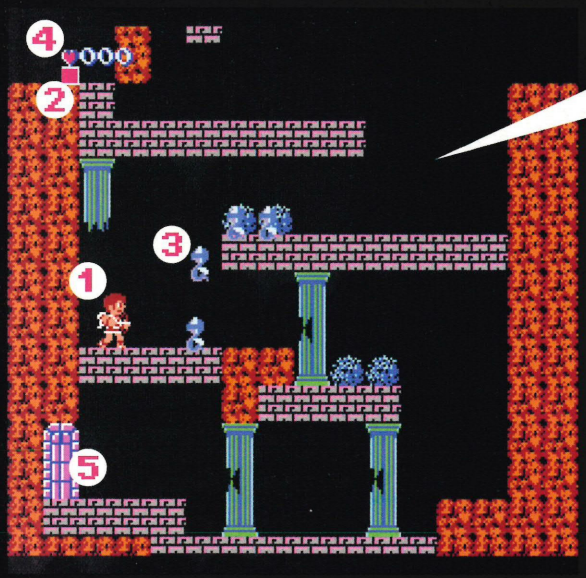
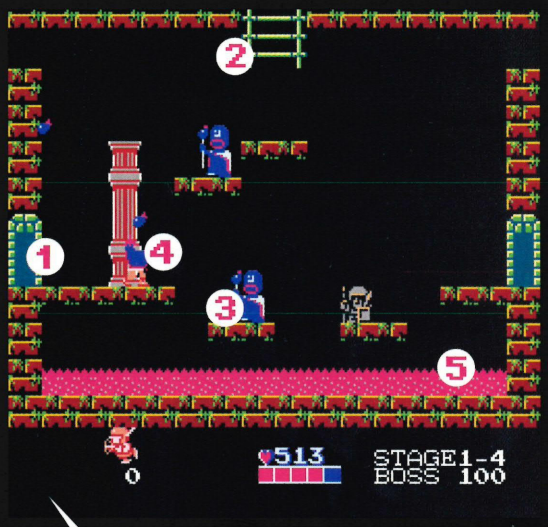


NOM WHIPS OUT ITS POLTERGUST 3000
AND CATCHES THE FORGOTTEN
CLASSICS, RIPE FOR NES-URRECTION



(1) I am Pit. I'm an angel who kills monsters, when I'm not taking severe beatings myself. (2) I am Pit's energy bar. I go down. I kill Pit. (3) We are the snakes. There are millions of us. Shoot us with arrows and we will leave behind hearts. (4) Hearts. Use them to buy things that will help you live slightly longer. (5) A door. You can't go through this one, but others will bring you to fun mini-games, item shops and Zeus knows what else.

KID ICARUS



(1) In the non-linear fortress mazes, doors lead you to the next room. (2) So do ladders. Which path to take? Both lead to death. (3) The Eggplant Wizards are evil. If you find them in a fortress level, run from their... (4) ... Aubergine projectiles. These are NOT FOOD. Do not touch them or else... (5) Aubergine Pit. Now you're weak AND helpless. All you can do is find a nurse somewhere in the fortress to heal you.

Who better to kick off our feature on resurrection than a bona fide angel? Everybody's heard of Kid Icarus, but few have completed the entire game. This is mostly because, like its "Password Pak" brother *Metroid*, *Kid Icarus* starts off stupidly difficult and most people never get past the first level, which is a shame because it's not just an action game where you shoot snakes with arrows. You've got to track down hidden rooms. Get weapon upgrades from the almighty Zeus, buy stuff in shops and haggle with the merchant (by hitting buttons on controller two) to get the prices down. And that's just in the first few minutes! Later you'll discover that there are no less than three different types of levels.

(1) If Pit can manage to find all three Legendary Weapons, he'll turn into this badass form in Level Four. (2) The gameplay's now a side-scrolling shooter and you'll be blasting light arrows that are like little laser beams. (3) Flying creatures. Blow them the HELL up before they can get close. (4) Decorative Greek statue. The nudest thing ever in a Nintendo game.

BRINGING IT BACK FROM THE DEAD

Despite its popularity, *Kid Icarus* fell from the sky after only one lacklustre Game Boy sequel. If Nintendo decides to bring it back, they'll do well to remember that its character came from the diversity of gameplay that the cartridge offered. A modern update will have to include platforming, shooting and *Zelda*-style dungeons. If this seems like too much for one GameCube game to handle in 3D, then perhaps a *Zero Mission*-style GBA remake might be best for *Kid Icarus*. The millions who couldn't make it past Level 1-2 on the NES version might appreciate it simply for the ability to save your game.

The NOM UK Interview: PIT

NOM UK: What's life been like for you since your last game?

Pit: I've been getting a few gigs here and there, but mostly it has been photo shoots for St. Valentine's Day greeting cards and stuff like that. Sometimes I dress up in green and play a leprechaun for St. Patrick's Day.

NOM UK: Right, right... but no video game work?

Pit: I send out my head shots and my CV, but no, no work. For a while, I really thought I had Microsoft interested in giving me a bit part in *Halo*. You know, halo, angel... it didn't pan out though.

NOM UK: Recently, *Eternal Darkness* creator Denis Dyack said that he would like to bring back the *Kid Icarus* series. How would you feel about starring in a Silicon Knights game?

Pit: Jeez... I'm not sure if I'd be up for that. Have you seen that guy's games? They're scary. They would have scared the crap out of me... if angels could crap.

NOM UK: Care to comment on the rumour that Capcom has cancelled GameCube title *Dead Phoenix* in order to rework it as a new *Kid Icarus* game?

Pit: What is it with you lot? Do you just automatically believe everything you read on the internet? This interview is over.

BALLOON FIGHT

'POP'. The worst sound in the world. Except maybe for 'Beeeeyoop SPLASH'. The crazy bird thing popped your balloon with his pointy nose and the giant fish ate you.

And your worthless friend did nothing to help you; he even pushed you into the bird guy even after you both agreed to get as far as you could. The git.

Balloon Fight is one of the most memorable games from the age when multiplayer only meant two people, but it was still just as fun, if not more so.

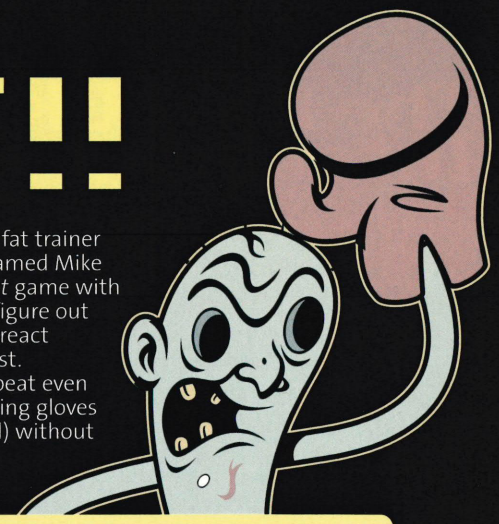
It's the ultimate one-button game. You tap Ⓐ to make your balloon guy ascend, and ram his feet into the other guys to knock them down, then hit them with Ⓐ when they're on the ground before they can blow their balloon back up. Repeat until you're dead.

(1) You. You're a brave little child with a red shirt and a blue helmet. (2) Your balloons. These are your life. If they are popped, you die an horrific death. (3) The crazy hook-nosed vermin. They only have one balloon each, but there are three of them. If you can smash into them before they finish inflating their balloons, you've got it made. (4) Clouds aren't harmful, but the bolts of lightning they shoot out are very much so. (5) The water. If you get too close, a giant fish will eat you. (6) Your score – the reason you're playing. There's no ending – only death. How long can you stave it off?

BRINGING IT BACK FROM THE DEAD

If Nintendo decides to bring these brave little aerial warriors back, they'd do well to remember the marathon Balloon Trip mode, which challenges players to get as far as they can using one-button flight navigation through a gauntlet of randomised spiky things. If done correctly in 3D, a four-player simultaneous Balloon Fight – all on one screen, of course, like *Smash Bros.* – could blow everything else away.

PUNCH OUT!!



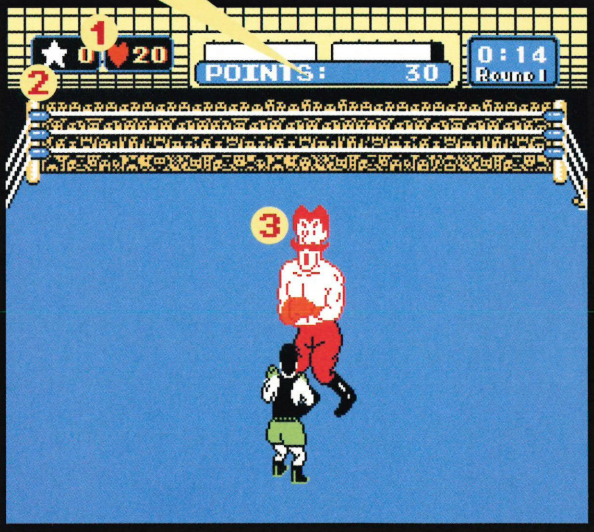
Life isn't fair. If it were, we'd all be married to supermodels and there'd be a *Punch-Out* game on GameCube. All the realistic boxing games in the world don't make up for the lack of *Punch-Out*.

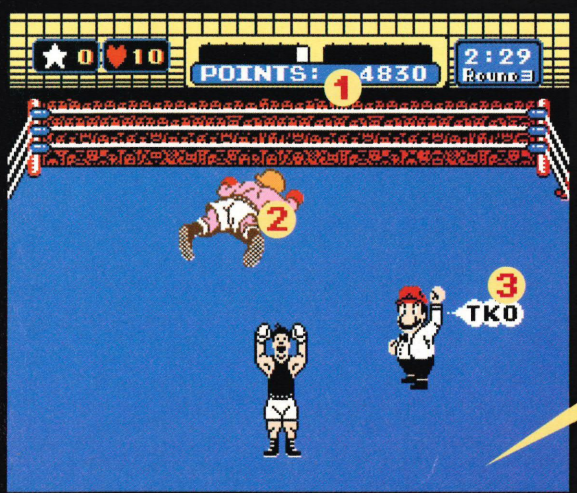
That's because it was never a boxing game. *Punch-Out* had boxing gloves and Everlast trunks, but it was a puzzle game. From the original arcade game with its nameless wire-frame hero to the NES masterpiece starring a brave but tiny man named Little Mac (as well as a useless fat trainer called Doc Louis and a crazy maniac named Mike Tyson), you couldn't win any *Punch-Out* game with brute force. It took logic; an ability to figure out the patterns being thrown at you and react accordingly. Don't react and you're toast.

Learn their telegraphs and you can beat even the biggest bruiser (the ones with boxing gloves four times the size of Little Mac's head) without breaking a sweat.

(1) Referee Mario says: "Alright guys, I want a clean fight. No fireballs, no hammers, no cheat codes". (2) And playing the part of Little Mac... it's YOU! The bell rings and you get your bell rung. It's that simple. (3) Don Flamenco, the dancing Spaniard. Don't mess with his hair. Figure out a way to goad him into throwing his Flamenco Punch, dodge and hit him with alternating lefts and rights until he's gone. (4) Your energy. It's all that stands between your face and the canvas.

(1) Your hearts. You lose them when you take damage, but also when your enemy blocks your wild punches. If they hit zero, you're temporarily unable to fight back. You have been warned, people. (2) Stars. You get them when you land well-timed punches. (3) You can tell when your opponent is stunned by the ridiculous look on his face. Now's the time to hit him with a massive, Star-powered uppercut.





(1) As you land punches you'll earn points. Get enough of them and you'll win the match by decision if you can survive to the end of the third round. That is, unless Mario's feeling biased, in which case you'll have to... (2) ... send your opponent face-first into the mat. Sometimes it's easy, sometimes you'll have to come up with a particularly brutal blow before he goes down. (3) If he hits the canvas three times in one round, you'll get a TKO, or technical knockout. Win.

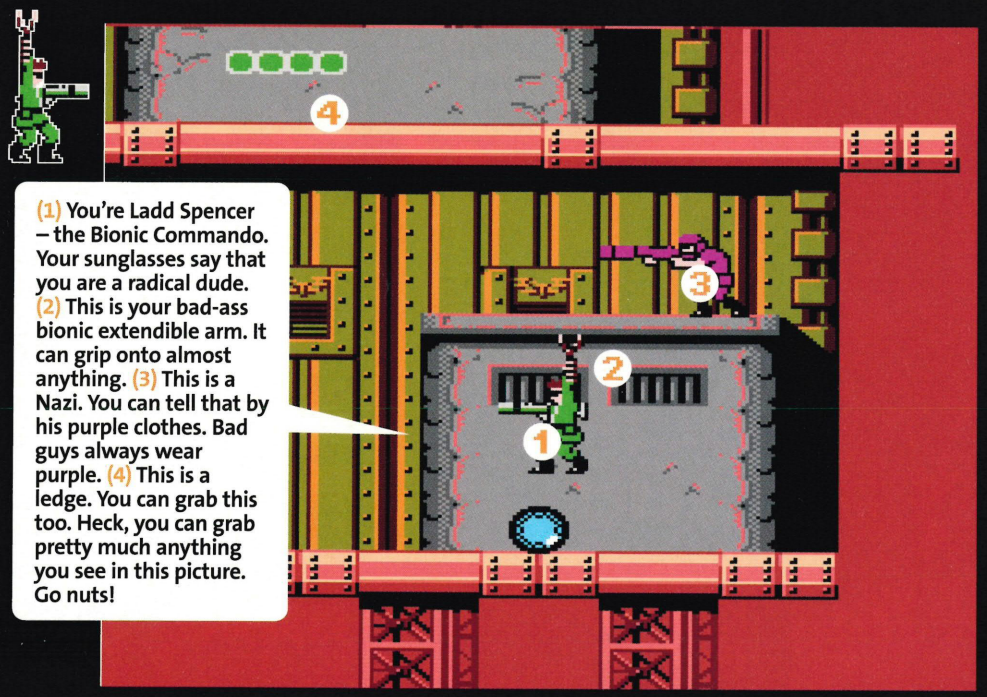
BRINGING IT BACK FROM THE DEAD

Keep the gameplay the same – no 3D movement, just 2D dodge-and-react action. And go easy on the polygons, guys. If this absolutely must be in 3D (and we don't see any reason it shouldn't, besides pleasing the know-nothings in marketing), at least make it cel-shaded and do a lot of work on the boxers' facial expressions. If you can't see their hilariously stupid reactions as you turn their faces into hamburger, it's not *Punch-Out*. It's also not *Punch-Out* if all the boxers aren't ridiculous ethnic stereotypes. Throw political correctness to the wind and all will be forgiven.

BIONIC COMMANDO

Of course, not all landmark NES titles were made by Nintendo. It's just that most of the classic third-party titles have already had major 3D remakes.

One outstanding exception is Capcom's phenomenal *Bionic Commando*, which was possibly the best action title ever made in which the main character couldn't jump. But he didn't need to, because his kick-ass bionic arm let him grapple from ledges and swing like a monkey long before Samus Aran discovered the Grapple Beam. And he did it with a purpose: to kill Hitler. Bless!



(1) You're Ladd Spencer – the Bionic Commando. Your sunglasses say that you are a radical dude. (2) This is your bad-ass bionic extendible arm. It can grip onto almost anything. (3) This is a Nazi. You can tell that by his purple clothes. Bad guys always wear purple. (4) This is a ledge. You can grab this too. Heck, you can grab pretty much anything you see in this picture. Go nuts!

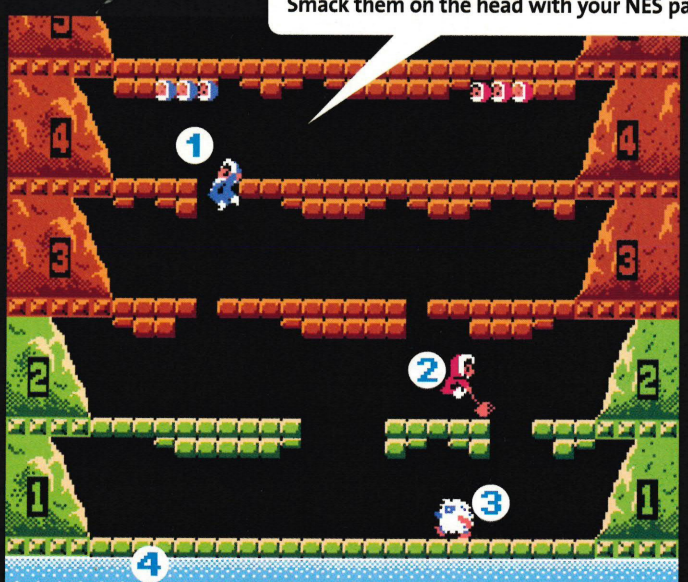
BRINGING IT BACK FROM THE DEAD

For the other titles in this feature, we've recommended 2D updates. But to heck with that. Besides, there's already been a Game Boy Color sequel. *Prince of Persia* taught us that acrobatics can be replicated in 3D and the designers of a next-generation *Bionic Commando* would do well to emulate Ubi Soft's masterpiece. Just replace Persia with Germany, sand monsters with Nazis and Farah with... nothing but silence.

ICE CLIMBER

Smash the ice blocks with your mallet and jump through the hole. Club the baby seal. Dodge the Yeti. Screw your friend over.

Before they became the absolute worst level in *Super Smash Bros. Melee*, the Ice Climbers were one of Nintendo's most memorable two-player arcade and NES games. This was mostly because as you jumped your little mountaineers up to the top of their precipice, the guy who ran fastest could leave the other one behind and kill him. This is the kind of game that could end the closest of friendships in seconds, starring two innocuously adorable munchkins. Thus, it didn't deserve its awful fate – to languish in obscurity.



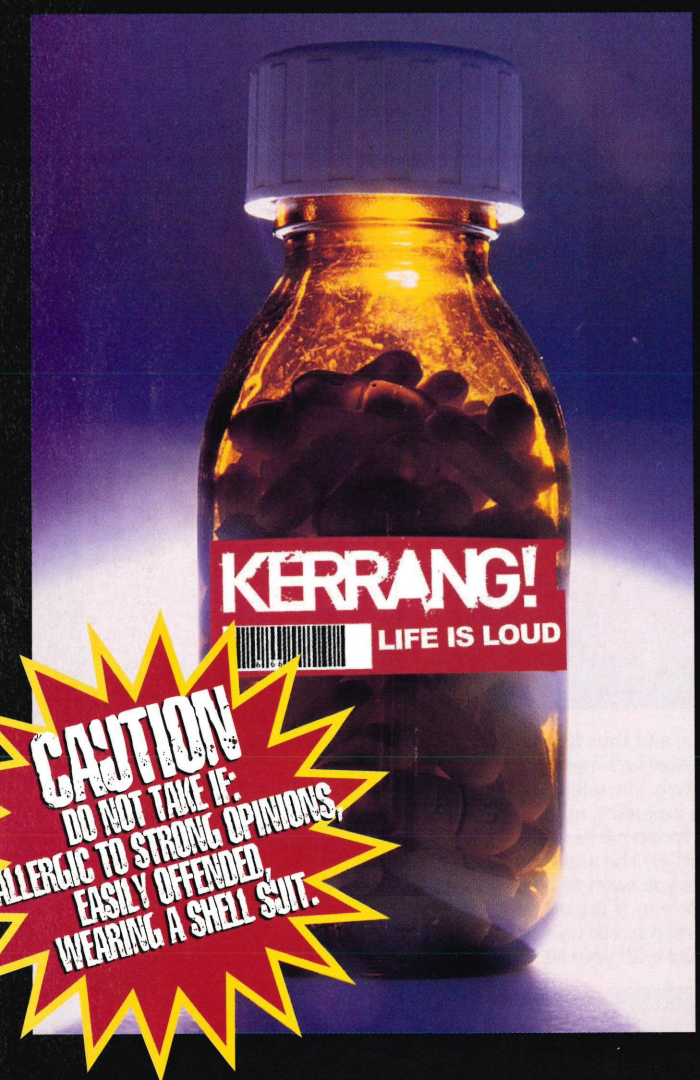
(1) Player One. He's blue and thus far more manly than Player Two. Note how he's making much better time. (2) Player Two. She wields her mighty hammer with extreme prejudice, using it to smash baddies and break the ice above her so she can make with the climbing. (3) The abominable snowman. Avoid unless you want to be food. (4) The bottom of the screen. If the other guy climbs too high, the screen scrolls up and you die. Smack them on the head with your NES pad NOW!

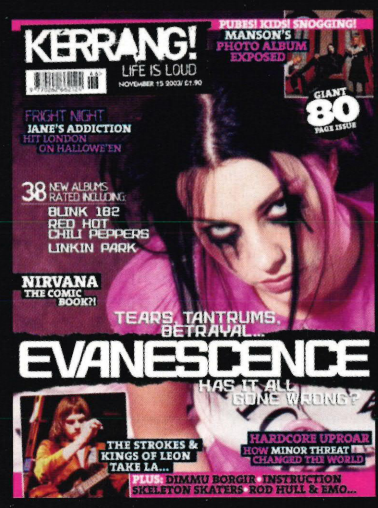
BRINGING IT BACK FROM THE DEAD

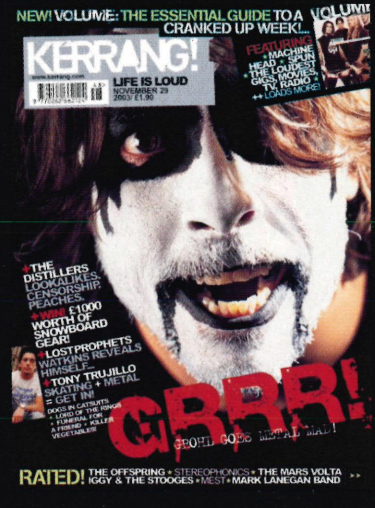
Ice Climber is like *Mr. Driller* in reverse. And we all love *Mr. Driller*, don't we? So this should be easy – dress the levels up nicely and give them mountaineering tools, like the rope they use in *SSBM*. Maybe to avoid all the fighting and promote teamwork, there could be a mode in which both Climbers are tied together, so if one goes too fast, he can't progress until his friend catches up. Ah, the glorious possibilities...

KEEP OUT OF REACH OF PARENTS

[ALLEVIATES SYMPTOMS OF MEDIOCRITY, BOREDOM, ANNOYING POP MUSIC.]







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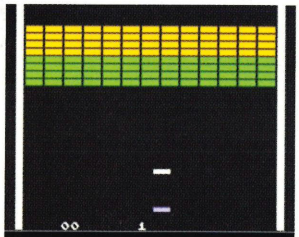

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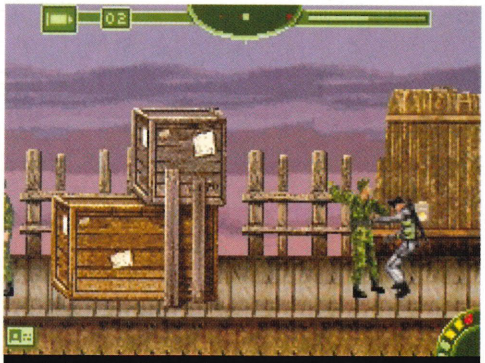


» Splinter Cell: Pandora Tomorrow » P.80

MEET THE TEAM

They write the words you love...

TIM STREET

Kingsley kicked my ass with his Lv 24 Groyvle, but I thrashed him with my Epona in *Four Swords*. Eat dirt!

MIKE JACKSON

Forget modern games, I've been enlightened. After playing Famicom Mini, it's retro gaming all the way for me.

DEAN SCOTT

The *Four Swords* disc is at my house. I'll bring it back when Jackson brings back all the stuff HE'S nicked. The gypsy.

KINGSLEY SINGLETON

Harvest Moon's cute little barbs have snared my brain flesh. Only a shallow grave in the top field offers relief.

SPECIAL THANKS TO...

CHRIS KOHLER
Spends his existence in a perpetual dream state, maintained by Tim's empty promises that, yes, the cheque is in the post.

FRANK CIFALDI
Wanted us to point out he doesn't have a drink problem, before slumping to the floor and smashing his half-empty bottle of JD.

DARREN FOX
The game-loving man/crustacean refused to be boiled alive and eaten this month. Busted an SP with his claws. Again.

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	Not worth buying
0-29	Not worth stealing

POISON
A real minger that might give you a bad disease just by touching it. Like *Universal Studios*.

SUPERSTAR
We'll dish these out each issue to the best games, regardless of whether they're on GameCube or GBA.

Game info

Out Now

Price: **£39.99**
Publisher: **Konami**
Web: **www.ninjaturtles.com**
Players: **1-2**
Memory: **4 blocks**

On the plus side, it lasts longer than an episode of the TV show.

Teenage Mutant

Can you imagine if Mario bowled into a Mushroom Kingdom guarded by these guys? The dream would be over for Princess Peach. Mazza hops onto Leonardo's head and then nonchalantly kicks his shell expecting it to fuzz off and take out Michelangelo, Raphael and Donatello. But that doesn't happen. Leonardo stares at Mario with his menacing white eyes and combos with the twin katanas. Mario's mutilated corpse washes up on the beach of World 2-2. Game Over.

These boys don't mess around. They're at the ultra-hard end of the cartoon spectrum. They'd hack off Mickey Mouse's ears and frisbee them into his own eyes. We're old enough to have been into them first time around when they were *Hero Turtles*, so this second coming got us excited. We were expecting carnage on a grand scale. No tactics, just slaughter. Hack, hack, hack, dead, dead, dead.

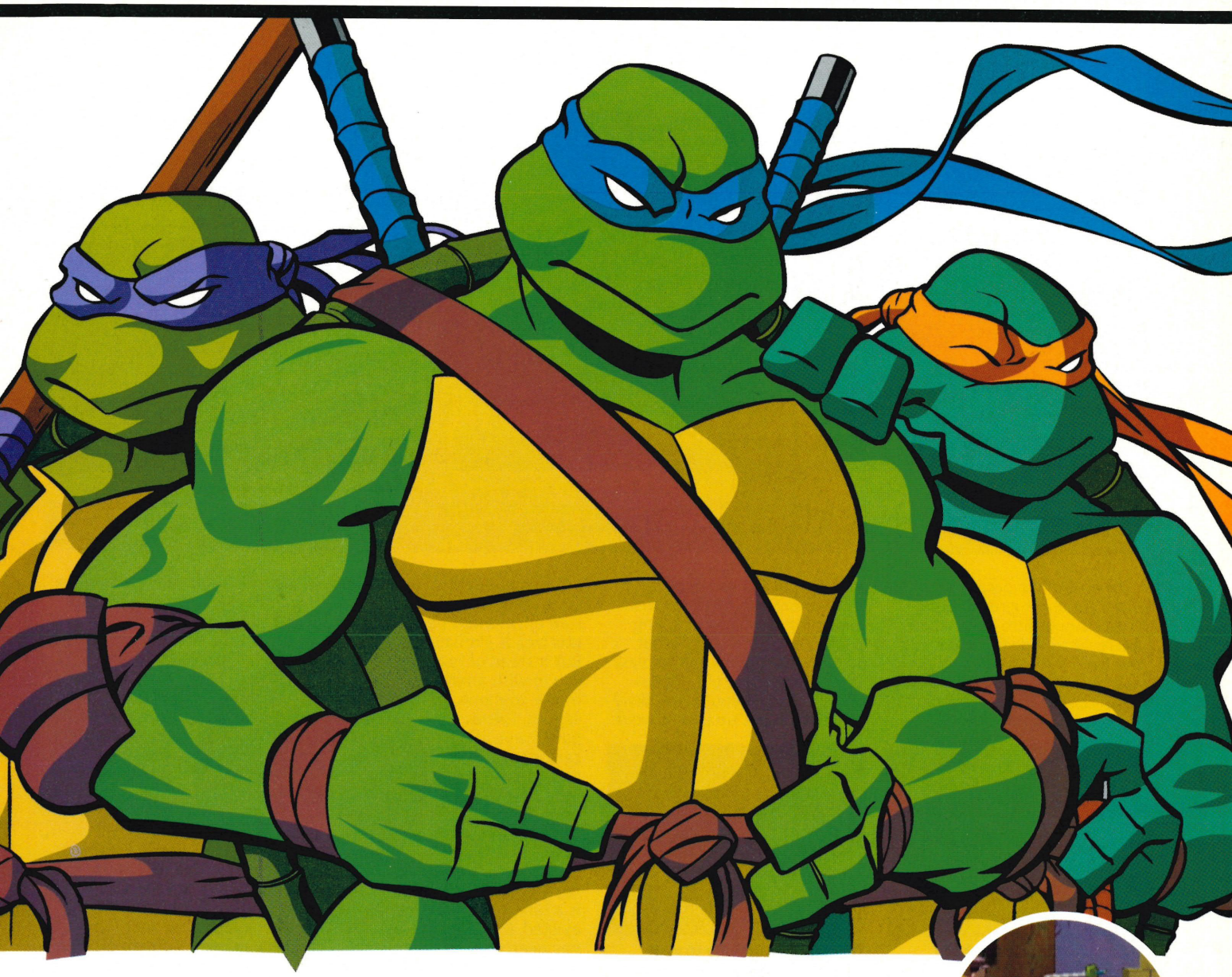
But clearly there has been a SERIOUS error. There are FOUR Ninja Turtles. There are FOUR joypad ports on the front of every GameCube. Now, we're no mathematicians. But doesn't that sound sort of perfect? Four into four goes... exactly. Nothing ramps up the fun of hacking and killing than having a group of mates around playing simultaneously. Imagine the late nights: laughing, scoffing pizza and mashing people up.

Oh, but hang on, *Teenage Mutant Ninja Turtles* is a two-player game. »

■ Morris dancers: punish them all

■ Leonardo locks his keys inside the car and goes nuts

■ The Turtles. Before they run off and leave you



Ninja Turtles

We've already called up Frost, Poirot and Inspector Morse about it, because it's a mystery as to why this should be the case. Let's be clear: this is a game where all you do is run around hammering people. Big gangs of people. You scroll the screen, they pop up and it's hammer time.

There's the sound of weapon-inflicted suffering as you pound the attack buttons and words like BAMM and THOK flash up with every goon you send crashing to an early grave. As far as complexity goes, it's hardly the complete works of Shakespeare. It's a three-minute pop song, with the king of mind-numbing repetitive beats that makes anyone above teenage cry.

"These boys don't mess around. They're at the ultra-hard end of the cartoon spectrum."

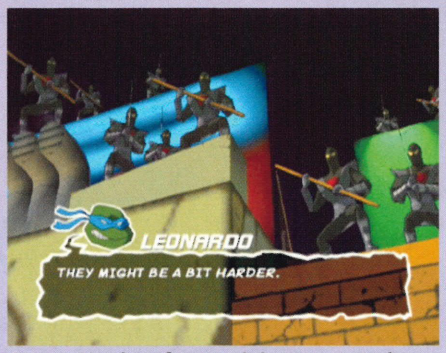
The instructions might as well read "When enemies appear, abuse pad viciously until they fall down, smoke, and vanish. Repeat". The game keeps a combo counter as you hack and slash, and you quickly get a taste for smashing down a whole pack of assailants while keeping the numbers ticking over. >>

■ **Mechanised terrors just need love. When will the world listen?**

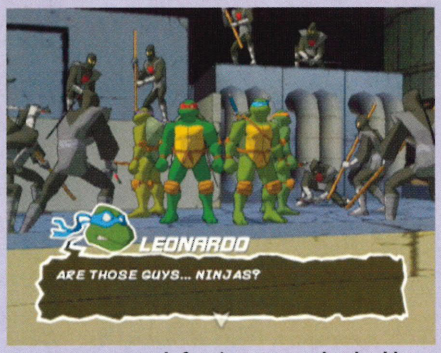
This gravy level is our favourite

Lads? LADS?!

Where did all the Turtles go?



Step 1: Hordes of scary ninja types noted. They have yellow eyes and sticks.



Step 2: Assume defensive stance, backed by your three colleague Ninja Turtles

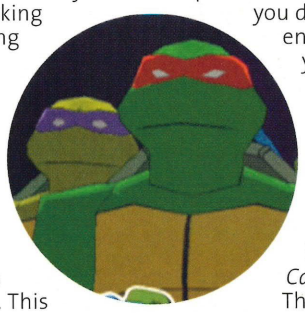
Step 3: Wonder where the hell they all went when the fight kicks off. Boys?

There are two occasions when something resembling tactics comes into play: when you're surrounded by a pack and need to dash out of the way, or when the Giant Mouser boss robot at the end of the game is giving you a slap.

But what did you expect from a *Turtles* game? We were expecting a shallow scrolling beat-'em-up and that's what we got. It's fun enough to blast through a couple of times in two player, but you're not likely to be loading it up even a week after you bought it. A lot of you were really into Electronic Arts' *Lord of the Rings* games and this treads similar territory. But instead of hooking you in with amazing movie-to-game segues, *Turtles* paints a vivid cartoon world and lets you go nuts... for the hour or so it takes to finish the game, that is.

■ **Cap-wearing triplets keep turning up in alleyways...**

■ **... and succumbing to your synchronised beatings. Bash!**



Of course, that's fairly crappy value. This is a rental game if ever one existed. But once the last head has been cracked in Story mode, there's a little bit more to amuse you. There's a versus game, where you get to deal out the same sort of punishment to player two as you did to the enemies. Trouble is, you want a bit more skill involved when you're whacking a mate. Battering Ⓐ over and over again is hardly *Soul Calibur II*, now is it? Then there's a handful of bonus stages, where you show your ninja skills against a time limit. The first one involves leaping up

"Battering the Ⓐ button over and over again is hardly *Soul Calibur II*, is it?"

Leonardo's arthritic knees give up under the constant onslaught

■ **It's Christmas and the streets are full of drunks**

■ Michelangelo lies about the size of the game he's in

■ The cornrow brothers – their jumpers make them kill

"It's something for *Turtles* fans to rent and the rest of you to ignore."

and battering floating boxes in >> Shredder's Dojo, with the rest of the turtles watching from the sidelines. Good of those guys to stop by, actually. In the set-up for each level in Story mode they're there, spouting their usual gnarly rubbish. But as soon as you press start, they're gone. No explanation. Cheers lads. Nice one.

That's annoying, but not as annoying as hearing your Turtle repeating the same phrases over and over again as he hits people. At around the 87th repetition, your brain interprets "SLICE AND DICE!" as the code for you to kill the next real human you meet. Surely with all the time and effort saved in not making a four-player mode, they could have given each Turtle more than three phrases to say? You're better off muting the sound and doing your own, possibly swear word-packed, commentary. "Eat it, DICK PATROL!"

We can imagine the younger *Turtles* fan having a blast with this, but most of you will be bored inside the first day. If you remember the four-player arcade machine from, ooh, years ago, then you know what you're getting into with this. Except that cost 10p to play and this is 40 notes. And that had four players. Because there are four Turtles, you see.

Season's Beatings

After the first week, you might want to load *Turtles* two more times

At Christmas time, there's no need to be afraid. But if you can't wait, set your 'Cube clock forward a few months.

Celebrate Easter with pumpkin heads! For some reason, this only works on October 31st...

So, should you buy it?

Yes if...

You want basic beat-'em-up action with the green guys that make your life worth living.

No if...

You want something that has actually got some depth and lasts longer than a day.

You'll love it if you like...

Hammering buttons like a mentalist. Give those fingers a workout.

GRAPHICS 7

It's shell-shaded <snigger>, but actually looks quite smart for a change.

SOUND 5

Say something new you stupid little green asshole. I'm bored.

GAMEPLAY 6

Not very complicated, but fun and fluid for a short time. Kyah!

LIFE SPAN 3

If a butterfly had big fingers and wanted to finish one game before it died...

VERDICT

> Fun for an extremely short amount of time. With four players, more levels and a bit more finesse in the combat it would have been a killer. As it stands, it's something for *Turtles* fans to rent and the rest to ignore.

BEST BIT: The Secret mode: you get to play as Master Splinter.

WORST BIT: Can that really be the end movie rolling already? Oh...

SECOND OPINION

> The fighting is just too damn basic. I love *TMNT*, but I'll never ever load this again. The two-player versus game is just plain embarrassing. ***Mike Jackson***

Nintendo OFFICIAL MAGAZINE UK SAYS...

"TURTLE'S HEAD"

57%

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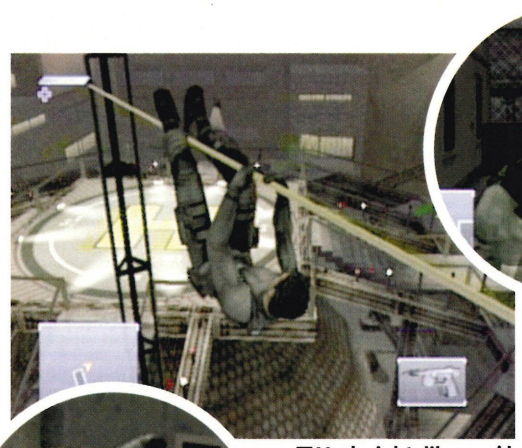
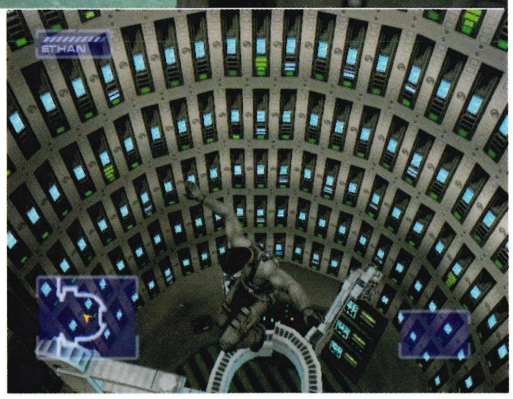


■ Yeah right, like you'd miss that bloke hanging from the ceiling...

Hunt aims for the invisible third guard in the corner

■ Unlock this cabinet by playing the world's most difficult version of *Dance Dance Revolution*

■ Headshots – more effective than shooting for the arse



Mission: Impossible – Operation Surma

It's got explosions, mental gadgets and juicy stealth kills, but it still comes up short next to Snake and Sam in the stealth game standoff.

Game info

Out Now

Price: **£29.99**
Publisher: **Atari**
Web: **www.uk.atari.com**
Players: **1**
Memory: **4 blocks**

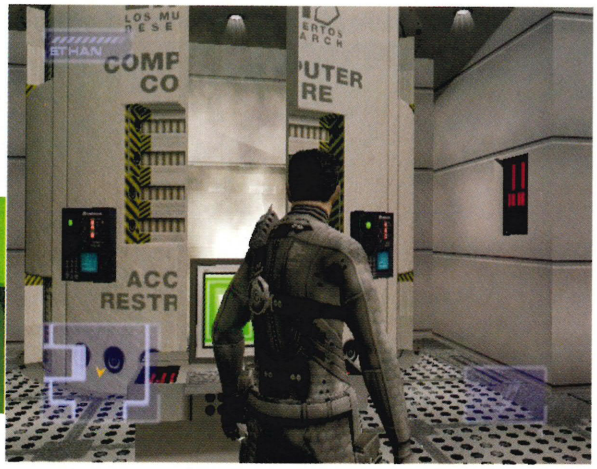
Your mission, should you choose to accept it, is to pretend *Metal Gear* isn't already out on 'Cube and see past all the cliches to enjoy *Operation Surma* on its own merits. A tough mission then.

Like *Prince Of Persia* and *Splinter Cell* before it, this is another game that's been out for ages on rival platforms and inexplicably delayed on the best of 'em all. Unlike those two though, we wonder whether this was worth the wait.

Squeezing you into the slinkily stealthy cat suit of Ethan Hunt, *M:I* sends you on a series of missions to protect international security and neutralise the terrorist threat. Oh, and you're supposed to do it without anyone knowing you were ever there. Luckily, and as is fitting for a game based on the gadget-loving movies and TV series, *M:I* gives you lots of cool toys to help you move quick like a cat and strike like silent lightning.

The gadgets are the best bit of the game. From the awesome binoculars that double up as a kind of directional microphone to eavesdrop on guards' conversations, to a nifty laser cutter that can slice through steel doors like an eggy fart through a crowded room, it's all good. The *Mission: Impossible* branding helps with the suspension of disbelief in the gadgetry, too. Like when you're hacking hi-tech government terminals with what looks a bit like a vending machine wrist watch, for example. All you need is to hear that theme song kick in and you don't care how unrealistic it all is.

Sadly the same can't be said for the real meat of the gameplay. The action is solid enough, but so derivative it's like the game is a remix of every other stealth title ever made. There's the bit where you hang suspended by the ventilation pipes ready to pounce on enemies below. There's the bit where you have to time your stealthy strides to pass CCTV cameras. There's even the bit where you sneak around corners in readiness to disable enemy goons with a swift chop to the Adam's apple. It's not that these cliches aren't done well, it's just that they seem woefully



■ 'Access Restricted' means stay out. That includes you, Hunt

■ Struggle soundlessly through lime jelly

"There are bigger, better, more inventive stealth games already around on 'Cube."

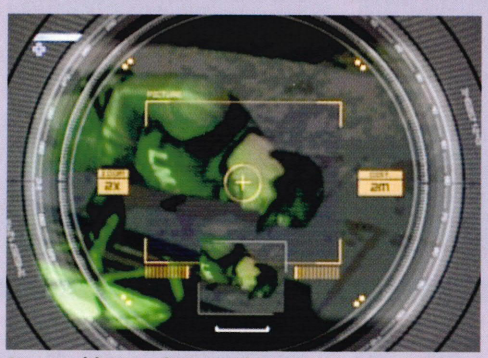
Toys for boys

Cutting-edge technology for stealth-type dudes.

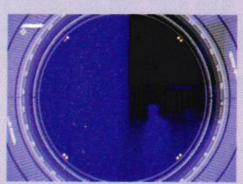
■ *Mission: Impossible* is packing more hi-tech tomfoolery than a whole shopping mall full of Gadget Shops.

Need to check if there's some sneaky enemy lying in wait behind a closed door? Simply select the thermal imager and scan for heat signatures beyond.

Then there's a cool micro-cord doodad that helps you access poles and pipes above you for stealthy shimmying, plus the EWG (electronic warfare gun), perfect for disabling pesky electronic systems like cameras, as well as tagging and tracking characters throughout the game. What would you do without them? Well, fail basically.



You could eavesdrop on this guy if he wasn't dead



See who's next door using thermal imaging

Send guards to sleep using the tranquilliser

familiar. This is a criticism of all stealth games – even the mighty *Twin Snakes* (damn it, mission failed) – but at least that game has atmosphere in spades, crazy extras and mental boss fights. In these respects *Mission: Impossible* doesn't even come close.

It's also extremely easy. Set off an alarm and it's Crazyville for a time, but find a handy reset switch for the surveillance system and the guards happily go back to their duties. Gadgets are automatically selected for you if you're in a situation where you can use them, and even the controls are much simpler than the chin-up-tastic *Metal Gear*. Progress through the levels is strictly linear and although your mission objectives change during each level, they are still simple orders to be followed.

Deviate and you fail. Stealth games should reward you for creative experimentation, not kick you back to the start for attempting to go your own way.

There's no multiplayer action and with a fairly short playing time, this is much more suited to a rental. If it had been released earlier on it'd be a different story of course, but there are bigger, better, more inventive stealth games around on 'Cube already. *Mission: Impossible* just can't cut it against the big boys. ***Darren Fox***

So, should you buy it?

Yes if...

You love the recent *Mission: Impossible* movies and want to play in that world.

No if...

You own any other decent stealth game – it's all repeated here.

You'll love it if you like...

Any of the *Splinter Cell* or *Metal Gear* games... and the *M:I* theme song.

GRAPHICS 8

Great detail on characters and the backgrounds are tasty, too.

SOUND 7

No Tom Cruise voice acting, which we think is a plus actually.

GAMEPLAY 7

Derivative and not all that realistic, but still fun while it lasts.

LIFE SPAN 5

A weekend. The challenges are familiar and easy to bust in a few sessions.

VERDICT

> You'll have fun and it's well put together, but the over-simplified play means it's aimed at fans of the movie rather than seasoned gamers. It's fun, but there are certainly better stealth games out there.

BEST BIT: Grabbing guards from behind and forcing them to do your bidding.

WORST BIT: Running back to the reset switch every time you trip the alarm.

SECOND OPINION

> It's fair to say this doesn't do a whole lot new, but I personally believe you can't have too much stealth. I even rappel down to breakfast in the morning. ***Mike Jackson***

Nintendo OFFICIAL MAGAZINE UK SAYS...

"HIT AND MISSION"

67%

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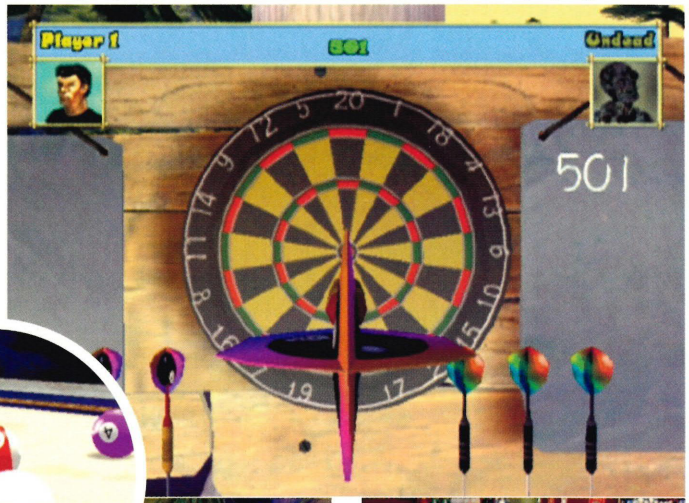
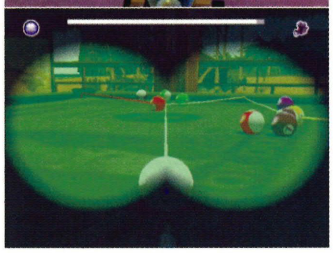
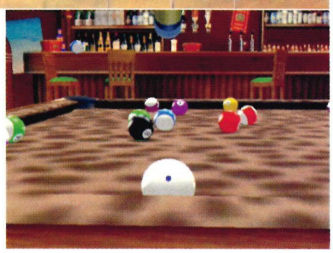
■ That bird's whispering "miss it... miss it... miss it..."

■ Using huge darts is basically cheating, even if you're playing a zombie







■ What's that? Leopard skin? Fag burns? Dappled sunlight? Who cares – it looks rubbish

■ For the lazy or unskilled, your 'Cube will predict the ball's path

Game info

Out Now

Price: **£19.99**
Publisher: **Ignition**
Web: **www.ignitionent.com**
Players: **1-2**
Memory: **33 blocks**

Pool Paradise

It's hardly paradise is it? There's only one video game here and it's about 20 years old.

A GameCube truly is a miracle machine. It can place me in the suit of an intergalactic bounty hunter, frying hideous beasts in far off worlds. It can squeeze me into a little green pixie costume and set me off on a heart-warming adventure in a glorious cartoon reality. But we'll soon come to regard those tricks as mere appetisers. Here's the REAL achievement... *Pool Paradise*.

No way, right, listen. You hit balls with a stick and they sometimes go into HOLES. It's like nothing you could possibly experience in the real world. Only with raw digital power can such unprecedented leaps of imagination be realised.

Sorry. But it's so difficult to get excited about *Pool Paradise*. It plays a good game of pool. You fuzz the balls and they ricochet around nicely. Well, you don't notice anything stupid happening anyway. There's probably an unfathomable amount of maths at work, making sure my cannon flies in exactly as intended, but we don't feel inspired to throw a party about it. The graphics are pretty basic, though. We had to double check we had an RGB lead in because the textures looked so bland.

With two players, you can have great fun. You'll laud it up when your hit-and-hope sinks the last two reds and leaves you perfectly on the black. You'll howl like a monkey when your mate forgets to add backspin and the white ball chases the yellow into the pocket from a straight pot. You'll try to sound convincing when offering unsolicited advice that the perfect shot they've lined up on the black is going to miss.

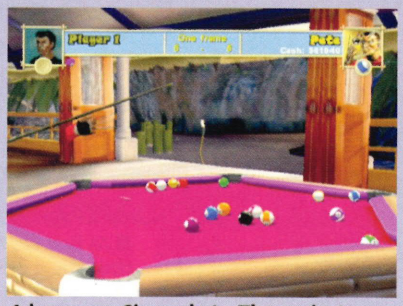
Getting a real pool table for your house would obviously be much cooler, but pool tables cost slightly more than £20. You might get a second-hand toy one with plastic balls and a wonky leg. And anyway, what are the chances that you live in a place big enough for a table? And if you do, there's bound to be a woman in your life that's going to pee all over that idea anyway.

So back to the digital world we go. Twenty quid for a decent game of two-player pool is good value. There's more to the game than that, but buy it for that reason – the multiplayer. Playing pool at home on your own with PRETEND PEOPLE is sadder than your dog getting run over.

For a start, your digital opponents all have 'hilarious' names. OJ Stumptsem "will beat you with his hands down – with a little help from his lawyers". Re-read that in a sarcastic voice to wring any residual comedy out. Like all of the players here, OJ exists only

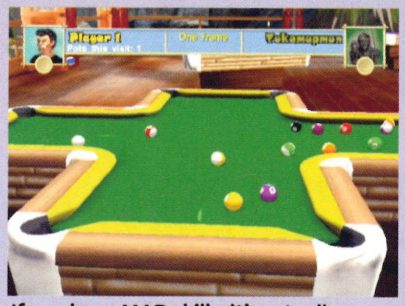
Fool Pool

Weird tables are the future. Know it.



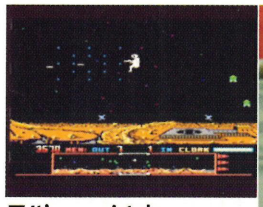
A hexagon. Six pockets. The easiest table known to man. If you're playing a girl, this might give her a chance

Look! It's made of ice! The balls skid about for ages and there's a little goalie tending the pockets

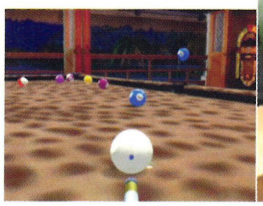


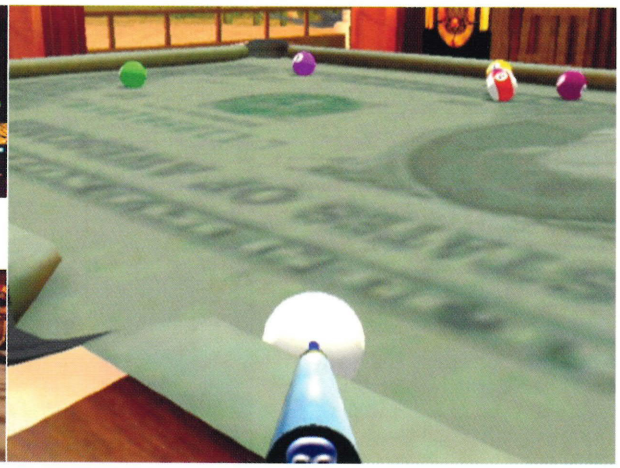
If you have MAD skills, it's actually possible to chip the ball over the gap on this cross table to pot balls

The mini table. It's mini. Basically, if you get one in off the break, you'll win the whole damn frame.



■ It's no mistake – you can play arcade games

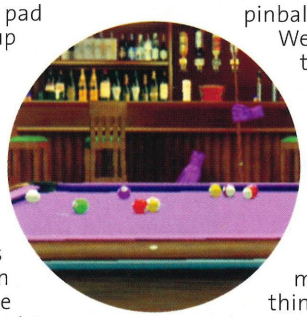




as a pair of disembodied hands manipulating a cue. It's an odd stylistic touch that we never really warmed to. The hands take too long to pad around the table and line up shots as well, slowing the single-player game into the tedium zone.

If you're going to clock this in one player, it's going to take a stupid amount of your time. Winning means money you can spend on upgrades like pimp daddy leopardskin baize and bonus games. The top, top players like James White will hand your ass to you on a plate. They're like ninja pool robots.

We don't think enough is made of the fact that this is digital pool. It annoys us when we see pinball games that are obsessed with replicating a real-life pinball experience. Forget that. We can play real pinball any time. We come to you, GameCube, to have little alligators running about trying to eat the ball. Give me something reality can't. It's the same here: the novelty tables (L-shapes, triangular, etc.) aren't mental enough. The closest thing is the slippery ice hockey table. They built an amazing pool simulation, but surely the next step was to subvert that with crazy game stuff? ***Dean Scott***



So, should you buy it?

Yes if...

You want a pool game. This plays a fine game, with all the variants you could ever want.

No if...

You'd like a digital pool game to take some crazy liberties with reality in the name of fun.

You'll love it if you like...

Pool, but are banned from your local boozer for hitting the landlord with a bottle.

GRAPHICS 5

The textures are bland and the animation of the hands could be better.

SOUND 5

Department store muzak, but one track sounds like *Ghost Town* by The Specials.

GAMEPLAY 8

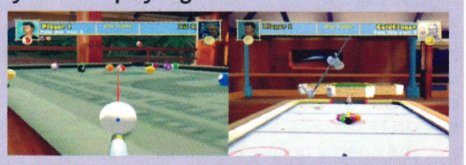
Initially confusing, but the 3D-Stick power works well. Easy to line up shots.

LIFE SPAN 7

A major one-player quest and endless fun if you've got friends round.

VERDICT

> A bit like Steve Davis – plays a mean game, but can be boring. A bit less 'reality' might have made this appeal to non pool fans. But for 20 notes, it's worth adding to your multiplayer game stack.



BEST BIT: You can't use cheating laser sights in two player. Yes!

WORST BIT: Oi! Weird disembodied hands man! Get on with it!

SECOND OPINION

> Why is there no snooker? I hate snooker, but I still want it. I'll stick with *Monkey Ball* pool, because that's basically free. And the grafficks is well better, guy. ***Mike Jackson***

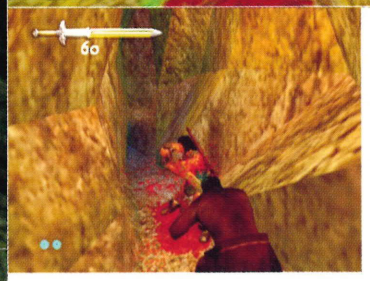
Nintendo OFFICIAL MAGAZINE UK SAYS...

"NOT A FLUKE"

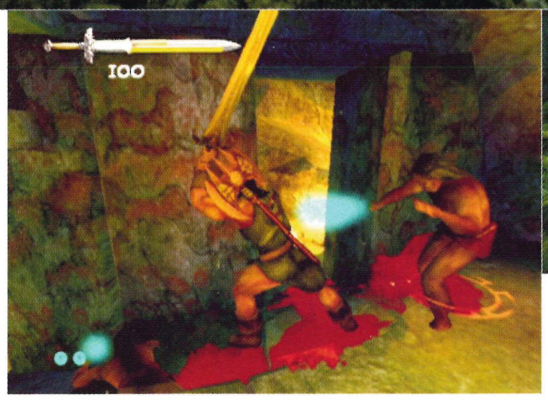
70%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Anyone remember *Rastan Saga*? Yeah, those were the days...



■ At first we thought someone had crapped into the TV, but no...



■ Does it look good? Well, DOES IT?! Use your eyes, kids

Conan

Game info

Out Apr 30th

Price: **£29.99**
Publisher: **TDK**
Web: **www.conangame.com**
Players: **1-2**
Memory: **10 blocks**

Top gaming tip: don't play this game. Ever.

> Gameplay wise, this is dodgier than doner meat from the night before. This'd be rubbish even if it had been released nine years ago on the first-generation of 3D consoles. The battling is utter garbage. You tap the button repeatedly and hope Conan hits the enemy before they hit him. But he's slow and by the time he's raised his sword to attack, the enemy will very likely have already stuck their weapon in his huge face.

You can block some attacks, but Conan reacts so slowly it's pointless. Plus the computer steers your character automatically towards the nearest enemy. You literally press nothing other than A during fights.

If you're surrounded there's no doubt you'll get hurt and if one enemy knocks you to the floor, another will usually hit you again before you can get up. Then they'll play tennis with Conan's head, while you mash your buttons angrily.

You can find more weapons and learn new moves, like a destructive spinning-sword attack, but if you manage to play the game long enough to get them you're a retard.

Invisible walls stop you from passing through wide-open spaces and even something as simple as directing Conan is sloppy. They've built in a utility that makes Conan run on a continuous path when the camera is swivelled. But the camera is constantly moving, so Conan is never running in the direction you're pushing the 3D Stick. Get it? Neither did we.

The characters speak without moving their lips. It's like watching the original *Resident Evil* game on PlayStation when the characters start speaking in the cut-scenes. There's no face animation at all. Their heads just bobble.

The detail in some of the environments is quite good, but that's about the only positive thing we have to say. This doesn't even do the movies justice and they're rubbish, too. Sorry Conan, you suck. ***Mike Jackson***

So, should you buy it?

GRAPHICS 6
Some of the environments look decent, but the cave levels are very bland.

SOUND 7
The atmospheric soundtrack and effects do the job. Nothing special though.

GAMEPLAY 3
It's like they forgot gameplay until the last day and had to speed-program it in.

LIFE SPAN 1
You'll switch it on, realise it sucks and switch it off again. Then throw it away.

VERDICT

> Don't buy this. You paid good money for the information in this magazine, so listen to us. You do not want this. Even if you love the *Conan* movies and Arnold Schwarzenegger is your idol. This is poison in its purest form and you'll feel ripped off from the moment you switch it on.

Nintendo OFFICIAL MAGAZINE UK SAYS...
"COLON"

34%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Atari Anniversary Advance

This anniversary present would get you a divorce.

Game info

Out Now

Price: **£29.99**
Publisher: **Infogrames/Atari**
Web: **www.atari.com**
Players: **1-2**

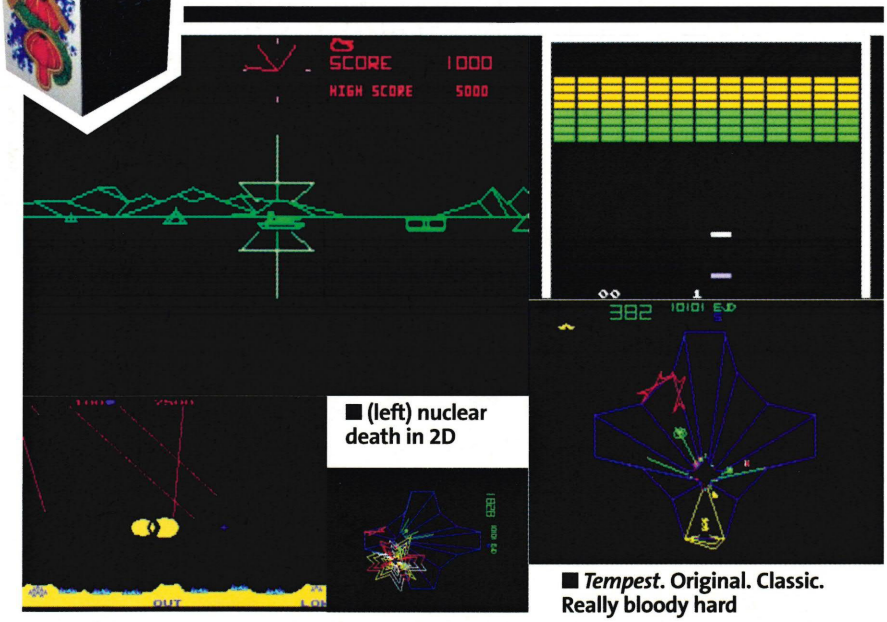
Brainstorming meeting at Atari HQ. Present are Dave Suit, Bobby Marketing and Chad Sarcasm. "So Chad, which games shall we plunder from our cavernous back catalogue of arcade classics?" "Bobby, Dave – I'm going to stun you. You know how the GBA has a conventional D-Pad and a few buttons? Well, how about we port games with totally UNCONVENTIONAL control systems? Likes paddles, trackballs and a double-handled tank controller? HA HA! I'm so funny!" "I'm seeing dollar signs, Chad. Let's do it."

Christ. You've got to wonder how these idiots get their jobs. Six games are on this cart and not one of them is as much fun as the original despite near pixel-perfect conversions. *Super Breakout* – the original analogue bat and ball game – dies on its arse with digital control. Tank shoot-'em-up *Battlezone* just feels crap outside of a tank cockpit. *Centipede*'s blasting action stands up okay, as you attempt to blast through a field of mushrooms and stop the marauding leggy bug getting in range to chomp you.

Asteroids is still cool and its graphics still look awesome. Spin round, blast rocks. Educate yourself. Same for *Tempest*. The frantic zapping is cool for the first few phases, but later levels require the precision of a bespoke dial controller. Consequently, you get ruined. *Missile Command* works okay as well, but having three different fire buttons might make your brain collapse.

One awesome touch is the flip button, that lets you play *Centipede*, *Tempest* and *Breakout* in their original vertical-screen configuration. You hold the GBA sideways, and it looks cool. It feels like you're playing a different console. A Nintendo DS, or something! OMG! ***Dean Scott***

■ **Atari trivia. If you're old enough to answer this stop reading and call the nurse – it's your bedtime**



■ **(left) nuclear death in 2D**

■ ***Tempest*. Original. Classic. Really bloody hard**

So, should you buy it?

GRAPHICS 5

Pretty in a retro sort of way, but crushingly basic.

SOUND 3

Bleep! Twip! CRONK! In the olden days, music was illegal.

GAMEPLAY 6

All time classics, suffocated under a D-pad shaped pillow.

LIFE SPAN 3

These games were only ever designed to be played for a few minutes at a time.

VERDICT

> Listen up all you flare-wearing, retro-head gamers: these babies might look the same as the ones you enjoyed as a wide-eyed nipper, but they sure don't play the same. *Tempest* remains a sexual little thing, though. EAT WIRE-FRAME DEATH RAYS YOU ALIEN FIENDS!

Nintendo OFFICIAL MAGAZINE UK SAYS...

57%

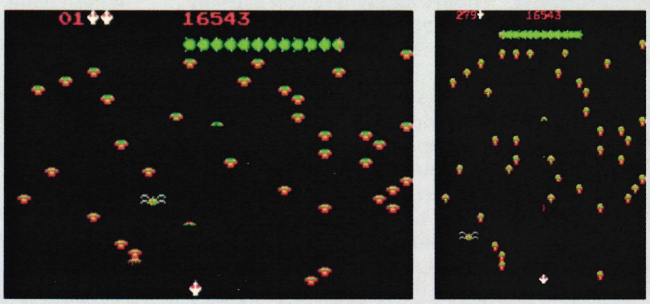
"ODD CHOICES"

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Compare and contrast

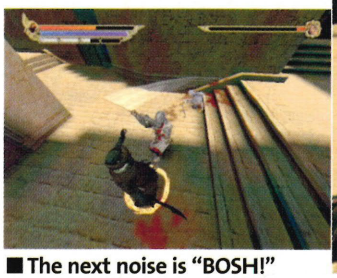
For God's sake just use your eyes!

■ Same game, two different screen types. Horizontal, which distorts everything and vertical, which is cool. Choose vertical. Dare to hold your GBA sideways.

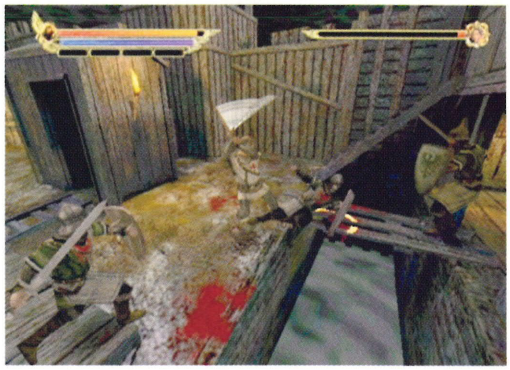


■ Let's have a nice, safe game of 'pick my nose with a sword'

■ Don't slip on the blood, fella



■ The next noise is "BOSH!"



Knights of the Temple: Infernal Crusade

In days of yore, knights fought dragons and went on crusades... and were secretly filmed for this crap.

Game info

Out Now

Price: **£34.99**
Publisher: **TDK Mediactive**
Web: **www.knightsofthetemple.com**
Players: **1**
Memory: **14 blocks**

■ This guard possesses special blood-leaking powers. Look at him go!

There are two ways you can make a Nintendo game starring a hero with a sword. One way is to create an epic fantasy story, where your imagination runs wild, puzzles stump you for hours and where you actually care about the game's main star. That's called *Zelda*. The other lacks any neat ideas, makes your brain sore with boredom and leaves you stumped 'cos the plot certainly sounded good on paper. That's *Knights*. Steer well clear or you could fall asleep at the controller.

Set at the time of the crusades, the plot certainly sounds interesting. A young maiden with mystic powers has been carted off by an evil bishop and he wants to use her powers to unlock a gateway to Hell. As luck would have it you're thrown into the middle of all this, starring as daring knight, Paul, fighting your way across the ancient world against the bishop's dark army and overcoming all the odds to save the fiery maiden.

It sounds like the kind of title that could be awesome on GameCube. Using new ideas to spice up old genres has done well lately with the release of classics like *Prince of Persia*, but when nothing is done to create a little Nintendo magic you just want to hurl the disc across the

Finish him!

Sword 'em, but not in the chest. Somewhere a lot more painful.

As an experienced knight you've got a lot of moves at your disposal: overhead chops, stabs and backhand swings at the touch of a combo make you one cool fighting machine.

One of the most gruesome killing moves you can perform is a stab through the head to finish off an enemy. As they sit defenceless, sword discarded and shield broken, you can put one foot on their shoulder and plunge your sword or axe into their skull then listen to their satisfying death throes, even if it is the same no matter who you kill.

Soften up an enemy with repeated hits to the sensitive face-region. Research shows they love it

When defenceless and crying for mum, point sword tip at screaming face

Insert sword in mouth to block further pathetic begging. Push firmly downward

"It's a hack 'n' slash adventure that'll be back in the drawer within a week."

room and leave it to rot.

Put simply, *Knights of the Temple* is a mind-numbing game. You scour sinister places like monasteries and catacombs in your search for the bishop, fighting his army of knights, ghosts and butcher monks who want to end you with their vicious-looking meat cleavers. You stroll from one room to the next, killing whoever is there and solving laughable puzzles that your kid sister could work out with ease.

Unsurprisingly your victims drop health and keys to help you progress and that's all that really happens. You open the door to the next room, you kill, you find a key and so on until you get out of the festering place to pick up the trail of the bishop again.

There ARE some cool moments though. Occasionally you'll face more than one enemy at a time and when they actually try and defend themselves instead of swinging madly into thin air you know you've got a fight on your hands. Defending yourself and waiting for the right opening lends itself to *Zelda*, but at least it makes it feel like you're in the middle of a real sword fight. Some hard-fighting enemies require you to smash their shield in two before you can hurt them. Impressive combos make each kill more satisfying and the red stuff constantly splatters the walls and floor, so at least it does have a sense of realism. Keep your eyes peeled for a longer sword, an axe and a bow and arrow for long-distant killing, too.

As *Knights* goes, the hack 'n' slash action doesn't sound that much different to *Lord of the Rings*, but at least you cared about the characters in *LOTR*, the animation was pretty good and enemy A.I. was sound. Here it's just average. At times characters slide over scenery, some of the environments look ghastly (although the citadel of Acre and the Holy City look great) and more often than not you're forced to fight the fiends from a camera that seems to be filming from Pluto.

It all adds up to create a hack 'n' slash adventure that you'll be bored of quickly. Hammer the buttons. Pull off some combos. Back in the drawer within a week. No classic. ***Tim Street***

So, should you buy it?

Yes if...

You want some derring-do, but *Zelda*'s too tough and *Dragon's Lair*'s too unrealistic.

No if...

You crave a lengthy adventure and hate the thought of monotonous button bashing.

You'll love it if you like...

The thought of having a game on 'Cube starring realistic knights and sword fights.

GRAPHICS 6

The detail in later stages makes up for early monastery and catacomb disasters.

SOUND 5

The clank of sword on sword, the sound of flesh being cut. That's about it really.

GAMEPLAY 5

Linear – kill soldiers, find the key, locate the door, do it all over again. Zzzzzz...

LIFE SPAN 5

It won't take long for you to track down that evil bishop. A couple of days tops.

VERDICT

> If simple hack 'n' slash action appeals then you might consider it. The plot's cool and the scenarios vary occasionally, but if you want to play as a bloke with a sword, play *Zelda*. Already done that? Do it again!

BEST BIT: A few of the sword fights require defending and strategy.

WORST BIT: The dire early levels are so simple it hurts.

SECOND OPINION

> Not as bad as I expected. The knight looks convincing, the sword feels heavy and you need to defend at times. Plus that finishing move hurts every time I see it. ***Dean Scott***

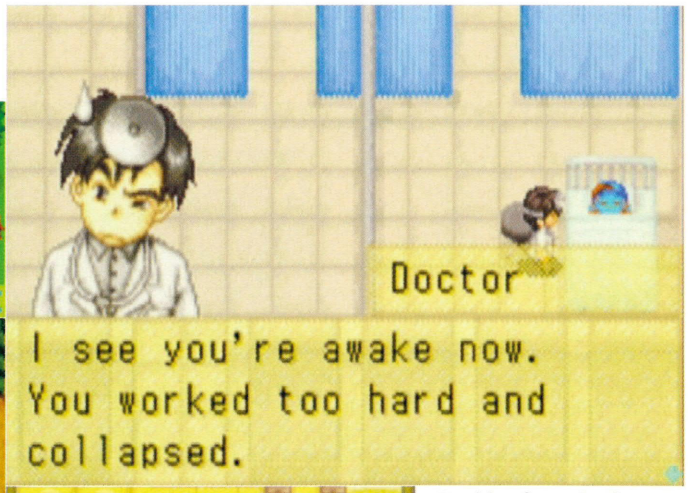
Nintendo OFFICIAL MAGAZINE UK SAYS...

"SLASH"

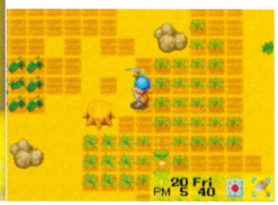
51%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

■ (below) Pick up stuff you found in the woods and eat it – sensible!



■ A blue face: the first symptom of Blue Face Fever – this quack's clearly on the ball



Harvest Moon: Friends of Mineral Town

Game info

Out Now

Price: **£29.99**
Publisher: **Ubisoft**
Web: **www.ubisoft.com**
Players: **1**

Whoever came up with this madness was a very sick puppy.

Obsession is good. Addiction is good. They show personality, not a lack of it. If someone calls you an obsessive it just means they're jealous. Fact. They've got nothing in their life and they just want to have a dig at yours. Your GBA keeps you up all night while they nod off ten minutes into *Crimewatch*.

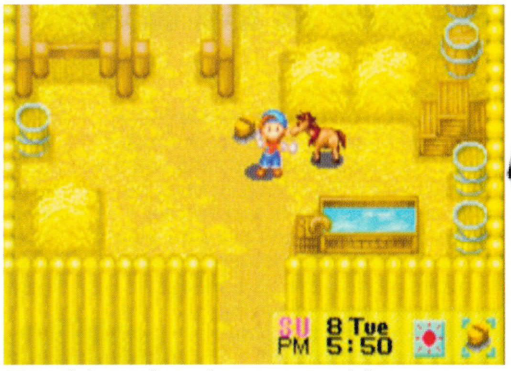
Enter *Harvest Moon*, a game designed for obsessives and as addictive as life itself – not one for casual blasters, this. After the prologue, in which you're gifted a run-down farm by some old duffer, your objectives are made clear: build a profitable business and please the local ladies. Fulfiling them will be a lifetime's work.

It's a game of economics. Buy seeds, sow them, apply water (for days on end), harvest, sell your produce, repeat with more seeds. All the time you're making money. It makes you wonder why you're sitting playing a game about profit when you could be making REAL money. Your REAL garden's a mess, but you're pulling up virtual weeds. Your REAL mutt howls for attention as you pet a 2D puppy. You feel confused. You play on. It's compelling. You realise you've been playing for days without stamping on a single alien face.

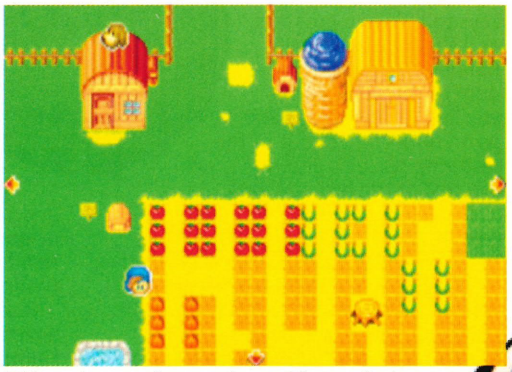
FOMT won't thrill you. It won't even try. It's got a different agenda. You won't be leaping from your seat, screaming "have my level-two watering can in your face", but you'll smile having tilled a field before you black out from fatigue or rejoin real life. It becomes a part of you, a virtual home. Comparisons with *Animal Crossing* are inevitable, but this is more structured. You have a purpose. Getting your first cow or chicken is an event – you've worked hard for it and that work has paid off.

Overcoming daily frustrations is a big part of *FOMT*. The grind might get you down, as might the attitude of the locals. Go to bed exhausted and you'll oversleep the next day. The supermarket closes at 5pm and stays shut two days a week – not good if you need supplies. You'll usually wake up to a field full of weeds that weren't there yesterday and a horse that hates you because you didn't brush it. And the pub shuts at 10pm.

You might end up hating your little farmer as he staggers about, fainting under relentless instruction. IRRIGATE,



■ Brush horse: horse loves you. Brush horse too much: horse disrespects you. Horses are stupid



■ Tomatoes, onions and corn. The perfect ingredients for... some sort of soup?

All work and no play...

Work hard for weeks on end, then blow it all at the track.

■ To break up all the hardcore farming and prevent suicides, the Mayor of Mineral Town organises regular events like cookery contests and horse races, all of which you can enter, should you have the right kit. Early on you won't have a horse to race on, but you can still blow your hard-earned dosh betting on the gee-gees. Win enough tickets and you can pick prizes from the Mayor's list – like a cheap necklace to buy the love of a strumpet. Other country mini-games that may or may not be included are fox hunting, badger baiting and running pheasants down with your Range Rover.

The flesh-eating steeds of Mineral Town drag helpless riders to their doom... or it's a race. You choose...

"It's so huge and diverse, it'd take months, maybe years, to see everything."

SCHWEIN-HUND! Eventually, though, you'll gain a bunch of Sprites to help you out around the farm, but even they need love and attention or they'll down tools.

Sadly there's an invisible veil of lawfulness draped over the town. Sometimes your game brain wants to smash the place up and steal all the seeds, but it's not going to happen. Also annoying is the apparent lack of a Fatigue bar, meaning you sometimes push your little dude too hard without knowing it (although he will turn blue just before passing out). If you accidentally drop a precious veggie you'll lose it forever as if vapourised by the mud.

Then there are the ladies. Skirt chasing plays a big part and taking a wife is all part of the grand plan. New in town and complete with a funky blue baseball cap you're already at an advantage over the local rustic types. Hopefully the lasses won't discover you're actually a farm-stealing chancer with Ketchum disorder (an abnormality causing loss of diagonal movement). Your love-moves are measured by a throbbing heart meter, but this also applies to the farm's livestock, so open your eyes and don't embarrass yourself.

It's a unique experience, but in the end, we wondered whether 30 game years of hard toil would be worth it. What will you have to show for it? To find out you'll need to be in for a seriously long haul – the game is so diverse that it'd take months, maybe years, to see everything. Add in the GameCube connectivity features, like wandering salesmen and new characters and you won't have much time to play anything else.

Kingsley Singleton

So, should you buy it?

Yes if...

You're serving a lengthy prison sentence or have no other epic games gathering dust.

No if...

You itch for high-speed, plasma-drenched bloodshed. It's the wrong game for you.

You'll love it if you like...

The bizarre brand of semi-escapism offered by the likes of *Animal Crossing* and *The Sims*.

GRAPHICS 7

The environmental effects and characters are simple but effective.

SOUND 7

Sound effects are spot-on, but the bouncy tunes will make your ears bleed.

GAMEPLAY 8

Occasionally frustrating, but totally absorbing nonetheless.

LIFE SPAN 9

It could take years to finish, but you may not feel like starting again from scratch.

VERDICT

> Like the people who invented heroin and strong cider, *Harvest Moon*'s creators may be responsible for ruining lives – this is seriously addictive and may impact on the day-to-day running of your actual life.

BEST BIT: The start of a brand-new day – get up and go for it!

WORST BIT: Waiting for stuff to grow. Anyone wanna go GM?

SECOND OPINION

> If progress was a bit quicker at the start I might not have turned it off after three hours to play *Zero Mission*. Maybe I was right, maybe not... ***Mike Jackson***

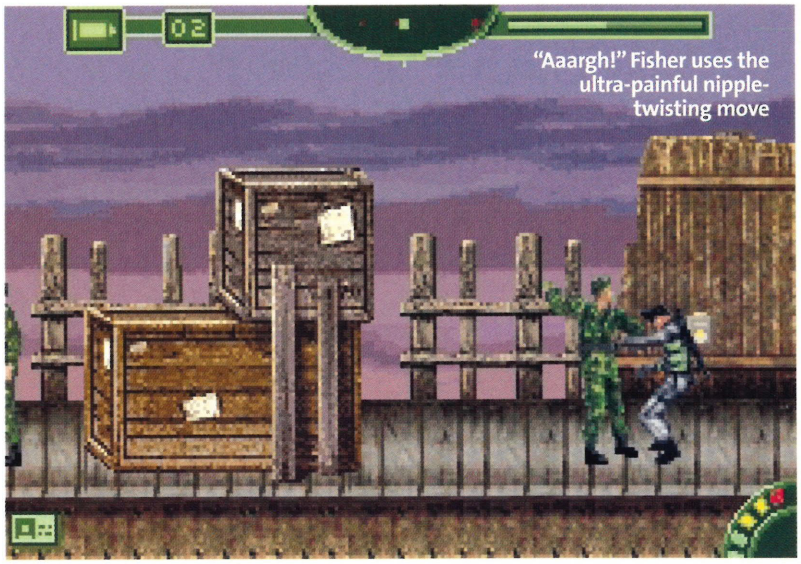
Nintendo OFFICIAL MAGAZINE UK SAYS...

"COMPULSIVE"

84%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

■ When stealth fails, resort to good old hot lead



"Aaargh!" Fisher uses the ultra-painful nipple-twisting move

Splinter Cell: Pandora Tomorrow

Game info

Price: **£29.99**
Publisher: **Ubi Soft**
Web: **www.splintercell.com**
Players: **1**

Out Now

With a title so utterly nonsensical, you'd be right to have low expectations.

Like its predecessor, *Pandora Tomorrow* encourages stealth. As Splinter Cell operative, Sam Fisher, you can sneak along walls, disarm cameras and climb on overhead pipes to avoid enemies. However, nine times out of ten, it's almost to your advantage to run around wildly and blow the head off anything that moves, which might be fun if Sam didn't move like a water-bloated corpse.

Your punishment for taking such action is a siren and a small battalion of armoured guards on your tail. Apparently they arrive through any of the doors in your vicinity, but they won't do so if the door happens to be on your screen at the time. In fact, if there's only one door around, you can avoid the guards completely, just by standing in front of it and waiting for the alarms to stop.

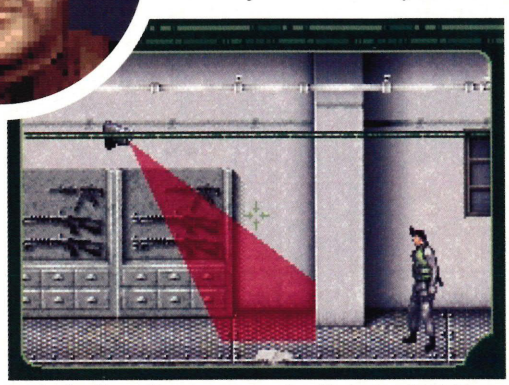
Even if you're unable to cover a door, there's another easy way to avoid capture. Simply run to the nearest door and step through it. A guard will be waiting on the other side, gun at the ready. Step back through the door before he fires and you'll be face-to-face with another guard. Go back through the door and repeat the process until the alarms stop. The guards will disappear, as if they've forgotten you were ever there.

Each of the game's nine missions is divided up into a smaller number of objectives, which seem to get more ambiguous as you go. The average player, that being myself and anyone not on the Ubisoft development team, can never truly know what they're supposed to be doing at any given time.

On more than one occasion, you can step onto perfectly innocent-looking terrain, only to be bombarded with the MISSION FAILED screen, which apparently is the game's cute little way of telling you that you're walking in the wrong direction. At other times, nonchalantly killing the thirtieth identical soldier in a row also resulted in failure, because apparently this special little sprite is the only one who can tell me the code I didn't know I needed.

Luckily, the game allows you to fail and start over infinitely, giving you ample opportunity to discern just what exactly it

■ All that rappelling means Sam's too busy to shave

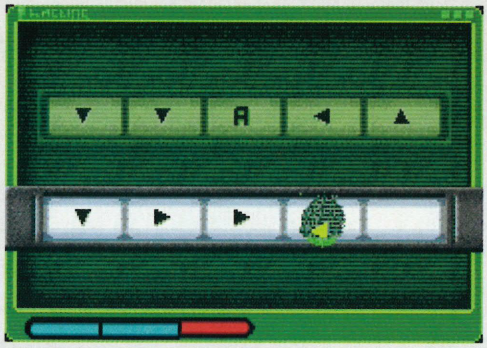


■ The boiling Ribena spray – deadly but refreshing

Hack Hack Revolution

Get your Espionage for Dummies course here

■ One thing that *Pandora Tomorrow* has taught us is that hacking an international terrorist's computer is a lot like a delightful game of *Dance Dance Revolution*! As icons scroll by, an indicator will ask you to press a specific direction or button. Successfully complete both rows and the security systems become disabled. There are more fun mini-games involved in hacking. See if you can find them all!



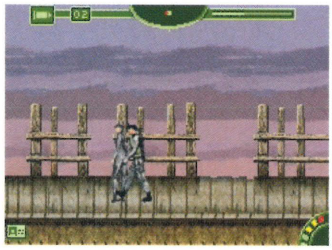
■ Hacking. Not as glamourous as it looks...

expects you to be doing. It's much like taking a driving test with a deranged and silent instructor. If you fail to turn on the exact street you're expected to, he makes you start again from the beginning, over and over, until you figure out the exact course he had in mind.

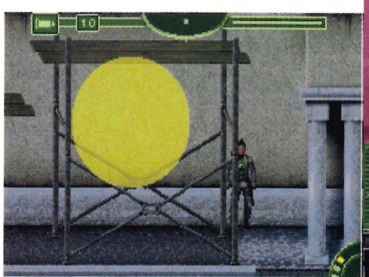
Don't worry about getting lost, though. *Pandora Tomorrow* is easily the most linear game ever made. The entire adventure consists of trying to figure out how to unlock doors to advance, which you do repeatedly until your mission, whatever that was, is completed. The rest comes across as mere padding to what would otherwise be a very simple and brief killing spree.

Doors can be unlocked in a variety of ways, though there is only one solution to each individual door, be it a key card, picking the lock, hacking into a security computer via a series of what seem like simple little programming demos, or by forcing an enemy to open it for you.

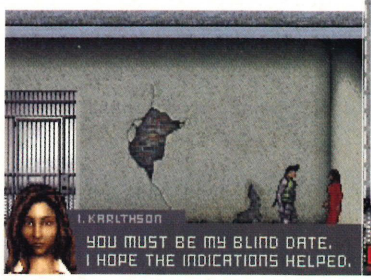
To its credit, *Pandora Tomorrow* does have crisp, detailed graphics in many places. However, they do wear thin once you've seen them repeated half a dozen times. The music is certainly varied and catchy, sounding great even through a tiny GBA speaker. Unfortunately, the same can't be said for the game itself. It's repetitive, it's the polar opposite of innovative and, worst of all, it's not much fun. ***Frank Cifaldi***



"Don't worry about getting lost. *Pandora Tomorrow* is easily the most linear game ever made."



■ Sam's got his eye on a huge crisp



So, should you buy it?

Yes if...

You're a glutton for punishment and/or enjoy taking orders from men with harelips.

No if...

You've got *Metal Gear Ghost Babel* on GBC. That kills this stone dead.

You'll love it if you like...

Stopping terrorists by obstructing a door they were hoping to come through.

GRAPHICS 7

The backgrounds in particular are nicely detailed, particularly in the shading.

SOUND 7

The guards give a weak "hey!" when you're spotted, but the music's good.

GAMEPLAY 4

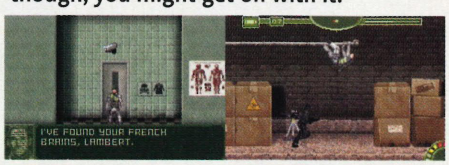
There's not much of a game here, it's mostly just poor controls and filler.

LIFE SPAN 7

If you enjoy the game, you might set yourself harder targets.

VERDICT

> It's another unnecessary and uninspiring port for our beloved GBA. The game shares a lot of the same flaws as its 3D GameCube brother. If that's your thing though, you might get on with it.



BEST BIT: The music – you can't hear it, but it's good, believe us.

WORST BIT: It's both linear AND confusing – a tough combination.

SECOND OPINION

> I'd rate this higher than 60%. But don't trust me, I'm biased. I adore *Splinter Cell* on GameCube and can't resist Sam Fisher's stealth action on GBA. ***Mike Jackson***

Nintendo OFFICIAL MAGAZINE UK SAYS...

"FISHY"

60%

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Dr Seuss' The Cat in the Hat

Publisher: **Vivendi**
Release date: **Out now**
Price: **£29.99**
Players: **1**
Game Save: **Cart**

It's a stunning achievement. Some said it couldn't be done, but Digital Eclipse didn't listen. They powered past the doubters and created a game so astonishingly mundane it could have appeared at any time in the last 20 years.

Its banality is perfect. Even an inexplicable side-scrolling fish-tank shoot-'em-up level that pops up between the soporific platform stages fails to raise an eyebrow.

It's not a BAD game. In fact, it has more polish than many tie-ins. It does, at least, appear to have been finished, unlike most. But see if you can guess the words before you read them. You play as... the Cat in the Hat. In each level you need to... collect stuff to progress. That opens up... the next stage.

The levels are a kind of surreal-by-committee yawn, lacking the originality of the books and often so cluttered that you'll miss one of the collectathon items. In the grandfather clock stage you need to grab tiny clocks – that's nice and confusing, thanks.

There are only two reasons you'd buy this. Either you're eight, you've just seen the movie and you've never played a video game before, or you've wandered, blindfolded, into a games shop as a bet – the box is indistinguishable by touch alone.

Nintendo OFFICIAL MAGAZINE UK SAYS... **50%**
"CATATONIC"
TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Scooby-Doo! Mystery Mayhem

Publisher: **THQ**
Release date: **Out now**
Price: **£29.99**
Players: **1**
Memory Card: **3 blocks**

You might be used to people laughing at you while you play games. All those failed attempts to pull that tricky wall-run/wall-jump combo in *Prince of Persia* that end in repeated spikage in the ass. Or the times you've sent Mario plummeting to his death in Noki Bay. We pity you.

But you'll feel right at home with this new Scooby game. It has canned laughter already in it, see? It's just one of the touches that makes *Mystery Mayhem* the most authentic Scooby game out there. From the cheesy plot and dialogue, to the levels that are set out as individual episodes of the show, even the constant snacking – it's all in there.

Whether you care about *Scooby-Doo!* or not, there's still a decent enough collect-'em-up on offer here. Scooby and Shaggy work co-operatively to pass obstacles and you can switch control between them. There's some Luigi-style ghostbusting as you play supernatural tug of war to trap spooks in a magic book and loads of mini-games to try. It's gaming by numbers of course, but Scooby's charm is hard to resist. Get it for a younger relative and sneak a go when they're not looking.

Nintendo OFFICIAL MAGAZINE UK SAYS... **68%**
"PUPPY POWER"
TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Dragon Ball Z: Taiketsu

Publisher: **Atari**
Release date: **Out now**
Price: **£29.99**
Players: **1-2**
Game Save: **Cart**

Apparently *Dragon Ball Z* is really cool. Fair enough. Trends come and go. We remember when *Turtles* and *Transformers* were big first time around. Anyone remember *Biker Mice from Mars*? Next week it'll be eight-legged sharks with lasers for teeth.

Some things don't change though. Great games remain great but scarce, while shoddy licensed beat-'em-ups choke the shelves and top the charts. *DBZ: Taiketsu* will probably sell a million copies, most of which will, quite rightly, end up in a landfill site somewhere in Essex.

It's easy to tell that *Taiketsu* is rubbish: its presentation is weak; the fighters move stiffly and have limited attacks; and the sound effects are confined to stifled grunts.

While there are 15 *DBZ* characters to use and locations such as Master Roshi's Island, it doesn't look enough like the anime to be convincing. That cool jumping-in-the-air-with-loads-of-thin-lines-around-you-thing that they do has made it in, but it's not used well: you leap into the sky and mash the buttons, *Track & Field* style. It's rubbish.

Why didn't they do what Marvel did and get Capcom to seamlessly insert their characters into a proven fighter? *DBZ vs. Capcom* might have been wicked. This isn't.

Nintendo OFFICIAL MAGAZINE UK SAYS... **41%**
"DRAGON BALLS"
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"No! Like this!"

You've bought 'em, now tell us how you'd change 'em.

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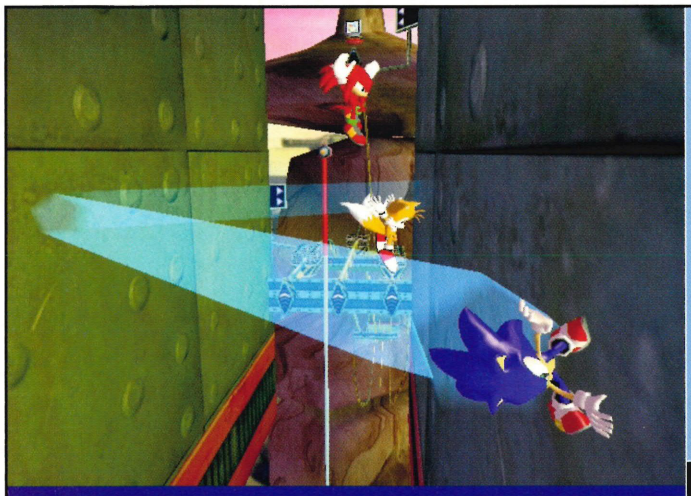


"Next time they should put some more courses and racers in *Mario Kart*. Goomba and Rex would be cool and maybe an in-kart view."

Phoenix Griffiths, Port Talbot

Sonic Heroes

■ I think this game is amazing and I loved it, but I think you should be able to make up your own team from the 12 characters.
Chris Edwards, email

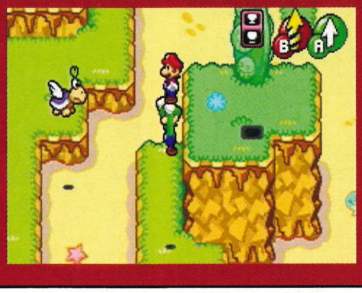
■ Sonic's new game had limitless potential, but it's not living up to it. Both the idea of controlling teams and the levels are genius, but it lacks the strong plot that *DX* and *Adventure 2 Battle* had. The plot just doesn't make sense!
Zak Bean, email

■ It's one heck of a game, but one thing that lets it down is the number of secrets. There should be more unlockable characters. Team Chaotix was a start, but you should be able to get Team Chaos.
Ben Johnson, Aberdeen

■ Sonic is dead. *Heroes* was over too quickly and was a waste of time. If Sonic Team wants to release a good game it should bring out a *NiGHTS* sequel for crying out loud!
Thomas Worthington, Disley

Mario & Luigi: Superstar Saga

■ Why does *Mario & Luigi: Superstar Saga* have so many bosses? It means you can't go very far without meeting one and dying stupidly, because you weren't properly prepared. Surely there weren't this many in the platformers.
Angela Williams, email



Metroid Fusion

■ This was a great platform game, but there was far too much back-tracking. It could do with weapons like the Wave Buster from *Metroid Prime* that destroys multiple enemies in seconds.
Matthew Dingsdale, email

Zelda: The Wind Waker

■ It may be a class game, but you guys rated it too high. 96%!? That's just ridiculous! It's a good game, but not that good! The graphics are fantastic, the side quests are a brilliant idea, but it gets too repetitive and easy by the end.
Tim Lawrie, Hull

■ Link couldn't even transform with masks this time. Why? There wasn't even a Deku transformation! And what about Gorons and Zoras? They all seem to be dead as there are only three Gorons! Bring them all back in a future game!
David Galvin, County Wicklow

F-Zero GX

■ This is the best racer ever but it's too easy! I was laughing through Phantom Road: Slim-line Slits. Plus the racers are too bunched up, so please sort that out next time, Ninty.
Lewis Bowen, Netherton

Super Smash Bros. Melee

■ King DeDede from Kirby's Dreamland and Diddy Kong should be in a *Super Smash Bros. Melee* sequel. Just imagine Diddy screaming and pummelling someone's face in as he sits on their head. That would be cool!
David Coolington, email

■ Samurai Goroh from *F-Zero* would rule the roost in *Super Smash Bros. Melee* and how about Diddy Kong or Ridley from *Metroid*? With guys like these making an appearance you'd get even more of a Nintendo history lesson.
Nick Waite, Chester

WHAT DO YOU THINK?

We want to know your views on any Nintendo game, but especially these...

1•• *Metroid Zero Mission*
2•• *Metal Gear Solid: The Twin Snakes*
3•• *Harvest Moon*
4•• *Final Fantasy: Crystal Chronicles*
5•• *Bond: Everything or Nothing*
6•• *Shining Soul II*
7•• *Sonic Battle*

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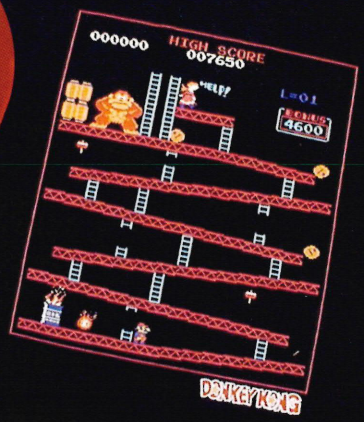

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1. GROUND ZERO

1. Rappel down from the balcony after shooting down the harrier jump jet.
2. After destroying the vehicles and turret gun, shoot the man rappelling down the wall on the left.

2. A LONG WAY DOWN

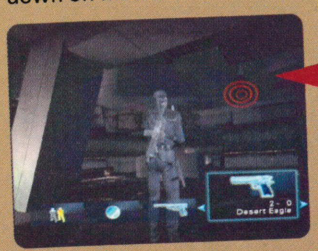
1. On the first landing, rappel up the wall to the left.
2. Activate the steam vent on the first landing to hurt the guards.
3. After putting the bomb in the pipe, rappel down to the ledge. Go inside and activate the table to the right.
4. Activate the steam vent on the third landing. This will hurt the guards there.
5. Shoot the ceiling.

3. TRAIN CHASE

1. Shoot down the helicopter.
2. In the ruins, jump over the falling pillars in the car. If using the bike slide underneath them.
3. When you see the train to the right, make a jump onto the tracks to the right of a rock column.

MIND YOUR HEAD

In the room by the fire vents, use Bond Sense to spot weaknesses in the ceiling. If a guard is underneath a weak spot then shoot the ceiling to bring it crashing down on his head.



BYE BYE, BIRDY

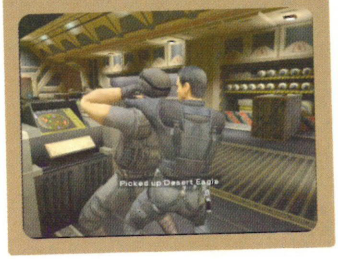
After the first tunnel, look for a short jump to the left. If you make the jump then follow the rocky road to the end and use missiles to destroy the helicopter.

4. AN OLD FRIEND

1. Get through the first carriage undetected.
2. Creep, undetected, past the guards in the second carriage.
3. Get through the third carriage undetected.
4. Get out of the fourth carriage without being seen.

MAKE LIKE SNAKE

Wait for the patrol guard to walk away. Quietly knock out the closest soldier then the next one. Run up to and knock out the patrol guard before he raises the alarm.

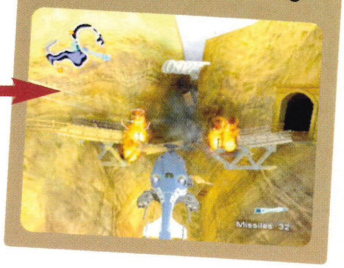


5. SAND STORM

1. Shoot the bridge with the jeeps on it.
2. Destroy all three boats.
3. Avoid the flames when chasing the general.

FIRE AND FORGET

Follow the canyon. When you reach the waterfall, go to the left and you'll see a wooden bridge with two jeeps on it. Target and destroy the bridge.

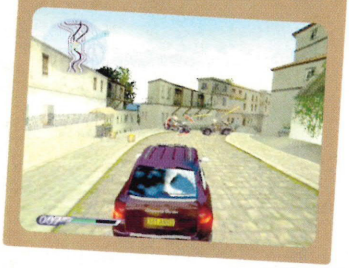


6. SERENA ST. GERMAINE

1. Look for a marker when you first enter town and park up. Use the Remote Control Car to enter the fireworks factory across the road and blow it up.
2. Take the short-cut.

BACK STREET DRIVER

Follow Serena's directions to exit town. On the winding road, look for a jeep roadblock. To the left there are steps leading to an alley.



7. VERTIGO

1. Kill the first batch of guards, making sure you're undetected.
2. After killing the rocket-launching guard, use Bond Sense to locate some barrels to the right and blow them up.
3. Jump down at the end of the mine cart track and use thermal vision to reach an item stash at the end.
4. Unlock the secret room.

EIGHT-LEGGED SNEAKS

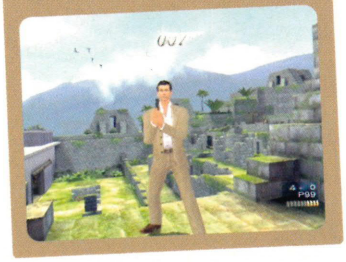
Just before dropping into the darkened tunnels, look in the dead end to the left. Break the lowest board in the tunnel and send a Q Spider in to unlock a door above.

8. THE RUINED TOWER

1. Kill both guards in the starting room without being spotted.
2. Kill the first two guards outside without being detected.
3. Find the sniper spot.
4. Rappel up the wall near the top then use a Q Spider on the ledge to run around and get some armour.

RIPE FOR A SNIPE

Leave the starting room and examine the wall to the right with your Bond Sense – you'll spot a rappel point. Climb on up and kill the guard in the small room.



9. DEATH OF AN AGENT

1. Use a Q Spider at the start to go through the vent and drop onto the guards at the end.
2. Locate the rocket launcher in the side room using thermal vision when you are in the dark tunnels.
3. At the end of the dark tunnels, go upstairs and use the lever to open the far door. Use Bond Sense to shoot some gas tanks in the tunnel while guards are nearby.
4. Detonate the explosives.
5. After you've stopped falling, go through the tiny gap between wood and rock.
6. Immediately after squeezing through the gap, use Bond Sense to shoot a gas tank on the ledge below.

KA-BLAMO!

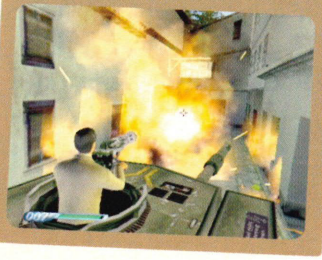
As you fall, use Bond Sense to locate some explosives on the rock ledge. They are right next to a rocket-launching soldier – shoot them to kill him.

10. A SHOW OF FORCE

1. Shoot the gate open at the start.
2. Destroy the barrels to kill some guards.
3. Take out the petrol pumps to destroy the gas station.
4. Once on the bike, look for a short cut on the right and keep following it all the way, before making the jump at the end.
5. Use the truck to the right of the airport entrance to jump into the airport.

BARREL BLASTER

At the very top of the second staircase, shoot the barrels after you turn right to kill a group of guards who are waiting to attack you.



SHORT CUT TO MAYHEM

After talking on the phone and leaving the park, go right. Follow the road to a small green on the right, cross it and drive through the short cut.

11. MARDI GRAS MAYHEM

1. Take the short cut after you burn away from the park.
2. Park the Aston Martin in the back of the truck you steal.
3. When you leave the warehouse look for a pipe in the parking lot. Drive up it and jump through the window into the warehouse.
4. Use your Acid Slick attack to stop the Limo.

12. THE KISS KISS CLUB

1. Massage the women in the first room.
2. Drop the lights on the guards.
3. Kill the men on the balcony when you are on the ground floor so that they fall over the railing.

BRING THE HOUSE DOWN

When you reach the main hall and are crouched behind the bar, move to the left and press the switch to drop the lighting rig on top of the attacking guards.

13. DEATH'S DOOR

1. In the graveyard, enter the first room on the left and use a Q Spider to get some armour in the corner.
2. As you approach the base of the church tower, shoot anyone who tries to open the gate to the right.
3. Take out the sniper.
4. Shoot the security box from the balcony using the sniper rifle.
5. Use Bond Sense during the boss fight to locate pipes on the ceiling and shoot them when the boss is nearby.
6. Use Bond Sense again, but this time on either the pipes on the other side or an explosive barrel.

SMITE THE SNIPER

Once you're in the graveyard, rappel up the church tower. At the top of the tower punch out the sniper, but don't kill him.

14. BATTLE IN THE BIG EASY

1. Lose your pursuers.
2. Blow up the factory using only one Remote Control Car.
3. Finish the mission in less than three minutes, 40 seconds.

SHAKE YOUR TAIL

When you reach a park on the right, activate the smoke screen just as an enemy car gives chase. Keep using it until you lose the other car.

15. FADED SPLENDOUR

1. Rappel up the wall in the first room and kill the sniper without being detected.
2. Shoot the chandelier in the main hall.
3. Use a Q Spider to go through a vent at the very bottom of the stairs on the far side of the main hall and unlock a secret room.

CHANGING ROOMS

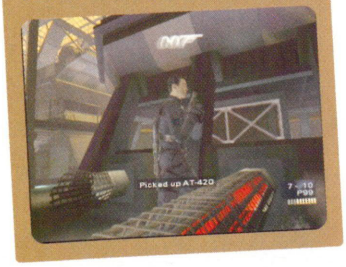
When you get into the main hall with lots of guards below, use Bond Sense to locate the target holding up the chandelier and shoot it so that it crushes the men below.

16. MACHINERY OF EVIL

1. Use a Q Spider under the floor to open a door above.
2. Get the rocket launcher.
3. Press the button in the cubicle at the far end of the room. Go under the floor and look for two guards standing by a pipe. Shoot the pipe while they are next to it.

GET TOOLED UP

Search the area on the far side under the floor and use your Bond Sense to blow up some obstacles, uncovering the rocket launcher. Sweet.

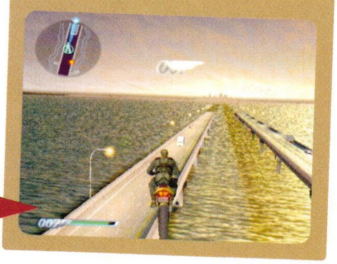


17. THE PONTCHAR TRAIN BRIDGE

1. Use the edge of the pond to jump over the gate at the start of the level.
2. Shoot the men using rockets in a hut to the right.
3. Jump over the incomplete bridge sections.
4. Slide underneath the tanker that Jaws is using to block the road.

LEAP OF FAITH

Look for unfinished bridge sections hanging on the left as you speed along the bridge. Jump over them and land cleanly on the other side.



18. A SIMPLE EXCHANGE

1. Disable the four cameras in the main room with your EMP grenades.
2. Find the secret room.
3. Press the switch at the end on the ground floor to disable the laser grid (Agent difficulty or above).

BY THE BOOK

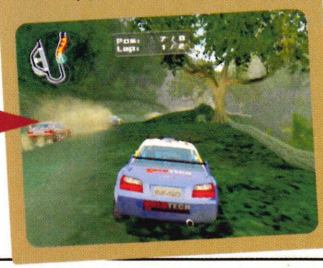
Sneak your way into the room at the end of the ground floor. Locate the secret room at the end of the ground floor by examining a bookcase.

19. RED LINE

1. Take the first short cut.
2. Burn along the short cut near the end of the course.

NATURE TRAIL

Near the start, look for a tree on the right-hand side and go over the lump next to it. Now pass between the rocks that appear afterwards.

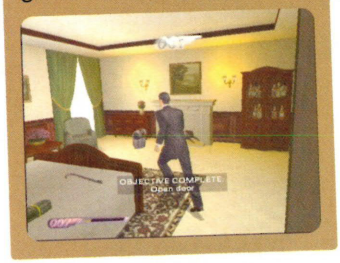


20. AMBUSHED

1. Open the locked room.
2. Throw an enemy over the railings on the top floor.
3. Head to the balcony at the far end of the upper floor and shoot the fuse box below (Agent difficulty or higher only).

OPEN SESAME

Use the Key Card you picked up during 'A Simple Exchange'. This will open a door in the corridor on the ground floor.



21. THE HIGH ROAD

1. Jump past the tanks.
2. When you get on the bike, use the stairs to the right to jump onto the rooftops.
3. At the end, slide into the statue's mouth in the waterway.

STEPS IN THE RIGHT DIRECTION

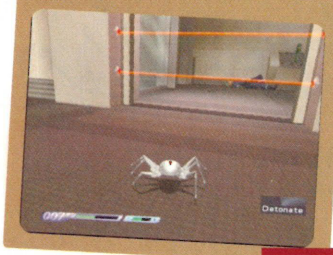
At the start when you reach two tanks blocking the road look out for some steps to the right – you'll be able to use them as a ramp.

22. DIAVOLO'S PLAN

1. After escaping, go outside and shoot the gas tanks on the balcony when a guard is near – he'll get blasted.
2. In the control room, use a Q Spider to get some armour under the stairs.
3. Switch off the laser using a Q Spider.

KILL THE LIGHTS

In the control room, use a Q Spider to pass the laser grid. Find the fuse box on the floor and detonate the Spider to switch off the lasers.



DUST TO DUST

When you enter the first courtyard you need to blow up the arch above a tank on the far side. Do it using the nano weapon. Job done.

23. THE PLATINUM WAR

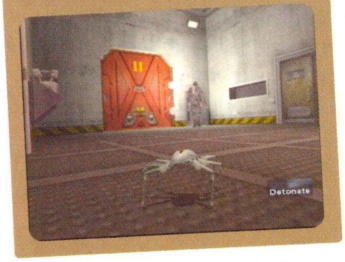
1. Bury the tank in the courtyard.
2. In the first courtyard, turn left and shoot the tanker at the end of the street.

24. DANGEROUS DESCENT

1. Open the vault.
2. Shoot the crate by the edge of the pit then use a Q Spider to go around the side of the pit, past the broken crate and into a room to blow up a console.
3. Use a Q Spider to kill three guards at once.

SPIDER SENSE

Activate a Q Spider at the start and send it over the boxes to the left. Follow the course right into a room. Wait for the guard to open the red doors then kill him.

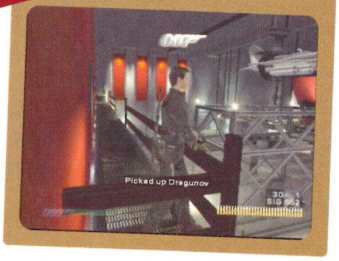


25. RED UNDERGROUND

1. When you first enter the main room, kill the guard on the platform opposite your position.
2. Find the rifle.
3. Use the Network Tap to control the first tank on the left.
4. When you get to the lower floor, look for a control panel that controls a tank lift. Shoot it when a guard is underneath.
5. In the upper control room, just press the switch to kill a guard outside.
6. As soon as you open the final set of doors, lob in a Strobe Grenade to blind the guards then kill them.

SNAFFLE THE SNIPER RIFLE

Enter the main room and stay on the walkway. Walk to the very end. Ride the mini platform in the corner where you'll find the sniper rifle.

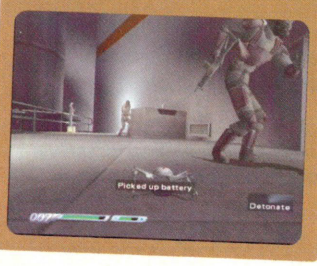


26. THE FINAL CARD

1. Network Tap a turret and use it to kill all the guards who enter the room.
2. Network Tap a turret and use it to destroy the other turret.
3. Use a Q Spider in the vent.
4. Use an EMP Grenade on the stealth suit guard right before you take the level exit or drop a monitor on his head.

VENT THEIR SPLEENS

Send a Q Spider through the vent before opening the door to the last vent switch. Use it to kill the guards. Use as many spiders as you need.



HEADS UP, BOYS

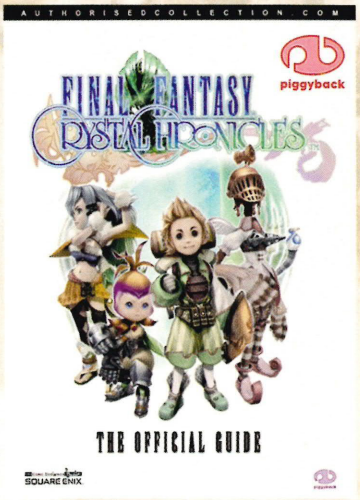
In the large warehouse, look for a suspended crate and shoot it down when some guards are underneath.

27. EVERYTHING OR NOTHING

1. Send a Q Spider into the same room for the first Bond Moment in 'Dangerous Descent' and blow open the door inside.
2. Get Bond into the vault. This is only accessible if you opened it in Dangerous Descent.
3. Drop the crate on the goons.

Further into the Fantasy...

Desperate to wring every last drop of magic out of *Crystal Chronicles*? Get reading, Kupo!



piggyback

- This guide has been provided in association with piggyback. The complete solution and further details can be found in the 164-page Official Guide available from piggyback, priced at £9.99 in all video game retail outlets now.
- Check out the free 12-page *Final Fantasy Crystal Chronicles* download and official competitions at www.authorisedcollection.com

Side-Quests

The Vanishing Princess

This quest can be started at any time from the second year onwards. The events relating to this story happen in the order detailed below. Please note that it is often necessary to exit and re-enter a location, collect a drop of myrrh, or complete a year for the next event on the list to occur. Even so, this quest is still well worth attempting, as successful completion will earn each player 100,000 Gil.

1. Talk to Knocfelna in Alfitaria.
2. After collecting a drop of myrrh, talk to Knocfelna in Alfitaria again, he will tell you that he is looking for the princess.
3. After another year has passed, go to Marr's Pass and talk to the Selkie, Te Odo. She will say "I often see a strange Selkic maiden of late. Who could she be?"
4. After collecting a drop of myrrh, go to the east bank of the Jegon River and talk to the disguised princess.
5. Exit to the World Map.
6. Return to the east bank of the Jegon. Talk to the dog and Knocfelna.
7. After collecting another drop of myrrh, go to the Fields of Fum, where the princess and Knocfelna are talking. Witness the princess saying she will return.
8. After collecting another drop of myrrh, go to Leuda (only possible in year five) and witness the princess and Knocfelna arguing. Talk to them and then exit the village.
9. After collecting another drop of myrrh, go back to Leuda and talk to them again. If a discussion follows about how there are no hard workers in the village, this means that you are on the right track and have nearly completed the quest.
10. Exit towards the World Map and re-enter the village: you should see a special event with the princess and a Selkie sitting by a campfire. The princess decides to go home.
11. Go to Alfitaria. Enter the town and the final event should start. Accept the gift offered by the princess. You will then receive 100,000 Gil.

Mini-Games

Blazing Caravans!

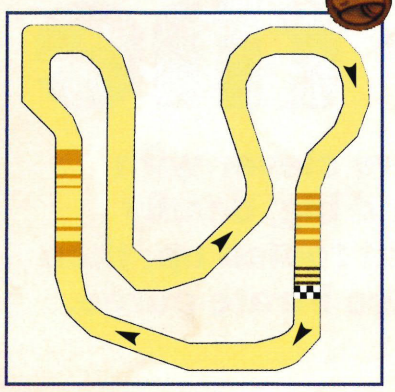
Caravan conditions

This mini-game is only available in multiplayer mode, as it takes place on the GBA. To access this mini-game, do the following:

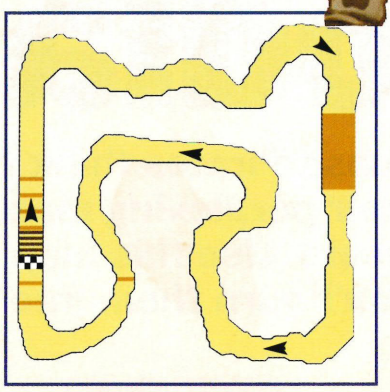
- Obtain the stamp card by talking to a moogle in its nest.
- Collect all mog stamps in a set of one, two or three.
- Talk to one of the moogles that gave you a mog stamp of which you have a complete matching set and select "Let me play the mini-game".

As there are nine sets of mog stamps, it is possible to participate in nine different courses depending on which moogle you talk to.

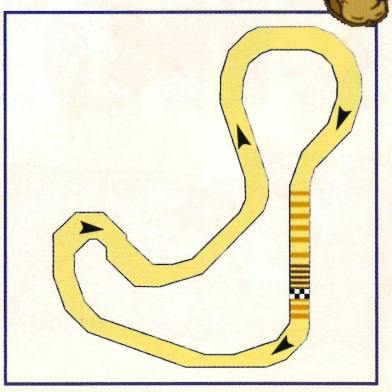
Plains Course 1



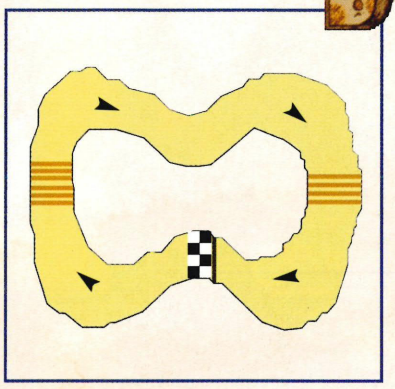
Plains Course 2



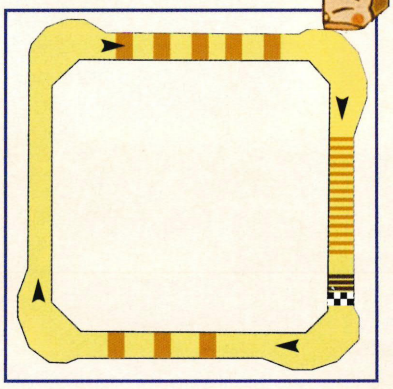
Plains Course 3



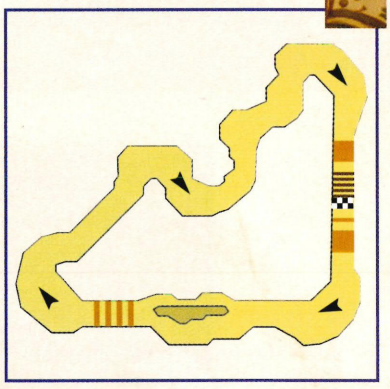
Desert Course 1



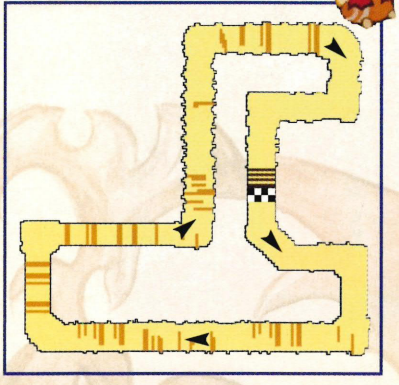
Desert Course 2



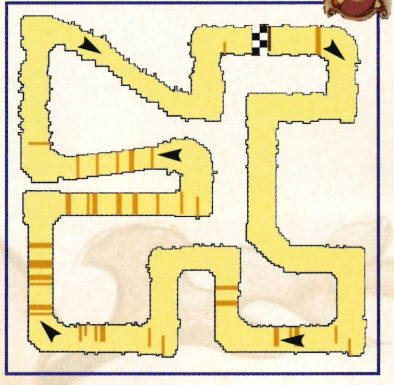
Desert Course 3



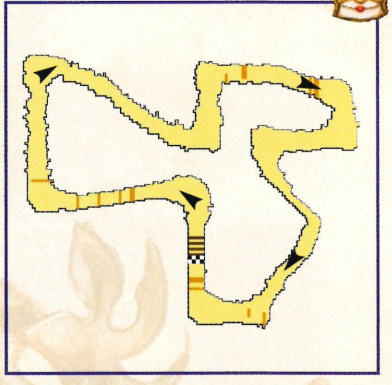
Beach Course 1



Beach Course 2



Beach Course 3



Winning Techniques

Streamline your trajectory

Whatever track you're racing on, try to streamline your trajectory when going round corners. To do so, steer into the outside of the bend, then cut back sharply inside and skid all the way until the next straight strip of track. You should then be in a position to accelerate at top speed and leave your rivals trailing in your dust!

Tip

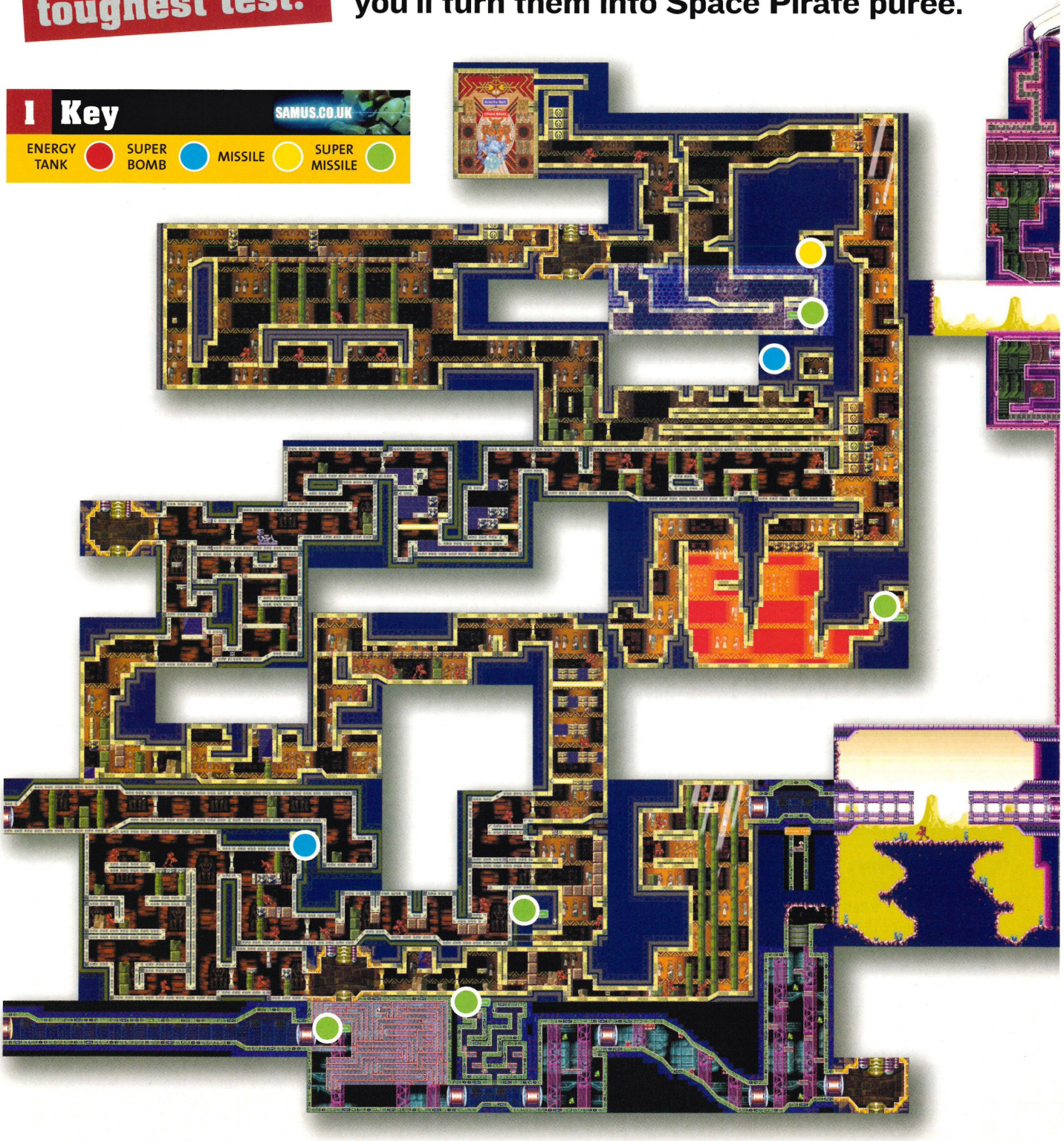
Dodge your stamp duties

There's a very easy way to start playing the mini-game without collecting lots of stamps: visit the Marr's Pass moogle's nest and ask the moogle to give you his stamp. This specific stamp is unique in that it enables you to play the mini-game immediately: to do so, all you need to do is talk to the moogle one more time and ask to play.

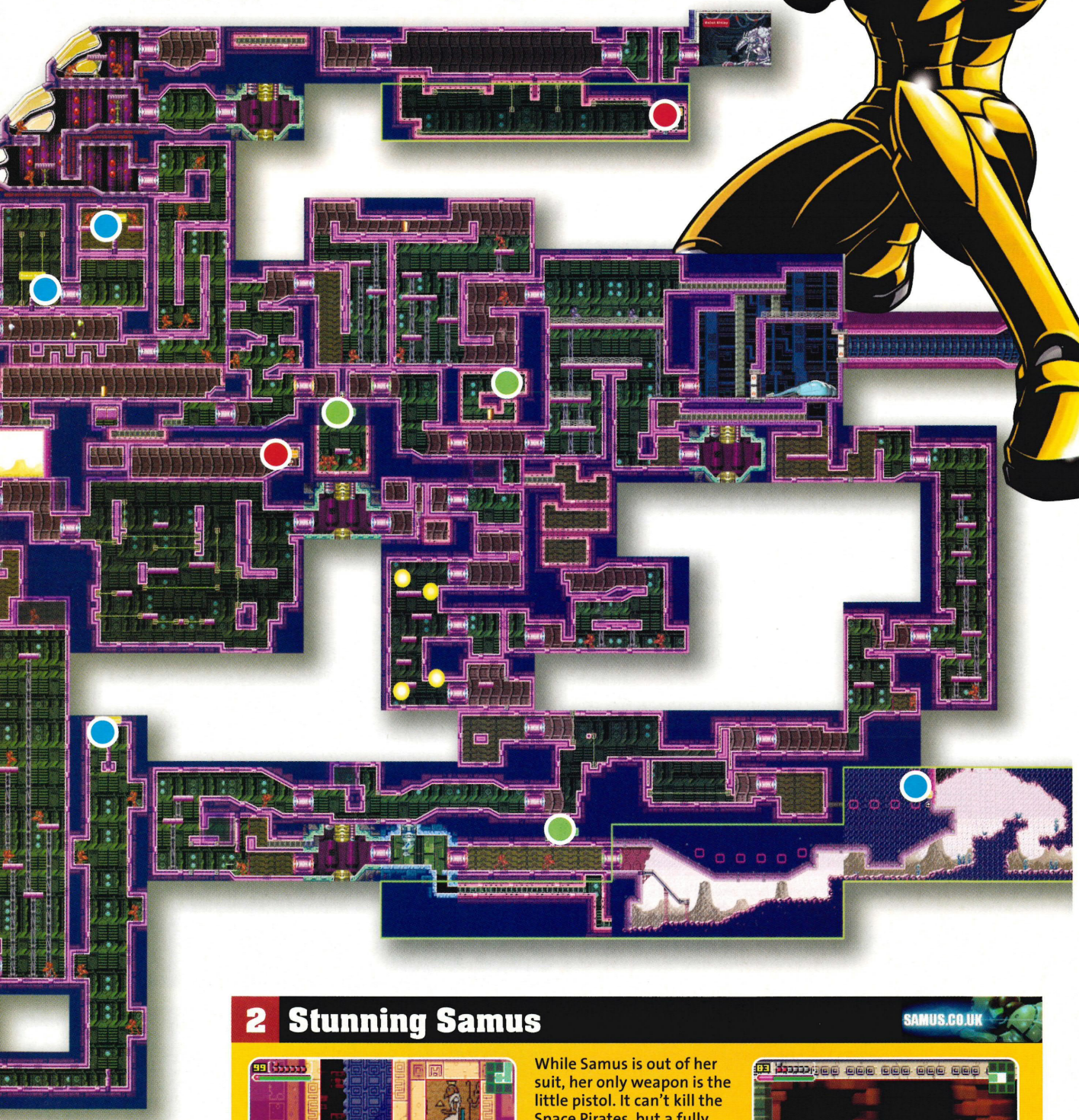
Chozodia - the

HOW TO...
Tackle *Zero Mission*'s toughest test.

Those Pirates think they're clever with their perplexing mazes and big, deadly lasers. Use this map to get tooled up, then you'll turn them into Space Pirate puree.

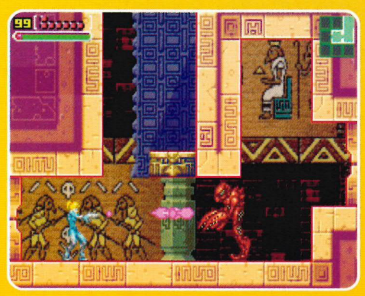


full view



2 Stunning Samus

SAMUS.CO.UK



While Samus is out of her suit, her only weapon is the little pistol. It can't kill the Space Pirates, but a fully charged shot will stun them for a few vital seconds, helping you to escape. The gun charges up on its own, so allow it to reach full power before you enter a new room, just in case you need the shot.

Thanks to Destroyer F and Andrew Mills from Samus.co.uk

Nintendo® Official Cheats

If you love *The Lord of the Rings*, which squillions of you do, it's your month. Get your teeth into this...

THE LORD OF THE RINGS: THE RETURN OF THE KING

Cheat tables of epic proportions

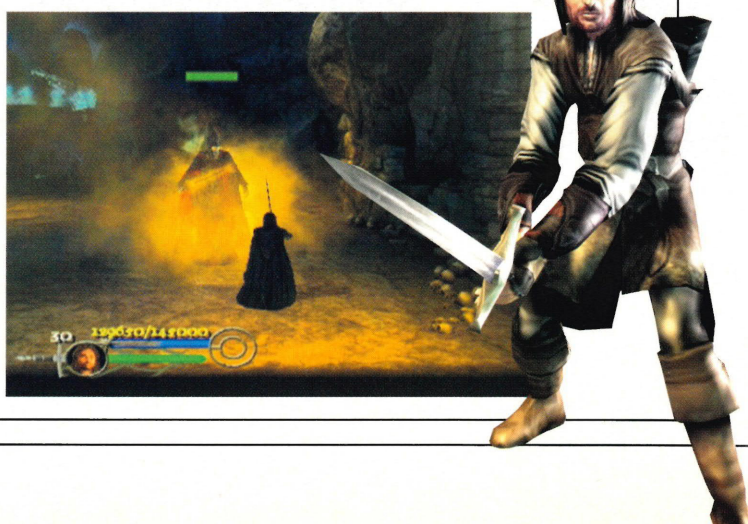
There's plenty to achieve in *The Return of the King* on 'Cube and just like Frodo, you might need help to battle through the swarms of orcs and reach the end. Well, all you need are these codes and you'll waste them easy. Use the Force! Oh, sorry. Wrong film.

Pause, hold L + R and hit...	get 1,000 points for...
△, B, Y, A	Aragorn
B, Y, △, B	Faramir
▽, Y, △, ▽	Frodo
X, Y, △, ▽	Gandalf
X, X, Y, A	Gimli
A, Y, △, A	Legolas
X, X, B, A	Merry
Y, A, B, A	Pippin
Y, A, ▽, A	Sam

Pause, hold L + R and hit...	Level eight skills for...
△, B, Y, △	Aragorn
X, X, X, X	Faramir
X, X, X, X	Frodo
X, B, X, X	Gandalf
A, X, X, B	Gimli
B, △, △, X	Legolas
X, Y, A, B	Merry
B, △, △, X	Pippin
X, X, Y, Y	Sam

Pause, hold L + R and hit...	Four-hit combo for...
△, B, Y, X	Aragorn
A, B, △, A	Faramir
X, B, X, X	Frodo
X, Y, △, X	Gandalf
Y, B, △, A	Gimli
A, X, Y, B	Legolas
B, A, B, B	Merry
A, A, X, X	Pippin
△, X, Y, Y	Sam

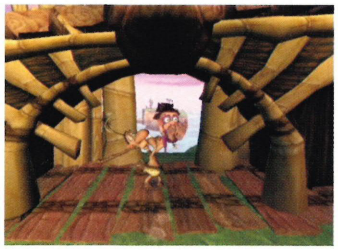
Pause, hold L + R and hit...	Cheat activated...
△, ▽, Y, B	every upgrade
Y, △, Y, ▽	permanent Devastating Attack
B, B, ▽, X	infinite missiles
B, X, B, △	invincibility
X, ▽, Y, A	Perfect mode
Y, X, A, B	refill Gandalf's missiles
B, B, X, X	heal
▽, X, △, B	Target Indicator mode
Y, △, B, B	share health (Co-op only)
X, B, △, X	infinite re-spawns (Co-op only)
A, B, A, △	all actor interviews
A, A, Y, Y	unlock Faramir
Y, X, X, X	unlock Frodo



TAK AND THE POWER OF JUJU

Get items the easy way

Stop playing around with monkeys, messing with sheep and getting shoved about by rams. These button codes will sort you out with all the items you need. Just pause the game and tap these in...



Pause and press...	Items acquired...
B, Y, X, B, Y, X, B, Y	100 Feathers
◀, ▶, B, B, X, X, ◀, ▶	all cut-scenes
▲, ▶, ◀, ▼, Y, X, B, ▼	all Juju power-ups
Y, Y, B, B, X, X, ◀, ▶	all Moonstones
B, Y, X, ◀, ▲, ▶, ▼, ▼	all Plants
▲, Y, ◀, B, ▶, X, ▼, ▲	all Yorbels
B, X, Y, Y, B, X, Y, Y	cheats menu

NEW WAYS TO PLAY

..... HOW TO GET THE MOST FUN OUT OF YOUR GAMES .....

THE SCENARIO: FORCE TENNIS, *STAR WARS JEDI KNIGHT 2: JEDI OUTCAST*

By Scott Goodwin, via email

One player fires a rocket at the other player, who then has to use the Force to repel it back towards the shooter. The two players continue to play tennis with the rocket until one of them mis-times their power and eats it with their face, or the rocket accidentally ricochets away. You must be facing each other PRECISELY for the rocket to bounce back in the right direction.

THE SETTINGS

Two Players: Both players must be armed with a Rocket Launcher and full-on Force Push. Set the characters to Jedi Master.

Stage: You should give this a go on the Bespin Yard level. Me and my mates play in the main Courtyard where there's plenty of space.

Score limit: It's up to you, but I usually play first to ten points. You get a point every time your opponent gets a rocket in the mouth.

LAST TIME WE PLAYED

Who played: Scott and William Goodwin

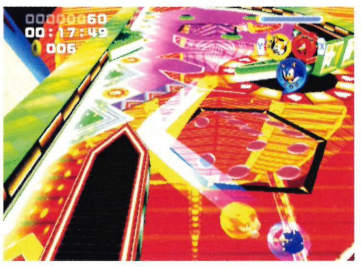
What happened: Scott played like tennis ninja, Andre Agassi, knocking down poor William every time, who was playing more like Henman. Six-nil down and William started to get hacked off. He hits the secondary fire and launches a heat-seeker. That's a dirty trick, but Scott still repels it. William doesn't care and continues blasting more rockets at Scott. You're disqualified Will. You bad LOSER!

GET INVOLVED

Do you have any wacky ways of getting more out of a game? If so, let us know. Write down your idea in the same fashion as above and send it into New Ways to Play at the usual address, or email michael.jackson@emap.com, with your picture attached.

SONIC HEROES

Unlock tunes and multiplayer modes



There's no easy way of unlocking stuff here, people. It's going to take some play time and a whole lot of skill. Sorry about that. But you did read our guide to beating the bosses in issue 138, didn't you? Well, it shouldn't be a problem for you then.

Unlock...	How...
Follow Me theme	finish Team Rose Story mode
Team Chaotix theme	finish Team Chaotix Story mode
This Machine theme	finish Team Dark Story mode
We Can theme	finish Team Sonic Story mode
What I'm Made Of... theme	finish Last Story in Story mode
Team Battle in two-player	collect 20 Emblems
Special Race in two-player	collect 40 Emblems
Ring Race in two-player	collect 60 Emblems
Bobsleigh Race in two-player	collect 80 Emblems
Quick Race in two-player	collect 100 Emblems
Expert Race in two-player	collect 120 Emblems
Last Story	finish with all teams and get all Emeralds
Super Hard mode	finish with all Emblems and all A-rank scores

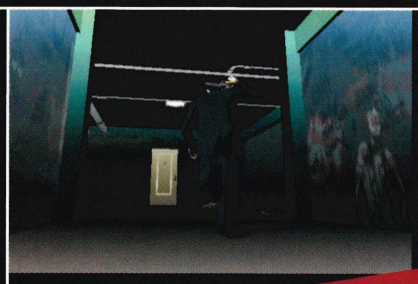
LORD OF THE RINGS: RETURN OF THE KING

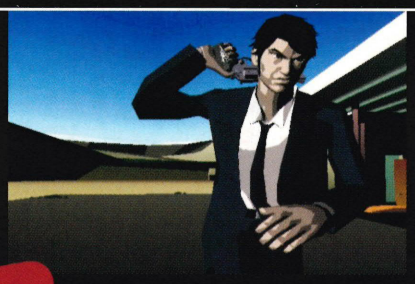
Play hard and reap the rewards

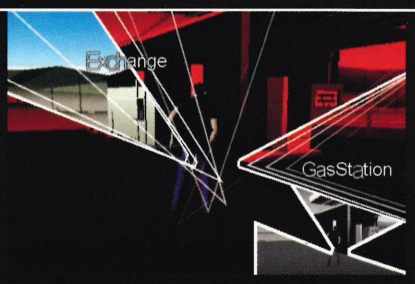
There are no quick and easy cheats for *Return of the King* on GBA. Success will only be earned by all-out thumb punishment. But take a look below and you'll see there are some neat extras to be won if you put in the time to complete the tasks...

Unlock...	How...
Helm's Deep	complete the game
Moria	slaughter 2,000 orcs with one character
Smeagol	get 2,000 kills and finish the game
Fanghorn bonus stages	finish the game with every character
Weathertop bonus stages	find all of the artefacts

We Can't Wait



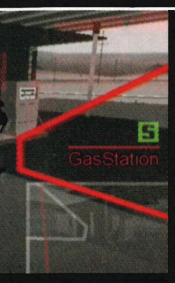


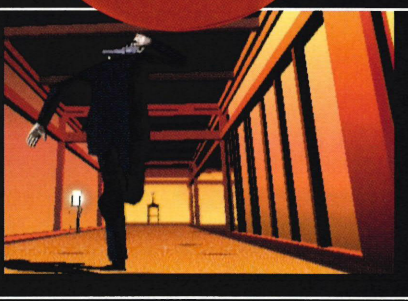


NEW PICS!

For These...

MORE NEXT MONTH!



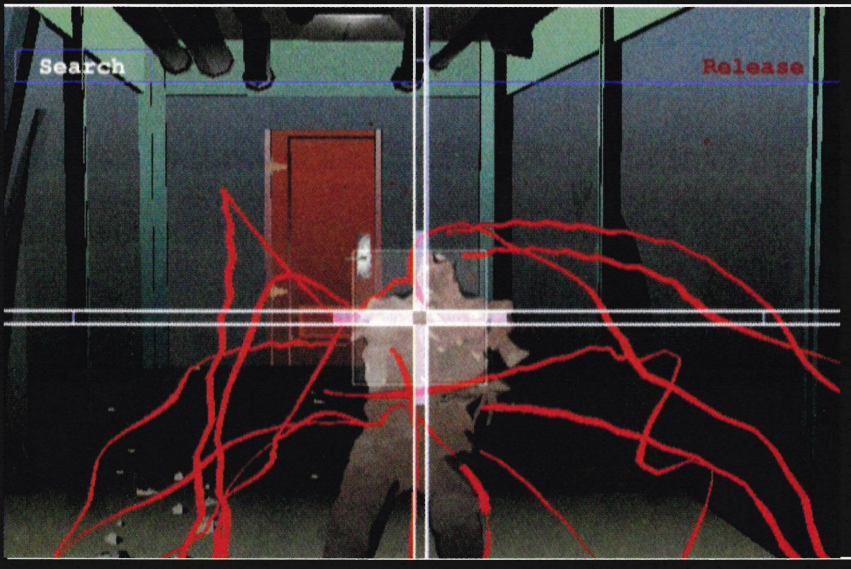


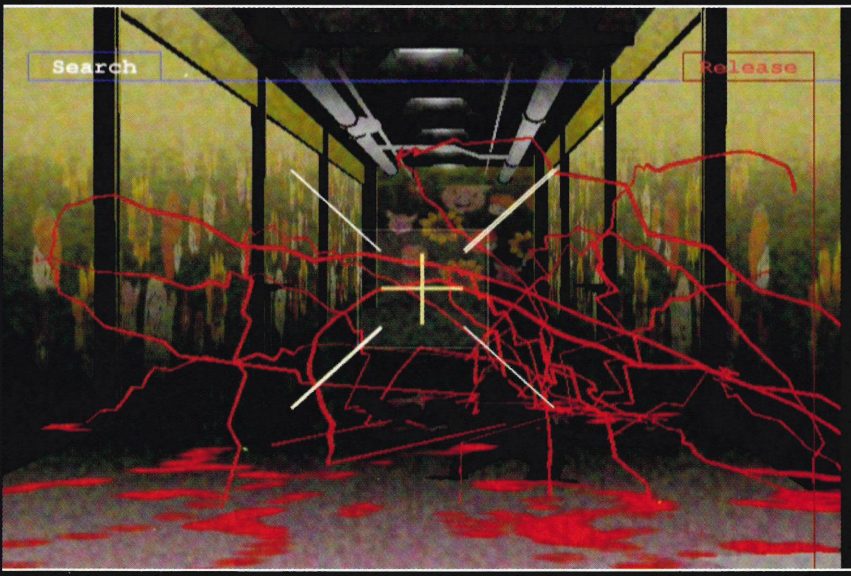
Killer 7

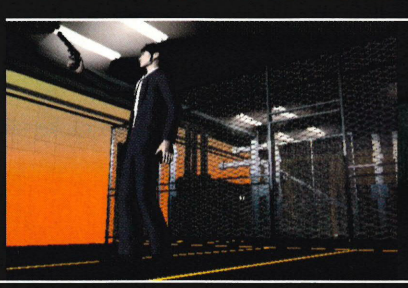
These last few months have seen a Capcom overload. First off the bat there was last issue's world-first *Resident Evil 4* preview and now back comes Capcom with new shots of *Killer 7* – and there's plenty of claret thrown in for good measure.

With E3 just around the corner we'll probably get our first hands-on look at the show, but for now feel free to gorge yourselves on the screenshot buffet Capcom has served up.

From what we know so far the game plays out through five story lines and follows the fate of two men – Harmon Smith, a serial killer who can change personality at will, and Kun Lan, leader of the Heaven Smile army who is hellbent on seizing control of the country. Expect a whole lot more in our up-coming E3 roundup.

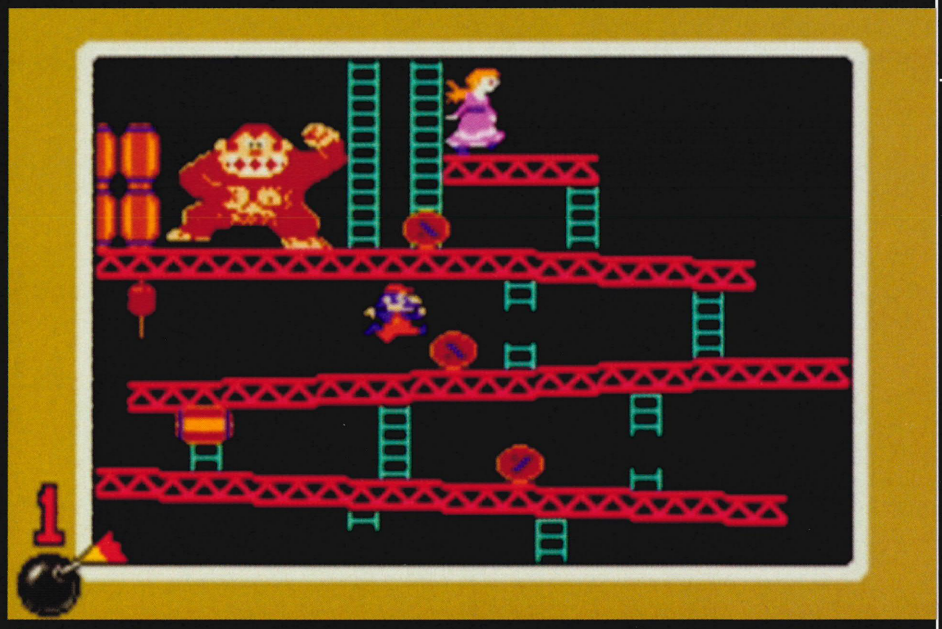


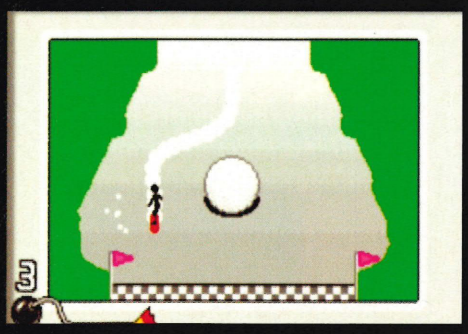




Wario Ware Inc: Mega Party Game$

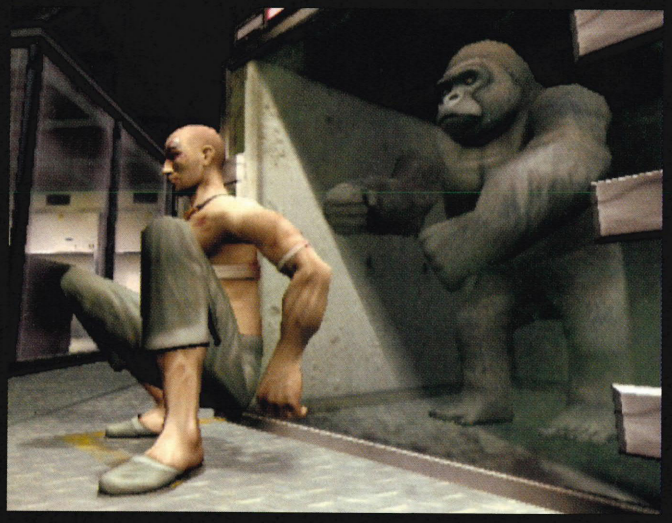
The weird world of Wario's mini-games is set for a budget release Stateside in April and we couldn't resist showing you some new shots.
This version of the crazy GBA title is a riot in four-player. Multiplayer skipping is hilarious and there are tons of nods to Nintendo's classic games, most of them causing brain failure the faster they get.





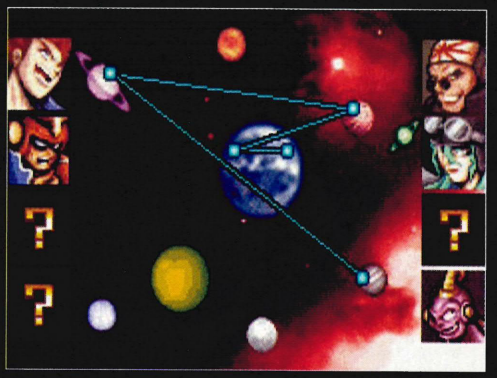
Second Sight

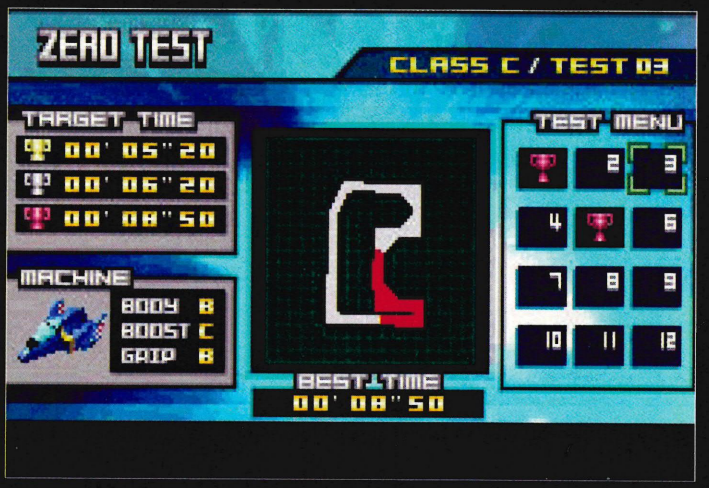
You loved *TimeSplitters 2* right? You couldn't get enough of Wild West deathmatch? Then you need *Second Sight*.
Just check out the screens! Levitation and telekenesis are just some of the cool powers you'll have as John Vattic in Free Radical Design's next game. The story sees you waking from a coma inside a sinister US installation, unable to remember anything of your life. Soon the plot unravels, revealing that you were on a top-secret mission in Siberia to unlock the mysteries of psychic research. But the mission failed and now you're in a race against time to find out what the hell happened.



F-Zero 2

No sooner has your brain recovered from the supersonic speeds of *F-Zero GX* than it's eyes down for more of the same in the second portable *F-Zero* for GBA.
Still expected to be released before summer, *F-Zero 2* is more of the same – high speeds, roller coaster tracks and the return of aching thumbs. A Story mode has been added to sit alongside a 15-track Grand Prix giving you the chance to drive as Captain Falcon, Zoda and others as the story unfolds. A selection of mini tests will require lightning fast reactions, too.



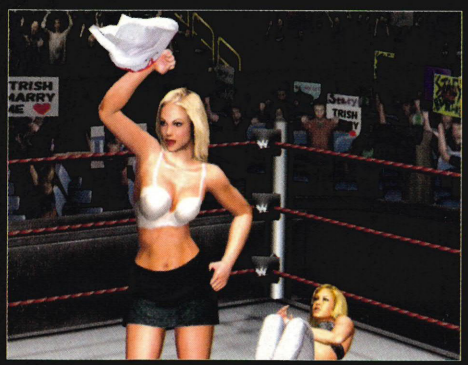


Mario Golf Toadstool Tour

Switch off your phone and put your GBA to one side come June 16th 'cos that's the day when Mario and co head for the fairway.
Boo's blowing in and the Chain Chomps are ready to chow down on your ball. All you need to do is keep your nerve and hit the green, but all around you're being taunted by opponents from Luigi and DK to Diddy and Birdo.
Elsewhere, we've heard that the Japanese GBA *Mario Golf* will come bundled with the Wireless Adapter and there's a Story mode so you can build up your skills from scratch.

WWE: Day of Reckoning

The *Wrestlemania* name has been trashed with the rubbish gameplay and it's back to basics – you work for the honour of being king of the ring.
You create a wrestler, start in the minors and battle all the way to the Championship belt. Expect an improved Create-A-Wrestler mode, the chance to rip off the loser's clothes and reveal their undies, all-new submissions, finishing moves and better location-specific damage. Feel the pain.



Pokémon Fire Red/Leaf Green

No news yet on when the UK version will launch, but the Japanese releases are doing massive business. In just over a month, *Fire Red* and *Leaf Green* have soared past the 1.5 million mark and there's no signs of it slowing down.

To whet your appetite even more, here are some shots from Mt. Moon where Zubats lurk in the shadows and Geodudes sit waiting in the darkness for the warm confines of a Poké Ball. Just check out some of the Pokémon attacks with their all-new battle animations!

Tales of Symphonia

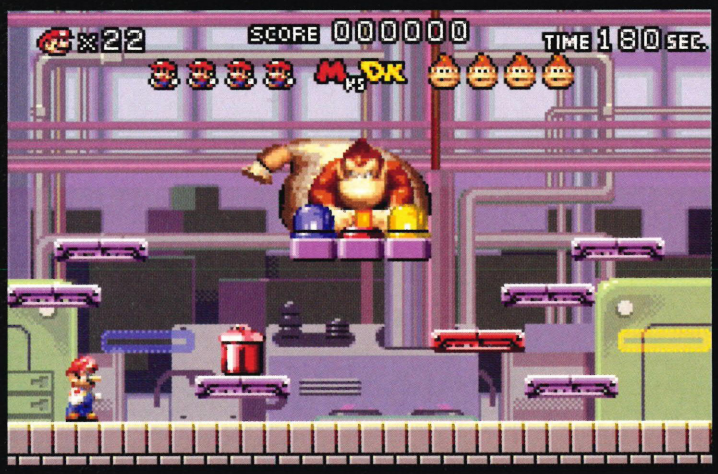
Namco's screenshot department has been spewing out pics of its forthcoming RPG and with July's US release getting closer every day here are some more shots that have sneaked into the *NOM UK* offices.
Our man in Japan gave it a predicted score of over 85% and with its awesome story coupled with some jaw-dropping monsters needing a smack in the chops we wouldn't want to disagree.
Packed with manga characters, *Tales of Symphonia* is just the kind of hardcore RPG GameCube needs after the good-but-not-great *Skies of Arcadia Legends*.

Pikmin 2

In just a couple of weeks, Olimar, Loojie and their merry band of Pikmin will be marching onto GameCubes across Japan, but we couldn't let another month go by without a load more shots to show you.
The sequel sees the return of the Pikmin-munching wildlife you must avoid at all costs and, to add more strategy to the game, new species of the little guys have been bred. Purple Pikmin can now move heavy objects and white Pikmin are immune to poisonous gas. We can't wait for this beauty!

Mario Vs. Donkey Kong

"Here We Go!!" screams the GBA and you know another Nintendo classic is preparing to take over your life.
Wind-up Mazzas, Thwomps and Piranha Plants are some of the famous faces in here and you can expect plenty of barrels to be chucked in anger. It looks like you'll even need to use coloured switches to reach bonus areas, *Mario World*-style. It's Nintendo goodness in its simplest form.



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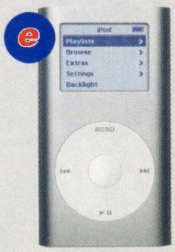

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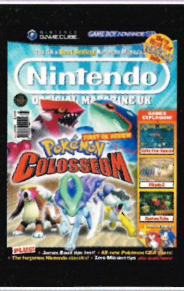

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Nintendo 64

MONTHS UNTIL THE END OF THE LEAGUE

62

HALL OF FAME

ALL TIME GREATS

input your initials _ _ _

Player	Credit(s)
1. John Zeepvat	46
2. Daniel Lamb	28
3. Dave Every	18
4. Ben La Brooy	15
5. Adam Moss	14
=. Mark Domer	14
7. Jonathan Orman	13
8. Shaun Oldridge	11
=. Tom Crilibley	11
10. Ryan O'Conner	8

ISSUE 139 CHALLENGE RESULTS

LEVEL	RANK	NAME	SCORE
MARIO KART: DD	1st.	Ben La Brooy	1:19:769
MUSHROOM BRIDGE	2nd.	Phoenix Griffiths	1:20:619
.....	3rd.	Riyaz Bhaiyat	1:20:874
TIMESPLITTERS 2	1st.	Jonathan Orman	28.9 s
ADIOS AMIGOS	2nd.	Dave Every	31.2 s
DEATHMATCH	3rd.	Oliver Burrow	32.1 s
F-ZERO GX	1st.	Tom Crilibley	0'50''117
CASINO PALACE	2nd.	Rich Angus	0'53''080
SPLIT OVAL	3rd.	John Zeepvat	0'53''397
SUPER MONKEY	1st.	Shaun Oldridge	782605
BALL,	2nd.	Jonathan Dunn	753164
ADVANCED LEVEL	3rd.	Daniel Lamb	669290
007 GOLDENEYE,	1st.	Mark Domer	291
CRADLE, MOST	2nd.	John Zeepvat	254
KILLS IN 20 MINS	3rd.	Carl Lewis	251

NEW CHALLENGES

NO 1.
MARIO KART: DOUBLE DASH!!
Fastest time on Star Cup, DK Mountain course.
Qualifying time: 2:15:000

NO 2.
WARIO WARE, INC. (GBA)
Highest score on Paper Plane challenge.
Qualifying score: 100

NO 3.
F-ZERO GX
Best time on Green Plant, Mobius Ring course.
Qualifying score: 1'20''00

NO 4.
SUPER SMASH BROS. MELEE
Most KOs on Multi-Man Melee mode, Three Minute Melee.
Qualifying score: 50

★★★ RETRO CHALLENGE ★★★
SUPER MARIO KART (SNES)
Fastest time on Mushroom Cup, Ghost Valley course.
Qualifying time: 1:20:000

INSERT COIN(s)

Every four months, NOM UK will crown the top player and award them a mystery prize. Players finishing the league in second and third place will also get a prize. You won't win anything for winning a monthly competition, but your Credits will count towards your grand total. This month's scores represent the second month of the present league.

How Credits are scored...
First Place 10
Second Place 5
Third Place. 2
Qualify 1

NOM UK requires proof of your exploits – a photo, print-out or video will do, but make sure we can clearly see the score. No cheating is allowed and any suspicious entries will be fireballed by Mario.
The closing date for this issue's challenges is April 27th! Send your entries to Nintendo Hall of Fame, Nintendo Official Magazine UK, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW. Alternatively you can send them to kingsley.singleton@emap.com.
Make sure you include a picture or you won't get you mug in the mag.

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Win! Win! Win!

Thanks to Nintendo, this month's Star Letter will get a GBA SP and *Metroid Zero Mission*. Runners-up get a copy of the game!

Get off, Sony!

>> Recently my friends and I have heard about the possibility that *Zelda* may be sold to Sony. We're all great fans of the games but none of us has seen anything about it in *NOM UK* or on any Nintendo website. If Link goes, who's next? Captain Falcon? Samus Aran? Mario? Please put our minds at rest and give us the truth!
The Concerned Nintendo Fans of Bishop's Stortford

It's true... Naaaaaah! Mario and the *Zelda* series going to Sony?! When did you hear that one? April 1st? Nintendo selling Mario and Link to Sony is about as likely as Coca-Cola flogging its secret recipe to Pepsi and Disney sacking Mickey Mouse. There's no chance of that happening, so forget about such a stupid rumour.

It's all over

>> I love Nintendo and it makes great games and hardware, but I can't see it lasting as a console manufacturer beyond the next generation of machines. It's hard to say it, but the appeal is starting to wear off because there's not enough grit in Nintendo's games line-up to appeal to older gamers. I just don't think it's enough for people to be happy with a good game unless it's cool to own, which Mario isn't.
Stuart Gregory, Aberdare

Whether Mario is cool or not is a personal choice, but why should Nintendo games have more grit in them? *Pokémon* easily out-sells the likes of *True Crime* and that's not seen as cool by older gamers. Sure there's a place for them, but why should Nintendo make all its games 'older' when they do perfectly well making a variety of games for all ages, whether it's *Eternal Darkness* or *Super Mario Sunshine*.

More Mario please!

>> Some of the games on GameCube are pure genius, but some are just crap – look at *Enter The Matrix*! While I was thinking about that I thought of some games that would be awesome on GameCube. What about a *Mario Mega Collection*? Nintendo did *Mario All-Stars* and Sega managed to put out a Sonic one last year, so I don't think there would be much of a problem. Come on Nintendo – make it happen!
Kenneth Sheraton, Stockton-on-Tees

There were certainly some classic Mario games on the N64, *Paper Mario* and the sports titles were great fun, so there's definitely a lot of titles that could go on a disc. Anyone else got any suggestions for new games? Maybe the time is right to resurrect Game or Lame...

It's-a-brilliant!

>> Have you got plans to make some more fridge magnets? A *Metroid*, *Mario Kart* or *SSBM* set would be great. How about a poll to let us readers decide which one to do next?
Jason and Kevin Knell, Faversham

We're glad you liked the magnets, guys, we've certainly had a lot of letters and emails praising them. Check out the poll on the *NOM UK* forums and let us know what game you'd like to see in full Magnet-o-Vision courtesy of your favourite Nintendo magazine!

Spotted!

Sah-weeeet!

>> I thought you might like to have this Kinder egg-type sweet that I found at my local supermarket. Sadly there was no Nintendo toy inside the egg, but I liked it anyway. I also noticed there's a Seal of Approval on the wrapper, so maybe Mr. Miyamoto's had one!
Scott Gillespie, Bugbrooke, Northants

Mario: playable; laudable; and now edible.

Party pooper

I'm getting sick of sub-standard GameCube games being released. If games developers just sat down and

The world's first DS!

What do you think of my Nintendo DS? I'm such a huge Ninty fan that I decided to make this model. I know it might not be anything like the final version, but I wanted to make a machine with some cool ideas. There's a camera on the outside so you can put your face on a character. Imagine having actual family pictures hanging from the walls of your house in *Animal Crossing*!
David Cottam, Allerton, Liverpool

STAR LETTER

We loved your ideas, David, and the model was the first one we received after the announcement of the Nintendo DS. The *Animal Crossing* idea sounds wicked, so maybe Nintendo is taking note of your ideas right at this very moment...

thought is this game really on a par with *Metroid Prime* or *The Wind Waker* then maybe we would have more *Viewtiful Joe*s and less *Disney Hide 'n' Sneaks*!
John Woodhouse, Burgess Hill
Don't tell us, tell the games developers. The only way they're going to up the standard of their games is if gamers stop buying them. No sales equals no profit, equals having to come up with better game ideas. That's not rocket science, it's Tim's Equation of Games Success™.

Move over Mario

>> Why is Mario always appearing in new games? What about the likes of Samus, Link and other *Melee* stars? The plumber's appeared in loads of games while the *Metroid* series has had very few titles. Cut out Mario and get moving on some other game stars.
Jamie Holland, Preston
Imagine if you were the head of a big company, Jamie. To make money would you keep making things based around your biggest star or risk it all and try something totally new? Mario's loved the world over, so by making games starring the Italian superstar it makes Nintendo money and reduces the risk when they want to try something new.

Over here guys!

>> How come *MKDD* is online and nobody seems to care? I have all the stuff required because I found this out from some forums, but when I went online only four people were there. Is it because nobody knows about it, or is it because people don't want to rise to the challenge?
Ayanleali, via email
No-one knows about it because it's not official. Nintendo hasn't endorsed it and the set-up requires expensive equipment. That's why there are very few people getting involved.

Sore score

>> I couldn't believe the score you gave *Kirby's Air Ride*. I mean, 57%!? Did the reviewer actually play the game? I bought a copy 'cos I love racing games and it's absolutely wicked. Me and my mates are always playing multiplayer and Top Ride is the most fun we've had on GameCube since *Super Smash Bros. Melee* first came out. Make sure you think about your scores next time, *NOM*!
Mike Rawlings, via email
We thought about it, we went away for lunch and we thought about it some more. Unfortunately we still came away with 57%. We don't hate *Air Ride*, we just think it's too simplistic and when you put it alongside *Double Dash* it gets a Red Shell right up its ass.

RUNNER-UP

Load of Poké Balls

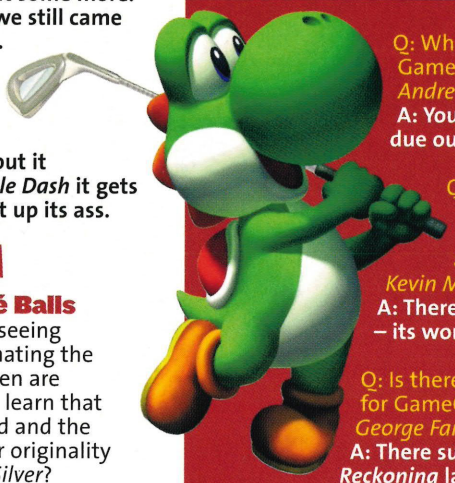
>> I'm bored of seeing *Pokémon* dominating the GBA charts. When are people going to learn that *Pokémon* is dead and the games lost their originality after *Gold* and *Silver*? Nintendo keeps flogging it just to make cash rather than thinking of brand-new ideas like *Pikmin* and *Wario Ware*.
Robert Gardner, via email
Lost its originality? So how come they've created a whole new line-up of creatures to catch, Poké Contests to enter, Berries to find and new Trainers to fight? Maybe a free copy of *Metroid Zero Mission* will cheer you up.

Mario World

>> A couple of months ago I travelled to Norway with my trusty GBA and my copy of *NOM*. As you can see both of them had an effect on me as I made a snow Link. Maybe playing *Link's Awakening* for 26 hours wasn't a good idea!
David Turnbull, Penarth, South Glamorgan
By our reckoning that copy of *NOM UK* travelled over 1,500 miles, but can anyone top David's trek across Europe? The Eiffel Tower? Disney World? We want photographic evidence of you with your copy of *NOM UK*. Send it into the usual address and the best will win a prize.

Let's face it, that looks nothing like Link. Nice try though...

Ask the Deku Tree!



Q: When's *Mario Golf* coming out on GameCube? I've been waiting ages!
Andrew Atkins, via email
A: Your wait is nearly over. *Mario Golf* is due out on June 18th – see p100.

Q: I've seen a rumour on the internet that the GameCube's successor will be called the GameSphere. Is there any truth in this?
Kevin Maguire, Co. Down
A: There's no official name at the moment – its working title is the N5.

Q: Is there going to be a new wrestling game for GameCube?
George Farrow, Stowmarket
A: There sure is. Expect *WWE: Day of Reckoning* later in the year. But for now, take a peek at the first shots – they're on p100.

Q: I really enjoyed the *Castlevania* game for N64 and I'd like to know if one is coming soon for GameCube.
Mike How, Princes Risborough
A: Konami has nothing up its sleeve, Drac slayers.

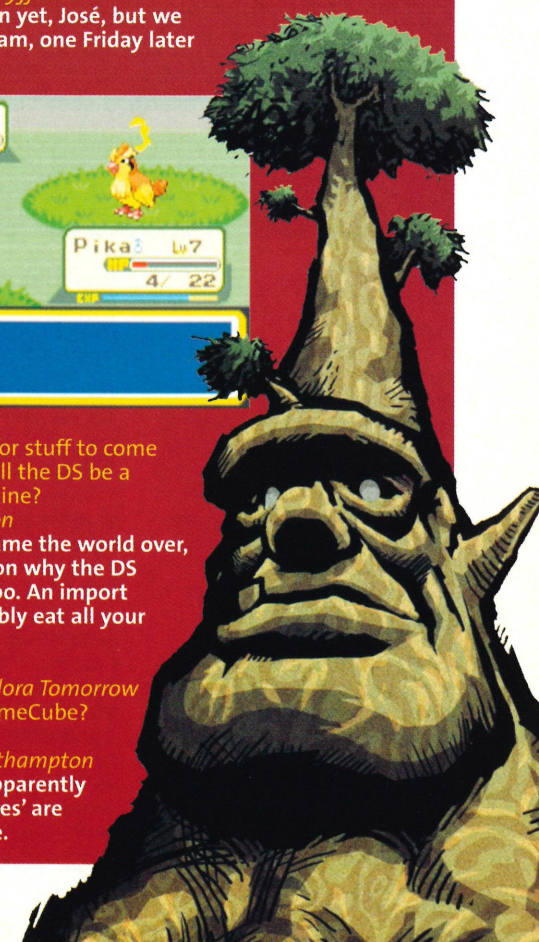
Q: Last year I heard about a game called *RPG Maker*. Is there ever going to be a UK release date?
Amy 'Seryn Kai' Lockhart, via email
A: There are no plans for a UK release. Sorry!

Q: Will there ever be a sequel to the awesome *Viewtiful Joe*?
MynameisLink, via email
A: Yes there will! We'll have shots and info on *Viewtiful Joe 2* in the very next issue.

Q: Could you give me an estimated time when *Fire Red* and *Leaf Green* will be released?
José Sherwood, Penyffordd
A: No confirmation yet, José, but we reckon at about 9am, one Friday later in the year.

Q: I hate waiting for stuff to come out in the UK – will the DS be a cross-region machine?
Dean Frost, Tiverton
A: GBAs are the same the world over, so there's no reason why the DS shouldn't work, too. An import version will probably eat all your money though.

Q: When will *Pandora Tomorrow* be released on GameCube? It looks amazing.
Simon Thistle, Southampton
A: Soz, Simon – apparently 'development issues' are slowing its release.



Quill's Mail

More from the *NOM UK* forums...

Get over to www.nintendomagazine.co.uk and have your say.

■ *Super Smash Bros. 3* on GC?

Davidius3
Hey how come *SSB 3* hasn't been announced this year and there's no info about it being in E3 2004 or 2005? Me want *Super Smash Bros. 3* now (WAAAAAAAAHH!!)
Just kidding around okay. But will it appear on GameCube or on the N5 and will *Super Smash Bros.* N64 appear on the DS or GBA2?

Ady_M
Nintendo has said nothing about *SSB 3* and I doubt it will make an announcement concerning a possible GameCube or N5 release at E3.

Davidius3
Hey maybe you're right, but I'm still looking forward to kicking some more ass.

gigguk
They probably won't make an announcement at E3, but they just have to make another sequel to one of my all-time fave games.

Ady_M
It would be too soon. A lot of work went into *SSBM* so I reckon Nintendo will want it to last a bit longer before bringing out the sequel.

gigguk
Yeah, if it does make another it won't be one of the N5's first games.

Davidius3
Well if it does come out on N5 it should have every incarnation of Link from every different *Zelda* adventure. And there should be Wario, Waluigi and Ganondorf/Ganon (transform for once).
Hey if Ganondorf turned into Ganon in *SSBM* it'd probably of done better even though it did excellent in sales. I hope Tetra/Zelda will be in it as well, but Ganondorf better have magic attacks.

JoeyJoJoJnr
The director/creator of the *SSB* series has left HAL and HAL are currently concentrating on hardware development for the new console, don't think we'll see another *Smash Bros.* on the GC.

Davidius3
Damn! Maybe Nintendo will find a way for at least a release after the N5's release (1 year later)

Ady_M
They should consider a GBA *Smash Bros.*

JoeyJoJoJnr
I've always thought that, but I have a feeling it'd be extremely hard, especially with the speed of the game and the need for 3D graphics IMO.

Davidius3
I was kinda pointing that way yeah! (not insult)

Ady_M
That was always going to be the problem. *SSBM* is such an action packed game that a GBA equivalent would not be able to handle it.
With a bit of thought though, it's always possible. Perhaps instead of 4 characters fighting at a time, it could be one on one with tags whenever necessary.

illphukiir
Maybe they could make a *Super Smash Bros.* game for the DS and make good use of the double screen or something like that.

Ady_M
Good idea, no reason why not. I think that is the most likely console to have the next *SSBM*.

Oi! Why not chat to other Nintendoids on the forums at www.nintendomagazine.co.uk

RUNNER-UP

I Love Retro

>> Last month's issue was the best one in ages. I couldn't believe you did loads of pages about the NES and the keyring was fantastic. Now Nintendo follows me everywhere and I don't just mean my GBA SP! What about some more retro gifts *NOM*? I love GameCube games, but older titles are classics and I'm sure I'm not alone in saying this. What about some Link and Castle Guard cut-outs?
James Proctor, via email
We're glad you liked last month's issue James and we loved your cut-out idea so much that we'll be winging a copy of *Metroid Zero Mission* to you in the next few weeks. Has anyone else got a gift they'd like to see with *NOM UK*? Then what are you waiting for? Email us at the usual address!

RUNNER-UP

The Great *NOM* Collection

>> In issue 138 you wanted proof of the biggest *NOM* collection, well here's mine. I've never stopped buying *NOM* and here's my photo containing every single issue of *NOM* right back to the very first one – *NMS* ruled!
Steven Rance, London
Well Steven has smashed the competition with his complete collection of *NOM*s. Now we want to see if anyone has got some of the gifts we gave away. Take a picture of the *NOM* gifts you've got and send them in, the one with the most will win a prize. Now, where's that Time Boy?

Look at all those NOMs. Steven's collection mocks you all...

RUNNER-UP

My idea for Mario 128

>> The next Mario game should be like the original *Super Mario Bros.* but in 3D so you can be Mario or Luigi, running around in full 3D worlds. It would be awesome! You could also have power-ups like the Mushroom, Flower or find the Raccoon Suit, the cape from *Super Mario World* and even become Metal Mario.
Chris Walton, Rugby
We love your ideas, Chris, and we're sure whatever Nintendo is cooking up for the next Mario game is going to be packed with originality. After all, that's what Nintendo games are all about. Mike had a look at your ideas and he fainted. He's only just come round.

Know nothings

Why do some people enter Nintendo Know-It-All if they know nothing about Nintendo games and its history? A few issues ago Robert Smith got just half a point, which is

rubbish! My Dad could get a better score and he knows nothing about games. If you don't know anything about Ninty then don't bother emailing Mike, just leave it to those who do.
Ed Burchiss, via email
Couldn't agree more Ed. We've had some dodgy contestants in the past, but we really want to see Nintendo Know-It-Alls, not Nintendo Know-A-Little-Bits. Maybe we should challenge Tim and see how well he'd do. What do people think about that idea?

Disc dilemma

>> I'm writing to complain about the *Zelda* disc promotion. I bought *Double Dash* at the beginning of February thinking I'd be able to get the disc from Nintendo, but before I sent it to the right address I noticed that the game had to be bought in January. I was a few lousy days out and now I can't get the disc. Why did Nintendo only bother making it a month?
Stephen Thomson, via email
The rules stated that you had to buy the game(s) in January. If the rules were changed for one person then they'd have to be changed for everyone.

The price of 'ish'

>> I've noticed that the price of *NOM* has been going higher and higher. Issue 138 was £3.50 and the next one was £3.75! Please try and keep the price down. I'm not trying to lose you money, but my mum says if it keeps going up she won't buy it for me.
James Salgado, East Barnet
We're sorry about the new cover price, James – but it's not just so that Tim, Dean and Kingsley can buy more Japanese toys. The extra money is going toward a specially-made Captain Falcon suit for Mike. In fact, this is *NOM*'s first price rise in well over a year and we're still one of the cheapest console mags out there – with the best Nintendo news and awesome free gifts. Tell your mum you're sticking with *NOM UK*!

Mushroom tunes

>> We need a *Super Mario Bros.* soundtrack CD next. The other CDs were class, but this would be the best. It's the perfect gift for the E3 issue in May and the grand unveiling of *Mario 128*!
Kareem Muhssin, Dublin
A Mario CD is in our plans, Kareem. Keep your fingers crossed...

Text the Editor

Tell us what's on your Mother 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:

* tell Dean if he wants to c mario and sonic fight he has gotta check out v9dc.com!

* just been reading ur famicom retro game report, all i have 2 say is how tremendous that famicom sp& games package is. Will they ever do a famicom pal?

* sadly i am not goin' 2 b able 2 collect ure mag anymore cause i am movin 2 america, so i just wanted 2 say bye. (P.S. the keyring in ish#139 was great)

* i agree with that 'i hate japan' letter. we should have more choice 4 our stars. mandy.

* Whatta do we want? Retro mario tunes CD! When do we want it? Nxt issue!

* wickd i cant wait 2 sneak around undr a box! and pump guys ful of lead! (evil laugh)!

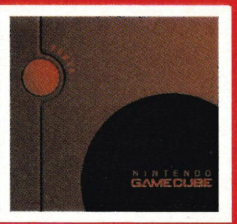
* I'd luv to see more decent stuff in the stars catalogue, none of the downloads work on my rubbish pc anyway...

CLUB NOM

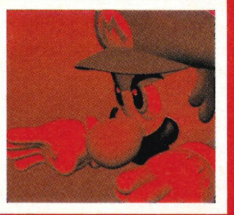
Sign up for Club *NOM*!

You'll get:

Free! Nintendo news as it happens



Free! Games release updates



Free! Exclusive competitions

Sign up to Club NOM right now and you'll be in with a shout of winning *Pokémon Colosseum* on GameCube!*

*Existing *Club NOM* members will automatically be entered into the *Pokémon Colosseum* prize draw.

To join, just begin your text with 'CLUB', then include your name and age. All that's left is to send it to 84070 and you're fully signed up to *Club NOM*.

Terms and Conditions: the cost to join *Club NOM* is 25p. This is a one-off charge to join the club. You will then receive a text message from *Club NOM* asking you to select your favourite games genre. You reply to *Club NOM*, selecting your genre. There is no charge for this second message or additional texts from *Club NOM*. Please note that your own operator (O2, Vodafone, T-Mobile, Orange, etc) may charge you to send and receive texts as part of your mobile package.
The service currently doesn't work on the Virgin network.

Nintendo CLASSIC

#5 The Legend of Zelda: The Ocarina of Time

Former editor of *NOM* and undisputed *Pokémon* king, David McComb has worked on magazines including *Empire*, *Zoo Weekly*, *Kerrang!*, *Bizarre* and *Smash Hits*. David got the *NOM* gig after sitting a postgraduate diploma in Magazine Journalism at City University, London.

"*Ocarina* will always hold a place in my heart. In the months preceding its release I was Dep Ed of *NOM*, charged with writing *Zelda* news based on tantalising screenshots leaked from Japan, without any details on Link's quest. Thankfully, when *Ocarina* finally arrived it exceeded all our expectations.

"It's hard to put your finger on what makes *Ocarina* so special. Perhaps it's the sweeping story or the slick graphics, both of which capture the unique style of Link's earlier quests, recreating his familiar friends and foes in a lush 3D environment. Or it could be Hyrule itself, a fantasy world of icy caverns and arid deserts that even sees you exploring the guts of a huge fish.

"But despite its ingenious puzzles and emotive score, the best thing about *Ocarina* is Link's horse, Epona. It's still thrilling to slam the cartridge into your N64, jump on the beast's back for a quick burn around Hyrule Field and take pot-shots at the ghostly Poes.

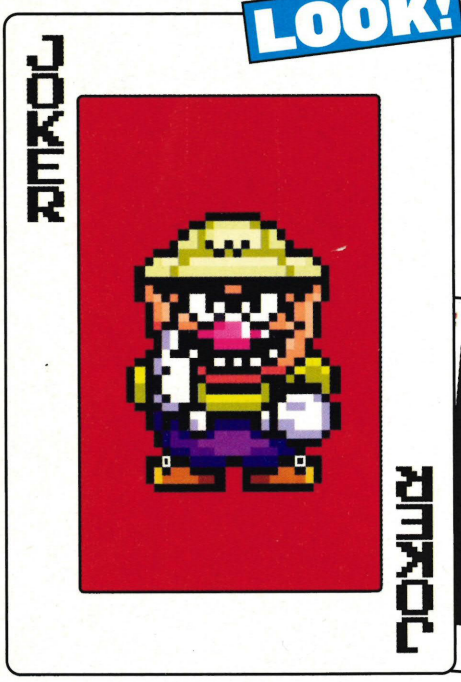
"*Ocarina* is my favourite Nintendo game of all time, but finishing it was the saddest moment of my gaming life – after crushing Ganon, no other game has ever gripped me quite so hard."

Speak
6

Next Month

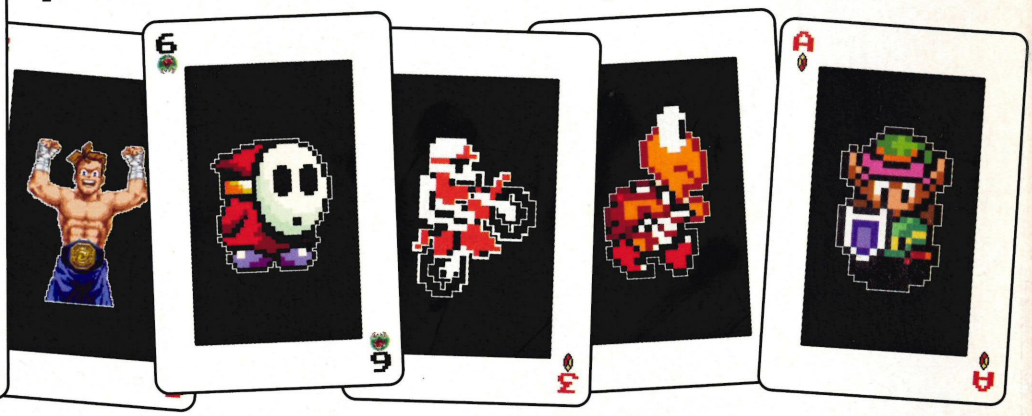
FREE Nintendo idol playing cards!

LOOK!



We know you love Nintendo characters past and present, so next month we're giving you the chance to pocket a pack of exclusive Ninty cards!

GET IT MAY 14th ONLY £3.75

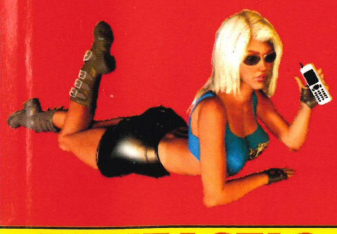


PLUS! **Pikmin 2**

We blast off with Olimar all over again in our first official preview

PLUS!

- **More official GameCube and GBA reviews**
- **Official tips and cheats**
- **Rock-Hard Quiz**
- **Nintendo Know-It-All**
- **Quill's Mail and loads more**



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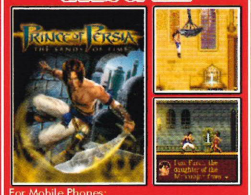

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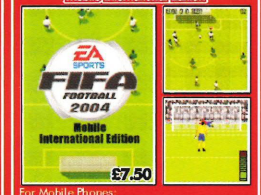

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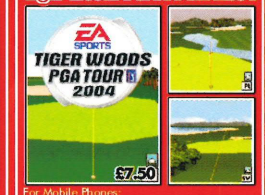

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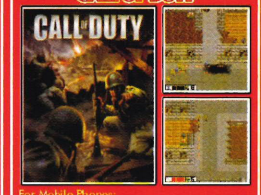

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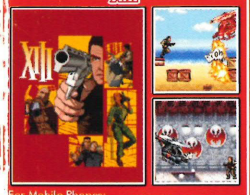

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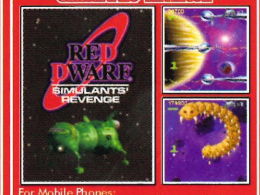

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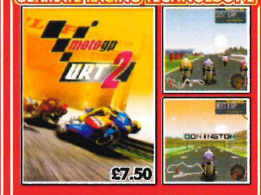

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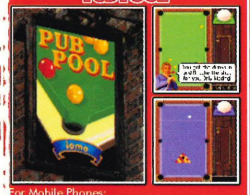

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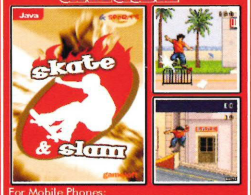

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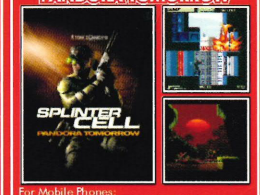

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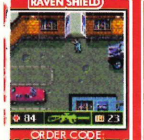
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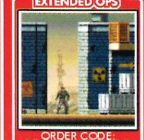
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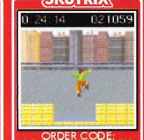
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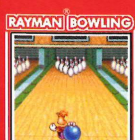
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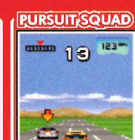
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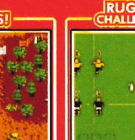
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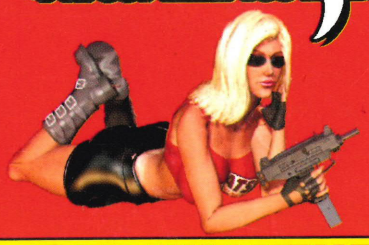

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Dark Cloud 2
Die Hard: Vendetta
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FIFA 2004
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Final Fantasy X-2
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Getaway
Ghost Hunter
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Legacy of Kain: Defiance
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LMA Manager 2004
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Manhunt
Max Payne
Max Payne 2
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Medal of Honor: R. Sun
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Mission Impossible:O.Surma
Need for Speed Undergr.
Primal
Prince of Persia: S. of Time
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Ratchet and Clank
Ratchet and Clank 2
Red Faction
Res. Evil: Code Veronica X
Return to Castle Wolfenstein
Robot Wars
Rogue Ops
R-Type Final
Secret W. Over Normandy
Silent Hill 2
Simpsons: Hit & Run
Sims: Bustin' Out
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Sonic Heroes
Spawn: Armageddon
Splinter Cell
Syphon Filter: Omega St.*
The Getaway
The Sims: Bustin Out
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B = 0 2
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Big Mutha Truckers
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Blue Storm, Wave Race
BMX XXX
Bomberman Generation*
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Bond 007: E. or Nothing
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Bounty Hunter, Star Wars
Budokai - Dragon Ball Z
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bust a Move 2
Bustin' Out, The Sims

C = 0 3
Capcom vs. SNK: EO
Casper: Spirit Dimensions
Cel Damage
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Clone Wars, Star Wars
Code Veronica X
Combat Zones, Top Gun
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crush Hour, WWE
Crystal Chronicles

D = 0 4
Dakar 2
Dark Alliance, Baldur's Gate
Dark Legacy
Dark Tomorrow, Batman
Darkened Skye
Dave Mirra Freestyle BMX 2
Dead to Rights
Deadly Alliance
Def Jam Vendetta
Defender
Desert Storm
Desert Storm 2
Destroy All Monsters
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Dinosaur Planet
Disney Sports Football
Disney's Magical Mirror
Donald Duck: Quack Attack
Doshin the Giant
Double Dash, Mario Kart
Dr. Muto
Dragon Ball Z: Budokai
Dredd vs Death
Driven

E = 0 5
Eggo Mania
Eighteen Wheeler
End Game
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Enter the Matrix
ESPN Int. Winter Sports '02
Eternal Darkness
Everything or Nothing: 007
Evolution Skateboarding
Evolution, Turok
Extra Large, Shrek

F = 0 6
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Fantasy Star Online 1 & 2
Fellowship of the Ring
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fighting Live
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Finding Nemo
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Freaky Flyers
Freedom Fighters
Freekstyle
Freeride, Tarzan
Frontline, Medal of Honor
F-Zero GX

G = 0 7
Ghost Recon
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Gladius
Glitch in the System
Goddess Reborn
Godzilla: Destroy all Monst.
Gotcha Force
Grand Heat, Burnout
Groove Adventure Rave

H = 0 8
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Haunted Mansion
Hit & Run, The Simpsons
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Hobbit
Hoodlum Havoc
Hot Pursuit 2
Hot Wheels: Velocity X
Hulk
Hunter: The Reckoning

I = 0 9
Ikaruga
Incredible Hulk
I-Ninja
Inter. Superstar Soccer 2
Italian Job: L.A. Heist

J = 1 0
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast
Judge Dredd:Dredd v Death

K = 1 1
Kirby's Air Ride

L = 1 2
Leg. of Kain: Blood Omen 2
Leg. of Zelda: Master Quest
Leg. of Zelda: Ocarina of T.
Leg. of Zelda: Wind Waker
Leg.of Zelda: Majora's Mask
Legends of Wrestling
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Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lost Kingdoms II: Rune
Luigi's Mansion

M = 1 3
Madden NFL 2002
Madden NFL 2004
Majora's Mask
Mario Kart: Double Dash
Mario Party 5
Mario Sunshine
Matrix, Enter the
Medal of Honor Frontline
Medal of Honor: R. Sun
Mega Man Network Tran.
Metal Arms:Glitch in System
Metroid Prime
Minority Report
Mortal Kombat: Deadly All.
MX Superfly

N = 1 4
NBA Live 2004
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
Nemesis, Resident Evil 3
NFL Quarterback Club '02
NFL Street
NHL 2003
Nightfire

O = 1 5
Ocarina of Time: Master
Ocarina of Time: Zelda
007 Agent Under Fire
007 Nightfire
007: Everything or Nothing

P = 1 6
P.N 03
Pac-Man World 2
Phantasy Star Online
Pikmin

R = 1 8
Rayman 3
Rebel Strike, R. Squadron 3
Reckless: Yakuza Missions
Red Faction 2
Reign Of Fire
Res. Evil Code Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Return of the King
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Rocky
Rogue Leader
Rogue Ops
Rune: Lost Kingdoms 2

S = 1 9
Sanity's Requiem
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Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Star Wars: Rogue Leader
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Swingerz Golf
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T = 2 0
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The L. of Zelda: WindWaker
The Matrix
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
Thirteen
Throwdown, UFC
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Splitters 2
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
True Crime: Streets of LA
Turok, Evolution

U = 2 1
Underground, N. for Speed
Underground, Tony Hawk's
Universal Studios Adventure

V = 2 2
Viewtiful Joe

W = 2 3
Wario World
Wind Waker
Wolverine's Revenge
Worms Blast
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Wrestlemania X8
WWE Wrestlemania XIX

X = 2 4
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension

Z = 2 6
Zapper
Zelda: Majora's Mask
Zelda: Master Quest
Zelda: Ocarina of Time
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