

G•FORCE

100% UNOFFICIAL MAGAZINE FOR GAMERS



THE LEGEND OF ZELDA[®] the Wind Waker[™]

FIRST REVIEW!

The Wind Waker

IT'S THE CUBE'S MOST CONTROVERSIAL GAME TO DATE, BUT WILL THE NEW-LOOK, CEL-SHADED ZELDA FIND FAVOUR WITH THE FANS? WE TAKE AN EXCLUSIVE LOOK AT THE JAPANESE VERSION!

REVIEWED!

MORTAL KOMBAT: DEADLY ALLIANCE

THE BLOOD-SPATTERED BEAT-'EM-UP RETURNS FOR ANOTHER BOUT, BUT IS IT A FIGHT TOO FAR? WE GET IN THE RING...

REVIEWED!

SUPER MONKEY BALL 2

IT'S BIGGER, BOLDER AND BETTER THAN THE FIRST OFFERING, BUT IS IT SUFFICIENTLY DIFFERENT TO WARRANT YOUR CASH? WE GO ON A ROLL...



BREAKING NEWS!

FINAL FANTASY: Crystal Chronicles

THE VERY LATEST INSIDE INFORMATION ON THE FINAL FANTASY'S FIRST NINTENDO GAME FOR A DECADE!

RPG ROUND-UP

WE TAKE A LOOK AT THE CUBE'S FORTHCOMING ROLE-PLAYERS...



NEW ADVANCE

NINTENDO LIFTS THE LID ON A NEW VERSION OF THE GBA EXCLUSIVE FEATURE!



ALSO FEATURED

FIREBLADE • SONIC MEGA COLLECTION • MINORITY REPORT • BLOOD OMEN 2 • DISNEY SPORTS: SOCCER • ATV: QUAD POWER RACING 2 • MONOPOLY PARTY

ISSUE 10 PAY ONLY £3.99

9 771476 765007 02

thinlee

WWW.GIMMEFORCE.COM

IN CASE OF EMERGENCY...



Stuck on a seemingly impossible level? Keep running out of health, ammo or time?

With Action Replay™ you can gain instant access to powerful cheat codes and even the odds in all your favourite GameCube™ games. New codes are published as soon as a new game is released, keeping your

code system fully up to date.

Action Replay™ can even play import games from the USA and Japan, without any modifications to your console!

Action Replay™ is the world's best-selling cheat code system!

FOR GAMECUBE™



ACTION REPLAY'S™ FEATURES

- Preloaded with loads of exclusive cheats for the latest and greatest GameCube™ games.
- Totally unauthorised cheats and enhancements you won't find anywhere else.
- Easy to update with new cheats for new games.
- Plug and play card - no memory card required for storing new cheats.
- Unrivalled customer support means new cheats are usually available from day one of a game's release.
- Dedicated web site www.codejunkies.com.
- Play import games from the USA and Japan without modifying your console using Dattel's revolutionary FreeLoader™ technology.
- Intuitive menu system.
- Stylish, hi-resolution graphics.
- Easy to use - no technical or programming knowledge required.

RRP £29.99



A clear and intuitive menu system allows you to quickly select all the cheat codes you need.



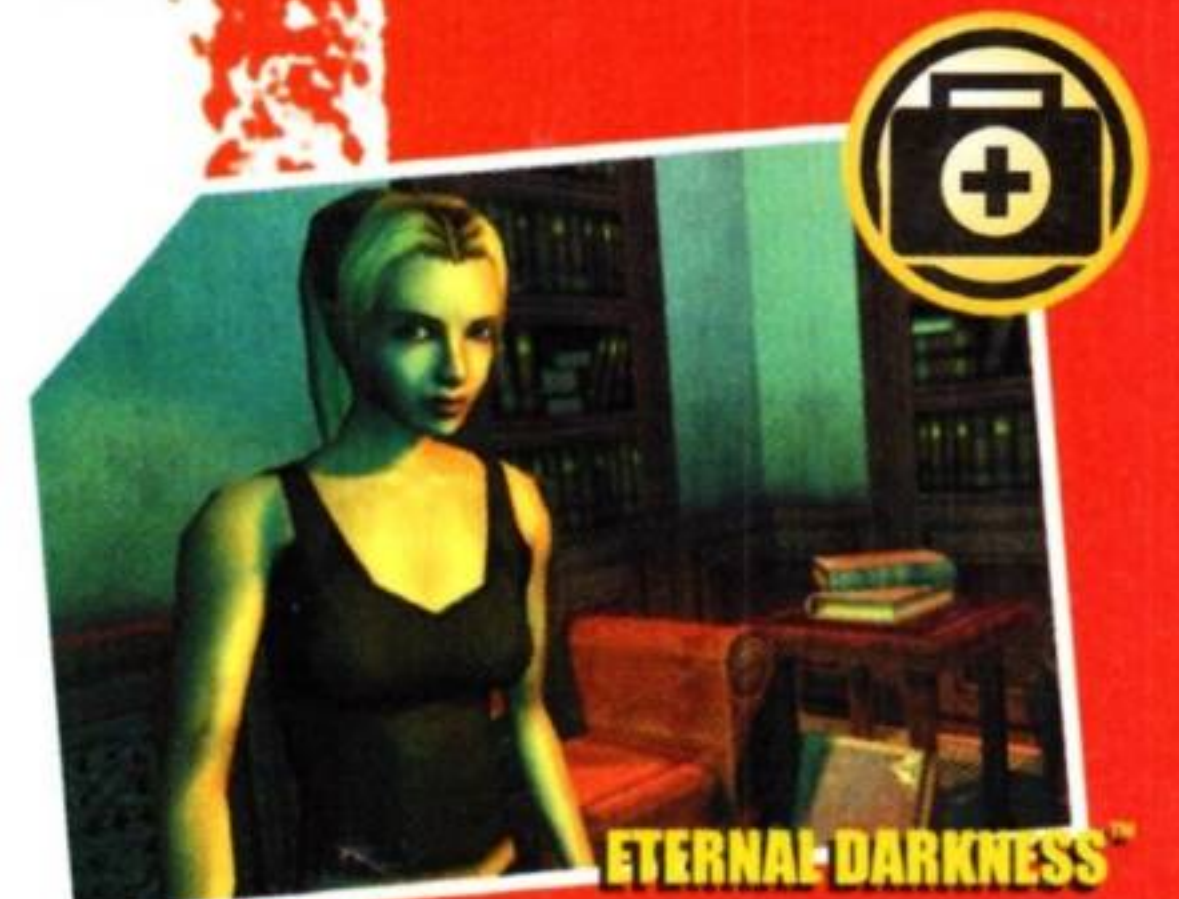
Build your own personal library of game cheats. New codes for the latest GameCube™ games are available in top magazines like G-Force™, or from www.codejunkies.com.



DIE HARD VENDETTA™



STARFOX ADVENTURES™



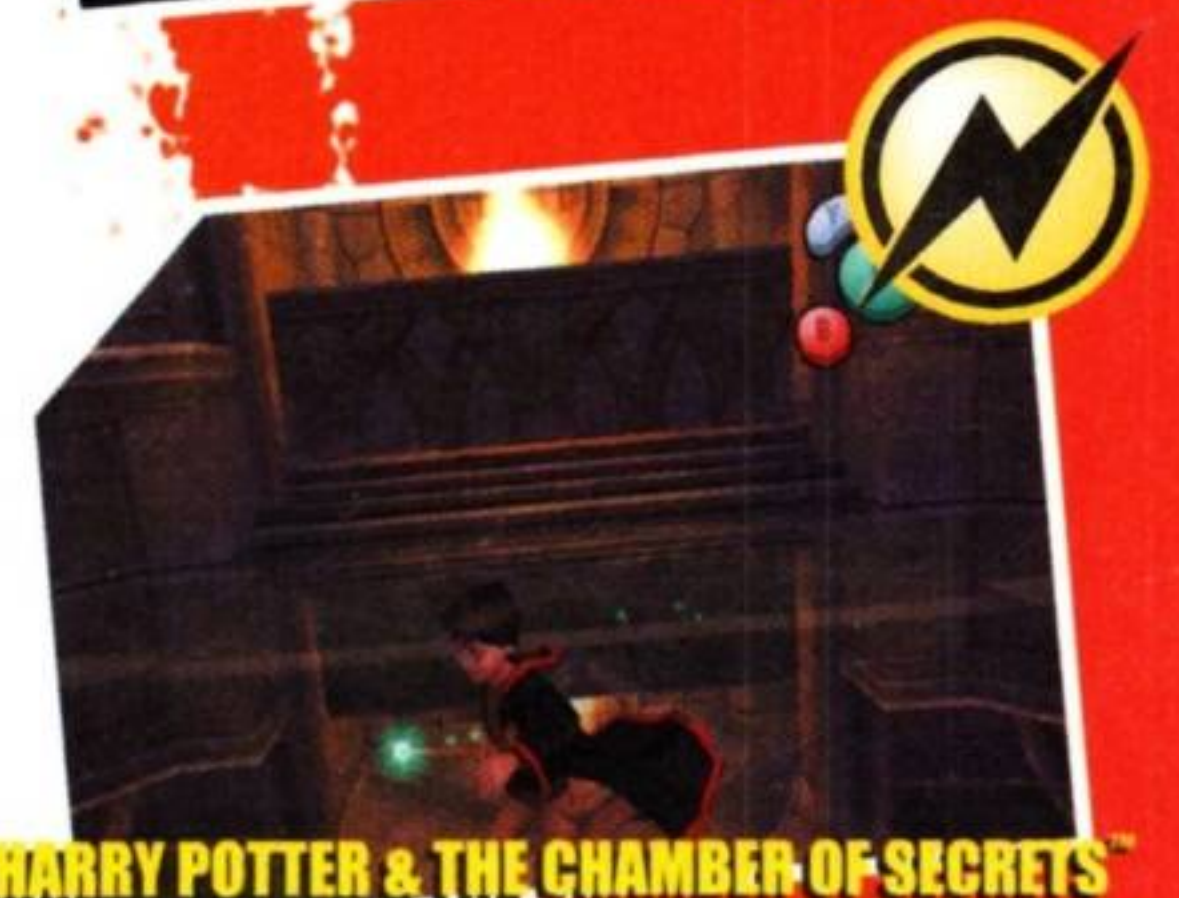
ETERNAL DARKNESS™



SUPER MARIO SUNSHINE™



RESIDENT EVIL™



HARRY POTTER & THE CHAMBER OF SECRETS™

UNLEASH THE POWER BEAT THE GAME!

AVAILABLE FROM ALL GOOD GAMES SHOPS
OR CALL 0845 6010015 TO ORDER DIRECT

Lines open Monday to Friday 8am-7pm (except bank holidays), Saturdays 9am - 3pm. (Calls charged at Low call rate)

©2002 Dattel Design and Development Ltd. Action Replay is a trademark of Dattel Design and Development Ltd. GameCube is a trademark of Nintendo Inc. This product is not sponsored, endorsed or approved by Nintendo. Screen shots from GameCube games are used to illustrate Action Replay's compatibility with these fantastic titles - they are the copyright of their respective owners. Actual appearance may vary.

CODEjunkies
www.codejunkies.com

For GameCube™

MEGA MEMORY 16X™

WITH MEGA SAVES FOR

METROID PRIME

Planning on getting Metroid Prime®?
Then you'll need this!

With over 1000 blocks of game save memory this card can be used with any GameCube™ game with a save option, but not only that...it comes preloaded with the greatest ever game saves for Metroid Prime®. Saves include:
ALL SUITS, ALL VISORS, ALL WEAPONS
and SKIP TO FINAL BOSS.

Get the most out of your game with
Datel's 64Mb memory card including
mega saves for Metroid Prime®.

RRP £19.99



COMING SOON!

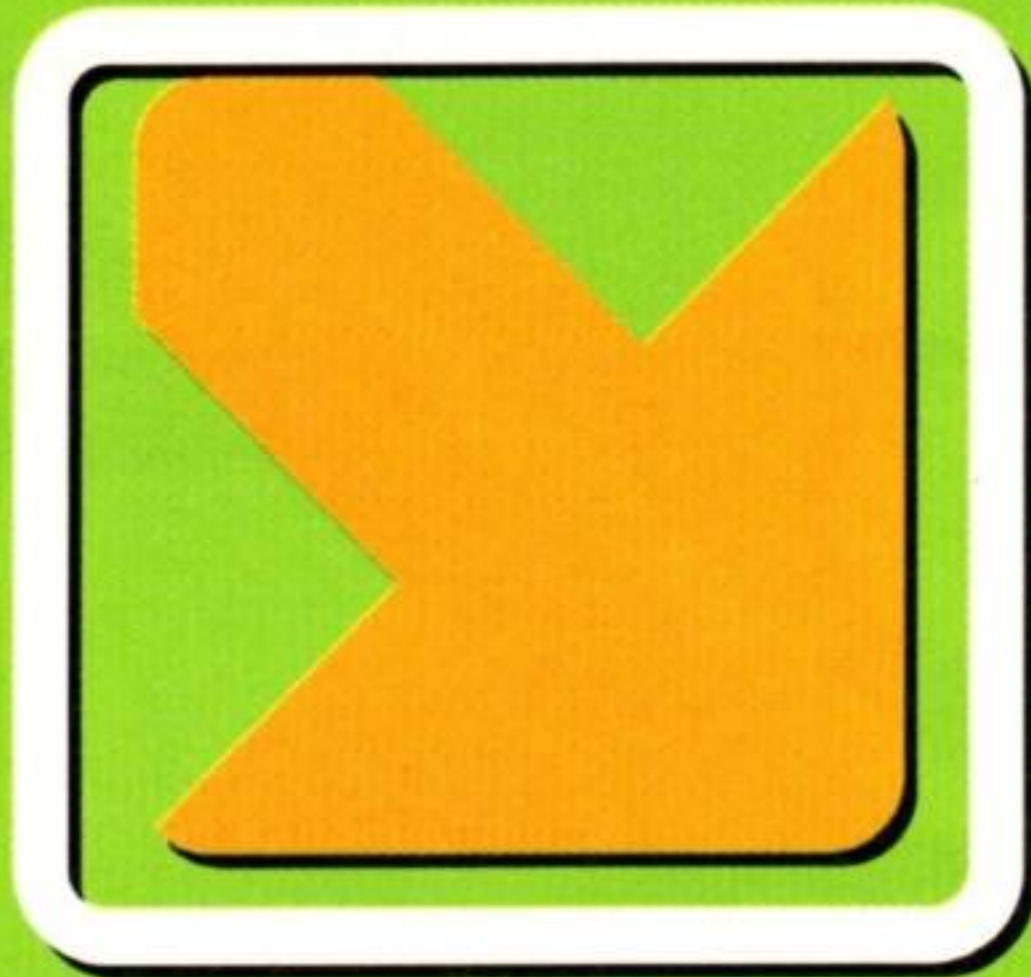
Call 0845 6010015 to order direct or visit www.codejunkies.com

Lines open Monday to Friday 8am-7pm, Saturday 9am-3pm. Calls charged at low call rate.

CODEjunkies

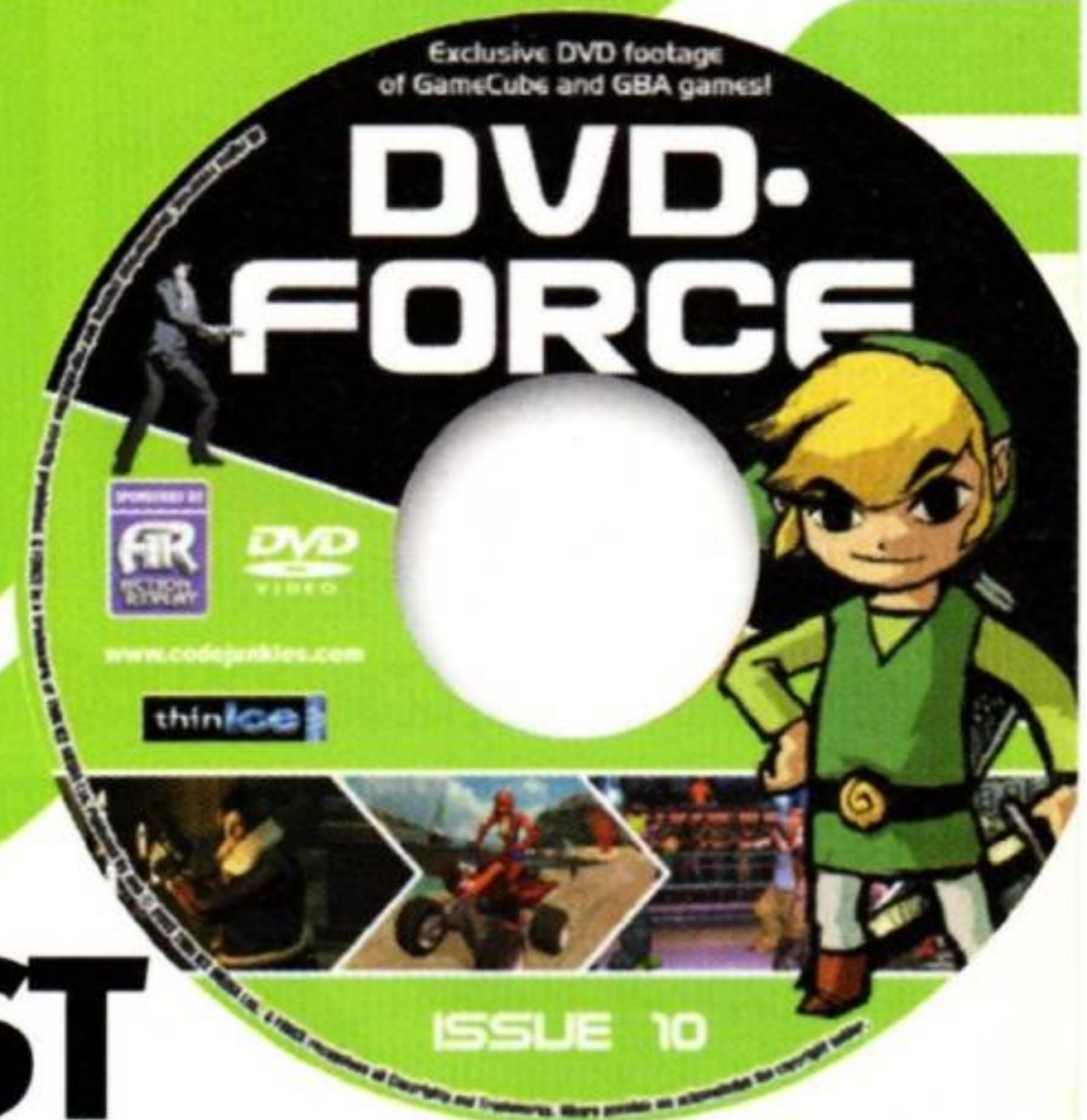
www.codejunkies.com

© 2002 Datel Design and Development Ltd. Mega Memory 16x is a trademark of Datel Design and Development Ltd.
Metroid Prime and GameCube are registered trademarks of Nintendo Inc. This product is NOT sponsored, endorsed or approved by Nintendo.



THIS IS DVD FORCE!

FANTASY RANGE OF GREAT GAMES...



THIS IS G-FORCE!



The run-up to Easter is traditionally a slow time for consoles, with the big games already on the shelves for Christmas and nothing much in the pipeline before the inevitable summer hibernation, when next to no decent games appear. It seems the GameCube will buck the trend in 2003, with several massive offerings hitting the shelves in February and March, and an absolutely huge game coming to us in May.

Over the next two months, we can look forward to *Metroid Prime*, *Resident Evil Zero*, *Mortal Kombat: Deadly Alliance* and *Super Monkey Ball 2*. And in May? Why, *Zelda*, of course! It seems there'll be decent Cube offerings hitting the shelves all year round, not just in the run-up to Christmas.

Before we get too excited, though, let's bear something in mind. The reason we're getting these games in the traditionally slow period is because they DIDN'T make it in time for Christmas – not here, anyway. Every single one of the games listed above was released for Yule somewhere in the world, leaving us Brits sitting on our hands waiting for them. Their absence during the festive season certainly cost Nintendo some serious GameCube sales, and that's a serious problem if people chose a different console because of the lack of big releases on the Cube.

GameCube owners are in for a great year in 2003, but let's hope Nintendo hasn't left it too late.

Ian Osborne



THE STRONGEST LINK?

We've shown you footage from the sizzling cel-shaded *The Legend of Zelda: The Wind Waker* before, but now we've got our hands on a finished copy (albeit Japanese), we can take you on a tour of the complete game. Does the new cel-shaded style work? Does it still feel like a *Zelda* game? Is the opportunity for cartoon humour a fair swap for the more realistic renders of the N64's *Zelda* game? See for yourself...



Exclusive DVD import review.

Action Replay in action – take a look at what the forthcoming game enhancer can do for *Zelda*!

Ura Zelda bonus disc – exclusive footage from the update of *Ocarina of Time*.



DVD VIDEO



CAPCOM'S GC COLLECTION

Did you catch our feature on Capcom's sizzling forthcoming Cube games? We bring you the trailers, including the amazing *Resident Evil 4*!



DRAGON'S LAIR 3D

With the power of the Cube, the *Dragon's Lair* series can at last become the sort of game it's always aspired to be. It looks great, but then, it always did – so is the gameplay there? We give you the low-down.



DEF JAM VENDETTA

Electronic Arts' rap-inspired wrestler is looking to take on the WWE at its own game, but is it tough enough to get in the ring? See for yourself with our exclusive in-game footage...

VEXX

It's been delayed so Acclaim can get it just right, but is it time well spent? See *Vexx* in action...



On the Advance...

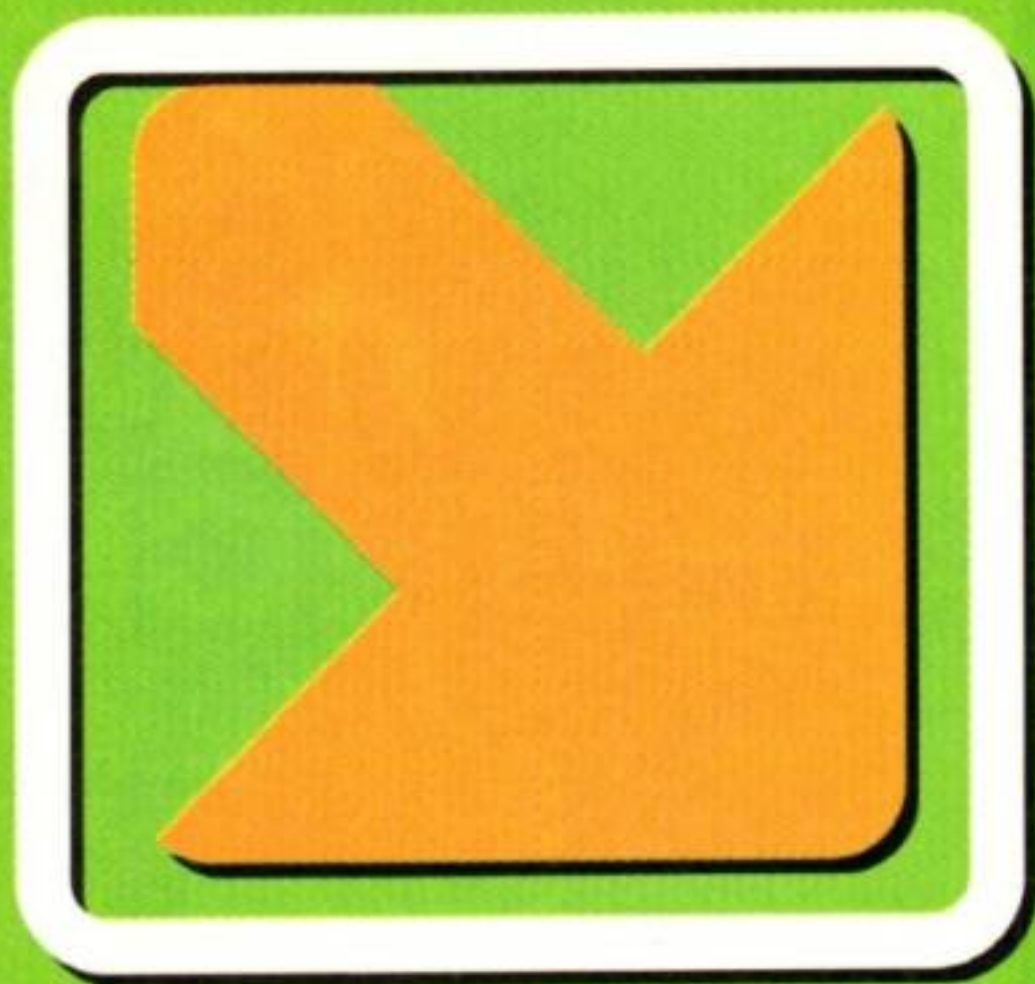


MEDAL OF HONOR: UNDERGROUND

The *Medal of Honor* series has an excellent pedigree, and the Game Boy Advance is perfectly capable of offering a really great first-person shooter, but does *Underground* measure up? See it in action...

MORTAL KOMBAT: DEADLY ALLIANCE

The last handheld *Mortal Kombat* game looked far better than it played, but will the new offering offer a better fight? Check out our full review...



CONTENTS

THE RETURN OF LINK...



76



LEGEND OF ZELDA: THE WIND WAKER

It's *Zelda*, but it's in Japanese. So is it any good? Turn to Page 76 to find out.

52



SUPER MONKEY BALL 2

Can this really improve on one of the best sleeper hits of 2002? Check out Page 52...

60



LEGEND OF ZELDA: A LINK TO THE PAST

Can the SNES masterpiece stand up against contemporary handheld rivals? The answer's on Page 60.

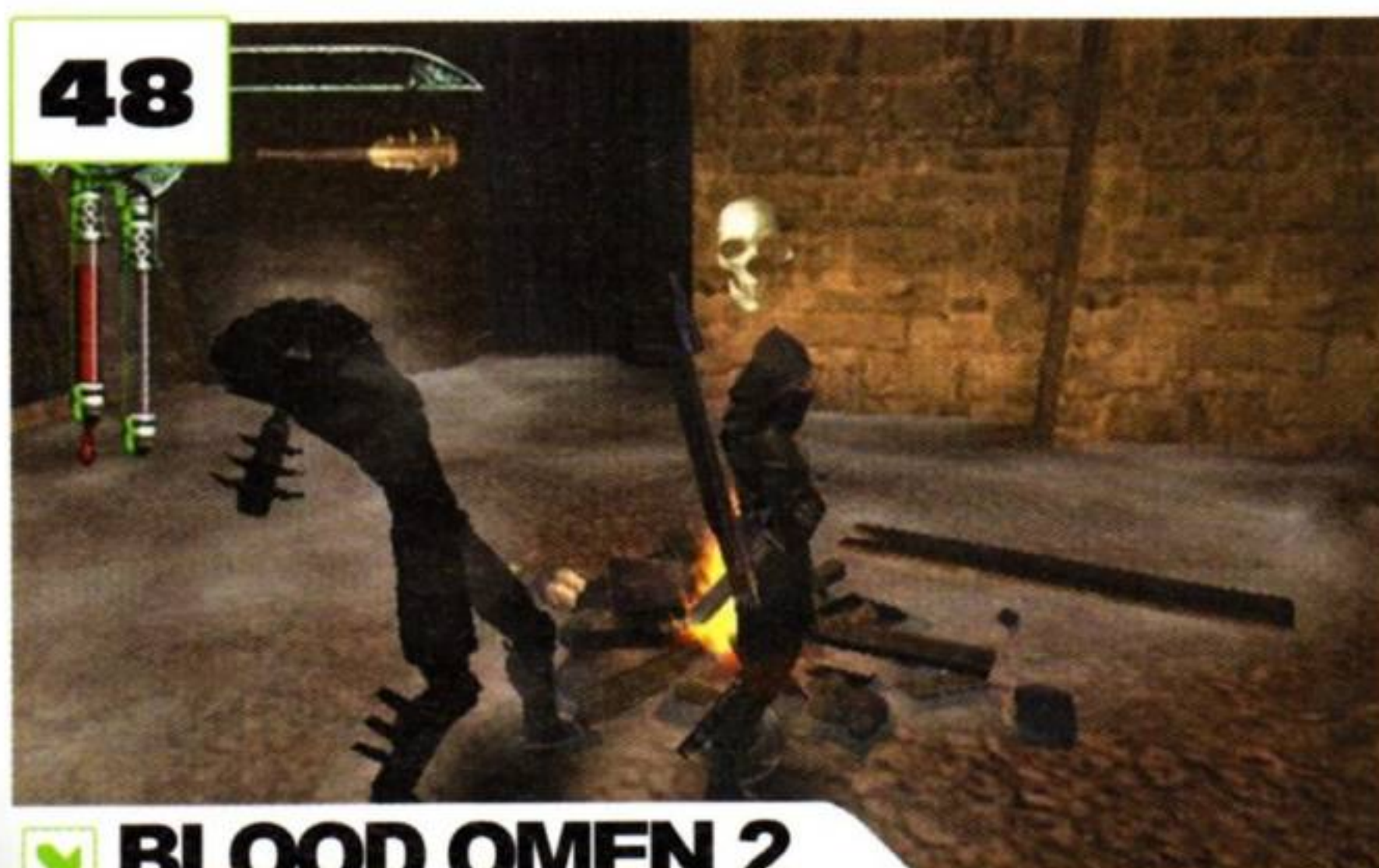




46

SONIC MEGA COLLECTION

An abundance of classic hedgehog adventures, or a cheap re-hash of ageing Sega titles? Turn to Page 46.



48

BLOOD OMEN 2

The vampire Kain returns for another attempt at conquering Nosgoth. Find out how he does on Page 48.



36

MORTAL KOMBAT: DEADLY ALLIANCE

Will the latest instalment of the *Mortal Kombat* saga see a return to its former glory? Find out on Page 36...

GAME BOY ADVANCE SP

We've got all the news on Nintendo's latest addition to the Game Boy family on Page 58.

58

G-FORCE Contents

REGULARS

News 08
The latest announcements from the world of Nintendo.

Letters 68
Your queries, praises and grumbles.

Subscriptions and Back Issues 72
Subscribe to G-Force and save 50% on every issue.

Import Arena 75
Hot news on the return of *Zelda*.

Rated! 104
The latest Big Flick, gadgets, and DVDs.

Next Month 114
Metroid Prime is on its way...

PREVIEWED!

Final Fantasy Crystal Chronicles22
Haven: Call of the King27
Hitman 2: Silent Assassin24
NFL 2K325
Whirl Tour26

REVIEWED!

ATV: Quad Power Racing 251
Blood Omen 248
Disney Sports: Soccer41
Fireblade42
Minority Report44
Monopoly Party55
Mortal Kombat: Deadly Alliance36
Sonic Mega Collection46
Super Monkey Ball 252

FEATURES

On a Role... 18
The Cube has long lacked a decent RPG, but now several are on their way in the coming months. We take a good, hard look at 'em...

Price Busters 28
Spent up after Christmas? We show you how to find the best of the bargains on the high street and online.

Game Boy Advance SP 58
The GBA gets a makeover, with a new look, new colours, and – at last – an interior light. But is it worthy of your cash? We've got all the details.

IMPORTED!

The Legend of Zelda: The Wind Waker 76

GBA REVIEWS

Contra Advance: The Alien Wars EX ...64
Dexter's Laboratory: Chess Challenge .63
Kirby: Nightmare in Dreamland61
Legend of Zelda: A Link to the Past ...60
Medal of Honor: Underground62
Micro Machines61
Mortal Kombat: Deadly Alliance65
Phantasy Star Collection62
Virtua Tennis64

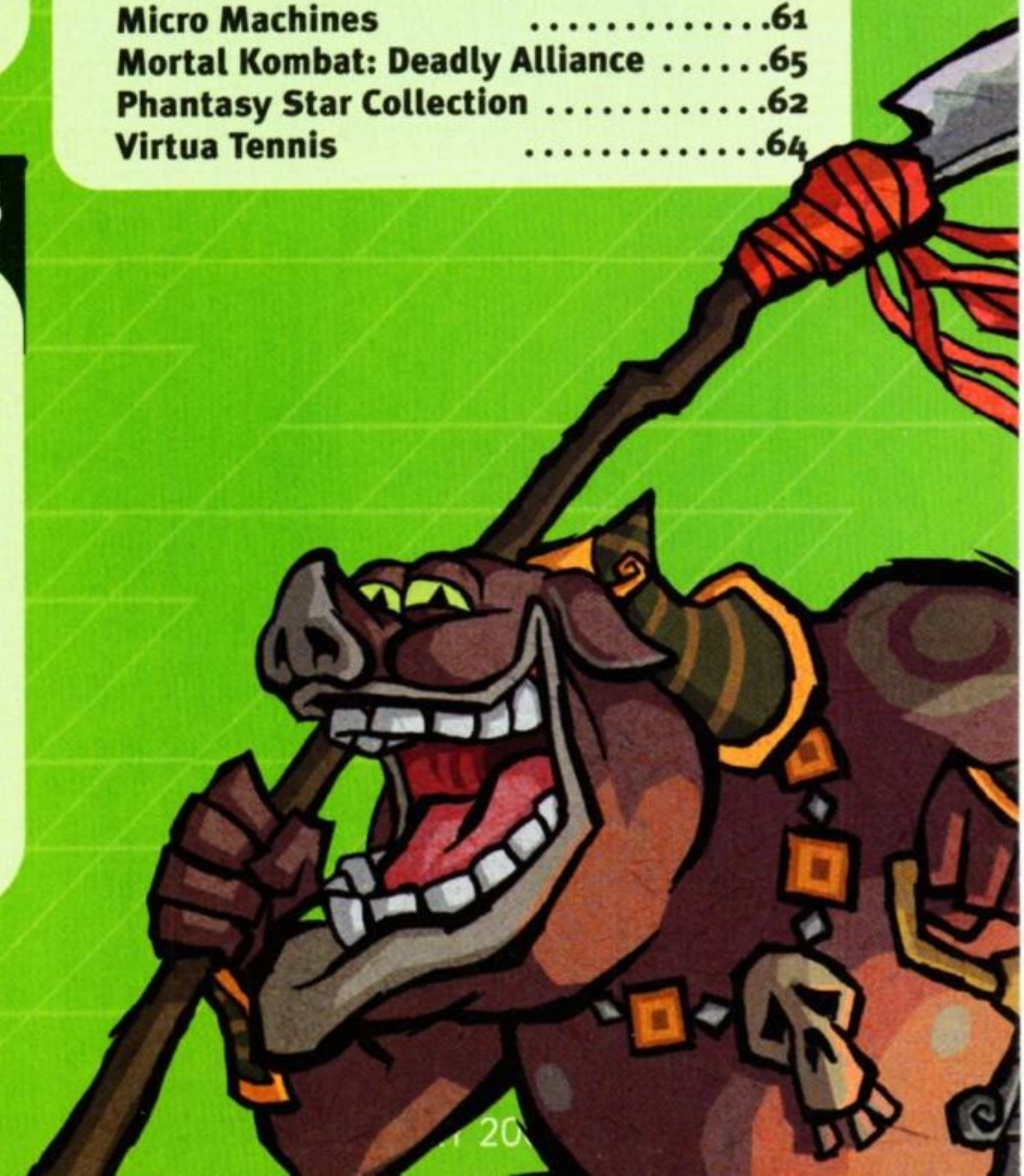
TIPS 'N' CHEATS

Solution: Die Hard Vendetta 86
Our complete guide to the world of John McClane.

Action Replay for GBA 95
Cheat your way to handheld heaven.

Action Tips 97
Cut 'em out and stick 'em in your game box.

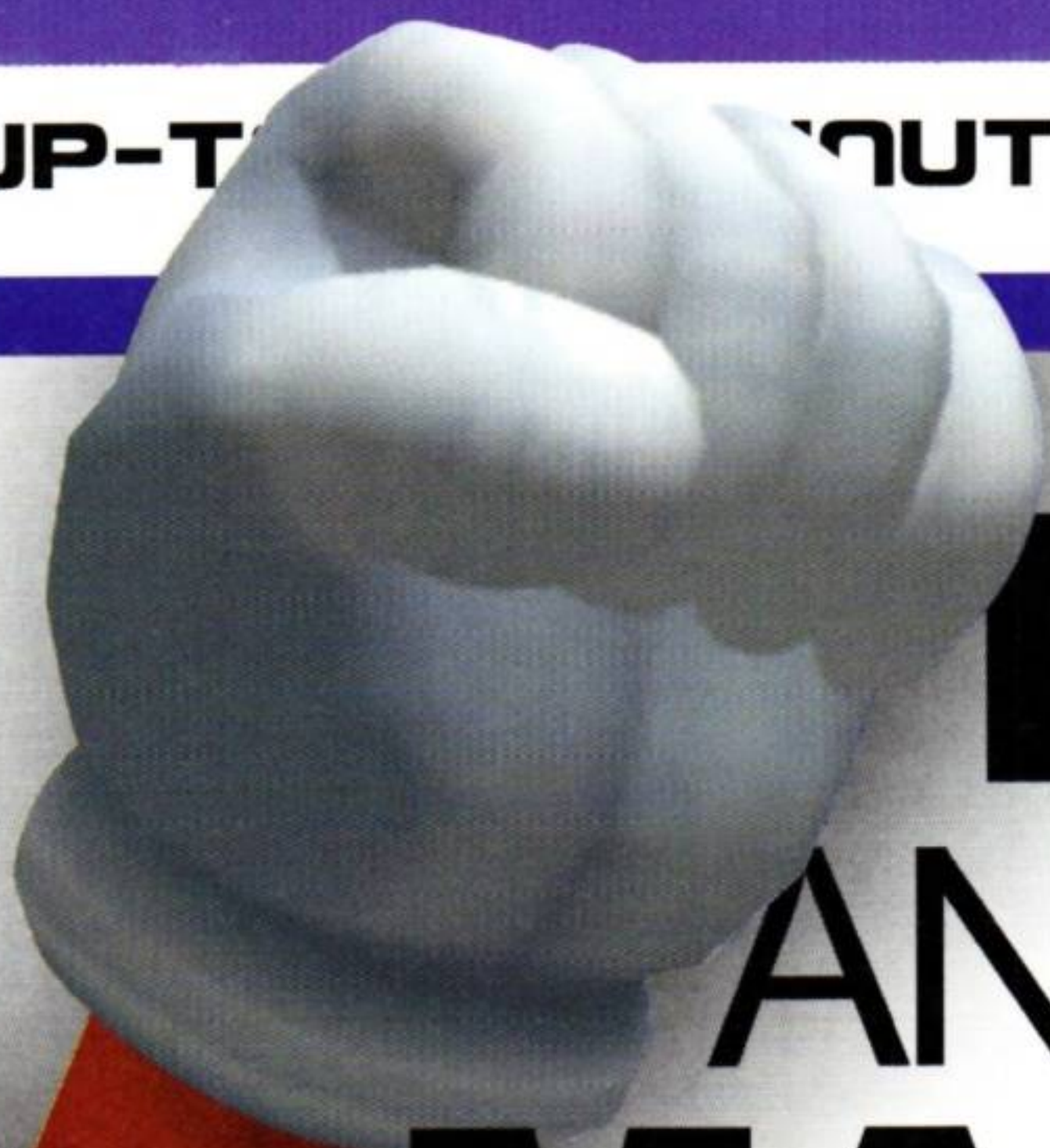
Ask the Experts 101
A wealth of invaluable knowledge, from experts and readers.





NEWS

UP-TO-MINUTE STORIES



PIKMIN 2 AND MARIO 128 REVEALED!

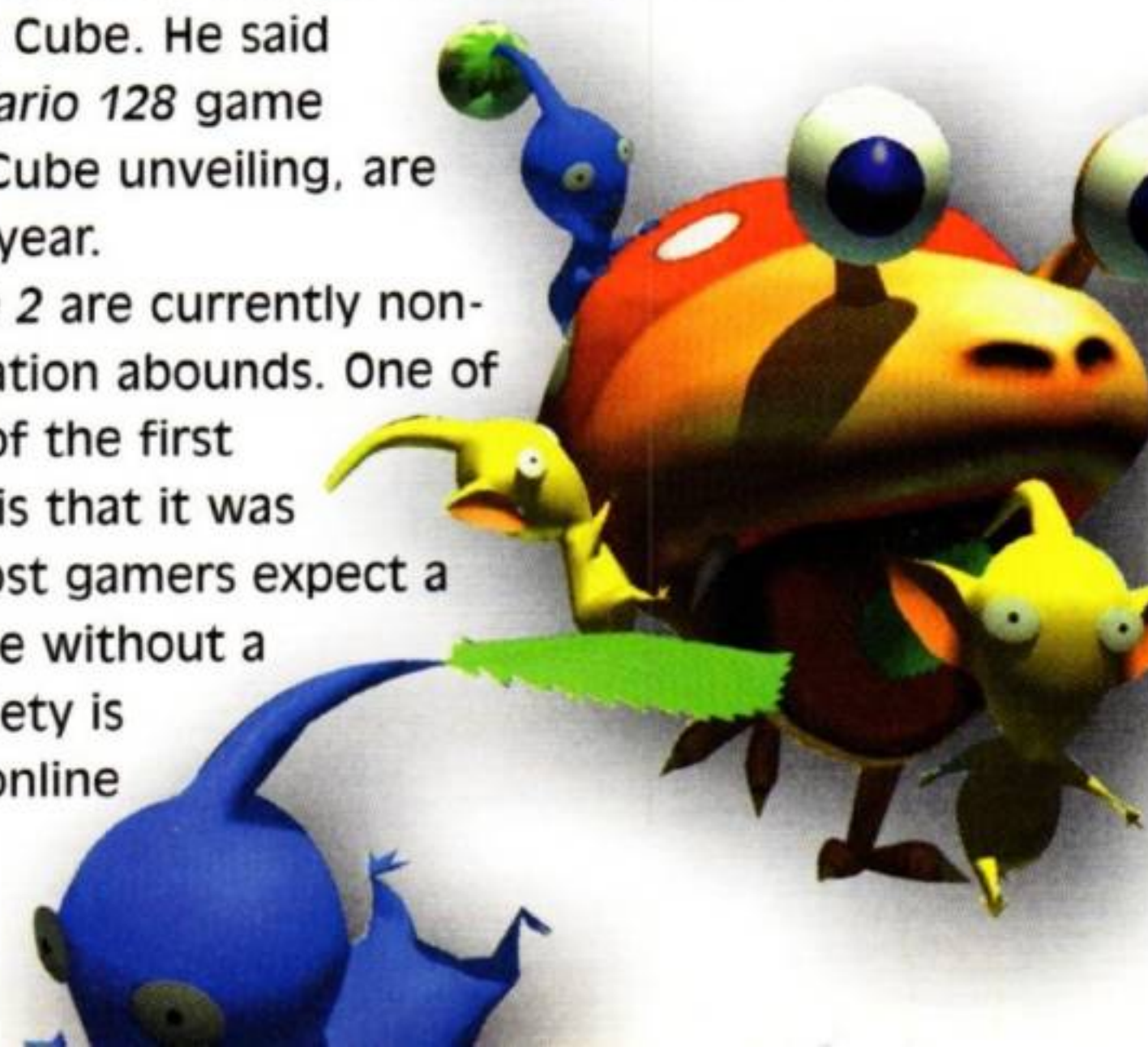


*Two of the
Cube's biggest
heroes return for
another spin...*



It's true. Both Mario and Captain Olimar are to return to the Cube with a pair of Shigeru Miyamoto-designed outings. *Pikmin 2* and *Mario 128* have yet to be formally announced, but Miyamoto has confirmed they're in development. In an interview with the Japanese edition of *Playboy* magazine (of all places!), Mr Miyamoto was asked what games are forthcoming for the Cube. He said *Pikmin 2*, and the *Mario 128* game shown at the GameCube unveiling, are on the way for this year.

Details on *Pikmin 2* are currently non-existent, but speculation abounds. One of the main criticisms of the first game (shown here) is that it was a little too short. Most gamers expect a longer sequel, maybe without a time limit. More variety is expected too, as is online





play. The game would certainly make a decent online multiplayer game, with players competing to produce the most pikmin and conquer enemy territory. Maybe computer-controlled monsters could be thrown in to prevent taking over unoccupied lands from getting too easy.

IT'S MARRRRRIO!

Mario 128 started life as a demo shown at the launch of the GameCube. Most believed it was merely a demonstration of the Cube's tremendous power, but oft-dismissed rumours about a Mario 128 game circulated on the Internet for months. Now those rumours are confirmed, with Miyamoto stating Mario 128 will offer the 'newness' that was missing from Super Mario Sunshine.

The demo saw Mario running around a circular platform filled with crates. It looked like a round Monopoly board. Mario picked up one of the crates and threw it away, revealing another Mario. The two Marios now each pick up a crate and chuck it, discovering another two Marios in the process. This went on until there was 128 Marios on the screen at once, each rendered in real-time, and every one of them made up of 700 polygons. Quite a feat, especially considering a green bar at the foot of the



screen indicated the GameCube was using less than half its available power.

With 128 Mazzas on the platform, each of them chucking crates like a demented Donkey Kong, the Cube's graphical effects were then shown. First the ground warped and twisted, the morphing effects hardly moving the little green bar at all. Then the graphics switched to a cel-shaded look, with the Marios taking on a distinctly cartoony appearance.

Impressive as it was, we can't help wondering how it will be turned into a game. The Monopoly-like platform would indicate a party offering, but we've already had Mario Party 4 - hardly original. As a technical demo, Mario 128 is excellent, but how it can be turned into a game is anyone's guess. □

The Sims HEADING FOR CUBE

It's not yet announced, but it already has an age rating...

The Sims is a massive hit on the PC, spawning legions of web sites, update packs and sequels. It's been announced for the PS2 but not (as yet) the GameCube, though a quick look at the Entertainment Software Ratings Board (ESRB)'s web site tells a different story. The ESRB is responsible for giving all games released in North America an age rating, and according to their site, the console version of The Sims is rated 13+ on the Cube and Xbox as well as the PS2...

The Sims allows you to create a virtual world where your virtual people live their virtual lives. You start with one sim and a run-down shack in a poor neighbourhood. What happens next is up to you.

Make friends, get a job, move to a bigger apartment, buy yourself something neat to cheer you up - the possibilities are endless.

The GameCube version of the game features a new 3D world and an additional two-player mode, just like the PS2 game shown here. It also offers new characters and objects not seen in the PC game.

Needless to say, we've no release date yet, but rest assured we'll let you know as soon as we're able. □



SoundBites

HITMAN 2 DELAYED

Eidos' first-person blaster Hitman 2: Silent Assassin has been slightly delayed, and will now arrive around Easter.



DR MUTO DELAYED

Midway's Dr Muto has been put back, and will now be released in April, and not 7th March as previously advertised.



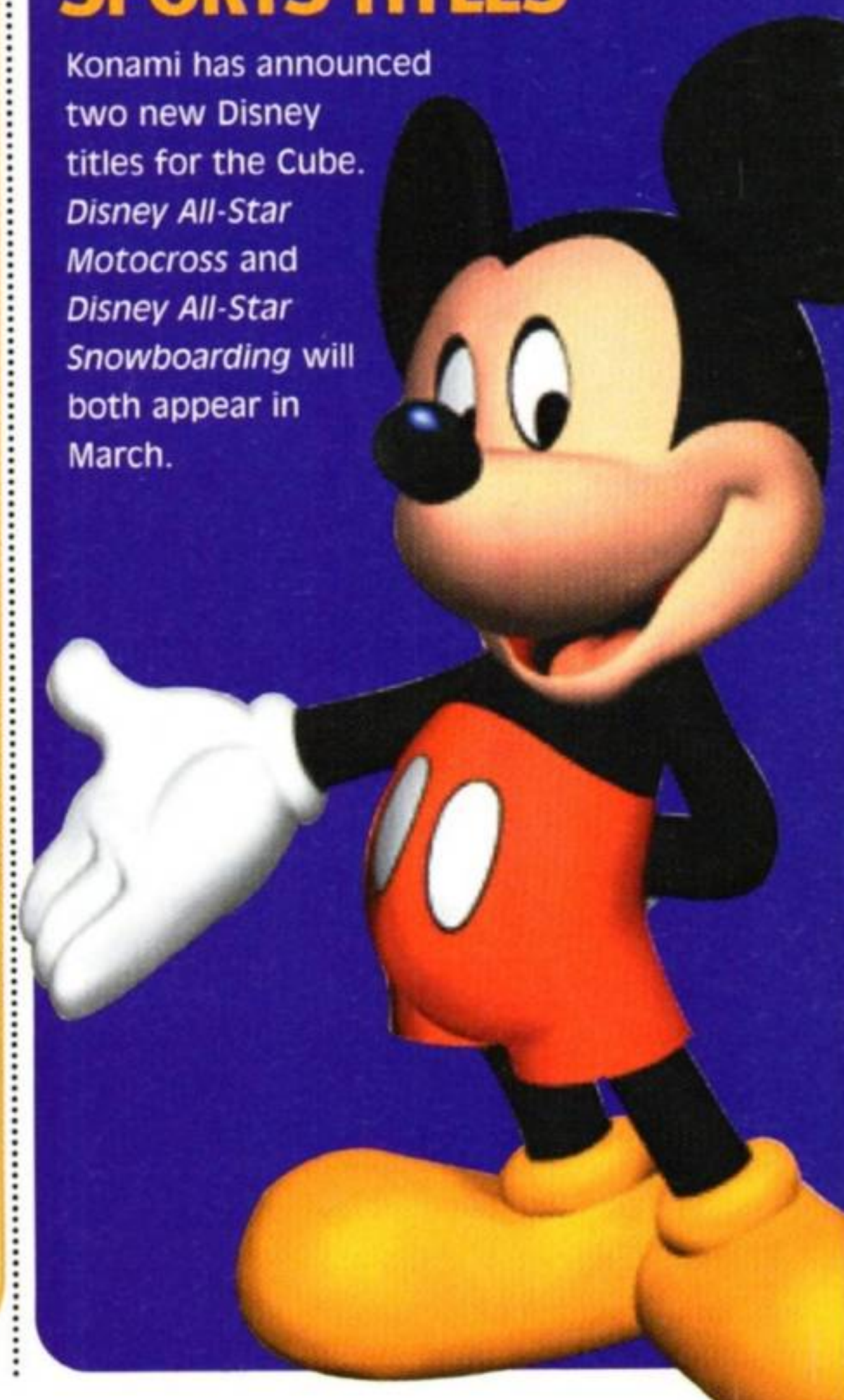
FIFA BEATS RIVALS

According to EA, FIFA Football 2003 outsold its nearest rivals by an average of 2:1 in the run-up to Christmas last year.



NEW DISNEY SPORTS TITLES

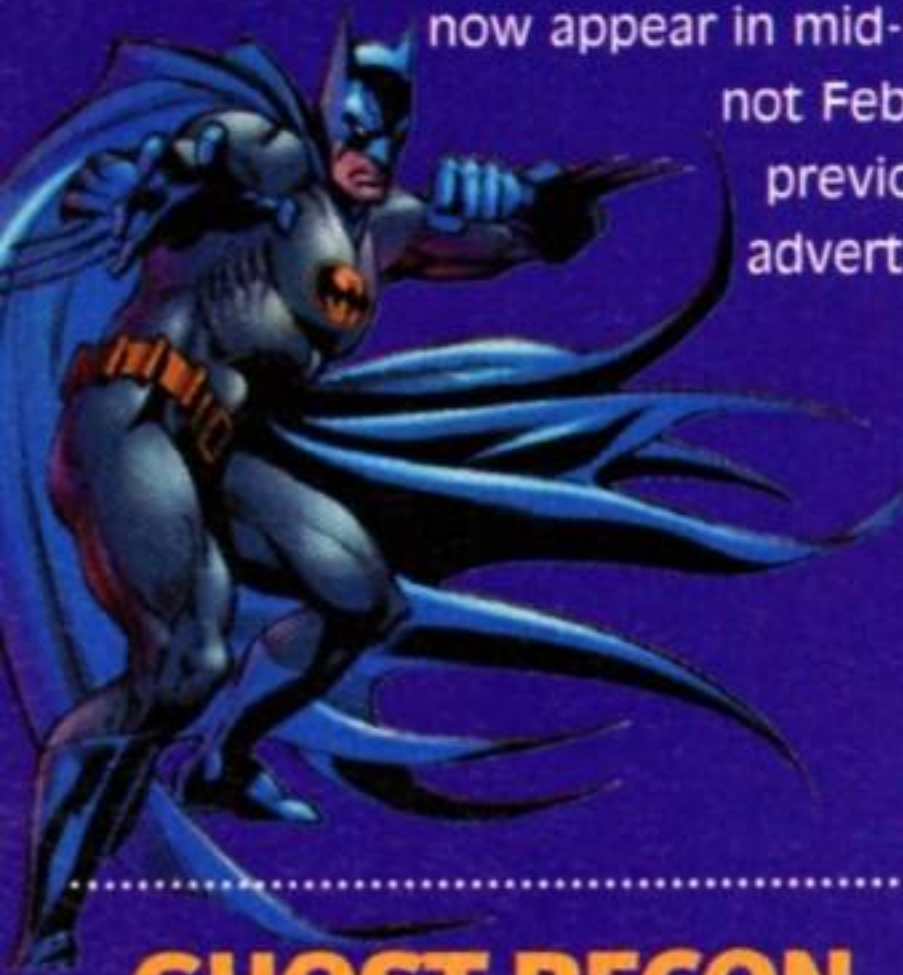
Konami has announced two new Disney titles for the Cube. Disney All-Star Motocross and Disney All-Star Snowboarding will both appear in March.



SoundBites

BATMAN BACKS OFF

The hotly-anticipated *Batman: Dark Tomorrow* has been put back, and will now appear in mid-March, not February as previously advertised.



GHOST RECON DELAYED

Tom Clancy's *Ghost Recon* has been put back from mid-February to March.



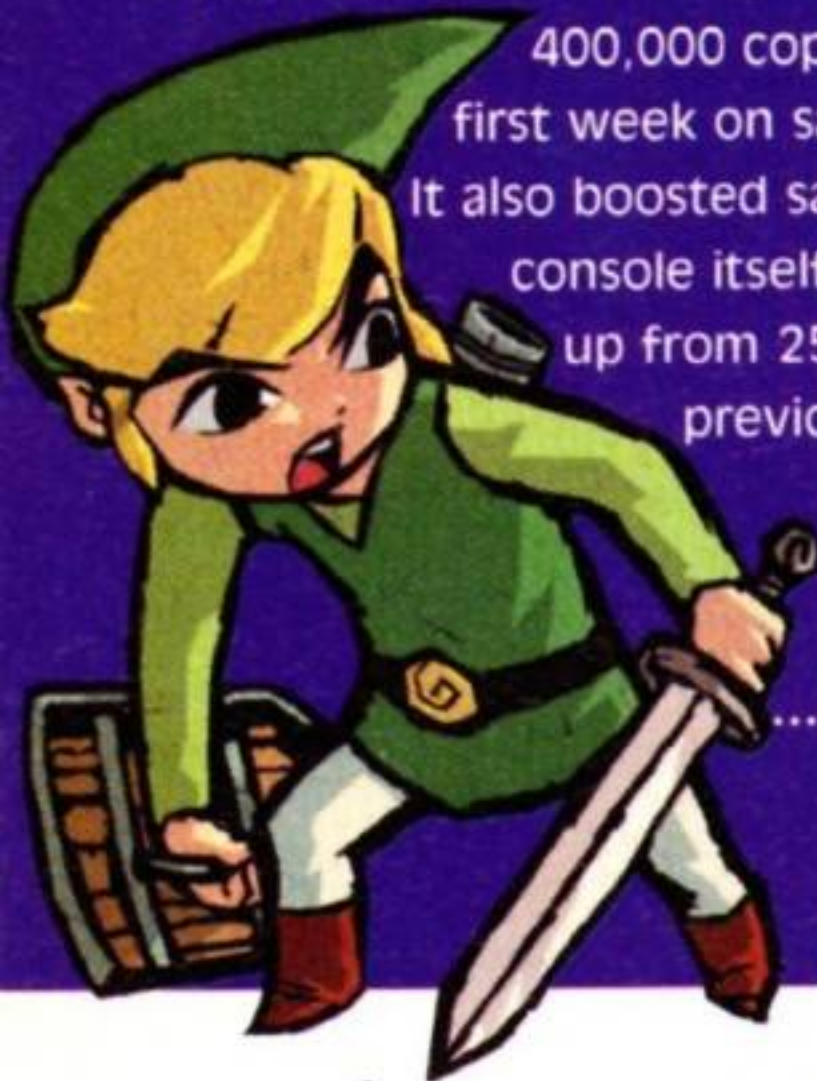
DRAGON'S LAIR SLIPS

Dragon's Lair 3D has slipped, and will now be released in May.



ZELDA SHIFTS JAPANESE CONSOLES

Legend of Zelda: Kaze no Takuto (The Wind Waker over here) sold over 400,000 copies in its first week on sale in Japan. It also boosted sales of the console itself to 65,000, up from 25,000 in the previous week..



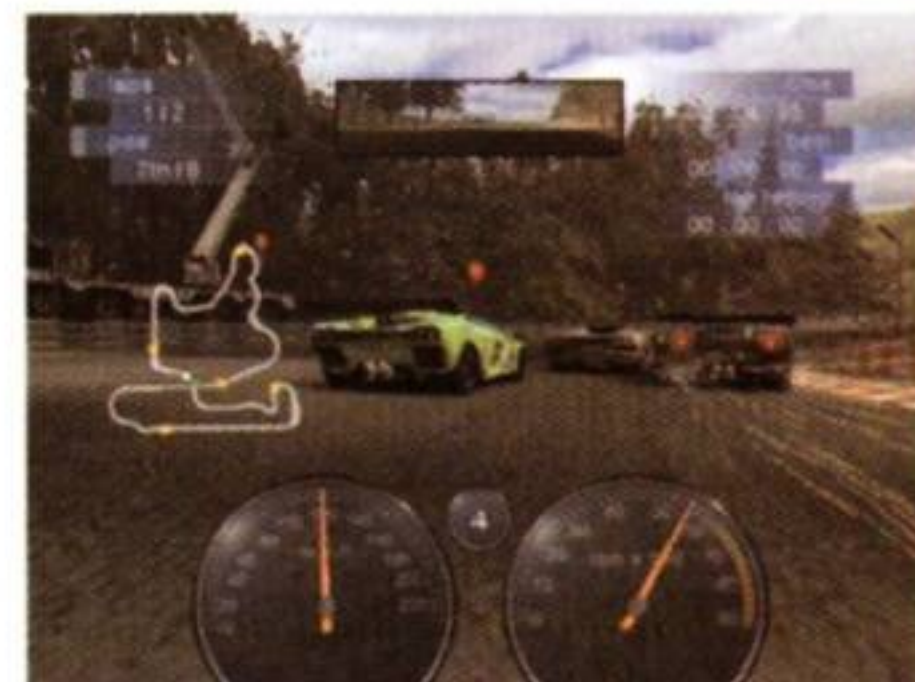
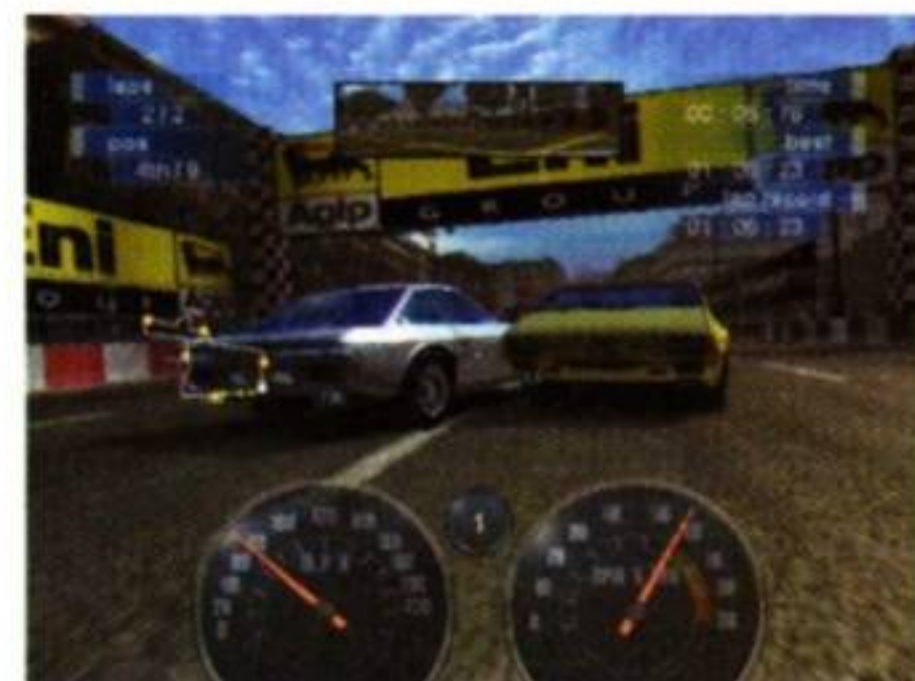
Lamborghini Drives our Way

New driver announced for Cube...



Rage Software's *Lamborghini* is coming to the Cube late this year. The game features the entire range of Lamborghini cars past and present, and has been developed with help and assistance from Lamborghini's chief designers and technicians.

Lamborghini allows the player to join the 'Lamborghini Millionaires Club', founded by high-rolling millionaires with a passion for speed, risk and Lamborghini. You race in a series of leagues set in exotic locations around the world. Members can indulge in high stakes challenges to build up



the ultimate collection of Lamborghini vehicles, and can also obtain rare and collectable cars by entering special 'pink slip challenges', where large sums may be won and lost. □



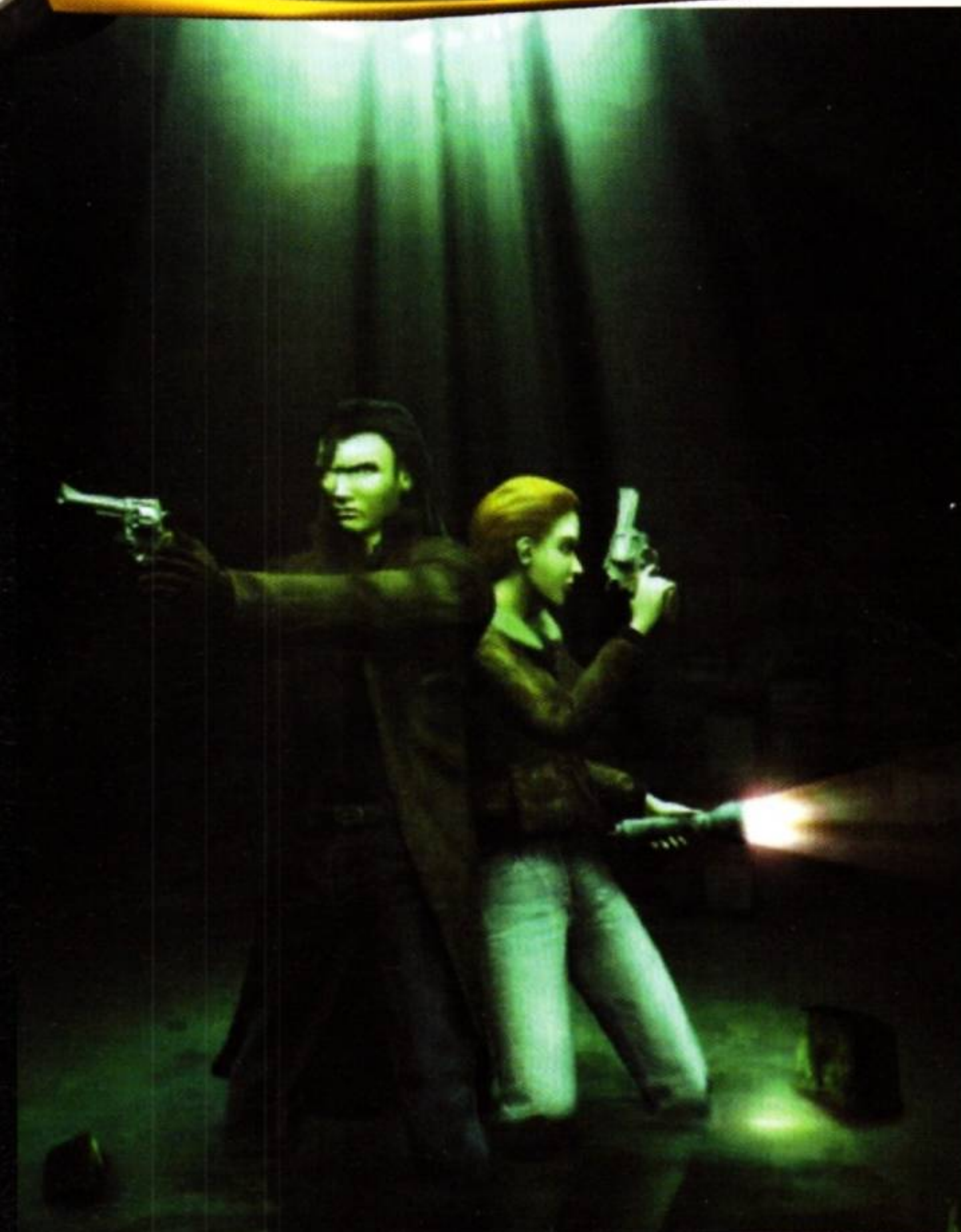
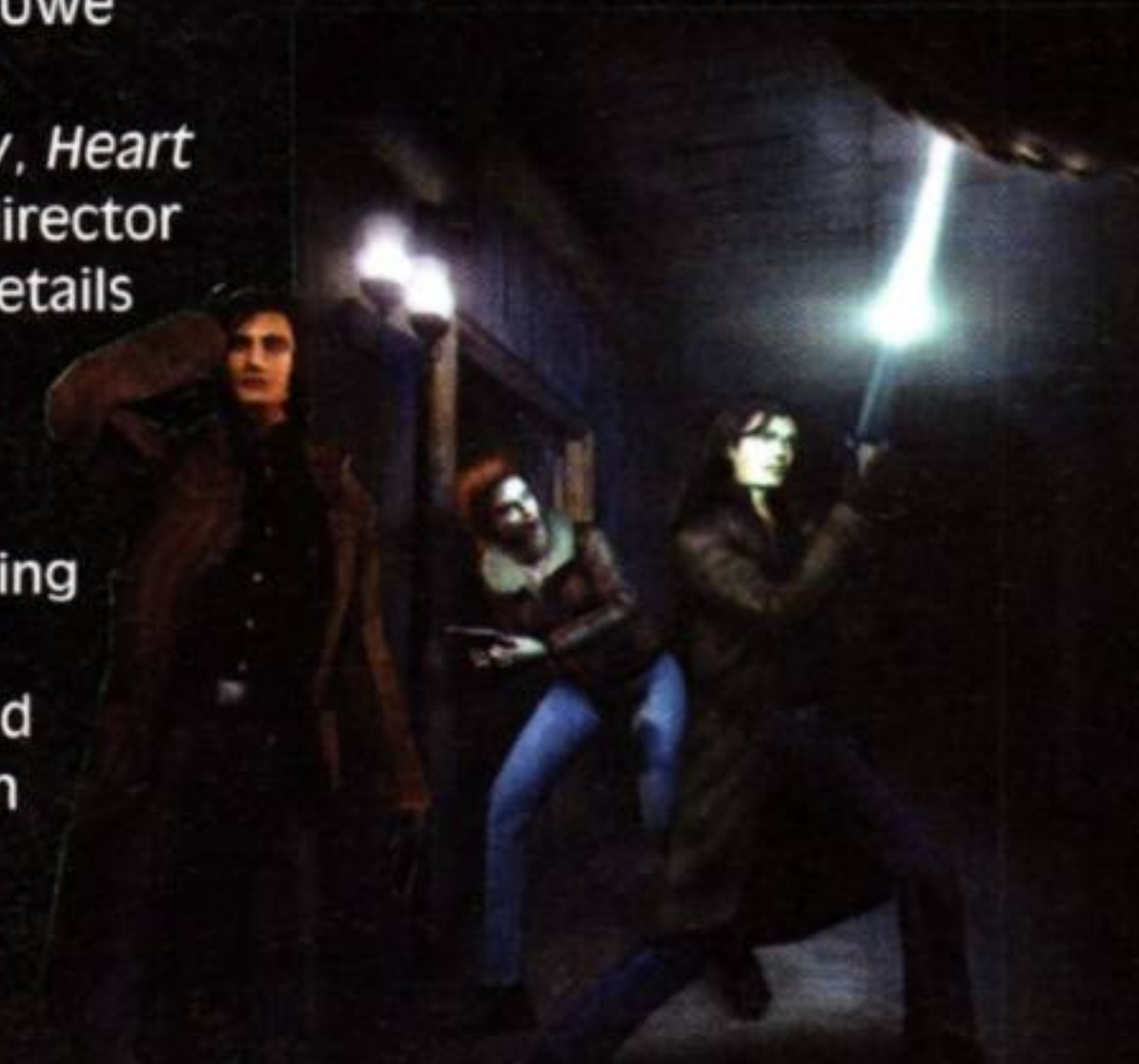
ALONE IN THE DARK – the Movie

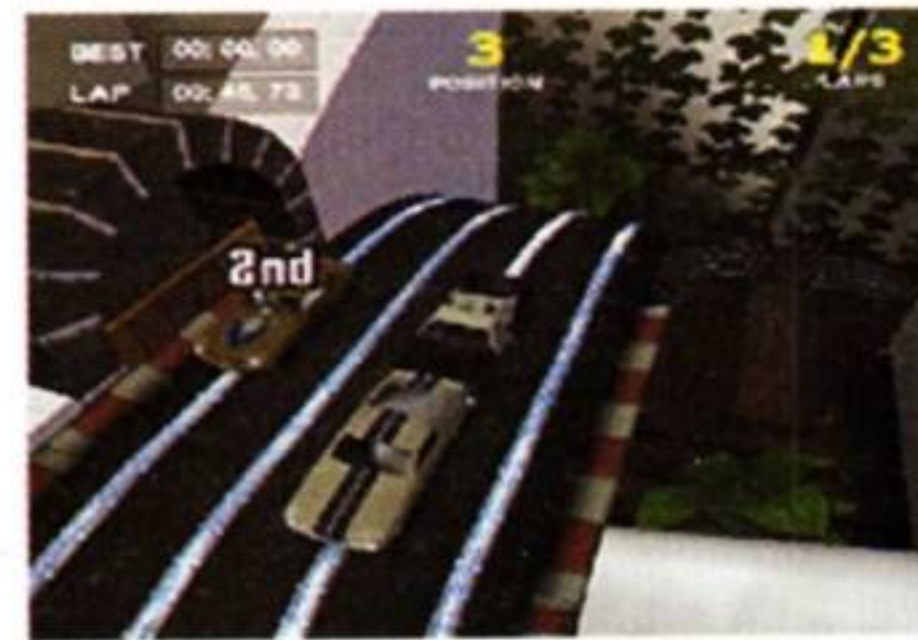
The original creepy horror game gets the Hollywood treatment...

Infogrames has sold the worldwide movie rights for the *Alone in the Dark* franchise to production company Boll Kino. Work on the film is scheduled to start in Vancouver in the spring of 2003, with Dr Uwe Boll (*House of the Dead*, *Blackwoods*, *Sanctimony*, *Heart of America*) serving as director and producer. No plot details have been revealed.

"Today we're seeing collaboration between Hollywood and the gaming universe at levels never experienced before," said Bruno Bonnell, Chairman and Chief Executive Officer of Infogrames, Inc. "*Alone in the Dark*

has captivated gamers for more than a decade, and we're thrilled that an entirely new audience will now be able to experience its suspenseful story on the big screen." □





Two More Games from UDS

A racer and a tennis sim announced...

Unique Development Studios, the Swedish team currently working on the videogame interpretation of *Futurama*, has announced two more GameCube games.

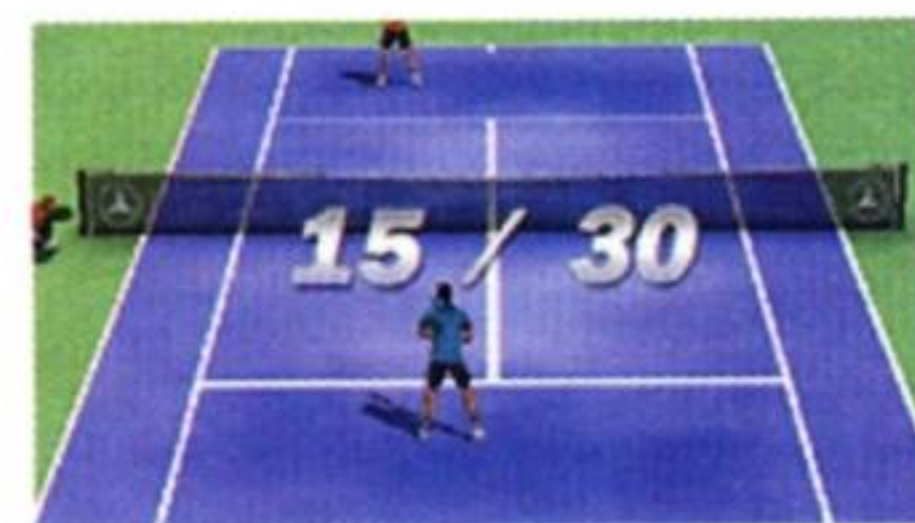
Grooverider is described as a "wonderfully fast and scintillating one- to four-player racer based on slot cars." Think Scalextric without the licence. It's apparently packed with weapons, barriers, jumps, loops and heaps of interactive objects to keep you on the edge of your seat. It also

includes a track editor. But can a slot racer ever work on a console? Let's wait and see.

Tennis Masters Series 2003 does exactly what it says on the tin. Take on the world's best players as you participate in the ATP's most prestigious tournaments: the Tennis Masters Series. Tour the globe and play in nine faithfully reproduced Masters Series tournaments. Travel to the hard courts of Indian Wells, Miami, Toronto and Cincinnati, the luxurious

clay courts of Monte Carlo, Rome and Hamburg, and the indoor arenas of Madrid and Paris. Try to qualify for the Tennis Masters Cup in Shanghai and become the world's best player!

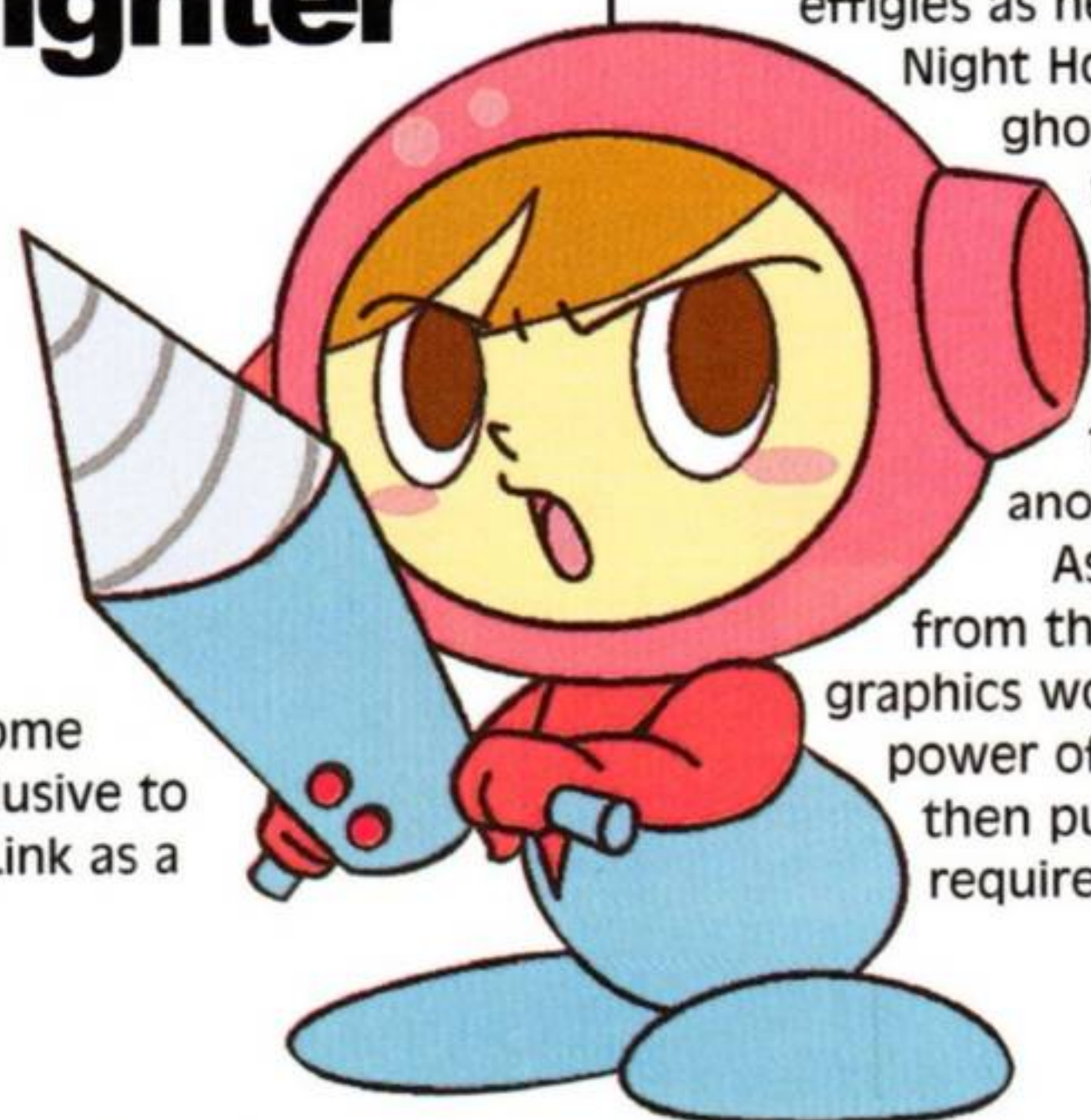
Neither of these games yet has a release date. □



Hard-Hitting Fighter Announced

Soul Calibur II looks set to be the Cube's best beat-'em-up to date...

Legendary weapons-based beat-'em-up *Soul Calibur II* is coming to the Cube this year. The game is based on the already-released Japanese coin-op, but features some improvements too. One improvement exclusive to the GameCube version is the inclusion of Link as a playable character. □



Driller Thriller

New puzzler for the Cube...

We've mentioned this briefly before, but now we've got a fistful of new screens, we thought we'd give you an update.

Mr Driller: Drill Land is set to offer more variety than the average *Mr Driller* fare, though judging by the screens, it doesn't stray too far from the tried-and-tested block-destroying, get-to-the-bottom-of-the-screen formula. The eponymous *Drill Land* is a theme park, with each area offering a different spin on the *Driller* game. Look out for Drindy Adventure (an *Indiana Jones* steal), where Mr Driller wears a fedora and steals gold effigies as he digs, Horror

Night House, with a ghostly theme, and Star Driller, the inevitable space race. How differently they play is another matter.

As you can see from the screens, the graphics won't push the power of the Cube, but then puzzlers never require intricate

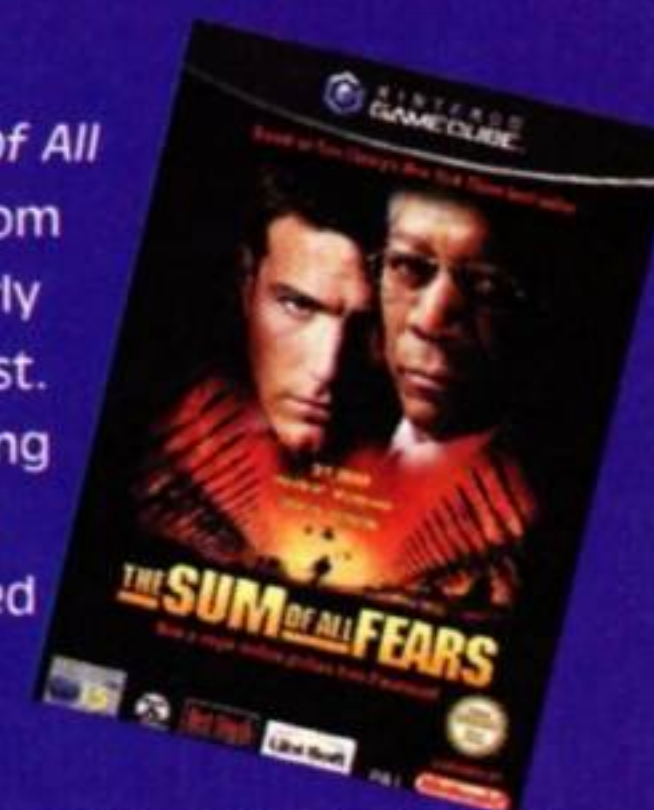
visuals. It's the gameplay that counts, and we'll find out if *Drill Land* delivers there when it hits the shelves late this summer. □



SoundBites

SUM OF ALL FEARS SLIPS

Ubi Soft's *The Sum of All Fears* has slipped from late February to early March, at the earliest. At the time of writing the game is not yet finished; rest assured we won't review it until it's ready.



BLOODRAYNE TO BE TWEAKED

BloodRayne, which is already out in America, has slipped to May over here. The extra time will enable the development studio to make tweaks and improvements for the UK version.



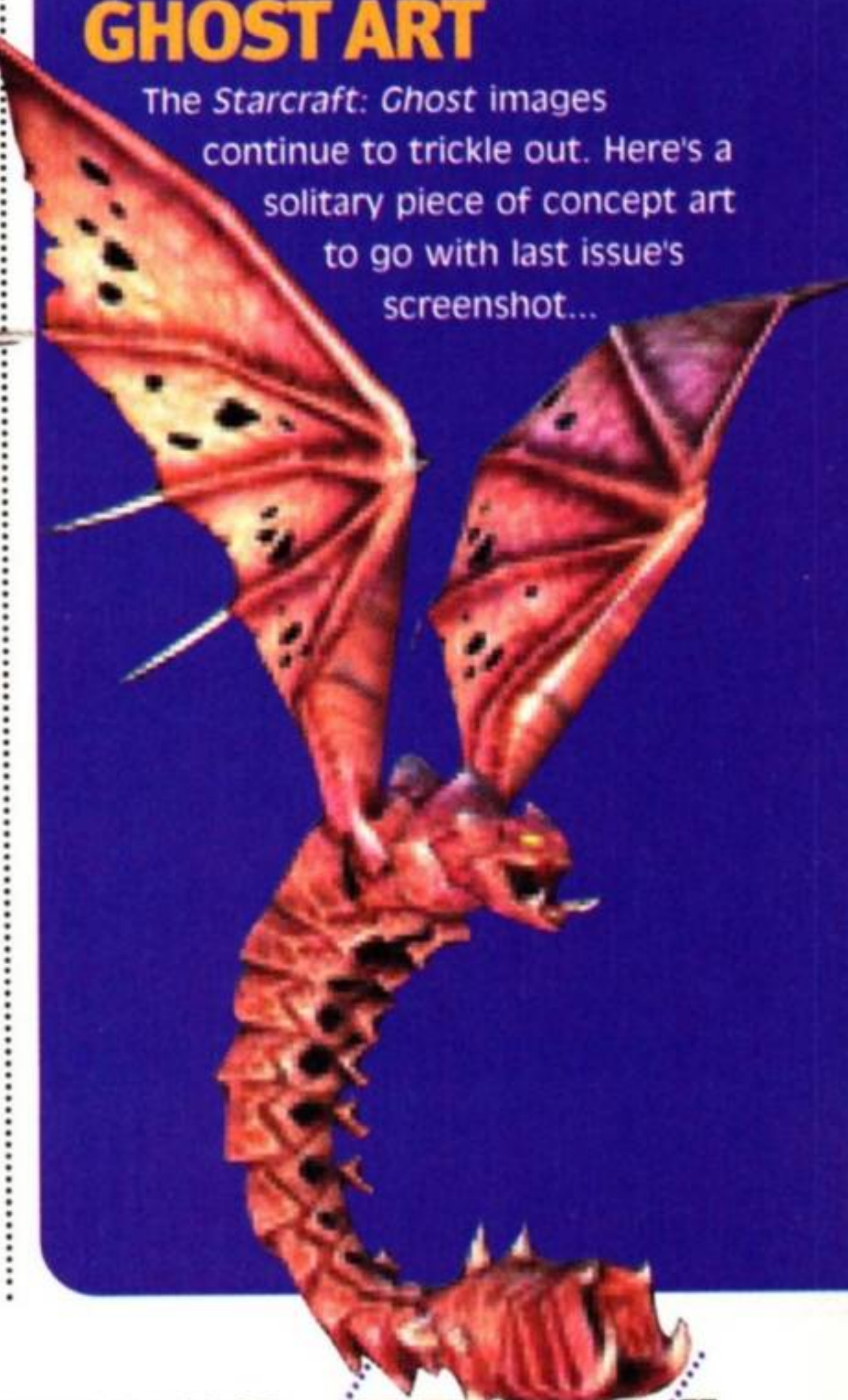
RAYMAN 3 SITE ONLINE

The *Rayman 3: Hoodlum Havoc* site is now online. It can be found at www.rayman3.com.



STARCRIFT: GHOST ART

The *Starcraft: Ghost* images continue to trickle out. Here's a solitary piece of concept art to go with last issue's screenshot...



SoundBites

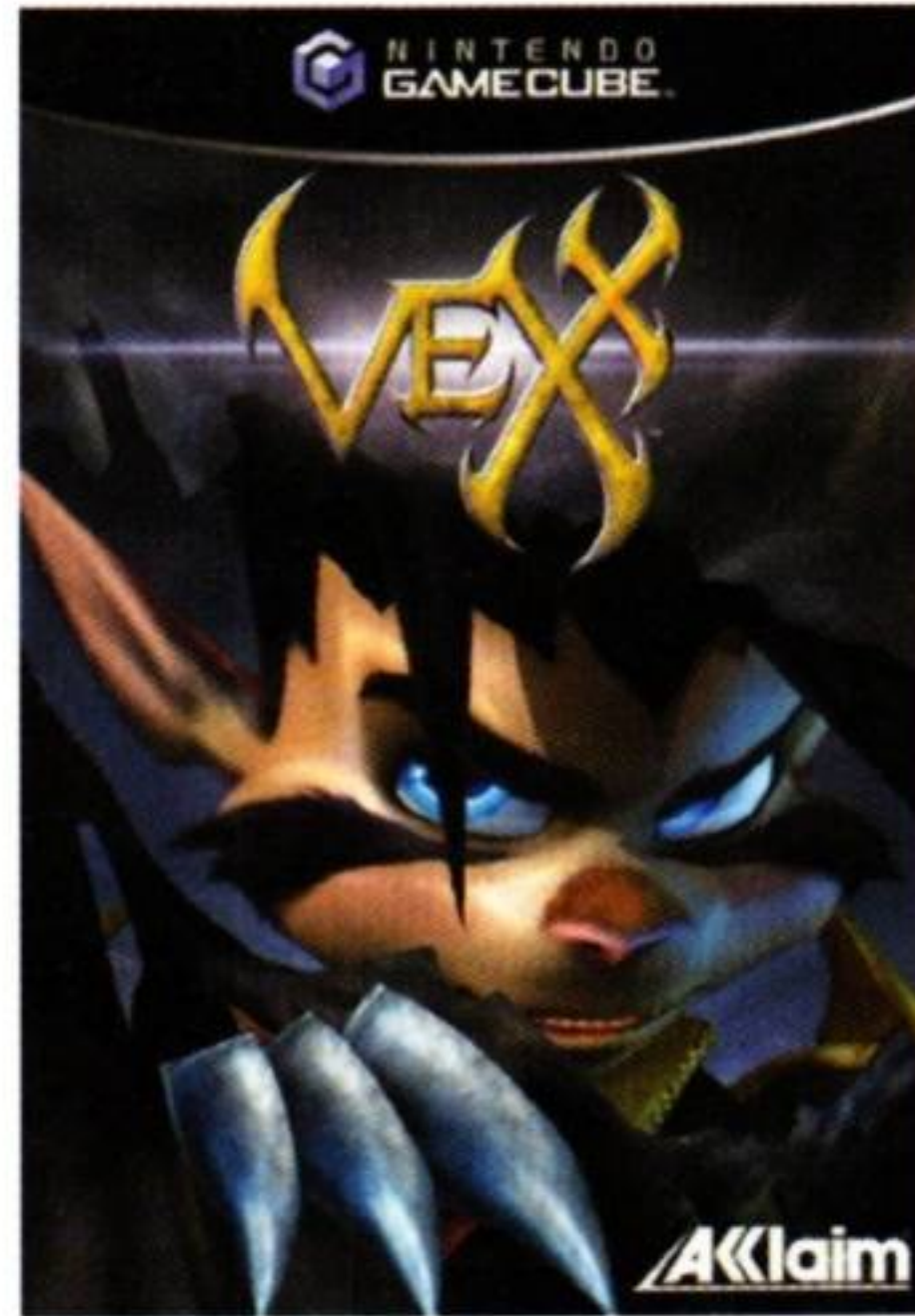
MORE AMERICAN SPORTS

Sega is bringing two more American Sports titles to the Cube. *NBA 2K3* and *NHL 2K3*, based on basketball and ice hockey respectively, should be with us by Easter.



GIFTPIA

Skip Ltd, the team behind *Chrono Trigger*, is working on an RPG called *Giftpia*. The Nintendo-published game will offer a new role-playing experience, and will go on sale in Japan in April. Expect a preview next issue.

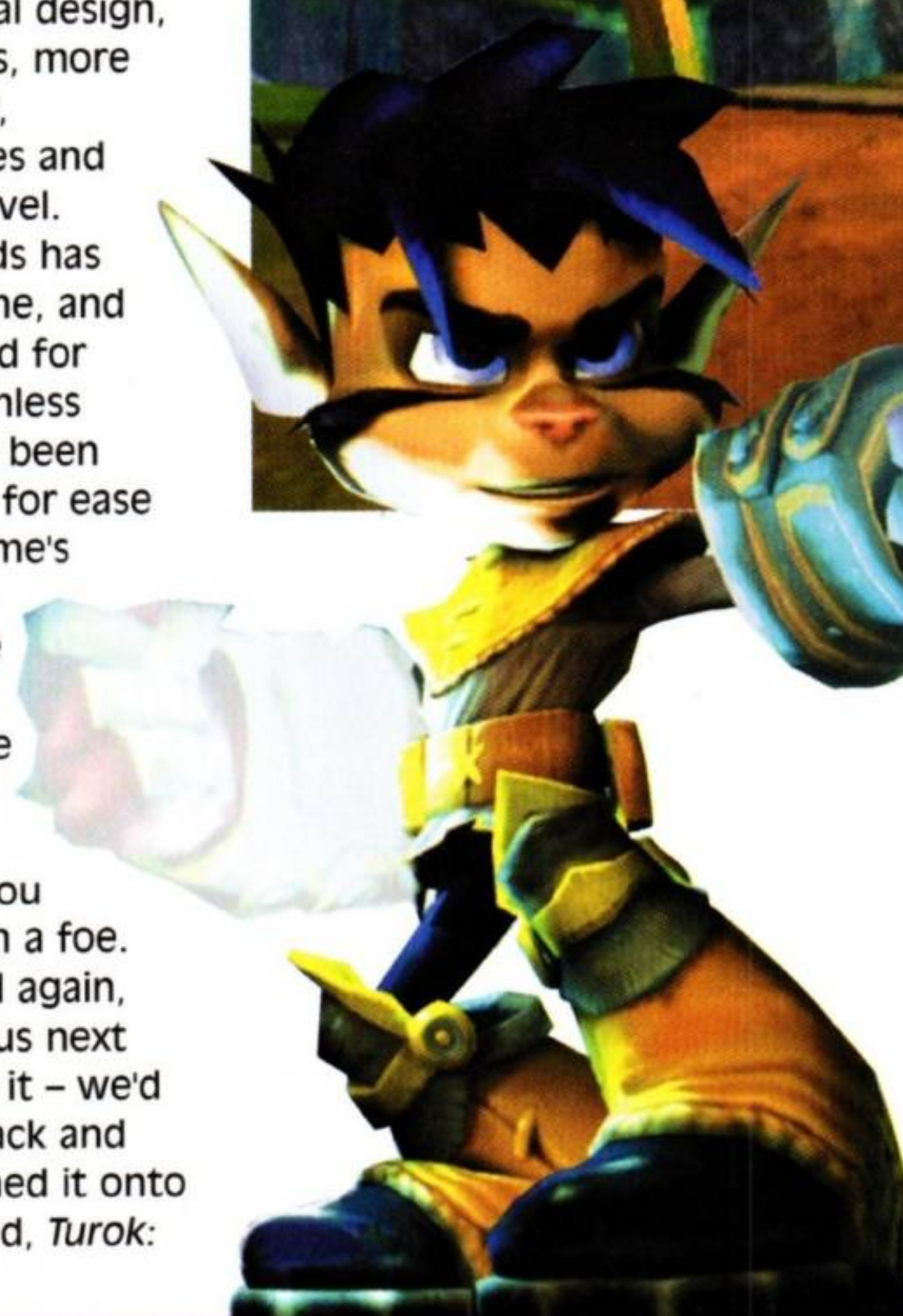


Acclaim delays game in order to add new features...

After *Vexx* was rescheduled to March as reported last issue, Acclaim's Austin studio used the time to improve and expand on the original design, adding new creatures, more expansive movie sets, better combo bonuses and an all-new training level. The planned six worlds has been expanded to nine, and they've been modified for faster and more seamless playability. A hub has been added to each world for ease of travel, and the game's techie side has been beefed up with more sound effects, more voices, better particle effects, and the removal of the 'time pause' effect when you get in a first strike on a foe.

Unless it's delayed again, *Vexx* should be with us next month, but let's face it - we'd rather they held it back and got it right than rushed it onto the shelves unfinished, *Turok: Evolution*-style. □

VEXX: Improvements Made



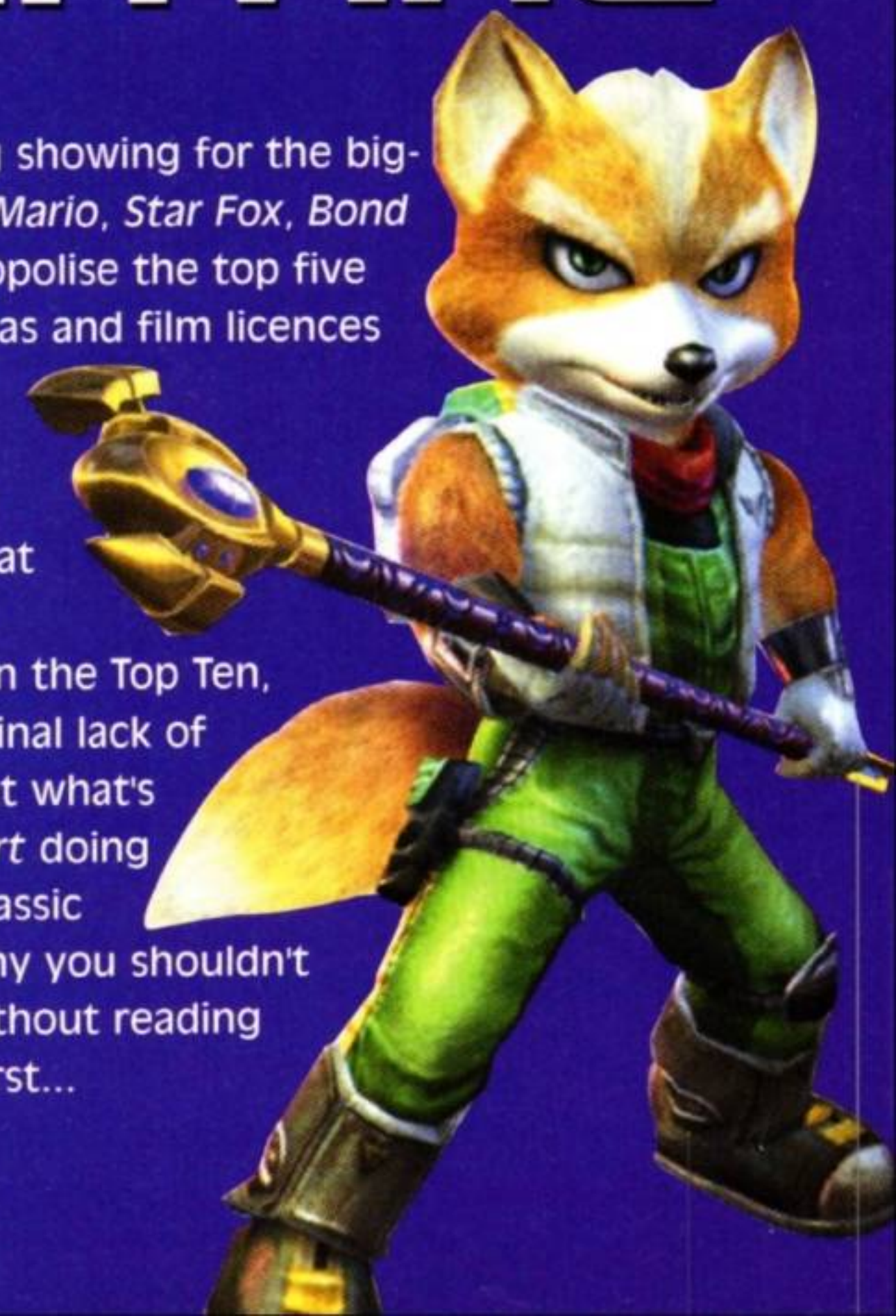
WHAT PEOPLE ARE PLAYING

The Official UK GameCube sales charts...

Charts

1	Super Mario Sunshine	Nintendo
2	Star Fox Adventures	Nintendo
3	Mario Party 4	Nintendo
4	James Bond 007: NightFire	Electronic Arts
5	FIFA Football 2003	Electronic Arts
6	Medal of Honor: Frontline	Electronic Arts
7	Resident Evil	Capcom
8	Star Wars: Rogue Leader	Activision
9	Eternal Darkness	Nintendo
10	Minority Report	Activision

Another big showing for the big-name games. *Mario*, *Star Fox*, *Bond* and *FIFA* monopolise the top five slots, with sagas and film licences dominating the lower regions of the charts. It's great to see *Eternal Darkness* still in the Top Ten, despite a criminal lack of promotion, but what's *Minority Report* doing there? It's a classic example of why you shouldn't buy games without reading the reviews first...



NARUTO PUTS UP FIGHT

New beat-'em-up for the Cube...

There aren't many decent beat-'em-ups on the Cube, so fight fans will be pleased to know Tomy Entertainment is bringing *Naruto* our way. It looks pretty good too, featuring smooth, cel-shaded brawlers and a dedicated GBA version. Whether they link is not yet known.

The game is based on a popular Japanese comic, and whether it will ever come out over here is currently up in the air, but it seems like the sort of title that gets picked up for a European release. □

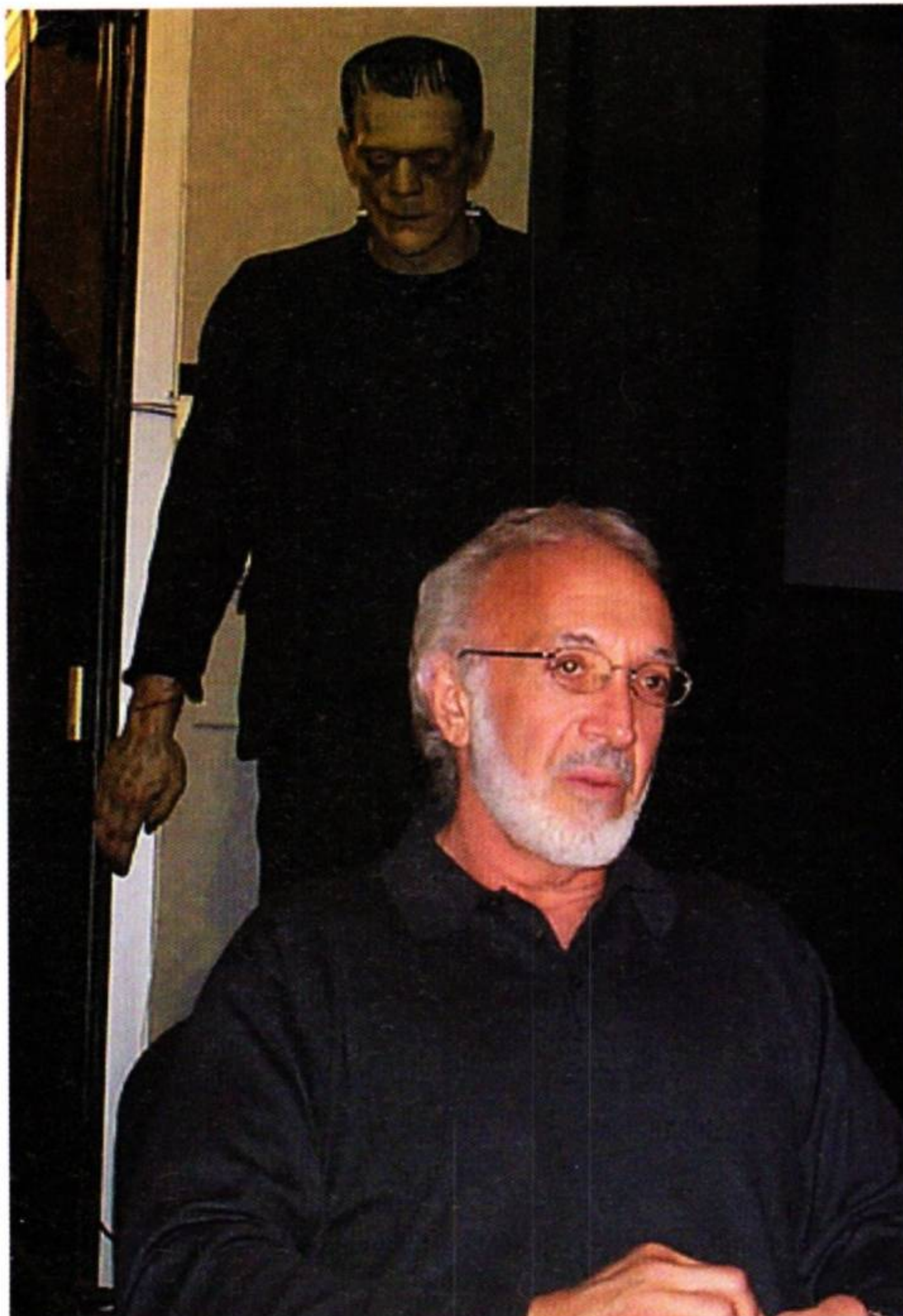


PUZZLE PACK FOR CUBE

Nintendo Puzzle Collection compilation in the works...



Nintendo is beaver away on a puzzle pack for the GameCube. *Nintendo Puzzle Collection*, which should be with us around Easter, includes updates of *Pokémon Puzzle League*, *Yoshi's Cookie* and *Dr. Mario*. All games will offer four-player support and options to download versions of the game onto an Advance for mobile play. □



AWARD-WINNING CHARACTER CREATOR WORKING ON GAME

Stan Winston co-designing Four Horsemen of the Apocalypse...

The 3DO Company is collaborating with world-famous character creator Stan Winston on *Four Horsemen of the Apocalypse*, its most ambitious project to date. Four-time Oscar winner for creature effects on *Aliens*, *Terminator 2: Judgement Day* and *Jurassic Park*, Winston is now a consultant on the game's character designs and has optioned the feature film rights.

"We're excited the ambition

and depth of *Four Horsemen of the Apocalypse* has attracted a producer of Stan Winston's calibre," said Trip Hawkins, 3DO's chief executive officer. "Winston's award-winning production expertise and his extensive knowledge of creature effects will be invaluable to the game. This represents a major opportunity as we develop this title into a major 3DO franchise that encompasses films as well as games." □

SoundBites

VIRTUA FIGHTER QUEST FOR 2003

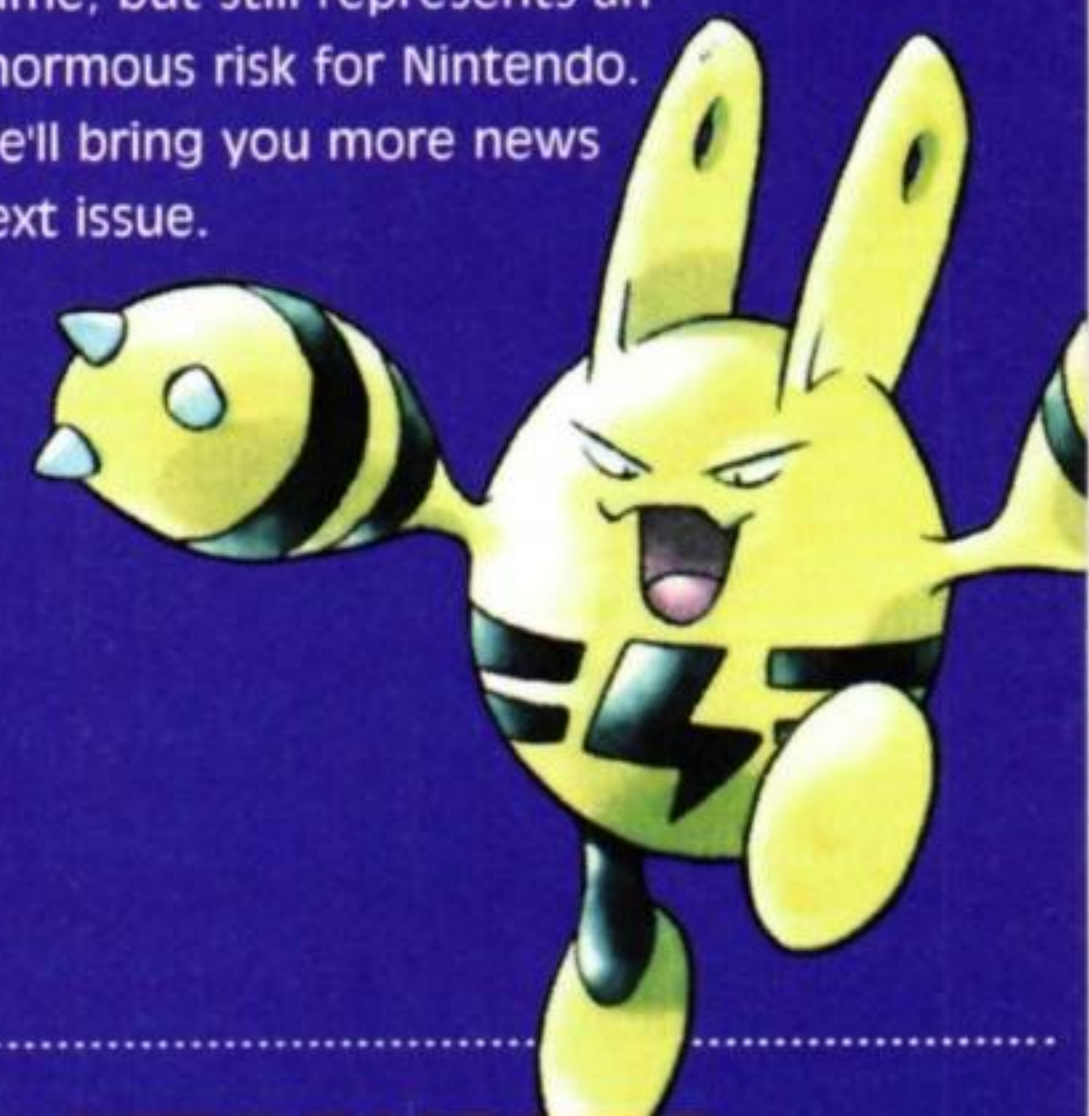
The oft-mooted *Virtua Fighter Quest* is likely to be released in Japan this year. Developer AM2's head of development Oshaki Makoto said he would like to release the game in 2003 to celebrate the series' tenth anniversary.

Virtua Fighter 10th Anniversary Special Project



POKÉMON GC - NEW INFO

The latest word from Japan is Nintendo is working on a GameCube *Pokémon* game, which will only function with a GBA and *Pokémon Ruby* or *Sapphire* connected. It will sell for much less than a standard GameCube game, but still represents an enormous risk for Nintendo. We'll bring you more news next issue.



AFTERBURNER PRICE DROP

To celebrate the success of the Afterburner front light for the GBA, Triton Labs has dropped the price to \$25 (US), which is around £16. The light comes in kit form, and is fitted by opening your GBA and soldering the components into place. It should only be attempted by those competent with electricians.

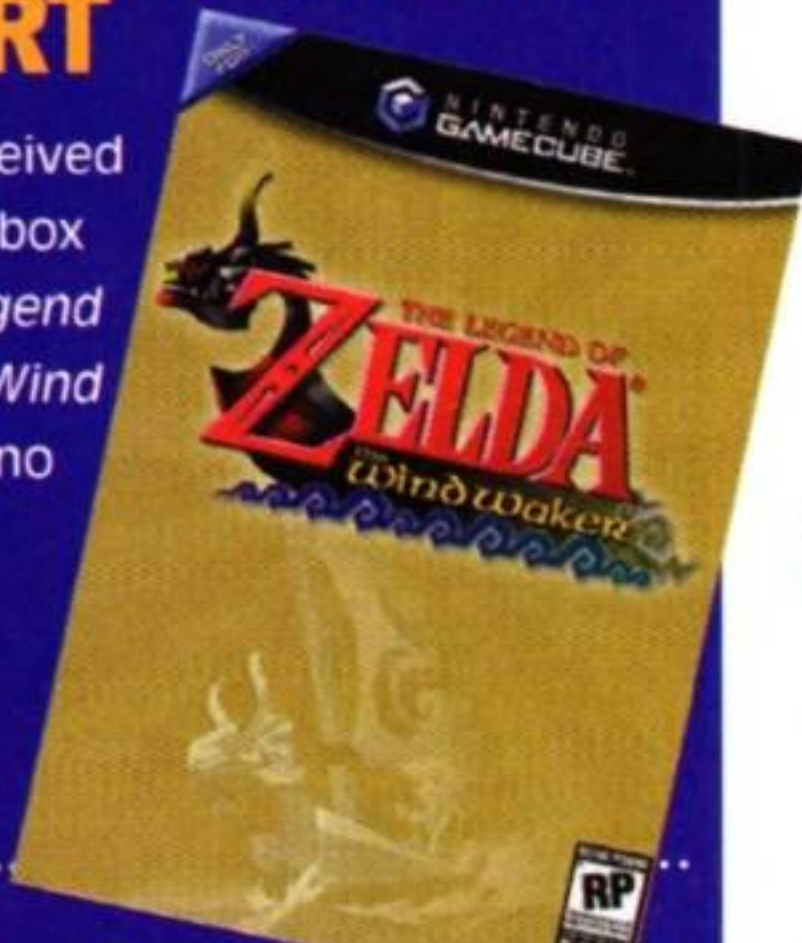
"The Afterburner has been a great success since its release", said Adam Curtis, President/CEO of Triton Labs. "We will never forget your support and we hope you enjoy your Afterburners for years to come." To order, check out www.tritonlabs.com.



SoundBites

ZELDA: AMERICAN BOX ART

We've just received the American box art for *The Legend of Zelda: The Wind Waker*. We've no idea whether the same art will be used over here.



PN 03 FOR MARCH IN JAPAN

Capcom's *PN 03* is to hit the shelves in Japan on 27th March. And judging by the trailer on this month's DVD, it will be stunning...



MEN IN BLACK II Infiltrates Cube

First screens of the alien-hunting sequel...

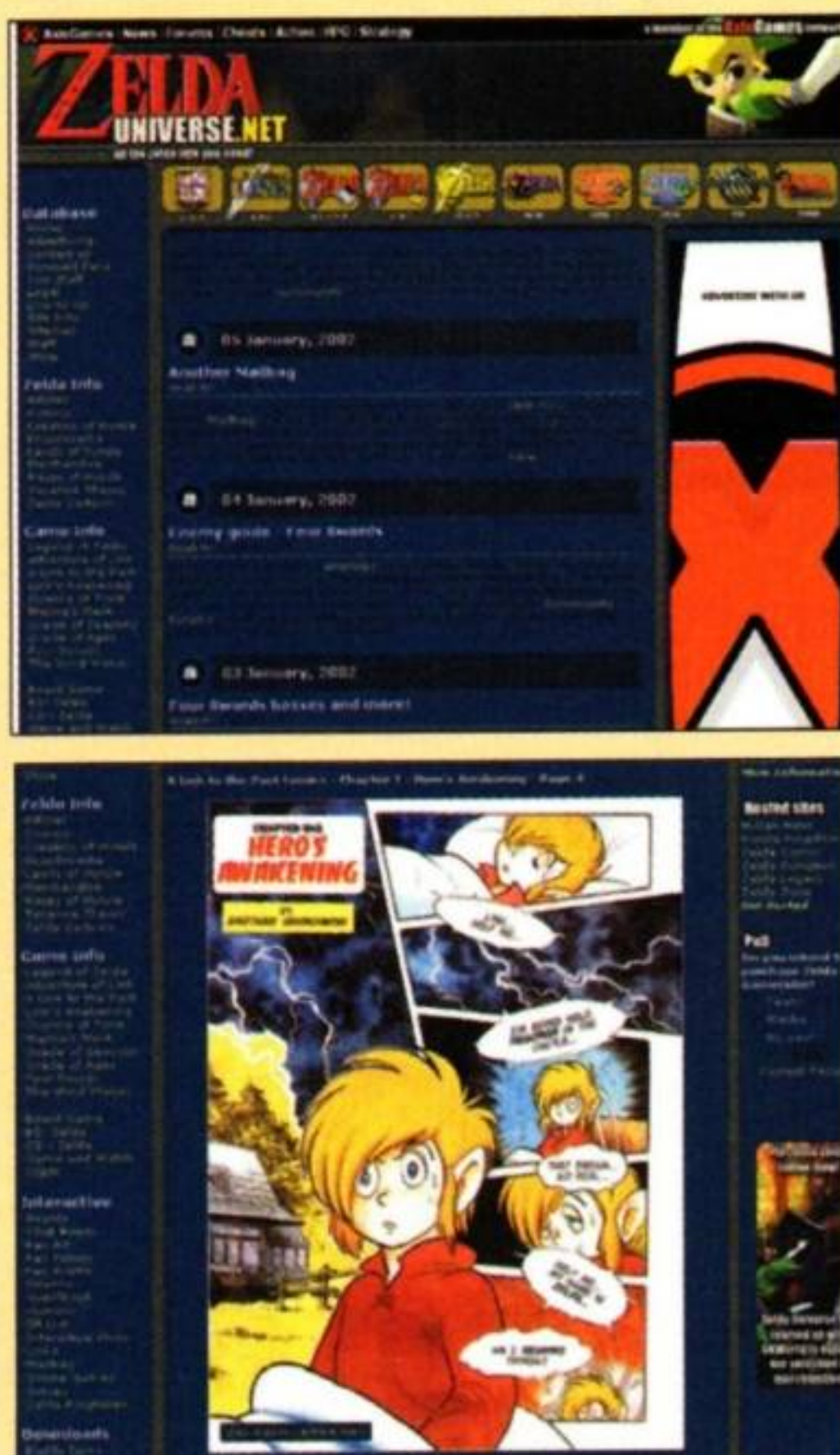
We've got hold of some screens of the forthcoming *Men In Black II: Alien Escape*, which is due to hit the shelves in March, if it doesn't slip. It's a 3D shoot-'em-up set in the *MIB* universe, but it doesn't follow the plot of the film, which is just as well – it got panned by the movie critics.

To be honest, we don't think this one will be anything to write home about, but we're prepared to be proved wrong. □



WEBSITE OF THE MONTH

If it's *Zelda* you're after, there's only one place to go. *Zelda Universe* is packed with information on every *Legend of Zelda* game imaginable, from the NES' original *Legend of Zelda* to the Cube's forthcoming *The Wind Waker*. And all your needs are catered for too. There's a detailed plot guide for each game, hints, tips and walkthroughs, screenshots, official and fan art, and – well, just about everything. Away from the games, there's a *Zelda* encyclopaedia organised in alphabetical order, scans of the American *Zelda* comics, and desktop wallpapers too. And have you ever wondered how the games fit together in the history of Hyrule? Check out the site's unofficial timeline...



Zelda Universe <http://www.zeldauniverse.net>

GAMECUBE GETS WRECKED...

Wreck'n Krew is coming our way!



☛ We were hoping for a full preview on this one for this issue, but as its release date is still unannounced and precious little information is forthcoming, we thought we'd update last month's news piece instead.

The aim of the game in *Wreck'n Krew* is to smash everything up within a given time limit. Think *Blast Corps* on the N64 and you're on the right lines. You play a member of a rag-tag team of demolition experts, and must take down their targets while combating the evil genius Arnie, who was once a



loveable child film star. Nowadays he runs an army of homemade attack bots, and they ain't out to help ya!

There are eight characters to choose from, four of which are initially hidden. Each has individual skills and strengths. Levels include scrapyards, an oil rig and a bustling cityscape. You're free to trash as

much of the level as you like, but you must complete your mission-based tasks within a time limit if you're to unlock the game's secrets.



It's about time a game rose to the challenge set by *Blast Corps*, and if developer C4 can get the right degree of variety, *Wreck'n Krew* could be the game to do it. ☐

ANIMAL CROSSING COMING OUR WAY?

No announcement, but tester lets the cat out of the bag...

☛ Speculation that the UK will indeed get an official *Animal Crossing* release seemed to be confirmed when a playtester mentioned he was looking at PAL code. Early in January, Nintendo Europe's David Tomlinson was asked if the game was ever coming out over here. He replied, "Well, let's just say I'm testing a PAL conversion

of it at the moment."

Of course, this is far from an official announcement, but let's face it – if PAL code exists, it must be coming out over here.

Animal Crossing 2 has already been announced for Japan. It will be released at some point in 2003. ☐



SoundBites

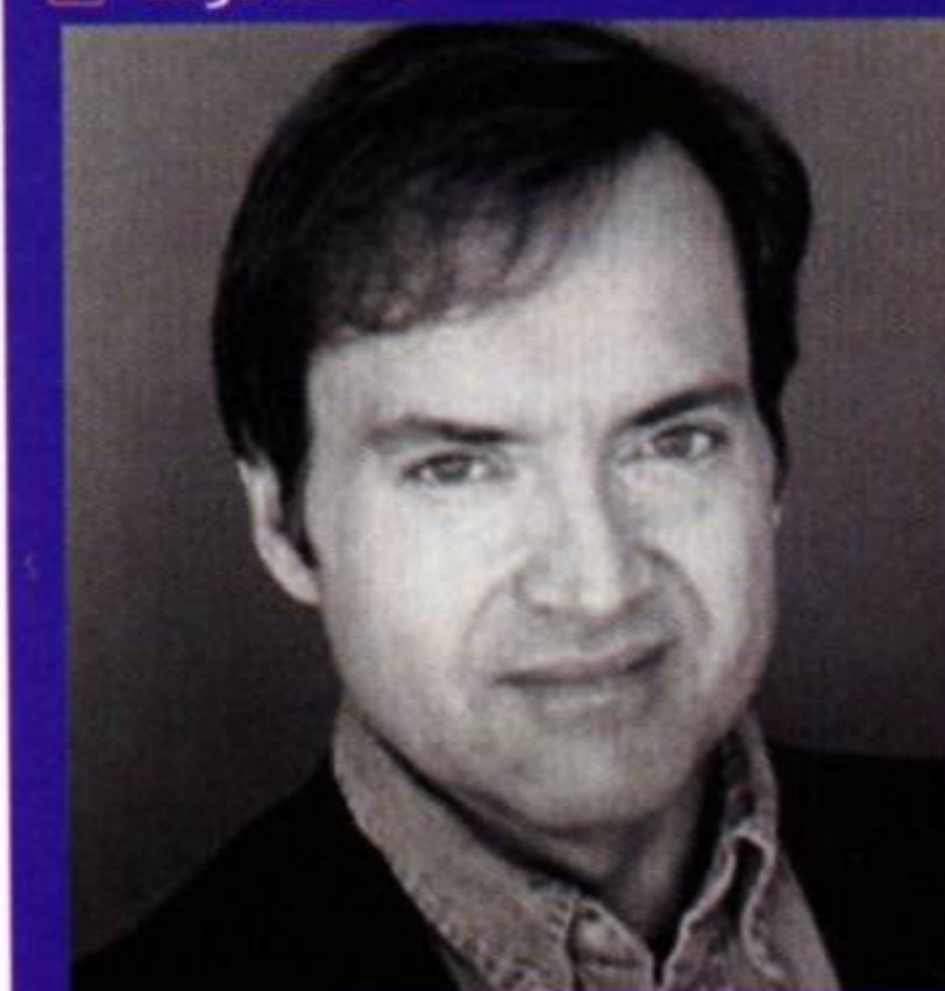
TOP ACTORS VOICE RAYMAN

Rayman 3: Hoodlum Havoc will feature voice-acting talent from some pretty big names. John Leguizamo, star of *Romeo and Juliet*, *Summer of Sam* and most recently *Ice Age*, will voice Globob, Rayman's ever-faithful sidekick whose clumsy nature leads the pair into all sorts of trouble.

Billy West, best known as the voice behind *Ren & Stimpy*, stars as Murfy – the tough guy with the lowdown on danger, enemies and obstacles Rayman must face throughout the adventure.



☛ Leguizamo



☛ West

GAME

£5

www.game.uk.com

OFF VOUCHER

Terms and Conditions

1. Offer only valid on redemption of this voucher, which cannot be used in conjunction with any other offer or voucher.
2. Voucher is redeemable at any GAME store in the UK and Eire.
3. This voucher is not recoverable and not exchangeable for cash.
4. Only one voucher may be used per product.
5. This voucher cannot be redeemed against a pre-owned purchase.
6. This offer may be withdrawn at any time without prior notice.
7. Valid against any one product over £30.
8. This voucher is redeemable against GameCUBE software and accessories only.
9. The voucher is valid until 5th March 2003.

G-FORCE



5 034410 101137

SAVE YOURSELF A FIVER!

Get £5 off any game costing £30 or more...

It's true – take this voucher into any GAME store in the UK and Eire and you can get £5 off any new game costing £30 or more. It's valid for a month, and we'll print another one next issue.

So what are you waiting for? Cut out and play!



www.game.uk.com

SoundBites

REVENGE OF SHINOBI

The ageing classic *Revenge of Shinobi* is coming to the Advance in April, courtesy of Infogrames.



SHINING SOUL SHINES ONTO GBA

RPG fans will be keen to learn that *Shining Soul* is coming to the GBA. It should be on the shelves later this month, but this is by no means certain.



DAREDEVIL GOES GOLD

THQ's film tie-in *Daredevil* has already gone gold in America. Perhaps they'll decide to release it over here then...



BLACKTHORNE TO GBA

Another refugee from the SNES coming to the GBA this year is *Blackthorne*. An exact release date has yet to be set.



ADVANCE NEWS

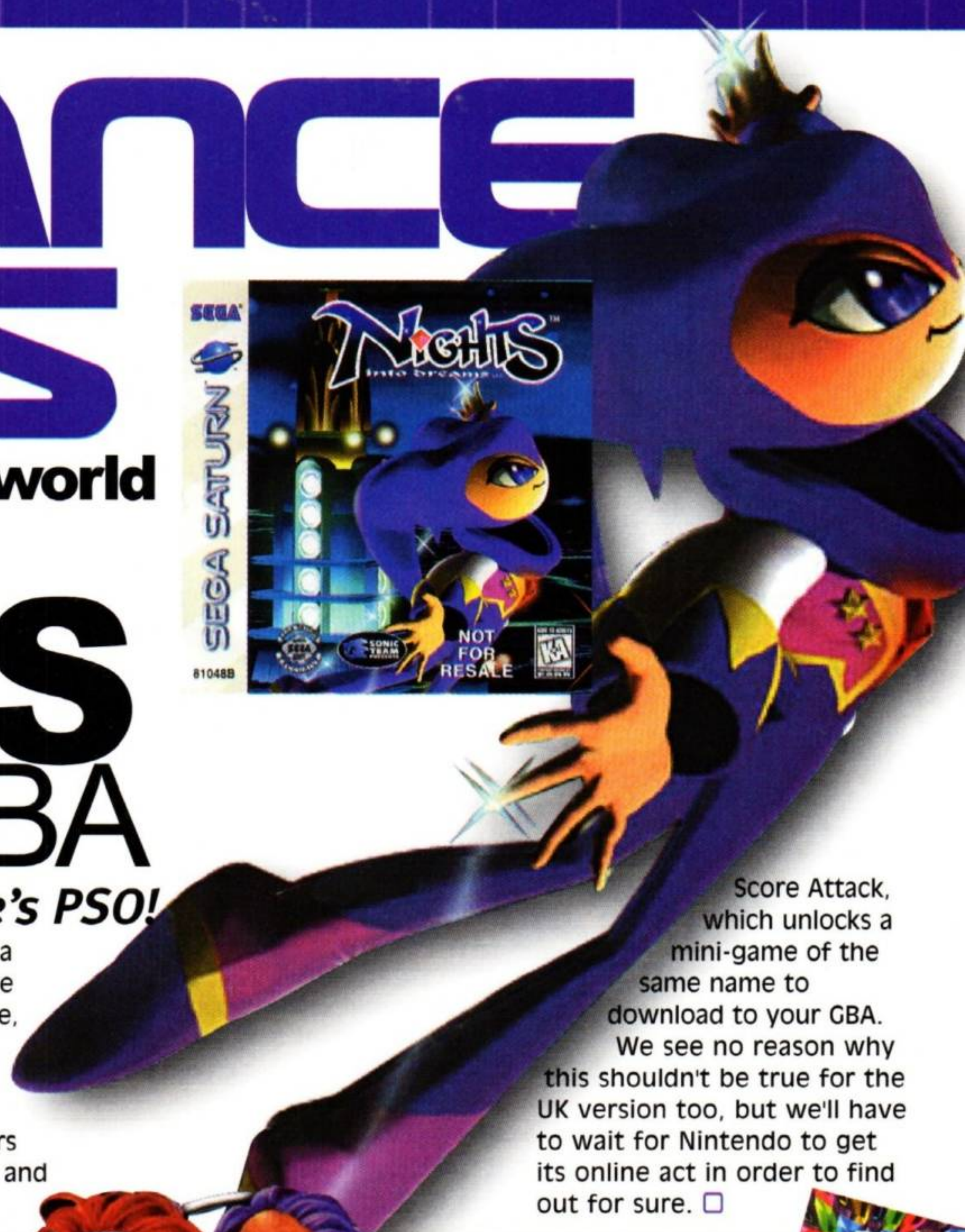
Exciting news from the world of handheld gaming...

NIGHTS Coming to GBA

...But only hidden within the Cube's PSO!

☑ Sonic Team, the developers behind *Phantasy Star Online* and the popular Saturn hit *NIGHTS*, has made an interesting announcement. *NIGHTS*, or at least a tribute to it, will appear on the Advance – but you won't be able to buy it in the shops.

The team has opened a new quest in the Japanese online *Phantasy Star* game, called *Messenger* from a *Dream Quest*. This four-player mission sees you interacting with characters from *NIGHTS*. Complete it and you get the item *NIGHTS*



Score Attack, which unlocks a mini-game of the same name to download to your GBA. We see no reason why this shouldn't be true for the UK version too, but we'll have to wait for Nintendo to get its online act in order to find out for sure. ☐

Vivendi Resurrects Two Classics

The Lost Vikings and *Rock-'n'-Roll Racing* roll onto GBA...



☑ Vivendi is beavering away on two 'new' Advance titles – well, new to the Advance anyway. *The Lost Vikings* and *Rock-'n'-Roll Racing* are both conversions of the classic 16-bit titles of the same names. *The Lost Vikings* is a great action adventure in which you combine the skills of three Nordic warriors to solve puzzles, while *Rock-'n'-Roll Racing* is, unsurprisingly, a cool driving game backed with some great classic rock sounds.

The Lost Vikings should be out next month, with *Rock-'n'-Roll Racing* following in June. ☐



Super Puzzle Fighter II Announced

Another ageing classic for the GBA.

☑ Capcom is working on *Super Puzzle Fighter II* for the GBA. The game is a puzzler in the *Columns/Dr Mario* mould. You position gems that fall in groups of two, aiming to connect stones of a similar colour, causing them to combine and eventually explode. Explosions cause chaos on your opponent's side of the playing field.

The saga won plaudits on 16-bit consoles and later on the PlayStation for its fast-paced gameplay, but was criticised for selling on the *Street Fighter* franchise, which is largely irrelevant to the game. ☐



COMING SOON...

IN THE UK...

7TH FEBRUARY	
Monopoly Party	Infogrames
14TH FEBRUARY	
Mortal Kombat: Deadly Alliance	Midway
Shrek Extra Large	TDK
Casper	TDK
21ST FEBRUARY	
Hunter: The Reckoning	Virgin
FEBRUARY	
Dakar 2	Acclaim
Phantasy Star Online Episodes I & II	Infogrames
Super Monkey Ball 2	Infogrames
NBA 2K3	Infogrames
Super Bubble Pop	Jaleco
Pac-Man World 2	Namco
Jimmy Neutron Boy Genius	THQ
Summoner 2: The Prophecy	THQ
7TH MARCH	
Wakeboarding Unleashed	Activision
Resident Evil Zero	Capcom
12TH MARCH	
Mace Griffin: Bounty Hunter	Vivendi
14TH MARCH	
Defender	Midway
21ST MARCH	
Haven: Call of the King	Midway
Metroid Prime	Nintendo
28TH MARCH	
Galleon: Islands of Mystery (yeah, right)	Interplay
29TH MARCH	
Mercedes-Benz World Racing	TDK
MARCH	
Vexx	Acclaim
Whirl Tour	Vivendi
Burnout 2	Acclaim
RTX Red Rock	Activision
Lost Kingdoms II	Activision
Batman: Dark Tomorrow	Kemco
Hitman 2: Silent Assassin	Eidos
Def Jam Vendetta	Electronic Arts
Big Mutha Truckers	Empire
NHL 2K3	Infogrames
Frogger Classic	Konami
Disney All-Star Skateboarding	Konami
Rolling	Rage
Rayman 3: Hoodlum Havoc	Ubi Soft
The Sum of All Fears	Ubi Soft
Splinter Cell	Ubi Soft
Tom Clancy's Ghost Recon	Ubi Soft

EARLY 2003	
Army Men: Air Combat - The Elite Missions	3DO
Rally Fusion: Race of Champions	Activision
Powerpuff Girls: Shock of Ages	BAM! Entertainment
Gremlins	Kemco
Dragon's Lair 3D	THQ
Baldur's Gate: Dark Alliance	Interplay
Jane's Attack Squadron	Xicat Interactive
Top Angler	Xicat Interactive

It's time for our weekly round-up of release dates. Remember, games slip - these dates are correct at the time of going to press, but aren't set in stone.



IN THE STATES...

FEBRUARY 4	
Cubix: Robots for Everyone	3DO
Vexx	Acclaim
FEBRUARY 10	
Barbarian	Virgin
FEBRUARY 18	
Conflict: Desert Storm	SCI
FEBRUARY 25	
Evolution Snowboarding	Konami
FEBRUARY	
Dakar 2	Acclaim
MARCH 2	
Haven: Call of the King	Midway
MARCH 4	
Batman: Dark Tomorrow	Kemco
Rayman 3: Hoodlum Havoc	Ubi Soft
MARCH 10	
WWE Crush Hour	THQ
MARCH 11	
Army Men: Air Combat - The Elite Missions	3DO
Enclave	Starbreeze
Micro Machines	Infogrames
MARCH 18	
Tom Clancy's Splinter Cell	Ubi Soft
MARCH 24	
Battlebots	THQ
Legend of Zelda: The Wind Waker	Nintendo
MARCH 25	
Army Men: Sarge's War	3DO
RTX Red Rock	LucasArts
MARCH	
Crushed Baseball 2004	Amaze Entertainment
Lotus Challenge	Xicat Interactive
XIII	Ubi Soft

EARLY 2003	
Burnout 2	Acclaim
Daredevil	TBA
Galleon: Islands of Mystery	Interplay
Lost Kingdoms II	Activision
Project BG&E	Ubi Soft
Roll-o-Rama	Nintendo
Shaun Murray's Pro Wakeboarder	Activision

IN JAPAN...

FEBRUARY 6	
Generation of Chaos Exceed	Idea Factory
FEBRUARY 7	
Nintendo Puzzle Collection	Nintendo
FEBRUARY 20	
Evolution Snowboarding	Konami
FEBRUARY 28	
Metroid Prime	Nintendo
MARCH 27	
PN 03	Capcom
MARCH	
Hikaru no Go 3	Konami
EARLY 2003	
Final Fantasy: Crystal Chronicles	Nintendo
Viewtiful Joe	Capcom



The GameCube is poorly served for RPGs, but there's a fistful on the way. Ian grabs his sword and explores...

Let's face it – there aren't enough RPGs on the Cube. In fact, there's so few we didn't even give the genre a slot in Issue Eight's Best of the Best feature. It would've been pretty empty, bearing in mind the only RPG currently available is Activision's *Lost Kingdoms*.

Thankfully, the situation will be addressed in 2003, with a series of high-profile releases and some interesting obscurities thrown in for good measure. Sounds like now's the time to check out the Cube's forthcoming role-players...

On a ROLE...





SKIES OF ARCADIA LEGENDS

INFOGRAMES, MAY 2003

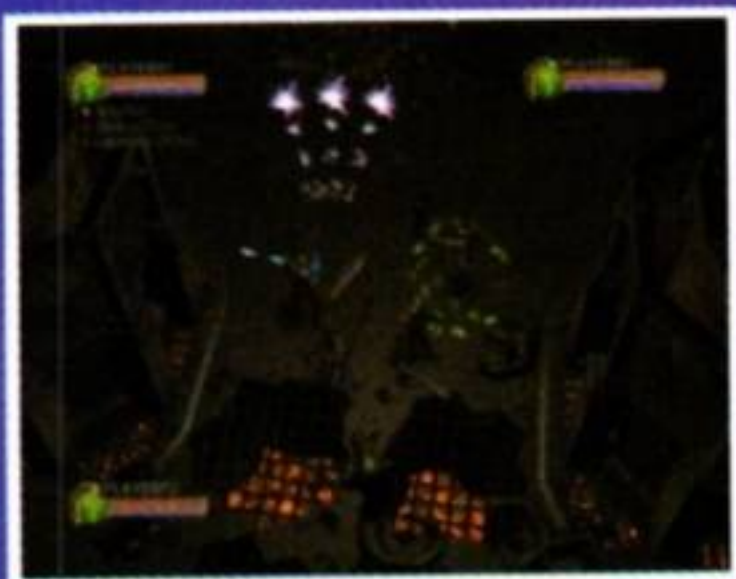
Remember the Dreamcast game? Well, this is a 'director's cut'. Hours of storyline have been added, expanding on the plot and tying up loose ends, and the much-criticised battle system has been revised.

The game casts players as the leader of a roaming band of Air Pirates, on a perilous quest spanning six diverse worlds. There's immense freedom to interact with all aspects of the enormous game world, including more than 300 unique characters, more than 70 weapons and dozens of magic spells and items.



DUNGEONS AND DRAGONS HEROES

INFOGRAMES, JUNE 2003



In *Dungeons & Dragons Heroes*, you play one of four characters, a Fighter, Wizard, Cleric or Rogue. The game focuses on combat and developing your character as you journey through the game's levels to collect all of the Planar Gems and vanquish the evil force that threatens to end life as we know it. We're

promised 'gorgeously detailed characters' in 'lush environments rich for adventuring'.

To be honest it looks fairly ordinary, but we hope to be proven wrong. We'll find out this summer.

PHANTASY STAR ONLINE EP I & II

INFOGRAMES, EARLY 2003



We've heard lots about this online RPG, but it's unlikely to be released in this country ahead of Nintendo's GC modem. For those who don't know, (where've you been?), *Episode I* is the original *PSO* and *PSO Ver 2*, while *Episode II* is a full-length GameCube-exclusive adventure. In online play you control a single character, teaming up with others from around the world to take on the various quests. Just walk into the local meeting-

place (probably the tavern), look for like-minded individuals, then battle away.

It's already out in Japan and America, and it's going down pretty well, scoring in the eighties or nineties in most reviews. Most pundits agree the experience is completely different when playing online, though the single-player or split-screen action is also highly regarded.

GLADIUS

ACTIVISION, MAY 2003

The screenshots are dribbling out a few at a time, but there's been no new information on this 'combat role-player' since last May. But here's what we know...

Gladius is a curious mix of combat, resource management and role-playing. You take charge of a school of gladiators and must train your fighters, teaching them new skills, developing their talents and testing their might in the arena. As well as traditional Roman Empire-era weapons, you get to use magic as well.

The game offers two distinct storylines, following the lives of two characters. There's a 'high level of interaction' in the combat, but as far as we can tell, you don't control your gladiator directly.

Although not a traditional RPG to begin with, the storyline takes a turn in this direction when you discover an evil plot to revive the Dark God. The gladiator games then cease as your small band of fighters try to defeat those who would bring him back.

Up to four players can play in Co-operative Mode, and on finishing the game, the tournament system remains open so players can continue to build up their characters and explore the game's four unique territories. It's great to see someone do something original with the RPG genre – we can hardly wait for this one!



FINAL FANTASY CRYSTAL CHRONICLES

NINTENDO, TBA

What can we say about this one that we haven't already said in Issue Eight's preview? As we preview it again later this issue we won't go into too much depth here, but in case you don't already know, this GC-exclusive is a return to the golden years of *Final Fantasy VI* and *VII*. It will support an Advance link, by which up to four players can co-operate, with the GBA screen offering information the other players shouldn't see. So now, if you're low on health, you need to let your friends know so they can heal you. It's no longer on the main screen for all to see.



EVOLUTION WORLDS

UBI SOFT, MARCH 2004

Evolution Worlds chronicles the stories from the Dreamcast's *Evolution* and *Evolution 2* into one epic, with exploration and battles tuned for one long adventure. The turn-based combat system is unique to Nintendo GameCube at launch, and makes combat a strategic challenge with positioning of characters and distance affecting the action. Additional features include improved visuals with a freely controllable camera, innovative weaponry and magical abilities, a unique combat experience and interaction with more than 100 characters during over 60 hours of gameplay.



LOST KINGDOMS II

ACTIVISION, MARCH 2003

Not much info here. The sequel to the GC's first RPG includes over 200 battle cards and dozens of new enemies. Developer From is planning to overhaul the gameplay too, which won't limit players to using some special abilities during battle sequences.

The game is set 200 years after its predecessor. You play a woman who can summon powerful creatures through mystical cards, as well as transform into the creatures themselves to solve puzzles and destroy enemies. Expect 26 3D worlds and a new battle arena with a Versus Mode.



CAMELOT'S RPG

PROBABLY NINTENDO, TBA

Camelot, the team behind *Mario Golf* and *Mario Tennis*, as well as the GBA's *Golden Sun*, is hard at work on a GameCube RPG. Could it be a large-console version of the GBA's best role-player? Could the two games offer connectivity? What's it going to be called? No one knows except Camelot founders the Takahashi brothers, pictured here dressed like a packet of Starburst...



HARVEST MOON: A WONDERFUL LIFE

NATSUME, TBA

Yes, an RPG about farming can be fun. Lots of fun. This version's a GameCube-exclusive, and looks set to appear in the summer in America.

The game spans 30 years in the life of a young farmer. As you grow up and mature, you get to marry, have children and plan your business and your career. There are six storylines contained within the game, but how they separate is unclear. It also links to the GBA version of *Harvest Moon*, allowing you to access a new area, Mineral Town.



YU-GI-OH! FORCEBOUND KINGDOM

KONAMI, LATE 2004



The Yu-Gi-Oh craze continues with this battle RPG, which, surprisingly, is not card-based. The aim of the game is to conquer more and more territory until you're the dominant force in the land – think *Ogre Battles* or *Final Fantasy Tactics* on the PlayStation and you're on the right lines. Except the battles are always three-on-three, and feature monsters...
Forcebound Kingdom isn't due until late next year.

TALES OF PHANTASIA RPG

NAMCO, TBA



Information is really light on this one. Namco's *Tales* games are spread over several platforms, but the Cube's first offering will be in the *Tales of Phantasia* series. The graphics are cel shaded, and the environments feature complex townscapes. It's out late this summer in Japan. And the UK? Your guess is as good as ours...

NAMCO RPG

NAMCO, TBA

Namco is also developing a second, yet-unnamed and completely original RPG for the Cube. It's coming out in Japan in December. Now you know as much as we do...



TIMES OF TROUBLE

X4 STUDIOS, TBA

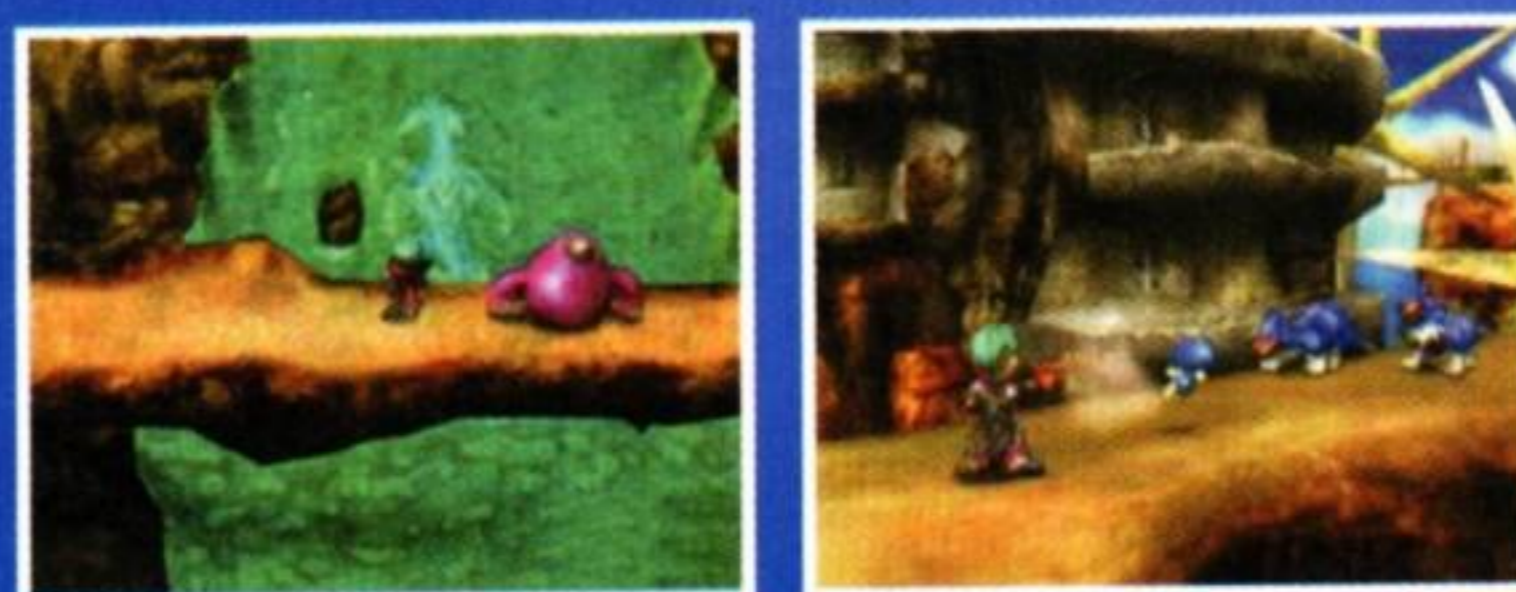
French developer X4 Studios is working on a role-player called *Times of Trouble*, a game that delicately balances action and RPG elements. You play a young lad called Zak, who exists in a world where rival political factions battle for supremacy. The battle system is in real time, and you can have up to three characters in your party.



GOLD STAR MOUNTAIN

FROM SOFTWARE, TBA

This Wild West-inspired role-player sees you and your animal companions travel through the desert and go on adventures. It's a two-part game, combining animal-rearing with action, and your creatures' performance depends on how you look after them. You start the game with a weedy six-gun, but can get better statistic-improving weapons later on.



DOKAPON DX

ASMIK ENTERTAINMENT, TBA

Remember *Dokapon: Monster Hunter* on the Advance? Well the series is coming to the Cube as *Dokapon DX*, which combines the 'scissors, stone and paper' battle system of the original with a playing area that looks like a Mario Party board. Items found on the map are once again generated by spinning a roulette wheel. The GameCube version also features a multiplayer option for one to four players.



ALSO APPEARING...

The following titles are announced (or at least possible), but we've no shots or info on them yet.

- MAGE**
BAMI ENTERTAINMENT
- GOthic**
XICAT INTERACTIVE
- GENERATION OF CHAOS EXCEED**
IDEA FACTORY
- GIFT**
SKIP LTD



COMING SOON...



FINAL FANTASY: CRYSTAL CHRONICLES

GAME INFO		ETA	
PUBLISHER:	NINTENDO		2003
DEVELOPER:	GAME DESIGNERS' STUDIO		2003
TYPE:	RPG		EARLY 2003

Another look at the Final Fantasy saga's long-awaited return to Nintendo...

We've some new info on *Final Fantasy Crystal Chronicles*, and some new screenshots for

good measure. Not particularly good screens, but they're quite informative, despite being somewhat shoddy.

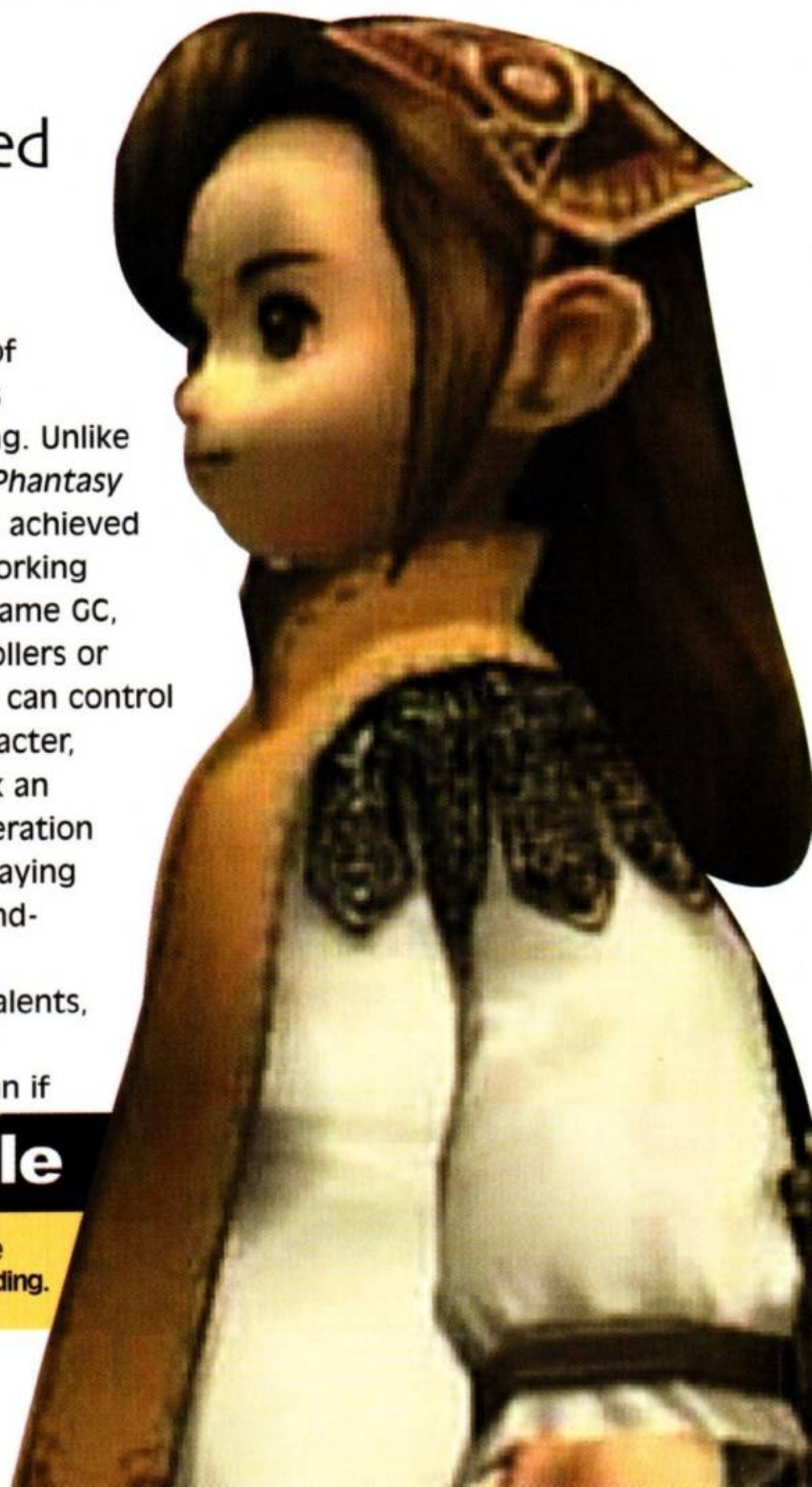
The battle screens reveal much about the game. As well as new foes, some monsters from earlier *Final Fantasy* games are used. The boss battles are as fearsome as ever – one such boss looks like a giant crab. The battle system itself has been overhauled, allowing your characters to move freely around the battlefield instead of being rooted to the spot.

Final Fantasy Crystal Chronicles represents a sidestep from the traditional *Final Fantasy* offering, but offers plenty that's familiar too. The main

change is a shift of emphasis towards multiplayer gaming. Unlike the forthcoming *Phantasy Star Online*, this is achieved by four players working together on the same GC, using Cube controllers or GBAs. Each player can control an individual character, making teamwork an important consideration and taking role-playing back to its dice-and-paper roots. By combining your talents, you can inflict far more damage than if

Techno Twaddle

We know next to nothing about the technical aspects of the game, but from the early trailers, the magic effects look astounding.





you work alone. For example, an Ice spell freezes your foe. Then, by working together, you can make sure the rest of your party is ready with some heavy hitters, striking while your foe is frozen.

CRYSTAL CAGE

And if you're wondering what's to stop the players moving in all directions and preventing the camera from following each other *Gauntlet*-style, they've got that covered too. The Death Vapour, a sort of poisonous gas that causes

damage if you walk into it, covers the land. Your only hope is Crystal Cage, which keeps the gas at bay and ensures your characters' lungs are Death Vapour-free. One character carries the cage (over his head) and the others must stay inside it or be slowly poisoned. In battle, it's placed on the ground so all four characters can fight. Thus, if one of your team decides following the leader isn't for him and he'd rather muck around while everyone else



waits for him to move in the right direction, don't worry – he'll be dead soon anyway.

One area on which we're very thin on information is the plot. We know the game takes place in a world with several towns as well as wide-open wilderness areas, but then, this is hardly earth-shattering news. Translating the Japanese dialogue in some of the screenshots shows one of your

tasks is to take a letter from one town to another, but again this is staple fare for an RPG. The lid has yet to be lifted on whom you're fighting and why.

MAGIC

We've a few early insights into the use of magic in the game too. Defeated enemies often release purple spheres, which the players can collect. Each sphere contains a spell that is released by throwing it at a foe, and you can hold up to ten of them at a time. Whether this is the sole means of casting spells or is in addition to the more traditional ways of the mage is not yet known. There are some really clever tricks you

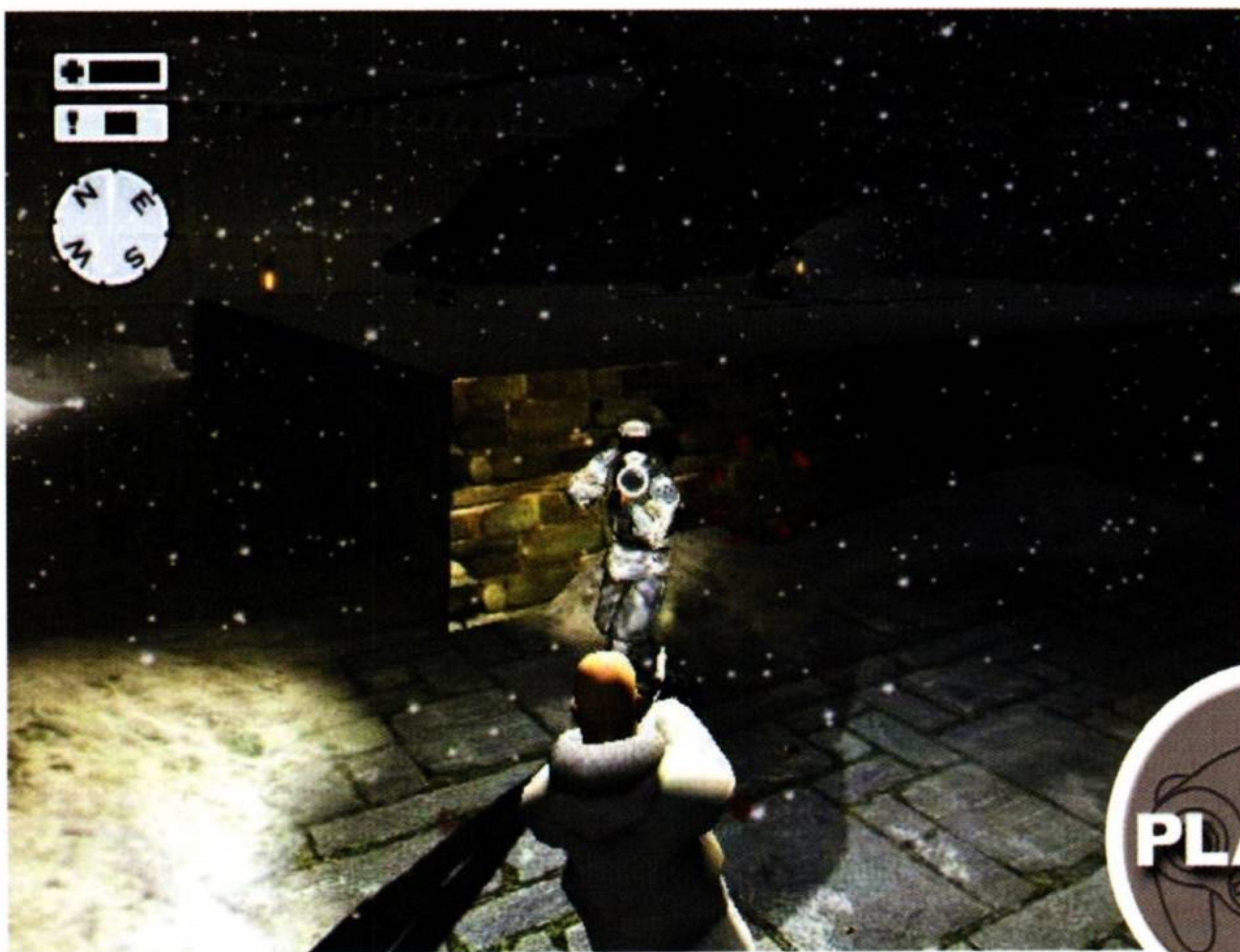
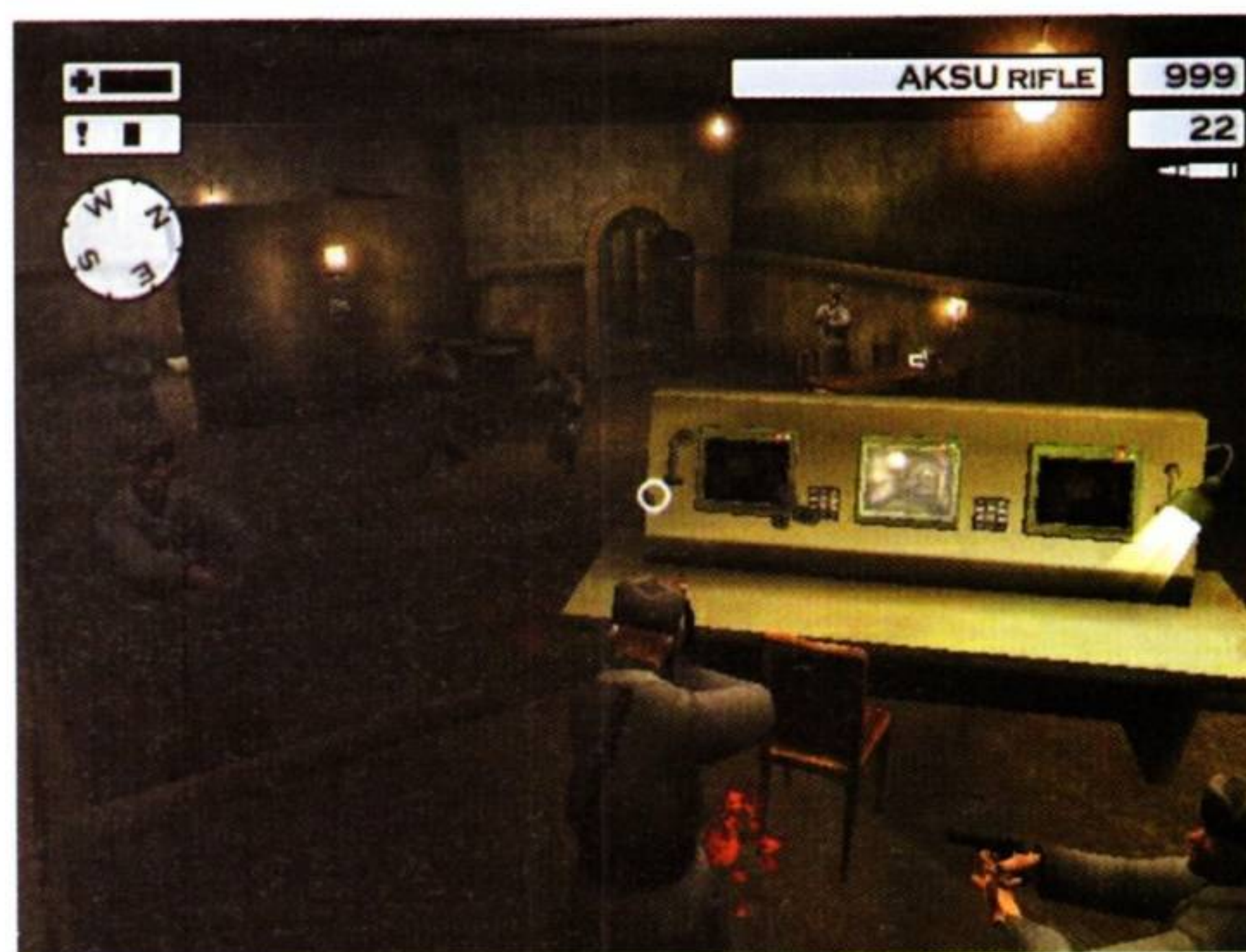
can pull with the spells too – for example, a Water spell cast over dry farmland will water it. No surprises there, but if you cast it over a hole in the ground, you create a pond. Why would you want to? Well, what if one of your friends is on fire? Casting the spell over him is no good as he's running around like a madman, but creating a pond and guiding him into it solves all his problems (with the possible exception of having no hair or eyebrows when he's flame-free).

And now the question you've all been waiting for – when are we likely to see it? Well, we don't know and neither does anyone else, but watch this space... □

A Link to the Future?

If you use the GBA as a hand controller, an on-screen map is offered on the handheld. You can also use the Advance to equip your magic spells.





HITMAN 2: Silent Assassin

Eidos' controversial killer enters a crowded genre, but can it blow away the opposition?

GAME INFO		ETA	
PUBLISHER:	EIDOS		MARCH/APRIL
DEVELOPER:	IO INTERACTIVE		EARLY 2003
TYPE:	FIRST-PERSON SHOOTER		TBA

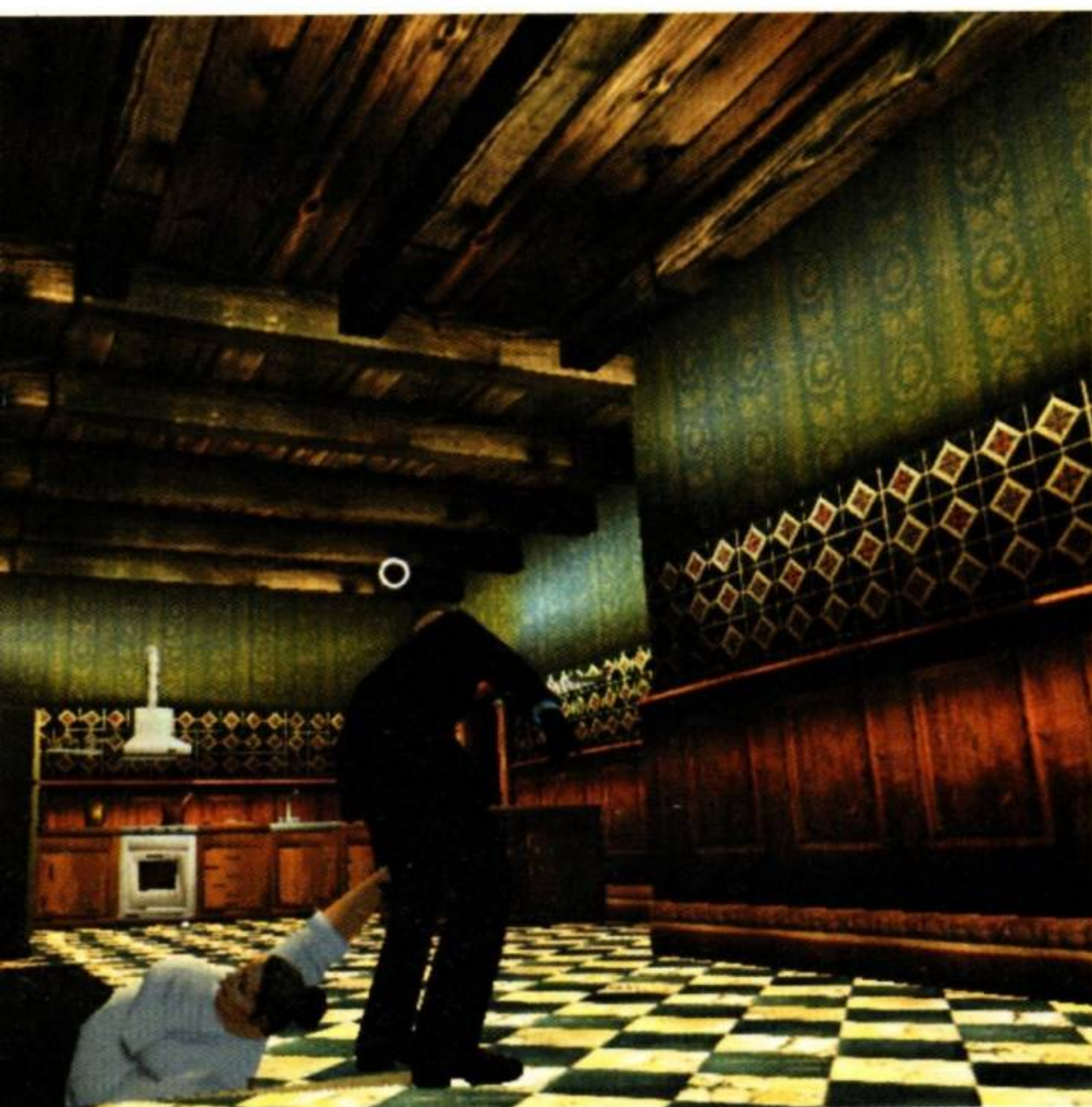
Stealth is becoming a videogaming cliché these days. When the flawed-but-fascinating *Hitman: Codename 47* appeared on the PC, it was new and exciting, but a modern stealth blaster such as this, its sequel, must be extra-special if it's to make its mark in the first-person genre. You play a genetically-engineered assassin (retired), who's (inevitably)

called back for one last job. This sets the scene for an action-packed, atmospheric romp through a series of objective-based missions.

We've had a brief play on an unfinished version, and we have to say it's looking pretty fine. The main criticism of the original *Hitman* has been addressed – the missions are no longer

completely linear. Now it doesn't matter how you tackle a task, as long as all the objectives are completed. The thinking involved in how to tackle a level is a welcome change from the usual blast-'n'-run offerings.

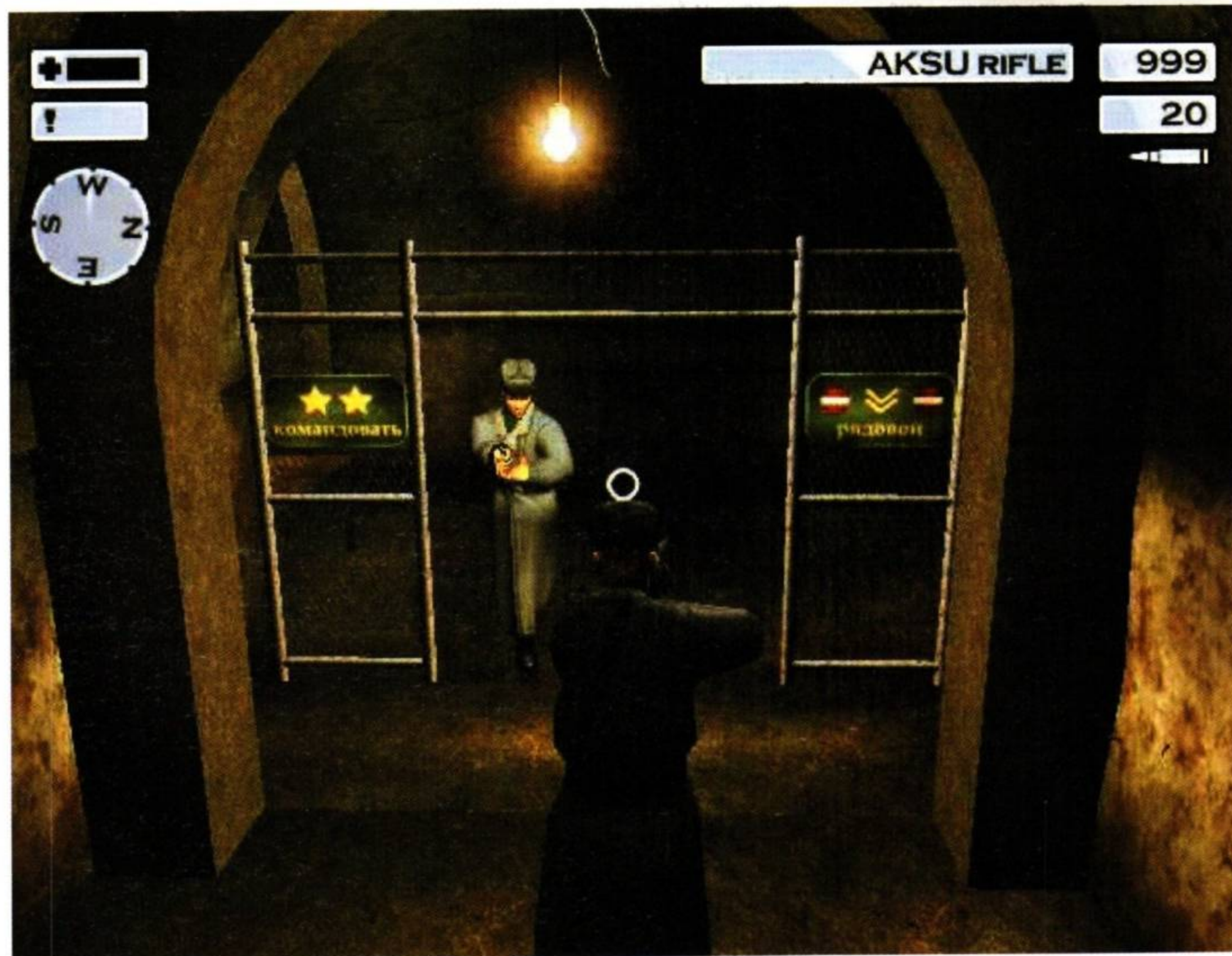




FIRST LOOK

NFL 2K3

Hut, hut, hut...



ON GUARD...

Also welcome is the attention to detail you must now pay throughout. Guards behave like guards. They're constantly on the lookout for infiltrators, and won't hesitate to radio for help if you're spotted. They certainly don't inexplicably forget you were ever there after a timer runs down, *Metal Gear Solid*-style. Their AI does need a little polish, though. At times you can walk into a room pointing your weapon in a guard's direction, and he doesn't react for several seconds. This is a bonus if you need to choose a weapon or

reload, but it's a bonus that spoils the atmosphere somewhat. This flaw was present in the PS2 game, but hopefully it will be removed for the final Cube version.

One thing that will definitely be altered for the Cube version is the controversial level set in a temple, which offended the Sikhs. If you read last issue's news item, you'll know the Sikh Coalition complained about a mission where you infiltrated an unnamed cult, housed in a

gurdwara that bears a resemblance to the Sikh's holiest shrine, the Golden Temple. Whether this level will be removed, replaced or radically redesigned is unclear, but we hope it won't just disappear.

The PlayStation2 version of *Hitman 2: Silent Assassin* was brilliant, but flawed. Hopefully Eidos will address its faults for the finished game and deliver a killer GameCube version. □

History Lesson

Hitman 2: Silent Assassin is the sequel to a PC-only game. The original is very unlikely to get a Cube release. It's too old, and the second game makes too many advances on it to make such a project worthwhile.

GAME INFO

PUBLISHER: INFOGRAMES
DEVELOPER: SEGA
TYPE: SPORTS SIM

ETA

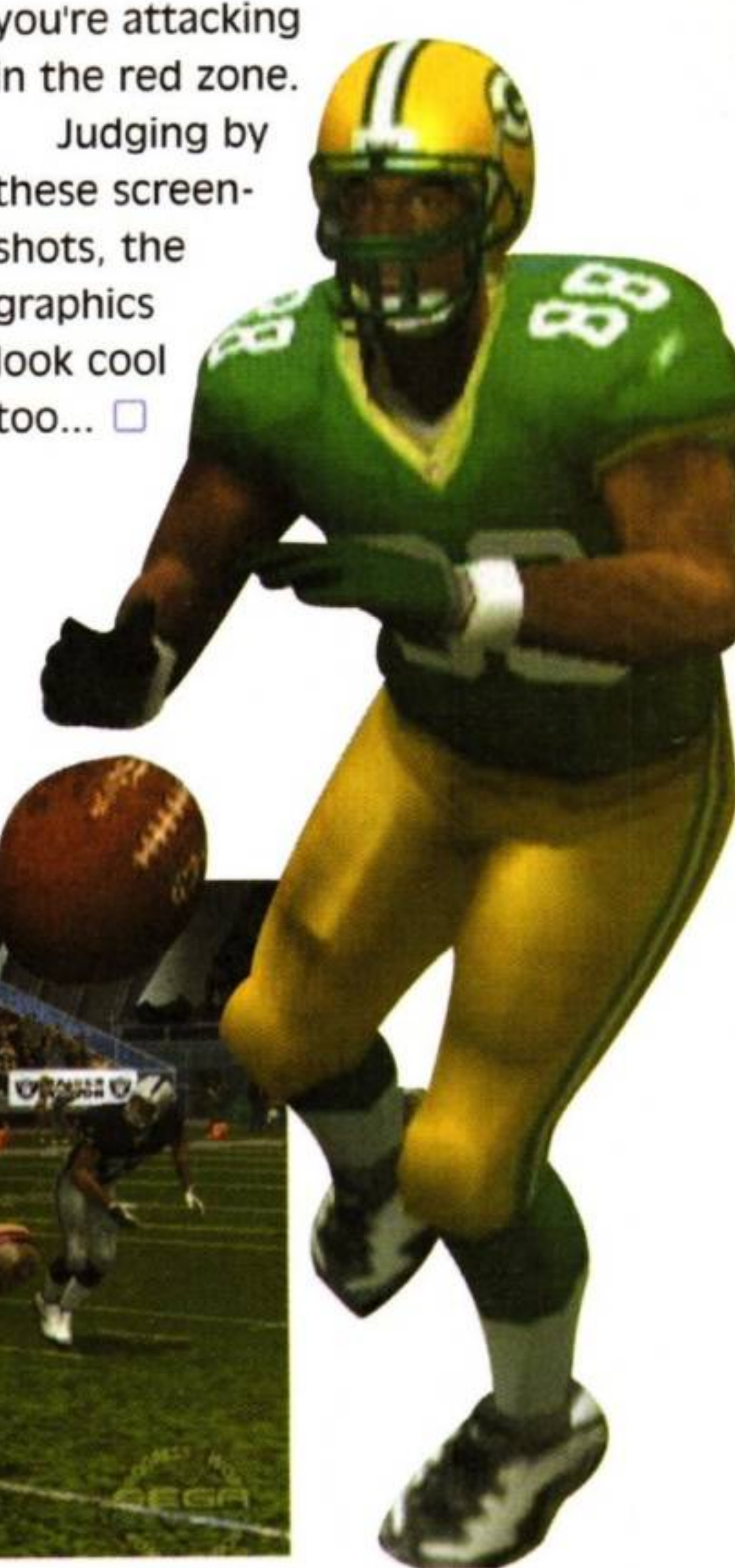
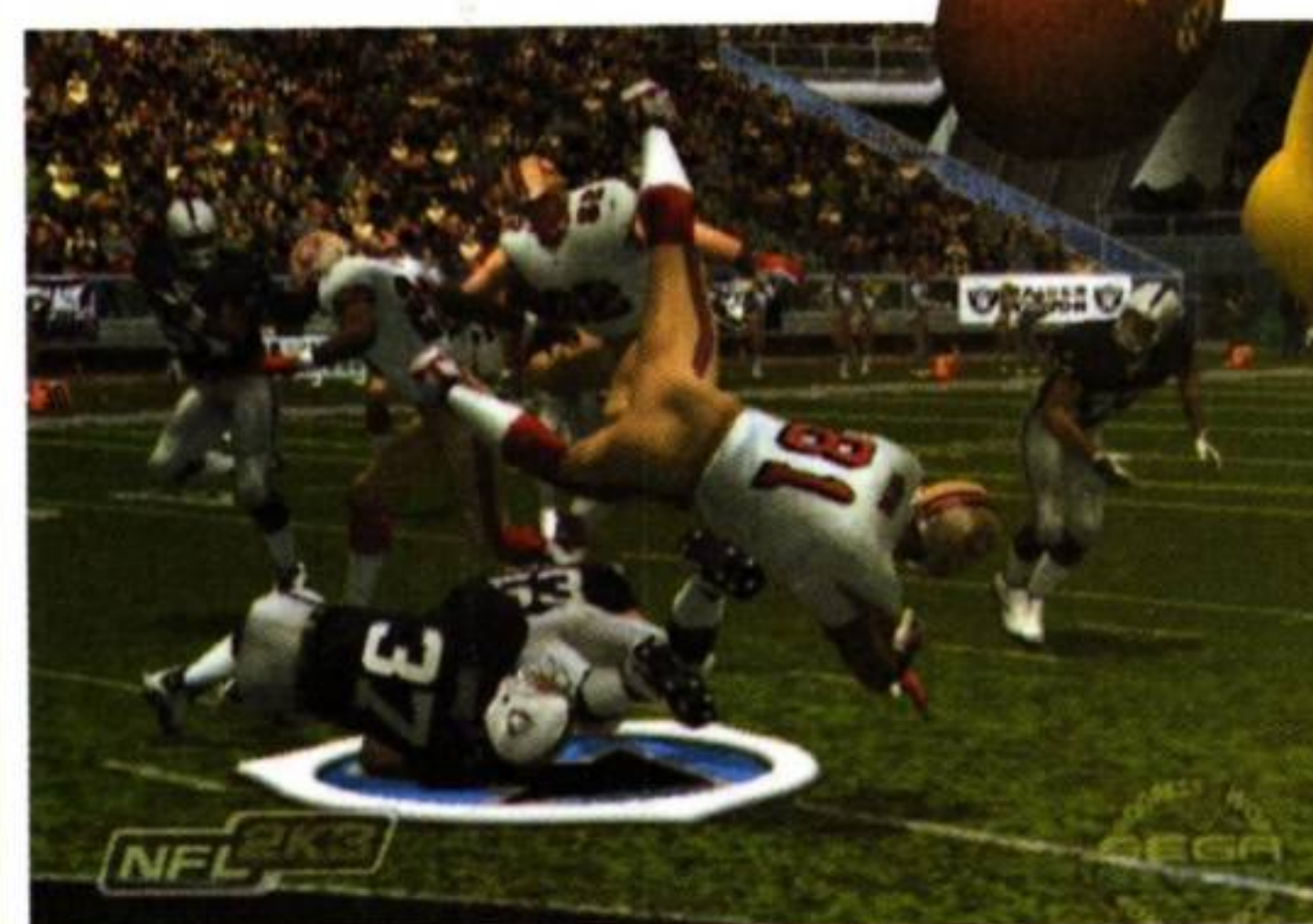
4TH APRIL
EARLY 2003
TBA

American Football sims are rare releases in the UK, so gridiron fans will be pleased to learn Sega's *NFL 2K3* is on the way this Easter.

The game features an all-new Franchise Mode, with comprehensive player stats and the chance to make transfers as you build your team. It's effective audible system means you can call plays just before the snap to catch your opponent off-guard, and computer opponents use more smarts

when calling plays, including tough defensive stands when you're attacking in the red zone.

Judging by these screenshots, the graphics look cool too... □



PLAYED

Artistic Licence

The licensed soundtrack includes toonz from American artists such as Autopilot Off, Pressure 4-5, Peanut Butter Wolf, Thunderball, Gob, Boy Sets Fire, Lootpack and Ming & FS. They're not bad considering we haven't heard of any of them...



Whirl Tour

We get to give it a whirl at last...

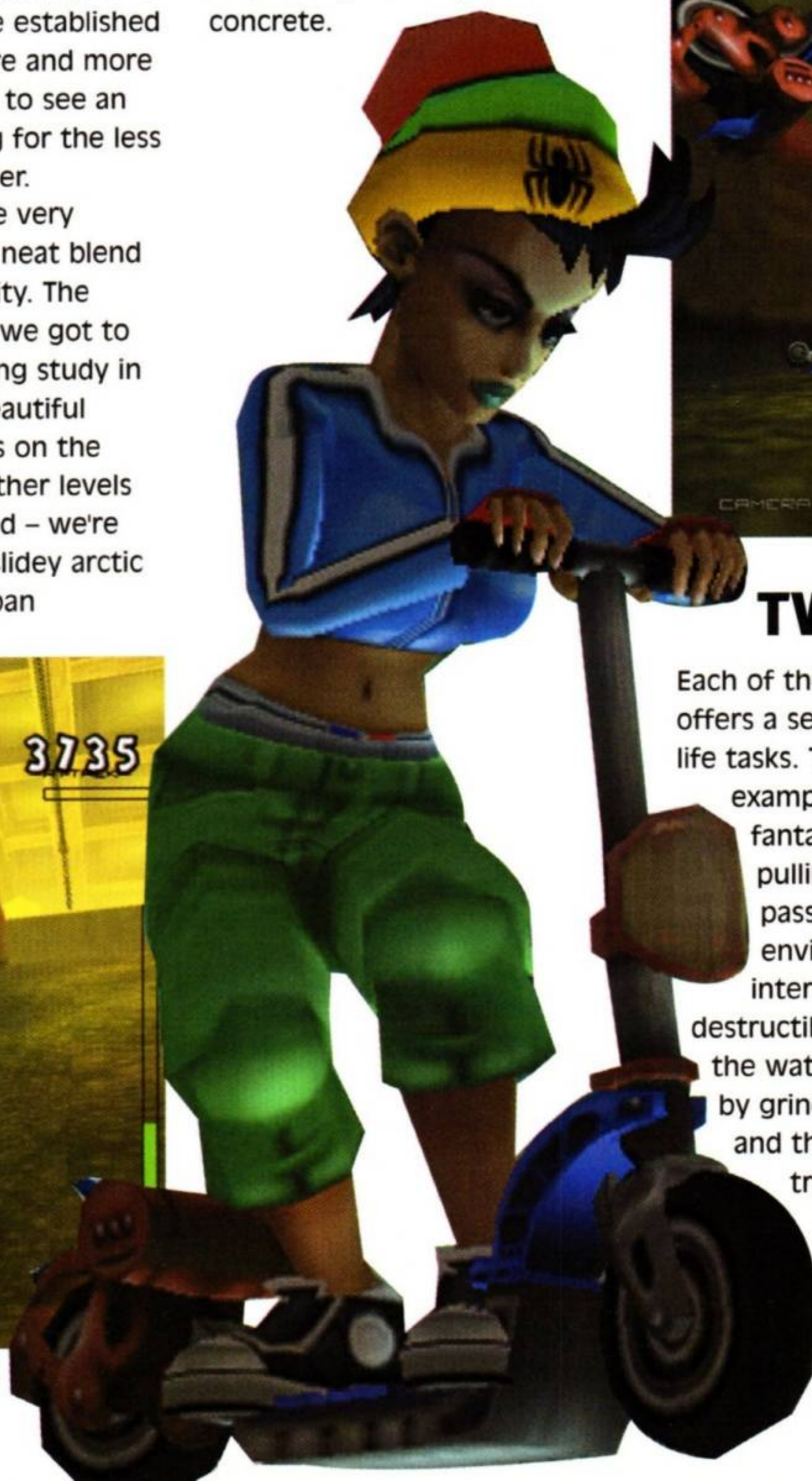
We've mentioned this one before, but as we've finally got to play it, we thought we'd give you an update. The version we saw is far from finished, offering only one level, one character and one scooter, but it already looks the nuts. It's silky-smooth, has no framerate issues and the stunts and trix you can pull off on your rad scooter never look forced or awkward.

The first thing to note about *Whirl Tour* is just how accessible it is, far more so than the big-name extreme

sports franchises like *Tony Hawk's* or *Dave Mirra*. This is no bad thing. With the established games getting more and more hardcore, it's great to see an entry-level offering for the less single-minded gamer.

The graphics are very stylised, offering a neat blend of fantasy and reality. The Castle level, which we got to play, is an interesting study in blue, with some beautiful stonework textures on the main constructs. Other levels are similarly themed - we're promised a slippy-slidey arctic world and a suburban

environment with an interesting mix of grass and concrete.



GAME INFO		ETA	
PUBLISHER:	CRAVE ENTERTAINMENT		MARCH 2003
DEVELOPER:	PAPAYA STUDIOS		MARCH 2003
TYPE:	EXTREME SPORTS		TBA 2003



TWO-WHEELED WHIRL

Each of the game's missions offers a series of larger-than-life tasks. The Castle, for example, has you fighting fantasy monsters by pulling off trix as you pass them. The environments are interactive and destructible too. Look out for the waterwheel activated by grinding into a lever, and the gate opened by trashing a machine.

The final version of the game will feature seven

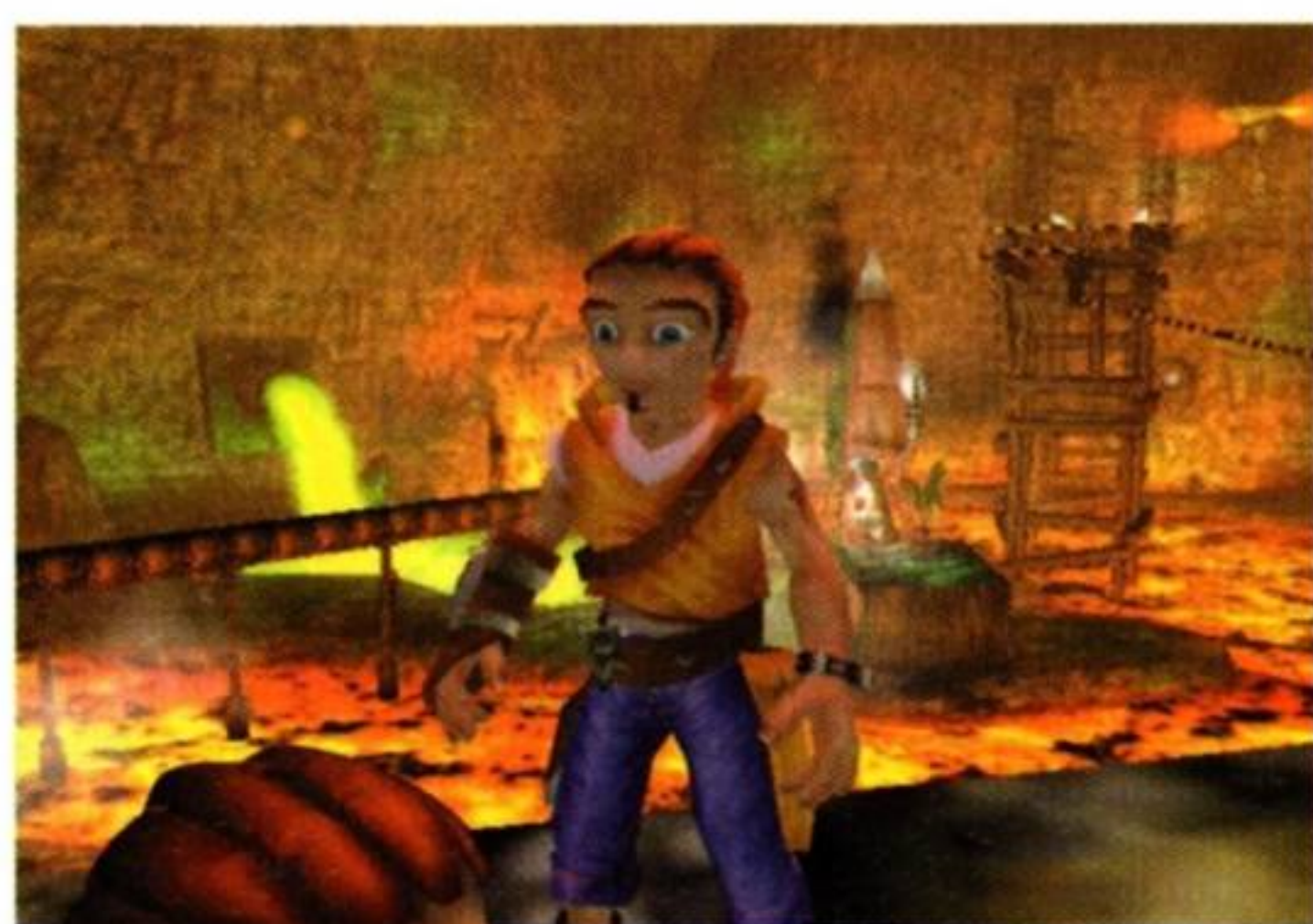
characters, eight massive levels and dozens of scooters to ride. There's also power-ups, secrets and locked mini-games to uncover. From what we've seen so far, we reckon it's going to be ideal for anyone who wants an entry-level extreme sports game, or just isn't fanatical enough about the genre to go for a more hardcore game starring the likes of *Mirra* and *Hawk*. If the rest of the game lives up to the promise of the first level, it will certainly be one to watch. □



HAVEN: CALL OF THE KING

Will it take you to seventh haven?

GAME INFO		ETA	
PUBLISHER:	MIDWAY GAMES		21ST MARCH
DEVELOPER:	TRAVELLER'S TALES		3RD MARCH
TYPE:	MIXED GENRES		TBA



Haven is causing

lots of excitement amongst gamers, and has the potential to live up to the hype. You take the role of Haven, a young man called into battle by the ringing of the legendary bell, the Golden Voice. This bell is only rung in times of trouble, and it's now calling Haven to save his people from slavery and the threat of death from the evil Lord Vetch.

The developers claim to have created a game that successfully combines many different genres and types of gameplay. Much more than just a

platformer, *Haven* also includes sections of shooting, boat racing, space exploration, gladiator arena combat, plane flight, and vehicle racing.

VARIETY...

This variety of genres is made possible by the FreeFormer gameplay, which the developers say enabled them to create seamless transitions between the different sections. There are 40 levels, yet once it's loaded at the beginning, it all flows into one continuous adventure.

The artwork in the game is also attracting attention, as it's been created by legendary fantasy and sci-fi artist Rodney Matthews. "The concept and gameplay of *Haven: Call Of The King* was so unique, we wanted the art direction to be equally original", said Helene Sheeler, vice president of marketing, Midway. "Having Rodney Matthews create the images for the game was a coup for us." □



Techno Twaddle

The developers claim the FreeFormer gameplay is revolutionary in its ability to blend such a variety of gameplay mechanics, giving players freedom to move anywhere in the world on foot or by vehicle. The developers believe this "allows the player to experience gameplay that resembles the feeling you get when you enjoy a blockbuster action movie."

PRICE BUSTERS



Do you pay over the odds for your games? We hit the sales and see just how cheaply you can get them...

Believe it or not, the price of games is an issue that's been with us since Day One. Way before the recent Fairplay campaign, which argued £40 was far too much for a single game, the claws were out for releases that cost £8. And yet there's never a valid reason why you should *EVER* pay full price for a videogame. And whether you're shopping on the high street or buying over the Internet, there are substantial savings to be made if you know where to look.

And with this very thing in mind, we went headfirst into the January sales to find out just what savings could be made there. And then we

battered the internet a bit, purely in the interests of saving some hard-earned. Only, er, we ended up buying far more games than we ought to have done because they're cheaper. That's the chance you take with this new technology.

Oh, and before we get going, the usual disclaimer. We found these prices by shopping around in the last week of December and first week of January. Chances are they aren't all correct now, but the idea is to give you a flavour of what you can get.

And it's entirely possible that some even better deals have arisen by the time these words see print...



STORE PRICE
LEGENDS OF
WRESTLING 2
£19.99



STORE PRICE
X-MEN
£19.99



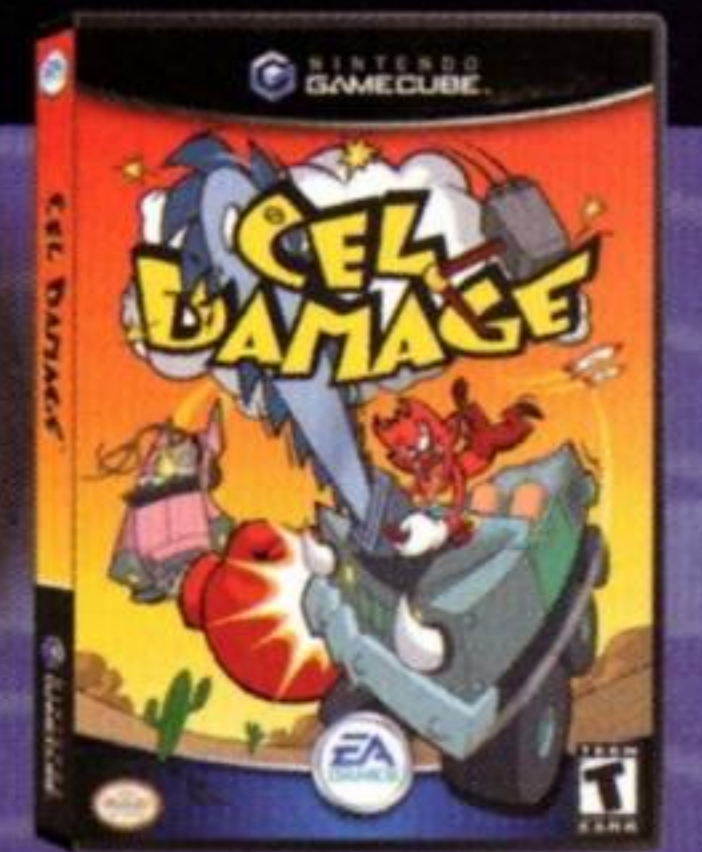
STORE PRICE
MINORITY
REPORT
£19.99



STORE PRICE
WRECKLESS
£19.99



BUY IF CHEAP...



Of course, bargain-hunting makes it feasible to splash out on games you wouldn't dream of buying at £40 a throw. Take Cel Damage, or Barbarian. They're not great, but their

didn't sound like much of a sale price to us either, and Rocky for £35 certainly wasn't! Disappointing, really.

HMV wasn't much better, and as usual, it was crammed with the usual mix of sweat, three-year-olds running riot and the occasional sales assistant who happily sneered at the choice of the customer in front of them. Mind you, he was buying a Gareth Gates album, so he deserved everything he got. The Advance fared well in HMV, with Doom and Legends of Wrestling 2 at a tenner, whilst Spyro and Crash Bandicoot XS could be had for £20. Space Invaders was just £7 too. On the Cube, there was Legends of Wrestling for £20, and that was pretty much it in the branch we visited. It wasn't much of a hardship to leave, especially as the in-store stereo was pumping out *The Crappiest Album in the World Ever*, or something equally as forgettable. ▶

multiplayers a laugh if you see them around £15. Driven and Eighteen Wheeler have their good points, but are far too short. Not a problem if you're paying less than £20. And games like ZooCube won't appeal to everybody, but at bargain bin prices, it might be worth taking a chance. If you like Tony Hawk's, why not try a Mat Hoffman's game or Kelly Slater's Pro Surfer, and what about those unusual efforts you might not otherwise have tried, like Doshin the Giant or Pikmin?



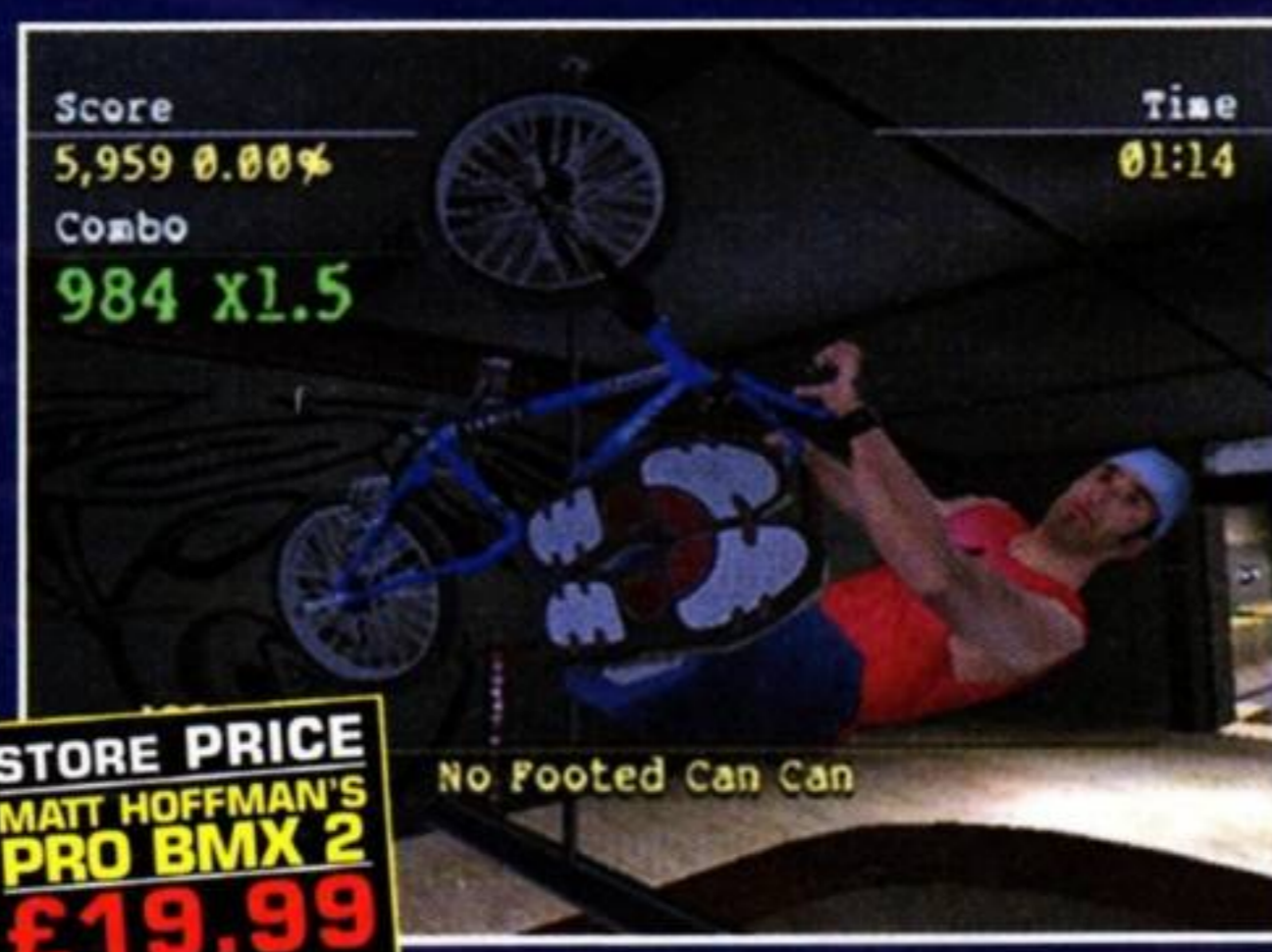
STORE PRICE
SPYRO
£19.99



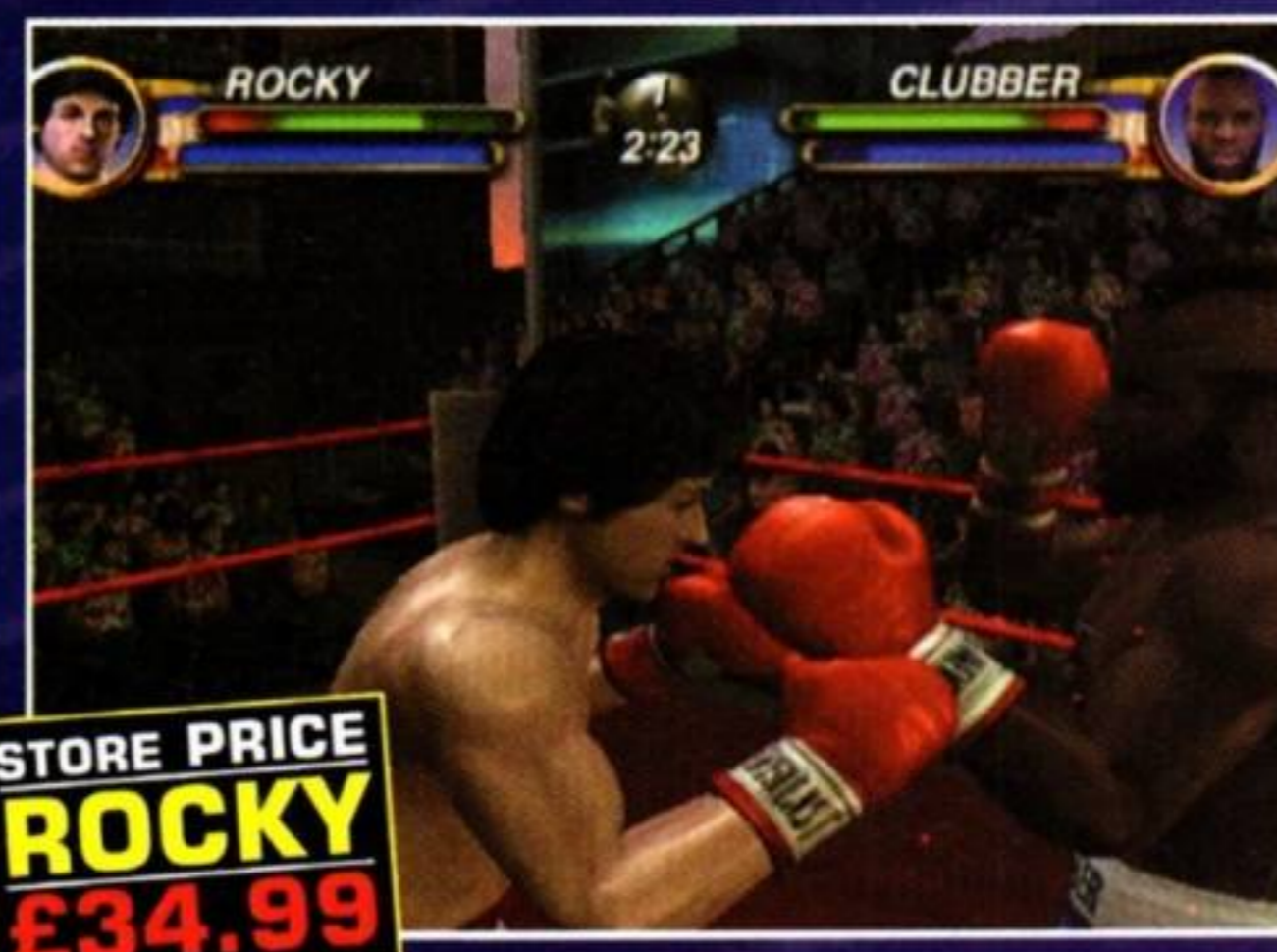
STORE PRICE
CRASH
BANDICOOT
£19.99



STORE PRICE
MATT HOFFMAN'S
PRO BMX 2
£19.99



STORE PRICE
ROCKY
£34.99



'WARNING
ONE OF THE PITFALLS OF BARGAIN HUNTING IS THAT SOME GAMES, NO MATTER HOW CHEAP THEY ARE, SIMPLY AREN'T WORTH A BRASS FARTHING...'

ON THE MOVE

To start with, it was time to get off our backsides, which had been substantially fuelled by a festive season that involved eating more food than it is biologically possible for our meagre bodies to hold. Perhaps that's why we spent a little bit too much time in Woolworths looking at the exercise videos. In our defence, when you've got ladies such as Kylie and Nell McAndrew on the racks, what else were we supposed to do than think of lying on the sofa, eating Celebrations while they strut their stuff? Ahem, back to work...

Woolworths, to their credit, got things off to a reasonable start despite the tatty layout of their videogames section. Certainly, Red Card Soccer for £19.99 is a reasonable deal, and credit to them for offering Triple A titles such as Super Mario Sunshine and Eternal Darkness for a tenner off apiece. Mind you, they also provided ample warning of one of the pitfalls of bargain hunting, and that is that some games, no matter how cheap

they are, simply aren't worth a brass farthing. Universal Studios: Theme Park is one of the worst games to date on the Cube, and despite finding it at half price, we weren't at all tempted to take the plunge. Oh, we also found the passable Cel Damage for a tenner.

In the midst of Birmingham city centre, where we did the first leg of our shop, a branch of GAME lies across from Woolworths. So off we went. It was a case of the usual suspects really, with quite a few games selling for a penny or two short of £20. Examples? WWE Wrestlemania X8, Burnout, Lost Kingdoms, Crazy Taxi, X-Men Next Dimension, MX Superfly, Legends of Wrestling, Minority Report, Wreckless and Mat Hoffman Pro BMX 2. No must-buys in that lot at all, but certainly some decent entertainment. However, we did find on the whole, GAME's prices weren't the best. Moving slightly up, for instance, Star Wars Rogue Leader was priced at £24.99. A good deal, certainly, but that's the price that neighbouring HMV had been selling it for BEFORE Christmas! Agent Under Fire for £30

'CHEAP GAMES? IT'S A CASE OF THE USUAL SUSPECTS...'

Woolworths and HMV logos, HMV.co.uk, GAME logo, and www.game.co.uk.



SPECIALIST

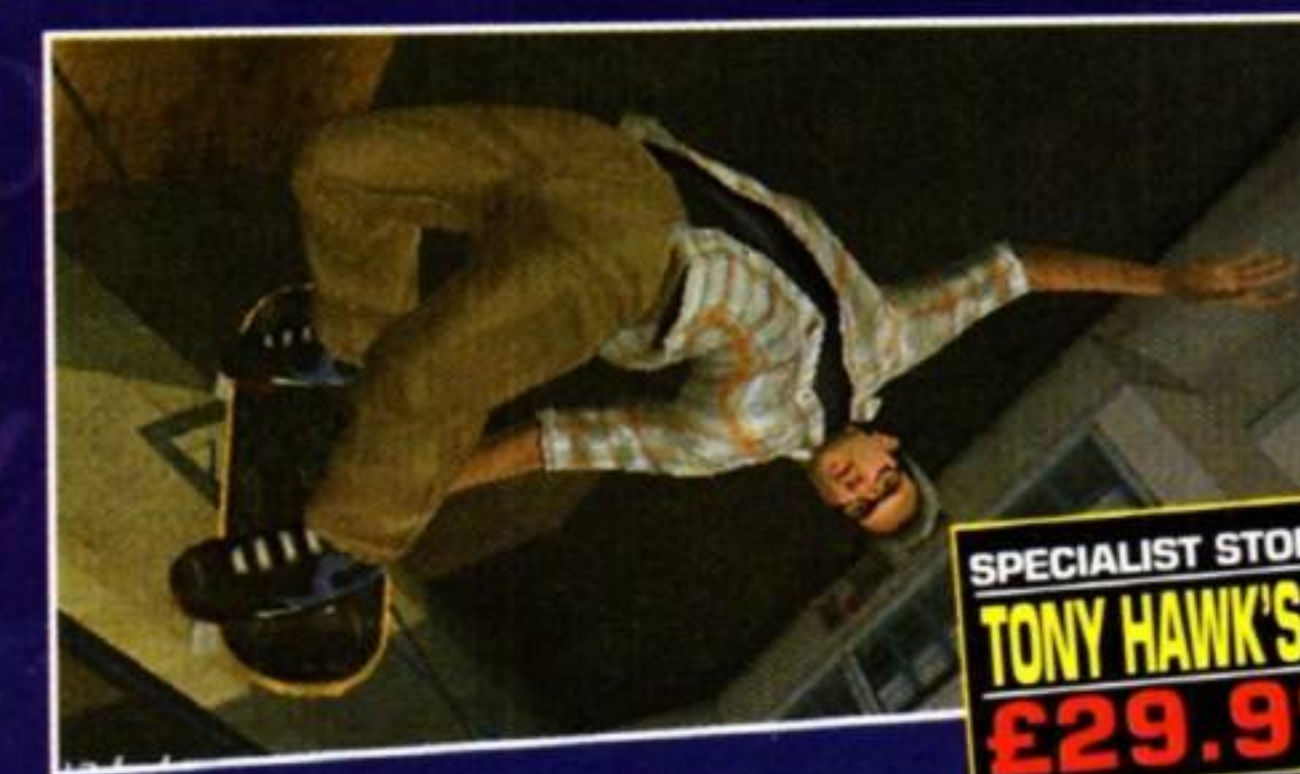
Onto more specialist fare, then. **Gamestation** recently became part of the Blockbuster Video empire, courtesy of a multi-million-pound deal, although you wouldn't guess it from

stepping into one of their branches. With a broad mixture of new and second-hand stock, it's always been a store for the dedicated gamer, although oddly enough the last time this scribe tackled an article like this, their service was disappointing. No such problem this time, though, and the prices were quite good too. Undoubtedly the best bargain was *Eternal Darkness* for just £19.99, although this is tinged with a slightly heavy heart when you realise one of Nintendo's prime titles has been so aggressively discounted so soon. Still, snap 'em up, we say. The same advice applied for *Resident Evil*, which was £19.99 new and £16.99 used, although that price chop is slightly more understandable with *Resident Evil Zero* just around the corner.

Plenty more bargains lay around the shop, including *FIFA 2003* and *Rocky* for £24.99 (the latter in particular is well worth picking up), and for £29.99 the range

included *Tony Hawk's 4*, *Super Mario Sunshine*, *Mario Party 4* and *Star Wars: The Clone Wars*. With each of these games, a few more quid could be saved by going for the second-hand option. Incidentally, we also paid a quick trip to a branch of parent company **Blockbuster**, and found they were knocking out 4Mb memory cards for a few quid. Excellent deal, we thought. We found some price chops in places we didn't expect, too. If your local **Boots**, for instance, still stocks the odd game, we saw they had the likes of *Spider-Man* for a third off. £27 isn't a rock-bottom price, but it's a nice find when all we went in for was some deodorant and dandruff powder.

Seemingly kings of the console package deals, **Toys R Us** spent the run-up to Christmas throwing lots of games at punters to help shift machines. After Christmas? They cut the price of said games. *Turok: Evolution*, *WWE Wrestlemania X8*,



'...SAVE A FEW QUID BY GOING FOR THE SECOND-HAND OPTION!'

Burnout, *Eighteen Wheeler*, *Dark Summit*, *Rocky* and *ZooCube* were down to £19.99, for instance. In hardware, we found the price of a steering wheel cut in half to £14.99, official controllers down to £19.99 and memory cards starting at £4.99. Can't be bad. Lots of savings for Game Boy owners too – *Antz Extreme Racing*, *Final Fight*, *Attack of the Clones*, *Tetris Worlds* and more were down to £14.99. Similar offers could be found on their website (www.toysrus.co.uk).

Not much to shout about in **WHSmiths**, although in our experience it varies from branch to branch. They weren't really

tempting us with £36.99 price tags on *FIFA 2003* and *007 NightFire* though.

Finally on our travels, as our feet were starting to hurt, a quick trip into **Dixons**. Having enjoyed several battles with Dixons' staff over the years about the intricate knowledge some of their employees have of their product line (not), it wasn't something we were looking forward to, so we steered clear of the staff and went straight for the shelves. Good job we did too, as a 'buy two get one free' offer was running, which was very welcome indeed. A good way to get three big new releases on the cheap, too.

GAMING AT GAME

The second-hand section at **GAME** is usually worth a browse. Several good titles were nestling in there when we went shopping, and don't forget that you can cash in your own used games for a discount on another purchase. They don't give you an awful lot for them, mind. Your local independent store is usually the best place to trade in your old games for new.

One good reason for buying new from **GAME**, though, is if you buy a title you simply don't like, you can take it back within ten days and swap it for something else.

Great news if you're not quite sure what you want.

GAME

And if you're buying new, don't forget the **£5 DISCOUNT VOUCHER** over on page 15

www.game.uk.com



ONLINE PRICE
HARRY POTTER
£31.99



ONLINE PRICE
MEDAL OF HONOR:
FRONTLINE
£36.99



ONLINE PRICE
THE SCORPION
KING
£16.99



GET ONLINE

Predictably, to get the very best savings we could find on Cube games, you need to get yourself an Internet connection. There are umpteen sites out there who will happily sell you a GameCube game, but we found that a reliable core of retailers was the best bet.

Play (www.play.com), for instance, had a whole section dedicated to cheap Cube games, all with free postage. For just £14.99 each you could take your pick of *Burnout*, *Turok: Evolution*, *Extreme-G 3*, *Eighteen Wheeler*, *Crazy Taxi*

and *Driven*. Certainly some deals there put the big chains to shame. A couple of quid extra and the likes of *Bloody Roar*, *Tony Hawk's 3*, *Rogue Leader* and *Spider-Man* are within your grasp. It's not just older games that are at good prices, though. Play routinely discount the newest titles, and thus *Mario Party 4* was £32.99, and *Star Fox Adventures* the same. *Medal of Honor: Frontline* could be picked up for a less impressive £36.99. Advance games only had a few quid off, sadly, but there were a few bargains in there too. In the £14.99 section, we found *Speedball 2* (cool!), *Super Street Fighter 2 Turbo Revival*, *WWF Road To Wrestlemania* and *Ready 2 Rumble Boxing* to name but a few. And they all come with free postage, remember.

Free postage was also a key feature of the next online store we visited, CD-Wow (www.cd-wow.co.uk). Now this firm has made its name selling new music CDs for £8.99, and has only recently expanded into games. £31.99 is their set price for Cube games new and old, and that's a good saving over the RRP on newer releases such as *007*

NightFire, *Harry Potter* and the aforementioned *Medal of Honor: Advance* games varied in price, but the cheapest were £22.99. For that, you could treat yourself to a copy of *Super Mario Advance 2*.

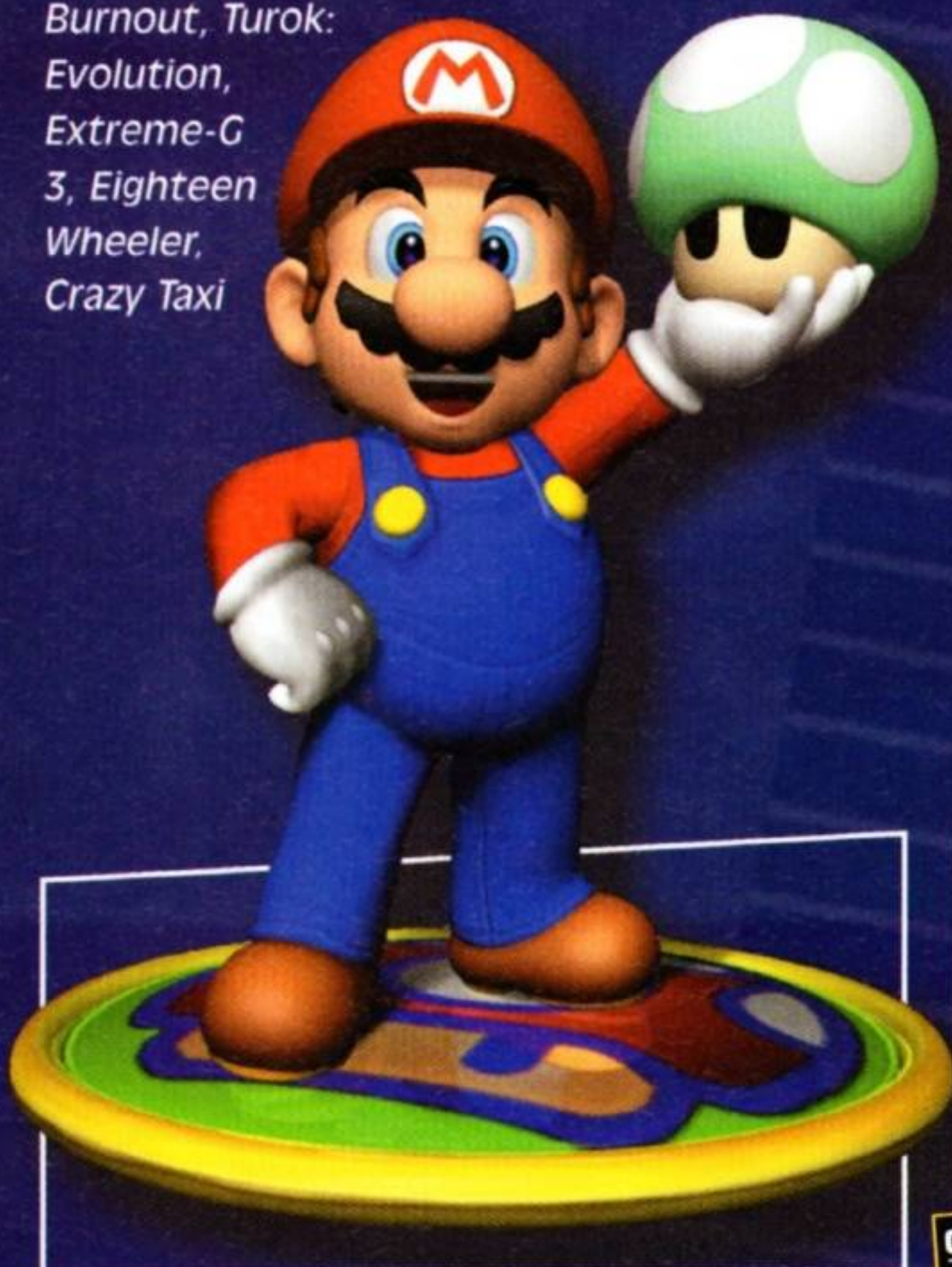
Long established e-tailer Gameplay (www.gameplay.com) was in the midst of its January sale when we visited, and clicking on the Advance section, they had the tenacity to list £1 off *Harry Potter and the Chamber of Secrets* as a special offer! Impressed we weren't. Still, *Who Wants To Be a Millionaire* was £16.99, as were the recent movie tie-ins *Reign of Fire* and *The Scorpion King*. On the Cube, things were slightly brighter, with a £14.99 price tag on *NHL Hitz 2003*, and £16.99 for *ZooCube*, *Burnout* and *XG3*. A Joytech controller was going for just short of a tenner, but £24.99 for the awful *Virtua Striker* didn't seem a great deal to us. ▶

CODE JUNKIES

Over at the CodeJunkies online shop (www.codejunkies.com), lots of goodies were on offer, not least subscriptions to this very organ. Ahem. The best deal we found there was the Mega Memory 16x for a mere £19.99. Good deal, that.

CODEJUNKIES

As soon as the long-awaited *FreeLoader* and *Action Replay* hit the streets, you'll be able to buy them direct from CodeJunkies too, but at present we've no firm release date for either product.



ONLINE PRICE
REIGN OF FIRE
£32.99

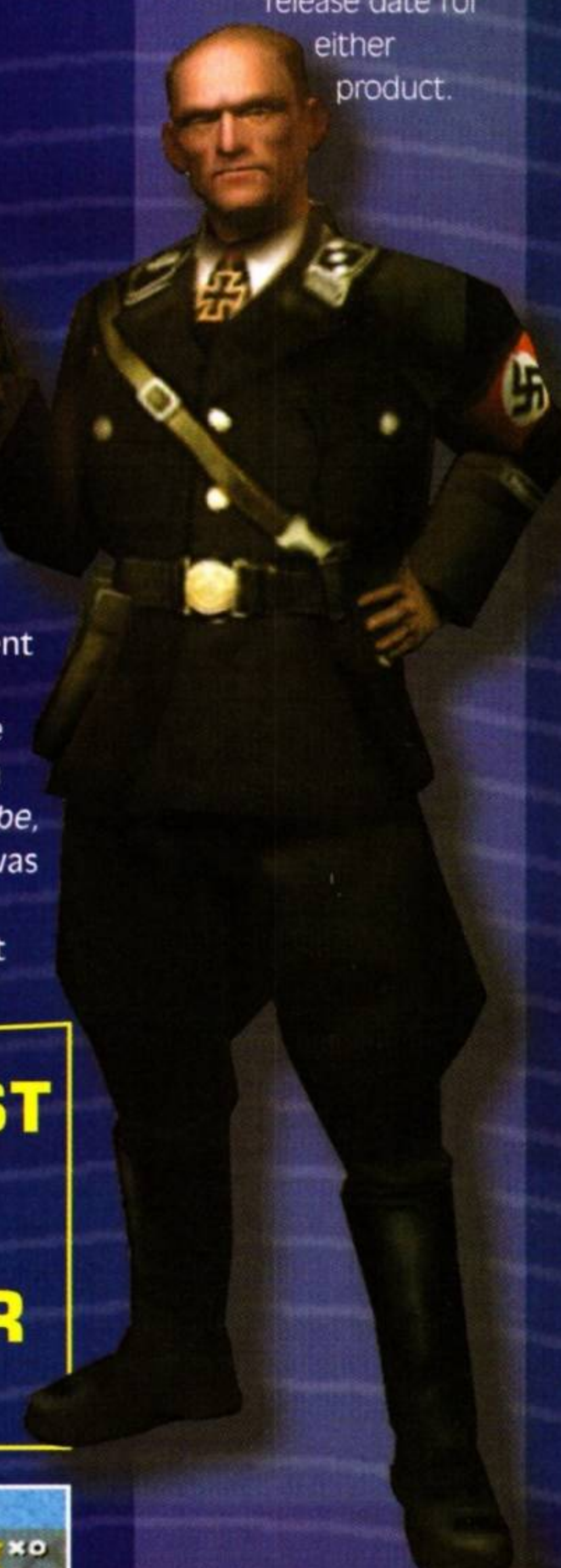
'...IT'S NOT JUST THE OLDER GAMES THAT HAVE CHEAPER PRICES!'



ONLINE PRICE
STAR FOX
ADVENTURES
£32.99



ONLINE PRICE
MARIO
PARTY 4
£32.99



- BLOCKBUSTER
- GAMESTATION
- WHSmith.co.uk
- Dixons
- PLAYCOM
- TOYS'R'US
- CD WOW!
- gameplay
- Boots



ONLINE PRICE
DOSHIN THE GIANT
£17.99

A REAL FIND

A real find, though, was a company called New Age Consoles (www.newageconsoles.com), who sell a mixture of imported and domestic titles. In the UK section, a great big list of titles were on special when we checked them out, and whilst not all of the prices were competitive, you get the impression they do this sort of thing regularly rather than wait for sales at set points of the year. And there were some really good deals in there too; *Doshin The Giant* for £17.99, *Pikmin* for £22.99 and *ZooCube* at a penny short of £15. The £24.99 price on *Super Monkey Ball* wasn't bad either. New releases were selling for £30-35. In the Advance section there were some more great prices. *Bomberman* was at £11.99, as was *F-Zero*, *Broken Sword*, *Denki Blocks* and *Doom*. You could get *Earthworm Jim*, *Chu Chu Rocket*, *Columns*,



ONLINE PRICE
ZOOCUBE
£14.99

'...MOST PRICES ARE SUBJECT TO SHIPPING COSTS, MAKING THEM LESS OF A BARGAIN'



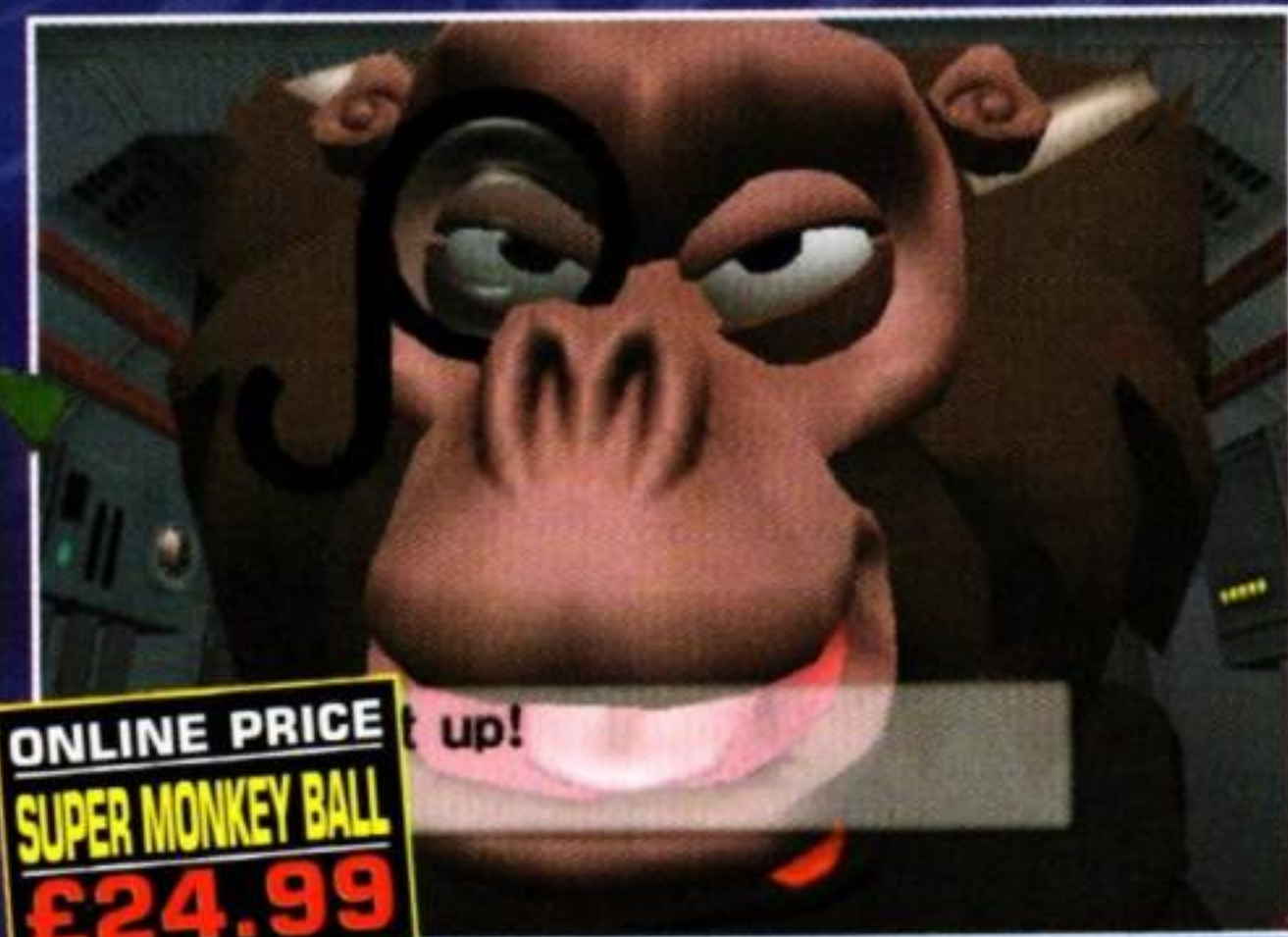
ONLINE PRICE
SPY HUNTER
£9.99



ONLINE PRICE
SUPER MONKEY BALL
£24.99



ONLINE PRICE
PIKMIN
£22.99



ONLINE PRICE
CEL DAMAGE
£8.99



Total Soccer 2002 and *David Beckham Football* for a tenner each, and *Tetris Worlds* for £19.99. New releases started at around £25. There was a sizeable selection of Game Boy Color games too, including the *Pokémon Trading Card Game* for £12.99 and *Zelda: Oracle of Seasons* for £19.99.

And we're still not finished with New Age Consoles, as we then ventured into their import arena and found some more delicious special offers. From the US, *Eighteen Wheeler* was a tenner, as was *Crazy Taxi* and *Spy Hunter*, and for £7.99 you could get *Legends of Wrestling* and *Jeremy McGrath's Supercross World*. Also, they stock lots of American Football games starting at £9.99. Offers on Japanese games included *Animal Forest* for

£29.99, *Super Monkey Ball* for £19.99 and *FIFA 2002* for a tenner. Phew!

Finally for UK websites, a quick trip to Amazon (www.amazon.co.uk). Whilst their prices are always subject to shipping costs, making them less of a bargain, their post-Yuletide sale threw up a few nuggets. *Cel Damage* for £8.99, *F1 2002* for £16.99 and *Tekken* on the Advance for £19.99 were some of the (few) highlights.



ONLINE PRICE
F1 2002
£16.99

GET IMPORTING

With Dattel's long-awaited *Freelander* due to go on sale shortly (we hope: Ed), you'll be able to play games from across the globe without having to modify your console in any way. And that, naturally enough, opens up the world to a whole host of importing opportunities, which means you can get hold of some great additional deals, and also get access to games that won't even get a UK release!

Before we get fully into that, though, a quick trip down under is in order. Australian games play on any UK Cube with no extra expenditure necessary, and Oz has also been home to some big debates between game publishers over the pricing of Cube software. To that end, Electronic Arts has made a stand, slashing the price of all its GameCube software virtually in half by way of a protest at Nintendo's failure to compete with PS2 and Xbox in Australia.

So where do you fit in? Easy. By heading over to a website such as DVD Crave (www.dvdcrave.com), you can take advantage of some of these great prices. And the best bit is, more firms can deliver from Australia to the UK in around a week, although don't hold us to it. Let's just give you a flavour of DVD Crave's prices (and note, when you navigate the site, you don't have to pay GST, an Aussie tax which amounts to around 15%!). Excluding postage (which accounts for an extra couple of quid), *Medal of Honor: Frontline* was selling for a few pence over £20, as was *007 NightFire*, *Need for Speed Hot Pursuit 2*, *NHL 2003* and *FIFA 2003*. Even better were some of the other bargains we unearthed once we dug into the site. *Star Wars Rogue Leader* at £13 is an absolute steal for instance, and *SSX Tricky* is great fun for just shy of £14.50. It's certainly worth keeping an eye on the Aussie market to see if other

publishers follow suit over there. Here's hoping, because it means even more cheap games for us. Don't expect similar price chopping in Blighty though, as the Cube is doing really well over here.

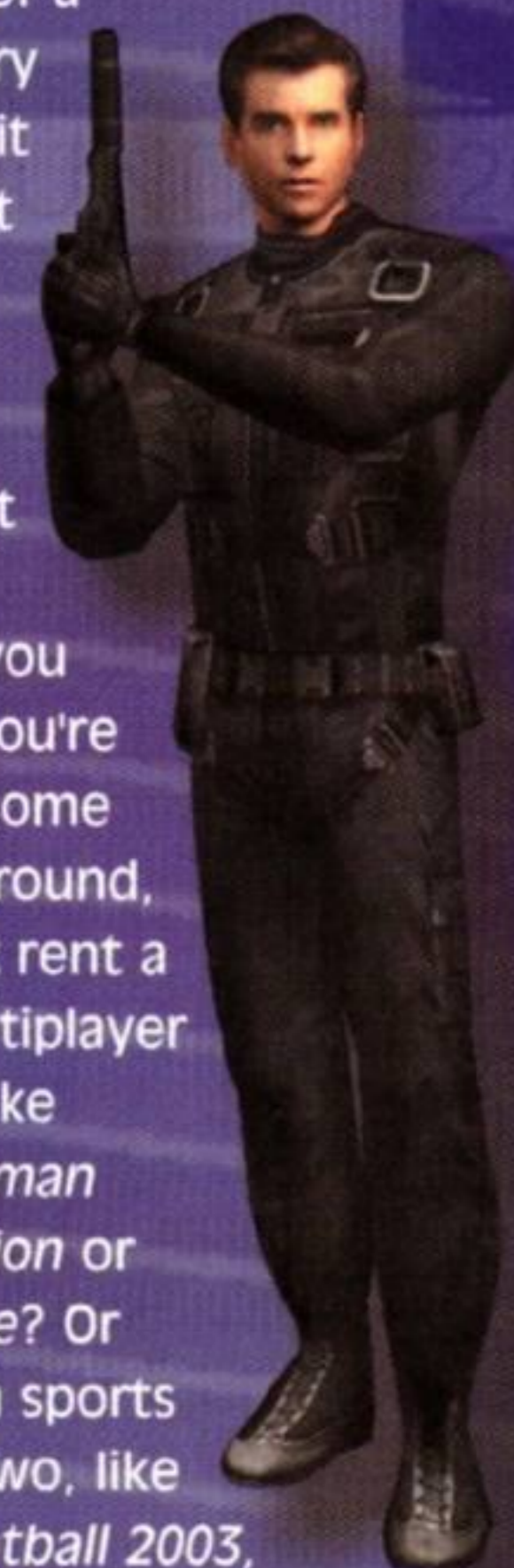
Australia's not the only place to go bargain hunting though. Canada is home to some great deals, and whilst their customer service isn't always great, DVD Soon (www.dvdsoon.com) has some alarmingly good prices. *Resident Evil Zero* for £23? *Metroid Prime* for £27? *Sonic Mega Collection* at just over £22? All these prices assume you buy enough to take advantage of their free shipping offer – two games in an order ought to cover it.

Also offering free shipping, and slightly better customer service (but only just) is DVD Box Office (www.dvdboxoffice.com). They had *Legend of Zelda: The Wind Waker* set up for pre-order at £30, and *Resident Evil Zero* for £27. *Metroid Prime* was on sale at

RENT IT!

BLOCKBUSTER

It goes without saying that if you're unsure of a game, try renting it first. But rentals are for more than just trying before you buy. If you're having some mates around, why not rent a few multiplayer games like *Bomberman Generation* or *NightFire*? Or maybe a sports sim or two, like *FIFA Football 2003*, *Beach Spikers* or *NHL Blitz 20-03*? If you only want them for a one-off blast with your buddies, renting is the ideal answer. Check out your local Blockbuster Video store for the latest rental deals.



'...OPEN UP THE WORLD TO A WHOLE HOST OF IMPORTING OPPORTUNITIES!'



SHOP AWAY...!
And so that's that! Strange really, that in an era when campaigners are calling for lower cost games, you could get brand new copies of *Eternal Darkness* and *Resident Evil* and still have change from £40.



£31, and *Madden 2002* was a good deal at £16 all in. For Advance owners, who need no modifications whatsoever to their consoles to play imported games, most games were selling at £21, with the likes of *Advance Wars* at £23. Note we've used approximate currency conversions to determine these prices, and you can find a useful, up to date tool at www.xe.com/ucc.

For buying from the States, we found an invaluable little site that really takes a lot of the work out of price-hunting. It's found at www.gamepricezone.com, and it allows you to type in the name of the game you're

after, and it searches big sites on the other side of the pond to see what deals you can get. Not all of those that come up ship to the UK, though, but they're still worth exploring. Similar services covering the UK include www.easyvalue.com, www.pricerunner.co.uk and www.shopsmart.com.

Japanese games are traditionally hard to find cheaply by importing them yourself, and thus we're only briefly touching on them here. We regularly used to use the

services of Lik-Sang at www.lik-sang.com, and it continues to sell a mix of US and Japanese releases, although not at particularly attractive price. We've not used it for a while, but its service always used to be very strong. It has recently come through a lawsuit against Sony, Microsoft and Nintendo over the selling of mod chips, and has an impressive range. For a stocker of imported products on this side of the pond, check out someone like Another World (www.anotherworld.co.uk) or even your local Computer Exchange (www.cex.co.uk). □



available now!



RRP £9.99



RRP £14.99



RRP £29.99

- Store levels, characters, top scores and more with Mega Memory™!
- True, uncompressed memory, available in 4Mb, 8Mb and a MASSIVE 64Mb!

save more!

98% G-FORCE "The most essential peripheral for GameCube to date...an absolute necessity!"

98/10 ign.com "Highly recommended thanks to its speedy performance and attractive price point...a must have!"

AVAILABLE FROM ALL GOOD GAMES SHOPS OR CALL 0845 6010015 TO ORDER DIRECT

Lines open Monday to Friday 8am-7pm (except bank holidays), Saturdays 9am - 3pm. (Calls charged at Low call rate)

© 2002 Datel Ltd. Mega Memory 4Mb, 8Mb and 16x are trademarks of Datel Ltd. GameCube is a registered trademark of Nintendo Inc. These products are not sponsored, endorsed or approved by Nintendo. Actual appearance may vary.

CODEjunkies

www.codejunkies.com



REVIEWS

HAPPENING INFO ON THE LATEST GAMECUBE GAMES...

SCORES GUIDE

90+%

A top-class game that sets the standards for the genre.

80+%

Fine fun to play, but falls short of all-time classic status.

70+%

Still fun to play, but significant flaws are creeping in.

60+%

An average game with little to commend or condemn it.

50+%

Do its flaws outweigh its strengths? The jury's still out...

40+%

OK for an hour or two, but not if you've something better to do.

30+%

Very little fun at all, and not even worth renting.

20+%

After ten minutes, you want to switch it off.

10+%

At this level or below, the game is damned-near unplayable.

GC EXCLUSIVE!

Games which only appear on the GameCube, and no other console, computer or arcade machine, are stamped 'GameCube Exclusive'. Just so you know...

G-FORCE RECOMMENDS

Only the best games get the G-Force Recommends award! To carry away this illustrious prize, they have to score over 90%, and we don't give scores like that lightly...

ON TARGET
Get by with a little help from your friends. Our First Tip opens the door...



FATALITY!

When it first appeared, the *Mortal Kombat* series quickly gained a huge cult following, but later games suffered as the team added endless variations on the finishing moves, yet allowed the gameplay to become stale and dated. Is this going to change with the series' Cube debut? We get in the ring and prepare for Kombat...

DAMAGE: £19.99
ON SALE: MARCH 2003
OUT NOW: [US/UK/JP]

GAME INFO
PUBLISHER: SEGA
DEVELOPER: SEGA
TYPE: COMPILED
NO OF PLAYERS: 1-2
MEMORY CARD: 2 BLOCKS

We separate the great games from the greasy garbage with our totally unbiased reviews. Never buy a game until you've read the G-Force review.

UPPERS

- Loads here.
- Great playability.
- Good game diversity.
- Fantastic for two players.

DOWNERS

- Presentation could be better.
- There's always room for more!

SUMMARY

A downright stinky little collection of some truly great old-school games.

We give you the release dates for all three territories. If you don't want to wait for the UK release, you can soon check out the import with FreeLoader.

Reviews

GAMECUBE REVIEWS

Mortal Kombat: Deadly Alliance	36
Disney Sports: Soccer	41
Fireblade	42
Minority Report	44
Sonic Mega Collection	46
Blood Omen 2	48
ATV Quad Power Racing 2	51
Super Monkey Ball 2	52
Monopoly Party	55

GAME BOY ADVANCE REVIEWS

Legend of Zelda: A Link to the Past	60
Micro Machines	61
Kirby: Nightmare in Dreamland	61
Medal of Honor: Underground	62
Phantasy Star Collection	62
Dexter's Laboratory: Chess Challenge	63
Contra Advance	64
Virtua Tennis	64
Mortal Kombat: Deadly Alliance	65

"Decent beat-'em-up gameplay..."

ON TARGET

Master combos that switch between fighting styles to look cool and inflict lots of damage on your sorry opponent.



We've heard of laser eye surgery, but this is ridiculous!

MORTAL KOMBAT: DEADLY ALLIANCE

DAMAGE: £39.99
ON SALE: 14TH FEBRUARY
OUT NOW: TBA

GAME INFO

PUBLISHER:	MIDWAY GAMES
DEVELOPER:	MIDWAY GAMES
TYPE:	BEAT-'EM-UP
NO OF PLAYERS:	1-2
MEMORY CARD:	1 BLOCK

Is the latest in the series a game to die for? Matt steps into the arena and braces himself for a good leathering...

Here's a fact that will make you feel ancient. The *Mortal Kombat* saga is ten years old, and *Deadly Alliance* is the 13th game in the series. Over the years it's changed somewhat, from using digitised footage of real people, to animated characters, then finally the leap to 3D as consoles got more powerful.

The last few versions hardly set the world alight, so is 13 an unlucky number for the bloodiest game ever to come to the Cube? Thankfully, no – it's not a bad game by any means, and offers new ways to play, injecting much-needed life into the monstrous *Mortal Kombat* legacy.

Tales from The Krypt

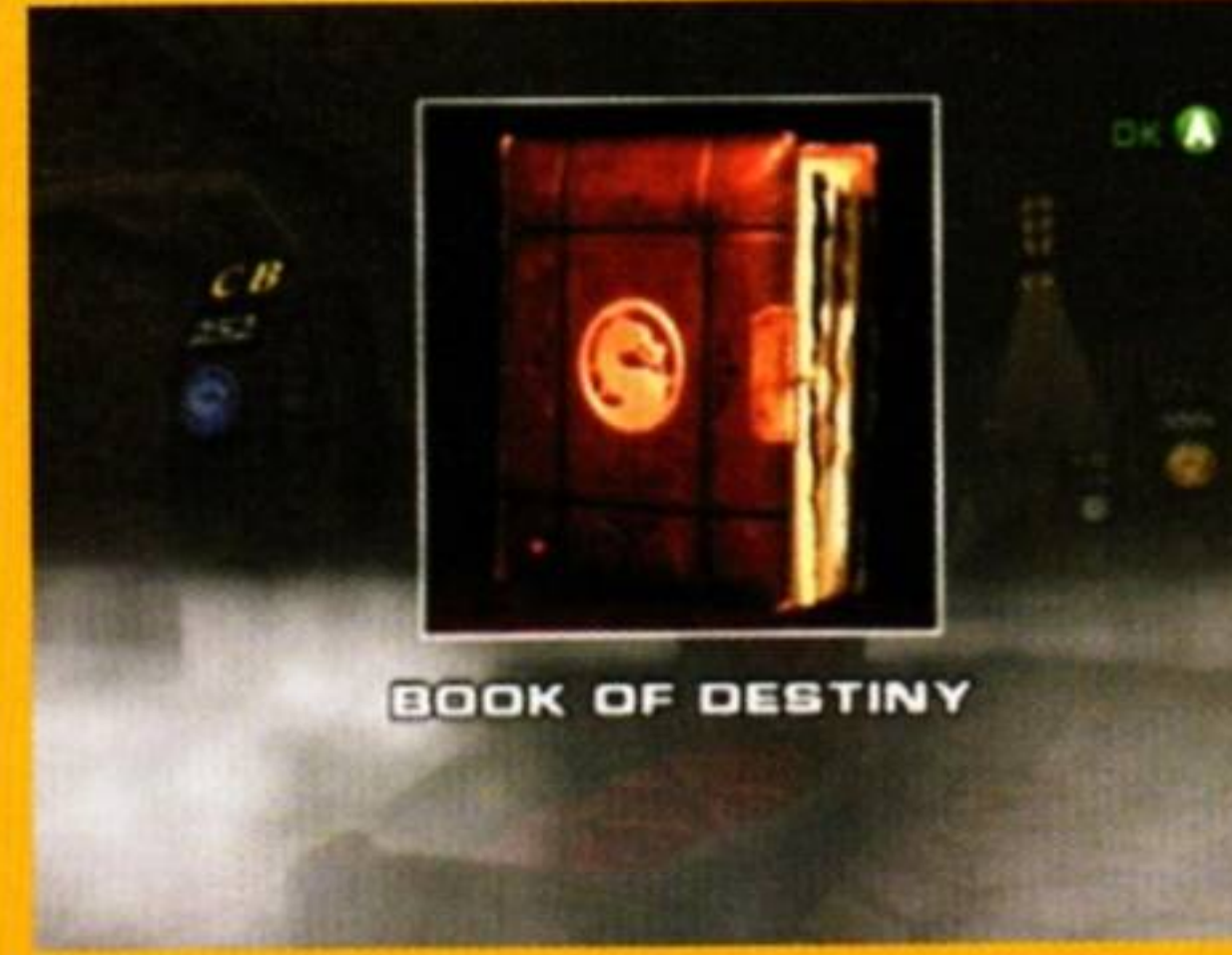
Deadly Alliance has a unique way of collecting bonuses, special characters and the like. Krypt Koins, won in the heat of battle, can be spent on a wealth of goodies to use in the game. It's actually a bit of a lottery, as you take your pick from what seems like hundreds of Koffins and buy their contents with different-coloured Koins. Needless to say, the higher the value of the Koffin, the more likely you are to unlock a new fighter or costume instead of a piece of concept art or a movie.



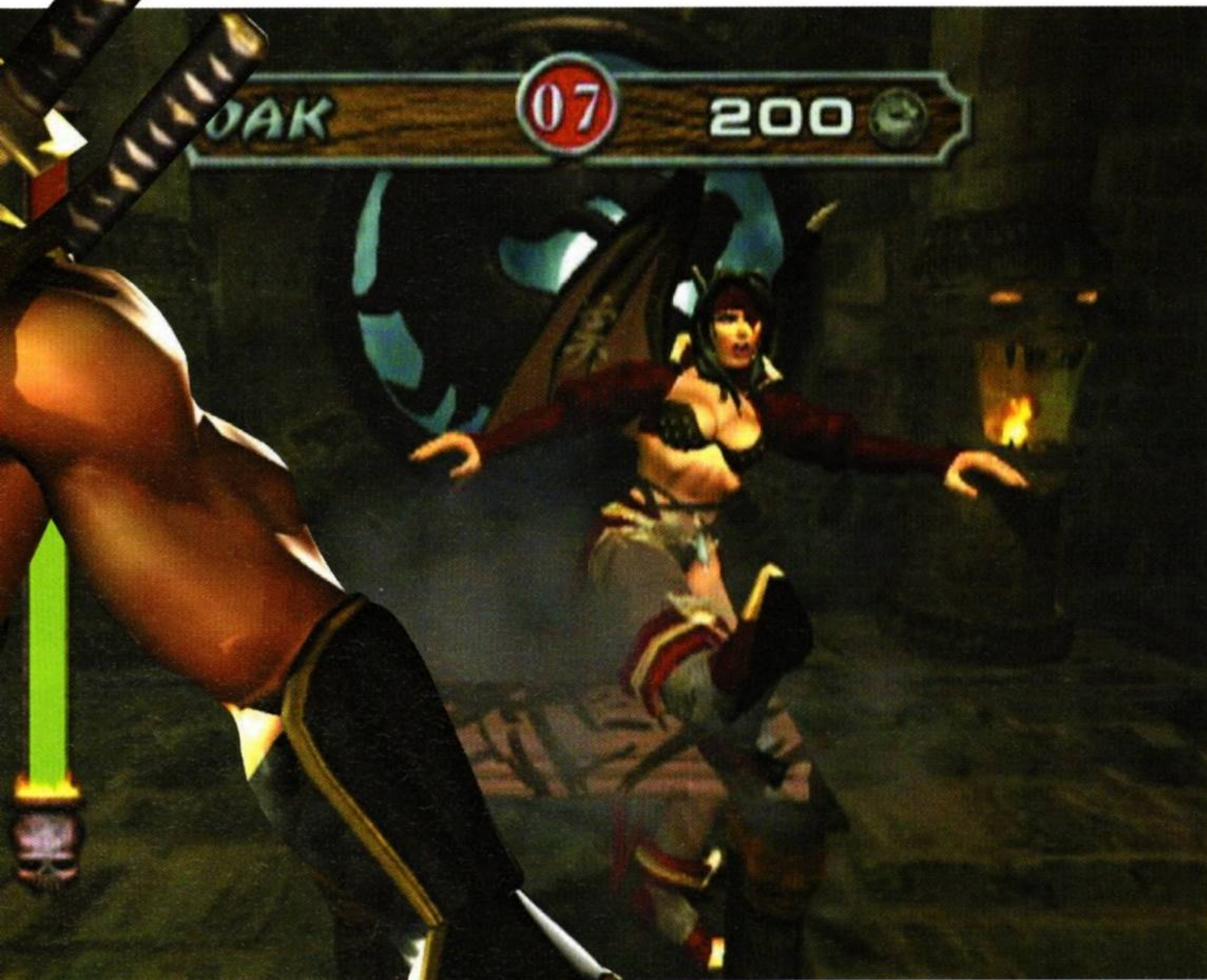
Take your pick



The lid falls and the smoke clears to reveal...



...The Book of Destiny. Lucky old you.



FINISH HIM...

The ethos remains the same. You choose one of many martial arts experts with supernatural powers, then fight it out across a number of arenas, spilling a lot of blood and committing gory 'Fatalities' to finish off your opponents once and for all. Arcade Mode gets you straight into the action, letting you play as one of 12 fighters at first, unlocking new

challengers (there's 28 in all) as you make progress, and even buying characters using money you win in Konquest Mode. This is a glorified training section, where you take your chosen fighter on a journey over 18 locations. Here you learn the basics of punching, kicking and blocking, practise your fighter's special abilities and learn how to combine your three fighting styles.

Each character has three fighting styles, some based on real disciplines and some of these employing a sharp weapon or a big stick. Slicing and dicing your opponent is extremely satisfying, and hasn't felt this good since *Soul Calibur*. One

great touch is the ability to impale your victim, then leave the weapon in as they slowly bleed to death throughout the rest of the round. This is great against the CPU, but a bit unfair if you're on the receiving end of this powerful move in Versus Mode. It's tempting to keep your weapon handy, but linking these styles together and knowing when to use each one can mean the difference between life and a very messy death. For example, using your weapon may inflict more damage to your opponent, but you also take more damage yourself, so if you get the feeling you're about to take a beating, switch to another fighting style and attempt to block to minimise your health loss.

Mini-Games

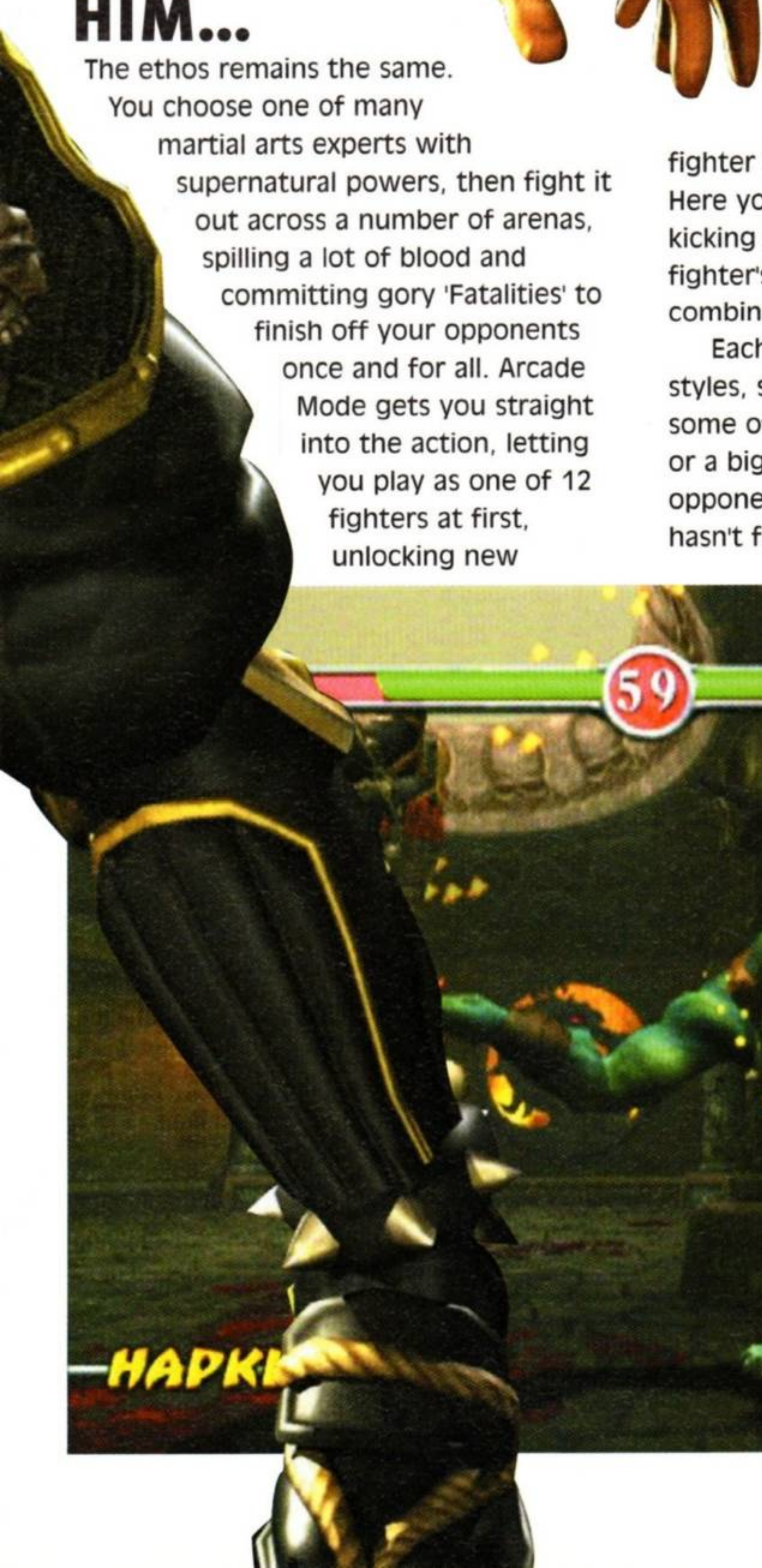
ANOTHER WAY TO EARN KOINS IS THROUGH SUCCESS AT THE MINI-GAMES THAT POP UP BETWEEN BATTLES FROM TIME TO TIME.



TEST YOUR MIGHT
Bash those buttons as quickly as possible to keep your meter above the marker until the clock reaches zero. Succeed and you head-butt the concrete with ease. Fail and you're likely to walk away with a sore head and a dented pride.



TEST YOUR SIGHT
Keep your eye on the MK symbol hidden under one of the cups as they spin round and round. Pick the correct cup and you earn more Koin's you can spend in The Krypt.



Bo Rai Cho shows Sub-Zero what he had for lunch last night.



"Slicing and dicing your opponent is extremely satisfying..."



After ten years, Scorpion still likes to hook 'em by the neck and reel 'em in.

KILLER KOMBOS...

There's a massive list of combos to perform, and most are character-specific, so learning all the moves for everyone takes a lot of time and a good memory. Special moves such as Sub-Zero's Freeze and Scorpion's Spear need a combination of directional buttons and an attack button, and some of these button combos can be used when playing as other characters. By the way, attempting to use the analogue stick to pull off these specials won't work, as it's completely ignored. Instead, the digital pad must be used, which isn't a bad thing considering the combo method, although it takes a bit of getting used to.

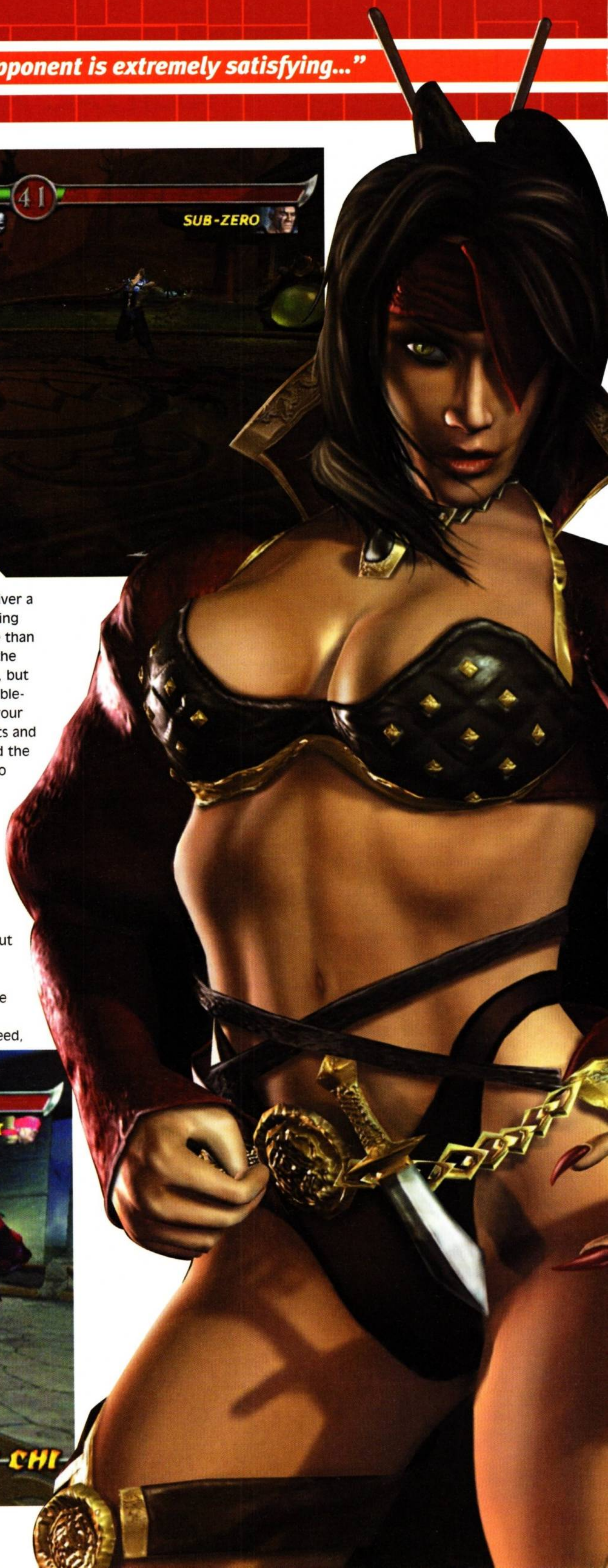
Although all the competitors are extremely agile, none of them seem to have the ability to run anywhere. They can dodge to the side or dash out of the way,

but can't charge an opponent to deliver a devastating attack. This isn't something that ruins the game, as there's more than enough to keep you occupied with the wealth of moves each character has, but it's frustrating not being able to double-tap the directional button towards your opponent and slide in there with fists and feet flailing. Also, as they redesigned the combat system anyway, it would also have been nice to include some more grappling moves in the game. It's all well and good kicking and punching, but what's wrong with grabbing someone round the ears and dragging them around for a bit of punishment? It also feels like it could do with being a little faster. Moves link together fluidly, but cranking up the speed would have made things all the more frantic.

Deadly Alliance certainly looks the part. All the animations of the characters flow seamlessly, faces bleed,



The lighting effects are the best we've seen in a beat-'em-up.



Finish Him!

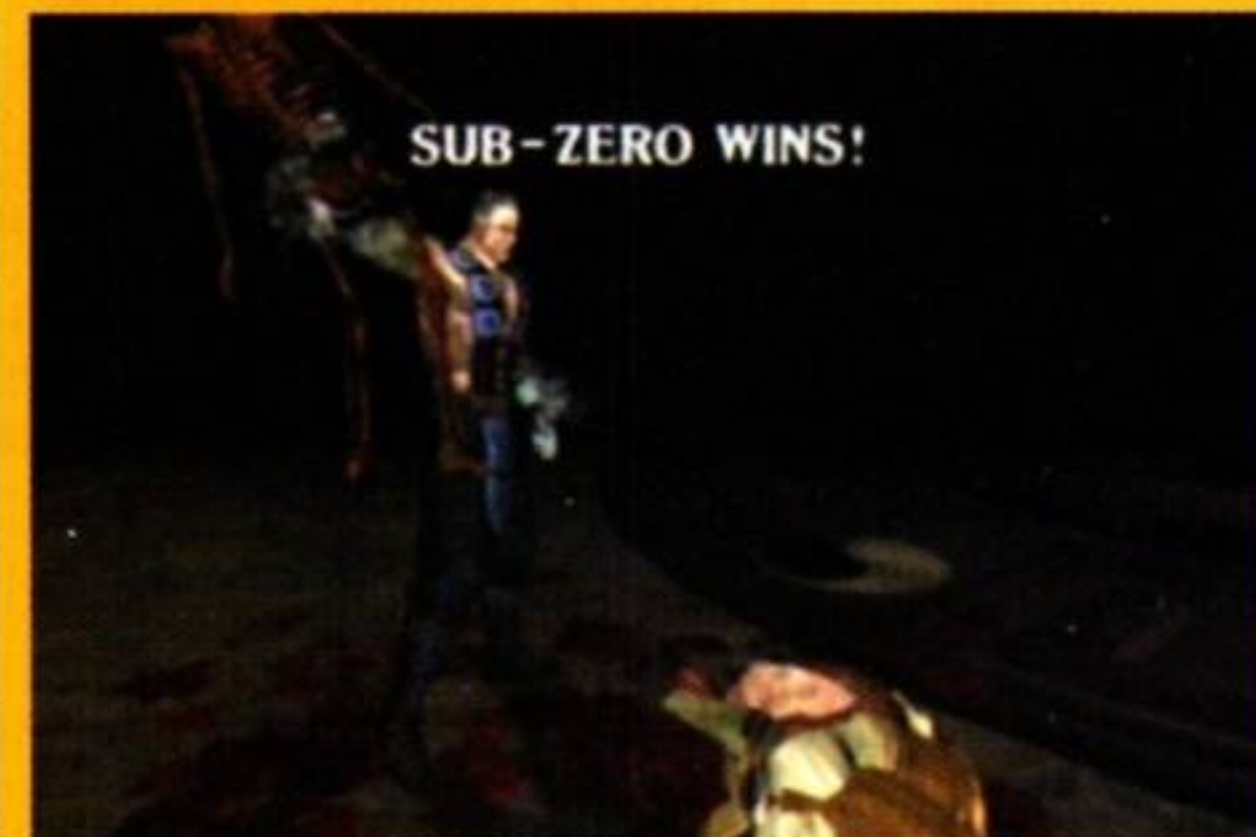
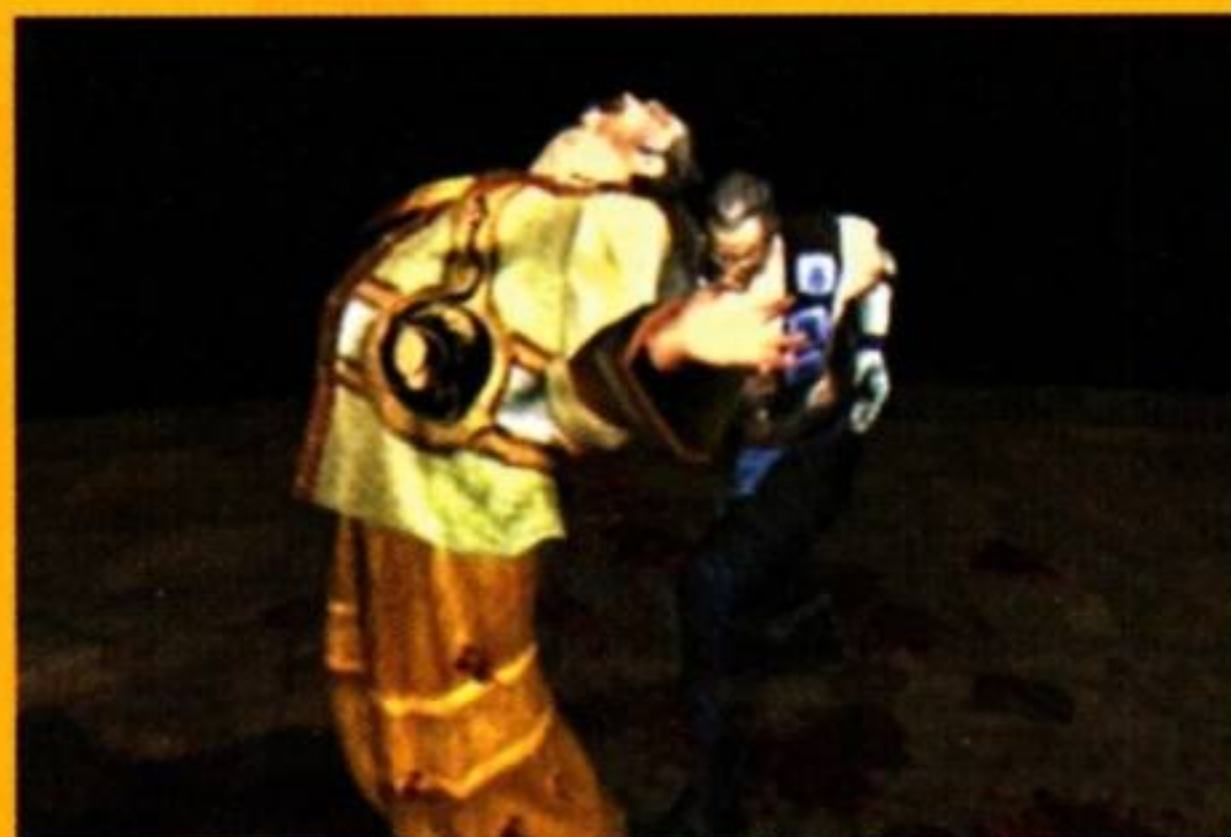
EACH CHARACTER HAS THEIR OWN UNIQUE WAY OF DISPATCHING THEIR OPPONENT. HERE'S FIVE OF OUR FAVOURITE FATALITIES, AND THOSE ALL-IMPORTANT BUTTON COMBINATIONS...

SUB-ZERO

Fatality: **Skeleton Rip**
(←, ←, →, ↓, A)

True to form, Sub-Zero reaches into his victim's back for a good rummage...

Not content with just pulling out a spine, Sub Zero now removes the whole skeleton as his aggressor's limp body falls to the floor like strawberry jelly.



LI MEI

Fatality: **Super Crush Kick**
(→, →, ↓, →, Y)

Li Mei's final attack has quite a kick to it. First, she tries out her opponent's chest cavity to see if it's a good fit...

Deciding there's more to be done, she pulls her foot out of there and promptly knocks her victim's block off.

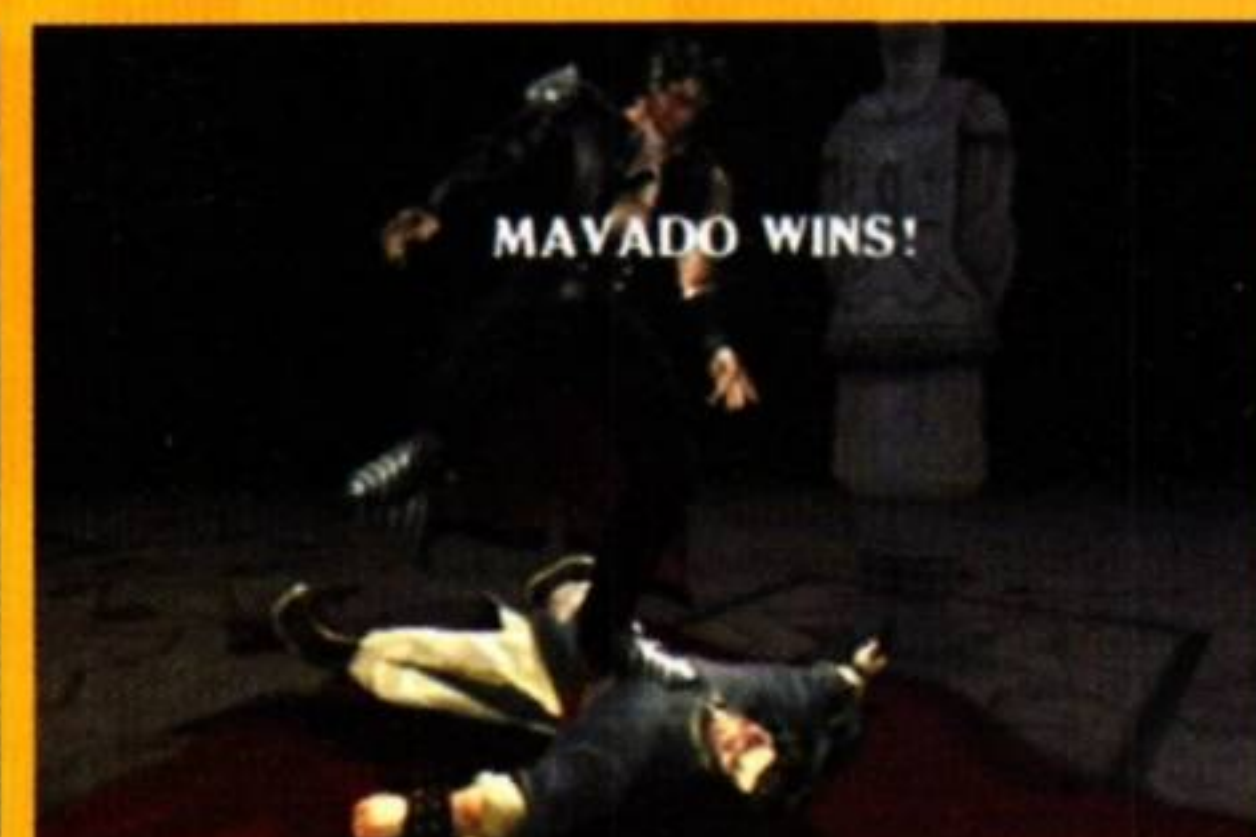


MAVADO

Fatality: **Kick Thrust**
(←, ←, ↑, ↑, B)

Mavado fires two hooks out from his arms by his victim's feet, then shows off some sharp spikes on the bottom of his boots...

These aren't for grip, though, as he springs towards his opponent's chest, removing some vital organs in the process.



QUAN CHI

Fatality: **Neck Stretcher**
(←, ←, →, ←, A)

Never see Quan Chi if you're in need of a massage. He starts by standing on his opponent's shoulders and tugging at their neck...

He doesn't stop until they resemble a giraffe and die from severe trauma to the spine. Lovely.

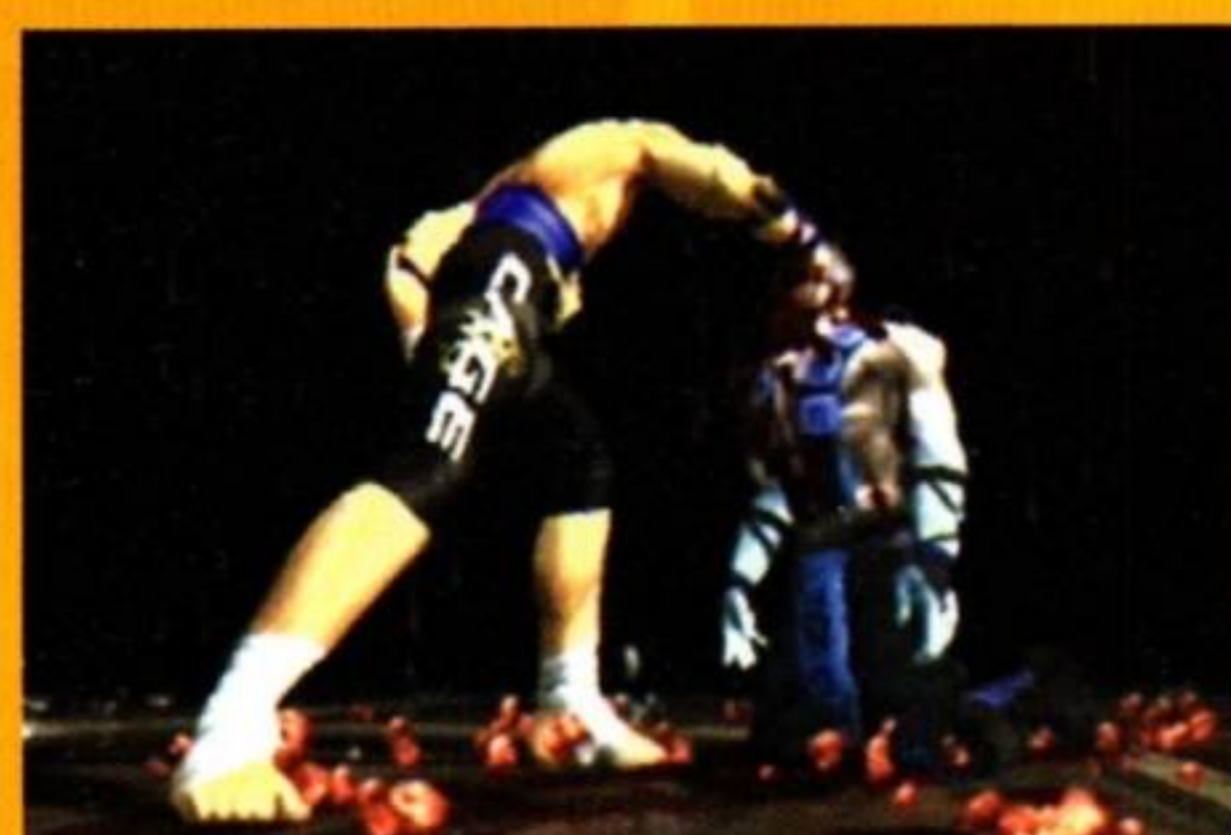


JOHNNY CAGE

Fatality: **Brain Ripper**
(←, ←, →, ↓, X)

Johnny Cage can read people's minds. The trouble is, he does it with his fingers by delving deep into their skull...

After getting a firm grip, out comes a freshly plucked brain. What's more, he holds it aloft so everyone can see how small it is.



swell and bruise, and the environmental effects are outstanding. Dust blows across the floor, snow falls and shiny floors reflect the action and the surroundings. Shadows correspond with dynamic lighting, and the water effects look, well, watery. Blood pours out when damage is done, and the amount corresponds to how much pain

has been inflicted. Weapons do the most bloodletting, but a kick in the face can blind an enemy temporarily as claret fills eye sockets. And if you think that's gory, just wait until you perform an infamous Fatality. When a bout is won, the words 'Finish Him' appear on the screen. You haven't got long to deftly enter a character-specific button combination and watch an interesting, bloody and downright implausible way to kill someone.

"There's a massive list of combos to perform..."

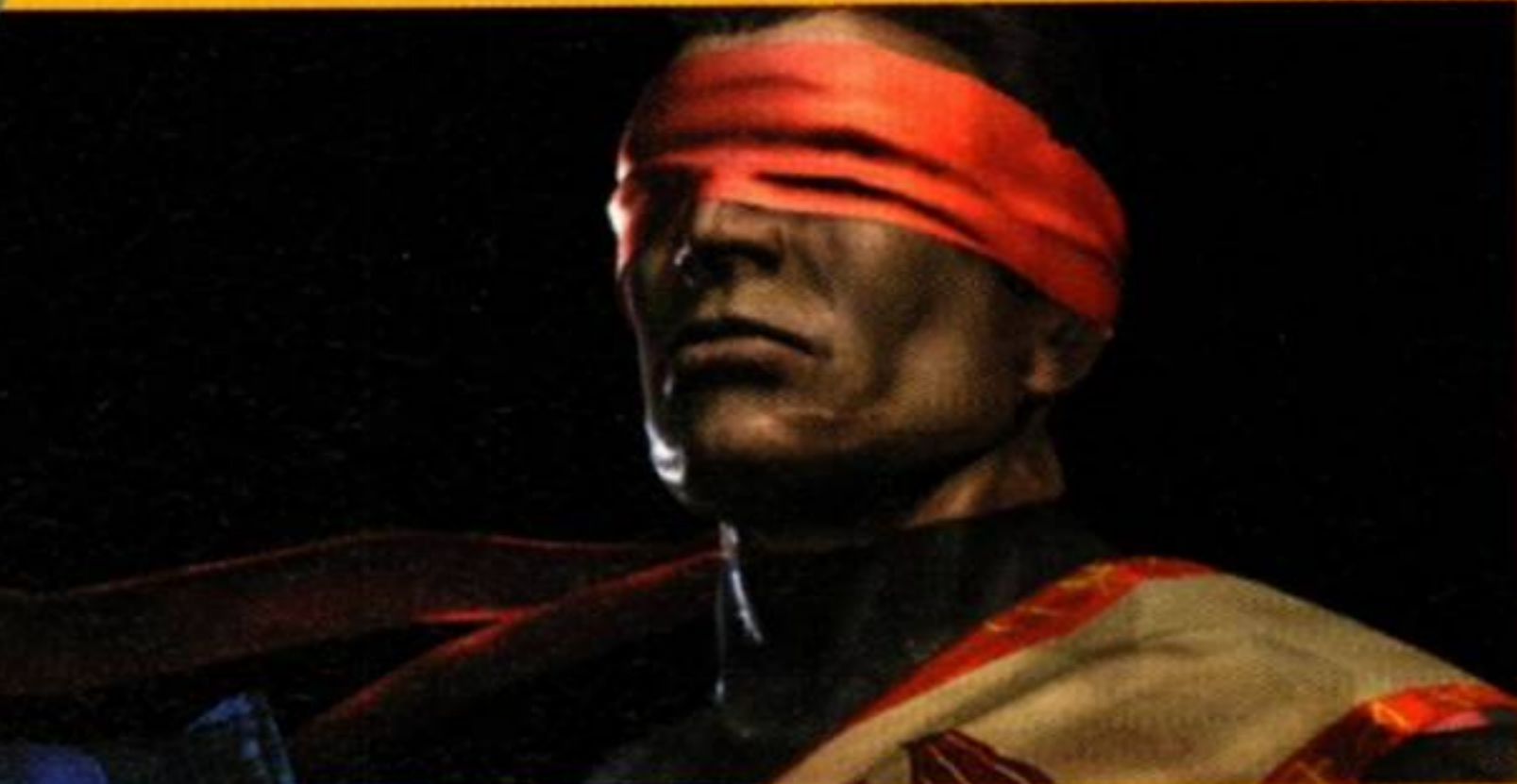


New Blood

DEADLY ALLIANCE FEATURES SOME NEW CHARACTERS WITH SOME NIFTY TRICKS UP THEIR SLEEVES. HOW'S THIS FOR A BUNCH OF FIVE?

BLIND KENSHI

Fighting Styles: Tai Chi, San Shou, Katana
Blinded after unknowingly releasing the souls of his kin, Blind Kenshi must slay his deceiver with the sword of his ancestors. Only then will he regain his honour and his ancestors will be freed.



FROST

Fighting Styles: Tong Bel, Yuan Yang, Daggers
Newly recruited to the Lin Kuei clan, Frost uses her skills to aid Sub-Zero in his fight with the Deadly Alliance.

NITARA

Fighting Styles: Leopard, Fu Jow Pai, Kama

In her quest to retrieve the Orb that bound her realm to Outworld, the vampire Nitara needed help from the ninja cyborg Cyrax of Earthrealm. Through careful manipulation, she convinced Reptile to engage Cyrax in combat and destroy his arm panel, and the damage to his transporter left him stranded in Outworld. Her plan was coming together beautifully.



MAVADO

Fighting Styles: Long Fist, Wing Chun, Hookwords

A member of the Red Dragon, a rival clan to the Black Dragon, Mavado agrees to return to Outworld with Shang Tsung and Quan Chi to eliminate the Special Forces spy there. In return, he will be allowed to face Kano in Mortal Kombat.



LI MEI

Fighting Styles: Bajji Quan, Liu He Ba Fa, Sai

A native of the Outworld, Li Mei has entered the Deadly Alliance tournament to win back the freedom of her people.



With knives that size, Kano was a whizz in the kitchen.

RE-VAMP

It's about time *Mortal Kombat* had a revamp such as *Deadly Alliance*. This title goes some way to correcting the mistakes of earlier versions, with a fluid control system and a host of new moves and fighting styles. There's just the feeling that having gone this far, maybe Midway could



Sub Zero gives Shang Tsung the cold shoulder.



have gone that extra mile and tweaked the game to perfection.

Midway also doesn't seem to have heard of the term 'learning curve'. To begin with, your opponents are a pushover and can be used as target practice, but get a few levels in and you're soon being dealt blow after blow with no mercy. Get to the last couple of levels and you're really doing well (or being incredibly flukey). *Deadly Alliance* is great fighting fun but, unless you're a hardcore fan of the series, it isn't going to hold your attention for a prolonged period of time. Having said that, for as long as it does keep your interest, there's certainly plenty of variety and decent beat-'em-up gameplay to get your teeth into. □

Matt Cuttle

VERDICT

UPPERS

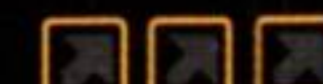
- Unique fighting styles.
- Satisfying weapon combat.
- Fantastic visuals.
- Humorous Fatalities.

DOWNERS

- No running ability.
- Could be quicker.

SUMMARY

A fun fighting game that pulls a few new punches. A vast improvement on the last few attempts of the Mortal Kombat series.



"An enjoyable, diverting game..."

DISNEY SPORTS: SOCCER

ON TARGET

Common sense, this. Good tackling is down to timing, and as the opposition are good at maximising their use of free kicks, try not to give too many away.



The game's over-the-top visual style betrays an enjoyable kick-about.



A tap of the 'Y' button activates the special moves – in this case, that's quite a hard kick from the mouse!



DISNEY SPORTS: SOCCER

A cynical corporate attempt to make money from a popular brand, or a genuinely good game? Simon finds out...

There's something really satisfying about taking control of a Disney character and fouling the opposition off the park. The developers of this attempt by the House of Mouse to break into the sporting arena seem to agree too, if the fact that every good foul is followed by a gratuitous replay and a squeal from the fouled player is any indicator.

But that's just one surprise in a game that really exceeds expectations. It doesn't offer enough to get the PS2 hit *Pro Evolution Soccer 2* (currently accepted as the leader in the genre) looking over its shoulder, but nonetheless, as a meeting point between the seriousness of a FIFA game and the extremities of, for instance, *Sega Soccer Slam*, it works rather well.

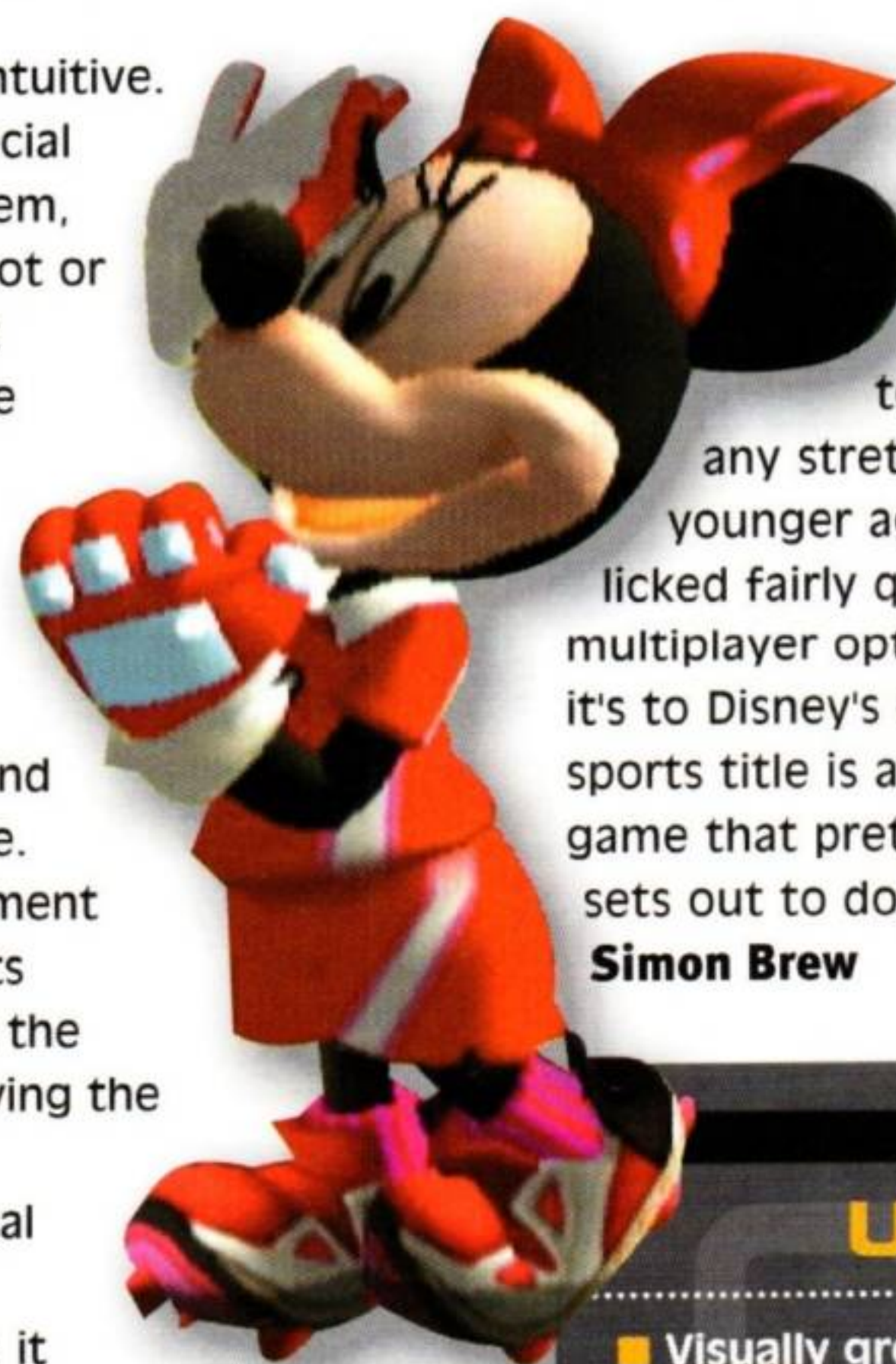
which are suitably intuitive. Teams also have special moves unique to them, be it a super-fast shot or a big speed spurt. It doesn't skimp on the rules either, with fouls punished, offsides caught and such like.

In all, it's really a surprisingly strong and polished football title. With various tournament options to prolong its lifespan, it sidesteps the pitfalls of lazily applying the licence. Through exaggerated graphical effects and an accessible gameplay, it manages to produce a not-too-realistic football game that – yikes – the whole family can enjoy.

If there's something that lets it down,

other than the strength of the competition, it's the fact that in single-player mode, it's not the toughest game to beat by any stretch. Unless you're in the younger age bracket, you'll have it licked fairly quickly. Still, with multiplayer options and fun to be had, it's to Disney's credit that their debut sports title is an enjoyable, diverting game that pretty-much achieves what it sets out to do. □

Simon Brew



MAGIC KINGDOM

The basics of the game follow the usual pattern of tackling, shooting and passing, all of

It's Got Character...

As you'd expect, the game is infested with some of Disney's most popular characters, including Goofy, Donald Duck and Mickey Mouse. And to the credit of the developers, visually they're very strong, with plenty of detail. But you could rightly argue far more faces from the House of Mouse could've been included, even though the main characters are thus easily highlighted as the star players of an otherwise fairly samey-looking team. Still, those who did make it come with some fun animations, and that'll help younger players feel more at home with the game.

VERDICT

UPPERS

- Visually great.
- Very accessible.
- Good all-round entertainment.
- Surprising hidden depths.

DOWNERS

- Not too tricky.
- Single-player game won't last too long.

SUMMARY

Whilst falling a little short in terms of long-term fun and opposition AI, this is still a really enjoyable arcade sports sim.



DAMAGE: £39.99
ON SALE:
OUT NOW (UK)
OUT NOW (US)
OUT NOW (JP)

GAME INFO

PUBLISHER: KONAMI
DEVELOPER: DISNEY INTERACTIVE
TYPE: SPORTS SIM
NO OF PLAYERS: 1-4
MEMORY CARD: 15 BLOCKS



"It's not great by any means..."

ON TARGET

Keep moving at all costs to avoid missiles and machine gun fire.



FIREBLADE

Matt finds out how difficult it can be to get to grips with a big chopper...



Before we begin, let me say *Fireblade* is NOT a simulation. It's a combat game where you unleash destruction from the sky. You can't crash into the ground, and you don't have to worry about keeping your machine airborne. In fact, your chopper moves more like a wasp than a helicopter. That's not so bad, though, because it gives you

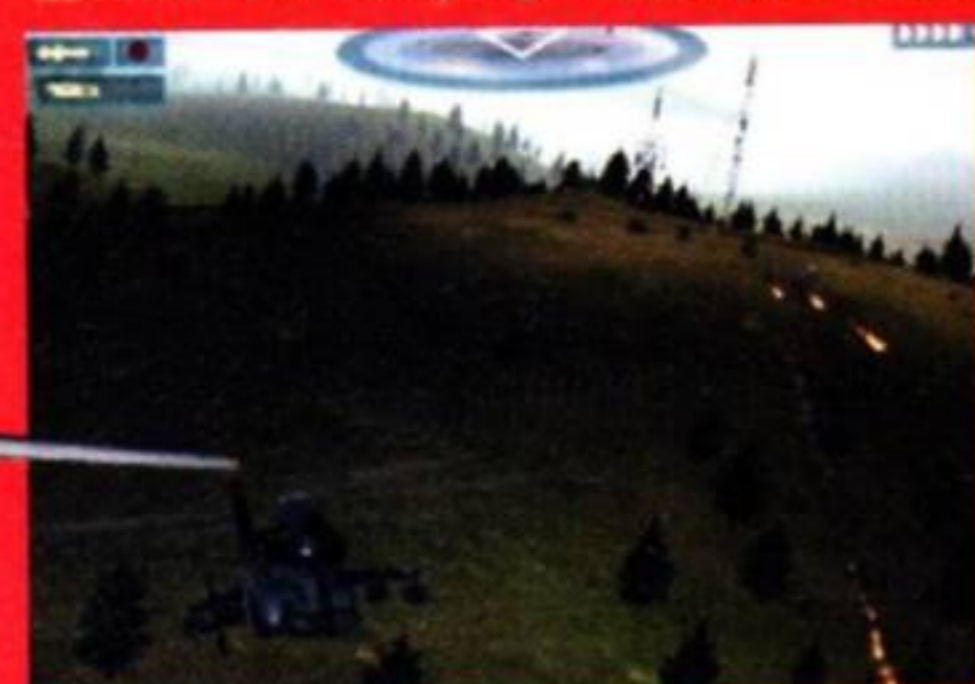
more time to concentrate on making things on the ground go BANG as you jump into the cockpit of various military helicopters and use missiles, machine guns, and stealth tactics to fight across four campaigns around the world.

He doesn't know it yet, but he's about to lose his head.



All Around the World

The four campaigns take place in different areas of the globe, each with their own terrain and habitat.



Flying over the Amazon Jungle sees you destroying hovercrafts along a river channel and circling over green hills.



The Arizona Desert provides a sandy landscape with huge rock formations to hide behind.



Combat in the Swiss Alps features foes from above and below in snow-tipped valleys.



Snowfall in the Arctic Circle limits visibility. It also makes you feel incredibly cold...

DAMAGE:
£39.99

ON SALE:

OUT NOW

OUT NOW

TBA

GAME INFO

PUBLISHER: MIDWAY GAMES

DEVELOPER: MIDWAY GAMES

TYPE: SHOOT-'EM-UP

NO OF PLAYERS: 1

MEMORY CARD: 2 BLOCKS





Firing at fuel tankers can start a chain reaction.



HIGH FLIER?

Graphically the game's functional, but it has some neat touches. The draw distance doesn't let you see for miles and miles, but most of the time you're shooting at ground targets, which means you can't see the horizon anyway. Particle effects are great, with dust whipping up when you fly close to the ground, and smoke billowing from the back of missiles and destroyed buildings and vehicles. Soldiers move realistically, although when you start letting loose in sniper mode they run around in panic as if swimming through treacle. Maybe this is to make them an easier shot. It looks silly, but doesn't really spoil the gameplay that much. Sonically, the music is straight from any Hollywood blockbuster that involves lots of firepower and missions to save the world. It's brash, patriotic and changes dynamically with the situation.

Fireblade is an OK game. It's not great by any means, and that's mainly due to the fiddly controls and the repetitive gameplay. The game's also quite short, with only 18 missions and no other game modes apart from the Campaign. A multiplayer Dogfight Mode would increase the longevity well after the single player is finished, but alas, you can only play this alone. Its redeeming features are the ability to snipe from the skies and disable vehicles in stealth mode, but by the time you're at the halfway stage, the novelty has worn off. Still, it makes a change from ground combat, so for that *Midway* should be commended. □

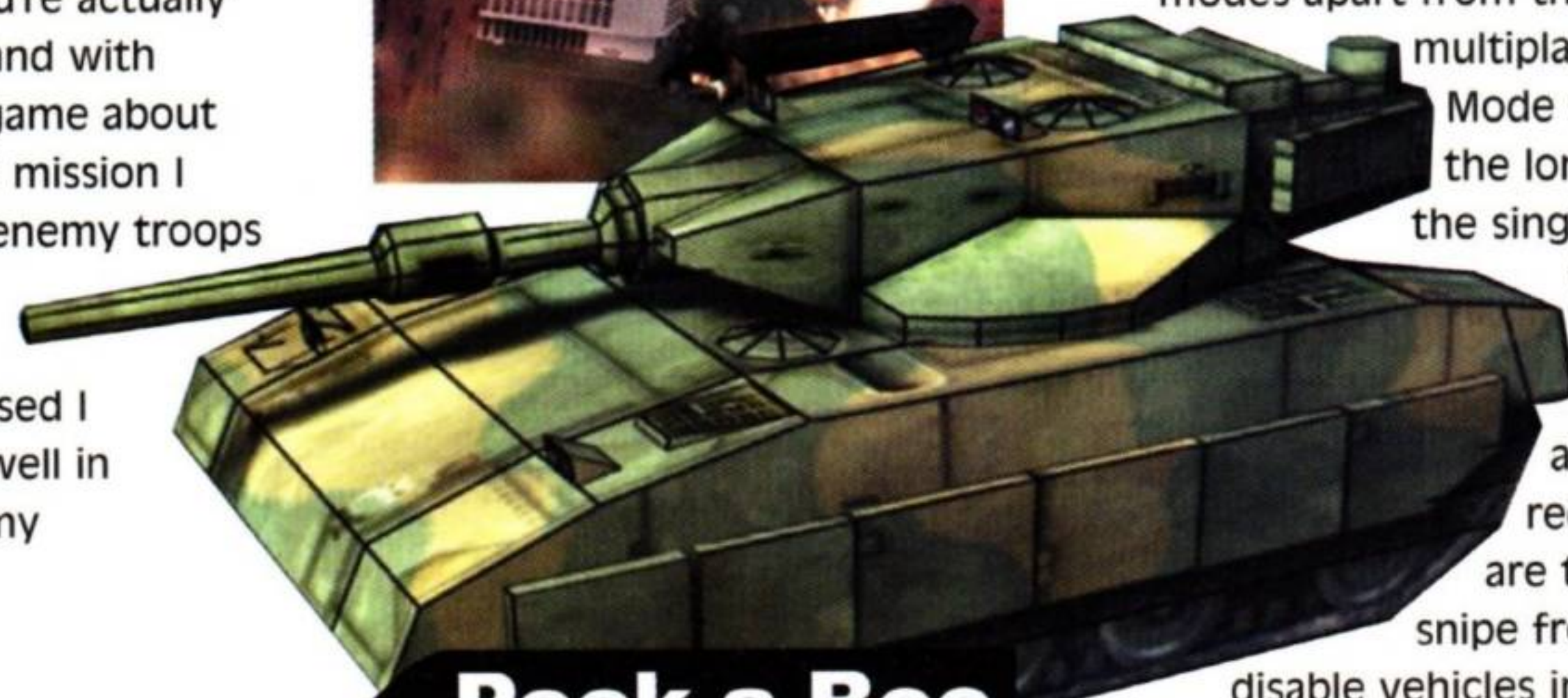
Matt Cuttle

DEATH FROM ABOVE

You begin with a training mission that gently eases you into piloting the helicopter using the analogue sticks, and operating the many weapons and attack modes with various button combinations. You're then thrown into the deep end as your training base is attacked, and it doesn't get any easier from there. Vehicles are automatically targeted by your helicopter, so it's up to you to let rip with your machine guns or dispatch them quickly with a few rockets or guided missiles. The combat is great fun, with vehicles exploding everywhere and ground troops running around in blind panic, though mastering the controls takes a while and there's no option to modify them to suit your style of play.

A change from this type of game is the stealth mode, which can be used at will, or sometimes must be used throughout a mission to avoid detection. Your flying death machine cloaks itself, and can then emit EMP blasts to disable vehicles and enter sniper mode to annihilate ground troops. Sniping really is great fun, especially when arms, legs and backpacks fly off the poor soldiers as you strive to make that lethal body or head shot. You

can even use a thermal imaging view to pick out camouflaged soldiers and vehicles amongst the trees. The trouble is, as a stealth helicopter, you're actually not that difficult to detect, and with minimal direction from the game about how to fly in my first stealth mission I decided to fly straight over enemy troops to drop my soldiers behind enemy lines. It was only after several attempts I realised I still had to disable enemies well in front of me, or they'd spot my 'invisible' helicopter.



Peek-a-Boo



The thermal imaging sensors on your helicopter can be useful for picking out soldiers hidden in the landscapes. Once activated, anything giving out heat lights up like a Christmas tree, which is a pity for the enemy when you consider people are warm-blooded and engines get hot.



Health and weapon crates can be picked up to keep you in the air longer.



Be prepared to engage over land or water.

VERDICT

UPPERS

- Unique stealth gameplay.
- Great explosions.
- Pretty landscapes.

DOWNERS

- Confusing controls.
- Campaign Mode only.
- Repetitive.

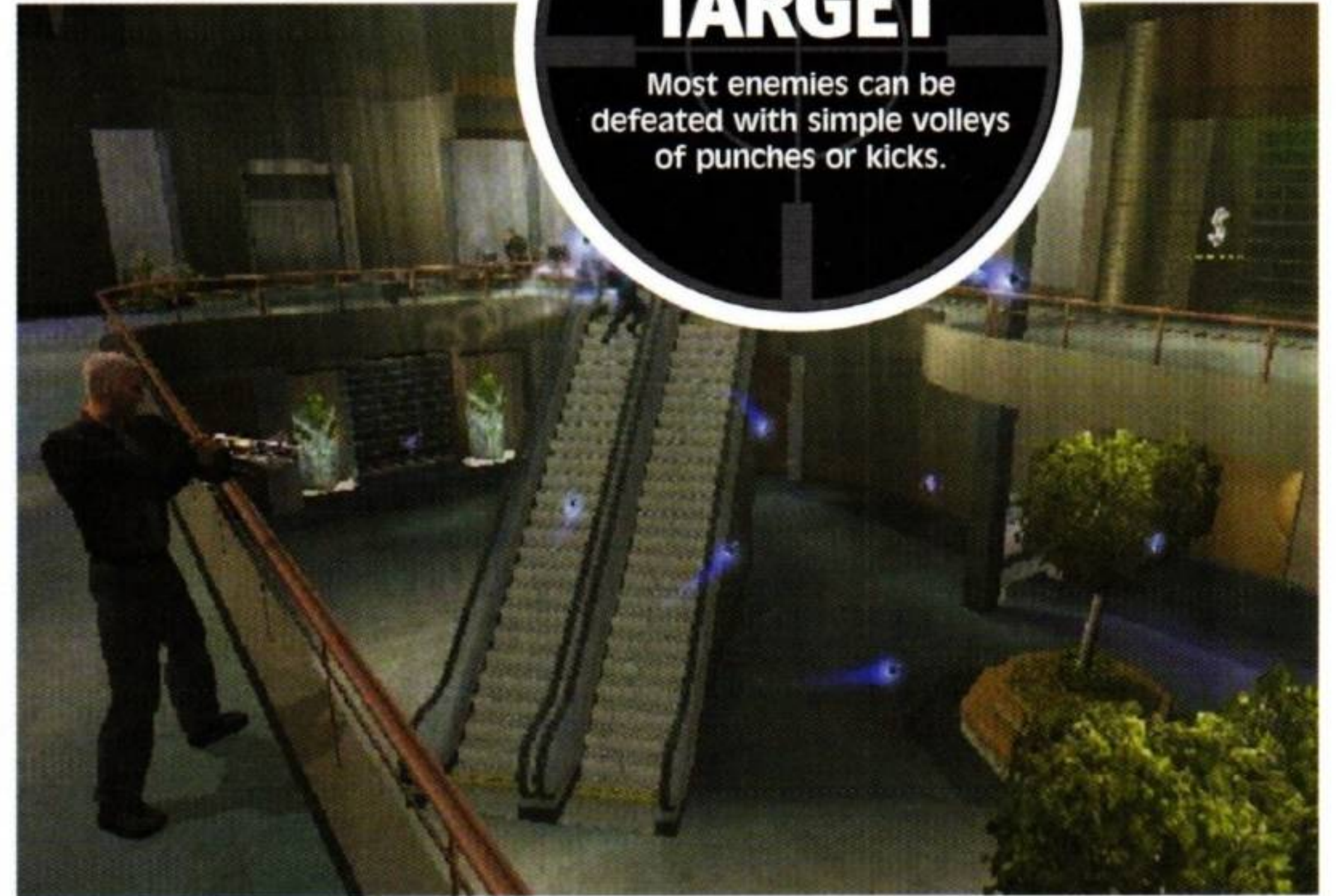
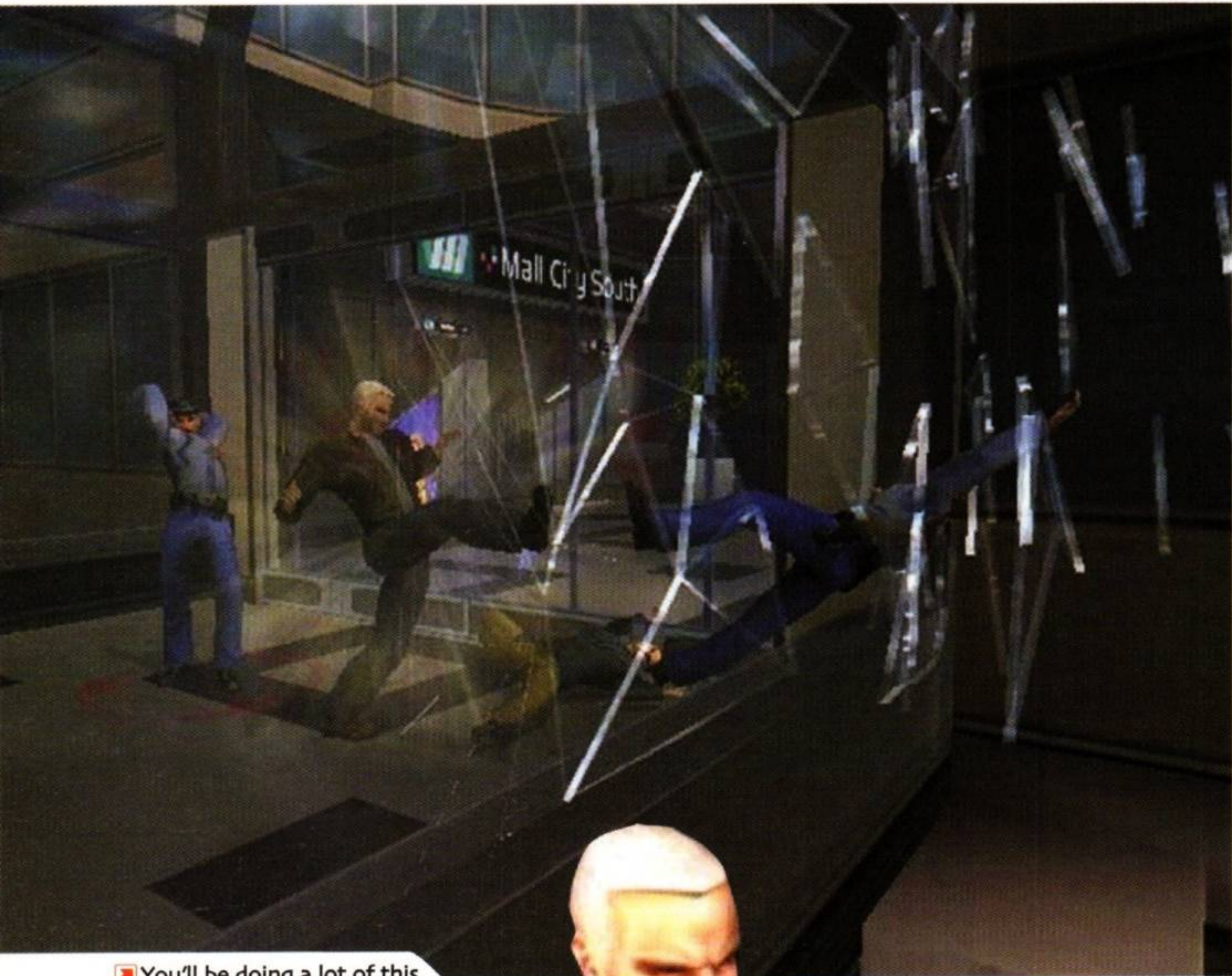
SUMMARY

A mix of blasting and sneaking from the skies. Certainly not a classic, but fun while it lasts.

"Minority Report is fun for a while..."

ON TARGET

Most enemies can be defeated with simple volleys of punches or kicks.



You'll be doing a lot of this.

MINORITY REPORT

Tim takes a look at the game of the film and asks himself if it should've been arrested before it was released...

Tom Vs Clancy

Despite the game following the movie plot, you may notice John Anderton doesn't look much like Tom Cruise. This is because Tom doesn't want his likeness in the game. His replacement is an older, square-jawed superhero type, with a voice supplied by Clancy Brown. Clancy is best known for his roles in *Highlander* and *The Shawshank Redemption*, but he also lent his talents to the *Batman* animated series, the *Crash Bandicoot* games and an 'interesting' film entitled *Female Perversions*.



Anyone who's been playing

videogames for a while has probably noticed one of its most unfortunate truisms. A movie tie-in almost always results in a game that, if not downright awful, is at least mediocre, or something of a snoozer. For every *GoldenEye*, there are a dozen more instantly-forgettable titles that I would list here, had I not already forgotten them.

Like the movie, the game's main character is John Anderton, a Precrime officer, one of an elite police division that uses clever gadgetry and psychic powers to nab crims before they commit a crime. When this 'perfect' system fingers John for a killing he just knows he isn't capable of, he goes on the run whilst attempting to clear his name.

Spread over a cool 40 levels, *Minority Report* is an action adventure with far more emphasis on fighting than in the film. In fact, the game's only real feature is kicking the snot out of just about everybody who comes near you. Precrime

officers, security guards, mall punks, droids – all can be shot, blown up, killed, thrown off buildings or grabbed by the throat and repeatedly head-butted. So much for trying to prove how innocent you are, eh?

FIST 'N' FOOT

The controls for combat and movement are laid out in a neat training mission, but there's nothing to stop you skipping it and getting straight into the action. Most of the combat is hand-to-hand against other humans, which amounts to repeated punches and kicks, with a clever use of the environment. On a rooftop? Kick 'em off the ledge. In a mall surrounded by glass windows? Pitch them headfirst through a window and then stomp on them as they lie on the ground.

DAMAGE: £39.99
ON SALE:
 OUT NOW
 OUT NOW
 TBA

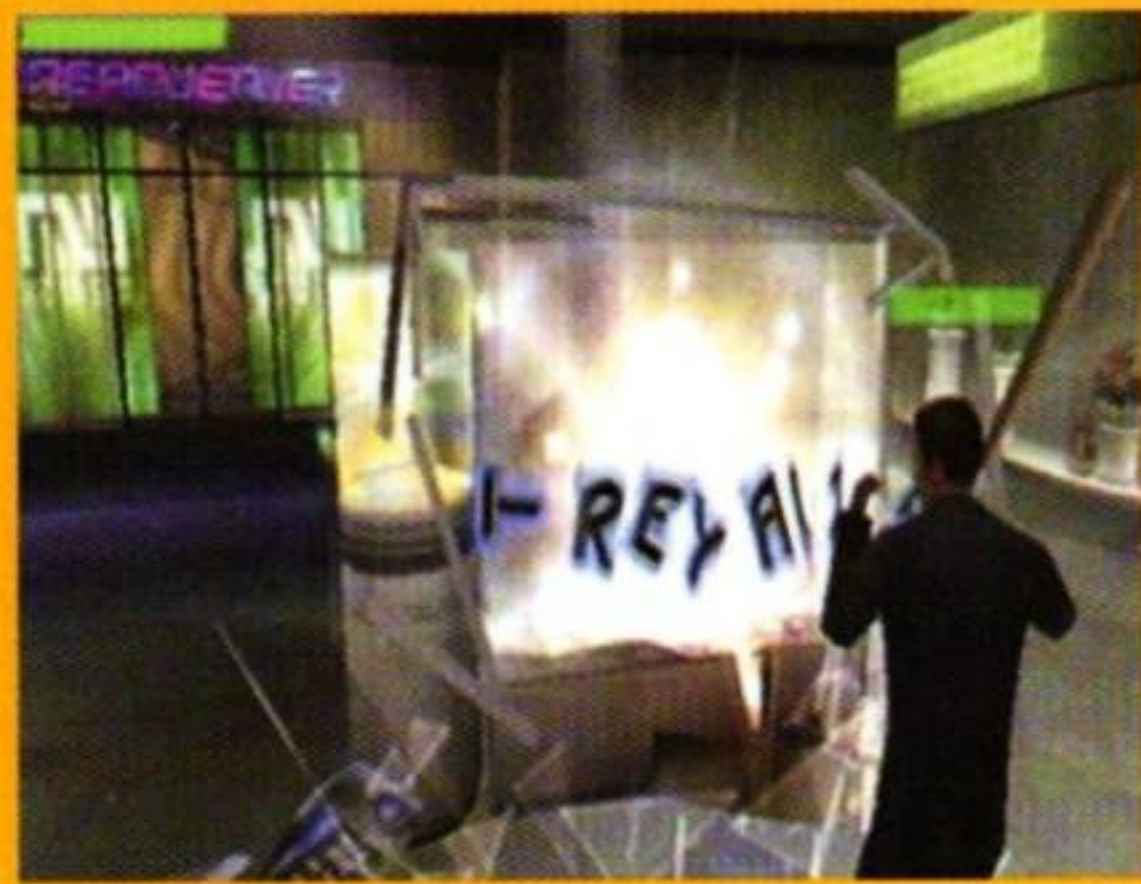
GAME INFO

PUBLISHER	ACTIVISION
DEVELOPER:	TREYARCH
TYPE:	ACTION ADVENTURE
NO OF PLAYERS:	1
MEMORY CARD:	4 BLOCKS



Destroy All You See...

One of the big selling points in *Minority Report* is the player's ability to smash, shatter, destroy and generally wreck the environment. Windows shatter, trees snap in two, wall panels explode and beer kegs spew amber nectar into the air in torrents.



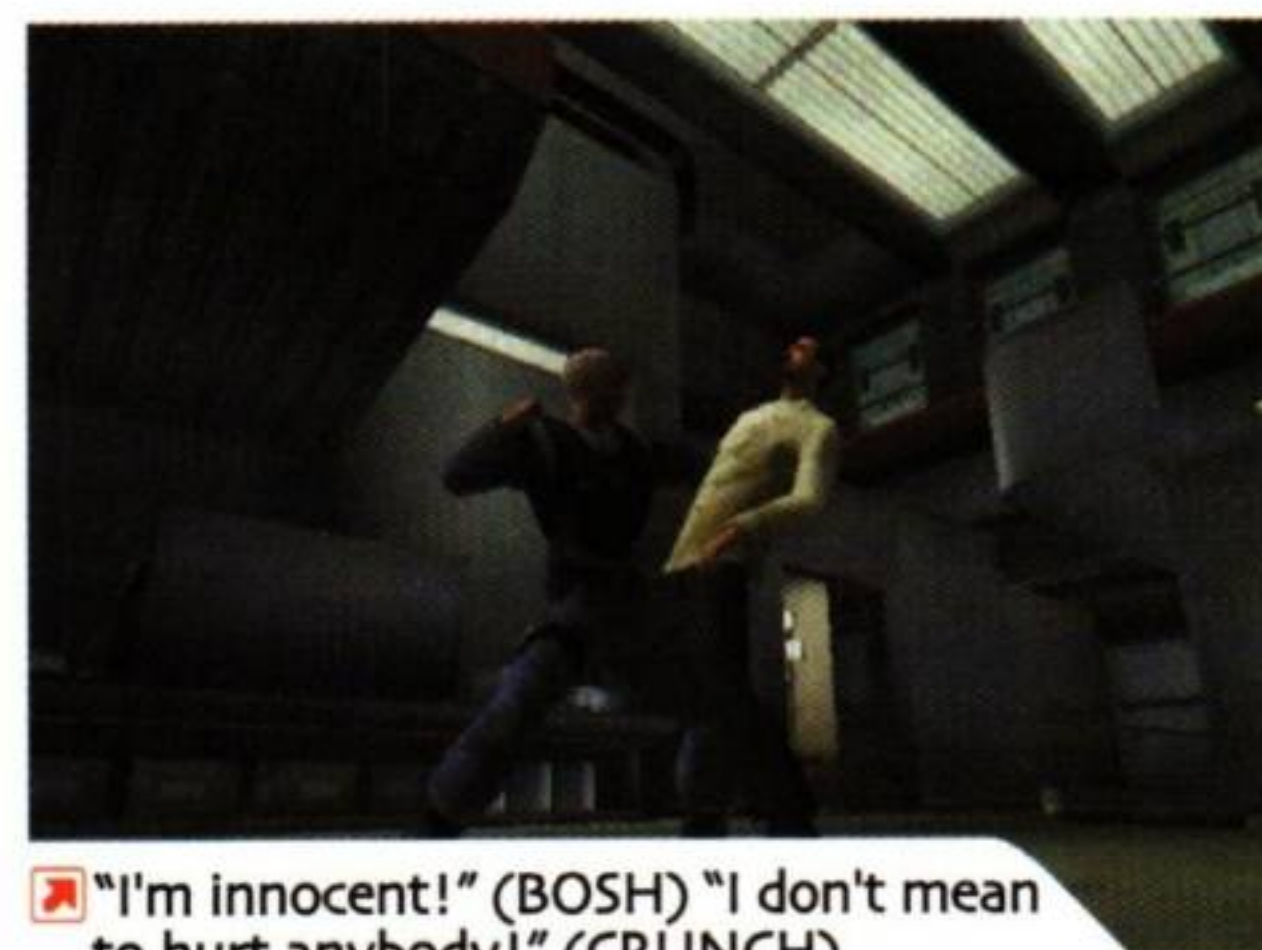
For crowd control or mechanical terrors, you need some heavy weaponry, so there are a selection of shotguns, machine guns and concussion rifles to hand. Unfortunately these are scarce, as is ammunition, so save 'em for when they're really needed. On the plus side, some berk has left large quantities of money dotted around, so you can make your fortune and then purchase ammo or weaponry (including the jetpack) on the black market as you see fit.

It all sounds like a recipe for fun, and it is for the first couple of levels, with great satisfaction to be gained from the relentless pummelling and general mayhem you can dish out. The problem is,

this is basically it for the duration of the game. By the 15th level it starts to get extremely repetitive, and you're not yet halfway through. It doesn't help that every time you're knocked down, you tend to flop around like a rag doll, limbs bending and flaying as if you didn't have a bone in your body – and you're also helpless to stop it happening.

CANDID CAMERA

The camera tends to get in the way too, frequently getting stuck behind objects and walls, which isn't much of a help when you have eight burly Precrime officers with very big guns bearing down on you. Yet another moan is to be found with the



"I'm innocent!" (BOSH) "I don't mean to hurt anybody!" (CRUNCH)



John discovers some disturbingly frisky spiders.

framerate. The graphics are shiny and polished, and boast impressive texture detail, but at a cost: the framerate is all over the place. Simply pitching someone through a window results in heavy slowdown, and things tend to chug in the larger brawls. The levels tend to be very short, with long load times between each one. Add to that the real-time cut-scenes, which also have heavy load times, and it sometimes seems you're spending more time watching the loading status bar than actually playing the game.

Minority Report is fun for a while, but the repetitive nature of the game, coupled with the framerate problems and an often-frustrating camera make this a hard game to love. It certainly isn't one of the minority of top-notch movie tie-ins. □

Tim Wright

VERDICT

UPPERS

- Heaps of mindless violence.
- Anything can be destroyed!

DOWNERS

- Poor framerate.
- Glitchy camera.
- The 'rag doll' effect.
- Gameplay gets stale after a while.

SUMMARY

Enjoyable mayhem for an hour or two, but after that...



Come Dancing was never like this!

"A cracking little collection..."



Ah, this takes me back. I'm still useless...



ON TARGET
Far too many games to cover here, so try the Internet for oodles of Sonic cheats and hints!



SONIC MEGA COLLECTION

Cool compilation or just a few old Mega Drive games? Jamie has a look at Sonic Mega Collection...

DAMAGE: £39.99
ON SALE: MARCH 2003
OUT NOW: (USA)
OUT NOW: (EU)

GAME INFO

PUBLISHER:	SEGA
DEVELOPER:	SEGA
TYPE:	COMPILATION
NO OF PLAYERS:	1-2
MEMORY CARD:	2 BLOCKS

Sonic the Hedgehog, eh? It still doesn't seem quite right seeing the little blue fella on a Nintendo console, does it? When I was a lad, the SNES ruled, Mario was king and Sonic was the scum of the Earth, but I had a mate with a Mega Drive and I inevitably played *Sonic* a few times. I was utterly rubbish at it. Still, I don't hold it against the spiky little rodent; it's not his fault he was born on a 2nd rate console (fan boy: Ed)...

Anyway, here's the chance for me, and everybody else out there who was as bad as me at *Sonic*, to redeem ourselves. All the old classics are back, packed onto one



disc. All three instalments of the original *Sonic* are included, plus the excellent *Sonic & Knuckles*, the interesting *Sonic 3D Blast*, the mediocre *Sonic Spinball* and the

highly addictive *Dr Robotnik's Mean Bean Machine* – a nicely-put-together *Puyo-Puyo* clone. This little bundle immediately screams playability, longevity and diversity, and even if you've played them before, some of the emulated versions here have actually been improved upon. The split-screen two-player mode in *Sonic 2*, for example, has been given a face lift so it uses more of the screen and isn't quite as squished. Also, each title seems to run a little smoother than it did on the original console.

Extra Content



Sonic Mega Collection has a neat little extras menu where you can view a variety of Sonic artwork, comics and videos. The excellent anime-style intro and end sequences from *Sonic CD* are included, as are previews of *Sonic Advance 2* and *Sonic Adventure 2*, not to mention a cool history of Sonic and a bagful of Sonic comic scans. Top stuff.

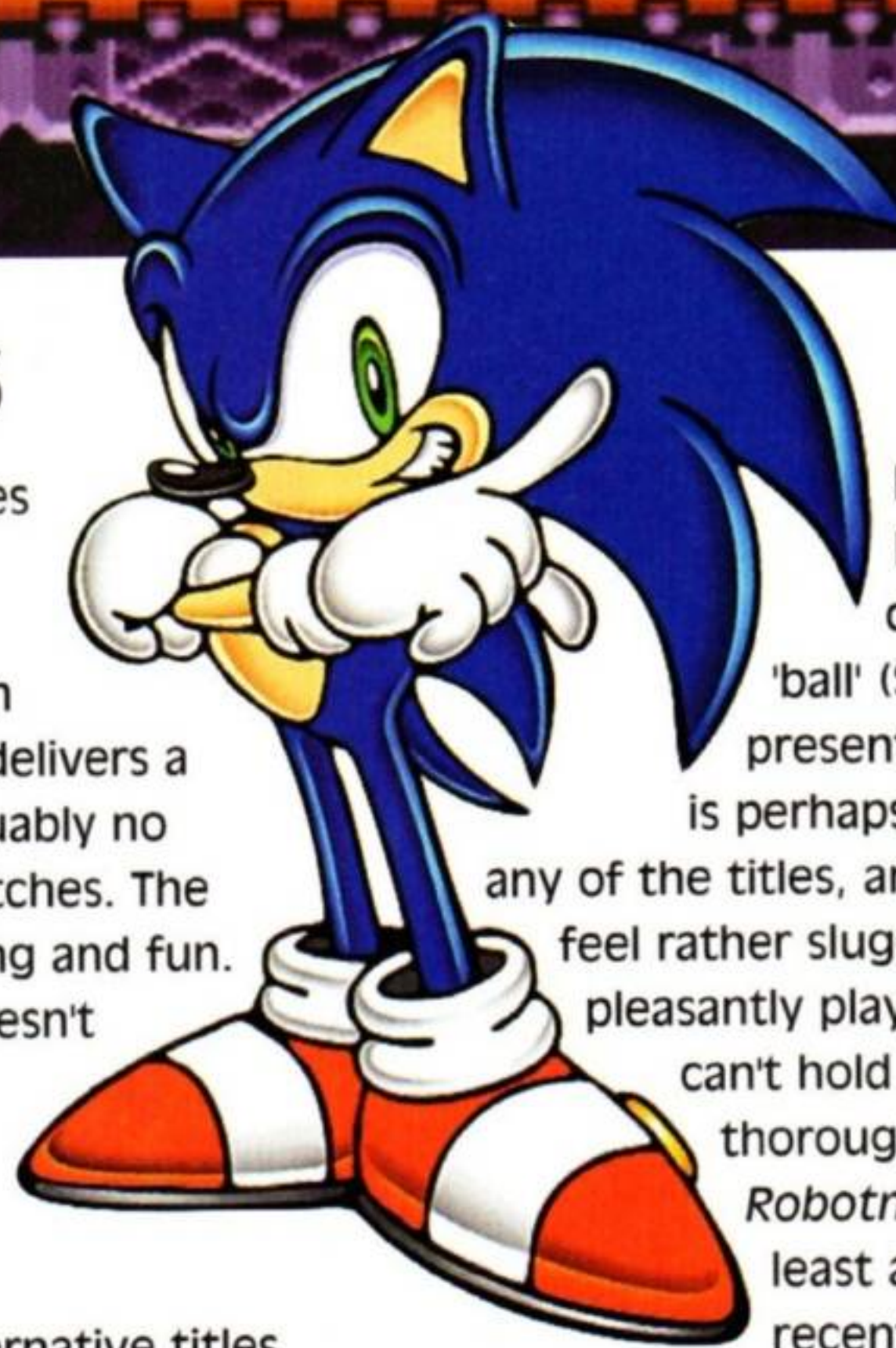




RED TRAINERS

Just the first three *Sonic* games on their own represent a marvellous amount of entertainment. This is platform gaming at its best, and *Sonic* delivers a gaming experience which arguably no other 2D platformer quite matches. The action is fast-paced, challenging and fun. Obviously the presentation doesn't quite live up to today's standards, but the games have certainly aged well nonetheless.

Moving onto the more alternative titles, *3D Blast* is an interesting one, feeling a lot like the classic *Marble Madness*. I must admit this was the one game in the collection I found hard to get into, as it seems a little bit confused as to exactly what genre it belongs to. *Spinball*, on the other hand, is a clever twist on an otherwise-uninspired genre, playing basically like any other pinball game except



here you actually have some control over your 'ball' (Sonic). The presentation in *Spinball* is perhaps the worst out of any of the titles, and the game does feel rather sluggish, but it is still pleasantly playable. However, it can't hold a candle to the thoroughly decent *Dr Robotnik's*. This is at least as good as most recent puzzle games you will play. It might not be very original, but it does what it does very well.

DOUBLING UP

Certainly something to consider is the amount of two player options this collection offers. This is a fantastic game to have if you've got plenty of mates or



Bonus Games



Sonic Mega Collection also contains five unlockable bonus games. This is a nice touch, and adds even more playability to the package, as just unlocking all the bonus games is a fair challenge in itself. Exactly what bonus games are on offer remains a mystery, I'm afraid, but we've heard a rumour that Ristar is amongst them...



Sonic goes 3D in Sonic 3D Blast, funnily enough.



Dr Robotnik's is well addictive.

siblings to play against, and the sum of all the two-player modes here more than matches most recent two-player titles in the playability department.

If there are any moans to be had, obvious comparisons can be drawn with the Dreamcast's *Sonic Jam*. *Sonic Mega Collection* may have more games than *Sonic Jam*, but the overall presentation isn't quite as good and it lacks *Jam's* mini-games. However, this is still a cracking little collection packed full of all kinds of stuff.

With the unlockable bonus games and extra multimedia content taken into consideration, this really is a remarkable package. This is a collection that most gamers will thoroughly enjoy, whilst *Sonic* fans will absolutely love it. Yes, it's just a few old Mega Drive games on a disc, but they're good old Mega Drive games. □

Jamie Wilks

VERDICT

UPPERS

- Loads here.
- Great playability.
- Good game diversity.
- Fantastic for two players.

DOWNERS

- Presentation could be better.
- There's always room for more!

SUMMARY

A downright swanky little collection of some truly great old-skool games.



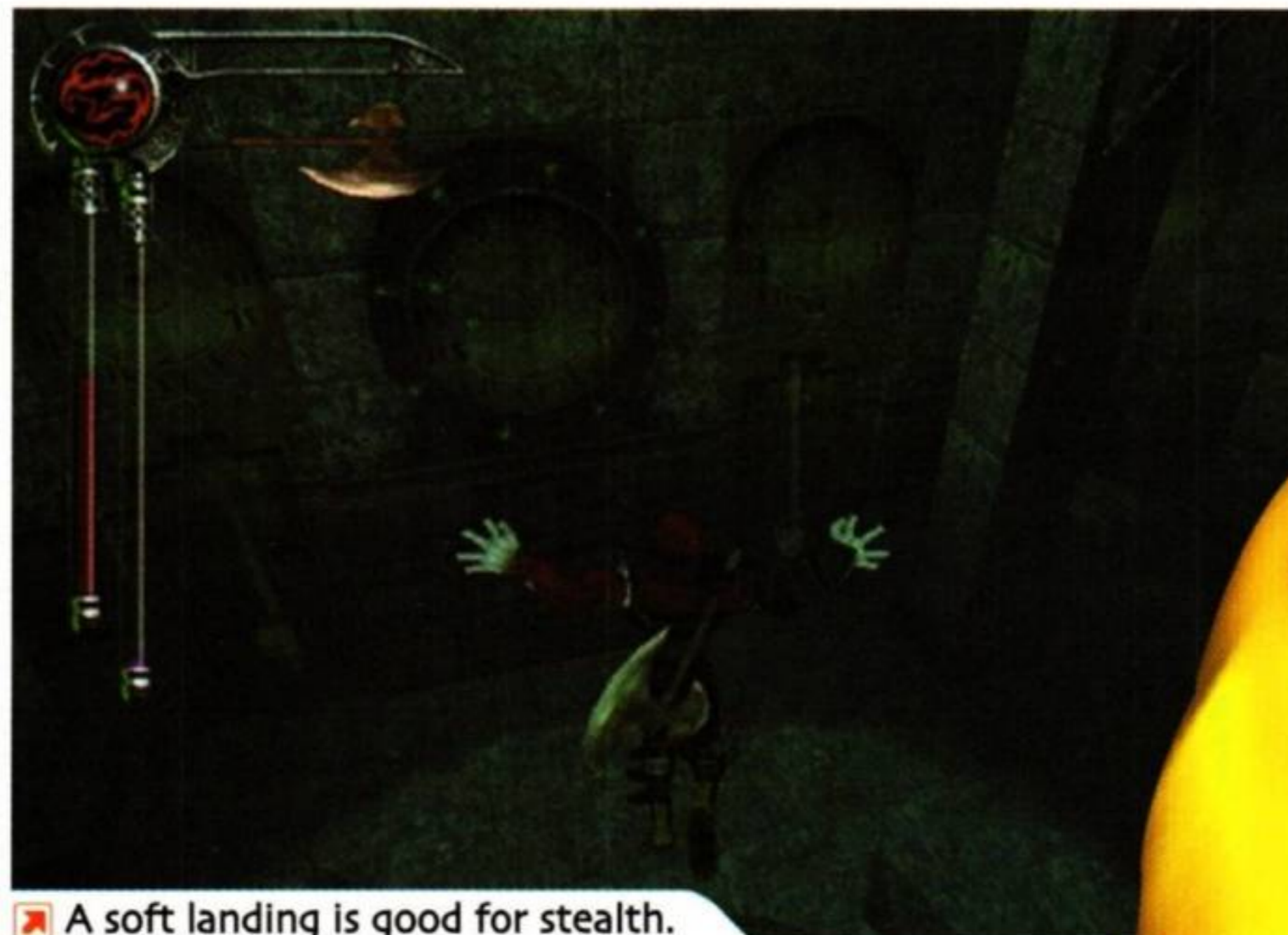
The rather strange Sonic Spinball.



"Neither scary nor atmospheric."



Kain isn't afraid of spiders!



A soft landing is good for stealth.

DAMAGE: £39.99
ON SALE:
OUT NOW: [UK Flag]
OUT NOW: [US Flag]
TBA: [JP Flag]

GAME INFO

PUBLISHER: EIDOS INTERACTIVE
DEVELOPER: CRYSTAL DYNAMICS
TYPE: ACTION ADVENTURE
NO OF PLAYERS: 1
MEMORY CARD: 1 BLOCK

BLOOD OMEN 2

Tim delves into the deepest, darkest reaches of Nosgoth to find out if Kain sucks more than just blood...

We should consider ourselves lucky to be getting *Blood Omen 2*. When the game was released in early 2002 for the PS2 and Xbox, Eidos and Crystal Dynamics had no intention of bringing it to the Cube. But thanks to the success of *Resident Evil* and *Eternal Darkness*, they discovered what we already knew: there's a big call for dark, gory and mature gaming on the GameCube. As a result, they've decided to treat us to the game.

Much like the spin-off *Soul Reaver* series, *Blood Omen 2* is a third-person hack-and-slash offering, with just the vaguest hint of *Tomb Raider*. In an incredibly long opening cut-scene, we find the evil vampire Kain

has been asleep for some time, having been struck down in battle by a mere human during his attempt to conquer the land of Nosgoth. After spending so much time with his eyes shut, he awakens to find he is somewhat more weak and feeble than before. He also discovers the land of Nosgoth is looking even more screwed up than usual. Reluctantly putting what little trust he has in a busty female vampire who promises him some answers, he sets out to take back the land he once ruled and wreak bloody revenge on the man who nearly slew him so many years ago.



Kain Sucks



Blood-sucking isn't just a gory gimmick, it's essential to your survival. Injuries sustained during combat lead to blood loss, and the only way to replenish your stocks is to snack on the bodies of the defeated, or whoever happens to be handy at the time. Even when not in combat your thirst increases, so you always need to keep the blood bank filled.





Eternal Kain



The original Blood Omen was released way back in 1995 on the original PlayStation, and was much more of a 2D action RPG than the third-person adventure it has become. While Crystal Dynamics has been in charge of the Blood Omen and Soul Reaver games since then, the original Blood Omen was developed by Silicon Knights. The same Silicon Knights who are now best buddies with Nintendo and who recently gave us the splendid Eternal Darkness. Gosh, eh?

ON TARGET

Always block attacks from enemies, as a successful block helps to fill your Rage meter, allowing you to pull off special attacks.



Almost certainly a bad guy.

BLOOD 'N' GUTS

Blood Omen 2 spans 11 missions, with the basic formula being this. You proceed through the game world in a very linear fashion, opening doors, throwing switches, solving basic puzzles and sucking as much blood as you can. You see, Kain is a vampire surrounded by easily-preyed-upon humans. And being an amoral, evil git, you can

cheerfully slaughter every human you come across to satiate your bloodlust. In fact, you have to make a point of it, as damage taken in combat causes your blood stocks to drop.

Having said that, Kain doesn't neck his victims while they're alive. You must first kill them, and then suck their blood from a distance – this makes for a charming view of blood spewing out of the twitching corpse and into Kain's mouth. Lovely.



Kain. The vamp, the king, the low-polygon character model.

While some humans are fairly easy prey, there are also tooled-up humans that can easily damage you with bows, swords and other death-dealing implements. Combat is easily achieved by auto-targeting an enemy, then going in for the kill with a simple combo of attacks. These can either be bare-clawed or with whatever weapon you have lifted from the still-twitching corpse of your latest victim.

BOSS FIGHTS

Slaying bosses rewards you with new powers, such as super-jumps or the ability to control the minds of men. To begin with, though, you just have a Rage attack and the Mist disguise. This second ability is particularly nice. If there's mist on the ground, you can hide yourself in the vapour, allowing you to creep up undetected behind an enemy. A successful stealth kill rewards you with one of many gruesome death scenes, from a

Rage Meter

This fills with every blocked attack. Once full, Kain glows red and kicks major botty.

Dark Gift Indicator

This displays whichever colour-coded Dark Gift (Skill) Kain has selected.

Blood Meter

This is Kain's stock of claret, the source of Kain's life. Keep this filled at all times!

Lore Meter

Won from various sources, Lore is essentially magic. Without this, skills can't be used.

Current Weapon

Most weapons break over time, so keep collecting whatever your defeated foes drop.

Kain

One bad dude. Don't get on his wrong side, unless you're in a tank

The Vampire's View



barehanded neck-break to decapitation or disembowelling. Yum.

With this much splatter, combined with the moody atmosphere and suitably hokey plot, *Blood Omen 2* is quite enjoyable up to a point. But there's good and bad in the game. While the framerate is much improved over the PS2 version, which was presented in glorious Jerk-o-Vision, the graphics are straight from Sony's box. This makes for some bland and boxy level designs, basic character models and very little eye candy to drool over. On the upside, it's free from nasty load-times,

with each huge area playing out without once stopping to access the disk.

The gameplay negatives are mainly to be found in the controls. Kain is unwieldy and at times sluggish to control. He handles stiffly at the best of times, and while this isn't much of a problem during regular gameplay, when you tussle with far nimbler enemies and bosses, swear words may start flowing freely.

BOXING CLEVER?

And lest we forget, there are box puzzles. Gawd help us. Didn't these things go out of fashion years ago? Is it asking too much for some decent, brain-melting logic puzzles instead of 'drag that box under the portcullis to stop it closing'? Suffice it to say, you won't be getting stuck on the puzzles in this one.

Finally, despite the dark visuals, gothic mood and eerie background music and ambience, *Blood Omen 2* is neither scary nor particularly atmospheric. It's a pretty casual run around some dingy locations slurping blood and hacking people to bits, with the occasional pause for some melodramatic dialogue or an annoying boss fight. It's a good game to kill time (among other things) until the next big release, but once complete, you won't find any reasons to go back to it. □

Tim Wright



Don't go in the water.



A floating skull guarantees a stealth kill.

VERDICT

UPPERS

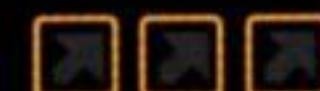
- It's great fun being an evil bast.
- Decent story and voice-acting.
- Kills time quite nicely.

DOWNERS

- Average graphics.
- Iffy controls.
- Lacks atmosphere.

SUMMARY

Fairly entertaining, gory vamp antics with some control quirks. Fun, but less filling than it could have been.

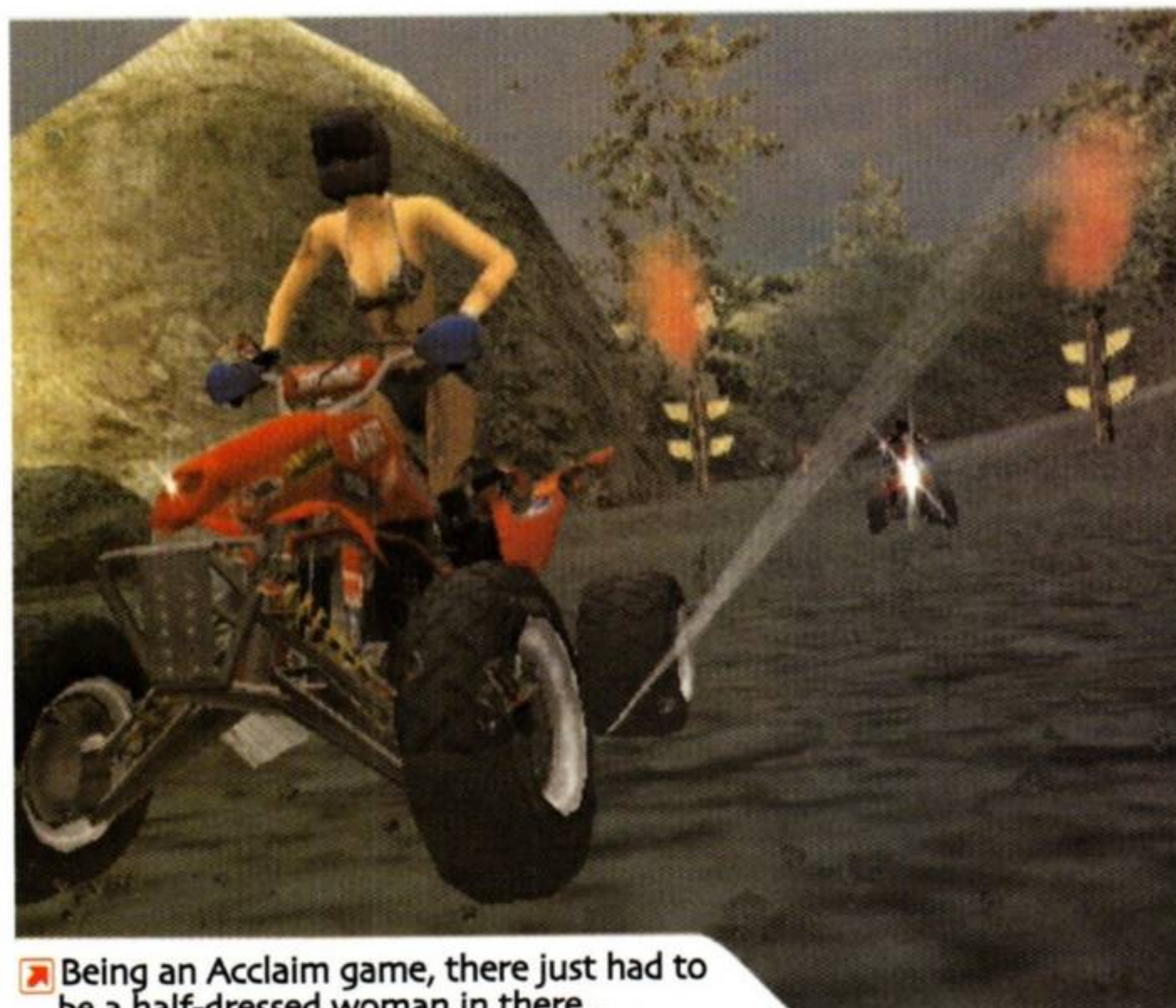


"A mediocre ride..."

ATV QUAD POWER RACING 2

ON TARGET

Ride a bank for a totally undeserved 'bicycle' trick.



Being an Acclaim game, there just had to be a half-dressed woman in there...



ATV: QUAD POWER RACING 2

Can this rugged racer wheel-spin its way to success? Ian deals the dirt...



DAMAGE:

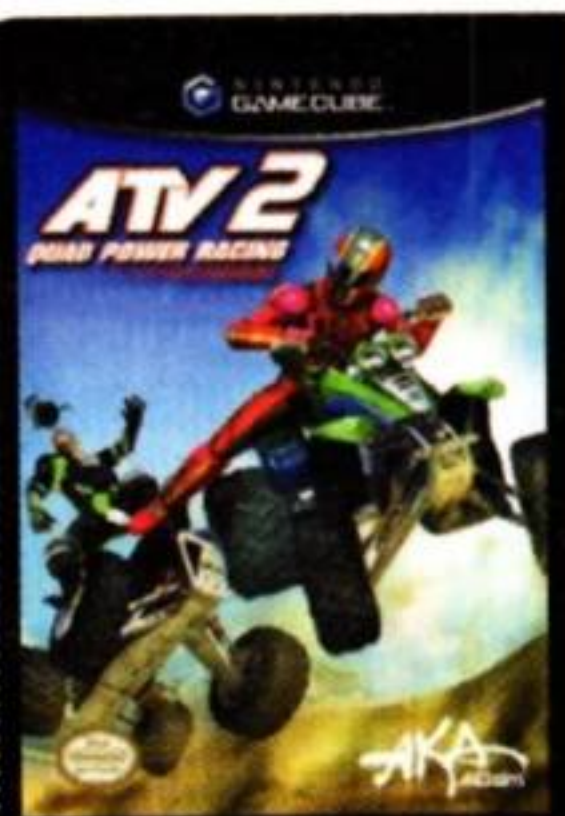
£39.99

ON SALE:

7TH FEBRUARY

OUT NOW

TBA



GAME INFO

PUBLISHER: ACCLAIM ENTERTAINMENT
DEVELOPER: CLIMAX STUDIOS
TYPE: DRIVING GAME
NO OF PLAYERS: 1-2
MEMORY CARD: 9 BLOCKS

Mad Trix

Pulling off tricks and stunts during the races gives you extra points. Like the racing model, the tricks element plays it safe and offers a workmanlike but unimaginative experience.



This is a game without a soul. The nuts and bolts are there, but there's a hanger-sized hole where its heart should be, and although technically competent, it aims low and achieves little. An ATV game should have you on the edge of your seat, bouncing with every bump in the road, leaning right and left in sympathy with your rider, your toes gripping the floor as you speed down the straights, stomach churning as you bounce over a bump. *ATV: Quad Power Racing 2* just feels flat, partly because of the workmanlike physics, and partly due to the bland track design.

Let's start with the physics. Although the races are held over several different terrains, they all feel the same when driving. Sand, mud, snow – it makes no difference to the rider, and you certainly don't have to adapt your driving style to suit. But then, when the quads pivot around a point just behind the front axle instead of steering with all four wheels on the ground, driving them was never likely to offer a fulfilling experience.

MAD TRAX

This isn't helped by the rather bland track design. There are plenty of hills to negotiate, but while the courses climb, fall and occasionally bank, they're mostly flat on a left-to-right plane. ATV racing should be about finding the smoothest path through the course, avoiding the teeth-rattling bumps and bangs as you fail to keep all four wheels on the ground. These tracks often feel more like dirty Formula One circuits than rugged ATV courses.

It's not a complete disaster. When you start to unlock better bikes and open new and untested tracks, the game gains a competitive edge that was somewhat lacking before, and you do start to care about the races a little more. Even so, the game as a whole is a wasted opportunity. The Cube is more than capable of handling a spine-jarringly rough-and-tumble ATV racer, but by playing it safe and taking few risks, *ATV: Quad Power Racing 2* offers a mediocre ride. I hope the bands they signed for the soundtrack were cheap too... □

Ian Osborne

VERDICT

UPPERS

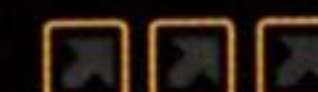
- Smooth framerate.
- What it does, it does OK...

DOWNERS

- ...But it aims so low it could hardly fail to.
- Bland tracks.
- Too flat.
- Basic physics model.

SUMMARY

A workmanlike effort that takes few risks. It will be in the bargain bins for around £20 by Easter.



"The gameplay is truly fiendish..."

G-FORCE RECOMMENDS



Monkey Magic!...

THEY MAY HAVE STUPID EARS AND EYES LIKE PAC-MAN, BUT LIKE 'EM OR LOATHE 'EM, THESE ARE YOUR HEROES. CHECK OUT THEIR RATHER ODD CHARACTER PROFILES FROM THE INSTRUCTION MANUAL...

Aiai

He loves bananas so much he spends his carefree life thinking, "The banana I had today was really delicious." Once he's eaten a banana, he's in high spirits, and able to overcome any hardship. Chanting a magical spell "El-Ei-Poo", he starts his adventure with Monkey Ball.

Baby

He came from the future to stop Dr Bad-Boon's plot to prevent the marriage between Aiai and Meemee. He is, in fact, the son of Aiai and Meemee. He rarely cries, but when he does, he cries with the loudest voice on Jungle Island. Only Meemee can stop his crying.

SUPER MONKEY BALL 2

Will this sequel make Matt go ape, or will he have a ball?

Before we begin, let me say I've never played the original *Super Monkey Ball* that came into being when the GameCube launched. Therefore, no comparisons are going to be made between this game and its older sibling (we did that in our import review back in Issue Six), and it shall be judged entirely on its own merits. Right, after that little disclaimer, what's this game all about? It's a puzzle game where you take control of a monkey in a ball, played over a series of complex worlds. The aim of each stage is to reach the goal before the timer runs out, without falling off the edge of the game world. Sounds easy, only you don't control the little simian directly. Instead, you must tilt the 'tables' in the game world to make the ball roll. This leads to gathering momentum and inertia, and ultimately a fiendishly tricky game that soon becomes an addiction.



Aiai celebrates after making it through the goal in only seven seconds.

DAMAGE: £39.99
ON SALE: FEBRUARY 2003
OUT NOW: (US, UK, JP)
OUT NOW: (AU)

GAME INFO

PUBLISHER:	INFOGRAMES
DEVELOPER:	SEGA
TYPE:	PUZZLE GAME
NO OF PLAYERS:	1-4
MEMORY CARD:	2 BLOCKS





Gongon

Yesterday's enemy is today's friend. He used to be Aiai's rival, but now they're chums. He's quite rowdy, but places such a high value on friendship that once he becomes a friend he never betrays. Although not big in size, he has great strength as he trains every day.



Meemie

She's the future bride of Aiai. Although she loves him, it seems Aiai loves bananas more than her. That makes her a little discontented and a little tomboyish. She always decorates herself with flowers that have a nice scent.

This PLAY button may slow things down and make them easier.

Monkey Business

APART FROM THE MAIN SCREEN, THERE ARE A NUMBER OF VISUAL AIDS TO HELP YOU GET TO THE GOAL IN TIME.

The Timer

Those vital seconds are ticking away. Make sure you get to the goal before it reaches zero, or it's back to the drawing board.

Bananas...

This meter keeps a tally of how many bananas you've collected. It's not vital you collect them, but more bananas means more points.

Speed & Stage

This area of the screen shows the speed of your monkey and the stage he is on. One almost down, two more to go...

The Map

The overhead map shows you where you are in the level. You can zoom in and out by pressing 'A' on the controller.



Those shiny metal blades could send you flying if you're not careful.

MONKEY BUSINESS

In Story Mode, the evil Dr Bad-Boon has stolen your harvest of bananas and scattered them all over the world. Cue an adventure over land and sea (and even inside a whale!) to recover them, spanning ten levels in each of ten worlds. Do the maths and that's 100 levels to roll through, each with their own unique pitfalls. And believe me, you will fail some levels five, ten, maybe 15 times before you finally get lucky or work out a winning strategy to make it through the goal within the time limit without plummeting to your doom.

Some levels require precision timing to dodge moving objects that throw you off the edge, while others need more cunning, and may need you to roll over buttons scattered around the place to speed up or slow down moving platforms.

The beauty is there's no limit to the number of times you can try to complete a level, and there's no order to which you must complete the levels within a game world. So if you get stuck, you can keep on persevering, or move onto another level to calm yourself down and return when your nerves are less frayed.

Play Challenge Mode and you have to complete as many levels as you can with only three lives. This can be tough, but finishing levels in both Story and Challenge Mode earns you points, which can be used to unlock extra games in Party Mode. Party Mode offers a distraction from the standard gameplay, and puts your cheeky little monkeys into a number of sporty mini-games. Up to four players can join the fun by playing Monkey Tennis, Monkey Golf, Monkey Bowling and the like. Some games are more successful than others when it comes to actually having fun with them, though.



"The Party Mode provides plenty of extra fun..."

ON TARGET
 Try using your right hand to control the analogue stick when making fine adjustments.

Party On!

SMB2 HAS SIX NEW PARTY GAMES. NO CHEESE AND PINEAPPLE ON STICKS TO BE SEEN, THOUGH...



MONKEY BOAT RACE

Use the shoulder buttons to paddle and try to avoid those hard things called rocks.



MONKEY SHOT

On-rails shooting round those luscious backgrounds. No light gun required, though.



MONKEY BASEBALL

Or Rounders to us Brits. Swing away Alai, swing away.



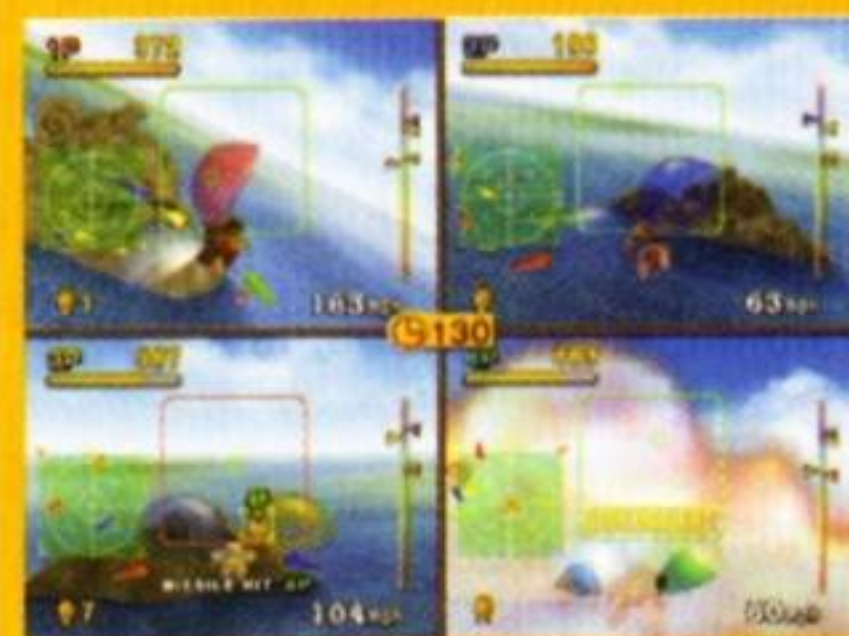
MONKEY SOCCER

One of the least convincing mini-games, although penalties are rather fun.



MONKEY TENNIS

Really rather good - great fun considering it was once proposed by Alan Partridge.



MONKEY DOGFIGHT

Fly like a beetle, sting like a bee in this aerial battle game.



Let's hope there's enough oxygen in that ball.



Backgrounds bring a lot of life to the otherwise bland playing surface.



EYE CANDY

Throughout the game, *Super Monkey Ball 2* is great to look at, and the framerate is silky-smooth. Which is just as well, as some levels require precision timing. The smoothness is partially because each level isn't that big in terms of overall level and detail, but Sega has been clever in making the backgrounds look fantastic, as well as making them give a false impression of occupying a much larger space. The molten lava of the volcano levels is a joy to look at, as are the water effects that the Cube is so good at rendering. It's a pity that most of the time you won't notice the luscious backgrounds, though, because you're concentrating on keeping your little fella on track.

To begin with, your monkey manages to run inside the ball, but tilt it enough to send the ball into a spin and he tumbles around in a comical manner. Much more fun than just controlling a solid ball, and more than a little surreal. In fact, the whole concept is odd. There's no real explanation why Dr Bad-Boon has taken the little monkey's bananas, and why he then left them lying around to be collected, and why the monkeys need to chant the magic words "Ei-Ei-Poo" in order to encase themselves in see-through

spheres. But believe me, there's no real need to understand what's going on, as the gameplay is truly fiendish.

I've no idea whether this game improves on the original, but I do know it's great value for money. The 100 Story Mode levels will take a while to complete, then there's the Challenge Mode to survive and the Party Mode provides plenty of extra fun if you have a few friends lying around. □

Matt Cottle

VERDICT

UPPERS

- Addictive gameplay.
- Perfect difficulty curve.
- Gorgeous backgrounds.
- Fun locations.
- Great value for money.

DOWNERS

- Some of the mini-games lack.

SUMMARY

An addictive puzzler that will keep you coming back for more. Great bang for your buck.



"There's no real need for this game to exist..."

MONOPOLY PARTY

ON TARGET

Um, it's based mostly on the lucky throw of a dice, so be lucky!



If you choose not to buy a property, it's sold to the highest bidder. Now there's a rule I didn't know about.

MONOPOLY PARTY

Can a few extra features liven up this antique board game or should it go directly to jail? Matt buys a hotel...

Nearly every household has a Monopoly set gathering dust in a cupboard somewhere. And there are many reasons why it's not been played for a while. It usually results in family feuds, some people can't work out the maths and everyone has their own interpretation of the rules. Luckily, this game knows the rules, you can't argue with three AI players

and the money side of things is automatically calculated.

It's basically Monopoly with a few bells and whistles. You can play Classic Mode with the usual London streets, where players take it in turns to move,

or Party Mode on a number of themed boards: Sci-Fi, Fantasy, Prehistoric, and Ancient Monuments. In this mode, players can all move and buy property at the same time. It stops others playing the waiting game, but it can also get quite confusing keeping track of where everyone is and what they're up to.

IRRITATING AMERICANS

There's an option to turn off the background music, but you can't turn off the annoying American commentator who sounds like he's from 1920s Manhattan. Phrases such as 'Do you want to buy this property?' and 'You owe Player Two rent' tend to grate after the second hearing, and you half expect him to pipe up with 'Let's go grab a cawffee and a boyger!'

When all is said and done, there's no real need for this game to exist. Most of the fun of a board game is in interacting with other people around a table, not staring at a screen, no matter how you jazz up the board itself with animated playing pieces and a selection of how your houses and hotels will look on your property. With so many themed versions of the real board game available at half the price of *Monopoly Party*, you'd be better off making a visit to your local toyshop. □

Matt Cuttle

DAMAGE: £39.99
ON SALE:
OUT NOW:
OUT NOW:
TBA:

GAME INFO

PUBLISHER: INFOGRAMES
DEVELOPER: RUNCRAFT
TYPE: BOARD GAME
NO OF PLAYERS: 1-4
MEMORY CARD: 1 BLOCK



Bored of the Classic Board?

THEN IT'S JUST AS WELL MONOPOLY PARTY COMES WITH FOUR THEMED PARTY BOARDS.



ANCIENT MONUMENTS
Choose to be a camel (amongst other playing pieces) as you buy property around the Sphinx, the Coliseum and Stonehenge.



FANTASY
Enter the realm of wizards, dungeons and dragons as you circle the castle and work all sorts of magic with your money.



PREHISTORIC
Be a caveman or even a dinosaur as you build your stone empire around an active volcano.



SCI-FI
Don your spacesuit and orbit the space station to make the most money and declare your opponents bankrupt.

VERDICT

UPPERS

- You can't lose the playing pieces.
- No arguments over the rules.

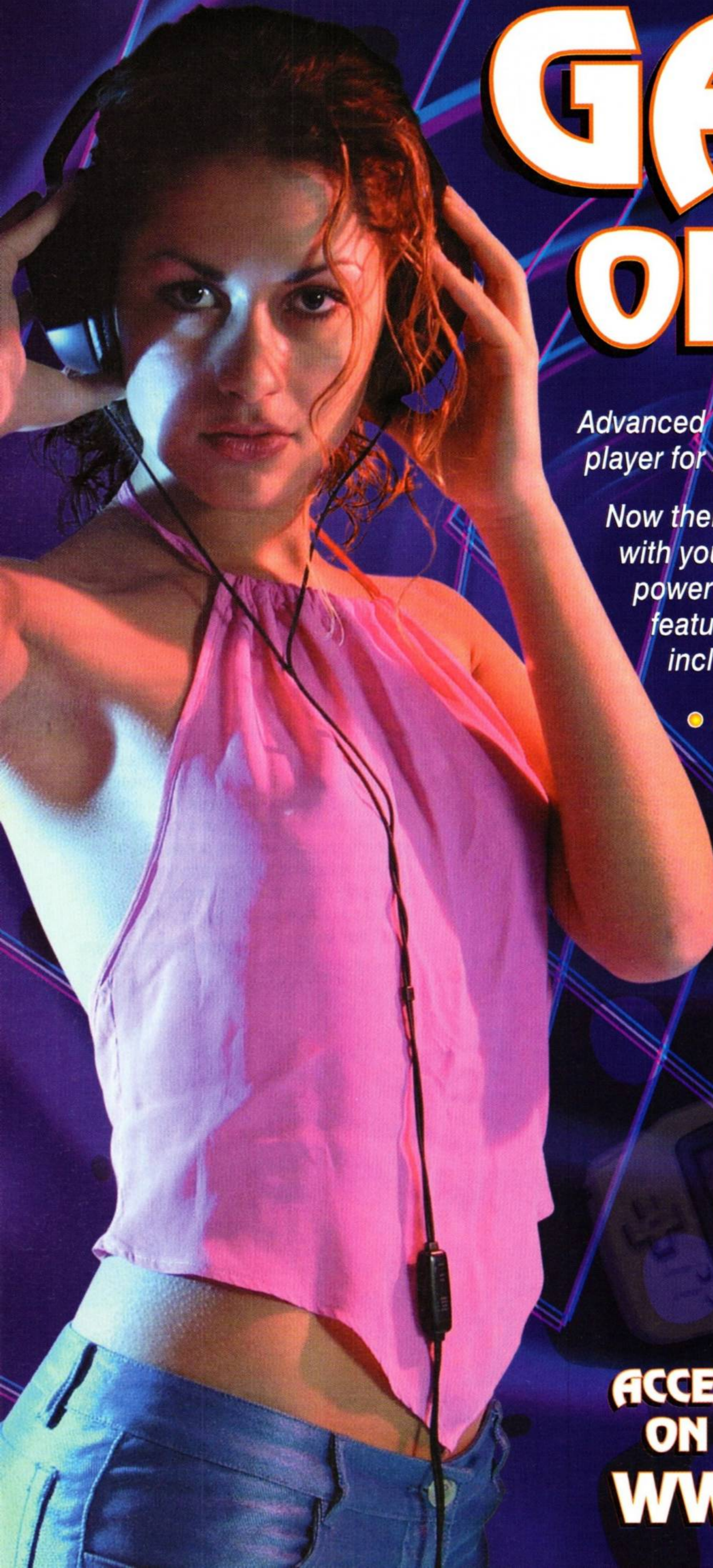
DOWNERS

- Unimaginative themes.
- Confusing Party Mode.
- Annoying commentator.
- You can't cheat.

SUMMARY

A faithful representation of the game with extras, but ask yourself this: when did you actually last play Monopoly?

MUSIC FOR GAMERS ON THE GO!



Advanced Music Player (A.M.P.) is the ultimate portable music player for gamers on the go.

Now there's no need to take a separate music player out with you - A.M.P. turns your Game Boy® Advance into a powerful MP3 player with sophisticated yet easy to use features. A.M.P. comes in a tiny game-sized cartridge and includes free headphones for optimum sound quality.

- *Download your favourite songs from a personal computer to your Game Boy® Advance via the supplied USB cable.*
- *Use songs from your own personal library or download free music tracks from www.mp3junkies.com.*
- *Exchange songs with your friends via a standard Game Boy Advance Link Cable!*



**ACCESS THOUSANDS OF FREE SONGS
ON THE MP3 JUNKIES NETWORK:
WWW.MP3JUNKIES.COM**

For Game Boy® Advance

COMING SOON!

- Play your favourite MP3 songs on a Game Boy® Advance!
- Download new songs to your Game Boy® Advance in seconds via high speed USB Cable (included)
- Headphones included, or play songs through your Game Boy® Advance speaker.



RRP £49.99

ADVANCED musicplayer



AVAILABLE FROM ALL GOOD GAMES SHOPS OR CALL 0845 6010015 TO ORDER DIRECT
(Calls charged at Low call rate)

CODEjunkies
www.codejunkies.com

©2002 Datel Design & Development Ltd. Advanced Music Player, its logo, and "Music for gamers on the go" are trademarks of Datel. Game Boy Advance is a registered trademark of Nintendo Inc. This product is not sponsored, endorsed or approved by Nintendo. Actual appearance may vary.



ON THE ADVANCE

WHAT'S NEW ON THE GBA?

NEW GBA ON THE WAY!

Nintendo announces a new model of Game Boy Advance...



After months of rumours and speculation, Nintendo has lifted the lid on a new version of the GBA, called the Game Boy Advance SP. The new machine, which we speculated about in Issue Eight, will sell alongside the current GBA.



The Game Boy Advance SP is a truly pocket-sized gadget. It's less than 9cm square, and incredibly slim too. Check out these pictures. The screen is exactly the same size as that of the current GBA, so with this in mind you can imagine how big the new machine is.

As predicted in Issue Eight, the GBA SP features a flip-top screen and a dedicated rechargeable battery. The screen is front-lit, answering one of the few criticisms of the original Advance, which was difficult to use in anything less than perfect lighting conditions. The battery, a lithium cell similar to those used in mobile phones, offers over ten hours of continuous play, which increases to around 18 hours if you switch the screen light off. The disadvantage, of course, is you can't get fresh batteries from your local store if you run dry, and as it seems to be built into the unit, you can't even buy a spare and keep it charged.

When folded down, the screen is protected.



Earphone Adapter

The new GBA SP doesn't have an earphone socket - there just wasn't the room to include one in such a small unit. You can still play without disturbing others, though. An adapter that fits into the extension socket will be available. Sold separately? Natch...



Tech Specs



☑ The new Advance has a cartridge port at the front of the machine.

☑ THESE ARE THE NEW GAME BOY ADVANCE SP'S KEY FEATURES...

- New pocket size and foldable with flip-top screen.
- Dimensions are 82 x 84.6 x 24.3mm, and it weighs approximately 143g.
- New integrated self-contained LCD screen light.
- Built-in rechargeable Lithium Ion battery enables approximately ten hours of play on a three-hour recharge.
- When the front light is turned off, the playing time increases to around 18 hours.
- Three premium metallic colour variants (silver, black and blue).
- Up to 32,000 simultaneous colours.
- Display Size: 40.8mm x 61.2mm.
- Resolution: 240 x 160 dot.
- 32-bit CPU with embedded memory.
- Multiplayer mode for up to four players with Game Link cable.
- Compatible with virtually all existing Game Boy & Game Boy Advance games.



The console will be available in three metallic finishes – silver, black and blue. Beyond that, the new machine offers the same functionality as the current GBA. It takes the same Advance carts, has the same button configuration (though the shoulder buttons look a little awkward), and it's still backwards-compatible, ie. you can play your old Game Boy Color games on it. It will also be compatible with the GameCube via the link function, but our guess is you'll need an SP-specific cable. There's no reason why your current four-player link cable shouldn't work on the new-style Advance, though, and we expect old and new machines to be compatible for multiplayer gaming.

Why?

Given the massive sales of the GBA, Nintendo's new machine inspires an inevitable question. Why update such a successful console after less than two years on sale? Well, one reason is obvious. Growing frustrations with the (let's face it) terrible screen on the original GBA. Sure, it allows an enormous battery life, but it makes viewing very difficult in artificial light. On a train or car journey it's almost impossible due to the sun's changing position. A backlight would eat battery power (the Atari Lynx and Sega Game Gear drained six AAs in two hours a decade ago), but Adam Curtis' LED Afterburner system proved front lights could work.

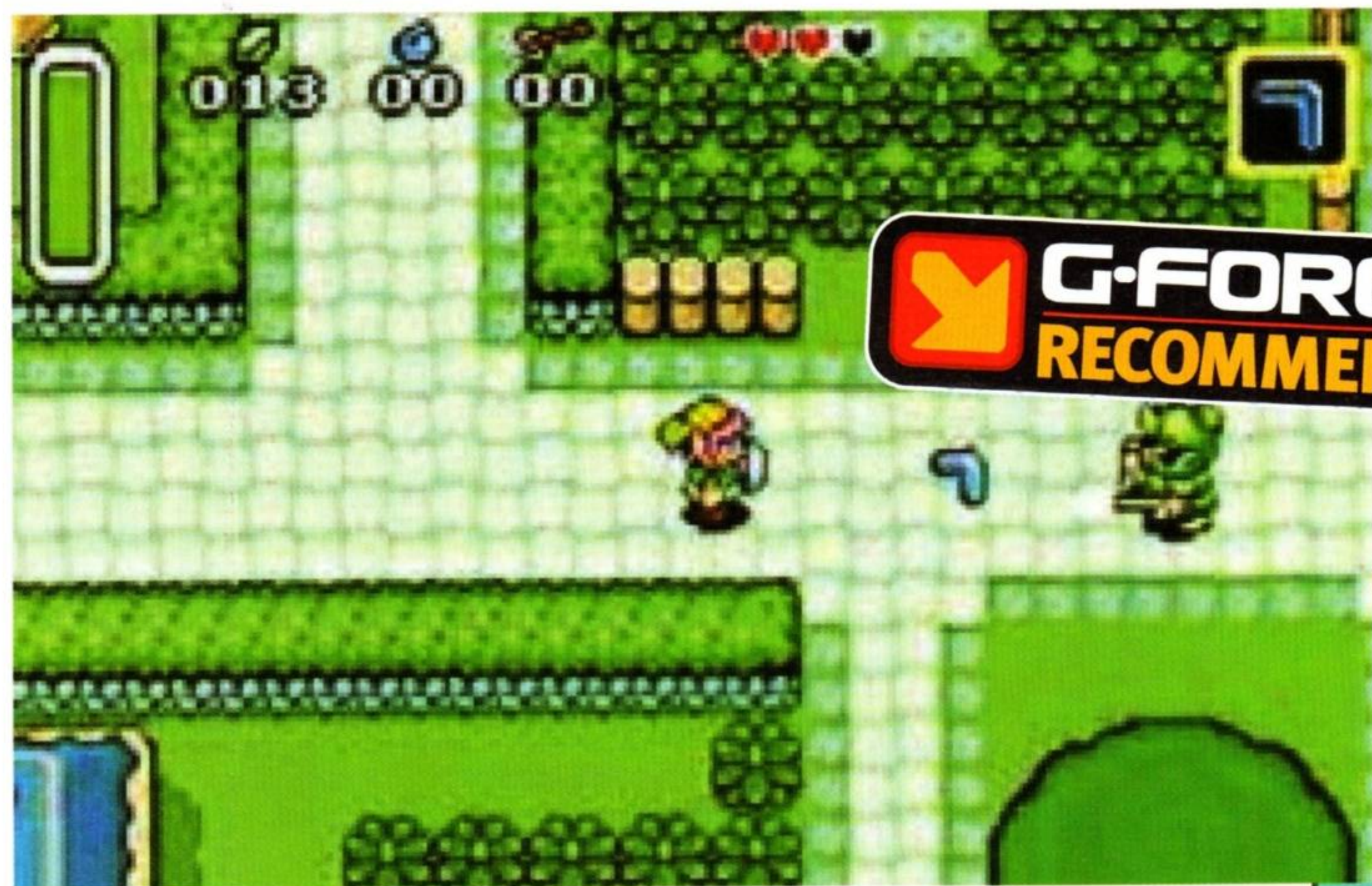
Also, although GBAs are selling very well, its games aren't doing that well at all. This is partly because they're over-priced (Nintendo has hinted at a reduction fairly soon), but also because of the screen problems. People aren't using GBAs as mobile gaming devices because they're so awkward to use on the move, and if you're not using the machine much, you don't need many games for it.

GBA SP launches in Europe on 28th March, for 129-139 Euros – around £85-90. The Americans get it a week earlier on the 23rd for \$99.95. Our guess is the original GBA will then undergo a price drop...

Gosen Speaks

☑ David Gosen, Managing Director, Nintendo of Europe, said, "With the launch of Game Boy Advance SP, Nintendo can place its gaming expertise into the hands of new users who value outstanding design as highly as technology. There's an incredible range of games already available, and an ever-increasing number designed for players who may not have held a console since the days of Tetris. Following the incredible success of the Game Boy Advance, this is a very exciting time for Nintendo and an exceptional start to 2003".





ON SALE:
21ST FEBRUARY

OUT NOW:
TBA

DAMAGE:
£29.99

GAME INFO

WHO: NINTENDO

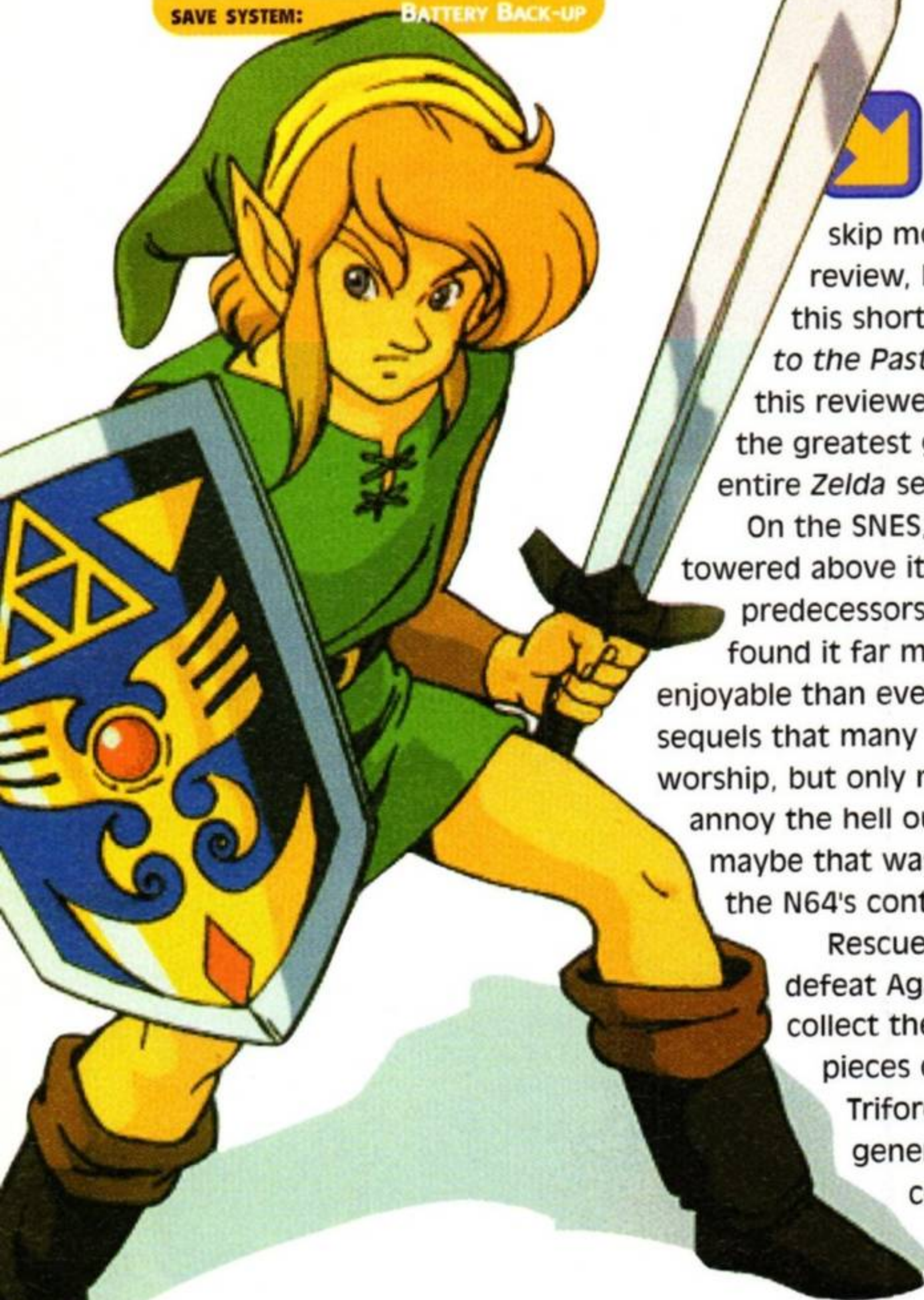
TYPE: ACTION RPG

NO OF PLAYERS: 1-4

SAVE SYSTEM: BATTERY BACK-UP

LEGEND OF ZELDA: A Link to the Past

It's Zelda! The SNES classic makes it to the GBA with added extras. Tim examines the result...



For those of you who skip most of the review, let me make this short. *Zelda: Link to the Past* is still, in this reviewer's opinion, the greatest game in the entire *Zelda* series.

On the SNES, the title towered above its predecessors, and I found it far more enjoyable than even the N64 sequels that many people worship, but only managed to annoy the hell out of me. Or maybe that was because of the N64's controller.

Rescue Zelda, defeat Agahnim, collect the scattered pieces of the Triforce and generally get completely absorbed in the

huge game world. Swig potions, capture fairies in glass jars, taunt spear-wielding guards and pelt enemies with arrows and boomerangs from out of their reach. Then, when you're done, you could try out the Four Swords multiplayer quest, which allows you to link up to four GBAs via a Link cable (no pun intended), for fun and frolics and other backstabbing antics.

LINK'S RE-AWAKENING

Graphics and audio are unenhanced from the SNES, but to change the look and feel of *A Link to the Past*



■ The shiny new 'Four Swords' multiplayer game.

would cause many fans to cry 'foul'. The frenetic action of the additional Four Swords game is improvement enough to silence any complaints of this being a quick 'n' dirty port.

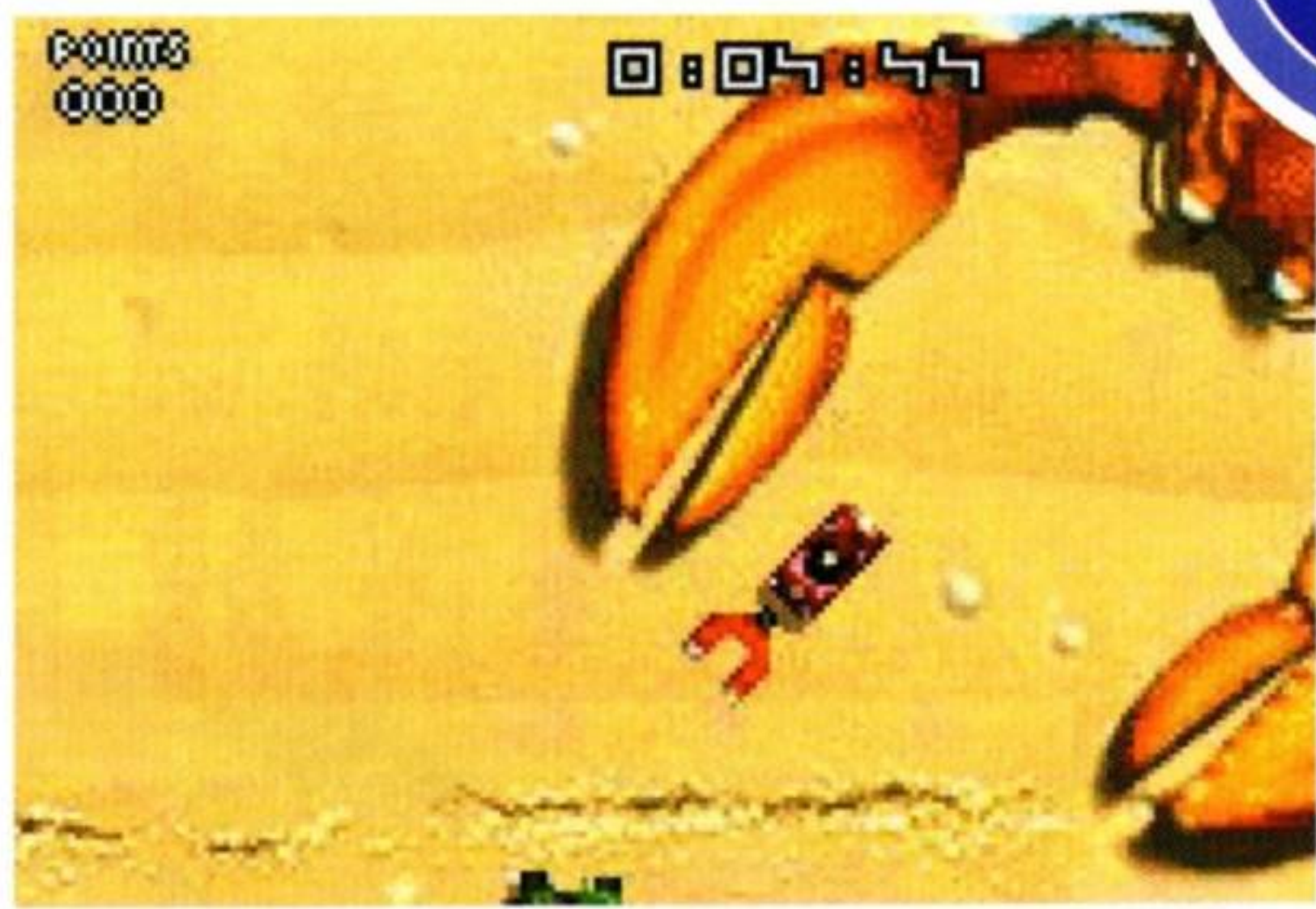
Oh my, I appear to be gushing. But who could blame me? This is *Zelda* from Nintendo's creative peak – and with the Four Swords addition, it's an essential purchase. A truly great game! □

Tim Wright



SUMMARY

One of the greatest games of all time, plus a really great GBA multiplayer game. Can't go wrong with that!



MICRO MACHINES

Fittingly, Micro Machines comes to the Advance and Matt takes it for a spin.

ON SALE:
OUT NOW
OUT NOW
TBA

DAMAGE:
£29.99

GAME INFO

WHO: INFOGRAMES
TYPE: DRIVING GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: PASSWORD

Micro Machines is a game that really suits the portable format. You race your tiny vehicles around desks, gardens, science labs and the like in three Championship Modes. There's the standard Race Mode, where you must be first over the finish line, Micro Machines Mode, where you must get the upper hand over your opponent until they fall off the edge of the playing

area, or the Time Trial, where you aim to complete a lap within the slim time limit. There's a variety of cartoony characters to choose from, and a selection of vehicles for each racer, rated according to their varying speed, traction and acceleration. As has always been the case with these games, winning races involves memorizing circuits, due to the fact that you can't see too

far in front of you. The game gets more fun when you know where to go, as you can actually enjoy collecting the power-ups and using them on your opponents. *Micro Machines* is a novelty racing game, and if you've played it on any other console, you'll know what to expect here. For people who are new to the series, it gets better with practice. **Matt Cuttle**

SUMMARY

A fun racing game that works well on the handheld.

KIRBY: Nightmare in Dreamland

This really is an update too far...

ON SALE:
TBA
OUT NOW
OUT NOW

DAMAGE:
£29.99

GAME INFO

WHO: NINTENDO
TYPE: PLATFORM GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY BACK-UP

I can't believe Nintendo released a platformer as average as this. It's an updated version of the NES' *Kirby's Adventure*, and although it's good-looking and as cute as you like, the gameplay is seriously mediocre. As you'd expect, Kirby can jump, suck up enemies then

spit them out at other foes and, by taking a gulp of air, fly like a half-filled helium balloon. He's a great lil' character, but the game does nothing with him. It's just an endless stream of samey baddies, featureless worlds and bosses you invariably beat by sucking in their missiles and firing them back. Worse still, you can skip huge sections of the game by

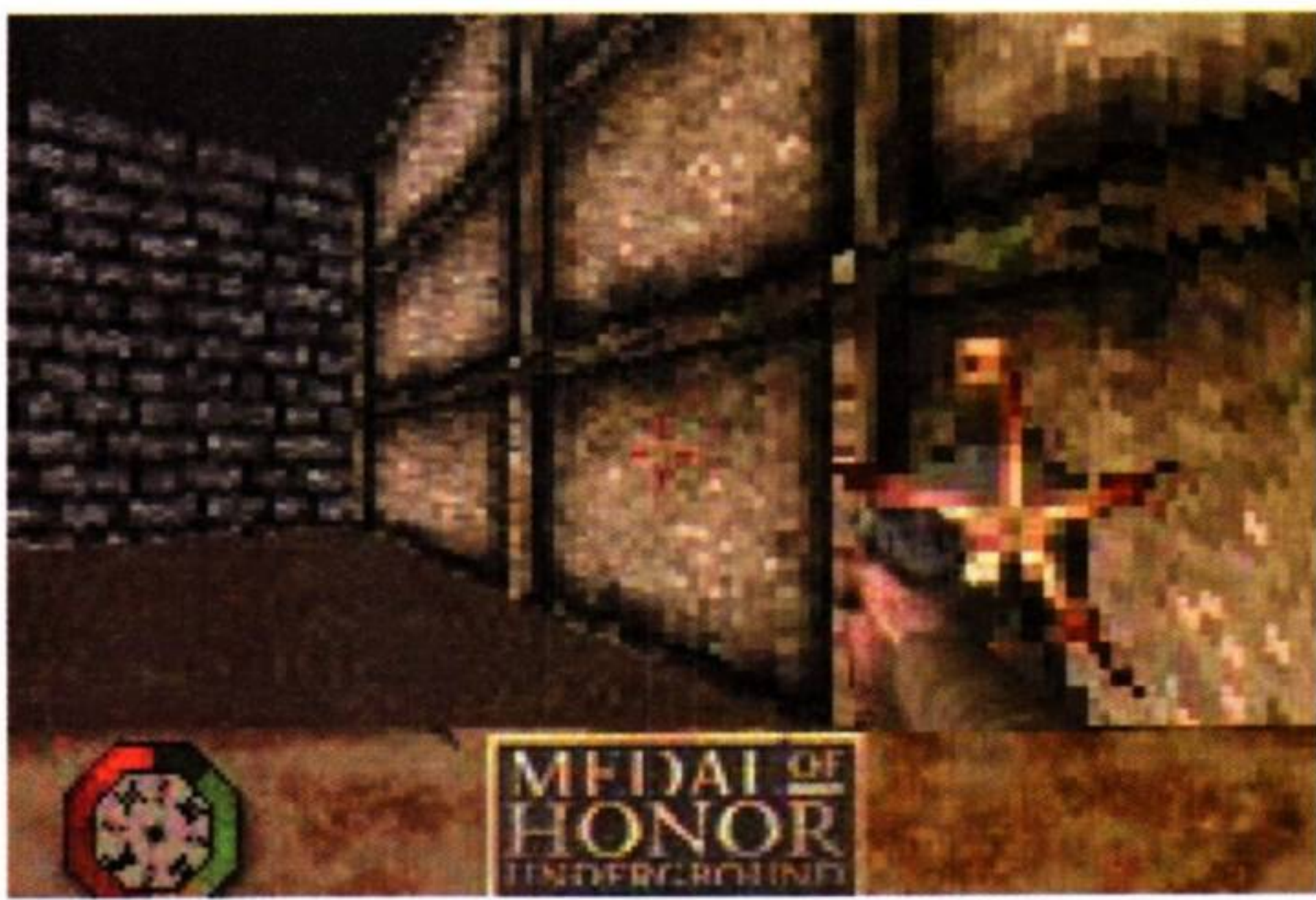


puffing yourself up and flying across the top of the screen. It probably appealed to the younger gamer when first released in 1993, but ten years on, even the kids are more discerning. The game has not stood the test of time, and pales next to the GBA's ported *Mario* titles. **Ian Osborne**

SUMMARY

May have been OK in its day, but has aged very badly, despite the updated graphics.





MEDAL OF HONOR: UNDERGROUND ON YOUR DVD

ON SALE: FEBRUARY
OUT NOW: TBA
DAMAGE: £29.99

GAME INFO

WHO: ZOO DIGITAL
TYPE: FIRST-PERSON SHOOTER
NO OF PLAYERS: 1-4
SAVE SYSTEM: PASSWORD

Matt goes over the top with the handheld version of the PlayStation hit...



War isn't a beautiful thing. It's painful, gut-wrenching and tragic. So in a way, *Medal of Honor: Underground* is successful in recreating the experience. Not in a good way, though.

Previous games of this type have proved successful on the handheld, but this attempt falls well short of being even playable. The graphics are blocky and bland, and the German soldiers look like blue, yellow or even red blobs, probably because if they wore shades of green and brown, they'd be indistinguishable from the walls.

The game engine is slow

and jerky, and they've included an auto-aim feature, as aiming without it would be impossible. It has a multiplayer mode, but to be honest, that's no fun either. It's a pity that the good name of the *Medal of Honor* series had to be tarnished by such a rogue title. □

Matt Cuttle

SUMMARY

A lame attempt at bringing the series to the Advance. Avoid this war-crime of a game.

PHANTASY STAR COLLECTION

You wait around all day and then... Oli reviews a three-pack of classic RPGs.

ON SALE: MARCH
OUT NOW: OUT NOW
DAMAGE: £29.99

GAME INFO

WHO: INFOGRAMES
TYPE: RPG
NO OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP



Honestly, does anyone ever get married in these RPGs without someone coming in and flying off with the bride?

Most gamers these days know *Phantasy Star* only from *Phantasy Star Online* (if at all), but at the end of the '80s the earlier games in the series were RPG behemoths. Huge epics that pushed the technology to the limit and pioneered the genre. It's a shame that in the past, the games were only ever released on dying Sega consoles. But now that's about to change, with the release of the first three *Phantasy Star* games on one GBA cart.

All three of the games are still worth playing, but the real prize is *Phantasy Star II*. It's a difficult game, even frustrating in places, and takes a fair while to get into, but the complex story and richly-

detailed game world make it a very rewarding experience.

ALL FOR ONE...

Similar things can be said of *Phantasy Star I*, although isn't as well-rounded or thought out as its successor. The runt of the family is the third game, which feels a bit rushed and lacking in detail compared to the others, but even so is still highly playable.

With this much gameplay on offer it's hard to complain,





DEXTER'S LABORATORY: CHESS CHALLENGE



but there's something undeniably disappointing about this collection. The games are faithful ports, but that's all they are – it feels like not a bit



of effort's been put in to the conversion. All the flaws of the originals remain, such as *PSII*'s awful menu system, *PSIII*'s lack of save points, and the bad

translation throughout. No GBA-specific features have been added – even the shoulder buttons remain unused. The sheer calibre of the games lets them get away with it, but it's a damned shame nonetheless. □
Oliver Lan



ON SALE:
OUT NOW
OUT NOW
TBA

DAMAGE:
£29.99

GAME INFO

WHO: BAMI ENTERTAINMENT
TYPE: CHESS SIM
NO OF PLAYERS: 1-2
SAVE SYSTEM: PASSWORD

Great or gimmicky? Ian decides to check, mate...



This is a chess game with a difference – or rather a gimmick. When a piece is taken, you get a lame animation and a smart-Alec remark from the player who did the taking. Thankfully, you can switch them off and concentrate on the chess...
Chess Challenge plays a decent game, but takes a long while to make its move, which is annoying. It's somewhat erratic too, with the lower skill levels facilitated by the computer making a stupid error every few moves rather than playing consistently.



What's really annoying is that in the main game, you can't play with anything other than the confusing *Dexter's Lab*-themed pieces and the 3D board. How annoying is that? You use a much clearer overhead board and traditional pieces in the excellent checkmate challenges. □
Ian Osborne

SUMMARY

An excellent value pack, but a very lazy conversion almost makes it a missed opportunity.

SUMMARY

Too slow and too many restrictions – get Chessmaster instead.

CONTRA ADVANCE: THE ALIEN WARS EX

Konami brings us a blast from the past, but does it stand up to today's top titles?

ON SALE:


NOW   

DAMAGE: £29.99

GAME INFO

WHO: KONAMI
TYPE: ACTION
NO OF PLAYERS: 1-2
SAVE SYSTEM: PASSWORD



 **Contra Advance** is a hybrid from *Contra III* on the SNES and *Contra: Hard Corps* on the Mega Drive. It's a challenging side-scrolling action game, and it harks back to the days of shooting everything in sight to avoid instant death if touched by a bad guy or one of his bullets.

The problem with games

from this era is their difficulty. The game is very unforgiving, and some attacks are simply unavoidable if you don't know in advance that they're coming. It's also very short at only six levels.

Overall, it's OK while it lasts if you can hack the difficulty, but once mastered, it offers very little replay value.




Matt Cuttle

SUMMARY

Fun to play, but very hard indeed. One for fans of the old classics who need a challenge.



ON SALE:

28TH FEBRUARY   

DAMAGE: £29.99

GAME INFO

WHO: INFOGRADES
TYPE: SPORTS SIM
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY BACK-UP



This fun-sized version of the outstanding *Virtua Tennis*

is just as playable and addictive as its big brother. There's a choice of 12 male and female players, bright, crisp colours, and realistic grunts and sound effects as you make your ace serve.

The simplicity of the control system has been ported from the Dreamcast original, and it's highly effective, offering a range of shots including lobs, volleys and smashes from just



VIRTUA TENNIS

Kate teams up with the Dreamcast's tennis champ and goes for the handheld grand slam...



two buttons. The timing of button presses determines whether your strokes focus on power at the expense of accuracy, or vice versa.

The singles and doubles contests in the Tournament and Exhibition Modes are enough to occupy you for hours, but then the World Tour offers the option to create your own champ, complete with individual shirts, skins, strengths and skills. As you complete your training, you can enter competitions and spend your winnings in the shop.

There's also an excellent range of extremely addictive

mini-games such as Stomp Man and Tank Attack to build up the standard of your strokes, footwork, and serves.

Altogether, this multitude of options makes this arguably the finest sports sim on the GBA.

Kate Foley

SUMMARY

Deep gameplay, addictive, and loads of fun, with enough modes and mini-games to keep you happy for hours.



MORTAL KOMBAT: DEADLY ALLIANCE

According to Matt, this handheld fighter hits surprisingly hard...

ON SALE:
14TH FEBRUARY

DAMAGE:
£29.99

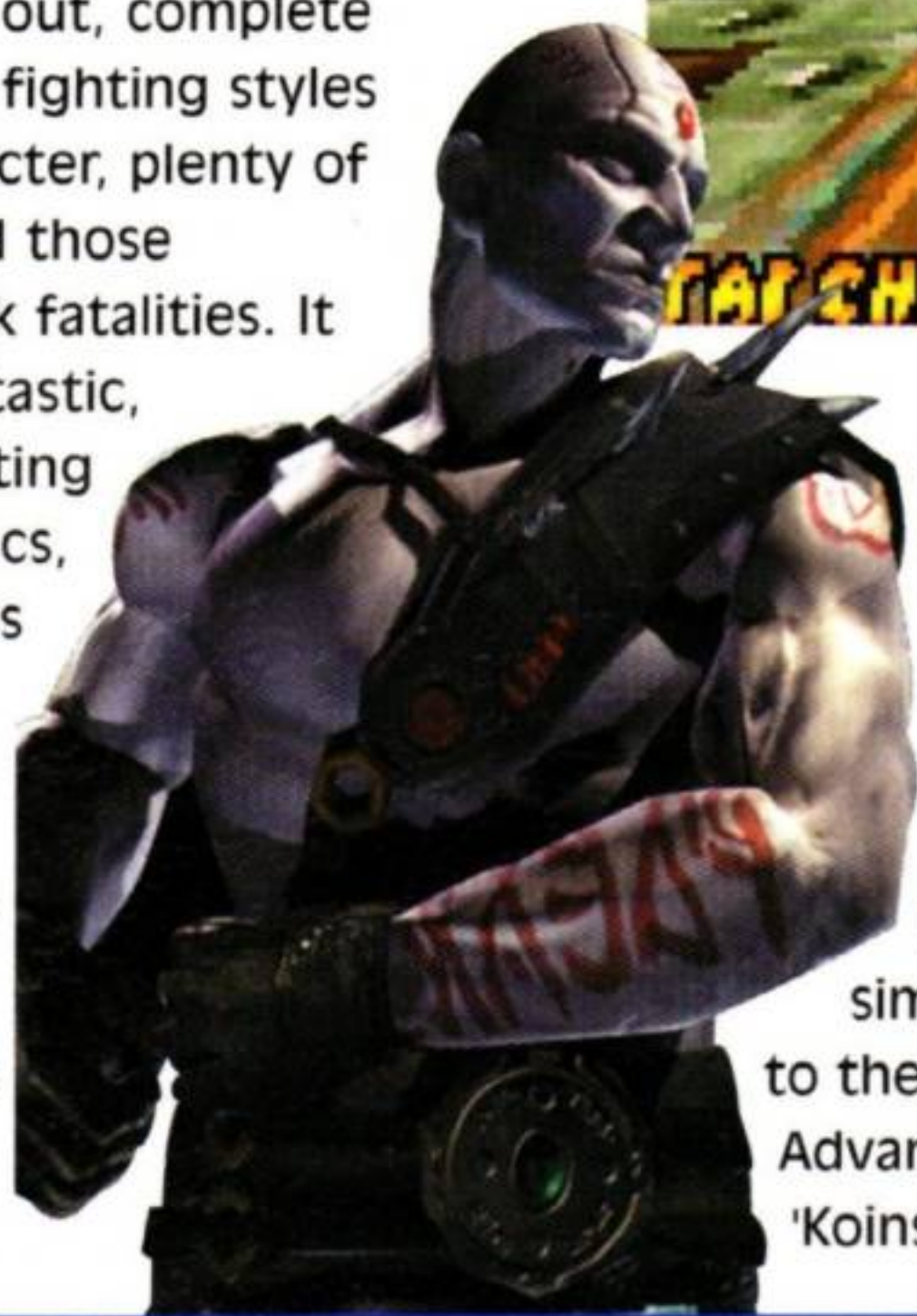
GAME INFO

WHO: MIDWAY GAMES
TYPE: BEAT-'EM-UP
NO OF PLAYERS: 1-2
SAVE SYSTEM: BATTERY BACK-UP



After the dire
Mortal Kombat Advance, I approached

Deadly Alliance with trepidation, only to be very pleasantly surprised. Twelve fighters make it onto the GBA to slug it out, complete with two fighting styles per character, plenty of blood and those trademark fatalities. It looks fantastic, with rotating 3D graphics, reflections on the floor and solid character sprites that ooze detail.



It also plays quickly, with great satisfaction derived from stringing together complicated combos, although the controls are simplified a little due to the limitations of the Advance's buttons. A 'Koins' and 'Kurrency'

feature also extends gameplay by letting you buy extra features with money earned from fighting.

Deadly Alliance is one of the best fighting games for the Advance, and I'm amazed Midway has managed to fit so much detail and playability onto the game cartridge.

Superb. **Matt Cuttle**



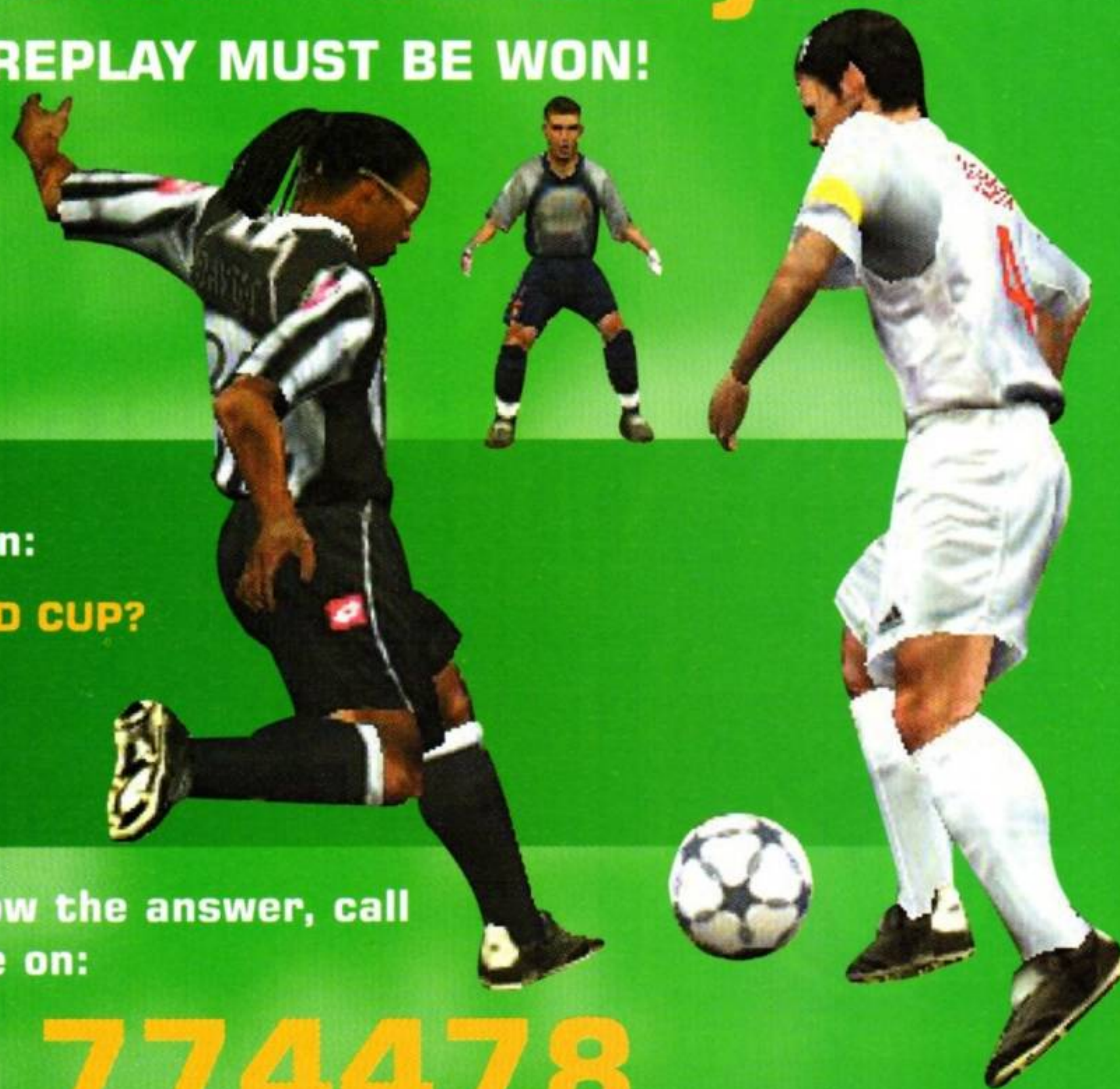
SUMMARY

Deadly Alliance shows just what can be done on the Advance with hard work and clever programming.

The GBA Goes Football Crazy...

FIVE COPIES OF FIFA FOOTBALL 2003 AND AN ACTION REPLAY MUST BE WON!

The Game Boy Advance is still waiting for its definitive interpretation of the beautiful game, but pick of the current crop is the superlative FIFA Football 2003. The control system is easy to get to grips with, making for some clean, uncluttered on-screen action, and with a two-player link-up, it's a dream. What's more, we've got five copies to give away, with one overall winner also carrying away an Action Replay for the Game Boy Advance...



GAME BOY ADVANCE

EA SPORTS FIFA FOOTBALL 2003

AR ACTION REPLAY

LICENSED BY Nintendo

UNLEASH THE POWER - BEAT THE GAME!

To stand a chance of winning, just answer this simple question:

Q: WHO WON LAST YEAR'S WORLD CUP?

- A: ENGLAND**
- B: SAN MARINO**
- C: BRAZIL**

When you think you know the answer, call our Competition Hotline on:

09064 774478

You'll be asked for your name, address and telephone number as well as your answer. Speak clearly, and don't forget your postcode. If you sound like you're chewing a half-time orange, you won't win.

Calls cost 60p a minute at all times. Lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 5th February 2003 and close at midnight on 4th March 2003. The editor's decision is final and no correspondence will be entered into.



Access All Areas



All Vehicles



Extra Characters



Infinite Ammo



Infinite Health



All Weapons



Battle Codes



Unlimited Cash



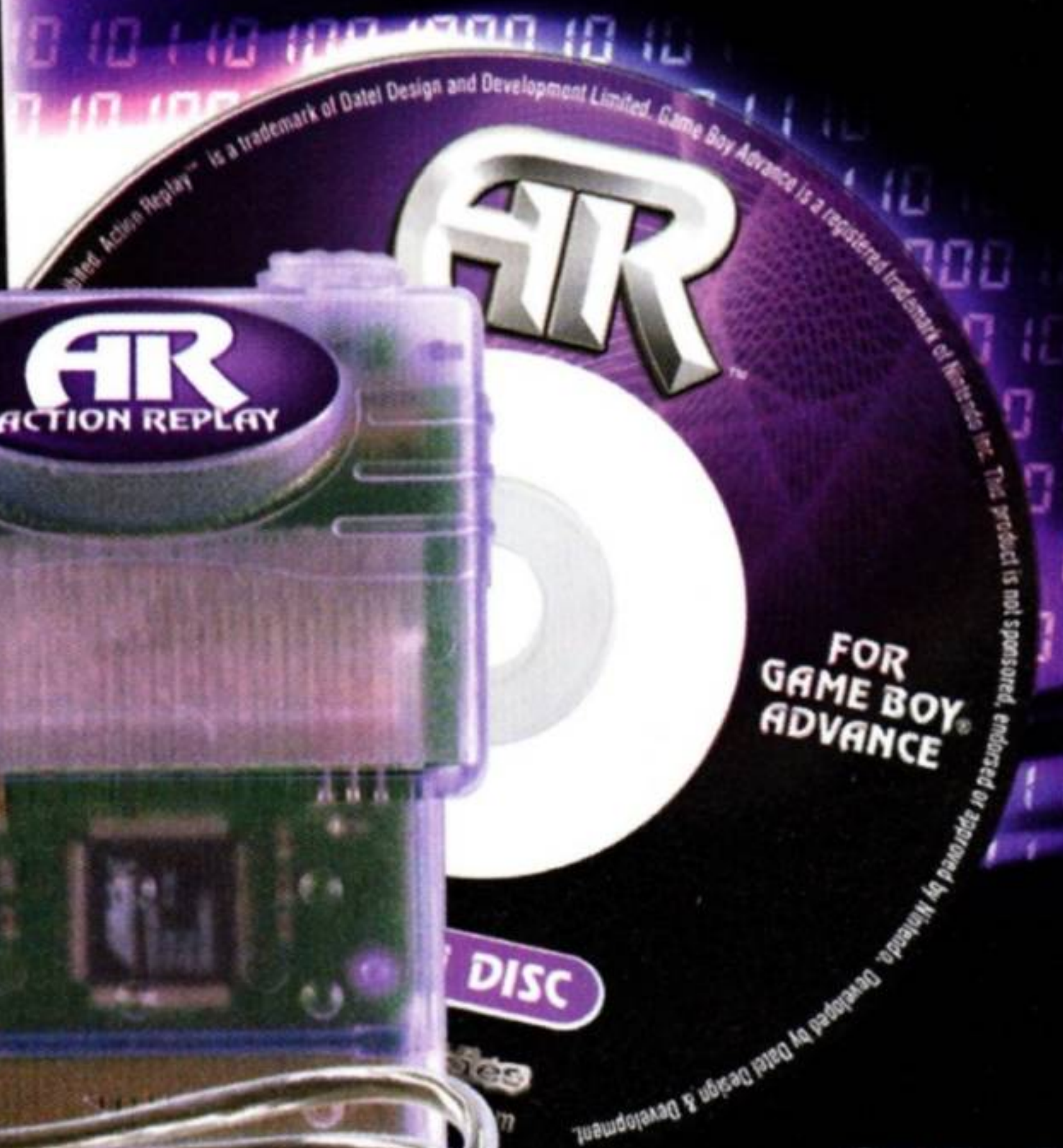
Unlimited Energy



Extra Time



THE UK'S BEST-SELLING GBA CHEAT CODE SYSTEM!



RRP £19.99

ACTION REPLAY

THE WORLD'S MOST POWERFUL CHEAT SYSTEM!



Simply insert your game cart into Action Replay™



Action Replay™ then fits into your game slot



Now you can play your games the way YOU want!

For Game Boy® Advance

POCKET POWER

Take control of even the toughest games and show 'em who's boss!

Even the odds by arming yourself with infinite health, bullets and time. Unlock secret levels, characters and vehicles. Now **YOU** can become all-powerful and beat **ANY** game!

Action Replay is already loaded with totally unauthorised cheats for all the latest and greatest Game Boy® Advance games, and you can easily update it with new codes.

So what are you waiting for? Action Replay contains everything you need to put the power in your hands today!



LATEST CODES INCLUDE: Super Mario Advance 2™, Yoshi's Island™, Crash Bandicoot XS™, Stuart Little 2™, Monsters Inc™, Scooby-Doo & The Cyber Chase™, X-Men Reign of Apocalypse™, Spyro: Season of Ice™ and many, many more!



AVAILABLE FROM ALL GOOD GAMES RETAILERS OR CALL 0845 6010015 TO ORDER DIRECT

Lines open Monday to Friday 8am - 7pm. Saturdays 9am - 3pm (Calls charged at Low call rate)

©2002 Datel Design and Development Ltd. Action Replay is a trademark of Datel Design and Development Ltd. Game Boy Advance is a registered trademark of Nintendo Inc. This product is not sponsored, endorsed or approved by Nintendo. The screenshots from Game Boy Advance games are used to illustrate Action Replay's compatibility with these titles, and they are the copyright of their respective owners. *Chart Track January - July 2002, Best Selling Game Boy® Advance cheat cartridge.

**Cable and software supplied. PC with internet connection required. Actual appearance may vary.

CODE junkies

www.codejunkies.com



MAILBAG

YOUR THOUGHTS ON ALL THINGS CUBE

Readers' writes, rants and ravings...



SOAP BOX

In his Price Busters feature this very issue, Simon Brew complains *Eternal Darkness*, a key Cube title, has been discounted so soon after release. Great if you missed it at full price, of course, but such an early price drop for a game this important is hardly a good sign for the Cube.

Unfortunately, it's symptomatic of a wider malaise affecting the UK GameCube scene. Over here, Nintendo just doesn't seem to play on the machine's strengths.

Take the aforementioned *Eternal Darkness*. It's a fantastic game. We wanted to put it on the cover when we reviewed it back in Issue Four, but couldn't because no artwork was produced. And where was the advertising? It's no good putting out such a stunning game if no one knows about it – if it wasn't for the rave magazine reviews, it would've sunk without a trace.

Likewise, why are we still waiting for Nintendo's two strongest Cube games to date, namely *Metroid Prime* and *Legend of Zelda: The Wind Waker*? We know it takes time to translate text and voice-overs into European languages, but this should've been factored into the development timetable. The Cube could've had an amazing Christmas all over the world had these two games been out in every territory, but instead Nintendo stalled and gave the other consoles a distinct advantage during that all-important first Christmas. And why the performance about whether *Animal Crossing* will come out here? Give the gamers what they want, guys!

The GameCube is currently second in the console race (behind the PS2, natch), but backed by Microsoft's millions, the Xbox is catching up. If it's to stay ahead, Nintendo must sell the Cube on its strengths. And that's quality games and recognisable gaming characters.

Ian Osborne

I'm tired of release dates changing. Publishers shouldn't offer release dates they're not even sure about. They should wait until they know the game's about to come out.

Also, why do even the shops never know the correct release date? I mean, you walk in there and ask one guy, and he tells you a game's coming out next week. Then next week you go in and see the manager, and he says it's not out until next year.

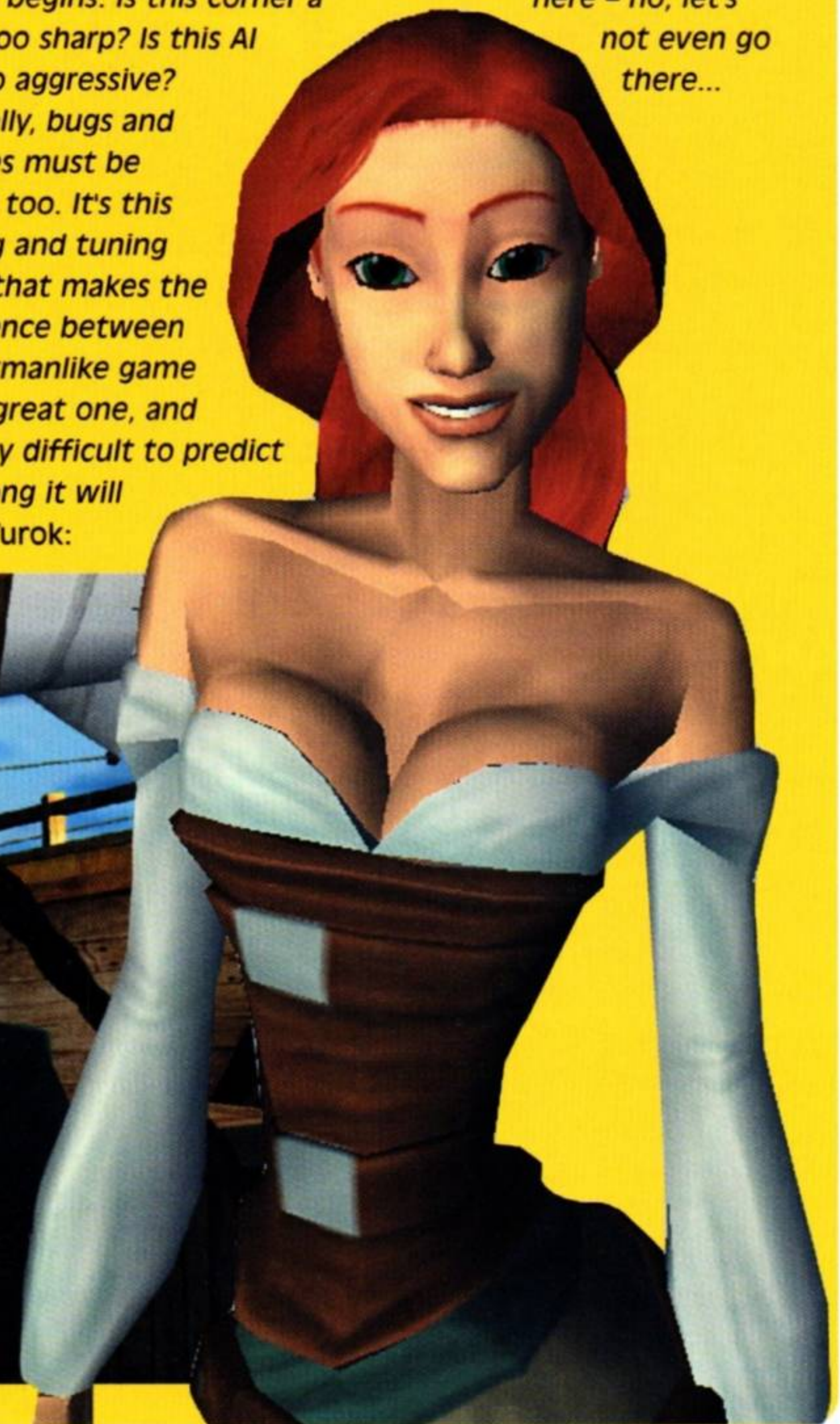
Simon Armstrong, Southend-On-Sea, Essex

G-Force: Release dates will always change. Get used to it. You see, a game's high-end playability is worked on late in its development cycle. For example, when developing a driving game, the programmers and artists first create the car models, build the tracks, make sure solid objects are indeed solid (no driving through brick walls), keep the cars' wheels on the ground, get the AI cars to drive realistically and give driving surfaces different attributes, such as making icy ground slippery

and dry tarmac good for grip. When the game's up and running, the testing team take it on and the fine-tuning begins. Is this corner a little too sharp? Is this AI car too aggressive? Naturally, bugs and glitches must be sorted too. It's this testing and tuning stage that makes the difference between a workmanlike game and a great one, and it's very difficult to predict how long it will take. Turok:

Slippin' Away...

Evolution could've been a scorcher if its release date had slipped a month or two, but as it stands, it's only OK. But as for Galleon, pictured here – no, let's not even go there...



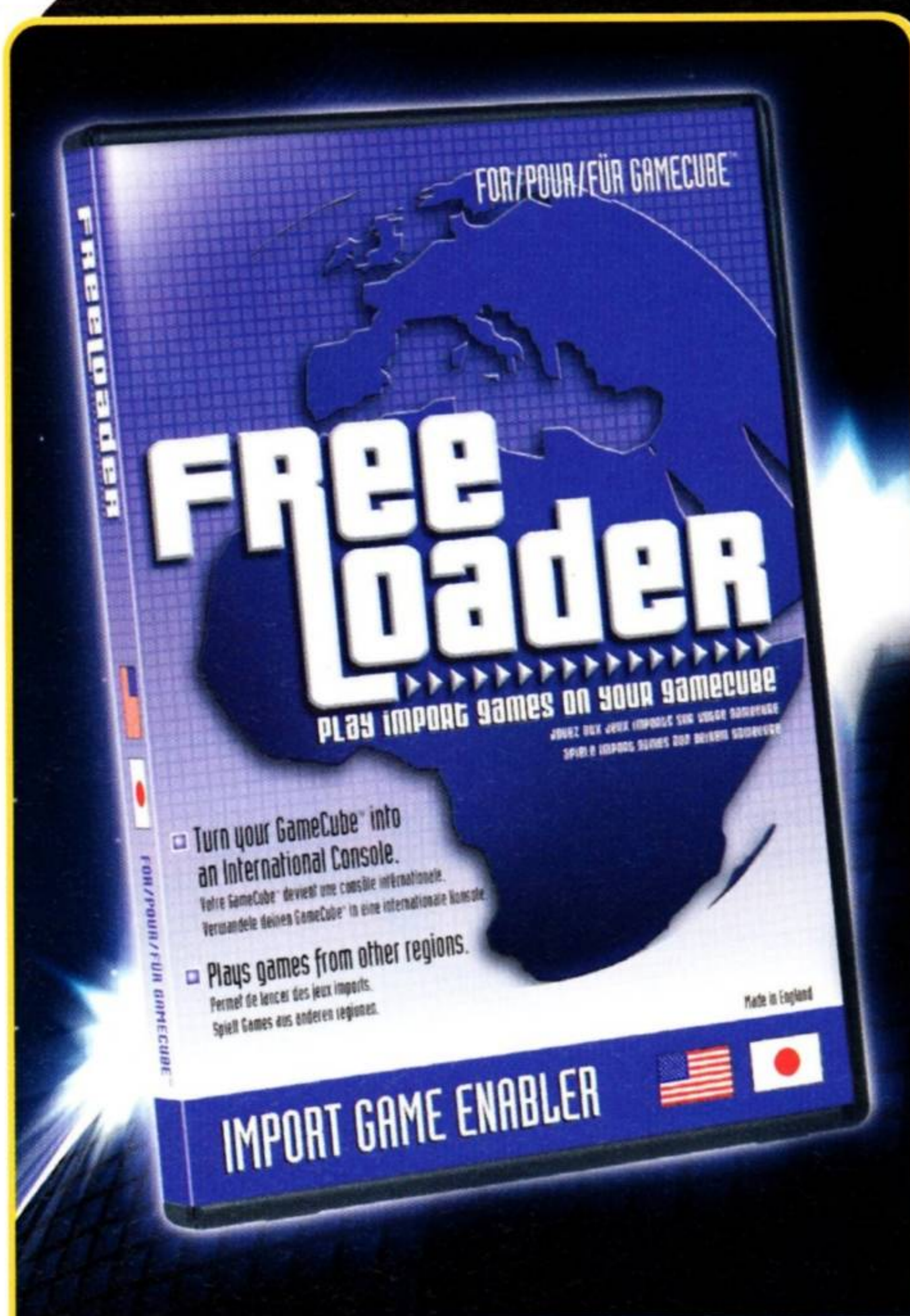
Animal Crossing Compatibility

I'm hoping to get *Animal Crossing* on import, so could you please answer these questions? Firstly, will a US *Animal Crossing* work with a UK GBA-to-GameCube connection lead, and secondly, will it work with the UK Card e-Reader? Tiarnan McNulty, email

G-Force: There's no regional restrictions on the GBA, so yes, a US *Animal Crossing* will work with a UK GBA. Unfortunately, the Card e-Reader IS region-specific, so it's unlikely that UK *Animal Crossing* cards will work with a US GameCube game.



Action Replay and FreeLoader Canned?



Every time the release date for *Action Replay* and *FreeLoader* gets put back, the rumours that they'll never be released at all get stronger. The date for *Action Replay* was once 16th December, then it was pushed back to the 20th December. Now it's sometime in 2003. What's the problem? *Action Replay 2* is out for the PS2, and it's on its way to the Xbox. I've spoken to

some of the best retailers in the country and only one said it's definitely coming out. If it doesn't, how am I supposed to play *Animal Crossing*, which I had for Christmas? I can't afford an American Cube. Scott Kelly, Liverpool

G-Force: We rang Datel, and they confirmed *Action Replay* and *FreeLoader* are DEFINITELY coming out. The software's already finished, and both look really cool, but there are a few duplication issues to overcome before they can be released.

We can't help feeling Datel has the right idea here. It's better to get it absolutely perfect before releasing it, than to put out faulty products. The constantly-slipping release dates are certainly frustrating, but rest assured, both *Action Replay* and *FreeLoader* will be worth waiting for.



Star Fox 2?



I'm a bit confused about something your magazine said in the *Star Fox Adventures* review. You said the game was the first of two new GameCube adventures. Does that mean that there will be a *Star Fox Adventures 2* or something like that? MSAM, email

G-Force: There is indeed another *Star Fox* game on the way, but it's not *Star Fox Adventures 2*.

Instead, it's the Namco-developed *Star Fox Armada*, an Arwing-based blaster in the Lylat Wars mould. In other words, it's a traditional *Star Fox* into-the-screen 3D shoot-'em-up as opposed to the *Zelda*-esque *Dinosaur Planet*...



I was so excited to see *Phantasy Star Online* on your DVD. The footage was great but then you break my heart by telling the viewers it might not even come out over here... Matthew Williams, Reading, Berkshire

Infogrames has pencilled it into its release schedule, but *Nintendo* hasn't got its online policies sorted over here yet. We can't see it being canned, though...

Great mag! Pity I can't get a subscription in Ireland. Jonathan Louth, Dublin

Yes you can. Order online at www.codejunkies.com and enter your details when asked to register. The postal costs are calculated automatically.

Enclosed are the contact details for the new RAF Careers press office team. If you're planning an editorial feature about a career in the Armed Forces, please don't hesitate to give us a ring. Jo Bethell, RAF Careers Press Office

Erm - we'll consider it.

If you defeat 20 characters in *Cruel Melee Mode* in *Super Smash Bros: Melee*, do you get *Sonic the Hedgehog* as a playable character, or is that just an Internet rumour? Thomas Gallagher, email

It's an Internet rumour. *Super Smash Bros* is a showcase for *Nintendo's* characters, and *Sonic* ain't *Nintendo's*. And good luck to anyone who tries to beat 20 characters in the insanely-difficult *Cruel Melee*...

Will there be a GC2 (GameCube 2)? Anonymous, email

Nintendo has already stated they're currently researching their next console, but whether it's called *GameCube 2* remains to be seen.



TO THE POINT

■ Where's Sakura gone? She seems to have disappeared. Reading the magazine isn't the same when she's not there.
James Meller, Bradford

Sakura's in the Alpha Quadrant battling the Galactic Warlord of Skangor. Or something...

■ Do you think Shen Mue 3 will ever come to the Cube? The first and second were the best games I ever played.
Edward Ritchie, email

Probably not. The first two didn't sell that well, and there's some debate over whether another Shen Mue game will be released at all.

■ The GameCube is great as you don't need an extra device to play with more than two people.
Jack Lindsey, Donghadee, N Ireland

We can't understand why Sony stuck to two joy-pad ports for the PS2 either...

■ I have come up with the most original, innovative new idea for a great game. How do I go about presenting it and where would I send it?
Mrs L Cooper, Nottingham

Write it down and send it to some software publishers. And make sure you keep a copy yourself.

Kill Rayman?

I've been rather busy lately starting an online campaign called TARC (The Anti-Rayman Campaign). We've had a good response in GameCube forums and chat rooms, and have set up a web site at www.geocities.com/killrayman.

I was wondering if you could tell people about us? If you wish to join, you're more than welcome.

Adam W. Leader of TARC

G-Force: Hmmm – if this is satire, it's missing something rather important. Humour. If it's a serious attempt to kill off a perfectly good videogames character, haven't you got anything better to do? And stop calling him Gayman – it's not big, hard or clever.

T.A.R.C.
(The Anti-Rayman campaign)

- Forum
- Sign Guestbook
- View Guestbook
- Song intro

00333

Hello and welcome fellow Rayman-killers. On 3rd of January 2003 we have witnessed the dawn of a new era, the beginning of TARC and the start, to bring Rayman's life to a permanent end. Above is the main gemesis, a French cripple who stars in terrible games by Ubi soft, his 3rd (cough) adventure is on the way, but however after that we will make it his last! My guestbook is open to suggestions. Email me on: adam_gandalf@hotmail.com

Watch out for those nasty spikes Rayman. Join TARC.

don't have to kill him, T.A.R.C will do it for me!



**HA!
I AM HERE
TO STAY...
YOU
FOOL!**

More Mario?

I love all the Mario games, from the early outings on the NES to Super Mario Sunshine on the Cube. I'm hoping to see a new one for the GBA. I'm not talking about a new port from the SNES, nor a Game & Watch Gallery 5. Nice as it is to see the old Mario games again, it would be great to play through a brand-new adventure.

If Nintendo is working on one, I hope it arrives soon. We had to wait five years for Super Mario Sunshine.
Tony Malone, Edinburgh

G-Force: Hear hear! The GBA is crying out for an original Mario adventure, but all we've had so far are SNES and NES ports. Nintendo hasn't announced a newie, but let's keep our fingers crossed...



WRITE TO G-FORCE...

Got something to say on all things GameCube?

Write to us at:
LETTERS, G-Force Magazine,
Thin Ice Media, Stafford Road, Stone,
Staffordshire ST15 0DG

Or e-mail them to:
letters@gforcemag.com

Remember to include your FULL name and address. Every letter printed wins a Code Junkies T-shirt and the Star Letter bags a Datal Mega Memory 16x memory card.



WIN!
A CODE JUNKIES
T-SHIRT OR A
1019-SLOT
MEMORY
CARD!



FOR GAME BOY®

YOUR ONE-STOP SHOP FOR THE COOLEST GAMING GEAR!

FREE POSTAGE & PACKAGING ON ALL ORDERS*



ACTION REPLAY™

LOOK OUT FOR NEW CODES IN G-FORCE EVERY MONTH!

Get your hands on Action Replay™, the all-in-one gaming solution that will make you the envy of your friends! Arm yourself with infinite lives, unlimited bullets, secret vehicles - and much more! Action Replay™ comes preloaded with tons of fantastic game-busting cheats for all your Game Boy® Advance games.

Just bought a brand new game? No problem! Action Replay™ is fully updateable with new codes for the latest games. Action Replay™

THE UK'S BEST-SELLING GBA CHEAT CODE SYSTEM!

£19.99

FOR GAME BOY® ADVANCE

GAME BOY® ACCESSORIES

Compatibility with Game Boy® P Pocket C Color A Advance

(a) SHARKLIGHT™

Hovering over the GBA screen like a hungry predator, it's the SharkLight! The ultimate light source for Game Boy® Advance.



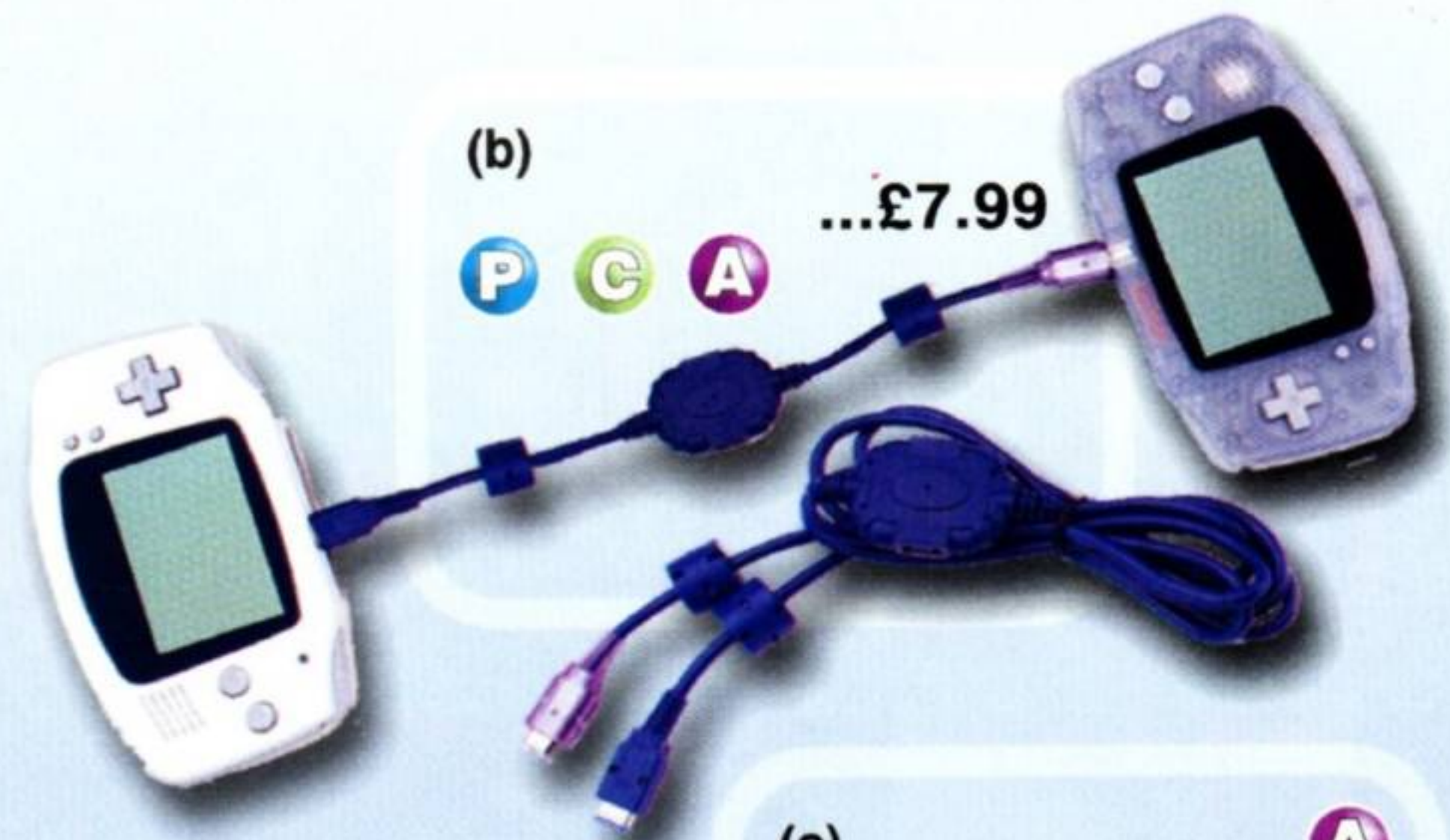
(a)

P C A

...£9.99

(b) PLAYLINE™ LINKCABLE

This 5 foot link cable comes with a bonus pass-thru adapter that allows you to use the Link Port capable accessories and at the same time, trounce your opponents.



(b)

P C A

...£7.99

(c) ACTION REPLAY XTREME™

Unlock game secrets and access all areas with AR Xtreme™, the most advanced cheat cartridge for Game Boy® Color and Pocket.



(c)

...£9.99

PACKED WITH POKEMON CHEATS

P

C

(e) FACEMASKS™

Add a splash of flash to your Game Boy® Advance with these colorful, stylish faceplates.



(e)

...£4.99 (Pack of 2)

(f) BUMPER GBX™

The rugged rubber case absorbs every bump and bounce-making life less painful for Game Boy® Advance owners.



(d)

...£9.99

(g) CAR ADAPTER

Its time for some on-the-road gaming with the Game Boy® Advance and this Car Adapter makes it all happen.



(g)

...£7.99

P C A

(h) SPORT SHELL™ HARD CASE

A bulletproof vest for Game Boy® Advance and all of its accessories. (Game Boy Advance is not included)



(h)

...£14.99

(f)

A

...£9.99

CODEjunkies Shop www.codejunkies.com

SALES HOTLINE: 0845 6010015
Calls charged at low call rate

Lines open Monday to Friday, 8am-7pm, Saturday 9am-3pm. E-mail: sales@codejunkies.com. Online: www.codejunkies.com
PLEASE NOTE: Due to the Christmas Holidays NO orders will be dispatched between 24th December 2002 and 1st January 2003 inclusive

*Free postage and packing on all items delivered to UK mainland only. Please allow 2 to 4 working days for delivery. Other delivery options are available, please call us or check web site for prices. We reserve the right to change prices and special offers without prior notification. Prices correct at time of going to press. E&OE. Prices include VAT. Codejunkies is a trading name of Dattel Ltd, Stafford Road, Stone, Staffs, ST15 0DG. Dattel Ltd has been trading since 1983. Game Boy and GameCube are registered trademarks of Nintendo Inc. These products are not endorsed, sponsored or approved by Nintendo. Actual appearance may vary.



SUBSCRIBE

save

50%

**6 ISSUES
FOR ONLY
£11.97**

**SO WHAT
ARE YOU
WAITING
FOR?**



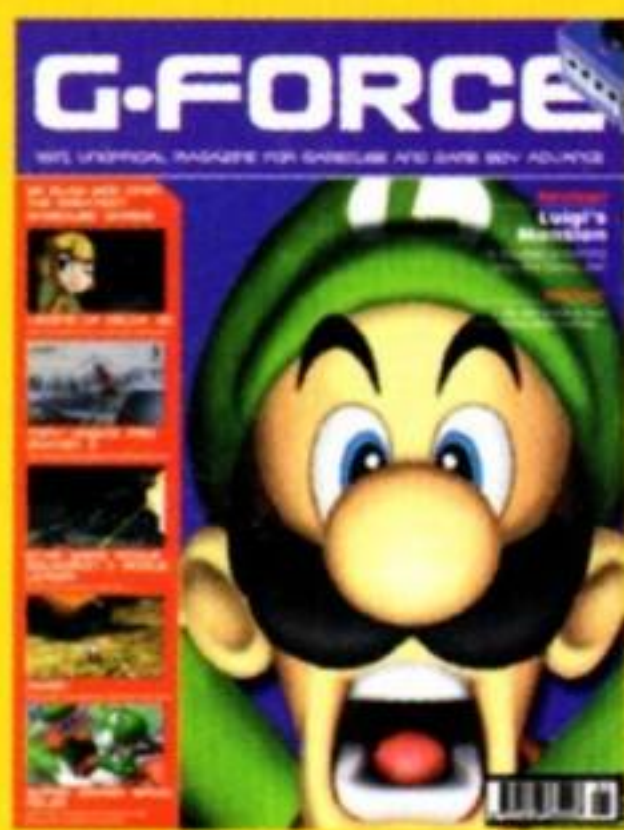
www.gimmegeforce.com

BACK ISSUES

Missing a copy of G-Force? Order it through our Back Issues service! Just ring our low-call rate phone line during office hours and have your debit or credit card ready. Or order any time from our 24-hour online store at www.codejunkies.com. Simple...

0845 601 0015

Calls charged at low-call rate. Lines are open during normal office hours. Monday to Saturday. UK residents only.



ISSUE 1

- Pikmin
- Super Smash Bros: Melee
- Sonic Adventure 2: Battle
- Tony Hawk's Pro Skater 3 and many more...



ISSUE 2

- Every GC football game reviewed
- 18-Wheeler
- Spider-Man
- Burnout and many more!



ISSUE 6

- Star Fox Adventures
- Turok: Evolution reviewed
- Smuggler's Run reviewed
- Beach Spikers reviewed
- Super Mario Sunshine solved
- Exclusive Turok DVD footage



ISSUE 7

- Star Fox Adventures reviewed
- Die Hard Vendetta reviewed
- Rocky reviewed
- TimeSplitters 2 reviewed
- Medal of Honor: Frontline reviewed
- Eternal Darkness solved



ISSUE 8

- James Bond 007: NightFire reviewed
- Knockout Kings 2003 reviewed
- Tony Hawk's Pro Skater 4 reviewed
- Reign of Fire reviewed
- Ace Golf 2 reviewed
- Star Fox Adventures solution



ISSUE 9

- Star Wars: Bounty Hunter reviewed!
- Metroid Prime – import review, and exclusive DVD footage!
- Enter the Matrix.
- Splinter Cell – preview.
- Metroid Prime, Metroid Fusion – see how they link up on the DVD!

DON'T MISS AN ISSUE!

Buy the next six issues of G-Force direct, and you'll only pay HALF the price you'd be charged in the shops. Not only will you save a massive 50% off the cover price, you'll get G-Force and its essential disc delivered to your door every month.

G-Force is the only GameCube magazine with a fantastic free disc every month, and it's crammed full of exclusive top quality footage of your most wanted games. With its finger on the pulse of the GameCube worldwide, you can always trust G-Force's authoritative previews and honest reviews.

HALF THE NORMAL PRICE!

FANTASTIC FREE DISC EVERY ISSUE!

TOP QUALITY FOOTAGE!

HONEST REVIEWS!

HOW TO SUBSCRIBE

BY POST:

Complete the form on the right and post to the address shown. A subscription will start with the next available issue.



G-FORCE SUBSCRIPTION ORDER FORM



YES!

I want the next six issues of G-Force delivered to my door for the super low price of just £11.97, including free postage and packing (UK only).

I have completed the Direct Debit Instruction below on the understanding that I can cancel my subscription at any time and claim a full refund on any unmailed issues.

YOUR DETAILS

MR/MRS/MS	FORENAME	SURNAME
ADDRESS		
DAYTIME PHONE NO.		E-MAIL
POSTCODE		

DIRECT DEBIT PAYMENTS

Please start my subscription from the next available issue. I understand that my subscription will run on at the low rate of just £11.97 every six issues – saving 50% off the shop price – unless I write to tell you otherwise.

Order Code **GFC10**

Closing Date 4th March 2003

INSTRUCTION TO YOUR BANK OR BUILDING SOCIETY TO PAY BY DIRECT DEBIT

Please fill in the form and send it to: Subscriptions Dept, Thin Ice Media Ltd, Stafford Road, Stone, Staffordshire ST15 0DG.



Name(s) of Account Holder(s)		Reference Number (To be completed by Thin Ice Media Ltd.)
<input type="text"/>		<input type="text"/>
Bank/Building Society account number	Branch sort code	Originator's Identification Number
<input type="text"/>	<input type="text"/>	9 4 8 5 0 4
Name and full postal address of your bank or Building Society		
To: The Manager		Bank/Building Society
Address		Signature(s)
<input type="text"/>		<input type="text"/>
Postcode		Date
<input type="text"/>		<input type="text"/>
Banks and Building Societies may not accept Direct Debit instructions from some accounts		
Instruction to your Bank or Building Society Please pay Thin Ice Media Ltd. Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Thin Ice Media Ltd. and, if so, details will be passed electronically to my Bank/Building Society.		

This guarantee should be detached and retained by the Payer.

The Direct Debit Guarantee



- This Guarantee is offered by all Banks and Building Societies that take part in the Direct Debit scheme. The efficiency and security of the Scheme is monitored and protected by your own Bank or Building Society.
- If the amounts to be paid or the payment dates change Thin Ice Media Limited will notify you 10 working days in advance of your account being debited or as otherwise agreed.
- If an error is made by Thin Ice Media Limited or your Bank or Building Society, you are guaranteed a full immediate refund from your branch of the amount paid.
- You can cancel a Direct Debit at any time by writing to your Bank or Building Society. Please also send a copy of your letter to us.

The offer applies only to residents of mainland United Kingdom. Please allow between 4 and 6 weeks for delivery of your first issue. The offer cannot be applied retrospectively and is non-transferable. This offer cannot be substituted for cash or any cash alternative, nor any other offer. The promoter reserves the right to withdraw or amend this offer at any time without prior notice. The promoter cannot accept responsibility for any errors or omissions. 6-issue recommended retail price: £23.94.

POP THE COMPLETED FORM INTO AN ENVELOPE AND POST TO:

G-FORCE
Subscriptions Department
Thin Ice Media Ltd, Stafford Road
Stone, Staffordshire ST15 0DG

HARDWARE

Getting the most from your GC & GBA...

GC STARTER PACK

£19.99
LOGIC 3

There's nothing disastrous about Logic 3's Starter Pack, but in all honesty, we can't recommend it. If you want a second controller, spend a little more – this one's pretty mediocre, albeit cheap. Likewise, the 12-game storage box is far bulkier than an equivalent soft wallet, the 4Mb memory card is just another memory card and do you really need an extension cord for your joypad?



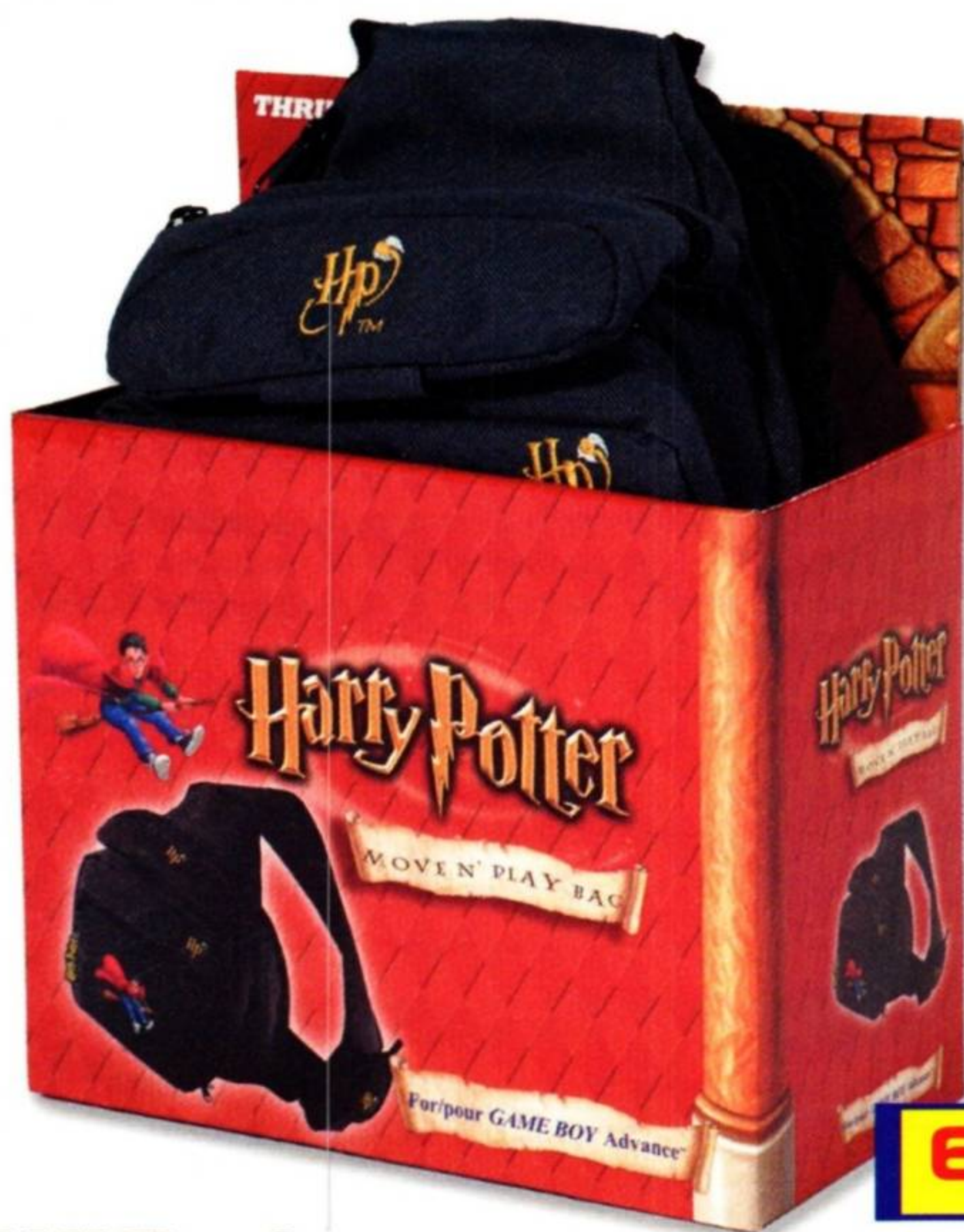
5/10

HARRY POTTER QUIDDITCH PACK

£17.99
THRUSTMASTER

An excellent pack featuring a carry case, worm light, game cart holder, rechargeable battery pack, link cable and a wrist strap for your GBA. It's good value, but make sure you want enough of it to justify the asking price.

8/10



HARRY POTTER CONSOLE BAG

£14.99
THRUSTMASTER

It's built for the Game Boy Advance, but it's almost big enough to hold a GameCube. It's well made and attractive, but is something this bulky really practical for carrying a handheld?

6/10



WIN A DATEL MEMORY CARD!

FIVE 4MB CARDS MUST BE WON...

ARCADE STICK **£19.99**

LOGIC 3

Not bad – not bad at all. It's a very meaty stick, and gives that in-the-arcade feel without being too cumbersome for the average desktop. You can choose which of the controller's direction inputs you slave to the stick (analogue, C-Stick or D-Pad), and can activate a turbo function for any of the buttons. It would be nice if the buttons themselves were programmable though. This isn't a device that would suit every gamer, but for beat-'em-up fans, it's a treat.

7/10



You can never have too many memory cards. Even if you've (wisely) invested in a Mega Memory 16x, it's still useful to have a smaller card to back up a save position before moving on in a game, or maybe copying your save and taking it round your mate's. The Datel 4Mb, 59-slot card is ideal. And we've got five of them to give away. To stand a chance of winning, just answer this simple question:

Q: How many save slots are there on a Datel 4Mb memory card?

A: 28 B: 37 C: 59

When you think you know the answer, call our Competition Hotline on:

09064 774478

You'll be asked for your name, address and telephone number as well as your answer. Speak clearly, and don't forget your postcode. If you mumble and mutter, forget it – you're wasting your time.



IMPORT ARENA

SPONSORED BY

FREE Loader

Want to play the latest and greatest GameCube games without waiting for the UK release? Get FreeLoader! FreeLoader is a GameCube-sized disc that allows you to play games from any region on any Cube, without having to make any hardware alterations to your machine. Just boot up FreeLoader, wait for the on-screen prompt and swap it for your game. That's all there is to it!

OUT SOON!

FREE Loader



IMPORT GAME ENABLE



LEGEND OF ZELDA: THE WIND WAKER



Review!



It's caused an explosion of Cube sales in Japan, but isn't coming out over here until May. We take a look at the Japanese version of Link's first Cube adventure...

Tips!

METROID PRIME

Want to know how to get the endings in *Metroid Prime*? Wondering what linking the game with the GBA's *Metroid Fusion* achieves? Check out our import tips 'n' cheats...

Japanese GameCube Top Five

- | | | |
|---|---|----------|
| 1 | Legend of Zelda: The Wind Waker | Nintendo |
| 2 | Mario Party 4 | Nintendo |
| 3 | Sonic Mega Collection | Sega |
| 4 | Biohazard Zero | Capcom |
| 5 | From TV Animation One Piece Treasure Battle | Bandai |

Contents

American GameCube Top Five

- | | | |
|---|-------------------------|------------|
| 1 | Resident Evil | Capcom |
| 2 | Super Smash Bros: Melee | Nintendo |
| 3 | Luigi's Mansion | Nintendo |
| 4 | Star Wars: Rogue Leader | Activision |
| 5 | Doshin The Giant | Nintendo |

REVIEWS

Legend of Zelda: The Wind Waker76

TIPS

All-Star Baseball 200382

Lord of the Rings: The Two Towers82

Metroid Prime82

"Visually it looks great..."

THE LEGEND OF ZELDA: The Wind Waker



DAMAGE:
£50-£60



GAME INFO

PUBLISHER:	NINTENDO
DEVELOPER:	NINTENDO
TYPE:	ACTION ADVENTURE
NO OF PLAYERS:	1 (2 WITH GBA LINK)
MEMORY CARD:	12 BLOCKS

Just how long have we been waiting for this? Simon spends some quality time in the company of Nintendo's latest masterpiece...

ON YOUR DVD

The absolutely dedicated gamer rarely believes in waiting for a UK release if the next big game's already out elsewhere on the planet. Luckily, with the advent of the internet, ordering from the likes of Japan and America has never, ever been easier. And let's face it – the game we're looking at here, the latest in the phenomenal *Legend of Zelda* series, is the top of many Cube owners' wish-lists in 2003, and with very good reason. Yet if you've been paying close attention to the tone of

this opening paragraph, you'll no doubt be sensing trouble ahead. Dammit, you'd be right too. The snag for importers is this. The version of the game we've been battling with for the past two weeks is entirely in Japanese, and that we've seen as much of it as we have is down to lot of patience, a good translation web site and a friend with a bit of the lingo to help us on our way. It's been a tough journey to bring you this review, folks, but we suffer so you don't have to.



Don't jump!



Facial expressions can easily sum up a character's feelings. Here, Link is bricking it.



G-FORCE RECOMMENDS

LANGUAGE BARRIER

Very, very tricky. Unless you've got a friend who knows Japanese, you should wait for the US or UK versions.

In Control



Naturally enough, not everyone wants Link to succeed in his latest quest...

At the top left of the screen, you see a little gauge that represents the buttons on the Cube's game pad. This is just one example of how *Zelda* helps ease you into things, as this visual gives you a constant reminder of what does what. More importantly, it's contextual, so if in certain scenarios the buttons can or can't be used for certain actions, the relevant button shades out or lights up as appropriate. Not rocket science, just another example of rightly putting the player first.



SOFT CEL?

Ah well. Down to business, and let's deal straight away with the factor that's been dominating previews of the game over the past few months, namely the shift in visual style. This time around, the developers have opted for cel-shaded visuals, a style that's gradually becoming more common in videogaming. The examples we've seen of such an approach across various formats have thus far yielded mixed results. With titles like the *Jet Set Radio* series, it works fine. But consider the new *Superman* game on PS2, and to a lesser extent the Cube's own *Cel Damage*, and you see just where problems can arise; as cel shading has a habit of robbing games of visual detail. Not so in

the case of *Zelda*, though. Take a look at some of those shots, and you should be able to see that the visual choice hasn't compromised the expressiveness of the graphics. Whilst when they're static, some of the faces and such can still look a little vapid, on the whole we have to declare we're pleasantly surprised that the developers pulled this one off.

It's not the only thing they've got right, though, as the game's positively dripping with detail. *Zelda* games have in recent times been able to boast deep, intricate and – crucially – involving plotlines, and that's true again here. There's nothing

Getting to Grips

fancy to the underlying quest, set roughly a century after *Ocarina of Time*, and involving Link attempting to escape Monster Island on a rescue mission, to save his sister from a big bird (not the one from *Sesame Street*) who has taken her away. What makes the game stand out from the crowd is the depth and intricacy of the challenge. Throughout the game world there are plenty of characters to interact with, some of whom may send you on a small sub-challenge, whilst others frankly do little more than get in your way. And whilst the fact that a lot of them stand around detracts slightly from the feeling of a living, breathing game world, it's still tricky not to get immersed in the game's fineries. We've no intention of revealing story details here, but suffice to say there are plenty of twists and surprises along the way.



That sword in your hand has to be earned, young man.

Much of the early part of the game is taken up with teaching Link the skills he needs to go about his business. For instance, you won't actually get the sword you so desperately need to embark on your adventure until you've been trained. Find the trainer then, and – despite the fact that he doesn't tolerate mistakes very well – he gives you the basics of swordplay, as well as dodging out of the way of your enemies. This section works well too, and is an example of the gradual and fair learning curve that breaks the *Zelda* novice into the game world. Perhaps it's a little long-winded for the old hands, but there are still new moves and such to learn.



Altogether now – "He's behind you!" ...



Not every character in the game is an enemy.

"Simply superb value for money."



See that she's looking through?



...why don't you try it?



OK, sometimes it drags on a little, but the sailing's a great addition to the Zelda world.

Got Wind?

The game's title gives away the new reliance on the wind, which sits at the heart of some of the things you have to puzzle out. It really rises in prominence once you earn the Wind Waker, as this is where the song-learning from *Ocarina of Time* makes its introduction. Basically, you have to call up the wind's spirit by moving your C-Stick in time, and should you pull it off, you get to control the wind. There are quite a few songs scattered through the game world that you need to get to grips with, and whilst it takes a while to be introduced, it's a skill you need to learn to progress.

WATER WORLD

The game takes place over a series of islands, and that substantially increases the need for Zelda to get used to the water. You navigate between them via a sailing boat, initially with a dab of help from a young lady you meet early in the game. Along with a crew of pirates, she's also chasing the very bird who nicked Link's sister. There are chunks of the game spent simply travelling between islands, and the real-time feel of the action means you have to sit out this travelling rather than skipping it. However, whilst on your journey, you can converse with the other

passengers on the ship, and you can also spend time honing your existing skills and learning new ones.

Mind you, for most of the game you're sailing by yourself as you soon acquire a craft of your own. Then the freedom of the adventure really kicks in, as there's an awful lot of water to explore. Visually it looks great, and whilst you may simply want to get on with the quest and seek out new clues, there are lots of little extras to be found by sailing around the game world, not least new islands to explore.

The sailing element of *The Wind Waker* is, not to put too fine a point on it, fantastic, and it works a whole lot better than we thought it would. The degree of freedom you're given is commendable, and the ease with which you control your boat is a credit too. There's plenty of fun to be had simply travelling around, although naturally enough there's even more to be had as you press ahead on your quest.

Cut Scenes

In the past this reviewer has written of his dislike of over-long and under-interesting cut-scenes. Fortunately, for the majority of those in *The Wind Waker*, that's not a problem. There are plenty of them, but few are wasted as they continually advance the story arc and drop useful information in your way. Truth be told, because of the time spent battling through the translation, the back end of the game is still a bit of a mystery, but here's hoping they don't lose their discipline and start guffing on as the action hots up further.



Don't think much of the birds round here...



Link-Up Link!



Use your GBA and let two players join in the fun.

Good news for Advance owners. The Wind Waker makes good use of the handheld console, without the need for any extra cart for your GBA. Simply plug the unit in and you can use it to gain access to additional items and some cool extra features. It also allows a second player to play the game simultaneously, picking up extra hints and tips that a solo adventurer might not otherwise get access to. It doesn't really change the dynamics of the game, but it does work well, and is a nice touch.



You can freely rotate the game's camera with the C-Stick.

SCRAP! SCRAP!

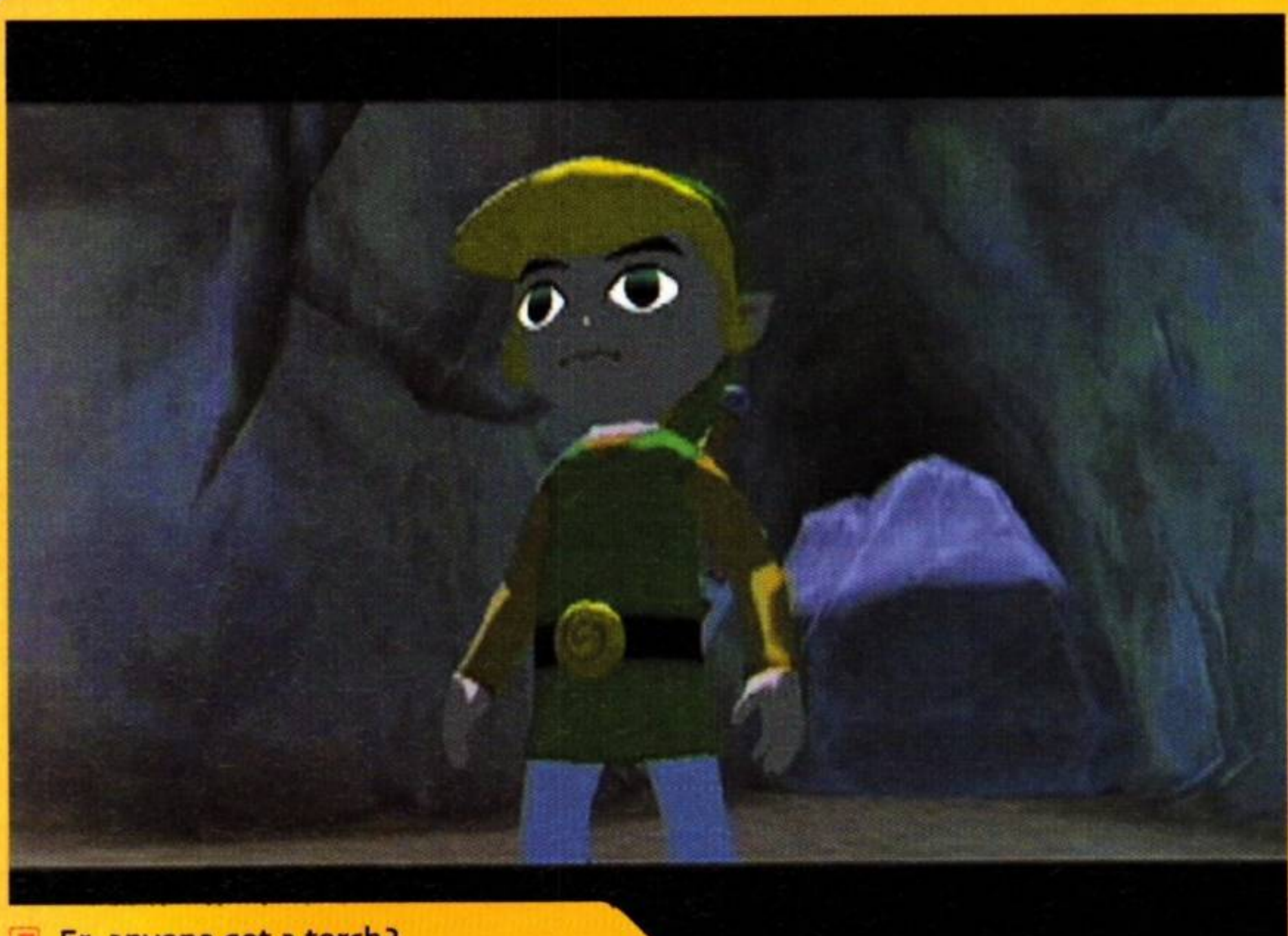
As in previous *Zelda* games, the emphasis isn't just on adventuring and solving puzzles. It's on combat too. Thus, it's a pleasure to report that whilst the combat system hasn't been radically altered, there are some nice evolutions and a bit more polish. The most substantial change is the introduction of a contextual evasive

attack. It only works when Link's sword starts glowing a rather striking green colour, and that only happens when enemies are in really close proximity. Once the sword is glowing, a quick tap of the 'A' button produces a

move that differs depending on the type of opponent you're combating. Thus, Link effectively goes for the weak point of the character concerned. At first we suspected this sort of thing could really overbalance



Watch the Time...



Er, anyone got a torch?

The Zelda world has day and night to consider, and not unlike the Pokémon games on the Game Boy, you need to be aware of what period of the day it is to maximise certain situations. Suffice to say too that graphically, especially when sailing, the times of the day are very well realised.



the game in the favour of the player, but rest assured, it doesn't. Sure, it provides a bit of much-needed extra help, but it still demands timing, and still demands that you be aware of the presence and positioning of your enemies.

The more traditional aspects of combat still remain intact from previous *Zelda* adventures. Using a combination of sword and shield, which are as intuitive to use as you need them to be, there are plenty of characters throughout the game queuing up to feel the edge of Link's blade. Yet a fast sword is not always the answer to the predicaments you face. Jumping firmly on the stealth bandwagon, *The Wind Waker* sometimes requires you to sneak past guards and into new areas without

drawing attention to yourself. Nothing desperately original there, but taken in the context of the game's epic feel, it's nonetheless incredibly tense at times.

It's made all the more tense by the genuinely excellent artificial intelligence of the other characters in the game. Whether it's the way they act against you in fights (which is far evolved from the days of their standing still in a straightforward scrap to the death), or the general interaction, the quality of the scripting and the reactions of the various characters is strong.



Note the map in the bottom-left to help you find your way around.



Each island has plenty to explore, and buildings to look in.



JAPAN AND AMERICA GET A GREAT BONUS DISC...

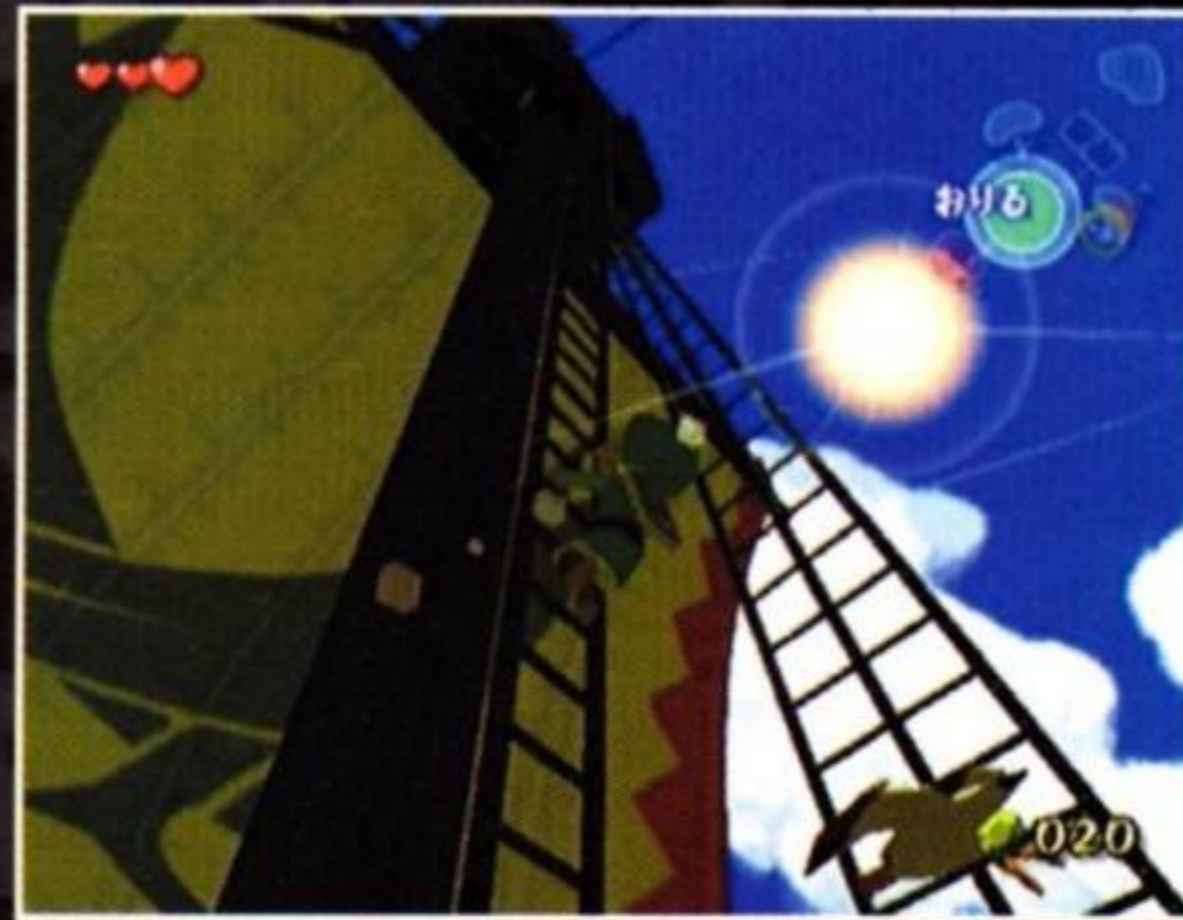


At the time of going to press, it hasn't been confirmed whether the UK will receive a similar bonus to our Japanese and American chums. Not heard about it? Well, how's this for a deal? Those who pre-order their copy of *Wind Waker* in those nations have been treated to an extra disc with their purchase. And said disc just happens to contain a Cube-enhanced version of the N64 classic *Ocarina of Time*, along with *Ocarina of Time: Master Quest*, which is an updated version of the game, never released outside Japan.





THE LEGEND OF ZELDA: THE WIND WAKER



SO IS IT ANY GOOD?

Let's make no bones about this. *The Wind Waker* is a genuine achievement, a step forward for the *Zelda* franchise and simply superb value for money. When you take into account the vastness of the game world for starters – which is even more impressive considering the complete

absence of loading times – then that in itself is going to take a large quantity of hours and days just to explore. That's before you get to the quest itself.

And factor in the variety of the gameplay on offer. The developers have laced the game with little sub-games to spruce things up still further, but generally it's hard to find a game that mixes in quite so many styles so successfully. There's puzzling things out, exploring and hunting for clues, stealth,

combat, sailing, the tunes and wind waking thing, and a few other surprises too. It's hard to think of another game that packs so much onto a single disc, and it's hard to come up with a *Cube* title that offers better value for money. It really is that good.

Oh sure, there are little niggles here and there, like when the predominantly excellent camera doesn't behave itself quite as you need it to, and for the early adopter, the language barrier on this import copy is virtually impenetrable (we certainly expect the English language version to add a couple of percentage points to the score at the bottom of the page). But little niggles are just what they are, and frankly, they're completely swamped by the tidal wave of positives.

The game is due to go on sale in the States in March, which will be the first appearance of a fully English language *Wind Waker*. A UK release isn't expected until around Easter at the earliest, but to help whet your appetite that bit further, take it from us – this is the one *Cube* game you really can't do without in 2003. □

Simon Brew



The Ocarina of Time

Really, *Ocarina of Time* needs little introduction. Winning virtually every gaming award on the planet back in 1999, many still regard it as the finest *Zelda* game ever, and arguably the best title – with the possible exception of *GoldenEye* – to make it onto the Nintendo 64 at all. Whilst it was subsequently followed by *Majora's Mask* (which itself is great), it's *Ocarina* that's arguably the defining moment of the *Zelda* franchise.

And thus it's good news that Nintendo hasn't tinkered with the gameplay at all, which still involves Link and his trusty steed adventuring away, albeit with enhancements to the graphics and a far steadier framerate. The game has now been mastered in hi-res to take advantage of the extra power of the *Cube*, and whilst at first this is immediately obvious, chances are as you get deeper into the game, you'll become so entranced by the adventure that you'll barely notice!

TIME GONE BY...

What's pleasing, if not surprising, is just how well the game itself has stood the test of time. As engrossing, addictive and challenging as ever, the chances are you won't have seen many areas of the game by the time you complete it, which also gives immense replay value. It really has

never looked better, and is as much of a delight to play as it always was.

The Master Quest edition is quite interesting too, not least the story behind it. Originally available only as a limited edition in Japan, reportedly only 20,000 copies were ever produced, and that couldn't even begin to cover the Far Eastern market, yet alone satiate *Zelda* fans across the globe. There are some nice goodies in it too – you'll find additional weapons, characters, dungeons and several mini-games, and whilst it's hard to argue that there's enough in there for a complete release on its own, there's plenty to intrigue the *Zelda* veteran, and it's certainly deserving of several hours of your time.

So will the UK receive this bonus disk? We'd guess yes to that, as the whole thing has been translated into English already. Possible stumbling blocks are whether Nintendo will go against a European release because of the plethora of other languages the game needs to be converted into, or they may simply sell it as a stand-alone product.

Obviously, we'd like the disc to be free with pre-orders as has been the case elsewhere across the globe, although we do feel it unfair that those who buy the game off the shelf won't feel the benefits of arguably the most generous bonus disk of all time. We wait and see. As usual.

VERDICT

UPPERS

- Absolutely huge.
- Very varied.
- Superb value.
- Visual style works well.
- Lots and lots to do.

DOWNERS

- Er...

SUMMARY

A real step forward for an already-classic franchise. If this isn't one of the best three games of the year, we'll be in gaming paradise.



日本 ゲーム機 japan

GADGETS AND GIZMOS FROM THE LAND OF THE RISING SUN...



We know the Japanese love their videogames, but isn't this going a little too far? It's a case for a tissue box. In the shape of a Dreamcast. Honest! It's made of cloth, holds a single box of tissues and is available for around £5.60 from your local importer. The Dreamcast certainly has a cult following over there, even though it died only a little more slowly than it did over here.

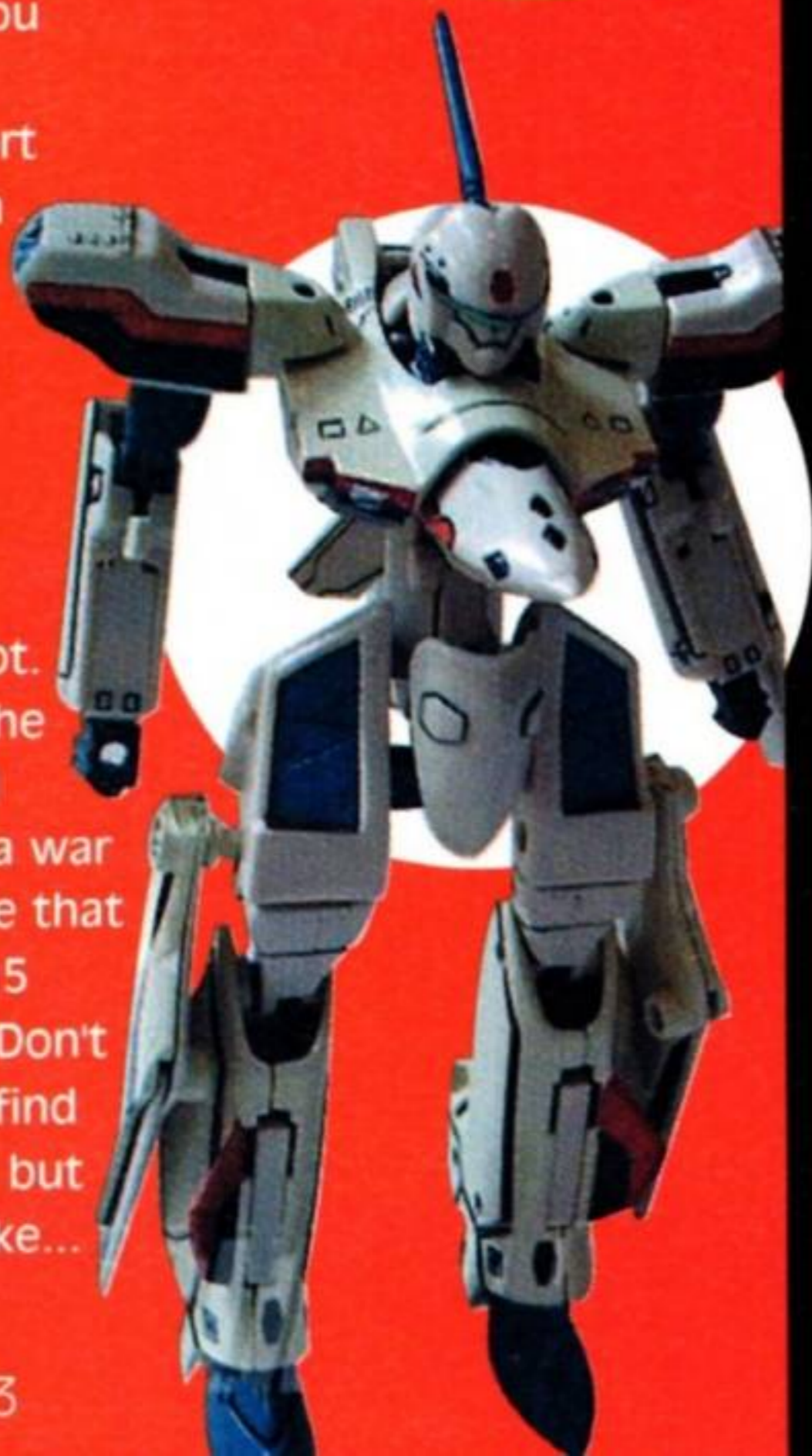
For more retro action, try this game of Ping Pong – but don't expect it to be easy. This one you play with 'real' table tennis bats! It costs around £12.50, but requires an NTSC-compatible TV.



If your TV is not NTSC-compatible, get yourself a PAL Booster. It can convert any NTSC signal to UK PAL, so provided your TV accepts 60Hz (and if you can play your Cube games in 60Hz mode, it can), you can use any import console on your TV.



And let's finish on a traditional Japanese gadget – the very latest transforming robot. This one is called the YF-19 Valkyrie, and transforms from a war droid into a plane that resembles an F15 Strike Eagle. Don't expect to find it cheap, but it's as cool as you like...



IMPORT TIPS

Getting the better of your overseas games...

METROID PRIME

Hard Mode

Beat *Metroid Prime* to unlock the Hard Mode, making enemy attacks more powerful.

Endings

Beat the game at 74% or less to get Ending One.
Beat the game at 75-99% to get Ending Two.
Beat the game at 100% to get Ending Three.

Unlock Art Gallery One

Scan 50% of the logs in the game to unlock the first Art Gallery.

Unlock Art Gallery Two

Scan 100% of the logs to unlock the second Art Gallery.

Unlock Art Gallery Three

Beat the game on Hard Mode.

Unlock Art Gallery Four

Collect all the items in the game.

Unlock Original NES *Metroid*

Beat *Metroid Fusion* on

GBA, then link the GBA (with *Fusion* in it) to the Cube (with *Prime* loaded), then at the main menu of *Prime*, choose the GBA link bonuses option from the main menu.

Unlock *Metroid Fusion Suit*

To unlock the *Metroid Fusion Suit*, do the same as above, having completed *Metroid Prime*.



Import News

Breaking stories from overseas...

URA ZELDA FOR USA

It has been confirmed that American Cube owners pre-ordering *Legend of Zelda: The Wind Waker* will also get the *Ura Zelda* bonus disc, just like the Japanese (see review, Page 76). As usual, there's no news on whether this will apply over here.



MANIC BASEBALL OFFERING PLANNED

Baseball fans who want something a little less serious than the Acclaim *All-Star* series should keep their eyes peeled for *Crushed Baseball 2004*. In a move away from the serious simulation side of the sport, this game lets you charge up 'mojo' abilities, which offer superhuman powers. For example, a pitcher might make a throw that burns straight through your opponent's bat, and a batsman might hit the ball so hard it buries itself into the ground. These abilities are earned by pulling off spectacular moves.

Needless to say, the fantasy teams and stadiums are equally over-the-top. Keep a look out for this one around Easter.



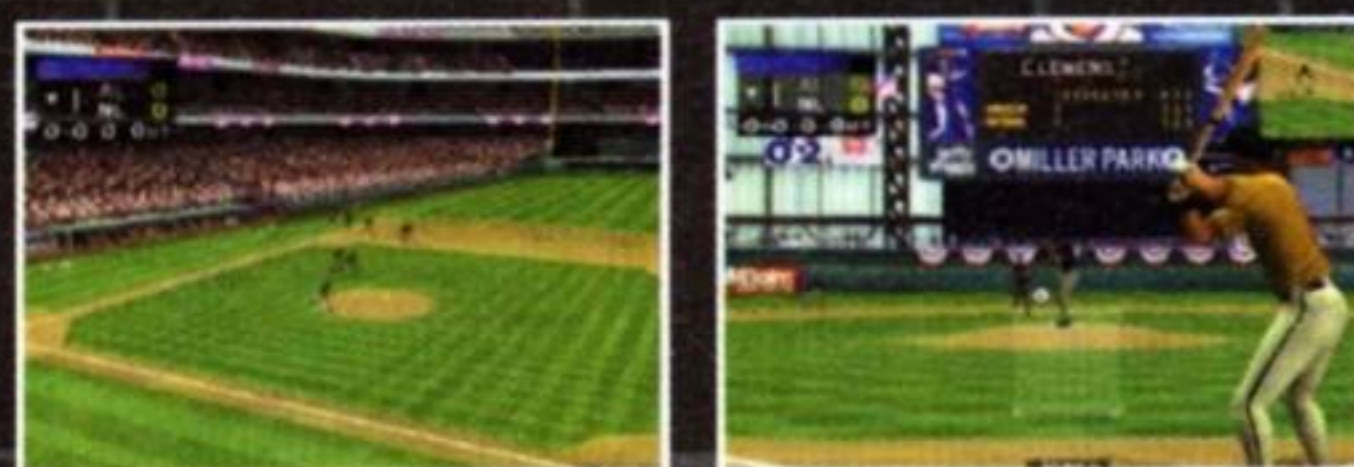
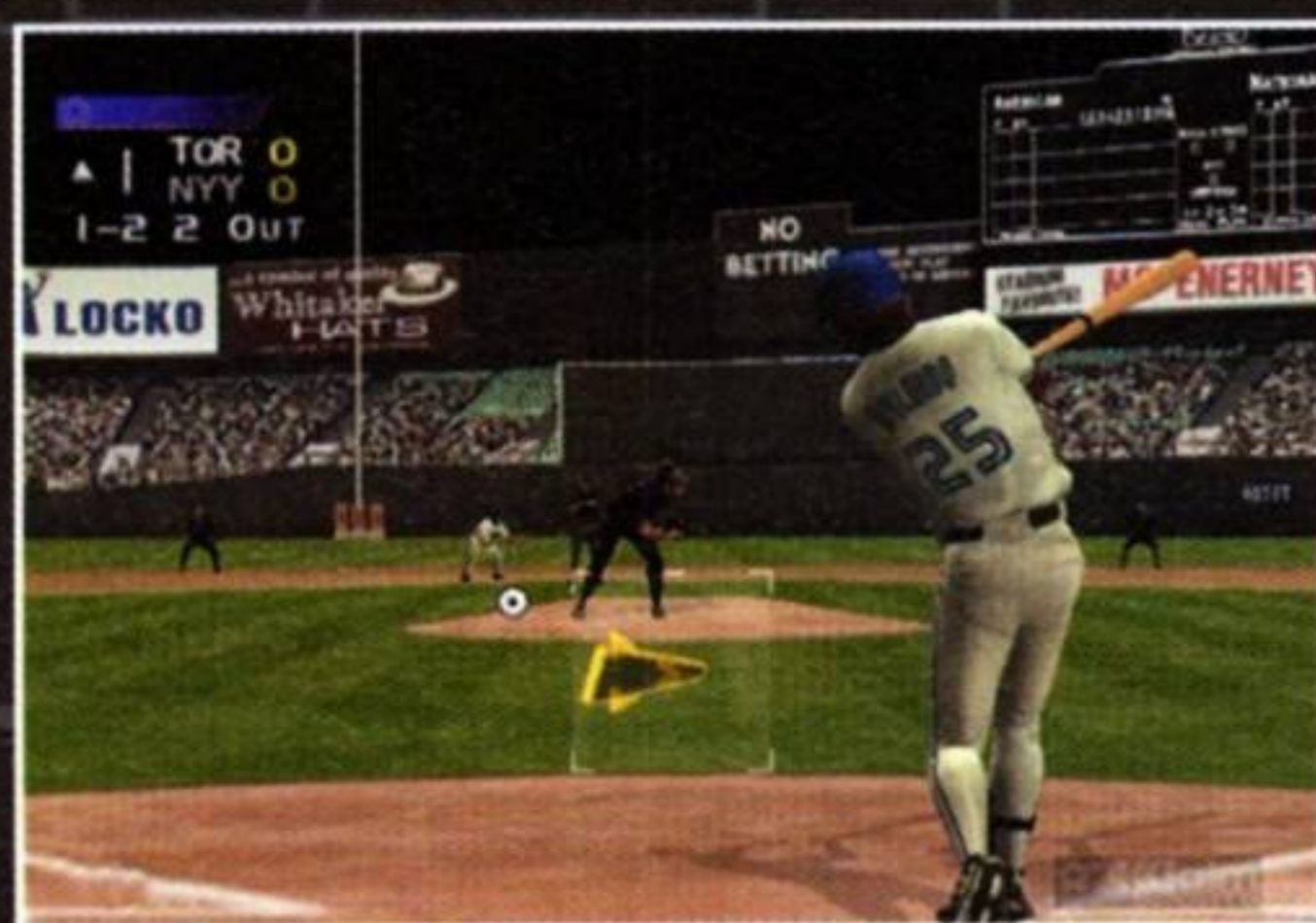
LORD OF THE RINGS: THE TWO TOWERS

In-game Codes

Pause the game, hold L and R and enter one of the following:

Invincibility:	Y, B, A, X
Devastating attacks:	B, B, X, X
Small enemies:	Y, Y, A, A
All upgrades:	Y, X, Y, X
Infinite arrows and axes:	B, X, A, Y
Refill long-range meter:	A, ↓, Y, ↑
Restore life to 100%:	Y, ↓, A, ↑

ALL-STAR BASEBALL 2003



Cheat Menu

Press L at the Controller Selection Screen to activate cheats that have been bought.

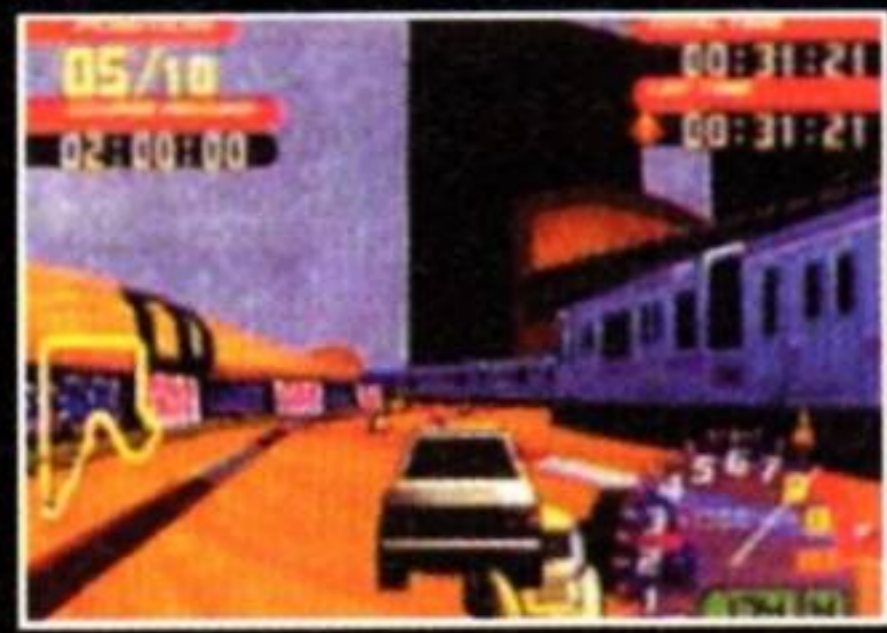
Easy Trivia Wins

When a question's presented, press 'B' once and the game asks you if you want to quit. Press 'B' again to continue, then press 'A' and it moves you on to the next question.

Hidden Commentary

While looking at the credits, press 'A' to hear a commentary about the developer currently on screen.

CHORO Q FOR CUBE



The mini-racing series *Choro Q* is coming to the Cube, but to date, only in Japan. The series, known as *Penny Racers* over here, has seen action on numerous consoles previously, including the N64, PS2 and GBA. The Cube version will offer four-player split-screen action, customisable cars and GBA connectivity.

DISNEY FOOTBALL ONLY FOR USA

Konami's *Disney Sports: Football*, which has just hit the shelves in America, will not now be released in the UK. The game, based on American gridiron football, plays pretty well, so if you like your US footie arcadey and don't mind playing Mickey Mouse and Donald Duck, it could be worth a shot.



Another World

NEW ROCK BOOTS IN STOCK NOW!

NEW IMPORT TITLES IN EVERY WEEK!

ANOTHER WORLD - HANLEY
48-52 STAFFORD STREET
HANLEY
ST1 1UB

01782 279294

ANOTHER WORLD - LEICESTER
23 SILVER STREET
LEICESTER
LE1 5EU

01162 515266

ANOTHER WORLD - WOLVES UNI
UNIT 2
UNIVERSITY OF WOLVERHAMPTON
WV1 1LY

01902 313622

ANOTHER WORLD - NOTTINGHAM
11 MARKET STREET
NOTTINGHAM
NG1 5EU

01159 484122

ANOTHER WORLD - DERBY
42-43 MAIN CENTRE
DERBY
DE1 2PE

01332 206606

ANOTHER WORLD - WOLVES
23 VICTORIA STREET
WOLVERHAMPTON
WV1 3NP

01902 717440



POKEMON RUBY - JAP
POKEMON SAPPHIRE - JAP
STREET FIGHTER ALPHA 3 - USA
METROID FUSION - USA
SUPER MONKEY BALL JNR - USA
ALTERED BEAST - USA
KIRBY NIGHTMARE IN DREAMLAND - USA
LEGEND OF ZELDA LINK TO THE PAST - USA
THE LUNAR LEGEND - USA



LEGEND OF ZELDA WINDS OF TAKUTO - JAP
YU-GI-OH FALSE BOUND KINGDOM - JAP
BOMBERMAN JETTERS - JAP
MR. DRILLER DRILL LAND - JAP
SOUL CALIBUR II - JAP
WHIRL POOL - USA
SUPER BUST-A-MOVE 2 - USA
EVOLUTION WORLDS - USA
STAR WARS BOUNTY HUNTER - USA



KING OF FIGHTERS 2000 - JAP
RYGAR - USA
TOM CLANCY'S GHOST RECON - USA
LEGENDS OF WRESTLING II - USA
YU-GI-OH DUELISTS OF THE ROSE - USA
UNLIMITED SAGA - JAP
CONTRA SHATTERED SOLDIER - USA
METAL GEAR SOLID 2 SUBSTANCE - USA



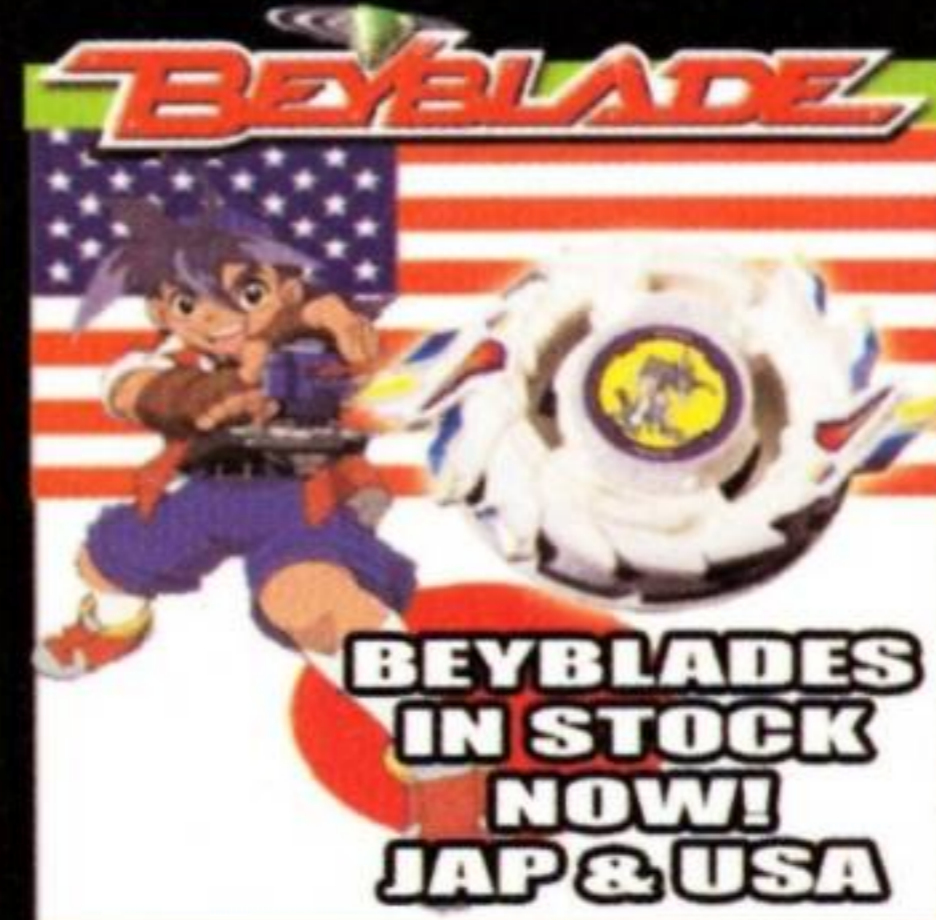
LEGENDS OF WRESTLING II - USA
MINORITY REPORT - USA
DEAD OR ALIVE XTREME VOLLEYBALL - USA
SOUL CALIBUR II - JAP
CAPCOM vs SNK 2 EO - USA
STAR WARS JEDI KNIGHT II - USA
PHANTASY STAR ONLINE I & II - USA
TOM CLANCY'S SPLINTER CELL - USA
TEKKI STEEL BATTALLION - USA



ARC THE LAD COLLECTION - USA
CHRONO CROSS - USA
DRAGON WARRIOR VII - USA
YU-GI-OH FORBIDDEN MEMORIES - USA
XENOGARS - USA
DRAGON BALL Z ULTIMATE BATTLE 22 - JAP
DANCE DANCE REVOLUTION 2ND REMIX - JAP
CAPCOM vs SNK MILLENNIUM BATTLE - JAP
FINAL FANTASY CHRONICLES - USA



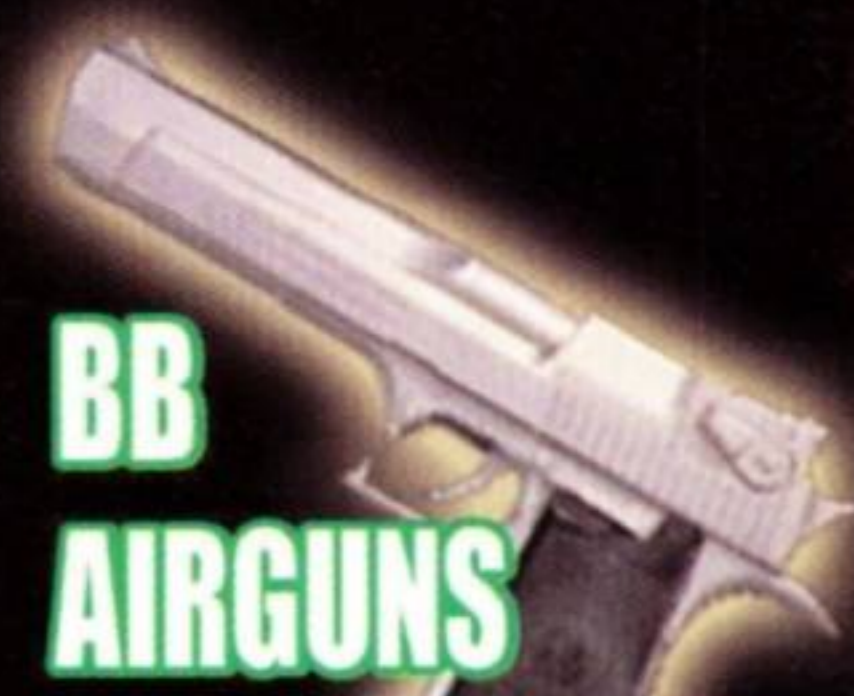
SEND FOR A FREE CATALOGUE TODAY!



BEYBLADES IN STOCK NOW! JAP & USA



BIT-CHARGE CARS MINI RADIO CONTROL SPEEDSTERS £19.99



BB AIRGUNS IN STOCK NOW

UK & IMPORT VIDEO GAME SPECIALISTS

E-MAIL - sales@anotherworld.co.uk

WE HAVE A MASSIVE T-SHIRT SELECTION AVAILABLE FEATURING ALL YOUR FAVOURITE BANDS!



CALL OUR MAIL-ORDER HOTLINE
01782 271750 or 07798 897770



WE ACCEPT ALL THESE PAYMENT METHODS

WWW.ANOTHERWORLD.CO.UK

For GameCube™

SAVE MARIO!



Mega Memory

16x™

Planning on getting Super Mario Sunshine? Then you'll need this!

With over 1000 blocks of game save memory this card can be used with any GameCube™ game with a save option, but not only that...it comes preloaded with the greatest ever game saves for Super Mario Sunshine™. Saves include; ALL LEVELS OPEN, ALL EQUIPMENT, ALL SECRETS, ALL STARS and 99 LIVES.

Get the most out of your game with Datel's 64Mb memory card including mega saves for Super Mario Sunshine™.

RRP £19.99

NEW

Only available at:

Dixons

CODEjunkies

www.codejunkies.com



TIPS 'N' CHEATS

SPONSORED BY

SOLUTIONS • TIPS • CHEATS • CODES • ACTION REPLAY

Complete Solution

Coupons!

ACTION TIPS!

You need never lose a cheat again with our handy cut-out-and-keep coupons...

Codes!

ACTION REPLAY

With Datel's Action Replay, you can bust your GBA games wide open!

Your Problems Solved

ASK THE EXPERTS

Stuck in your favourite game? Nowhere to turn for tips? Write to Ask the Experts...

DIE HARD VENDETTA

Stuck in Vivendi's taxing first-person shooter? We bring you a complete solution and bust open every level!

ACTION REPLAY

Action Replay is the greatest game enhancer ever. It can bust your games wide open, giving you every level, every secret and every item. If you're stuck, give yourself infinite time, health or ammo to make the game a little easier. You can even try out some great novelty codes too, like playing Luigi's Mansion with a giant Luigi.

As well as cheating and enhancing, Action Replay also lets you play import games on your UK GameCube, and even PAL games on your import machine. Why wait eons for a European release when you can order a game directly from the States or pick it up from your local import shop and play it far sooner?

OUT SOON!

Action Replay – you know it makes sense!

Contents

ATV: Quad Power Racing (GBA)	.95/96
BMX XXX	.97-100
Bubble Bobble Old And New (GBA)	.95/96
Cel Damage	.101/102
Die Hard Vendetta	.101/102
Die Hard Vendetta	.97-100
Hot Wheels: Velocity X (GBA)	.95/96
James Bond 007: NightFire	.101/102
James Bond 007: NightFire	.97-100
Jedi Knight II: Jedi Outcast	.97-100
Legend of Zelda: A Link to the Past (GBA)	.95/96
Luigi's Mansion	.101/102
Mario Party 4	.97-100
Medal of Honor: Frontline	.101/102
Medal Of Honor: Underground (GBA)	.95/96
Metroid Fusion (GBA)	.95/96
Pokémon Ruby (GBA)	.95/96
Pokémon Sapphire (GBA)	.95/96
Resident Evil	.101/102
Rocky (GBA)	.95/96
Star Wars: Bounty Hunter	.97-100
Super Mario Sunshine	.101/102
Super Smash Bros: Melee	.101/102
X-Men: Next Dimension	.97-100

95



ACTION REPLAY CODES FOR THE ADVANCE

86



DIE HARD VENDETTA – A COMPLETE SOLUTION!



KEY

Tip

Cheats

Coupon

AR Codes

DIE HARD

Y E N D E T T A

COMPLETE SOLUTION!

It's not easy being America's finest hero cop, so here's our *Die Hard Vendetta* Guide to help you. Yipee-kay-aye!

Die Hard Vendetta is like Marmite. You either love it or you hate it. Here at G-Force, we love it. It's not an outstanding technical achievement, but it's brilliantly scripted and its graphic adventure-style problem-solving aspects bring a breath of originality to a gamestyle dominated by cheesy switch puzzles.

It's easy to get stuck, though, which is why we're bringing you this exclusive player's guide...



LEVEL ONE: Townsend Museum



☑ Talk to Powell to proceed.

A nice and easy one to start with. Lucy has been kidnapped, and it's up to you to save her. This level is mostly just a long blast-fest. Work your way through the lobby, up to the balcony and then down to the gallery.

Once in the gallery, take out the two bad guys to save the hostage. Grab the two 9mm pistols and talk to the hostage for Hero Points. Head out into the next corridor and take out the enemies in the courtyard before grabbing the Medkit at the top of the stairs and heading down.

Take out the two guys on this level and grab the Sniper Rifle. Thornberg turns up, so chat to him but be ready for more enemies. Take out the two that come running round the corner before



☑ After a chat with Thornberg, more enemies show up.



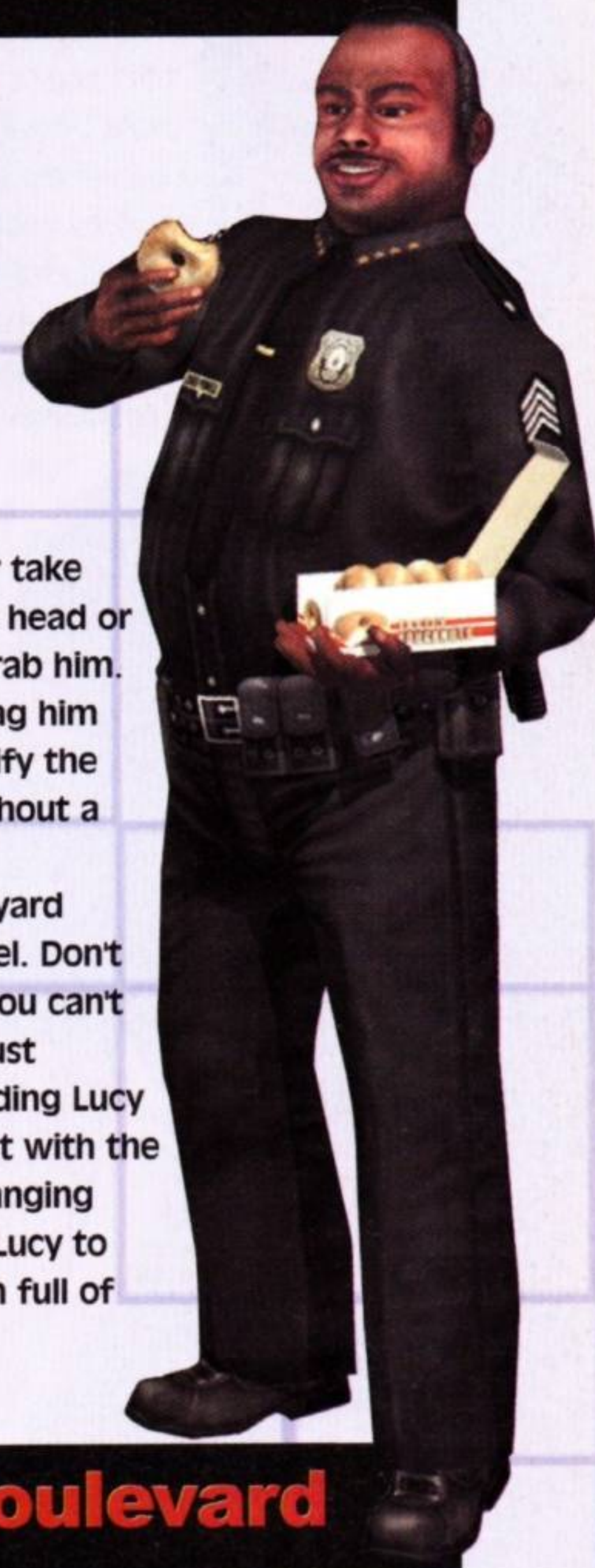
☑ Take out the guys holding Von Laben hostage.



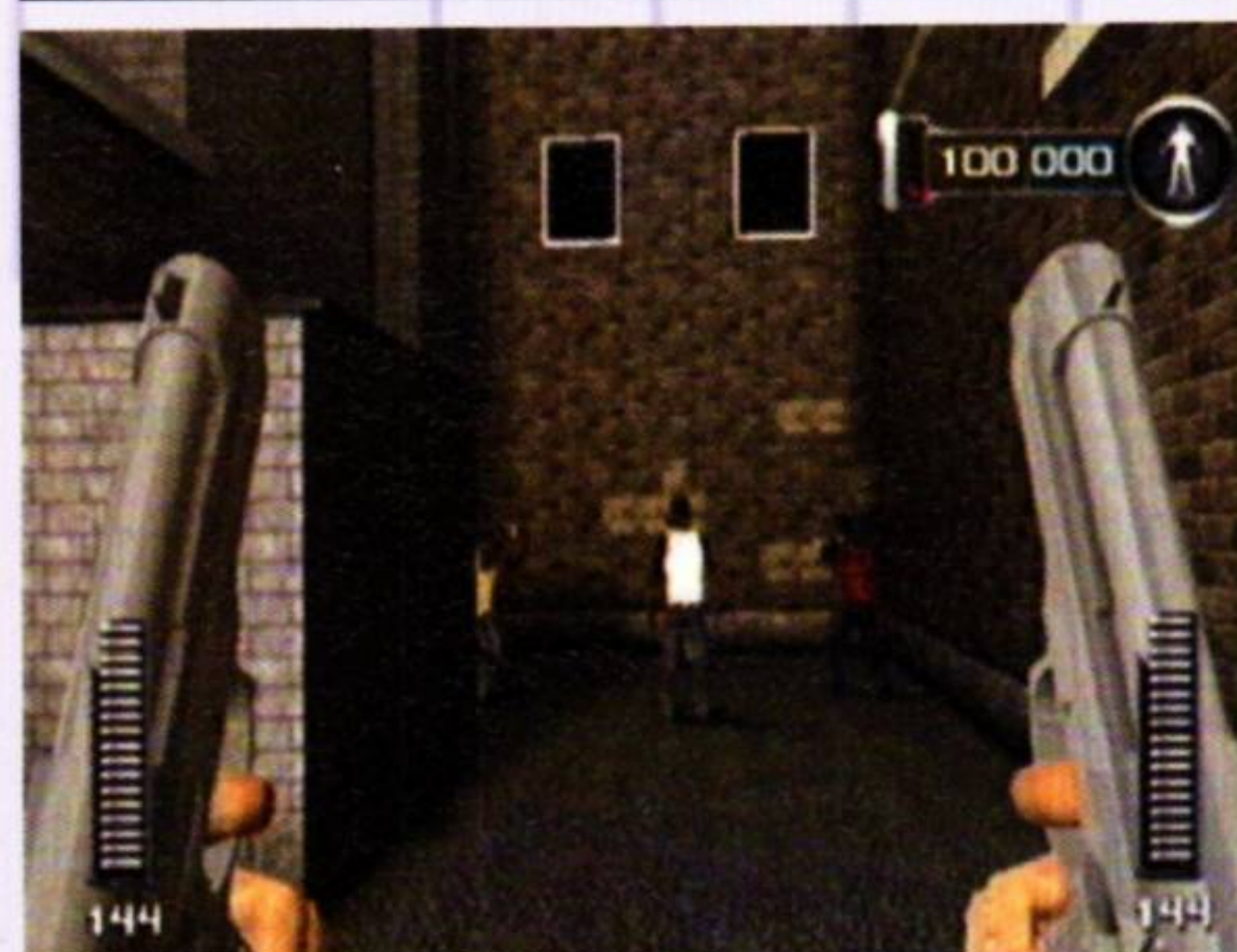
☑ Shoot the plant above the last guy's head to distract him.

heading that way. Here you encounter the leader. Either take him out with a bullet to the head or sneak up behind him and grab him. The sneaky way lets you drag him into the next room and pacify the guys holding Von Laben without a massive gunfight.

Now it's a running courtyard battle to the end of the level. Don't worry about the chopper; you can't stop it. The final enemy is just around the next corner, holding Lucy hostage. Either take him out with the Sniper Rifle, or shoot the hanging basket above him to allow Lucy to escape before pumping him full of 9mm. Piece of cake!



LEVEL TWO: Hollywood Boulevard



☑ Interrogate this bunch, or the guys in the clothes shop – your call.

Head for the diner and kill the gangers before moving on to the robbery. Take out all the robbers as fast as possible or a cop gets it. Now head for the guy with the hostage. Shoot the machine to his left and the hostage escapes, so you can get a clean shot.

Head inside the bank, work your way upstairs and head for the door to the right. A hostage is chased out; take out the bad guy fast to save him. Now go through the door and take the next door on the right. Take out the enemy in the safe room, then turn around and defend the doorway from the hordes of bad guys. Once they're all dead, head for the room opposite and kill the guy behind the desk. Use the filing cabinets to get out the window and proceed to part two.

You find yourself in an alley, so take a right and then a left to where the guy is being mugged by three men. Blast the muggers before using the bin to get on the roofs and across to the way out. Next you come to a clothes shop with a hostage situation. Listen



☑ Shoot your way into the Chinese Cinema.

to their conversation from outside the shop, then in Stealth Mode, sneak in and grab the guy in the baseball cap to save the day. Interrogate the gang members. One of them tells you their boss is called Sergio. Grab the gang colours from the counter and use the dressing room to change. There's a crim and a partly-dressed woman in the booths too. Now use the back door to get back to the alley. Kill the four guys loading the truck.

Grab the Medkit before heading for the brown building – the music shop, Vinyl Fantasies. Kill the gunman crouching behind the counter for the Pool Club Card.

Once at the Pool Club, prepare for a huge gunfight between two gangs. Once the bloodbath is over, grab the keys a gangster drops and the Medkit from behind the bar. Now head for the parking lot and kill the three guys before working your way back to the music shop. Kill the two gunmen who leap out en route before using the digger to bury the two in the ditch. Now just take out the guys guarding the Chinese Cinema and use the keys to enter.

It's Good to Talk

When you meet someone, follow the conversation through to the end. You might get important information or an item. Of course, if you die and have to repeat the level, you can ignore the people you now know won't give you anything...



☑ Enter the music shop from the back and waste the perp.

LEVEL THREE: The Chinese Cinema



You start in the foyer. Ignore the main doors, and shoot out one of the red windows and wait for the bad guys to enter the room. Be patient and take all eight of them out before hopping through one of the windows to free the hostage. Now jump over the refreshments counter and sneak into the next room, killing the bad guy inside from behind by breaking his neck. Grab the Armour Vest before sneaking out the back door to where the three enemies are playing cards. Gun them down and head for the double doors on the left. Take out the enemy in the corner before entering, then turn right and gun down the other three. Grab the Uzi and ammo and then exit through the double doors to proceed to part two.

Here, head for the upper level and shoot the top right corner of the 'Galaxy World Premiere' banner to create a



Rescue the old projectionist.

handy climbing rope. Work your way through the level, solve the hostage situation and head for the projection room. Kill the guy holding the projectionist hostage and flip the switch on the wall to power the organ.

Now go out the other door, down the stairs, along the hall with the red carpet and through the double doors. Go down the stairs to the right, straight through another set of double doors and down the hallway to the exit. Turn right here, open the door and shoot the two enemies on the other side. Now enter and take out the guys on the stage.

Go through the exit, another door and down the stairs to the organ. Flip the switch and get on top of the organ. Neat ride, huh? Now go right and get another Medkit. Once backstage, look for the fake wall. Climb the catwalk and shoot the tops of the pulleys to lift the fake wall. Head through the hole and the next door for a gunfight with three guys. Go through the next door and to the end of the passage. Now head right and punch out the vent in the floor to exit the level.



Shoot here to release the banner.

Attitude!

Ever tried having a conversation with someone who's pointing a gun at your face? Us neither, but we can't imagine it's fun. Civilians are often more helpful if you switch to Stealth Mode instead of seemingly threatening them by pointing your weapon at their faces.



Fake wall alert!

LEVEL FOUR: The LA Subway

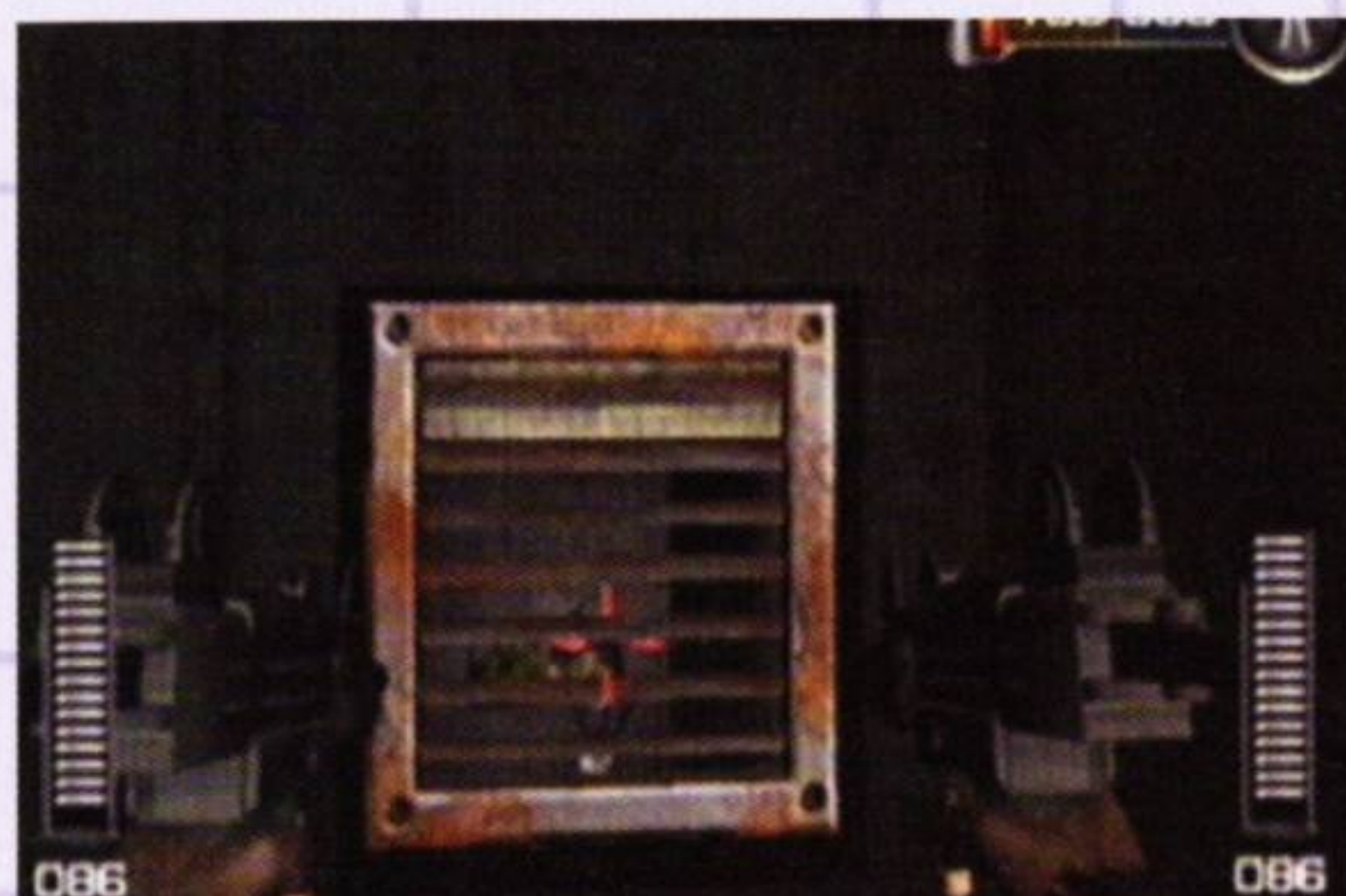
Head through the vents to the sewers. Talk to the tramps without pointing a gun at them and grab the disguise. Sneak up to the tramp on the couch and talk to him, before sneaking up on the guy in the baseball cap to arrest the enemies. Make sure you grab the right guy – if you don't get the leader, they shoot you and their buddy.

Open the rusty gate and head straight until you reach the room with the two enemies. Wait until they're done talking, and then punch the cover off the vent and crawl inside. Take a right after the subway train goes by and take out the bad guy from the vent overlooking him. Jump down and get the Painting Piece. Turn right and shoot the guy in the room at the top of the stairway. Grab the Medkit and Night Vision Goggles, and put them on. Now stand at the subway entrance, wait for a train to pass and jump into the tunnel. Proceed using the alcoves and maintenance holes for cover – tap Crouch twice in a hole to hug the ground. Merely ducking down by pressing it once gets you killed.

Once you reach the next platform, use the minigun to open the rusty door. Grab the Medkit on your way out before taking out the enemy next to the sewer pipes. Head into the sewers for part two of this level.



Grab the key to the generator outside the laptop room.



Take this guy out through the vent.



Minigun the door down to proceed.

Go through the sewer gate, take a right and then go through the second sewer gate. Keep moving forwards and down until you reach the Medkit on the lower level. Crawl through the pipe for a shoot-out. Climb the scaffolding and jump across to the stairs. Go up the stairs, kill the guy who leaps out from the right and the guy in the far-left corner. Go through to the room under construction and turn left. Grab the Painting Piece and kill the guy with the laptop in the next room. Now use the laptop to chat to Frontier.

Take the laptop and head back out into the large

room, grabbing the key from the blue toolbox as you go. Take the other door and sneak over to the hostage situation. Gun down the enemies before moving on down the stairs. Take out the four guys on the subway platform before using the sandbags to get on the platform. Follow the cable to the generator and start it with the key. Now run to the subway platform and jump into the crane driver's seat. Position the pipe so you can use it as a bridge across the platforms. Once across, take the exit and kill the enemy on the left. Grab the last Painting Piece before heading up the ladder. Talk to Von Laben and you're soon in the sewer system. Use your Night Vision Goggles to make your way through the sewers, take the second-left and then the third-right. Auto-jump the gap and turn off the storm drain. A few more jumps before you turn the second valve and exit the level.

Hero Time

The bar on the left of your health is your Hero Time, accumulated by performing heroic acts such as saving civilians. When activated, this Hero Time slows everything in the game except you, enabling you to take out scores of enemies at once, or blast a baddie without hurting a hostage. Use it wisely.



LEVEL FIVE: Century City Police Department

You start in the parking lot. Work your way down without using the elevator, and take out the bad guys and look for their Proxim Grenades on the walls. When you spot a Grenade (a small flashing square), shoot it or inch forward and leap back as it blows. Use Stealth to take out the guy in the security office and talk to the cop for the Armoury Key. Flip the security door switch and take the Medkit from the locker. Go through to the shootout and just run for it, keeping right. Go up the stairs and shoot the padlock off the gate.

After a gunfight, make your way around the top floor and talk to Gruber before running from his minigun. Go past the glass double doors for a Medkit before going through them and taking out the two enemies. Hide behind the plant and shoot the nearest Proxim Mine to set off a cool chain reaction that kills the guy laying them. Keep moving, take out the two enemies from behind and continue through the double doors and up the staircase. Talk to the cop before sneaking into the next room. Grab the bad guy and arrest his friends. Talk to Thornberg to move on to part two.

Run from the chopper, before going downstairs and killing the two guys to save Captain Powell. Al leads you to another fight, so take out the two ambushers before heading to the main office. Shoot the three guys talking by the computer and grab the Medkit. Now go down the stairs, kill the guy, go round the corner and take the first archway. Keep heading down, kill two more guys and enter the armoury. Get the Armour, Shotgun and Medkit.

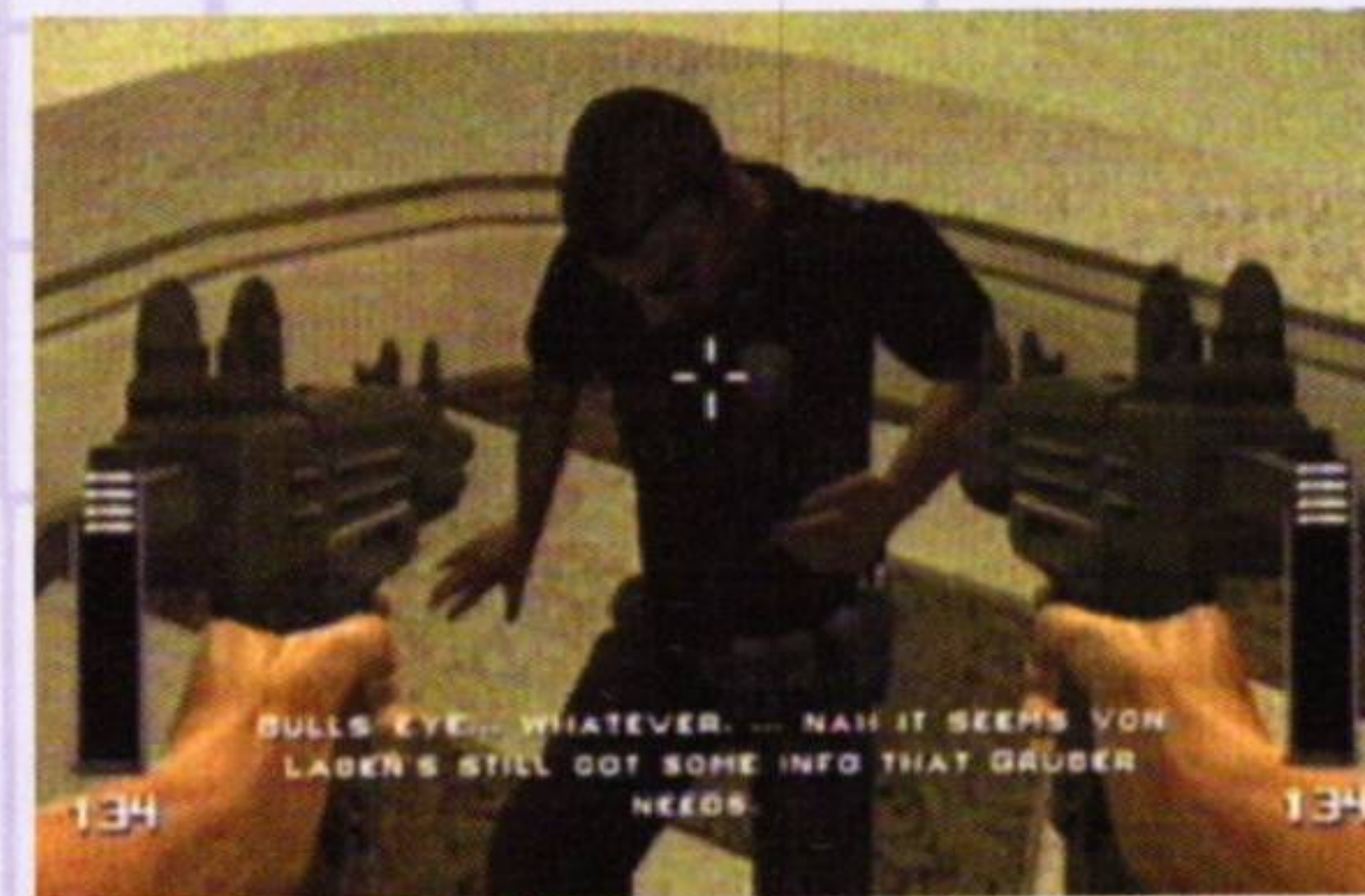
Now head back and take the second archway. Go to the end of the hall, turn left, kill the guy and check out the last observation room. Take the first

hall to the left and kill all the bad guys. Now go back and use the intercom to talk to Lucy. Team up to break the glass as she advises, then talk to Lucy for the Cell Keys. Go round the next corner, through the doors, down the stairs and into the cells. Talk to the prisoners and release them. Follow Nitric to the bomb and follow his instructions to disarm the bomb and move on to part three.

Run through the doors and kill the three guys. Now win the massive shootout and claim the Evidence Case near one of the foes you kill, and Gruber's chopper lands.



Helicopter trouble.



Get this guy a Medkit!

LEVEL SIX: Hollywood Film Studio

Watch out for the sniper and talk to the SWAT team leader for the Stage Pass. Head for Stage Two and climb up to the sci-fi set. Save the hostages for the Executive Key. You need to capture the nearest bad guy, drag him out of the way and then take out the others, shooting the one pointing a gun at the hostages first. Now go under the set, through the door and use the stairs to loop back on yourself.

Use the lift crane to get on the catwalk above the set and head for the castle set. Use the zoom on your rifle to take the two bad guys out. Now make your way down and go through the front arch. Take out the guy behind the backdrop by going around the left-hand side, then turn around and shoot the guy following you. Grab their Machine Guns and use them to shoot the set walls until you find the path to the rear of the set.

Once you reach the offices, make your way through to the sniper. Take him out, grab his rifle and get ready for some fun. The SWAT team ask you to take out five enemy snipers for them. Do so, then leap off the balcony to the crash mat and head for the water tower. Go inside the room and grab the Minigun Blanks. Now head for the far side of the studio area and take the road down to the locked gate. Go left before the gate and through the door to move onto part two.

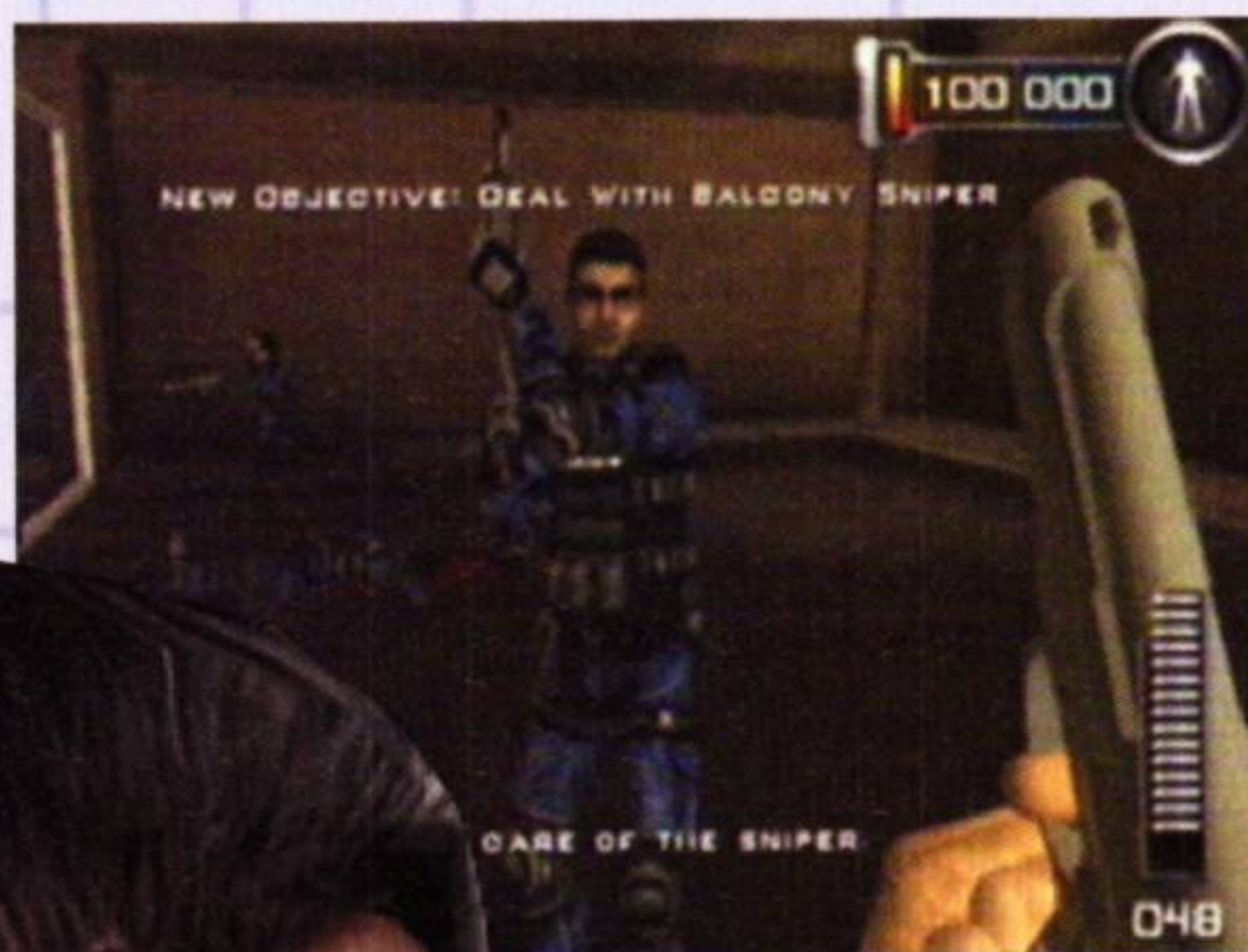
Enter the jungle set, head left and work towards the bridge. Kill the bad guys and get on the bridge. It explodes and drops you into a ravine. Take out the guy behind you and use the plunger to set the tree across the gap. Grab the Medkit and use the bridge as a ladder



Shoot the lock off to gain entry.



Head for Stage Two.



Now I have a machine gun. Ho ho ho.

to climb the ravine. Walk to the other side over the trunk and take out the two enemies. Now run over to the hostage situation and use those Minigun Blanks to fool the bad guys into thinking you're blasting them despite the hostages. Once the actors have legged it, give the two terrorists a taste of the real thing.

Exit the set and head for the trailer with the practising actress inside. Shoot the block from under the tyre to use the trailer to open the locked gate. Talk to the actress before heading for the western set. Take out the enemies and grab the Medkit from the back of the trailer. Use your hero points to defeat Nitric (head shots with the assault rifle work well).



LEVEL SEVEN: The Sierra Correctional Facility

Out of sight of the guards, creep around and talk to every prisoner in every cell. You get to learn where the explosive-soaked mattress is, as well as finding the Cigarettes, Can of Tuna and the guy who wants a fag. On the top floor, wait for the floor guard to pass before sneaking up behind him and dragging him to your cell. Arrest him and take his shotgun. Get the Cigarettes, talk to the guy who asks for one and he lights yours too. Use the Lit Cigarette to start a mattress fire and wait for the guard to run past with the fire extinguisher (but don't let him spot you) before hiding in the guard room storage locker.

Sneak around and flip the lift control switch. Now take the lift to the roof, turn right and leg it from the



☒ This prisoner will light your cigarettes.



chopper. Avoid the glass roofs and falling antenna and head for the explosion in the far-left corner of the roof. Jump down the hole and then into the laundry chute to move on to part two.

Push the laundry cart into the hall and through the door. Go to the end of the next room and open the far-left door. Talk to the cop before going through the next door and right. Go through the small opening on the right and up the stairs. Waste the two escapees and head for the armory at the end of the hall. Grab the 9mm and the Medkit and go back to the wounded cop. Give him the Medkit in exchange for the Locker Key. Now go back to the armory and use the key to get a Shotgun. Now work your way through the rest of the level and outside.

Sneak your way through the yards, killing the prisoners and snipers in the watchtowers and avoiding the guards. Eventually you reach a ladder up onto the wall. Shoot the prisoner guarding the entrance to the library and jump in. Leave the room, go upstairs and head right, down the hall and then left. Shoot the two prisoners, round the corner and shoot the next two. Enter the elevator and go down for part three.

Talk to the crazy prisoner before taking the door on the right. Turn the switches as advised to open the door. Grab the Medkit under the TV, then go straight ahead to rescue a doctor for Hero Points, before heading back to the cell with the poster of a girl on the wall. Behind it is a secret tunnel that takes you to some fans. The key is to turn the fan up fast enough to break it. Climb through the broken fan and go up the ladder to the right. Use Hero Mode to open the vent and shoot the rope holding the writhing SWAT trooper (the other one's already dead). Now shoot the five bad guys before talking to the trooper for a SWAT vest.



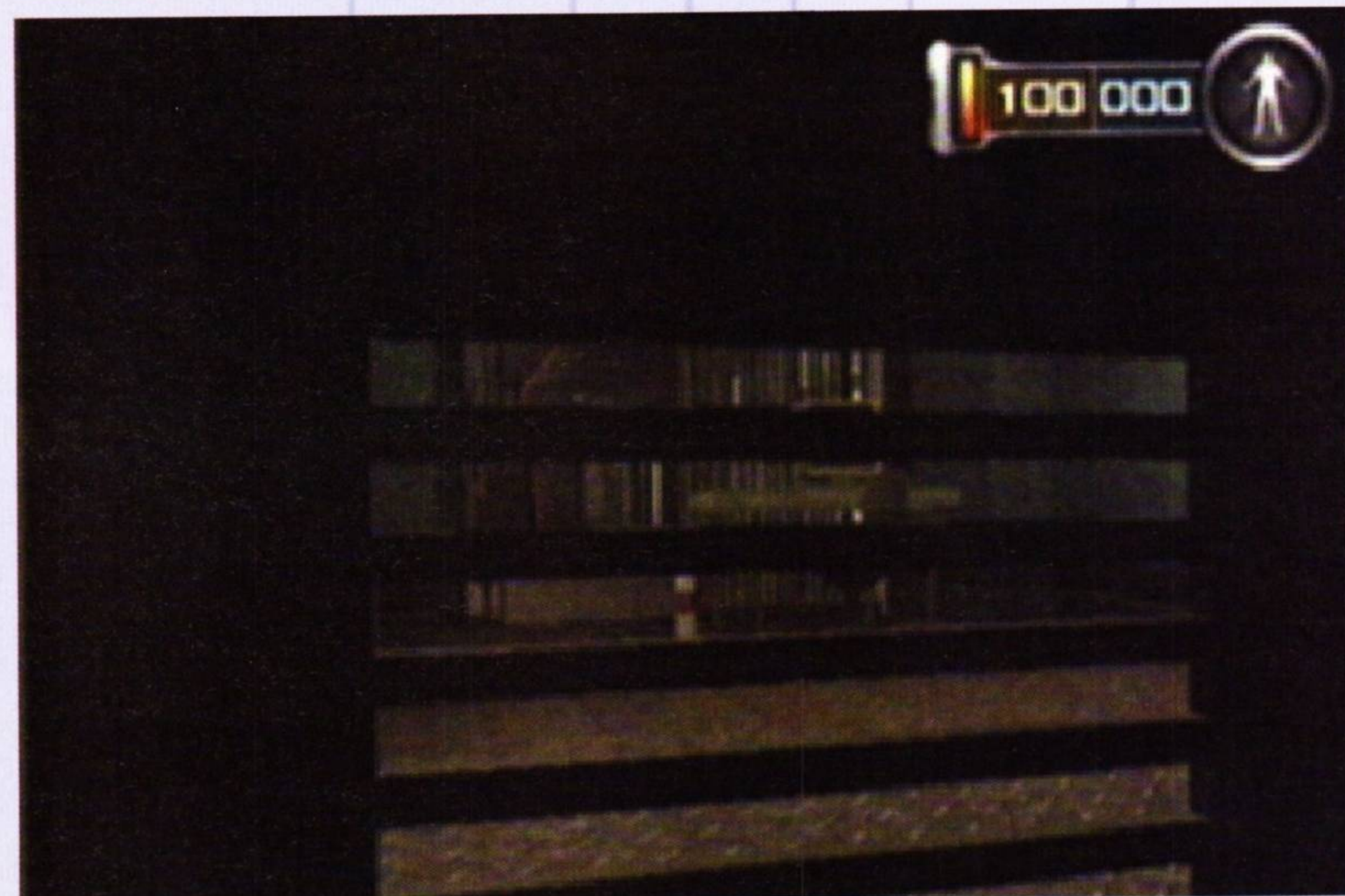
☒ Grab the guard and take his shotgun.

Push the button on the open door to open the door behind you. Now work your way through to the room with the prisoner-SWAT team battle. Help out here by wasting the prisoners. Once the battle is over, talk to the SWAT leader (the guy without a hat) to continue.

Now head for the warden's office.

Shove his desk toward the fireplace to find the safe combination. Get on the desk and move the painting to get to the safe. Open it to claim the Master Keys. Now go through the storage room and observation area to reach the warden and free him. Then it's on to part four.

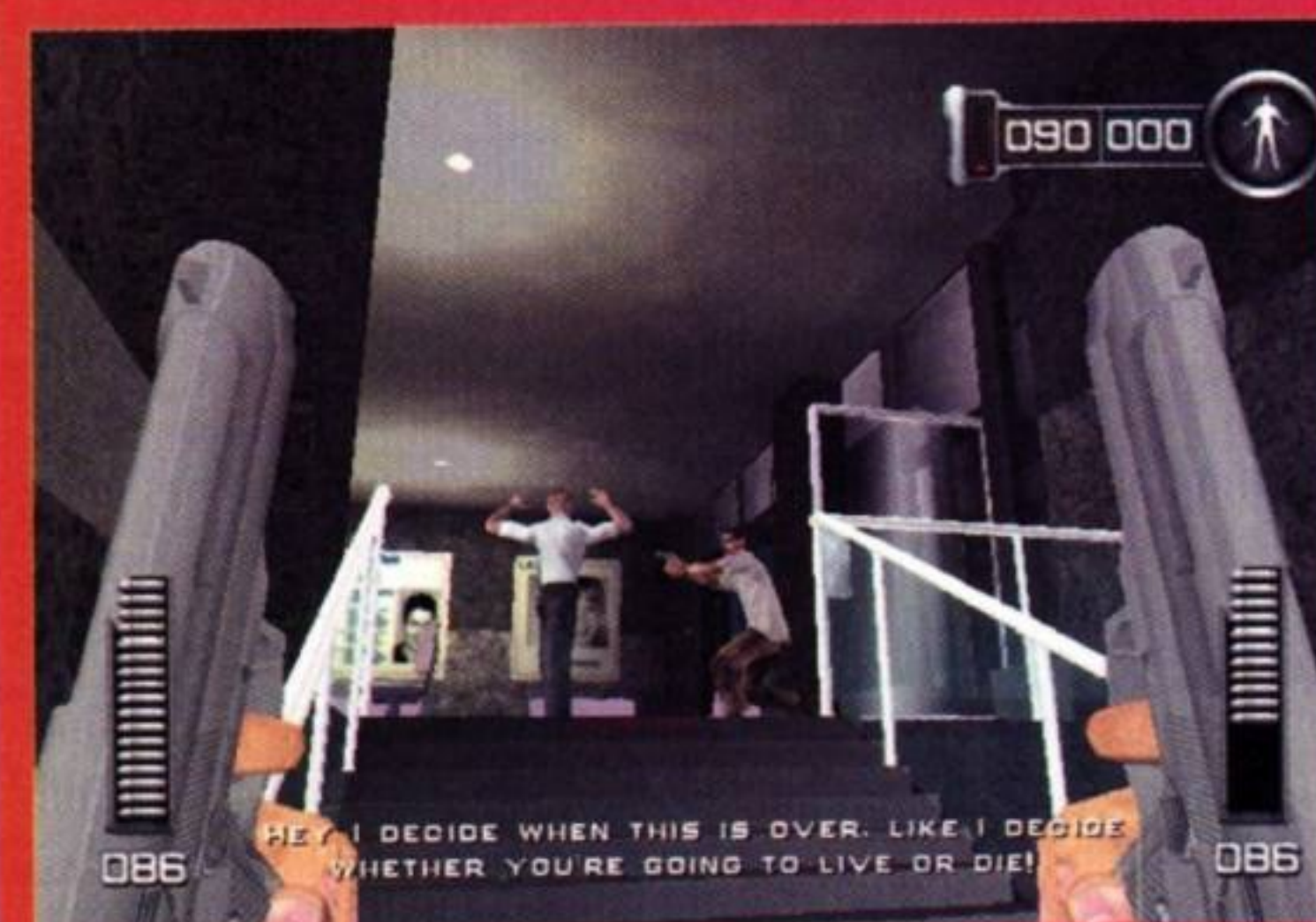
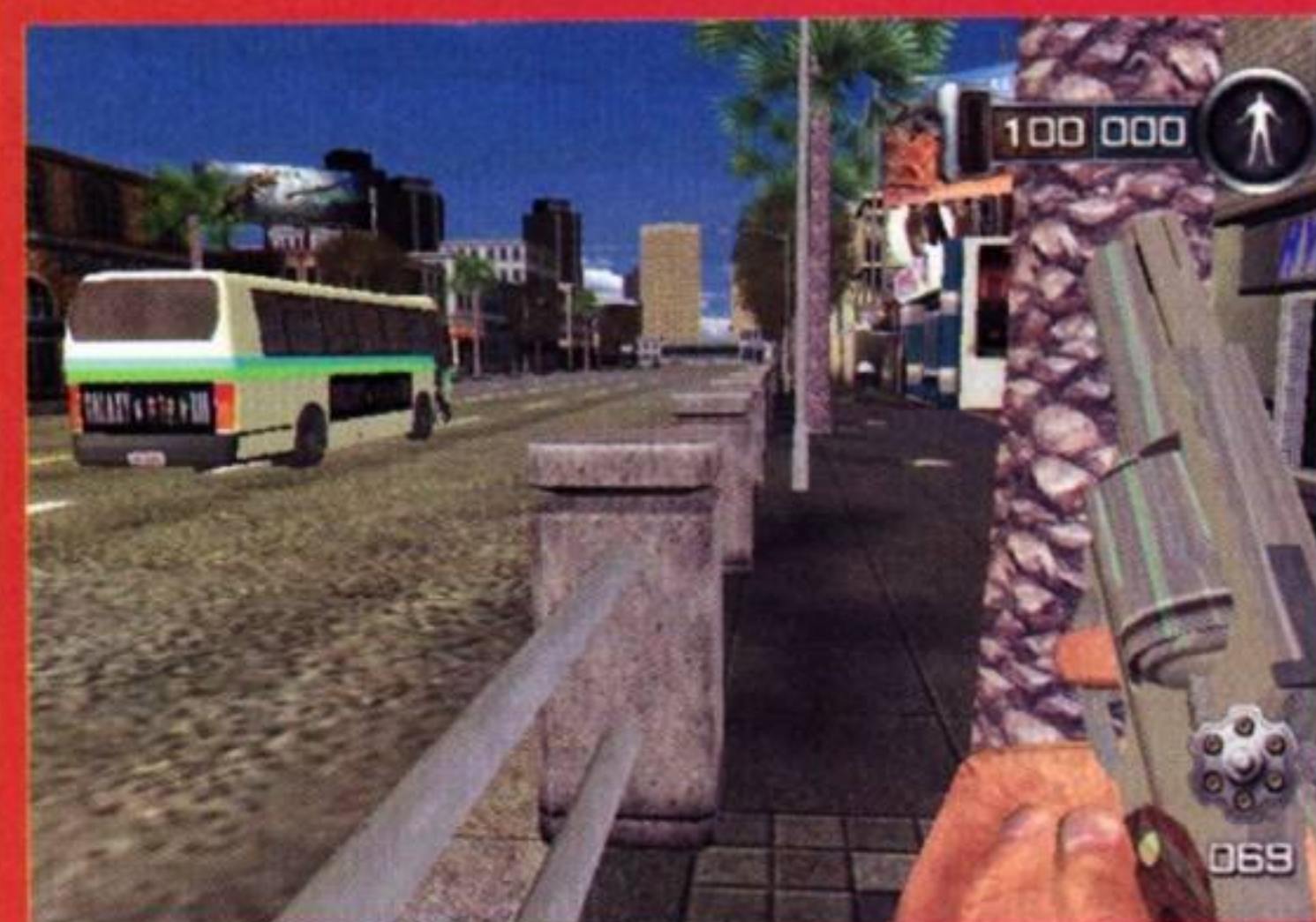
Head for the roof for another battle with Nitric. Use Hero Time and head shots to take him out. Then head for the helipad to meet Captain Al and finish the level.

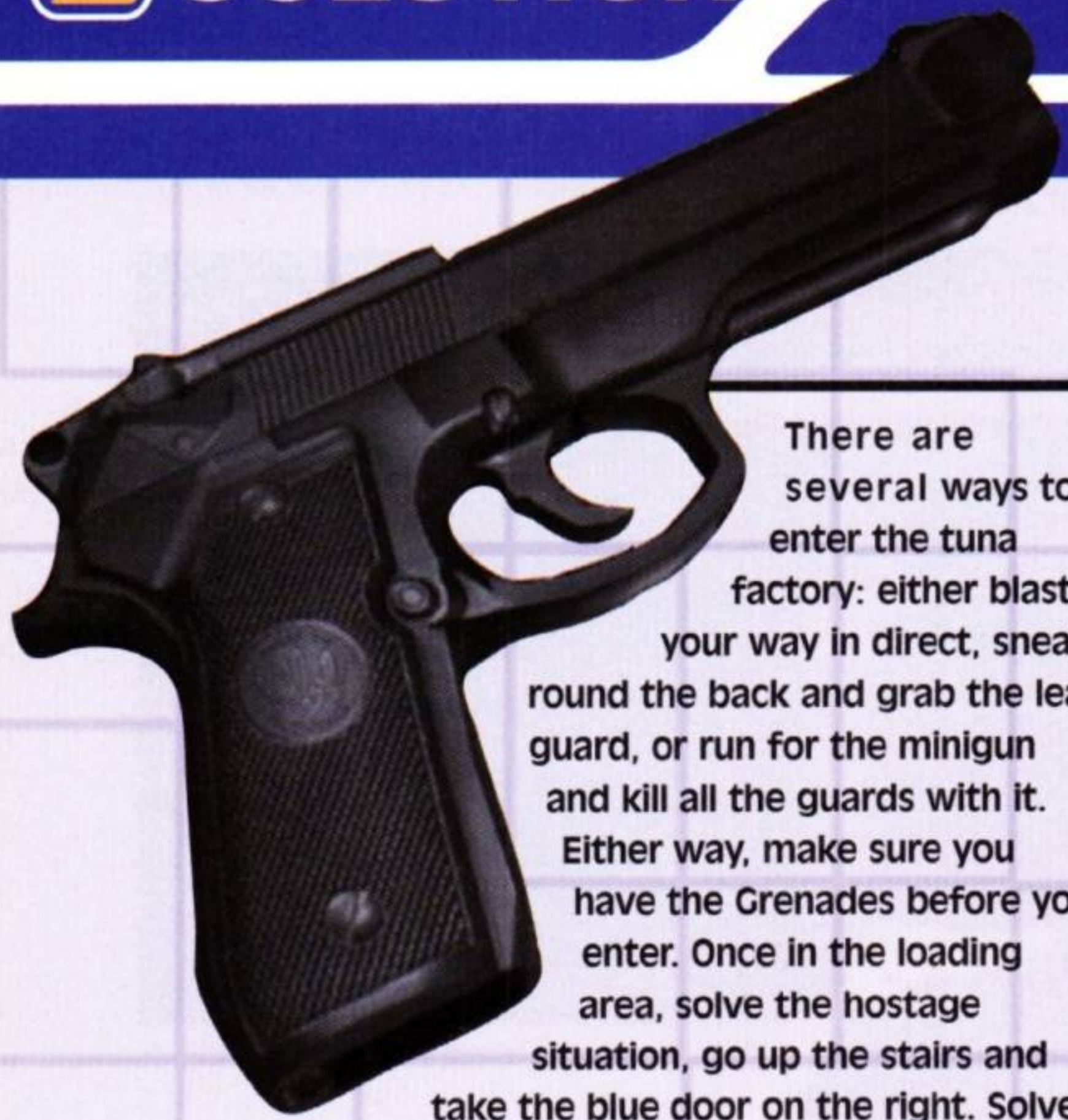


☒ Hide in the storage locker.

Stealth Mode

If you're not sure what's coming up next, switch to Stealth Mode. It's slower but quieter, and won't alert villains to your presence. Hitting the Fire button instantly switches you to Action Mode again, so it won't put you in danger if there's a shoot-out.





There are several ways to enter the tuna factory: either blast your way in direct, sneak round the back and grab the lead guard, or run for the minigun and kill all the guards with it. Either way, make sure you have the Grenades before you enter. Once in the loading area, solve the hostage situation, go up the stairs and take the blue door on the right. Solve this second hostage situation for the Gantry Keys. Now go into the next room and jump through the window onto the walkway. Go through the next door to proceed to part two.

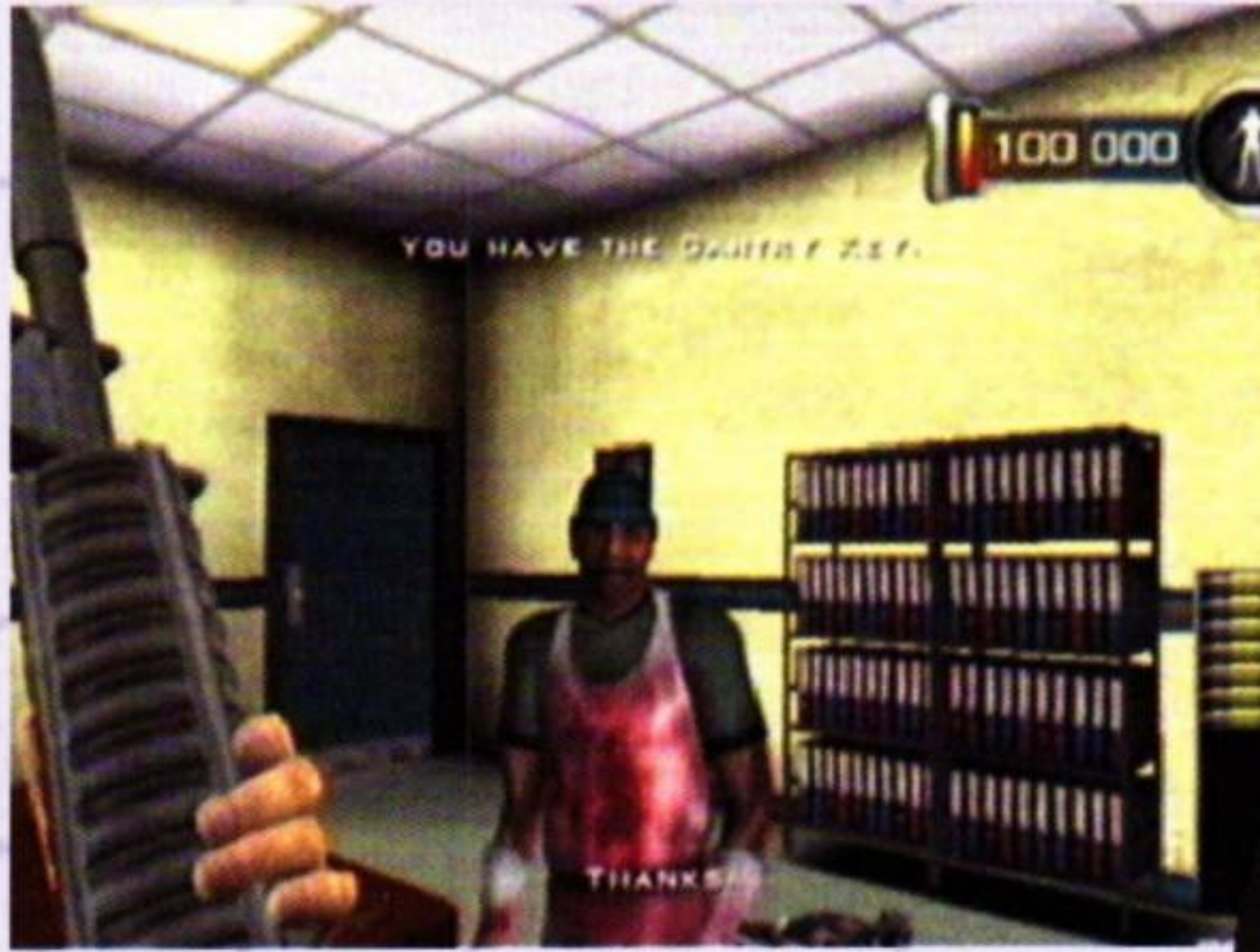
Take out the bad guy at the start before jumping onto the blue crate and then the floor. Grab the flamethrower and turn the switch to set the crates moving. Now use the two moving crates to make it to the upper level. Once in the pool room, kill the enemies and shoot the padlocks off the cages to release the barrels. Now use the barrels as stepping stones.

Work your way through the level until you reach the big conveyor belt. Jump down for an interesting moving gunfight. Hero Mode is helpful here. Use the ramp on the left at the end of the line to get off. Now jump the gap and head down until you come to a big firefight. Grab the Asbestos Gloves and keep moving. You need to turn a wheel to open the steel door and then shoot holes in the water tank to fill the pool. Use the floating crate to cross. Shoot the next water tank to save the drowning hostage and grab the Armour Vest above the tank.



Use the moving boxes to cross.

LEVEL EIGHT: Cesar Tuna Factory



Get the gantry to move on to part two.



Shoot the padlocks to release the barrels.

Once in the freezer, use the flamethrower to heat the door crank and then don the asbestos gloves to turn it. Shoot the liquid nitro tanks to freeze the exit door, then shoot the door itself to shatter it and move onto part three.

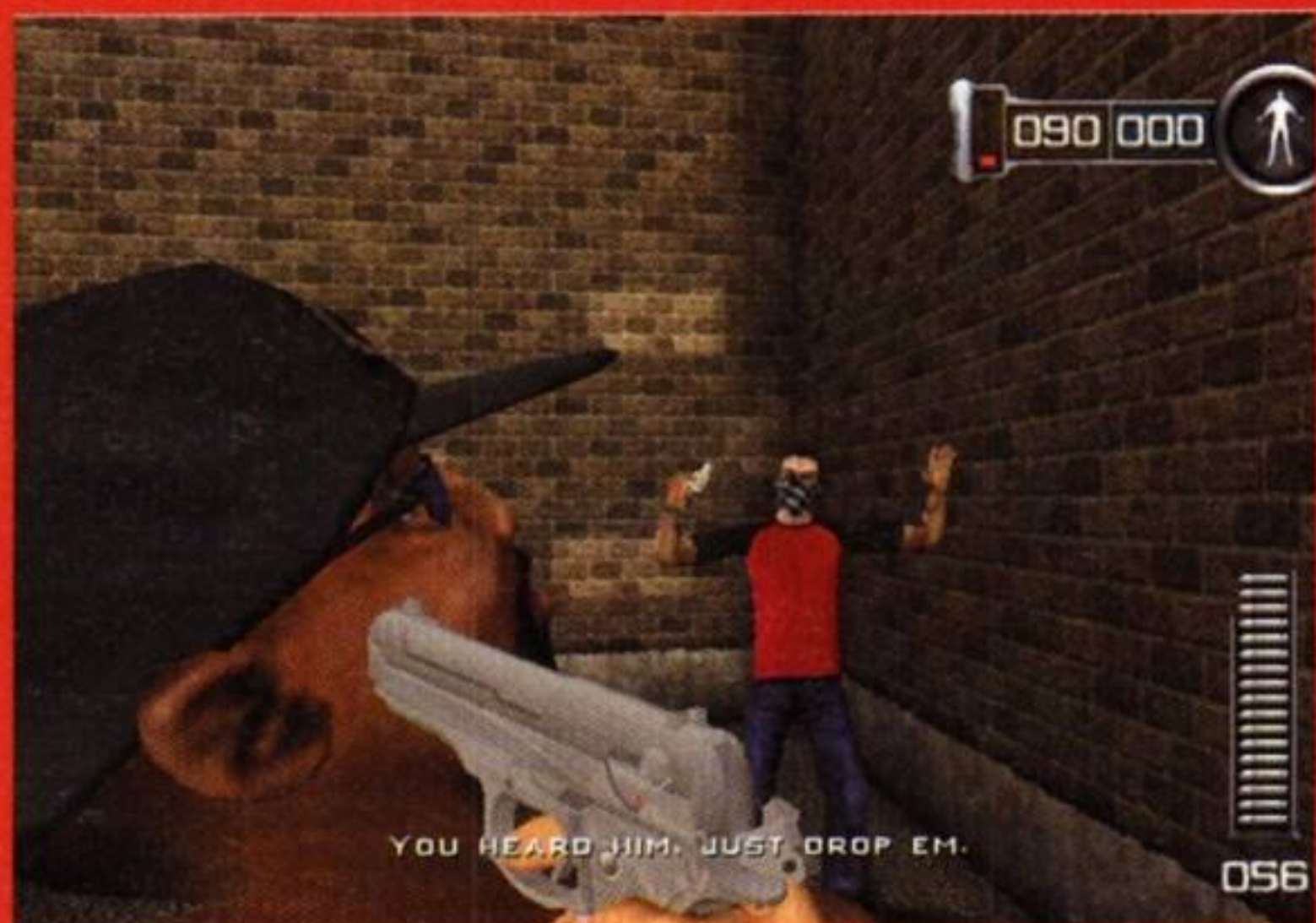
The first area here is a big shoot out with lots of Yakuza. Don't bother with the minigun – shoot the chute with caution tape for an easy solution to the hostage situation. You'll soon find yourself in the warehouse. Just follow the workers and then when you find the exit, listen to the conversation beyond. You're told you have to get into the truck unseen. Switch to Stealth Mode. Sneak your way left through the warehouse, grabbing and arresting anyone you meet, and then jump onto the raised area in front of the truck.



Follow it around, and leap up onto the storage boxes, onto the truck roof and in through the skylight.

The Arrest

If you manage to creep up behind someone unnoticed, you get the message Press Grab. Your Action button then allows you to take a hostage of your own. Very useful for taking out enemies without making a racket too...





LEVEL NINE: Fernandez Warehouse

You start in the back of a truck, so wait until it stops moving, kill the guard and take his Assault Rifle. Now go and shoot all the guards in the area, but watch out for the minigun. With a little exploring you notice all the yard exits are locked. Go to the guard shack and grab the Clip Board. Use the control panel to let the truck in and it'll park in a nice spot so you can use it to help you over the fence. Make sure you shoot the fuel barrel first, and don't stand too close as it blows.

Once over the fence and inside the building, work your way forward, blowing up barrels as you go. When you reach the suspended crate, hit the nearby switch to turn on the crane. When the crate reaches the far side, hit the switch to stop it again. Now use the crate to jump to the roof. Keep working your way up until you find the Clip Board with the keypad code. Now go back to the keypad you should have passed earlier and enter the code to open the locked door and move on to part two.

This next part is long, but pretty straightforward. Keep moving forward, killing the enemies and destroying any fuel barrels you come across. Beware of boxes of fireworks; they can be used to blind enemies, but will hurt you if you're too close. When you reach



Open the gate to let the truck in.



Jump over this wall to proceed.

the two enemies working on a panel, kill them and then shoot the panel out to open the door enough to crawl through. Later, use the crates to climb up onto the catwalk. Use the control panel to activate the loader, ride it and shoot the fuel barrel on the shelves (stay back). When the loader reaches the end of its run, jump onto the gantry, use the door, kill the foe and activate the second loader using the control panels. Go back onto the first loader and jump onto the shelf with the hole in the back wall, where the fuel barrel blew. Crawl through, kill the next guard and jump onto the second loader. When it's as far forward as it can go, jump onto the platform above the



window, and from there, onto the roof area above the shelves. Climb the ladder onto the gantry and air pipes, and make your way to the other end of the room.

Locate the vent at the end of a catwalk and it's on to part three. You start by dropping into a room with a forklift coming at you. Turn around and take cover behind the crates. Now use them to get up and over the forklift, and use the control panel on the far wall to open the door. Fight your way forward, destroying the barrels.

Climb the ladder to the upper level to get to the catwalk. Shoot one of the balloons and as it falls, use it as a platform to get across to the switch. If you use all three balloons without making it, you lose. Use the switch to turn on the conveyor belt. Ride the conveyor belt. Later you face Marlin. Cover your back and get in a position where you can shoot her as she runs along the top ledge. Kill her to finish the level.



LEVEL TEN: Nakatomi Plaza

All right, so you made it this far. Go talk to AI to start this level. Go through the revolving doors and past the SWAT team, who are grenaded. Kill the four guards in the hall before heading for the far-right elevator. Use the control panel and get inside. At the top, head for the laptop to move onto part two.

You've got 15 seconds to get out of the office, so run to the partly-open far end window and open it fully. Jump through and onto the window washer. Press the button to take a trip down, and then climb through the open window. Go through the offices to the hallway and take a right. When you reach the four doors take the one on the left. Kill the guard



Déjà vu!

and grab the Medkit. Go back to the office and take a left in the hallway. Head for the left elevator and go up to Floor 23. Keep working up to Floor 25, making sure to get the Walkie-Talkie and C4 en route. Take the exit at the end of the hall on Floor 25 for part three.

Work your way forward to a lattice door. Enter and kill the enemy for a high-powered Assault Rifle. Keep moving and taking out the guards until you reach the only unlocked non-lattice door. Watch out for the minigun on the other side; use the columns for cover as you get near the shooters. Head for the glass doors and take the stairs up. Keep moving,



I'll take ya!



Die suckers!

taking lattice and glass doors where you see them and you soon reach the elevator up to part four.

You're ambushed straight away in the elevator, so open fire immediately. Head right as soon as you get a chance and enter the lattice door on the left to talk to Lucy. You now have two minutes to find the Detonator Code, but don't panic! Go through the door near Lucy, then go left, straight, right and right again to face the large open area. Kill enemies here and climb the stairs to the office. Kill the two guys inside for the Detonator Code. Now get back to Lucy and stop the timer.

Follow Lucy to the second elevator and try to open the locked door. Lucy opens it, so go through and run around the top of the building clockwise, shooting the bad guys as you go. This is the only way to save Lucy from the crossfire. A cut-scene soon kicks in.

LEVEL ELEVEN: The Holmes Observatory



Take out the chopper with your rocket launcher.

You start at the main gates. Grab the Rocket Launcher, avoid the incoming artillery and kill the three pairs of guards. Take out the chopper with a rocket and go through the door in the back-left corner of the building.

Follow the hallway and go up the stairs. Take out the guards with spotlights and the rocket launchers. Get the circuit breaker and jump down the roofs to the balcony. Kill the guard and then crawl back the way you came, taking out more guards.

Talk to the security guard in the courtyard for the Master Keys and Walkie-Talkie. Now go back round the balcony the other way and take out the Proxim Mines. Shoot the minigunner in the parking lot and keep moving along the balcony. Kill the guys coming up the stairs and head down. Shoot the pulley above to release the crate and climb the rope. Go left and use the circuit breaker to open the locked door. Enter the code to disarm the suitcase bomb before entering the next room and using the control panel to turn off the rocket launchers and give power to the telescope. Now use the other control panel to move the telescope and position the ladder on the nearby roof.

Go outside, turn right and use the ledges to get on top of the control room. Climb the ladder to the telescope dome. Jump to the top of the telescope and climb down the other side. Go down the stairs to the bottom and use your circuit breaker to disarm the bomb. Head through the door for part two.

Keep moving and taking out guards until you reach the stairs



Shoot the rope for a route up to the roof.

and double doors. Go through, run past Jesse and take out the two guys at the end of the hall. Next use your circuit breaker on the bomb near the far door. Go through the room with the large red column. Shoot out the vent on the column and use the ladder inside.

Climb down to the ground floor. Keep moving and killing guards again until you reach another bomb to be disarmed. Get the hidden Medkit in the back corner of this room. Now head back the way you came and go down the stairs. Keep going, crawling under the pipes and using a switch to open up the dining hall. You'll reach a hostage situation you must resolve, followed by a fifth bomb to disarm. Now shoot the globe to smash open the double doors. Fight your way through to part three.

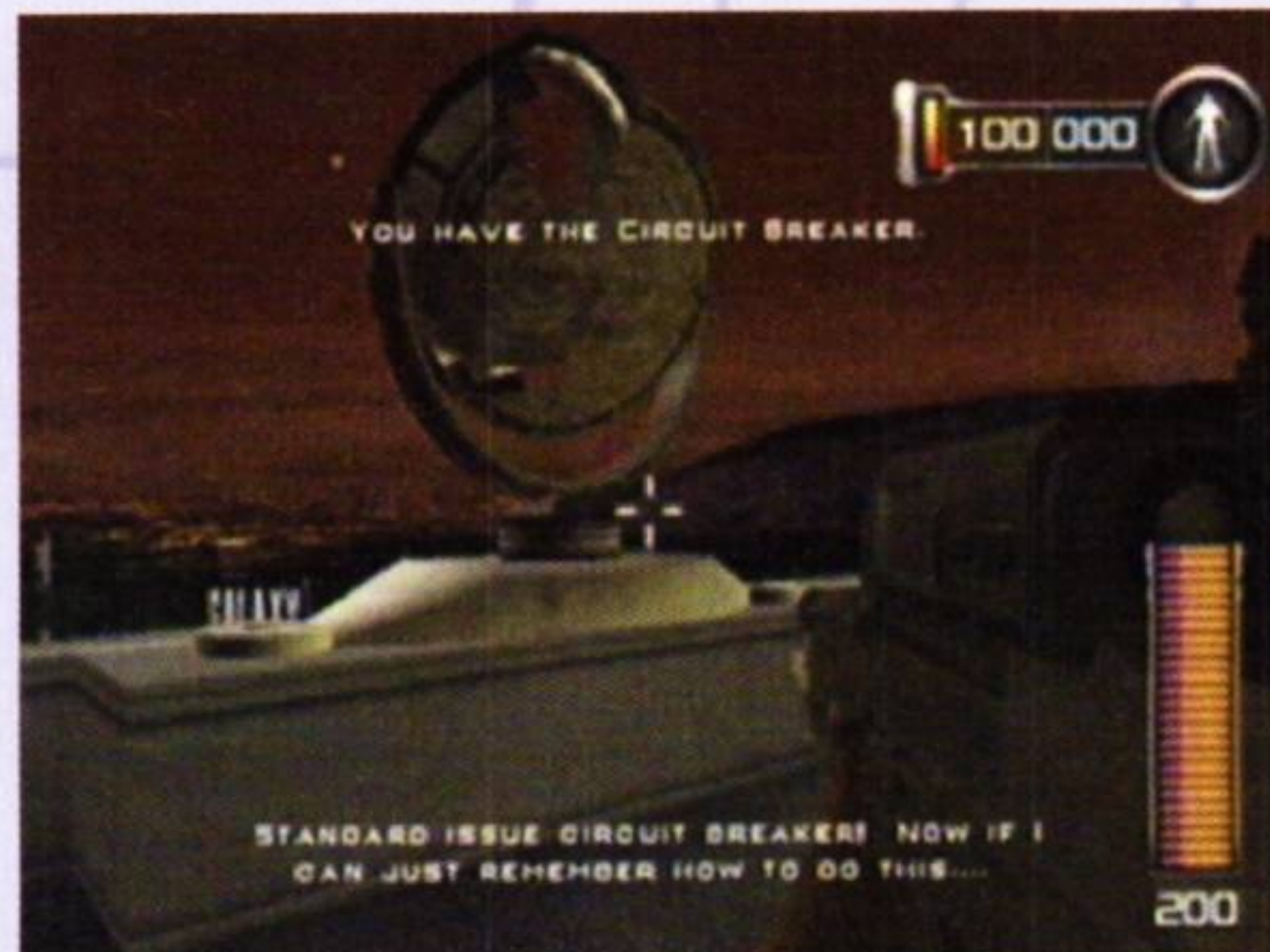
Shoot the bad guys who come up the stairs and head for the right stairwell. Be careful not to kill the civilian, and waste the wave of three guards. Go down the stairs and take the door in the rear left corner for a Medkit. Go through the double doors and right. You

find Frontier in the auditorium. Use head-shots to kill him, then grab his Minigun and use Hero Time. Run to the upper ring, take the right exit and shoot out the door with the Minigun. Run to the next set of double doors and shoot through, followed by the front doors of the building.

Yipee-kay-aye!

Reload...

Your bullets are low, and you're in a fight. You're in trouble! Remember, you can reload at any time during the game - make sure you do so during enemy-free moments, meaning you're always ready for action when the foes arrive.



You'll need this circuit breaker.



ACTION CHEATS...



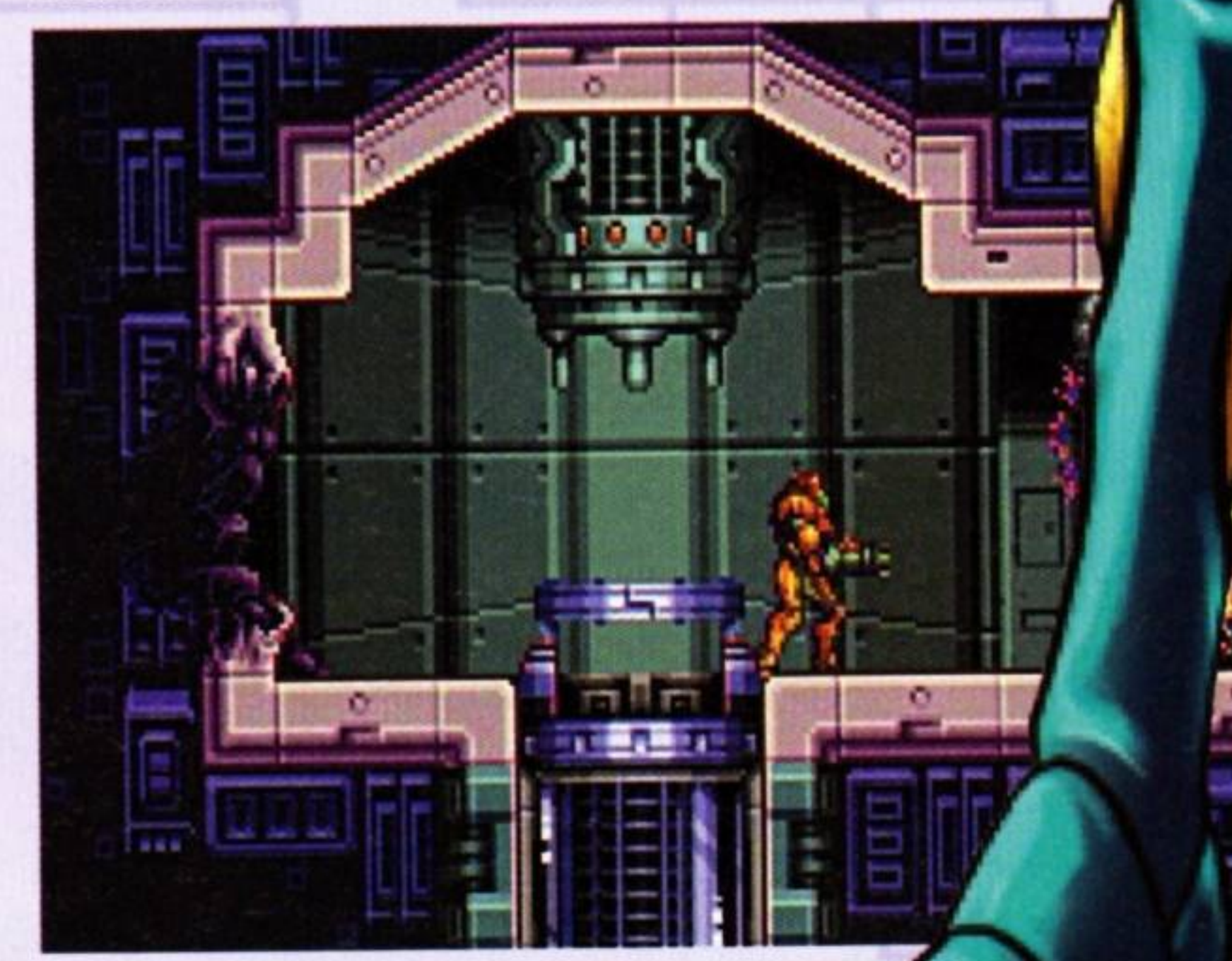
The latest GBA tips and Action Replay codes...

METROID FUSION



- [M] 5DA52E84 B5569A4A 7E49AAD5 BEC7D50C
- Infinite Health**
E2B6AEA5 B13B7A4F
- Have Missiles/Bombs**
20B92D45 767601DD
- Maximum Missiles**
39111564 71FD2C6F
- Maximum Mines**
EOEB0EE8 11A12B59

- Invincible**
380953B0 56044F06
- Super Metroid**
AFB075A8 359BEE5A 453D4E9C 8FF091AA



ATV: QUAD POWER RACING



- [M] CEB81FA5 68312841 D798ECEB 8C050A62
- Infinite Time**
6AC211AD 83E6FD24 09F66FA2 28A5FDCC
- Start On Lap Two**
94C0FC62 247A5968 85A9AC7B DBE066D7
- Start On Lap Three**
FD7FFCEF 7F79D388 F4891DB4 C3A4ACF2



- Start On Lap Four**
890B943A 87EA44A3 407854B6 9EF4034A
- Start On Lap Five**
0A7691F5 038BE73D FF5A2E41 ED2F7617

LEGEND OF ZELDA: A LINK TO THE PAST



- [M] C0EE9F15 6038DF66 9847A081 5CAF205C
- Infinite Health**
0F378692 9156759B
- Infinite Magic Gauge**
58FD591C 0992E7FE
- Infinite Green Jewel**
D34A71AF FD9980E7
- Have Torch**
E89A3CA1 EE92B2E7
- Have Bombs**
6DE7F166 39622AC0
- Have Quake**
F4731385 200E7111
- Have Flute**
E8359991 2B83025C
- Have Book of Modura**
560AEDF0 607DC1C0

- Have Fire Rod**
DC65FC6B F58C01D7
- Have Mushroom**
E63EFE20 72FF9123
- Have Hookshot**
CB65FBC9 0E28F336
- Have Bow**
FA03D273 0F7A119E
- Have Shovel**
DC4B8A8D 6D5C474E
- Cane of Byrna**
5F000372 5639B63B
- Pendants**
1F1B62E5 E7BF22D7
- Maximum Keys**
B47ACDCE 81D6D75D
- Invincible**
42F91419 2889A44F
- One-Hit Kills**
921452F1 C6394D2F



Top Tips

BUBBLE BOBBLE OLD AND NEW

Super Mode
Choose a saved game file, then go to the Bubble Bobble New title screen. Press →, R, ←, L, Select, R, Select, L. Super Mode offers new backgrounds, enemy formations and an alternate ending. Repeat code to return to normal.

Bonus Items
On the high scores screen, enter one of the following, then start a new game to unlock the following items and effects:

- Beer Mug (pizza instead of bubbles): KTT
- Flamingo (pink worms instead of bubbles): STR
- Fork (enemies turn into fruit): SEX
- Knife (enemies turn into various items): Three full stops
- Octopus (wooden stakes instead of bubbles): TAK
- Soda Can (enemies turn into various items): I.F, KIM, MTJ, NSO, YSH



ROCKY

Knockout Mode
Successfully complete the game in Movie Mode.

Fight as Rocky Statue or Apollo Max
Successfully complete the game in Knockout Mode.

HOT WHEELS: VELOCITY X

Cheat Mode
Enter 496-93-993 as a password to unlock everything except the GameCube link cars.

MEDAL OF HONOR: UNDERGROUND

Level	Password
1:	TRILINGUE
2:	SQUAME
3:	REVOLER
4:	FAUCON
5:	UNANIME
6:	ROULIS
7:	RELAVER
8:	POUSSIN
9:	PANOPLIE
10:	NIMBER
11:	NIAIS
12:	KARMA
13:	INCISER
14:	GADOUE
15:	FUSETTE
16:	EXCUSER
17:	ENRICHIR

God Mode: MODEDEDIEU

POKÉMON RUBY (JAPAN)

[M]

6E93895C C2679628
02BD3075 C9E2B4CE

Infinite Health
7D7BC332 E2B05FB2
8CCF38DB 8104E209

Maximum Stats
5F076AEF 855083F6
FDC03D40 42156790
2B5C6FCD 30EB953D

Enemy Extra Low Stats
F55CDBD4 97ED9402
5E3F9290 7A6AE443
C528C9D7 BCC2B7DE

AR Button for One-Hit Kill
714130E3 64612354

Bike Everywhere
9801FF3F 941FC946

Infinite Item Slot One
EB58A955 64E8C893

Infinite Item Slot Two
CDB7E497 4C238822

Infinite Item Slot Three
8AE07E60 80A304AB

Infinite Item Slot Four
515F0C58 E59DD551

Infinite Item Slot Five
1B36D1D2 9131C916

Infinite Item Slot Six
162A2420 AAC51F30

Infinite Item Slot Seven
60F490CA 0F4FA532

Infinite Item Slot Eight
434C14B7 88C50C0F

Infinite Item Slot Nine
3F04D881 AB858A4B

Infinite Item Slot Ten
B2FE116F C8459A88

Infinite Item Slot 11
D91E4830 25D8FFED

Infinite Item Slot 12
D1416B52 3D6A6063

Infinite Item Slot 13
20BD5C53 B00AC5A3

Infinite Item Slot 14
0A3031CC FA5232CE

Infinite Item Slot 15
182298C6 E5F520AE

Infinite Item Slot 16
3F88BD7A 8C95F6CB

Infinite Item Slot 17
6DB4AA39 606B0383

Infinite Item Slot 18
17433F21 0453E92F

Infinite Item Slot 19
94A093E8 208CF5DA

Infinite Item Slot 20
242C1F69 EFD613B5

Maximumipotion Slot One
E6606C15 679C09FF

MaximumReviva Slot Two
D1D2CF4D C0DD0977

MaximumEther Slot Three
F4AC58E8 2A6051A8

Fullheal Slot Four
4817F92B 6CBC8326

MaximumElixir Slot Five
D9872384 4692367B

Potion Slot Six
F147F2A2
782D92A2

Masterball Slot Seven
1187C9D7 2D50ABD3

Ultraball Slot Eight
C24738A9 549C95FA

Greatball Slot Nine
40D61A7C F85967ED

Pokeball Slot Ten
2E6E2F88 06535AD9

Safriball Slot 11
6BF90D6B 8A1A362C

Netball Slot 12
24C56E9B A0724A21

Diveball Slot 13
E55B1BD9 18D38BC1

Nestball Slot 14
FA264E03 FA42F8FC

Raptball Slot 15
04E900C3 F571FB70

Taptball Slot 16
092A451B D18A1ED2

Anti Slot 17
711D0FFF A3AEB439

Burncure Slot 18
7CF723AD 675E91B8

Fznheal Slot 19
D5C23827 D56A7A7B

Awaken Slot 20
3DAE777E D38CE5C2

-Use only 1 code-
78960794 27667199

Quick EXP Gain
1675F6C4 D0D0B41E

Infinite Usage Item
350DF647 0B58EB34

Infinite Attacks Usage
55F80D97 FDA9A93F

POKÉMON SAPPHERE (JAPAN)

[M]

6E93895C C2679628
03514D3E 7157DA35

Infinite Health
7D7BC332 E2B05FB2
8CCF38DB 8104E209

Maximum Stats
5F076AEF 855083F6
FDC03D40 42156790
2B5C6FCD 30EB953D

Enemy Extra Low Stats
F55CDBD4 97ED9402
5E3F9290 7A6AE443
C528C9D7 BCC2B7DE

AR Button for One-Hit Kill
714130E3 64612354

Bike Everywhere
9801FF3F 941FC946

Infinite Item Slot One
EB58A955 64E8C893

Infinite Item Slot Two
CDB7E497

4C238822

Infinite Item Slot Three
8AE07E60 80A304AB

Infinite Item Slot Four
515F0C58 E59DD551

Infinite Item Slot Five
1B36D1D2 9131C916

Infinite Item Slot Six
162A2420 AAC51F30

Infinite Item Slot Seven
60F490CA 0F4FA532

Infinite Item Slot Eight
434C14B7 88C50C0F

Infinite Item Slot Nine
3F04D881 AB858A4B

Infinite Item Slot Ten
B2FE116F C8459A88

Infinite Item Slot 11
D91E4830 25D8FFED

Infinite Item Slot 14
0A3031CC FA5232CE

Infinite Item Slot 15
182298C6 E5F520AE

Infinite Item Slot 16
3F88BD7A 8C95F6CB

Infinite Item Slot 17
6DB4AA39 606B0383

Infinite Item Slot 18
17433F21 0453E92F

Infinite Item Slot 19
94A093E8 208CF5DA

Infinite Item Slot 20
242C1F69 EFD613B5

Maximumipotion Slot One
E6606C15 679C09FF

MaximumReviva Slot Two
D1D2CF4D C0DD0977

MaximumEther Slot Three
F4AC58E8
2A6051A8

Fullheal Slot Four
4817F92B 6CBC8326

MaximumElixir Slot Five
D9872384 4692367B

Potion Slot Six
F147F2A2
782D92A2

Masterball Slot Seven
1187C9D7 2D50ABD3

Ultraball Slot Eight
C24738A9 549C95FA

Greatball Slot Nine
40D61A7C F85967ED

Pokeball Slot Ten
2E6E2F88 06535AD9

Safriball Slot 11
6BF90D6B 8A1A362C

Netball Slot 12
24C56E9B A0724A21

Diveball Slot 13
E55B1BD9 18D38BC1

Nestball Slot 14
FA264E03 FA42F8FC

Raptball Slot 15
04E900C3 F571FB70

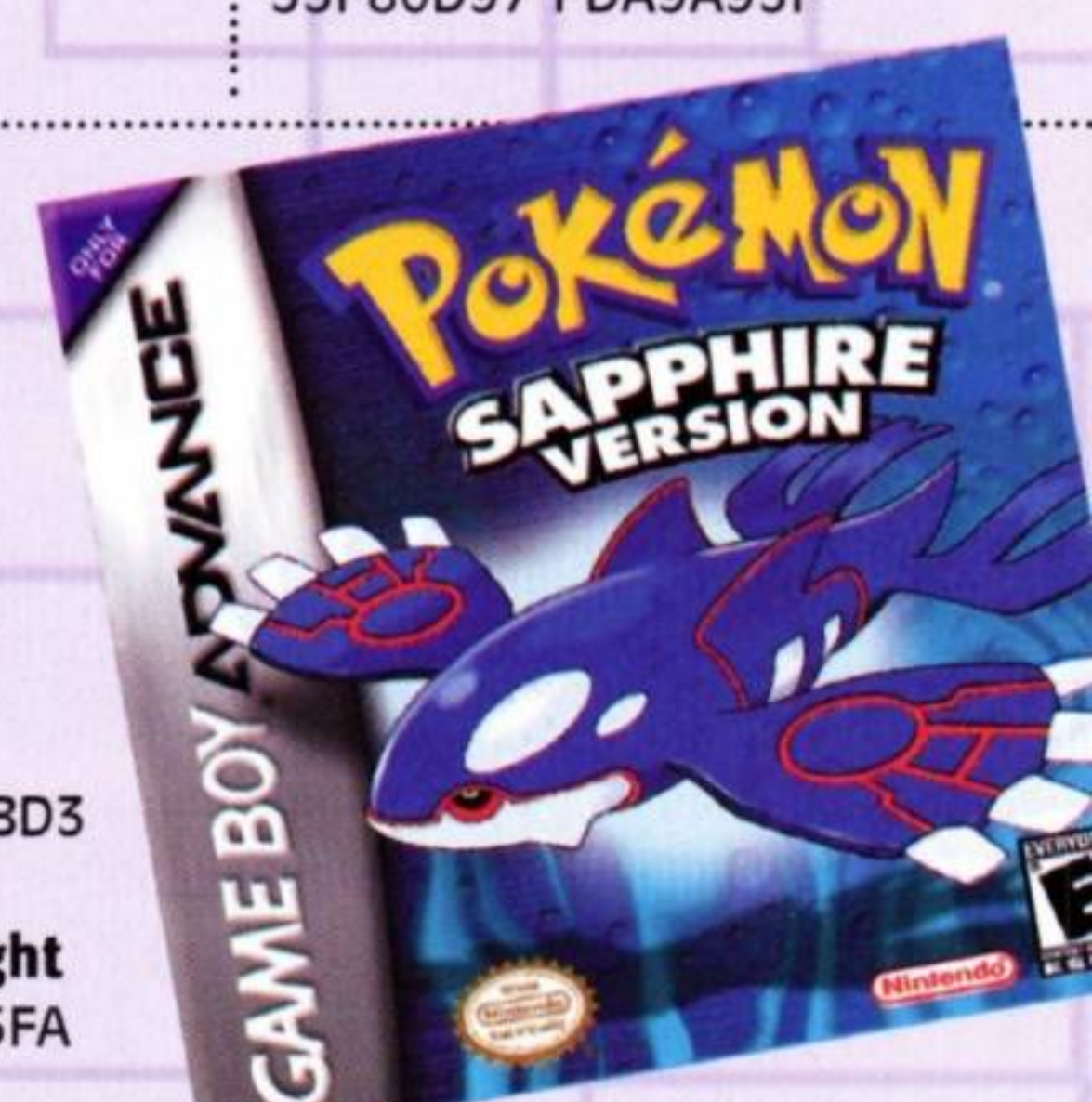
Taptball Slot 16
092A451B D18A1ED2

Anti Slot 17
711D0FFF A3AEB439

Burncure Slot 18
7CF723AD 675E91B8

Fznheal Slot 19
D5C23827 D56A7A7B

Awaken Slot 20
3DAE777E D38CE5C2



CODEJUNKIES
Want more of the same? Ring the CodeJunkies Hotline on:
09064 774477
Calls cost 60p per minute at all times. Lines are open 24 hours a day, seven days a week. Please get the permission of the person who pays the bill before ringing the CodeJunkies Hotline.

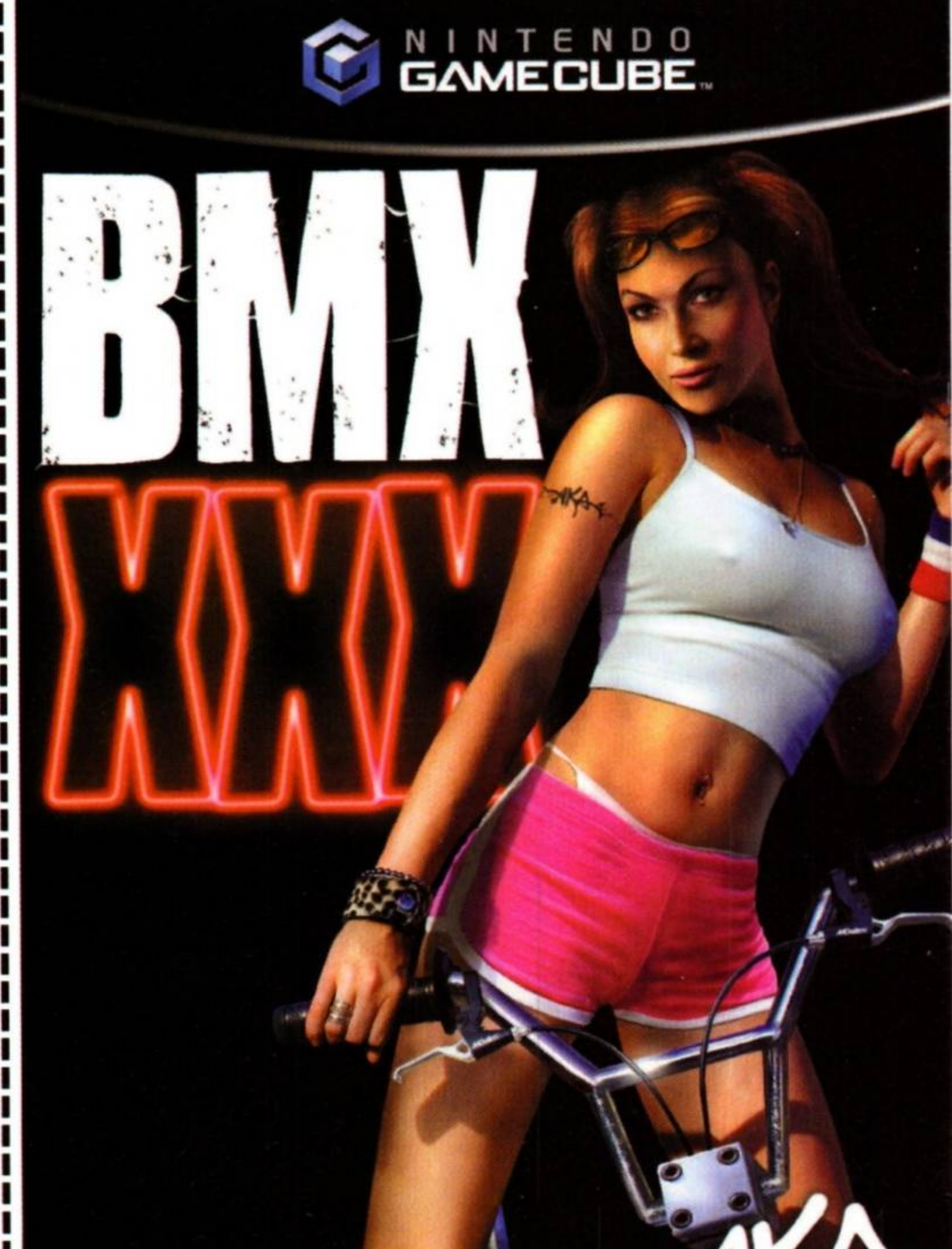
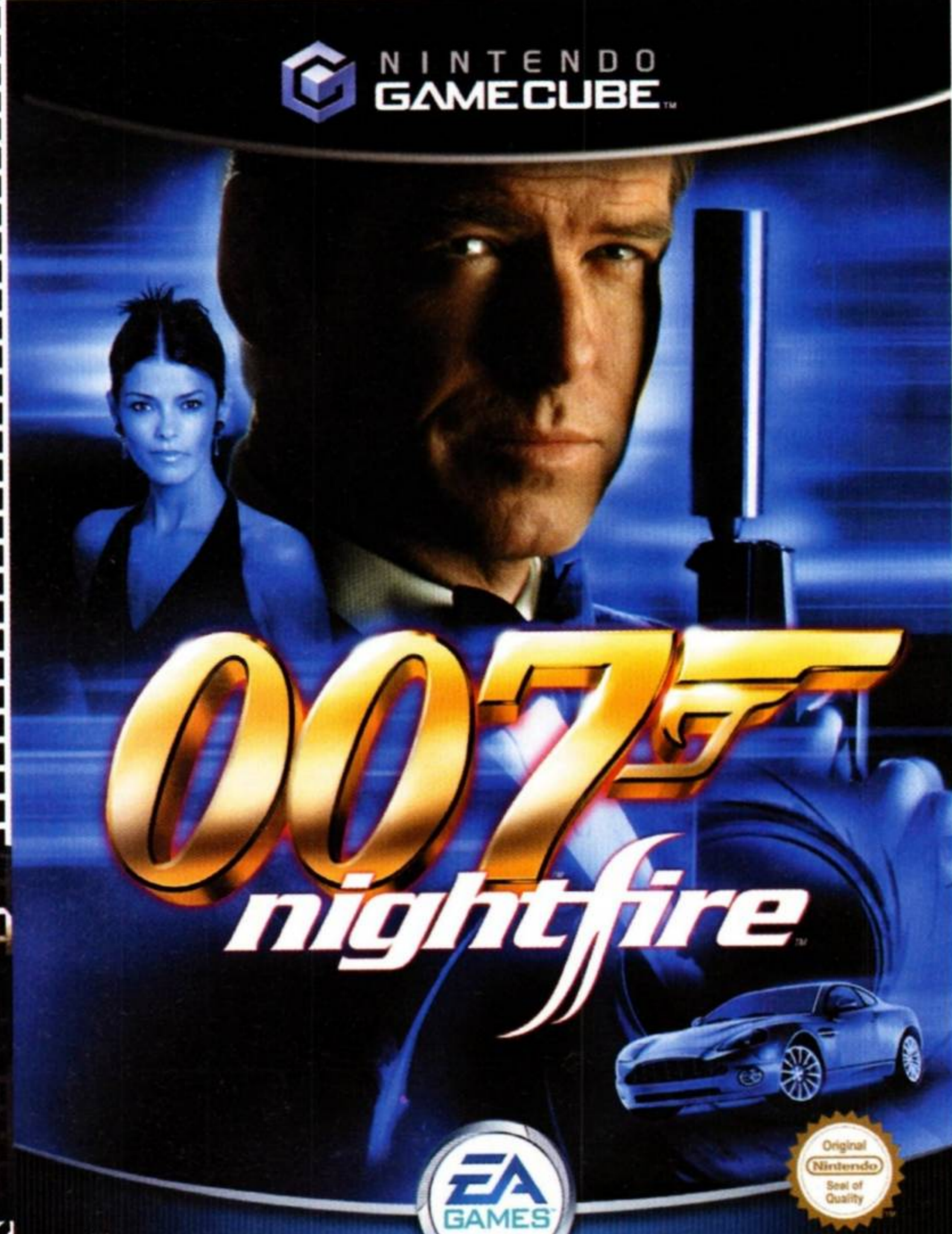


you get to the end of a level, stand still and smash your stick from side to side (this is enough - you don't have to complete the smash move).



Tony Hawk's Pro Skater 4: Play as Jango Fett

To unlock Jango Fett, AKA Star Warrior, save \$9,000.00 and buy him in the Spend Cash section. He has two special airs and one special grind.



ASK THE EXPERTS

Pulling your hair out over the latest Cube bonanza? Need a hand? That's what we're here for – write to Ask the Experts, and we'll solve all your gaming problems...

LUIGI'S MANSION



Q I've completed Luigi's Mansion several times, but I always get a Rank D. What do you suggest?

Graham Stratford, e-mail

A Have you found the two secret treasure rooms? One is accessed by examining the mouse-hole in the kitchen, the other by dropping down a chimney on the roof. Look at your map and you should see where these rooms are.

Also, catching the golden mice gives serious treasure. Make sure you catch 'em all. If you miss one, remember where it was spotted and keep coming back until you get it.



SUPER MARIO SUNSHINE

Q Are there any cheats for Super Mario Sunshine?

Thomas Gallagher, email

A No cheats as such – we'll have to wait for the Action Replay for infinite lives, water, health and more. But here's a couple of ending bonuses...

New Shirt

Successfully complete and save the game. Pay ten coins to use a boat near the clock tower where Yoshi is found. You return to the Airport Level at the start of the game. You can now get a shirt from the man wearing sunglasses.

Alternative Ending

If you complete the game with 119 Shine Sprites or fewer, at the end El Piantissimo inspects the paintbrush. If you get all 120 Shine Sprites, the ending screen shows all the character in the game.



SUPER SMASH BROS: MELEE

Q Help! I need to know how to win event matches 21 through 27 in Super Smash Bros: Melee. If you can offer info on secret levels it would be very helpful too.

James Cox, Oxfordshire

A Not sure what you mean by 'secret levels', but the Event Matches should be tackled like this...

Event 21: Ice Breaker

KO both Nanas (the pink ones). Nobble a blue one and you lose. First of all, smash away until you separate the ice breakers, then blast the pink one with everything you've got. Don't worry about hitting them both – as long as you don't KO the blue one, you're OK. It's unwise to be cautious on this level.

Event 22: Super Mario 128

Pick Donkey Kong and pound the ground (hold Down and hammer 'B').

Event 23: Slippy's Invention

This one's hard. If you fall, they're on top of you straight away – use 'B' to get up and strike them at the same time. Downward smashes are useful as they can hit guys on either side of you. Donkey Kong's ground pound also works well here.

Event 24: The Yoshi Herd

The Yoshis tend to hide, so you have to go after them. Not easy when time's against you. Chase 'em with Air Smashes, and stay away from the middle

of the arena as the blocks may turn and dump you in the pit. Hard hitters work better than fast movers on this stage.

Event 25: Gargantuans

Stay on the left of the screen and use your Fire ability on Donkey Kong. If you can keep hitting him, he usually KOs himself, leaving Mario and Yoshi as sitting ducks.

Event 26: Trophy Tussle 2

There's no killer strategy for this one, I'm afraid. One computer guy sits at the left – do your fighting on the right and ignore him until the others are beaten. Make full use of items and fight well, and stay in the air as much as possible.



Event 27: Cold Armour

Keep moving and don't get trapped. Use your downward smash moves as often as possible, taking advantage of items when they appear. If you can, 'encourage' the enemies to fall off the stage as it turns.

Event 28: Puffballs Unite

See Event 22 – that's what you must do here also.

Event 29: Triforce Gathering

You fight (and earn) Gannon here. First of all, attack with quick jabs from one side while Zelda does so from the other. When he's stung, start smashing him. When he charges with his special move, retreat. Teamwork is the key here. When you win, Gannon challenges you. Use your Up+B move and lots of smashes.



Readers' Round-Up

The best of your hints and tips...

JAMES BOND 007: NIGHTFIRE: CHEATS

Enter these codes at the password screen:

- TNT** – Demolition Mode
- GUARDIAN** – Protect Mode
- TRANSMIT** – Uplink Mode
- PHOTON** – Unknown

James Atkins, Sidcup



MEDAL OF HONOR: FRONTLINE: CHEATS

Enter these codes on the password screen.
SEAGULL – Skip current level with gold star. This cheat may leave you with no ammo at the start of the next level.
SILVERSHOT – One hit, one kill.
SUPERSHOT – All guns have Sniper Aim.

Enter these codes at the enigma machine.
HEADSUP – Foes only vulnerable to headshots.
BOUNCE – Bouncy grenades.
HIDENSEEK – Invisible enemies.

EA LA Medal of Valor

Complete the game with a gold medal in every mission for the EA LA Medal of Valor.

Will Berry, Bristol



SUPER MARIO SUNSHINE: BLOOPER RACING SHORTCUT

At Ricco Harbor Episode Two, there's a low wall straight after the red cone hazard. Jump over it and you arrive near the end. When you cross the finish line, run over one of the two remaining Bloopers. The timer keeps going, but you're now riding two Bloopers at the same time.

Mike Chantrey, Stoke-on-Trent



CEL DAMAGE: CHEAT MODE

Enter the Character Selection Screen, select 'Load' then enter PITA or FATHEAD as a name to unlock all cars, tracks, and modes. Enter SUSIE! as a name to unlock various combinations of features.

Alison Willis, Chichester



MEDAL OF HONOR: FRONTLINE

Q I'm stuck on Medal of Honor: Frontline. I was wondering if you had an invincibility cheat and an unlimited ammo cheat.

Rhys Jones, email

A Neither, I'm afraid – the Action Replay will do both when it's out, but it ain't here yet. Check this issue's Reader's Round-Up for other Medal of Honor: Frontline cheats, though.



RESIDENT EVIL

Q I have just been given the acid shells by Barry. Where do I get the grenade launcher?

Will Berry, Bristol

A It's found with Forrest Speyer on the balcony. Go up there and through the only door in this area you haven't yet used.



DIE HARD VENDETTA

Q Two people need help here. Will Berry is on the third from last level, in the room with all the forklifts and must escape through a vent at the top of the room. "How do I get up there?" he asks. Gary Tsui is stuck in the prison – he's lit the fire, but doesn't know where to hide when the guard comes to extinguish it.

Will and Gary.

A Firstly Will, look for the balloons. Don't shoot them until you've cleared the area, then target one, using it as a platform as it falls. And Gary, if you make your way to the ground floor without being spotted and go through the doors from where the guard with the fire extinguisher came, hide in the metal locker until he gets back and returns to the computer terminal. And if you need any more help,



check out this issue's full solution...



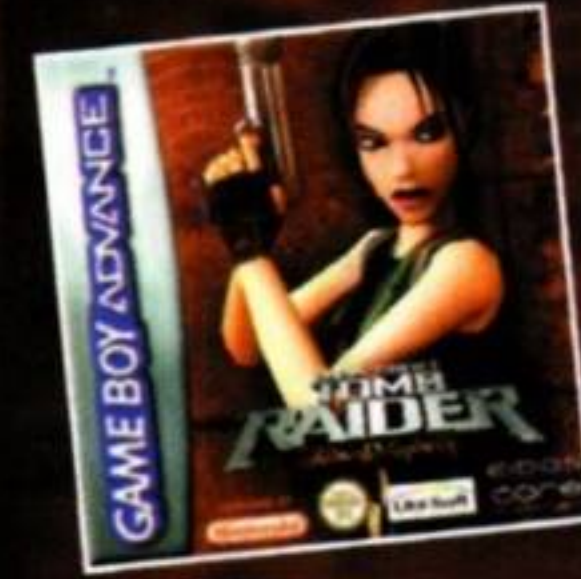
NEED A LITTLE HELP?

Stuck in a GC or GBA game? Got a tip you'd like to share with us? Write it down and send it in! Send your tips and requests to **Ask the Experts, G-Force Magazine, Thin Ice Media, Stafford Road, Stone, Staffordshire ST15 0DG** or e-mail us at tips@gforcemag.com.

Remember, tell us EXACTLY where you're stuck and which game you're stuck in. For example, there's no point saying, "I've got most of the Shines in Super Mario Sunshine but where are the others?". How are we supposed to know which ones you've already got?

**GET YOUR
HANDS
ON LARA!**

**Ms Croft's first
foray onto the GBA
is up for grabs...**



Although a little limited, the Advance's *Tomb Raider: The Prophecy* offers a sleek and polished action adventuring experience, with Lara losing none of her feminine charms in her transition to the small screen. She runs, jumps, climbs and shoots with breathtaking ease, and the environments are beautiful too.

Thanks to the guys and gals at Ubi Soft, we have five copies of *Tomb Raider: The Prophecy* and five mystery bags filled with gaming goodies to give away. Datel has also thrown in five Action Replays, and one lucky winner will also bag a brand-new GBA!

So what do you have to do to stand a chance of winning one of these spectacular prizes? Just answer the simple question...

**Q: IN WHAT SERIES
OF GAMES DOES
LARA CROFT STAR?**

- A: Crash Bandicoot**
- B: Resident Evil**
- C: Tomb Raider**

...and when you think you know the answer, call our Competition Hotline on:

09064 774480

You'll be asked for your name, address and telephone number as well as your answer. Speak clearly, and don't forget your postcode. If your voice is drowned out by the sound of small-arms fire from your latest console game, your chances of winning will be shot to ribbons.

LARA CROFT TOMB RAIDER *The Prophecy*

WIN!

A Game Boy Advance

**+ 5 Action Replays for GBA
Mystery goodie bags**

Copies of Tomb Raider: The Prophecy



Action Replay for the Advance...

Datel's Action Replay for the Game Boy Advance is the greatest game enhancer ever to hit the handheld. Using the special codes available online, on the CodeJunkies Hotline or in this magazine, you can give yourself infinite lives, ammo, health or just about anything. You can use it to open hidden levels and characters, and even access GameCube link bonuses too. Datel's code crackers get to work on the latest games as soon as they appear, so it will never go out of date either.

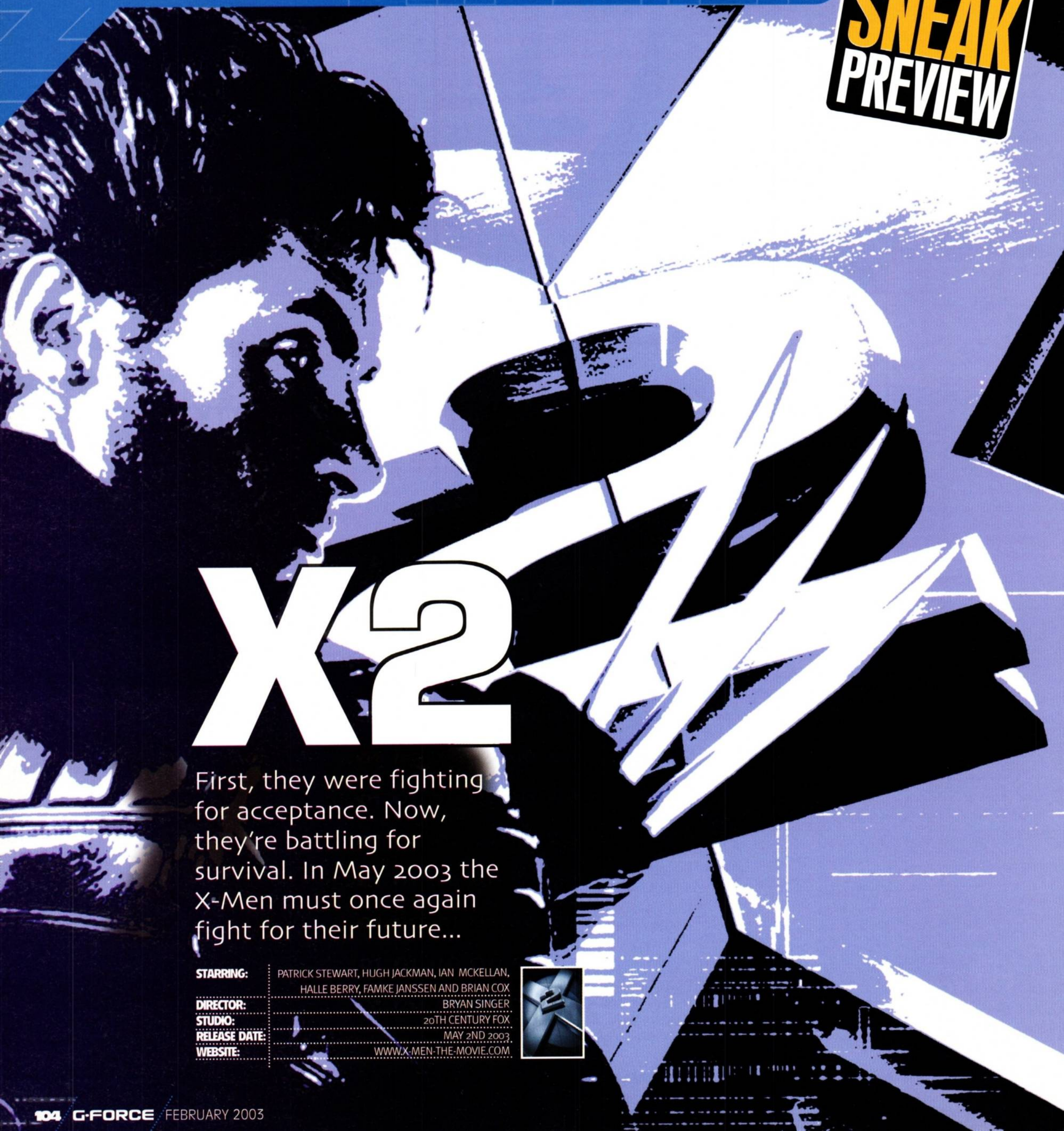
Calls cost 60p a minute at all times. Lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 5th February 2003 and close at midnight on 4th March 2003. The editor's decision is final and no correspondence will be entered into.



RATED

GADGETS, MOVIES AND DVD REVIEWS

**SNEAK
PREVIEW**



X2

First, they were fighting for acceptance. Now, they're battling for survival. In May 2003 the X-Men must once again fight for their future...

STARRING:	PATRICK STEWART, HUGH JACKMAN, IAN MCKELLAN, HALLE BERRY, FANKE JANSSEN AND BRIAN COX
DIRECTOR:	BRYAN SINGER
STUDIO:	20TH CENTURY FOX
RELEASE DATE:	MAY 2ND 2003
WEBSITE:	WWW.X-MEN-THE-MOVIE.COM



In X2, the sequel to *X-Men* (2000), the Mutants continue their struggle against a society that fears and distrusts them. In the action packed follow-up, Halle Berry (who shot this during work on *Die Another Day*) and Famke Janssen, both sporting new haircuts, reprise their roles. Also returning from the original movie are Patrick Stewart as Professor Xavier, Hugh Jackman as Wolverine, Ian McKellan as Magneto (trying to break out of his plastic/glass cell), and James Marsden as Cyclops. Rebecca Romijn-Stamos, as the shape-shifting Mystique, and Anna Paquin, as lethal-to-the-touch Rogue, also take up their roles once again.

This time the mutants' cause becomes even more desperate following an awesome attack by an as-yet-undetermined assailant, possessing extraordinary skills beyond any of the X-Men's abilities. This shocking attack renews the political and public outcry for a Mutant Registration Act, and support for an anti-mutant movement now led by William Stryker, a wealthy former Army commander who is rumoured to have experimented on mutants.

EXPERIMENTAL

Stryker's previous mutant "work" is somehow tied to Logan's mysterious and forgotten past. As Wolverine searches for clues to his origin, Stryker puts into motion his anti-mutant program – launching an attack on Professor Xavier's mansion, resulting in one of the film's best

action scenes, as mutants battle to survive capture and persecution. Magneto, newly escaped from his plastic prison, proposes a partnership with the X-Men to combat their common and formidable enemy Stryker. But can Magneto be trusted not to continue a war with mankind when the threat of Stryker subsides?

MAN VS MUTANT

With the fates of Xavier and mankind – and mutant-kind – in their hands, the X-Men face their most dangerous mission ever. Can they defeat Stryker, take on their powerful mutant foes and save the world from a Mutant vs. Humans war? We'll find out in May 2003.

TRAILER COMMENT:

An action packed trailer, building up the excitement around an explosive sequel. Wolverine seems to be taking centre stage again, with a story revolving around his origins, but which evolves into a battle between mutants, and mutants vs. men in a battle for survival.

ANTICIPATION:

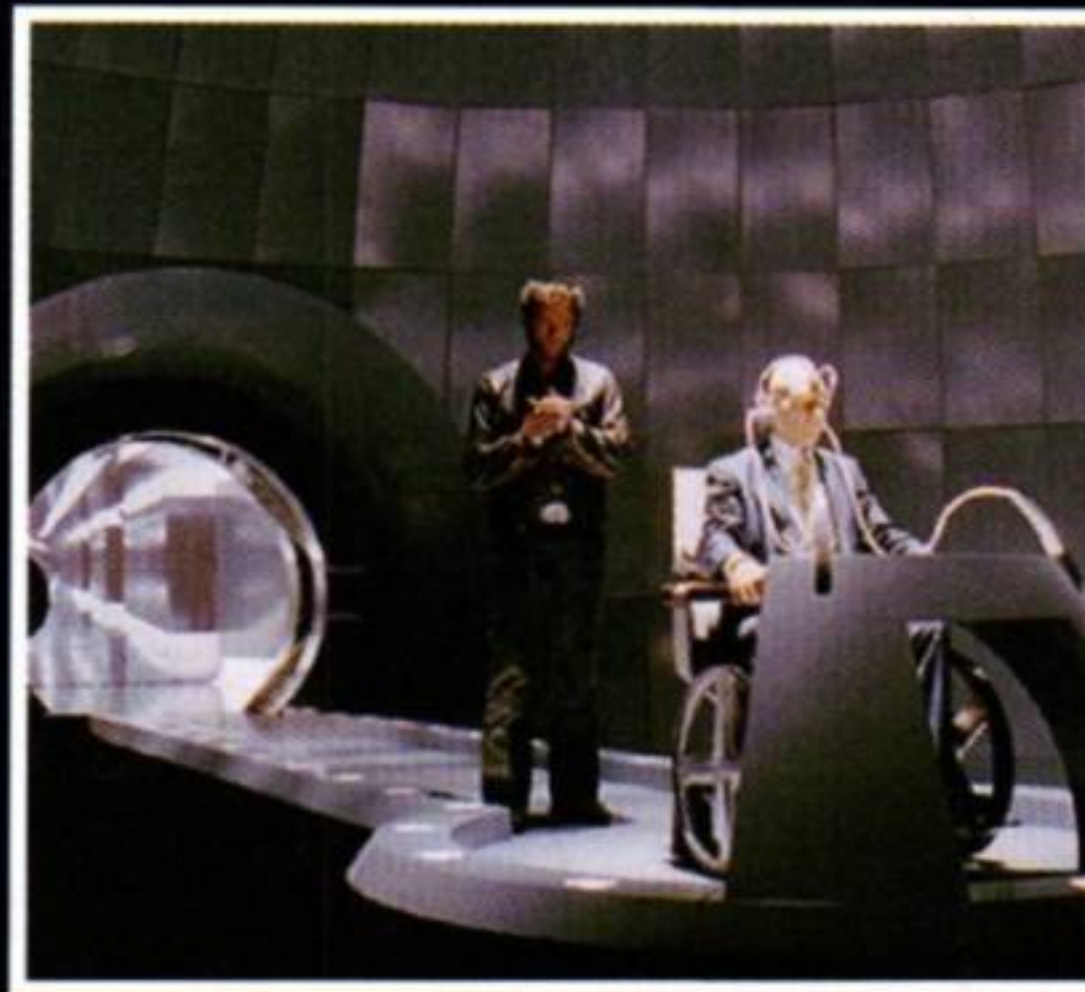
This one's pegged for May 2003 and is on target for being a top action-packed sequel, certainly looking better than the original (which was also pretty good). We reckon this'll deliver the goods, with action sequences (the ones we've seen) looking slicker than an oily slick professor with a degree in slickness from the University of Slickton. We can't wait.

ANTICIPATION RATING: 9/10

New Mutants

Fans of the X-Men can look forward to a barrage of new mutants, good and bad, in the new sequel. Alan Cumming stars as the furry feline mutant Nightcrawler, aka Kurt Wagner, and also making a welcome appearance is sex bomb Kelly Hu (*Scorpion King*), playing the lethal Stryker henchwoman 'Deathstrike' (with claws as sharp as Wolverine). Shawn Ashmore, as Iceman/Bobby Drake, and Aaron Stanford, as Pyro/John Allerdyce, both appeared in the original but take on a more active role in the sequel. Daniel Cudmore plays the stupidly strong mutant Colossus, plus there's Siryn, whose powers include the ability to use her voice as a sonic weapon and the ability to fly. But most anticipated must be James Bamford as Gambit – a mutant who can channel kinetic energy and throw objects with lethal accuracy.

PSi2
ON GENERAL RELEASE
MAY 2003



X-TREKKER BIO

THE MAN WHO WOULD DEFY A TYPECAST...
PATRICK STEWART – A MINI BIOGRAPHY
DATE OF BIRTH: JULY 13TH 1940.

Born Mirfield, Yorkshire, England. Member of various local drama groups from about age 12. Left school at 15 to work as junior reporter on local paper; quit when Editor told him he was spending too much time at the theatre and not enough working. Spent a year as furniture salesman, saving cash to attend drama school. Accepted by Bristol Old Vic Theatre School in 1957. Professional debut in 1959 in Repertory in Lincoln, work at Manchester Library Theatre and a tour round the world with the Old Vic Company followed in the early Sixties. Joined Royal Shakespeare Company in 1966, to begin 27-year association. Following a spell with the Royal National Theatre in the mid Eighties, he went to Los Angeles to star in *Star Trek: The Next Generation* (1987), which ran from 1987 - 1994, playing the role of Captain Jean-Luc Picard. Recently Jean Luc picked up \$14,000,000 for the tenth *Star Trek* movie *Nemesis*. Will reprise his role as Dr. Xavier in X2, due for release in May 2003.

PAT FACTS

FACT: His best friend is Brent Spiner (Data), who was his best man at his wedding.

FACT: Is a supporter of Sunderland Association Football Club of the English Premiership.

FACT: Has a human rights scholarship named after him from Amnesty International.

PAT QUOTE: "I think my appearance in *The Simpsons* and an appearance that I did on *Sesame Street* – in praise of the letter B – were perhaps the two most distinguished bits of work that I've done in the United States."

CAST LIST

- | | |
|-----------------------|------------------------------|
| Patrick Stewart | Professor X (Charles Xavier) |
| Hugh Jackman | Wolverine (Logan) |
| Ian McKellan | Magneto (Eric Lehnsherr) |
| Halle Berry | Storm (Ororo Munroe) |
| Famke Janssen | Dr. Jean Grey |
| James Marsden | Cyclops (Scott Summers) |
| Rebecca Romijn-Stamos | Mystique (Raven Darkholm) |
| Anna Paquin | Rogue (Marie) |
| Brian Cox | Gen. William Stryker |
| Alan Cumming | Nightcrawler (Kurt Wagner) |
| Shawn Ashmore | Iceman (Bobby Drake) |
| Aaron Stanford | Pyro (John Allerdyce) |
| Katie Stuart | Shadowcat (Katherine Pryde) |
| Bruce Davison | Senator Robert Kelly |
| Kelly Hu | Deathstrike (Anne Reynolds) |
| Daniel Cudmore | Colossus (Piotr Rasputin) |
| Shauna Kain | Siryn (Theresa Cassidy) |
| Kea Wong | Jubilee (Jubilation Lee) |
| Roger R. Cross | Agent Cartwright |
| Alf Humphreys | William Drake |
| James Kirk | Ronny Drake |
| Michael MacKay | Mutant 143 |
| Ty Olsson | Mitchell Laurio |
| Cotter Smith | President McKenna |
| Jill Teed | Mrs. Madeleine Drake |
| Connor Widdows | Jones |
| Peter Wingfield | Lyman |
| James Bamford | Gambit |



RATED

GEEKAR

PURE DIGITHEATRE PLATINUM

“once you’ve
tasted the
deep bass
that brings
cinematic
sound to your
games, there
will be no
going back.”

1



**Great gadgets,
games and, er,
gubbinary.** It's enough
to make geeks go
goggle-eyed!

**PURE WANT YOUR CASH. ALL OF IT.
AND WHAT ARE THEY GOING TO
GIVE YOU IN RETURN? A LOVELY
SPANKING 5.1 SPEAKER SYSTEM
THAT DOES THE LOT, THAT'S WHAT.**

PROS

Good Vibrations

If you're shelling out half a grand on speakers then you are going to expect rich sound. And, of course, Pure's sound boffins deliver. At 220 Watts RMS, these are louder than the office git's ties, filling a room with well-rounded sound. They are a doddle to set up, and once you've tasted the deep bass that brings cinematic sound to your games, there will be no going back.

CONS

Bad Vibes

The hefty price tag may put many people off even before the silver space-age styling and hippo-sized subwoofer does.

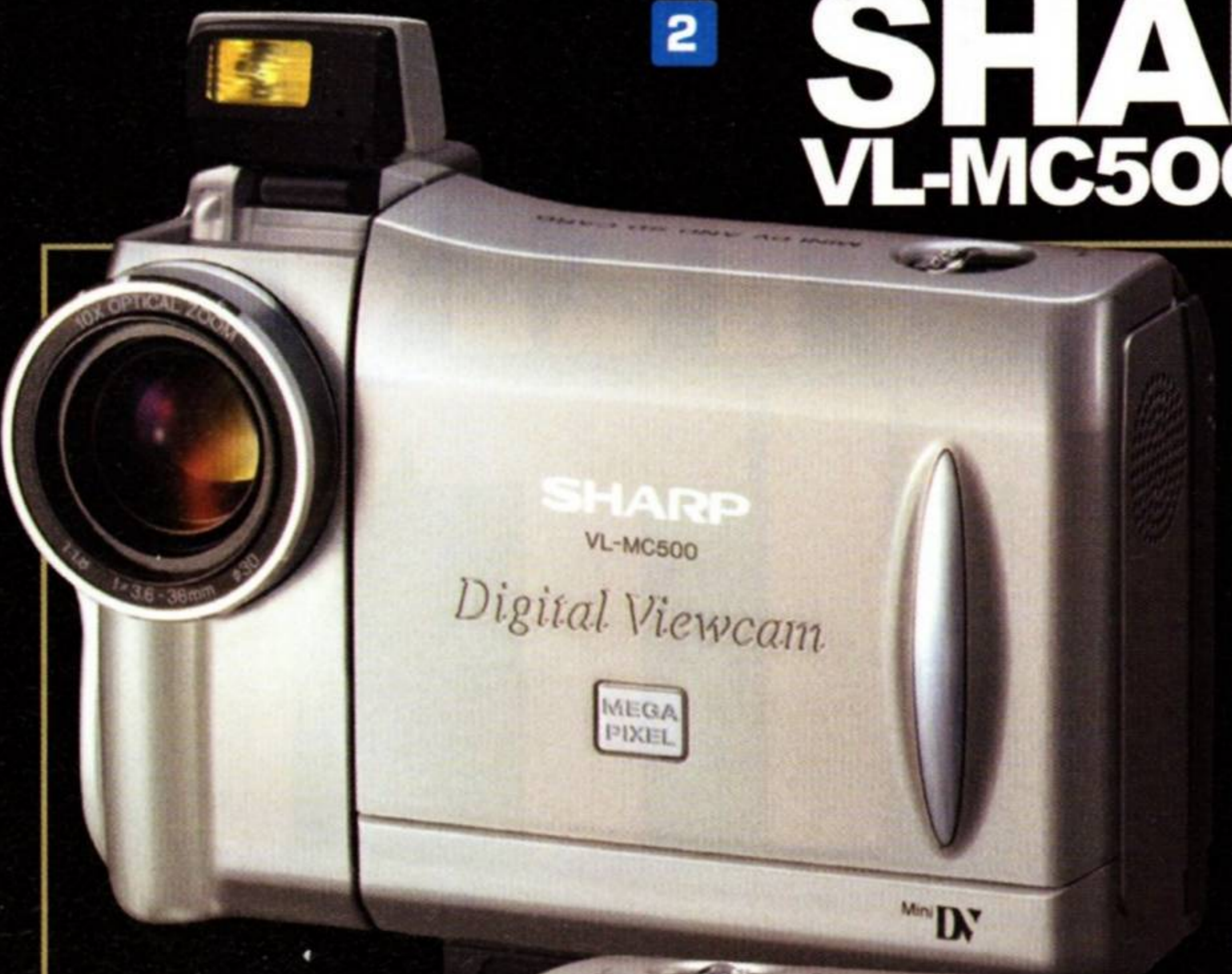
PRICE:	£549.99
OUT:	NOW
CONTACT:	www.pure-digital.co.uk



BEST OF THE REST

2

SHARP VL-MC500H VIEWCAM



£650

Why bother working when you can make a tidy tax-free living by sending films of people dicking around into *You've Been Framed*? And Sharp's latest digital ViewCam is so small and feature-packed you'll be able to film people falling over in a variety of crazy scenarios without them ever knowing (so you don't have to cut them in on the cash!). Compact, easy-to-handle and also works as a great still camera.

PRICE: £650
 OUT: NOW
 CONTACT: www.sharp.co.uk

GF
7/10



GF
7/10

FLIKLITE
 £40 • www.efx.co.uk
 01789 451 204
 This waterproof, solid aluminium torch has no switches. A quick flick and it turns on, then bang the base and it turns off. Amazing.



GF
9/10

MEGA MEMORY 16
 £29.99 • www.codejunkies.com
 Boost your GameCube's memory capabilities beyond your wettest dreams with this simple little plug-in.



GF
3/10

CREATIVE JUKEBOX 2
 £199.99 • www.europe.creative.com
 Bung up to 2,000 MP3 songs on Creative's super speedy little black box, the first to offer double-quick USB 2.0 connectivity to your PC.

3

FUN-STATION

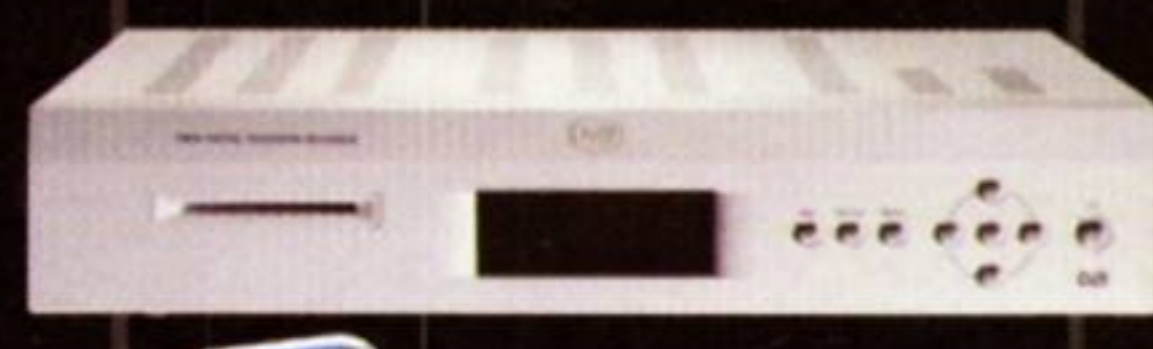
£399.95 (inc P&P)

Most people's idea of in-car entertainment is restricted to screeching along to S-Club 7 or sitting grumpily in the back for the five-hour drive to see grandma. Not any more! Now you can play your beloved GameCube on the move with the Fun-Station Mobile Entertainment system. This top-notch package includes a 14.5 cm TFT LCD colour screen, headrest cover, headphones, carry case and all the electrical jiggery-pokery needed to make it work.



GF
9/10

PRICE: £399.95
 OUT: NOW
 CONTACT: www.fun-station.biz



GF
7/10

PACE DIGITAL TV RECORDER
 £349 • www.pace.co.uk
 Hop on the digital TV bandwagon and tape all your favourite shows onto a hard drive. You'll have to, what with at least 20 more channels to cope with.

BOSE TRIPOD HEADPHONES
 £120 • www.bose.co.uk
 Don't let anything disturb your game playing – bung on these ear-cans and enjoy crystal clear sound and nothing else.



GF
8/10

SOME OF THE OTHER STUFF WYING FOR YOUR HARD-EARNED THIS MONTH...



RATED

THE BOURNE IDENTITY

INFO BOX

Certificate: 12
Distributor: Universal
Director: Doug Liman
Starring: Matt Damon, Franka Potente, Chris Cooper, Clive Owen, Brian Cox, Adewale Akinnuoye-Agbaje, Gabriel Mann, Julia Stiles.
Release date: Available to rent now.



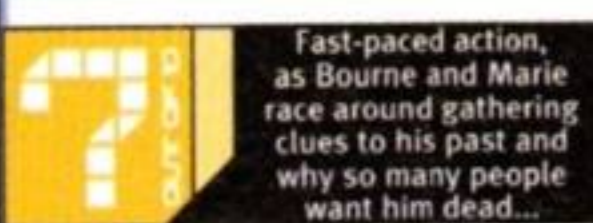
EXTRAS

THE EXTRAS YOU'LL FIND ON THE DISC...

TRAILER (RENTAL ONLY)

SCORE ROUND UP

THE FILM AND EXTRAS, SCORED OUT OF 10



Fast-paced action, as Bourne and Marie race around gathering clues to his past and why so many people want him dead...



None-Rental Only



An excellent rental for all action fans, with plenty of adrenaline-fuelled intrigue to keep the plot up to speed.

Non-stop action from former pretty-boy Damon, as he races to uncover the mysteries of his past...

Matt Damon stars as the hero, Jason Bourne, in this big-screen adaptation of Robert Ludlum's classic spy thriller. Suffering from complete amnesia when he's rescued from the sea, he has bullets in his back, and the only clue to his identity – the number of a Swiss bank account – was hidden in a capsule buried in his hip. In this deposit box he finds passports for several different identities, a gun and bundles of cash. From there he begins to piece together the scraps of his life and, with \$20,000, manages to win the help of Marie, a young stranger with a mystery of her own.

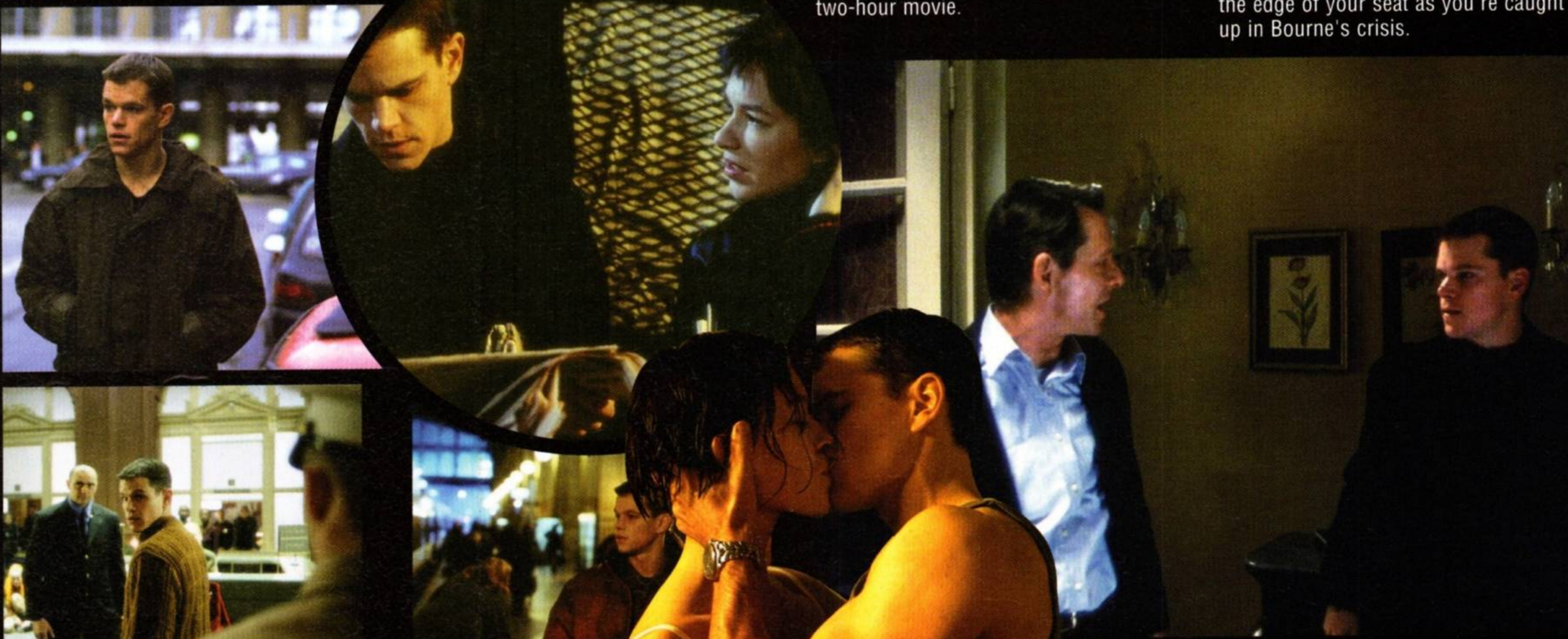
Although Damon is far from the usual action hero, he's surprisingly authentic in this role, and combines the necessary muscle with a convincing portrayal of bewilderment and fear as



he begins to discover the secrets of his past. Within hours of arriving in Geneva his life is threatened from all sides, but he finds that he possesses highly trained skills in self-defence. He hits the ground running when he discovers he's fluent in many languages and automatically finds himself using incredible abilities in espionage and intuitive perception. The action is only let down by the CIA-conspiracy plot, revolving around the sinister Chris Cooper, which is suited to a novel but is quite complex to get to grips with in a two-hour movie.



Franka Potente also shines as Bourne's only ally in his desperate search, and they quickly develop an intense relationship, as she becomes entangled in the drama. This doesn't let up, as they find themselves in constant high-octane car chases and shoot-outs, with the police, CIA and assassins. The highlight of this is the frantic car chase around the narrow streets of Paris, reminiscent of the classic Mini action of *The Italian Job*. Liman's pacy direction is reminiscent of his teen drug-heist tale *Go*, and keeps you on the edge of your seat as you're caught up in Bourne's crisis.



MURDER BY NUMBERS

A battle of minds between a tenacious detective and two clever young killers.

INFO BOX

Certificate: 15
Distributor: Warner Home Video
Director: Barbet Schroeder
Starring: Sandra Bullock, Ben Chaplin, Ryan Gosling and Michael Pitt.
Release date: Out Now.

EXTRAS

THE EXTRAS YOU'LL FIND ON THE DISC...

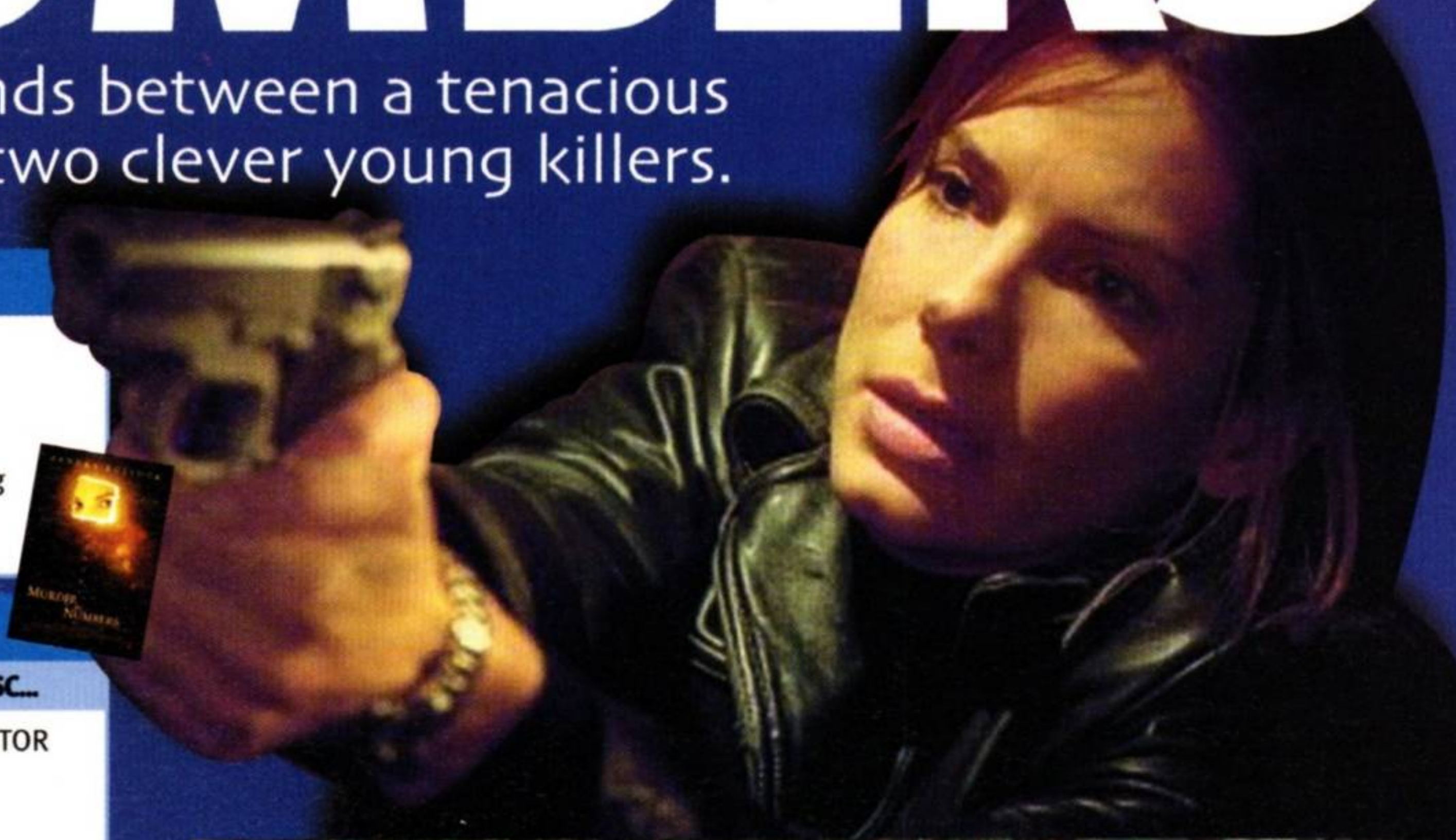
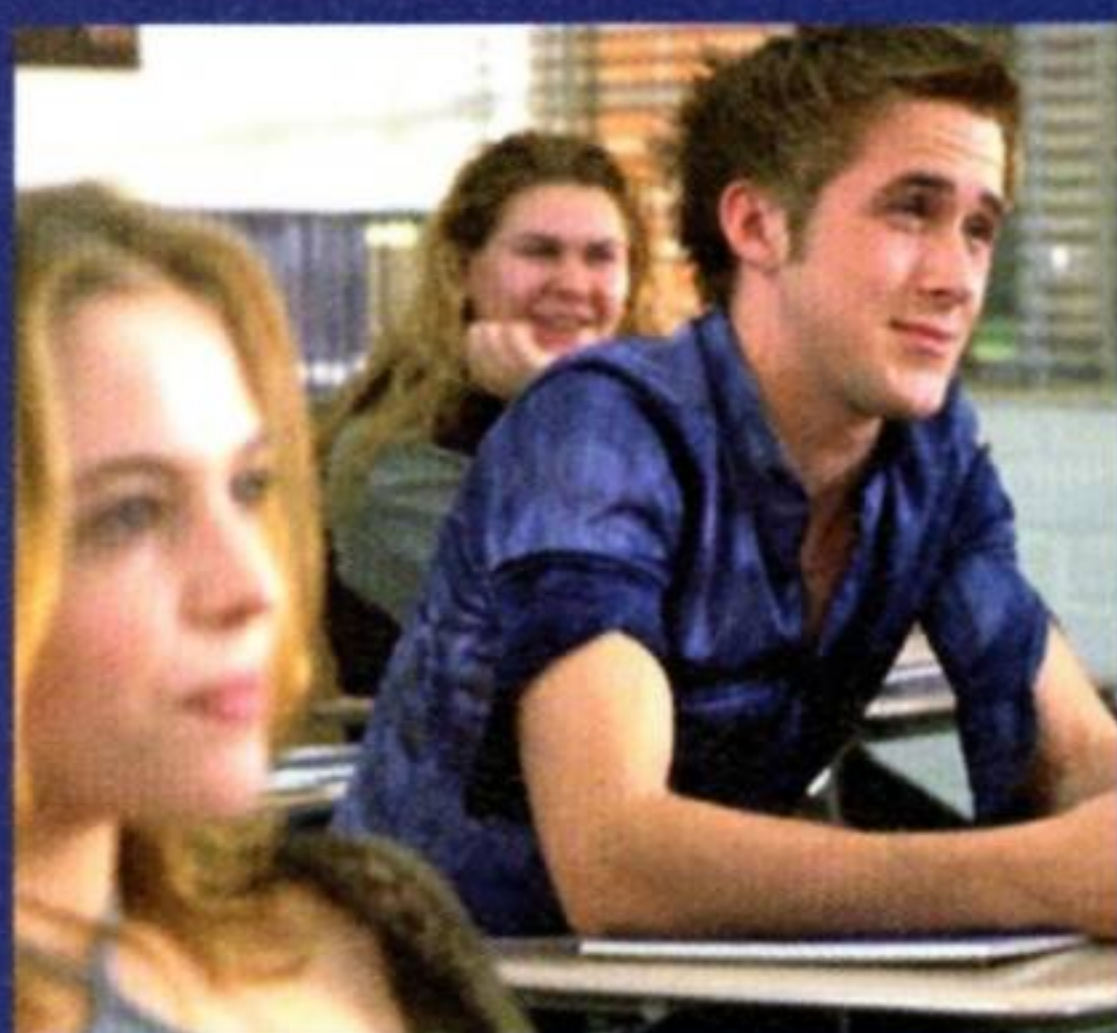
- AUDIO COMMENTARY BY DIRECTOR BARBET SCHROEDER AND EDITOR LEE PERCY
- TRAILER

SCORE ROUND UP

THE FILM AND EXTRAS, SCORED OUT OF 10

7	A decent thriller that holds your attention throughout.	DVD FILM
5	Not many extras, but a good commentary. Could've been more.	DVD EXTRAS

A gripping thriller that's slightly above average. Shame about the lack of extras, but a decent rental for sure.



Cassie Mayweather (Sandra Bullock) is a crime scene specialist on the trail of two high school students, Richard Haywood (Gosling) and Justin Pendleton (Pitt), who think they've committed the perfect crime. The pair believe they can elude the law using their intellect and cunning to commit the perfect crime. The only thing they didn't count on was relentless homicide detective Cassie, who believes the students are responsible for the random murder of a young woman.

Detective Mayweather, known in the department for her ability to solve cases with her gut instincts, sees

past the staged evidence to the two clever students. As her assistant, Cassie is saddled with an inexperienced partner, whose by-the-book mentality clashes with her unorthodox methods. The two must work together to bring the students to justice.

Sandra Bullock films are as hit and miss as a US bombing raid, but fans will be glad to know this is one her best performances so far. Director Barbet Schroeder draws fine performances from his cast within a decent thriller, which holds your attention right up till the finale. Nothing particularly new or original about it, but entertaining all the same.

G-FORCE

UK REGION 2 DVD RELEASE SCHEDULE

Big Wednesday	20/01/2003
Untamed Heart	20/01/2003
The Hound Of The Baskervilles (1977)	20/01/2003
Of Mice And Men (1992)	20/01/2003
Hoosiers (1986)	20/01/2003
Monkey! Vol. 8 - Episodes 22-24	20/01/2003
The Wash	20/01/2003
Hijack Stories	20/01/2003
Novocaine	20/01/2003
Family Guy - Season 2 (Animated)	27/01/2003
Men In Black 2 (MIIB) (2 Discs)	27/01/2003
24 Hour Party People (2002)	27/01/2003
Firefox	27/01/2003
Heartbreak Ridge	27/01/2003
X-Files: Truth	27/01/2003
The Crow - Special Edition (2 Discs)	27/01/2003
A Perfect World	27/01/2003
Unforgiven - Special Edition	27/01/2003
Bride Of Re-Animator (1991)	27/01/2003
Breakaway (aka Christmas Rush)	27/01/2003
Dinner Rush (2000)	27/01/2003
Tangled	27/01/2003
Komodo	27/01/2003
Arachnid	27/01/2003
Wishmaster 3 - Devil Stone	27/01/2003
Wishmaster 4 - The Prophecy Fulfilled	27/01/2003
Bat Thumb	27/01/2003
Best - The Movie	27/01/2003
The Count Of Monte Cristo (2002)	03/02/2003
Once Upon A Time In China Trilogy - Box Set (Jet Li)	03/02/2003
Muppet Treasure Island	03/02/2003
The Sweetest Thing (2002)	10/02/2003
Eight Legged Freaks (2002)	17/02/2003
A Fish Called Wanda: Special Edition	17/02/2003
Jabberwocky	17/02/2003
Windtalkers (2002)	17/02/2003
Dog Soldiers	17/02/2003
Jabberwocky	17/02/2003
Monster's Ball (2002)	17/02/2003
Road Kill (aka Joyride)	17/02/2003
True Romance - Director's Cut	24/02/2003
Stephen King's The Shining (Mini Series): SE	24/02/2003
Candyman 3 - Day of the Dead	24/02/2003
Phantasm 4 - Oblivion	24/02/2003
Angel (TV) - Season 3 Box Set	10/03/2003
Star Trek: Deep Space Nine - Season 1	24/03/2003
Fargo: Special Edition	31/03/2003
The Vikings (1958)	31/03/2003
Swimfan	31/03/2003
Dragonfly	07/04/2003
More Great Comedy Moments	07/04/2003
Buffy The Vampire Slayer - Season 6 Box Set	14/04/2003
Rear Window (Hitchcock)	28/04/2003
Bad Company	28/04/2003
James Bond: Die Another Day (2002) (2 Discs)	05/05/2003
A Bridge Too Far: Special Edition (2 Discs)	05/05/2003

All release dates are subject to change.



READER SURVEY

OVER £400-WORTH OF GREAT GAMECUBE GOODIES

MUST BE WON!

G-Force Reader's Survey 2003!

Help us make the magazine even better...

It's time to have your say. What do you like about G-Force? What do you dislike? Which sections should be bigger, and which should be smaller? What would you like to see included in the mag or on the DVD? We need your feedback to help us fine-tune this already impressive magazine, and make it even better for you.

If you complete our Reader's Survey, you'll also be entered into our prize draw. The winner will bag the following great prizes:

- A Top Drive Pro steering wheel
- A Cubestand Plus console organiser
- A Harry Potter console bag
- A Mini-Woofer speaker for the GBA
- A Harry Potter game pad
- Four top GameCube games – Medal of Honor: Frontline, Harry Potter and the Chamber of Secrets, Tony Hawk's Pro Skater 4 and Tiger Woods PGA Tour 2003

So what are you waiting for? Fill in our Reader's Survey and keep your fingers crossed. And be honest. What you write about us in the survey won't affect your chances of winning...



Five runners-up each get a Datel MM16x



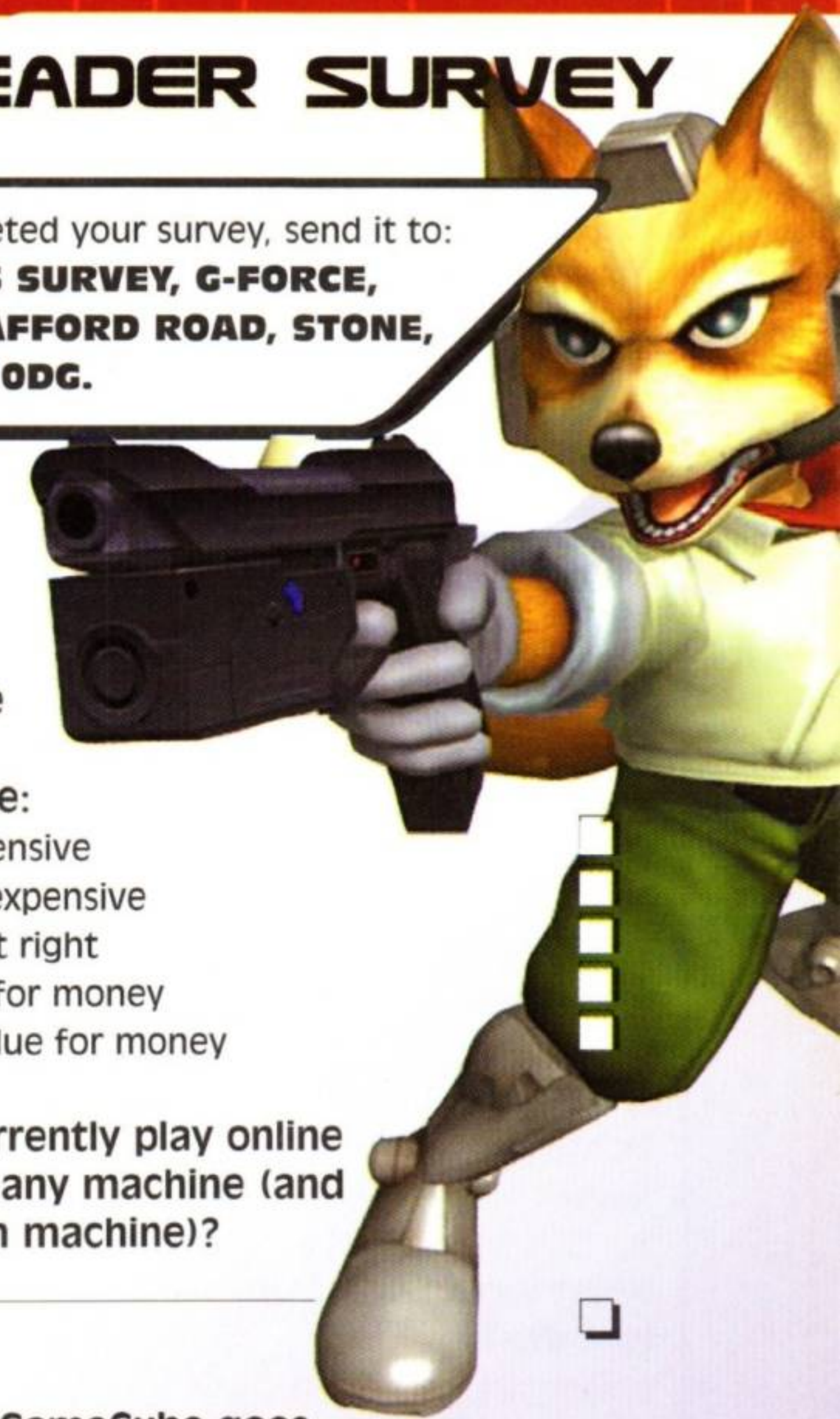
Send your completed survey to:

G-Force Reader's Survey,
G-Force, Thin Ice Media,
Stafford Road, Stone,
Staffordshire ST15 0DG.

G-FORCE NEEDS YOU!

READER SURVEY

When you've completed your survey, send it to:
**G-FORCE READER'S SURVEY, G-FORCE,
 THIN ICE MEDIA, STAFFORD ROAD, STONE,
 STAFFORDSHIRE ST15 0DG.**



PERSONAL DETAILS

Name _____

 Age _____

 Address _____

 Sex _____

How long have you been playing videogames? **Please Tick.**

Less than a year
 1-2 years
 2-5 years
 5 years or more

How long have you owned a GameCube?

Less than one month
 2-5 months
 6-11 months
 Since launch
 I don't own a GameCube

Do you own an import GameCube?

Yes
 No

Do you own a GBA?

Yes
 No

How many hours a week do you spend playing games?

1-5
 6-10
 11-20
 21-30
 More than 30

What two future games releases are you most looking forward to?

1: _____
 2: _____

Which kind of games do you most enjoy? **Tick all that apply.**

Action
 RPG
 Driving (arcade)
 Driving (simulation)
 First-person shooter
 Platform/Puzzle
 Adventure
 Beat-'em-up

What is your favourite GameCube game?

Which GameCube game has been most disappointing?

How many new games do you buy a year?

1-4
 5-10
 11-15
 16-20
 21 or more

How many second-hand games do you buy a year?

1-4
 5-10
 11-15
 16-20
 21 or more

How often do you purchase peripherals for your console? **Tick nearest answer.**

Monthly
 Quarterly
 Six-monthly
 Yearly

Where do you mostly buy your GameCube games? **Tick all that apply.**

Chain store (eg HMV, Game)
 Independent games store
 Mail order (via telephone)
 Online via the internet
 Second hand
 Other

Which of the following do you use to buy GameCube games? **Tick all that apply.**

Amazon
 Argos
 Blockbuster
 Choices
 Comet
 Currys
 Dixons
 Ebay
 Gamestation
 Game
 Gameplay
 Jungle
 HMV
 Our Price
 PC World
 Play
 Software First
 Special Reserve
 Toys R Us
 Virgin
 WH Smith
 Woolworths
 Supermarket
 Independent store
 Other (please state:)

Do you think GameCube games in general are:

Far too expensive
 A little too expensive
 Priced about right
 Good value for money
 Excellent value for money

Do you currently play online games on any machine (and if so which machine)?

Yes, on a _____
 No

When the GameCube goes online, will you be joining in?

Yes
 No

What games machine(s) do you currently own and use? **Tick all that apply.**

GameCube
 GBA
 PS2
 PSX
 Xbox
 PC
 Other

Which games machine(s) do you intend to buy in the next 12 months? **Tick all that apply.**

GameCube
 GBA
 PS2
 Xbox
 PC
 Other

Do you own a dedicated DVD player?

Yes
 No

Outside of gaming, what other hobbies/activities do you enjoy?

Who is your favourite band/musician?

What's your favourite movie of all time?

Which movie release of 2003 are you most looking forward to?



Which DVD release of 2003 are you most looking forward to?

Do you access the internet? If so, where do you mainly access it from?

Tick all that apply.

- Home
- Work
- School/College
- Cybercafe/library
- Friend's house
- Other

How often do you visit gaming websites?

- Daily
- Weekly
- Monthly
- Never

What would you like to see on G-Force's website?

Please rate on a scale of 0 to 5, where 0 means not interested and 5 means very interested.

- News stories
- Downloads (eg. game wallpaper & screen savers)
- Tips & cheats
- Competitions
- Game reviews
- DVD movie reviews
- Gadgets
- Other (please list):

Will you consider subscribing/re-subscribing to G-Force? Tick one.

- Yes, I want to subscribe
- Maybe, I'm undecided at the moment
- No
- Don't know

If you don't currently subscribe to G-Force, what puts you off? Tick one.

- Too expensive
- Prefer to buy at a shop
- Don't want the magazine every month
- Like to browse other titles on offer
- Don't want to pay for twelve months in advance

If you're not a subscriber, what mainly attracted you to buy this issue of G-Force? Tick one.

- The price
- The cover
- The games reviewed
- The features inside
- The DVD disc
- I always buy G-Force

If you were to subscribe to G-Force, how would you prefer to pay? Tick one.

- Direct debit
- Credit or debit card
- Cheque or postal order
- Get someone else to buy it for me as a present
- None of the above

What would be most likely to encourage you to subscribe to G-Force?

Tick one.

- Free gift
- High rate of discount
- Extra issues
- Choice of payment method
- Subscriber-only benefits and offers
- Unmissable editorial content
- Unmissable coverdiscs
- Other

How did you get this copy of G-Force?

Tick one.

- Subscription
- Delivered by newsagent
- Bought at newsagent on order
- Bought at newsagent off the shelf
- Bought at supermarket
- Bought at computer store
- Read someone else's
- Other (please state)

Do you ever have problems obtaining G-Force? Tick one.

- No, the mag is always easy to find
- Yes, I have to visit a few shops before I find it
- Yes, I hardly ever see it

What action have you taken after seeing a product in G-Force? Tick all that apply.

- Bought a product that was advertised
- Bought a product after seeing footage on disc
- Bought a game after reading a review
- Bought a DVD movie after reading a review
- Bought a gadget after reading a review
- Visited a company's web site

When you are buying GameCube magazines do you usually...? Tick one.

- Buy the same one(s) every time
- Browse, but usually buy the same one(s)
- Browse and change between different magazines
- I don't usually buy GameCube magazines

What usually influences you to sometimes buy other GameCube magazines? Tick all that apply.

- Playable demos on the coverdisc
- Exclusive DVD content
- Tips book on the cover
- An exclusive preview/review/feature inside
- The price
- The cover
- Copy available to browse (not in bag)
- Solution/walkthrough inside for a particular game
- Number of pages
- Editorial style
- Don't know

How often do you buy G-Force? Tick one.

- Every issue
- Most issues
- Every few issues
- This is my first issue

How many people read your copy of G-Force Magazine?

What other GameCube and multi-format magazines have you bought this month? Tick all that apply.

- Official Nintendo Magazine
- NGC
- Cube
- Games™
- GamesMaster
- Other

Are you interested in PSi2, our sister magazine for the PlayStation consoles?

- Yes
- No

Rate these sections of G-Force Magazine from 1-5

5 being GREAT, 1 being POOR.

- News
- GameCube Previews
- GameCube Reviews
- GBA Reviews
- GameCube News
- GBA News/Previews
- Competitions
- Features
- Letters
- Import Arena
- Solutions & Guides
- Action Replay codes
- Cut-out cheat coupons
- Ask the Experts
- Rated

Which section would you like to see MORE of in the magazine?

Which section would you like to see LESS of in the magazine?

Rate these sections of G-Force DVD from 1-5 5 being GREAT, 1 being POOR.

- GameCube Reviews/Previews
- GBA Reviews/Previews
- Rated
- Gameplay Bonus

What else would you like to see on the coverdisc (apart from game demos)?

Finally, feel free to write any comments, suggestions or opinions about G-Force, gaming or the GameCube in general here. Don't be shy - what you say won't affect your chances of winning the prize draw!

ISSUE 28

NEW LOOK

100% UNOFFICIAL FOR PS2

ACTION REPLAY NOW!

STILL ONLY £3.99

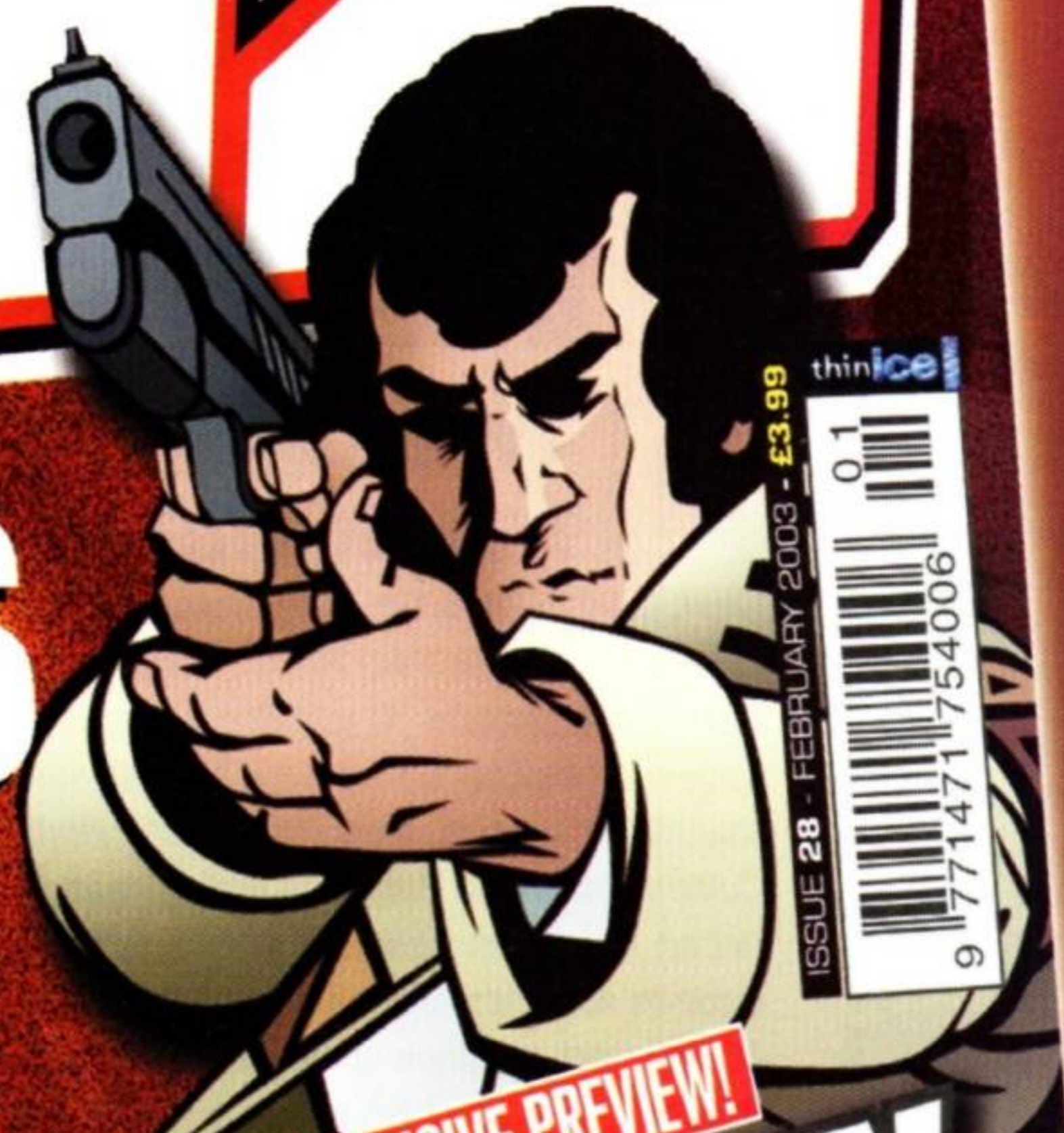
INTERACTIVE MAGAZINE

PS2

REVIEWED!

THE SIMS

GET A LIFE AND DO IT PROPERLY THIS TIME AROUND



ISSUE 28 - FEBRUARY 2003 - £3.99
01
9 771471 754006

EXCLUSIVE PREVIEW!

STARSKY & HUTCH

FLARES, HAIR AND HUGGY BEAR!
PUNK-BUSTING ACTION WITH THE SEVENTIES SUPER-COPS!

THE ULTIMATE DOUBLE-SIDED DVD FOR GAMERS WHO LIVE THE PLAYSTATION 2 LIFESTYLE

FULLY LOADED DOUBLE SIDED DISC

WORTH **£9.99**

THE BEST CHEATS EVER

100% UNOFFICIAL CHEATS PAGE 15

PRIMAL
MEN IN BLACK II
FUNSTATION
MARK OF KRI

ACCESS ALL AREAS
ALL WEAPONS
MAXIMUM CASH
EXTRA TIME

GRAND THEFT AUTO VICE CITY • METAL GEAR SOLID 2
GRAND THEFT AUTO III • MEDAL OF HONOR FRONTLINE
FINAL FANTASY X • HARRY POTTER: CHAMBER OF SECRETS
LORD OF THE RINGS: TWO TOWERS • GRAN TURISMO 3
RATCHET & CLANK • CRASH BANDICOOT: WRATH OF CORTEX

EXCLUSIVE FIRST LOOK

MORTAL KOMBAT DEADLY ALLIANCE

2 KICK-ASS ACTION
FROM THE LATEST FIGHT SENSATION

ONLY ON THE UK'S BEST



JONES THE ORIGINAL ACTION HERO
THE PLAYSTATION 2... WE

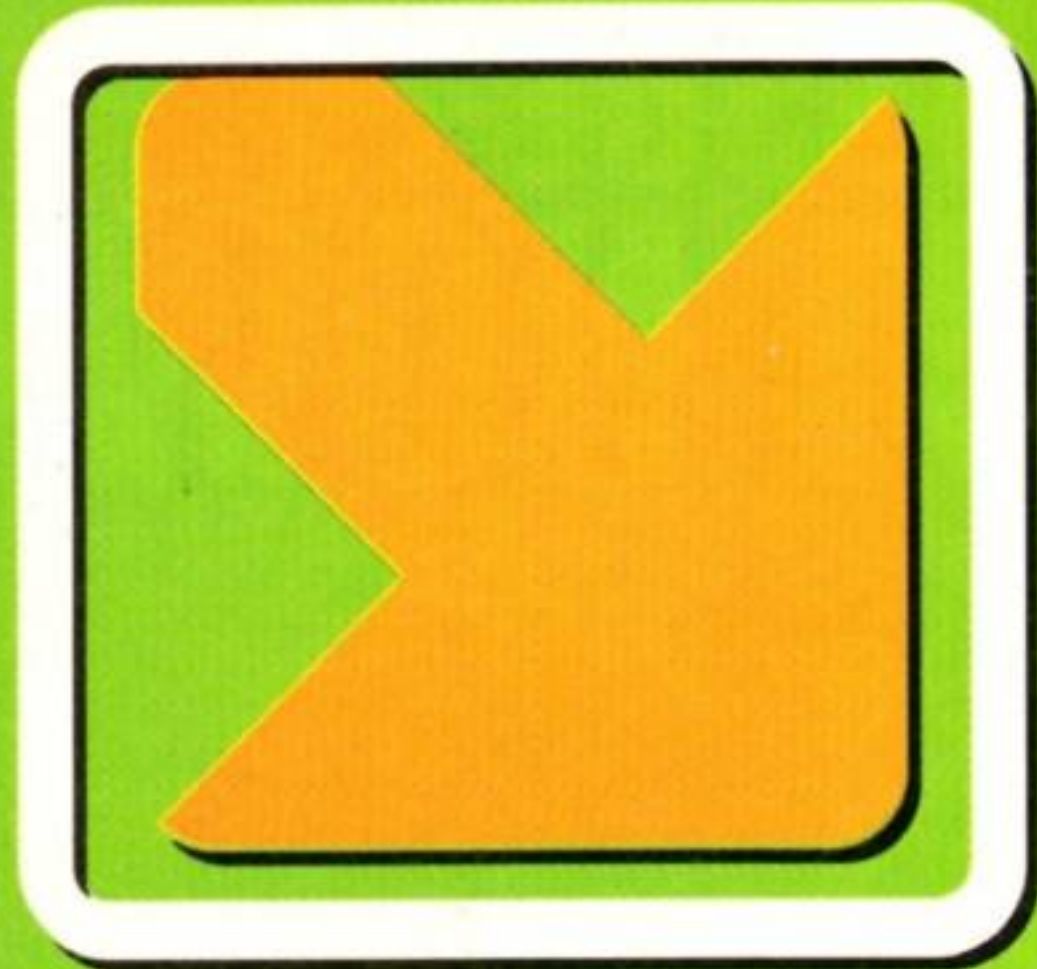
NO OTHER UNOFFICIAL PS2® MAG GIVES YOU MORE!

FREE CHEATS DISC

Includes cheats for: GTA Vice City, Metal Gear Solid 2, Grand Theft Auto III, Harry Potter and the Chamber of Secrets...and many, many more!

thinIce

©2003 Thin Ice Media Ltd. PSi-2 is a trademark of Thin Ice Media Ltd. PlayStation, Psone and PS2 are registered trademarks of Sony Computer Entertainment Inc. Action Replay is a trademark of Datal Design & Development Ltd. This product is NOT sponsored, endorsed or approved by Sony.



NEXT MONTH

SIMPLY THE BEST

TEAM

Editor
Ian Osborne
ian.osborne@thinicemedia.co.uk

Sub Editor
Kate Foley

Contributors
Simon Brew, Matt Cuttle, Oliver Lan,
Dale Wilks, Jamie Wilks, Tim Wright

Japanese Correspondent
Agustin Ross

Art Editor
Debbie Vossler

Deputy Art Editor
Claire Fox

Photography
Stuart Hingley

Media Production Manager
Rachel Hughes

Media Coordinator
Claire Hampson

DVD Contents Editor
Matt Cuttle

Video Editor
Tim Roe, Mark Hartopp

Video Graphics
Mike Black, Stuart Hingley,
Stuart Poynton

Publisher & Overseas Licensing
Grant Hughes
grant.hughes@thinicemedia.co.uk

Subscriptions & Back Issues
0845 6010015
(calls charged at 'lo-call' rate)

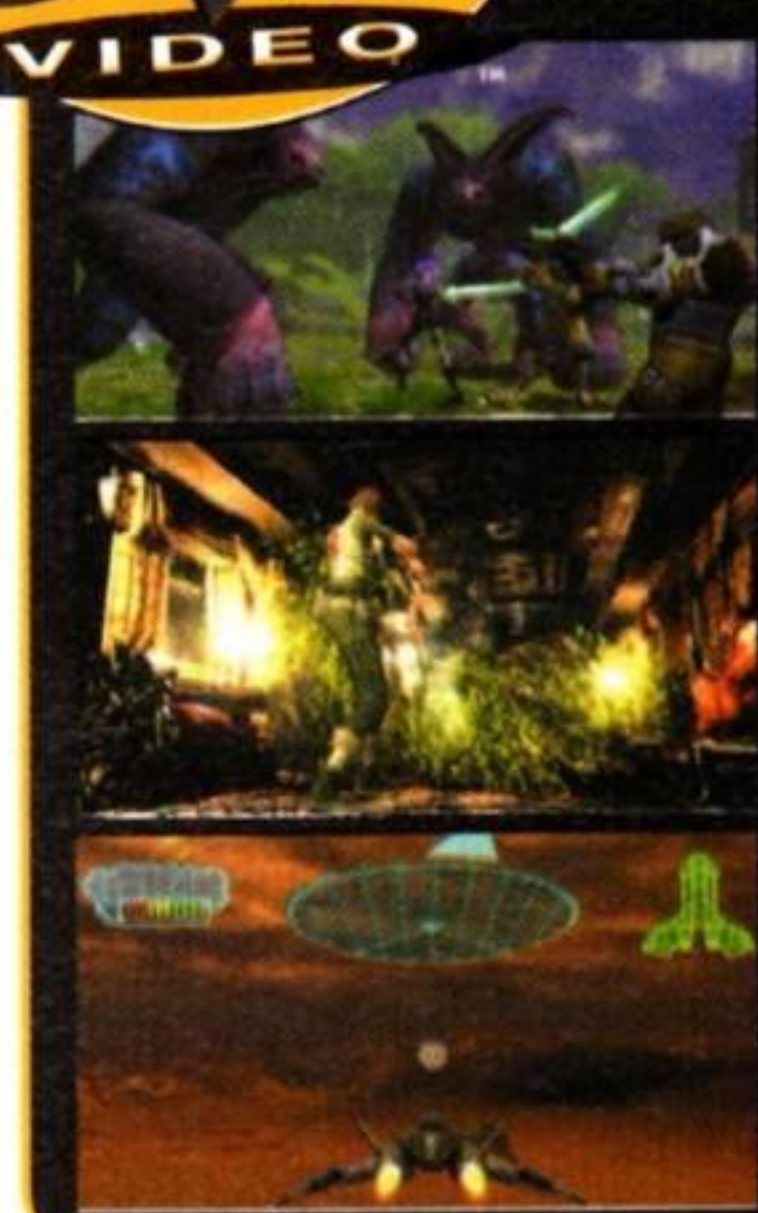
Advertising Contact
Ian Osborne
Direct line: 01785 810816
Fax: 01785 810840

Published by
Thin Ice Media
Beacon Place, Opal Way,
Stone, Staffordshire
ST15 0SS
Tel: 01785 810800
Fax: 01785 810820

DOUBLE TROUBLE

Two top games reach the UK...

Next month sees the UK versions of both *Resident Evil Zero* and *Metroid Prime* come under the G-Force microscope. These are arguably the most eagerly-awaited GameCube games since the machine's launch. *Resi Zero* is the first of the Cube's exclusive *Resident Evil* games, and *Metroid Prime* has been hailed as the best Cube game to date in America. So are they worth all the hype? Our import reviews suggest they are, but we'll get the UK angle next issue...



PHANTASY STAR ONLINE

Check out those special effects! Do they look as good in motion? We find out...

RESIDENT EVIL ZERO

Check out our exclusive gameplay bonus and Action Replay enhancements.

DEFENDER

Can it still thrill in 3D? We check it out...

**G-FORCE
ISSUE TEN
ON SALE
5TH MARCH
ONLY £3.99!**

Also Featured...



PHANTASY STAR ONLINE

The Cube's first online game may yet be released before the modem. A strange state of affairs, but unless its delayed, we'll take a look...



PAC-MAN WORLD 2

A late UK arrival for this Namco offering. Everyone loves Pac-Man, but is his latest game worth the wait? Find out with our full review...



MEN IN BLACK 2: ALIEN ESCAPE

The film was panned by the critics, but can the game still thrill? We hunt the aliens with a full review next issue...



MICRO MACHINES

We were expecting this one in time for this issue, but alas, it didn't make it. It will definitely make an appearance next month...



ROBOTECH: BATTLECRY

TDK's robot rampage finally arrives, but is it any good? We take a belated look at yet another game that was supposed to be out for Christmas...

MINI RACERS



£14.99 each or special
Grand Prix set of 4 cars
for just **£49.99**
SPEED FREAKS!



Have fun building your own custom tracks, then race against your friends. Rulers become ramps and bridges, and tables and floors turn into racing circuits!

The Mini Racer car normally costs £19.99, but you can buy them for only £14.99 each!

RADIO CONTROL MINI RACERS

These pocket-sized racers are probably the smallest Radio Control cars in the world - they're just 6cm long! Each Mini Racer is so small that it won't accommodate any batteries, so the clever designers have made the cars rechargeable.

Just plug the car into the base of your remote control and a light confirms when the car is fully charged. After only 45 seconds of charge time your car will be racing for several minutes.

Mini Racers have a full 6 point steering system, forward and reverse, and adjustable wheel alignment, providing the ultimate combination of speed and control. With 4 different frequencies to choose from, you can race against up to three friends at the same time.

FEATURES:

- Four different frequencies of car available - race up to 4 cars at once!
- Several different designs available
- Wireless, radio-frequency 6-way remote control with 4 buttons
- Operates on tiny built-in rechargeable battery in the car
- SuperMicro size receiver in the car is less than 1" square manufactured with Surface Mount Technology (SMT)
- Heat sink motor clip to extend life of the motor
- 3 micro gears in the powertrain
- Rubber tires for great grip
- Upgradable independent front suspension
- Adjustable steering
- Approx 3 mins running time from a 45 second charge
- Only 2.5" long!

SPECIAL OFFER!

Buy one of our amazing "Grand Prix" 4-Packs and save a further £10! The Grand Prix pack includes 4 Mini Racers, each with a different radio frequency, for just £49.99. It's the ultimate miniature race pack!

The cars come in an assortment of styles and colors, and come in a plastic display case. The car is fully assembled, all you will need is a small screwdriver to detach the car from the display pedestal.

An instruction manual in English is also included.
2 x AA batteries required (not supplied).



SALES HOTLINE 0845 601 00 15

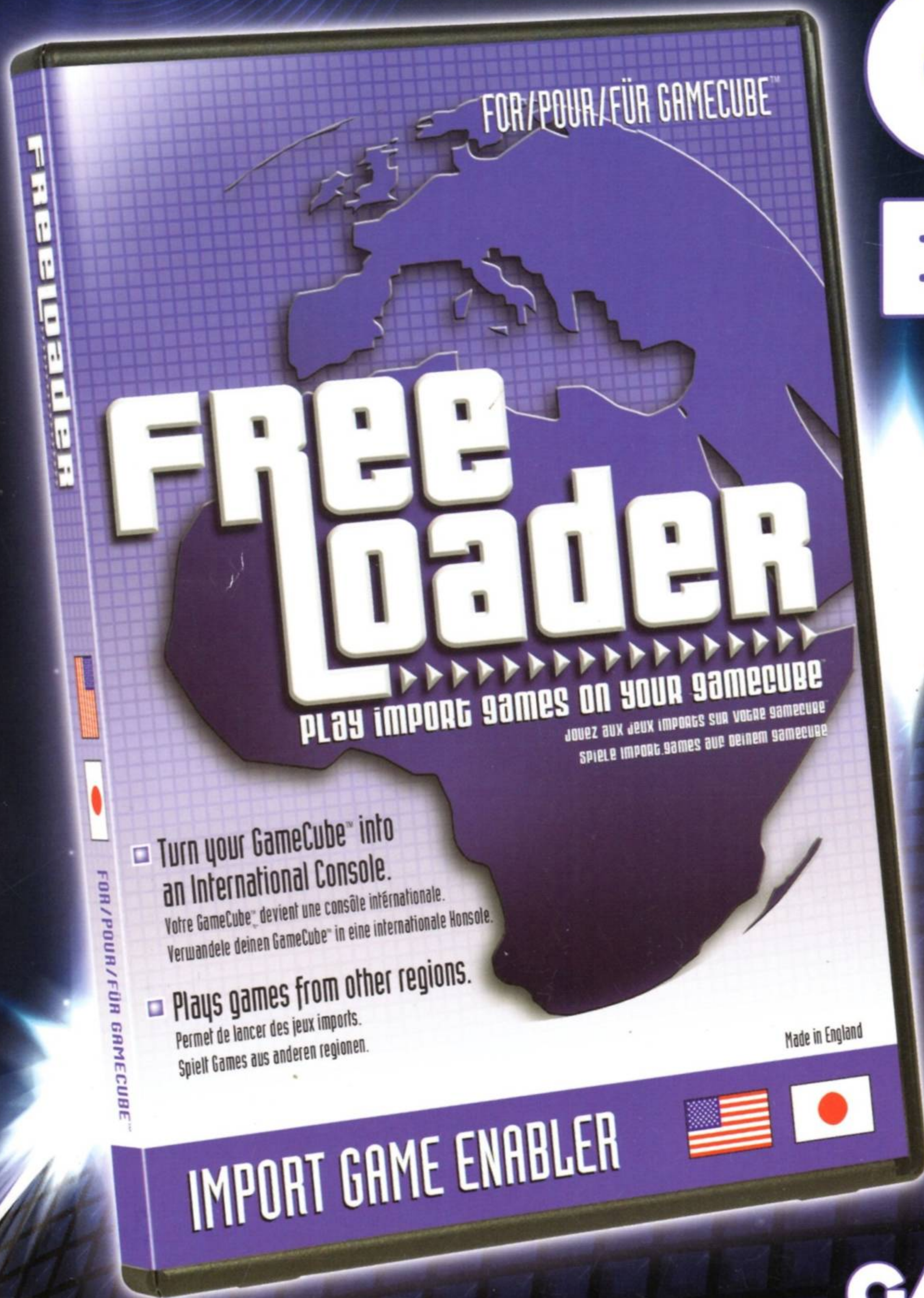
Lines open Monday to Friday 8am-7pm, Saturday 9am-3pm • E-mail: sales@codejunkies.com • Free Postage and Packaging on all items delivered to UK mainland only

CODEjunkies

www.codejunkies.com

FOR GAMECUBE™

NEW UNIVERSAL GAME ENABLER



RRP£19.99

- Turn your PAL GameCube™ into an International Console.
- With FreeLoader™ you can launch and play import GameCube™ games without modifying your console.
- Add loads of new titles to your GameCube™ game collection!

PLAY IMPORT
 GAMECUBE™ GAMES
 ON YOUR GAMECUBE™ CONSOLE

AVAILABLE SOON FROM ALL GOOD GAMES SHOPS INCLUDING:



CODEjunkies

www.codejunkies.com