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ISSUE 154 JUNE 2005

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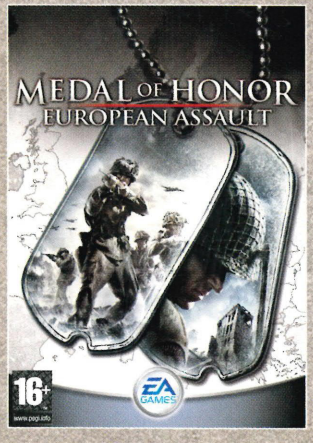
ISSUE 154 JUNE 2005
THE LEGEND OF ZELDA



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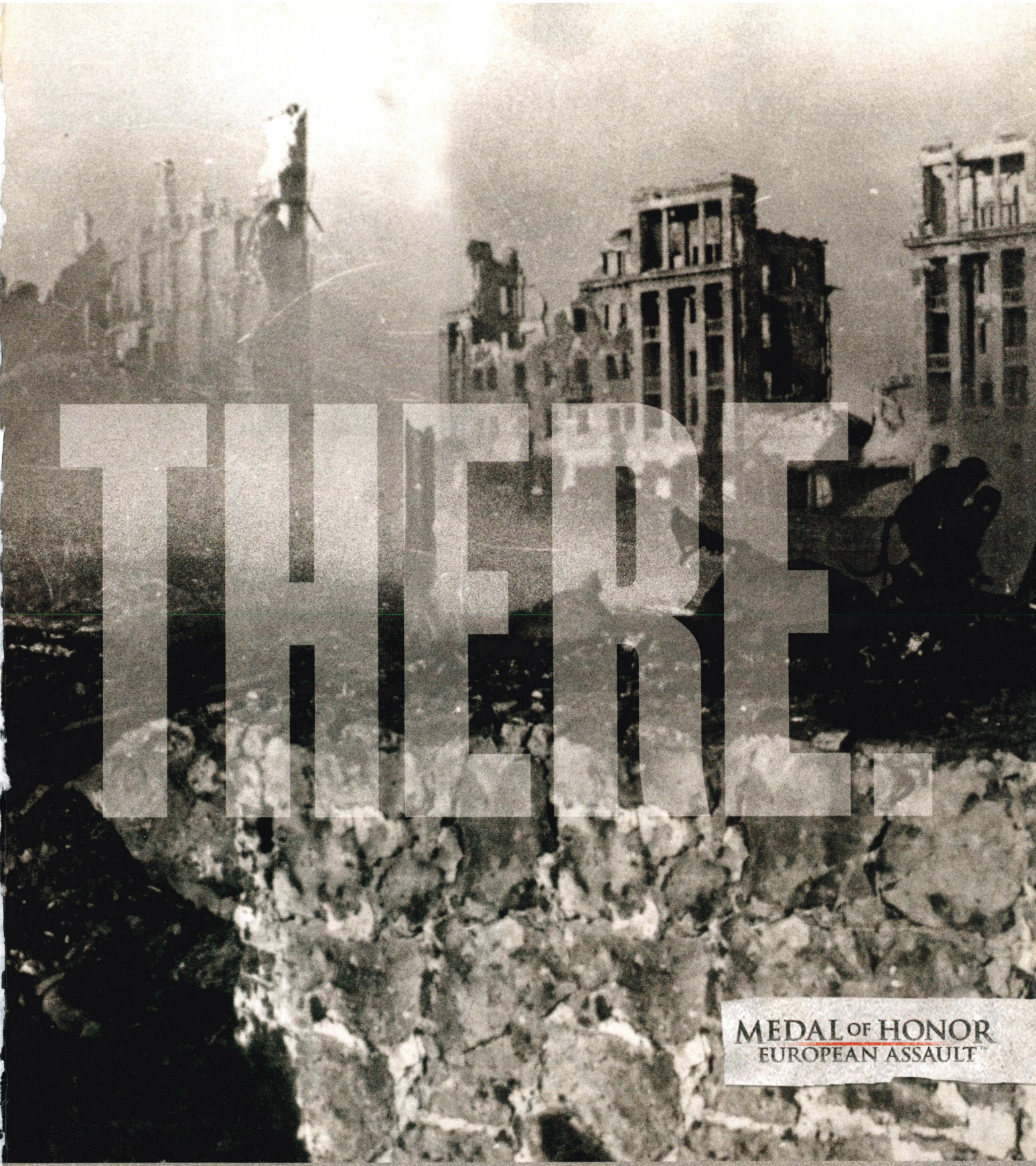

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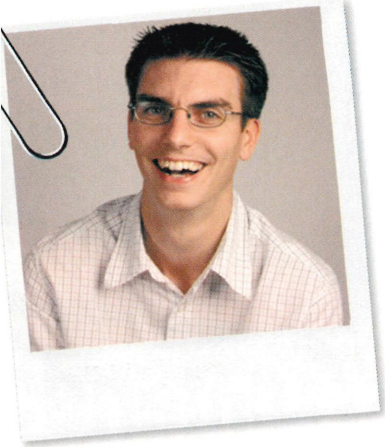

E3 is the biggest games show on the planet and this time *NOM*'s coverage will be bigger and better than ever before!

Why? Well *NOM* is the FIRST mag to report on the BIGGEST Nintendo news of the year and, thanks to a wonderful thing called "time difference", we managed to get these red-hot stories into *NOM* before the magazine went to press. Turn to p24 and find out what the Revolutionary news is!

Plus next month we'll have the most in-depth coverage of E3 we've ever featured. How does *Zelda* play? What's new on DS? What's coming to GBA? How tasty were the burgers we ate? So many questions, all of which will be answered next issue. 'Til then!

Enjoy the mag!

Tim Street

Editor

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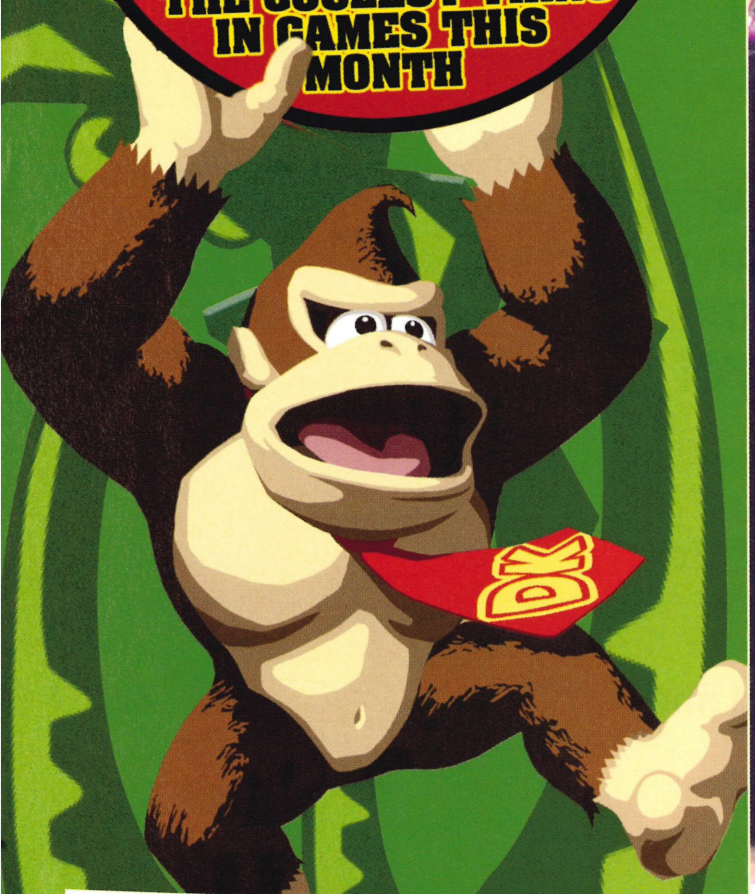
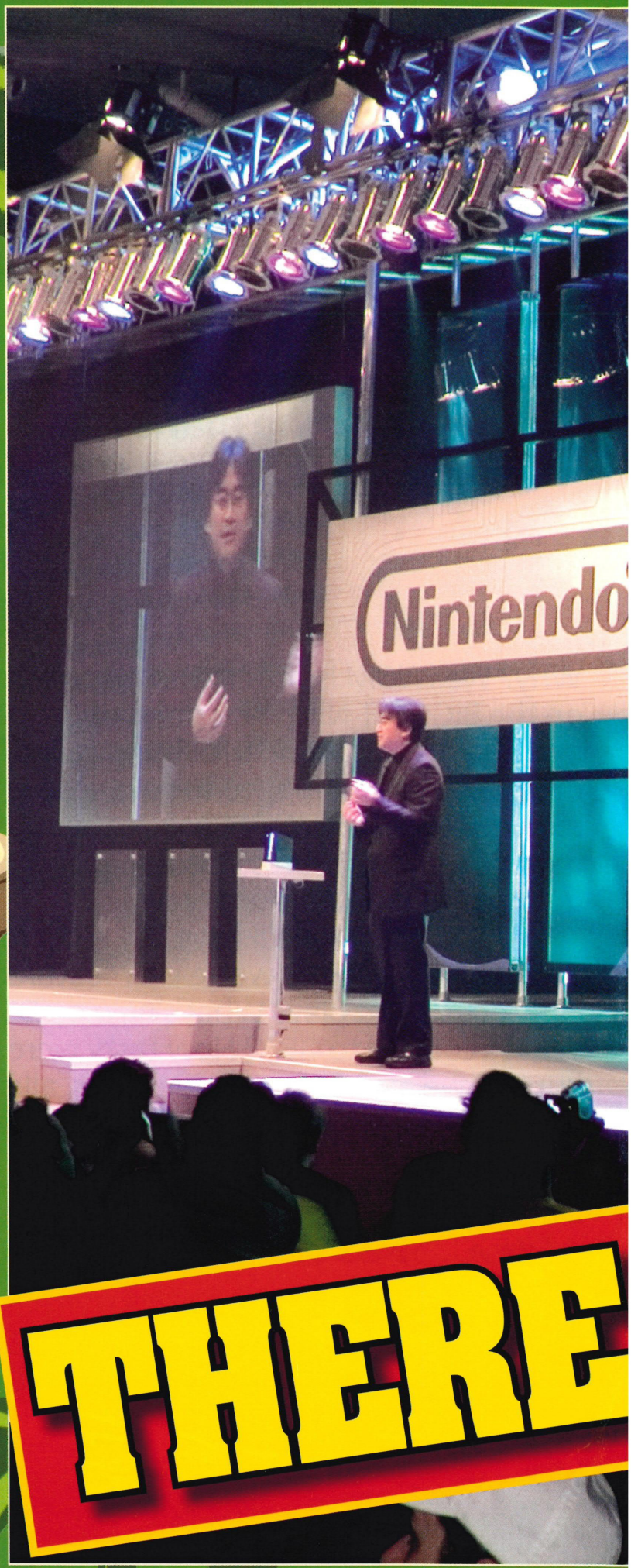
DK's Big Bananas

THE COOLEST THING IN GAMES THIS MONTH





THIS MONTH... SATORU IWATA UNVEILED THE NINTENDO REVOLUTION

THERE

Never before has something looked so sleek, sexy and generally pant stainingly exciting. No, we're not talking about Mr Satoru Iwata, worldwide President of Nintendo, in his sharp suit. Obviously we're talking about the first time we saw the awesome looking Revolution prototype raised high above Mr Iwata's head. That little black box of joy caused us to shout with excitement and if you're not already drooling over this fantastic looking console, you've had your saliva glands removed. We know you'll want to learn more about the Revolution and all the latest news from E3, so turn to page 24 and feast your eyes on the gaming glory that is Nintendo.

IT IS!

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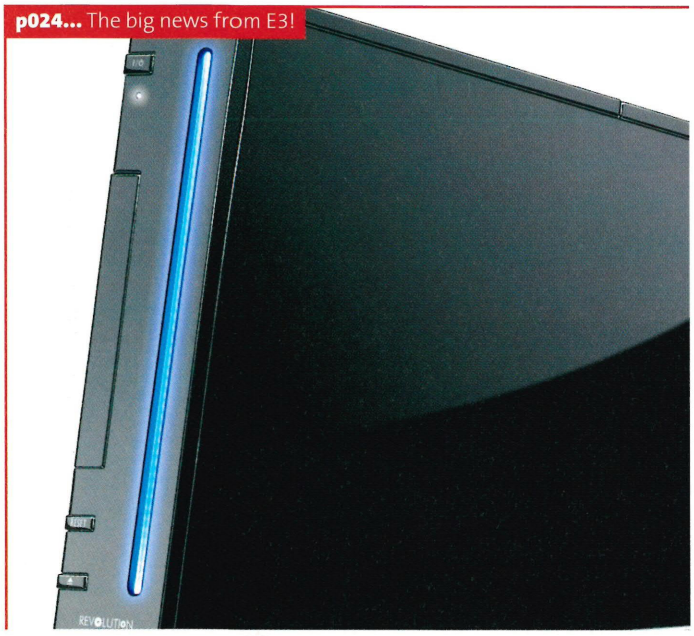

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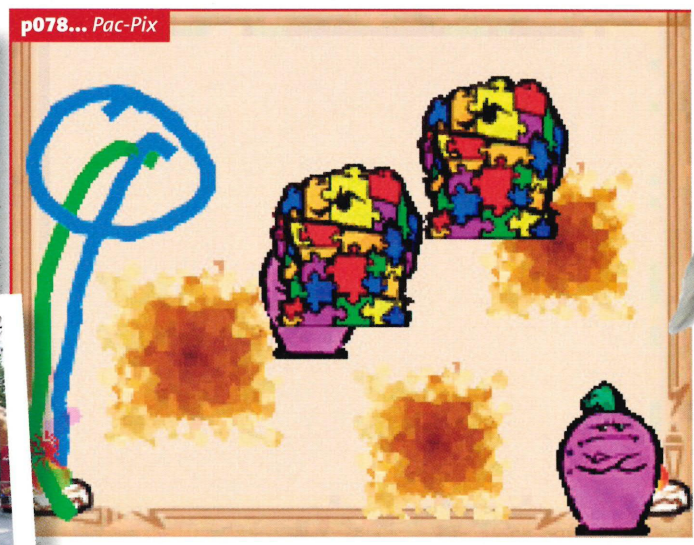
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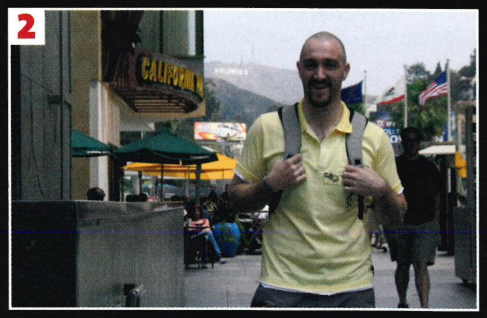

10 THINGS WE DIDN'T KNOW LAST MONTH...

1. Tingle's dead... long live Tingle's half-cousin Elbow (*The Legend of Zelda*, p010) **2.** LA would survive ten days of Dan Payne without declaring a national state of emergency (World of Nintendo, p024) **3.** We'd have sleepless nights worrying about toilet queues (Big in Japan, p045) **4.** Seeing a dog defecate then having to pop the poop in a little paper bag would make us smile (*Nintendogs*, p046) **5.** Getting a decent picture of Rayquaza would be harder than getting a photo of Takashi Iizuka while trying to survive a plane crash into a volcano (Pokémon Center, p065) **6.** Britain, the birth place of hilarious slapstick comedy like Carry On and Benny Hill, can't handle fart jokes anymore (*Pac-Pix*, p078) **7.** OMG! A *Dragon Ball* game wouldn't be a big stinking pile of pixellated turd (*Dragon Ball Advance Adventure*, p083) **8.** Monkeys would take over *GoldenEye*'s Facility (Toad's Tips, p090) **9.** We'd be giving one of you guys the chance to escape the country – international terrorists, need not apply (Luigi's Prize Pit, p106) **10.** Chain Chomp would need a special poking stick to read all your emails (Chain Chomp's Challenges, p108)

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GAMECUBE UPDATE

LEGEND OF ZELDA: Twilight Princess

Some legends you can believe in, especially when they tell of a hero who starred in the greatest games series of all time.

If you could play any series of games starring one of your favourite Nintendo characters, which one would you choose? *Metroid*'s Samus Aran and her arm cannon of total Ridley destruction? What about Donkey Kong? Surely not, he might play a friendly game of tennis with Mario, but will always be remembered for throwing barrels at the poor man's head.

Or is it the portly plumber himself? The one true mascot who has Woo-hoo-ed and It's-A-Me-ed from platforming classic to classic and made a fortune from gold coins along the way. No wonder he could afford that break on Isle Delfino. Is it one from that trio? Well fair enough if it is, at least you didn't choose Doshin the Giant.

But what about Link? Star of *Ocarina of Time* – twice winner of your Greatest Game of All-Time – and the main man from the dark and sinister *Majora's Mask* to the cel-shaded polygon beauty of *The Wind Waker*. And let's not forget *A Link to the Past*, *Minish Cap* and the *Oracle* games. Each one played its part in putting the 'Legend' in *Zelda*.

We could go on for ages about how faultless the *Zelda* series has been, but you know it's been a fantastic ride. Okay, so *Zelda II* is a bit dodgy, but that came out AGES ago. Start dreaming of the future because Link is going to take centre stage and cement his place in gaming history in the greatest series ever witnessed. Mario comes mightily close to taking Link's crown, but the boy from Hyrule stars in epics that have more memorable boss fights and story telling than 100 crap RPGs like *Lost Kingdoms* could ever hope to achieve.

And now the guy with the green hat and the pointy ears is charging up his sword for his GameCube finale before he rides off into the sunset and camps out in the wild, ready for his call to the Revolution. That game's already in the works. Mr. Iwata said so at E3.

"Link starts aged 16, but will mature as the quest unfolds."

❑ "It's not mine. You can shove it." Link shakes the 'hero' tag nicely

Before that ever becomes a reality though he's got some adventuring for us all to enjoy over the coming months and *NOM*'s going to be there until the stores open on launch day, then we'll do a whopping Toad's Tips guide just to help you along.

Even when we saw the initial trailer for the hundredth time it made our gaming brains twitch with excitement. From what we've seen it's looking like the kind of masterpiece that only Nintendo can provide, but you have to go back a few years to GameCube's birth to see real Link in all his glory.

So spin back if you will to Space World 2000, the Nintendo-only show that unveiled GameCube to the world and some astonishing trailers. *Luigi's Mansion*, *Metroid* and *Star Wars* were among the jaw-dropping titles on show, but sitting alongside them was the unforgettable moment of Link vs Ganon in a super-sharp *Zelda* teaser movie.

Close-ups of the two old adversaries – Link in shock and the mighty Ganon sneering as the old foes crashed into each other – dragged GameCube kicking and screaming into life. The battle raged. Weapons smashed into each other. Those were the days

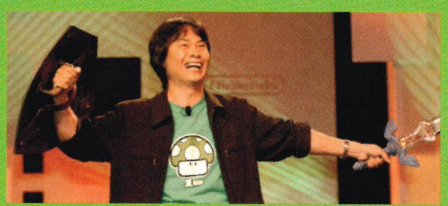
❑ When we first saw this, our mouths fell open wide enough to drive a bus into them. Screenshot of the year?

SAHASRALA'S SHORT HISTORY OF ZELDA

Greetings young warrior. You must be tired after your long journey. Why not rest a while in my mountain cave as I, Sahasrala, Hyrule's most knowledgeable elder tell you the history of how I came to exist. It's got something to do with a bloke called Miyamoto...

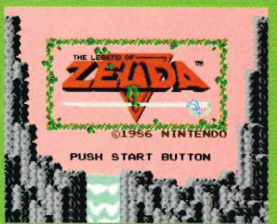
THE MAN WITH THE IDEA

To get to this game, the Legend had to start somewhere. That place was in the swirling brain matter of one Shigeru Miyamoto. We won't explain who he is, you know that already. Miyamoto's simple idea was to "give gamers a miniature garden that they can put inside their drawer". Umm, okay...



LINK STEPS INTO THE WORLD

Zelda brought one thing to games that we now take for granted – a storyline. The arrival of the first game in 1987 brought with it the story of a certain Princess Zelda that you had to save as you fought your way through nine dungeons in a place called Hyrule. The classic anthems arrived and Nintendo even released *Zelda* on a gold cart, instead of the drab grey ones that were standard at the time.



❑ The cows are edgy. They know how much you like Lon-Lon Milk

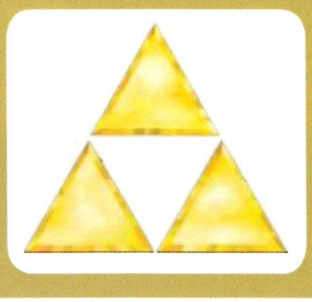
Sturgeon's Big Fact Head #1

WHAT IS THE TRIFORCE?

The Triforce was left to the world by the three goddesses of creation – Din, Nayru and Farore. It's made up of three triangles, each denoting part of the goddesses' power – Power, Wisdom and Courage.

It was kept safe in the Temple of Light in a parallel dimension to Hyrule, know either as the Golden Land or the Sacred Realm. In *A Link To The Past* and *The Wind Waker* whoever touched it would receive their heart's desire.

In the real world a Triforce is the crest of the Hojo family of Japan. The three triangles represent scales of a dragon.



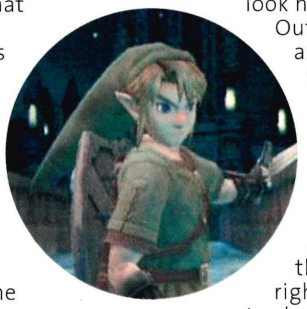
before full-motion video. Only *Resident Evil 2* on the good old N64 had managed it at that point. Then *Zelda* was gone.

The series reappeared a year later, this time in complete contrast, with Link in a cartoon world. You PLAYED Link in a CARTOON. Swords clashed, Link swung across ravines and cheekily winked at the camera as a marauding band of Moblins came charging towards him.

At the time there was an backlash from some fans, but it turned out to an absolute classic. Who can forget his happy face as he lifted aloft an item from a treasure chest? The shock on his face as his sword struck a rock? Heat hazes? The frozen-in-time Hyrule Castle? Beedle? The dudes on the sub? And the moment when Link waved goodbye to his world as he sailed to the horizon? Class.

❑ Toilet training a horse is tough. When they pee, they flood the world

Fast-forward to E3 2004 and one of the most exciting games trailers ever. As Link cut down foes on horseback, fought it out in wooded glens and mastered the art of the bow and arrow it actually made grown men cry. For some this is what GameCube *Zelda* should have always been about – the intensity of battle, a kingdom you had to save and dungeons that offered fiendish puzzles, blood-thirsty enemies and bosses from the darkest corners of your worst nightmares.

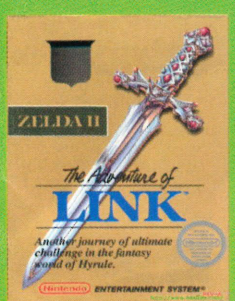


By the time you read this, E3 2005 will have come and gone. We will have played *Zelda* and next issue we'll give you a blow-by-blow report on what it feels like to play every minute of the demo. For the second year running we'll ensure Mike gets into trouble, but only for good reasons. You need all the facts and we'll turn the game inside out to uncover them all, even if everyone else has to stand behind us and just watch our ninja skills. But for now let's take you into a world of legends. These exclusive screens will make your brain cry. As you can see straight away the cartoon look has long gone. Out goes sailing and commanding the wind. In comes a darker world, intense horseback battles, startling realism and enemies you'd think had stepped right out of *The Lord of the Rings* and onto your GameCube. Except Aragorn is you, and you're Link. If we're honest, we'd lick Epona's ass to own the final game today, but that won't come until later in the year.

One man and his vision are going to work like a slave to ensure this is the best thing you remember on GameCube The game that defines this generation of videogames just as *Ocarina of Time* defined the last. His name is Eiji Aonuma. He is your new God. »»

A SEQUEL ARRIVES

A year after Link's first adventure took NES gamers by storm, along came *Zelda II: The Adventure of Link*, which didn't. Link had sliced up the overhead view in a rage, preferring this sidescrolling quest, reminiscent of a Mario platform game. It was by no means the best game ever, but the Shadow Link boss still puts many more recent enemies to shame.



LINK GOES HANDHELD

In the same year that the Game Boy arrived, Link wasn't quite ready to take his bow. Instead he packed his bags for a first handheld quest as part of the Game & Watch series. Eight evil dragons and Stalfos skeletons stood in Link's way – the hero even took a tomahawk along for the ride, even if it did look like a black blob.

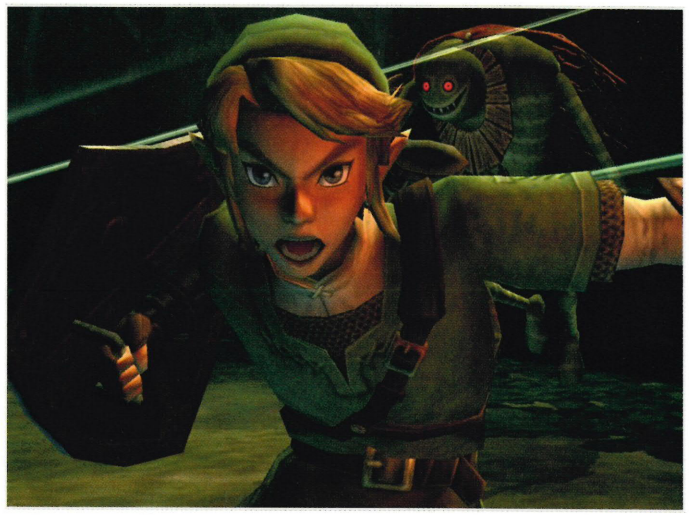
TV TIMES

The NES game was so popular that a cartoon series was aired way back in 1989 as part of the *Super Mario Bros. Super Show.* Featuring a Link with black hair and a fairy who fancied him called Sprite, the cartoon didn't follow any of the game plots at all and only made it to 13 episodes before being cancelled. Any guesses why?

Mr Aonuma has a great responsibility. He's the producer on this *Zelda* game, meaning he oversses how the game is put together. At last year's E3 he said the game engine was up and running, it was just a matter of 'plugging and putting in the finishing pieces'. Sprint forward 12 months and the *Zelda* team have been beavering away like, well, crazy gaming beavers. What follows are the first concrete *Zelda* facts there are, straight from Mr Aonuma.

When you first play the game you'll see Link like you've never seen him before. Gone is the traditional green battle tunic that we've come to expect from his numerous adventures. That's because Link starts out wearing a peasant's clothing of sorts; a tunic of cream together with a green sleeve just to remind you that this is Link you're playing with.

❑ The bigger the horns, the less pleased he seems to see you. Weird



❑ Two very different reactions to accidentally seeing Tingle in the nude

Throw in a pair of sandals and a blue earring, and Link tops off his farmboy look perfectly. The locals he encounters also wear different types of robes but whether this shows their rank within the village or is just there as part of their outfits remains to be seen.

Link's character model looks incredibly realistic as Mr Aonuma attempts to give the hero of time more of an animé look and set it apart from the original GameCube demo from Space World 2000. The attention to detail is startling to say the least. From his pointy ears to his long, blonde locks blowing in the breeze it's all here. On his left hand – his sword-fighting hand – sits the mark of a Triforce. Like we said, the attention to detail is really noticeable even from the opening few scenes.

According to Mr Aounuma Link begins the game as a 16 year-old. To turn Link into the warrior we know you're assigned different tasks in a place called Toaru Village. It's the Kakariko of the new quest. Note this game isn't set in Hyrule, Termina or any other world of past *Zelda* games. This place is totally new, yet the name is still to be finalised.

❑ Don't worry: he's probably just coming to check if you're alright

Link starts off as a cowboy. No joke. The early tasks in the game involve rounding up cows on horseback while leaping over fences. Sounds mundane, but it gets you used to chasing a moving target. You'll come to regard it as ninja training when you're chasing Moblins around plains in the game's majestic horseback fighting sequences. It breaks newcomers and princess-saving veterans into the game in style. When has a Zelda game ever bored you? They even managed to make FISHING seem more awesome that football in one game.

The villagers in the new game just seem more believable too. Like they have

Sturgeon's Big Fact Head #2

WHERE DOES THIS FIT IN THE SERIES?

The timeline of where each *Zelda* game sits in relation to the others in the series is a tricky one to answer and as yet we don't know whether the new game is a prequel or a sequel. But all this will be revealed in the final game, we're sure.

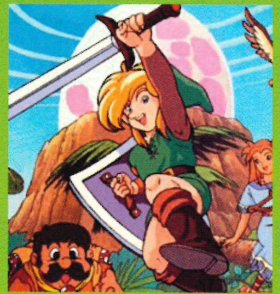
What we do know about the current *Zelda* games comes from one Mr Miyamoto. In an interview with US magazine *Nintendo Power* he said that *Ocarina of Time* is chronologically the first story in the series, followed by *Zelda*, *Zelda II* and *A Link To The Past*.

FROM HIT TO LEGEND

"I'll be back by morning... don't leave the house!" Yeah right dad, you just leave saving the world to me. Link's stab at the Super NES produced the machine's finest hour. The dawn of 16-bit *Zelda* brought with it a host of new innovations from Boss Keys to Hookshots and super fast Air Force 1s, also known as Pegasus Boots.

GOING GAME BOY

Link's first Game Boy outing crossed over with the Mushroom Kingdom in many ways. Yoshi Dolls, Chain Chomps, Shy Guys, even a boss called Anti-Kirby whose attack just tried to suck you up. Side quests included a cool fishing game set on the brand-new land of Koholint.



SEE YA, NINTENDO!

Back in the mid-90s a short-lived games machine called the Phillips CD-i was launched. Being Dutch in origin it didn't last long, but three *Legend of Zelda* games were made for the console. Ganon was called Gannon and instead of nicking off with Princess Zelda, Link was part of his evil master plan this time around.

lives of their own, rather than just being placed there to repeat one piece of information for you the hero. The pregnant lady in the shots here is a prime example. She's not going to randomly ask you round up Cuccos for her, but might need help carrying heavy objects into her house. You'll be glad of the practice when you're lumping giant jars and massive square blocks around later on.

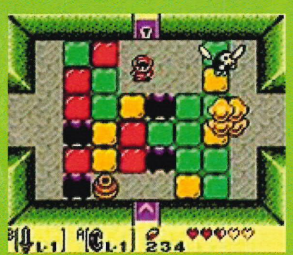
Okay, now we'll address it. You flicked onto this page, and immediately thought WHAT THE CHRIST IS THAT WOLF ALL ABOUT? Flick forward to page 19. Play along. Stop reading now and do it. Back? Notice anything familiar about that wolf? The blue eyes, the earrings. We suspected it, then the E3 video confirmed it. LINK CAN TURN INTO A WOLF. We're completely in the dark about what that thing riding him is, but we absolutely love the way the colour drains out of the scene when you're in wolf mode. Wolves see in black and white, nature fans. Like dogs and 1930s film directors. Of course, their other senses make up for this, so expect to see the sense of smell implemented in an ingenious visual way. It's just another example of how much difference a decent art direction can make. Games at E3 pushing many more polygons than this looked nothing like as good as this.

"There's over 70 hours of gameplay to throw yourself into."

The range of characters in the game even comes across in the clothes that they wear. All have a sash of sorts, bordering on the gypsy look, with men treated to yellow threads and women a slightly larger piece of red material. »»

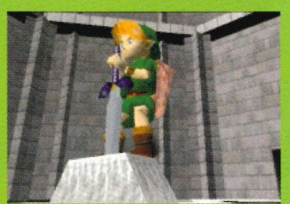
ZELDA: NOW WITH MORE COLOUR

Nintendo heralded the arrival of the Game Boy Color with an update of the classic adventure, *Link's Awakening*. We've all heard of the sixth colour dungeon, but did you know you could assign weapons to buttons for the first time ever in a *Zelda* game? Or get Link's picture taken by a mouse and then printed out on the GB Printer?!



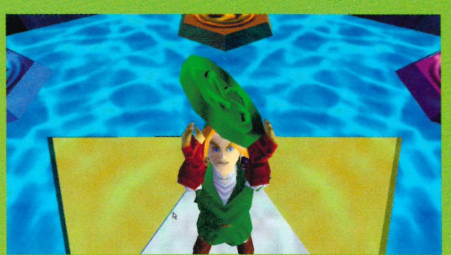
THE BEST GAME IN HISTORY

We fell in love with *Ocarina of Time* from the moment we saw Link riding Epona through the rays of the setting sun. Right up to the final battle with Ganondorf, Hyrule melted our hearts with its amazing 3D world and new additions like Z-targeting. Gorons, Zoras, Navi, Sheik – names that will go down in history as stars of the best game ever, and twice voted your favourite.



THE WORLD LOVES *OCARINA*

Alongside *Mario 64*, *Ocarina of Time* owned the N64 with some of the most memorable scenes in any game ever. *Zelda* in 3D was loved around the world and to date *Ocarina* has sold a staggering 7.6 million copies.



Whether this simply denotes a difference between men and women, or the difference between village elders and the rest of the clan it's too early to know, but to say we're loving the detail already is an understatement.

The new *Zelda* game is going to break records for the length of time you're playing as Link. *Ocarina of Time* was massive, that's if you completed all the side quests. If, like the majority of us, you loved it, but blitzed it all the way to the final encounter it was 25 hours of gameplay tops. The new game is going to leave that for dust – and *The Wind Waker* for that matter. Aonuma reckons there's 70 hours of gameplay to immerse yourself in with the new game. This may change before release, but that's a whole lotta Rupee stashing, puzzles to decipher and battles on horseback. Do the sums. That's nearly THREE TIMES as big as *Ocarina*.

Our brains can hardly cope with all that knowledge. In fact it's starting to spill out of our ears onto the floor and the cat's starting to lick it up. Talking of moggies, the cats you saw in the cave in the original trailer we showed you in *NOM* #152 play an important part in the idea behind the game, yet Mr Aonuma has yet to reveal exactly what. Although we do know that it will be HUGE.

❑ Link stood in the middle, eager not to talk to either the fishwife or the camp-but-worried-looking man

"On Link's sword-fighting hand sits the mark of a Triforce."

Aonuma revealed that while Link starts the game at 16, he will mature as the adventure unfolds. However, it's unclear if our hero will grow in terms of character or his actual appearance. Wait for next month and we'll reveal all.

You'll see places other than

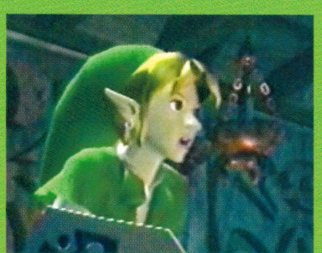
❑ In Hollywood's adaptation, Link will be played by Cameron Diaz

SUPER SMASH BROS. TV

Who would win a fight between Mario and Link? This age-old gaming riddle was answered in 1999 when Link's sword became a blur from Hyrule Castle to Planet Zebes. DK, Pikachu and even poor Peach were sliced up and dumped out of each arena in the original N64 fighter.

GAMECUBE DEMO

It's been almost five years since we first clapped eyes on a GameCube and that amazing demo of Link in all his next-gen glory. We drooled over his sword fight with Ganondorf for a year before Link appeared again in cel-shaded cartoon form. Realistic Link was to be put on hold for nearly half a decade.



MEET DR EVIL

He's known as the Happy Mask Shop owner, but in reality he's sheer evil. He looks friendly enough when he plays the organ, but when you don't return his mask he goes BERSERK! He's the star of the most sinister *Zelda* game to date, *Majora's Mask* – it's a classic that should never be forgotten. One reason being the...

❑ They said cartoon style made expression easier, but look at those bats!

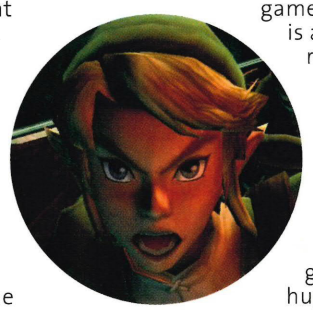
❑ Careful Link, you'll have his beady, red eye out! Oh, that's the idea

Toaru Village. Aonuma also mentioned Hyrule in the storyline. Hyrule and Toaru have a special friendship it seems, the small village producing all the food that its neighbour's giant population needs. To keep everyone happy a meeting is held each year and every mayor is invited to attend. This time around things have changed and the mayor asks Link to take his place. On his way to the meeting, events take a turn for the worse and that's where Link comes in.

Hyrule and Termina are names everyone will always associate with *Zelda* games. Two others you may have heard of are Ganon and Zelda. Don't worry, it has been confirmed that both will make an appearance in the new game and it comes as no surprise that you'll have to rescue the princess. One image we have seen is Zelda wielding a sword, so whether you'll get to see her in actual combat just whets the appetite even more. We'd love it if she turned up as Sheik.

Your excitement levels should now be going through the roof at this very moment. Now let's send them into orbit. Remember the fishing game in *Ocarina* – probably the best example of the sport we've ever seen?

Well it's going to make a welcome return in Link's latest adventure. Don't worry, these cheeky fish won't sit there calling you 'Small Fry' and drawing islands on your map. Instead this could go down as the most addictive mini-game in history as it attempts to emulate the game last seen in *Ocarina of Time* where you set about getting a bite.



Fishing is as relaxing as games get. But *Zelda* is about more than relaxing. What we're dying to get our hands on is the fight scenes, hacking and slashing your way through hordes of grunts as you gallop across a huge open plain in the heat of battle.

Is the horse Epona? That's unconfirmed, but it will carry you into battle and transport you across the giant kingdom to save your legs. »»

Sturgeon's Big Fact Head #3

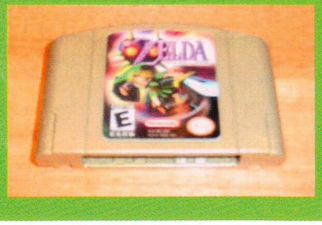
WHO IS MR AONUMA?

The producer of this new *Zelda* game is one Mr Eiji Aonuma (below right). He was born in 1963 and studied design at the Tokyo University of Fine Arts and Music before joining Nintendo when he was 25.

His first major role was on a game called *Marvelous* on the Super Famicom and from there he was asked to work on *A Link To The Past*, then as the director on *Majora's Mask* and Chief Director on *The Wind Waker*.

... BEAUTIFUL CART!

When *Majora's Mask* came out in the US in 2000, it brought with it one hell of a sweet surprise – an N64 cart complete with an awesome hologram of Link and his trademark spinning sword attack. When it arrived on these shores the hologram had gone, possibly eaten by sharks. Apologies to those still crying. Early editions did come on a gold cart though (hurrah!).



THE *ORACLE* SERIES

Development was shared with Capcom for Link's all-new Game Boy quests – *Oracle of Ages* and *Oracle of Seasons*. Forgotten by many, these two linked up to unlock the secrets of the story and to trade magic rings between them. Some of the last games to appear before GBA, they've remained forgotten classics ever since.

'TOON LINK

Space World 2001 was the moment when Link went from ultra-realistic to cartoon star. With his cheeky wink, the star of Hyrule appeared on screen in his new cel-shaded form as he was hunted down by an army of Moblins inside 'toon dungeons. At the time, the gaming world went nuts for this new version of its hero. Or cried.

❑ **Imagine if you gored him on the spikes and he bled to death**

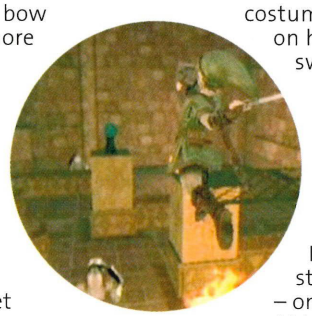
Whether you're going to have to feed and water the nag is anyone's guess at this stage

Link on horseback is nothing new – we first got into Epona's saddle down at Lon Lon Ranch in *Ocarina* all those years ago, but nothing has quite touched this moment since. Talking to a red boat isn't quite the same thing as galloping into the sunset on the back of a horse, is it?

When we first saw the horseback battles we thought we'd died and gone to heaven. Who cares if it's a slight nod to *The Lord of the Rings*, who cares if there are boars to ride just like Legolas in the fantastic film trilogy.

This is Link we're talking about, our hero, your hero and you get the chance to actually fight from the saddle for the first time in a *Zelda* game.

As you charge into a pack of grunts you get a choice. Either to unsheath your sword and cut them down from close range, or whip out Link's bow and arrow, and take them down from a distance. Now the bow and arrow has a more realistic range so you can take enemies down from long range. The enemy can be on foot, on horseback themselves or charging along atop a giant boar. As Link you also get to ride one of these.



What you can expect is for these marauding beasts to have the same skills as Link. They too will have long-range and close-up attacks so you'll need a battle strategy to decide how to take them out without damaging your health. From the screenshots on these pages you'll be able to work out some of what is going to happen. By the time you reach these battles, Link will be back in his traditional green costume, Triforce shield on his back and sword drawn.

The battle will rage across open countryside, though far off in the distance you can see towns, hills and forests. It won't just stick to clear fields – one shot sees Link and his horse leaping clean over a wooden fence. Are they escaping or charging into battle? With the sun setting on the horizon, do battles take place at certain times of day? We can only speculate.

Sturgeon's Big Fact Head #4

ORATOR OF AGES

According to internet site Internet Movie Database a number of actors who've worked on previous games will be committing their voices to the new *Zelda*.

Link's voice will be provided by Noboyuki Hiyama – he voiced adult Link in *Ocarina of Time* and Fierce Deity Link in *Majora's Mask*.

Ganondorf will be voiced by Takashi Nagasako, who lent his voice to the same character in *Ocarina* and *The Wind Waker*.

One surprise on the list is that an actor will be playing the voice of Elbow, Tingle's half cousin! Has the man in the green tights bitten the dust?

FOUR CAN PLAY THAT GAME

During the GBA's early life, no other Super NES port could beat *A Link To The Past* – a perfect, scaled-down replica of the 16-bit classic. To add value, the Big N threw in a multiplayer game, *Four Swords*. The highlight? The giant plant with coloured arms. Hit the arm whose colour matched your Link and it was Game Over for him.

CELEBRITY SCRAP

After the enormous worldwide success of *Smash Bros.*, Nintendo added more characters, tons more options and the Lottery of Nintendo history in the sequel. And you loved it. So much so that it finished fourth in your favourite 150 games EVAR. Another hit for the Hyrule hero.

THE WIND WAKER

"Hey! Small Fry! Thanks for buying my game and I hope I helped you defeat Ganon. I hate him, he's ginger. I hope you loved the cartoon splashes I made in the water and my skills at drawing islands on that old map you had. Strange how it never got wet. Heh... it's a magic map, y'know?"

❑ The world is the closest yet to its inspiration, Ridley Scott's *Legend*

"Look at the eyes on that wolf. And the earrings. Is it familiar at all?"

From one screenshot though we can work out some sweet stuff about the battles. First up, Link uses his left hand to swing his sword and does so in a circular movement. As your sword slits flesh and breaks bones, you'll hear a cry of agony and a flash of light to indicate impact. In one screen an enemy has his head sliced clean off!

Mr Aonuma and his team of *Zelda* devotees are creating a fighting system that will work a lot like the one in *Wind Waker*. Obviously the developers want to make it as easy as possible for you to get to grips with the system. First up, jumping will be automatic – reach the edge of a ledge and need to make that do-or-die leap to safety on the other side? No problem. Link will do it for you. Remember this isn't a platform game, proper heroes jump as a matter of course. »»

64DD IN THE UK?

May 3rd, 2003 wasn't *Wind Waker* Day – it was the day you got to play *Ocarina* and its 64DD expansion, *Master Quest*, once only available in Japan. The creepy dungeons and taxing puzzles had been shifted around, offering an all-new quest for *Zelda* fans. A second Collector's disc came out last year. Have you got it?

LOVE THE LINK

To spice up the GameCube version of Namco's rock-hard fighter, *Soul Calibur II*, Hyrule's hero popped down to the audition and got signed-up to put his bomb-throwing, arrow-pinging skills on show. The game came out on other consoles, but with their own crap cameos. Link ruled. And that's a fact.

E3 2004

2004's Electronic Entertainment Expo marked one of the greatest moments in games. *Wind Waker* was mint, but we wanted an ultra-realistic Link slashing things up. And Nintendo came good. One year ago everyone was going nuts for this trailer. A year on and we've finally played it. Superb.

❑ Don't worry, it's probably coming over to see if you're alright

It has also been confirmed that Z-targeting makes its return so you can lock-on to skeletal soldiers and giant spiders just by hitting L as you brandish your sword. Mr Aonuma was quick to confirm new moves, too; a downwards stab is something that will be new to Link's attack moves. From the screenshots Nintendo has released you're certainly going to have to face up to some tough enemies throughout Link's adventure, including one tough nut who sits waiting on a bridge, guarding a gatehouse. This guy obviously isn't going to talk to you about the weather as you gallop up to him on your horse. No doubt you'll have to fight him to gain entry into the gatehouse and uncover the secrets that lie beyond.

"Start dreaming of the future 'cos Link is going to take centre stage."

SMALL IS BEAUTIFUL

The Minish. They live everywhere; playing footy on your pillow. They chug beer up in your loft. We see the world in a different way after last year's GBA extravaganza. Was *Minish Cap* the best game of 2004?

It was only just pipped to that crown by *Prime 2* we say, but it was a damn close call.

ALL'S FOUR IN LOVE AND WAR

Taking its visual style from *A Link To The Past*, the GameCube *Four Swords* was genius. You battled on your own or chased after Force Gems with mates. Playing ball with a fat lady was class, and when hundreds of green guards came charging after us we smiled. Then we murdered the lot.

YOUR FAVE EVER GAME

NOM turned 150 this year. As part of the party you voted *Ocarina* as your favourite game of all-time, pipping *Pokémon*, *Super Smash Bros. Melee* and *Mario 64* to take the top spot. "Have you seen anything as beautiful as Hyrule Field at sunset?" said Andy Canley.

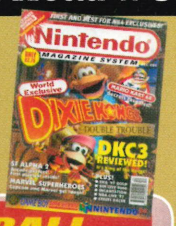
Only Eva Longoria in the buff, mate, but it was neck 'n' neck there for a while.

Sturgeon's Big Fact Head #5

IS LINK THE GREATEST?

Being constantly voted the best game of all time, you'd think *Ocarina of Time* must surely rank as the highest scoring game in *NOM*'s history. Nope.

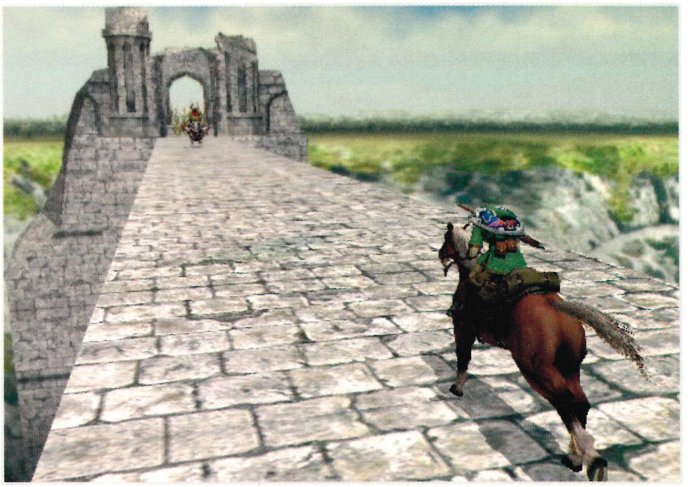
Back in November 1998 when *Ocarina* was launched in the UK, we gave it 97% and declared it to be "THE game of the decade". Two years later *Majora's Mask* scored 96%. So if it's not *Zelda*, what gets the award for our best-ever score? *Donkey Kong Country 3* with 98%!? The current *NOM* team does not necessarily agree with this.



OVERALL

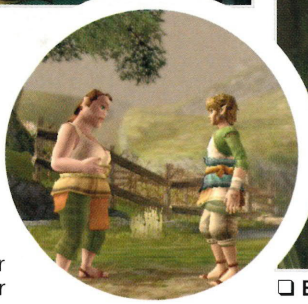
98

The boys at Rare have surpassed themselves once again! DKC3 is easily king of the Kongs, proving superior to its illustrious predecessors in absolutely every area, from gameplay and graphics to challenge and variety! You've never had it so good!



❑ It was a game of chicken the man on the horse could not lose

❑ If that's not Zelda, Rob Burman said he'll resign



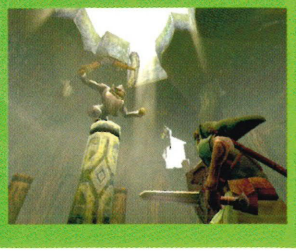
❑ Engrossed in a real-life game of *King of Swing*, the monkey accidentally helped Link

Talking of hidden treats, just as *NOM* was going to press Mr Aonuma went one further with the news that there's more to the swimming than first thought. Remember the beautiful clear water that Link took a dip in at the start of the last trailer? Remember all the fish darting out of his way? Well they didn't just decide to make the water as realistic as possible for the hell of it. Getting wet opens up a new subaquatic world. Is there something way down there in the water's mesmerising depths such as a race of Zoras, a water temple or just a load of rotting chests and some new items? Time will tell just what Mr Aonuma has got in store for us.

So there you have it. The latest lowdown on this year's biggest game. The really huge question is: can this eclipse the best game of all-time? At this stage in the game's creation we wouldn't be surprised if it does go on to smash all records. It's about time something did and so far it's shaping up to be the game that will define the GameCube generation. 98% anyone? We wouldn't put it past it at this stage. We're getting goose pimples at the thought. ***Tim Street***

HY-RULES

Nintendo launched another stunning E3 trailer at the world back in March of this year. If the thrill caused you short-term memory loss, it featured The Best Water In A Game EVER™, a fight with a Goron, cats in caves, ghost soldiers and a wolf howling at a full moon. What does this tell us? The best thing on GC is still to come.



E3 2005

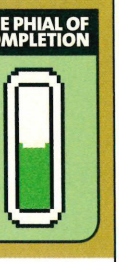
At the time of writing there's just five and a half days to E3. *Zelda*'s gonna be playable and we'll be all over it. We'll have a full report next month, detailing all the demo's levels. 'Til then watch the trailers and remind yourself that Link's the king and always will be .

ESSENTIALS

DEVELOPER: NINTENDO

FAMOUS FOR:
Making grown men cry and scream like their left nut was being pulled off when *Zelda* was unveiled at E3 last year. Mike still maintains he did neither of these. Liar.

THE PHIAL OF COMPLETION



MULTIPLAYER: NOT LIKELY
PUBLISHER: NINTENDO
RELEASE: LATE 2005
REVIEW: IN THE AUTUMN

PREDICTED SCORE

This will surely be crowned as 'Cube's finest moment. Maybe the best game ever. It'll have to go some to beat *Ocarina*, but we know that we'll love it.

90% PLUS

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AGE RATING TBC

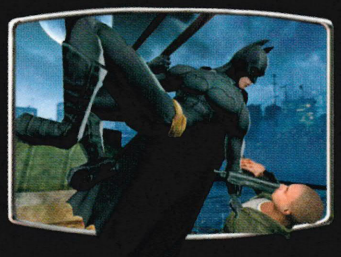
BATMAN BEGINS IN CINEMAS SUMMER 2005

BE THE REASON PEOPLE ARE AFRAID OF THE DARK.

BATMAN BEGINS™

THE VIDEOGAME

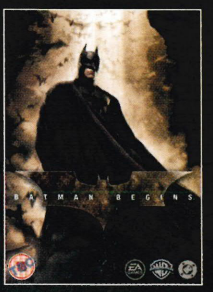
THE PATH TO JUSTICE BEGINS AT EAGAMES.CO.UK/BATMANBEGINS



Fear becomes your weapon when you strike terror into the hearts of your adversaries.

Tear through Gotham's streets in the Batmobile, using advanced weapons and technology to threaten those who stand in the way of justice.

Use your ninja combat skills to battle your enemies and extract vital information.



PlayStation.2

NINTENDO GAMECUBE

GAME BOY ADVANCE

XBOX

EA GAMES

World of Nintendo

INSIDE World of Nintendo

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FROM EA WITH LOVE?
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Proof that God is a Nintendo fan, just like you

THE REVOLUTION HAS BEGUN!

Nintendo's red-hot new console will play hundreds of hits as first details are revealed Stateside.

You'll be able to download and play every game from the NES, Super NES and N64 on Revolution – that was just the tip of the jaw-dropping iceberg Nintendo dropped on the world at a packed E3 press conference as *NOM* was going to press.

Continuing from where *Zelda* left off last year, Nintendo President, Mr Iwata, showed the world a prototype black Revolution before announcing tons of details about the Big N's next-generation machine.

The facts that we know are these. Revolution will be approximately the size of three DVD cases stacked on top of each other, making it the smallest of all the next-gen consoles. Nintendo has also added a silver stand which the Revolution sits on at an angle and allows the console to stand horizontally or vertically.

News of the Revolution didn't stop there. The console will play 12cm optical discs as well as GameCube software thanks to its backwards compatibility. Mr Iwata also confirmed that there will be the additional option of having an attachment that allows you to play movies and other DVD content.

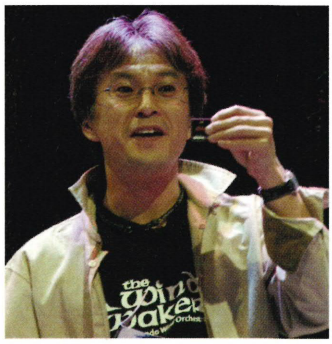
As for games, you can expect a ton of your favourite Nintendo characters to star in games on Revolution. According to Mr Iwata, work on Mario and Zelda is "well underway" and a Miyamoto-inspired game will launch with its debut. Even more pant-wetting news is that a new *Smash Bros.* will be a launch game.

You'll see the first pictures of Revolution over the next three pages as well as yet another new machine, this time a much smaller version of the GBA, called the GBA Micro. This will sit alongside the DS and SP as a third handheld, in fact it's Nintendo's smallest ever

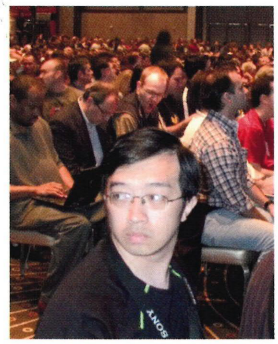
NINTENDO'S E3 IN PICTURES

Nintendogs – only the King of Games has the right to call his dog Mario

That shiny new console will be at your house soon



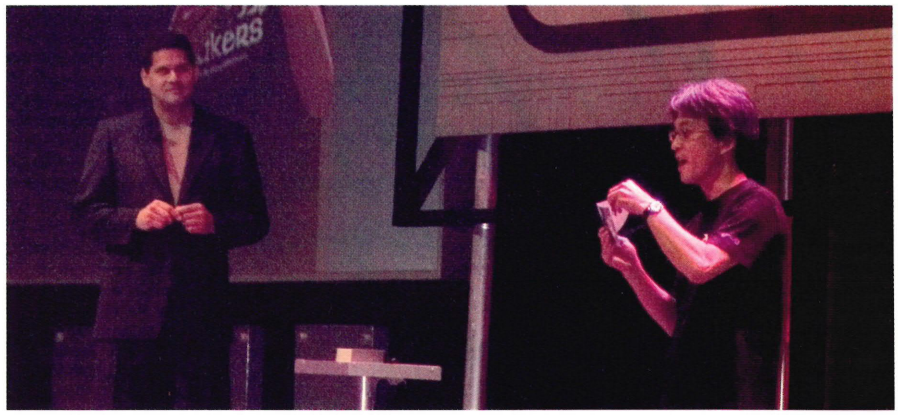
Zelda trailer on a DS cart. Sah-weet



A Sony fan looks scared

The games kept coming. And it was REALLY loud. Mike is now deaf

George Harrison: loves a good boogie



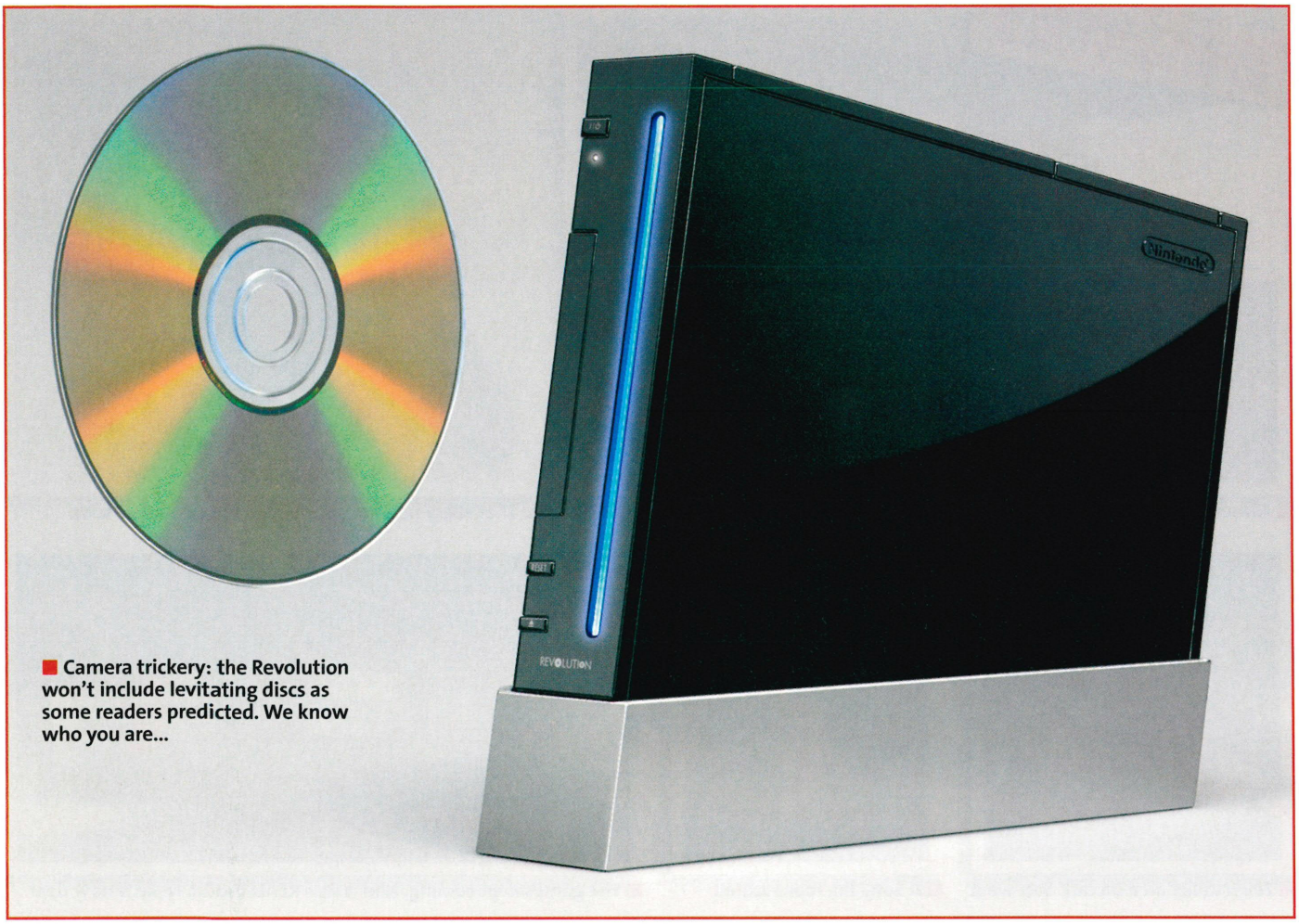
Reggie Fils-Aime looks on as Mr Aonuma does the old disappearing DS cart trick

Game Boy. Using exactly the same technology as in the current SP, just in a smaller model with new ideas like interchangeable faces and brightness control. Turn to p27 and you can feast on its beauty now.

Current Japanese phenomenon, *Nintendogs*, was on show, complete with Miyamoto's dog Mario pulling handstands and a toy Mario Kart chasing after a pet pug, while Nintendo's mascot had a wealth of games starring himself on show. *Mario Tennis Advance* and *Mario & Luigi 2* will be coming to GBA while *Mario Party 7* will have simultaneous eight-player for the first time and over 80 new mini-games. The main man will also be taking to the footy pitch in *Super Mario Strikers* as he battles to score goals against Kremlings while dodging giant spiky shells, slugging home runs in *Mario Baseball* and loving the beats with his Mushroom Kingdom pals in *Dance Dance Revolution: Mario Mix*. Read all about the hottest new games that are coming your way over the next year over on p28.

Aside from Revolution and GBA Micro the biggest cheer of the day though went to the forthcoming *Zelda* game, expected in November and now called *The Legend of Zelda: Twilight Princess*. An epic new two-minute trailer saw Link transform into a wolf so that he could speak to animals and discover information as well as having heightened senses – being able to sniff out scent trails and see new enemies that human Link can't. The new *Zelda* game will see Link battling sinister forces from a 'twilight Hyrule' – like the Dark World in *A Link To The Past* – while Zelda is seen wearing a funeral robe, like those worn in Japan in times of sorrow, as she mourns the terrible fate that faces Hyrule. Link's arsenal will feature old weapons given a new twist, one example being the Boomerang. Now called the Gale Boomerang it creates small cyclones as it spins through the air that will be used in puzzles. Nintendo is keeping them under wraps for now, but you wouldn't want to know anyway – that would be spoiling it for you!

We'll have a complete hands-on with the new *Zelda* game, plus everything else that was on GameCube, DS and GBA next month. For now though check out the first-ever pictures of the games and machines you're going to love. We do already.



■ Camera trickery: the Revolution won't include levitating discs as some readers predicted. We know who you are...

Ten steps to the Revolution

The bad boy is out of hiding. See what it'll do and just how it'll do it, right here.

1. SIZE
Grab three DVD cases right now and put them on top of each other. That's about the size of the Revolution, making it Nintendo's smallest-ever home console.

2. COLOURS
At E3, Mr Iwata showed a black Revolution. A snap showing Revolutions in various colours, like white and green, was used in the presentation, but the final choice is undecided.

3. TECHNOLOGY
It's all change under the hood of Nintendo's new console with a variety of new features. The machine will have 512Mb of internal flash memory, plus two USB 2.0 ports. Revolution will also come with wireless controllers though what they will look like and what features they have weren't mentioned at E3.

4. WIRELESS GAMING
To play other gamers around the world you'll be pleased to hear that Revolution will come with Wi-Fi access built-in. A number of Wi-Fi-enabled games will be available from launch.

5. EXPANSION
You'll be able to connect an SD memory card to Revolution, expanding the internal memory.

6. STAND
The Revolution will sit at an angle in a silver stand, so you'll be able to mount the console either horizontally or vertically.

7. DISCS
Like a car CD player, Revolution will be able to self-load a disc. It will also play two types of discs – 12cm optical ones for the new games and smaller GameCube discs – thanks to the machine's backwards compatibility.

8. GAMES
Whether you want to go after those Shines again in *Mario Sunshine* or pop and see Tom Nook in *Animal Crossing*, you'll be able to on Revolution, because it will play any of the GameCube games in your collection.

Plus there will be no need to buy battered old second-hand games anymore – you'll be able to download ANY NES, Super NES or N64 game to Revolution. How cool is that gonna be?

9. DVDs
You'll have the option of installing a Revolution attachment to play movies and other DVD content.

10. LAUNCH
At the moment it's too early to say when Revolution will have its worldwide launch. Expect more news on this over the coming months right here in *NOM*.

NOM RECKONS
With a super-slick new design and some fantastic ideas – the Revolution is well underway. And with hundreds of games to download, wireless controllers and more, we can't wait to get our hands on this baby.

Meet the smallest Game Boy ever

Nintendo unveils the super-sleek GBA Micro. You want one so bad.

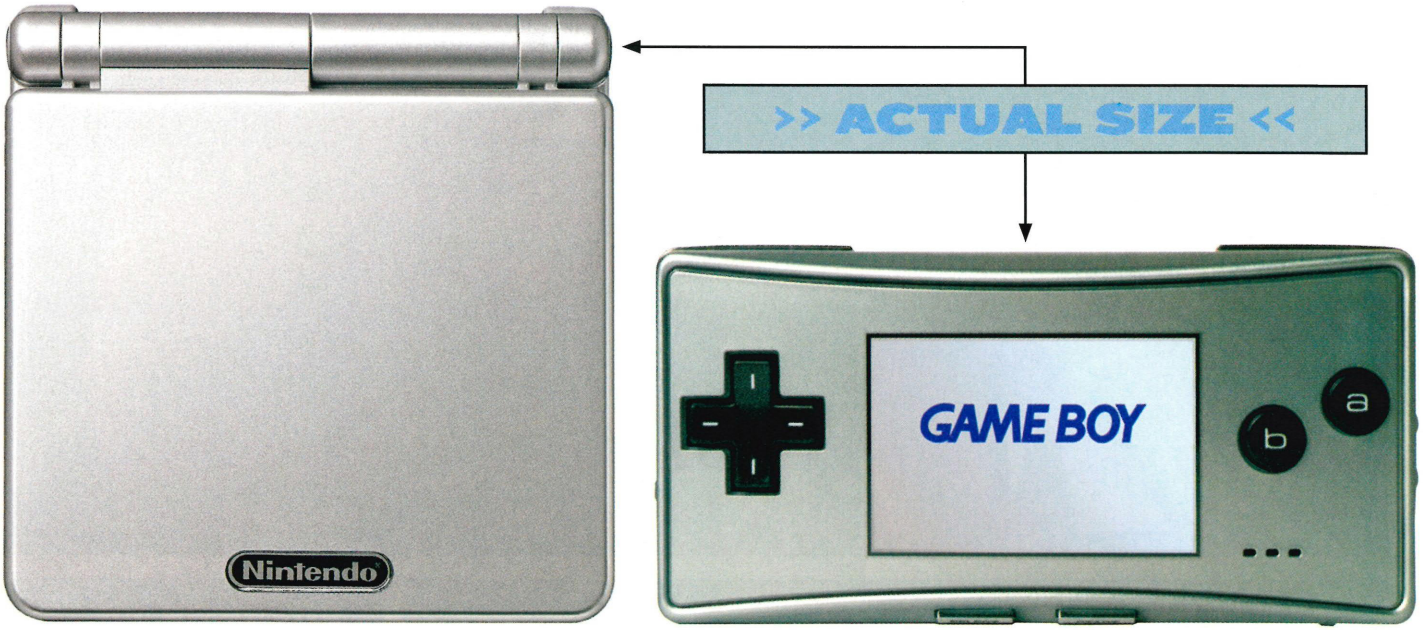
Feast your eyes on the beautiful GBA Micro, the smallest Game Boy Nintendo has ever made.

Before you go completely bananas, let's be clear that this is NOT GBA 2 – it's a new-look GBA in a tiny case that's so cool even your old man will want one. But you'll be the daddy with one of these little beauties in your hands.

The GBA Micro is all about offering a stylish look in a titchy form. Check out the picture of the GBA Micro below. Believe it or not, that is ACTUAL SIZE. Yep, this saucy little box is so small it fits perfectly in your pocket – it's only a little bit bigger than a GBA cart.

Yet even with its amazingly small profile, it has an incredibly clear screen – Nintendo says it's the best ever. Just imagine playing all those GBA games, but on this incredibly small piece of kit. It's going to rule basically.

It won't replace the GBA SP, though. Nintendo will still be rolling out the clam-shell unit, with its Micro brother sitting proudly alongside it. If you never upgraded from the first GBA, check out the sweet picture below. You might just be converted after seeing this.

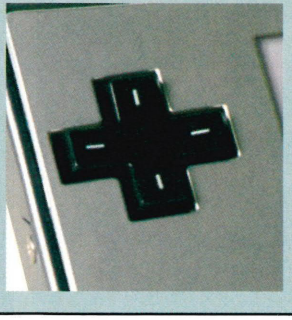


THE SCREEN

Nintendo says this is the best Game Boy screen ever. Even though the unit is tiny, all the action will be crystal clear. And this is the first Nintendo handheld to have fully adjustable brightness. This means you can set it for dark indoor conditions, or gaming outside in bright sunlight.

POCKET-SIZED

At four inches wide, two inches tall and a wafer-thin 0.7 inches deep, the Micro couldn't be any smaller. It's just not possible. It weighs less than three ounces, which, for those who don't know, is nothing. It's lighter than an iPod Mini and nearly half the weight of the GBA SP.

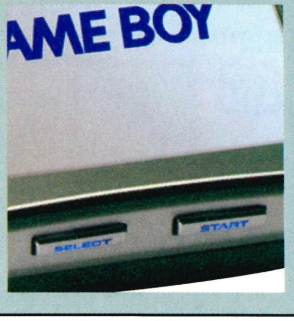


HEADPHONES

The GBA SP doesn't have a headphone jack but all that is set to change with the Micro. With the new machine there's no need to carry around a separate adapter as the GBA Micro packs a headphone jack on the bottom of the unit. Quite simply, that's good work.

CUSTOMISABLE

The defining point of the GBA Micro is style. As well as shiny shoulder buttons and sweet blue lights under the Start and Select buttons, the Micro has a changeable face plate. So you can jazz up the machine to suit your image or even change its looks for each day of the week.



We Can't Wait For...

SPECIAL

These brand new shots are so hot off the press, they're threatening to set fire to the pages. Absorb them before they implode your eyes.

MARIO KART DS

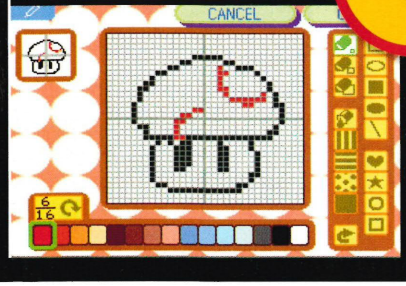
DS

All you need to know is this... when *Mario Kart* hits DS later this year, it's going to be ONLINE. Oh yeeeeeeeeeeahhhhh! Although, even if you can't get on-line, you can still have eight player versus matches using only one cart. If that isn't the sweetest news you've heard this year, then you're just lying to yourself. Also confirmed are racers including Mario, Luigi, Peach, Yoshi, Donkey Kong, Wario, Bowser and Toad. Plus there'll be a selection of 30 tracks taken from every other Mario Kart game - including *Double Dash*!! Come on the Kart!

ANIMAL CROSSING

Along with *Mario Kart*, this is the other big online game for DS. There'll be classic characters, like K. K. Slider and Tom Nook, from the 'Cube original and you'll get to meet new friends from across the globe.

DS



POKéMON XD

Will there be long grass to walk through? Probably not. Will there be plenty of Pokémon to Snag and Purify? Of course there will you idiot!

GC

MARIO & LUIGI 2

DS

Rejoice RPG fans. Nintendo surprised us all by announcing a DS follow-up to one of our favourite GBA games ever. This is going to be a direct sequel to *Superstar Saga* but this time the two brothers are travelling back in time to meet up with Baby Mario and Baby Luigi.

The top screen will be used to study the land and to keep an eye on exactly where the brothers are - in case they get lost or something. There'll also be some special double screen super moves during battles, which will ruin that big Piranha Plant that's trying to be all clever by hiding on the top screen. Whatever Plant.

KIRBY (WORKING TITLE)

GC

Look at Kirby, he's riding a funny green flying elephant thing... the crazy fool. Don't worry this isn't a *Kirby Air Ride* sequel, it's a proper Kirby adventure in which he rides animals of justice to end the evil King Dedede.

METROID PRIME: HUNTERS

DS

By now you've probably played the free *Hunters* demo that came bundled with the DS and you should have realised it was pretty nifty. Well, that looks like nothing compared to the awesome new screens unveiled at E3.

As well as playing as Samus, you get to go head to head in multiplayer as six completely new bounty hunters. Each has got their own unique weapons and fighting styles. Details on the single player are virtually non-existent but this should ROCK and rock hard.

We Can't Wait For... SPECIAL

BATTALION WARS

GC

Advance Wars is no more on GameCube. Don't panic though, they just realised calling it that was a bit silly and changed to *Battalion Wars*. It's really come on since E3 last year.

Each of the 20 missions can be played according to your own style. Maybe you're a tank person. You're just going to roll over there in some heavy artillery, busting out shells at whatever dares to appear over the horizon to resist you. Maybe you're a stealthy person, and you're going to creep a small squad of commandos to the enemy base through the woods. Maybe you're just going to play the DS version. We'll see.

DANCE DANCE REVOLUTION: MARIO MIX

GC

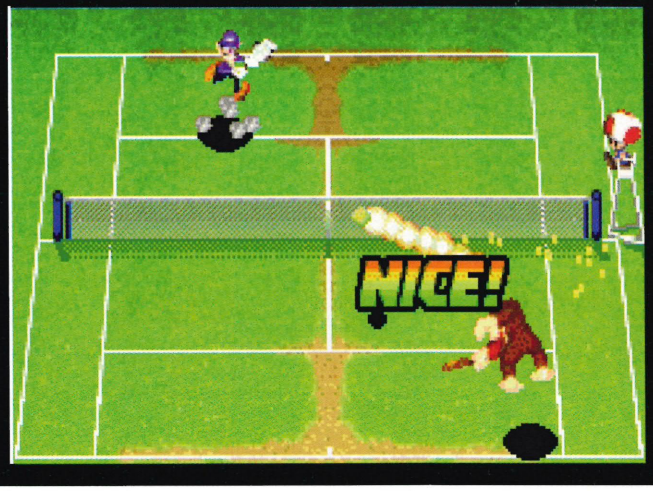
Oh no! Someone has stolen the MUSIC KEYS and it's wreaking havoc on the Mushroom Kingdom. Who writes this rubbish? Fire them. This is better: Bowser has had Kamek put a DEATH CURSE on Mario's shoes and he needs to wear down the soles by dancing to release it. We rock.

MARIO TENNIS ADVANCE

GBA

If you think about it, it could hardly be any more fitting. You hold a tennis racquet IN YOUR HAND. And where does a GBA go? IN YOUR HAND! Unless you're an elephant and you work it with your trunk, flapping your ears on the shoulder buttons and pressing Start with your tusks.

That screen above and to the left isn't showing some kind of terrorist attack on Wimbledon. Nope, the power moves from the GameCube version are in this one too. The last handheld Mario tennis game was so awesome we forgot to breathe for three days and had to be resuscitated. Dare we dream once more?

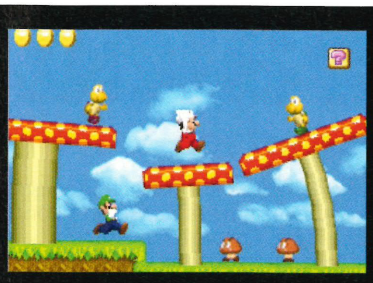


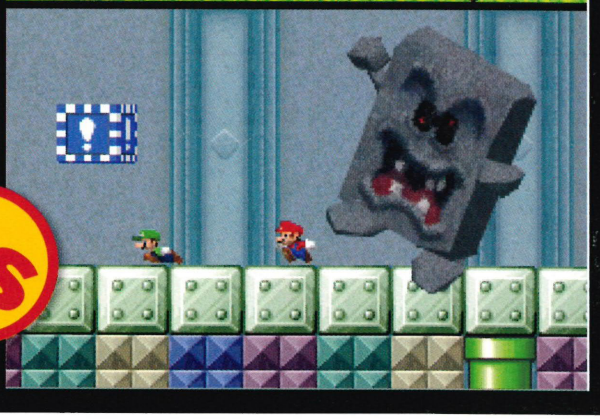
ADVANCE WARS DS

DS

Here's a fact you might not be aware of: the two *Advance Wars* games on GBA were more awesome than you'll ever manage to be. They're secretly a pair of the finest games ever, but if you mention that they drop bombs on you.

You want stylus input? Hey, we make the rules round here, soldier. Don't get lippy. Drop and give me twenty while I use the stylus to draw a map and wirelessly send it to a mate to be used as a versus battleground. See how I'm getting all my fat intel from the top screen? Andy's back in this game too. He got bored of building MDF wardrobes with Carol Smillie. Sweet!



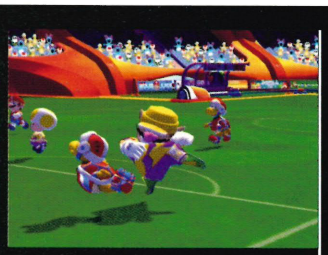


NEW SUPER MARIO BROS.

DS

Seems that Nintendo were so busy making this awesome that they forgot to think of a name. Look at the shots though. Who needs *Mario 128* now, eh? You still do? Yes, we're kidding ourselves there.

Tell you what is cool, though: TWO PLAYER CO-OP PLAY. Fire up the wireless, argue over who has to be Luigi, then sprint through the levels together. And what levels! They've got the tornado from *Mario 3*, the giant Whomp from *Mario 64*, and an all-new Super, SUPER Mario that goes massive and can nut through blocks and everything. Ker-smash!



SUPER MARIO STRIKERS

GC

Remember when they announced *Mario Baseball*? And we said that football would surely be next on the list? Well, we knew then that it was in production. But we knew if we came rocking that fact without pictures, you'd laugh us out of magazine town. Well who's laughing now, eh?

Imagine a team of Toads legging it around a pitch. We've seen it. It's even more mental than you think. The gameplay is super quick, and it's got more special moves than all the *Street Fighter* games put together. We haven't checked that fact. Quick, get in the car and drive off before they realise!

CHIBI-ROBO

GC

Imagine you're a small robot, and you have to clean somebody's house. What a crap life that would be. Ever eager to meet a challenge head-on, Nintendo are making a game of exactly that. It looks cool though, eh? Especially that big dog thing. And Chibi is so shiny!

Sonic Rush revealed

Sega's new DS Hedgehog game is a pleasant 2D surprise.

We knew Sega was cooking up an exclusive *Sonic the Hedgehog* game for DS, but we weren't expecting this. Rather than continue along the jagged 3D lines of the touch tech demo it showed at E3 last year, Sega has turned back the clock with *Sonic Rush* to the early 90s when the hedgehog was the fastest 2D sprite in creation.

They're not idiots at Sega. They saw that the double screens could bring something new to the Hedgehog universe that hadn't been possible in two dimensions before: vertigo. Now you can see the full extent of the near-vertical drops, as they dive off the top screen and down through the bottom screen. The double screen also shows a lot more of the trademark ring-laden loops, making this one sweet-looking Sonic game.

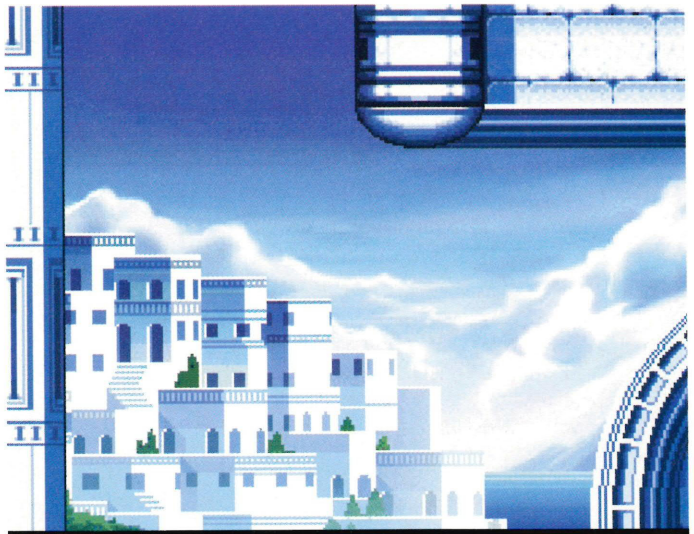
A new character is being introduced for this game called Blaze the Cat. Blaze is a queen from another dimension and guardian of the Sol Emeralds that are the prime collectible in the new game. When we say queen, we mean female monarch, incidentally.

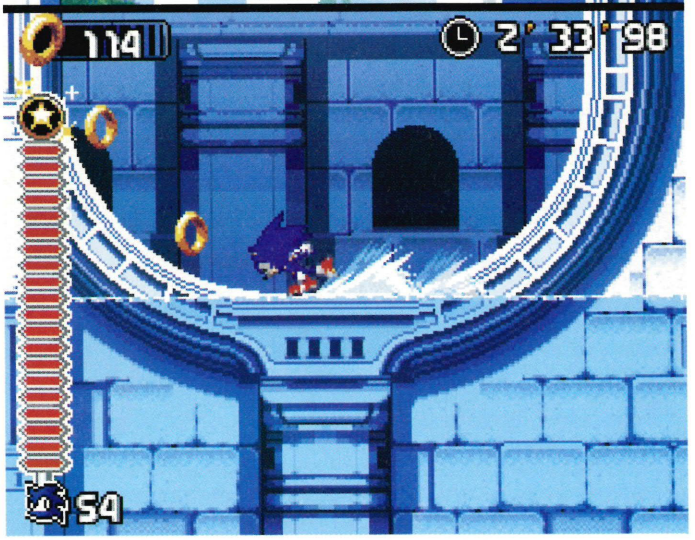
You can play as either Sonic or Blaze in your quest to find the powerful Sol Emeralds before they fall into the wrong hands. Sega isn't specific right now as to whose "wrong hands" these are. Robotnik? Shadow? A vengeful Tails, angry that he's been booted from the supporting hero role? Details will follow in due course.

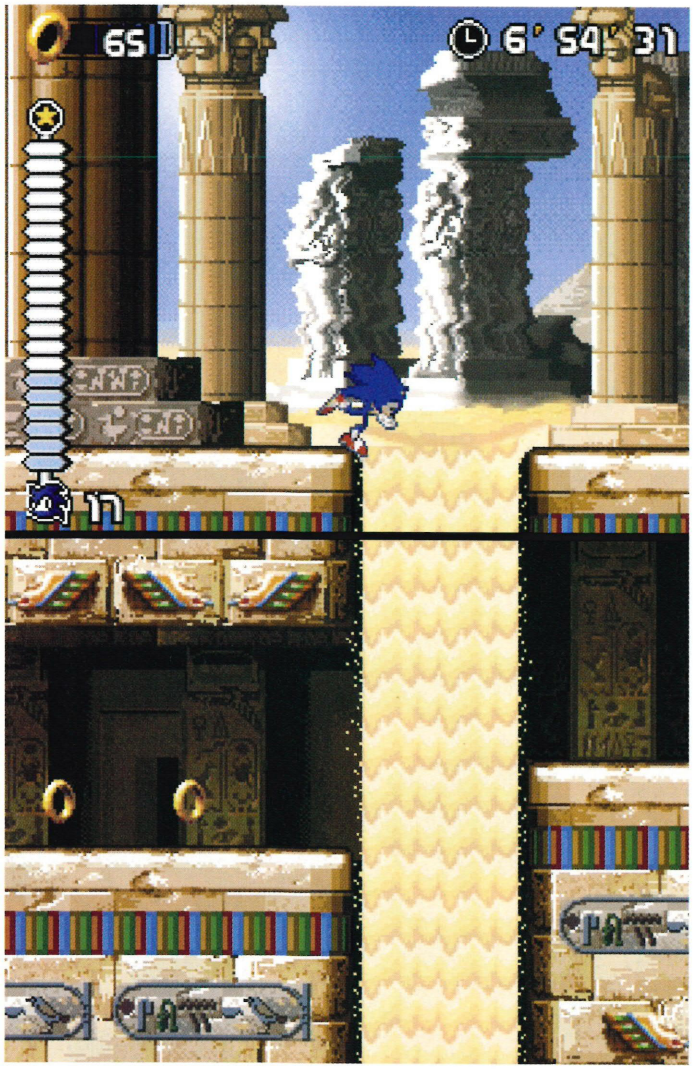
Apparently the Sonic and Blaze story lines are separate, but intertwine at moments during the gameplay as the worlds collide. Our feeble brains cannot yet comprehend what this entails. Sonic himself is rendered in 3D though, making for an original looking title.

What about stylus control, you might be wondering? Well, don't panic. You don't move Sonic with a little stick. No, poke control is reserved for selected mini-games and auxiliary gameplay modes. Wouldn't it be nice if one of those was a full version of *NiGHTS* on the Sega Saturn? Ha ha. We won't shut up about that until it happens in some form. And even then we'll probably play it for five minutes and get bored.

Back to *Sonic Rush*. Quite a cool name, we think. Not a good excuse if he gets busted by a speed camera though, we've tried it. The game is scheduled to hit in the Autumn. Let's hope Sega don't "rush" it. Haw! Haw!





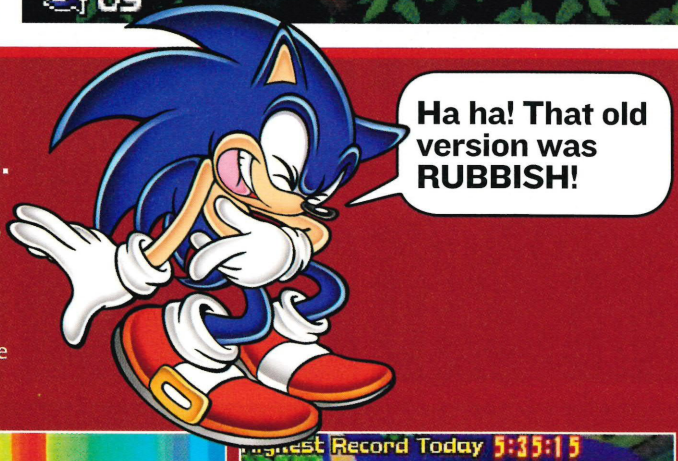


REMEMBER ME?

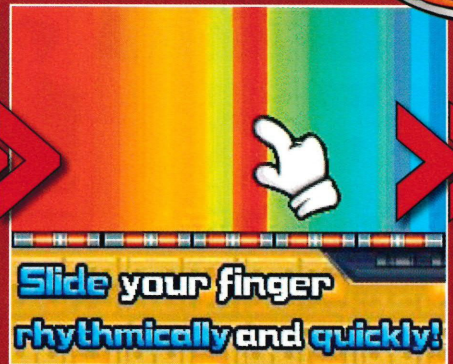
Last year's DS Sonic on the scrapheap.

Stunning graphics, practically zero gameplay. No, we're not having a go at Xbox again, we're just remembering the *Sonic DS* tech demo from E3 2004. Sonic was on the top screen in sexy time 3D and the bottom screen was there to be rubbed. Like, frantically.

The quicker you could thrash the stylus across it, the faster Sonic ran. Dean broke the records at the show and actually managed to break the game, so they had to dismantle the stand to reboot it. The pitter patter sound we heard was Sonic Team scuttling back to the drawing board, but it looks like the rethink was for the best.



Look at him go! It got blurrier the faster you went. 'Slowhand' Street's screen was pin-sharp



Said the actress to the bishop! (He asked her how to play the game, and she responded)

That's a weak score. When we made the game die, we'd got a lot faster than that. Skills!

Viewtiful twotiful

Capcom unveils a pair of new Joes at E3.

We were expecting a Nintendo DS *Viewtiful Joe* at E3. Capcom had already warned the world it was coming. So as we were waiting for that, it allowed the secret new GameCube game to sneak up behind us and punch us in the back of the neck in slow motion. POW!

Viewtiful Joe VFX Battle is a home console exclusive for GameCube and features all-new tournament fighting gameplay. The excuse is that they need to find out who is worthy of starring in the new Captain Blue movie, so all the superheroes get invited over for a ruckus.

They've raided the animated series to bolster the playable character roster, so you can brawl as Sylvia, Alastor, Sprocket and Captain Blue's sidekick, Junior. Oh, and some geezer called Joe as well.

The backgrounds are fully interactive too, so you can use barrels, crates and the like to devastating (and face-breaking) effect. Sounds pretty sweet and a nice reward for the true fans of the series that we are.

Those of you looking for traditional *Viewtiful* gameplay need to check out the DS version. Not only does it look MIRACULOUSLY close to the GameCube version, it's packing at the same furious-fisted, side-scrolling gameplay.

We're loving seeing the 3D action on both screens and not just some lame waste of the bottom screen. In fact, Capcom is promising to make the touch input an integral part of *Viewtiful Joe*'s gameplay.

We're looking forward to scratching the crap out of enemies and triggering sweet new VFX moves with a swish of the stylus. Interestingly Joe's little sister Jasmine is a confirmed new character for the new game. Both titles are expected here in early 2006.

Objection

Overruled! Capcom hires Ace Attorney.

The surprise of Capcom's E3 showing was *Phoenix Wright: Ace Attorney*, a DS game where you have to try and keep people out of jail. You pick over crime scenes with the stylus, then cross examine witnesses multiple-choice style. It looks... interesting.

These games are massive in Japan and they've already seen three Game Boy Advance iterations. How it'll fare outside of Japan is anyone's guess. Maybe they could get Michael Jackson on the cover with a bottle of 'Jesus Juice'? That'd help sell it. Cheers Michael!

Hedgehog history lesson

GameCube gets another retro Sonic compilation.

Sega are reviving more classic chunks of Sonic history in *Sonic Gems Collection*, a brand-new retro compilation coming exclusively to a GameCube near you.

The compilation, due out in the summer, will include the awesome *Sonic CD*, the game that everyone was disappointed not to see in *Sonic Mega Collection*. Originally a game for the Sega CD in 1993, it is regarded by hardcore Sonic fans as one of the best 2D Sonic games ever made. Sweet.

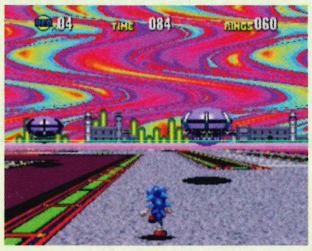
Also in the compilation will be *Sonic Fighters*, an old 3D arcade brawler where the heroes of the Sonic universe jump in the ring and slug each other in the face. The 3D Saturn racer, *Sonic R*, will also be included, as well as a small collection of Game Gear classics. Among these portable classics are *Sonic Spinball*, *Sonic The Hedgehog 2*, *Sonic The Hedgehog Triple Trouble*, *Sonic Drift 2*, *Tails Skypatrol* and *Tails Adventures*.

■ Rejoice for *Sonic CD* – woop!

■ Is *Sonic Fighters*, too brutal?

■ Race for peace in *Sonic R*

■ Everyone loves more Sonic



■ A crazy Game Gear Sonic

■ Er... race again in *Sonic R*

Welcome to Animal Crossing Guardian

June Edition, 2005

FISHY EVENTS IN TOWN

Villagers have been spotted by the riverside comparing measurements of unseen objects. One shocked passer-by heard Woolio the Sheep boasting his was a massive four inches. Police are investigating.

June 10th – Graduation Day
Celebrate the hard work you've put into nurturing your town. Go see the Mayor and get a model of the Tailor Shop.

June 19th – Father's Day
Unlike the real world in which you have to give your dad something, in *Animal Crossing* the Mayor will give you a locomotive model.

Every Sunday – Fishing Tournament
Catch a big fish to get a prize. Speak to the Mayor for the Angler's Trophy.

We Can't Wait For...

GUNSTAR SUPER HEROES

GBA

Some of the games that appear under this header we CAN actually wait for. The excitement is only moderate. But if The Segas came into our office with a knife and said "cut off your arm and you can play *Gunstar Super Heroes* today" we totally would. We'd probably command Burman to do it, then make him get the coffees in bleeding.

Look at the shots, though. It looks like the amazing Mega Drive original, only better. It seems the soldiers are simply called Red and Blue, which is a bit lame. What's wrong with Eddie and Geoff? It seems that it's one player only as well, with your route through the six levels changing depending on who you play as. With Treasure on coding duties, it cannot fail. It's out in the Autumn.

We Can't Wait For...

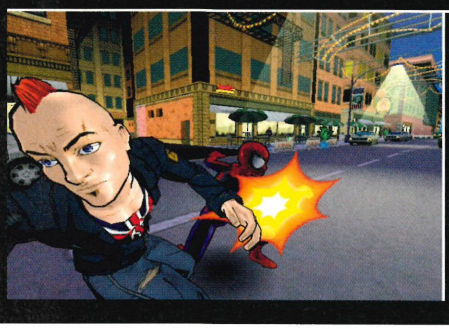
GC

ULTIMATE SPIDER-MAN

You learn something new every day. Apparently the 'ultimate' prefix isn't just an excuse to get a new *Spider-Man* game out without there being a film in cinemas. Nope, *Ultimate Spider-Man* is a whole different line of comics in which Spider-Man is drawn *slightly differently*.

They've kept in the awesome swing system from *Spider-Man 2*, and also integrated comic book-style frames into the action. The screen splits showing you an incident, before expanding again to show you where you need to be swinging. It's stylish as hell and you'll be in the weird position of actually looking forward to cut-scenes to see it working.

Spider-Man himself is inked as distinctively as in the comics and, coolest of all, you get to play certain sections of the game as VENOM. We saw one brilliant section with Venom and Electro fighting in Times Square to decide who gets to finish off a battered and bruised Spider-Man. Look out for this later in the year. Your Spider Sense will tingle when it's nearly time.



IF YOU'RE OVER 16 NOBODY IS SAYING YOU CAN'T...

HAVE SEX

BUT IF YOU DO, USING A CONDOM WILL PROTECT YOU FROM HIV, CHLAMYDIA, GONORRHOEA AND UNWANTED PREGNANCY. BE SAFE, NOT SORRY.

FOR FREE CONFIDENTIAL ADVICE AND INFORMATION ON SEXUAL HEALTH, VISIT WWW.BROOKLONDON.ORG OR CALL BRIXTON 020 7787 5000, EAST STREET 020 7703 7880, EUSTON 020 7387 8700
SERVICE AVAILABLE TO PEOPLE AGED 25 AND UNDER

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funded by sappi | ideas that matter

Legally you can consent to have sex from the age of 16 (17 in Ireland). Gay sex is legal if you're both 16 or over (17 in Ireland, 18 in jersey). A girl having sex under 16 is not committing a criminal offence, however the man she's having sex with is - even if she has given her consent. Even if you are under 16 you have the same right to confidential services as adults and can seek advice about sex and relationships whatever your age. You have the right to say no to sex or any other behaviour that makes you uncomfortable.

Jungle Boogie

Donkey Konga 2 complete track list revealed!

In a matter of weeks it'll be time to feel the rhythm again with the arrival of *Donkey Konga 2*. We'll have a full review next issue, but in the meantime take a look at these 33 eclectic tracks that would clear the floor at any self-respecting disco. They're all cover versions, like in the last version...

POP
ALL STAR – Smash Mouth
I'M A SLAVE 4 U – Britney Spears
LOSING MY RELIGION – R.E.M.
ARE YOU READY FOR LOVE? – Elton John
TROUBLE – Pink
BOOMBASTIC – Shaggy
SHINY HAPPY PEOPLE – R.E.M.
SIDEWALKS – Story of the Year
RUNAWAY TRAIN – Soul Asylum
DON'T LET ME GET ME – Pink
BREAKFAST AT TIFFANY'S – Deep Blue Something
ENJOY THE SILENCE – Depeche Mode

CLASSICAL
SERENADE IN G MINOR – Mozart
CARMEN SUITE – Bizet
THE NUTCRACKER SUITE – Tchaikovsky
WILLIAM TELL OVERTURE – Rossini

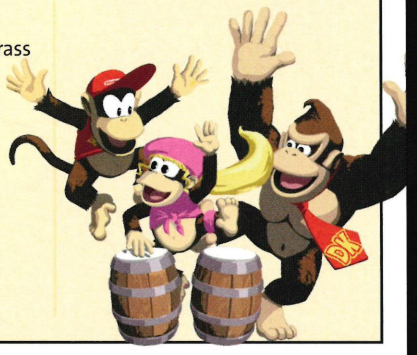
DISCO
JUNGLE BOOGIE – Kool and the Gang
THAT'S THE WAY (I LIKE IT) – K.C. and the Sunshine Band

ROCK
DRIVE – R.E.M.
PREDICTABLE – Good Charlotte
I DON'T WANT TO KNOW – The Donnas
MANSIZE ROOSTER – Supergrass
PUMPIN' ON YOUR STEREO – Supergrass
I JUST WANNA LIVE – Good Charlotte

NINTENDO
GREEN GREENS
MARIO BROS. 3 THEME
DONKEY KONGA 2 THEME
POKéMON MAIN THEME
MUTE CITY THEME

LATIN
LA BAMBA
DON'T LET ME BE MISUNDERSTOOD
LA CUCARACHA

DANCE
CONTACT – some naff dance band



We Can't Wait For...

X-MEN LEGENDS 2

We liked *X-Men Legends*, but certain bits annoyed us. Specifically, the way they decided to break up some sweet brawling gameplay with needing to level-up your X-dudes every two minutes. New Psychic Blast or whatever? BORED.

Guess what? They've binned that for the new version. It's like they read our review verdict and went "Christ! *NOM* are right!" So now Wolvie, Cyclops and co level-up automatically, getting stronger without you assigning attribute points.

Each character gets more special attacks too, and there's none of the silly backtracking to respawn dead characters. You're kept in the zone where the action is and only need to backtrack if you want to slaughter people to make your boys level-up even more quickly. It's an improvement all round, but we're still not sure about the cel-shading. Look out for it later this year.

ACCESSORISE TO SURVIVE

We salute the best and bin the rest.

BLAZE POCKET FAMI

- **£54.98 (from www.xploder.net)**
- **OUT NOW**

Think the NES is dead, retro heads? Well think again because thanks to this little piece of kit, you can have the almighty power of the NES in your pocket. Actually, when we say pocket, it's probably best to say bag because the Pocket Fami is twice the size of the GBA.

If you don't want to carry it, you can plug it into a TV and play classic 8-bit games on the big screen. This is the best option because you can use a power supply rather than batteries, which don't last long when playing on the move. You can play both PAL and NTSC games, but this is ultimately an expensive curiosity when you can pick up a second-hand NES for less than half the price.

★★★★★

RESIDENT EVIL 4 CHAINSAW CONTROLLER

- **£39.99 (from www.wild-things.co.uk)**
- **OUT NOW**

You may think this looks cool. After all, who wouldn't be excited about using a chainsaw to play one of the bloodiest 'Cube games? But the pad is so tricky to use, it feels like your hands have been cut off, then sewn back on upside down.

Nintendo spent ages perfecting the design of the 'Cube pad, but Nubytech has thrown that out of the window and designed something so unwieldy you can't play anything properly, even *Resi*. This might be excusable if the controller made chainsaw noises or the blades spun round, but Nubytech has failed there as well. The only time it's good is in the box. It really is a nice box.

★★★★★

"The MK" by **Jose Emroca Flores**

Mario Art: Double Dash!!

The first time we went, the gallery was closed. That's a true story.

Sunday 24th April, 11am. Dean Scott's taxi is driving away up Melrose Avenue in Los Angeles as he presses his face against the window of Gallery 1988. The I Am 8-Bit exhibition is closed on a Sunday it seems. There's a giant Mario statue outside a garage a few doors down, but that's only there because the owner is called Mario. The ironic humour in that wore off after walking nearly an hour in the baking-hot sun trying to find a cab.

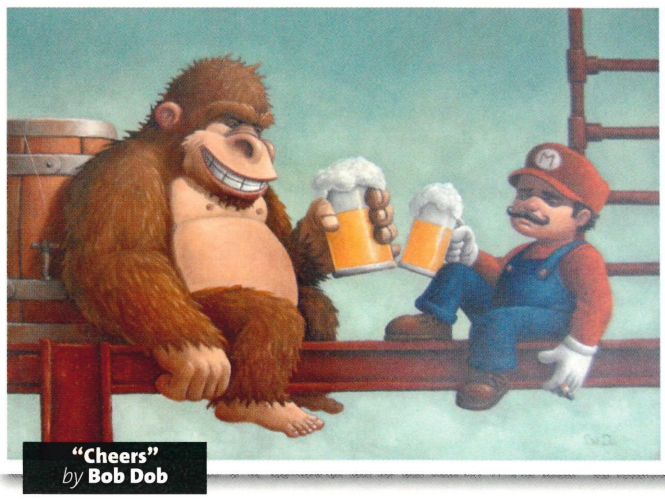
Two days later, we were back, this time lugging a suitcase since this had to be a flying visit prior to jumping on a plane out of LAX. It had to be open and it had to be good. And it was.

It's surreal to be inside a gallery with Marios and Pac-Men on the walls. But this wasn't some novelty show put on for the amusement of like-minded geeks. This was FINE ART. Sure there were a few pieces that would have embarrassed a GCSE art portfolio, but for the most part it was staggeringly high-quality stuff. And the art fans of Los Angeles clearly agreed, with almost all pieces sold even with price tags of up to $4,000.

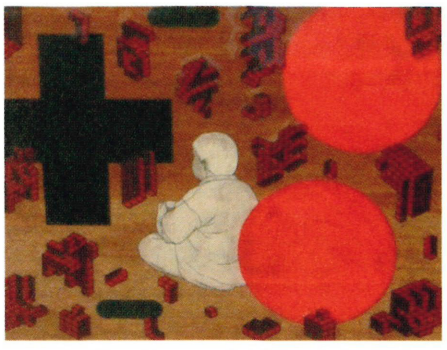
We loved former *Ren & Stimpy* animator Gabe Swarr's Marios. We loved the detail of "Pac-Man In A Hospice". The battle-damaged Luigi of "Don't Be A Second Player Hater (Luigi For Sheezy)" <gasp> showed the man with the brush knew and loved games. It's a constant theme: games had affected and inspired them to be creative.

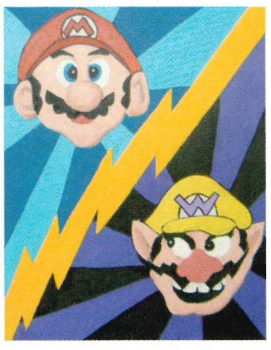
"No matter how you bake it, shake it, or bust it up, games ARE art," exhibition boss Jon Gibson told us. "Movies are art. Books are art. Even those crisps shaped like the Pope are art. It's all a matter of opinion. You don't have to like the art, you just have to accept that games are a viable medium for expression."

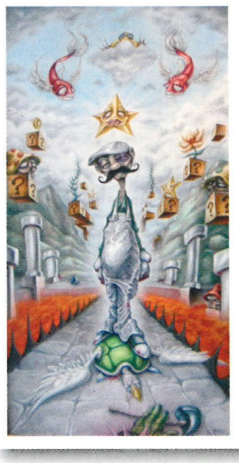
We saw exhibits that didn't make it onto the walls, including a graphically man-on-man *Double Dragon* painting that defied belief. But the less we talk, the more we can show. So look on and get cultured, like. There'll be a book in due course with the whole lot in. Keep an eye on www.iam8bit.net for details. And T-shirts.



"Cheers" by **Bob Dob**







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PUSH TO
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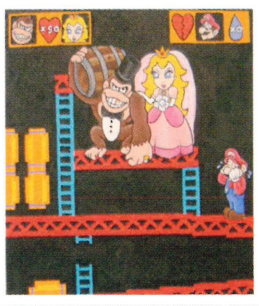
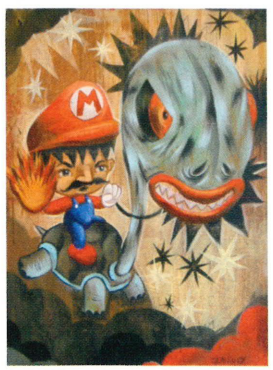
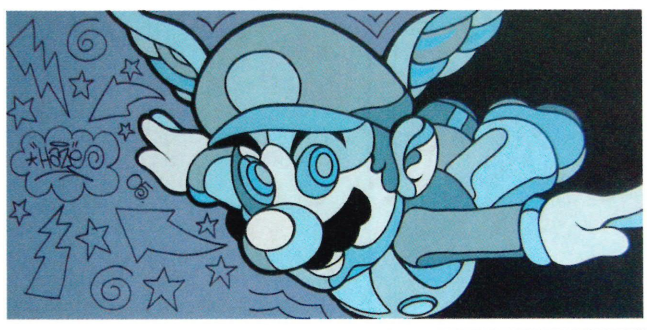
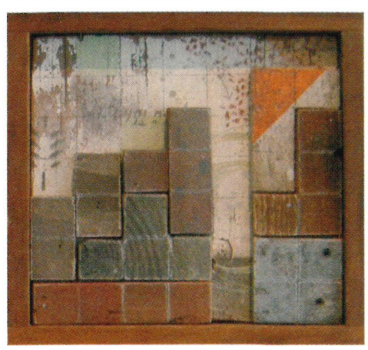
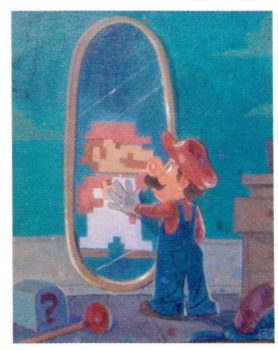










We Can't Wait For...

GC

JAMES BOND: FROM RUSSIA WITH LOVE

The name's Connery. Sean Connery. Yes, believe it or... well, just believe it (EA is rich) the best-ever Bond is putting his voice into the new 007 game. He's not just doing the recording, he's actually going to sit there and PROGRAM IT IN. What a pro.

EA has secured the services of all the actors from the film that are still alive (even its corporate megabucks can't reanimate the dead) and got soundalikes to play Blofeld and the like. We've seen sequences of the game running that are impressive. Notably James Bond flying over the Thames with a jetpack, taking pot shots at a helicopter that's circling around Big Ben. Miss and hit the clock, and its famous faces shatter and go up in flames. How will the people of London know the time now?! Oh, they'll just look on their Nokias. BUT WAIT, this is 1963! SEE WHAT YOU'VE DONE, BOND?

If you liked rappelling out of windows on the old one, you can still do that. You can also still shoot a gun, duck and drive a bit. EA's a bit late with this tie-in though – the film came out, like, 42 years ago.

Mega Man and Sun

Sun tan lotion shortage in cyber space.

Mega Man and *Boktai*'s star Django are set to go head to head in their latest adventures. Owners of *Boktai 2* and *Battle Network 5* can link-up to take part in multiplayer side-on battles against a character called ShadeMan.

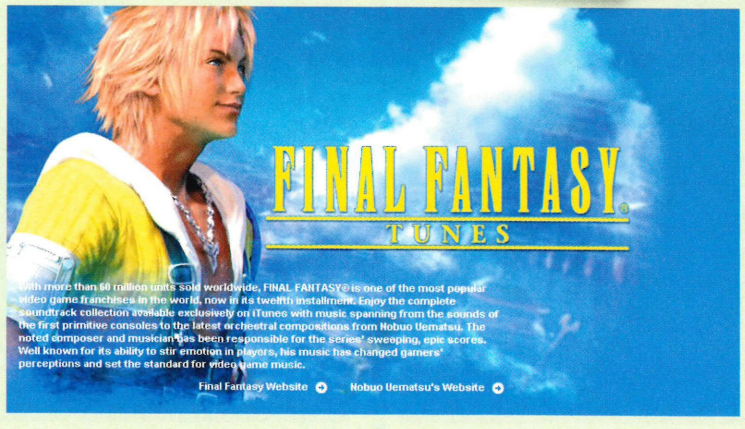
Ah, but we know you're thinking: "Hang on, *Boktai* is a Konami game and *Mega Man*'s from Capcom. My tiny mind can't cope with this company cross over". Well, the link came about because *Boktai* creator Hideo Kojima and Keiji Inafune, the producer of the *Mega Man* series, have wanted to work together for some time. In fact, Django makes a guest appearance in *Battle Network 4* – if you can be bothered to play it for that long.

RPG Rock!

iTunes offers *Final Fantasy* tracks for download.

The *Final Fantasy* series has some of the best game music ever made. And now *Final Fantasy* soundtracks are available to download on Apple's iTunes Music Store, for lucky gamers in the US.

All the head-banging beats for *FF I* through to *XI* (excluding *FF III*) can be downloaded from USA iTunes Music Store. Where's the UK love, we hear you ask. Be patient – discussions regarding bringing the tracks to the UK iTunes Music Store are underway and an announcement will hopefully be made very shortly, which is promising.



Some of you readers have been calling in and saying I'm too grumpy. Leave me ALONE! I'm allowed to be grumpy. It's my job. Anyway, what has life ever done for me? I'm fat and I smell like fish.

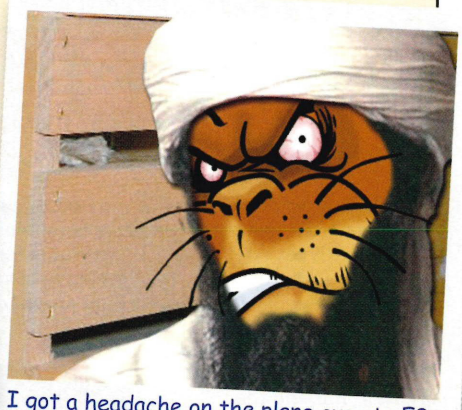
SEAL'S E3 DISASTERS

You think working at *NOM* is a breeze, don't you? Yeah, yeah, "you just play games all day..." The last person that disrespected my hard day's work got a frozen tuna fish wedged up his butt hole.

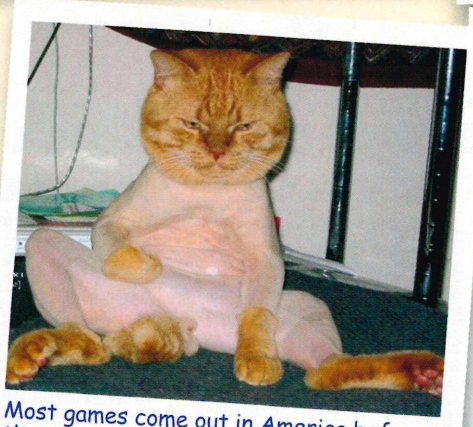
International trips to big games shows? THEY'RE RUBBISH! It sounds rosy, but there's so much that can go wrong on a trip. And it usually does. To me. God hates me. I hate you.

I hate those gut-sucking toilets you get on planes, so I never use them. That means ten hours with a cork up your gideon. The LA airport toilets feel the strain afterwards. I drop brown bombs the size of giant Yoshi eggs that leave my bum hole looking like Birdo's lips.

You're advised to move about on long-haul flights to prevent blood clots in your veins. It became apparent the moving of my fingers while playing Game Boy isn't sufficient when my whole body went numb and my brain stopped working. I hate it when my brain's broke.

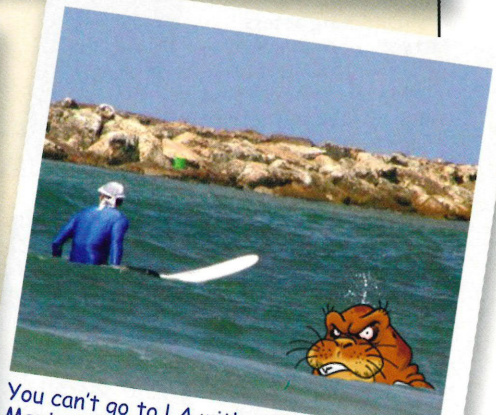


I got a headache on the plane over to E3 once, so I wet a towel and put it round my head. US Customs asked me if I could fly planes. I told them I was awesome at *Pilotwings* and they cuffed me and sent me home on an animal cargo plane with BSE-infected cows. Cheers.



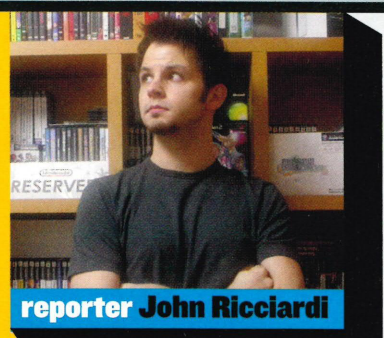
Most games come out in America before they do in the UK, so I always pick up a few titles. But a dirty, bag-thieving room-cleaner moron stole my fresh copy of *Bass Hunter 64* from my suitcase. In a fit of rage I followed the hotel manager home and shaved his cat.

I've got absolutely no time for maps - I usually guess my way around. But last year I got on the WRONGEST bus in LA and ended up lost in Compton. The local drug gangs didn't come anywhere near me though. I think they thought I was Jabba the Hutt.



You can't go to LA without visiting Santa Monica where all the fit ladies go. I'm banned from there now because I sat on and nearly killed some Greenpeace bloke for rolling me into the water. He thought I was a beached whale, or something. I WAS SUNBATHING, FOOL!

Eight in Japan



● Toadstool tape ● Downloads to die for ● Celebrity mutts

SUPER MARIO TAPE

After last month's fab Super Mario Bottlecap promotion, who would have thought Pepsi and Nintendo would be back again so soon with yet another must-own collector's series? This time, it's... adhesive tape. Yes, you read that correctly: a series of eight collectible *Super Mario Bros.*-themed rolls of tape. Four of them are character-based, showing off enemies, items, blocks and such from the original *SMB* and the other four are stage-based, unrolling to reveal full stages from the game.

Besides looking totally awesome, the tape can be used for higher purposes, such as restricting access to your back issues of *NOM*, or sealing your little sister's mouth shut when you're trying to play *Zelda* uninterrupted.

◀ Please Pepsi, please, please, please release this tape stuff over here in the U of the K and we we'll tell everyone that Diet Pepsi is way better than Diet Coke. That's a promise

▶ Obviously we can't read this, but what they're trying to say is collect all eight... we think...

ON THE DOWNLOAD

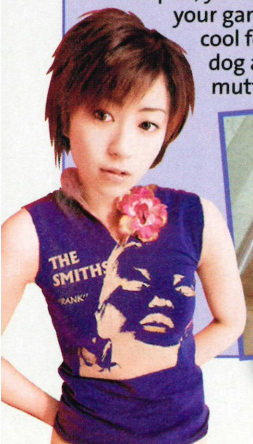
Nintendo's wireless DS Download Service is back with another round of free playable demos for lucky DS owners in Japan. This time, the line-up includes three games, whose titles take longer to pronounce than the actual demos take to play:

1. *Choushittou Caduceus*, Atlus' upcoming sci-fi surgical action game. (Yes, this makes two surgery games for the DS already in Japan.)
2. *Ganbare Goemon: Tokaidouchuu Ooedo Tenguri Kaeshi no Maki*, the latest action/adventure from Konami's mystical ninja.
3. *Touhoku Daigaku Mirai Kagaku Gijutsu Kyoudo Kenkyuu Center Kawashima Ryuuta Kyouju Kanshuu Nou wo Kitaeru Otona no DS Training*, or "DS Brain Training for Adults," for short. Another "non-game" from Nintendo which offers exercises that supposedly test every area of your brain. If you can read the entire title in one breath, you're already smarter than we are.

SNIFF A FAMOUS DOG'S ASS!

You know you'd trade your firstborn child for a chance to touch J-Pop superstar Utada Hikaru. She's like the Japanese Britney, only before she went trashy and unpopular. But since that's impossible, Nintendo is offering the next best thing: her cute little Shiba pup, Shin-chan.

For a limited time, if you take your copy of *Nintendogs* to any DS Download Service spot in Japan, you can download Shin-chan into your game, which unlocks a couple of cool features and gives your dog a chance to sniff a celebrity mutt's ass.



THE AD GALLERY

THE LATEST HIGH-QUALITY ADS FROM JAPAN. SET DROOL-O-METER TO 11...

Akihabara WATCH

Naruto made the jump from GBA to DS just in time for Japan's Golden Week holiday, while *Nintendogs* continues to rule the streets. Walk around for an hour or so with the wireless mode on and you're guaranteed to run into at least a dozen other Nintendog owners, eager to trade items and swap player data. Can you imagine a *Pokémon* game with features like this?

JAPAN TOP TEN

The current best-selling games on Nintendo platforms in Japan

1	*FIRE EMBLEM: SOUEN NO KISEKI*	(NINTENDO, GC)
2	*NARUTO: SAIKYO NINJA DAIKESSHU 3 FOR DS*	(TOMY, DS)
3	*NINTENDOGS: SHIBA & FRIENDS*	(NINTENDO, DS)
4	*NINTENDOGS: DACHS & FRIENDS*	(NINTENDO, DS)
5	*NINTENDOGS: CHIHUAHUA & FRIENDS*	(NINTENDO, DS)
6	*MEGA MAN ZERO 4*	(CAPCOM, GBA)
7	*KIRBY: CANVAS CURSE*	(NINTENDO, DS)
8	*KESSAKUSEN! GANBARE GOEMON 1&2*	(KONAMI, GBA)
9	*DETECTIVE CONAN: AKATSUKI NO MONUMENT*	(BANPRESTO, GBA)
10	*WARIO WARE TOUCHED!*	(NINTENDO, DS)

Source: Mediacreate, week ending April 24

OMG MARIO 128!!!!

Yakuman DS

PLAYED!

Brace yourself, this is the new Mario game. There's a slim chance it's not exactly what you were expecting. Platforms? No, it's not exactly full of those. If you class small tiles with Chinese symbols on them as platforms, then you could say it had more than any other Mario game ever. But that would be lying to yourself and God still punishes liars in the afterlife with FIRE.

Enemies? Hmm, sort of. You can play this crazy tile game against three other people. You can be Mario, and your rival tile-ateers can be Yoshi, Luigi and Donkey Kong. Maybe even Bowser and Peach.

If you don't play as Bowser and Peach, and leave them unselected, nothing happens. The big, bad lizard doesn't nick off with the royal, triggering a thrilling platform-style adventure or anything.

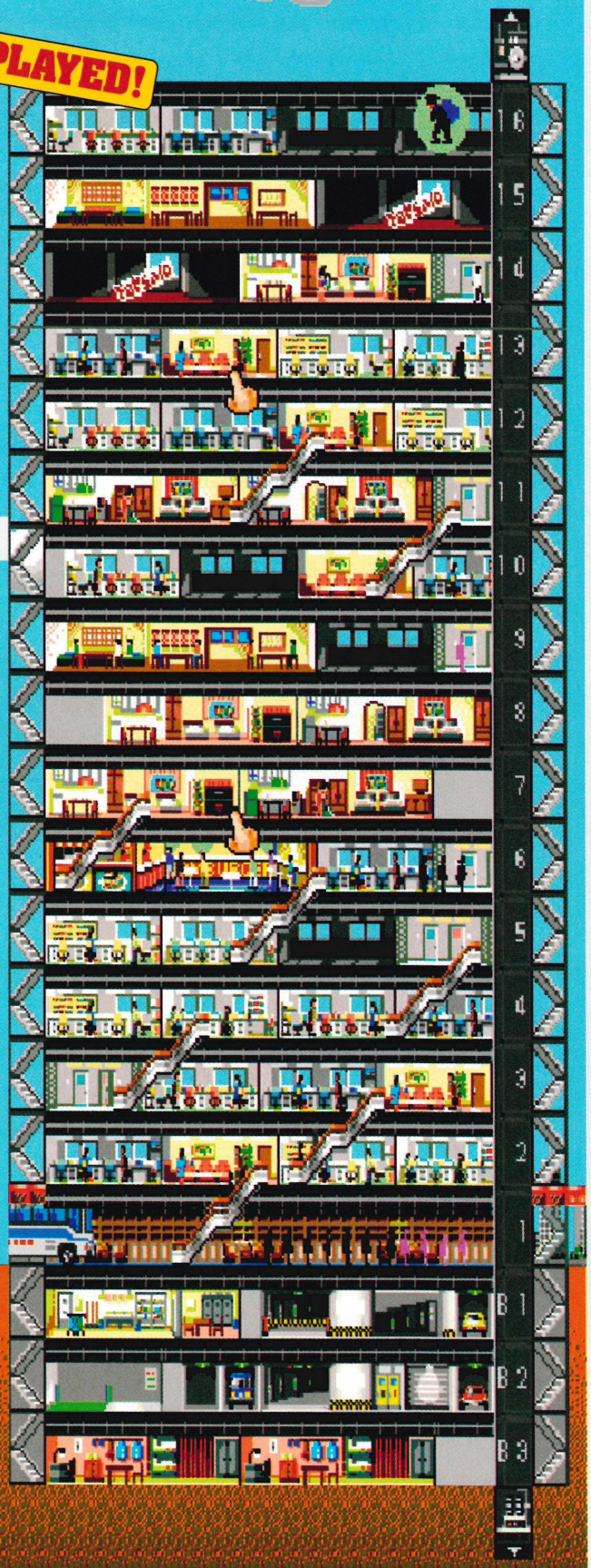
What you're looking at here is a mahjong game. Invented in China, popular in Japan, but about as well regarded in the UK as smallpox. We just haven't got into the whole making-a-big-pile-of tiles-then-moving-some-of-them-around deal. Domino Rally was big for a while in the 80s, but this isn't even the same thing.

If you're one of the four people on these isles that play, understand and celebrate mahjong, *Yakuman DS* is a treat. It manages to own mouse-driven mahjong games by letting you touch and manipulate the tiles. It'd be extremely playable, if only the actual rules of the game weren't such a mystery. One-player Shanghai-style mahjong, we can do. Four player? With a mushroom guy and a spiky evil lizard king? You've lost us.

Amazingly, there are currently "no plans" for this to see the light of day outside of the Far East. It's destined to be one of those Mario games you just don't play, just like *Mario Tumour Scare* and *Luigi's Haunted Flat 2* or whatever.

REACH FOR THE SKY

PLAYED!



The Tower SP

Oh no! There's toilet blockage on floor 14, the security men are refusing to work, no-one's buying the flats on floor 6 and we're pretty sure we saw terrorists hanging about in the lobby. So many problems, so little time.

It all starts simply enough, you get a small tower and you want to make some cash. The best way to get the notes rolling in is to fill it full of offices. Pretty soon dodgy insurance firms, loan sharks and paper distributors start moving in. That's when the problems start.

Everybody's too lazy to walk more than three flights of stairs, so you have to build a lift. These cost an absolute fortune to maintain, so you need to build more offices to get some more cash. Now you need toilets, cleaners and security guards to look after the building, which costs MORE money.

So, to maintain the cash flow you have to start building restaurants, flats and underground car parking, as well as yet more offices. Now your tower is becoming popular and the queues for the lifts are heading outside the building. People are becoming grumpy because they hate waiting. You've become a victim of your own success.

But because you've spent all your money trying to keep these plebs happy with fine eateries and valet parking, you can't afford to build another lift to decrease the waiting times. So when lease time comes around no-one wants to rent an office because they're all unhappy. You lose thousands and it's time to start again, nooooo.

We're not sure if *The Tower SP* will get a UK release, but in some ways, we hope it doesn't. We've already spent too many sleepless nights worrying about our rent prices and we'd hate the same thing to happen to you.

Previews

Nintendogs

Joey the dog's been sniffing at the DS's butt for three hours now. We're not even sure the DS has a butt, but he doesn't seem to care.

Don't dismiss this as some silly girly game. Yes, it's cute, but that doesn't stop it being awesome. *Nintendogs* will have you grinning from ear to ear within seconds. If it doesn't, ring up God and tell him you've been born without a sense of fun and you want one now.

Nintendogs, like *Pokémon*, is gunning for global domination. After its release in Japan it got a perfect 40/40 in Japanese games mag *Weekly Famitsu* and sold more than 100,000 copies in three days. This kind of stuff doesn't happen to a game that's just a daft Tamagotchi rip off. This only happens to killer games and *Nintendogs* is just that. It's not a cute and fluffy poodle – it's a rabid German Shepherd dog that's going to take the games industry by the throat and shake it into submission.

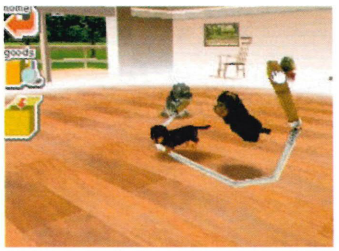
Thankfully there's no such violence in the game, otherwise we'd immediately burst into tears whenever little Bowser got savaged. Yeah, you read that correctly, we've got dogs called Bowser, Link, Kirby and Samus. We don't do daft names like Rover or Fido. After you've picked which dog you want, you get to choose what it's called. Each version of *Nintendogs* has five different dogs to select and you can own up to three.

Once you've taken your dog home, it's time to get acquainted. You do this by stroking it with the stylus. And it feels like the most natural use of the touch screen yet.

❑ Animal facts: dog's like a brush almost as much as eating cow poo

Tickling a dog's belly and watching its tail wagging with sheer pleasure is the kind of thing the touch screen was made for. It helps you feel close to your pup. There's no joypad to get in the way, it's just you touching the dog and it responding to your touch.

After tickling it for a while, it's time to name your new best friend. You can call it whatever you like, but it's probably best not to choose a rude name 'cos you'll have to say it out loud a lot. That's because as well as writing your dog's name, it also responds to your voice. In previous DS games the mic has only been a curious extra that you blow into, but here the voice-recognition software is in full flow. In fact, you'll probably talk to the game more than actually touching the screen, so it's a good job that it's spot on.



❑ Animal facts: this rope is a threat and they will destroy it

❑ Animal facts: the DNA of dogs and tennis balls differs by only 1%

Next, teach your dog some skills. There are pre-set tricks that it can learn. For example, by dragging the stylus downwards, the dog will sit. Once sat you can make it lay down by moving the stylus sideways and roll over by moving the stylus upwards.

Each time you perform one of these moves a little light bulb appears in the top right corner. That means your puppy pal is ready to do some learning. When the bulb appears you need to say a command to your dog. So if it sits, say "sit" or when it rolls over, you say "roll over". Once it's performed a trick three times and you've repeated the command, it will respond to your shout whenever you say it.

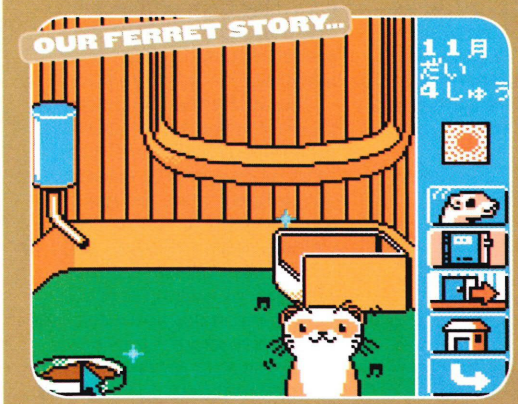
You do look an idiot when shouting "chase tail" at your DS and onlookers will probably think you've gone mad. But you really shouldn't care because the first time your new best friend follows your command, you'll well up with pride. In fact, a tear's in our eye as we think about the first time Link laid down. Oh, the memories...

But the fun doesn't end there, oh no. After teaching your dog some tricks it's time to give them something to scoff. You have an inventory full of items used to care for your dogs.

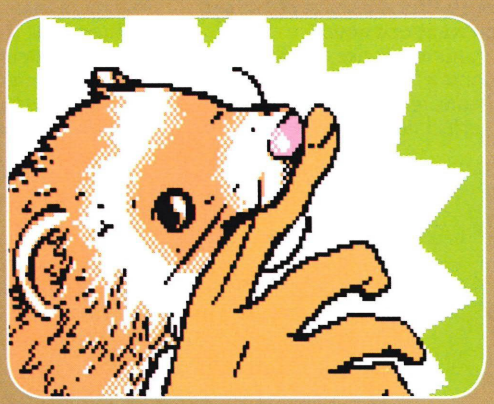
At first it's fairly rudimentary and you'll only have the option to give them water and cheap dog food. But soon it'll be packed with

Ferret vs Dog *Nintendogs* isn't the first virtual pet sim, you know...

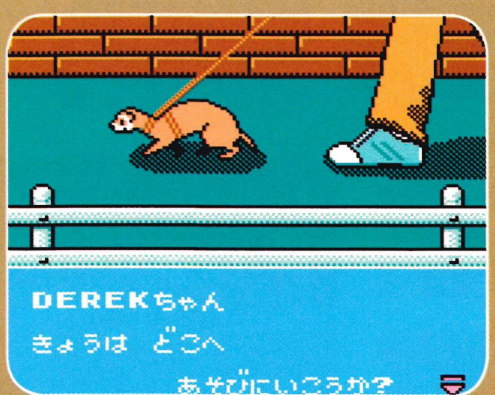
Deep in our library of obscure Japanese games lurks *Ferret Story – Dear My Ferret*. Released on Game Boy Color, it's kind of like *Nintendogs*, but you have to look after a trouser-loving ferret. You can stroke it, feed it and even take it for walks. In Japan that probably wouldn't even raise an eyebrow...



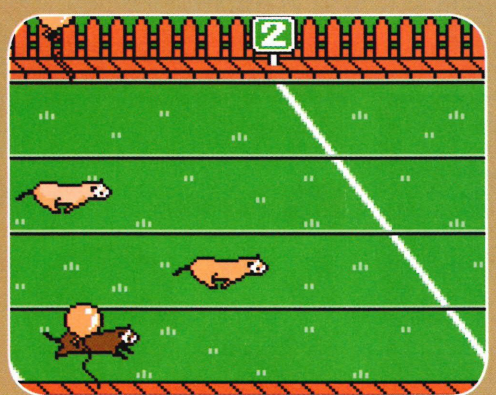
❑ Look at Derek! Isn't he the best thing you've ever seen? Of course he is. Let's tickle him...



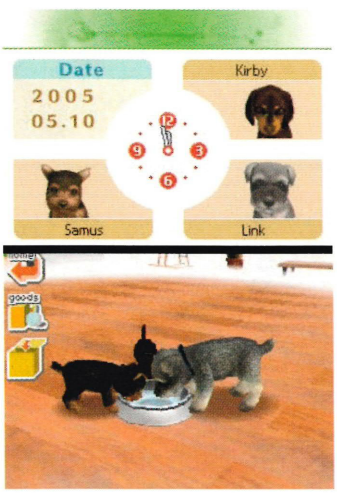
❑ ... AAAAARGH! He's biting us! Where's the vet, we need to put him down. He's a killer!



❑ Come on son, let's take you to the vet. You're about to join your grandma in ferret heaven



❑ Spared the chop, Derek runs for his life in illegal races against common weasels. The end.

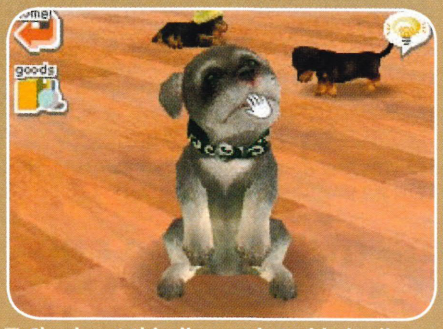


❑ Animal fact: dogs hate water, and prefer Coke to Pepsi

Stylin' your pup

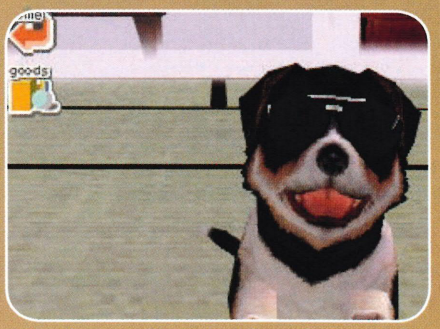
Is your dog the best looking on the block?

The more you play, the more items you can unlock for your pooch. At first there are just naff bows and the odd collar, but soon you'll be unlocking or buying accessories that wouldn't look out of place in the bling bling wardrobe of a gangsta rapper. Obviously, that's only if the rapper in question likes hats and dog collars – like 50 Cent, probably.



❑ Check out this diamond-studded collar. It's what Elton John's dog would wear

❑ What pup doesn't look super cool in a yellow stripy bobble hat? Er, this one?



❑ That's more like it. See how fly Bowser's looking in these sunglasses. Yow! He's HOT!

fun toys for your dogs to play with, like helicopters, bubbles and even skipping ropes. You can buy more items, including tastier food to really spoil your puppies, from the shop or pick items up as you take your pups for a walk.

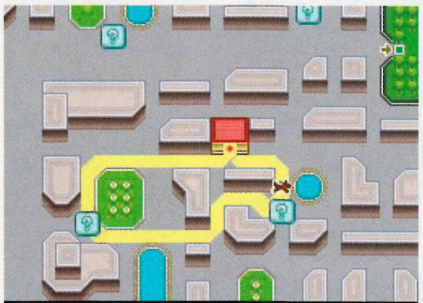
No, you don't literally have to take your DS for a walk, that would be mental. Instead there's an option to walk your pup around the virtual block. This is definitely one of the best bits of the game and you'll always be waiting to take them out, but they can only go once every hour. You choose the route by drawing it with your stylus and selecting locations, like the park, that you want to visit. At first your dog doesn't have much stamina and can only take short walks, but after a few days, he'll be going on marathons.

Once you're out for a walk, lots of different things can happen. Sometimes you'll stumble across items, or meet other dogs that you can befriend or fight with.

And of course your dog poos and wees while out walking. What's that? You want to hear MORE about the pooing and weeing? Of course you do. Before we played *Nintendogs*, we sat sniggering about whether the dogs would crap themselves, but when Link squatted down and laid a little brown egg, we couldn't believe our eyes. Just thank the Lord that the DS doesn't have a smell screen, otherwise we probably wouldn't be raving about this quite so much.

Once you've exhausted the fun of seeing your dog defecate, it's time to enter a competition. There are three to choose: a Frisbee tournament; an obedience class; and an assault course. The last is the most difficult and you need to make sure your dog has a lot of practice at jumping over small fences and legging it through tunnels before entering. You encourage your pup to leap obstacles by tapping them with the stylus. But don't tap the obstacles too much because it'll confuse him.

There's plenty more to tell, but we don't want to let everything slip, otherwise the wait you've got until its UK release will be even more unbearable. It's going to be bigger than a mutated Great Dane, though – which is really big, by the way. ***Rob Burman***



❑ He's imagining the floor is a cat's face

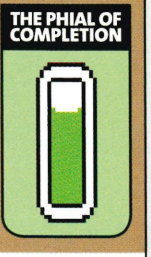
❑ Which one is the cold-blooded killer?

ESSENTIALS

DEVELOPER: NINTENDO

FAMOUS FOR:
Making *Animal Crossing*, the other unmissable virtual life game that owned your spare time.

THE PHIAL OF COMPLETION

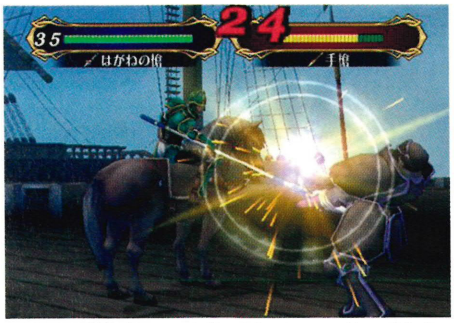


MULTIPLAYER: YES
PUBLISHER: NINTENDO
RELEASE: AUTUMN
REVIEW: AROUND THEN

PREDICTED SCORE

Owning just one dog can be dull at first. But when you've got three, it's a compelling and addictive experience that will leave you beaming with joy.

85%
PLUS



❑ How did they get that horse on the ship? Up a plank?! Don't make us laugh

❑ Count Smirk of Evil-plot-shire gives the age-old sign of treachery: the itchy chin...

❑ This guy deliberately misses horses. He's got no problem kicking pigs, though

Fire Emblem

Tiny little knights grow up and kick ass on GameCube.

In medieval times, the world was divided up into little squares. Everything you did during the day was determined by how many squares you could move at one time and everybody took turns moving around. It was really hard when you had to go to the bathroom but first you had to wait for your mum to finish walking the dog. The good part was that you got to fight in battles every day, right up until your peaceful death at the ripe old age of 27.

The people of the *Fire Emblem* universe live with these constraints, but there is some good news: no longer are they confined to the tiny portable world. All the knights, lancemen and mages that you could possibly handle are going to explode onto your GameCube soon enough, this time featuring fully 3D battle maps and animations that put you right in the middle of the bloodbath.

Fans of the portable games need not fear. Though it has been given slick new graphics *Fire Emblem* is still the same deep, engaging strategy game you have grown to love.

The core of the game is the turn-based strategy battling. The object of each battle is simple – eliminate the enemy forces, secure a board location, or just hold them off as you defend a building or other spot on the map for a specified amount of time. How you accomplish this is the tricky part. You'll need to carefully plot out where you move and who you want to attack.

If you're a strategy-game virgin, don't let this put you off. *Fire Emblem* is actually exceptionally helpful to new players – the Normal difficulty mode isn't all that taxing and along the way you're given lots of helpful animated tutorials as new elements of the game are introduced. If you choose to skip the tutorials, you can access all of them later in an in-game menu. Also, pressing Y will bring up a little Info box, explaining literally anything that you currently have the cursor positioned over, characters, terrain, whatever.

❑ Stats! Oh you beautiful stats!

❑ Men discuss maps. Thrilling!

❑ This big green thing evolved wings for flying, but they're pretty good at slapping people in the head, too

Colour my world

Each square has its own story...

When *Fire Emblem* makes different spaces on the grid pretty colours, it's not just doing it for amusement. Different colours mean extraordinarily different things. Learn them now in preparation.

- ❑ BLUE: the selected character can move to this space.
- ❑ ORANGE: the selected character will be able to attack an enemy on this space if they move to the right area first.
- ❑ YELLOW: if a character steps on the yellow square, they will leave the battle and search the area around. They'll be out of commission, but maybe they'll find an awesome item. If the main character steps on this square you'll win the battle!
- ❑ GREEN: defend this at all costs. If an enemy steps on it, all the kittens in the town are stamped on by the enemy and you LOSE.

❑ The fight scenes feature great sounds like "CLANG!", "KA-CHUDD!" and our fave, "AAARGH!"

❑ There's a lot of dialogue in *Fire Emblem*. These two are discussing eye-reduction surgery

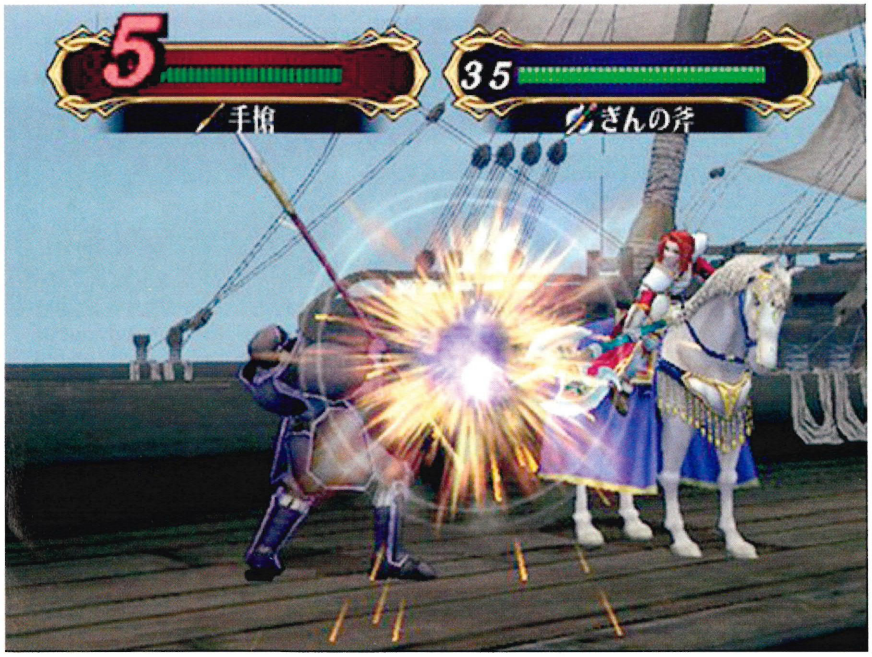
But this is all old hat to *Fire Emblem* freaks. We know what you really want to hear about – the graphics. *Fire Emblem* starts off with a very impressive animated movie that features beautiful 3D cel-shaded characters and cool voice acting. Unfortunately, right after that the level of greatness drops off pretty sharply and you're left with a serviceable, but not especially impressive, 3D world with barely-animated 2D character portraits that tell the story.

In battle, the cut-scene animations that pop up whenever two characters battle are just about what you'd expect – close-up 3D models of the fighters, clashing blades, and fizzing magical attacks. It's fun to watch them until the first time that you get your head kicked in and have to restart a level. Then you'll turn them off for good once you realise how much faster the game goes by (and how much easier it is to keep your strategy straight) without them breaking up your flow.

Fire Emblem games have always had a feature virtually unique to the genre – if one of your comrades falls in battle, they're dead forever. They won't appear anymore in the cinema story scenes and you'll never have their powers again. This is an excellent incentive to keep as many people alive as possible during battle. How do you do it? By being conservative with your weaker characters, for one; you'll want to keep mages far away from enemy soldiers.

But there's another cool feature brought over from the GBA games – any unit on horseback can rescue another character by picking them up and riding them over to safety. The rescued character can't do anything while on the horse, but they can't be damaged either. All sorts of little options like this populate *Fire Emblem*'s world, and mastery of them is crucial to success.

So far, we're loving *Fire Emblem*. The battles are addictive, the medieval music is sweet and the blue-haired-kid-goes-to-war story line is shaping up to be pretty interesting. It's a hit. Now all Nintendo has to do is make sure *Advance Wars: Under Fire* turns out good, too. Let's all cross our fingers. ***Chris Kohler***



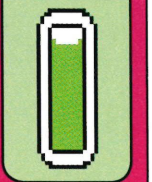
❑ Numbers are important here, but if you can't count just look at the pretty green bars

ESSENTIALS

DEVELOPER: INTELLIGENT SYSTEMS

FAMOUS FOR:
The *Fire Emblem* GBA games, but also *Super Metroid*, *Paper Mario: The Thousand-Year Door* and *Advance Wars*. Will this be amazing? Yes.

THE PHIAL OF COMPLETION

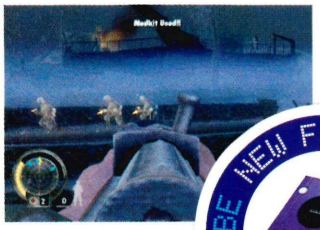


MULTIPLAYER: NO
PUBLISHER: NINTENDO
RELEASE: TBC (US: SUMMER 2005)
REVIEW: TBC

PREDICTED SCORE

It's not the prettiest 'Cube game ever, but the tight strategy action has been brought over from GBA intact. It'll be hard not to love it.

90% PLUS



Medal of Honor: European Assault

Any more *Medal of Honor* games and they'll have to start making wars up.

***Medal of Honor* games are so rubbish we reckon we'd have more fun in a real war. Not if we got shot, of course. That'd suck 'cos we've heard there's no 'press start to continue' in real life.**

But taking a bullet in the thigh still sounds like more fun than suffering hours of *MoH: Rising Sun*. The first level of *Rising Sun*, based on Pearl Harbor, was utter chaos. With Japanese planes swooping around overhead, blazing bullets down at the ships, men sprinting about everywhere, explosions all around you and a huge gun turret at your disposal, the game kicked off on a high. The rest of it was RUBBISH! *European Assault* starts with hectic open gunfight and keeps the war-torn chaos coming throughout the game.

The key difference in *European Assault* is the level design. The battles are based in four different countries: France, North Africa, Russia and Belgium, with varied environments that are wider, and scattered enemies. Whereas in previous *MoH* games you ran down linear paths shooting anyone who popped up, *Assault* puts you in large battlefields and massive gunfights. You can't just push forward with your gun rattling out bullets because the sheer size of the battles means you'll be gunned down in seconds.

It forces you to think strategically. More than ever before, you'll be taking cover, ducking in and out from behind walls and popping off bursts of bullets at enemies who are doing the same in return.

You're not alone either. For the first time in a *Medal of Honor* game, you have commanding rank over a small squad. It's nothing complicated – you point the cursor at a strategic spot in the level and one touch of a button

Fairy in a bottle

Come back to life like Neo in *The Matrix*.

If anyone in your squad dies, they're gone for the rest of the level. You on the other hand, get a another chance at life if you pick up the Revive icons dotted about the level.

Each Revive icon will bring you back to life if you're shot dead, allowing you to continue on despite the extra holes in your chest and face. It's another point off the realism tally, but if you get gunned down in the final stages of a level, a Revival is much appreciated.

❑ You're getting battered by this Kraut. He's all ready to mouth "For you, Tommy, ze var iz over"

❑ ... but no! You spring back to life like a ghost-faced killer. Not expecting that were you, Fritz

❑ When Homebase runs out of cheap laminate flooring, go nuts

❑ Army books on killing say firing the gun AT the enemy is best

will send them running. This allows you to outflank the enemy and also means you can get your boys to cover your back while you concentrate on another target.

They're not the smartest of soldiers, though. They quite often don't take cover quickly enough when grenades are being lobbed about, and sometimes stand and take enemy fire like the dopey morons can't even feel the bullets. But the game isn't finished yet so AI could be tightened up before the final release.

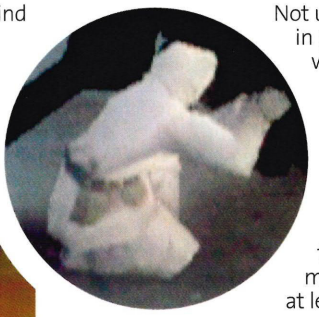
Your bullets can't hurt your teammates so you don't have to worry about strategic positioning when attacking rooms or other interior sections. This takes away some of the realism but then, *European Assault* isn't intended to be a purist's total war simulation.

You have a special Adrenalin power that charges up as you do battle. With the Adrenalin bar fully charged, activating the move will slow down time, almost like bullet time, make you invincible and give you unlimited ammo. Once again, you have to be strategic with its use because it only lasts a few seconds and if you run into more trouble than you can handle in that time, you're dead meat when it wears off.

If used right the Adrenalin move is a handy burst of power that can clear an awkward crowd of Nazis with ease, or help out with boss battles. Yes, this war game has boss fights, but don't worry – we're not talking about giant nuclear-enabled mechs or El Gigante-sized monsters. That would be ridiculous. These bosses are usually Nazi generals, with an elite skill for staying behind cover and pinpoint shot accuracy.

They must also have some kind of special bulletproof skin, because you can hammer their face with hot lead and they still don't die instantly. To be honest, we can't see why EA put these boss commandos in. They're not cool to look at, they're no fun to fight and their immunity to bullets is totally unrealistic. And there's no claret spray in the game to make the eventual kill a satisfying one.

We presume the lack of blood is to keep the age rating down, but we don't like it. It doesn't feel right when you shoot a soldier and the bullets make little sparks as they hit their body. Flesh doesn't spark. Not unless you've been doused in petrol. Surely the Nazis weren't that stupid.



But even without blood, *European Assault* is much better than any previous *MoH* just on level design alone. A maintained degree of battlefield chaos throughout the game will make this a decent shooter at least. ***Mike Jackson***

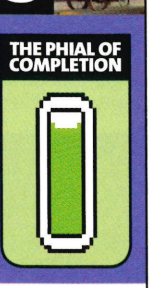
❑ **The password is "Hitler's only got one ball". Shout it at the TV until your nan joins in**

ESSENTIALS

DEVELOPER: EA

FAMOUS FOR:
Other disappointing first-person-shooters like *Medal of Honor: Rising Sun* and *GoldenEye: Rogue Agent*.

THE PHIAL OF COMPLETION



MULTIPLAYER: 1-4
PUBLISHER: EA
RELEASE: JUNE 17TH
REVIEW: NEXT ISSUE

PREDICTED SCORE

European Assault **improves on the monotonous *Rising Sun*, with huge, chaotic battles, but it doesn't quite reach the standards of *Call of Duty*.**

70%
PLUS

The Incredible Hulk: Ultimate Destruction

Bruce Banner's about to muscle in on Spidey's territory. Ka-POW!

A super hero in a free-roaming city is not a new concept. There's some dude who thinks he's a spider in a game like that. But that puny bloke can't WRECK stuff.

Hulk can because he's a hefty mother with a bad-ass attitude. You can stomp about smashing stuff to bits and everything is destructible. We're not just talking about billboards, lamp posts and bins. EVERYTHING can be broken. Even buildings, hence the name, *Ultimate Destruction*.

We hammered at the base of a skyscraper until we heard an earthy rumble and stood back as our handy work reduced it to rubble and dust. We'd have flattened the whole city but it's not possible – some buildings are key to the gameplay.

The amount of chaos you can cause will excite Hulk fans and wreckage lovers alike. You can use his brute strength to adapt objects into useful items. Cars can be used as giant batons to flatten people and as huge projectiles, but you can also rip them in two and wear each piece on your fists. With these paws of solid iron, your melee attacks are even more devastating.

It gets even better when you grab a bus, and bash its roof in, then use it as a makeshift skateboard. You surf through the busy streets smashing through traffic and ruining everything in your path. There's wreckage and explosions everywhere you look. People scream. You feel invincible.

This great skill, along with many others, isn't available from the start. Without it Hulk's as slow as hell. So when the five-o get wind of your rampage and give chase, you've got to resort to building hopping.

It's strange – he's like a snail on the floor, but leap towards a building and Hulk runs along walls like Sonic. This is how you get your speed on. Just like in the film, you can charge up power jumps that launch the green giant hundreds of feet into the air. You can ping from building to building, slamming into walls and tearing the place up. This is how Hulk games should be.

We'd have hours of fun just messing stuff up, but there's also work to be done. You take on missions at certain points on the map, like in *Spider-Man*. We played one mission that asked us to destroy some power generators around the city, while being chased by military helicopters. Another had us guarding a building from attack by tanks.

Bonus missions and quirky mini-games add an extra splash of fun. Hulk Golf has greenie dressed in a suit, smashing enormous golf balls through the Grand Canyon. There are baseball and surfing modes, too. But the most fun was wrecking the city.

The whole thing is uncannily similar to the latest Spidey game, but that's no crime. And if the missions are varied we could be looking at a video game marvel to challenge the web-slinger. ***Mike Jackson***

❑ Had enough of that stupid, dancing robo-car thing from the adverts? Batter!

❑ Parkour! Jump from building to building like a huge, green free-runner

ESSENTIALS

DEVELOPER: RADICAL ENTERTAINMENT

FAMOUS FOR:
Bringing Springfield and its yellow people to life in *The Simpsons: Hit & Run*, and *The Simpsons: Road Rage*.

THE PHIAL OF COMPLETION

MULTIPLAYER: NO
PUBLISHER: VIVENDI
RELEASE: LATE SUMMER
REVIEW: AROUND *NOM* #157

PREDICTED SCORE

With the freedom of a huge city and all the immense power of Hulk, it's fun even without the missions. If they're good too we could have a hit on our fists.

80% PLUS

❑ Action: scorching attacks make hitting big spiders better than ever

❑ Violence: if real people flashed when hit, pubs would light themselves

Fire Emblem: The Sacred Stones

Wizards, warriors and weird names are back on GBA.

For fans of strategic battle games, it's all about *Fire Emblem* at the moment. The GameCube version is sweet and the sequel to the GBA original (that scored 91% in *NOM*) is going to be awesome.

This time the plot unfolds in the once-peaceful land of Magvel. After years without war, the Grado Empire invades the kingdom of Renais, for reasons unexplained. Playing as the royals of Renais, the grid-based warfare kicks off as you set out to discover what Grado is up to.

Even with an elaborate plot, grid-battling sounds naff, but you've got to play it to appreciate its genius. *Advance Wars* is no-messing action, slinging you into battle with a bunch of hefty tanks and sharp-shooting soldiers to blow stuff up. *Fire Emblem* has more depth. Each character has their own background story and there's a plot that twists and turns as you hack and slash your way through battles.

The story isn't as linear as in the last *Fire Emblem* game. During battles you'll encounter special events that cause splits in the plot. Ephraim and Eirika, the two royals of Renais, will branch off into separate quests and you'll be given the choice of which to follow.

Sacred Stones also features all-new unit types. If you could never decide which was better, weapons or magic, the Mage Knight will be the answer to your problems – he can do both. The Great Knight comes packing a fat axe and the Summoner can call a bunch of monsters into battle. These new units and many more add tons of new strategic options for you to think about during battle.

Just like before all of these units can be trained up and made stronger through experience, like a Pokémon. In *Sacred Stones* you can level-up your character to your heart's content in new monster battles. You can also fight in the Tower of Valni, a place with multiple floors full of challenging foes to scrap with. This means that dedicated players with plenty of time and patience will be able to create a team of awesome fighters.

You'll need to be strong too, because the harsh one-life rule of *Fire Emblem* remains – if a unit dies you lose that unit forever. In *Advance Wars* when a tank dies you simply build another. Here, you value your units. You'll love them like members of your family, even if they do have stupid names that are impossible to remember. That's what separates *Fire Emblem* from *Advance Wars*. In the end it doesn't matter which you prefer 'cos with this and *Advance Wars DS* on the horizon, everyone should be happy. ***Mike Jackson***

❑ Dialogue: *Hollyoaks* eat your heart out

❑ Maps: find out how easy it is being God

❑ Beards: you'll be seeing a lot of these

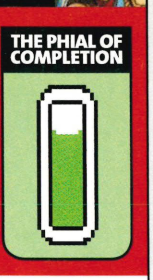
❑ Magic: *Lord of the Rings* in 2D... but good!

ESSENTIALS

DEVELOPER: INTELLIGENT SYSTEMS

FAMOUS FOR: Stunning GBA titles including *Advance Wars* and its sequel, *Black Hole Rising*, plus *Metroid Fusion*, *Mario Kart Super Circuit*. And *Paper Mario* on GameCube.

THE PHIAL OF COMPLETION



MULTIPLAYER: NO
PUBLISHER: NINTENDO
RELEASE: LATE SUMMER
REVIEW: TBC

PREDICTED SCORE

Fire Emblem is a superb grid-based battler. With even more depth than the first game, we can see this swallowing up a large part of our lives.

85% PLUS

❑ Sam's secret DS mission involves catching fainting guards...

❑ ... and taking them to the nurse's office for a lie down and a cuppa

Tom Clancy's Splinter Cell: Chaos Theory

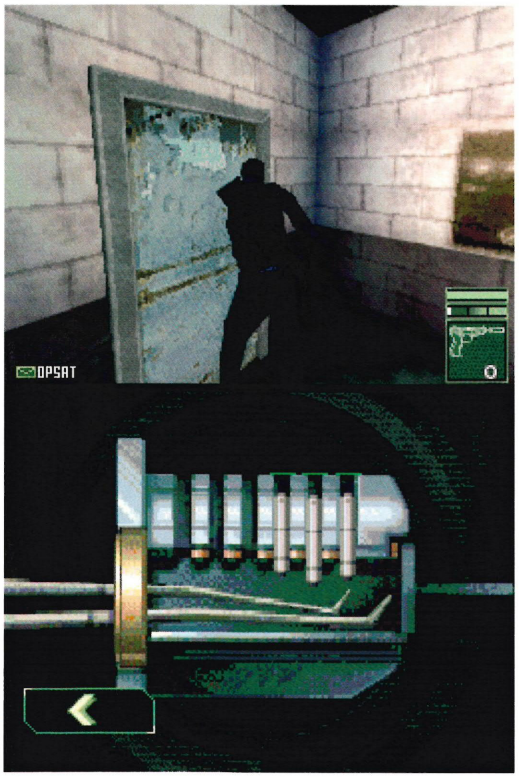
Ever wondered what a Tom Clancy book's like? Nope, neither have we. It's best just to stick to killing and sneaking about in his games.

If someone ever approaches you in the street and asks you to join a group of guerrilla terrorists, don't bother. Although the fringe benefits of a gun, a uniform and perhaps even a hat may seem tempting, just turn around and say "no". If you say "yes", within five minutes you'll be garotted by Sam (I hate terrorists) Fisher.

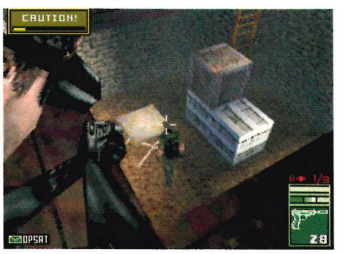
Semi-nocturnal Sam's back and this time he's got two screens to help him be twice as stealthy. Although the DS version is a scaled-down copy of its GameCube brother, this is one of the few titles to really push the capabilities of our little two-screened wonder. The locations come straight from your 'Cube and onto the DS. Gameloft hasn't cut corners with a crappy GBA-style 2D stealth-'em-up, this is in glorious full 3D.

Although this is Sam's first outing on the DS, it's definitely business as usual. Just a few minutes into the first level and you've already slunk across a pipe, crept through tunnels and knocked a guard unconscious. The problem is that although this is typical fare for Mr. Fisher, it's almost exactly the same as the 'Cube version. This isn't a problem if you haven't played it, but if you have, the DS version will always seem like second best. This is a shame because *Chaos Theory*'s trial-and-error gameplay style seems to work really well on a handheld, meaning it should still be worthy of Fisher fans' attention.

Sam's got all his signature moves and stealth has never been easier. Although there's no analogue joystick to perfect creeping, you just have to hold ◀ to sneak super quietly and then L performs any actions, like door opening or grabbing guards. You can use the touch



❑ Pirate videos. Damn them for jeopardising future film production



❑ We're about to blow this guy's wig through his hooter. Messy

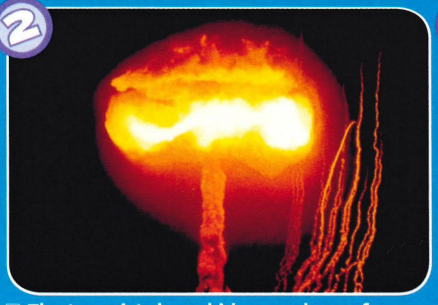
Tom Clancy's Money Maker 3 How to become a multi-million pound author in three steps.

Espionage, conspiracy theories and terrorists litter every single Tom Clancy game or book. You might think it's tough for Mr. Clancy to come up with all these tangled plots and that it must take him ages. Well, we reckon it isn't. With these steps you'll be bashing out blockbusters in no time. So expect to see Rob Burman's Nail Atom Bedlam Prediction or Mike Jackson's Sprite Scouter 3 soon.

1

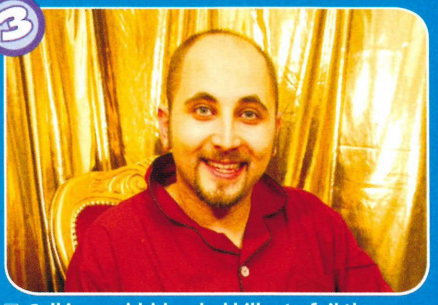
❑ Pick a country that no-one knows anything about, like Papua New Guinea. Now fill it full of TERRORISTS, because countries you know nothing about must be full of evil nutters.

2



❑ The terrorists have kidnapped a professor who can make bombs or something! But, and here's the twist, the terrorists are working for the government! [sound of pants being wet]

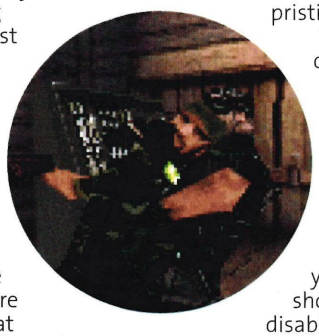
3



❑ Call in a cold-blooded killer to foil the bad guys. Give him fancy gadgets like heat-sensing trainers, get the book/game published and start counting your money.

screen to select which action you want to perform, but it's normally much easier to do it manually. Generally though controlling Sam on DS is almost the same as on 'Cube, but with the odd case of slow down.

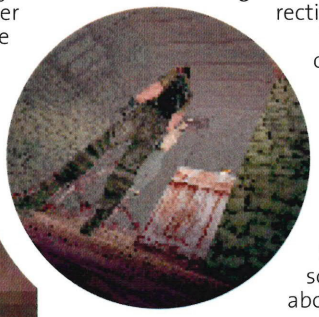
The touch screen is used a lot throughout. Mostly you use it to control the camera and on the bottom screen there are four arrows that angle your view about. This is essential in any *Splinter Cell* game because you always need to know what's coming next. But, although the touch screen makes it incredibly easy to move the camera, it also covers the screen in dirty thumbprints.



Obviously this doesn't matter if you don't mind getting your DS screen mucky, but it's annoying for those who like a pristine touch screen.

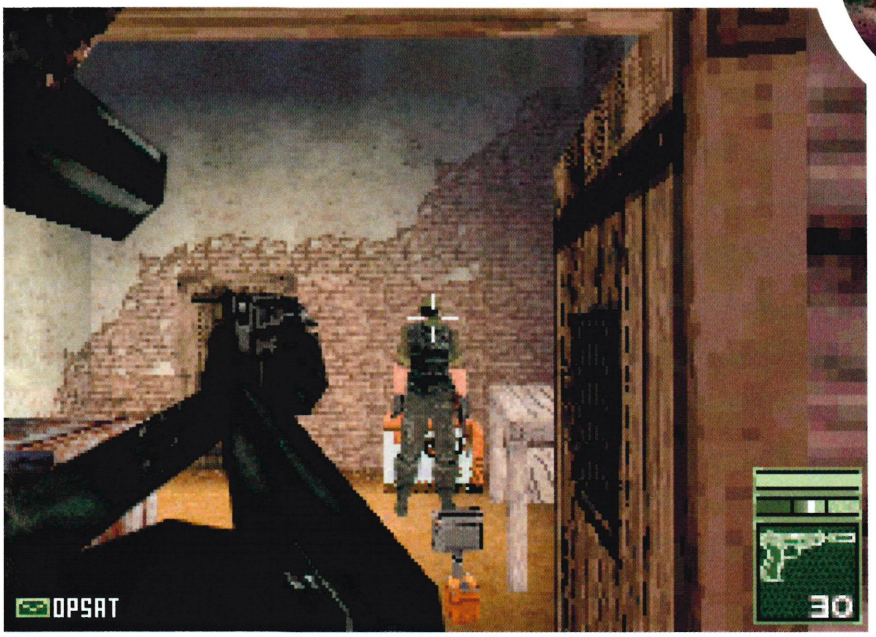
The stylus also causes its own set of problems. Although it's possible to complete *Chaos Theory* without shooting anyone, if you make an error you'll need to shoot guards or disable cameras. At these points you need to use the touch screen to aim and the only way to do this accurately is with the stylus. Even though the majority of the game is played with the D-pad, the stylus must always be on hand, ready for those times when you need to swap styles. It can make the game fiddly as you mess around with the stylus, using it and putting it away. You're gonna hate the interruptions.

Admittedly these are minor gripes and generally it plays fairly well. Even the guards have a decent level of intelligence and their IQ hasn't suffered in the transition. Generally they'll go about their business, but as soon as you walk too loudly they'll start searching around. Normally you can just hide in the shadows and wait for them to turn their backs before grabbing them, but if they spot you it's time to either run and hide or shoot it out. Hiding is definitely the best option because quickly swapping to the stylus aiming control just isn't going to happen when you've only got a split second to react.



Once you start hiding in the shadows it's time for Sam's infamous night-vision goggles and the screen gets a green wash. Normally the game sprints along at quite a decent pace, but once you use the goggles it does tend to chug a bit. Although this isn't a problem in the earlier sections, when stealth isn't a massive issue, once you progress the goggles come into play more and the chugging becomes a grind. Hopefully this issue will be rectified in the final build.

There's also a multi-cart multiplayer option, which we assume will be a bit like the co-op mode in the 'Cube version. As long as that doesn't become even s-l-o-w-e-r than the single player, wireless *Splinter Cell* will be something to get excited about. ***Rob Burman***



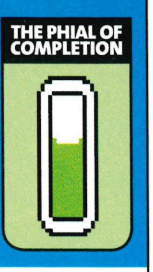
❑ Born with cross hairs on his face, Conan Fodder's life had been leading up to this moment

ESSENTIALS

DEVELOPER: GAMELOFT

FAMOUS FOR:
Taking Sam to new levels of stealth and creating the best *Splinter Cell* on 'Cube – *Chaos Theory*.

THE PHIAL OF COMPLETION



MULTIPLAYER: 1-2 (MULTI-CART)
PUBLISHER: UBISOFT
RELEASE: JULY 1ST
REVIEW: NEXT ISSUE

PREDICTED SCORE

Control issues aside, *Chaos Theory* takes advantage of the DS's capabilities. If Gameloft pulls it off, there's no excuse for any more weak GBA ports.

75% PLUS

❑ On GameCube, this will be the closest thing to the movies yet...

❑ ... while the DS version is sure to offer a host of unique innovations

Harry Potter and The Goblet of Fire

Casting spells with the stylus and blowing into the mic to breathe underwater?! Bring on the DS version is what we say.

Rupert Grint loves games. Not stuff that involves swatting a ball on a broomstick or capturing gnomes in the garden like his screen name, the red-haired Ron Weasley, but proper stuff. He loves *Medal of Honor* on his GameCube.

Once again he's back starring in another battle against the evil Voldemort with his friends Harry and Hermione. He admits the first two "didn't show much resemblance to him", but things have changed in *Goblet of Fire*: "It's getting weird", he admits, ruffling his messy, violent red hair on the set of the new *Harry Potter* film.

NOM's sitting with Rupert inside a tent stuffed with *Harry Potter* film props at the giant Leavesden film studio near Watford, 24 hours before filming finishes on the next blockbuster. We've sat in front of the fire in the Gryffindor common room, dodged fresh droppings in the Owlery and walked around Dumbledore's office. We even sat ten seats away from Hermione in the canteen as she gulped down some tomato sauce-soaked pasta. We couldn't take any photos of the place as proof. We weren't allowed. Studio rules by order of Lord Voldemort.

But enough about our day out. Just what's in the new game and what innovations will the DS version offer? It's different for sure and will use the machine's cool features. The games aren't due until Autumn, so let's check out their mid-term reports and see how they score so far. Will there be room for improvement, or is it A-grades all round? ***Tim Street***

❑ On GBA it's looking... er, smaller

MID-TERM REPORT

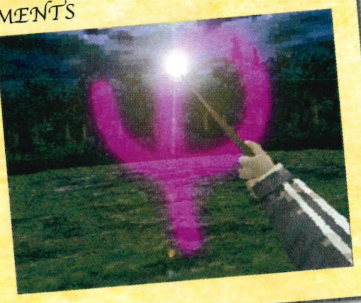
Subject: Stylus gameplay
Date: April 7th, 2005
Class: Nintendo DS

ACHIEVEMENTS THIS TERM

- The DS version has only just started development and it's already putting the machine through its paces.
- To cast one of 20 spells you trace the symbol that appears on screen with the stylus. Match it and you can perform a defensive or offensive move. One we saw involved drawing circles with the stylus to create an electric barrier.
- EA has also added a pinch of Nintendogs to the Harry Potter stew where you get to care and train a magical creature just like Hagrid does. The aim is to nurture them as much as you can then pit your wits against three other owners in races and other fun mini-games.
- The DS's mic is used in one of the Triwizard Tournament challenges. As Harry dives to save Ron in the Black Lake, blowing on the DS helps him breathe through Gillyweed and stay alive underwater.

COMMENTS

- If the range of spells you can perform keeps the gameplay varied then this will easily score high marks in the end of year tests. In the version we played there was only one spell but at least it plays like a more hands-on version of Pokémon.



B+

A.Dumbledore

MID-TERM REPORT

Subject: Harry, Ron and Hermione
Date: April 7th, 2005
Class: GameCube

ACHIEVEMENTS THIS TERM

- In Azkaban you could call upon one of the gang to deal with various obstacles and villains. Now you join forces to create stronger magic and get feedback from the controller's rumble.
- Interaction with the world has been improved, so instead of firing magical 'bullets' from your wand you use charms to connect with objects.
- Wingardium Leviosa causes you to pick up and throw items. Others enable you to grow plants, build ladders and bridges, and put out fire.
- The Accio spell is on hand to help you collect magic beans to upgrade. You'll find them all over the place and will have to coax them out, like Luigi did with the money in Mansion, by firing at undergrowth.
- The characters have all been modelled on their big-screen counterparts, too. There's no more of the cartoon look that was seen in earlier Harry Potter games. Woo-hoo!

COMMENTS

- Rumble effects are nothing new and quite how the co-op magic will work in the heat of battle remains to be seen. As for the graphics, developers SHOULD be pushing the 'Cube to its limit by now.

A.Dumbledore

C+

MID-TERM REPORT

Subject: Triwizard Tournament
Date: April 7th, 2005
Class: GameCube, GBA and DS

ACHIEVEMENTS THIS TERM

- The game won't start with the tournament's first trial. Instead developers have added other challenges to the plot of the book to beef out the game. The GBA version starts at the Quidditch World Cup where you'll learn to use spells with Ron and Hermione, moving barrels and boxes to escape the maze of tents and stalls. The GameCube version will also see you putting out a fire in the Forbidden Forest – the fire effects, with their heat haze and smoke, look pretty awesome so far.
- From there it's on to the Tournament itself – the dragon battle, underwater in the Black Lake and the maze dash. Gawd knows what these are like; all we got to see were concept drawings.

COMMENTS

- The prospect of a high-speed, action-packed broomstick duel with a dragon certainly whets the appetite for Potter fans and speed-freaks alike, but it's still too early to say what it feels like to take part in the events, so we'll have to wait and see.

A.Dumbledore

C

MID-TERM REPORT

Subject: Creatures
Date: April 7th, 2005
Class: GameCube, GBA and DS

ACHIEVEMENTS THIS TERM

- From the footage we've seen so far, there's nothing more scary than a snarling Dementor in the new game.
- The broomstick battle against the dragon in the first Triwizard Tournament may challenge that last statement, but we've only seen an early drawing so it's too early to judge.
- What they have done in this game is create a ton of new creatures that you can battle. Use special spells and you can destroy them in tons of magical ways, making you feel like part of the story, rather than just slogging away in a pale imitation of the book. You can turn a Dugbog into an earth drill, a shower of exploding fireworks or a flock of birds. The shopping list doesn't stop there though – Skrewts, Grindylow and Niffler are all promised in the final version.

COMMENTS

- We haven't seen the Deatheaters or Merpeople yet, so it's too early to know if they'll be as scary as the Dementors. But if they're anywhere near as frightening you'll have to play this on the toilet. The smaller creatures you get to battle are still in their early stages so there's a long way to go yet.

A.Dumbledore

C

ESSENTIALS

DEVELOPER: EA STUDIOS/FUSION

FAMOUS FOR:
This is Fusion's third DS game for EA after *The Urbz* and *Tiger Woods*. The GC and GBA versions are by the same teams that made *Azkaban*. Let's hope the load times aren't quite as bad!

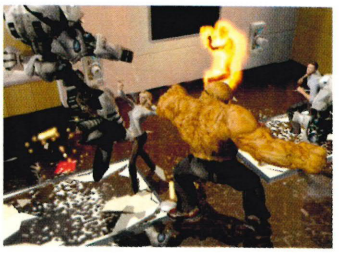
THE PHIAL OF COMPLETION

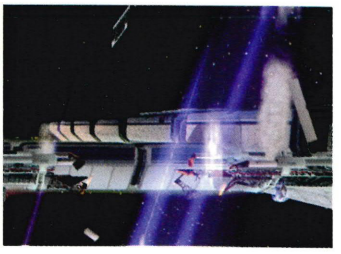
MULTIPLAYER: 1-4
PUBLISHER: EA
RELEASE: NOV 18TH (LIKE THE MOVIE)
REVIEW: AUTUMN

PREDICTED SCORE

The ideas aren't earth shattering just yet, but an E3 hands-on should give us a much better idea. The DS version could be the best of the bunch.

80% PLUS





Fantastic Four

Which is your favourite? We like the ice one. And Batman.

It's not often you get four things for the price of one thing. If your newsagent dealt you a quartet of Mars Bars for your 40p, the global economy would hit meltdown and mankind would be plunged into an economic ice age. There would be huge woolly mammoths made out of tenners roaming the streets.

With one eye on averting this kind of catastrophe, Activision has pulled some sneaky stunts with its *Fantastic Four* game. You might think "Yes! Four superhero games for the price of one!". Or you might just think "Oh, there's a film out so they've made a game, too." Whatever you think, we're here to provide truth and answers. And possibly also some justice.

It seems that some sort of cosmic accident has imbued four astronauts with crazy powers. Reed Richards becomes Mr Fantastic with stretchy arms like Mrs Incredible. Ben Grimm becomes The Thing, a rock-bodied brute with all the strength and power of Mr Incredible. Susan Storm gets invisibility powers like Violet from *The Incredibles*. It's embarrassing that they had to copy Pixar like that. Finally there's Johnny Storm, THE HUMAN TORCH. We thought he might have a battery compartment in his ass and some kind of halogen bulb for a face, but he's just on fire and flies about, and stuff.

In the game's opening section, you play as each character individually as they attempt to bust out of Victor Von Doom's lab. Mr Fantastic slinkies his long body off the bed and away you go. Punching robots that are on the other side of the screen with hammer fists on stringy arms, chucking bins around, and generally having a laugh. It's like a *Second Sight* that's hallucinating 'cos it ate some dodgy chicken.

Next up, THE HUMAN TORCH. How are they going to integrate his ability to fly? That's going to be exciting. Then he appears, all aflame and hovering a couple

❑ The Thing fights back repulsion at Reed's weird stretchy body. Ugh...

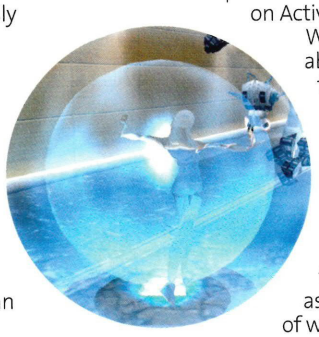
❑ When passers-by shouted "Oi! Mrs Incredible!" Richards went nuts

❑ **Would you rather shoot flames and fly or be a bit stretchy? Soz, Reed**

❑ **Don't assume the big toothy thing is evil. Has Grimm taught you nowt?**

of feet off the ground. You 'fly' him around just as you had previously 'walked' Mr Fantastic around. Ha! Those sly dogs at Activision aren't serving up four different games at all, just integrating each hero with their wildly different skill set into the same template. It works okay for the most part, but The Invisible Woman really suffers.

The fact that Susan Storm can make herself invisible lends itself perfectly to some *Metal Gear* style action, but that isn't exploited. The video game Four get by on brute force, making The Invisible Woman's skills pretty much useless. She gets a few blast attacks to compensate, but she needs to get a new agent to make sure she doesn't get so shafted in the sequel if the film grosses big.



As it stands, you can imagine she's weeping invisible tears as she squeezes out an invisible turd on Activision's pillow.

We're a bit confused about The Thing, too. This guy is made of ROCK. In the film trailer, he stands there and lets a speeding truck smash into him. It buckles and folds around him as if it was made of wet cardboard. Yet in the game, baseball-capped thugs give him a slap and he goes flying. It's still fun though, tearing down fire escapes in Brooklyn and generally wreaking havoc in the city streets.

Get through these taster stages, and you hook up the Four to fight crime as a team. As in previous Marvel movie games, Activision loot the comic books to make sure you've got enough classic villains to keep you occupied. Nick Fury, The Mole, Diablo, Puppetmaster and Horus all get a look in. Since these guys are harder than diamonds, you have to use your team cleverly. A flick of the D-pad chooses which character you're in direct control of, and you can do sweet little inter-character combo moves. Grab an enemy with one hero, then switch and mash his helpless form with The Thing or burn him with the Torch. It's an interesting play system and true to the spirit of the comic.

The opportunities for co-op play are obvious. Unfortunately the Italian journalist we were paired with for this did everything he could to wreck it for us. Both players have to share the same screen, so you have to work together to make the viewpoint work. You can't just run to opposite corners of the screen, lock it, and then get leathered by enemies standing outside of the viewable area. That's not a winning strategy, Paolo.

All of the characters level-up as you brawl through the game, earning destructive new special attacks. But the differences between the characters isn't as pronounced as you'd expect. Both The Thing and The Invisible Woman seem to do the same amount of damage when in melee with a boss character. Only The Torch's long-distance projectile attacks feel truly unique.

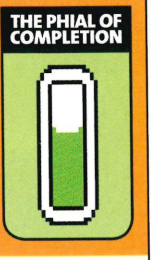
Fantastic Four is a sweet looking game and we're looking forward to playing more of the full-team missions. Some of the locations like the museum look great and the bosses dominate the screen as all good bosses should. It's still a licensed game though, so we'll set our expectations to cautiously optimistic for now. ***Dean Scott***

ESSENTIALS

DEVELOPER: 7 STUDIOS

FAMOUS FOR:
Being the FIRST third-party game publisher EVAR. That was back in the late 70s on the Atari VCS. You like that, don't you? An actual fact.

THE PHIAL OF COMPLETION



MULTIPLAYER: 1-2 (CO-OP)
PUBLISHER: ACTIVISION
RELEASE: JULY
REVIEW: AFTER THE MOVIE IS OUT

PREDICTED SCORE

Unlikely to break into the score stratosphere, but – Spidey excepted – these games rarely do. We can only hope it's as tidy as Jessica Alba is in the movie.

70% PLUS

❑ Get the brainy kid in class 'round for some 'chess'. Then ruin him

❑ If *Kombat* teaches us one thing it's that girls don't fight enough

Mortal Kombat Deception

This game knows the way into your heart. It involves smashing through your ribcage.

Once upon a time there was this old man named Shang Tsung who could morph into the form of other people and perform their special moves. This old man, like many his age, was hellbent on destroying the Earth. His master plan involved having a four-armed puppet beat the crap out of the world's mightiest warriors. Unfortunately for him, a flying man named Liu Kang defeated both the old man and his puppet by kicking them in the face a lot. This epic tragedy was told in a 1992 arcade game by Midway called *Mortal Kombat*.

Through a literary device that was popular in video game sequels of the time, we later came to find out that Shang Tsung himself was not truly the master of all evil. No, indeed, he was working for someone named Shao Khan, a really big guy in a skull mask whose relationship to pop diva Chaka Khan is currently under dispute by most major historians. In order to excite and tantalise the kids at the arcade, Shao Khan decided to magically restore Shang Tsung's youth and enter him as a playable character in the next tournament, documented in major detail in the fittingly-titled *Mortal Kombat II*. With the help of a couple of beat cops and a thunder god who was played in the movie adaptation by the guy from *Highlander*, Liu Kang once again bicycle kicked his way to victory.

Then, needing a new Ultimate Bad Guy, Shao Khan revived some dead chick, forcing even more heads to be ripped off in *Mortal Kombat III*. Despite the addition of some goofy characters and a new "run" button, evil was ultimately defeated again. And then the story got kind of weird: people fought over a magical amulet; gods were destroyed, brought back and destroyed again; people vowed to kill each other and then teamed up in buddy picture fashion; a bunch of robots ran around Japan; and ultimately, three confusing games later, we arrive at *Deception*.

If you've played the previous game, *Deadly Alliance*, you've more or less played *Deception*. The fighting system is basically the same: each character switches between two or three fighting

❑ Hercules-bloke takes back the Christmas bauble he lent Spawn-a-like... with a bloody vengeance

❑ Ann Summers staff fight to the death over a pair of woolly tights

An old-fashioned bashin' We cast a black eye over the *Kombat*s of yesteryear...

We like blood. We like punching a guy in the face and watching huge crimson plumes explode into the air. We like to throw spears at people and see gore pumping down the shaft, like it's a broken water pipe – a pipe of bloody death.

We're talking about video games, of course. We may enjoy mayhem on the telly, but killing in real life is a no-no. There was a time, oh, some 12 years ago when Nintendo decided to censor the blood out of our games.

When *Mortal Kombat* was released for the Super NES in '93, all of the blood was replaced by generic grey-green stuff.

They told us it was sweat, but it looked more like vomit. The uncensored Mega Drive version ended up selling approximately three bazillion more copies, so Nintendo left the 1994 follow-up alone. We've been bathing in blood ever since.

❑ Before and after: See how bright red blood makes the game more fun? See?

styles while battling in really cool 3D arenas, with the ultimate goal of killing each other in really nasty ways. Do not expect realism here: this is *Mortal Kombat*. There are skulls breathing fire and a guy who can cover your body in ice just by looking at you.

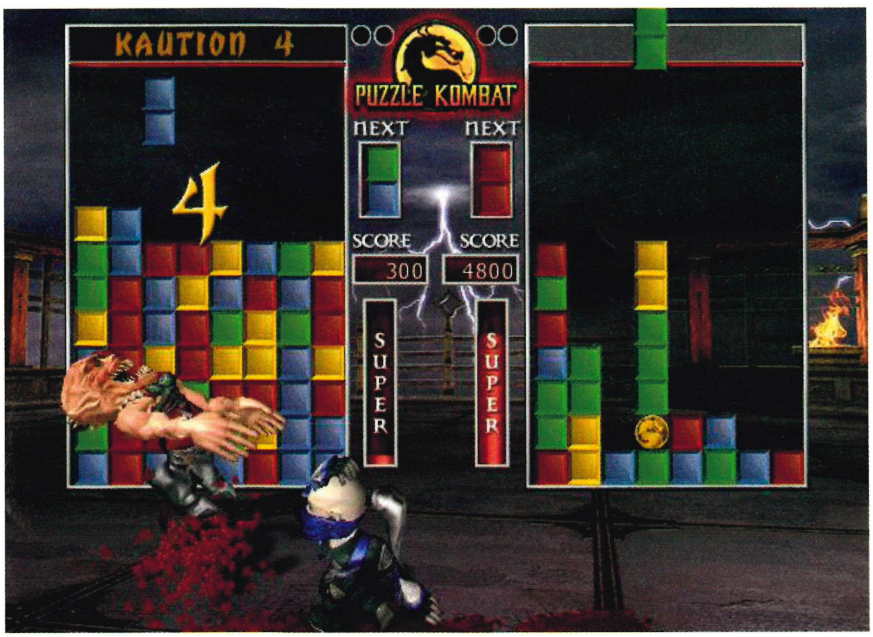
Fighting styles are switched on-the-fly, which is often a necessary tactic in pulling off some of the game's monster combos. And, like the last game, mastering these combos is vital. The only problem is, there still isn't room for improvisation. Each character has a limited number of combo attacks, which must be performed in the exact same sequence with the exact same timing every single time. No, sorry, you can't be creative and form your own combos. You're going to have to read an FAQ, or go through the game's bloated Tutorial mode, which we'll get to later.

Welcome additions to *Deception* include not one, but two fatalities per character. Fatalities, for you younger types who weren't around to see the nightly news reports about how *Mortal Kombat* turned an entire generation of children into decapitating madmen, is a way of finishing your enemy off with an often gory death move. At the end of the second round, the announcer yells "FINISH HIM" (or her) and you hammer in the right button sequence to blow them up with fire, or slice off their limbs. They've also added a new suicide move, for those who'd rather die than give their opponents the satisfaction. And each of the game's arenas now hosts a Stage Fatality. For example, if one is so inclined, he or she may throw an opponent into a giant meat grinder for instant death. And that's just cool.

There are three new modes in *Deception*. First is Konquest, a third-person adventure where players go on quests to steal pieces of meat for villagers and fight all of the game's characters.

❑ Hanging out with Snoop had made Timberlake's videos much edgier

If you're into unlockables, you're going to spend a lot of time here, as finding the hidden Krypt Keys is the only way to see them. And there are many, including alternate costumes, new characters to play and some pretty dull production art. There's also something called *Puzzle Kombat*, which is a puzzle game so similar to Capcom's *Puzzle Fighter* that we can't honestly think of anything that might separate the two. And finally, there's something called Chess Kombat, which is a chess-inspired game reminding us a lot of *Archon* (on the NES). Overall, it's a pretty hefty package for the *Kombat* fans out there. Let's just hope it gets a release on our side of the pond.



❑ Whenever we play *Tetris* it usually ends in a fight, so this cuts out the middle man

ESSENTIALS

DEVELOPER: MIDWAY

FAMOUS FOR: The MK series of course, but also sweet old-skool action like *Gauntlet* and *NBA Jam*. "Heating up!" You know the crack.

THE PHIAL OF COMPLETION

MULTIPLAYER: YES
PUBLISHER: MIDWAY
RELEASE: TBC
REVIEW: TBC

PREDICTED SCORE

Since *Soul Calibur II*, GameCube has been deluged with quality fighting games. Honestly, it's getting embarrassing now. Like we need another one. Yawn!

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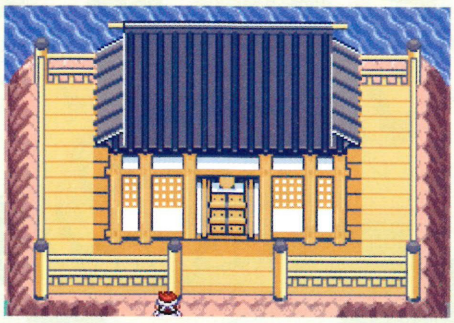
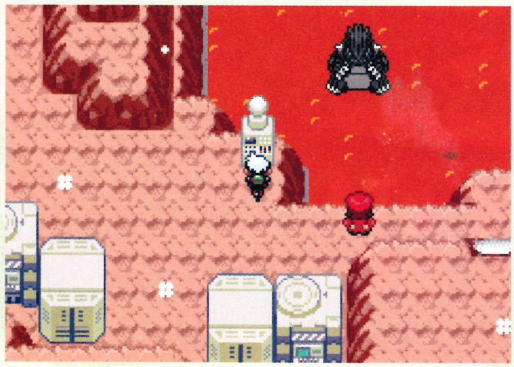


Pokémon Emerald

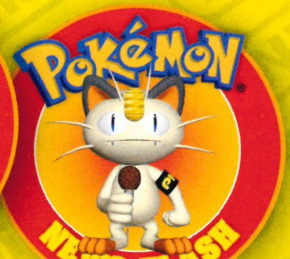
We're back in Hoenn after two years. And it looks like Groudon and Kyogre have had the decorators in...

Pokémon Emerald is a little box of mysteries. From the outside it looks like a simple rehash of *Pokémon Ruby* and *Pokémon Sapphire*, the games that rocked our world in 2003; an update like *Pokémon Crystal* and *Pokémon Yellow* before it. But when you get inside, into the PokéMarts and the long grass of Hoenn – when you start looking deeper – you'll find it's a game bigger and better than any of its predecessors.



The first thing you'll notice is a saucy graphical upgrade. It's not the same scale of improvement we saw between *Crystal* and *Ruby*, but there's no denying each new instalment of the critter-collecting saga looks better than the last. The boy and girl characters have changed their stinky clothes for a sweet new green and black look and the land of Hoenn looks better than ever, bursting with life and oozing detail from every rock and blade of grass.

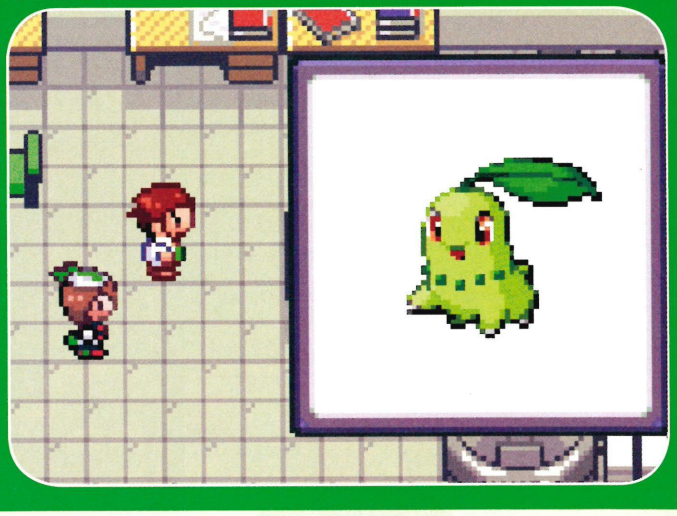
And the graphical tour-de-force doesn't end when your squad charges into battle. Right from the off, when a Zigzagoon attacks Professor Birch you'll notice more animation. The critters square



TO FIND OUT ALL THE LATEST INFO FROM THE WORLD OF POKéMON, TUNE IN TO OUR NEW POKéMON NEWS SECTION!

Whether you're into the games, the cards, the cartoons or the toys, you'll find everything right here.

The Johto Starters The impossible becomes a reality.



Through previous games, it's been rumoured you get something when you complete the Pokédex in addition to the Diploma. And for the first time ever in any *Pokémon* game this is ACTUALLY TRUE. Once you've completed the Hoenn Pokédex and have the National Pokédex, Prof. Birch will mention he has three Pokémon from another region and will allow you to pick one of them.

These are Chikorita, Cyndaquil and Totodile. Unfortunately, like all Starter Pokémon you can only pick one of them, so choose wisely! We picked Totodile because it's wicked.

up for battle, puffing out their chests and roaring in defiance. We haven't seen such attention to detail since *Pokémon Crystal*. Every time your opponent sends their Pokémon into battle or you get ambushed by a wild Pokémon they'll strut their stuff. What's more, unlike in *Pokémon Crystal*, your own Pokémon now also have cool little animations when you send them out.

Emerald's controls are identical to all the previous games in the series, but that's not a problem for us and it won't be for you. They're as simple and effective as ever. Why mess with perfection? One thing that is missing is *Pokémon FireRed* and *LeafGreen*'s help function. But all that stuff was for idiots anyway.

Pokémon Ruby and *Sapphire* saw you going head to head with either Team Magma or Team Aqua respectively, but in *Emerald* you have to fight them BOTH. They're still up to their old tricks, trying to awaken Kyogre and Groudon. Will they never learn? Maybe by the time *Pokémon Cubic Zirconia* comes out. Battles with them are more frequent than before, because you have to battle both, while areas such as the Mossdeep Space Center need you to liberate them.

❑ There are loads of people hiding in the long grass to upset

❑ It's not a screen shot from *Ruby* – Zigzagoon's zigs are well different

RARER THAN MISSINGNO

You might have played *Pokémon Dash* to death, but your DS Poké collection won't be complete without one of these limited-edition handhelds.

Made to celebrate the opening of the Poké Park until September, these dark blue DSs of justice come complete with the park's logo on the top and a cheeky Pikachu silhouette inside.

However you'll have to go some to bag one of these babies – you can only buy them at the Poké Park in Japan (or on eBay for wads of cash).

A NIGHT AT THE MEW-VIES

The eighth *Pokémon* movie is gearing up for release in Japan on July 16th and we've got tantalising new details just for you!

Starring an all-new Pokémon, Rukario, whose Type is still unknown, the movie, called *Mew and the Wave Guiding Hero*, will also star the three Regi Pokémon – Regirock, Registeel and Regice.

If the latest *Pokémon* movies are anything to go by we're in for a feast of animated fun. We'll have more news on the film's plot and secrets in a future issue.

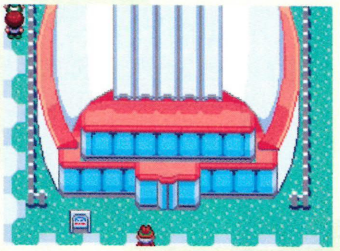
Gyms of justice

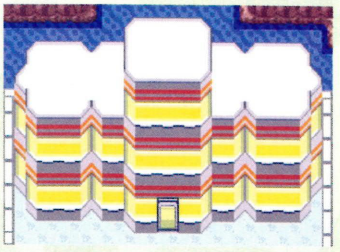
It's all change in Hoenn's hit-point houses.

Here's another first for *Pokémon* games even though it's something Trainers have wanted since *Red* and *Blue*. After you've beaten the Elite Four you can battle the Gym Leaders again.

You can fight each one four times with their teams increasing in strength each battle. They also get non-Hoenn Pokémon on their teams; Flannery gets Arcanine, Houndoom and Rapidash.

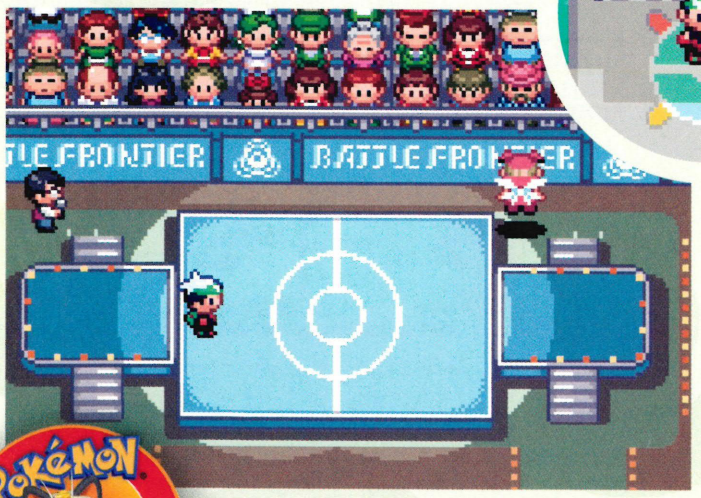
The Gyms themselves have been redesigned with more Trainers and puzzles. To top that, one of the Leaders in *Ruby* and *Sapphire* is now the Champion and has a new replacement in their Gym! Which one is it? You'll have to wait and see.





You'll see Groudon and Kyogre a couple of times before the game's climax Sootopolis. Kyogre is still in the Cave under the Sea, while Groudon is knocking about in the Team Magma Hideout. Once awakened the heavyweight stars of *Ruby* and *Sapphire* will duke it out and you'll need to find Wallace and *Emerald*'s cover star Pokémon, Rayquaza in the Sky Pillar.

That might all sound pretty similar to *Ruby* and *Sapphire* and there's no denying the obvious similarities to those classic adventures. The joy of *Emerald* is in discovering new areas of Hoenn. Each one is like finding a room in your house you didn't know was there. There's a pillar similar to the Sky Pillar in the Desert, an Underground Tunnel where you'll find wild Ditto, the Team Magma Hideout in the side of Mt. Chimney and Trainer Hill, which is similar to the Trainer Tower in



❑ The entrance to the Battle Frontier. Don't just stand there!

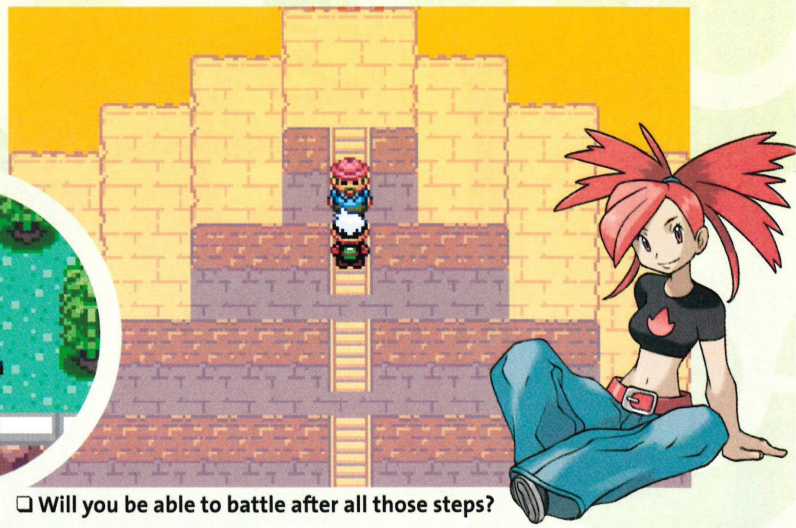
❑ When these two kick off you'll know all about it

Pokémon News Flash

PIKA TRACK

If your *FireRed* or *LeafGreen* is feeling a bit neglected as you race around the *Pokémon Dash* tracks make sure you slam it into your DS next time! As your DS can hold two carts at once it can create *Dash* tracks using the characters from your *Ruby*, *Sapphire*, *FireRed* or *LeafGreen* Pokédex.

With so many Pokémon adventures that amounts to over 250 Pokémon tracks that you can scamper round. Now where did we put our stylus?



❑ Will you be able to battle after all those steps?

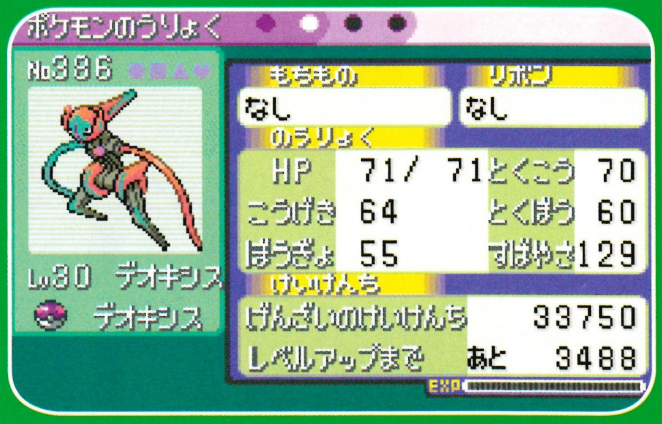
FireRed and *LeafGreen* and is set above Mauville City. There are also two separate caves placed RANDOMLY somewhere on the landscape for you to discover, containing Groudon and Kyogre. And to top that off many areas like Meteor Falls and the Safari Zone have been increased in size and feature catchable Pokémon from *Pokémon Gold*, *Silver* and *Crystal*.

But the biggest new feature in *Emerald* is undoubtedly the Battle Frontier (see p70), located where the Battle Tower was in *Ruby* and *Sapphire*'s Hoenn. The Battle Frontier contains seven new areas each with a different style of battling for you to test your mettle. You must defeat the Leaders of each respective area in order to get badges like those gained from Gyms. There are Silver and Gold Badges on offer, so you'll be at it for ages. To take on a Leader you'll need to get a winning streak of battles in each of the areas. For each fight you can choose to battle at Lv50 or Lv100, and in Single Battle or Double Battle mode.

Some people love *Pokémon* for its cuteness, but we're all about the battles. We never get tired of seeing Sceptile unleash a Leaf Blade attack or watching Lairon Headbutt a flinching opponent. There are a few different ways of scrapping outside the Battle Frontier in *Emerald*, most notably when a Trainer challenges you and there's another Trainer with you in their sights nearby. Suddenly you'll be facing off against two, often using different Pokémon Types.

TURN OVER TO ENTER THE BATTLE FRONTIER

SpeeDeoxys The most elusive Pokémon of them all gets even more exciting in *Emerald*.



The Deoxys in *Emerald* has a different form to previous games. You'll need the Aurora Ticket, which gets you to Birth Island. We'll have news on how to get this in the coming months, but complete a puzzle there and Deoxys is yours! Once you've caught it that is.

The new form's stats for Attack, Defense, Special Attack and Special Defense are pretty balanced, but its Speed is so high it makes it the fastest Pokémon that exists in the game. Handy if you favour a quick hit and run strategy.

WE'RE ALL GOING TO SAN DIEGO!

All eyes will be turning to the US once again come August for the Pokémon Trading Card Game World Championships.

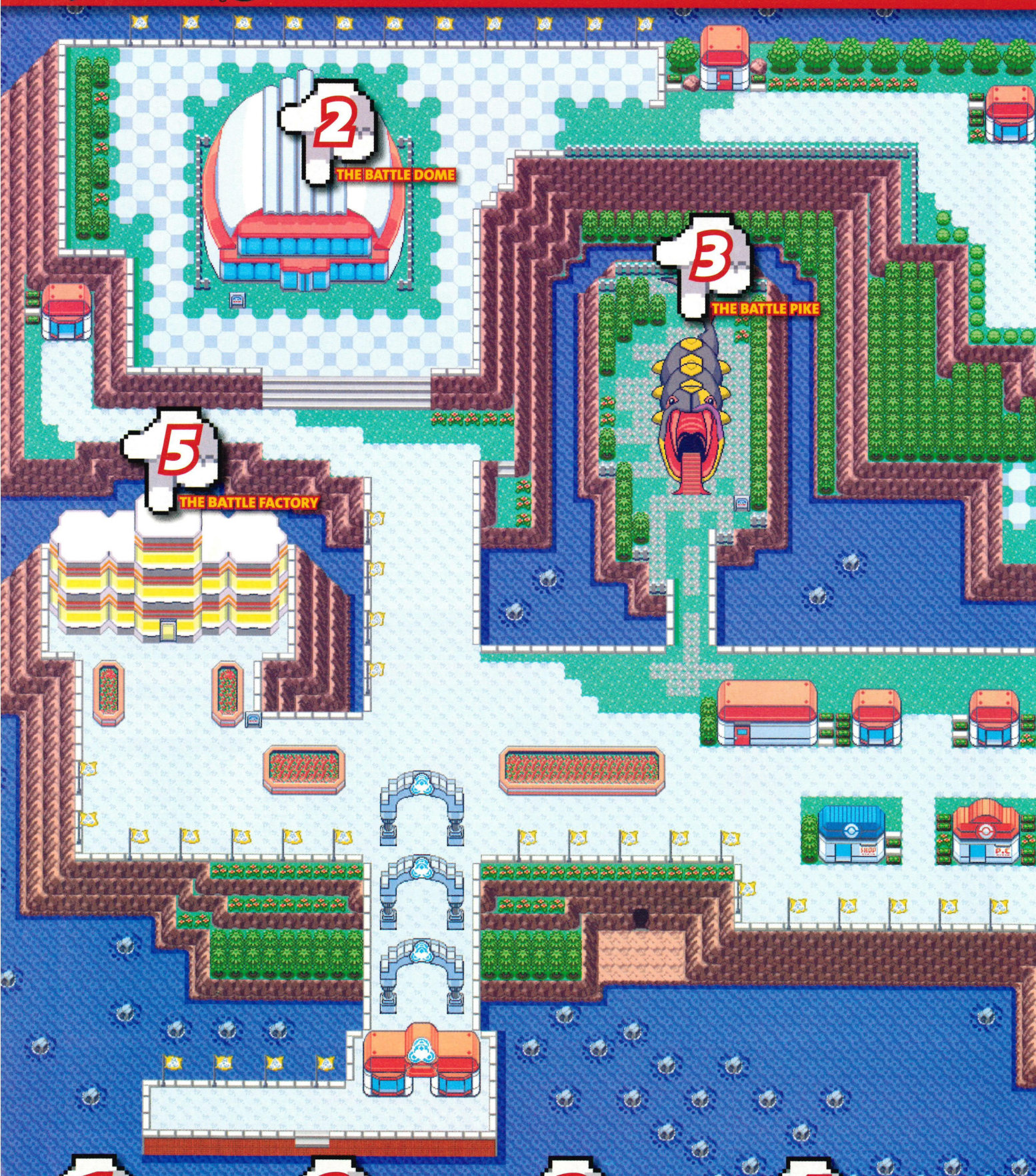
Due to take place between August 19th to 21st in San Diego, the tournament will once again be divided up into three age categories with the chance to win up to $7,500 and money-can't-buy prizes.

Even though qualification from the UK has now closed, with an invite-only event to determine who will be flying the flag in the USA, you can find out what happens at pokemon-tcg.com.

NEW POKéMON ON TV!

You've watched the adventures of Ash and Pikachu on TV, now get set for a whole new world.

Pokémon Chronicles is now airing on Toonami UK so if you've got satellite or cable why not tune in? You'll find Toonami on Sky channel 621, Telewest Broadband channel 732 or ntl channel 903. The 22 new adventures focus on Misty and her friends Casey and Ritchie.

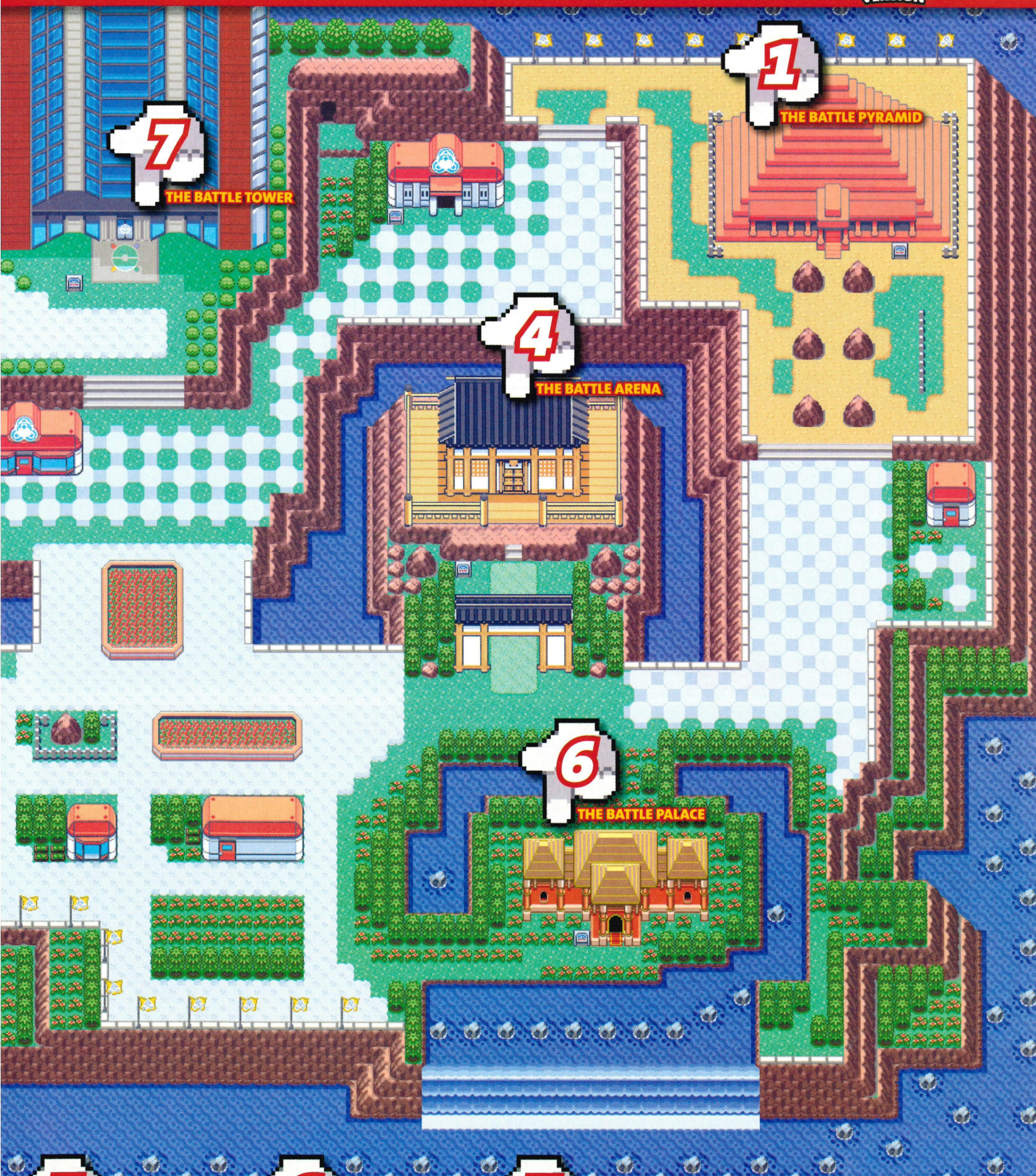


1 THE BATTLE PYRAMID
A maze with Trainers and wild (but uncatchable) Pokémon. After each win the light increases making it easier to find the exit. You can't bring any items in and there are loads of battles.

2 THE BATTLE DOME
A tournament-style battle-fest where each time you go through you fight against four Trainers before your winning streak is saved.

3 THE BATTLE PIKE
Your luck has to be doing you some favours in here. You pick one of three rooms where you'll randomly either battle, be healed or poisoned.

4 THE BATTLE ARENA
Show your skills off and beat a Pokémon in three turns. If you don't your attacks are graded and the losing Pokémon faints.



5 THE BATTLE FACTORY
With three randomly-selected Pokémon you have to battle against Trainers who also have random Pokémon. Beat them and you can exchange one of your team for one of theirs.

6 THE BATTLE PALACE
You can't choose your Pokémon's attacks here – it's all selected randomly. Which, if we're totally honest, is insane.

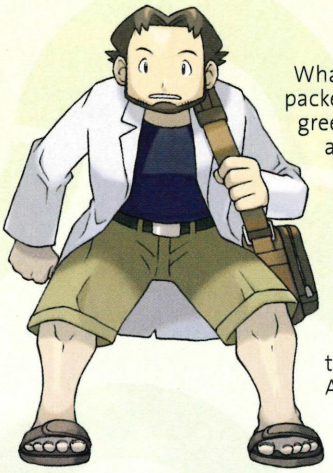
7 THE BATTLE TOWER
The same as before, but with an added twist. As well as one-on-one and two-on-two you can have yourself and a computer-controlled player versus two computer Trainers.

NOW TURN OVER AND CONTINUE WITH THE STORY

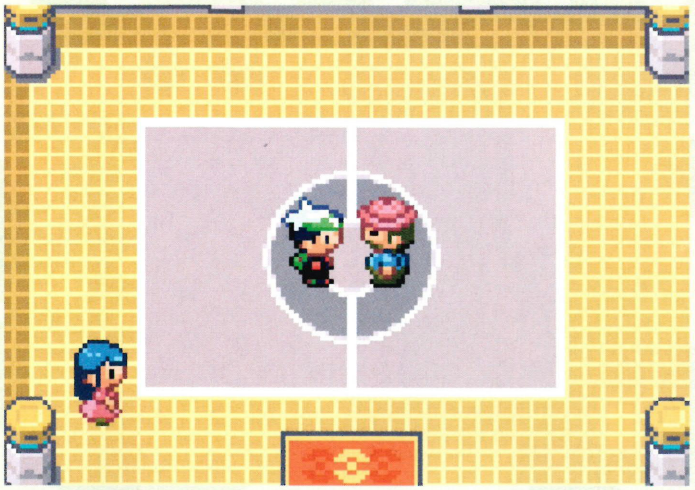
You'll need to be on top of your game all the time and prepared for anything. Double battles happen fairly often and will help you to improve your Double Battle skills before the Battle Frontier.

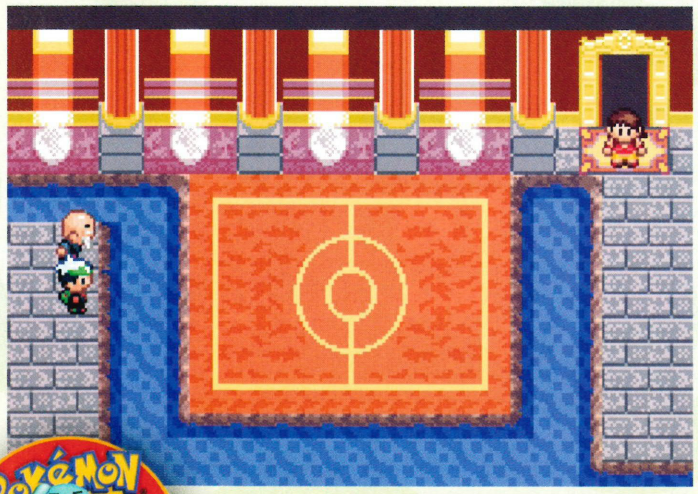
If you're not the battling type, Pokémon Contests are back in which you can pit your critters against others on the strength of their Beauty, Smartness and so on. But unlike in *Ruby* and *Sapphire* where you had to drag your prize Pokémon from town to town, this time all the Contests take place in one location; Lilycove City.

There are still four ranks to attain in the Contests and you can get all the Ribbons there, too. But what's there in place of the Contest arenas in Verdanturf, Slateport and Fallarbor? A big hole in the ground? Nope. Instead there are Battle Tents – miniature versions of the Battle Frontier emulating its Battle Arena, Factory and Palace. These are accessible immediately so you can practise on them before you're capable of going all the way to the Battle Frontier.



What else have they packed into the little green cartridge? Just a ton of helpful functions to aid hardcore Trainers, that's all! First off some of Hoenn's juicy Berries can be used to lower Effort Values. Then there are the Pokémon's Abilities which now have alternate functions such

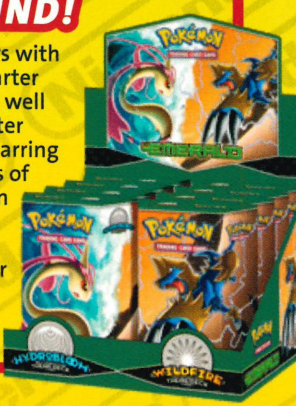




PRECIOUS CARDS FOUND!

Calling all Trading Card Game fans – the new EX Emerald cards are coming this June! The *Pokémon Emerald* GBA game might not be out here for a while, but you can get a taste of things to come with these two awesome new decks – Wildfire and Hydrobloom.

As usual you can expect 60 cards per deck, plus a playmat, Coin and Damage Counters with each starter pack, as well as Booster packs starring the likes of Groudon and Kyogre. Get your teeth into them!

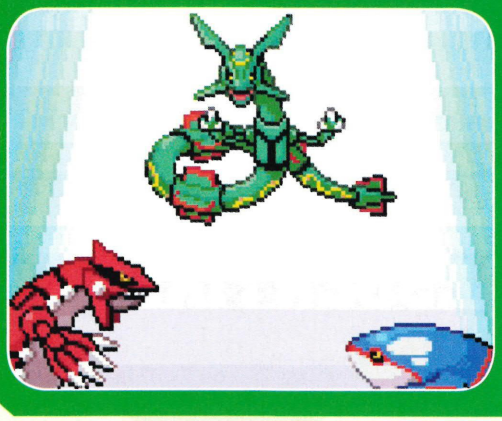


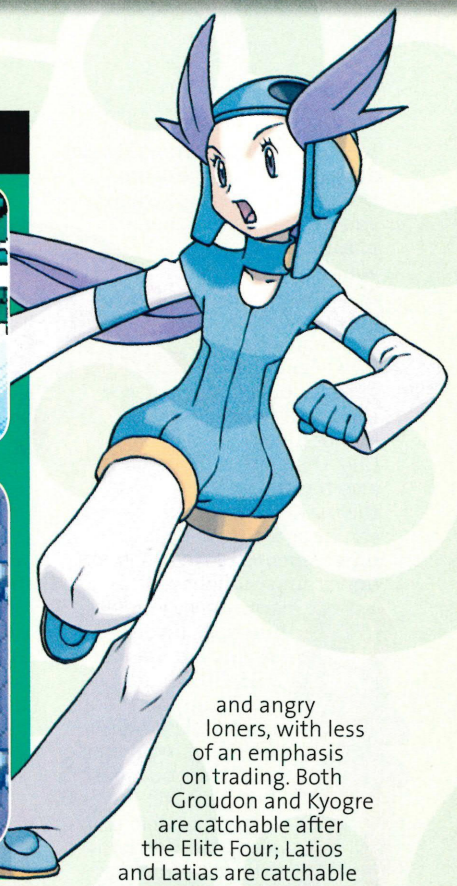
It came from the skies

Emerald's cover star is one cool critter.

Rayquaza (#200 in the Hoenn Pokédex, #384 in the National Pokédox), is a mysterious Dragon/Flying Type Pokémon that lives in the upper atmosphere and crouches malevolently atop the Sky Pillar in *Pokémon Ruby*, *Sapphire* and *Emerald*. And it's a lot more useful in the new game.

We won't spoil the story line by telling you too much right now, but the green-meanie's stats and strong Dragon Type attacks will come in very handy if you capture it before taking on the Elite Four at the end of the game. That and it's about 20 feet long with razor-sharp teeth, which is cool.





as cutting hatching times in half or making particular Types and levels of Pokémon appear more often.

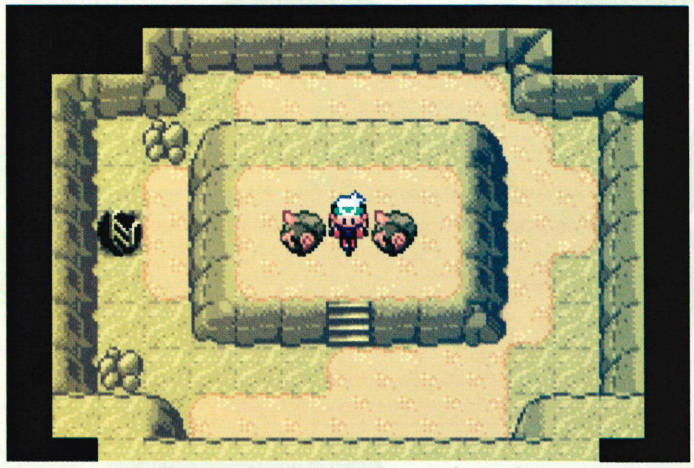
Through Breeding you can even help control the Natures of the baby Pokémon with the use of the Everstone on the female Pokémon. And, with the use of a Light Ball and a Pikachu or Raichu, you are capable of getting a Pichu with a move not seen before, Volt Tackle. If you understood all that, put the mag down and give yourself a pat on the back of your Torchic pyjamas.

FireRed and *LeafGreen*'s Move Tutors are back, too. The majority focus on attacks that were TMs in *Gold*, *Silver* and *Crystal* such as Swagger, Fury Cutter, Rollout and Fire Punch. Some can only be used once, but there are some in the Battle Frontier that can be paid for and used infinitely – perfect for Trainers who are trying to get the perfect team.

Work-shy Pokémaniacs will be pleased to hear that hard-to-find critters are easier to catch in the new game and there's also good news for agoraphobics and angry loners, with less of an emphasis on trading. Both Groudon and Kyogre are catchable after the Elite Four; Latios and Latias are catchable the same way as in *Ruby* and *Sapphire*; and Regirock, Registeel and Regice can be found in the same places, but with different puzzles to beat before you can catch them.

❑ Groudon sat in all day farting

❑ Don't turn your back on this guy



❑ Caves are God's way of telling you that you're underground

CALLING NEW CARD COLLECTORS

If you've just got into the Pokémon Trading Card Game for the first time and want to know where you can play other collectors you've come to the right place.

There are loads of weekly and monthly tournaments held up and down the country and there's a wicked website you can check out to find out when they're happening. All you need to do is jump on the Internet and head over to theplaceforgames.com/pokemon. Here you can learn how to play, find out what tournaments are near you and the latest news on new decks to collect.

THE POKé PARK IS OPEN!

A couple of issues ago we showed you all the rides of the Poké Park in Aichi, Japan. Now the park is open check out the first pictures of the place!

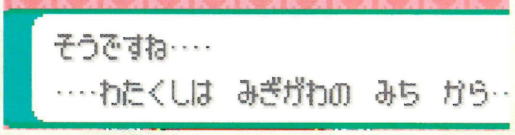
From the moment you step through the gates under the sinister space Pokémon Deoxys you're greeted by a world of colour and creatures. From a snarling Rayquaza, tempting you onto its roller coaster to Latios and Latias reaching for the sky, there are plenty of rides to blow your mind.

For those that prefer something a little more easy going on the stomach, just take a closer look at the giant Pikachu ride! How cool is that?

Emerald, like *FireRed* and *LeafGreen*, comes with a wireless adapter and has the same Union Room features where you get to chat to other players and trade your Pokémon. And if you fancy playing *FireRed* and *LeafGreen*'s Two Island mini-games, you'll find them in a house in Mossdeep City. There are also the extras of the Battle Tower that can be accessed with other *Emerald* players. A word of warning though: you can't perform any wireless functions if you're playing Emerald on a DS – the hardware won't support it and your Wireless Adapter won't plug in no matter how hard you smash it into the back.

You'll be able to swap Pokémon with *Ruby* and *Sapphire* from the start, but only using Pokémon in the Hoenn Pokédex (#001 Treecko to #202 Deoxys). Like *FireRed* and *LeafGreen*, once you beat the Elite Four you'll be given the National Pokédex by Prof. Birch, opening up new areas of Hoenn which have non-Hoenn Pokémon. After this point you'll also be able to trade with *Colosseum*, *FireRed* and *LeafGreen*.

If that ton of Poké-goodness doesn't convince you *Emerald* is going to be a vital game for hardcore Trainers, you've probably banged your head on a Geodude. What else can we say? We haven't been so excited about a *Pokémon* game since... the last one! ***Joe Merrick***



❑ It's trouble: their costumes match

ESSENTIALS

DEVELOPER: GAME FREAK

FAMOUS FOR:
Being formed by Satoshi Tajiri and combining with Creatures Inc. in 1989 to create Pikachu and Co... plus millions of Pokémaniacs all around the globe from 1996 onwards.

THE PHIAL OF COMPLETION

MULTIPLAYER: YES
PUBLISHER: NINTENDO
RELEASE: TBC
REVIEW: TBC

PREDICTED SCORE

Although some elements are very close to *Ruby* and *Sapphire*, the mountain of new stuff makes it feel like a brand-new game. It'll be well worth the wait.

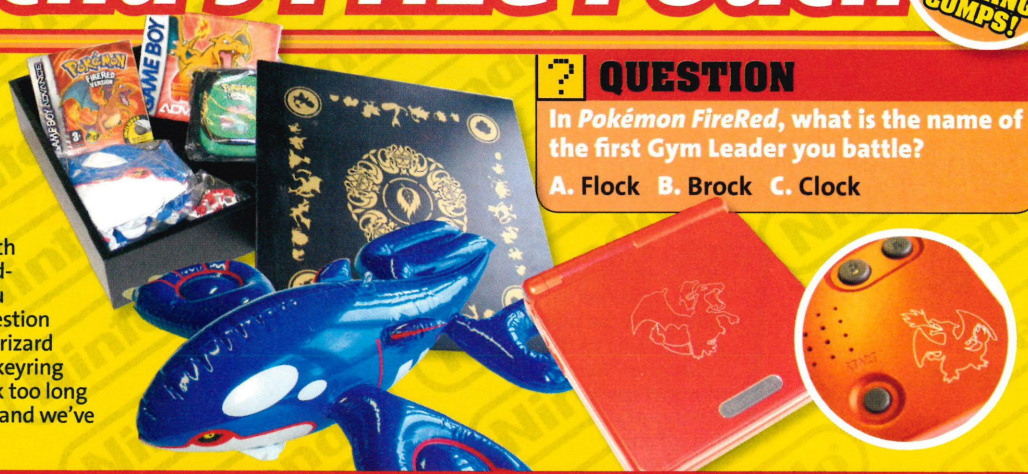
90% PLUS

Pikachu's Prize Pouch

SEE P106 FOR MORE AMAZING COMPS!

What are you going to do while you wait for *Pokémon Emerald*? Watch the grass in your garden grow as long as it is in Kanto? Build a life-size Groudon and cry as the Japanese army blow it to pieces?

How about rubbing your hands with glee as you open this amazing limited-edition *Pokémon* boxset? The one you might win by answering a simple question and firing it off to *NOM*. It's got a Charizard GBA, a copy of *FireRed*, a GBA case, a keyring AND an inflatable Kyogre. Don't think too long though, the closing date is June 23rd and we've only got ONE to give away.



? QUESTION

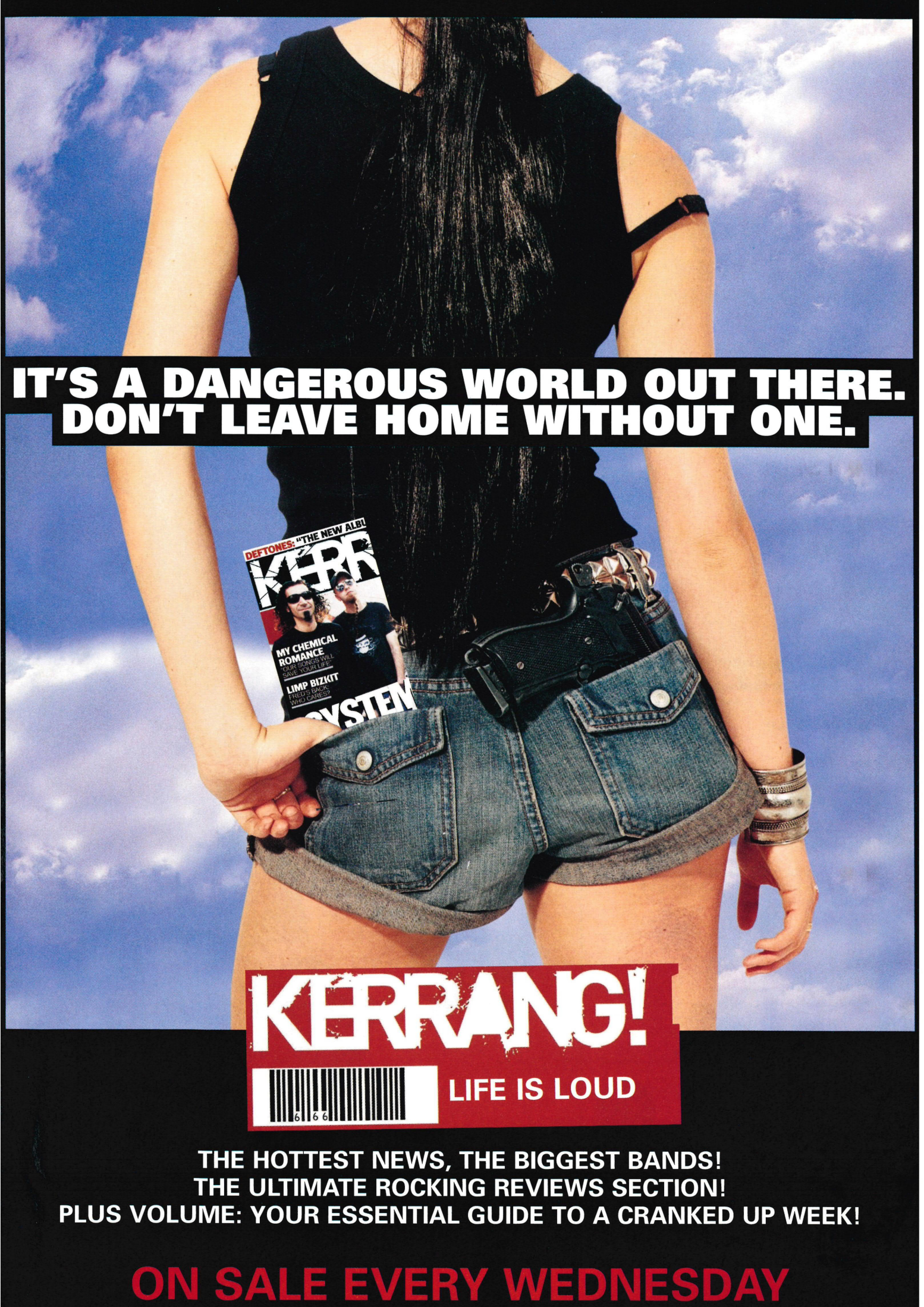
In *Pokémon FireRed*, what is the name of the first Gym Leader you battle?

A. Flock B. Brock C. Clock

ENTER

BY TEXT: write "nomcomp BOX", then the letter of your answer and send it to 83149
BY PHONE: Call 0905 053 1102
BY POST: Write down your answer along with your name, address and telephone number and send it to PokéBox comp, *Nintendo Official Magazine*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

See p5 for terms and conditions.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MY CHEMICAL ROMANCE
"OUR SONGS WILL SAVE YOUR LIFE"
LIMP BIZKIT
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Nintendo OFFICIAL MAGAZINE

THE ONLY PLACE FOR OFFICIAL REVIEWS

Reviews

» Pac-Pix » P.78

» Ridge Racer DS » P.84

» Mega Man Battle Network 5 » P.87

» Star Wars Episode III: Revenge of the Sith » P.82

MEET THE TEAM

and gain insight on their AMAZING lives

Tim Street

Lent his prized Nintendogs to Rob. Discovered Burman had taught them to roll around in their own crap and meow. Said bad words.

Dean Scott

Spent days trying to discover which gestures *Pac-Pix* would recognise. Got as far as drawing a knob 7,000 times.

Kingsley Singleton

Obsessed with *Fire Emblem*. Claimed he couldn't come to work this month because it was too many squares away.

Mike Jackson

Tried to apply *Ridge Racer DS*'s steering methods to his Fiesta. Spent most of the month in hospitals/ditches/extreme pain.

Rob Burman

Secretly building a Nintendo zoo in his flat. Has so far accumulated nothing but Nintendogs and monkeys in neck-ties.

SPECIAL THANKS TO

NOBODY

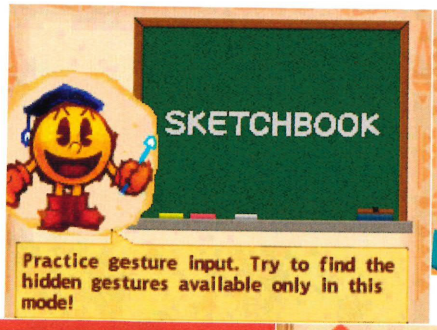
We had no help from anybody this month, least of all you... YES YOU!

SCORES AND AWARDS

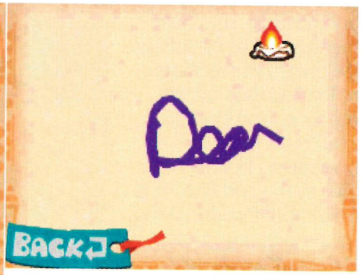
90+	A Nintendo Classic
85 - 89	Exceptional in its class
80 - 84	Great fun, but not ground-breaking
70 - 79	Some nice ideas, but lacks Nintendo magic
60 - 69	Few classic moments – for die hards only
50 - 59	Been there, seen it, played it. Yawn!
40 - 49	No ideas, no gameplay, no way
30 - 39	Poison to your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

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

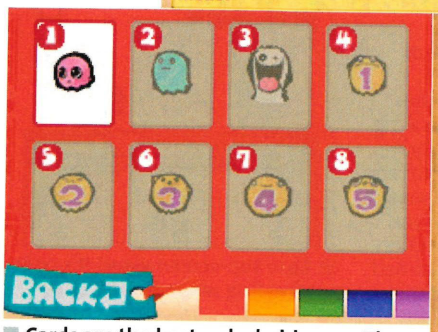
SUPERSTAR
Only dished out to truly great games. There can be more than one in a month, but they have to be special.



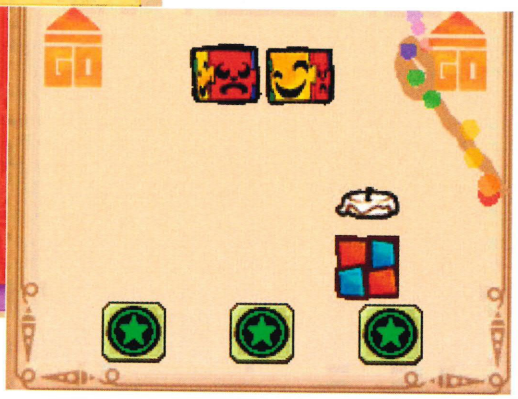
Sure, he seems friendly now, but when the gloves come off and the swearing starts you'll be crying

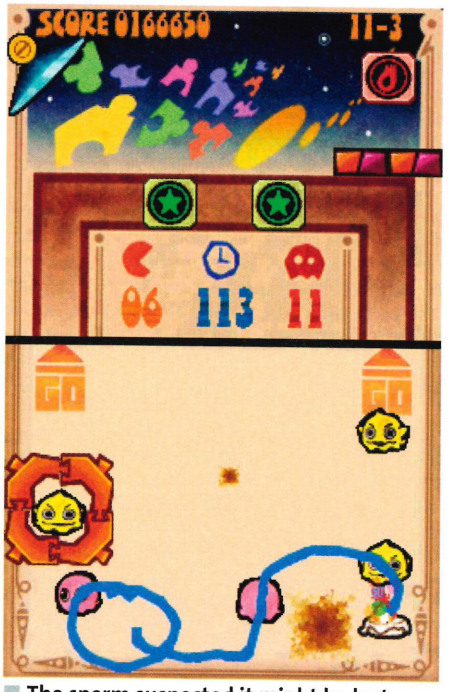


The coolest word in the world



Cards are the best unlockable ever. They make all your toil seem worthwhile





The sperm suspected it might be lost

Pac-Pix

GAME INFO

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

You're guaranteed to have a ball with Pac-Man's latest snack-size adventure. Whether you win, lose or just draw...

The graphics chip's eyes light up. "So the player draws the Pac-Man? Sweet! Get him to draw the ghosts, the pills and the maze and I can get wasted! Unsolder me and drop me in a pint of Stella!"

All graphics chips are alcoholics. Sound chips are thieves, but that's less of a problem because you can't lift much with a row of tiny metal feet. Luckily, the player only draws the yellow pill abuser in this game. And it also features noise, so you can keep your DS chips on the straight and narrow.

At E3 last year, we couldn't imagine this making a full game. Drawing a deliberately deformed Pac-Man was fun, but it seemed like a one-trick pony. It's a great trick, though. This pony is firing golden eggs out of its ass while mind-tricking Girls Aloud that their clothes are made of lava. Does it get boring though?

No, it doesn't. But then again, it does end pretty quickly. But Namco deserves credit for making even a snack-size game out of what appeared to be a tech demo to nowhere this time last year.

Drawing a Pac-Man is easy. You start with a V for his mouth, then complete the circle and he comes alive. He wanders around chomping, proudly showing off the imperfections his parent gave him. You win by eating ghosts.

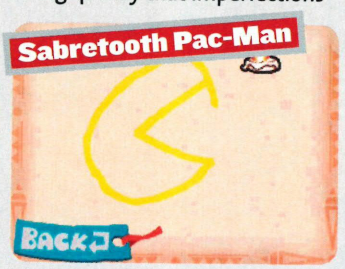
The ghosts don't want to be eaten. They prefer a life undigested. So you have to sketch lines on the playfield to turn Pac-Man and chase them down. Keep Pac-Man on screen though, or he dies. Apart from if you're running him around the item channel on the top screen for fruit, 1-Ups or sneaky hidden ghosts.

Pac Psychology

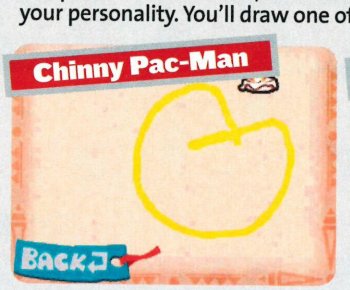
What does the Pac-Man you draw say about you?

In your calm moments, you draw well-rounded Pac-Men. But it's when you're really under fire and working quickly that imperfections creep in. Believe it or not, the wonkiness of your Pac says a lot about your personality. You'll draw one of these, so what is YOUR problem?

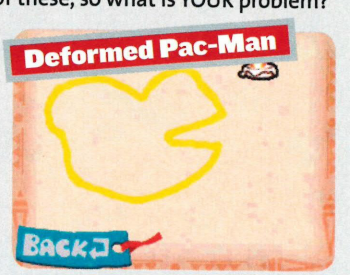
By the age of 30, you'll be walking around Tescos in too-tight women's clothing



We know you've got the tourists tied up in your cellar. You have to let them go, man



Octopus Complex (like Oedipus, but you'll be done for rubbing yourself against aquarium glass)



You hate yourself. But don't suppress the anger: blame your parents and you'll get free stuff

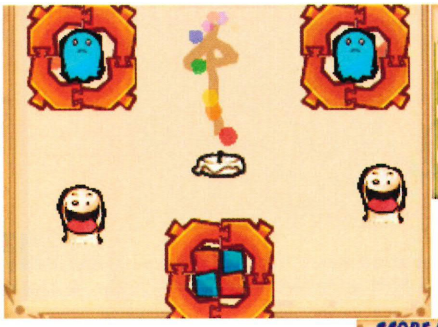
That sounds easy enough, but as you head through the chapters of the book it turns from a children's story into a thriller. The casual ghost chases give way to multi-part puzzles that will have you screaming in frustration. Imagine six ARMOURED ghosts on the bottom screen. The only way to make them vulnerable is to blast off their shields with a bomb. But, oh, you can't light the fuse on your bombs because the fire is out. You have to shoot arrows to the top screen to flick a switch. But the switch is guarded by a wall.

To take out the wall, you have to guide a tiny Pac-Man between the hard ghosts and trip three footpads to knock it out briefly. Then fire off a well-aimed arrow to hit the fire switch. Then draw and ignite bombs while the fire burns. Oh, and then get your Pac-Man to eat the now-vulnerable ghosts. You did remember to keep him alive during all of this didn't you? There is no Pac-Man pause button. That little yellow mother just keeps on rolling – to his death unless you're sharp.

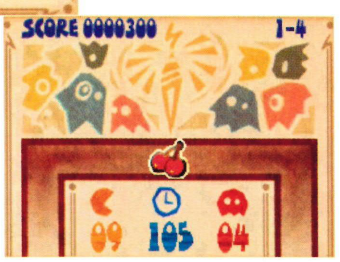
You've got limited Pacs for the job and also a time limit that'll kill you more often than you'd like. A drawing game seems like it's got to be for kids, but at the end *Pac-Pix* is hardcore as hell. You'll be punching the air when you work out that elusive boss strategy or chomp the last ghost on a page with one second left on the clock.

Frustratingly, it's not always a lack of skill that leads to failure. *Pac-Pix* only has to recognise a handful of shapes – Pac-Man, arrows, bombs, etc – but still manages to fail that exam at the most inopportune moments. We've had Pac-Men come up as bombs and perfect circles not recognised as explosives. Not helpful when you have a split second to draw the right gesture.

We weren't expecting boss battles in this game, but they're done so well you want more of them. Like, one at the end of every chapter instead of every few chapters. The first one is a big purple bloke you have to bully by drawing bigger Pac-Men than him. The panic of "what next?!" brought the best out of Namco, with you knocking cloud cover off another boss with a volley of subtly-aimed projectiles. The final boss at the end of the first book dominates both screens. It's a monster.



Some kind of evil vegetable boss



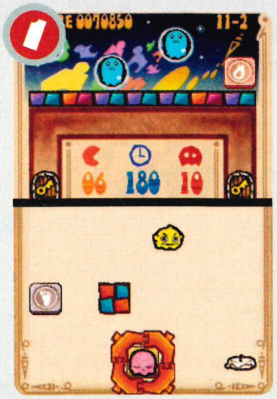
Rare top-screen view! It's only interesting when there's fruit

That's a spoiler you'll be glad of, by the way. When you start, Book I reveals its 12 chapters and there's no clue that there's more to come. So even when it starts getting moody around the Chapter 8 boss battle, you think you're in the twilight of the game's life. Your progress through those last chapters is likely to be slow because you get all the game's elements chucked at you together. But battle on in the knowledge you open up another tome. Feel good about leathering the little yellow spectres that chuck paint all over your drawing space.

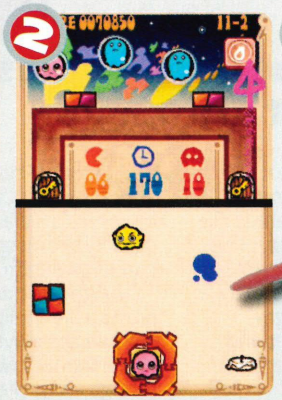
Yellow peril

The last few levels will stretch your skills.

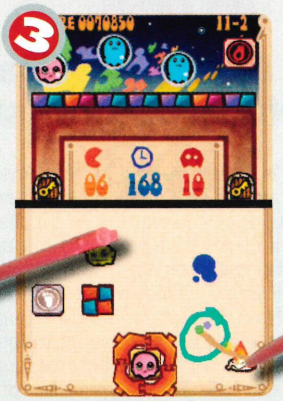
It's not just drawing a Pac-Man, some walls, eating the ghosts and high-fiving yourself. The closing stages are as complex as the Amazonian ecosystem. Observe:



The start of 11-2. You've got loads to juggle. Wait for the moving block to trip that foot switch



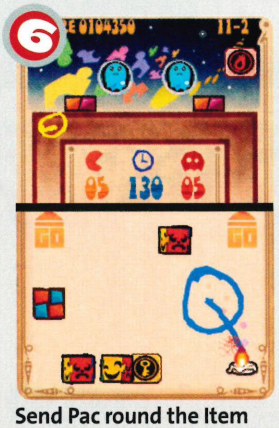
Now quickly fire an arrow up to activate the fire. That top wall won't stay deactivated for long



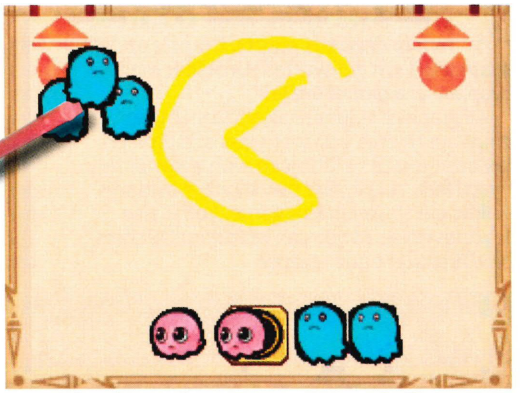
Now bomb that smug little pink bloke out of his protective shield. You can eat him up later

Switch tripped again. Fire arrows up to pop ghosts out of their bubbles to where you can kill them

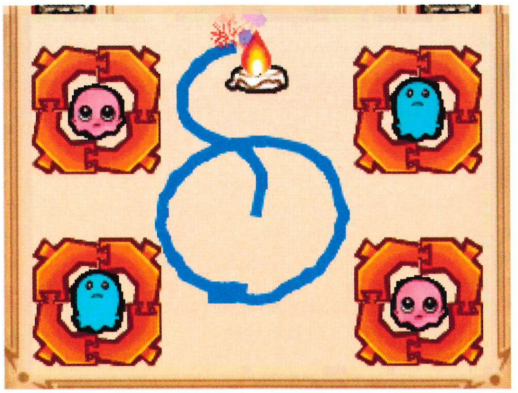
Everyone's in the open. Break out Pac-Man and get with the eating. This is only phase one, though



Send Pac round the Item Road as a new wave kicks in. Bomb and shield ghosts before Pac re-appears



Lunch! It's an all-you-can-eat ghost buffet

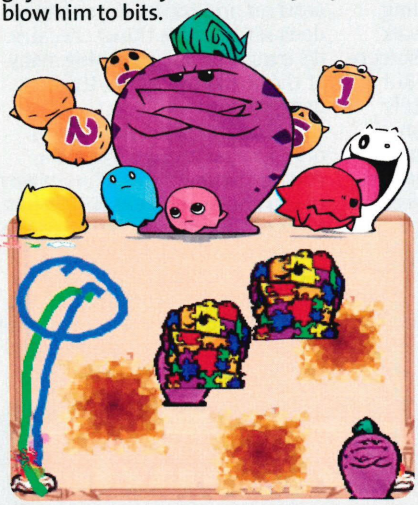


Drawable bombs. A national security nightmare

Bomb him to bits

Explosions don't kill you, they just make you smaller.

Pac-Pix doesn't seem like a game that's going to serve up challenging boss characters. But serve it does, on a hot platter with some artistically arranged vegetables and a dribble of gravy. This guy doesn't test you brains — you just blow him to bits.



Draw bombs, link them to the fuses and tear this boy asunder. Keep going

There he is. Thinking he's hard because he's large. See those fires? So did we

Bomb him down to four ghosts, which a big Pac-Man will happily eat

"This is great and it's a PROPER DS game, not a GBA title with touch buttons."

And they're not even the most annoying ghosts. The blue ones are worse. Beady-eyed little buggers. They mill around seeming happy enough to be part of a predatory outline's unbalanced diet, but speed up and change direction when Pac gets into munching range. How DARE they?! We can respect the standard-issue pinks that worry as soon as Pac-Man is birthed on screen, accepting their fate with dignity. The blues are cheating nature. Wipe the smirk off their faces by penning a GIANT Pac that dominates the bottom screen. Nowhere to run now, ass-wipe.

Big Pacs move slowly, so you're generally better off sketching small, agile Pac-Men. You can have up to three on the screen together, but the fattest end of level bonuses are reserved for those who draw one Pac-Man and keep him alive to kill ghosts while accumulating successively higher bonuses.

Sadly a couple of Books of this is all you get. After that initial killer idea, Namco didn't have a lot left in the tank. You unlock cards as you play (bored) and can replay the lessons that introduce each new gesture (still bored). Then there's the sketchbook, where you can doodle away to see if you can uncover any hidden gestures. There are a few, but none of them can be used in the main game.

If you drew an arse on the Japanese version, it did a little fart. Crazy Namco. This illustrates a key physiological difference between here and there. We couldn't make farts on the UK one. Why? Because we Brits internally convert fart gas into Human Nitro so we can punch walls over. Obvious now, isn't it? If you draw a butterfly, it flutters up and off the screen. We tried drawing a Rob Burman to see if it would do any work, but apparently the DS doesn't have the processing power to render something that farfetched.

Nintendo is working on a 50ghz chip to make this happen like they did with *Star Wing* on the Super NES. Its working title is Indolence FX.

There was talk that the Japanese version let you draw a turd which animated to give off steam. That seems to have gone AWOL, too. But you can still draw a cloud which then rains. We know, just when you thought life couldn't get any more thrilling.

Pac-Pix is great while it lasts and wouldn't exist without the DS. These are the kind of games you need to be buying for your machine, not crappy GBA games with touch buttons on the bottom screen and N64 games that were boring the first time around. You'll play better DS games sure, but at least this is that: a proper DS game.

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 4
It depends how good you are at drawing. Ha! Actually, it doesn't. Even Da Vinci's Pac-Man would just be a yellow outline.

SOUND 5
Pac-Man was never known as a musician. Something to do with him only being equipped to play the kazoo.

INNOVATION 10
You DRAW the character you play as. And then he MOVES! Genius. It's great to see that from people other than Nintendo.

VALUE 7
It gets tough, but it's short. Attacking scores is scant reason to replay it and it'll NEVER animate your lewd doodles.

MARIOS AND WARIOS

- DRAWING THE MAIN CHARACTER IS A BRILLIANT NOVELTY.
- IT'S COMPLETELY ORIGINAL AND SHOWS WHAT THE DS BRINGS TO GAMING.
- THE BOSS STAGES REQUIRE QUICK THINKING AND A STEADY HAND.
- SOMETIMES IT FAILS TO RECOGNISE COMPLEX SHAPES. LIKE A CIRCLE.
- THERE AREN'T ENOUGH GESTURES, SO GAMEPLAY LACKS VARIETY AT TIMES.
- IT'S OVERPRICED. AT TWENTY SHEETS, YOU'D HAVE TO HAVE IT.

THE VERDICT

Dean An ingenious concept and entertaining to the last page. It needed a few more drawable gestures, bosses and levels to be a classic. We're surprised it's this good and not a freebie like Pac-Man Vs.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **80%**

GAME INFO

Out: **NOW!**
Price: **£29.99**
Players: **1-4 (DS) 1-2 (GBA)**
Publisher: **UBISOFT**

Star Wars Episode III: Revenge of the Sith

Adventure. Heh! Excitement. Heh! This game craves not these things...

The journey of Anakin Skywalker has been a troubled one. In *Episode I* he was definitely not cool, in Episode *II* he was slightly cooler, but had a dodgy ponytail, and in *III* he'll become the baddest dude in the galaxy – Darth Vader (OMG! Spoilerz). But the coolness levels in the gameworld *Episode III* never rise beyond those in *I* and *II*.

There are times when you think it's quite good. Using Force powers to blat enemies with the remnants of their dead allies is pretty wicked and the fluid sweeps of your glowing lightsaber have a real grace to them. But then it gets really cheap and you end up dying through no fault of your own.

If Jedi were given either the GBA or DS version to play, they'd turn to the Dark Side in seconds. Although you can deflect some laser blasts with your lightsaber, you can't do anything about the shots coming from behind you because you can't turn quickly enough. If you're surrounded by droids, they can juggle you between laser blasts and there's no escape. Generally the difficulty isn't a problem, but during set pieces it spikes wildly and takes you by surprise.

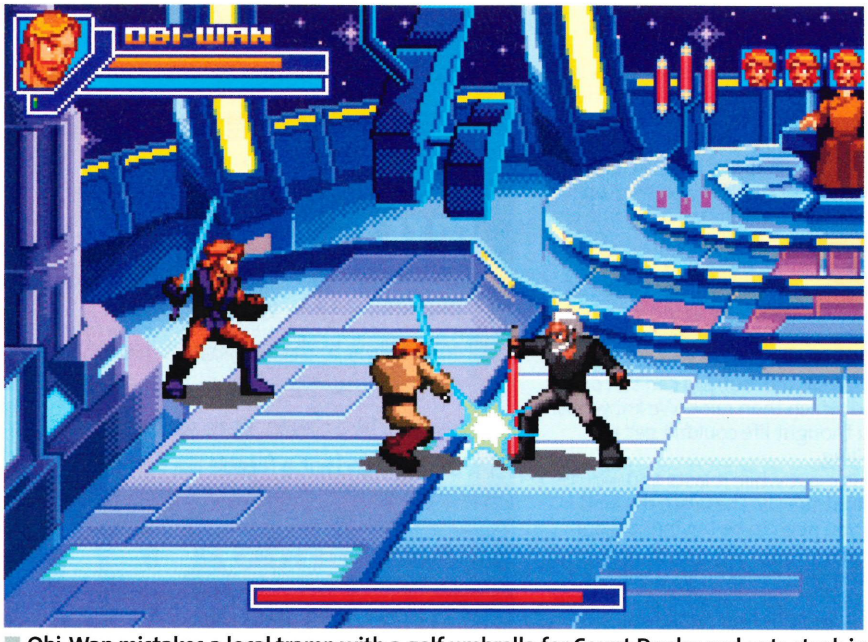
Otherwise it's pretty much a by-the-numbers, side-scrolling hack-'n-slash-'em-up. You walk along, droids pile onto the screen, you kill them and carry on. But it can be difficult to accurately hit enemies because the game's played at a weird angle to give the illusion of full 3D movement.

Boss fights are more tactical because you have to closely watch your opponent's moves during a heated lightsaber duel. But for the majority of play you'll just be hammering B. Even the addition of upgradable Force powers, like choking, lobbing your lightsaber around and confusing enemies doesn't improve things, because it's easier to keep slashing away at the bad guys rather than using them.

It does become more fun in multiplayer though. The GBA version incorporates a two-player co-op mode, whereas the DS has a 3D dogfight section that you can play with four players – if they've got a copy of the game. It's definitely the best part of the game and piloting *Star Wars* ships is great fun. A game built around that would've fared much better.

3D dogfights are a winner on DS

Jedi wages are peanuts, so Anakin works as a road-digger in-between being cocky and turning to the Dark Side



Obi-Wan mistakes a local tramp with a golf umbrella for Count Dooku and gets stuck in

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 7
Okay for GBA, but identical on DS which is a letdown. The dogfights look nice though.

SOUND 7
The DS's score is authentic but the GBA sounds ropey in comparison.

INNOVATION 2
Using Force powers by touch is wasteful, because the GBA easily copes without.

VALUE 7
Ignore the single player and stick to the multiplayer dogfights. They can be fun.

THE VERDICT

Rob: Just like the new Star Wars films this has cool moments but ultimately fails to deliver. The dogfights are the DS version's saving grace but without them the GBA one falls flat on its face.

Nintendo OFFICIAL MAGAZINE JUDGEMENT 69%

GAME INFO

Out: **JUNE 17TH**
Price: **£29.99**
Players: **1-2**
Publisher: **ATARI**

Dragon Ball Advance Adventure

Watch out! You've entered a parallel dimension where *Dragon Ball* games rock.

> This game seriously deserves your attention. Forget every other *Dragon Ball* game you've ever seen because this punches them all into orbit.

Dragon Ball has been about for ages and although the cartoon/manga is a classic, most of the games aren't. But this manages to take the series back to its old-skool roots. The dull 3D battles of *Budokai* are replaced with blazing platform and fisticuffs action starring a young Gokou.

Most levels feature tricky jumps and hordes of enemies who stream in to ruin you. Sometimes there are ten bad guys on the screen at once and you'll be hammering the punch button to stay alive. Although Gokou can pull off sweet eight-hit combos, you'll still need ninja-level dodging skills to avoid the hail of bullets and fists from every direction. You'll be swinging your GBA around like it's a hefty *Wario Ware Twisted* session.

Advance Adventure avoids becoming a simple button masher, breaking levels up with mini-games, flying sections and tough boss battles. Most of the bosses will have you swearing and cursing because they're a genuine test of your gaming prowess.

Luckily Gokou has some spectacular moves at his disposal to help take on the bosses. At first, he's limited to punching and whacking people with a stick, but by collecting hidden power-ups during the levels he can extend his range of moves and also increase his health. There are 54 to collect and you'll need to revisit some stages to get them all – and it's worth it because some are almost screen-shatteringly powerful. Plus it's fun to go back to earlier stages with your powerful new attacks.

Finding all the power-ups extends the game's life, but what also helps to squeeze every drop of fun out the GBA cart is a pretty nifty side-on beat-'em-up. You take part in versus matches between some levels and can also play against a mate. Although these sections are no *Soul Calibur*, you still have to perform well-timed blocks and attacks to batter your opponents into submission.

Developer Banpresto has done the unthinkable and made a *Dragon Ball* game that's fun. This isn't something only fans will enjoy and deserves the attention of anyone fancying a blast of old-skool side-scrolling action.

Deep in the jungle, Gokou could set fire to all the endangered species he wanted to

These gun-toting animals are Germans. Don't ask us how we know. We just do

Juckie-Chun. That's clever. That's so clever it's not even funny

Nintendo® OFFICIAL MAG SAYS...

GRAPHICS 7
It oozes charm, but can suffer from slow down when the action gets too frenetic.

SOUND 8
Every punch and kick sounds like it's from an old martial arts film. Wah-PAAAA!

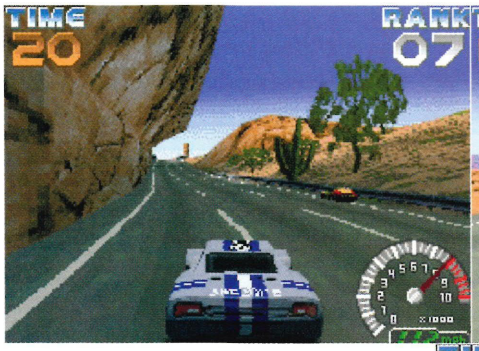
GAMEPLAY 8
Fighting and jumping is fun again! It's a classic side-scrolling scrapper.

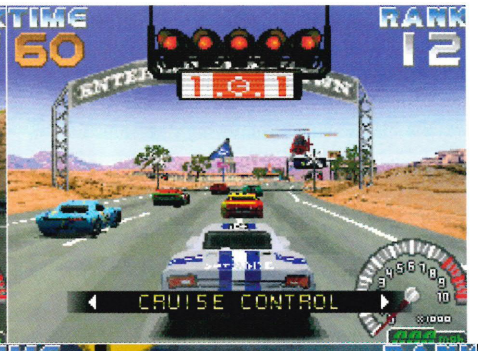
VALUE 9
The two-player beat-'em-up adds replay value, as do the upgradable special moves.

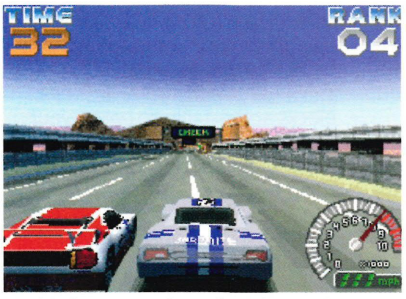
THE VERDICT

What an incredible surprise. *Dragon Ball* games normally fill us with fear and a desire to vomit, but this is a brilliant romp from start to finish. Rob Burman

Nintendo® OFFICIAL MAGAZINE JUDGEMENT 84%







Third-person view: for idiots who are crap at games (we don't recommend it)

It might look blocky, but it really shifts

Ridge Racer DS

GAME INFO

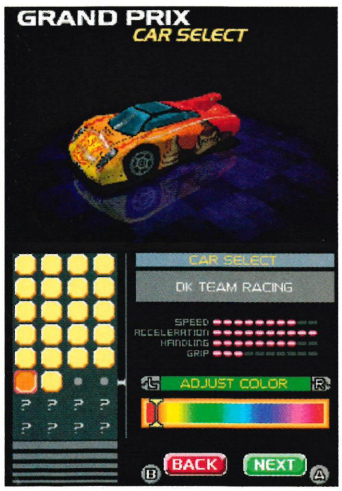
Out: **JUNE 3RD**
Price: **£29.99**
Players: **1-6 one/multi-cart**
Publisher: **NINTENDO**

Get this and find out what it might be like to drive a Formula I car with no arms.

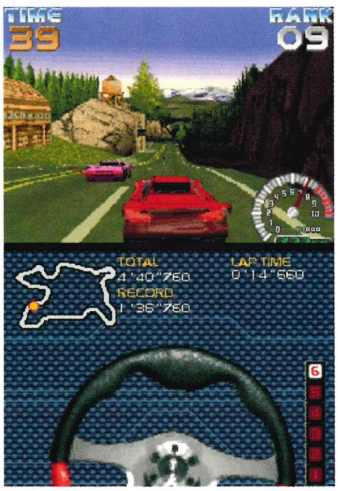
You hit the gas. Your tyres screech and you shoot off the line. 60mph. 100mph. 160mph. Still accelerating. The *Ridge Racer* hard house is pumping and your adrenalin is flowing. There's a hairpin ahead.

Do you brake? HELL NO! Power on. 200mph into the turn. You swing the wheel and jab the brake. Your rear end swings out and you flick around the bend sideways. WOO HOO! You try to straighten up. SLAM! Crap, you hit the wall.

The next bend's easy. Just a few taps on the D-Pad, no problem... SLAM! Damn – hitting the wall in *Ridge Racer* games is such a thrill kill. The problem with *Ridge Racer DS* is you'll hit it every few seconds no matter how good you are.



Paint your car up however you like – but not brown, of course



Only use stylus control if you like punching yourself in the face

No, we're not rubbish at it. We've finished it. But it's one of the hardest games ever. We'll eat our Nintendogs (in breadcrumbs) if we ever see anyone do three laps in one of the faster cars without hitting a wall. We'd start busking at Liverpool Street tube station, too. But there'll be no Kentucky Fried Dog, or Mario tunes on trains, 'cos missing the walls is not an option.

The N64 version was tough too, but three factors make the DS version ridiculous. First, no analogue control – a necessity in most modern racers. The second is the vastly smaller screen, which makes seeing bends far tougher, especially at night. And as if that wasn't enough, they've sped the game up, too. Speed is great, but it means the steering feels even more twitchy. They should have called this *Wall Pang Racer*.

There are three control modes. Easy Play is the classic D-Pad tap-steering option – our preferred choice. Those of you who were about in the *Super Mario Kart* era, or play racers on GBA, will get along just fine with this.

Hard Play requires use of the stylus to steer via the giant wheel on the bottom screen. This is utter garbage. If you choose to play the game like this, there's something wrong with your head. It's about as awkward as trying to steer a real car with your tongue. And if you're right-handed you'll have to accelerate and brake with the D-Pad. Stylus control is great in a lot of games, but not here.

Expert Play employs the under-used thumb-pad on the end of the DS's wrist strap. This detects left and right strokes on the touch screen – it's a compromised method of analogue control like in *Super Mario 64 DS*. It works quite well, but just like *SM64 DS*, it takes getting used to. It won't stop you from slamming walls either.

You'll have to just keep hitting Retry at the end of the race until you win. That's the *Ridge Racer DS* experience – retry, a million times. A harsh qualification system demands you to WIN the

Wireless heaven

Ridge Racer DS is a haven of multiplayer connectivity.

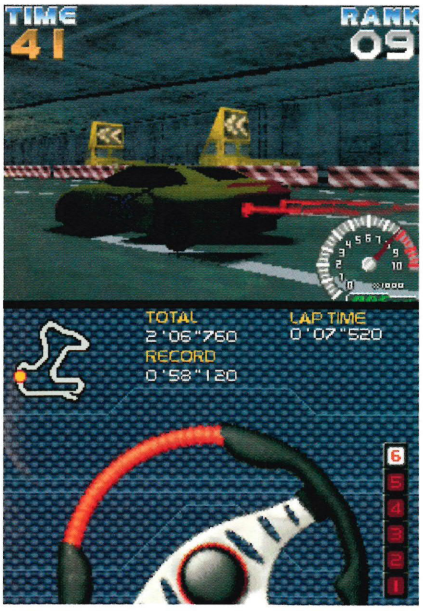
Ridge Racer DS may not be the best game on Nintendo's new baby, but it's certainly one of the better games out there in terms of multiplayer modes.

Up to six players can race simultaneously with ONE cart. And we're not talking about a crap, cut-down, single-cart mode with one track – you can race on all 20 courses, with a choice of six cars. It may take a while to load, but for single-cart play, you definitely can't complain. And the game's much more fun against six mates.

"Giving it less than 80% feels dirtier than getting off with your best mate's woman."

race. Second or third positions count for nothing. Needless to say, if you're a sucker for punishment and after a challenge, you need *RRDS*. The twitchy, floaty handling is a significant problem, but overall the game is solid.

The tracks are cool and they look great. It looks every bit as silky as the N64 version, with a smooth frame-rate no matter how many cars are on-screen. The sunset tracks look sweet and the iconic low-flying helicopter is in there, too. The only thing missing is a fit babe to stand on the grid at the start of the race. We vote Cheryl Tweedy for the sequel.



There are 20 tracks in total and even more cars, most of which need unlocking in the Car Attack mode (beat it in a race and you own it). That's just as challenging as an Arcade Race. But with sweet themed cars like Pac-Man, Donkey Kong and Princess Peach, you'll want to unlock them all.

It's just a shame some kind of reflection-obsessed freak has broken into every last car and stolen the rear-view mirrors. Strangely, the N64 version had a rear-view mirror while the DS version has one whole screen more than the N64 version, yet there's no rear view. That completely throws blocking tactics out of the window, which is half the skill of winning in *Ridge Racer*. At least the bottom screen wasn't completely wasted by a giant, USELESS wheel. Cheers for that.

We want to love this game. We love *Ridge Racer*. We battled through to the end of this game, trying to feel its love. Giving it less than 80% feels dirtier than getting off with your best mate's woman. May the god of video games forgive us.

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 8

Detailed 3D tracks, shiny cars and a constantly smooth frame rate. Looks just as good in single-cart multiplayer, too.

SOUND 7

Decent *Ridge Racer* tunes that will grow on you as you play. The sound effects are basic though, as always on *RR* games.

INNOVATION 6

Expert mode tries to make analogue control out of the touch screen. But it wastes what could have been a rear view.

VALUE 8

Loads of races that'll take weeks to conquer. Then there's the stack of unlockable cars and great multiplayer mode.

MARIOS AND WARIOS

- THE POWER SLIDES WILL SATISFY (WHEN YOU DON'T HIT THE WALL).
- BRILLIANT SINGLE-CART MULTIPLAYER WITH LOADS OF OPTIONS AVAILABLE.
- THIS IS THE BEST RACING GAME YOU CAN GET ON THE DS AT THE MOMENT.
- OVER-SENSITIVE HANDLING MAKES IT IMPOSSIBLE NOT TO HIT WALLS.
- THAT WHEEL IS POSSIBLY THE WORST USE OF THE TOUCH SCREEN YET.
- NO REAR VIEW MEANS BLOCKING TECHNIQUES ARE A NO-NO.

THE VERDICT

Mike Ridge Racer DS is a decent game, spoilt by frustrating, over-sensitive handling. RR fans with plenty of patience will enjoy it. Everyone else will snap the top screen off their DS in anger.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **72%**

GAME INFO

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

Boktai 2: Solar Boy Django

Pasty gamers beware – Konami wants you to get out more... again.

For *Boktai 2*, Konami must have been wondering how to follow up the innovative sun-sensor of the first game. Its initial plan of stabbing the screen with a huge wooden stake or submerging the GBA in holy water were sadly scrapped. Instead, you can expect more sun-soaked silliness.

The original *Boktai* introduced a clever gimmick into gaming, everyone knows that vampires hate sunlight, so it had a sensor that used actual sunlight to charge a vampire-killing Solar Gun. The sensor, which at first sounded like a cool feature, became the original's biggest drawback and, unfortunately, the same is true of its sequel.

You reprise the role of Django the vampire hunter as he battles the forces of the undead. Although, unlike the first time around, he's no longer just armed with a nifty light gun. Instead Django uses spears, hammers and swords to deal with enemies, but just like the gun, these weapons need to be blessed with the power of solar energy. Although the good thing about all these weapons is it's extremely easy to switch between them on the fly, just by pressing SELECT and R.

Even though you can use stealth tactics to sneak past some enemies, there are still plenty of times when the only way to progress is to kill everything in the room using sunlight-powered weaponry. This means you have to regularly top up the sun meter with precious UV rays.

There are attempts to limit the amount of time you need to spend in sunlight, like special sun banks where you can buy energy and fruit which acts like the sun, but other times you NEED the sun. Some puzzles, and particularly the bosses, are light-guzzling challenges that would be impossible without sunlight. So if you're playing at night and reach a tricky section, you must wait until dawn the next day before playing again.

One element from the original that's expanded in the sequel is an RPG-lite levelling-up system. As you kill more bad guys you increase Django's experience and can up certain statistics like vitality or strength. But this isn't done automatically and you have to pause the game each time you want to level up, which interrupts your involvement with the quest.

Boktai suffers from its attempt to innovate the way you play. Its reliance on sunlight hampers play and restricts when you're likely to put it on. This is a tragic shame because otherwise it plays a bit like a vampire-slaying *Zelda*, which could never be a bad thing.

If your teacher tells you to stop playing, show them this and say it's a game about reading books

This made us imagine a sensored-up *Four Swords* game. Truly that would rule all games

Nintendo® OFFICIAL MAG SAYS...

GRAPHICS 8
It looks detailed, but there are times when the action is hampered by slow down.

SOUND 7
The music's reasonable, but the speech samples are quite dodgy.

GAMEPLAY 6
If there's no sun, it's no fun to play. And creeping around everywhere gets boring.

VALUE 7
You're unlikely to play it beyond summer. But there is a multiplayer battle mode.

THE VERDICT

If you're off on a sunny break overseas then pick this up. But if you're in gloomy old Britain, put the 30 quid towards a game that's worth your time. Rob Burman

Nintendo OFFICIAL MAGAZINE JUDGEMENT 70%

Mega Man Battle Network 5

GAME INFO
Out: **JUNE 10TH**
Price: **£29.99**
Players: **1-2**
Publisher: **CAPCOM**

Hooray! ANOTHER *Battle Network*. Oh Mega Man, how you spoil us.

"Thunk! Thunk! Thunk!" What's that? Is it a giant robot stamping across Britain? Perhaps it's Godzilla taking a detour on his way to Tokyo. Nope it's neither of those, it's just Capcom squeezing out another *Mega Man* game.

It has only been a few months since the last *Network*, but Capcom seems determined to keep the *Mega Man* production line running. For the two people in the UK who haven't seen any *Network* games, they work like this: Lan [spiky haired boy] has to save [insert thing to save here] by jacking his virtual pal Mega Man into cyberspace to battle [insert enemy here] and foil [insert evil plan here].

Each *Network* game plays just like the last and the fifth version is no different. This isn't necessarily a bad thing because the series isn't too awful and even though it's essentially an RPG, it avoids many clichés. For a start the turn-based battle system has had a make-over. You can now move Mega Man about while attempting to shoot enemies.

Battles feature a card-based fighting system and the range of moves you can perform is limited to a random selection from your deck of Chips. Unfortunately this can be frustrating when you're dealt rubbish cards and have to wait until you can choose better moves. You collect better Chips as you progress, by defeating enemies, and you can even trade them with pals who also have a copy of the game, like in *Pokémon*.

Network also mimics the critter-collecting masterpiece by releasing two versions at once – Team Colonel and Team Protoman. Each version features different enemies, Chips and characters. But, unlike *Pokémon*, it lacks the playability and charm to warrant mass playground swap sessions and you'd have to be extremely stupid to buy two copies yourself.

Network 5 suffers because it feels like a photocopy of previous versions. It can be fun at times, the graphics are decent and the virtual reality/real world theme works well. But if you've played one, you've played them all.

Capcom proved with *Resi 4* that it's quite capable of reinventing a series and if it's threatening a sixth *Battle Network*, it'll need a similarly effective overhaul.

Mega Man stumbles upon the only part of the 'net with no Cheryl Tweedy. Game Over

When on the web, trust no-one

Similar scenes can be found in all previous *Network* games and *Mario & Luigi's Superstar Saga*, which, unlike them, is actually worth playing

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 7
Bright, colourful and the isometric view looks good, but it's no great leap from *Network 4*.

SOUND 6
Solid if uninspired. If you lived in a computer this is probably what you'd listen to.

GAMEPLAY 5
Virtually identical to all other *Battle Network* games. It's due for a make-over.

VALUE 4
Why pay £30 when you can grab a previous version on the cheap? It's the same old thing.

THE VERDICT

Come on Capcom! Either bin this tired series or give it a complete redesign. Five versions in less than four years is just taking the mickey. Rob Burman

Nintendo OFFICIAL MAGAZINE JUDGEMENT **51%**

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

THE BEST INTERVIEWS!

THE BEST POSTERS!

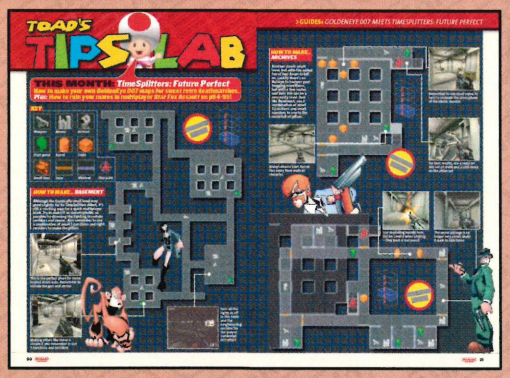
THE BEST STARS!

THE BEST VALUE!

MATCH! IT'S SIMPLY THE BEST! on sale every Tuesday!

Welcome to my club house! Peach is STILL hanging around with Bowser in the post room. It's not really a kidnap situation anymore...

» TOAD'S TIPS LAB » P.90



Check out my cool 'Splitters maps!

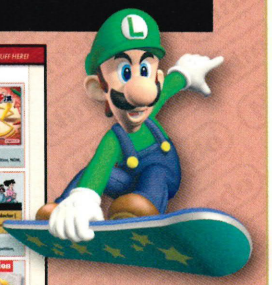
» WARIO'S CHEATS » P.96

All the best cheats come from my pages!

» PEACH & BOWSER'S ROYAL MAIL » P.102

Did your letter get in the mag?

» LUIGI'S PRIZE PIT » P.106



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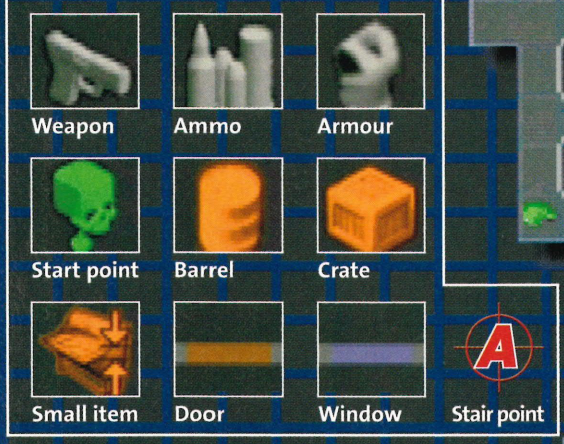
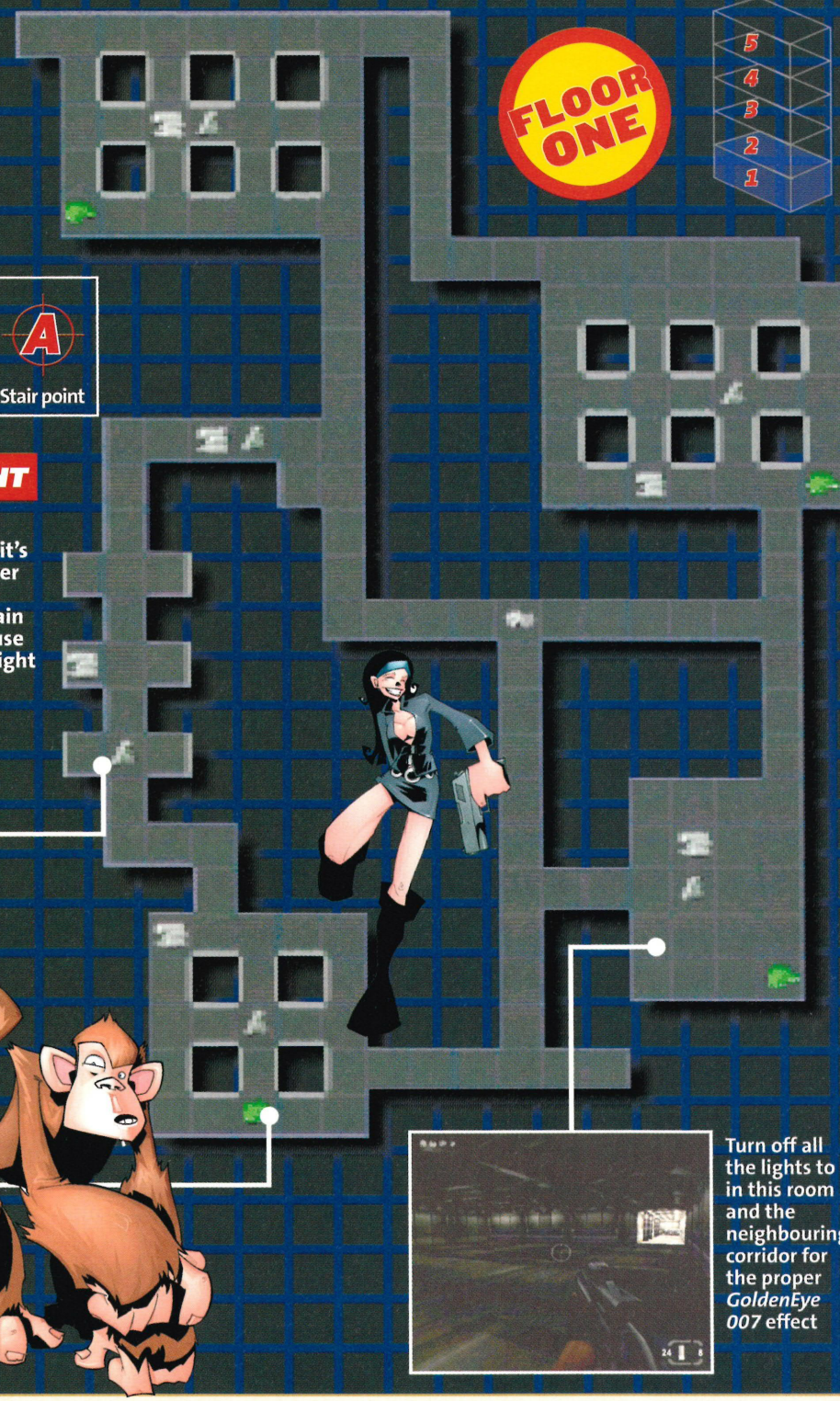
TOAD'S TIPS LAB

THIS MONTH: *TimeSplitters: Future Perfect*

How to make your own *GoldenEye 007* maps for sweet retro deathmatches.
***Plus:* How to ruin your mates in multiplayer *Star Fox Assault* on p94-95!**

KEY





HOW TO MAKE... BASEMENT

Although the frantically small level may grow slightly for its *TimeSplitters* debut, it's still a cracking map for a quick multiplayer blast. Try to make it as claustrophobic as possible by dimming the lighting in certain corridors and rooms. Also remember to use a combination of small T-junctions and tight corridors to make the pillars.

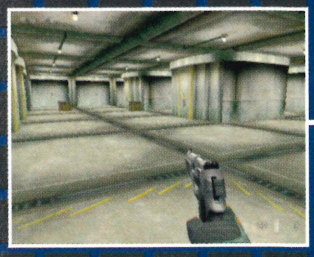
This is the perfect place for some heated shoot-outs. Remember to include the gun and ammo

Making pillars like these is simple if you remember to use T-junctions and corridors

Turn off all the lights to in this room and the neighbouring corridor for the proper *GoldenEye 007* effect

HOW TO MAKE... ARCHIVES

Another classic small level, but with the added fun of two floors to kill on. Luckily there's no Natalya to hamper your fragging marathons, but with a few mates and bots this can be a very nasty level. Just like Basement, use a combination of small T-junctions and tight corridors to create the room full of pillars.



Always ensure Start Points face away from walls or obstacles

Remember to use small crates in here to recreate the atmosphere of the classic shooter

For best results, use a ramp on this set of stairs and a crab-ramp on the other set

Use exploding barrels here, but be careful when playing – they pack a real punch

The secret passage is no longer very secret. Make it dark to hide items

Leave the centre squares blank on this floor and build stackable tiles on top to recreate the gas canisters

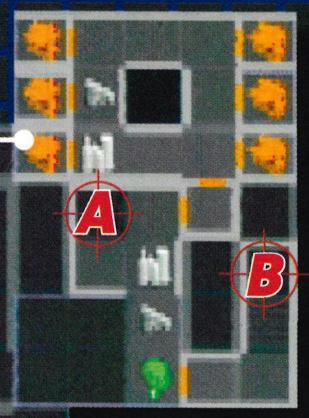
Remember to include some body armour in here, just like the original. It's looking pretty sweet now...

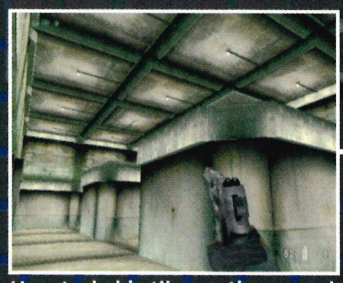
FLOOR ONE

HOW TO MAKE... FACILITY

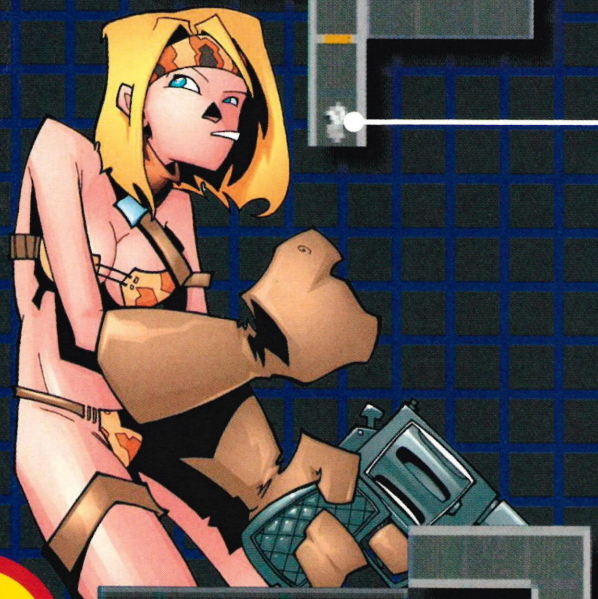
The multiplayer favourite from *GoldenEye* makes for a great level on *TimeSplitters*. You can even create the infamous air vent above the toilets, although now it's a bit wider. Remember to start the first floor on a low level, otherwise you won't have enough room to build the air vent on the final floor.

Use small items to replace the toilets and remember to put a door on each one

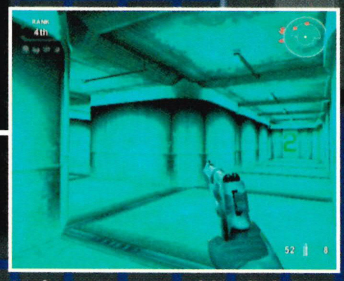




Use stackable tiles on the second floor of these rooms. Otherwise it'll create another floor



FLOOR THREE

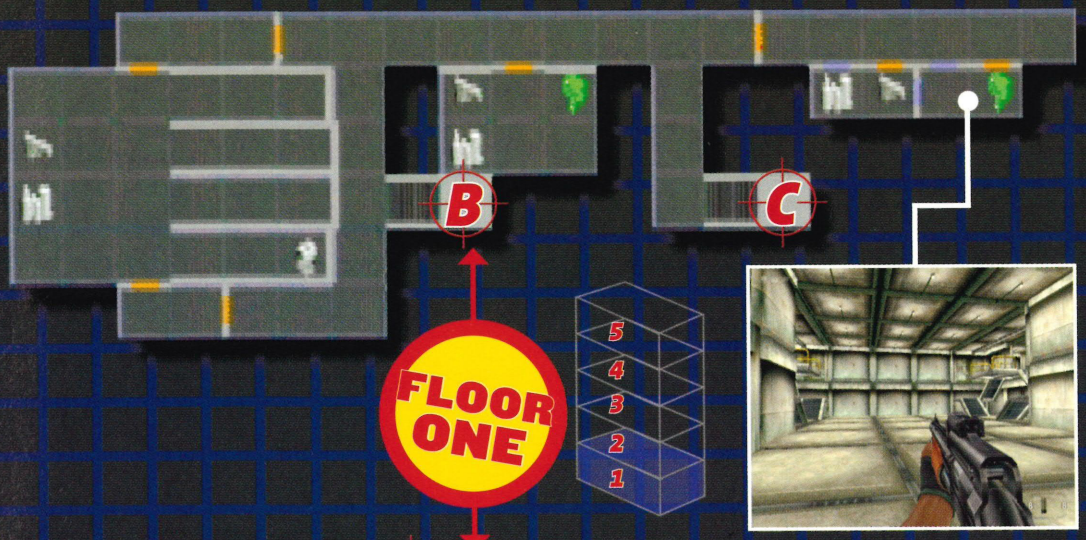


Make sure you use blue lighting here to create the effect of being in the air vent

FLOOR TWO

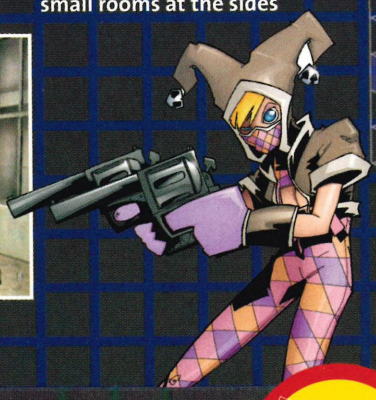
HOW TO MAKE... BUNKER

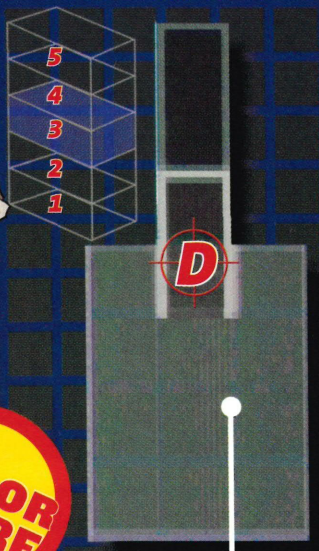
This is quite a large map to build, so make sure you have plenty of time to create it accurately. Also, remember to start the first floor on the lowest level because you'll need three levels to fit the landing pad on the third floor. This is the perfect map if you fancy a bout of furious action. The twisting corridors are great for quick getaways and can provide vital cover from those dirty snipers.

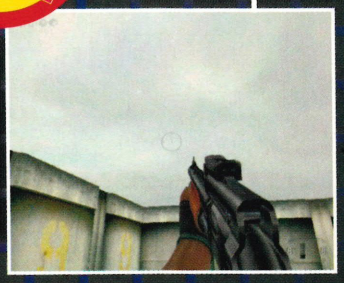


You can't put all the scenery in here, but remember to include small rooms at the sides

Use windows to recreate the atmosphere of a prison







Make sure you set the map settings to outdoor level and then set the weather to Snow to recreate the landing pad

Use two doors and low lighting to recreate the secret passage

Use yellow lights on the outside, with blue and red in the centre

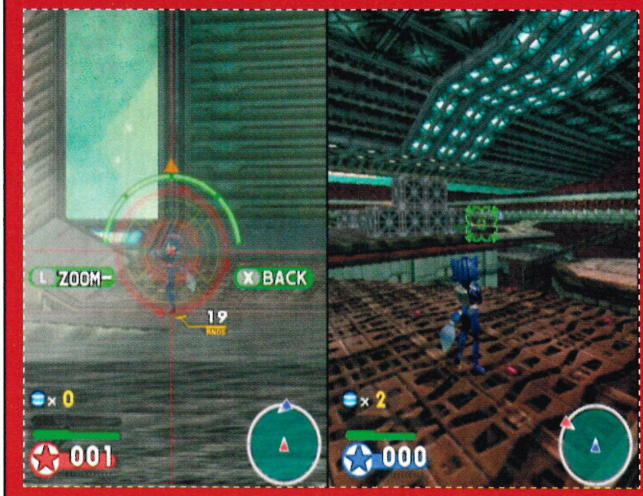
STAR FOX ASSAULT: Find items, grab the health and blast your mates into oblivion!

KATINA

ITEMS: All concentrated in the centre of the stage.
VEHICLES: Five Arwings and five Landmasters.
HEALTH: Gold Health – southwest of the tower on floor two. Gold Ring – above the cannons on the east bridge.
TACTICS: Use the large mushroom platforms outside of the base to snipe your enemies. Also collect the barrier for some cover. If you find yourself being the victim of a sniper attack, stay on the south side of the base because you can't be hit there. Only get in an Arwing if you're the one getting sniped.

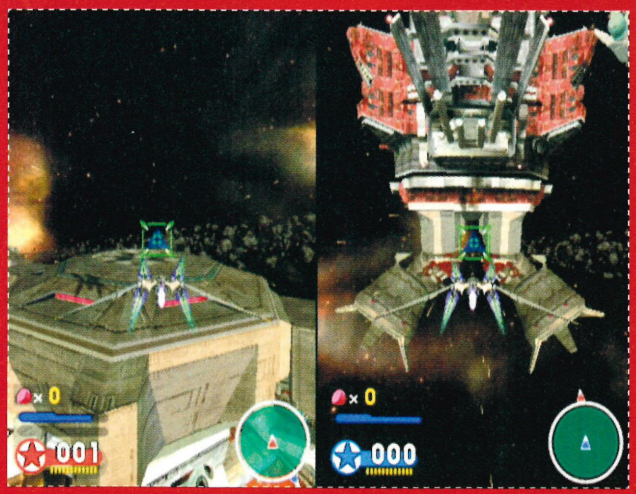
❑ Watch out for the huge mushrooms – they're a haven for snipers and if you eat them they'll give you the trots

INNER SARGASSO



ITEMS: Grab the Booster Pack. It's on the top level near the east side of the central platform.
VEHICLES: None
HEALTH: Gold Health can be found on the top level near the west side of the central platform.
TACTICS: Keeping control of the Booster Pack gives you a huge advantage on this stage, so grab it as quickly as possible. Once you've got it use Sensor Bombs to stop other players getting to it once it respawns. Once the bombs explode collect the Pack again and you're laughing.

OUTER SARGASSO



ITEMS: Most can be found on top of the hideout.
VEHICLES: Arwings only.
HEALTH: There are two Gold Rings. The first is on top of the hideout near the upper tunnel. You'll find the other Gold Ring just east of the hideout, next to the window.
TACTICS: Stay near the top of the hideout and keep collecting the few items that appear there. Use the tunnels wisely to avoid other players getting a lock on your Arwing too many times. It's a very small map so prepare for some frantic dogfights.

FICHINA

ITEMS: There aren't many weapons here. What items there are can mostly be found near the Weather Centre.
VEHICLES: Two Arwings and two Landmasters.
HEALTH: Two Silver Healths, one on the southeast and the other on the northwest of the Weather Centre. The Gold Ring is above the south side of the Centre.
TACTICS: Don't bother with the Booster Pack and don't leave the safety of the Weather Centre on foot. Stay near the Centre and jump in a Landmaster, using the caves for cover and blasting any opponents who are stupid enough to take to the skies.

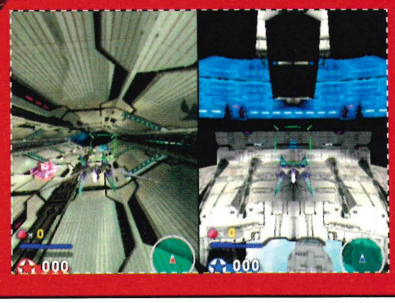
❑ The Landmaster is the vehicle of choice here on Fichina

CORNERIA

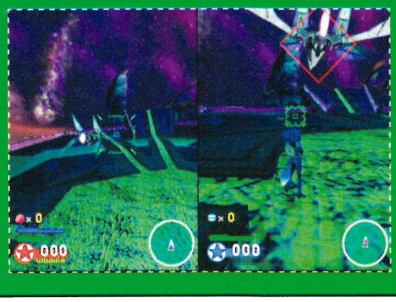
ITEMS: This stage is massive, so the items are well spaced out.
VEHICLES: Four Arwings and four Landmasters.
HEALTH: A Silver Health is under the west ramp of the cross and there's a Gold Ring northeast of it.
TACTICS: Find the sniper rifle and stealth device on top of the blue building on the east side. Try and keep control of the stealth device for as long as possible. It's a big level, so there are plenty of opportunities to avoid lock-ons by cleverly using obstacles and scenery.

SPACE STATION

ITEMS: There are plenty of items here, but they're all clustered together, so be quick to get them.
VEHICLES: Arwings only.
HEALTH: A Gold Ring is on the west side, above the tunnel.
TACTICS: There are tunnels everywhere that you can use to escape any lock-ons. Be prepared to dodge a lot because this level can get frantic. All the power-ups mean you'll face tough attacks. To last longer make sure you're able to perform evasive manoeuvres like barrel rolls and loops.



APAROID CITY



ITEMS: Most, particularly the weapons, are grouped together in the centre.
VEHICLES: Four Arwings and four Landmasters.
HEALTH: Around the central pillar, there's a Gold Health to the northeast and a Gold Ring to the southeast.
TACTICS: It's best to grab a vehicle quickly and it doesn't matter if it's a Landmaster or an Arwing. But bear in mind that Arwings can fly underneath the map. Also, because all the weapons are grouped in the centre, a Landmaster can easily run over any player making a dash for a pick-up.

SAURIA

ITEMS: Check the temples for stacks of different items. There are a lot to collect.
VEHICLES: Four Arwings and four Landmasters.
HEALTH: There's Gold Health inside the southeast temple and a Gold Ring under the central bridge.
TACTICS: Once you've unlocked Peppy by playing 15 Vs matches, his jump ability can come in handy to get about Sauria. You can also stand near the trees and use the sniper rifle without being spotted – so Krystal's a good choice. If you're getting sniped by opponents hiding in the trees, just destroy them all.

GREAT FOX

ITEMS: Only a few power-ups and Nova Bombs.
VEHICLES: Arwing only.
HEALTH: There's a Gold Ring right above the centre of the Great Fox.
TACTICS: Because there are so few items on this stage, it's best to try and hoard all those that do appear. There aren't many obstacles to help avoid lock-ons either, but use the Great Fox as best you can to provide some respite. If you can't do that, make sure you're ready to use barrel rolls and loops a lot.

WARIO'S CHEATS

Here's My Top Twenty

Lego Star Wars

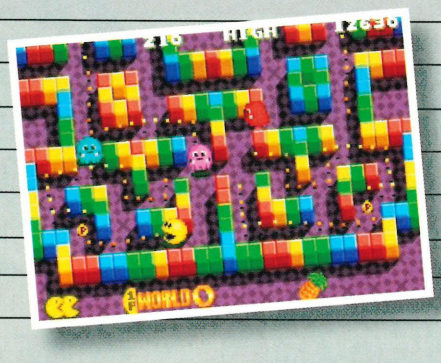
HIT PAUSE, THEN PRESS...	EFFECT...
ST, ST, ▲, ▲, ▲, ▼, ▼ and ▼	play as a repair droid
ST, ST, ◀, ▼, ▼, ▼, ▼ and ▶	play as a battle droid
ST, ST, ▼, ▼, ▼, ▼, ▼ and ▼	play as General Grievous
ST, ST, ▲, ▲, ▲, ▲, ▲ and ▲	play as R2-D2
▶, ▶, ▼, ▲, ▶ and L	briefly increases speed
▼, ▼, ◀, ▶, ▼ and L	upgrades your blasters
L, L, L, ▶, ◀, R, R and R	Lego coins appear

SpongeBob SquarePants

HIT PAUSE, THEN PRESS...	EFFECT...
X, X, X, X, Y, X, Y and Y	health upgraded to max
X, Y, X, X, Y, X, Y and Y	show all tasks
Y, Y, X, Y, X, X, Y and Y	unlock all moves
Y, Y, X, Y, X, X, Y and X	upgrade all moves
Y, Y, Y, Y, X, Y, X and X	unlock Cave Patrick
Y, Y, Y, Y, X, Y, Y and Y	unlock Cave SpongeBob
Y, Y, Y, Y, X, Y, X and Y	unlock Goofy Goober Patrick

Pac-Man Collection

ENTER PAC-ATTACK CODE...	FOR LEVEL...
SRY	10
MWS	20
WHT	30
RMN	40
WLC	50
TMP	60
WTM	70
BSK	80
BTF	90

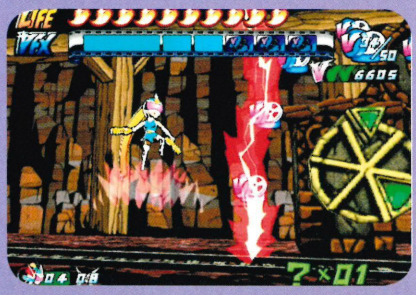


1. **LEGO STAR WARS**
2. **STAR FOX ASSAULT**
   To unlock Wolf, beat all ten missions, but don't let any team members retire during the missions.
3. **RESIDENT EVIL 4**
   Completely upgrade the Punisher to unlock a super powerful version that fires through five enemies.
4. **SUPER MARIO 64 DS**
5. **MARIO PARTY 6**
   To unlock the Clockwork Castle map, buy 100 Stars at the Star Bank.
6. **VIEWTIFUL JOE 2**
7. **MARIO POWER TENNIS**
   Complete all three tournaments with a character to unlock a more skillful version of them.
8. **KINGDOM HEARTS: COM**
9. **TIMESPLITTERS: FUTURE PERFECT**
   To easily beat the Deer Haunter stay at the back of the cave and it won't be able to slash you.
10. **YOSHI TOUCH & GO**
    Get high scores in all the modes to unlock the balloon-popping mini-game.
11. **SPONGEBOB SQUAREPANTS MOVIE**
12. **MR. DRILLER: DRILL SPIRITS**
    To unlock the Outer Space zone, complete the Moon in Mission mode.
13. **FIGHT NIGHT ROUND 2**
    To select the character Ghetto Fabulous, enter your name as Getfab when you create a boxer.
14. **TAK 2: THE STAFF OF DREAMS**
15. **PROJECT RUB**
    Beat Hell mode to unlock loads of new hairstyles, including the *NiGHTS* and *Sonic* wigs.
16. **BATEN KAITOS**
    Combine cherry, strawberry, orange, apple and melon to unlock the Pac-Man Magnus.
17. **ZELDA: THE MINISH CAP**
    To unlock a golden statue of Tingle, complete all the Kin fusions, then talk to Tingle.
18. **THE INCREDIBLES**
    To restore 25% of your health, pause the game and enter the password UUDDLRLRBAS.
19. **ASPHALT: URBAN GT**
    To get infinite money, buy a 2005 Corvette C6 for $45,000, then sell it for $45,500.
20. **PAC-MAN COLLECTION**

Super Mario 64 DS

To easily find the Silver Rabbits, select Yoshi then head outside the Castle walls. At the end of the bridge there'll be three rabbits. Sometimes one or more of them will be silver. Keep heading in and out of the Castle and each time you see a silver rabbit, grab it. Do this eight times to get a Star.

Viewtiful Joe 2



While playing, if you spot a box with a lightning symbol and an electrical field surrounding it, swap to Sylvia. Use her guns to shoot the box and V-Points will keep popping out. The box never breaks, so you can keep shooting it until you've got as many V-Points as you want.

Kingdom Hearts

CARD...	HOW TO UNLOCK IT...
Blazing Donald	open Key of Rewards door in Agrabah
Fire Raid	use Calm Bounty in Halloween Town
Gravity Raid	open Key of Rewards door in Halloween Town
Elixer	lead Pooh to hole with tracks nearby
Lionheart	open Key of Rewards in Traverse Town
Mushu Summon	open Key of Rewards in Hollow Bastion
Shock Impact	use Calm Bounty in Wonderland

Tak 2: The Staff of Dreams

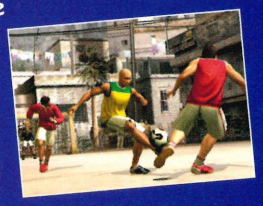
Enter these codes in your Juju Potion card to unlock cool stuff: 48-62-19 for the Balloon Head Showdown game; 1-105-81 for Barrel Blitz; 18-71-50 for Chuckin' Chickens. For extra characters: 2-2-5 gets Lok; 99-363-2 for Tlaloc; 44-13-0 gets Fauna. You must have enough potion mixes though.

Ask The Block!

No-one is more helpful than this smiling little fella.

Q. My friend, who's not me, wants to unlock all the footwear and clothes on *FIFA Street*. But he can't be bothered playing the game a lot and is worried he likes it so much, even though *NOM* slagged it off.

Russ Carlett, Warwick



Your friend must be so sad. I didn't hate this game, Russ, in fact I smiled all the time I was playing it. But then I love each and every game equally! To unlock all the footwear and clothes, hold L and R at the Main Menu, then press ↔, ↔, ↔, ↑, ↑, ↑, ↓ and ↔.

Q. I've been trying to beat Chain Chomp's score on *Super Monkey Ball*, but I just can't do it. How in the world did that big round idiot get such a score? He hasn't even got hands!

Karl Starr, Rotherham

Don't mock Chomp just 'cos he hasn't got hands. He hasn't got legs either, but that doesn't make him any less of a person. Your best bet would be to look for the warp on Level Two. At the start, turn around and head over the little ramp, you'll drop onto the platform with the warp gate.

Q. Dear Prof Oak, how do you get Deoxys in *Pokémon LeafGreen*? I need to catch it!

Evelyn Coles, Northampton

Oh, Evelyn, I'm afraid Prof. Oak is away catching Pokémon in the Safari Zone, but I'm happy to help. Deoxys is only available via download from a special Nintendo machine and there are no plans to distribute it yet. Keep your eyes glued to *NOM* – we'll be first to tell you when it's available.

If you want The Block to help you out then send a letter to Ask The Block at the usual address. Or email theblock@nintendomagazine.co.uk. Although The Block wants to help everyone, sometimes it's busy doing charity work and stuff, so it can't reply to all requests.

PLAYER'S CHOICE

Mario's overalls must really pong a bit after all the sweating he's been doing in *Super Mario Sunshine*. He probably smells worse than Tingle's green body stocking.

So, if you fancy giving him a new set of clothes just follow these simple instructions. First complete the game (you don't need to collect all the Shines) then travel to Bianco Hills and speak to the Pianta wearing sun glasses. He'll give Mario a snazzy Hawaiian shirt to wear.

Plus, if you speak to the same Pianta after collecting 30 Shines, he'll give Mario his own pair of sun glasses to wear. Get Mario to don both and he'll look just like a fat American tourist.

Reader Cheats

"What?! I have to write these blasted pages again? It took me weeks to spell check them last time. Next month I'll make Waluigi do it for me."

"Keep sending me tips, Wario fans. They can be for classics like *Super Mario Land* or more up to date releases like *Splinter Cell: Chaos Theory*. But your cheat must be worthy of the great Wario name, so only send me tricky codes, crafty tactics or near-impossible secrets. Some will be printed by me and the best will get a prize."

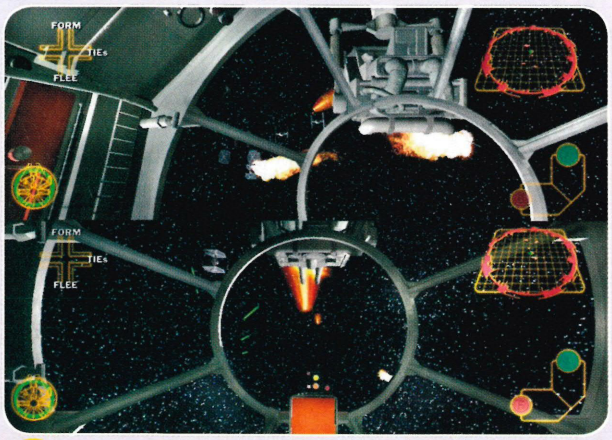
Kingdom Hearts

To get lots of Moogle Points, access a room where the enemies are defeated. Once there you need to jump on or hit pillars and break barrels. Moogle Points will bounce out as you hit objects or jump on top of things. When you've found them all, leave the room then re-enter and repeat the same tactic. Collect loads of points to buy great cards at a Moogle Shop. *AHMED ABOU KHAMSEEN, VIA EMAIL*

Hmm, I've got a better idea... why don't you punch those stupid Moogles in their furry chops and steal all the cards? I assume the cards are for cheating at poker or something, otherwise I couldn't care less.

Star Wars Rogue Squadron III: Rebel Strike

For unlimited lives, enter IIOUAOYE, WIMPIAM! in Passwords at the Options menu. For all single-player missions it's EEQQ?YPL, CHE!ATER. For all Co-op levels put SWGRCQPL, UCHEATED. And to fly the Falcon, enter QZCRPTG!, HANSRIDE. *JESSICA BARR, COTTINGHAM*



Good cheats were they, Jessica. Impressed I am with your abilities. Ha ha! That was my impression of Yoda. I bet you thought it was actually him. Rwaararoroar, now I'm Chewbacca. God, I'm good.

Tales of Symphonia

You can get two great weapons at the end of Disc Two. After Lloyd gets the Material Blade, increase Presea and Regal's XPs to Lv80, using the Demon's Seal or Karona Symbol from Dirk. With Presea at Lv80, go to Ozette for the Gaia Cleaver. With Regal, go to Meletoko Prison, then the Hot Spring for his ultimate weapon. *GRAEME JOHNSON, VIA*

That's too much work for me. In fact I almost fell asleep reading your tip. What the hell is a Karona Symbol? Who's Dirk? Why's he got such a stupid name? Perhaps he should call himself something amazing like Wadirk!

Paper Mario 2

For unlimited experience, find a Bill Blaster (the cannons that fire Bullet Bills) and start a battle. Attack the two Bullet Bills that fire out. Use Mario to bash one and your partner the other. Every time you kill one, you get Star Points. Keep going until your Star Points are up at the desired level, then kill the Blaster. *JONNY RICHES, VIA EMAIL*

Err, I've got a better idea. Stop playing stupid Mario games because he's rubbish and fat, and thick and he fancies Yoshi. Instead, play quality games like Wario World or any of the wonderful Wario Land games. I've heard the main character is a real looker.

Mario Kart: Double Dash!!

I've got a great tip for a great racer! On Daisy Cruiser there is an ultimate short cut. After going down the first flight of stairs, sharply power slide right and if you are enough of a karting ninja you can boost around the other side of the pool. *ANDREW FISHER, VIA EMAIL*

Now, there's a good cheat that I can use. I'm fed up of getting pipped at the post every time I race on Daisy Cruiser. Now all I need is an equally fantastic short cut on all the other tracks. Then I might win for once.

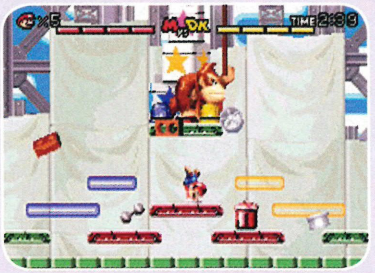
Pokémon FR/LG

For some good places to train against easy Pokémon, go to One Island and Surf in the water until you reach land. Then walk until you find a double battle and two karate dudes. The second place is on Resort Gorgeous. Use the Amulet Coin for loads of cash, too. *JAKE ROGERS, VIA EMAIL*

The only Pokémon I can stomach is Metapod, but only because it doesn't actually do anything. If I saw Pikachu in the street, I'd kidnap him and make him power my house with his little electric cheeks.

Mario Vs Donkey Kong

In the battle with DK in World One, when he hits the coloured switches, grab the yellow bin on the left. When he hits that blue switch jump and throw the bin at him. When he pulls the chain do a hand stand and go under the falling debris to get more points. *NICK ERRIDGE, VIA EMAIL*



Mario this, Mario that. Help fat-so win all the time. "My name's Nick and I think Mario is the best. He's my favourite person ever!" If you love Mario so much, why don't you send your tips to him instead of me?

Wario Land 4

To unlock Karaoke mode, highlight Exit in the Sound Room then hold SELECT, START, ▲, L and R. Now you can press ▲ or ▼ to change pitch and ◀ or ▶ to change tempo. Press L and R and the CD colour will change. It's the most fun ever. *RILEY BENNET, BIRMINGHAM*

A FANTASTIC cheat, Riley! Really wonderful. A quality tip for a quality game. Oh and I see it stars me! I didn't even realise because I was so busy appreciating your great cheat. You're my favourite reader.

Super Smash Bros. Melee

Using Fox or Falco in Corneria or Venom you can call on the Star Fox Team to taunt your enemies. Tap ◀ and ▶ quickly until your fighter crouches and vibrates. The Team should have a conversation, like in *Lylat Wars*, then start attacking the landscape. This trick can only be done once per match and if you are hit during it, the effect stops. *DANIEL POTTER, BRISTOL*

That's the kind of cheat I like, one to gut your opponent. As you perform this secret taunt you should point at your mate's face and shout "Naaarrrrr!" When they cry tell them that I told you to do it and if they've got any problems, they need to take it up with me.

SEND ME YOUR TIPS: Via email to wario@nintendomagazine.co.uk or via post to Reader Tips, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW. Remember to include a photo!

WARIO'S WINNER: If you send me an awesome tip, I may just consider giving you some sort of prize that I don't want. This month a copy of *Star Fox Assault* was up for grabs. Who knows what it'll be next month...

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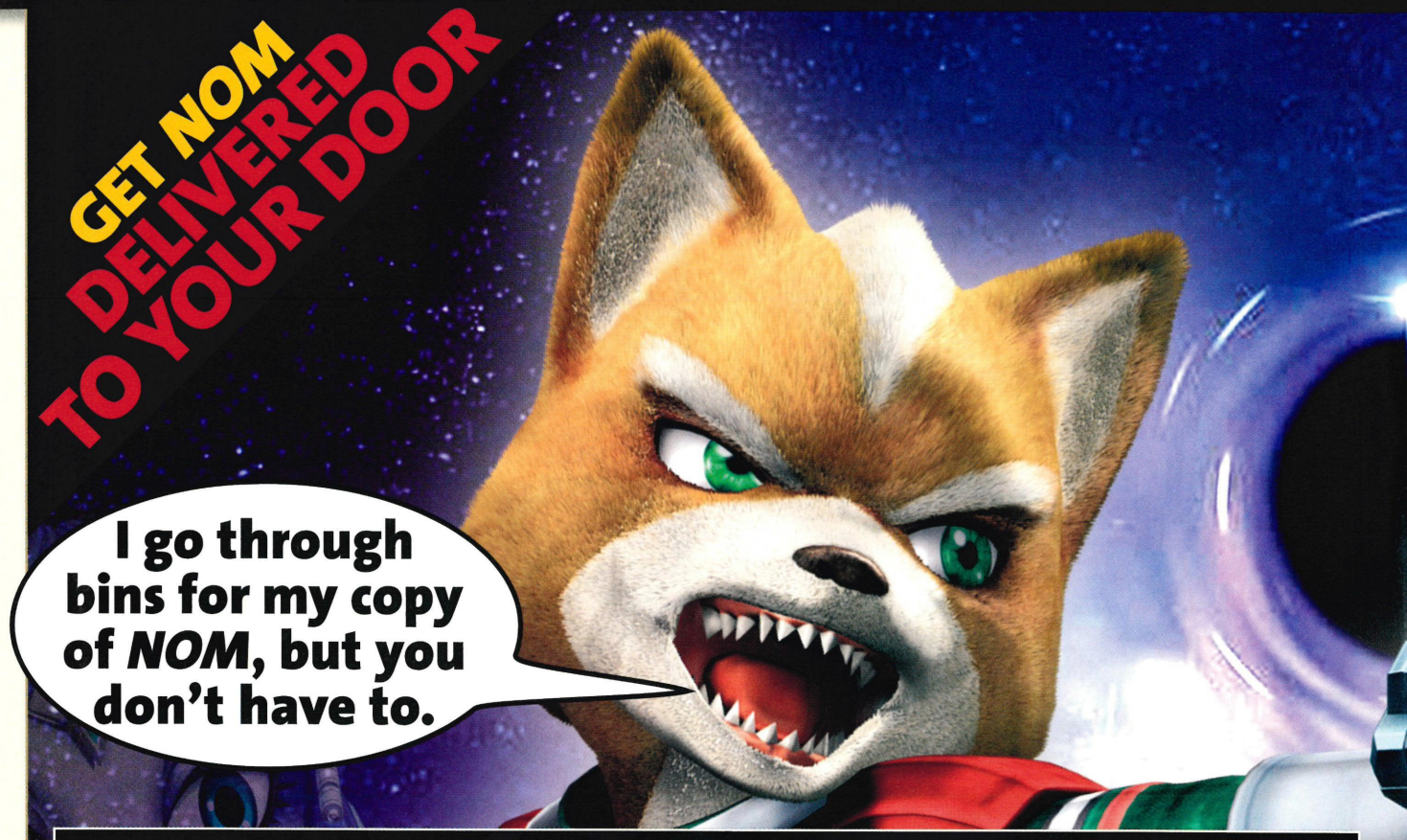

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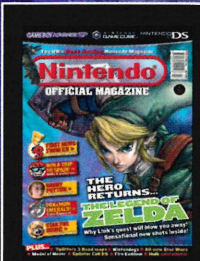

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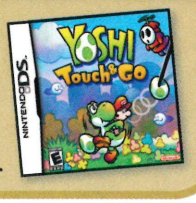
Send 'TXT', add a space then your text. Send it to 84070

Royal Mail, *Nintendo Official Magazine*, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW

Win! Win! Win!

Whatever you think about the world of Nintendo, make sure you let us know. This month's Star Letter and Star Drawing won a Nintendo DS and a copy of *Yoshi Touch & Go*. Two runners-up get the game.



>> More 3D

I wish there were more 3D games like *Super Mario 64* on the DS. Apart from *SM64*, all the games have been 2D games based around the touch screen and the microphone. Don't get me wrong, I love the DS and its crazy ideas, but I wish Nintendo would make more DS games which don't have a million mini-games and aren't 2D and side scrolling. That is my one complaint otherwise ROCK ON, DS!
Angus Richardson, via email

Totally. We're loving games like *Wario Ware Touched!*, *Project Rub* and *Kirby Canvas Curse*, but after more than 16 years of 2D portable action on our Game Boys, we're gagging for some hyper 3D games on the move.

>> The future is Nintendo

I believe Nintendo is on its way to being the top company around like the good old days. News of the Revolution being online is just what every Ninty fan wanted to hear. Not just that, but the DS being online as well. This will surely boost Nintendo back to gaming dominance. Imagine 16-player online *Mario Kart* craziness. So sweet...
Darren Useree, London

When we do get our hands on an online *Mario Kart* game you'd best be ready for a right slappin' because we're going to ruin EVERYONE at it. Yes, even you, Darren.

>> My Cube's dying

I don't want the Revolution for its flashy graphics, or innovative new ideas. I want it because my GameCube is falling apart. Two of my controllers are broke, my large memory card erases itself, my 'Cube crashes and seven of my games don't work. If they don't release Revolution soon, I won't have anything to play.
Tom Harper, Muscliffe

We know what you mean. Our 'Cubes have had a tough few years. We hammer them. Constantly. We've broken three up to now. More will die soon, no doubt. The day a brand-spanking-new Revolution turns up at *NOM* will be a glorious one. No, you can't come and have a go. GET OFF!

>> Over-protective

I just read *NOM* #150 and was checking out the pages with all the magazine covers and I noticed that on the bar code for *NOM* #138, someone had written MIKE with a marker pen! Methinks Mr. Jackson is scared that Tim'll steal his precious mag!
Stephen Billings, Billericay

Well spotted. You're right – Mike hates mag-nappers. In fact, the only thing he would hate more is if someone tried to eat his KFC. You don't want to try that. He flips out like an angry Chain Chomp and tries to chew your arm off.

>> A Rare defence

I know that *Star Fox Adventures* wasn't as good as *Lylat Wars*, or any other Star Fox game for that matter, but do you really have to bad-mouth it so much? It didn't play great, but the scenery and characters looked top. Say sorry to all *Star Fox Adventures* fans NOW!
Chris Scott-Blore, Castle Donnington

Apologise? PAH! Gameplay is more important than graphics. You guys are always first to point that out. Its stunning visuals earned *Adventures* some kudos, but wipe away its beautiful outer sheen and underneath you'll find a dirty layer of slimy, collect-'em-up muck. That's not what Mr and Mrs McCloud wanted for their baby.

>> Revolution worries

I worried Nintendo may have got the wrong idea about its next-gen console. I've heard rumours that the controller will be one big touch screen. This is cool, but apparently it means that the graphics won't be much better than GameCube. I fear that if it's too different, third-party developers will move away from Nintendo and towards Microsoft and Sony. I have my DS for all the fancy stuff. I really hope I'm proved wrong at E3.
Dan McLaren, Stockport

We've heard all the rumours too, but they are just that – rumours. Anyone can start them. We're not buying any of the chatter. Third-party developers are going to be queuing up to make games for Revolution, alongside Nintendo's all-stars games. Revolution WILL be awesome. The end.

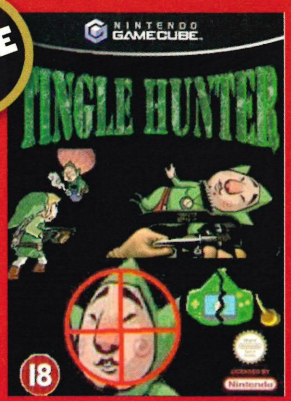
>> Bring back Bobby

Why did you get rid of Bobby Tokyo? *NOM* is still hilarious, but Bobby Tokyo ruled. Bring back the

GAME or LAME?

IF YOU'VE GOT A WICKED GAME IDEA, MAKE A COVER FOR IT AND SEND IT IN. IF IT'S *SUPER SMASH BROS. MELEE 2* OR *MARIO VS SONIC*, DON'T BOTHER.

GAME

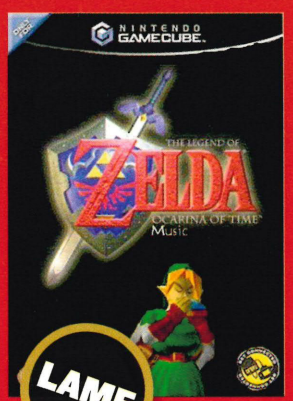


Tingle Hunter

by Mike Colin, via email

• WHAT'S IT ALL ABOUT?
Enraged by Tingle's Triforce Chart translation fees, Link strikes back.
• WHO'S IN IT?
Link, Tingles and Arnie as a super-powerful unlockable character.
• OUR *MOST* FAVOURITE IDEA?
Link dumps Epona and the Master Sword in favour of a motor bike and a shotgun.
• *NOM* RECKONS
TINGLE'S A TWERP. HAMMERING HIM WOULD PLEASE US GREATLY.

LAME



Zelda: Ocarina of Time Music

by Chris Devey, via email

• WHAT'S IT ALL ABOUT?
Link earns extra cash playing the Ocarina... if you're any good.
• WHO'S IN IT?
Er... Link and people walking past while he busks.
• OUR *LEAST* FAVOURITE IDEA?
The name. *Ocarina of Time Music*? That's awful.
• *NOM* RECKONS
IT'S A BUSKING SIMULATOR AND BUSKING IS BORING.

Back to basics?

Nintendo keeps making new and innovative games, but do they need to be SO different? None of Nintendo's big names on 'Cube, bar Samus, give me the buzz they did on N64. *DK64* was ace. *Jungle Beat* isn't. *Mario 64* is better than *Mario Sunshine*. The old formula is often best, so why change? I want a proper *Donkey Kong* game, or a Mario platformer like they used to make. I hope the new *Zelda* is a return to form.

James Neale, Boroughbridge

STAR LETTER

We've all got our retro favourites, but if Nintendo made a load of games like their N64 predecessors people would moan about repetitiveness. Nintendo is always innovating. That, you must respect.

Japanese comedy hero who is not afraid to speak his mind. Please!
Matt Ombler, Hull

Sorry Matt, Bobby was arrested for painting dogs yellow and pretending they were his Pikachu. The last we heard, when he got out of jail he retired to a spiritual life in the mountains where he meditates and practices breaking stones with his face all day long.

» DS games drought

I'm about to buy a DS, but where are all the games? According to your reviews there are only a couple of good ones out there. How long will it be until we see some more? We have the hardware but we need the games, too.
Alan Bates, via email

You're moaning before you even have the machine? Sheesh. *Super Mario 64*, *Wario Ware Touched!*, *Mr. Driller Drill Spirits*, *Yoshi Touch & Go*, *Polarium* and *Project Rub* are all great games – enough to be getting on with for now. There's a bit of a release drought at the moment, but things will soon pick up, with *Metroid Hunters* and *Mario Kart DS* on the horizon.

» Naruto Nutter

I saw Mai-Ling's letter about Naruto in *NOM* #152 and I just wanted to say how delighted I am that someone other than myself knows what *Naruto* is. I'm a huge animé fan and it's my current favourite. I own all three GameCube games and have played them to death. The games are a lot more enjoyable once you have seen the animé. Here is a picture of my *Naruto* collection.
'Missingclan', via email

RUNNER UP

WOAH! That's one hell of a collection – that's the biggest *Naruto* stash we've ever seen. We've seen some episodes of *Naruto* and we think it's way too cool. Ninja skills and massive fights – it's awesome. It's a shame they're not aired here.

» Nano a no-no?

I love shooters and I'm really looking forward to *Nanostray*. Usually, vertical-scrolling shooters, made for tall-screened arcade machines don't translate well to the squareness of TV, but the two screens of the DS are ideal. So why is the game limited to the top screen? This is madness. Forget bosses that fill the whole screen, I want bosses that fill two screens!
Harold Z Turismo, via email

You sent in...

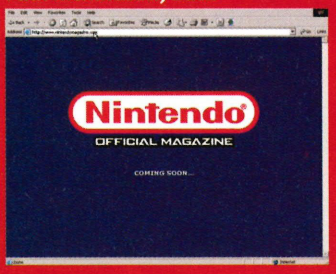
Board of games

Have you ever played the board game *Operation*? This is a sweet *Dr. Mario* version sent to us by Ben England from York. Instead of plucking out butterflies and bits of fruit, you've got to nip out the germs from the game. Too cool.

RUNNER UP

ASK SHY GUY

Q. What the hell's going on with the *NOM* website? It has been down for ages. All I get is a screen saying Coming Soon. Have your web guys died?
Paul Richardson, Bath



A. No, YOU'RE going to the WRONG address. nintendomagazine.com takes you to some dead web void in a parallel universe where *NOM* doesn't exist and alien kids are bored witless. Try tapping in nintendomagazine.co.uk. That'll work much better.

Q. When will the DS go down in price? I want one, but I can't afford it at the moment.
Daniel Crean, London
A. It's only just come out! Nintendo hasn't mentioned a price cut yet and there won't be one for a very long time, if ever. If you REALLY want one, try hiding in HMV until they close, then help yourself to ALL the games. Or just save up a bit harder.

Q. I want a *Mario Party* game featuring Wiggler, Chain Chomp, Thwomp, a Goomba and a Bob-omb as playable characters. Is there going to be a *Mario Party 7*?
Richard Thorn, London
A. I really hope not. They're boring, especially when you have to wear a mask.

Q. Why doesn't Nintendo make new N64 games anymore. I love playing my N64 and I'm sure there are loads of other people who do as well. I don't think it's very fair at all.
Ben Fuller, Manchester
A. Things have moved on. N64 is the technology of the past. People don't take steam trains to work anymore because electricity is better. DVDs have replaced VHS tapes. GameCube killed N64. And when the next-generation console arrives GameCube's in the loft, too. Harsh but true.

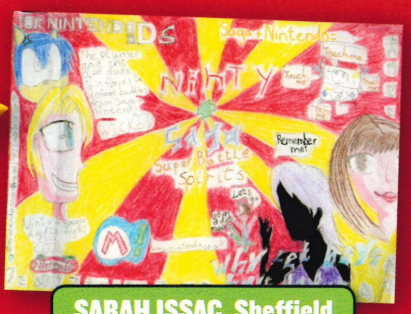
Q. I have two cats who chase Pikmin on the TV, but I want a Nintendog. Will my pup's barking drive my moggies mad?
Rachel Shaw, Hooley
A. Your cats should be fine, but if they claw at the screen you might need to buy a new DS.

Q. I am just wondering if the Pepsi collectable bottle caps are going to be released over here 'cos I really, really want them.
Daniel Booth, via email
A. They are super cool, but we doubt you'll see the same offer here. This is just another reason to save up and buy online or get your ass out to the gaming Mecca that is Tokyo. In our language, Tokyo means heaven.

Yoshi's art

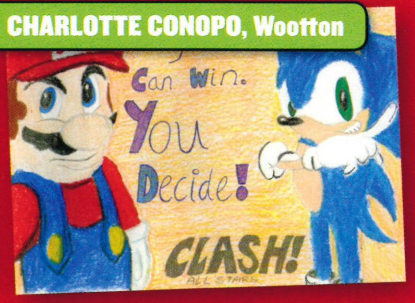
We asked for your Mario and Sonic game ideas and boy did we get them. If we could make it, it'd look EXACTLY like this...

GENE D'CRUZE, Wokingham



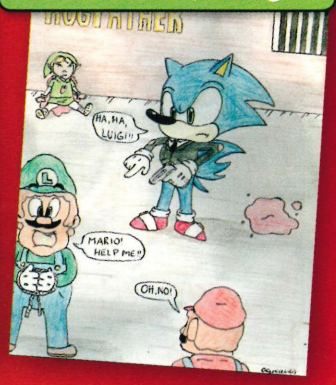
SARAH ISSAC, Sheffield

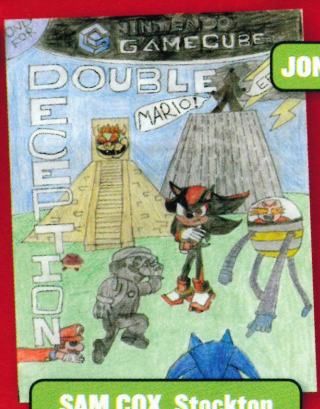
CHARLOTTE CONOPO, Wootton



ASHLEY SMITH, Enfield

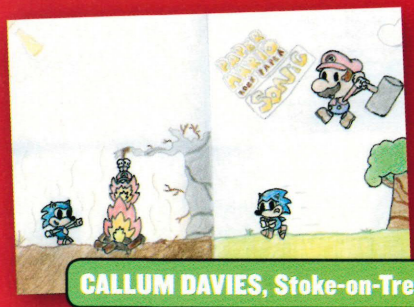
CHRIS GREAVES, Harrogate





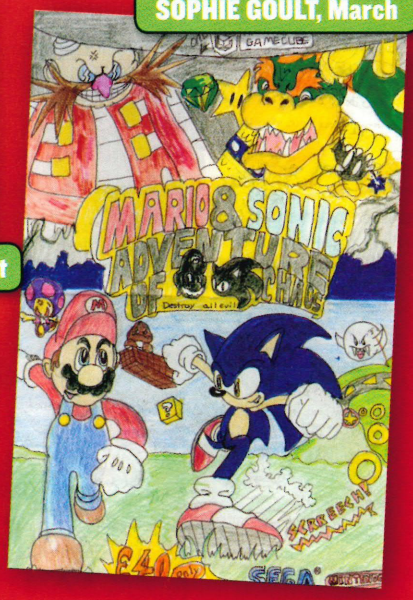
SAM COX, Stockton

JONNY & BETH HERCOCK, Sandown

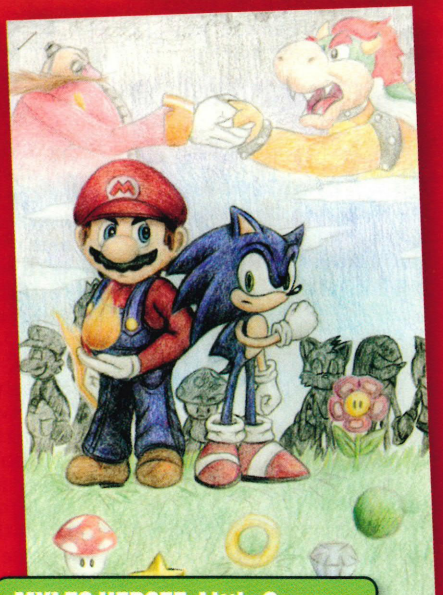


CALLUM DAVIES, Stoke-on-Trent

SOPHIE GOULT, March



MELISSA STANHOPE, Leicester



MYLES HERSEE, Little Common

*We get hundreds of pictures each month, making it impossible to send them back. If you want yours back send an SAE and say so! Or better yet, just send us a scan or a colour copy!

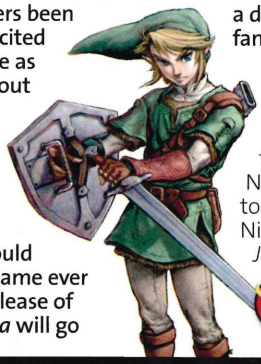
Good point, but aren't you concerned about the one-inch gap between the two screens? We're not sure but having a shower of blazing lasers jump from the top screen to the bottom one might be a bit disorientating. We'll see if they made the right choice when *Nanostray* arrives, so keep your eye on *NOM* for the full review coming soon.

>> 80 seconds of Hyrule heaven

I just want to say how excited I am about the new *Legend of Zelda* game. I have been a dedicated *Zelda* fan since I played *The Legend of Zelda: Ocarina of Time* and now I collect anything *Zelda* that I can find. The latest movie of the game on the internet was the best 80 seconds of my life and I can't wait for it to come out.

Lucy Cooper, Kidderminster

Never has a nation of gamers been so excited about a game as we all are about *Zelda*. This is a very special time – we are about to be gifted with what could be the best game ever made. The release of the new *Zelda* will go down in history and it can't come a day too soon for any Nintendo fan. We want it NOW!



>> No more remakes

I finished all the best games on N64. If I ever want to play them again, I'll dig out my N64. I bought my DS for new, touch-screen innovation. Get it Nintendo? NO MORE REMAKES!

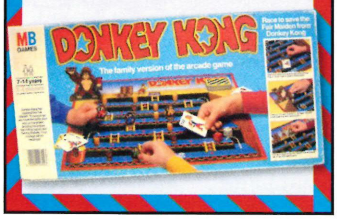
Joe Xiang, London

Dunno, we wouldn't argue with Majora's Mask DS.

You sent in...

Bananas on board

James Lockwood from Holmfrith sent us the parcel of justice, with this awesome Donkey Kong board game. It's got little plastic barrels that you must avoid as you play! We're hunting for these on eBay right now. We need this in our collection.



TEXT THE EDITOR

TELL US WHAT'S ON YOUR BRAIN...

Now you can let us know how you feel about the world of Nintendo on a text!

Tap in 'TXT', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us as each text costs 25p to send. Every text sent to us can be viewed online at www.clubnom.com and here's just a small selection of your ramblings:

* If metroid hunters is rubbish, i'll eat my cat.

* I is da best at mario64ds! Completed in less than a week! Ds will OWN psp!

* 2 the tune of superfreak:-, i'm a poke-freak! poke-freak!! nom roks sooooo hard!!!

* i knew years in advance that online gaming is the future so where is my medal of recognition?

* i have noticed that wario's head is mario's head stretched a bit left and right, given a pointy mustache and look a bit evil.

* Krystal the fox-why is she blue? Why does she have breasts?

* I need new Zelda now or i'm gonna poo!

* I think its about time the government stepped in, and made ocarina of time a DS game

CHALLENGE *NOM*

Get the *NOM* boys round your house for a games face-off.

Do you like having mates round for hefty GC multiplayer parties? Well, how would you like the *NOM* team to drop by your gaff for a face-off on your favourite game?

Sound cool? Check this out – if you think you're invincible at a game, just tell us why and the *NOM* boys could be popping round to challenge you. If you win, you'll get some goodies and you'll see a snap of your smug grin in the mag. If you lose we'll embarrass you in front of a nation of Nintendo fans. If you think you're up to the challenge fill in the form below.

Name: _____ **Age:** _____

Address: _____

_____

Phone number: _____

Game I want to challenge *NOM* at: _____

_____

Why I'm unbeatable at it: _____

_____

_____

SEND US YOUR FORM NOW!

Post: Send you form to: Challenge *NOM*, *Nintendo Official Magazine*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW

The closing date is June 15th, so don't delay!

NO HOVERING HERE

Design the next-generation Mario game of your dreams.

We've been waiting for Mario 128 for so long, it has almost become a myth in our minds.

We got this awesome *Mario 128: Tatanga's Back* pic from Freddie Fosh of Essex. We thought it was so cool, we want to see everyone else's *Mario 128* ideas, in large, colourful pictures. So get the paper out and draw the Mario game you've been dreaming of.

SEND US YOUR ENTRY NOW!

Post: Send you form to: My *Mario 128*, *Nintendo Official Magazine*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW

The closing date is June 15th, so don't delay!

LUIGI'S PRIZE PIT

Thanks to Cartoon Network we've got the competition of the year. Don't think you're going to win though. I'm taking Peach and Daisy.

Cartoon Network competition

Everybody's favourite cartoon channel, Cartoon Network, has always been the place to watch your favourite toon characters, but now you can find out what really happens when the stars you love finish for the day and head home.

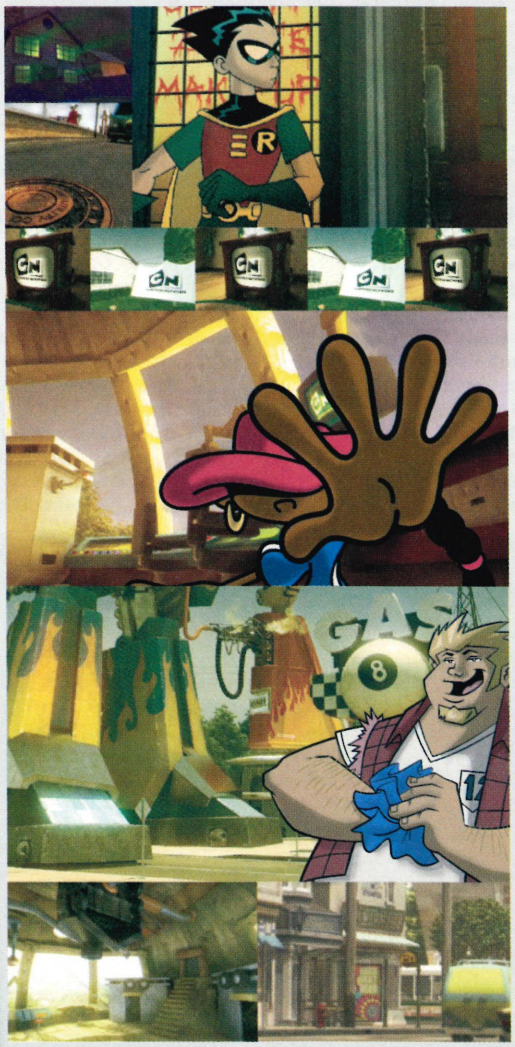
With the touch of a button you can escape to a whole new world where all your fave toons live and hang out together, a place where Johnny Bravo bumps into Samurai Jack in his undies at the cleaners, the Mystery Machine faces a traffic light challenge against Megas XLR (our money's probably on Megas) and the Eds rub shoulders with the Powerpuff Girls (obviously they don't literally rub shoulders because that would just be weird).

CARTOON NETWORK™
"WELCOME TO OUR WORLD"

To celebrate the relaunch of Cartoon Network we're giving you the chance to meet your fave toons in real life. Yes we've teamed up with your favourite channel and you could be going on the most amazing holiday ever.

You and one of your mates could be given an all-expenses-paid trip to the Warner Bros. theme park in Madrid – a trip worth more than £3,000! Once there you'll have a wicked three-day pass to the park, an exclusive goodie pack and you'll get to stay in a hotel that's right on the doorstep, just so you don't have far to go to get on all the cool rides.

Three runners up will each receive a special Cartoon Network goodie bag. So, what are you waiting for? Get entering right now!



? QUESTION

Which of these is a famous Cartoon Network show?

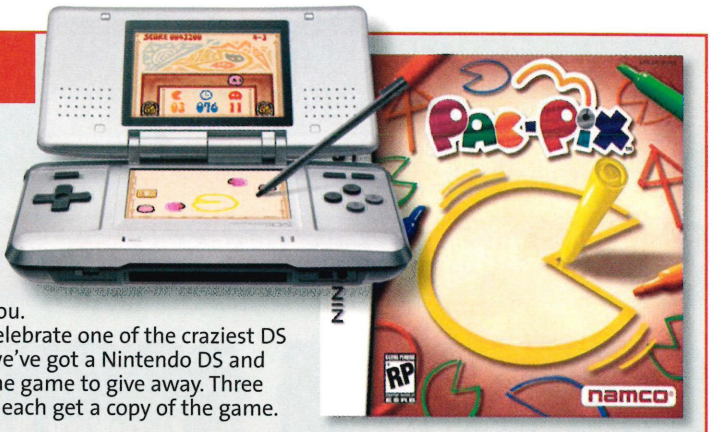
A. Fred, Fredd & Freddy
B. Ed, Edd & Eddy **C.** Reg, Regg & Reggy

ENTER

BY TEXT: Write "nomcomp CARTOON", then the letter of your answer and send it to 83149.
BY PHONE: Call 0905 053 1101
BY POST: Send your name, address, telephone number and your answer to: The Cartoon Network Competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

SEE TERMS AND CONDITIONS ON P5

Pac-Pix competition



You'd think drawing Pac-Man wouldn't be that hard, but if you've read our review on p78, you'll know that *Pac-Pix* can be seriously tough. If you fancy yourself as a bit of an extreme artist, then it's the perfect game for you.

And to celebrate one of the craziest DS titles yet, we've got a Nintendo DS and a copy of the game to give away. Three runners up each get a copy of the game.

? QUESTION

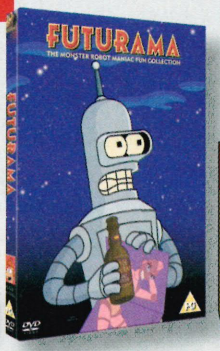
Which of these is a real ghost in *Pac-Man*?

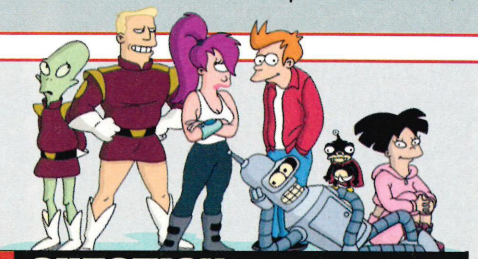
A. Plonky **B.** Blinky **C.** Drinky

ENTER

BY TEXT: Write "nomcomp PAC", then the letter of your answer and send it to 83149.
BY PHONE: Call 0905 053 1103
BY POST: Send your name, address, telephone number and your answer to: The *Pac-Pix* competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

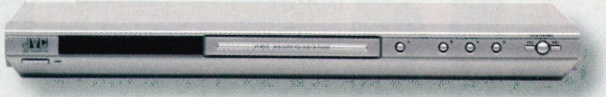
Futurama competition





Sometimes you can hear it whispered on the wind, "is *Futurama* better than *The Simpsons*?". It's a question that divides the nation. Now you can decide.

To celebrate the release of *Futurama: Monster Robot Maniac Fun Collection*, available to buy on DVD on May 30th from 20th Century Fox Home Entertainment, we've got a copy and a DVD player to give away. Four runners-up will receive a copy of the DVD.



? QUESTION

What is the name of the doctor in *Futurama*?

A. Dr. Bergberg **B.** Dr. Crabberg
C. Dr. Zoidberg

ENTER

BY TEXT: Write "nomcomp FUTURAMA", then the letter of your answer and send it to 83149.
BY PHONE: Call 0905 053 1104
BY POST: Send your name, address, telephone number and your answer to: The *Futurama* competition, NOM, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

Full Metal Alchemist and Gungrave competition

These two series are definitely contenders for best animé of the year and you'd be daft to pass up the opportunity of winning a copy of either one.

Luckily, thanks to MVM, you can win a DVD of *Full Metal Alchemist Volume One*, which is out to buy now and a DVD of *Gungrave Volume Two*, which is out to buy on June 16th. We've got ten copies of each to give away, so get answering the question.

? QUESTION

What are the brothers in *Full Metal Alchemist* called?

A. Edward and Alphonse Elric
B. Peter and Justin Alchem
C. Mustafa and Charlie Chemic

ENTER

BY TEXT: Write "nomcomp METAL", then the letter of your answer and send it to 83149.
BY PHONE: Call 0905 053 1105
BY POST: Send your name, address, telephone number and your answer to: Anime DVDs competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

ISSUE 152 WINNERS

STAR FOX ASSAULT
- Joe Oliver, Oxon (main winner)
- Ross Payne, Fife
- Dan Parkes, Fareham
- Jack Nicholson, Bury
- Gary Smith, Somerset
- Harrison Fleming, Oldham
- David Jasiewicz, Kent
- Sean Robinson, Somerset
- Luke Donan, York
- Tom Stockley, Portsmouth
- Marcus Richards, Surrey

CHOBITS AND YU YU HAKUSHO
- Jack Howard, Bristol
- Vic Shornyk, Mansfield
- Alan Powell, Cardiff
- John Lewis, Aldford
- William Paulin, Inverness

CHAIN CHOMP'S CHALLENGES

Win the chance to play at *NOM* Towers – if you beat Chain Chomp's scores.

The Wind Waker

Forget Postman Pat! He hasn't got wings or a beak, although his nose is pretty big. Anyway, can you get a mighty score on the letter-sorting challenge? We need you to beat a score of 25 letters. You've got to have quick reactions to beat Chain Chomp here.

Donkey Konga

You're going to have to work hard to beat 65,000 on Rainbow Cruise, Chimp difficulty. Try and get as many Greats in a row as you can to really rack up the points. But if you get stuck try hitting both bongos at the same time – only the correct one will count.

Pokémon Pinball

Let's hope this challenge to score 360,000,000 on the Sapphire table isn't too flipping hard – ha ha! Try and get the multiplier bonuses and catch as many Pokémon as you can. Obviously it's best if you can keep getting extra balls to help rack up the points.

This month's new challenges

Last month's challenges

Super Mario 64 DS

Score 1,700 or more on the Shell Shuffle mini-game. Don't hit high-scoring shells out of their point zones.

Mario Kart: Super Circuit

Get a total time of 1'10"00 or under on Shy Guy Beach. Try not to hit the crabs and use Mushrooms wisely.

Super Smash Bros. Melee

Enter the three-minute Multi-man Melee, then try and destroy more than 140 Multi-men.

Mario Kart: Double Dash!!

Get a lap time of 0'35"00 or under on the Toadstool Bridge course. Try and avoid the other vehicles.

Wario Ware Touched!

Beat more than 50 games in Monster Megamix. Be prepared to blow into the mic on some of the games.

Super Monkey Ball

Score more than 10,000 in Beginner mode. Try and get to the Extra stages to score the really big points.

REMEMBER - THIS GROUP OF CHALLENGES STARTED IN *NOM* #153. DON'T MISS ANY!

How it works...

1. Every four months, Chain Chomp will start a new league for you to compete in.
2. At first there'll only be six challenges to beat, but every month three more will be added for you to tackle.
3. By the end of the four months, there will be 15 challenges for you to try and beat.
4. For each challenge you successfully beat, send evidence of your score to *NOM* and we'll give you a certificate to prove how great you are.
5. Get ten or more certificates and you could be in with the chance of coming to *NOM* to show off your skills.
6. Four people will be specially selected to come here and play against each other for the final awesome prize. What is it? Just wait and see...

THE QUALIFIERS SO FAR...

SUPER MARIO 64 DS

Brenda Keirnan, Josh Pear, Danny Lowe, Adele Trotter, Danny Kearns, Sam Dawson, Adam Lee, David Smith, Daniel Harrison Brown, Daniel Christophersen, Rob Treacy, Stephen Pickering, Dan Picton, Mark Willets, Jason Ashmore, Dean Pesani, Will Meakins, Matthew Hegarty, Joseph Jordan, David Mulhern, Richard Tonge, Robbie Devenney, Boyan Baynov, Nathan Langridge, Paul Johnson, Stuart Hey, Matthew Clarke, Ishan Rashid, Liam Ward, Andrew Moore, Matthew Simms, Christopher Williams and Vincent Long.

MARIO KART: SUPER CIRCUIT

Leonard Cheung, Daniel Christophersen, Dan Picton, Jason Ashmore, Richard Tonge, Robbie Devenney, Boyan Baynov, Andrew Moore, Matthew Simms and Christopher Williams.

SUPER SMASH BROS. MELEE

Daniel Harrison Brown, Daniel Christophersen, Mark Willets, Liam Wright, Jason Ashmore, Anthony To, Will Meakins, Cameron Law, Andrew McLatchie, Richard Tonge, Robbie Devenney, Nathan Langridge, Paul Johnson and Christopher Williams.

MARIO KART: DOUBLE DASH!!

Brenda Keirnan, Danny Lowe, Sam Dawson, Daniel Harrison Brown, Daniel Christophersen, Ryan O'Connor, Mark Willets, Jason Ashmore, Dean Pesani, Anthony To, David Mulhern, Shaun Tysoe, Richard Tonge, Robbie Devenney, Lisa Cooney, Nathan Langridge, Matthew Clarke, Sam Moulson, Adam Kerks, James Dickety and Mark Flynn.

WARIO WARE TOUCHED!

Josh Pear, Danny Lowe, Danny Kearns, Adam Lee, Daniel Christophersen, Mark Willets, Jason Ashmore, Will Meakins, Joel Hogan, David Mulhern, Shaun Tysoe, Richard Tonge, Robbie Devenney, Sam Coleman, Lisa Cooney, Nathan Langridge, Paul Johnson, Charlie McCarthy, Daniel Brown, Andy Sawa, Matthew Clarke, Andrew Moore and Christopher Williams.

SUPER MONKEY BALL

Jason Ashmore, Dean Pesani, Richard Tonge, Robbie Devenney, Stuart Hey, James Dickety and Mark Flynn.

How to take a pic...

Taking pictures of your DS, GBA or TV screen can be tricky, but with these tips it shouldn't be a problem. And remember, if you've got a digital camera you can take as many pics as you want to get it right...

1. Make sure the room is as dark as possible. Draw the curtains, turn out the lights and take the photo standing at a slight angle to the TV or your handheld's screen.
2. Make sure the flash is off, otherwise the picture won't come out properly. If you're taking a pic of a DS or GBA screen, try and put the camera on manual focus.
3. Once you've taken the pic either email it to us or post it. Send us a couple – just to make sure we can see your score properly.

How to enter...

Chain Chomp's Challenges, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW

chainchomp@nintendomagazine.co.uk

Make sure to include evidence of your score – a nice, clear photo is best (see above), but a video will be fine as long as the Chain Chomp doesn't chew it up. No cheating is allowed and any entry arousing suspicion will be chomped up and posted back to you with a letter full of reasons to hate yourself.

YOU'VE GOT UNTIL JULY 5TH TO COLLECT AT LEAST TEN CERTIFICATES. GO FOR IT!

BOO'S BRAINERS

Even The Block can't help you here. Mwee-hee-he-he-heee!

Nintendo know-it-all

For each question you don't know, chop off a finger.

1. How many tracks are there in *Mario Kart: Super Circuit*?
2. In *Metroid Prime*, what's the first upgrade you collect?
3. What's the GBA sequel to *Kuru Kuru Kururin* called?
4. Can you name the three leagues in *F-Zero*?
5. In *Super Mario Sunshine*, what does F.L.U.D.D. stand for?
6. What are the three starter Pokémon in *Pokémon Crystal*?
7. In *The Legend of Zelda: The Wind Waker*, who runs the floating shops?
8. Which planet is *Metroid Prime 2: Echoes* set on?
9. On what console did *Hotel Mario* appear?
10. How many *Zelda* games appeared on the Game Boy Color?
11. What's the first treasure you collect in *Pikmin 2*?
12. In *Sonic Heroes*, what are the three teams called?
13. There are loads of different animals in *Zoo Keeper*. But how many?
14. The number of Sonic games in *Sonic Mega Collection*.
15. What was the final game to be released on N64?

HANGMAN

Fill in the gaps to work out the game names.

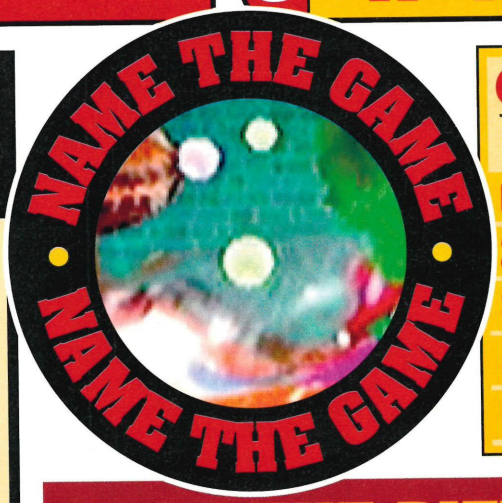
1	O_TL__/_OL_
2	R_D/C__D
3	W_R__/W_RL_
4	__XX
5	B__N__T
6	C__Z_/__X_
7	G_L___/S__
8	R__M__/_DV__C_

Sonic Puzzle

Prof. Oak's managed to lose all his TMs amongst these letters. How careless...

E	R	B	S	Z	M	G	I	Q	H	T	Y	K	B	M	R	U	S	N	F
K	K	V	U	P	K	B	C	T	I	W	N	I	K	J	R	X	P	O	P
A	S	A	V	E	E	N	E	D	D	C	E	E	M	L	V	G	C	P	H
E	A	O	U	H	X	K	B	Z	D	M	C	W	M	Y	V	U	L	W	C
R	G	V	C	Q	K	P	E	C	E	J	N	W	A	R	S	T	F	H	K
B	Z	M	W	T	H	A	A	K	N	F	T	C	L	P	O	P	H	R	G
K	A	V	X	F	Y	T	M	O	P	L	V	Y	U	I	Z	T	T	T	O
C	T	N	M	I	Q	T	R	N	O	K	G	N	R	E	S	T	Y	B	K
I	W	S	P	Q	H	T	I	A	W	P	C	K	W	K	V	K	J	V	Z
R	Y	A	X	U	V	A	O	E	E	H	Q	I	H	G	R	N	Q	R	W
B	V	J	N	U	R	S	F	T	R	W	A	L	C	N	O	G	A	R	D
F	Z	D	Y	D	L	Z	N	V	B	E	S	Y	T	Z	X	C	B	F	S
P	E	F	A	D	V	P	K	L	C	R	Y	U	A	T	F	H	Q	J	R
R	H	G	W	I	D	Z	U	I	Y	H	S	I	N	H	N	P	H	X	R
J	I	M	X	A	M	Q	X	D	N	P	X	V	S	N	C	B	D	H	M
G	A	E	V	E	I	O	K	E	O	C	M	X	L	H	Y	R	H	R	P
X	F	E	P	O	T	L	D	D	E	G	I	Z	M	B	B	D	S	W	M
Y	T	Y	S	T	E	E	L	W	I	N	G	S	C	A	H	W	A	S	G
L	U	R	E	H	G	N	L	O	W	R	D	K	Z	V	J	T	E	Y	U
T	C	E	L	F	E	R	D	J	H	P	R	D	G	G	J	D	F	V	T

- BRICK BREAK
- DRAGON CLAW
- EARTHQUAKE
- FOCUS PUNCH
- GIGA DRAIN
- HIDDEN POWER
- ICE BEAM
- REFLECT
- REST
- SNATCH
- STEEL WING
- SUNNY DAY
- THUNDER
- TORMENT
- TOXIC



ODD-1-OUT

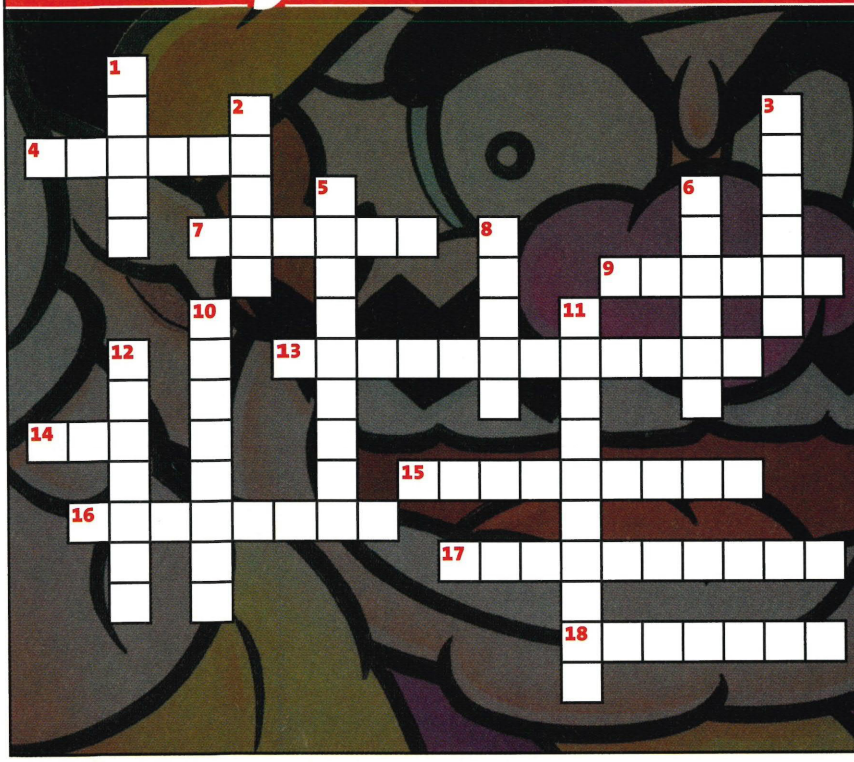
Which of these has never been a starter Pokémon?

1. Bulbasaur
2. Pikachu
3. Butterfree
4. Torchic
5. Squirtle

SPOT THE DIFFERENCE

Oh no, looks like someone smuggled a bottle of cider into Mario's party and now everyone's seeing double. Try and spot the differences before Luigi starts throwing up.

It's only the NINTENDO crossword!



ACROSS...

4. What Pikachu evolves into (6)
7. Which giant is Tim nearly as tall as? (6)
9. What's cursed in the upcoming Kirby DS game, apart from the name? (6)
13. The NES game that made stars of Bub and Bob (6,6)
14. Who's Kat's pal in *Wario Ware*? (3)
15. Which studio was the inspiration for this awful GameCube game? (9)
16. This terrible N64 hero game wasn't so super (8)
17. The evil king in Kirby games (4,6)
18. An intergalactic woodland mammal (4,3)

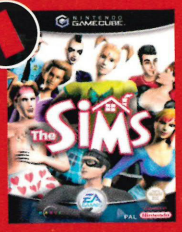
DOWN...

1. The easiest difficulty in *Donkey Konga* (5)
2. A dinosaur hunter and what heavy metal fans like to do (5)
3. Is this a sticky, sweet preserve for the hard of hearing, or a street fighting game? (3,3)
5. There are three versions of *Nintendogs*, *Dachshund*, *Shiba* and... which other one? (9)
6. Who was crushed under the car on the cover of *NOM* #150? (6)
8. The killer number in this blood-drenched game on the way from Capcom (5)
10. These pointless inventions in *Mario Party Advance* just wind us up (8)
11. Luigi's ghost busting device (10)
12. An awesome shoot-'em-up from super developer Treasure (7)

??? KNOW THE SCORE ???

Love the virtual life? Match the games to the scores

1



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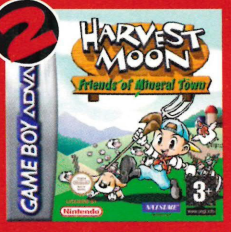

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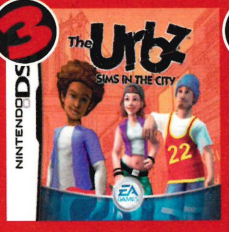

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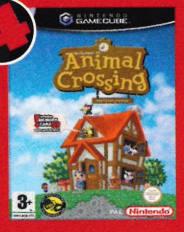


A: 84% B: 78% C: 90% D: 49%

>>>>>>>>>> HOW WELL DID YOU DO LAST TIME? <<<<<<<<<<

KNOW-IT-ALL

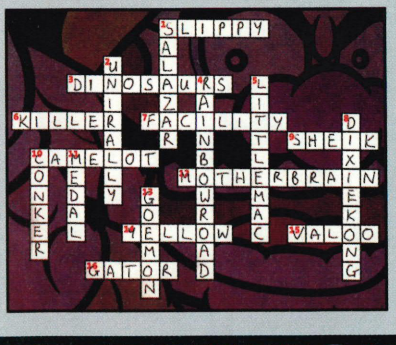
1. Usagi
2. Mew
3. Dr. Caroll
4. 13
5. Mario Circuit 1
6. Mario
7. Slalom
8. One
9. A billion
10. *The Legend of Zelda*
11. Shawn Freeman
12. Game Boy Advance
13. Nobuyuki Hiyama
14. Haunted Castle
15. Seven

HANGMAN

1. *Balloon Fight*
2. *Micro Machines*
3. *Wave Race 64*
4. *Super Mario RPG*
5. *Hitman 2*
6. *Mega Man 2*
7. *Secret of Mana*
8. *Sonic Advance*

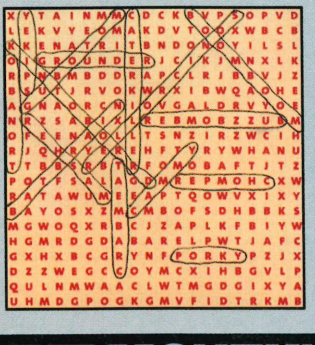
NAME THE GAME

1. *Harry Potter and the Prisoner of Azkaban*
2. *Mario Kart: Double Dash!!*



KNOW THE SCORE

1. *Worms Blast* (70%)
2. *Zoo Keeper* (68%)
3. *Denki Blocks* (90%)
4. *Mr. Driller 2* (84%)



ODD-1-OUT

1. Fists

REMEMBER... GET ALL THE ANSWERS NEXT MONTH!

Next Month

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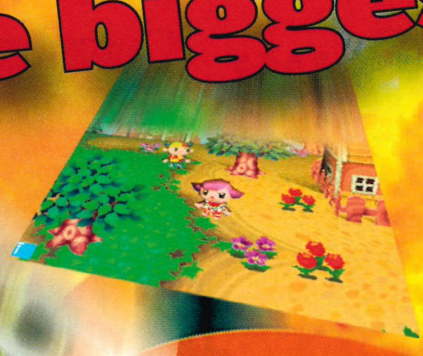


PLUS! Official reviews: *Konga 2, Batman,*

GET ALL THIS ON JUNE 24th FOR £3.99

OUT!

of the year

HERE'S WHAT YOU'LL SEE...

- Every single game on GameCube, GBA and DS!
- DS online - how will it work?
- Mario, Zelda, Pokémon, Metroid Sonic and loads more on the games you need to see!

IN THE BAG

FREE

Nintendo All-Stars BEACH BALL

Medal of Honor, Killer 7, Splinter Cell DS + MORE

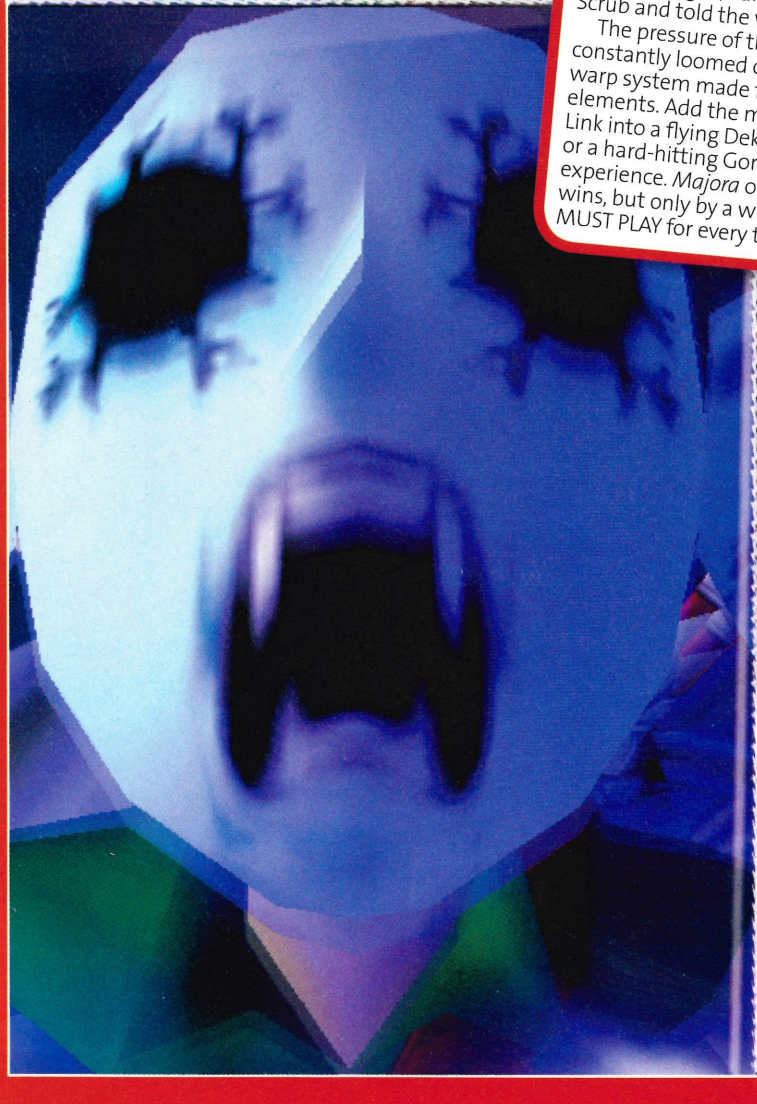
#17 ZELDA: MAJORA'S MASK

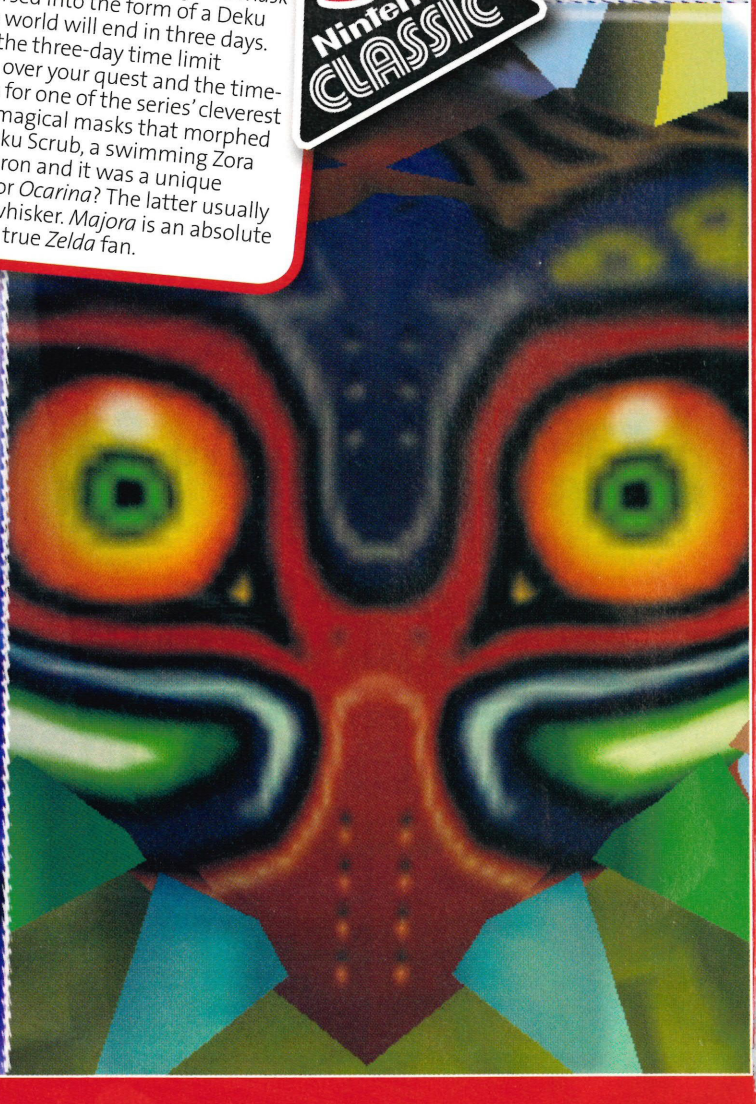
Link slips on the Deku Mask. His eyes erupt with pain and his ear-shattering shriek sends a chill down your spine. It's one of the most shocking *Zelda* moments ever.

Ocarina of Time begins with a tree dying and a girl being kidnapped. Big deal. In *Majora's Mask* Link is mugged, cursed into the form of a Deku Scrub and told the world will end in three days.

The pressure of the three-day time limit constantly loomed over your quest and the time-warp system made for one of the series' cleverest elements. Add the magical masks that morphed Link into a flying Deku Scrub, a swimming Zora or a hard-hitting Goron and it was a unique experience. *Majora* or *Ocarina*? The latter usually wins, but only by a whisker. *Majora* is an absolute MUST PLAY for every true *Zelda* fan.

Nintendo CLASSIC





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SCORE 4 CHELSEA!

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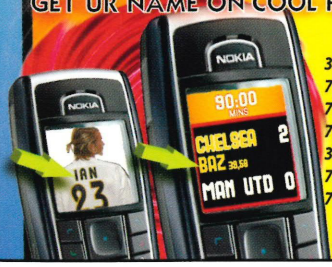

3034 Becks Jersey
7611 Chelsea Score
7762 Arsenal No.1
7763 Ronaldo Jersey
3045 Matrix Logo
7765 Man Utd Fan
7766 Liverpool Rules

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TOP 10 TXT UK Top 10 Chart

1	4508	Tony C. ft Peter Kay	...Way To Amarillo
2	5401	Ice Cube	You Can Do It
3	8353	50 Cent	Candy Shop
4	6092	Akon	Lonely
5	8371	Will Smith	Switch
6	2053	Green Day	Boulevard of Broken...
7	3563	Eminem	Like Toy Soldiers
8	4698	Mario	Let Me Love You
9	5778	Gwen Stefani ft Eve	Rich Girl
10	4658	Nelly ft Tim McGraw	Over Over

TOP 10 R'n'B

1	5401	Ice Cube	You Can Do It
2	8353	50 Cent	Candy Shop
3	6092	Akon	Lonely
4	8371	Will Smith	Switch
5	3563	Eminem	Like Toy Soldiers
6	4698	Mario	Let Me Love You
7	4658	Nelly ft T. McGraw	Over Over
8	7451	Eminem	Mockingbird
9	7165	50 Cent	In Da Club
10	2587	Jennifer Lopez	Get Right

TOP 10 POP

1	4508	Tony C. ft P. Kay	...Way To Amarillo
2	5778	G. Stefani ft Eve	Rich Girl
3	4658	Nelly ft T. McGraw	Over Over
4	4603	Girls Aloud	I'll Stand By You
5	2511	McFly	All About You
6	1965	Eric Prydz	Call on Me
7	2053	Green Day	Boulevard of...
8	8360	Basement Jaxx	Oh My Gosh
9	5275	Ciara	1 2 Steps
10	4492	Stereophonics	Dakota

TOP 10 DANCE

1	8388	Sunset Strippers	Falling Stars
2	1965	Eric Prydz	Call on Me
3	9468	3 Of A Kind	Baby Cakes
4	7874	DJ Sammy	heaven
5	2043	Uniting Nations	Out of Touch
6	8360	Basement Jaxx	Oh My Gosh
7	8098	XTM & DJ Chucky	...Wings of Love
8	2974	Armand VanHelden	My My My
9	6270	Studio B	I See Girls
10	7775	The Streets	Dry Your Eyes

TOP 10 FART TONES!

1	4082	South Park Fart
2	4079	Burp
3	3120	Blow Raspberry
4	2362	Watery Fart
5	2351	Barf
6	2247	Sizzling Fart
7	2492	Burp
8	3846	Go Pee
9	5186	On Fart For Man
10	2385	Fart And Burp Man

CRAZY VIDEO

6177	Human Cannon	6287	Snowboarder
7151	Car Crash	6171	BMX Stunt
6174	Goalie Back Flip	7130	Monkey
4540	Classic Goal	4637	Golden Goal
6253	Skater Crash	6223	Rush Hour
4637	Amazing Shot	7144	Horse Kick
6172	Bike Down Hill	6172	Bike Stunt
7158	Evil Penguin	7570	Disco Chick

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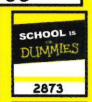

2873

2816

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3426

7768

2983

6327

8154

7506

6138

6216

7753

2748

6312

9083

4020

6021

7046

7551

7706

2700

6051

7550

5843

5852

6319

2825

7537

3687

6540

1203

4984

2987

5954

8331

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5883

1371

8198

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