

# Nintendo®

THE OFFICIAL MAGAZINE



Welcome back to

# Animal Crossing

Now On Wii™



Issue 11 September 2008

£3.99

09 >



Future  
MAGAZINE GROUP

3+

www.pegi.info



Nintendo

# Wii Fit™



Aerobic Exercises

## Wii Fit: Fitness and Fun for Everyone!

Wii Fit is a fun way to stay in shape that the whole family can enjoy. Feel the burn with aerobic exercises like Jogging and Step Basic, and experience more than 40 other training activities.

Wii Fit and the included Wii Balance Board work together with the Wii console to bring a fun fitness regime into your living room! Set goals, learn expert techniques and track the progress of yourself and others.



Wii console required



wii.com  
wiifit.nintendo.co.uk





# Wii Fit™

## Wii Fit: Fitness and Fun for Everyone!

Wii Fit is a fun way to stay in shape that the whole family can enjoy. Just a few minutes a day can help you exercise, improve your posture and train your muscles.

Wii Fit and the included Wii Balance Board work together with the Wii console to bring a fun fitness regime into your living room! Set goals, learn expert techniques and track the progress of yourself and others.



Wii console required

### 1. Know your Physique



Learn your BMI



Know your Centre of Gravity



Set your own goals

### 2. Train Yourself!



Balance Games



Muscle Workouts



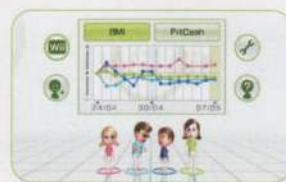
Yoga



Aerobic Exercises

More than 40 training activities across four different categories

### 3. Check your Progress



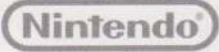
Track your and your family's progress over time



wii.com

wiifit.nintendo.co.uk





### BANANA

Donkey Kong's favorite defense weapon.  
Best if it comes in three-packs.



### MUSHROOM

Super fuel for karts, manufactured  
exclusively in the Mushroom Kingdom



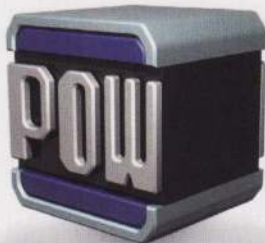
### GREEN SHELL

Defense item that becomes a deadly  
offensive weapon in sharp-shooter's hands



### MEGA MUSHROOM

A fuel additive that turns a kart or bike  
into an unstoppable, massive vehicle.



### POW BLOCK

A block that shakes the ground and  
shakes items from racers' reserves.



### STORM CLOUD

A lightning-charged nemesis that blasts  
the racer unlucky enough to be the  
last one under it.

## KNOW THE WEAPONS



<http://mario.nintendo.co.uk>

# Welcome

To Issue 33 • September 2008



And that's a rap! I'm currently writing this from a media lounge at the Los Angeles Convention Centre, home to this year's Electronic Entertainment Expo. Sounds geeky doesn't it? Trust me though, it's not.

Over the past few days I've got my hands on dozens of brand new games for the Wii and DS, and you can see them for the first time on these very pages. May I recommend you go straight to Select on page 8 and get the full lowdown before heading over to our mammoth eight-page *Animal Crossing: City Folk* blowout starting on page 26? You won't be disappointed.

Kudos to Martin and the rest of the team for getting this issue out on time. While I've been sitting in the sun, playing all the latest games and chewing the cud with gaming royalty such as Shigeru Miyamoto and SUDA51, they've been slaving away to make sure that my fanboy ravings have been translated into meaningful coverage. And don't forget to tune in next month too because while we've managed to squeeze in an unbelievable amount of show floor coverage into this mag, we'll be going even further in-depth on the big titles.

Right, that's all for now, I'm off to jump on a jet ski and explore the *Wii Sports Resort*. It's a tough job but I'll soldier on regardless...

Enjoy the mag,

**Chandra Nair**  
Editor At Large

Are you new to Wii or DS?

▶ Then turn to our How To... feature on P108

## The Official Nintendo Range



ONM Website  
[www.officialnintendomagazine.co.uk](http://www.officialnintendomagazine.co.uk)



ONM Special Edition  
Available now in the UK and Ireland only.



Girl Gamer  
Available now in copies of Mizz and Bliss.



Nintendo Power  
Available now in US stores only.

## Contacts

Email [onm@futurenet.co.uk](mailto:onm@futurenet.co.uk)

Web [www.officialnintendomagazine.co.uk](http://www.officialnintendomagazine.co.uk)

Forum [forum.officialnintendomagazine.co.uk](http://forum.officialnintendomagazine.co.uk)

Subscriptions & back issues 0870 837 4722

# Contents

Issue 33 • September 2008



## Wii

### Previews

- 36 **Dead Rising**  
It's coming to Wii! And we've got the first screens and hands-on impressions!
- 42 **Wii Music**  
Nintendo makes the world of rhythm action a whole lot more accessible
- 44 **Spider-Man: Web Of Shadows**
- 46 **Star Wars: The Force Unleashed**
- 47 **Star Wars Clone Wars: Lightsaber Duels**
- 48 **MySims Kingdoms**
- 50 **Wario Land: The Shake Dimension**
- 52 **Wii Sports Resort**
- 54 **Castlevania Judgment**
- 55 **Onechanbara: Bikini Zombie Slayers**
- 60 **LEGO Batman: The Videogame**
- 62 **The Conduit**
- 63 **Mega Man 9**
- 64 **Samba De Amigo**
- 65 **Call Of Duty: World At War**

### Reviews

- 88 **Sam & Max: Season One**  
The first Wii game for which 'wacky' would be the most perfect description...
- 85 **Kung Fu Panda**
- 93 **Baroque**
- 94 **Wall•E**
- 99 **Fatal Fury 2**
- 100 **Art Of Fighting 2**
- 100 **Pac-Attack**
- 101 **The Incredible Hulk**
- 101 **Cocoto Fishing Master**



## NINTENDO DS

### Previews

- 56 **Chrono Trigger**  
One of the greatest RPGs ever made gets a makeover on the DS, thanks to the folks at Square-Enix. We can hardly wait!
- 48 **Kirby Superstar Ultra**
- 58 **Final Fantasy IV**
- 61 **C.O.R.E.**
- 66 **Eledees: Adventures Of Kai And Zero**

### Reviews

- 78 **Guitar Hero: On Tour**  
So, it's *Guitar Hero* without the guitar... but that doesn't make it all bad.
- 83 **Driving Theory Training**
- 84 **Kung Fu Panda**
- 96 **Bakushow**
- 98 **Bangai-O Spirits**
- 98 **Chronicles Of Narnia: Prince Caspian**
- 99 **Looney Tunes: Cartoon Concerto**
- 101 **Civilization Revolution**



52



**£5 OFF**  
**POKÉMON**  
**MYSTERY**  
**DUNGEON 2!**  
SEE PAGE 16  
FOR DETAILS!



26



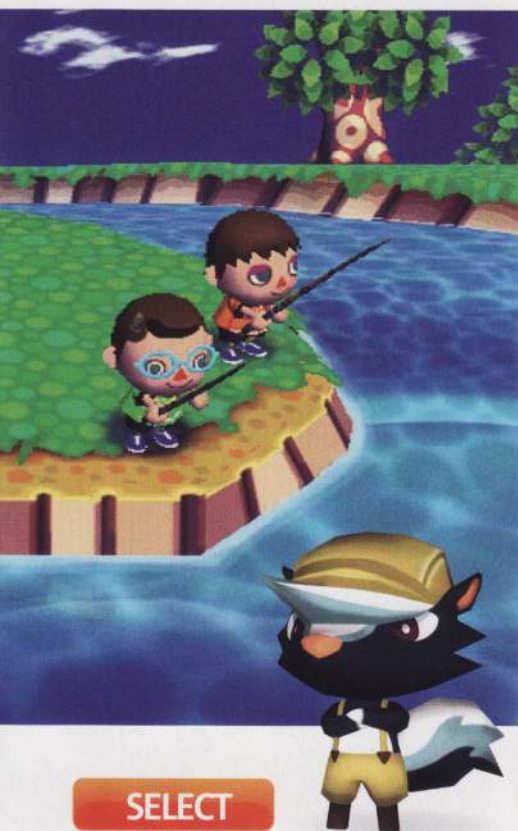
36



56



70



**SELECT**

- 8 **G'Day, Sport!**  
Nintendo's Electronic Entertainment Expo conference had a few surprises and we've got the inside scoop on them all!
- 10 **Wii = MC<sup>2</sup>**  
Can games make you clever? Capcom certainly thinks so and it's even hired a university academic to prove it...
- 14 **On The Road Again**  
The summer's here and that means one thing – Pokémon road trip! Check out the dates and locations, right here!
- 10 **EA Announces Boogie Superstar**
- 12 **Global News**
- 15 **Opinion: The E3 Verdict**
- 15 **Official Sales Charts**
- 16 **Release Dates**
- 10 **£5 Off Pokémon Mystery Dungeon 2**

**FEATURES**

- 26 **Animal Magic**  
*Animal Crossing: City Folk* has finally been announced for Wii, so come with us as we go hands-on with it at E3...
- 70 **Ready, Steady, Cook!**  
Can *Cooking Guide* on the DS really make chefs out of the ONM team? We find out the only way we know how – with an ultimate cook-off!
- 102 **The Making Of... No More Heroes**  
ONM speaks exclusively to Suda 51 and his team about how they created the most stylish game on the Wii so far

**GAME GUIDES**

- 112 **Smash Bros. Brawl**  
Part one of our expert players guide with tips for your favourite characters
- 118 **Pokémon Mystery Dungeon: EoT/D**
- 120 **Animal Crossing: Wild World**

**REGULARS**

- 20 **Feedback – Your letters and this month's forum happenings**
- 110 **How To... A Beginner's Guide to the Wii and DS**
- 122 **Challenges**
- 124 **Rated – The Best Wii, DS and Wii Shop Games, Reviewed**



42

**GAMES A-Z**

- Animal Crossing: City Folk..... 26
- Animal Crossing: Wild World..... 120
- Art Of Fighting 2..... 100
- Bakushow..... 96
- Bangai-O Spirits..... 98
- Baroque..... 93
- Boogie Superstar..... 10

**Castlevania Judgment**

Vampire hunters, Dracula... and one-on-one fighting? It'll all make sense, trust us... 54

- Call Of Duty: World At War..... 65
- Chronicles Of Narnia: Prince Caspian..... 98
- Civilization Revolution..... 101
- Chrono Trigger DS..... 56
- Cocoto Fishing Master..... 101
- The Conduit..... 62
- Cooking Guide:
- Can't Decide What To Cook?..... 70
- C.O.R.E..... 61
- Dead Rising: Chop 'Til You Drop..... 36
- Driving Theory Training..... 83
- Eledees: Adventures Of Kai And Zero..... 66
- Fatal Fury 2..... 99
- Final Fantasy IV..... 58
- Guitar Hero: On Tour..... 78
- The Incredible Hulk..... 101

**Kirby Superstar Ultra**

He's pink, he's round and he's back on the DS for more awesome platform adventuring! ..... 48

- Kung Fu Panda..... 85
- LEGO Batman: The Videogame..... 60
- Looney Tunes: Cartoon Concerto..... 99
- MySims Kingdoms..... 48
- No More Heroes..... 102
- Onechanbara: Bikini Zombie Slayers..... 55
- Pac-Attack..... 100
- Pokémon Mystery Dungeon: EoT/D..... 118
- Sam & Max: Season One..... 88
- Samba De Amigo..... 64
- Spider-Man: Web Of Shadows..... 44
- Star Wars Clone Wars: Lightsaber Duels..... 47
- Star Wars: The Force Unleashed..... 46
- Super Smash Bros. Brawl..... 112
- Wall•E..... 94

**Wario Land: TSD**

Totally 2D, totally gorgeous and totally crazy – Wario's new adventure is hitting Wii soon! .. 50

- Wii Music..... 42
- Wii Sports Resort..... 52

**SUBSCRIBE TODAY!**

Save time, money and effort by subscribing to **Official Nintendo Magazine** and get it sent straight to your front door, every month!

GET THIS BAG  
**FREE**  
WHEN YOU  
SUBSCRIBE TO  
THE MAG  
Turn to  
p68 now!



# Select

Our pick of the latest **Nintendo** news

Wii/DS

EVENT REPORT

## G'day Sport!

Nintendo announces Wii Sports sequel at E3

➤ **Nintendo held its annual E3 Conference this month where it announced a whole host of exciting new games and**

hardware peripherals, including a sequel to *Wii Sports* and a Wii Remote motion enhancer.

Due in early 2009, *Wii Sports Resort* will boast a raft of new events, including jet ski racing, frisbee throwing and fencing. The collection of sports will come packaged with a brand new Wii peripheral called the 1:1 MotionPlus Adapter. This small attachment plugs into the bottom of your Wii Remote and enhances the motion sensing capabilities of the standard Remote, offering you true 1:1 control. So, every single movement you make will be immediately and accurately recreated on-screen.

### Folk In The City

Nintendo also showed off a brand new version of village creation game *Animal Crossing* for the Wii. Entitled *Animal Crossing: City Folk*, the new game builds on the DS version by allowing you to leave your village and head into the city. Here you have access to more shops and more people to communicate with. And communication is the key to *City Folk* with Nintendo announcing a

second peripheral in the form of *Wii Speak*. This microphone sits on top of your TV and allows anyone in the room to comment and communicate with other people who are visiting your *Animal Crossing* city. Your friends, be they in London, Scotland or next door, can then chat with you and you'll hear their voices through the TV speakers. You can still communicate via text if you prefer though and writing letters is an even more important factor in this game, which is why the game is compatible with any USB keyboard.

### Music To Your Ears

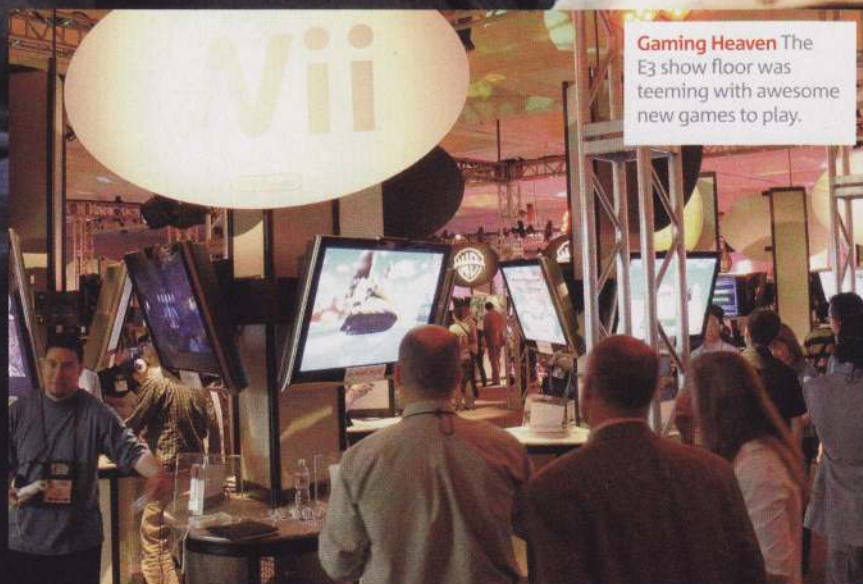
The last of the big Wii announcements came in the form of *Wii Music*, which is heading to the Wii for the end of this year. *Wii Music* had previously existed as a technology demo only but Nintendo has now confirmed a full-blown game that will allow four people to get together around a TV and

play along to various well known tunes. Instruments available

"Iwata confirmed that the **Mario and Zelda** teams are hard at work on new games"







**Gaming Heaven** The E3 show floor was teeming with awesome new games to play.

include trumpets, saxophones, vibraphones, pianos, guitars and drums. In fact, the drum set is available as a standalone mode where you're in full control of an entire drum kit with the option of using a Wii Balance Board as the kick drum pedal.

Fans hoping for a brand new Mario game may be understandably disappointed to hear that there were no new trailers for any other Nintendo classics. Fear not though, for Nintendo President Satoru Iwata himself confirmed that the *Mario* and *Zelda* teams are hard at work on new games, with Mr Mario himself, Shigeru Miyamoto, noting that

the *Zelda* team is currently trying to find that special something that will differentiate it from other games in the series.

DS owners were also catered for with various new games on show for the first time, including a new DS outing for the *Grand Theft Auto* series. You can read about many of the amazing new titles shown at this year's E3 in this month's Coming Soon section, with all the action kicking off over on page 35, preceded by a huge *Animal Crossing* feature on page 26.



## INTERVIEW

### A Shigeru Miyamoto

Senior Managing Director, Nintendo

### B Katsuya Eguchi

Producer, *Animal Crossing* & *Wii Sports Resort*

We were lucky enough to sit down with the men responsible for the forthcoming *Animal Crossing: City Folk*, *Wii Music* and *Wii Sports Resort*. Naturally, our ninja skills forced them into revealing another brand new title for the Wii!

**ONM:** There are no real goals in *Wii Music* so it's not really a game, is it? Would you say it's more of a toy?

**SM:** That's right and that's what makes it more interesting than a videogame!

**“When it's time to announce such a title, then we'll announce it. We're making Pikmin!”**  
Shigeru Miyamoto, Nintendo

**ONM:** The Power Cruising section of *Wii Sports Resort* looks just like *Wave Race 64*. Were any of the same team involved and can we expect to see a *Wave Race* game on Wii?

**SM:** Some of the *Wave Race 64* team were involved, yes.

**KE:** The programmer in charge of Power Cruising is the same person who worked on *Wave Race 64*. I can't comment on a Wii version but I can say that the team will take what they learned from *Wave Race 64* and use it to create an experience [in *Wii Sports Resort*] that will in fact surpass *Wave Race*.

**ONM:** Any chance of seeing *Pikmin* on the Wii?

**SM:** (Pretends to walk off the stage, then comes back) When it's time to announce such a title, we'll announce it... (pause) We're making *Pikmin*!





**Back In Black**  
Rihanna pops up and good news it is too – we honestly haven't heard *Umbrella* enough times.

## Strike A Pose

Karaoke dancing game gets a Wii sequel

**> Prepare to pull some shapes and sing your heart out to the likes of Rihanna, Fergie,**

Maroon 5, Britney, Good Charlotte and Kanye West this October as *Boogie SuperStar* hits the Wii.

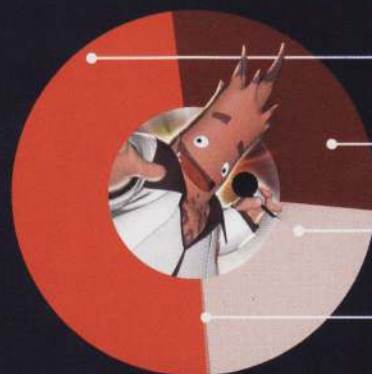
The sequel to last year's *Boogie* sees you making use of the packaged Wii Mic, turning your Wii into a virtual karaoke machine. As well as all the best stuff from the original, it also brings a four-player head-to-head option to the stage, as well as allowing you to prove your worth to the judges in an effort to become a *Boogie* superstar.

Last year's effort didn't fare particularly well in the charts though, mainly due to a lofty price point of £59! The fact that you can now find the package brand new in shops for around £20 says it all.

Although no firm details have been announced at this early stage we're hoping that publisher EA has learned its lesson. A more affordable price, plus the *SuperStar* extras and online leader boards will make for a far more attractive karaoke proposition. We'll bring you a hands-on preview next month.



**Born To Boogie** The original didn't sell too well but EA is hoping to make good with this sequel.



### The Nation Votes: DS Lite What would you pay for Boogie?

We asked ONM readers to vote for how much they thought *Boogie Superstar* should cost. Have your say by visiting the forums at [www.officialnintendomagazine.co.uk](http://www.officialnintendomagazine.co.uk)



**Smart Bomb**  
Nipan Maniar reckons games make you clever.

Wii EDUCATION

# Wii=MC<sup>2</sup>

Capcom uses games to teach the laws of science

**The idea of using videogames to teach you the finer points of physics might not sound like**

much fun, but Capcom has hired a leading university academic to help it create games that do just that.

Nipan Maniar, a senior lecturer at the University of Portsmouth, is working with Capcom to develop subliminal mind programming techniques that can assist players in subjects that many people find tricky to understand, such as maths, physics and trigonometry, in a way that allows them to learn without being consciously aware they're doing so.

As much as it sounds like attempted brainwashing though, it's not as crazy as it seems. Surprisingly, the plan came about after Capcom ran tests on people playing its latest Wii release *We Love Golf* and discovered that the more people played the game, the quicker they were able to work out

complicated on-the-fly calculations regarding wind speed, ball trajectory and surface angles.

"The general idea is to get people playing games thinking they are a champion golfer, but Einstein and Newton are lurking in the background sending useful and important messages to the subconscious where they can be stored and remembered and, hopefully, applied in other areas of life." Rhys Cash, Capcom's Research Manager said.

With *We Love Golf* now on the shelves, Capcom is looking to come up with more games that subconsciously educate players while also offering plenty of traditional fun. Not surprisingly, Mr Maniar is looking forward to his involvement in the project. "The power of games as a learning tool is the great untapped education resource of our time," he said. "I expect many other games companies will get on board when they see the obvious benefits to society of using games as one more tool to educate our young people."



"The power of games is the great **untapped education resource of our time**"



## Hot list

All the Nintendo stuff we're loving this month

**1 E3 Announcements**

We've known about Nintendo's E3 games for a while now, but finally we're allowed to tell you all about them. It's a good job too, because we were on the verge of bursting.



**2 Delicious Food**

*Cooking Guide's* success wasn't the only thing that surprised us this month; it also helped make some tasty grub into the bargain. Fred's chocolate brownies were especially wonderful!

**3 DS Goodness**

There's been a bumper crop of top DS titles recently, which means we can get outside. Give us a deckchair, warm sun and copies of *Space Invaders Extreme* and *Final Fantasy Tactics A2* please...



**4 Price Crashes**

Because it's summer, shops have been slashing prices on some Wii titles to encourage sales. *No More Heroes* for just £20? That's a bargain if ever we saw one!



**5 Rocking Out**

Playing *Guitar Hero: On Tour* gave us an excuse to go back to *Guitar Hero 3* and rock out all over again – needless to say, we reckon we could give Van Halen a run for his money.



# Select

Our pick of the latest Nintendo news

► USA



## GOD BLESS AMERICA

A quick glance at online retailer Amazon's Top Sellers list confirms that Nintendo is still dominating gaming in the States. As of the time of writing, the entire top ten products in Amazon's Top Sellers are made by Nintendo. These include games such as *Mario Kart Wii*, *Wii Fit*, *Wii Play* and *Brawl*, as well as Remotes, Nunchuks and of course the Wii itself. The Wii version of *Rock Band* is selling well too, but that's probably because it's selling at a sensible price over there (it works out at around £85 compared to the £180 we may be getting charged for it).



► Scotland



## NEW GAMES ON SHOW

If you're a Scottish reader and you're not up to much between Sunday 10 August and Tuesday 12 August, you could do a lot worse than visit the 2008 Edinburgh Interactive Festival, which is being partly sponsored by Nintendo. The event is being held at the Edinburgh International Conference Centre and will let you go hands-on with the latest games as well as see exclusive developer screenings of new titles. To attend the festival (tickets are free) either go to your nearest Gamestation or simply turn up at the event and register.

► UK



## GAME SALES AT ALL-TIME HIGH

Chart-tracking UK company... um, ChartTrack has announced that the first six months of 2008 have been the most successful six months for the UK in the history of gaming. ChartTrack says that as well as sales of games on other consoles like *GTA IV*, these results are also due to the huge success of games like *Mario Kart Wii*, *Wii Fit* and *Super Smash Bros. Brawl*, as well as the more 'casual gamer-focused' Wii and DS titles. Like (sigh) *Carnival Games*.



► Mexico



## UNDER STARTER'S ORDERS

It looks like the Wii is due to get an onslaught of racing games soon. As if the recent release of *Ferrari Challenge* and last month's news of Codemasters announcing a Formula 1 game for the Wii, Activision has now announced *SCORE International Baja 1000*, which will be coming to the Wii this winter. The Baja 1000 is a dangerous Mexican race which takes place over deserts and the like: hopefully the game is just as exciting.

Wii

DS

EVENTS

# Global

The whole world of Nintendo delivered in bite-size chunks!

► Another month, another deluge of Nintendo-related happenings around the globe. We need your help to keep our patented NewsMap™ up to date. If you're travelling the world on holiday or for work, let us know what's been happening Nintendo-wise around the globe. There are prizes on offer for the best news stories sent in! Email your words and pics to us at the usual address: [onmglobal@futurnet.co.uk](mailto:onmglobal@futurnet.co.uk)

► Africa



## KING FOR A DAY

*The Last King Of Africa*, the latest adventure game from renowned Belgian comic artist and game developer Benoit Sokal, has been announced for the Nintendo DS. Sokal has a bit of a cult following; he was responsible for the excellent *Syberia* games on the PS2. As well as *The Last King Of Africa* (which is a remake of a PC game called *Paradise*), the original *Syberia* is also getting a DS remake. Both games are due out at the end of the year. Look out for more information in these pages soon.



▲ Cult PC adventure title *Paradise* is DS-bound.

► France



### CARMEN SANDIEGO: STILL MISSING

Here's one for old-school fans. The classic 'edutainment' game and cartoon series *Where In The World Is Carmen Sandiego* is coming to the DS. The game saw you trying to catch Carmen



Sandiego, an international thief, by finding clues and using your knowledge of world history to figure out exactly where she's gone. There was a GameCube game a few years back, but let's ignore that one. It was awful.

► Japan



### WATCH MOVIES ON YOUR DS

The DS Vision download service has been launched in Japan. DS Vision is an officially licensed service which lets Japanese DS users download cartoons, movies, TV shows, books and manga comics to their DS. Users visit an online shop to buy downloadable content and then save it to a Mini-SD card, which then slots into a special DS cartridge. Sounds like a nice idea.



► India



### ALONE IN THE SHOPS

Here's an odd one. The Wii version of disappointing adventure game *Alone In The Dark* will soon be getting an Indian release. Nothing strange about that, you may think. Well, there's also the small detail that the Wii isn't actually on sale in India yet. Indian game publisher Milestone is releasing the game as a test to see how well it sells among the numerous Indian gamers who've imported a Wii from abroad.

► Japan



### KOJIMA'S TOP 5

Famed game developer Hideo Kojima recently listed his five favourite games of all time in a Japanese newspaper, and all five were released on Nintendo consoles. The *Metal Gear Solid* creator chose... well, *Metal Gear Solid* (which was remade for the GameCube), as well as *Super Mario Bros*, shoot 'em up *Xevious*, SNES adventure platformer *Another World* and Famicom detective game *Portopia Renzoku Satsujin Jiken*. He clearly just forgot to include *Big Beach Sports* then.



▲ Kojima-san has good taste. In games, that is, not clothes.

► Taiwan



### TAIWAN GETS THE WII

Another month passes, and another country finally gets its hands on some Wii action. The Wii launched in Taiwan on 12 July 2008 at a cost of 8,500 Taiwan New Dollars, which comes to around £140. Taiwan is also set to get the DS next month: however, it won't be the normal DS Lite we're used to, but rather a localised one that will be sold in mobile phone shops. Exact details have yet to be revealed about what that entails, but we'll let you know next month if it's anything special.



“DS Vision lets Japanese users download movies, TV shows and manga comics to their DS”

► Watch Movies On Your DS

**“Fans will finally be able to download Darkrai to their copies of Pokémon Diamond or Pearl”**



**It's Showtime!** Want to play the latest games first? You'd better get yourself to Leipzig then.

**Wii/DS EVENTS**

# On The Road Again

Upcoming gaming events for everyone to enjoy

**Videogame events for the general public are few and far between, but this summer sees a couple of shows that you can attend to try out a variety of new games.** Granted, one is slightly harder to reach than the other but both are worth your attention, especially if you happen to win our competition at the bottom of this page!

The first upcoming gaming event comes in the form of a Pokémon tour, popping up at a Woolworths near you in August. Those attending will be able to play *Pokémon Mystery Dungeon: Explorers Of Time and Darkness* (which the tour is being themed around), wirelessly transfer their Pokémon from *Pokémon Diamond* and *Pearl* into *Pokémon Battle Revolution* and use them to battle other would-be trainers, have their faces painted (at selected stores) and even battle against the most famous Pokémon trainer of all, Ash Ketchum himself.

However, the biggest bonus is that attending fans will be able to download Darkrai, an exclusive Pokémon, to their copies of *Pokémon Diamond* or *Pearl* – which, seeing as it's the first and possibly only time that it'll be available for capture, is a definite must – and enter a competition to win a family holiday to Florida! There will also be goodie bags for the first 50 people to arrive at each event, so getting there early would be heartily recommended. We'll see you there!

Of course, those of you looking for something a little further afield should know that the Leipzig

Game Convention in Leipzig, Germany is open to the public on its final two days, 23 and 24 August. If you can't afford to get over to Europe's biggest gaming event to see this year's biggest games though, don't worry – we've got an all-expenses paid trip to the event for a family of four to give away, just down there in that red panel... so get entering!

**Pokémon Mystery Dungeon Tour**  
**You can check out this summer's Pokémon tour at the following Woolworths stores:**

- |  |   |   |
|--|---|---|
| <b>6 August</b><br><b>Edinburgh</b><br>(Milton Link, Milton Road)        | <b>15 August</b><br><b>Staines</b><br>(High Street)                         | <b>24 August</b><br><b>Swindon</b><br>(Regent Street, Town Centre)      |
| <b>7 August</b><br><b>Glasgow</b><br>(Beardmore Way, Gallow Gate)        | <b>16 August</b><br><b>Milton Keynes</b><br>(Silbury Arcade, The Centre MK) | <b>27 August</b><br><b>Bromley</b><br>(High Street)                     |
| <b>8 August</b><br><b>Tyne &amp; Wear</b><br>(Metrocentre, Gateshead)    | <b>17 August</b><br><b>Norwich</b><br>(Riverside Retail Park)               | <b>28 August</b><br><b>Bexleyheath</b><br>(Broadway)                    |
| <b>9 August</b><br><b>Stockton On Tees</b><br>(Portrack Lane)            | <b>20 August</b><br><b>Exeter</b><br>(Guildhall Shopping Centre)            | <b>29 August</b><br><b>Beckton</b><br>(Beckton Retail Park, Alpine Way) |
| <b>10 August</b><br><b>Liverpool</b><br>(St John's Way, St Johns Centre) | <b>21 August</b><br><b>Bristol</b><br>(Imperial Park, Hengrove Way)         | <b>30 August</b><br><b>Basingstoke</b><br>(Chiswick House, Town Centre) |
| <b>13 August</b><br><b>Hanley</b><br>(Upper Market Square)               | <b>22 August</b><br><b>Gloucester</b><br>(Eastgate Street)                  | <b>31 August</b><br><b>Portsmouth</b><br>(Commercial Road)              |
| <b>14 August</b><br><b>Chesterfield</b><br>(Vicar Lane)                  | <b>23 August</b><br><b>Newport</b><br>(East Retail Park, Docks Way)         |   |

For more details of events and to find your local store, visit [www.woolworths.co.uk/pokemononline](http://www.woolworths.co.uk/pokemononline). Tour dates are subject to change. The tour features described in the above text are dependent on store size and, as a result, may not be present at all tour locations. To avoid disappointment contact the Nintendo Service centre before visiting Pokémon Live by calling 0870 60 60 247. And be sure to visit [www.woolworths.co.uk/pokemononline](http://www.woolworths.co.uk/pokemononline) and discover your inner Pokémon with Aura testing!

**WIN! AN ALL EXPENSES PAID TRIP TO LEIPZIG!**

To stand a chance of winning, just send an email to [onm@futurenet.co.uk](mailto:onm@futurenet.co.uk) explaining why (in no more than 20 words) we should let you go to the event. Put 'Send Me To Leipzig!' in the subject header, so we don't miss your email. Good luck!



Wii/DS **OPINION**



# Keep The Faith

ONM Editor Chandra Nair shares his thoughts on this year's E3

**> The Electronics Entertainment Expo has traditionally been an event at which Nintendo releases**

bucket loads of information. Whether its unveiling new hardware or showing the first ever trailer for a brand new *Zelda* game, E3 rarely disappoints. This year was different though and it marks the first time that Nintendo hasn't shown off either a) a new piece of hardware, or b) footage of a brand new 'hardcore' title.

Naturally, this was met with torrents of discontent from online fan sites but while it's undeniable that there was no killer trailer of a well-loved Nintendo mascot title, we should be remembering that maybe, just maybe, Nintendo doesn't need to create a big bang. When it's ready to show off new games it will and I imagine that will happen sooner rather than later. But just because it doesn't happen at E3 it doesn't mean the world is coming to an end.

### More For The Core

There *are* deeper, more intense games offerings on the way. The *Zelda* and *Mario* teams *are* hard at work on new games and *Pikmin* is underway. That's at least three new franchise games practically confirmed and that's more than we should be hoping for when you consider that in the past three months alone we've had sequels to *Mario Kart* and *Smash Bros*.



**The Last Resort** While it might not be a hardcore game, *Wii Sports Resort* looks like masses of fun.

So for all the cynics out there whinging into their keyboards that Nintendo has lost the plot, try looking at the bigger picture. E3 was a perfect opportunity to show the world's press the three games that are going to expand the Wii user base yet further. The majority of Wii owners don't go online to find out about games and they don't even buy games magazines such as this one so watching footage of E3 on CNN or the BBC is the only sure fire way that Nintendo can grab their attention.

You want more 'good old Nintendo games'? Of course you do and believe me, they're coming. Patience is a virtue that every Nintendo fan has come to accept in their hearts so why break the habit of a lifetime now? Keep the faith – I promise that it'll be well worth the wait.



**Tuning In** Nintendo used E3 this year to announce market-expanding titles.

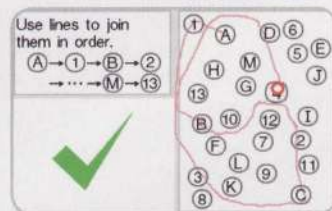
# Official Sales Charts

The UK's best-selling Wii and DS games for July



- 1 Wii Fit
- 2 **NEW ENTRY** Super Smash Bros. Brawl
- 3 **NEW ENTRY** Big Beach Sports
- 4 Wii Play
- 5 Mario Kart Wii
- 6 Carnival: Funfair Games
- 7 Mario & Sonic At The Olympic Games
- 8 Sonic And The Secret Rings
- 9 **NEW ENTRY** Top Spin 3
- 10 **NEW ENTRY** Sports Party

## NINTENDO DS



- 1 Dr Kawashima's Brain Training
- 2 **NEW ENTRY** Cooking Guide: Can't Decide What To Eat?
- 3 **NEW ENTRY** Pokémon Mystery Dungeon: EoD
- 4 Mario & Sonic At The Olympic Games
- 5 **NEW ENTRY** Kung Fu Panda
- 6 **NEW ENTRY** Pokémon Mystery Dungeon: EoT
- 7 LEGO Indiana Jones
- 8 **NEW ENTRY** My Health Coach
- 9 New Super Mario Bros.
- 10 Cooking Mama 2

## Release Dates

Release dates for August and September

### Wii



- 08/08 Super Swing Golf ★★★★★
- 08/08 Baroque ★★
- 14/08 Brothers In Arms: Double Time ★★
- 15/08 Madden NFL 09 ★★★★★
- 28/08 Soul Calibur Legends ★★
- 05/09 TNA Impact ★★★★★
- 19/09 Star Wars: The Force Unleashed ★★★★★
- 19/09 SimCity Creator ★★★
- 26/09 de Blob ★★★★★
- 26/09 Wario Land: The Shake Dimension ★★★★★

### NINTENDO DS



- 08/08 Race Driver: GRID ★★★★★
- 15/08 Madden NFL 09 ★★★
- 29/08 Bakushow ★★★
- 29/08 Driving Theory Training ★★
- 29/08 Fashion Dogz ★
- 05/09 Spore ★★★★★
- 12/09 Rune Factory ★★★
- 19/09 SimCity Creator ★★★★★
- 19/09 Star Wars: The Force Unleashed ★★★
- 26/09 Drawn To Life: Spongebob Edition ★★

## The Month In Numbers



# 245

The number of dishes available in *Cooking Guide: Can't Decide What To Eat?*



# 5

The number of years since the last episode of *Buffy*, despite a new DS game being announced last month.



# 5

The number of pounds you can save on *Pokémon Mystery Dungeon: Explorers Of Time/Darkness* by using the handy voucher below.



# 16

The number of Neo-Geo games in *SNK Arcade Classics Vol 1* for Wii.



# 26 vs 73

The number of songs in *Guitar Hero On Tour for the DS*, versus the number of songs in *Guitar Hero III for the Wii*.

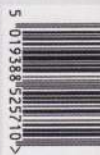
## Pokémon Mystery Dungeon: Explorers Of Time/Darkness



- This voucher entitles the bearer to £5 off *Pokémon Mystery Dungeon Explorers of Time* or *Pokémon Mystery Dungeon Explorers of Darkness* when presented at any Woolworths store in the UK.
- Not to be redeemed in conjunction with any other offer.
- 1 voucher per transaction.
- Voucher cannot be redeemed online.
- Offer ends 28/09/08
- Subject to availability, while stocks last.
- Only original vouchers will be accepted and any damaged, defaced, photocopied or otherwise, coupons will be refused.
- Voucher is of nil value and cannot be redeemed for cash.

**WOOLWORTHS**  
www.woolworths.co.uk

To the cashier: Please scan *Pokémon Mystery Dungeon Explorers of Time* or *Pokémon Mystery Dungeon Explorers of Darkness* then scan the voucher. Discount will be deducted automatically. Destroy the voucher in-store as soon as the transaction has been completed. Promoter: This offer is promoted by Woolworths plc ("Woolworths"), 242 Marylebone Road, London, NW1 6IL



# £5 OFF



# STAR WARS™ THE FORCE UNLEASHED

MAY THE FORCE BLOW YOUR MIND



#### UNLEASH EPIC FORCE POWERS

Use devastating combo attacks as you learn to master the Force.



#### DISCOVER THE UNTOLD STORY BETWEEN EPISODES III & IV

As Darth Vader's Secret Apprentice, seize your destiny to become the most powerful Jedi ever.



#### UNIQUE, LIFE-LIKE GAMEPLAY

Destructible environments and characters react differently every time.

SEPTEMBER 19TH  
WWW.THEFORCEUNLEASHED.CO.UK



PlayStation 2

PLAYSTATION 3



Wii

NINTENDO DS

LUCASARTS



LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. © 2008 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & TM as indicated. All rights reserved. "P", "PLAYSTATION", "PlayStation" and "PSP" are trademarks or registered trademarks of Sony Computer Entertainment. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. NINTENDO DS, Wii AND THE Wii LOGO ARE TRADEMARKS OF NINTENDO. All other trademarks and trade names are the properties of their respective owners. All rights reserved.

Xbox360: PLAYSTATION2: BBFC 12+ PlayStation2, PlayStation Portable, Wii™: PEGI 16+ Nintendo DS™: PEGI 12+

# 2 FOR £20

## OR £12.99 EACH



Campaign available on

# PRE-OWNED GAMES

## LOADS MORE AVAILABLE IN STORE!

gamestation

OVER 240 STORES NATIONWIDE 0845 345 0335 [gamestation.co.uk](http://gamestation.co.uk)

STICKERED TITLES ONLY. STICKERED ITEMS MUST BE PURCHASED AT THE SAME TIME. GAMES SHOWN ARE CORRECT AT TIME OF GOING TO PRINT. WHILE STOCKS LAST AND FOR A LIMITED TIME PERIOD ONLY. OFFERS SUBJECT TO CHANGE. CANNOT BE USED IN CONJUNCTION WITH ANY OTHER OFFER. GAMESTATION AND RELATED TRADE MARKS ARE OWNED BY GAMES STATION LIMITED © 2008 ALL RIGHTS RESERVED.

27-PO-ONIN-AD

**Plenty To See** This year's E3 was packed with great Wii and DS games – read all about them, right here next month!



# Next Month

Issue 34 • October 2008

## Played It!

**Hands-On Verdict** We've played all the big games for Wii and DS that you need to look forward to for the coming year. Check out what we think, right here!

**Exclusive First Look** Introducing an amazing new shooting title for Wii!

**Who Ya Gonna Call?** We talk to the folks behind the new *Ghostbusters* game

**More Free Gifts** Awesome Nintendo goodies that you can't do without!

### PREVIEW



Wii *Tomb Raider Underworld*

### REVIEW



Issue 34 On Sale  
**Friday 29 Aug**

We reserve the right to change content featured on these pages.

“Face the facts guys: gaming is not the elitist, specialist hobby it used to be”

► Kevin Bryson, Sunderland

# Feedback

Have your say on all things Nintendo



**Get In Touch Via Email**

onm@futurenet.co.uk  
(Subject header: Letters)

Please include your full name & address on all correspondence. Letters sent to addresses other than the one above will be deleted immediately.

**No More Heroes?**

Nintendo are amazing. We all know that. They've created *Mario*, *Zelda*, *Metroid* and millions of amazing franchises that we've all grown to love. But one thing I want to see is a new franchise. We all know a new *Pikmin* game would be great, but why not a brand new franchise to add to the collection of greatness? I hope Nintendo have the power to reinvent the platforming genre, perhaps use it to breathe life into WiiWare? The possibilities are endless but they've yet to be discovered.  
*Ryan Bowen, Hertfordshire*

You may not realise it Ryan, but Nintendo and Miyamoto have already been creating new franchises with the likes of *Wii Sports*

and *Wii Fit*. In terms of more 'hardcore' games, it's a tricky situation. A new franchise would be great but most would rather see a new *StarFox*, *Pilotwings* or *Zelda* game.

**Radio Ga-Ga**

While I was reading your section of dream Wii revival franchises in issue 31 I couldn't help but notice one serious gap in that list. You've mentioned it, fans have mentioned it, yet it was still not included. Where was *Jet Set Radio*? As a fan of the two games, I (and many others) would love the thought of a revival for the *Jet Set Radio* series. If you think about the possibilities of the control scheme it could be a fantastic comeback for the under-rated series.

Of course, this is only a dream, but if any Sega franchise needs a revival it's *Jet Set Radio*. If anyone doesn't see a need for a revival of the series I suggest that they watch a few videos of the games or even dig out their old Dreamcast (if they have one, that is) and remind themselves why this needs a revival.  
*Nicholas Ratcliffe, Glasgow*

We agree. We'd love a *Jet Set Radio* game where you sprayed graffiti with the Remote. The only reason we didn't mention it in issue



31 was because we were talking about our dream revivals of Nintendo games, not Sega.

**Disaster: Date Of Crisis?**

I am desperate for any new info on *Disaster: Day of Crisis*. Its release date has been put back and it has now been postponed indefinitely. The given reason is so the developers can "increase the quality of the finished product". I'm starting to get worried that it may never come out. Can you allay my fears? I've been salivating over the prospect of playing it. Please let me know if it's definitely going to come out?

PS: There is a member of staff in the kebab shop in Pocklington who looks like Wario.  
*Philip Long, Wilberfoss*

*Disaster* will still be coming out as far as we know. Don't be



**SEND IN YOUR LETTER AND WIN!**

Write the best letter of the month and you'll win yourself a DS Lite and game!

**Star Letter**

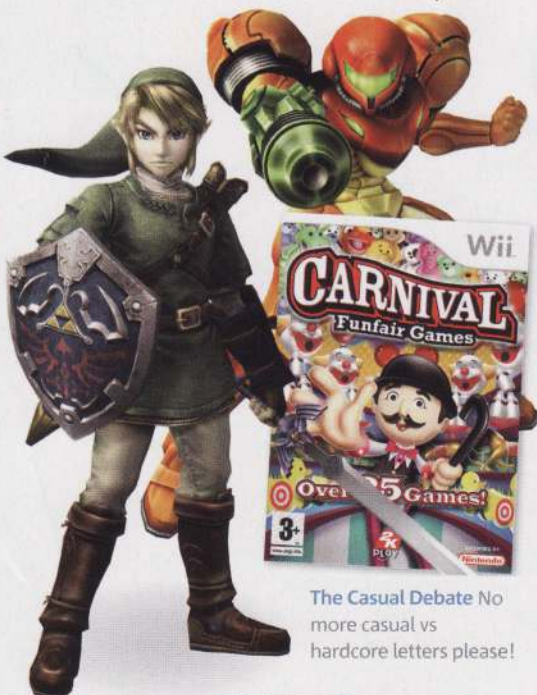
## A Casual Observer

I'm annoyed. I've been playing Nintendo games since the days of the NES and now it seems that Nintendo's taking a new direction and making games that 'casual' gamers will play: stuff like *Wii Fit* and *Wii Sports*. You've probably guessed which way this letter's going to go, but you'd be wrong. These games aren't what annoy me. What annoys me is the people moaning about them.

For years I played games hoping that some day the general public would accept that what I did was a credible form of entertainment, and not some geeky thing that nerds and nimrods did in their bedrooms in between science experiments. Now gaming is cool and it's popular. It's been accepted by the public. So why are people moaning?

Face facts guys: gaming's not the elitist, specialist hobby it used to be. Everyone has seen the fun in gaming and now everyone's doing it. It's taken over the world. We won. We were right all along. Let the idiots play their *Carnival Games* and *Game Party*. If it means they won't turn their noses up at us as we play our *Zelda*, *Metroid* and *Okami* then all the better I say.  
*Kevin Bryson, Sunderland*

A stirring call for peace that would make the most hardened of war criminals drop to their knees and weep openly. For so poetically trying to bridge the hardcore/casual gap, have a DS Lite on us. Just don't play any casual rubbish like *Dogz* on it.



**The Casual Debate** No more casual vs hardcore letters please!



**Crisis Talks** As far as we know, *Disaster: Day Of Crisis* is still on its way. Stay tuned...

disheartened by the postponement. It's better they're taking longer to "increase the quality" than just chucking out any old rubbish. As for kebab shop lookalikes, there's one in Edinburgh who we'd swear is Charlie Sheen.

### Wii Fit: Lose 130 Pounds!

I just wanted to ask why the prices of *Wii Fit* have doubled? My mum was going to buy it for me for my birthday because it was under £100 so I checked if it was in stock on Amazon and the price was £130. Then my mum said I couldn't have it and that put me in a really bad mood. Why has the price gone up?  
*Katie Hoggett, Ipswich*

The real price of *Wii Fit* is still £69.99, Katie. Amazon has been out of stock for a while but it

"If I try to go back to simple button presses now I find it so much more boring"

▶ Ryan McElderry, Newcastle

has a New/Used section where other people can sell it for their own price. People selling it for £130 are greedy money-grabbers who have bought *Wii Fit* for the real price and are trying to sell it for almost double to take advantage of desperate people. We recommend waiting until it comes back into stock again.

### The Games Aren't Lame

It seems that lately many people are writing in to complain about Nintendo not releasing enough 'hardcore' games. I say that is incredibly stupid and they are whining over nothing! It's only been a year and a half since the Wii's release and there have already been (deep breath): *Mario, Zelda, Metroid, Sonic, Mario Kart, Smash Bros, Battalion Wars, Mario & Sonic, MySims, WarioWare, Mario Strikers, Paper Mario, a Zelda spin-off* and things like the Zapper, Wii Wheel and Balance Board. Then you have the likes of *Okami, Heatseeker, Table Tennis* and *Tomb Raider*. Not enough adult games? *No More Heroes, two Resident Evil* games, *Godfather, Scarface, Red Steel, Madworld...* plus we've got *Guitar Hero*,



*FIFA, Pro Evo* and *Star Wars*. What more do you want? *Halo*? And there's more to come, but you have to give it some time. All you people complaining about being a fan for 15 years, blah blah blah, get a life.  
*Kai Takahata, via email*

**You're absolutely right. Some people do tend to forget how many quality titles from respected series are actually available on the Wii just now, and as you can see by the amount of previews in this issue there are much more to come.**

### A Tale Of Two Screens

Hey guys! I was thinking about the DS and what could happen in the future. Then it hit me: wouldn't it be great to have books on the DS? You'd hold it like you do with *Brain Training* and then use the stylus to flip through pages. Think about the people that would get interested in the DS! Can you imagine *Harry Potter* and stuff like that on the DS? What do you think?  
*James Shaw, Yorkshire*

**Well, Nintendo has had a game called *DS Novel* on its release schedule for a while now. Though we've heard no details about it, we're hoping it's an English version of *DS Bungaku Zenshuu*, a Touch Generations title in Japan which featured 100 books. We'll let you know if anything else is announced.**

### What's Next?

The Wii has this completely revolutionary control system, unlike anything else that's ever been. If I try to go back to simple button presses now, I find it so much more boring and archaic. So what I have really been thinking about is where Nintendo goes next. I mean, what exactly can Nintendo possibly do next? Would there even be a new console or would Nintendo simply keep the Wii's controls and add next-gen graphics? They certainly can't go backwards with the controls now, so what exactly do they do next? Don't get me wrong, I have faith in Nintendo's creativity, but I just can't possibly comprehend how they could top the Wii apart from improving the graphics. What is your opinion on this? Have you guys ever thought about the next step? Or is it just my simple mind not being able to match that of Nintendo's?  
*Ryan McElderry, Newcastle*

**We're as clueless as you. Maybe it'll beam hologram objects onto a table which you can physically walk around and look at from every angle. Then *Carnival Games* will be released for it and we'll all be sad.**

### Feeling Blue

What's the deal with last issue of your mag and all the hating on Sonic? I was so

## TEXT THE EDITOR

Start your message ONTEXT and send it to 87100 (25p all networks).

i am btrn 2 agree wiv adrian r. frm issue 31. i am sure many nintendo gamerz can't stand that stupid hedgehog!

brawl is the best thing since cheese sandwiches. Totally worth 4 weeks' lawn mowing.

GH4 is gonna be amazing but im crudded off that no one went 4 GH Metallica on the poll coz they rock! THEY DESERVE A SLAP RIGHT ON THEIR CHOPS! Pete.

=D Yatta!! My dad just ordered me SSB!! XD Can't w8 till online gaming! ONM is awesome! o0Zelda0o frm the forums! X x

## IN A WORD

I already have the GameCube version of *Animal Crossing*. Should I get the DS version?  
*Sam Frier, Nottingham*  
**Yes.**

What was the last ever GameCube game to be released in the UK?  
*Matthew Bolton, Kingston Upon Thames*  
**Meet The Robinsons.**

I really want a DS Lite even though I have a normal one, is it worth it?  
*Alfie Verity, Blackburn*  
**Yes.**

Any idea when the release date is for *Animal Crossing Wii* in the UK?  
*Kelidh Bradley, Wishaw*  
**Winter.**

I have a way of getting around lack of voice chat in online Wii games: DS games! For example, when playing *Brawl* with my friend online, we use Pokémon voice chat to talk to each other. This works well because you don't even have to go into a game: you can do it on standby, with no background music. The main problem with this method is that both people have to have a DS with compatible games, but if the conditions are right (which they should be for a few people) it's quite good! What do you think?  
*David Jasiewicz, Kent*  
**Nice.**

## RANDOM RANT

I am sick and tired of lazy developers on the Wii. They assume that they can give games N64 graphics and tack on waggle controls and they'll sell like mad. And the problem is, sometimes they do. Even the big developers can churn out garbage like this. Ubisoft, I'm looking at you! These developers have the potential, especially Ubisoft, yet they don't use it. The only thing we can do to stop this is to never buy one of these games again. Maybe then they'll stop coming out and developers will have to make good titles. Maybe then we can all dance around a lovely green grassy hill with a huge rainbow stretching into the horizon. I know that you will completely agree with me. If you do, then how come *The Conduit* has received no coverage in your magazine? It looks to have the potential to be the best shooter on the system. I only found out about it on the forum.  
*Giancarlo Bell, Cambuslang*

Check the pages of this very issue, and you will find all *The Conduit* goodness you can soak up. And we like your vision of a perfect utopia with all the dancing and grass and stuff, though we could do without the hill. We're very lazy people, Giancarlo. Very lazy.



**VC, but DS-specific controls would be nice. How about a version of Donkey Kong where you tap barrels with the stylus to break them?**

### Maths Straining

Hi ONM, it's one of your readers from Nigeria. I really wanted to tell you guys about a puzzle in *Zelda: Phantom Hourglass*. Remember the one where you had to pull five switches in a particular order and the game gives a clue: 24513? I tried it but it didn't work and I spent days looking for the answer, to no avail. So I decided to use mathematical permutations. Multiplying  $5 \times 4 \times 3 \times 2 \times 1$  gives how many ways I can pull the switches (120). This divided by five (24) gives how many ways you start with a particular number, so if you start with one there are 24 permutations, and so on. 120 permutations isn't that much so I listed them all and started trying them one by one. On the 77th try: BINGO! It was 41523. I know I must have missed a clue because I doubt Nintendo wants everybody working out permutation and combination but I really enjoyed the challenge and experience. So, shame to those who say games and education don't mix.

Samuel Damilare, Nigeria

Pacman Cookie (a regular cookie with a slice taken out of it); and Sherbet Question Blocks. Maybe they could contain caffeine to boost a tired gamer's performance. Swing it by Nintendo. I expect royalties.

Isaac Brown, Sheffield

**We like your thinking. How about StarFox's Glacier Mints, No More Aeros or (naturally) Super Mario Galaxy? And why stop at sweets? We demand crisps too: anyone fancy a Twiglet Princess? Or biscuits: "p-p-pick up a Pikmin".**

### Jog On

I was doing the jogging game on *Wii Fit* and started thinking about the new snowboarding games that are coming out for the Wii. They are supporting the Wii Balance Board, and so is the new *Raving Rabbids* game. With all these

**"What a cool idea it would be for a war game on the Wii that utilised your Miis"**

Nick Cronin, Westhill

**Our brains... our beautiful brains... melllllting...**

### Super Haribo Bros

I was wondering if there's any chance of Nintendo creating some gaming themed sweets? My friend and I had to think of a theme for some sweets we'd be making packaging for in multi-materials, and thought about some 'clever' names for Nintendo sweets. Fiery Marth-mallows (contain Tabasco sauce); Pika-chews (like Chewits, only Pokémon-themed); Koopa's Kandy (shell-shaped boiled sweets);

developers trying to include Balance Board support in their games, why is nobody else thinking about the whole "using the Wii Remote to jog" idea?

I know in games like *Mario & Sonic At The Olympic Games* you run with the Wii Remote and Nunchuk, but the *Wii Fit* method of running is totally different. In *Wii Fit* you can't change direction, but maybe Nintendo could work out a way of doing this? Wouldn't a game like *Sims Castaway* or the future *Animal Crossing Wii* be

disappointed when I read those horrible rants about the little blue hedgehog. He's my favourite videogame character of all time! Why do people have to be so rude? I'm not a big Mario fan but I would never go about dissing him because I respect him and I'm mature unlike those brats who can't stand friendly competition.

Patricia Gouveia, Eastbourne

**Ah, it's just a bit of fun. We don't really hate Sonic. After all, the lad's appeared on five of our covers!**

### Old School, New Tricks?

If you remember a while back, Nintendo released some *NES Classics* games and I enjoyed them so much. It made me think: Nintendo could release some for the DS. Maybe *Duck Hunt* where you use the stylus to point the gun and press the D-Pad to shoot, or maybe *Gyromite* and *Stack-Up* with you controlling ROB on the touch screen? Or *Tennis* with the stylus being a bat swing. What do you think?

Connell Matthews, Devon

**Now that's not a bad idea. Just re-releasing them would be a bit pointless what with the**

## Cover Versions

The very best of this month's reader covers (taken from the Mock Cover thread on the ONM forums)



### Animal Crossing Wii

By super\_chris  
Super\_chris's brilliant *Animal Crossing* cover wasn't too far off our own effort this issue. Nice work indeed!



### Pikmin Wii

By Blackan  
We love the cat staring at the Pikmin as they go about their business, but we were more impressed by the decision to cover our logo in flowers to give it a proper Pikmin feel. Good job!



### Kid Icarus

By Jedi\_jester  
Teaser covers are always a great way to get attention, and this cover for a mystery *Kid Icarus* game certainly does that. Nice use of lighting too, including the flash on the Nintendo logo.



### Madworld

By Spectral Knight  
Last month's winner returns with another fantastic cover. The theme is that *Madworld* might end up being too violent for Japan and we love how striking this image is.



### RRR TV Party

By Marco8ynwa  
Although some would argue that Marco has just taken the artwork of these two Rabbids and plonked them on a page, the clever touch is the ink blob background which gives it a chaotic feeling.

good if you could run around by actually running, instead of using a D-pad or the Nunchuk? Especially *Animal Crossing*, because then maybe you wouldn't need a Nunchuk as I presume you would be chopping down trees, fishing etc. with the Wii Remote anyway?

Just a random thought of mine! I've been thinking about this for ages, and thought I'd write to you and see what you think!

Sara Leslie, Croy

**Yeah, that was one of our favourite games in *Wii Fit* (which is ironic because it doesn't use the board). We think it'd be best putting the Nunchuk in your pocket instead though, because then you can still use the Remote to point at the screen and perform actions. You'd get tired fairly quickly though.**

### A Nerd Writes

I stayed at my friend's house one night and we were playing on each other's DS. I have an old, silver one (which I have had for years) and she has a black Lite. My eyes melted out of my sockets. The DS Lites are so bright! When I looked back at my old DS the visuals looked grey. I play my DS at least once a day and I never really noticed. I now call my DS Gramps! I am counting the days until my birthday now so I can get a DS Lite.

Oh yeah, lately my family have been calling me a nerd because I find joy in gaming. If you print this letter please put in your reply "stop calling Victoria a nerd" so I can show it to my family and say "the Official Nintendo Magazine told you to stop calling me a nerd" so I can get on with my gaming! Thank you.

Victoria Stephen, Perthshire

**You heard the lady, Stephen family. Stop calling Victoria a nerd. At least wait until she goes to her mate's house, then you can call her it without her knowing you're doing it.**

### Miidal Of Honor

Me and my mates were playing the Wii the other day and suddenly thought: what a cool idea it would be for a war game on the Wii that utilised your Miis! You could relive WWII with your Miis storming trenches and flying Lancasters. You could use all 100 possible Miis from the Mii channel as an army and go head to head against a mate online, or they could put their Mii on their Remote. What do you guys think?

Nick Cronin, Westhill

**It's a nice idea Nick but a war setting does make it sound a bit grim. We don't know if we like the idea of seeing our grandma taking a bullet to the head in a German trench.**

Take Aim Miis in a war game? We're pretty sure Nintendo would not approve.



## THE FORUMS SPEAK

Information taken from the Official Nintendo Magazine forums at: [www.officialnintendomagazine.co.uk](http://www.officialnintendomagazine.co.uk)

### POLL 1

Which sport would you like to see as a Wii game?

Rugby	9%
Cricket	38%
Ice Hockey	38%
Squash	11%
Netball	4%



**Ultra mega super said:** "I would get ice hockey so long as there was a mini-game with a massive fight scene breaking out on the rink."

### POLL 2

Which Super Smash Bros. Brawl character would you like to see return in their own game?

Pit	23%
Ice Climbers	5%
Pikmin & Olimar	35%
ROB	22%
Mr Game & Watch	15%



**NintendanS said:** "Even aged 16, I'd never heard of *Kid Icarus* until I saw Pit in *Smash Bros*. It's about time we saw a Wii version of *Kid Icarus*, in the vein of *Twilight Princess*."

### POLL 3

Which are your favourite Mario spin-off games?

Mario Kart series	64%
Mario Party series	0%
Mario sports games	8%
Paper Mario series	28%



**Nintenule said:** "*Paper Mario* and *Paper Mario: The Thousand-Year Door* are both classics!"

### POLL 4

What do you think of WiiWare so far?

It's great: bought loads of stuff	13%
It's good: bought one or two games	54%
It's okay	17%
It's disappointing so far	8%
It's a load of rubbish	8%



**emperor ing said:** "What I like about it is that instead of giving the old games on Virtual Console, they can do an update of them and stick them on WiiWare like *Dr Mario*."

## MEMBER OF THE MONTH



### DK Quagmire

Since April, DK Quagmire has been maintaining the *Mario Kart Wii* Time Trial thread in our

forum's Challenges section. He has a top five for every single course in the game and has been maintaining it constantly for the past three months. Keep it up!

# Nintendo

THE OFFICIAL MAGAZINE

2 Balcombe Street, London, NW1 6NW  
Phone 020 7042 4000 Fax 020 7042 4679  
e-mail [onm@futurenet.co.uk](mailto:onm@futurenet.co.uk)

## Your team

**Chandra Nair** Editor  
[chandra.nair@futurenet.co.uk](mailto:chandra.nair@futurenet.co.uk)

**Martin Mathers** Deputy Editor  
[martin.mathers@futurenet.co.uk](mailto:martin.mathers@futurenet.co.uk)

**Tom East** Online Editor  
[tom.east@futurenet.co.uk](mailto:tom.east@futurenet.co.uk)

**Matthew Kendall** Art Editor  
[matthew.kendall@futurenet.co.uk](mailto:matthew.kendall@futurenet.co.uk)

**Clair Williams** Deputy Art Editor  
[clair.williams@futurenet.co.uk](mailto:clair.williams@futurenet.co.uk)

**Roland Hammed** Designer  
[roland.hammed@futurenet.co.uk](mailto:roland.hammed@futurenet.co.uk)

**Fred Dutton** Production Editor  
[fred.dutton@futurenet.co.uk](mailto:fred.dutton@futurenet.co.uk)

**Chris Scullion** Staff Writer  
[chris.scullion@futurenet.co.uk](mailto:chris.scullion@futurenet.co.uk)

### Contributors

Mike Jackson, Chris Schilling, Georgina Hopkinson, Gary Cutlack, Stuart Bartlett, Chris Borgman

### Managerial & Marketing

**James Binns** Publishing Director  
**Lee Nutter** Associate Publisher  
**Steve Jarratt** Group Senior Editor  
**Libby Latter** Campaign Manager  
**Stuart Curry** Subscriptions Product Manager  
**Tim Hudson** International Licensing  
**Jim Douglas** Editorial Director  
**Robin Abbott** Group Art Editor

### Advertising

**Jude Daniels** Ad Director  
**Mark Hanrahan** Ad Sales Director  
**Scott Longstaff** Creative Sales Director  
**Emma Cull** Ad Manager  
Call London advertising on 0207 042 4000

### Production

**Joanna Hubert** Production Co-ordinator  
[joanna.hubert@futurenet.co.uk](mailto:joanna.hubert@futurenet.co.uk)  
**Marie Quilter** Production Co-ordinator  
[marie.quilter@futurenet.co.uk](mailto:marie.quilter@futurenet.co.uk)



Future Publishing Ltd is part of Future plc. Future produces carefully targeted special-interest magazines, websites and events for people who share a passion. We aim to satisfy that passion by creating titles offering value for money, reliable information, smart buying advice and which are a pleasure to read or visit. Today we publish more than 150 magazines, 65 websites and a growing number of events in the UK, USA, France and Italy. Over 100 international editions of our magazines are also published in 30 other countries across the world.

Future plc is a public company quoted on the London Stock Exchange (symbol: FUTR).  
Registered office: Future Publishing Ltd, Beauford Court, 30, Monmouth Street, Bath BA1 2BW.  
Tel +44 125 442244  
[www.futureplc.com](http://www.futureplc.com)  
Non-Executive Chairman: Roger Parry  
Chief Executive: Stevie Spring  
Group Finance Director: John Bowman

Distributed by:  
Marketforce (UK) Ltd, 5th Floor, Low Rise Building, Kings Reach Tower, Stamford Street, London, SE1 9LS.  
Tel 020 7633 3300

Printed in England  
© Future Publishing Ltd 2008

Disclaimer: All contributions to Official Nintendo Magazine are accepted on the basis of a non-exclusive worldwide licence to publish or license others to do so, unless otherwise agreed in advance in writing. We reserve the right to edit letters.

We cannot accept liability for mistakes or misprints, or any damage to equipment or possessions arising from use of this publication, its discs or software. Due to unforeseen circumstances, it may sometimes be necessary to make last-minute changes to advertised content, for magazine and discs.



The text paper in this magazine is totally chlorine free. The paper manufacturer and Future Publishing have been independently certified in accordance with the rules of the Forest Stewardship Council.



When you have finished with this magazine please recycle it

# FREE CINEMA TICKETS

All Dwight On The Night Yes, that's the dude from the US version of *The Office*.

SEE IT IN  
CINEMAS  
ON  
AUGUST  
22!

# THE ROCKY

## FREE TICKETS!

**WIN!** We're giving you the chance to see hilarious new movie *The Rocker* first with a special preview screening

**The Rocker** is a laugh-out-loud comedy about a failed, over-the-hill drummer who is given a second chance at fame. Robert "Fish" Fishman is the extremely dedicated and astoundingly passionate drummer for the '80s band Vesuvius until he is kicked out right before they become one of the biggest bands in the world. 20 years later, just when Fish has finally given up hope, all of his wildest fantasies come true as he joins his nephew's teen band. **See it in cinemas from 22 August.**

### Date of screening

**Tuesday 19th August.** 6pm for 6.30pm  
**VNU cinemas** Acton, Basingstoke, Birmingham, Bristol Cribbs, Cambridge, Cheshire Oaks, Croydon Grants, Edinburgh Ocean, Leeds Light, Leicester, North Finchley, Oxford, Plymouth, Portsmouth, Reading, Romford, Shepherds Bush, Staines, York, West End



### How to Enter

To redeem your free tickets, simply get online and go to [www.seeilmfirst.com](http://www.seeilmfirst.com), enter the unique code printed below, then select your nearest cinema and either print out your tickets or get them sent to your mobile telephone.

**UNIQUE CODE: 772889**

Tickets on a first come, first served basis and subject to availability. Maximum of four tickets per household. For full terms and conditions visit [www.seeilmfirst.com](http://www.seeilmfirst.com).

TM & © 2008 Twentieth Century Fox Film Corporation. All Rights Reserved.





# バンガイオ魂 BANGAI O SPIRITS

GET READY FOR  
TOTAL SENSORY  
OVERLOAD

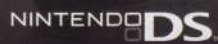
OVER  
160  
LEVELS



1-4  
PLAYER  
CO-OP!



CHANGE  
ANY LEVEL  
OR BUILD  
YOUR OWN



# Animal magic



Time to move out of the village  
and into the city...



**I**t's well over two years since its UK launch and we're still popping in and out of *Animal Crossing: Wild World* every once in a while. After all, you can't let cockroaches eat a house you spent 200 hours building, can you? Once you're hooked on *Animal Crossing*, you're hooked for life.

The game, a sort of life-managing simulation pulled off in a simple style, is fiendishly addictive. Let's just say it's as addictive as Pringles. Barbecue Pringles. Once you pop, you can't stop until you're morbidly obese and having your stomach stapled down to the size of a Malteser so you can get out the front door again.

A few not-sensible people didn't like *Animal Crossing*, mind, thanks to the vast amount of

time you have to invest in it and, well, the fact that not much happens for huge periods. You could, in fact, quite rightly say that *Animal Crossing* is a game about nothing. You can load it up and just stand there looking at (and watering the flowers) because believe it or not, that actually counts as playing it.

But aggressive gamers – like us – use every second to collect and sell rare items. They (we) spend hours building up furniture and wildlife collections, chatting to each inhabitant and trying to catch every minor character's scheduled appearance, just in case he or she hands over some super-rare type of carpet. If you're a motivated self-starter, the *Animal Crossing* world is a never-ending whirlwind.

**"If you're a motivated self-starter, the *Animal Crossing* world is a never-ending whirlwind"**



**Monsoon Season** Bad weather is par for the course in the game – it might look cute, but it's not all blue skies you know.

The Gamecube and DS versions analyse the system clock and change the game accordingly, depending on the time of day, and year. The sun sets in the evening. Moths and beetles come out at night. Certain species of fish can only be found basking in the morning sun. In October, there are special events that have you collecting acorns instead of fruit. December? Let's not spoil that. Some people might not have experienced the merry and magical *Animal Crossing* Christmas time. So many happy memories.

### Days Of Our Lives

But the *AC* formula wasn't always such a vast, universally-loved success. First launching on the N64 in Japan under the name *Animal Forest*, the 2001 game was a modest success. Certainly not a big enough success to make Nintendo bother releasing it in the UK, though. We had to wait a very long time for our first slice of *Animal Crossing*.

The Gamecube remake marked *Animal Crossing's* first official UK appearance and, even for a Nintendo release, featured a

massive gap between Japanese and European launches. A full and painful 15 months passed, with *Animal Crossing* eventually hitting an angry UK in late 2004 when Gamecube was already a spent force and not many people paid much attention to the weird animal life-sim. For shame.

However, the DS remake got lucky. It appeared in May of 2005, just as the handheld was hitting top speed and going supernova. On DS, *Animal Crossing* featured a quicker, immediate saving system that's vastly superior to GameCube's long-winded technique, had much faster loading and a simple wi-fi town-visiting system that did away with the Gamecube's terribly awkward memory card/train journey system. The only real downer of it all was the decision to go multi-cultural. In an effort to appeal to a wider audience, Nintendo axed niche holidays like Thanksgiving and Halloween in favour of made-up ones like Yay Day. Oh well.

The bulk of the DS game and its content may well have been very similar to what we got in the Gamecube version, but the



**"It promises everything that the previous Animal Crossing games offered and much more besides"**

execution of DS *Animal Crossing: Wild World* – from its new 3D look to its quicker menu screens and touch screen text input – was a thousand times more addictive. That it was entirely portable, meaning we didn't have to arrange our social lives around getting back to our living rooms for a particular time of day, undoubtedly helped. That,

## Something Old, Something New

Returning favourites and fresh additions to the Animal Crossing world

OLD CONCEPTS



**Making Friends**  
Running errands, writing letters and giving presents – convincing everyone to like you is a big part of the game.



**It's A Hobby**  
Fossils! Bugs! Fish! Furniture! Collecting EVERYTHING (and we do mean EVERYTHING) is what drives a good AC player along.



**Home To Roost**  
Everyone's favourite coffee shop, The Roost, is back, as is Brewster and his ridiculously expensive blends. Hoorah!



**Shave And A Haircut**  
Out of Tom Nook's department store and into her own city-based hair salon – Harriet's clearly moving up in the world.



**Out You Go!**  
*City Folk* uses Nintendo Wi-Fi so you can visit the towns of your friends or have up to three people visit yours at once.

NEW IDEAS



**The Big Smoke**  
Yes, it's a city! And just like in your town, things change depending on the season and time of day. Fabulous.



**Cash In The Attic**  
The city's Auction Room lets you buy items from other players or sell your own items to rack up some extra bells.



**I'm Feeling Happy**  
The Happy Room Academy headquarters has all the room decorating tips you need and it's well worth a visit.



**She's Got Style**  
Top stylist Gracie now has her own clothing store and her assistant Labelle will be more than happy to sell you things.



**It's A-Mii!**  
Opt for the full makeover at Harriet's hairdressers and you can make yourself look like Mario, Luigi or even your Mii.



**Stop The Bus!** First a boat, then a cab, now a bus... can't Kapp'n make up his mind?



**Smell The Roses**  
Pretty flowers = nice town = more villagers. It's easy!



combined with our unhealthy desire to horde piles of furniture and quirky items probably explains why the cart never spends more than three consecutive days out of our portables.

**Same As It Ever Was?**

Not surprisingly then, that addiction is about to continue with the upcoming release of *Animal Crossing: City Folk* on Wii. Spawned from the same mind that created the series in the first place (Katsuya Eguchi, one of Nintendo's most senior managers), it promises everything that the previous *Animal Crossing* games have offered and more besides. More characters, more things to buy, more places to visit, more events to take part in, more... er, more. Suffice to say, our heads are already spinning at the thought of it. At least our hands-on session at E3 gave

us a taster of what we can expect come the end of the year.

We should warn you though, long-time *Animal Crossing* purists may be slightly... well, disappointed might be too strong a word, but certainly surprised at how familiar everything feels when the game starts. It was certainly how we felt. Yes, you're still dropped off in your own specially-created and utterly random village named by yourself, except now it's a bright yellow bus rather than a taxi or train that delivers you. Yes, you still start out without a penny (or, rather, bell) to your name and have to bow to the will of resident penny-pincher Tom Nook as he sorts you out a house and then demands ridiculous amounts of cash for it. And yes, you still need to wander round, introducing yourself to all the ready-made friends available and generally taking in the



**THE TOP FIVE...  
Great Animal Crossing Moments**

- 5** **Wi-Fi-ing For The Very First Time**  
You might expect a Wi-Fi session to be disappointing. Cut-down. Simplified in some way. But no, visit someone's town and you see the lot. Their villagers, houses, shop stock and collections. Lag doesn't matter, there's no competing – you just fish and chat for hours. Genius.
- 4** **Paying Off Your Mortgage**  
Eventually, after numerous weeks, hundreds of hours of selling, dealing and accumulating, you pay off your final mortgage. A massive house and financial independence are yours, leaving you free to enjoy completing your bug, fossil, fish and flower collections.
- 3** **Completing A Collection**  
The sign of *Animal Crossing* greatness is having a full fish and insect collection in the museum. Some fish only appear in summer, while there are hardly any bugs in winter months. You have to play *Animal Crossing* for a year if you want one of everything – a gaming first. Brilliant.
- 2** **Winning On The Turnip Market**  
The turnip-seller only visits town on Sunday mornings, so you have to be there. Awake. On a Sunday morning. Playing in bed with *Hollyoaks* on in the background while making millions on turnips is heavenly – but we can only hope that her schedule's a little more flexible on the Wii.
- 1** **Time Travel**  
You can bend the rules of *Animal Crossing's* dependence on the clock, but care is needed. Mess up the dates and you're greeted by rotten turnips, weeds, cockroaches and a very angry mole. Get it right and you're a God of Time and Space.





### K.K. Slider

As the local beatnik, K.K.'s performances used to happen every Saturday evening. Will he continue that trend?



### The Able Sisters

The Able Sisters let you create your own clothing patterns from scratch. They also sell a variety of clothing, hats and accessories.



### Tom Nook

The resident 'fixer'. He'll do everything from set you up in your own home and run the local store, to lending you cash when you want to make your house bigger.



### Blathers

The narcoleptic curator of the town's museum, Blathers will happily accept any donations of fossils, fish and bugs.



### Tortimer

Slightly old, slightly forgetful but always friendly, Tortimer is the town mayor and will always make an appearance when there's an event going on.



sights, sounds and other nuances of your new home. Déjà vu would be putting it mildly.

### City Slickers

But then, an *Animal Crossing* game wouldn't be an *Animal Crossing* game without such an opening, would it? And just as it took time for the unique differences of *Wild World* over *Animal Crossing GC* to shine through, so it does too with *City Folk*. For example, you wouldn't immediately notice (unless you coincidentally start playing on just the right day) that Nintendo has wisely chosen to put those much-missed holiday events back in. That's not to say we won't be collecting acorns for the Acorn Festival or judging our neighbours' houses on their style, because we most likely will. But it's certainly a comfort to know that we'll also be back to our present-sending ways at Christmas time (complete with an appearance from Rudy the Reindeer), nabbing all the candy we can during Halloween and even digging up Bunny Eggs during Bunny Day... or Easter as it's more commonly known.

The changes run deeper than just the reinstatement of old concepts though. As you

can probably guess from the title, the biggest addition is a city that sits just a short bus ride from your town. Being someone travelling in from 'the sticks', there's no doubt that the city dwellers might look down on you when you first arrive but as you start to make friends (and people from your own village start travelling in as well), you'll soon feel right at home.

The city is packed with places to visit, many of them new. Fancy entertaining your friends with a comedy show or



**Fishie On A Dishie** The aquarium is back and waiting to be stocked with fish that you catch.



INTERVIEW

Wii

**Katsuya Eguchi**

Producer, Nintendo

**It's been awhile since the DS version. How long has *Animal Crossing: City Folk* been in development for?**

I can't really put a time on it as we've been working on it, off and on, for quite a while. We started getting ready for this version right after the DS version though.

**How important to the game is the city in terms of how much time you spend there as opposed to the village?**

The main focus of the game is your life in your own town. Really the city is there to enhance that life, so if you're wandering around your town and want something a little extra you can go to the city and see what's going on. Rather than going to the city every day I imagine people going once every two, three or four days, just to see what's going on and what's new.

**What's your favourite new element of this game?**

Of course it's Wii Speak!

**Are you worried that the microphone will pick up every single thing going on in the house?**

Of course you are going to pick up ambient noise but the hardware will have a noise filter that will cut some of that noise out. But of course you and your friends will hear things like the dog barking and other people asking you what you're doing but at that point you can invite them in and they can join in.

**Did you ask for the microphone specifically for *City Folk* or was it being developed already?**

We're always sharing information with the hardware group and all the teams within Nintendo so we can keep track of things. But in this case we were talking and they told me that they had this microphone in development and I said "Really? That would work well with *Animal Crossing*. Here's what we'd like it to do..."

**In the city there's a door that's boarded up. Can you tell us what's behind it?**

Yeah, it's near the shoe-shine guy. It's just a boarded up door, I'm afraid – there's actually nothing there. However, there are other areas that haven't been revealed yet!

**Will there be a specific Wii Keyboard released with the game or can you simply use any USB keyboard to type your messages?**

No, you can just use any USB keyboard that you have lying around.



**'Dem Bones** Nothing says 'obsessive' quite like a complete set of dinosaur bones, eh?



**Present Tense** A balloon! With a gift! Whip out your catapult and you might be able to shoot it down...



**Trunk Call**  
Now there's an outfit we'd happily wear in real life...

seeing exactly how you can improve the style of your home? You can do just that at the theatre and Happy Room Academy headquarters. Need some new clothes or a makeover, but can't be bothered to design your own at the Able Sisters' store? Head to Gracie's new fashion store or Harriet's hair salon and spend some bells to make yourself look fabulous (or like Mario, Luigi, or even your own Mii if the mood takes you). There's even an Auction Room which we suspect will immediately bring out the horder in us. If you're online, you can not only buy items put up for sale by people from all over the world but also sell off anything you don't need anymore.

But the city's not the only place where you'll have new experiences. During our time with the game, we learnt that there are plenty of new events coming to your town as well, complete with new characters. For instance, a

travelling carnival will pass through on occasion and make everyone's lives just that little bit more fun. There are added bonuses too for those connected to WiiConnect24, as Nintendo plans to offer new items and other interesting goodies via the service. Looks like we'll be checking our Tom Nook's wares even more regularly than usual then...

What else can we look forward to? A healthy dollop of DS connectivity, for sure. It's

**“The city even has an Auction Room which we suspect will immediately bring out the compulsive horder in us”**

▶ certainly not a prerequisite for enjoying *City Folk* but if you've been slogging through *Wild World* as diligently as we have, your hard work is set to be rewarded. Being able to transfer over your character is something we wanted so we couldn't be happier it's been included. There's also the option to transfer over your furniture and items, but with a catch...

Nothing comes for free in the world of *Animal Crossing*, so it's not simply a matter of bunging all your possessions in a van and carting them over to your new digs. Instead, the transfer unlocks your furniture and other items in the Wii version and makes them immediately available for purchase, meaning you'll still have to work hard to earn enough bells to pay for it all before you can complete your collection again. Many will see this as a downer, but we actually like it. After all, the last thing we want is to move onto this new game and have everything already done for us.

And that's not all. Although the emphasis is on communication and visiting other people's



**Clutter Nutter** Buying items and furniture is all very well, but it won't look nice unless you focus on matching everything. Not like this then.

towns, we suspect there's a large number of potential players who don't have their Wiis connected online. But no matter! In a clever twist that mimics the memory card trickery of the GameCube version, you can actually download your character data to the DS and take it to your friend's house, uploading it to their town before playing as a normal visitor. And when you want to return? Copy the data back to your DS and anything you've managed to collect during your time there can be transferred back to your town. As a concept that opens up the game beyond its online stylings, it's certainly a great one.

### Talk To The Animals

But it's this community aspect and the idea of being able to share your experiences, clothing creations, item collections and more besides that really stands out as the biggest advancement. As such, inviting people into

**"You can download your character data to your DS and take it to your friend's house"**

your town through Nintendo Wi-Fi and exploring the towns of other people is a big thing, as is sending letters to people both real (other players) and not (villagers living in other players' towns). It's not just in-game letters that can be written though. You can also send mail to anyone on your Wii Friend list—whether it's another Wii owner or someone you're connected to via email—attaching pictures of your village and its inhabitants



**En Guard** Those two burly sentries, Copper and Booker, are back to patrol your online gate.



**Room Up Top** The WiiSpeak picks up the voices of everyone in the room, allowing for group-based communication.

### Voice Of The People

Community and communication are both big parts of *Animal Crossing*, but even we were surprised when Nintendo announced the WiiSpeak microphone. It's not that we didn't expect *City Folk* to feature in-game chatter but the way it's been implemented wasn't something that we anticipated. We thought we'd get a headset, but instead it's a microphone for the whole room...

Sitting on top of your television, the WiiSpeak picks up the voices of everyone within its range and allows multiple people to communicate with anyone visiting your town. Although it makes perfect sense given the nature of the game and actually opens up communication between entire families and groups rather than just single players, we're still intrigued that Nintendo decided to go down this path. We just hope it features some kind of sound filter to block out ambient noise and other potential interferences.

As it stands, the WiiSpeak will be sold separately and right now Nintendo hasn't announced any plans to bundle it with the game. We'll of course let you know if that changes in the run up to the game's launch at the end of the year.





## Summer In The City

You are here... but where's everything else?

### Sell 'N' Buy

Offload your useless junk or pick up a real bargain at the Auction House. It's online, so you're buying from people all over the world!

### It's All Academic

Learn the art of living room happiness at the Happy Room Academy, compare scores with other players and get your feng shui on.

### Saving Gracie

If your wardrobe needs a pick-me-up, check out the line of fashions at Gracie Grace... providing you've got the bells to pay for it.

### Laugh A Minute

Behold, the city's very own theatre! You can come here alone or with your friends online and watch a comedy show, *Animal Crossing* style.

### Home James!

You can catch the bus (driven by everyone's favourite singing turtle, Cap'n) back to your home town from this handy stop.

### Snip Snip

Fancy a new haircut? Or even a total makeover? Then Harriet the Poodle can sort you out. Her hair salon is on the far right of town.

taken via the new Photo option to show them exactly what they're missing.

And then there's WiiSpeak, the voice communication device that many people predicted would be appearing and yet still managed to surprise us all. Being able to actually speak to the people you're playing with is, to us, an important part of online gaming so it's great that the Wii is finally making use of the technology. Trust Nintendo to make it a community element rather than a solitary affair though. With the WiiSpeak sitting atop your Wii's sensor bar, anyone watching you play can join in the conversation.

### And So It Goes On...

Of course, the big problem with *Animal Crossing* is that there's almost too much to talk about and not surprisingly, we could keep going on almost endlessly about the experiences you can have. But then, to do so would only serve to degrade the game because ultimately, it's all about finding your own path. Hoarding furniture and items like we do, ensuring your town is a spotless



**Starry, Starry Night** You can create your own star constellations for everyone to see. Ooh, pretty!

masterpiece that most people would be envious of (again, like we do) or just chilling out and watching the world go by while occasionally shooting down the odd parcel-on-a-balloon with your catapult... the possibilities really are endless. And while we've been saying that about the DS game for ages, now we can start insisting you get your hands on the Wii version as well. There's only four months to go, if Nintendo's promise is to be believed. Excited yet? We know we are...+

# SUPER SMASH BROS. BRAWL

## FRANTIC FOUR-PLAYER FUN



Over 30 characters to choose from!

Choose your favourite character, unleash their unique special moves, and battle to see who's best, in massive four-player brawls!



### EXPLORE THE ADVENTURE WITHIN

Story mode "The Subspace Emissary" brings each character together for a side-scrolling action adventure that will put all their unique talents to the test. The Subspace Emissary features an original plot set in the Super Smash Bros. Brawl universe, as combatants team up to defeat an army of strange invaders.



### ONLINE BRAWL

Take on the World!



Connect your Wii to the internet and play against friends or foes across the world. Set up special messages to taunt your opponents.

### THE VAULT

Trophies



Tunes



Collect hundreds of unique trophies as you battle. Discover background info about classic characters, or simply arrange your trophies as dioramas and admire them!

Discover more about Super Smash Bros. Brawl at the official website: [www.smashbros.com](http://www.smashbros.com). Character info, special moves and secrets galore await you there!



©2008 Nintendo/HAL Laboratory, Inc. Characters: © Nintendo/HAL Laboratory, Inc./Pokémon/Creatures Inc./GAME FREAK Inc. / SHIGESATO ITOI/APE Inc./INTELLIGENT SYSTEMS/Konami Digital Entertainment Co., Ltd./SEGA, TM, \* and the Wii logo are trademarks of Nintendo. © 2008 Nintendo.

12+

Wii



# Nintendo®

THE OFFICIAL MAGAZINE

## PRESENTS

It can't be argued that this year's E3 didn't throw up any controversy. Nintendo's conference split gamers' opinions down the middle: some were disappointed that the games they were hoping for weren't announced, while others were intrigued by *Wii Music* and *Wii Sports Resort*, were excited about the possibilities of Wii MotionPlus and were pleased with the other third-party games announced, like *Grand Theft Auto: Chinatown Wars* on the DS.

There was more to E3 than just a one-hour conference though, and the revelations made by Shigeru Miyamoto, Reggie Fils-Aime and Satoru Iwata in the main event – that the *Mario* and *Zelda* teams are working on new games and that a *Pikmin* title is under development – went some way to please fans.

That said, despite some people's disappointment at Nintendo's showing, it can't be denied that there are still heaps of great games on their way to the Wii and DS. Over the next 29 pages, we'll show you just a small percentage of the games that you'll be playing over the next year. And remember: there are more surprises in store over the coming months...

<b>Dead Rising: Chop 'Til You Drop</b>	36
<b>Wii Music</b>	42
<b>Spider-Man: Web Of Shadows</b>	44
<b>Star Wars: The Force Unleashed</b>	46
<b>Star Wars Clone Wars: Lightsaber Duels</b>	47
<b>MySims Kingdom</b>	48
<b>Kirby Super Star Ultra</b>	49
<b>Wario Land: The Shake Dimension</b>	50
<b>Wii Sports Resort</b>	52
<b>Castlevania Judgment</b>	54
<b>Onechanbara: Bikini Zombie Slayers</b>	55
<b>Chrono Trigger</b>	56
<b>Final Fantasy IV</b>	58
<b>LEGO Batman</b>	60
<b>C.O.R.E.</b>	61
<b>The Conduit</b>	62
<b>Mega Man 9</b>	63
<b>Samba De Amigo</b>	64
<b>Call Of Duty: World At War</b>	65
<b>Eledees: Adventures Of Kai And Zero</b>	66





“More zombies per square foot of virtual world than any other game that we can think of”

## Mmm, Brains...

**A** Killing enemies and taking photos fills up your PP meter, which increases Frank's strength, speed and skills. **B** Just like in *Resident Evil 4*, taking out zombies with the Remote's pointer is much easier. **C** This guides you to your next objective, but it doesn't always show you the quickest route. **D** The mall's packed with zombies – leave your back unguarded and you'll be munched in no time. **E** Killing zombies is fine, but taking photos of certain situations can net you some massive PP bonuses.



**Lunch time!** Let them get too close and it'll be time to chow down...



ETA WINTER 2008



# DEAD RISING: CHOP 'TIL YOU DROP

Capcom proves that there's no safety in numbers after all

**Publisher** Capcom **Developer** Capcom **Multiplayer** No  
**Controller** Remote & Nunchuk

**S**urvival horror? Pfft... that's so 1996. Capcom may have made buckets of cash from the genre for over a decade now, but it knows that even the most popular concepts have to change eventually or face getting left behind.

While the *Resident Evil* gravy train keeps on rolling with the likes of *Resident Evil 4* and *RE: Umbrella Chronicles* though, it looks like someone at the Japanese developer has decided the Wii needs something a little less, well, tense. Something a bit more action-packed than just sneaking through hallways, waiting for a monster to jump out at you. And definitely something with its zombified tongue wedged firmly into its rotting cheek. Yes, *Dead Rising* is

lumbering towards the Wii and we'll happily admit that we never saw it coming...

Before we get down to the details though, we should point out that *Dead Rising: Chop 'Til You Drop* isn't the much-rumoured sequel to the successful Xbox 360 title. Instead, it's what you'd call a 'reimagining' – a reworked version of the original game brought onto the Wii thanks to the *RE4: Wii Edition* engine and then tweaked for good measure to deliver the best possible experience. And note that we say 'best' in the truest sense, not in a way that would suggest compromise on Capcom's part.

Sure, the graphics are never going to be quite as high-res as in the original game, but



## I WILL SURVIVE

A brief 'who's who' of the Willamette Mall



### Frank West

A jaded journalist with an eye for a story... so long as it'll bag him plenty of cash, that is. A tip-off about an incident in a mall soon turns from the ultimate scoop into a fight for survival.

### Isabella Keyes

The mysterious heroine of *Dead Rising*, a raven-haired vixen with her fair share of issues. She winds up helping you, but you need to watch out for her mild psychotic tendencies...

### Brad Garrison

Jessie's DHS partner and a regular tough guy who you'll be teaming up with to help rescue survivors. Not surprisingly, you'll find yourself rescuing him on more than one occasion too.

### Russell Barnaby

A crazy old man... or so it seems. Things get interesting once you discover that he's actually a scientist. Might he have something to do with the outbreak?

### Jessica McCarney

A government agent tasked with investigating the incident. Sadly, she's now trapped in the mall too but does her best to provide you with case information.

### Carlito Keyes

If you thought Isabella was a bit of a wild card, you haven't seen anything yet. Her mentally-unstable brother proves to be the bane of Frank's life during his three days in the mall.



**I Saw It First** Toss, slice, pick up, repeat — the saw blade is a great weapon.

Capcom has managed to squeeze everything else from it into this Wii version and, would you believe it, even more besides.

Of course, if you don't know anything about the original *Dead Rising* (and there's a good chance you might not), then we should probably fill you in. The game reaffirms Capcom's love for the undead — it's got more zombies per square foot of virtual world than any other game we can think of. But assuming that *Dead Rising* is yet another take on the *Resident Evil* concept would be a mistake. In fact, we'd go so far as to suggest that *Dead Rising* is everything that *Resident Evil* isn't.

Where *Resident Evil* tugs at the nerves by offering creepy stillness, narrow corridors and small numbers of undead monstrosities that attack without warning, *Dead Rising* drops you in a relatively open space with over 100

## THE AGE OF THE ZOMBIE

The undead have been rising for longer than you'd think...



“Where Resident Evil is downright serious, **Dead Rising** knows when to have a laugh”



**Head Shot** Sniper rifles are great, but you need to find a zombie-free spot to use them from.



**Grabbed By The Ghoulies** Shake the Remote like mad and you'll be able to fend off attacking nasties.

zombies on screen at any one time and invites you to take your chances. While *Resident Evil* sees you killing enemies with guns and explosives, *Dead Rising* lets you use absolutely anything that isn't nailed down, from pistols, baseball bats and chainsaws, to samurai swords, parasols, shopping trolleys and even stuffed teddy bears.

### Dead And Loving It

Where *Resident Evil* is downright serious, *Dead Rising* knows when to play it straight and when to have a laugh. It's the arcade free-for-all to *RE*'s more full-on adventure, a game that harks back to old-school, not to mention rather hardcore, gameplay ideals and has a whole gaggle of zombies (if that's the correct collective term) shaking you by the lapels until you just can't take it any more.

That's not to say that *Dead Rising* isn't a nerve-wracking



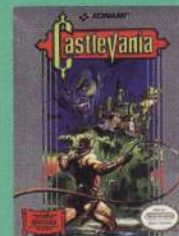
**Up And At 'Em** Earn PP points and you'll level up, netting you new skills and moves into the bargain.

experience and doesn't have anything other than zombie slaughter going for it though. Setting the story in a remote shopping mall where a strange virulent outbreak has seen most of its inhabitants turned into flesh-eating monsters actually makes for some particularly gripping gameplay.

As photo journalist-turned-unwilling hero Frank West, the task before you is a pretty formidable one: explore the mall to find out exactly what happened, try to rescue any survivors you happen to come across on your travels and, most importantly, don't get killed.



**Look Out!** Angry zombie + massive knife = time to run away, Frank.



**1987**  
**CASTLEVANIA**  
Nothing makes a good minion quite like a hulk of rotting flesh, eh?



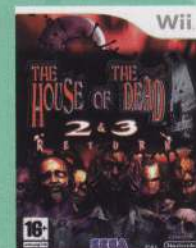
**1991**  
**GHOULS 'N' GHOSTS**  
Only a few zombies, but that doesn't stop it being ridiculously difficult.



**1993**  
**ZOMBIES ATE MY NEIGHBORS**  
Comically frightening and well-deserving of a Virtual Console release.



**1996**  
**RESIDENT EVIL**  
The beginning of Capcom's 22-year love affair with undead nasties.



**1996**  
**HOUSE OF THE DEAD**  
Lightgun blasting from Sega that's just landed a remake on the Wii.

**2005**  
**RESIDENT EVIL 4**  
Goodbye rotting flesh, hello angry pitchfork-wielding mobs - scary.



**2008**  
**DEAD AND FURIOUS**  
An on-rails shooter for the DS packed with angry monsters.



**2008**  
**TEENAGE ZOMBIES**  
Tried to make zombies 'cute' and failed miserably. Oh well.





**Run For Your Life**  
You don't have to fight; try legging it to get to safety.

“The game has six different endings, making **playing through multiple times a must**”

And not surprisingly, it's this last goal that proves the hardest as you try to achieve the other two.

### Live And Let Die

The reasons for that are numerous. For starters, the mall's not nearly as open as you might think. The wide concourses and freedom to nip into any shop you desire (raiding the inventory for weapons as you go) might seem inviting but when you start packing hordes of zombies into those plazas and doorways, things get more than a little cramped – especially at night, when the zombies become that much more voracious.



**Aiming High** Not all of your foes are undead. You'll be facing off against a fair few crazy locals too.



**Shoot To Kill** We love the shotgun, but ammo for it is in really short supply.

You've also got the fact that any survivors you find aren't always willing or able to keep up with your pace, meaning you need to help them back to the relative safety of the security room and often fend off zombie attacks as you go. And then there's the small matter of the psychopaths: mentally-unstable survivors who've broken down because of the incident and will do their best to rip you to pieces. These guys act as bosses, although which order you meet them in (or if you choose to avoid them altogether) is up to you.

Interestingly, the game isn't a true sandbox adventure that lets you do whatever you want – the strict 72-hour time limit and restrictions on how long you've got to complete each task as

they pop up soon see to that. But nevertheless, if you don't mind failing some goals in favour of others and want to focus on, say, taking themed photos to boost your level, saving innocents or completing 'scoops' (special missions that net you lots of bonus points), rather than solving the main mystery, or fancy exploring to find new weapons, health-restoring food items and skill-boosting books instead, you can totally do that. Indeed, the game has six different endings depending on how well your experience goes – ranging from the 'true' ending to something far more macabre – making playing the game through multiple times a definite must.

So, that's *Dead Rising* in a 900-word nutshell, but what about the Wii version? Making it



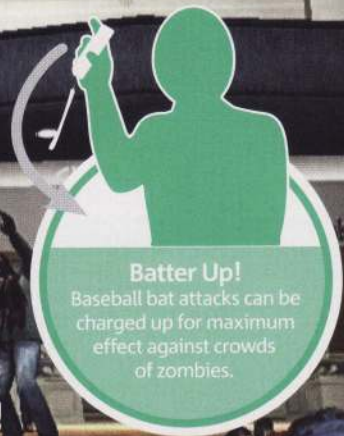
## WEAPON OF CHOICE

Battering zombies as only the Wii Remote can



### Shoot To Kill

Lift your gun by pressing B and you'll be able to aim its shots using the Wii's cursor.



### Batter Up!

Baseball bat attacks can be charged up for maximum effect against crowds of zombies.



### Slice N' Dice

Swords are great melee weapons and allow you to slash like mad with the Wii Remote.



### Look Out!

Certain psychopath attacks can be dodged by following the handy on-screen prompts.



### Shake 'Em Off

If a zombie gets you, there's only one thing to do: shake like crazy to push them aside.



**Cut 'Em Down!** Chainsaws are awesome, but have a seriously short life span, so make the most of it.



**Faa'sands Of 'Em** Capcom's done a great job of fitting so many enemies on screen at once.

exactly the same as the original game would obviously work, but then that's never been Capcom's style and as such, *Chop 'Til You Drop* is going to feature more than a few tweaks to make things more interesting. The most obvious change are the new Wii controls, an adaptation of those in *Resident Evil 4: Wii Edition* that combine both traditional analogue stick movement and motion sensing to offer something rather unique. We've detailed just a

few of the controls available in the panel above, although there are more that Capcom are keeping under wraps right now.

What's more, the developer is determined to push the Wii to its technical limits and is ensuring there are as many enemies on screen at once to keep the action fraught with peril. The current goal is over 100 at a time, which is right up with what the original could handle.

There are also a number of subtle gameplay tweaks that, while not necessarily critical, show that Capcom realises where the weaknesses of the original game lay. For instance, a new save feature will allow players to have multiple saves instead of just one (meaning they can't

accidentally save themselves into a corner as before), the game will be split into episodes to make distinguishing main and sub-missions easier, there'll be a range of new enemies for Frank to encounter and the incredibly tough Overtime mode – which picks up once you finish the game – is now packaged in as standard, rather than being an unlockable extra.

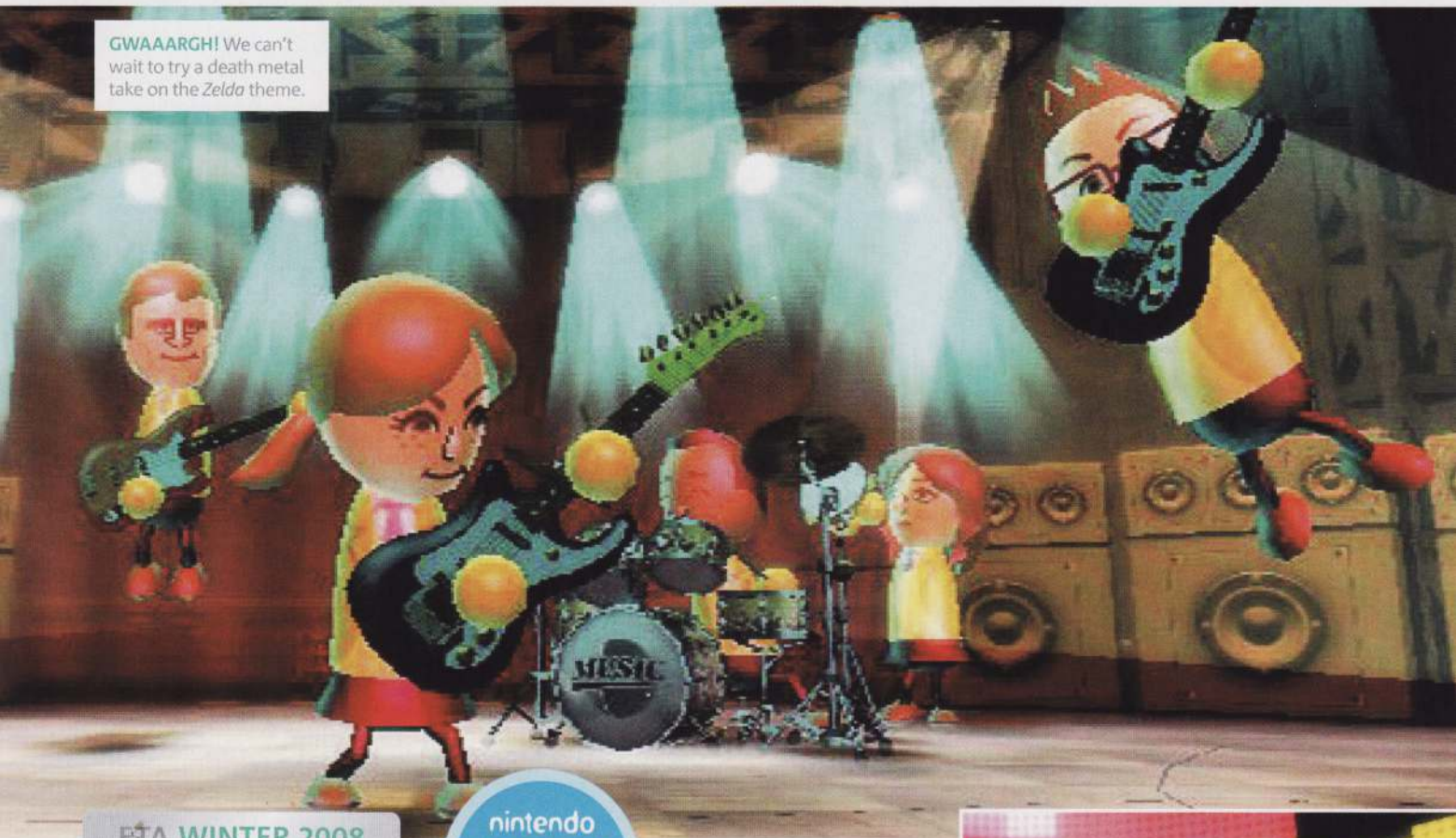
### Antici... pation!

It'd be very easy to pour cynicism on Capcom's attempt to port *Dead Rising* onto the Wii but having seen just how well everything is working out, particularly the Wii controls which enhance rather than hamper the experience, we can't bring ourselves to be anything other than positive. Besides, it's *Dead Rising* – one of the most intense and enjoyable gaming experiences of last year. Just when we started to worry that the Wii was losing its more adult edge, Capcom comes along and saves the day. Providing that the final product winds up being as polished as what we've played so far, you can count us in for a healthy dose of zombie stomping. +

### In Summary

A major surprise in more ways than one – not only did we not expect it, but *Dead Rising* on Wii is shaping up to be even better than the original game. Fantastic.

**GWAAARGH!** We can't wait to try a death metal take on the *Zelda* theme.



ETA WINTER 2008

nintendo  
**Wi-Fi**  
connection

# Wii MUSIC

Will Nintendo's new music game strike a chord with you?



■ **Publisher** Nintendo ■ **Developer** Nintendo ■ **Multiplayer** 1-4 ■ **Controller** Remote & Nunchuk

**W**hen Nintendo first unveiled the *Wii* at the E3 Expo two years ago, it also revealed a load of games due to be released for it. While most of these games have since been released—*Wii Sports*, *Super Mario Galaxy*, *Twilight Princess*,

*Super Smash Bros. Brawl* and countless others spring to mind—two music demos in particular completely disappeared. One showed a drum kit and showed how the Remote and Nunchuk could be used to hit different drums, while the other saw you as a conductor, using the Wii Remote as



**Style Shifting** By changing the instruments and the rhythm you can completely alter the style of a song.

your wand and making an orchestra play. Many assumed these demos had been abandoned. Now, two years later, *Wii Music* has returned.

## Beat That

First things first, the drum kit is back, and looks set to be one of the most enjoyable aspects of *Wii Music*. As you'd expect, you can still hit different drums depending on how you move the Remote and Nunchuk. However, the drum kit also makes use of the Wii Balance Board, allowing you to use the left and right sides of the board as foot pedals for a hi-hat cymbal and bass drum respectively. The drums are only a little mini-game in *Wii Music* though, they're not what the main game is all about. The main meat of the game focuses on jamming to music with various instruments.

In theory, it sounds simple. You pick a song from the selection available (ranging from worrying tracks like *Yankee Doodle Dandy* and *Twinkle Twinkle Little Star* to more credible stuff like *Super Mario Bros.*, *Zelda* and *F-Zero* themes) then choose an instrument from the 60 or so available. Then all you have to do is move the Wii

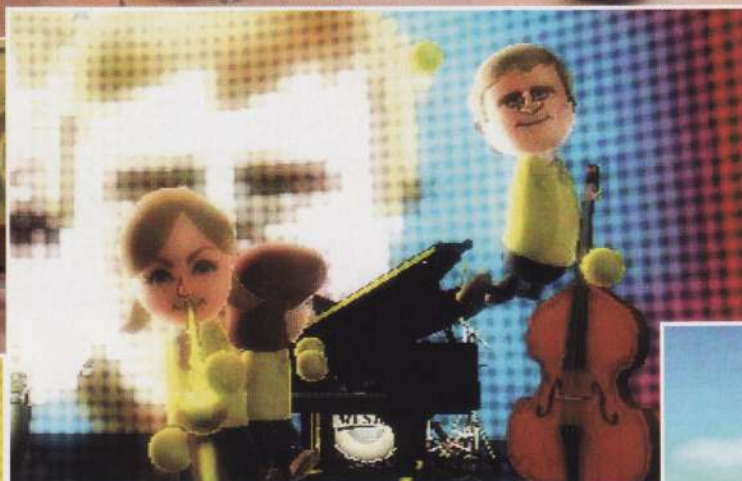
## Sunny Delight

This snatches *Pokémon Ranch's* 'Most Twee Game Ever' crown and stomps it into the dirt.





**Band Camp** *Wii Music* promises a massive multiplayer experience.



**Jump Around** No news yet on whether any House Of Pain tracks will make the cut. Here's hoping, eh?

“Once you’re done you can send your song to a friend and they can **watch the performance in a special playback mode**”

Remote and Nunchuk like you would play the instrument and the game does the rest for you.

The game isn't really anything to do with music creation. Instead, it's more about letting people who can't play an instrument make music happen by acting it out. The song keeps a steady beat and the notes you play depend on when you play them. This means the style of song changes depending on how you choose to play the notes. You can either play notes sporadically and randomly to create a sort of laid-back, free-flow jazz effect, or play loads of notes quickly to create a more frantic sound. By combining different instruments with different songs you can make a wide range of different-sounding tracks.

### Music Made Simple

Each instrument is played in a different way. The guitar, banjo and sitar are played by 'strumming' the Remote up and down, while you can make drumming motions to play the bongoes, marching drums and the like. Or, if you're more of an ivory-tinkler, you can hammer away on a piano, marimba or vibraphone to your heart's

content. There are also some slightly less traditional instruments, like a dog bark (which sees your Mii dressing up in a dog costume).

After you've got the hang of things you can record a performance, either by getting friends to help you play other instruments or by playing the song multiple times on your own and recording each instrument on top of your previous recording. You can then send your song to a friend via WiiConnect24. They can either watch the performance in a special playback mode with fancy camera angles, or modify it by playing more music over it and sending it back to you.

There are other modes in *Wii Music* too. The orchestra game from two years ago is back, there's a handbell game where you're part of a huge ensemble of people and have to swing the Remote and Nunchuk to play your handbells when prompted, and there's a quiz that tests your musical ear by presenting you with various challenges (like putting Miis in order from highest to lowest pitch).

We don't really know what to make of *Wii Music* yet, because we can't tell exactly how much

## This Is How Wii Do It

A look at how some of the instruments are played



### A Guitar

You play the guitar by simply holding your hand sideways and moving the Wii Remote up and down, as if you were strumming the strings. Each 'strum' causes a note to be played.

### B Maracas

Move aside *Samba De Amigo*. As you would expect, the maracas are the most straightforward instrument in the game. Simply shake the controllers to shake the maracas.

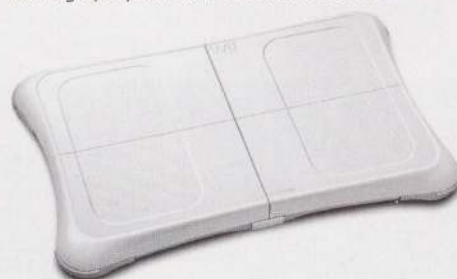
### C Trumpet

Many of the brass instruments like the trumpet and the saxophone are played in the same manner: by simply pressing the 1 and 2 buttons. Sort of relies on your imagination, this one.



**Music To Our Ears** There are around 60 instruments to choose from, including a sitar!

lifespan it could have. Just now it seems like a potentially fun idea but one that needs fleshing out if it's to have more lasting appeal. We'll be having a proper hands-on session soon. +



**Can't Stop, Can't Stop The Beat** The drumming mini-game will use the Balance Board as pedals.

### In Summary

We're intrigued. We'd like to see more of a game in there, but so far it seems fun. There's potential here. How about downloadable songs via WiiConnect24, Nintendo?

**Bird's Eye View** The Vulture is among Spidey's new foes.

ETA AUTUMN 2008

# SPIDER-MAN: WEB OF SHADOWS

Same old spider, deadly new sting

|| Publisher Activision || Developer Shaba Games || Multiplayer No || Controller Remote & Nunchuk

**W**atch your average superhero movie and the lead protagonist is flicking around your screen

like a ninja on Red Bull. Then you go out and buy the tie-in game and suddenly a few lame kick-punch combos are the best the same crime fighter can muster.

Shoddy movie licences, eh? They're a farce we've all learned to deal with, but this, luckily, isn't one of them. *Spider Man* games, to be honest, have been pretty decent over the years, with a few exceptions. We've come to expect a reasonable degree of quality from his free-

roaming New York swing-about, but even we were pleasantly surprised by the forthcoming *Spider Man: Web of Shadows*.

Developers Shaba Games has really gone to town with this one and, from what we've seen of it so far, it has come up with the best-looking fighting system we've seen in an action game in a very long time.

## Back With Bite

Firstly, Spider Man's not a pansy any more. His new moves are bad-ass. As he swings around the latest 3D rendering of New York, he can use his web as weapons to battle with enemies entirely in mid-air.

We saw Spider Man take on a pack of flying enemies by firing a web string at them, then yanking the string aggressively to propel himself towards them for a spectacular flying kick. As the kick lands, he bounces off in another direction, quickly turns to latch onto another foe and fly-kick their rump too. Rockets, explosions and other madness are going on around him, but he's just too fast to care.

Imagine a bloke standing in the street, causing trouble. Spidey can use his web to fling him into

the air, fly at him with a mid-air combo of attacks, then bash him towards the nearest building and fire off a few stick balls to attach him to the wall. All in the space of a few seconds.

You can change instantly to Spidey's black suit whenever you want, which opens up another set of moves and all-new combos, making the man in red look even more like that crazed ninja you see in the films. Yes, the black suit is back, but this time Peter Parker's using it to aid him in a brand new battle against Venom, who's using an army of black suited clones to possess the people of Manhattan.

While the red suit is great for all those web-style attacks and recovers energy when you stay out of trouble for a while, the black suit gives you more brute-force strength with those menacing tentacle attacks, and recovers health when you're battering foes.

Most importantly, though, this looks like a proper *Spider Man* game. Finally Marvel's super-agile hero is as nimble in the games as he is in the cinema, and if Shaba Games can come up with some equally brilliant missions, this will easily be Spidey's best game yet. +

## In Summary

We expected decent, but what we saw was amazing. This could be the first game to truly nail the spirit of the web slinger.



**A Fight For Sore Eyes** *Web Of Shadows* boasts a whole new combat system making the action more fluid than ever before.

# It's good to rule the world.



Lead your civilization from the dawn of man to the space age and beyond.  
Go head-to-head with history's greatest leaders as you wage war, conduct diplomacy,  
discover new technologies and build the most powerful empire the world has ever known.



Triple your strength by combining three units into an army to pulverize your enemies.



The best Civ multiplayer ever! Featuring ranked games, leaderboards and exclusive downloads.



Developed from the ground up by legendary game designer Sid Meier.



## SID MEIER'S CIVILIZATION REVOLUTION™



[www.civilizationrevolution.com](http://www.civilizationrevolution.com)



PLAYSTATION 3



XBOX 360 LIVE

NINTENDO DS™

**A Pretty Picture** Yes, this is what the Wii version looks like. Rather lovely, eh?



**Push It Good** Thrust the Nunchuk out to give enemies an invisible shove.



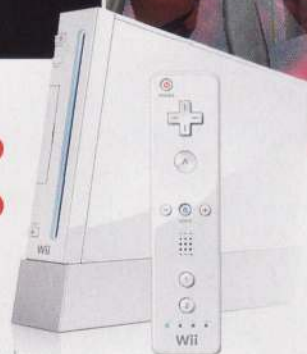
**Mystery Guest** No, we don't know who they are either. Still, lady Jedi – awesome.

ETA SEPTEMBER 2008

# STAR WARS: THE FORCE UNLEASHED

It's a really good Star Wars game! At last!

**Publisher** Activision **Developer** LucasArts **Multiplayer** 1-2 **Controller** Remote & Nunchuk



It would be a bold boast to say the Wii version of *Star Wars: The Force Unleashed* was going to be the best one of the lot. A foolish boast, some might even say. And yet, it's a claim we're going to make anyway because as far as we're concerned, it's true.

It's not because the game looks visually superior (although it must be said, it's incredibly pretty). It's not because it's got the additional Duel mode that you won't see on any other format. It's not even because the main adventure mode is any different in terms of content, because it's not. No, the reason for *The Force Unleashed* on

Wii being great is the brilliant use of the Wii's motion controls.

## Knowing Left From Right

The mantra is simple: Force powers on the Nunchuk, lightsaber moves on the Remote. Making this definite split might seem obvious, but the Wii's controller makes it work absolutely perfectly. True, the lightsaber control still isn't quite what hardened fans have been demanding (directed slashes are translated into on-screen actions and that's about it) but still, being able to slash away and see your physical efforts played out before you just as you performed them is definitely satisfying.

That said, the Force moves are wonderful too. Spraying lightning from your fingertips with the C button or picking up anything that's not nailed down (crates, explosive barrels, nearby enemies, whatever) with the Z button before throwing it with the analogue stick feels great. Charging into a crowd of enemies and flinging them across the room with a Force push by thrusting your arm forward feels even better. And combining all these moves with your lightsaber antics, resulting in a whirling combo of death and destruction? That's the best of all.

There are even some clever events during one-on-one battles that require you to tilt and flick the



**The Bigger They Are** Oh, come on – that's hardly fair now, is it? After all, there's only two of them...

controllers according to on-screen directions to gain the advantage or finish a fight. While it might sound complex though, it's not that difficult to master and if you're easily confused, there's a tutorial on hand to teach you the ropes (which hilariously proves even the most evil of Imperial Jedi have to wear the Wii Remote strap while practicing).

## It's A Trap!

Having played a significant chunk of the game, we're more than a little impressed with how LucasArts has turned the potential hazard of the



**Tiger Uppercut!** You can perform a variety of combo moves by using the right Remote motions.



**The Dark Lord** You get to play as Darth Vader in the game's opening chapter.



**“Slashing the lightsaber with the Remote and pushing people around with the Nunchuk just feels so right”**



**It's Time To Duel!**  
The Wii-exclusive Duel mode is packed with famous faces.

Wii motion controls into a definite plus. The only real concern now is whether the gameplay—which essentially consists of wandering around killing anything that moves and throwing anything that doesn't around just for kicks—can prevent itself from becoming repetitive after more than a few levels.

Still, there's definitely something to be said for smacking a bloke in the face with your lightsaber, lifting him aloft with an invisible force, tossing him into a cluster of his own friends, frying the lot of them with lightning and then piling crates on top of their charred bodies. You know, just to be sure. It just feels right and ultimately, that's all we've ever wanted from a *Star Wars* game. +

#### In Summary

It feels like the best *Star Wars* game since *Super Star Wars* on the SNES. If the gameplay can hold up, this one's a guaranteed winner.



ETA WINTER 2008

# STAR WARS: THE CLONE WARS LIGHTSABER DUELS



Altogether now:  
“VWOOM, VWOOOM”

|| Publisher LucasArts || Developer Krome Studios  
|| Multiplayer 1-2 || Controller Remote & Nunchuk



**Finish Him!**  
We already know how this ends; he dies in *Episode III*.

**A**s you'll no doubt have learnt, *Star Wars: The Force Unleashed* is almost ready for release on the Wii. Although it features a full single-player story, we're most excited about its Duel mode, where players can fight against each other with lightsaber fights. In fact, the only thing better than that would be a whole game built around lightsaber duels. Like, um, *Lightsaber Duels*.

The game's based on the animated *Star Wars: The Clone Wars* feature film and TV series, and lets you fight against your mate (or a CPU player) as your favourite *Star Wars* hero or villain from the series. As well as new characters like Ahsoka Tano and Asajj Ventress, more familiar faces like Anakin Skywalker and General Grievous are also playable.

*Lightsaber Duels* was built from the ground up with the Wii in mind, so expect the Remote and Nunchuk controls to be top-notch. +

**Chisled Jaw** We bet Ewan McGregor never thought he'd be cel-shaded...



#### In Summary

It's more Wii Remote lightsaber fighting, with a sweet graphical twist. Sounds like a winning combination in our book.

**Making Bacon**  
Mmmm... pork essence. Catch that pig, pronto!



**Dress To Impress** Costume fans rejoice. *Kingdom* is a sartorial smorgasbord.

ETA WINTER 2008

# MYSIMS KINGDOM

EA challenge you to build a better world

**Publisher** EA | **Developer** EA | **Multiplayer** No | **Controller** Remote & Nunchuk

It's important to note that *MySims Kingdom* isn't a sequel, but rather a spin-off. As if to emphasise that fact, EA's development team has taken the controversial decision to remove the freeform construction tool that had us creating everything from Mario chairs to Zelda wall plaques in the fantastic original. But it makes sense in the context of the game. You'll just have to trust us on that one. Or at least trust executive producer Tim LeTourneau.

"We wanted to utilise the construction tools in a different way," he says. "This time, it's more about solving puzzles to help the *MySims*." While

we can't help but be a little disappointed, there's still plenty of ways to customise your *MySims Kingdom* experience – and it now has more story-based gameplay to please those who felt the original was a little lacking in focus.

The plot itself is fairly straightforward. You start as a lowly pig herder on Capital Island, where you've lived your entire life. The King wants to restore the island to its former glory, and decides to enlist the help of a wandolier – someone who wields a magical wand imbued with the power of construction. The tutorial takes the form of your quest to be granted this title, and once you've grasped the tool in your grubby mitts, the main story can begin.

## Dawn Of Creation

The building mechanic is tied in well to the story, a factor LeTourneau said was brought in partially thanks to feedback from *MySims* players. "They wanted a more goal-based structure" he admits. There's a clear story arc in each area, and more variety in the quests and tasks available.

The environments are more heavily stylised, too. We were surprised to learn the game wasn't just going to have a medieval leaning, but a series of themed areas – a little like Disneyland, LeTourneau suggests. Cowboy Junction has a Wild West look, while Rocket Reef is a sci-fi region



**Celebrity Chef** A few familiar faces from the first game pop up along the way.



**Future Perfect** There are loads of 'kingdoms' to explore, including this futuristic one.

full of robots and spaceships. And there's a noticeable improvement in the visuals from a technical standpoint, with more detail in the environments and landscapes that aren't quite so flat – you can now jump, which has allowed the designers to create more interesting levels.

That's not the only technical upgrade the game has had. One of our few niggles with the original was the load times. These have been eradicated completely from *MySims Kingdom*. Once each land has been loaded, you'll have no further waits at all. Granted, that's partly because it's not as flexible as before, but you can still leave your own mark on the structures you create. As long as they're functional, you're able to make anything how you see fit. One stage has you creating a



**How Does Your Garden Grow?** You'll be tending to your garden in order to harvest your own essences.





**Blast Off!** You'll be building all sorts of things – mini space rockets included.

**“EA’s team has taken the controversial decision to remove the original’s freeform construction tool”**



**Get The Look** Oooh, easy on the fake tan there love. You look like a satsuma.

rocket – it requires a cockpit, a base and a booster, but you can completely customise it based on the blocks you’ve unlocked at that stage.

It’s not just about fulfilling requests, though. Sometimes you’ll be joined by other MySims who are unable to reach certain areas without your assistance. Two of your friends, Buddy and Lindsay, can’t jump, so you need to gather essences to build a set of stairs. Later, more complex puzzles require more thought. You might have to form an intricate arrangement of cogs to turn a wheel which will open a gate barring your progress, for example.

Whether or not the story developments are enough to compensate for the loss of the flexible construction system remains to be seen. But with improvements in pretty much every other area, we’re just as excited about *MySims Kingdom* as we were about the superb original. +

#### In Summary

It’s a different approach and one which looks like it could work. *Kingdom* is certainly very polished – we can’t wait to see more.



ETA OCTOBER 2008

# KIRBY SUPER STAR ULTRA

The pink lad’s back on DS

**Publisher** Nintendo **Developer** HAL Laboratory  
**Multiplayer** 1-4

**W**e reckon Kirby is one of the most under-appreciated characters in gaming. While Mario,

Link, Fox and co fight to share the spotlight, Kirby’s wide range of excellent platform games have never really gained the popularity that they really deserve. One SNES game in particular, *Kirby’s Fun Pak* (known as *Kirby Super Star* in the US) was a fantastic title offering five different platform games and three mini-games in one cartridge. As you may have guessed by the title, *Kirby Super Star Ultra* is a remake of that SNES game.

Each of the original’s different platform games have been graphically updated, and Nintendo promises a “slew of new adventures” on top of these as well.

This is shaping up to be the ultimate Kirby game, with at least five full platform adventures in one cartridge. Whether you’re fighting to stop King Dedede from stealing all the food in Dreamland, or playing as Metaknight to train for the ultimate battle, there should be something here for every platformer fan. This is vintage Nintendo gaming. +



#### Dream Lover

One game is a Kirby’s *Dreamland* remake: it’s gaming gold.



**Run Fat Boy Run** In this game, you have to race Dedede in each level.

#### In Summary

Nintendo is keeping tight-lipped about this one until its Japanese release (which is soon), but it looks like it could be a lot of fun.

**Grin And Bear It**  
Wario tells us how many dodgy curries he's had this week.



ETA SEPTEMBER 2008

# WARIO LAND: THE SHAKE DIMENSION

Shake that booty! And by 'booty' we mean 'Remote'

|| Publisher Nintendo || Developer Good-Feel Co. || Multiplayer No || Controller Remote



**W**hile in more recent times Mario's rival Wario has been best known for the microgame-packed *WarioWare* titles, in the past he was the star of the *Wario Land* series—side-scrolling platform games which were great fun to play and caused more than the odd smile to surface on many a gamer's face. Finally, seven years after *Wario Land 4*, he's due to return to his roots and star in another *Wario Land* platformer (let's try to ignore last year's gimmicky and frustrating DS game *Wario: Master Of Disguise*).

*Wario Land: The Shake Dimension* is the first *Wario Land* game to appear on a console rather than a handheld. While it still retains the side-scrolling action of the other games in the series,

this time the graphics have been given a Wii makeover. We're not usually one to gush over graphics too much, but *The Shake Dimension* is

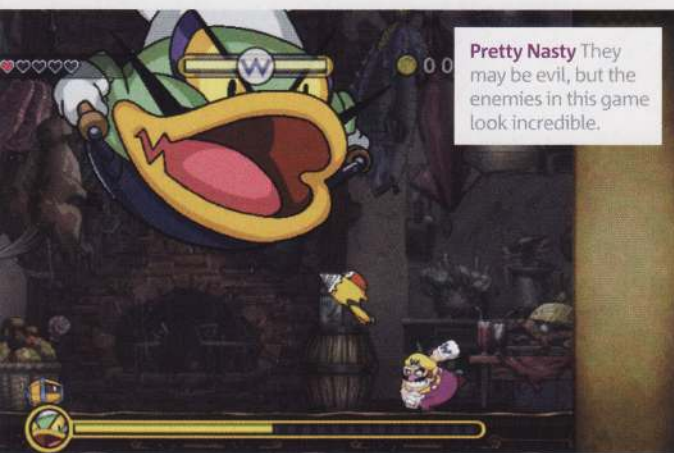


**Ice To Meet You** Well, let's face it, it wouldn't be a platform game without an ice world would it?

one of the best-looking 2D platform games we've ever seen. The animation is fantastic, the backgrounds are lavishly detailed with plenty of hand-drawn landscapes and everything just looks so impressive that you'd swear you were actually playing a cartoon.

## A Cut Above The Rest

Speaking of cartoons, the game features several animated cut-scenes that are peppered throughout the game, in order to keep the story going. "Big deal", you may be thinking, "that happens in most games." That's true, but most games don't have their cutscenes specially animated by one of Japan's top animation studios. The *Wario Land: The Shake Dimension*



**Pretty Nasty** They may be evil, but the enemies in this game look incredible.

“The Shake Dimension is one of the best-looking 2D platformers we’ve ever seen”



**The Lynx Effect** There’s no denying that Wario’s B.O. is a bit of a problem.

**Sub Standard** You can control this submarine by tilting the Remote left and right.



**Wario**  
Come on, everyone knows who Wario is. The hero of the game, Wario has been promised fame and fortune if he helps free the land of Yuretopia from the evil Shake King.

**Shake King**  
A bit of a nasty lad, Shake King is a pirate who has taken over Yuretopia and is holding its residents in captivity. He has the Bottomless Coin Sack, which gives him infinite riches.



**Queen Merelda**  
The queen of Yuretopia, Merelda and her subjects have been kidnapped by Shake King. When Wario arrives to raid the place, Queen Merelda convinces him to save Yuretopia instead.

**Maple Syrup**  
A crafty pirate captain who has her eyes on the Bottomless Coin Sack. She doesn't want to get it herself, so she sends Wario to go and raid Yuretopia so she can claim the sack on his return.

videos were animated by Production IG, the studio that created such Japanese anime classics as *Ghost In The Shell*, *Blood: The Last Vampire* and *Patlabor*, as well as the stunning animated sequence in *Kill Bill*. Expect some of the best-looking cutscenes that you've seen in a Nintendo videogame to date.

The story goes that Yuretopia, a world contained within an ancient globe in a museum, has been taken over by the evil pirate Shake King. Yuretopia's monarch, Queen Merelda is kidnapped along with her subjects and Shake King claims the world's legendary Bottomless Coin Sack (which spits out coins when you shake it) as his own. Captain Maple Syrup, a female pirate, sees this and steals the ancient globe. She wants the bottomless coin sack for herself but can't be bothered stealing it, so she sends the globe to Wario and tells him that if he beats Shake King

he'll become a hero to the people of Yuretopia. Obviously the story's all well and good, and it's great that the game has fancy animated cut-scenes to illustrate that, but all this would be pretty pointless if the gameplay turned out to be rubbish. Much like *Wario: Master Of Disguise* on the DS had lots of interesting ideas but was ultimately dull and frustrating, if *Wario Land: The Shake Dimension* doesn't have the gameplay to match the brilliant graphics then it'd certainly be a huge disappointment.

**No Great Shakes?**  
From what we've played though, you needn't worry. It's clear that the developers realise the gameplay's still key here and as a result the game looks set to impress. It's played with the Wii Remote held sideways, much like *Super Paper Mario* and NES Virtual Console games,

and – as you can expect by the title – there are plenty of shake-related controls to keep you busy. If you slam the Remote downward Wario can punch the ground, stunning some enemies and breaking blocks. You can also grab coin bags and shake the money out of them by shaking the Remote, and later in the game Wario gets to ride a number of different vehicles (like a submarine and a rocket), which you can control by tilting the Remote left and right. We'll have much more on *The Shake Dimension* in next month's issue, so keep your eyes peeled. +

**In Summary**  
We're really looking forward to this. We have the feeling it'll bring true old-school 2D platforming action to the Wii and provide plenty of laughs along the way.

Give Us A Wave if this turns out to be half as good as *Wave Race 64*, we'll be a bunch of happy chappies.



Zzap! That's what happens when you hide a laser in your pants.



ETA WINTER 08

# Wii SPORTS RESORT

It's back, with a few tricks up its Wii Remote jacket



|| Publisher Nintendo || Developer Nintendo || Multiplayer 1-4 || Controller Remote & Nunchuk

**Well, we knew it was coming. Let's face it, when you're going to make a sequel to a Wii game, it makes sense to make it a sequel to a game that you know every single Wii owner has a copy of. *Wii Sports* was most people's first Wii**

experience, it's the game that most people demonstrate to Wii newbies and it's the game that has most crossed the gamer/casual divide. As a result, everyone pretty much already knows that the newly-announced sequel, *Wii Sports Resort*, is going to sell by the bucketload. The real question is whether the gameplay will justify it.

## Pretty Moving Stuff

Much like how *Wii Play* came packaged with a Wii Remote, *Wii Sports Resort* also comes bundled with a piece of kit: the Wii MotionPlus attachment. This little fella plugs into the bottom of the Wii Remote and offers true one-to-one movement. Basically, the slightest movement you make will be perfectly translated on the screen, rather than the Remote simply picking up deliberate movements. While this may not seem like a big deal on paper, when you actually try it for the first time (as we did) you'll be amazed at how much more freedom it



**Splash Mountain!** The Power Cruising sport takes some getting used to, but once you do it's great fun.

gives you. This has huge potential for future games, as is demonstrated in *Wii Sports Resort*.

As you'd expect from the title, the game is set on a tropical island resort, where you can take part in all manner of sporting activities. Nintendo hopes to have at least ten sports featured in the game, but only three have been revealed so far.

The first of these, *Sword Play*, is probably the one that best shows how Wii MotionPlus works. As you hold your Remote upwards, your on-screen sword does the same. When you tilt it slightly to the side, your sword follows suit. It's a similar type of accuracy as you get when you use the Remote's pointer, only now you don't just point at the screen: you have full freedom of movement.

A big wooden log stands on a platform for practice purposes, and you can cut through it with your sword in any way you want: right through the middle, at an angle, however you feel. After this, it's replaced with a huge pencil



**Eat Plastic** Hey, isn't that the lad from *Wii Sports* boxing? Hasn't he tasted enough pain already?

# Haven't Wii Been Here Before?

That island resort is rather familiar...

Nintendo has so far simply stated that *Wii Sports Resort* takes place on "a tropical island", but we reckon we've cracked it. The Sword Play game is set on a large platform above the water, but when you check out the scenery behind you it looks remarkably like Wiiffity Island, the location of the jogging mini-game in *Wii Fit*. It might not stay like this of course: the platform may have just been placed there temporarily and it may be in an all-new location by the time the game's finished.



## Bridging The Gap

This big red suspension bridge proved it for us. This has to be the same bridge you run over halfway through *Wii Fit*'s second jogging course.

## The Village People

As if that wasn't proof enough, you can also see the little village that you jog through during the third jogging course. Clearly, Nintendo wants a 'running' theme through its games... get it? Running? Oh, never mind.



"It's refreshing to see your character do exactly what you're doing with no hiccups"



**Go Fetch** Simon's new rocket-powered arms meant that Rover wouldn't be coming back for months.

standing upwards. By turning your sword at just the right angle and carefully slashing with it, you can sharpen the pencil. Accuracy like that just wouldn't be possible with the standard Remote.

When you get into a proper sword fight with another person, it works as you'd expect. You wave the Remote to slash, and turn it sideways to block attacks from your opponent. Basically, despite its cartoony looks, it's just what we hoped the sword fights in *Red Steel* would be like.

## Plays Like A Dog?

The second sport, Disc Dog, is perhaps a little less involving. Here, you have to throw a Frisbee by tilting your Remote until the frisbee is at an angle



**Don't Get Mouthy** You get points depending on how accurately you can throw your Frisbee.

you're happy with (again, with your on-screen character perfectly matching your motions thanks to MotionPlus) then flicking your wrist to throw. You have to throw the Frisbee high enough and straight enough so that your little dog mate is able to catch it. It's enjoyable enough but after about five minutes we felt that we'd seen everything it has to offer. Hopefully Nintendo will add some sort of depth to this one, like a tournament mode perhaps.

**That's Not Food** Your little doggy chum would melt the heart of even the most hardened war criminal.

Finally there's Power Cruising, a jet ski game. This is being developed by the same team who worked on *Wave Race 64*, so they know what they're doing. You hold the Remote and Nunchuk sideways as if they were handlebars on a jet ski, and tilt your arms left and right to steer. You accelerate with the B trigger and twist the Remote forward for a turbo boost.

It's early days but *Wii Sports Resort* has a lot of promise. The Sword Play fights are great fun and it's refreshing to see your character do exactly what you're doing with no hiccups at all. This could really surprise the doubters. +

## In Summary

If the other sports in *Wii Sports Resort* edge closer to the Sword Play side of things rather than the Disc Dog side, this could be a great little package.

MARIA

67

DRACULA

**Blammo!** There are all sorts of amazing magic attacks in the game.



ETA WINTER 2008



# CASTLEVANIA JUDGMENT

Prepare for some whip-cracking Wii action

|| Publisher Konami || Developer 8ing || Multiplayer 1-2 || Controller Remote & Nunchuk

**T**he *Castlevania* games are renowned as some of the best gothic horror adventures around, which is why we've been praying for a Wii instalment for ages. So when Konami announced *Castlevania Judgment*, we naturally got excited. We didn't really have this in mind though...



**What's Your Point, Collar?** The characters were designed by the artist of the *Death Note* manga.

You see, *Castlevania Judgment* isn't a platform game like the old NES and SNES classics or the recent GBA and DS titles. Nor is it a 3D adventure title, like the ones that have been appearing on other consoles of late. Instead it's a one-on-one fighter game, where you choose a character from the *Castlevania* series and do battle against your foes using the Wii Remote and Nunchuk's motion-sensing capabilities.

The character list isn't complete yet but the fighters that have been announced so far include Simon Belmont, the hero of the original two *Castlevania* games and *Castlevania IV* on the SNES. The more recent games are represented too, including Shanoa from the upcoming *Order Of Ecclesia* on the DS. Oh, and of course Dracula is playable if you fancy a walk on the dark side.

Gameplay details are slightly thin on the ground just now, but the game makes full use of the Wii Remote and Nunchuk. So even though

the exact controls have yet to be revealed, some aspects of them are pretty easy to work out. Let's face it, if you can't make Simon Belmont use his famous whip by flicking the Remote then that's one hell of a missed opportunity.

## A Fight With Bite

In the old-school *Castlevania* games, you could pick up secondary weapons to use alongside your standard weapon (usually by holding Up while attacking). This has been resurrected for *Castlevania Judgment*. During fights, characters can make use of various weapons in order to get the upper hand on their opponent. All the classic *Castlevania* weapons are present and accounted for, ranging from holy water and daggers to boomerangs and magic spells.

You can also set traps to catch out your opponents, which should add an interesting tactical element to each fight. Not only this, you



Cowabunga "I know I like animals, but udders on my jacket? Come on, tailor."



身の程を知るがいい

"When Konami announced Castlevania Judgement, we naturally got very excited. We didn't really have this in mind though..."



That's Dead Handy You can summon the undead to help you fight.

also have the ability to summon various beasts and monsters and get them to help you lay an unholy smackdown on your hapless foe. Nice one.

Though we're disappointed that *Judgment* isn't a 'proper' *Castlevania* adventure, we'll give this the benefit of the doubt for now. There's nothing wrong with a good fighting game, and as long as this can provide that without getting too bogged down in the gimmicky side of things, we could be in for a treat regardless of its genre. +

**In Summary**

We were hoping for an adventure, but with the team behind *Dragon Quest Swords* working on this, we're hoping that its experience with Wii controls will make this a great fighter.



ETA SPRING 2009

**ONECHANBARA: BIKINI ZOMBIE SLAYERS**

It's cleavage plus carnage. And not much else.

IPublisher D3Publisher IDeveloper Tarnsoft IMultiplayer No IController Remote & Nunchuk



Gore Galore By the end of each level your lass will be covered in blood.



Hello Cowboy! Let's face it: this game is clearly aimed at a certain type of gamer.

Some games simply do what they say on the tin. We have the feeling this is the case with *Onechanbara: Bikini Zombie Slayers*. As you'd expect by the title, the game sees two sisters in bikinis running around, hacking up hordes of undead with big swords.

This is the latest game in the *Onechanbara* series, a group of budget action games which aren't too well-known round these parts but have a cult following in Japan. The games tend to feature females in various states of undress fighting zombies with oversized weaponry so it's good to see that they're not changing the formula.

We'd love to say there's some sort of deep plot filled to the brim with metaphors and social commentary, but we're pretty sure that's not the case. It's girls. In bikinis. Fighting zombies. With swords. That's the story.

We'll have more details on the game as more are revealed, but to be honest we think we've already got the main concept nailed down. +

**In Summary**

The *Onechanbara* games are budget games in Japan, so if this gets the £19.99 treatment it could be some mindless fun. We can see it being controversial though.



**Party Politics** Changing up your party members is the key to victory.

ETA SPRING 2009



**Hack And Slash** It's an old-school RPG – expect there to be numbers over heads.



**You Are Here** The look of the map changes according to the era you're currently in.



# CHRONO TRIGGER DS



Square-Enix revisits the legendary SNES role-player

■ **Publisher** Square-Enix ■ **Developer** Square-Enix ■ **Multiplayer** 1-2

**DUAL SCREEN**

▼ Mainly, the top screen extends the action of the lower screen to make it look extra pretty.



▲ You can move with the stylus and interact with the scenery and enemies using the touch screen.

It's easy to over-praise retro titles. So many old games on Nintendo consoles are casually referred to as 'classics' by people who haven't even played the games. And many of them don't stand up to scrutiny today. There have been more than a few Virtual Console titles which we've found disappointing in the cold, harsh light of the 21st century.

*Chrono Trigger* isn't like that. While it often sounds like empty hype to declare a game among the best of its genre ever made, the fact is that it's true in this case – and it's a game that still plays brilliantly to this day. How do we know that? Because we've recently plugged in our old SNES to play through it again, in preparation for the game's imminent arrival on DS.

Yes, that's right, one of the most innovative, inventive RPGs of its day is getting a brand new release with additional content on Nintendo's dual-screened wonder machine. And this is big,

big news, not only for the reason that it's a solid gold classic, but because (barring some almighty disaster) this will be the first time the game has seen the light of day in Europe.

**Back To The Future**

So why is *Chrono Trigger* so great? In truth, there's no one single reason that it stands head and shoulders above so many of its rivals, but a combination of factors. Its time-travelling story is one of its most celebrated aspects. Starting in 1000 AD, you'll go all the way back to 65 million years BC, but also forward to 2300 AD.

It's not so much that several different eras are covered but that it uses the theme of cause and effect in unique, sometimes shocking, ways. Indeed, the game seems to revel in toying with expectations. One memorable scene sees hero Crono (the missing 'h' is down to Square attempting to save memory space to cram more onto the SNES cart) put on trial. The crime you've committed is genuine but that's only thanks to your natural inclination to take those tempting loose items from tables and market stalls, based on RPG tradition. It's strange that many J-RPGs since have refused to embrace any of *Chrono Trigger's* original ideas.

“One of the most innovative, inventive RPGs of its day is getting a brand new release”



## A Little Help From Your Friends

Attacking alone is great, but doing it with your team mates is even better – *Chrono Trigger* offers a range of special double and triple team moves. Here's a brief look at how two of them work...



### Double Tech – X-Strike

**Characters required – Crono, Frog**

X-Strike is an excellent tech because it uses a low amount of MP, is quick to activate, and helpful in battles where one of your characters is incapacitated. X-Strike uses Frog's Slurp Cut spell and Crono's Slash to execute a powerful double-attack – amphibian and hero both leap, their sword paths crossing in an X pattern, hence the name of the tech.

### Triple Tech – Gatling Kick

**Characters required – Crono, Lucca, Ayla**

Gatling Kick is a powerful triple-tech which uses the above three characters to target one enemy. Using the combined force of Crono's Lightning 2 and Lucca's Fire 2 spells with Ayla's crushing Triple Kick, Gatling Kick sends the latter spinning into the air, lashing out with a vicious boot that causes huge damage to whoever you happen to aim it at. Great for boss fights.

True, *Chrono Trigger* might not have been one of the longest games of its genre – you should be able to clock the game in less than 20 hours, though it's not a game to be rushed – but it

offered 13 unique endings, based on your actions within the game. Rarely has a role-playing game really demanded replaying.

### Fighting Fantasy

Perhaps the most successful aspect of the game, and the one which made *Chrono Trigger* vastly more palatable to western gamers in particular, is the Active Time Battle system. It plays like a cross between a traditional RPG and the 16-bit *Zelda* games. Each character has a timer which counts down after you perform an action. As soon as that reaches zero, you can act again.

This keeps battles fast-paced while still emphasising strategy over button-mashing – with characters and enemies moving around during combat far more than in standard turn-based battles. More importantly, as long as you have enough magic points, you can combine techniques with other members of your party,

forming the devastating Double and Triple Techs (which we've detailed above).

With some of the most beautiful 2D art of the time and Yanusori Mitsuda's timeless soundtrack still giving us goosebumps – particularly the gorgeous Undersea Palace theme and the wistful Memories of Green – *Chrono Trigger* would be a must-own on DS, even without any extras. As it is, the promise of an additional dungeon, touchscreen functionality, and even Wi-Fi play for up to four players makes this possibly our most eagerly-anticipated third-party DS title of the year. This winter can't come soon enough. +

### In Summary

One of the best RPGs ever made gets a brand new DS makeover and looks as good as ever. How can you not be excited about that?



**Do The Time Warp** It's Lucca's portal device that causes all the problems in the first place, dammit!



• Cure

**Ring Of Fate** The game has been recreated in glorious 3D, a la *Final Fantasy III*.



Cecil  
Attack  
Darkness  
Items

**It Was THIS Big!** A giant sandworm that can swallow you whole? It's all in a day's work for this lot.



Rydia

Do you feel better now?

**Home Sweet Home** Bizarrely, the characters still sleep in their clothes. Some things will never change.



Yang

We came here for training, and found death instead. A great host of monsters waylaid us. I am the only one who survived.

**Tales Of Woe** The game's storyline is really strong and now there are fully voiced, FMV cutscenes too.

ETA AUTUMN 2008

# FINAL FANTASY IV

An RPG adventure aimed squarely at the fans

|| Publisher Square Enix || Developer Square-Enix || Multiplayer No

**W**ay back in issue 4 we awarded the GBA conversion of this 1991 classic a stonking 88%.

We're now 17 years on from its SNES debut and it still stands out as one of the best RPG adventures of all time.

The game tells the story of a dark knight named Cecil who begins to question his long-standing loyalty to his king when the ruler's lust for the four crystals of power leads to a kingdom filled with pain and death. The last straw comes when he is sent to slaughter an entire village filled with women and children. Upon rejecting royal orders Cecil is immediately deemed an outlaw and embarks on an epic mission to return the crystals to their rightful place.

## It's A Kind Of Magic

The big deal with *FFIV* is that it was a turning point in the series. It marks the point at which *Final Fantasy* games took a huge step forwards in terms of storyline, graphics, sound and the combat system. Whereas *FFIII* only allowed you to use a certain number of magic spells per area, *FFIV* introduced a method of learning spells and being able to cast



as many as you wanted as long as you had enough Magic Points. MP could then be replenished either by sleeping in an inn or by using an Ether. This transformed the series' battle system and it's still used to this day.

And just as *Final Fantasy III* was recreated in lush 3D and treated to a whole host of extras for its DS outing, so too will *Final Fantasy IV* be given a complete overhaul. As well as using an enhanced version of the *Final Fantasy III* DS engine (translation: it looks absolutely stunning) the game will also feature vast amounts of pre-rendered and fully voiced cinematics that will help to enhance the story and move things along. Touch screen controls have also been thrown in for good measure and the Wi-Fi Connection is catered for too. Players will be able to link up wirelessly with other gamers and learn magic spells and abilities from each other.

Most important to the fans though are the brand new additions to the game's storyline itself. All-new episodes have been added to the plot that will allow you to find out more about the lives of the game's main characters.

**"FFIV is set to be a feast of RPG goodness for both fans of the series and newcomers alike"**

You can also nurture your own Summons creatures and pit them against a friend's creature via Wi-Fi!

In short, it's set to be a feast of RPG goodness for both fans of the series and newcomers alike. We just hope the UK translation doesn't take much longer to complete and Square-Enix gets it on the shelves really, really soon. +

## In Summary

One of the greatest RPG adventures of all time is back with improved graphics and brand new game modes. Enough said.

NINTENDO DS™

Flip and Play Cases



Puzzle Cases

Magic Skins

# LICENCE TO THRILL

Licensed storage and protective peripherals to enhance the gamer's experience



Character Aluminium Cases



Character Key Chains



Magic Tubes



See the full range at [www.venomuk.com](http://www.venomuk.com)



Available now from **COMET** • **Currys** • **GAME** • **gamestation** • **ToysRUs**

All trademarks acknowledged. Nintendo DS™ and Nintendo DS™ Lite are registered trademarks of Nintendo of America

**Right Back Atcha** Point the Remote and you'll be able to aim the Batarang.



ETA SEPTEMBER 2008



**Mmm, Pliable** So, can LEGO Clayface change into anyone he likes? Well...



**Missing A Trick** Surely you should have to balance the Wii Remote here to keep Robin upright?



**Young Love** Poor Harley Quinn – she'll do anything for that sideshow freak just because she loves him.



# LEGO BATMAN

Holy hands-on playtest, Batman!

**Publisher** Warner Interactive **Developer** Traveller's Tales **Multiplayer** 1-2 **Controller** Remote & Nunchuk

**A**s the third franchise to receive the LEGO treatment, *LEGO Batman* needs to be something special. We've watched *LEGO Star Wars* evolve over three titles and seen *LEGO Indiana Jones* run with the same formula without actually doing anything new. Now's the time for Traveller's Tales to crank things up a notch and prove that the LEGO concept isn't a one-trick pony.

Thankfully, having gone hands-on with an early version of the game, it looks like that's exactly what's happening – an expansion of the original ideas, without losing the charm of what made it fun in the first place. Oh, and with Wii-specific motion controls too.



**Scum And Villainy** Each level offers different paths and objectives depending on who you play as.

Yes, you read it right. Where *LEGO Indiana Jones* passed up on letting you use the Wii Remote as a whip (boooo!), *LEGO Batman* actually makes use of the Wii's motion-sensing controllers for performing certain moves. And, perhaps more importantly, we're not talking in the same vein as *LEGO Star Wars'* rather feeble 'waggle the Remote like crazy to wave the lightsaber' efforts. Instead, everything feels much more contextual and, well, as though you're acting out what you need your on-screen avatars to do, much in the same way that Eidos' *Tomb Raider Anniversary* did.

## Zap! Pow! Whack!

Take, for example, having Batman or Robin grapple up to a raised ledge. Once you're standing in the right spot, you flick the Wii Remote forwards as though you were tossing a grappling hook towards the target. Moving faster while running and climbing is also contextual, because you have to pump the Remote up and down as though you were running or climbing yourself, while pulling levers requires you to turn the Remote on its side and literally yank down on it.

As for attacking, players can punch with the Remote to slap enemies or point at the screen with it to aim where to throw Batarangs, while Robin's Gadget Suit allows you to take control of vehicles by steering with the Remote a la *Mario Kart*.

Of course, these are just a few of the ways that Traveller's Tales has made use of the Wii motion controls – specifically, ones that are used across the first few levels that we had a chance to play. We don't doubt the developer when it promises more to come, purely because *LEGO Batman's* huge range of characters (heroes and villains alike) offers plenty of scope for innovation when it comes to abilities. So long as it doesn't wind up turning the action into a series of bite-size gimmicks, we'll be more than happy.

With our taste of the opening levels from *LEGO Batman* making September seem like an age away, the only real concern now lies with the game really excelling over its predecessors. We've got high hopes for the option to play through each stage from both the good and evil viewpoint expanding the gameplay somewhat, simply because Traveller's Tales is trying to ensure each stage offers different experiences according to who you play as (unlike the previous LEGO games). Fingers crossed it can pull it off... though we can't see any reason why it shouldn't. +

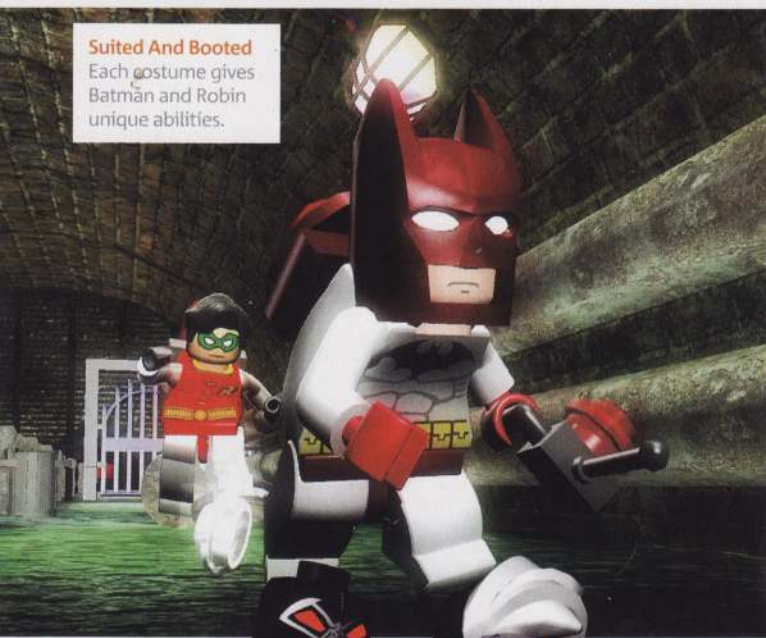
## In Summary

It looks like Traveller's Tales are on track to deliver something that goes beyond any LEGO game so far. Good job.



**Older And Wiser**  
Meet Nightwing, the man that Robin ends up turning into.

“It’s an expansion of the original idea, **without losing the charm of what made it fun** in the first place”



**Suited And Booted**  
Each costume gives Batman and Robin unique abilities.



ETA SEPTEMBER 2008



**What, No Head?** Ah, alien monsters – no FPS should be without them.

## C.O.R.E.

At last, the FPS genre returns to the DS

■ **Publisher** Conspiracy Entertainment  
■ **Developer** NoWay Studios ■ **Multiplayer** 1-4



**A** crashed meteor, a vanished science expedition to examine said meteor and a battle against evil aliens all played out from a first-person perspective. Hardly the most original premise, we have to admit, especially since swapping the meteor for the accidental opening of the gates of Hell would leave *C.O.R.E.* looking like an absolute rip-off of id's classic first person shooter, *Doom*.

Still, developer NoWay Studios has done its best to glaze over the similarities by providing some pretty intense action coupled with typical FPS-style puzzles (keycard collection, security camera usage and the endless slaughter of anything vaguely bigger than you).

Having spent some time with an early version of the game, there's still plenty of work to be done on the controls and it's a little glitchy in places. However, there's more than enough promise here to make us think that *C.O.R.E.* could fill the gap between *Dementium*'s survival horror leanings and *Metroid Prime: Hunters* more adventure-led FPS action. +

### In Summary

Solid and intense, just as any good FPS should be. The lack of originality aside, this should be a pretty decent experience.



**Two Smoking Barrels** We love shotguns in games. They go “BOOM!”.

**The Wrong Side**  
Enemies will react depending on where you shoot them.



**Detail Of Two Cities**  
There's no denying that the game looks great.



**Fashion Victim** We'd feel bad shooting him if he was better dressed.

ETA SPRING 2009

# THE CONDUIT

A Wii shooter with some big ideas

**Publisher** TBA **Developer** High Voltage **Multiplayer** 1-4 **Controller** Remote & Nunchuk



If there's one criticism we constantly hear about Wii games, it's their graphics. We get so many emails complaining how Wii games

look like PS2 titles and how games need to look better. While we've always favoured gameplay over graphics, we can understand some people's concerns: a lot of Wii games could look better.

The fact is that the Wii is capable of much better graphics than those in the vast majority of games currently available for it. You only need to look at games such as *Super Mario Galaxy*, *Metroid Prime 3* and *Super Smash Bros. Brawl* to see that if a developer actually bothers to take the time to

work on a game instead of simply treating it like a GameCube title, it can produce something pretty special. That's where *The Conduit* comes in.

The team at High Voltage Software has promised that the game—a first-person shooter involving a special agent and some alien invaders—will be one of the best-looking Wii games around and will look “like an Xbox 360 game”. While that's a bold claim considering the Wii can't do HD graphics, we're assuming they mean a 360 game being played through a normal telly. Even so, it's a brash statement.

## Proving Them Wrong

The company even released a press statement declaring their intentions. According to Eric Nofsinger, the developer's Chief Creative Officer: “Too many Wii owners have been told that the Wii is a casual platform with no room for serious games or top-tier graphics. With *The Conduit*, we intend to prove that theory wrong by providing gamers with the kind of title they imagined back when the platform was first announced.”

Of course, the proof is in the viewing, and so far we've been impressed by what we've seen. There's no denying that graphically it's a step above most of the stuff on the Wii, and it's a jarring reminder of how lazy some other development teams are when it comes to making



**Stop Stairing At Me** How many FPS games have shootouts on stairways like this? Roughly, loads.

full use of the console's abilities. Lighting effects give an impressive sense of realism, surfaces are textured and water—a thorn in the side for many developers—looks extremely realistic, moving with just the right degree of fluidity. Obviously little details such as this might seem a bit over-the-top, but they all go together to create a sense of realism that many Wii developers don't bother trying to achieve, so fair play to High Voltage.

The game sees you in the role of the mysterious Mr Ford, a secret service agent who's been sent on a mission to investigate recent terrorist attacks in Washington. It turns out that these attacks have



**Who You Gonna Call?** This reminds us of that bit in the library in *Ghostbusters*. Only without the ghost.



**Please Glow Away** *The Conduit* promises some nice lighting effects: check out the glow that light is creating at the back of the room.



**You Chose Number 1** Brian's blind date probably could have gone a little better.

**"A jarring reminder of how lazy some developers are when it comes to the console's abilities"**

been perpetrated by aliens. Typical. It's up to you to put a stop to these aliens (known as 'the Drudge') and save the world.

We've played many a first-person shooter game involving aliens in the past and they generally tend to bore us because being face-to-face with a monster, while scary, isn't so much of a threat as another intelligent human enemy with a gun. Conveniently, the Drudge have taken over hundreds of humans by infecting them with a virus which turns them into zombie-like slaves known as 'puppet humans'. So while shooting monsters may be the main order of the day, expect to be involved in plenty of tense human versus human gunfights.

We reckon *The Conduit* is looking very impressive for a Wii game, and *High Voltage* has really pushed the boat out here in terms of ambition. Of course, graphics aren't everything, so we're not going to get too excited until we actually lay our hands on the game. Even so, the first signs are extremely positive. +

**In Summary**

There's no denying that *The Conduit* has some great visuals. Let's just see how the developer handles the gameplay.

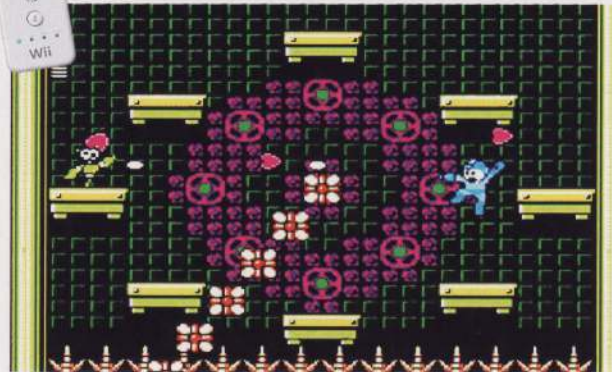


ETA AUTUMN 2008

**MEGA MAN 9**

Look! A new NES game!

Developer: Capcom Multiplayer: No  
Controller: Remote



**Man Alive** Be afraid, be very afraid. *Mega Man 9* will be absolute nails.

**F**orget all those *Battle Network* and *ZX* spin-offs, *Mega Man's* back to his old ways. And we do really mean old—

Capcom's decision to create the latest 'proper' *Mega Man* game using the original NES engine might seem weird, but it's a move that'll appeal to the hardcore fans while proving to everyone else just how the series earned its reputation for being so damn hard.

With its old-school gameplay very much intact, you'll get to take on Dr Wily and his new army of evil robots (including *Galaxy Man*, *Hornet Man* and *Splash Woman*—the first female baddie in the series' history). Defeating one awards you a weapon that proves to be the weakness of another. You just have to work out who hates what. Of course, reports that *Mega Man 9* is set to be one of the toughest games yet are already circulating so we'll let you know if that's true once Capcom let us have a go on it... +

**Know Your Roots** Who needs 'next-gen' visuals when you've got purple this lurid?



**Firestarter** We bet *Splash Woman's* weapon comes in handy here.

**In Summary**

As hardcore as they come and twice as difficult. We'll be interested to see if this is the kind of game the WiiWare crowd want.

**Happy Happy Joy Joy** Bright colours, smiling faces, lively music... how is it possible to not love *Samba De Amigo*?



ETA SEPTEMBER 2008

# SAMBA DE AMIGO

It's manic monkey maracas-mashing mayhem!

■ **Publisher** Sega ■ **Developer** Gearbox Software ■ **Multiplayer** 1-2 ■ **Controller** Remote & Nunchuk

**W**ell, well, well. What a difference a few months make. As you may remember, back at the start of the year we went hands-on with a really early version of *Samba De Amigo*, Sega's Wii remake of its cult maracas-shaking rhythm action game. And, to be blunt, it was broken. The controls were awful and unresponsive, we kept failing the same single song over and over again and we were distraught that one of our favourite Sega games of yesteryear may have been ruined by lazy development and poor Wii controls.

Turns out we needn't have worried though, because we recently played an updated version and while it's still not completely ready, we're happy to report that the controls are a huge improvement over the original car crash.

Before we get into that though let us recap, in case you're not familiar with *Samba De Amigo*. The original Dreamcast game was one of the first rhythm action games (like *Elite Beat Agents*

or *Guitar Hero*), and came packaged with a set of motion-sensitive maraca controllers. In the game, blue circles appear in the middle of the screen and move out to one of six round markers. These markers both represent the three maraca positions – high, mid-height and low – and determine whether they're to the left or right hand side. All you have to do is shake your maracas in the right position as the circles pass the markers. And that's about it. The Dreamcast game was stupidly expensive because of the maracas (it cost around £100) and as a result not many people got to experience its awesomeness. If only there was some other console which already came with two motion-sensitive controllers supplied...

As you'd expect, the game is played with the Remote and Nunchuck replacing the maracas. There's a full range of control options to make sure you get the most comfortable mix: you can switch the controllers round if you'd prefer the

Nunchuck on the right, and you can even use two Remotes instead if you want your maracas to be the same size and weight.

## Chimpin' Ain't Easy

In terms of music, let's just say this isn't the sort of game that will win you any credibility contests. The 40 tracks on offer are all suitably cheesy, from *The Macarena* and *Feeling Hot Hot Hot* to *Samba De Janeiro*, the game's adopted anthem. That said, there's something strangely pleasing about how over-the-top it all is.

Finally (and arguably most interestingly), there's a special mode which sees you and your partner doing songs in a normal co-op mode. However, once you're done, you're both given a rating on how compatible you are and how long your relationship will last. We can't wait for the first letter from a reader complaining that their girlfriend has gone and dumped them because of Samba.



nintendo  
**Wi-Fi**  
connection



ETA AUTUMN 2008

# CALL OF DUTY: WORLD AT WAR

Zappers, co-op and flames... oh my!

nintendo  
**Wi-Fi**  
connection

|| Publisher Activision || Developer Treyarch  
|| Multiplayer 1-4 || Controller Remote & Nunchuk



**Wonderful World** Treyarch have pushed the boat out with the visuals – *World At War* is looking great.



**N**ever mind that we missed out on the admittedly excellent *Call Of Duty 4: Modern Combat*, Activision's promising to make it up to us. Granted, we're not exactly enamoured by the fact that *Call Of Duty: World At War* goes back to the decidedly well-trodden path of World War II. Still, the promise of four-player online co-op gameplay and Zapper compatibility has got us more than a little excited. That, and the chance to use flamethrowers, at least.

Pitting you as both US and Russian soldiers, *World At War* features what Activision claims are "the most harrowing and climactic battles of WWII." Translation? There'll be lots of things to shoot at and even more things to burn to a crisp. Throw in an anticipated dose of Wii motion controls (our money's on having to push off attacking enemies, a la *Call Of Duty 3*) and it should be hectic to say the least. All that and kamikaze enemies, Banzai charges and ambush attacks too? Consider us interested in World War II again. Well, kind of. +



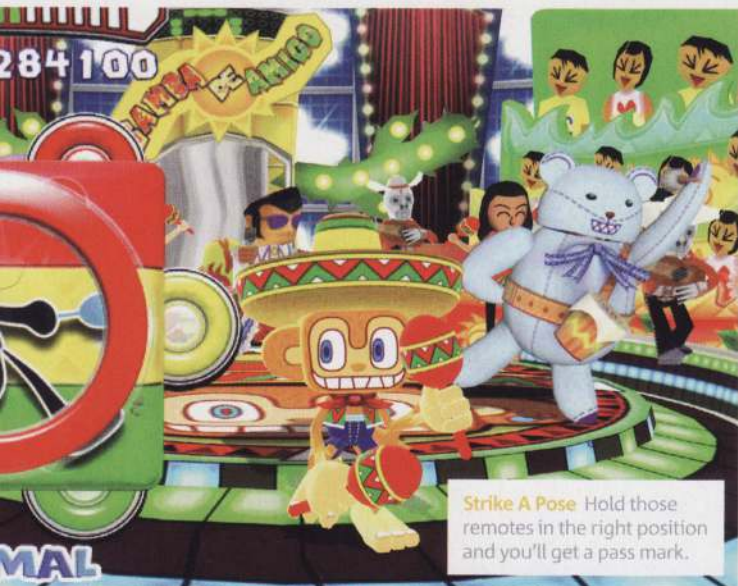
**Hot Stuff** Flamethrowers are among the weapons that you'll get to wield in *COD5*.

**In Summary**

World War II has been done to death, so this needs to be something really special. Thankfully, the early signs are promising.



**Flying Colours** Crank that rating up to an A by doing well and the background will go a bit crazy.



**Strike A Pose** Hold those remotes in the right position and you'll get a pass mark.



**Love At First Shake** See? It IS possible to find out if you love someone by gaming. Well, maybe.

"In terms of the music, this isn't the sort of game that will win you any credibility points"

We still have one or two minor issues with *Samba's* controls. The game sometimes took too long to register that we were pointing the Remote in certain directions. Once again, Sega has promised us that the game still isn't finished and the controls will be fine. The difference is, based on the huge improvements in the recent version we played, this time we believe them. +

**In Summary**

After the horror show we experienced before, this is much more like the *Samba De Amigo* we know and love.



Kai

My dad built a time machine? So did we just travel through time?

**Zaperazzi**  
Kai uses his zapper to capture the Eledees, just like in the Wii original.

**Back To The Future Well**, if you will get in a time machine, what do you expect?



**Jump Around** There's more to it than zapping creatures.



Kai

Or else what!? And why should I give you Zero in the first place?

**Hero To Zero** Kai's adventure should have a far more involved storyline than the Wii version.



**Fire It Up** This is no time to start a campfire. There are Eledees to be found. Where are they hiding?



ETA WINTER 2008



# ELEDEES: THE ADVENTURES OF KAI AND ZERO

Now you can touch the power...

IPublisher Konami IDeveloper Konami IMultiplayer 1-4

**T**here are some games that were just made for the Wii. Games that couldn't be made for any other console.

*Eledees*, with its Remote zapping action is one such game. Released last year, this action blaster has players pointing their Remotes at the screen, lifting and throwing objects to search for the Eledees, little creatures who supply the world with energy. It's basically a Wii game of hide and seek and now it's coming to DS.

So how do you go about bringing it to the handheld? Well, by giving it a bit more character for a start. While *Eledees* is good fun on the Wii, you get the feeling that the whole concept of searching for hidden Eledees was just an excuse to wave the Remote around. It's one of those games conceived in the Wii's early days when waving the Remote was new and exciting so it didn't matter that the story was a bit light.

On the DS, Konami have no excuse to hide behind new technology so this sequel has a little bit more to it as we are introduced to two new characters and the action is no longer viewed from a first-person perspective. The new guys are, of course, Kai and Zero and when they find themselves transported to a mystical realm by a magical bus created by Kai's father, they have to use their skills to capture the Eledees who will give power to devices and assist you on your adventure.

### Creature Comforts

In the Wii game, the Eledees supplied you with energy that boosted your lifting power but it sounds as if the creatures have a bigger role to play in *The Adventures Of Kai And Zero*. There is a new species of Omega Eledees who will join you on your adventure when you capture them,

giving you the power to find hidden stages, freeze water and illuminate dark areas.

In many ways, *Eledees* was rather groundbreaking with its level editing mode coming a whole year before *Smash Bros.* made online stage swapping popular. The DS adventure also has online options but if anything, it sounds more exciting as four players can have Wi-Fi battles as they attempt to gather up all of the power sources before their opponents do.

Giving the creatures extra powers looks like a masterstroke and when you add this to the online options, we could have a DS game with a little bit more spark than the Wii original. +



### In Summary

Thankfully, *The Adventures Of Kai And Zero* appears to be much more than a watered down, handheld version of the Wii original.

Nintendo®



## An Infinite Adventure in Space



Mario leaps into space, exploring a myriad of galaxies on his new 3D adventure made possible only with the Wii Remote. You'll explore the universe, use gravity-defying jumps and don special suits in this epic quest to save the princess. Share the Mario experience with a friend, using the imaginative Costar Mode. The Costar uses the Wii Remote to hold back enemies and help Mario reach the stars! It's a universal truth: Mario is back, and he's better than ever.



**wii**  
move you



[www.wii.com](http://www.wii.com)

© 2007 Nintendo. TM, ® AND THE Wii LOGO ARE TRADEMARKS OF NINTENDO.

# Nintendo®

THE OFFICIAL MAGAZINE

## Subscriptions Offer

OFFERS

**Direct Debit** Only £12.97 every 3 months, with **FREE limited edition Nintendo Wii** courier bag

YOUR DETAILS

Title Forename  
Surname  
Address  
Postcode  
Daytime Phone  
Mobile Number  
Email

GIFT

If recipient's details are different from above

Title Forename  
Surname  
Address  
Postcode

YOUR DETAILS

I would like to pay by Direct Debit  
(I understand that £12.97 will be debited from my account every three months)



Originator's Identification Number  
768195



**Instruction to your bank or building society to pay Direct Debit**

To the manager (bank name)

Address

Postcode

Name(s) of account holder(s)

Branch sort code

Bank / Building society account number

Ref No (Office use only)

Signature Date

Please pay Future Publishing Direct Debits from the account detailed on this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and, if so, details will be passed electronically to my bank or building society.

**Official Nintendo Magazine**  
Future Publishing Ltd, FREEPOST RLSC-SXSE-SKKT, Sovereign Park,  
Market Harborough, LE16 9EF  
Tel: 0844 848 2852

**TERMS AND CONDITIONS:** We will use the contact details supplied to communicate with you about your Official Nintendo Magazine subscription. We'd also like to keep you up to date with any special offers or new products/services that may be of interest. If you're happy for Official Nintendo Magazine, Future Publishing and its sister companies to contact you in this way, indicate here:  email  mobile.

Gift only available to the first 400 to subscribe. Offer closes 5 September 2008. In the event of stocks becoming exhausted, we reserve the right to substitute with items of a similar value. Free gift only available in the UK. Please allow 60 days for delivery of the gift.

POST YOUR ORDER

ORDER REF: P049



**GREAT FREE GIFT EVERY ISSUE!**

# Subscribe to Britain's best Nintendo magazine Today!

## Why Subscribe?

**Don't Move!** Get the magazine delivered to your door every month!

**Breaking News!** Everything about the Wii, DS and Virtual Console!

**Exclusive Gift!** We'll send you a limited edition Nintendo Wii courier bag, absolutely **FREE!**

Gift only available to the first **400** people to subscribe. In the event of stocks becoming exhausted, we reserve the right to substitute with items of a similar value. The free gift is only available in the UK. Please allow 60 days for delivery of the gift.

# Free Wii Bag!

Subscribe to Official Nintendo Magazine for just **£12.97** and get a **Wii Courier Bag** for **FREE!**



GET THIS FOR  
**FREE!**

## Nintendo Wii Courier Bag

Let's face it, being fashionable often means liking what everyone else likes... right? And seeing as the Wii is so popular right now, nothing screams 'fashionable!' more than a Nintendo Wii bag. It's classy, it's stylish and what's more, it's got enough room for all your stuff. Whether it's a Wii, a DS or anything else, you'll only look good if you're carrying it around in one of these beauties!

\* TERMS & CONDITIONS APPLY: Gift only available to the first 400 people to subscribe. Allocation is on a first come, first served basis. Offer closes 5 September 2008. You will receive 13 issues per year. Gifts subject to availability. Please allow 60 days for delivery of gift. This a UK only offer and the gift applies only to those paying via Direct Debit. Your subscription will start with the next available issue. Minimum subscription term is three months. If at any time during the first 60 days you are dissatisfied, notify us in writing and we will refund you for all unmailed issues.

## Ordering Is Easy!

**Phone!** Call 0844 848 2852 now and quote ref. P049

**Post!** Fill in the form and return it to us free of charge


**Online!** Point your browser to

[www.myfavouritemagazines.co.uk/nim/P049](http://www.myfavouritemagazines.co.uk/nim/P049)

# READY, STEADY, COOK!

We cook up a storm with the help of *Cooking Guide*. It's *Come Dine With Me*, DS-style...

**W**ould you trust your DS over Gordon Ramsay or Jamie Oliver? That's the big question that we're asking as we see whether Nintendo's new Touch Generations title *Cooking Guide: Can't Decide What To Eat?* can help a novice learn how to cook, teach a keen cook some new tricks, provide a lapsed dieter with something healthy to eat and, most importantly, give us a supply of lush chocolate brownies to fill our faces with.

While *Cooking Mama* doesn't really give you any culinary tips, *Cooking Guide* is absolutely packed with them. This is an interactive recipe book aimed at everyone from beginners to gourmet chefs and to put it to the test the ONM team had a food fight. Not one with flying custard tarts, mind. No, instead we each picked a dish from the 245 on offer, went to the supermarket with our DS shopping lists and then prepared a starter, fish dish, main course and pudding before putting them to the taste test. Whose dish was the tastiest? Read on and find out... 

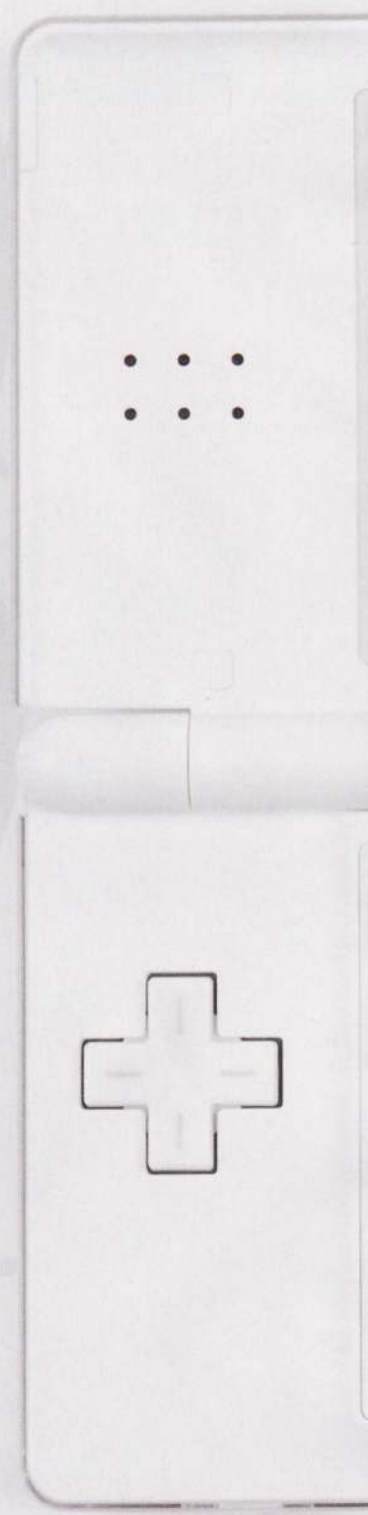
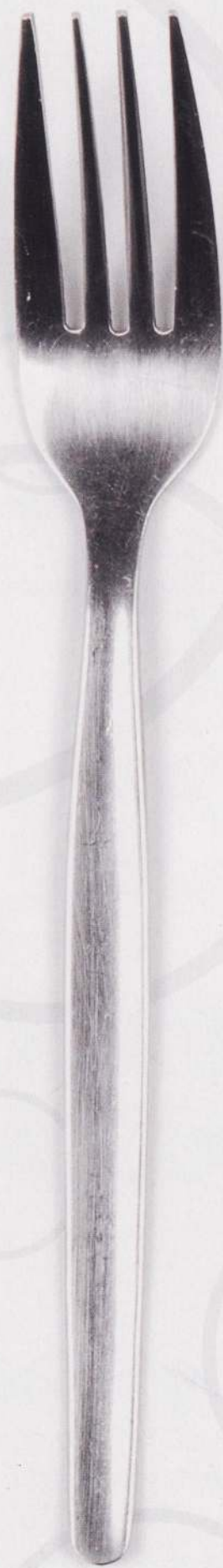
## The Menu

**Starter** Greek Salad  
by Martin Mathers

**Fish Course** Gambas Al Ajillo  
(Spanish-style Garlic Prawns)  
by Tom East

**Main Course** Sichuan Chicken  
With Cashew Nuts  
by Chris Scullion

**Pudding** Chocolate Brownies  
By Fred Dutton



Yakitori

Japan

Advice for +/- servings

For **1 - 6** servings

When preparing the sauce for a small number of servings, use a small saucepan. Take care to heat it over a low temperature, so that it does not burn.

|
||

Ingredients

Utensils

▲

-
1
+
serving

+

Advice for +/- servings

60g whole chicken leg (boneless)

▲▼

10g small leeks

▲▼

Sauce

5ml saké

▲▼

1 tsp sugar

▲▼

← Back

▼

Steps →

X

A

B

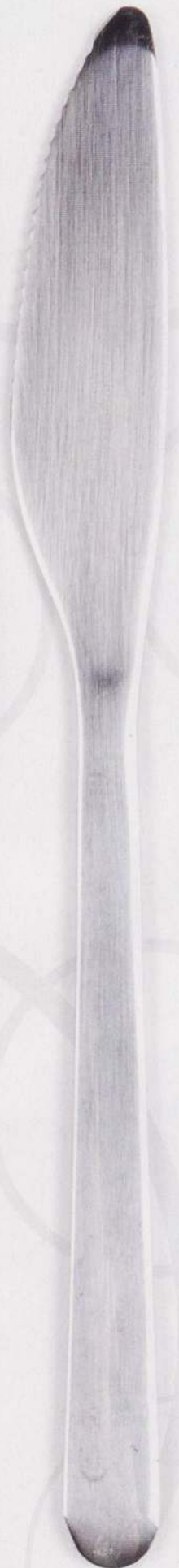
Y

○

START

○

SELECT



## MARTIN'S GREEK SALAD

### What To Cook?

Although the supply of mini chocolate roll bites on my desk would suggest otherwise, I'm meant to be on a diet. So I've decided to make something light, healthy and meat free for my course. Finding a meat free dish is tough though – I searched for the veg dishes and found that the Eight Treasures Stir Fry features prawns, squid AND pork! So, seeing as it's summer I went for a salad.

### The Shopping List

Have you ever tried buying a jar of olives from the supermarket? There are tons of them. How do you know which ones to buy? Thankfully *Cooking Guide* has told me to get black pitted ones. Get home. Check Wikipedia. It's the most cultivated fruit in the world. Unbelievable. It should be strawberries – they're much nicer.

### The Preparation

This is easy. It's just chop, chop, chop. Although I had better watch out for my DS screen. Damn! The cucumber seeds I was removing with a spoon have shot onto the screen. Now my DS smells of cucumber. After all the chopping, I had to grate some garlic

cloves but I was a bit too diligent and in trying to get every bit of garlic in the dish, grated my thumb. Brilliant.

### Bon Appetit!

So was it worth a soiled DS and scratched thumb? Well, it's pretty tasty. Better than the Pizza Hut salads I'm used to. I wouldn't have said no to some bacon bits though...



**Fruit & Veg** There are loads of veggie recipes – just make sure you double check the ingredients.

**The Dieter** "Salad? Do I have to? Can't I just make scampi and chips?"

## TOM'S GARLIC PRAWNS

### What To Cook?

I'm a bit of a cook and I thought I'd make something I'd never attempted before so I chose Crab Cakes. I headed for the farmer's market in the morning and was going to buy some fresh crab for £7 but when I got my DS out I noticed that the recipe called for tinned crab, so I went to Sainsbury's instead. Now, I thought tinned crab would be cheaper than fresh yet it's £2.30 per 120g. Call me tight but I refuse to spend nearly a tenner on tinned fish so I got my DS out and searched for another recipe while still in the fish aisle. King prawns are on special offer – buy one, get one free. Result. I'm making garlic prawns.

### The Shopping List

Spanish food is meant to be the best in the world at the moment and I know they like their olive oil but there's 200ml of olive oil in this recipe! That's like eating 20 packets of crisps and if I did that at my desk I really would get some funny looks. I'm just going to have to trust them on this one.

### The Preparation

There are only seven ingredients in this dish and it's pretty straightforward but even I'm learning some new tricks here. I didn't know

that you were supposed to slice garlic cloves horizontally for a stronger aroma. Great, now my breath will smell even more garlicky! There was also a great video which showed me exactly how to de-vein a prawn. Very useful. Then all that's left to do is just cook the prawns in all that olive oil.

### Bon Appetit!

Yep, I'm happy with that but Martin won't be. It is very oily but the prawns taste great.



**Something Fishy** Don't like seafood? Don't worry – all that this dish tastes of is garlic.

**The Cook** "Move over Mama, there's a new king of the kitchen. Tom East!"



## CHRIS' SICHUAN CHICKEN WITH CASHEW NUTS

## What To Cook?

Okay, I'll be honest. I don't really cook. In fact I don't so much as make a sandwich for my lunch. Unless you count inserting a Pepperami into a Tesco pre-packed baguette. I eat a lot of Chinese food at home so I've decided to take on the takeaway by making my favourite dish: Sichuan Chicken.

## The Shopping List

Maybe I've bitten off more than I can chew here. Where am I supposed to get Sichuan pepper and Chinese chicken stock from? Okay, there is a list of alternative ingredients for Asian food here and I can use normal chicken stock but there's no substitute for Sichuan pepper. Looks like a trip to Chinatown is in order.

## The Preparation

Apparently it's going to take 25 minutes to make this so I should be able to make it and have plenty of time for *Mario Kart* this evening. 40 minutes later... I'm still chopping chicken! That's after chopping onion, spring onion, peppers, chillies and ginger. It shows me exactly how to do everything but it's just so precise. I've got to

chop the onion into 2cm squares, same for the peppers and then I've got to cut the ginger into 5mm slices. They should have listed a ruler under the utensils. After all the chopping it's just a case of mixing chicken with salt, cornflour and sake, whisking the soy sauce with sugar, rice vinegar and more sake before stir frying the lot.

## Bon Appetit!

I'm proud of my achievements. It's not as gloopy as what I'm used to but it's quite salty and pretty spicy. My lips are tingling...



**Go Nuts** Cashew nuts were easy to find. Sichuan peppercorns and potato starch, less so.



**The Novice** "Do I get to keep this hat? I think it rather suits me, don't you?"

## FRED'S CHOCOLATE &amp; BANANA BROWNIES

## What To Cook?

Like Martin, I'm on the *Wii Fit* diet in an effort to shift a little excess bulge. Unlike Martin, I'm actually doing rather well, so I thought I'd put my self control to the test by making a batch of brownies without eating a single one. I like brownies. A lot. This could be tricky...

## The Shopping List

I decide to do this properly and wander round Tescos with my DS open trying to find all the ingredients. I get lots of weird looks and manage to trip over a small child. Oh dear. There's nothing too unusual on here and I don't have too much trouble tracking everything down. They even have pre-chopped walnuts! Brilliant. That'll give me some extra weeping time later as I attempt to resist spooning the brownie mixture down my throat.

## The Preparation

Right, time to get cooking. First up, I weigh and sift the flour and cocoa before chopping the bananas into 5mm discs as instructed. You know what they say - you can't make a brownie without breaking some eggs, so I get cracking. Into the bowl of beaten egg (with a few shards of shell, 'for texture') goes a mountain of brown sugar, enough butter to run a tractor, melted chocolate, the banana, walnuts

and the flour mixture. What would Miyamoto have to say about this triple heart bypass waiting to happen? I get stirring, managing to slop half the mixture over my poor DS.

## Bon Appetit!

Half an hour's cooking later and there we have it: a baking tin full of chocolatey goodness. Which I'm not allowed to eat. Duly, I break down on the kitchen floor and sob. Over to you guys...



**Choc Solid** Ah, chocolate. Without this precious stuff, ONM would never make it to the shelves.



**The Baker** "How much butter?! I'm not sure how that fits in with *Wii Fit*'s message."

# The Dining Table Of Truth

So was all the effort worth it? Whose dish was the tastiest?

4th



## MARTIN'S GREEK SALAD

**MARTIN SAYS:** A perfect start to a summer banquet. Or I couldn't be bothered to cook and just chopped some veg and cheese.

**TOM:** I would have liked it a bit chunkier as it all blended into one but it's packed with flavour and, strangely for a Greek salad, not too oily. **7/10**

**CHRIS:** I hate olives and feta. Tom has just said I've got the palate of an eight year old but I'd rather eat my toenails than this. Sorry... **3/10**

**FRED:** Not bad. It's powerful but that makes it more interesting than boring old lettuce. I'll have onion breath for the rest of the day though. **8/10**



**18 Points**

"If only I'd known that Chris didn't like feta. I can't believe I've got the wooden spoon. I'm off to Pizza Express to commiserate!"

3rd



## TOM'S GAMBAS AL AJILLO

**TOM SAYS:** A better description would be prawns cooked in a vat of oil with garlic. Hope it's worth decapitating all that seafood.

**MARTIN:** I'm told prawns are low in fat – not when you cook them in this much oil! They are great but I feel guilty. **7/10**

**CHRIS:** I didn't think I liked seafood but these prawns are really meaty. I could only eat a few spoonfuls as it was a bit rich. **7/10**

**FRED:** Is Tom trying to give me a heart attack? I'm a big fan of prawns but I'd prefer them to be cooked on the barbecue **6/10**



**20 Points**

"My pride has taken a battering. This must be how Gordon Ramsay feels when he loses in *The F-Word*."

2nd



## FRED'S CHOCOLATE & BANANA BROWNIES

**FRED SAYS:** Who doesn't like brownies? Especially when they've got more than a whole pack of butter in them.

**MARTIN:** These could replace my Tesco mini-rolls as my desk snack of choice. Yum. **8/10**

**TOM:** This is more like a cake than a brownie. Maybe I'm a brownie snob though. It was okay with a cup of tea. **5/10**

**CHRIS:** That's more like it. You can keep your prawns and olives, I'm all about chocolate and this is seriously chocolatey. **8/10**



**21 Points**

"I'm pleased with that. Especially as I wasn't really convinced about putting bananas in a chocolate brownie."

1st



## CHRIS'S SICHUAN CHICKEN

**CHRIS SAYS:** No takeaway will be able to compete with my homemade chicken stir-fry. It's lip-tinglingly good.

**MARTIN:** I love Chinese food and this isn't as greasy as I expected. It's hotter than I'm used to though. My lips are on fire! **7/10**

**TOM:** This is so salty! I need a huge gulp of water after each mouthful. I like the tingly peppercorns though. **8/10**

**FRED:** It's better than sweet and sour pork balls at 11pm but perhaps soy sauce and salt was a bit much. **7/10**



**22 Points**

"Get in! This is proof that *Cooking Guide* is great for novice cooks. I might try cooking something else now."



## The DS Takes On Gordon Ramsay

Find out who makes the better shepherd's pie

**In The F-Word's Celebrity Challenge, Gordon Ramsay has taken on the likes of Dermot O'Leary, Danni Minogue**

and Meatloaf in the kitchen. Yet now he faces his most formidable opponent yet. The DS! For this challenge, Tom put Gordon Ramsay's recipe for shepherd's pie up against *Cooking Guide's* version of the great British classic.

If this was a price test, DS would win. Gordon's recipe contains red wine, rosemary, thyme and parmesan – shepherd's pie was originally meant to be a peasant's dish, made from leftovers but Ramsay has clearly ignored this for an upmarket recipe. The DS version, however, contains just lamb, onion, mushrooms, stock and half a tin of tomatoes. Traditionalists would have you believe that adding a can of tomatoes to shepherd's pie is heresy – after all, it's not supposed to be a potato-topped bolognese.

So onto the cooking. Ramsay has got us grating an onion. Grating! Then we had to reduce the wine until it had almost evaporated, before adding stock and simmering. The DS version looks simpler but even then I was expected to chop and then mince the lamb by hand. So it's honours even on the effort front but the most important thing is how it tastes, so we gave a plate to Fred, Chris and Martin for a blind test.

Chris enjoyed the DS version as it wasn't as rich and tasted like something his Mum would make. Martin went for Ramsay's as he liked the herbs which gave Fred the deciding vote. He liked the crunchy parmesan mash on Gordon's pie so we're sorry to say that the pro chef wins 2-1. Better luck next time, DS.

**The F Word** Thankfully, in this case the word is 'fantastic' – Mr Ramsay's cooking beat the DS game by a single vote.



## The Final Verdict

So, does *Cooking Guide* actually work?

**O**kay, so Gordon Ramsay may have beaten the DS in the final taste test but there's no shame in losing to one of Britain's greatest ever chefs. Plus, this is all about home cooking and it really is a fine recipe book, packed with 245 recipes from all around the world.

In some ways it's actually better than your average recipe book. If you know your way around the kitchen, you can just check the shopping list, the preparation method and get cooking. But beyond this are levels of detail that Delia Smith would be proud of. On the ingredients page you can see what utensils you'll need and there's a description of each ingredient on the Top Screen which is very useful for food that you might not be familiar with. There's also a neat 'How To Make' instruction on some ingredients, so if you were preparing tacos and wanted to make your own tortillas, you can follow the instructions.

There are some nice hints for varying the recipes and you can add your own notes if you like. There could be a few more vegetarian recipes and deserts but our only real issue is the price. You could argue that £30 is a small price to pay to learn how to cook but it's more expensive than a Gordon Ramsay book, and costlier than the average Touch Generations title. We hope it doesn't put anyone off buying what is undoubtedly a brilliant bit of DS software. **+Tom East**

### Nintendo® Verdict

THE OFFICIAL MAGAZINE

- ✦ Very easy to use
- ✦ Great for beginners
- ✦ Some good cooking hints
- ✦ Excellent range of recipes
- ✦ A bit too costly



It's a shame about the price tag as this is an excellent Touch Generations title that actually teaches you something. Recommended.

# 80%

# Draw On New Ways Of Puzzle-Solving



NINTENDO DS lite

*Link's fate is in your hands!*

With unique touch screen controls, Link's fate is literally in your hands! When Tetra is captured aboard a mysterious Ghost Ship, Link sets sail on a daring rescue mission across islands crawling with danger; exploring deep dungeons and unravelling the secrets of the mysterious Phantom Hourglass.



“Crude humour, cartoon violence... it couldn't be a better fit for the Wii”

▶ Sam & Max: Season One, p88

# Reviews

Issue 33 September 2008



Sam & Max: Season One 88



Civilization Revolution 98

## Our ratings explained

### 0-19% Unplayable

A bad idea poorly implemented. Forget it, move on.

### 20-49% Poor

Restricted fun swimming in a sea of mediocrity.

### 50-69% Average

Good bits balanced by bad bits, although perhaps die-hard fans will get more out of it than general gamers.

### 70-84% Good

If you're prepared to take the rough with the smooth then there's plenty of entertainment here.

### 85-89% Excellent

A diamond in the rough. Only minor problems with design, difficulty or controls affect this game.

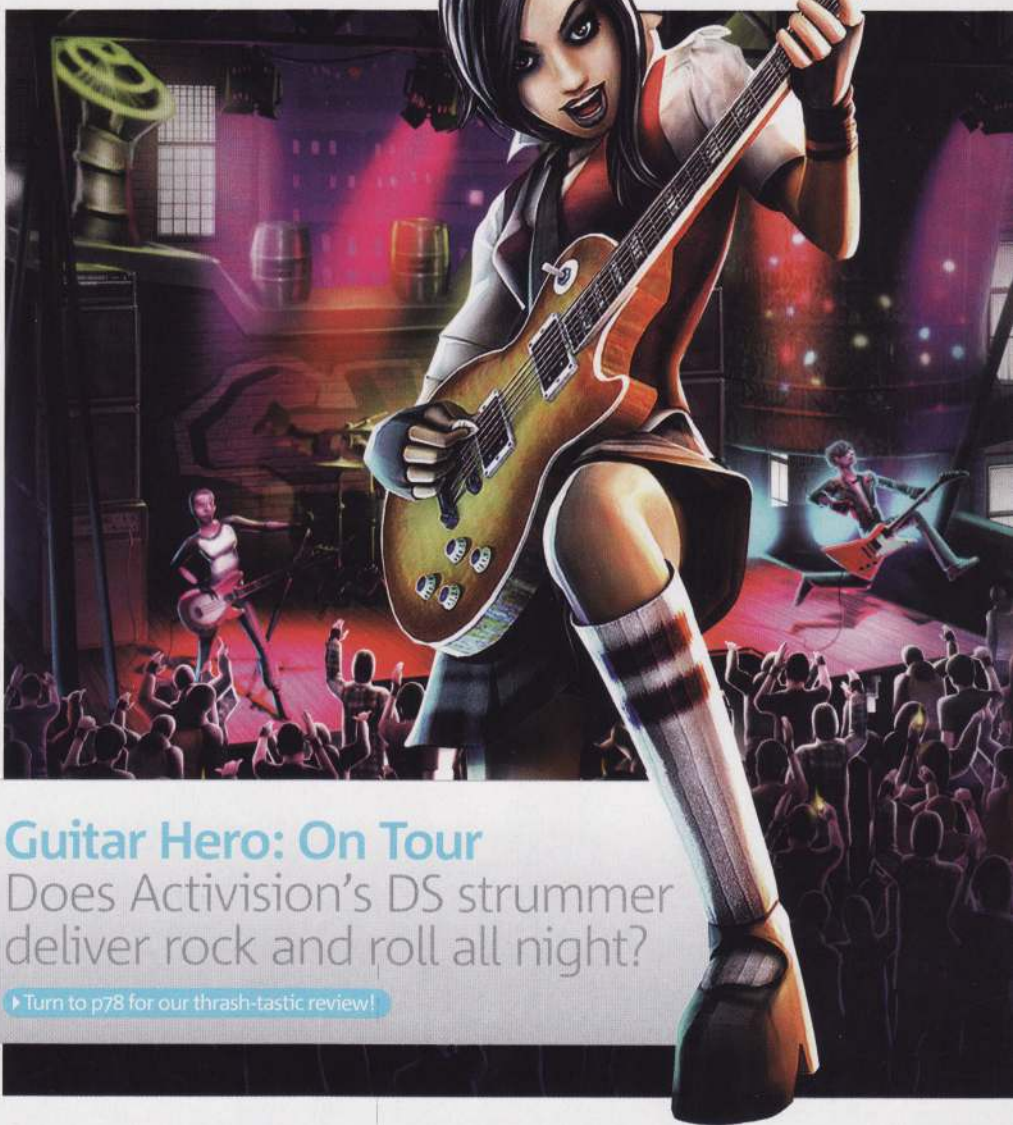
### 90+% The Gold Award

You've died and gone to gaming heaven! Flawless gameplay and sumptuous presentation make games rated this highly utterly essential.



## OUR PROMISE

- ▶ We pick our reviewers carefully. Only lifelong gamers with years of writing experience are used.
- ▶ We're 100% official and 100% honest – a game gets the score it deserves, no matter who made it.
- ▶ The game we rate is the one you'll buy. We never review an unfinished game or demo levels.



## Guitar Hero: On Tour

Does Activision's DS strummer deliver rock and roll all night?

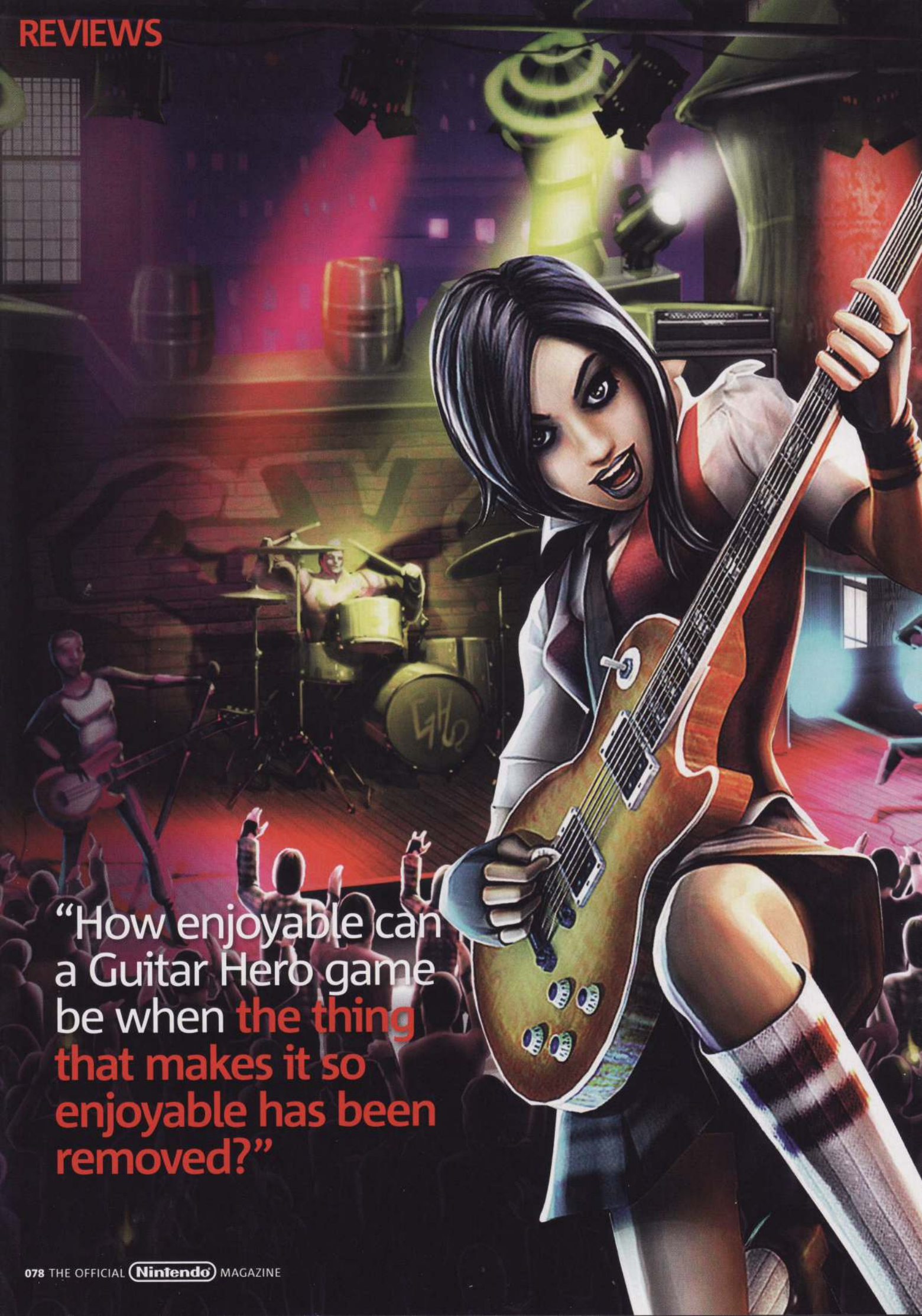
▶ Turn to p78 for our thrash-tastic review!



Kung Fu Panda 84



King Of The Monsters 95



“How enjoyable can a Guitar Hero game be when **the thing that makes it so enjoyable has been removed?**”

NINTENDO DS™

# Guitar Hero: On Tour

It's time to take the show on the road! Well, some of it at least...

■ **Publisher** Activision ■ **Developer** Vicarious Visions ■ **Multiplayer** 1-2 ■ **Release** Out Now

**W**e don't blame Activision for trying this. After all, the *Guitar Hero* series is one of the most popular, successful gaming franchises around at the moment so it would make sense that a version would eventually be created for the world's current best-selling system, the DS. But how enjoyable can a *Guitar Hero* game be when the thing that makes it so much fun in the first place (the full-size plastic guitar controller) has been removed?

Naturally, the most important aspect of *Guitar Hero: On Tour* is the Guitar Grip, the controller that comes with the game. It's a pretty solid piece of kit, made of hard transparent plastic with a similar glossy feel to the DS Lite. It has an adjustable strap and also comes with a plectrum-shaped stylus which is a nice touch.

### Total Control?

However, that's not to say it doesn't have its problems. It can feel quite loose and there may be the odd occasion, depending on how you hold it, where it becomes disconnected and the game freezes, forcing you to restart. Though this doesn't happen a lot, it's worth mentioning since it did happen to us once or twice.

More importantly, if you're not holding your DS properly as you play the game it can become very painful to play within a short period of time.

"It's a great *Guitar Hero* game for people who don't play *Guitar Hero*, strangely"

### CONTROLS

#### Left screen

The left-hand side of the DS (which is usually the top screen) shows the game action. This is where you see which notes you're meant to play next.



#### Right screen

The right-hand side shows a guitar. You strum by rubbing your stylus along the screen. There's also a touch-screen whammy bar.

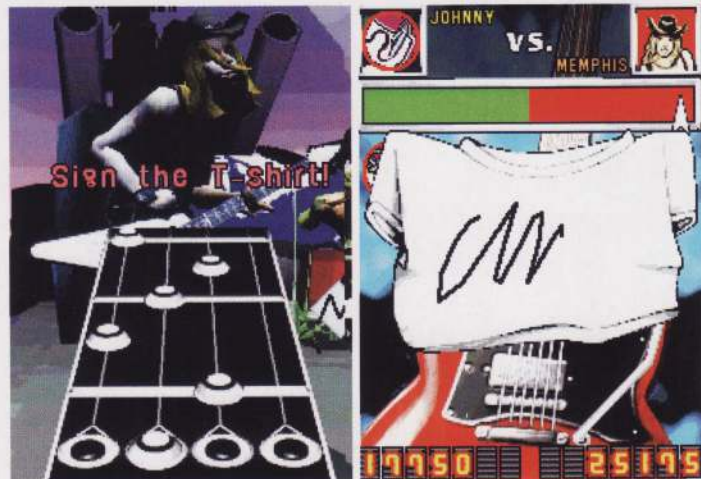


**Soft Rock** C'mon, there's no way someone with a mohawk that big would be playing Maroon 5.

This is partly due to the way you have to bend your wrist to see the screen properly, and partly due to the fret buttons (which are smaller than on the *Guitar Hero* guitar) which are laid out in such a way that if your pinkie is much smaller than your other fingers it can be painful when stretching it to press the blue fret at the end. Again, this isn't the case across the board. Some will have no problems whatsoever, and for those who do it's usually when playing the harder difficulty levels.

As far as the game itself goes, it's actually a reasonably accurate recreation of the *Guitar Hero* experience. At first you may be annoyed with the new strumming system, where you have to 'strum' your stylus across the touch screen, because there will be times when you'd swear you strummed properly and it

## DUAL SCREEN



**Don't Get Shirty** As you play in Battle mode, every now and then a fan will come up on the stage and ask you to sign their shirt, bag or... pig. We're not joking.



seems the game has randomly decided you messed up. Once you get used to it though and realise the sort of action it's looking for, it actually becomes quite enjoyable and eventually you'll be strumming away like a pro.

Unfortunately there will still be the odd occasion where you'll be strumming back and forth and the game will suddenly stop registering your strums, as if you weren't touching the screen at all. It's very rare, but it happens, and for a series that has the best players thriving for perfect scores, it can be infuriating when it does.

### Hero Worship

That said, in general the game does a very good job of simulating the *Guitar Hero* experience (which is ironic: while the home versions of *Guitar Hero* simulate playing a guitar, this simulates the simulation), and it's hard to imagine how it could have been better implemented. The odd glitchy niggles aside, it's a very impressive achievement which does work quite well and can be compelling.

Of course, one of the main aspects of a music-based game is the music itself, and in this area *On Tour* is something of a mixed bag. The

soundtrack can't seem to decide whether it wants to appeal to hardened *Guitar Hero* fans who want to play their favourite game on the move, or mainstream 'MTV kids' who've not heard of Lynyrd Skynyrd and ZZ Top.

As a result, half of the songs are typical *Guitar Hero* tracks, a few of which have already featured in *Guitar Hero III*, and the other half are songs that will no doubt infuriate the people who believe that *Guitar Hero* games are for rocking out. No matter your stance on this, it's easy to argue that songs by the likes of Maroon 5 and Smash Mouth were probably chosen to appeal to a wider range of music fans (and customers) rather than being chosen based on how well they'd 'work' as *Guitar Hero* songs. We seriously doubt that *What I Want* by Daughtry, despite being a good song, has gathered enough status as a classic rock track since it was released late in 2007 to justify its inclusion here. This means some songs are repetitive and don't have much in the way of solos, making it more a test of

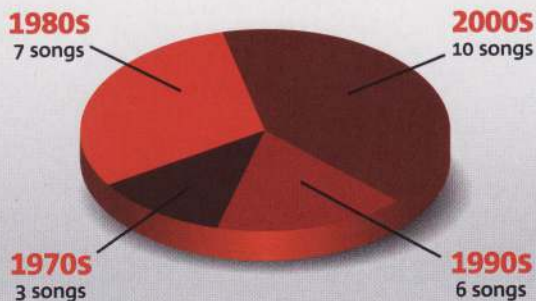
how well you can keep your rhythm than how well you can hit the notes.

### The Song Remains The Game

This wouldn't have been too much of a problem if the game had a wide range of tracks available, but with only 25 songs on offer you're pretty much forced to put up with the ones you don't like if you want any sort of variety in your gameplay. Even the single unlockable bonus song, *I Am Not Your Game Boy* by Freezepop, feels like it was chosen for its name alone, since it's simply not a fun song to play. It's a far cry from the infamous Dragonforce song in *Guitar Hero III* which felt like a genuine test of your skills.

## Rock Of Ages

There are 26 songs in the *Guitar Hero: On Tour* track list. Here's a list of how many songs feature from each decade, and which are the most and least fun to play



Category	Song	Decade
GOOD	Lynyrd Skynyrd - I Know a Little	1970s
	Stevie Ray Vaughan - Pride and Joy	1980s
	Nirvana - Breed	1990s
	Daughtry feat. Slash - What I Want	2000s
BAD	The Doobie Brothers - China Grove	1970s
	Stray Cats - Stray Cat Strut	1980s
	Smash Mouth - All Star	1990s
	Maroon 5 - This Love	2000s





**Flipping 'Eck** One of the Battle mode power-ups sees your screens getting flipped to confuse you.

“This feels more like **Guitar Hero Lite** than a proper instalment in the classic rhythm action series”

In fact, ironically, the people who will probably be most disappointed with this game will be the die-hard *Guitar Hero* fans who play through the console versions on Hard or Expert difficulty levels. Despite promises that the game would be challenging even though the controller only has four fret buttons instead of five, this simply hasn't turned out to be the case, and experienced *Guitar Hero* players will probably breeze through the game on Expert mode in around two hours. The only song that's remotely challenging is the Ozzy Osbourne track, but even its one tricky solo can be avoided with some well-timed Star Power (which is activated by blowing into the mic).

## FIGHT FOR YOUR RIGHT TO PARTY

A look at the weapons at your disposal in the battle mode

What's the power-up called?	What happens when it's activated?	What do you do to fix it?	Likelihood of happening in real life
<b>Pyrotechnics</b>	Your guitar catches fire, making it impossible to play.	Simply blow out the flames on the DS microphone.	1/10 Even if there was a blast we doubt it'd set your guitar on fire.
<b>Autograph</b>	A fan thrusts a book in your face. You can't play until you sign it.	Use the touch screen and quickly sign your name on the book.	4/10 This is what you pay your security guards for, after all.
<b>Camera Flash</b>	A camera flash goes off, blinding you for a while as you play.	Nothing. You just have to put up with it until the flash goes away.	9/10 Camera flashes are part of what being a rock star is all about.
<b>Broken String</b>	One of your strings breaks, preventing you from playing it.	Draw a line from the bottom of the guitar to the top to re-attach it.	7/10 If you're rocking hard enough, we guess snappage is possible.
<b>Amp Overload</b>	The amp breaks down, meaning you can't hear the music for a while.	Again, you can't do anything. You have to play in silence.	3/10 Extensive sound checks mean this shouldn't happen.
<b>Ultra Speed</b>	The speed at which your notes appear greatly increases.	Wait it out and deal with it as best you can. Try to maintain rhythm.	5/10 Let's just say some artists take stuff that impairs their judgment.
<b>Difficulty Up</b>	The game goes up a difficulty level, making it harder to play.	Once again, you can't fix it: you have to rock your heart out.	2/10 A guitarist knows how hard their song will be before playing.

This conveniently brings us to the various DS-exclusive features that are introduced in *On Tour*. As well as the aforementioned microphone-activated Star Power (you can also tap the Star Power meter or press the A, B, X or Y button, so don't worry about looking like a prat), the game also provides a revised version of boss battling.

### Shake, Battle And Roll

The battles in *Guitar Hero III* were pretty much universally disliked across the board so why the developer has decided to add a second Career mode where all you do is battle in every song is beyond us. That said, battling is far less

annoying than it is in *Guitar Hero III* since here it's more about getting a higher score than forcing your opponent to fail the track, meaning you're guaranteed to at least reach the end of the song.

*Guitar Hero: On Tour* is a brave attempt at bringing the *Guitar Hero* experience to the DS. Unfortunately, the limited track list and the disappointingly commercial feel of the music means that this feels more like *Guitar Hero Lite* than a proper instalment in the rhythm action series. Hopefully the inevitable follow-up will improve on the solid start made here. **+** Chris Scullion



### Nice Stance

The key to rocking out is selecting a suitably hard pose. Like this.

### DUAL SCREEN



**Strumbelievable** While the left screen shows your typical *Guitar Hero* action, the right shows your guitar. This lets you strum by stroking the touch screen, and use the whammy bar by rubbing along it.

## Nintendo Verdict

THE OFFICIAL MAGAZINE

- +** Guitar Grip is well-built
- +** Controls are good
- +** Improved battle mode
- Track listing is pitiful
- Far too easy for pros



It's a great *Guitar Hero* game for people who don't play *Guitar Hero*, strangely. The die-hards might be disappointed.

**76%**

# FREE!

6 PLAYER CARDS



PLAY AND  
SOUND  
LIKE YOUR  
HEROES!  
FLIP OVER  
FOR MORE >>

**ON SALE  
NOW**

>>INCLUDING>>  
**11**  
TRACKS  
TO PLAY

VELVET REVOLVER  
'Can't Get It Out Of My Head'

KISS  
'Strutter'

PANIC AT THE DISCO  
'Nine In The Afternoon'

# Total Guitar

EUROPE'S BEST-SELLING  
GUITAR MAGAZINE

FESTIVAL SPECIAL!

# DOWNLOAD

28 PAGES...39 AXE HEROES...  
BACKSTAGE AT THE GUITAR  
EVENT OF THE YEAR!

**Total Guitar** #178  
VIDEO LESSONS / BACKING TRACKS AUDIO LESSONS  
RIFF OF THE MONTH  
**THE KOOKS**  
ALWAYS WHERE I NEED TO BE

**LEARN TO PLAY!**  
**KISS**  
'STRUTTER'

FEATURING THE WORLD'S BEST TAB!  
ACCURATE CLEAR WITH BACKING TRACKS

**LISTEN & LEARN**  
KISS  
Strutter  
VELVET REVOLVER  
Can't Get It Out Of My Head  
SHADOWS FALL  
Redemption  
PANIC AT THE DISCO  
Nine In The Afternoon  
TRAVELING WILBURYS  
Handle With Care

**WATCH & LEARN!**  
BRYAN ADAMS RIFFS  
From Summer Of '69 to Cut  
Like A Knife!  
THE KOOKS RIFF  
Always Where I Need To Be  
VIDEO LESSONS:  
Newton Faulkner  
Wilco  
Alex Skolnick  
MOJO MASTERS  
ACOUSTIC 101

**PLUS FREE CD!**



- Every issue:**
- Song transcriptions
  - CD with audio and video lessons
  - Easy riffs and licks for beginners

# WANT TO BE A REAL GUITAR HERO?

Buy **Total Guitar** and start living the dream!

NINTENDO DS™

# Driving Theory Training

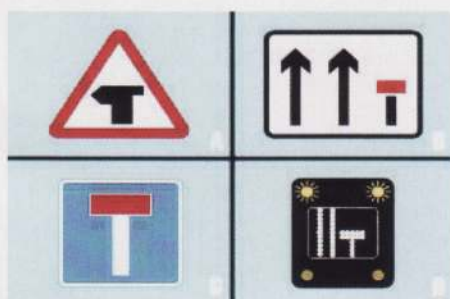
Is this one DS self-help package too far?

**Publisher** Atari **Developer** Anuman Interactive/Magic Pockets  
**Multiplayer** No **Release** 29 August

**W**hy bother paying £19.99 for *Driving Theory Test* on DS when you can just purchase a book for half the price? It's a valid question but many asked the same about *Cooking Guide* and Nintendo has proved that a recipe book can work well on a handheld. See, the DS is about more than games these days and the sooner we get used to that the happier everyone will be.

For a basic piece of software, however, the presentation has to be spot on and while Nintendo succeeded with *Cooking Guide*, Atari has failed with *Driving Theory Training*. *Cooking Guide* is rammed with tips, pictures, vocal instructions and videos, and, crucially, the software holds your hand a bit so it's easy to use from the start. Yet when you turn on *Driving School*, the first thing you are asked is to select

“The text is so small and cheap that it's probably easier to read the book”



**Sign Of The Times** What on earth does sign A mean? Warning: Blacksmith ahead?

## CONTROLS

**Top screen**  
 Pictures for some of the questions are displayed up here and you'll also need to watch it for the mini-games.



**Touch screen**  
 Select your answers for the exams, control your car in the parking mini-games and tap the correct signs in the memory tests.



**The Drive Of Your Life** Behold, one of most abysmal mini-games of all time. Atari, be ashamed.

your ergonomics! This is symptomatic of the unfriendly nature of *Driving Theory Training*. Next, you might expect to be taken through some road signs or the Highway Code but instead the first thing you are faced with, before you've learned anything, is an Exam Page with real driving test questions. Obviously it's good to be able to practice the exam but it's a shame that it all looks so dated and the images for the picture-based questions look awful. The Highway Code is even worse as you just tap through the poorly presented rules on the Touch Screen and are given a description on the top.

## Exam Hell

One thing *Driving Theory Training* can do that a book can't is mini-games. This is where it gets a bit like *Brain Training* as you have to use your memory in various tests based on road signs. You have to match pairs of signs in the Memory test and with only four images to reveal at first it's quite simple but it does get tough when the whole screen is filled with signs.

These two games probably won't help you in your Theory Test but *The Sign Game* is an excellent way of revising. You'll be given a sign to create on the Top Screen and you'll have to select the correct shape, before choosing the background, the border and finally the markings.

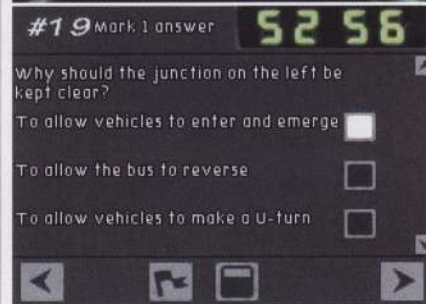
The Park Your Car game is one of the most pointless things we've ever seen though. Your badly animated car is on the Top Screen and you have to



**On Your Bike** We never knew Evel Knievel had his own road sign. You learn something new every day.

## DUAL SCREEN

▼ Ugh. We'd say these were taken circa 1981. C'mon Atari, you can do better than that.



▲ Not hard is it? Get this wrong and you should be banned from driving for life.

shift it into the space by using the steering wheel below. It fails to simulate what it's like to drive a car and the steering mechanics are atrocious.

There is a place for software like this on the DS but while practising actual tests can be useful the presentation should be much, much better. That it's all so shabby makes this feel like a cynical cash-in aimed at those who find learning how to drive on the DS more attractive than reading a book. **+ Tom East**

## Nintendo Verdict

- ✓ Useful practice exams
- ✓ Both motorcycle and car tests
- ✓ The Signs mini-games
- ✓ The Parking mini-games
- ✗ Terrible presentation

An unfriendly, poorly presented set of driving theory tests with some weak mini-games thrown in. Must try harder...

**60%**

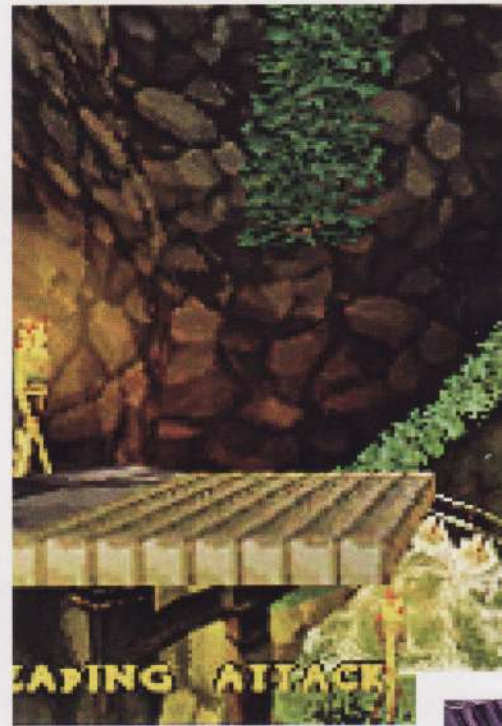
NINTENDO DS™

# Kung Fu Panda

We're prepared for awesomeness, but can Activision deliver the goods?

|| Publisher Activision || Developer Vicarious Visions || Multiplayer No || Release Out Now

**Woo-Cha!** An upward stylus swish will send your foe flying into the air.



**Push The Button**  
Switch ahoy! What's the betting that it operates a door?



**Y**es, the summer silly season is well and truly upon us. It's that special time of year when we can't move for hastily cobbled-together movie tie-ins propping up whatever popcorn-muncher is packing them in down the local multiplex. You're probably as bored of reading it as we are of writing it, but these games are almost invariably tosh of the very highest order.

Well, make sure you're sitting down lest you keel over in shock, but something extraordinary has happened: Activision have made a genuinely decent tie-in. *Kung Fu Panda* is genuinely fun, polished and amusing.

The plot deviates slightly from that of the movie. Morbidly obese panda Po is still front and centre, but here he has to free The Furious Five from the clutches of evil snow leopard Tai Lung. This translates into some fairly standard platforming fare. You wander through a 2D environment, dispatching Tai Lung's goons and freeing the Five one at a time, in doing so learning techniques that allow Po access to new areas.



Where the game succeeds is in its utterly shameless thieving from various classics of the genre. The gameplay is a neat cocktail of *Castlevania* and *Metroid* – and yes, we realise how absurd that sounds. It takes the former's map and exploration template and combines it with the latter's power-up system – Po can double jump and roll up into a ball to squeeze through small gaps, for example.

## Fu Fighter

It's all utterly flagrant of course, but then if you're going to steal, you may as well steal from the best, and developers Vicarious Visions have done it with class. The visuals are pretty, mirroring *LostWinds*' 2.5D' approach, with the traditional Oriental backgrounds boasting real depth. The voice over from Jack Black perfectly captures the boisterous spirit of the film and raises plenty of chuckles too. It's apparent that for once, a

**"It's a neat cocktail of Castlevania and Metroid – and yes, we realise just how absurd that sounds"**

## CONTROLS

### Top screen

Displays the *Castlevania*-esque level map, with flashing pointers showing where Po should be heading next, ensuring you're never too lost.



### Touch screen

You move Po around using the D Pad (or the buttons if you're left handed) with various stylus swishes unleashing the panda's kung fu skills.



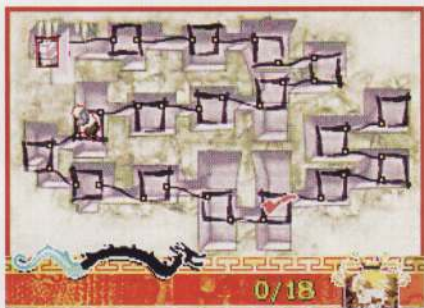
**Head For The Stars**  
You'll believe a panda can fly. No really, you will.



**Soul Troubles** Collect all 100 purple souls and you'll get... umm, we're not sure. We only found 86.

### DUAL SCREEN

▼ That's the game map that is. Yes, we realise it looks rather like the one in *Castlevania*.



▲ All your action takes place here, with those arrows indicating how to pull off special moves.

## Wii

### Small Really Is Beautiful

Our verdict on Po's Wii adventure

Popular gaming wisdom dictates that the handheld version of a videogame is almost always a pale imitation of its bigger, beefier home console counterpart. However, for once we're very happy to report that DS owners have by far the better end of the deal.

The Wii version of *Kung Fu Panda* follows the plot of the film more closely than it does on the DS and sees Po romp around ancient China in full 3D. While it's certainly more ambitious and grander in scale, it falls into all the same movie tie-in traps that the handheld adventure so admirably avoids.

While it manages to capture the fun, knockabout atmosphere of the movie with some great cutscenes and a delicious Jack Black voice-over, the gameplay is drab. The core 'item collecting' gameplay is as old as the hills, there's some imprecise, tacked-on motion controls that will have you tying yourself in knots and the game camera is irritatingly clunky. Our advice: you're best off sticking with your DS. Less is definitely more! +

## Verdict 64%



Never Smile At A Crocodile If only Charles Darwin could see this. Our money is on the 'gator.

developer has actually invested some time and effort into a licensed game.

The controls are intuitive and work well, with stylus swipes across an enemy unleashing your basic attack with more complex swishes pulling off belly flops, bear hugs and various other special moves. Po can pick up an object by tapping on it and then toss it by drawing an arc in the desired direction. Combat can get entertainingly frantic too – think a junior version of *Ninja Gaiden DS* and you're not far off.

### Short But Sweet

The puzzles are mainly of the 'switch flipping' variety, with Po moving heavy objects around to hold down a pressure pad or setting off a timed button and then running like hell to squeeze through a door before it slams shut. It's nothing that we haven't seen before but they're cleverly designed and reasonably intelligent.

Most refreshing of all, however, is the learning curve, which is absolutely spot on for the age range this game is aimed at – namely, kids. Cartoon tie-ins are often insultingly easy, but for a change, *Kung Fu Panda* refuses to patronise younger gamers. Yes, it starts off very easy, with some gentle training levels but gradually ramps up the difficulty, with the last few levels offering a surprisingly stiff challenge.

Let's not get too carried away though – it's

unambitious, has no good ideas of its own and is very short – you should be done with it in around six hours. In terms of replay value, you can go back through to try and track down all 100 'souls' hidden throughout the game but there's no real incentive to bother.

Seasoned gamers after a meaty adventure will be better served elsewhere but for younger players and fans of the film, *Kung Fu Panda* is very difficult to fault. It's bright, breezy fun that's been put together with care, providing a thoroughly enjoyable companion to the film. And that, basically, is all that you can ask of a cartoon tie-in. It's rare that we say this but, Activision, give yourself a pat on the back. + Fred Dutton

## Nintendo Verdict

THE OFFICIAL MAGAZINE

- ★ Polished gameplay
- ★ Classy level design
- ★ Jack Black is awesome
- ▣ It's a very short experience
- ▣ Steals all of its good ideas



A great example of how to pull off a cartoon movie tie-in aimed at younger gamers.

# 78%

The most in-depth coverage of the latest and greatest Nintendo games *anywhere*



**4 FREE GIFTS**

- 1 3D MARIO MODELS
- 2 NINTENDO POSTCARDS
- 3 192-PAGE CHEATS FEST
- 4 SMASH BROS Wii DECALS

**NINTENDO Wii DS**

# NGAMER

THE ULTIMATE NINTENDO MAGAZINE

**YOUR FREE STUFF**

- 3D MARIO MODELS
- 4 NINTENDO POSTCARDS
- 192-PAGE CHEATS FEST
- SMASH BROS Wii DECALS

**EXCLUSIVE MYSIMS KINGDOM**

THE SIMS TAKE OVER NINTENDO!

**PLUS!** 60+ BRAND NEW Wii & DS GAMES INCLUDING SUPER MARIO SLUGGERS GHOSTBUSTERS VIVA PIÑATA

**SIM CITY CREATOR** **SIMS 2 APARTMENT PETS**

**REVIEWED** MARIO SUPER SLUGGERS FAMILY SKI ALONE IN THE DARK BLAST WORKS: BUILD, TRADE, DESTROY FAMILY TRAINER: ATHLETIC WORLD  
**PREVIEWED** SMACKDOWN VS RAW 2009 VIVA PIÑATA GHOSTBUSTERS FOOTBALL DIRECTOR DS TENCHU 4 WARIO LAND: THE SHAKE DIMENSION  
**PLUS** INSIDE THE YUKE'S STUDIO THE NGAMER GUIDE TO TOKYO THE WORST GAMES OF THE SUMMER DEDICATED RETRO SECTION PLUS LOADS MORE!

# ON SALE NOW

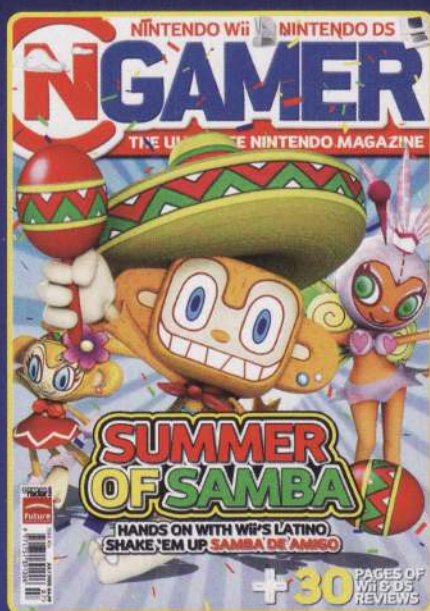


# GET MORE NINTENDO FOR ONLY £1 AN ISSUE

# NGAMER



## BRINGS YOU EVEN MORE NINTENDO ACTION EVERY MONTH



# GET 3 ISSUES FOR £3

## WHY? HERE'S WHY... PLUS...

- LOADS OF FREE GIFTS WITH EVERY ISSUE – AND YOU WON'T MISS ANY OF THEM!
- FUNNY, FACT-PACKED Wii & DS NEWS, PREVIEWS & REVIEWS
- ALL THE RETRO ACTION IN OUR VIRTUAL CONSOLE SECTION
- MAD NINTY STUFF FROM AROUND THE WORLD

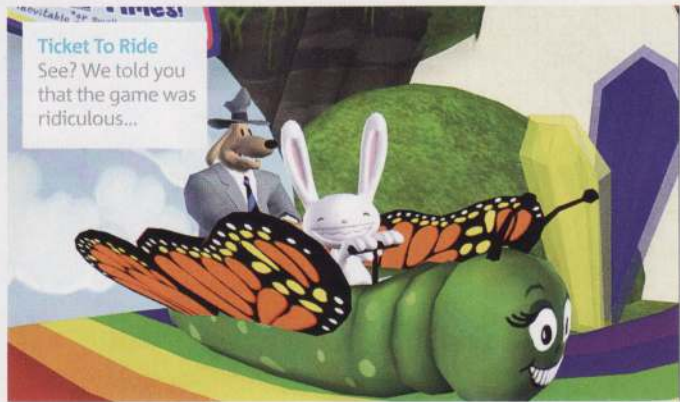
- FOR THOSE THAT CAN'T HANDLE THIS MUCH NINTENDO – WE OFFER A 60 DAY MONEY BACK GUARANTEE
- FOR THOSE THAT CAN – AFTER YOUR TRIAL, YOU'LL CONTINUE TO SAVE 38% OFF EVERY ISSUE, THAT'S JUST £9.98 EVERY 3 MONTHS.

## Do it now!

Just phone **0844 848 2852** and quote ref **2007**  
or go online [www.myfavouritemagazines.co.uk/nga/2007](http://www.myfavouritemagazines.co.uk/nga/2007)

TERMS AND CONDITIONS: OFFER ENDS 21ST MAY 2008. OPEN TO NEW UK SUBSCRIBERS PAYING BY DIRECT DEBIT ONLY. YOUR SUBSCRIPTION WILL START WITH THE NEXT AVAILABLE ISSUE. MINIMUM SUBSCRIPTION TERM IS TWELVE MONTHS. IF AT ANY TIME DURING THE FIRST SIXTY DAYS YOU ARE DISSATISFIED IN ANY WAY PLEASE NOTIFY US IN WRITING AND WE WILL REFUND YOU FOR ALL UNMAILED ISSUES. FOR OVERSEAS SUBSCRIPTIONS, PLEASE VISIT [WWW.MYFAVOURITEMAGAZINES.CO.UK/GAMES](http://WWW.MYFAVOURITEMAGAZINES.CO.UK/GAMES)

**Totally PC** We're really impressed that the Wii game looks just like the original PC version.



Wii™

# Sam & Max: Season One

A bunny, a dog and a whole lot of ridiculousness

■ Publisher JoWood ■ Developer Telltale Games ■ Multiplayer No ■ Release 29 August

**T**here's nothing we hate more than those reviews that boil down to someone saying "If you don't like this game, you're clearly an idiot". The fact is, no one opinion – even if it's ours – is better than anyone else's and so suggesting that us liking a game means you're obligated to like it as well only serves to make us look arrogant. Of course, we tell you this in advance simply because we nearly wound up saying that very thing about *Sam & Max: Season One*...

Unfortunately, that just makes reviewing *Sam & Max* quite difficult because if ever there was a

game that displayed niche tendencies that could stop everyone from liking it, it's this one. As you'll see from the very respectable score we've given it, we like the game a lot. That's mainly because it has everything that we want from a game like this: dry comedy, challenging puzzles and a dose of the incredibly ridiculous – and combines it with what has to be two of our favourite game characters of all time, Sam the crime-fighting dog detective and his psychotic bunny sidekick, Max. But then that's just the problem. If it's the kind of game that we like rather than what most people actually consider decent, does that stop it from being good any more?

Not surprisingly, we're going to say 'no' here (if only because saying anything else would bring this review to a juddering halt) and instead explain exactly why we feel *Sam & Max* is so good. Part of it comes from the game's heritage. Ripped straight from the pages of a cult comic book and having even starred in their own insane cartoon show, *Sam & Max* is a homage to private detective tales, mixed with the kind of wry, inexplicable humour that you get from TV shows like *The Mighty Boosh*.

Then there's the fact that *Sam & Max's* gameplay is still firmly rooted in the point-and-click genre, refusing to budge for any man. Some might consider this its downfall, simply because the genre hasn't exactly been

## CONTROLS

**Nunchuk**  
Not used.



**Remote**

The game's entirely pointer-based, so you simply guide the on-screen cursor around by pointing the Remote at your TV and press the A button to interact with stuff





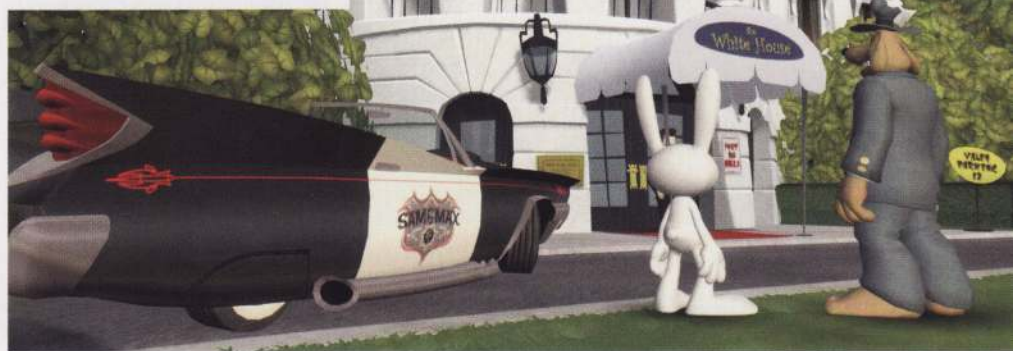


**Takin' Over The Asylum** Watch yourself, Sam – you might run into an angry Gary Coleman.



**All White, Jack** Killing a giant Abe Lincoln statue; just one of the many cases here.

“You’ll need a lot of things to enjoy Sam & Max, but none more so than **sheer tenacity**”



**Headscratchers Unite!** A perfect example of how twisted logic works



**Midtown Cowboys**

So, you’ve landed a starring role on a sitcom about two cattle wranglers living in a New York apartment – now your landlord’s at the door and there’s a strict “No Cows” policy. What do you do?



**Ooh La La!**

Well, you could use the shaving cream from a previous puzzle to spray the cow and pass it off as Santa, but you’re better using the lampshade as a hat before letting your landlord in.



**Mmm, Cow Pie**

Naturally, your landlord thinks the cow is a visiting French chef. Now just need to put the plate under the cowpat before sitting back and watching the sitcom-based hilarity unfold...

thriving in recent years. However, we’d suggest that’s only because there hasn’t been a game that’s played up to the genre’s strengths.

**“Tally Ho, Fools!”**

You see, point-and-click games (where you use a cursor to literally point at anything on screen and then press a button to have your character interact with it) traditionally require a great deal of experimentation. As puzzle-based as they are, progress usually involves using a particular item on someone/something in a certain location – keys on locks, matches on candles and so on. There’s always a logic to it, but such games like the recent *Agatha Christie’s And Then There Were None* are often very dry in subject matter. As such if you don’t spot the answer straight away, it can often lead to a great deal of using anything you’re carrying on everything around you and that gets very boring, very quickly.

Not so with *Sam & Max* though. It’s not that solving the puzzles doesn’t require experimenting because it does – indeed, the

game has such a twisted logic that sometimes you’ll be stumped as for what to do next, even though the answers do actually make perfect sense. However, it’s the use of humour again that saves the day because even when you’re floundering around trying to see what works with what, you’re rewarded with funny remarks that’ll make you laugh out loud. True, you need the right sense of humour to appreciate the comedy (those not into off-the-wall and sometimes crude jokes probably won’t get it) but even so, there are so many hidden one-liners and other hidden Easter Eggs that you almost certainly won’t find them all, even if you’re looking.

And for us, that’s the best thing about *Sam & Max* – it takes what many would consider the genre’s biggest weakness and turns it into a strength. We’re not saying that you don’t need a good dollop of patience and tenacity to play *Sam & Max*, because it’s still a highly challenging, sometimes confusing and often bizarre point-and-click adventure at heart

(although splitting it up into six shorter episodes makes things more manageable). Still, *Sam & Max* does everything that a great game of this ilk should do and more besides, plus it’s damn funny to boot. At least, we think so. Whether the more casual majority agree with us is unlikely, but we’d like to think they’d at least try... **+ Martin Mathers**

**Nintendo Verdict**  
THE OFFICIAL MAGAZINE

- + Solid point 'n' click action
- + Genuinely challenging
- + Some great comedy
- + A really good package
- Lots of patience required



85%

**We loved it, but we understand a lot of people might not. A niche experience then, but a great one.**



### **BANANA**

Donkey Kong's favorite defense weapon.  
Best if it comes in three-packs.



### **MUSHROOM**

Super fuel for karts, manufactured  
exclusively in the Mushroom Kingdom



### **GREEN SHELL**

Defense item that becomes a deadly  
offensive weapon in sharp-shooter's hands



### **MEGA MUSHROOM**

A fuel additive that turns a kart or bike  
into an unstoppable, massive vehicle.



### **POW BLOCK**

A block that shakes the ground and  
shakes items from racers' reserves.



### **STORM CLOUD**

A lightning-charged nemesis that blasts  
the racer unlucky enough to be the  
last one under it.

## **KNOW THE WEAPONS**



**MARIOKART**  
Wii





Nintendo

# MARIO KART™ Wii



MARIO KART RACES ONTO WII!



# MARIO KART™ Wii



<http://mario.nintendo.co.uk>

© 2007 - 2008 NINTENDO. TM. \* AND THE WII LOGO ARE TRADEMARKS OF NINTENDO. © 2008 NINTENDO.

ATLUS

# Etrian Odyssey

## CHART YOUR OWN ADVENTURE



In the Etrian labyrinth lie great riches, but also grave dangers. Only the strongest, and the smartest, survive. Plot your path through the twisting dungeons using the stylus and touch screen to make maps as you go. Assemble a party of warriors, each with unique skills, and battle hideous creatures in your search for fame and fortune. Etrian Odyssey - a new adventure awaits at every turn!

NINTENDO DS Lite



12+  
www.psp.info



# Wii Baroque

Finally, an RPG for the Wii. But was it worth the wait?

**Publisher** Atlus **Developer** Sting  
**Multiplayer** No **Release** 1 August

If you see the phrase RPG in a game's genre description, you'd normally assume that there'll be a deep and convoluted story, a long intro, and all sorts of intricate battle systems. For *Baroque*, not so. It's got none of these in fact. Your character has lost his memory, you see. He knows nothing of who or where he is, so neither do you.

You start off in a desolate room with a strange man who gives you a gun and tells you to go to a nearby tower. Once in said tower, your only objective is to make your way down to the bottom, level by level. As plots go, it's certainly not a prize-winner.

The game's selling point is the fact that the tower features an interior that is randomly generated by the game. You explore corridors and rooms unique to each time you play. Then, when you die, you appear back outside the tower – as if you began the game again – and the whole thing repeats but with new dialogue from the characters you meet that help you piece together your identity, and of course a new randomly generated map in the tower.

## 'Roque Bottom

This may have sounded brilliant on paper but, unfortunately, it all turns out to be a complete disaster. You may run and gun your way through games without ever really contemplating it, but they are carefully sculpted experiences. Every jump in *Super Mario Galaxy* and every room in every *Zelda* dungeon have been carefully designed, and often redesigned several times, to make them perfect.

This game just throws up a bunch of dull, randomly-placed rooms, connected by equally



**Back To Basics** Stand still, trade blows, someone dies – yep, it really is that dull. Sigh.



**Eyes Wide Shut** Why not try looking where you're attacking, eh?

“The game just throws up a series of dull, square, randomly-placed rooms”

dull corridors that often have you wandering around to absolutely no avail. And because it's all so bland, you'll have no desire to explore. Why would you? To see another room with some drab enemies that will kick your backside? And they will – the real-time combat is as basic as standing still, dealing blows until they die, or you do, and it's very tough.

Within an hour of play we found ourselves doing our best to just run past enemies and find the portals to the next level as quickly as possible, only stopping to set fire to a few beasts when the chasing hordes got a little too large.

While it's a game that attempts to go against the RPG grain, it actually turns out that there's nothing clever about *Baroque* at all. It's just painful monotony from the word 'go'. **+ Mike Jackson**



**Regally Blonde** Token girl alert! Sadly, not even her awesome haircut can save this disaster of an RPG.

## CONTROLS

### Nunchuk

Nope, there's not much motion control here. You just move your character around with the analogue stick and lock on to targets with the Z button.



### Remote

Wagging the Remote to perform a kick is all that this has in the way of motion control. All menu screen interaction and attacks are performed with button presses. How lazy.



**Nintendo Verdict**  
THE OFFICIAL MAGAZINE

- An interesting concept
- Tries to be innovative
- Those innovations backfire
- Random maps are dull
- Repetitive and hard

It tries to be different but falls flat on its face. It's repetitive, dull and we doubt that you'd see out the first hour. Avoid.

# 41%

# Wii™ Wall•E

Because two robots don't make a right

■Publisher THQ ■Developer Heavy Iron ■Multiplayer 1-4 ■Release Out Now

**W**hat with *Kung Fu Panda* bucking the trend and providing the first genuinely fun cartoon movie tie-in for ages, you'll forgive us for letting our guard down and approaching *Wall•E* with relatively high hopes. Alas, it's very much business as usual with this videogame companion to Pixar's animated box office hit.

To be fair, while *Wall•E* suffers from more than its fair share of glitches and annoyances though, it's not all bad and from a gameplay perspective, it's fairly inoffensive. That might have something to do with it being developed by Heavy Iron, the same studio that made last year's *Ratatouille* – a game that actually turned out to be pretty good (hence why we gave it a very reasonable 70% back in issue 22). *Wall•E*, sadly, isn't quite up to the same standard, but that's mainly because the game can't seem to decide what it wants to be. It

“It tries to squeeze several styles together and winds up in a confusing heap”



**The Right Track** These tunnel sections are horrible; you just hold down the A button until they finish.



**Block Rockin' Beat** Big bucket plus throwable blocks equals the most obvious puzzle in gaming history.

tries to squeeze several gameplay styles together and just winds up in a confusing heap.

The best parts of the game are undoubtedly when you're controlling Wall•E, trundling around collecting Whallop tokens, finding glowing tubes to repair dispenser stations with and generally solving simple platform-based puzzles. Things take a slight dip once Eve joins the fray, if only because the focus moves more onto combat. You still control Wall•E, but have to start blowing up enemy robots and turrets with Eve's laser, which is more of a chore than the basic puzzle solving gameplay.

## Taking Out The Trash

However, it's the flying sections that really lower the bar because they're pretty rubbish. The two free-roaming stages are fine, but having to whiz down tunnels on a fixed path with little chance of failure is utterly pointless and very boring.

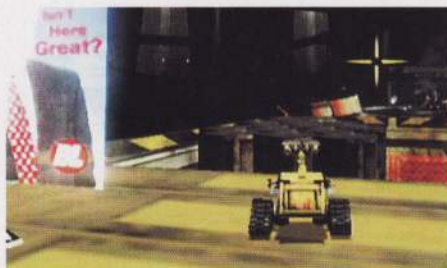
As we said at the start, there's a lack of polish about the whole product too. We appreciate that Wall•E moves on cumbersome tank tracks, but controlling him is still horrible at times and if he's not accidentally falling off platforms because of his inability to turn around without going in a wide circle, he's sliding around like he's on ice.

The camera's incredibly unfriendly too, thanks to it failing to follow Wall•E around properly (you're continually having to press the – button to centre it on him) and picking out the most awkward angle possible when you're trying to jump across hazardous platforms. It can get extremely frustrating at times.

Then there are the game's glitches that, while not exactly gameplay ruining, just aren't pretty. From enemies simply disappearing instead of exploding when you destroy them, to falling scenery



**I Wish I Could Fly ...** but sadly, Wall•E can't unless he's got Eve to carry him around. Poor chap.



**Isn't Here Great?** No, sadly, it isn't – although the Wall•E levels are definitely the best bit of the game.

glitching through your character, it's really rough around the edges in places.

It's a real shame because, like *Ratatouille*, *Wall•E* could have been quite good. Instead, it's merely alright. It's still better than some of the other movie-to-game pap we've seen over the years, but it's doubtful that anyone other than the youngest and least experienced of gamers will get more than a mild sense of satisfaction out of it. **✚ Martin Mathers**

## CONTROLS

### Nunchuk

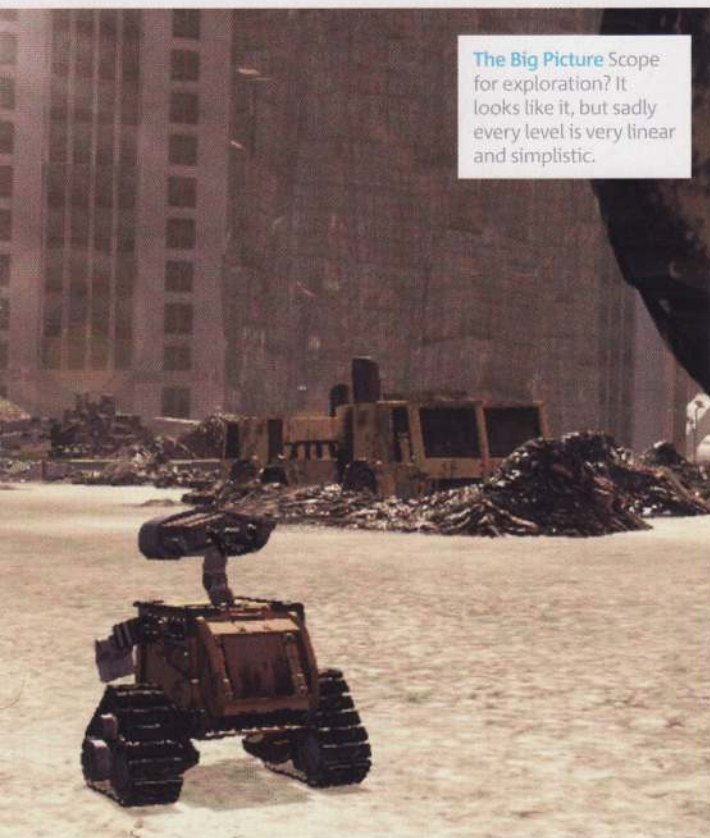
Move around with the Analogue Stick and enter precision aiming mode by holding down Z. A quick shake activates Eve's electrical charge.



### Remote

Depends on the level. Jumping is on the A button, while you aim with the Remote. Shaking the Remote makes Wall•E pick up or create trash cubes.





**The Big Picture** Scope for exploration? It looks like it, but sadly every level is very linear and simplistic.

# Wii Virtual Console King Of The Monsters

SNK revisit their classic urban planning simulator

Developer SNK | Multiplayer 1-2  
Release Out Now | Price 900 Points

If you've never seen a Godzilla movie (and we mean the Japanese ones, not the rubbish US one), then you're missing out. There's nothing funnier than watching a man in a lizard suit stomping on small model buildings.

That's the concept behind *King Of The Monsters*, a sort of free-roaming one-on-one fighting game where you control one of six B-movie behemoths – ranging from a King Kong-like gorilla to, yes, a lizard similar to Godzilla – and beat your enemy monster to a pulp using as much of the scenery as possible.

Unfortunately, the novelty has worn off a little in the 17 years since the game was first released, and the controls now feel sluggish and limited. That said, bring a mate along for the ride and you'll have great fun, because *King Of The Monsters* has some of the best co-op gameplay you'll find on the VC. **+ Chris Scullion**

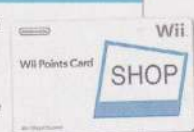


Beast Wars Hull city council aren't fooling us. We smell insurance fraud.

## Nintendo Verdict

THE OFFICIAL MAGAZINE

- ✦ Fantastic, humorous premise
- ✦ Co-op mode is great fun
- ✦ Graphics are chunky
- ✦ Controls are a bit clunky now
- ✦ Limited lifespan



It's fun in co-op, but you're not going to be playing the single-player for long. Great idea, dated execution.

70%



**Power Station** Fit these block generators with fuses and you can use them to make... er, blocks.



**Weight Watchers** Fat people! In hover chairs! Run for your lives!

## Nintendo Verdict

THE OFFICIAL MAGAZINE

- ✦ Solid, if simple adventure action
- ✦ Lovely looking cutscenes
- ✦ Nice amount of replay value
- ✦ Weird mish-mash of gameplay
- ✦ Rather rough round the edges



Simple and effective, but it could have done with some more focused gameplay to make it really shine.

62%





NINTENDO DS™

# Bakushow

Now for something completely different

■ **Publisher** Rising Star Games ■ **Developer** Skip/Route 24 ■ **Multiplayer** 1-4 ■ **Release** Out Now

It's possibly the laziest development concept for a videogame ever: a quiz show with absolutely no questions, challenges or content, putting the onus entirely on the players to come up with stuff instead. It's almost like us putting out a copy of **ONM** with completely blank pages and a pack of crayons. In any case, *Bakushow* sounds like a disaster waiting to happen, yet it's actually the first game in a very long time to make us laugh out loud. Who'd have thought it, eh?

To be fair though, how much fun you'll have with *Bakushow* (translating literally as 'big laugh') entirely depends on who you're playing it with. Because all the content is user-generated, there's absolutely no single-player experience and as soon as you choose Start

from the title screen, your DS begins searching for players that it can wirelessly connect to.

Thankfully, it offers single-cart multiplayer so you can play with anyone in the local area who sets their DS to Download Play and, providing said folks have a decent sense of humour, you can wind up having a really fun time.

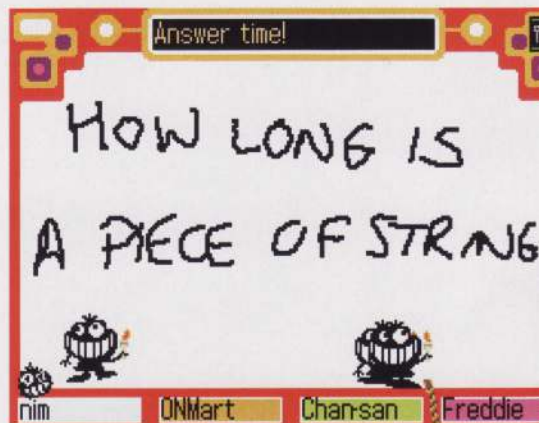
## Game For A Laugh

So, how does it work? Think of it as Pictochat with a point and you'll get the idea. At the start of each 'round', one player writes a question or request on the touch screen before choosing a time limit for everyone to respond in. Then, once everyone's drawn or written their response to the challenge and the person in charge has revealed the answers, all the players vote on which one they like the best, with the

**"Bakushow is everything that Pictochat should've been. Nintendo, take notice"**

winner then setting the next question. And that's literally it. Sure, it's a ridiculously simple premise, but one that works surprisingly well.

As we said though, you really need the right mix of people to make it work best. The only thing limiting the game is the imagination of those playing it. During our time playing it, questions ranged from Tom's sensible "How long is the Humber Bridge?" (Chris won with an entirely unprintable answer) to Fred's more bizarre "Draw Chris wearing a dress" which drew hoots of laughter from all involved and some pictures that, again, we sadly can't print. That we could have kept playing all day and completely ignored our work responsibilities really says it all about how addictive such a simple concept can be.



**Ask A Stupid Question...** The sillier the challenge, the more fun you'll have. It's as simple as that.

### DUAL SCREEN

Once the designated player has decided on his challenge, it'll appear on your top screen...



...leaving you to let your imagination run riot down here on the touch screen.

### CONTROLS

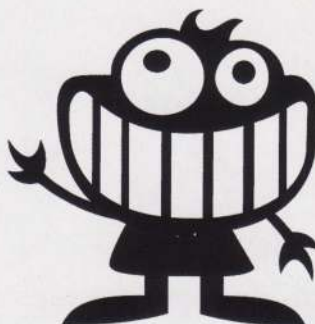
#### Top screen

The challenge or question that you're meant to be answering will appear here, as well as the answers of your fellow players once the round is over.



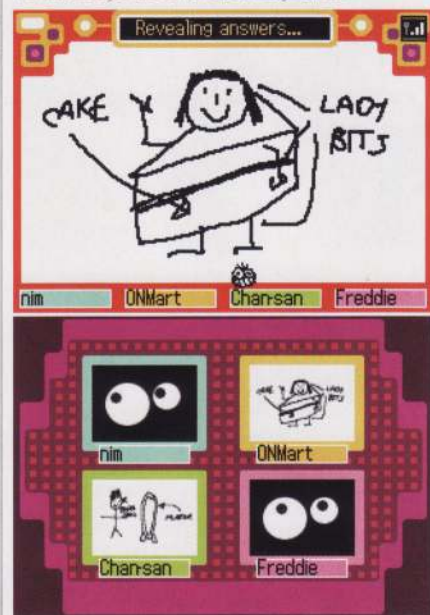
#### Touch screen

From scribbling sketches and concocting your questions, to voting for your favourites, it's all done down here with the stylus.



### DUAL SCREEN

Judgement Time! The question-setter will reveal everyone's answer one by one...



...and then all players will vote for their favourite. Chandra wins every time, obviously.

*Bakushow* is everything that Pictochat should have been and if Nintendo ever updates the firmware on the DS, we hope it takes notice and adds a similar quiz-related option. Still, at just £20, this is the perfect piece of software for those long road trips with friends or family. Just make sure that you've got mates who can really make you laugh. **+ Martin Mathers**

## Nintendo Verdict

THE OFFICIAL MAGAZINE

- ✓ Simple, yet oh-so-clever
- ✓ Perfect for short bursts of fun
- ✓ Can really make you laugh
- ✓ Good use of the DS's abilities
- ☐ Only as fun as your friends are



*Bakushow* is the very definition of a cheap and cheerful game – perfect for those whose wit is as sharp as their stylus.

**80%**



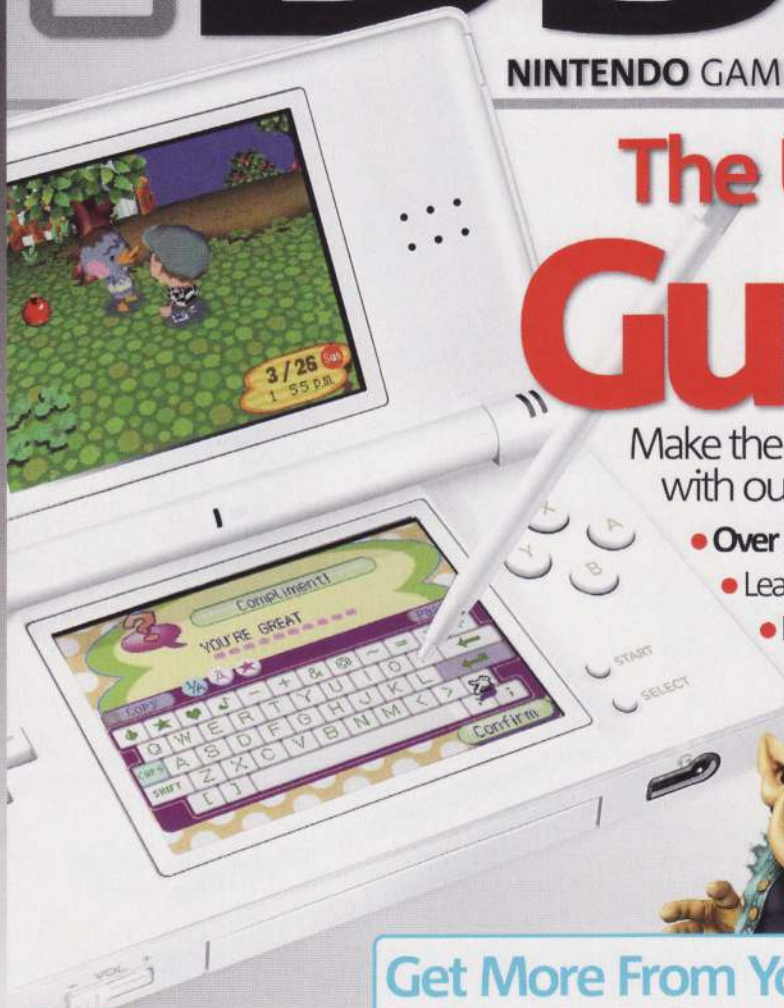
**Nintendo**  
THE OFFICIAL MAGAZINE  
SPECIAL EDITION



**HINTS, TIPS,  
REVIEWS+MORE  
FOR THE DS**

# DS Lite

NINTENDO GAMING STARTER PACK



## The Ultimate Guide

Make the most of your DS  
with our expert advice!

- Over 50 DS games rated
- Learn how to get online
- Download new games
- And much more!



### Get More From Your Wii

**Reviews** The latest and greatest games rate  
**Guides** Smash Bros, Wii Fit and more tippe



Issue 15 September 2008 £3.99  
**Future** MEDIA WITH PASSION  
9 771751 284001 08

9 771751 284001

# Out Sale Now!

**Nintendo**  
THE OFFICIAL MAGAZINE

# Round Up

The rest of this month's releases put to the test



Boom Boom Aaggh!  
Make it stop! Our eyes are bleeding!

NINTENDO DS

## Bangai-O Spirits

Publisher D3 Publisher | Developer Treasure | Multiplayer 1-2 players | Release Out Now

**Bangai-O is one no-messing shooter. The more hardcore of you may remember the name from the popular import-only Dreamcast game. It sees you take control of the little flying robot and buzz around over 150 levels filled with enemy gun turrets, robots and, of course, huge explosions.**

There's loads of new stuff in the DS version. The level editor is brilliant, and you can send created stages to friends. There's wireless co-op multiplayer, puzzle stages with mazes and block-pushing teasers and loads of weapons. The slowdown can be annoying at times, with the game grinding when

### DUAL SCREEN

▼ The stage map is shown up top. This one's empty as we've blown everything to pieces.



▲ The action takes place down here. Look, it's just like bonfire night – minus the hot dogs.

you fill the screen with a hundred missiles and dozens of enemies explode at once, and it's uncompromisingly tough too, but if you're hardcore, you'll absolutely love it – even the way it laughs at you when you die. +

Verdict **79%**

NINTENDO DS

## Chronicles Of Narnia: Prince Caspian

Publisher Disney Interactive | Developer Fall Line Studios | Multiplayer No | Release Out Now



Shades Of Grey It all looks rather drab, doesn't it?

**Another 'not entirely rubbish' movie tie-in! Hoorah! But don't get too excited. While Prince Caspian is certainly better than some other games that we could mention (\*cough\* Iron Man), it's still not great.**

That's probably because it's too slow (why can't you make the characters run?), the visuals too muddy to see what's going on and it's too difficult for the market it's aimed at. Certainly, we give it massive props for its decent turn-based combat system (using different tactics like aiming arrows, spinning wheels and drawing slashes to use each weapon type is really very clever) but ultimately, it's all a bit drab thanks and not much fun at all. Shame, really. +

Verdict **55%**



Wii Virtual Console

# Fatal Fury 2

Developer SNK | Multiplayer 1-2  
Release Out Now | Price 900 Points

The first *Fatal Fury* is already available on the Virtual Console, but it's pretty average: you can only choose from three characters in single-player mode and the gameplay is more than a little clunky. The sequel improves on the original in every way and is a far better example of the sort of great one-on-one fighting action the Neo-Geo was famous for.

Visually *Fatal Fury 2* is still impressive today, with detailed, chunky sprites and impressive backgrounds. The combat is also greatly improved with the addition of an extra punch and kick button.

It still doesn't come close to the timeless genius of *Super Street Fighter 2* but *Fatal Fury 2* is an extremely enjoyable fighter. Just be wary that *Fatal Fury Special*, a much improved version of the game, was also released on the Neo-Geo and may be released in the future. +



Verdict **81%**



The Flame Game That'll teach her to play with matches. Some people never learn.



Familiar Faces Yes, we know Kim bears more than a passing resemblance to Ryu. Take it up with SNK.

“A great example of the sort of one-on-one fighting action that the Neo-Geo was famous for”

NINTENDO DS

# Looney Tunes: Cartoon Concerto

Publisher Eidos | Developer Amaze Entertainment | Multiplayer No | Release date Out Now



What's Up Doc? Ah, look, it's Elmer Fudd and Bugs Bunny. Kids – ask your parents.

As shameless rip-offs go, *Cartoon Concerto* comes boasting a massive red face and a sheepish look. A glance at the screen shots should tell you everything you need to know: this is just *Elite Beat Agents* with *Looney Tunes* characters.

There are slight differences – instead of tapping away to pop tunes, here you 'conduct' popular classical themes by sliding the DS along numbered guides, but the gameplay is essentially identical. *Elite Beat* is a great game, and by association this is a fun title too, albeit one with a little less polish, ambition and charm. +

Verdict **68%**

“Basically rhythm action classic *Elite Beat Agents* with *Looney Tunes* characters”

DUAL SCREEN

▼ A cartoon plays out up here but you'll be too busy staring at the touch screen to take notice.



▲ Look familiar? Yes, this is very similar to *Elite Beat Agents*. Just tape the numbers in time.

Wii Virtual Console

## Art Of Fighting 2

Developer SNK | Multiplayer 1-2 | Price 900 Points | Release Out Now



**Foot In Mouth** Let this be a warning: never mess with a bell boy. They're hard as nails.

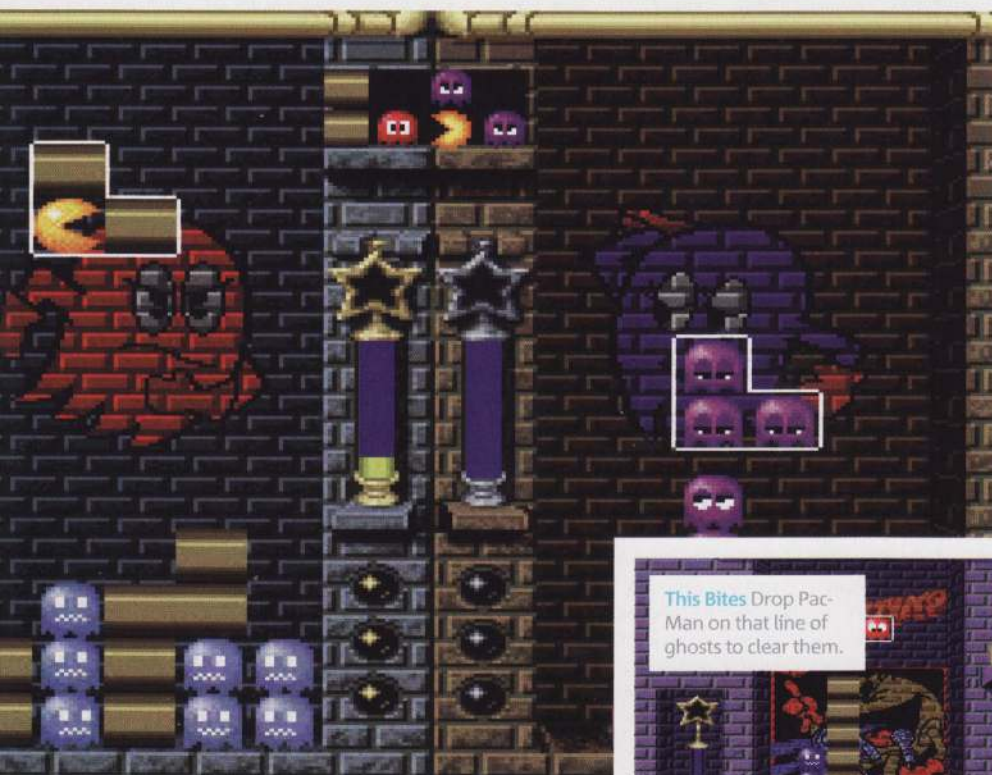


**Fight Night** It looks fantastic, but it's a bit lacking in gameplay.

Not all Neo-Geo fighting games have passed the test of time. Although the likes of *King Of Fighters* and *Samurai Shodown* are great examples of '90s one-on-one beat 'em ups that are still enjoyable today, *Art Of Fighting 2* unfortunately feels rather dated.

Each character's move set is pretty limited, due to the game only having a single punch button, a single kick button and a throw button. What's more, the computer-controlled players are unfairly ruthless. It looks pretty, but so do a lot of other Neo-Geo games. The difference is that most of the others are still fun to play, whereas this simply feels too basic to be exciting. If you want a great arcade fighter, we recommend turning back a page. +

Verdict **61%**



**Block Buster** Another month, another *Tetris* clone hits the Virtual Console. This ain't bad though.

**This Bites** Drop Pac-Man on that line of ghosts to clear them.

Wii Virtual Console

## Pac-Attack

Developer Namco | Multiplayer 1-2 | Release Out Now | Price 800 Points

We'll not bore you with our usual argument that there are too many Virtual Console puzzle games, because the fact is that *Pac-Attack* is actually quite good fun and we're perfectly happy to see it on here.

Think of it as a Pac-centric take on *Tetris* with ghosts in the way and you'd be on the right tracks. Blocks fall and, as in the classic puzzler, you have to build lines with them to keep the screen clear. However, some of the blocks are ghosts which get in the way and prevent lines from forming. Every so often one of the blocks is a Pac-Man which, when dropped, moves down the blocks, eating any ghosts that are in his way.

It's a pretty novel idea and the two-player mode is especially fun. We still reckon that *Dr Mario & Germ Buster* is the best puzzle game available on the Wii just now, but if that doesn't take your fancy then *Pac-Attack* isn't a terrible choice. +

"Think of it as a Pac Man-centric take on Tetris and you're on the right track"

Verdict **77%**

Wii

# The Incredible Hulk

**Publisher** Sega **Developer** Edge Of Reality **Multiplayer** No **Release** Out Now

**The Incredible Hulk on the Wii tries, it really does. In attempting to make a worthwhile game, developer Edge Of Reality has taken a decent free-roaming exploration concept, crammed absolutely loads of achievement-based unlockable upgrades to help increase Hulk's smashing power, given you the ability to smash anything you want to pieces and even added voice acting from the movie talent. Sounds great, right?**

Sadly, it all falls down pretty quickly. What's wrong? Try the dismal visuals (*Spider Man* on the GameCube looked better), the

hideous graphical pop-up that makes trees, people and cars appear less than ten feet in front of you, the backwards AI, the inaccurate ability to lock onto enemies, the awkward camera or the fact that you're wandering around an almost deserted city. That it's not as good as *Hulk: Ultimate Destruction* (also out on GameCube) doesn't help. Sorry, Sega, but your luck with movie licenses just isn't getting any better. +

Verdict **48%**



**Hey Good Lookin'** *The Incredible Hulk* is an outrageously ugly game. More effort please Sega!

Wii Virtual Console

# Cocoto Fishing Master

**Developer** Neko Entertainment **Multiplayer** No **Price** 700 Points **Release** Out Now

**In theory, Cocoto Fishing Master is everything we hoped WiiWare wouldn't become: it's a port of a three-year-old budget PS2 game with Wii Remote controls attached. Yet despite this, we actually had fun playing it.**



The controls work (well, they do once you realise you pull the Remote up slowly to hook a fish rather than quickly), the fish and characters are genuinely amusing and the whole package is actually pretty enjoyable.

It's not the most complicated game in the world and it's never going to trouble the likes of *LostWinds*, but for only 700 Points (about a fiver) it's a fun diversion. +

Verdict **71%**

**DUAL SCREEN**

▼ Any battles you get into will be displayed (in weird cartoon-o-vision) on the top screen...

Royal Rifleman Army	Legion
Attack: 17.5	Defend: 4.5
Basic Attack: 9	Basic Defense: 3
Veteran: +50%	Veteran: +50%
Naval Support: 4	

▲ ...while the bottom screen shows you the map, so you can see how well your conquest is going.

NINTENDO DS.

# Civilization Revolution

**Publisher** 2K Games **Developer** Firaxis **Multiplayer** 1-2 **Price** £29.99 **Release** Out Now

**The DS certainly isn't lacking in strategy games, with the likes of the Advance Wars series and Anno 1701 giving strategists plenty of choice when it comes to thinking on the move. Yet although it's not unique, Civilization Revolution is still one of the best examples of DS strategy.**

*Revolution* is the latest instalment of the popular *Civilization* series of PC games. Despite the obvious limitations of the DS, the game is remarkably faithful to its bigger brothers, and has a great deal of depth to it. Although this depth can initially be bewildering, the tutorials mean you'll soon be ruling cities and nations like a regular Julius Caesar.

Graphically the game's slightly disappointing and its cartoony 2D sprites don't really seem to fit the game's serious mood, but it's not a big problem in the grand scheme of things.

As well as the solo campaign you can also take part in local and online multiplayer, and there's even downloadable content in the form of the 'Map Of The Week'.

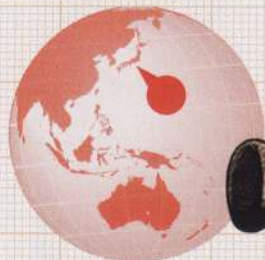
If you're new to the strategy genre *Civilization* might confuse and frustrate you at first, but stick with it and you'll eventually realise how compelling and addictive it is. +

Verdict **77%**

THE MAKING OF...

# NO MORE HEROES

DELVING INTO THE MINDS OF GREAT VIDEOGAME DEVELOPERS



**Publisher**  
Rising Star Games  
**Developer**  
Grasshopper  
**Website**  
grasshopper.co.jp  
**Location**  
Suginami, Japan  
**Release**  
March 2008

In a world where game development is all about the bottom line and getting a game out on schedule, Grasshopper is an oddball. Concerned only with creating uniquely stylish and, typically, supremely violent games, studio head SUDA51 is not a game developer – he's an artist. Major publishers won't touch his work, however great it is. It's too risky to work with a team that have carved themselves out such a niche, but what do we care? The end result is that we get a great game. We're massive fans of *killer7* (GameCube) and more recently *No More Heroes* so when the chance came to find out more about how the latter was made, we jumped at the chance...

## WHAT WE SAID

**Name** No More Heroes

**Format** Wii

**Price** £39.99

**Verdict** "Suda 51's near masterpiece has more style than a Milan catwalk"

88%

Ah, Bad Girl – easily our favourite of all the assassins in the game. She's just so lovely...

# INTERVIEW



**Akihiko Ishizaka**  
Lead Artist



**Toshihiro Fujikawa**  
Assistant Director



**Katsuyoshi Fukamachi**  
Senior Environment Artist



**Takashi Kasahara**  
Senior Character Artist



**Goichi Suda (SUDA51)**  
CEO



Exactly why Suda51 thought it apt to let you save while Travis is on the toilet, we couldn't really say...

**ONM:** Can you give us a quick rundown of the development schedule?

**February 2006**

**SUDA51:** Planning started along with initial sketches straight after Christmas 2005 but it wasn't until February 2006 that we really got a feel for what we were talking about. I had been thinking about producing a game featuring an 'otaku' as a lead character for around two years before Travis was born, but on Xbox 360. Johnny Knoxville was my original inspiration in terms of the character. I wanted to make a game about a guy like him; someone who's totally mad and up for any challenge. I actually came up with the initial idea for a game featuring a Knoxville-style character whilst on the toilet. I decided to use that inspiration as the save game mechanic.

**March 2006**

**SUDA51:** Game design started. Towards the end of this month it was my good friend, Yasuhiro Wada (Marvelous Entertainment Japan) who suggested to me that Nintendo Wii was the perfect platform for the game given the motion sensor capabilities of the Wii's controller and the cut and thrust nature of the game's combat.

**April 2006**

**KF:** Character models and environments were thought about and developed over the next few months.

**May 2006**

**KF:** Later this month the art team started on the project five days a week. It was flat out then until late 2007 developing and refining the art.

**August 2006**

**TF:** We produced a trailer for the

all-important Tokyo Games Show in September. It was very difficult to make the decision about what elements we could include which would rightfully communicate the game's edgy attitude. We always wanted people to look at it for the first time and say, "Wow. Now that's so different and so out there!".

**September 2006**

**TF:** New trailer announced at the TGS. ▶



It's lucky the sun always shines in Santa Destroy. She'd catch her death...

# THE MAKING OF... NO MORE HEROES



**“JOHNNY KNOXVILLE WAS MY ORIGINAL INSPIRATION....SOMEONE TOTALLY MAD AND UP FOR ANY CHALLENGE”**

**Oct 2006**

TF: Delivered the master disc!

**ONM:** Can you tell us a few stories about things that happened during the development period? Did everything run fairly smoothly?

**AI:** It was really hard to come up with so many ideas for Travis' T-shirt design. We decided to provide many kinds of T-shirts – there are over 100 in the final game. We also tied up a promotional campaign with the weekly *Famitsu Magazine* (Japanese gaming bible) in which readers created their own design for Travis' T-shirts and submitted them to win a prize in the magazine. The winning designs were used in the final game as well.

**KF:** We decided to change the angle of the sun in the Santa Destroy world at the last minute. Somehow it hadn't looked right but we couldn't see what was wrong. At the eleventh hour, we had to change all the shadowing due to this last minute decision!

**AI:** We had to work seven days a week for the last five weeks of the development process. It was a total nightmare. We did nothing except work from around 10:00am until 1:00am every day. However, Grasshopper serviced us with a special luxurious lunch every Saturday and Sunday although as I

recall, we had to eat that pretty quickly.

**TF:** When we were at our peak period of development, Grasshopper decided to

move to a new office. That made us even busier because we had to move out and move into the new office at the same time we are working on this game. That was total nightmare!

**SUDA51:** In general you have to have a team to create a game. So the relationship and communication between everyone is very important in order to move the production forward. To make a game is a very creative experience but incredibly mentally demanding at the same time. We were working on *No More Heroes* for nearly two years. That's a massive amount of time to be working on one project with a load of other people and all working towards one common goal. Sometimes it becomes wearisome to contribute your time, particularly when nothing seems to be happening (at the early stages of course!). However, after finishing the game, we all felt that it was an honour to be part of such a great project.

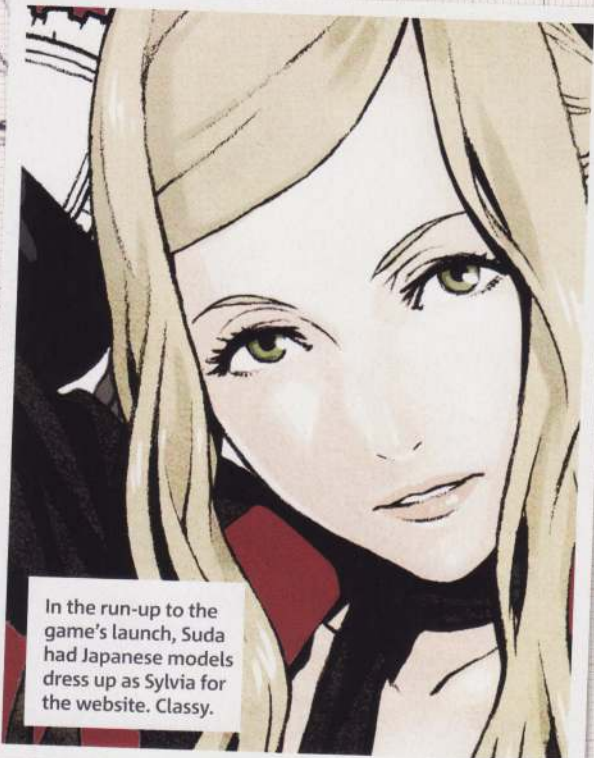
Nothing screams style more than a schoolgirl with a samurai sword, right? Right?





トリス・マクニ  
37

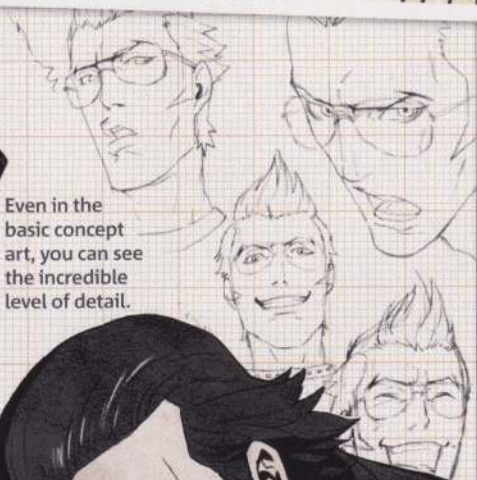
黒人女子高生 (18才)  
現役スーパーモルモル  
理髪女子高生の殺害



In the run-up to the game's launch, Suda had Japanese models dress up as Sylvia for the website. Classy.



Not surprisingly, Suda51 based Travis on our favourite jackass, Johnny Knoxville.



Even in the basic concept art, you can see the incredible level of detail.

Look! He looks just that in the game too! Now that's what we call good work.





# Take aim. Destroy corruption.



Step behind the visor and face your fears in the stunning conclusion to the Metroid Prime trilogy on Wii. Experience a new level of control with the Wii Remote and Nunchuk and lose yourself in an epic adventure, where the only way to stop corruption is to let it take over.



**wii**  
move you™



<http://metroid.nintendo.co.uk>

“This is your chance to see your name in lights... or in print, at least”

▶ Challenges – fight for your bragging rights, p122

# Directory

Issue 33 September 2008

## CONTENTS

### 108 How To...

Need to know how to get the most out of your Wii and DS? Check out the expert tips in our handy Beginner's guide...

### 112 Game Guide: Smash Bros. Brawl

Become a fighting master with the first part of our expert character guide – we've got all the strategies you'll ever need!

### 118 Game Guide: Pokémon Mystery Dungeon: EoT/D

Our guide has dojo tips, team-building ideas and some top Wonder Mail codes to boot – just what every budding explorer needs.

### 120 Game Guide: Animal Crossing: Wild World

Too impatient for the Wii version? Then try using our useful tips for returning to your forgotten DS village... it'll be worth it!

### 122 Challenges

Calling all gaming experts! Enter our wide array of challenges and get your name up on our exclusive ONM leaderboards, stat!

124 **Rated Wii**

126 **Rated DS**

128 **Rated Wii Shop**



**Smash And Burn** If it's expert tips on using *Brawl*'s fighters you want, you've come to the right place!

#### GO ONLINE...

If you have a gaming question or need to know something about your Wii or DS, email us: [onm@futurenet.co.uk](mailto:onm@futurenet.co.uk)



## Pokémon Mystery Dungeon

Hot tips on building the ultimate team, plus expert codes for special missions!

▶ Read our review online at [www.officialnintendomagazine.co.uk](http://www.officialnintendomagazine.co.uk)



**Memory Lane** Not played *Animal Crossing DS* for a while? Now's the perfect time to go back to it...



**Beginner's Luck** Memory cards, TV leads, online and more – our How To... guide is incredibly useful.

# How To...

Get the most out of your Wii and DS

**TOP TIP**  
If you can't find the info you need here don't fret. Try asking for help on the **ONM Forums** at [www.officialnintendo.com](http://www.officialnintendo.com) or [www.magazine.co.uk](http://www.magazine.co.uk)



There's so much more to the Wii and DS than just sticking a game in and hitting the power button. You can browse the internet, send messages to friends, display photos... the list goes on and on.

That's why, every month we'll be bringing you the How To pages, designed to tell you everything you need to know about the Wii and DS. Here's what you can learn over the next four pages...

## Tutorials Featured This Month:

- Get your Wii and DS connected online
- Learn how to manage your Wii's internal storage space effectively
- Make the most of the many Wii Channels
- Buy Wii Points and use the Wii Shop
- Find out all about the Nintendo Channel
- Knowing which TV leads to use
- And much more!

“There’s so much more to the Wii and DS than just playing games”

Download the new Nintendo Channel, p113

## How To Get Online

The simplicity of getting your consoles online

### 1 Look, No Wires!

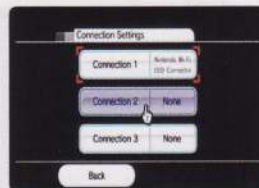
Whether you’re using a Wii or DS, you’ll want to get a wireless router. Nintendo make a USB Network Adapter to allow for wired connections (see box 2), but it’s much easier with a wireless router. Nintendo recommends Buffalo’s range of Air



Stations, which are designed specifically with Nintendo Wi-Fi gaming in mind and can be set up with one button press.

### 3 The Settings Menu

To get the Wii connected, go to ‘Internet’ in the Wii Settings menu and pick Connection Settings/ Wireless Connection/ Search For An Access Point. Once the Wii has detected your router or USB dongle, and you’ve entered any required



security passwords, a short connection test and update check will run and then you’ll be online!

## Wii CHANNELS

A look at what your Wii can do for you...

### Mii Channel

The first place you should go when you get a Wii. Create avatars for you and your friends here.

### Photo Channel

Put an SD card full of photos into your Wii and then view them, send them to friends or just mess around here.

### Wii Shop Channel

Requires online connection. If you want Virtual Console, WiiWare or additional Wii channels, you’ll need to download them from here.

### Internet Channel

Requires online connection. Use your Wii to browse the internet to your heart’s content.

### Nintendo Channel

Requires online connection. View videos of new titles, as well as downloadable demos that can be transferred to your DS!

### News Channel

Requires online connection. Provides you with up-to-the-minute news stories from around the world.

### Forecast Channel

Requires online connection. View regular weather reports for your region.

### Mii Contest Channel

Requires online connection. Show the world your Mii creations!

### Everybody Votes Channel

Requires online connection. Cast your vote on the important questions of the day and then see if other Wii owners agree.

### 2 Safe & Secure

If you’ve already got broadband and a PC but don’t want to buy a new router, you can also buy a Nintendo USB Wi-Fi Dongle. This can be installed on any PC and creates a secure wireless environment for your Wii and DS to connect to, with no risk of anyone being able to leech your wireless signal.



### 4 Get Connected

The process is much the same with the DS, although the settings can only be

changed in the menu of a Wi-Fi enabled game instead of through any menus on the actual hardware. Notice that there’s an AOSS feature – you can use this with Buffalo routers that have the one-button system for setting up a secure wireless connection.

## Memory Management

Keeping your Wii’s storage neat and tidy

### 1 512 And Counting

Unlike other current-gen consoles, the Wii has 512 megabytes of internal flash memory rather than a full-on hard drive for you to store your save files and downloaded content on. This is certainly sufficient if you’re only putting game saves on there but if you’re



stacking up on Virtual Console and WiiWare titles too, things can get quite tight...

### 3 Download Again

Although game saves are naturally lost forever if you delete them, the same isn’t true for Virtual Console and WiiWare games. Your purchases through the Wii Shop Channel are logged on the Titles You’ve Downloaded page, meaning anything you’ve

already downloaded can be downloaded again at no extra cost if you want to play them in the future.



### 2 Delete Your Stuff

As such, you’ll need to regularly ‘spring clean’ your Wii’s memory in order to

keep enough blocks free. Click the Wii Options button, then choose Data Management to see exactly what’s on your Wii. It’s sorted by Save Data (your basic game saves) and Channels (Virtual Console and WiiWare game) and deleting items is simple.



### 4 More Memory

Alternately, you could buy an SD Memory Card. You can copy games and most save files over for backup purposes, although you can’t play downloaded games from the SD card. You’ll need to copy them back onto your Wii’s memory to do that.

**TURN OVER**  
for more  
Wii and DS  
start-up tips  
and advice

## Download Wii Games

### Getting the most from the Wii Shop Channel



#### 1 Points Mean Prizes

To buy things from the Wii Shop, you'll need Wii Points. These can be bought from a game store or purchased through the Wii Shop itself. If you've registered your Nintendo games online at [clubnintendo.co.uk](http://clubnintendo.co.uk), you can also exchange the Star Points you've earned for Wii Points by linking your account to your



#### 2 Money Makin'

Connect to the Wii Shop and choose 'Add Wii Points'. If you've got a Wii Points card, select the left-hand option and register the code. Otherwise, pick the right-hand option and use your Visa or Mastercard to buy Wii Points online by following the simple instructions. It's all safe and secure, so don't worry.



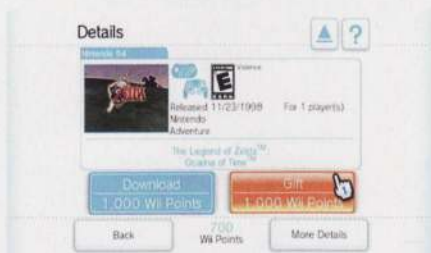
#### 3 Time To Shop!

Now you've got Wii Points, it's time to spend them! The Wii Shop menu has three main options for Virtual Console, WiiWare and other Wii software. These allow you to buy classic retro games, new Wii-specific titles and additional channels for your Wii. Most of the latter are free, but not all.



#### 4 Seek And Ye Shall Find

Browsing through the Virtual Console and WiiWare sections for games to buy is incredibly easy and there's a load of information to help you decide, as well as the ability to browse titles in various ways (recent releases, popularity or the console that they originally appeared on).



#### 5 Downloading Your Game

Once you've decided, just click on the Download option. After confirming your selection, Wii Points are deducted and the download will begin. There's also the option to buy a game for a friend as a gift. This allows whoever you choose from your Wii Friend List to download the game instead for nothing.



#### 6 Game On!

Games and software that you buy appear in their own individual channel slots on the main Wii menu, allowing you to easily keep track of what you've got. Don't forget that the Wii menu spreads over multiple pages so if you can't see your new purchases, hit the + button to move to the next section.

### JUST THE FAQs

### YOU HAVE QUESTIONS? WE HAVE ANSWERS

#### Why is my Wii Number different in all my online Wii games?

Because the Friend codes used in most online games such as Mario Kart, Super Smash Bros. Brawl and Pokémon Battle Revolution aren't your Wii Number; they're unique to each game (hence why there's a different one each time), whereas your Wii Number is used to communicate with your Wii-owning friends and send messages via the Message Board. If you're looking for somewhere to trade Wii Number or in-game Friend

codes, try the **ONM Forums** at [www.officialnintendomagazine.co.uk](http://www.officialnintendomagazine.co.uk) - there are always loads of people there willing to play online and generally make new friends.

#### Can I only play games I buy in the UK on my Wii?

Yes - like most consoles, the Wii is region-locked and will only run software native to the region



(PAL, NTSC-US or NTSC-Japan) that you bought it in. This is the case with both disc-based titles and anything you download from the Wii Shop Channel. Don't bother buying games from non-European countries - they won't work!

#### My Wii came with a video cable and a SCART adapter. Why does my shop sell different cables?

The basic yellow/red/white cable that came with your Wii is guaranteed to run on practically any television, whether you use the



SCART adapter or not, at a standard called 480i (interlaced). You can improve the quality of this standard by investing in either an S-Video cable or, better yet, a true RGB SCART cable that will sharpen up the picture considerably. If, however, you're lucky enough to own a more modern television, HDTV or flatscreen with a

# The Nintendo Channel

A guide to your new favourite Wii channel



## 1 Free For All

Like most new channels for the Wii, the Nintendo Channel is an optional free download from the Wii Shop channel – you'll find it waiting for you in the Wii Channels menu. You need to have your Wii online to use it but, as you obviously have to be online to download it, that shouldn't be an issue.



## 2 Getting Started

Boot up the Nintendo Channel and once it connects online, you'll be greeted with the most recent Highlight Reel – a series of clips showcasing the newest additions. Hit the A button and you'll skip to the menu where you can browse through a list of the latest Wii, DS and WiiWare videos at your leisure.



## 3 Watching Videos

Clicking on a video link sets it running. If a video has an Information button at the bottom, you can click that to be taken to the respective game page featuring more videos and information on other relevant games (so, for instance, *Mario Kart Wii* links through to *Mario Kart DS* and *64*).



## 4 Seek And Ye Shall Find

If none of the videos on the main list take your fancy though, don't worry; there are plenty more videos elsewhere on the channel. Press the Find Titles For You button and you can search through the videos on offer by genre or name, as well as checking out the newest additions by format.



## 5 Leaving Feedback

Fancy leaving your own feedback on your Wii games? Click on Share Your Thoughts and you'll be taken through to a list of all the games you've played on your console for more than an hour and have the option to answer some questions about those titles. Handy if you've got something to say...



## 6 Play Before You Pay

The Nintendo Channel also offers DS game demos for you to download and try. Simply click on the DS Download Service option, choose the game you'd like to try and then turn on your DS, selecting the DS Download Play option – the demo will then download and stay on your DS until you turn it off.

red/green/blue input (known as Component), you can upgrade the Wii's output to 480p (progressive) by getting a Component cable.

### What are the USB ports on the back of the Wii for?

Not much at the moment, although they obviously give Nintendo the flexibility to expand the Wii's abilities if it wants to. Right now, however, you can plug in

a USB keyboard to make using the Message Board and Internet Channel easier, as well as using them to charge up any USB-powered devices (like an iPod) when you've got the Wii on.



### My sensor bar doesn't pick up my Remote properly...

Although the Wii is easy to set up, you might have made a few errors. For instance, is your TV/sensor bar positioned in front of a window? Direct

sunlight can affect the Remote's sensor bar due to reflection so try either moving it or closing the curtains. Also, make sure you've checked the sensor bar options in the Settings menu; the Wii calibrates the Remote differently depending on whether your sensor bar is on top or underneath your TV. Finally, make sure the sensor bar is clearly visible as anything



blocking it can interrupt the pointer signal.

### What's the DS Download option for?

You can use it to download data to your DS temporarily until you power the handheld off. If you're trying to play a single-cart multiplayer Wi-Fi game with your friends or downloading a demo of a DS game from either a DS Download Station or the Nintendo Channel of your Wii, this is the option you'll need.

# Wii Super Smash Bros. Brawl

Master every  
fighter's  
special  
moves!

Become a Smash master with part  
one of our expert character guide!



## MARIO



**Punch-Out** He might not be the best character in the game but his jump punch is a decent move.

Despite being Nintendo's main man and the company's mascot for over 20 years, Mario isn't actually one of the best characters in *Super Smash Bros. Brawl*. As an all-rounder he has no real weaknesses but this means he also has no real strengths to boast of. His special moves aren't particularly powerful, his fireballs move too slowly to be effective and his reach is so short that he has to get dangerously close to enemies. He's not the best character to go for unless you just want a laugh, we're afraid.

**Key move** Super Jump Punch (Up+B)  
Once you perfect this move and learn its exact angle and range, it can be pretty effective on mid-air opponents because its speed makes it hard to avoid.

## DONKEY KONG



**Happy Slapping** If you can tag someone with this clap move you can send them flying.

Donkey Kong's moves are immensely powerful but his speed suffers as a result. Still, his Spinning Kong (Up+B) is a great way to travel distances quickly. While DK's Giant Punch (B) can be strong, it's only really devastating when it's fully charged. A useful tip is to charge it fully then headbutt someone (Side+B) to bury them in the ground. Then, while they're stuck, unleash your fully charged Giant Punch.

**Key move** Hand Clap (Up+A)  
Although DK has some good specials, his strength means his Smash attacks are more powerful. Hit a mid-air opponent with his Hand Clap to do huge damage.



## LINK



**Slashdance** The third slash in Link's Spin Attack can be devastating if you do it in the air.

Link is a fantastic character and arguably one of the best for beginners and experts alike. He's got loads of projectile specials (Bomb, Gale Boomerang and Hero's Bow) for keeping opponents at bay, and if they manage to get close his Spin Attack (Up+B) and Smash attacks with the Master Sword are extremely powerful. His only real weakness is that he's not the most nimble of characters.

**Key move** Smash/Jumping Spin  
This one will take a bit of practice but once you get used to the timing it can be devastating during a fight. First of all, hit your enemy with an Up+A Smash attack, which consists of three upward sword swipes. The third pops them into the air, and if you time it right you can then jump and perform a Spin Attack (Up+B) to do even more damage to your opponent.

“Link is a fantastic character and arguably **one of the best choices for beginners and experts alike**”



**Shoot To Kill** Link's Hero's Bow can provide effective firepower from a distance. Master it for easy damage.

## SAMUS

Samus is an agile character, due to her suit. Her cannon can take an age to fully charge, but luckily once it's charged you can save it for later. She has two missiles – the normal homing one can be fired by pressing Side+B while the other is fired by doing a Smash move motion to the side and holding B. This other missile is a lot stronger but doesn't home in.

Samus has some great moves but she doesn't really have one that pops opponents upward, so try to concentrate on knocking them off the side. The key to successfully fighting as Samus is using her speed to ensure that you don't get involved in any close combat. Her Bombs (Down+B) are quite handy for this, especially if you drop them from mid-air. If you jump over opponents you can drop a bomb to do some damage, but make sure you land far away from your enemy to avoid getting too close to the blast.



**Walk Into The Light** Charge up Samus' arm cannon, then run around and fight as usual, unleashing it at the right time.



**High Feet, Ref** Samus' vertical kick can knock opponents for six if you time it perfectly.

**Key move** Vertical Kick (Up+A: not a smash)

One of Samus' best moves is her vertical kick which is performed by holding Up and pressing A. However, bear in mind that this isn't a Smash attack. See, each character has both Smash attacks (which you do by quickly moving the analogue stick and pressing the A button at the same time), and normal directional attacks where you hold the direction and then press the A button. So to do this vertical kick you have to hold Up on the analogue stick, wait a split second and then press the A button. This can be tricky on the default control settings because Up on the analogue stick also makes your character jump, so we'd recommend that you go to the controller configuration screen in the game's Options area and turn off Tap Jump. This means your character doesn't jump whenever you press the stick up.

## KIRBY



**Hammer Time** Kirby's Hammer is powerful but it can take time for him to swing it.

Because of his funny little stumpy hands it should come as no surprise that Kirby's reach is possibly the worst in the game, and since he doesn't have any decent projectile moves you really have no choice but to get stuck in. Obviously this can be remedied if you're fighting someone like Mario or Link because you can swallow them and steal their projectile ability. Kirby's Final Cutter move (Up+B) can be quite handy because even if you miss the spark it creates has a good range and can hit enemies.

**Key move** Hammer (Side+B)  
Kirby's hammer is strong and can knock opponents a fair distance. It takes a while for him to swing it though, so be sure your timing's okay.

## FOX

Fox is the fastest character in the game and when dashing you can nip from one end of a stage to the other reasonably quickly. This comes at a price: he's quite weak and if he gets caught he can be smashed easily. His Blaster (B) fires fast and is great for sapping energy but it doesn't knock enemies back so can only be used for so long, and his Fox Illusion (Side+B) is effective but can potentially send you flying off an edge.



**Blaster Master** Fox's blaster can fire rapidly. It doesn't make opponents flinch, though.



**Flamin' Heck** The Fire Fox move can be aimed at your foe after you activate it.

**Key move** Fire Fox (Up+B)  
Unlike most other characters who have similar 'charging attack' moves, you can control the direction of the Fire Fox by quickly holding the analogue stick in that direction as he charges. Surprise enemies by charging it in mid-air and aiming down towards them. A nice little move.

"Fox is the fastest character in the game and you can **nip from one end of a stage to the other reasonably quickly**"

## PIKACHU



**Shoot On Sight** Make sure you shoot down an entire chain of enemies to secure a trophy.

Pikachu can be quite tricky to hit for some slower opponents. This means that, as with other lightweight characters, it's very easy to knock into the air. Its Thunder Jolt move (B) hugs along surfaces so it can be very handy in fiddly stages with lots of small interconnected platforms, like the 75m and Mario Bros. stages. It's best to make use of Pikachu's speed and size by running around a lot and infuriating opponents who'll find it hard to hit it.

**Key move** Thunder (Down+B)  
Pikachu's Thunder move is good for two reasons. It creates a huge vertical blast that zaps anyone directly above you. However, if you're standing next to an opponent when the lightning hits Pikachu, it will do serious damage and blast your opponent miles away if they're weak enough. You can also trick opponents on higher platforms by standing underneath and activating it.



## DIDDY KONG

Diddy's a bit of a strange character. While he's fast and has a good selection of powerful normal attacks, his Special moves are for the most part either useless or weak. Be particularly careful of his Rocketbarrel Boost move (Up+B), because you can't recover from it, so while it's good to be able to blast him in whatever direction you want, if you aim it so he ends up landing off the edge of the platform you'll be helpless. There's no reason Diddy should be your character of choice.

**KEY MOVE** Cartwheel (run, press A)  
To be honest, we only really like the cartwheel because it reminds us of *Donkey Kong Country*, where Diddy first used it as an attack. In reality, he doesn't actually have any particularly fantastic moves. He's really not a great character in any way.



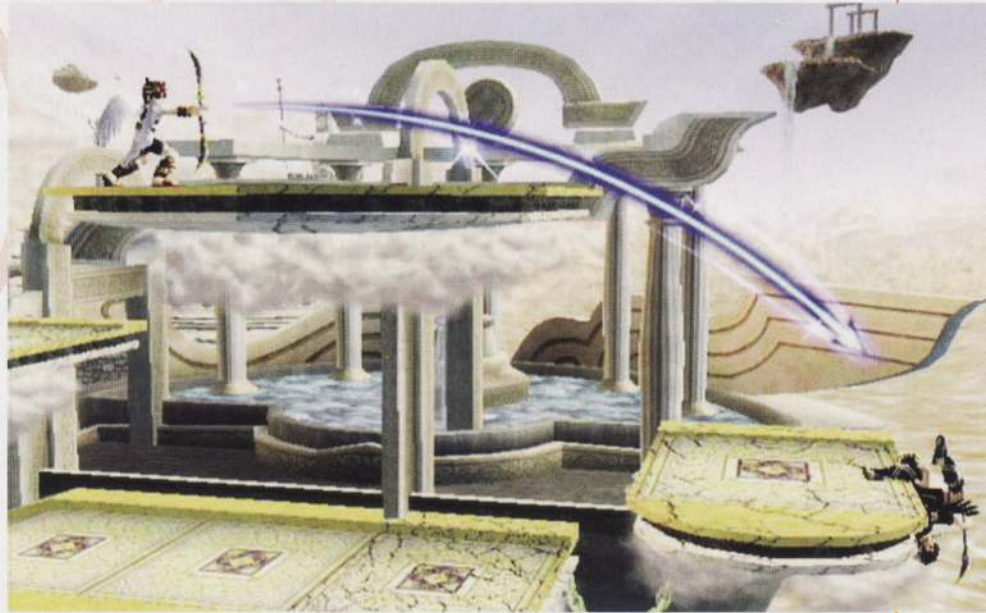
**Cart Attack** This cartwheel looks nice but, truth be told, Diddy's a bit rubbish to play as.

## PIT

Pit is probably the best character for beginners. He's not too fast so he's easy to control, but he's also not so slow that he becomes an easy target. He's also got some strong Smash moves and has some nice Special moves too, in particular his Angel Ring move (Side+B) – the one that comes with the pleasing “yayayayaya” shout. His Wings Of Icarus (Up+B) is also a nice recovery move which can cover a great distance. If you want an all-round character,

Pit is a much better choice than Mario because his moves are generally stronger and he's more agile.

**Key move** Palutena's Arrow (B)  
You can bend the arc of this arrow by holding the analogue stick up or down immediately after Pit fires it, and it's so fast that your opponent probably won't have time to dodge it. You'll have to practice to learn the exact shape of the arc, though.



**Arc At The Moon** Press Up or Down on the stick after firing an arrow to put some bend on it.

“Pit is probably best for beginners – he's not too fast so he's easy to control but he's not so slow that he's an easy target”

## METAKNIGHT



**Drilling Me Softly** The Drill Rush can carry foes into the air if you hold Up on the stick.

Kirby's arch-nemesis can be a bit of a tricky character to master. He's got lots of flying and gliding moves which can make things complicated, and though his normal moves are extremely fast (if you simply hold A he'll

do a rapid slash attack), they're not very strong. Also, despite the fact that he has a sword, Metaknight's reach is disappointingly short, meaning you'll have to get properly stuck in. If you take the time and persevere with Metaknight he can be a good fighter but the fact is you'd probably be best spending your time on other characters.

**Key move** Drill Rush (Side+B)  
This spinning attack is powerful when you perform it normally, but if you tilt up after activating it Metaknight arcs up into the air. If you hit your opponent at exactly the right angle you can carry them into the air with you, and since the upward drill ends with a powerful strike it does extra damage too.

**TURN OVER**  
for more expert Smash Bros. fighter guides

## IVYSAUR



**Seedy Character** Ivysaur's Bullet Seed lets it fire seeds upward at machine gun-like speeds.

Ivysaur may be small but its ability to make use of the vines on its side and fire needles from the plant on its back mean that it can pack a punch if you know how to use it properly. Its Vine Whip move (Up+B) does some slight damage to enemies but it's most useful when you're falling off the edge of the stage, as it allows Ivysaur to cling on and pull itself back up to safety. When used properly, Ivysaur can be a pretty effective character, but it'll take a fair bit of practice.

**Key move** Bullet Seed (B)

Not only is it reasonably powerful, the speed the seeds fire at means that any large opponents caught in mid-air by it will be juggled for a while, racking up more damage.

## CHARIZARD



**Rock On** We don't know why this would hurt but it seems it's "super effective" so we can't complain.

Charizard is slightly more nimble than characters such as Bowser thanks to its ability to glide. It also has the best special moves of the Pokémon Trainer's team because all three are effective. Its Fly move (Up+B) is powerful and effective at popping opponents into the air and its Flamethrower (B) lasts a long time and has a good range. Just be sure you're a

good blocker because it's still not very fast and your opponent can easily get attacks in.

**Key move** Rock Smash (Side+B)

A powerful side attack. Though it doesn't really make sense (Charizard holds up a rock and headbutts it), it can do a lot of damage up close.

"Solid Snake is the most unique character in the game because **all of his Smash attacks are weapons-based**"

## SQUIRTLE



**Shell On Earth** Squirtle's Withdraw move can be effective, but you'll need to practice since it's very fast.

The first of the Pokémon Trainer's three Pokémon (who we're treating as different characters in this guide), Squirtle is a pretty solid character but has some Special moves which are quite tricky to control, in particular the Withdraw move (Side+B). In this move Squirtle retreats into its shell and speeds across the ground. This may be an effective move for catching out opponents but it can be fatal for you on a small arena since you'll go right off the edge. Its Water Gun move (B) is also relatively weak, since all it does is knock opponents back without doing any damage. The Waterfall move (Up+B) makes up for it however.

**Key move** Waterfall (Up+B)

Probably the best move in the Pokémon Trainer's arsenal, the Waterfall is not only handy for recovering from falls but its sheer size means it's very difficult for opponents to avoid a well-aimed one. When you're playing in the Subspace Emissary mode, the Waterfall move can be very effective when fighting large boss characters because it can hit them many times.



**Water You Think Of That?** The Waterfall will unleash liquid death on anyone mad enough to get in the way.



## SOLID SNAKE

Snake is the most unique character in the game because all of his Smash attacks are weapons-based. This can take a while to get used to because it means he has a different feel from the rest of the characters. While his Nikita Missile (Side+B) can be controlled, you have to remember that while you're moving it around Snake is completely exposed, so if things get hairy, hit the shield button and you'll be able to control him again. His Cypher (Up+B) is one of the best recovery moves in the game. Don't forget that you can control how far he throws his Grenades. Press B to take out a grenade then press forward and B to throw it far, back and B to throw it near and B on its own to throw it medium distance.



**Missile Command** Snake's mortar move does double damage to standing opponents but you can also catch mid-air opponents with it too.



**Floaty Light** That'll teach you to fill your inflatable Polo with helium.

### Key move Mortar (Up+A)

If used on a weaker opponent, this Smash move hits twice at close range. The first hit strikes when he deploys the mortar, which pops the opponent into the air. The missile then flies straight up into the air and explodes, meaning your mid-air opponent will take a second hit and get knocked even further into the air. Naturally, the mortar move can also be used to hit opponents who are already in the air, but you have to take into account the time Snake takes to set it up. It may be worth trying a different move instead if it's too late.

## SONIC



**Going For A Spin** It pains us to see Mario getting a kicking but he shouldn't have messed about.

Many never thought they'd see the day that Sonic and Mario would be fighting against each other, but here it is. As you'd expect, Sonic is an extremely fast character so he's really best suited to expert players who are used to the quick nature of the game's controls. Though he doesn't have any projectile moves and at first glance is quite weak, his speed coupled with his spin attacks mean that while he requires more practice to get the hang of, it's ultimately worth it. A Sonic master can be very frustrating and tricky to play against.

### Key move Spin Dash (Side+B)

This move does some nice damage as it is, but if you jump just before it connects with a standing opponent it carries them into the air with you, meaning you can then juggle them with normal attacks.



**Hog's Heaven** We never thought we'd see Sonic taking on Link hand-to-hand, but there you go.



**Super, Thanks For Asking** Super Sonic is powerful but can also be a nightmare to control. Be careful.

**"Sonic is an extremely fast character so he's best suited to expert players"**

NINTENDO DS™

# Pokémon Mystery Dungeon: Explorers Of Time/Darkness

## Explorers Of Time/Darkness

Some crucial tips and passwords to help unravel the latest Pokémon mystery!

Useful tips for becoming the ultimate explorer!



### Save A Life

One of the most annoying things about this game is that if you or your partner die in a dungeon, you'll wind up losing a large chunk of your precious items and all the cash you're carrying. The trick to avoiding this is making sure to save your game not just often, but right before you set off on a mission. Instead of saving at the start of every day, get all your chores in Treasure Town done (buying/selling items, storing cash, assigning team members and accepting missions) and then return to your bed in the guild and save. Then, if you happen to die half way through a dungeon, you can simply reload your game and try again without having to redo any of the boring bits. Easy!



**Secret Stash** Only take what you need with you, in case you die and wind up losing it all...

### Grind It Out

While there's a central story to play through here, you can't just rush through all 20 chapters. Just like all Pokémon games, you need to build up your team's levels by fighting other Pokémon just for the sake of it. This means accepting countless jobs from the Outlaw and Job boards in the Wigglytuff guild, with the higher grades (specifically A and S) netting you more experience points and decent rewards. Try to accept multiple jobs in the same area to get more done in a single day and be sure to take any relevant delivery items with you. No point trying to deliver a Reviver Seed if you're not carrying one, right?



**Lock 'Em Up** Outlaw Pokémon are tougher than normal ones and can take a real beating.

## Train To Win



**Oh, Maro There** The dojo is useful if you're looking to build your party's levels up quickly.

If jobs aren't your cup of tea, you can always have a go at Marowak's Dojo. It's just south of Duskkull Bank in Treasure Town and opens up once you've completed Chapter 10 of the main story. The dojo offers the choice of ten different training mazes across the various Pokémon types that you can try at any time to help level up your Pokémon without having to undertake missions at the guild.

Plus, as there's no penalty for dying (you can keep all the items and cash you find), it's an easy way to build up your inventory for free. The only catch is that you have to forfeit everything in your Treasure Bag each time you enter one of the mazes, so be sure to stick all your precious valuables in the Kangaskhan Storage before giving it a go or you'll lose the lot.

## We Want You



**All That Glitters** Be sure to equip the Golden Mask whenever you enter a dungeon.

Recruiting new Pokémon to your team is a big part of the game, although it's a bit hit and miss as to how regularly Pokémon you defeat want to join you. Thankfully, you can increase the chance of them wanting to by having your main Pokémon hold a Golden Mask as you explore each dungeon. It's a rare item that you can't get until you reach Zero Isle, but once you've completed Chapter 10 and earned the ability to receive Wonder Mail, input this code and complete the resulting mission to get one earlier:

**@ Q Y P S J @ - N - J %  
T H 6 = 4 - S K 3 2 C R**



**Join Me!** Wearing the mask will make it more likely that Pokémon will join your party.

“Just like all Pokémon games, you'll need to build up your team's levels”

## I Am Legend



**Where To Go?** Story-advancing places have '!' by them, while missions are marked with envelopes.

Much like other Pokémon games, this one continues long after you complete the main storyline; there are loads of other dungeons to explore. The following Wonder Mail passwords will unlock the corresponding secret dungeon, although you won't be able to use them until you've finished the game – thankfully, you'll be able to change the leader of your team, making success that much easier to achieve:

- Happy Outlook** 92MKQF2XM#HQ  
9T#1&KJ#W1K9
- Midnight Forest** X7=CJ8+3FRWK  
+919H%09Y+F+
- Shimmer Hill** MP5510F426HT  
TP1S4FMF&KSJ
- Mt. Mistral** Q&+2%1CSS1XM  
WY-48T0TC20Y
- Mt. Avalanche** 4MP=K98#CT%Y  
R@--&P7%K86
- Mystery Dungeon** X%8SWYY+5-JF  
PFH@##K5W8K
- Bottomless Sea** FN01HWN-00%F  
8678+XY@&%#3
- Shimmer Desert** #&S6NY2&YJN=  
1P57FOMNMH7Y
- Sky Stairway** HW+866%T5S51  
+J5Y4-K#H@P-
- Giant Volcano** FH0THYNHROQF  
86N8+SY@&%YN
- World Abyss** WNWYJXTK&5C1  
4N3-P4NM8K&C



**Code Breaker** Sadly, you can't use these codes until you've finished the main storyline.

NINTENDO DS™

It's time to clear up Animal Crossing after a year away!

# Animal Crossing: Wild World

How will your town look after a year of neglect? Join us as we go back to... Animal Crossing



## Summer Sun

It's time to complete collections in the vibrant AC summertime

### Jellyfish!

These beauties only appear during August, so dust off your rod and get fishing. Blathers will appreciate a bit of chat after all this time.

### Dragonflies

The end of August will also wipe out the local dragonfly population. If you bought AC in November and got bored of it in March, you have missed out on so very much.

### Frogs

The noisy little frogs will also magically disappear at midnight on August 31, so if you haven't been around much load up the game and net one. Blathers will be his usual excited and slightly disgusted self.

### Tarantula

Another species that vanishes at the end of August. Fast, hard to catch and difficult to spot, trapping one of these is an *Animal Crossing* high point.

### Bye Bye, Cicadas

If you're new to AC in the summer, get ready for an aural assault. The cicadas chirp away all day during warmer months. They make the game sound like a jungle-based film. Net some. That will shut them up.

### August Flea Market

The first Saturday of the month is the most annoying day imaginable, thanks to the Flea Market. Every time you go into your house someone follows you in and engages you in tedious chat about your furniture.

### Summer Bug Off

The third Sunday of each summer month sees the Bug Off – your chance to catch the biggest bug and win a trophy. You want to be aiming for one of the larger beetles like a Goliath – or for the guaranteed win, net yourself an Oak Silk Moth.



## Where Have You BEEN?

What greets the long-gone Animal Crossing player upon his or her return?

### Devastated Locals

What are you going to say? How are you going to act? How will you explain your extended absence to the inhabitants of Animal Crossing? What, exactly, will your response be when a devastated Dotty tells you it's been exactly 396 days (yes, they actually keep count!) since she saw you last and she's been worrying about your whereabouts and safety every minute? Oh, the guilt! It's going to take more than putting a seashell in a letter to make these people like you again.



**Mind Your Manners** Ooh, that's just cold. Those Animal Crossing types have hearts of ice.

### Cockroach Infestation

Oh no! Your beautiful house! No matter how lovely your Lovely Furniture looked last time you played, it won't be quite so pretty now that the entire house is full of pesky cockroaches. A few days of airing out and it'll be fine.



**What's Bugging Ya?** Expect your house to be full of roaches. It's time to get stomping!

### Rotten Turnips

If you had a few turnips left about the place when you last played, they will have rotted away. Your only option is to pick them up and sell them to Nook for nothing. You have made a loss. Take it and get on with your pretend videogame life.



**Bad Harvest** Oh no! Our turnips! Ruined! Leave your turnips too long and they'll rot...



**Denied!** ...and Tom Nook will get all uppity when you try and offload them. The meany.

### Hazardous Beach Waste

Every spare inch, or at least every available item slot – sorry to break down the 'fourth wall' there – of the seafront will have a shell on it. Not a massive problem, admittedly, but if you want to start getting the odd message in a bottle again you'll be making quite a few shell-selling trips to Nookingtons.



### Weeds! Everywhere!

After more than a few weeks away from Animal Crossing, it's not just your usual weeds that you'll have to take care of. A big, spongy lump of mould will appear on the ground, along with literally hundreds of regular weeds. Each requires individual pulling out. Believe us, you will regret leaving it for so long, plus all your pretty flowers will be dead, replaced by evil weeds. Three weeds grow every single day, so if you haven't played for a year, you're in for some serious back ache.



**Gardener's World** Unsurprisingly, you'll have absolutely loads of weeding to do.

### Collect Your Interest

It's not all doom and gloom. After a year, you'll have a massive amount of interest packed away in the town hall savings account. And it's compounded, too. There's no 'credit crunch' in AC. If only Nintendo would let us somehow withdraw bells to pay off real-life mortgages.



### You've Got Mail

Your post box will be absolutely rammed with mail. Rammed with letters from villagers who have got bored of waiting around for you to come back and have decided to move to a town where the owner actually cares about his or her residents. Try not to take it all too personally – they're only pretend people that Nintendo callously programmed to pull at your heart strings.



**Money Matters** Return to AC after a long break and you'll have earned masses of interest.

# Challenges

Can you beat our top scores?

**TOP TIP**  
If you're stuck on any of these games, head to the official ONM forums at [www.officialnintendo.com](http://www.officialnintendo.com) or [www.officialnintendomagazine.co.uk](http://www.officialnintendomagazine.co.uk) for more help and advice.



**Wii** NEW

**Guitar Hero: Aerosmith The Challenge**  
Beat our score of 111,432 playing Uncle Salty on Expert difficulty. As well as obviously hitting as many notes as possible, use your Star Power at key times to get the most out of its double-scoring.

**Leaderboard**

1	Martin@ONM	111,432
2	-	-
3	-	-



**Wii**

**Mario Kart Wii The Challenge**  
Beat our time of 2:53.885 on Bowser's Castle in Time Trial mode. To shave a few seconds off your time, make sure that you hug the sides of the track during the long section where the statue spits fire bombs at you.

**Leaderboard**

1	Matthew Perren	2:46.221
2	Fred@ONM	2:53.885
3	-	-



**Wii**

**Super Smash Bros Brawl The Challenge**  
Hit the sandbag as far as possible in Home Run Smash. Please give us your photos in feet only. Beat up the punchbag as much as you can before the time runs out.

**Leaderboard**

1	Matthew Ord	3596.8ft
2	Richard Brown	2112.9ft
3	Charlie Aitkin	1824.6ft

**How They Did It!**  
**Name:** Matthew Ord  
**Score:** 3596.8ft (1096.3m)  
"I used Ganondorf. I did one partly charged right smash. I then jumped, let go of the bat, then did an aerial down attack on the bag, so that the bat and Ganondorf hit it at the same time. I did this three times, then threw the bat straight up and did a Warlock Punch with direction change. The bat hit it just before the punch, getting extra damage."



**Wii**

**Super Smash Bros. Brawl The Challenge**  
Beat our time of 0:32.35 in Level 4 of Beat The Targets. The character selection screen will show your record. Use a fast character and remember your smash attacks can break ice.

**Leaderboard**

1	Matthew Perren	0:25.75
2	Calvin Stewart	0:28.61
3	Ben Evans	0:29.10



**Wii**

**Super Smash Bros. Brawl The Challenge**  
Beat as many enemies as possible in Cruel Selection mode. The character selection screen will show your record. It's worth trying to trick the enemies into falling off the edge rather than going toe-to-toe with them.

**Leaderboard**

1	Andrew Griffin	20
2	Charlie Aitkin	15
3	Richard Brown	7



**Wii**

**Guitar Hero III The Challenge**  
On Hard, beat our score of 115,033 on Raining Blood. You'll need to have lightning fast fingers for this one. Practice a section with loads of notes in it over and over again, then use Star Power at that point when playing to rack up a big score.

**Leaderboard**

1	Neil Abercrombie	237,963
2	Steven Watson	235,094
3	Rhys Bainbridge	212,915



**NINTENDO DS**

**Tetris DS The Challenge**  
Get as high a score as possible in Marathon mode. It must be the standard Marathon mode, Endless mode scores will not be counted. Since Marathon mode ends at level 20, you need to score as many Tetris as you can before you complete it.

**Leaderboard**

1	Dan Webb	852,000
2	Andrew Nichol	701,300
3	Joel Sutherland	695,700



**NINTENDO DS**

**The Legend Of Zelda: Phantom Hourglass The Challenge**  
Get the highest score possible in the cannon mini-game in Bannan Island. Although the blue targets are important since they're worth 100 points, the red ones can be hit as many times as possible, so don't ignore them.

**Leaderboard**

1	Louis Protano	3,080
2	Sean Knowelden	3,080
3	Louis Tam	3,060



**WiiWare**

**Pop The Challenge**  
Get as high a score as possible in Single Player Normal Mode. The best place to take a photo is when you choose a profile: your high score's on the bottom-left. Be sure to pop bubbles of the same colour to build up your score combo.

**Leaderboard**

1	Dawn May	3,485,483
2	Alex Kupse	3,438,213
3	Shaun Berry	3,342,804



**Wii Virtual Console**

**Pokémon Snap The Challenge**  
Get the highest total score possible in the Beach level. Don't try to get a high score until you've completed the rest of the game. Then go back to the Beach level and use your new tools to get more interesting (and better-scoring) photos.

**Leaderboard**

1	Matthew Hayes	1,909,920
2	Euan Strachan-Orr	1,807,440
3	Rory Michie	1,618,500



**Wii**

**Mario Kart Wii The Challenge**  
Beat 1:30.410 on Peach Beach in Time Trial mode. To shave a few seconds off your time and rack up the fastest time possible, take the shortcut over the ramp on the second lap, as the tide will be out. On the other laps, go the 'long' way round.

**Leaderboard**

1	Duncan Ingram	1:16.456
2	Tom Craven	1:17.463
3	Ian Flockhart	1:18:304



**NINTENDO DS** CLOSED

**Mario Kart DS The Challenge**  
Beat our lap time of 0:45.872 on Peach Gardens. If you don't know how to 'snake', get the game's manual out and practice it, because it's absolutely essential. You'll shave a considerable amount of time off your fastest lap time.

**Leaderboard**

1	Craig Beates	0:20.437
2	Kieran Brooks	0:20.894
3	Aoife Mahon	0:21.410



**NINTENDO DS** CLOSED

**Sonic Rush Adventure The Challenge**  
Get the fastest time in Time Attack in Plant Kingdom Act 1. To get the best time practice is absolutely crucial. Make sure that you have a few 'test' runs through the level at a slower speed to work out the easiest route to the end.

**Leaderboard**

1	Bradley Wyatt	0:39.76
2	Alex Kupse	0:43.47
3	Simon Hart	0:50.23

**GET IN THE CHARTS!**  
Choose any challenge you like and when you beat it take a digital photo of the television screen and then email it to [onm@futurenet.co.uk](mailto:onm@futurenet.co.uk) (with a 'Challenges' headline, or, post a photo to: **Challenges, Official Nintendo Magazine, 2 Balcombe Street, London, NW1 6NW**). Please include your full name. The challenges do change on a regular basis so keep checking the Challenges forum to see when new ones pop up.

12+

www.pegi.info

# BWii BATTALION WARS 2



nintendo  
Wi-Fi  
connection



## Plan the Action

Take your place on the frontline and strategically guide your troops to victory in the action-packed Battalion Wars II. Use the Wii Remote and Nunchuk to command an army across land, sea and air! You can even test your strategy skills against other players online. A new kind of warfare is coming to Wii!

[www.nintendo.co.uk](http://www.nintendo.co.uk)

© 2007 - 2008 NINTENDO. TM, ® AND THE WII LOGO ARE TRADEMARKS OF NINTENDO. © 2008 NINTENDO.

Wii



# Rated Wii

Got a Wii? Here are the top 50 titles released so far...



**Yes Master** Finish all the games on this spread and you'll turn into this guy.



**BATTALION WARS 2** 90%  
Not only is there a deep and engaging single-player adventure but there's also great online multiplayer modes.



**BOOGIE** 81%  
The main story mode in this rhythm action game won't last long but you'll be booting it up again and again for a quick blast with mates.



**BOOM BLOX** 90%  
It might look basic but Boom Blox is fiendishly addictive. No two games are the same, and there are heaps of multiplayer options.



**CALL OF DUTY 3** 86%  
One of the best shooters on the Wii with excellent controls. Multiplayer would've been nice though.



**CRANIUM KABOOKII** 83%  
It's not the most complicated game in the world but for what it sets out to do, it achieves with style.



**DANCING STAGE: HOTTEST PARTY** 86%  
The first dance mat game to hit the Wii is fantastically addictive, offering loads of songs and a real challenge.



**DRAGONBALL Z: BUDOKAI TENKAICHI 3**  
The sequel to last year's game is even better, with a ridiculously large number of playable characters and some fantastic Wii Remote controls, plus well-implemented online multiplayer.



**84%**



**DEWY'S ADVENTURE** 84%  
Tougher than its cute looks would suggest, it really is a charming adventure with tons of replay value.



**ELEDEES** 85%  
Using the Remote to find and zap those Eledees makes for a unique action game, though the controls can be frustrating at times.



**ENDLESS OCEAN** 84%  
One of the most relaxing games you'll ever play and for only £19.99, this is great value for money.



**FIFA 08** 82%  
As the first serious football game on Wii and one that has taken the tough option of using the Wii controls, it really is impressive.



**GHOST SQUAD** 83%  
If you've long dreamed of having a proper arcade shooter on the Wii then dream no more: Ghost Squad is top-notch.



**GUITAR HERO III** 90%  
Playing along to a great selection of rock tunes provides hours and hours of fantastic entertainment, even if it is very tough.



**HARRY POTTER AND THE ORDER OF THE PHOENIX** 82%  
As close to the Potter world as you'll get with a videogame and fun to play too.



**HEATSEEKER** 87%  
The controls work perfectly in this air combat game. The missions are varied but it's a shame there's no multiplayer mode.



**EXCITE TRUCK**  
One of the most exciting racing games ever, with insane stunts and a unique control system. If you've got a taste for over-the-top jumps and lightning fast speed, this is the game for you.



**84%**



**LEGO INDIANA JONES** 82%  
This trades Wookies for whips but still offers more of the same addictive, hilarious action. Great fun.



**THE LEGEND OF ZELDA: TWILIGHT PRINCESS** 97%  
Link's Wii debut is one of the most charming and captivating adventures ever.



**LEGO STAR WARS: THE COMPLETE SAGA** 82%  
The first two games in the LSW series bolted together with new levels. Great fun.



**MADDEN 08** 88%  
If the sport interests you, then this is certainly the best American football experience currently available on the Wii.



**MARIO & SONIC AT THE OLYMPICS** 90%  
With heaps of different Olympic events on offer, Mario & Sonic is one of the best athletics games we've played. What?



**MARIO KART WII** 94%  
Could this be the best Mario Kart yet? Loads of characters, great new tracks and amazing online features.



**MARIO STRIKERS CHARGED FOOTBALL** 90%  
Manic football action with great online multiplayer. This is an essential purchase.



**MERCURY MELTDOWN REVOLUTION** 81%  
When rolling a blob of mercury around is as addictive as this, who cares if it's a little short?



**METROID PRIME 3: CORRUPTION**  
With great first person shooting mixed with exploration, Corruption is one of the best-looking games on the Wii by far. The only thing it's missing is online multiplayer, but as a solo experience it's great.

**94%**



**METAL SLUG ANTHOLOGY** 82%  
One of the crazies, most action-packed shooters ever released, this is a must for fans of old school gaming.



**MORTAL KOMBAT ARMAGEDDON** 85%  
Great motion controls, some brilliant visuals and plenty of gore, this is a must have for fighting fans.



**MYSIMS** 94%  
Takes the fun elements from Harvest Moon, Animal Crossing and The Sims and puts them together in one essential package.



**NO MORE HEROES** 88%  
Suda 51's action game has more style than a Milan catwalk. There's simply nothing like it on the Wii.



**OKAMI** 95%  
Originally released on the PS2, there's a good chance you haven't played this. If this is the case, pick up this great Wii remake now.



**PRO EVOLUTION SOCCER 2008** 90%  
Konami shows that the Wii can not only provide a good football game, but one that's original, inventive and great fun.



**RED STEEL** 91%  
The sort of multiplayer action that's not been seen on a Nintendo console since the likes of *Goldeneye*. Perfect FPS fun.



**RESIDENT EVIL: UMBRELLA CHRONICLES** 88%  
Even if you're not a Resi addict but like arcade-style shooting action, it's still a great title.



**RESIDENT EVIL 4: WII EDITION** 93%  
*Resi 4* manages to deliver one of the best-looking and most intense gaming experiences on the Wii.



**SCARFACE** 83%  
The most violent and foul-mouthed title on the Wii by a country mile. The graphics might be average but it really is a joy to play.



**SEGA SUPERSTARS TENNIS** 89%  
A fantastic tennis game which uses the highly-praised *Virtua Tennis* game engine. A must for Sega fans.



**SONIC AND THE SECRET RINGS** 81%  
Sonic's debut Wii adventure gives the blue blazer the sort of slick action he deserves. Impressive.



**SUPER MONKEY BALL: BANANA BLITZ** 81%  
Get used to the controls and this becomes very addictive. The mini-games are fun too.



**SUPER SMASH BROS. BRAWL** 95%  
Simply put it's the best fighting game on the Wii, and one of the best Nintendo games ever created. A must-have.



**SUPER MARIO GALAXY**  
Miyamoto and his team have managed to take the tired platformer genre and turn it into something truly magical. If you haven't played this you're missing out on the best game available for the Wii.



**97%**

## Wii Settling Scores

Disagree with our Wii top 50? Set the record straight on our forum or by email

### Resident Evil 4 Wii Edition

How can you rate *Resident Evil 4* so highly? It's the cheapest game port by far. Movement is horrible as you have to move your cursor to the side of the screen to turn round, meaning it's more difficult to go round corners. Terrible game. 55%.  
[Wii 101, via the forum](#)

### Mario Kart Wii

*Mario Kart Wii* is a fantastic game and is by far the best *Mario Kart* ever, so why has it scored only 94%? That's lower than *Mario Kart DS*! In my opinion, the greatest racing game ever deserves 96%!  
[Scrapper, via the forum](#)

### MySims

Why on earth did you give *MySims* 94%? This has the longest load times of any game I have played. The game jumps sometimes when it changes between day and night. It gets really repetitive after a while and after you get a five-star town there's nothing to do. This is the most over-rated game there is on the mag, and saying it's the same as *Mario Kart Wii* is unacceptable. It deserves 74%.  
[Poke-J, via the forum](#)

### Guitar Hero III

Only 90%? This game has to be the most addictive on the Wii! Sure, Expert is tough at first, but practice and it gets much easier. With loads of songs to choose from and great online play it gets 95% from me.  
[cyborgsatan, via the forum](#)

### Red Steel

I don't agree with giving *Red Steel* 91%. It should have gotten no higher than 85%. The controls are dodgy, the game has several glitches and the multiplayer is rubbish, not to mention the sword controls are broken and don't respond well.  
[Giga, via the forum](#)

### Super Smash Bros. Brawl

95%? Are you seriously telling me that you think *Twilight Princess* and *Mario Galaxy* are better than *Brawl*? I mean, sure the online mode might not be great, but *Galaxy* and *Twilight Princess* don't even have online modes! I mean, like you said, "it's incredibly hard to fault *Brawl*". Then why 95%? My opinion: 99% at least.  
[carnivine chaos, via the forum](#)



**SUPER PAPER MARIO** 81%  
This dimension-flipping platformer is packed with great moments, clever puzzles and hilarious dialogue.



**TOP SPIN 3** 81%  
The first real tennis game on the Wii is a decent first attempt, with an effective control method and some solid graphics.



**TOMB RAIDER ANNIVERSARY** 90%  
Lara fans will love this rebooted adventure, but you don't need tomb raiding experience to enjoy it.



**TONY HAWK'S DOWNHILL JAM** 85%  
The controls for the latest Tony Hawk outing work surprisingly well and the races are always exciting. Recommended.



**TRAUMA CENTER: SECOND OPINION** 84%  
Use the Wii Remote to zap viruses and remove tumours. Just as much fun as the DS version.



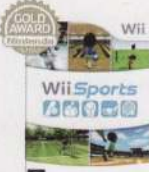
**WARIOWARE SMOOTH MOVES** 92%  
A fantastic showcase for the numerous ways the Wii Remote can be used.



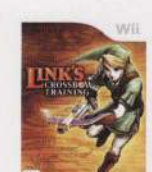
**WII FIT** 91%  
Nintendo's attempt to improve the world's health is addictive. The Balance Board brings the price up to £69.99 but it's well worth it.



**WII PLAY** 91%  
All nine games are surprisingly addictive and it offers more diversity than *Wii Sports*. It comes with a free Remote too.



**WII SPORTS** 90%  
Tennis, golf, baseball, boxing and bowling in one brilliant, free package. Funny, simple and approachable; in short, it's a classic.



**WII ZAPPER + LINK'S CROSSBOW TRAINING** 81%  
Nintendo's Zapper add-on works well and the free Link game bundled with it is fun, if short.



**ZACK & WIKI** 94%  
Top-notch pirate adventuring ahoj! A point-and-click game with puzzles that grab your full attention from start to finish. Brilliant.

**WE LOVE GOLF**  
A fantastic golf game that's packed with hidden characters, courses and costumes. More importantly though, it's got the best control system of any other golf game on the Wii.

85%

NEW

"A fantastic golf game that's absolutely packed with hidden characters, courses and costumes for your player"

► We Love Golf, reviewed issue 32



**Bullseye!** Even this strange little lady agrees; *Link's Crossbow Training* is utterly ace.

# Rated DS

Got a DS? Here are the top 50 titles released so far...



**42 ALL-TIME CLASSICS 90%**  
With a huge variety of card games as well as darts, billiards and dominoes, this is the ultimate classic game compilation. And some of them are online!



**ADVANCE WARS: DARK CONFLICT 90%**  
The darker look may not appeal to fans of the previous games in the *Advance Wars* series but this is still one of the finest strategy games we've ever played.



**ADVANCE WARS DUAL STRIKE 90%**  
Dual Strike is another slice of addictive strategy action. Even if you don't normally go for strategy games this will charm you. One of the best DS games ever.



**ANIMAL CROSSING: WILD WORLD 95%**  
Lose yourself in this alternative reality where animals are your best mates. *Wild World* is a brilliant game that has so much to see. Beware, this will consume you!



**ANOTHER CODE 90%**  
An inventive adventure that uses the DS's mic and touch screen brilliantly. This is worth buying just for the part where you have to half-close your DS to solve a puzzle.



**BOMBERMAN DS 88%**  
Though it's dull for one person, *Bomberman DS* is all about fantastic eight-way multiplayer gaming. What's more, you only need one cart to support you and seven friends.



**CALL OF DUTY 4 83%**  
It may not have been released on the Wii, but this DS version is impressively faithful to the game available on other consoles with fantastic graphics and slick gameplay.



**CASTLEVANIA: PORTRAIT OF RUIN 90%**  
With an enormous playing area, multiplayer co-op and Wi-Fi trading, *Portrait of Ruin* is the best DS game in the series.



**Fancy Dress**  
Someone didn't look in a mirror before they headed out, did they? What a sight.



**CONTACT 87%**  
A gripping RPG that has you trying to find power cells so that a professor can make his spaceship fly again. It uses the touch screen brilliantly and has a clever graphical style too.



**CUSTOM ROBO ARENA 84%**  
Like an action-packed robotic Pokémon with an involving storyline. Impressive graphics and some of the most addictive online play you'll find on the DS.



**DEAD AND FURIOUS 85%**  
Tense zombie-blasters that has you gunning down the undead by tapping the screen. It's short but there's plenty of replay value here. A surprise classic.



**ELITE BEAT AGENTS 87%**  
Tap along to catchy tunes from the likes of Jamiroquai and the Rolling Stones in order to help the Elite Beat Agents complete a number of bizarre tasks.



**FINAL FANTASY III 90%**  
With all the series trademarks and some finely-crafted visuals, this DS update of the NES classic looks great, but it's the gameplay that really shines. A great revival of a classic.



**FINAL FANTASY XII: REVENANT WINGS 90%**  
A real-time strategy game which sees you controlling various characters and giving them orders using the stylus. Highly addictive.



**FINAL FANTASY TACTICS A2**  
Certainly not one for casual gamers, *FFTA2* is one of the most intricate and deep strategy games ever to grace the DS. It's beautifully presented and lasts even longer than a thick pair of jeans. Although the complexity of the gameplay could put some off, those who stick with this enormous game will love it.

87%

NEW

“Those who stick with this enormous game will love it”

▶ FFT A2: Grimoire Of The Rift, reviewed issue 32



**KIRBY POWER PAINTBRUSH 90%**  
This platformer is the best Kirby experience ever. Painting paths with the stylus for the pink blob to roll along is great fun. If you haven't got this, sort it out now.



**LOST IN BLUE 85%**  
This adventure game has a slow start, but don't let that put you off. Behind it hides an emotional story that sees you trying to survive on a desert island. Great stuff.



**THE LEGEND OF ZELDA: PHANTOM HOURGLASS 95%**  
With wonderful visuals, great dungeons and superb controls, this is Link's greatest adventure since *Link To The Past*.



**MARIO & LUIGI PARTNERS IN TIME 90%**  
If *Super Paper Mario*'s platforming action seems a bit simplistic you should check out this great Mushroom



**LEGO INDIANA JONES**  
A worthy port of the Wii game, *LEGO Indy* is graphically impressive and great fun to boot. Many DS games abandon the main game's engine and go for a safe 2D platformer instead, but *LEGO Indy* gives it a proper go and is all the better for it. There are a few glitches here and there but otherwise this is a tremendous game.



82%



**MARIO & SONIC AT THE OLYMPIC GAMES 90%**  
*Mario & Sonic* makes use of the touch screen to fantastic effect. With loads of handheld-exclusive events, this is well worth picking up.



**MARIO KART DS 95%**  
Not only are there over 30 tracks here but there are battle and mission modes plus sublime online racing. This first-class racer is a DS must-buy. The finest *Mario Kart* since the original.



**METEOS 92%**  
Puzzle fun as you match the blocks to make them fly off on a rocket-powered platform. Get too crazy building a stack and the platform will run out of rockety oomph. Addictive stuff.



**METROID PRIME HUNTERS 93%**  
A jaw-dropping DS debut for Samus Aran in a 3D action-shooter that's one of the best games to hit the DS. But it might be a little too hardcore for some.



**MICRO MACHINES V4 84%**  
With hundreds of cars to unlock and some of the best four-player action in any game on the DS, this is well worth a look. One of the best racers on the DS.



**MYSIMS DS 86%**  
While *MySims* on the Wii focuses on building stuff, *MySims* on the DS instead challenges you to complete various mini-games. It's simple, very charming and extremely addictive.



**NANOSTRAY 85%**  
It's not as tough as some GBA shoot 'em ups, but *Nanostray* is an awesome-looking blast-fest with tons of replay value. Fans will be pleased to hear a sequel's on the way.



**NEW SUPER MARIO BROS. 96%**  
The fantastic gameplay of the classic NES and SNES platformers returns for this DS outing with a graphical update worthy of the current generation.

“Needlessly similar to its predecessor but this is still an enjoyable dungeon romp”

▶ **Pokémon Mystery Dungeon 2**, reviewed issue 32



**Fire Starter**  
What a cruel practical joke to play on such a happy chap.

**Wi-Fi** Nintendo  
**NEW**

**POKÉMON MYSTERY DUNGEON 2**  
It may be needlessly similar to its predecessor, but *Pokémon Mystery Dungeon 2* is still an enjoyable dungeon romp that lets you see what it's actually like to be a Pokémon rather than simply owning them. The addition of Wi-Fi capabilities makes it more accessible than the last game too.

**84%**

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**NINJA GAIDEN: DRAGON SWORD 82%**

A brave attempt to create a fast-paced, complex action-adventure game, *Ninja Gaiden: Dragon Sword* is fantastic fun.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**NINTENDOGS 92%**

Teaches you to really care for your handheld hound as you feed him, play, take him for walks and enter contests. Once it's got its claws into you, you won't be able to let go.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**PICROSS 87%**

If you're a fan of puzzle games then *Picross DS* is one of the best on the DS, and with well over 300 grid-based puzzles you'll be at it for ages. It might sound simple but trust us, it's addictive.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**POKÉMON LINK 83%**

This Poké-puzzler is like *Zoo Keeper* only with *Pokémon* tiles instead of caged animals. With more depth than *Zoo Keeper*, this isn't just for *Pokémon* fans, and will keep you busy for ages.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**POKÉMON DIAMOND/PEARL 92%**

Pretty similar to all of the previous games but if you're looking for an RPG that's going to have you playing for months this is it.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**PUZZLE LEAGUE DS 85%**

Nintendo's handheld wonder already has a stack of excellent puzzlers and here's another one to add to the collection. This is almost perfect.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**PRO EVOLUTION SOCCER 2008 90%**

Assuming you don't have the previous instalment of this football gem, then there's no point in even thinking about buying another DS footie game.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**RACE DRIVER: GRID 89%**

A fantastic racer with incredible graphics, a lengthy career mode, loads of customisation options (including a great track creator) and full Wi-Fi multiplayer.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**SEGA SUPERSTARS TENNIS 90%**

The DS version of this great tennis game is even more technically impressive than its bigger brother on the Wii. One of the best-looking DS games.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**SPACE INVADERS EXTREME 84%**

What do you get when you take a 30-year-old videogame and give it a 21st-century overhaul? You get one of the most stylish, addictive and action packed games you'll get on the DS. It's also got a fantastic soundtrack that seamlessly blends into the action. If only all retro updates were like this.

**NEW**

**84%**

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**SOUL BUBBLES 93%**

*Soul Bubbles* oozes originality from start to finish. Fantastic hand-drawn graphics, some clever puzzle-based gameplay and some of the best physics we've seen in a game.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**SONIC RUSH ADVENTURE 92%**

This builds upon its predecessor's qualities while also adding great new 3D exploration sections. This is the best Sonic game for an absolute age.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**SUPER MARIO 64 DS 89%**

Seeing this in action on the DS is incredible. Not only is it a great remake, but with extra mini-games and different characters to play as, there's plenty to do.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**NEW INTERNATIONAL TRACK & FIELD 84%**

Konami's resurrection of a vintage gaming series runs *Mario & Sonic* very close. With 24 events, hidden characters and full Wi-Fi multiplayer.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**THEME PARK 83%**

Building a theme park was enjoyable on the SNES years ago, and this updated DS version is no different. It's tricky but worth it when you see a smile on your customers' faces.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**THE WORLD ENDS WITH YOU 88%**

A fantastic action-RPG adventure Square-Enix with some highly original split screen gameplay, a great script and a catchy soundtrack. This just oozes style.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**TONY HAWK'S AMERICAN SKBLAND 92%**

Forget about getting *Downhill Jam* on DS because this is Tony's finest handheld game for years. Highly recommended.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**TOUCH GOLF 90%**

Nintendo's first golf game has the best control system of any fairway-based game ever, as you use the stylus to swing your club. This is great stuff if you love your putting.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**WARIOWARE TOUCHED 91%**

Yes, it's another 200-odd bite-sized mini-games but the touch screen controls mean it's significantly different from the old GBA games. Essential.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**WORMS OPEN WARFARE 2 87%**

This cleans up the glitches of the first DS strategy game and throws in brilliant online play. It might be the same old *Worms* at its core, but this is great.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**YOSHI'S ISLAND 87%**

If you buy one Yoshi game for your DS make sure it's this update of the brilliant old SNES game. It uses the touch screen well and is so charming that you'll find it difficult to resist.

**Wi-Fi** Nintendo  
**GOLD AWARD** Nintendo

**ZOO KEEPER 86%**

Using the stylus to swap animals' heads around to create matching lines may not sound like the best thing in the world, but it's so addictive you'll end up with some stylus blisters.

## DS. Settling Scores

Disagree with any of our review scores? Get on the forum and tell us why!

### Apollo Justice: Ace Attorney

**OBJECTION!** How can you only give *Apollo Justice* 82%? You say it is "hardly any different from before". There is evidence that contradicts this. Not only are the graphics much crisper but there is a whole host of new characters. 90% at least.  
**super\_chris, via the forum**

### Dementium: The Ward

I disagree with your score for *Dementium: The Ward*. 79%? You must be joking. You rated the game with the best graphics on the DS 79%? I think it deserves at least 84%.  
**penguin2008, via the forum**

### Pokémon Diamond/Pearl

Yes, the story is the same as the others, but then so are Mario and Link's! Save the princess and explore dungeons, every time. It's this same story that makes fans keep coming back. 95%, definitely.  
**pokemaster123, via the forum**

### Boulder Dash Rocks

It does show its age but a bit of nostalgia isn't a bad thing. The puzzles are challenging and the multiplayer is a lot of fun. All it needs now is a Wi-Fi mode. 80% is a more reasonable score.  
**floppyshaggy, via the forum**

### Kirby Mouse Attack

Kirby is a great franchise and even though the game was a bit on the easy side it was still a lot of fun, had a very random plot and there were varied stages and powers. I'd say 80% for the pink blob.  
**floppyshaggy, via the forum**

### Sonic Rush

*Sonic Rush* is the greatest game on the DS and much better than its lousy sequel. It deserves a minimum of 96%. There is absolutely no way that *New Super Mario Bros* is better than a 2D Sonic The Hedgehog game with a great story and fantastic soundtrack.  
**FACETIME, via the forum**

### Final Fantasy III

90%? That isn't right! The game is so boring! It's hard to get into it because you have to stand around killing things, meaning you basically walk around until something appears, hammer A so everyone attacks, eventually it dies, you get a bit of exp, then you repeat 1,000 times for one level. Ugh. 56%.  
**Yellowtail, via the forum**

# Rated Wii Shop

Don't waste your Wii Points – only download the best with our top 50 guide



**ALEX KIDD IN MIRACLE WORLD**  
The classic Sega Master System game is still great fun to this day, though the boss battles are annoyingly random. Even so, this is platforming gold.

**83%**



**1080 SNOWBOARDING 91%**  
The best snowboarding game you'll get on the VC and one of our N64 favourites. It's also refreshingly difficult: something that not many N64 games were.



**BOMBERMAN 93%**  
A great maze-based game where bombing is the order of the day. The single-player game's solid but for five-player multiplayer there's no beating it.



**BONK III: BONK'S BIG ADVENTURE 89%**  
Poor old Bonk was overshadowed by Mario and Sonic time and time again but this is yet another fun platformer with a mad sense of humour.



**CYBERNATOR 84%**  
Don't be fooled by the rubbish, generic title. *Cybernator* is a great platform shooter that sees you taking control of a hulking big mech robot. Trust us, it's well worth a purchase.



**DONKEY KONG COUNTRY 89%**  
Donkey Kong stars in a gorgeous platformer bursting with character. The sequel is slightly better but this still comes highly recommended.



**DONKEY KONG COUNTRY 2 91%**  
Diddy Kong and his chum Dixie team up to rescue Donkey Kong. This is a fast-paced platformer that manages to improve on the original.



**DONKEY KONG COUNTRY 3 84%**  
The final game in the *Donkey Kong Country* trilogy on the SNES isn't quite as enjoyable as its classic predecessors but still provides some solid platforming action.



**FANTASY ZONE 82%**  
This classic Master System title is probably one of the cheeriest shoot 'em ups you'll ever play. It's filled with cute enemies but don't let that put you off: this is pretty tough at times.



**F-ZERO 86%**  
Tape down the accelerator and blast through some futuristic tracks in the first title in Nintendo's famous *F-Zero* series. It's fast, it's thrilling and it's got top notch music too.



**F-ZERO X 92%**  
It's graphically basic but, as a result, it runs very smoothly meaning it's faster than a greased pig wearing jet-powered rocket skates. Great fun and one of the finest racers on the VC.



**GUNSTAR HEROES 92%**  
The best run and gun title on the Virtual Console. Run through levels, gunning down near-infinite enemies in one of the best Mega Drive games of all time.



**KID ICARUS 84%**  
Overlooked by many, this is a cult classic. While this platformer never received as much attention as similar adventures, *Kid Icarus* is one of the best games for 500 points.



**KIRBY 64: THE CRYSTAL SHARDS 85%**  
The little pink ball with a habit of swallowing his enemies makes his 3D debut in this fantastic side-scrolling platform game. Well worth your Wii Points.



**KIRBY'S ADVENTURE 86%**  
Kirby's console debut was the first game to feature the pink blob's ability-stealing skill and is still one of his best adventures. This is classic 2D platforming.



**KIRBY'S DREAM COURSE 85%**  
Kirby becomes the ball in a strangely addictive golf game. With 64 different holes, this is a top-notch SNES title that didn't get the credit it deserved.



**THE LEGEND OF ZELDA: A LINK TO THE PAST 95%**  
Journey into a vast world to rescue Princess Zelda in Link's first great adventure. Despite its age, this is still one of the best games ever.



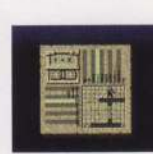
**THE LEGEND OF ZELDA: OCARINA OF TIME 96%**  
If you love *Twilight Princess* then you must check this out – it plays just like Link's Wii adventure, albeit with less flashy graphics.



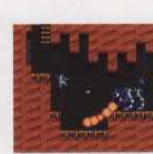
**LYLAT WARS 94%**  
Considered by many to be the pinnacle of the *Star Fox* series. With non-stop blasting action, great cinematic atmosphere and well-designed stages, this is an essential N64 game.



**MARIO KART 64 93%**  
A multiplayer favourite for a decade, this still has what it takes. You're lucky to get each issue of ONM because we're too busy playing four-player races. Essential.



**MARIO'S SUPER PICROSS 82%**  
His face may have been on the box of this SNES puzzler but it has little to do with the plumber. Not that it matters because it's still as addictive as ever.



**MEGA MAN 2 86%**  
Everyone's favourite robot lad has starred in a whole host of games over the past 20 years but we still reckon this was one of his best. Platform gaming at its most action-packed.



**Red Alert**  
*Super Mario 64*: still great. Obviously.



**SUPER MARIO 64**  
One of the finest games ever. If you've never played it, get it now. If you finished it ten years ago, do it again. If you've only ever played the recent DS remake, play it properly.

**95%**



**NINJA GAIDEN 89%**  
Discover the joys of leaping around Mario-style platform levels and using your ninja skills to take out enemies in a quest to find your father. A bona-fide classic.



**PAPER MARIO 93%**  
Mario and his mates go on a mission to rescue the Seven Star Spirits in an attempt to recover Princess Peach's castle. With its brilliant storyline this is a must for Mario fans.



**PHANTASY STAR II 90%**  
If you're after some RPG action on the VC, then *Phantasy Star II* is the best choice. It's got a lengthy storyline, some great plot twists and a nice battle system.



**POKEMON SNAP 85%**  
The best of the numerous Pokemon spin-off games released over the years. It comes with the cool new Wii-exclusive ability to send your Pokemon photos to a friend.



**PUNCH-OUT!! 83%**  
Many NES games don't stand the test of time these days but *Punch-Out!!*, an arcade-style boxing game is just as much fun as it was back in 1992. Pure old-school gaming joy.



**POKEMON PUZZLE LEAGUE**  
There are loads of puzzle games on the Virtual Console but this N64 puzzler is one of the most addictive, especially if you're a Pokemon fan.

**86%**



**R-TYPE 85%**  
A classic TurboGrafx-16 shoot 'em up. Despite the extra cost (it's 800 Points instead of 600 since it's the expanded version of the game) this is one game that action fans must own.



**GOLD AWARD**  
Nintendo



**SIN & PUNISHMENT 91%**  
This fantastic on-rails shooter is an essential download. It may be the most expensive VC game available (1,200 Points), but it's well worth it.



**SIMCITY 84%**  
It may not be anywhere near as in-depth as the countless PC versions doing the rounds these days but *SimCity* is a funny, addictive city-building game. Great music too.

“Super Street Fighter II will always be the best one-on-one fighter on the VC but **Samurai Showdown** is a pretty good contender”

▶ *Samurai Showdown*, reviewed issue 32



**A Cut Above**  
Ignore the silly spelling, *Samurai Showdown* is a classic scrapper.



**SAMURAI SHODOWN**  
Although *Super Street Fighter II* will always be the best one-on-one fighter on the Virtual Console, *Samurai Showdown* is a good contender.

**81%**

## Wii WiiWare

The best titles currently available on the WiiWare download service

### Final Fantasy Crystal Chronicles: My Life As A King

**1,500 Points**  
Arguably the best of the WiiWare launch titles, this may be the most expensive of the bunch but it's well worth your points. It's hard to believe that a game this deep and involving is only a WiiWare title: it's absolutely filled to the brim with features.

**88%**

### LostWinds

**1,000 Points**  
If we see more WiiWare games like this we'll be very happy bunnies: the control system is great and the whole game just oozes charm, making it one of the best 2D platformers for years. Our only problem is that the game is far too short.

**83%**

### Dr Mario & Germ Buster

**1,000 Points**  
A fantastic remake of the classic Nintendo puzzler, *Dr Mario & Germ Buster* is pretty addictive stuff. With two unique gameplay modes, insanely addictive Wi-Fi multiplayer and Mii support, this is well worth your Points.

**82%**

### TV Show King

**1,000 Points**  
A bit like one of those coin-guzzling quiz machines you get in pubs, *TV Show King* is an addictive trivia game for up to four players. It's a little frustrating at times but is loads of fun with friends. It's a good job it's not 50p a game otherwise you'd be completely skint in no time.

**80%**

### Star Soldier R

**800 Points**  
Top shoot 'em up action which is spoiled by the fact that you can only play two or five-minute time trials, instead of actually progressing through the game. Still, this is great hardcore gaming.

**79%**

### Toki Tori

**900 Points**  
A fun platform puzzler starring a little chicken lad. Although the levels do eventually get quite tricky, for experienced gamers this doesn't really kick in quite soon enough.

**72%**



**SOLOMON'S KEY 87%**  
A criminally ignored game, *Solomon's Key* has already started to gain a whole new cult following thanks to the Virtual Console. It's very tricky, but never to the point of frustration.



**SONIC 3 93%**  
The main Sonic trilogy is completed here and this one boasts better graphics and more special moves. It's not quite as good as *Sonic 2* but it is still an essential Virtual Console title.



**SONIC THE HEDGEHOG 92%**  
There's not much more that can be said about this, other than it's the blue hedgehog's first ever game and the one that propelled him to stardom. Get it now!



**SONIC THE HEDGEHOG 2 94%**  
Although all three Sonic games are available on the Virtual Console, we reckon this is the best of the bunch, with better graphics and more levels on offer.



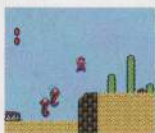
**STREET GANGS 86%**  
An under-rated gem and one of the best NES games ever released. It's a side-scrolling beat 'em up like *Streets of Rage* but has some RPG elements as well. Bonkers but great fun.



**SUPER CASTLEVANIA IV 90%**  
One of the best games in the *Castlevania* series, this was one of the earliest SNES titles but you wouldn't know it given the excellent graphical effects.



**SUPER MARIO BROS. 93%**  
Arguably the perfect platformer. It's perfectly weighted, the controls are flawless and the music is legendary. It loses marks because it's a poor conversion.



**SUPER MARIO BROS. 2 87%**  
A remake of a Japanese game, this is the black sheep of the Mario series. That doesn't mean it isn't fun or challenging and it's still essential for Mario fans.



**SUPER MARIO BROS. 3 96%**  
The gameplay is perfect, the music is catchier than *Velcro* and everything about it just reeks of Mario magic. You owe it to yourself to own this.



**STREETS OF RAGE 2**  
Of all the side-scrolling beat 'em ups available, this is by far the best. Great backdrops, satisfying combat and some of the best 16-bit music you'll hear make for a great game.

**90**



**SUPER MARIO WORLD 95%**  
Some people say this is the greatest game ever. With 96 different exits to find, a huge game map and the introduction of Yoshi, this is gaming gold.



**SUPER METROID 96%**  
The third game in the *Metroid* series was easily one of the best on the SNES. The music is atmospheric, the graphics are moody and it controls like a dream. An essential download.



**SUPER PROBOTECTOR 91%**  
Prepare for the release of *Contra 4* on the DS by playing arguably the best game in the series. This SNES classic will test even the most seasoned gamers.



**SUPER STREET FIGHTER II 94%**  
The greatest one-on-one fighting game you'll ever get on Virtual Console. With four new fighters and a load of gameplay tweaks, this is an essential title.



**TOEJAM & EARL 85%**  
This Mega Drive classic may not be as fun as it used to be but it's still absolutely hilarious and dripping with invention. Throw in a fantastic co-op mode and you've got one funky game.



**WAVE RACE 64 90%**  
Racing through the harsh seas in *Wave Race 64* feels so realistic that 11 years after its release there's not much in gaming that betters it. One of the best racing games ever.



“The inspiration for the Boos came from the wife of one of the general managers at Nintendo”

No.3

# Boo

Your guide to the Mushroom Kingdom’s resident ghoul

**D**astardly ghouls or just mischievous little ghosts? Since their first appearance in *Super Mario Bros. 3* on the NES in 1988, these pesky poltergeists have been nothing but trouble for Mario and the gang...

- Ordinarily, Boos are vulnerable to light and can be stunned or even destroyed if you lure them into a light source. Their natural shyness causes them to ‘hide’ when anyone stares at them, only choosing to approach when no-one is looking.

- Boos also come in many other shapes and forms, such as the Big Boo of *Super Mario World* and *Super Mario 64*’s Ghost House, the Mad Boos of *Super Princess Peach* (who attack rather than hide when Peach looks at them), the Red Boos of *Super Mario Sunshine* that turn into platforms when attacked and the Atomic Boo from *Paper Mario*, a giant Boo made up of hundreds of smaller Boos.

- Although they’ve been around for years, the Boos’ big moment actually came in *Luigi’s Mansion* on the GameCube where they played the main antagonists. The Boos, led by King Boo, took over a deserted mansion

and captured Mario, leaving Luigi to save the day with his handy Poltergust 3000.

- Not all Boos are out to get Mario and his friends though. The princess of the Boos, Lady Bow, was part of Mario’s team in *Paper Mario* while another Boo, the Spooky Speedster, challenges you to races in *Super Mario Galaxy*.

- Supposedly, the inspiration for the Boos in *Super Mario 64* came from the wife of Takashi Tezuka, one of the general managers at Nintendo’s Entertainment Analysis and Development (EAD) department alongside Shigeru Miyamoto. Although she is reportedly shy, she once exploded in a fit of anger at him for spending too much time at work. Scary!

- The Boos have also made something of a name for themselves in the sporting world, having appeared in a number of Mario-based sports titles such as *Mario Golf*, *Mario Power Tennis*, *Mario Slam Basketball*, *Mario Superstar Baseball* and *Mario Strikers Charged Football*.



## Boo Through Time



Small, white and rather scary – the original Boos were indestructible but also fairly easy to avoid once you knew how to do it.



My, hasn’t he grown? First appearing in *Super Mario World* on the SNES, bigger Boos soon started to pop up all over the place.



A ghost, driving a kart? That’s nothing, you should see him trying to wield a golf club or swing a tennis racket... he’s pretty good.



And if it wasn’t enough for Boo to chase Mario, now Mario can become a Boo himself thanks to the Boo Suit power-up in *Super Mario Galaxy*.

See you next month! Issue 34 on sale 29 August

# Vote Now

## Shortlist Now Open

VOTE NOW!  
• WIN •  
**£10,000**  
WORTH OF PRIZES  
VISIT  
GOLDENJOYSTICK.COM



# Choose your winners at [www.goldenjoystick.com](http://www.goldenjoystick.com)

The **Golden Joystick Awards** shortlist is now open and it's down to you to make sure your favourite walks away with the ultimate gaming accolade, a Golden Joystick Award. Plus vote now and you'll be in with a chance to win £10,000 worth of fantastic prizes, simply cast your vote at [www.goldenjoystick.com](http://www.goldenjoystick.com)



**WHAT HI-FI?**  
**TVS FOR 2008**  
 ★★★★★



## imagine design that performs

The Samsung Series 6 LCD TV has been created to bring your favourite games and screen images to brilliant life. To do this, Series 6 has high-performance features including 1080p Full HD, 100Hz to handle fast-moving images without blur. It also has an Ultra Clear Panel that helps it deliver vibrant pictures with amazing colour contrast. You'll see details you've never seen before. Even better, this performance comes in a unique Rose Black frame giving it a beautiful, translucent look. For more information, visit [samsung.com/uk/tvseries](http://samsung.com/uk/tvseries)

Crystal Design

Samsung LCD TV SERIES **6**

