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ISSUE 159 NOVEMBER 2005

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ISSUE 159 NOVEMBER 2005
MARIO SMASH FOOTBALL

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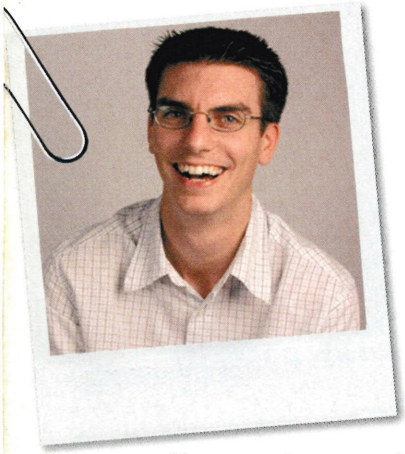

Has it really been eight years?

Exactly 100 issues ago, we picked up an N64 pad at Rare HQ for the world's first-ever play of *GoldenEye*. I don't need to tell you but a hail of first person shooters later and nothing has picked off this classic.

I remember that taking down the goon from the watchtower with the sniper rifle made you feel like a king. You were Bond, you drove a tank, fired a twitchy gun, you knew every corner of the Temple like it was your own bedroom and those gadgets made you feel like you were the spy of all spies. It was one of the most addictive multiplayers of all time, and Rare etched its name in the history of Nintendo gaming. Three months later and we were back at Rare, playing *Diddy Kong Racing*. 'I'm Tip-Tup!'. Awesome.

Enjoy the mag!

Tim Street

Editor

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(and the games they want to see on Revolution)

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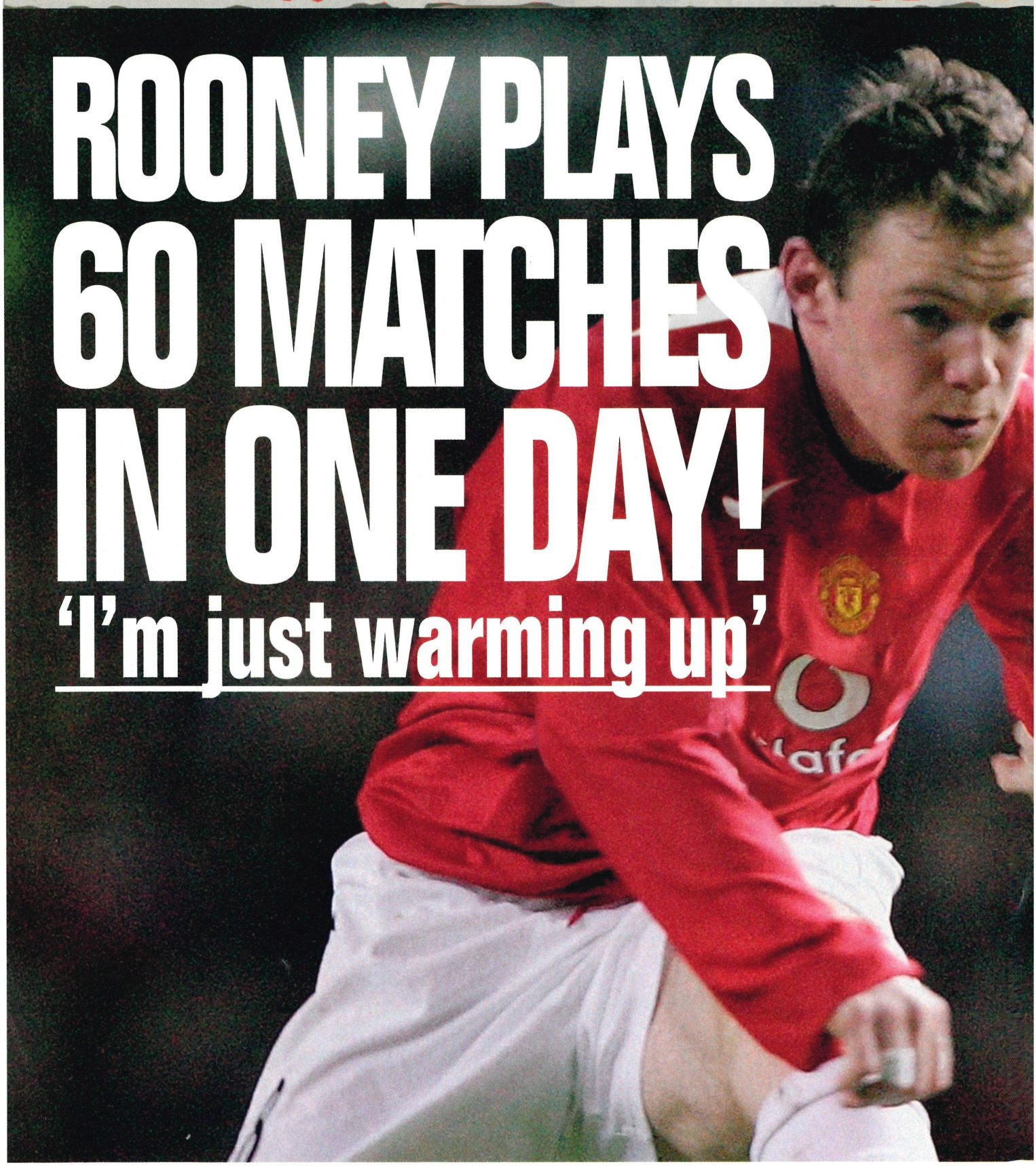

ROONEY PLAYS 60 MATCHES IN ONE DAY!

'I'm just warming up'

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

EXCLUSIVE

By JON BURDEN Chief Football Writer

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

consistent

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

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

CONTINUED

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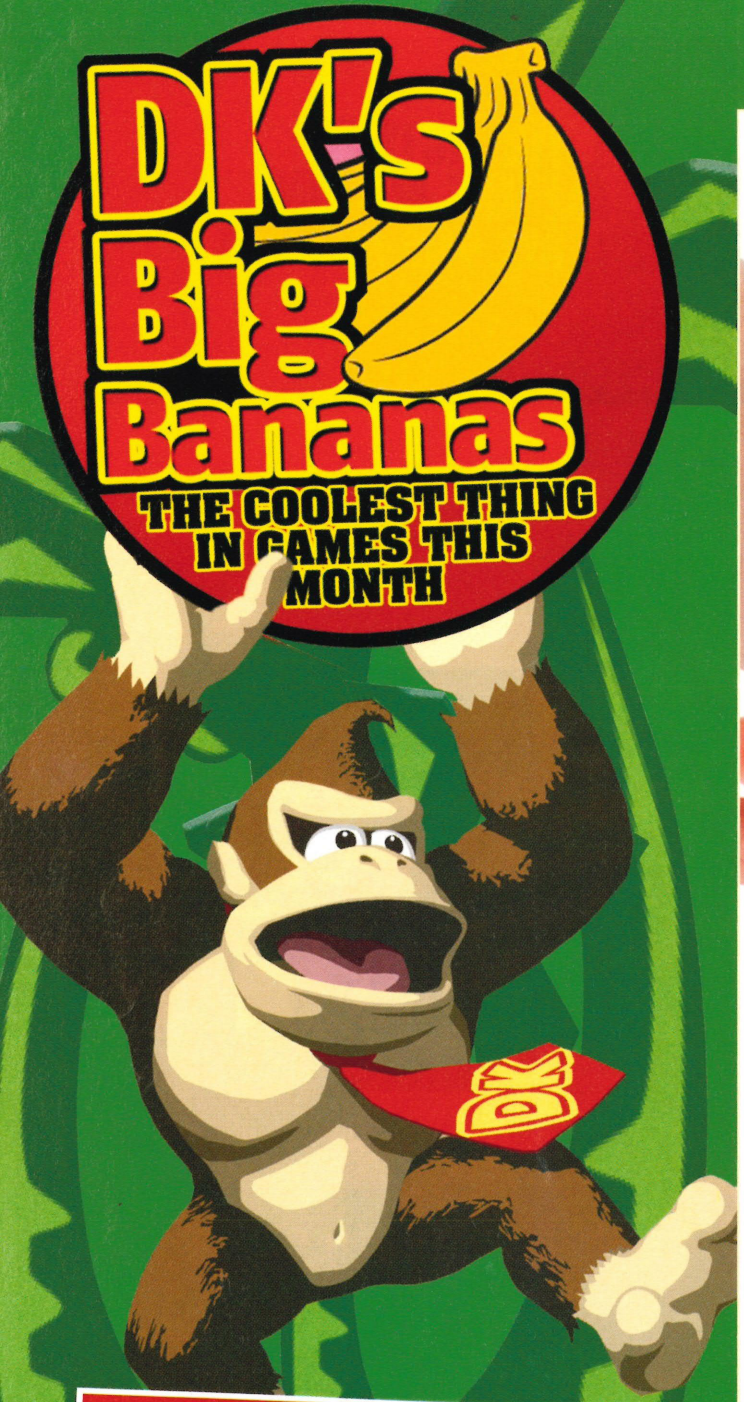
DK's Big Bananas

THE COOLEST THING IN GAMES THIS MONTH



THIS MONTH... SUPER-SEXY REVOLUTION GOODNESS!

Look at your future. Gaze at its beauty. This is the Revolution controller, and it kicks all the ass.

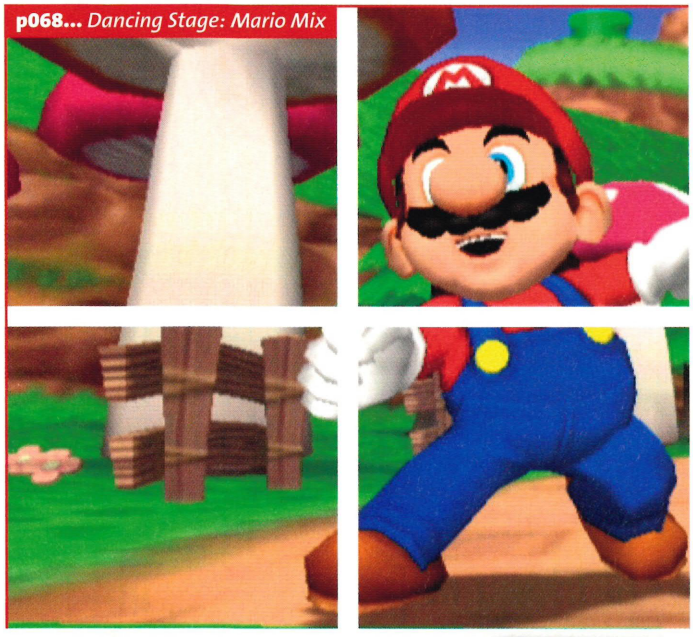
The phrase "WHAT THE HELL?" may come to mind as you first glance at its peculiar, TV remote-like shape. Don't even be worrying about that. Nintendo showed a trailer demonstrating the joy it causes. It was two minutes of footage showing happy people going nuts, leaping about as they swing the MOVEMENT-SENSITIVE controller around to play the games. The view is from inside the TV, looking out at the gamers playing, so you don't see the games themselves.

You'd have had to attend Nintendo's keynote speech in Tokyo to sample its delights. Dry your eyes. We've got the full lowdown on the controller and all of its features, starting on page 22. All the information you'll ever need is spread across four pages of next-gen heaven. Punch the air and shout 'YES!'

FIND OUT HOW IT WORKS! TURN TO PAGE 22

Contents

November 2005

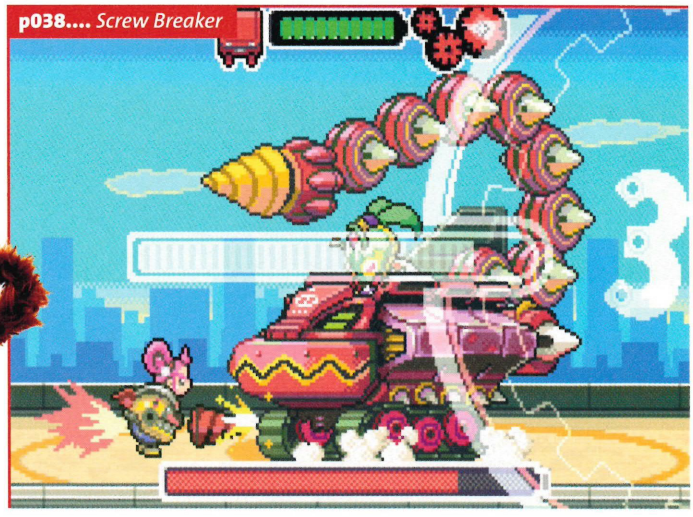

p068... *Dancing Stage: Mario Mix*

p056... *Gun*

p046... *Sonic Rush*

p064... *Lost in BLue*

p106 ... Win cool stuff


p038.... *Screw Breaker*

REGULARS...

Welcome to *NOM* p004
DK's Big Bananas p008
World of Nintendo p022
Big in Japan p036
Mario's World p091
Toad's Tips p092
Wario's Cheats p096
Subscriptions p100
Peach and Bowser's Royal Mail p102
Chain Chomp's Challenges p108
Boo's Brainers p110
Next Month p112
Nintendo Classic p114

PREVIEWS...

Alien Hominid p061
Gun p056
Harry Potter and the Goblet of Fire p062
Lost in Blue p064
Mario Superstar Baseball p052
Osu! Tatakae! Ouendan! p065
Peter Jackson's King Kong p058
Rebelstar: Tactical Command p057
Sigma Star Saga p060
Sonic Rush p046
SSX on Tour p054
True Crime: New York City p050

THE COVER STORY!

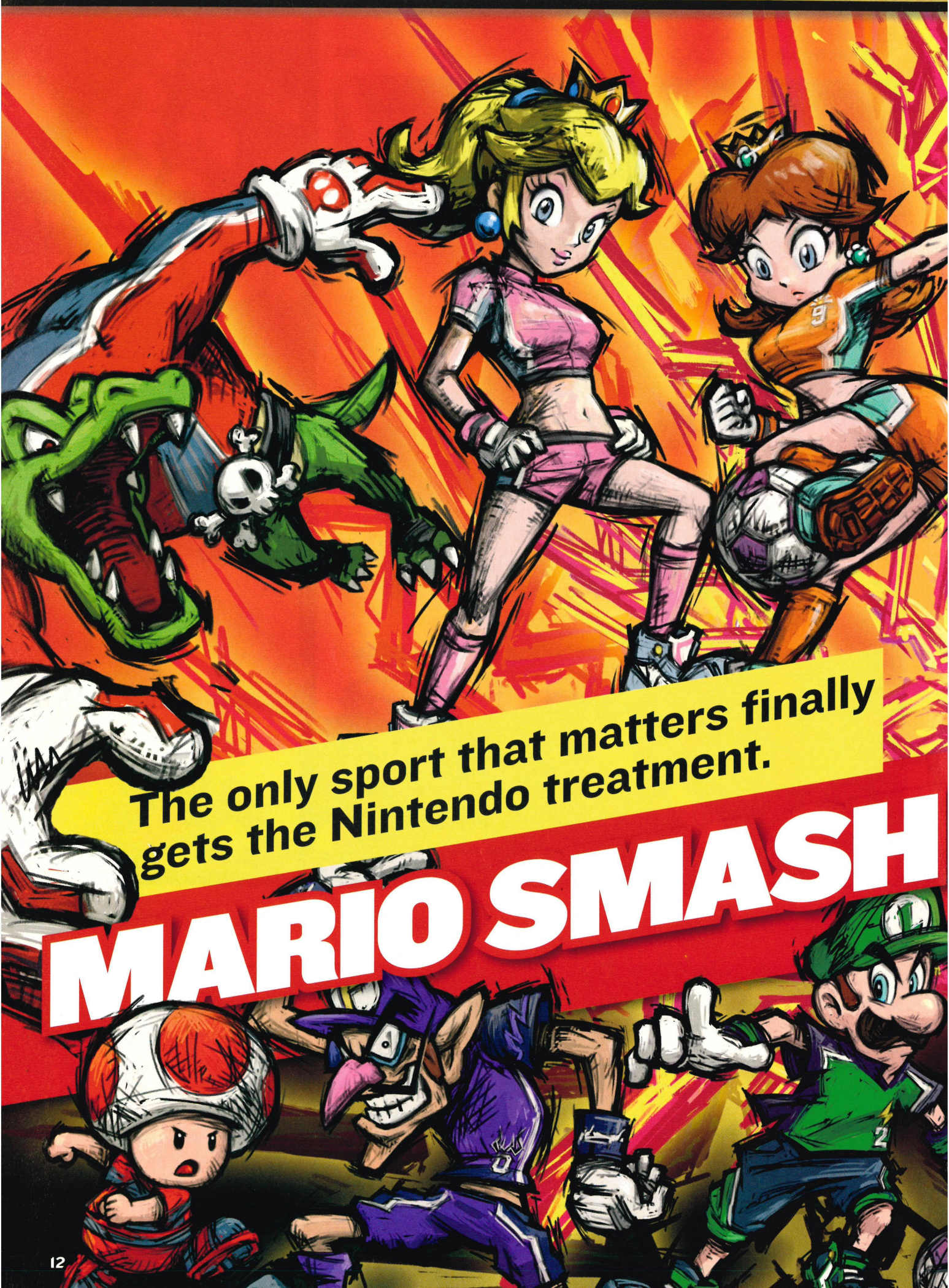
Mario Smash Football p012

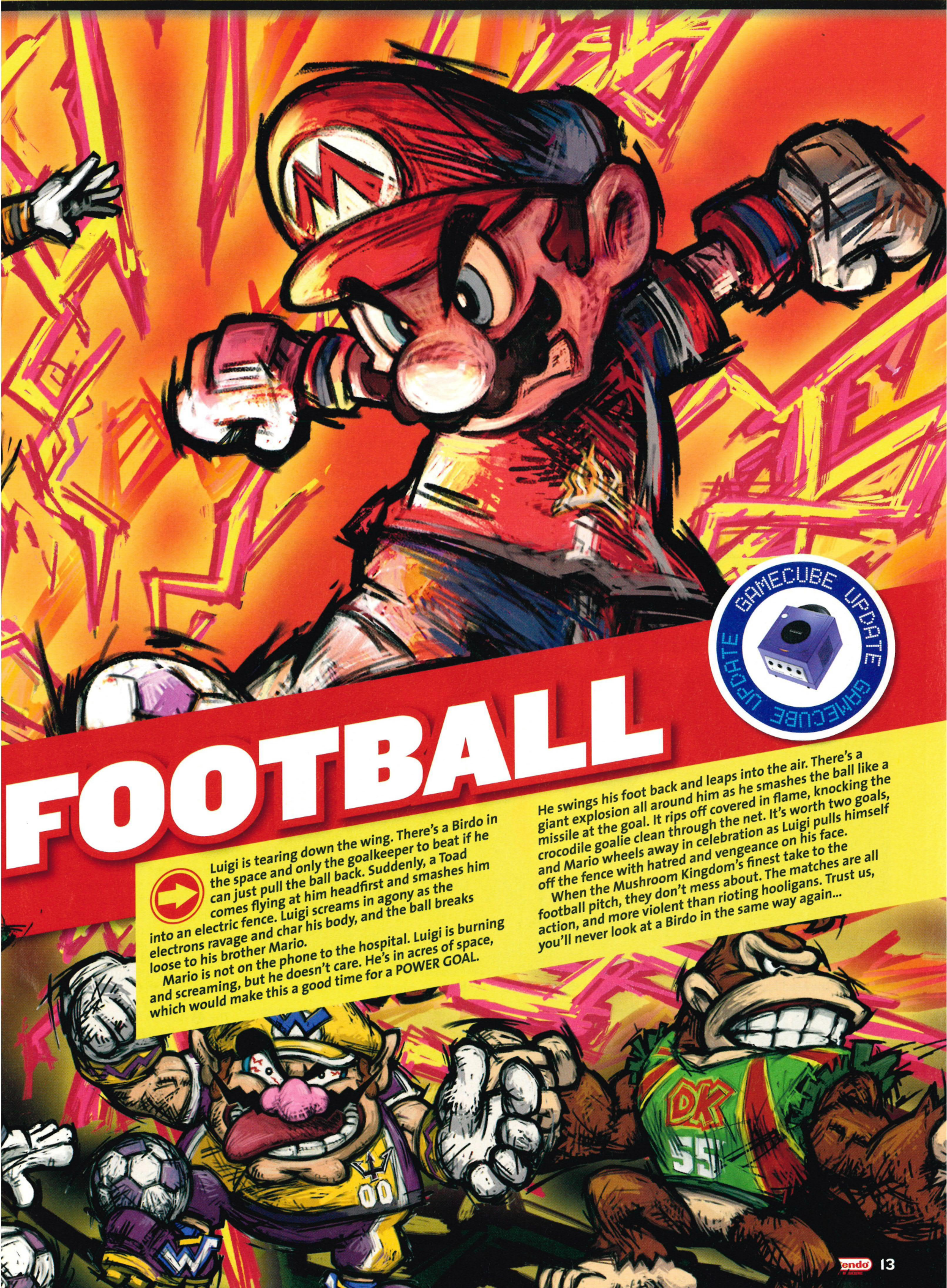
10 THINGS WE DIDN'T KNOW LAST MONTH...

1. Peach is fit! Like, proper fit (*Mario Smash Football*, p012) 2. The Revolution controller would basically be a TV remote (World of Nintendo, p022) 3. There's another awesome drill game apart from *Mr. Driller* (Big in Japan, p038) 4. Mario's got a serious contender to his platform crown (*Sonic Rush*, p046) 5. We'd be allowed to shoot bears (*Gun*, p056) 6. A Harry Potter game might actually be... FUN (*Harry Potter and the Goblet of Fire*, p062) 7. Mario dances like a camp uncle at a wedding (*Dancing Stage: Mario Mix*, p068) 8. We'd enjoy the Phantom Menace (*Lego Star Wars*, p074) 9. A game with lots and lots of super heroes in could be awful (*Marvel Nemesis: Rise of the Imperfects*, p080) 10. We'd still be waiting to get our mitts on *Mario Kart DS* (Next Month, p112)

REVIEWS...

Animaniacs: Lights, Camera, Action p089
Bubble Bobble Revolution p085
Dancing Stage: Mario Mix p068
Juku and the Monophonic Menace p088
Lego Star Wars p074
Marvel Nemesis: Rise of the Imperfects p080
Megaman Zero 4 p082
Nightmare Before Christmas: Pumpkin King p088
Scooby-Doo! Unmasked p089
Shaman King: Master of Spirits p084
Spartan: Total Warrior p078
Tak 3: The Great Juju Challenge p088
Ultimate Spider-Man p072
X-Men Legends II: Rise of the Apocalypse p086
Yu-Gi-Oh! Destiny Board Traveller p089
Yu-Gi-Oh! Nightmare Troubadour p083


The only sport that matters finally gets the Nintendo treatment.
MARIO SMASH



FOOTBALL

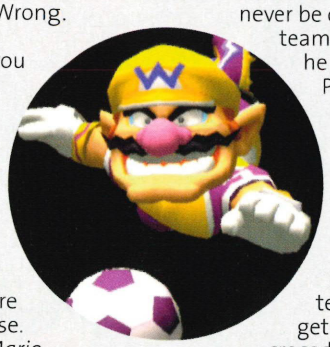
Luigi is tearing down the wing. There's a Birdo in the space and only the goalkeeper to beat if he can just pull the ball back. Suddenly, a Toad comes flying at him headfirst and smashes him into an electric fence. Luigi screams in agony as the electrons ravage and char his body, and the ball breaks loose to his brother Mario.

Mario is not on the phone to the hospital. Luigi is burning and screaming, but he doesn't care. He's in acres of space, which would make this a good time for a POWER GOAL.

He swings his foot back and leaps into the air. There's a giant explosion all around him as he smashes the ball like a missile at the goal. It rips off covered in flame, knocking the crocodile goalie clean through the net. It's worth two goals, and Mario wheels away in celebration as Luigi pulls himself off the fence with hatred and vengeance on his face.

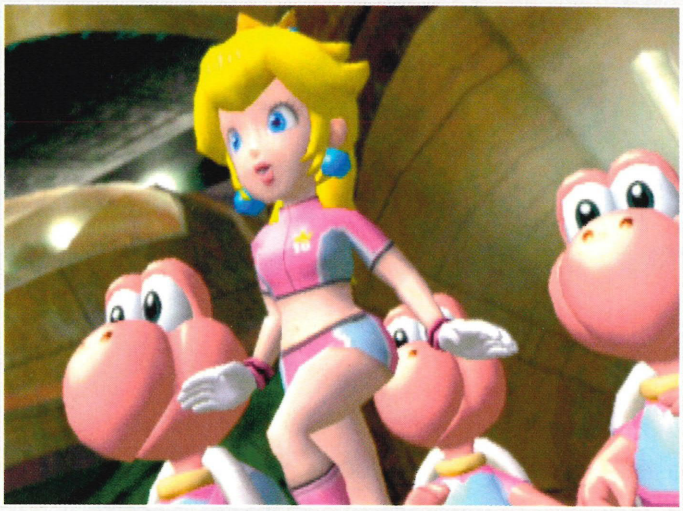
When the Mushroom Kingdom's finest take to the football pitch, they don't mess about. The matches are all action, and more violent than rioting hooligans. Trust us, you'll never look at a Birdo in the same way again...

Every new sports game Nintendo announced was the wrong one. Golf? Wrong. Tennis? Wrong. Baseball? Err, did you mean FOOTBALL? No? OK, wrong. Mario guesting in a basketball game?! We were starting to give up hope. We really thought we'd see *Super Mario Kabadi* before Nintendo saw sense. But here we are. *Mario Smash Football*. You kick balls and you kick ass. You're going to enjoy it like breathing.



In the Mushroom Kingdom, football works like this. A team captain chooses a race of characters to help him win a five-a-side game against another famous face. Mario and Luigi can never be on the same team. The friendliest he can be with Princess Peach on the pitch is a two footed tackle from behind. You can have Toads, Birdos, Koopas or Hammer Brothers on your team. Everyone gets a superstar crocodile goalkeeper.

The only 'rule' is the one about the ball going into the goal counting as a goal. There are no fouls, no offsides, no throw-ins. Just a whirling soccer maelstrom that's brimming with goals and violence until the whistle blows.



❑ For the first time, Peach is a fox. Is it OK to, you know, *like* her?

"It's about the most violent game Mario has ever shown his face in."

From the second the teams trot out onto the pitch, it's carnage. Seriously, it's about the most violent game Mario has ever dared show his face in. The pitches are stark and industrial, and nothing inanimate has a pair of eyes on it to make it look cute. When Mario jumps, there is no 'boing' sound. The music that plays throughout couldn't be less Mario-y. When the characters face up before the game, they look like they actually want to murder each other. Not "letsa havva nice kickabout!" but "Imma gonna stampa your face offa goalpost!" It's surprising.

The controls tell you that much straight away. There are two different attack buttons, and one shoot button. You can slide-tackle to win the ball, or you can just commit GBH on someone. Once you've seen Toad launch himself at someone, using his domed mushroom head to deliver a terrifying flying headbutt, you'll wonder why he ever needed your help in the first place in *Super Mario Bros. 1* with that whole kidnapped princess thing.

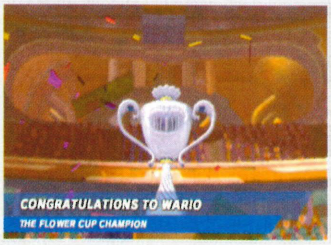
The arena is fenced in, because throw-ins are boring. Free kicks are boring too. Anything that halts play has been smacked on the ass and sent packing, apart from the power moves that we'll get to later. Playing the game involves committing a gross act of violence to get the ball, then trying to work it quickly up the field before you get leathered back. There's a lot of leathering. In fact, most of the time it's more like *Super Smash Bros. Melee* than *Match of the Day*.

The A button flicks the ball around on the deck, while a quick squeeze of the L button puts it way up into the sky for you.

❑ Clearly, the lead football was giving Wario a hard time and broke all his toes. Shame

❑ Always a worry when the substitute breathes fire

❑ Super Strike as the goalie goes the wrong way

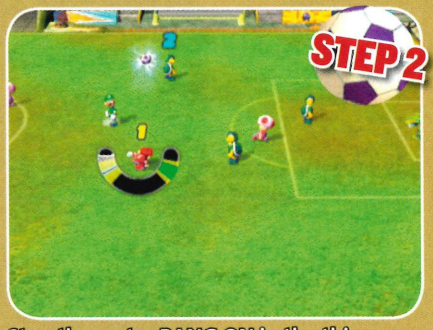


❑ Win cups to progress through

Super Strike Double the goals and double the risk. BLIMEY!

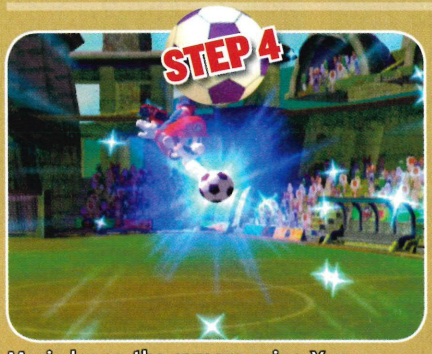
Toads and Koopas can't score SUPER STRIKES. Please, that would be ridiculous. Only the team captains can smack them in from the halfway line and expect to get two goals for their trouble. And when they do, it looks almost exactly like this.

Find some space, hold down shoot. Pray nobody flies in, studs first, to smash open your face.



Stop the meter BANG ON in the thin green zones, to bust off an absolutely unstoppable shot.

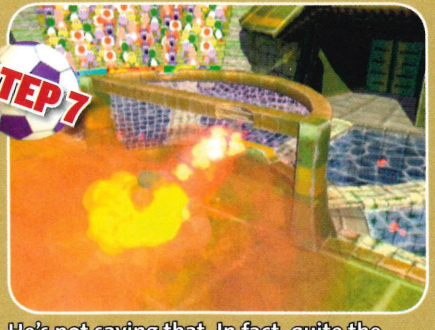
Success! Now lean back and watch the fireworks. Perhaps shout "EAT THAT WITH YOUR MOUTH!"



Mario leaps, the camera spins. You weren't expecting that! Oh, you were. Fair enough, then.

It's okay, Mario's not on fire. This is all supposed to add to the DRAMA. Can you feel it adding?!

SMEZZACK! The background has melted away. It's just you and the man in goal with all the teeth.



He's not saving that. In fact, quite the opposite is true! He's only IN THE GOAL with the BALL!

Mario celebrates his goal by making hand gestures at the away fans while sticking his tongue out.

Two goals! You get TWO GOALS for doing that. It sounds mental, but you sort of get used to it.

This lets you header it or do ludicrously extravagant scissor volleys and overhead kicks. There's a skills button for when you're dribbling, and run is on R. The quicker you run, the less control you have over the ball. But when you're being pursued by a giant monkey that wants revenge for being electrocuted, that's not a worry.

Blatantly assaulting players is hilarious, but it awards them a random power-up to get you back. This could be a fistful of green shells, some bananas or a giant blue shell that careers around the pitch, making everyone's life a misery. If Yoshi is charging-up a power goal and you're nowhere near him, you can unleash a volley of shells and smash him back to Earth. The to-ing and fro-ing is relentless.

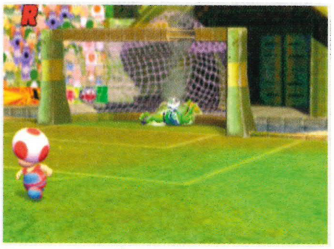
Manage to work a bit of space, though, and the rewards are there. If you can engineer room down the wing and square it to a player in acres of room, you trigger what's called a 'perfect pass'. The ball gets a green trail, there's a bit of slow motion, and the recipient gets loads more power as he connects with his first-time shot. Usually, you have to hold the shoot button down to get any sort of goalie-trouble pace on a shot. And usually you get so little time on the ball, the second or so required to charge a shot seems like a lifetime.

There are two significant levels of shot charge. Hold down shoot for a full charge, and the ball really flies. The bonus is that even if the shot hits a defender or comes back off the goalkeeper, you earn yourself a free power-up for trying. Overcharge the shot that little bit more, and you trigger a Super Strike.

Don't panic, it's not like in *Mario Tennis*. In that game, you got power moves without even trying. They interrupted the whole flow of the game and, let's be frank here, wrecked it. In *Mario Smash Football*, the time it takes to charge up a power move means that you can't just bust one out whenever you're a couple of goals behind to cheat. You've

❑ Peach wins. She's a winner. We knew that. Celebration dinner?

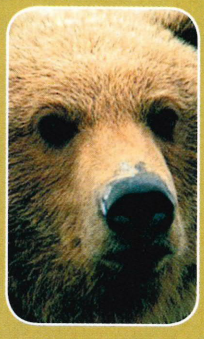
❑ Mario decides it's time to unleash hell. In a footie way, of course


❑ Super Strike goal puts keeper in the net. Hah!

❑ Peach tears down the wing and puts in a text-book lob

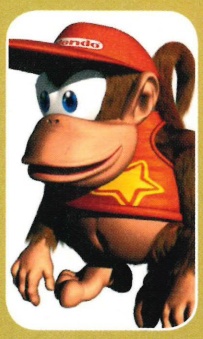
Who is the Mystery Man? There's a tantalising silhouette on the select screen

In life, a little mystery is a good thing. What is the Revolution controller going to look like? I wonder what I'll get for my birthday? Is that man REALLY my father? Am I a woman trapped in a man's body, or am I simply confused? Nintendo is giving you HIDDEN CHARACTER mystique, and you'll have to win a lot of cups to know the truth. So let's just go ahead and speculate!

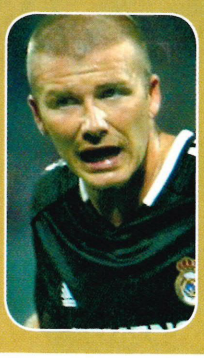


A BEAR
This game is made in Canada, where killer bears roam the streets. So if they were staring out of the window, in search of inspiration, bingo!

CAPTAIN BOBBERY
Paper Mario's salty seadog bombman might be a good choice if he could convince security he hadn't been sent in by terrorists.

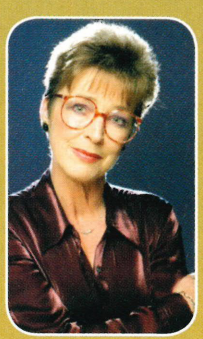


DIDDY KONG
Just how embarrassing would it be if a random crocodile got in from your games, and you didn't?! You'd have to kill yourself there and then.



DAVID BECKHAM
Please Mr. Miyamoto. We just want to kick him into that electric fence once. No, not just the once. Lots of times. We have to be honest. Please!

A ROBOT
A cynical and obvious choice. Tapping into man's primeval fear that one day vacuum cleaners will RISE UP and DESTROY US ALL. It's all a bit James Cameron.



DEIRDRE BARLOW
Her stock in the Nintendo world rose hugely after she was featured in the news section of *NOM* last month. Now appears at film premieres.

Conspiracy Theory So these guys make hockey games, right? Hmm....

While playing *MSF*, we couldn't shake the feeling that we weren't playing football at all. It was like ice hockey but without the sticks. Or ice. The way the game ebbs and flows is exactly like that. Then when Next Level admitted the current game was 'nothing like the prototype we initially pitched to Nintendo,' we wondered if THAT game was a different sport entirely.

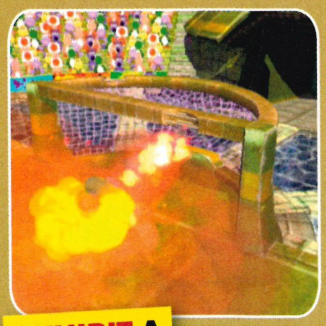


EXHIBIT A

ROUND GOALS
Football goals are square. These frames are round, like ice hockey goals, and the size of the 'keeper in relation to the goal is certainly hockey-like.

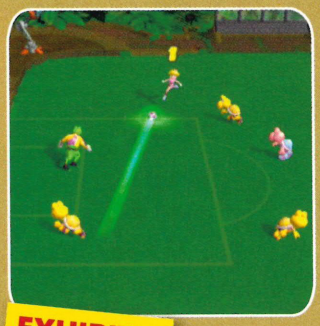


EXHIBIT B

HARD TO SCORE
The goalies are like a cross between Petr Cech and The Terminator. We found hockey type attacks (wing it, cross it, shoot first time) worked best.

EXHIBIT C

FENCED IN ARENA
So the puck never leaves the ice, keeping the action intense at all times. Sorry, we meant ball and pitch there. Silly us. Sorry.

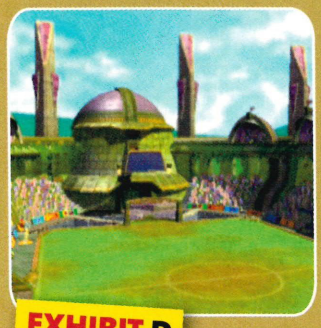


EXHIBIT D

VIOLENCE
Football games don't usually have an attack button. Shoot and tackle, sure. Flying kicks to the neck? That's not The Beautiful Game.

"You've got to have time or you're a sitting duck for a kung-fu assault."

got to have time and space, or you're a sitting duck for a kung-fu assault from the other team. But even triggering the Super Strike isn't a guarantee of success.

As your player rises up to strike the ball, a little golf-style crescent-shaped swing-o-meter pops up on screen. You have to quickly stop the meter in the 'green' areas to get your shot off properly. Getting green on both sides give you a Hyper Strike, that carries the goalkeeper backwards into the goal and gives you an extended shot animation. Getting one half of the swing slightly off downgrades you to a Super Strike, but the ball still usually flies in past the keeper. Scoring this way is worth two goals, so hitting the sweet spots on the swing-o-meter isn't that easy. In fact, in the heat of a tense match, you'll surprise and embarrass yourself at how badly you can cock one of these shots up. Especially since Player 2 can waggle their C-Stick to jiggle your meter, putting you off. If you really mess up the shot, the keeper just bats the ball back at you and knocks you on your ass. It's exactly like *Shaolin Soccer* at moments like that, which only a brain that was going very wrong could perceive as a bad thing.

Of course, each character has their own Power Shot animation. Luigi stamps on the ball with both feet, Mario does kung-fu, Wario belly-bounces the ball and Donkey Kong... slaps it.

Actually, that was the first time where we frowned. For some reason, electric fences and GBH all seemed like fair-enough additions to the world of soccer. But letting the monkey HAND BALL it? Nintendo, you went TOO FAR. Handball is a dirty act. Thanks to the actions of one Argentinian nearly 20 years ago, a handball is the closest thing to sexual assault on a football pitch. When we buy this game, there will only be eight playable characters available. If the monkey can't manage to not cheat, he doesn't get to play.

With the monkey out, there are still plenty of captains to choose from. Fancy a bitch-off? Try Daisy vs Peach. We did, and Daisy seemed rubbish. We put this down to the colour of her hair. Wario and Waluigi are in to counteract the righteous brothers. Yoshi, the cheating monkey and a HIDDEN CHARACTER round off the nine captains. Who could this be?

No, it's not Bowser. But he does put in an appearance. When we were at school, our favourite pastime was *Spoil The Game*. »»

It explains itself. Instead of playing something, you just ruin someone else's game by nicking their ball and booting it over the school fence or whatever. Game spoiled, wander off laughing and hope a teacher never saw you. Little did we know this was the behaviour of a SUPER VILLAIN.

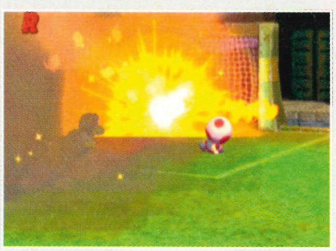
Bowser is better at *Spoil The Game* than we ever were. He's Olympic-level. He's innovating in the field of game-spoiling like nobody else. How about bringing his fat green ass pounding down on the pitch so it slopes downhill, giving one of the teams a massive advantage? How about stomping whoever has the ball? Or what about just simply running around, breathing fire and trampling on people? If we were a giant lizard at school, even we might have drawn the line at SETTING PEOPLE ON FIRE. But that's why he's the honorary president of the Interdimensional Spoil The Game Association.

Chain Chomp pops up too. If you're getting an absolute humping off your mate, the game might take pity on you and award you a Chomp so you can try to salvage a little shred of dignity. Let him off his chain and he'll chew up the pitch and make total mincemeat out of your opponents, hopefully giving you the time to smack in a cheeky power goal and reduce your arrears. No amount of chucking Bob-Ombs around is going to save you from this rude boy. Hardest character in Nintendo, remember? Don't forget it.

❑ That looks like a Super Strike that's about to take the 'keeper's head clean off. AKA a 'Rooney'

"No amount of chucking Bob-Ombs around is going to save you from this rude boy."

❑ Yoshi scores. He's like that. He's a real winner. Go Yoshi



❑ It's not just us that likes Peach. Check where the goalie's looking

❑ Fireworks? No, just another Hyper Strike coming your way, scaly

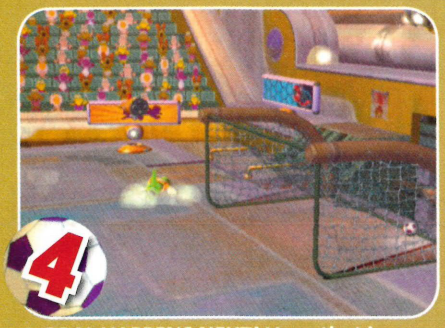
How to Hit a Perfect Pass England football team: it might work for you too!

The best players in the world always seem like they have as much time on the ball as they want. We know why that is: they earn the most, so can afford to pay off opposing defenders not to tackle them so quickly! But here's how you can make the most of 'time' and 'space' in this videogame:

Bursting down the right wing. Now wait for the man in the middle to make an intelligent run into space. Hold the pass for a second or so...

That's the stuff! Run off the back of the chick, she doesn't know what she's doing! She's only a girl and this isn't netball. The green trail means glory!

The game slows down DRAMATICALLY as you ping it first time. Pick your spot with the analogue stick and lamp it. What happens next?



A GOAL HAPPENS NEXT! Have that in your score bag, Crocodile Dundee! Bet you wish you'd been caught and made into a fancy handbag now!

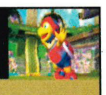
Not even a newly-sexualised Princess Peach is safe from his clanking iron teeth. Just as we never thought we'd hear Yoshi squealing in agony while fused to an electric fence, we never thought we'd see Peach with a big round ass and lady bumps. But making the Nintendo ladies look like the dancers in a J-Lo video was all part of adding an edge to this title. Personally, we love the twee music and clouds with eyes on them that are a Mario trademark, but Nintendo thinks the GTA generation is a bit suspicious of all that stuff.

But hey, at least the cups still have the names, you'd expect. Go on, have a guess. Mushroom Cup? Check! Flower Cup? Check! Smashed Up Skull With A Bit Of Brain Still In It Cup? Ha! No ways. Battling through these unlocks new stadia to perpetrate your offences in, and some of them even have GRASS! Holy crap, is that the end of the preview coming towards us? Like the ground getting nearer after you get pushed out of an aeroplane? *Mario Smash Football* is berserk in four player mode. You don't have to rely on the AI to position you for the perfect pass. You can just drift into space yourself. And when TWO Toads head-smash Yoshi to the ground? Well, that's just poetry. Pointlessly sensational Daily Mail headlines, here we come!

Dean Scott

❑ We reckon the goalie would have more luck if he looked at the pitch occasionally, instead of the sky. Muppet!

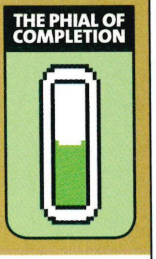
ESSENTIALS



DEVELOPER: NEXT LEVEL GAMES

FAMOUS FOR:
Just *NHL Hits Pro*, which was unusually fast and violent, even for an ice hockey game. Oh, but some of the team were previously at Blackbox and created *Sega Soccer Slam*

THE PHIAL OF COMPLETION



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

PREDICTED SCORE

It's a basic arcade football game, but it plays well. The power moves don't kill the fun like in *Mario Tennis*, so we're expecting to have great fun with this.

80% PLUS

12
AGE RATING TBC

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007

World of Nintendo

INSIDE World of Nintendo

CONTROLLING REVOLUTION
Don't worry, you won't play using a set of bongos 22

CONTROLLER CLOSE-UP
My God, it's got a D-Pad, buttons and EVERYTHING 23

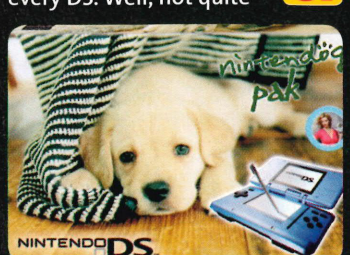
SHIGSY LOVES NYC
Well, that's what it said on his T-shirt in the US of A 23

WE PLAY MIYAMOTO
NOM battles the main man on Revo's demos! 24

READY! STEADY! GO!
AiAi flies off a ramp and drops off these cool shots 27

GOTTA WATCH 'EM ALL!
Cartoon details and an all-new DS puzzler! 28

DOGGY TREATS
Free sack of Winalot with every DS. Well, not quite 31



TOM'S WORLD
We have a Nook at *Animal Crossing* on DS. Nook! HA! 32

GAMES OF THE FUTURE

After endless rumours, Revolution's controller is unveiled and changes the face of gaming forever.

The secret's out! Those strange hands are Mr Iwata's!

Revolution's games will be played using a wireless remote control-style unit that understands 3D movement.

In a bid to put clear daylight between the Big N and other next-gen consoles, Nintendo is ripping up the rules of conventional pads and forging ahead with a pioneering controller, as it did with the DS.

The new controller, which is reminiscent of a TV remote control, is held in one hand. Using sensors placed either side of your TV, it detects any motion - forward, back, up, down, left, right, as well as rotation and tilt. Completely wireless and with a built-in Rumble Pak, it offers the most precise control ever experienced on any console.

At the bottom of the controller is an expansion port for add-ons. In his Tokyo Game Show speech, Mr Iwata displayed one, an elongated 3D Stick add-on, the 'nunchaku', that's held with the other hand and has two Z-triggers. This will be included with the basic hardware package, though no other expansions were on show.

The Revolution controller has also been designed so that it can be turned on its side and used like a standard controller, in effect a longer version of a NES pad, with a trademark D-Pad, face buttons and a trigger on its underside. Nothing has been overlooked in an attempt to make playing those 20 years of downloadable classics as easy as possible.

And that's Nintendo's aim; courting hardcore fans with their new identity and having an ease of use that appeals to gamers of all ages and sexes. "We face the reality that within one family, there are people who are willing to pick up videogame controllers and those who would never touch them. Anyone will pick up a TV remote controller. We thought it was the notion of moving right and left fingers separately which created a psychological barrier," Mr. Iwata said. "To expand the gaming population, it was necessary for us to design a controller so that any family member would think it is relevant for them and actually pick it up."

This controller is likely to be close to the final design and even though no games were shown, we're buzzing about its potential after seeing a trailer before Mr Iwata's speech. Even though you couldn't see what was being shown on the TV, one girl was seen to flick it up to make Mario jump, another used two to play the drums and a third was slashing it, Link-style, to attack with a sword.

With the 'nunchaku' added, the games went into overdrive. Some used it as a torch in a nod to *Luigi's Mansion*, others used it to catch flies in a multiplayer that harked of *Wario Ware*.

Safe to say there are reams of possibilities and we cannot hide our excitement for what's to come. Take a closer look at the controller on the opposite page and prepare yourself for the demos on page 24.

It won't turn on the TV but it will play MINT games

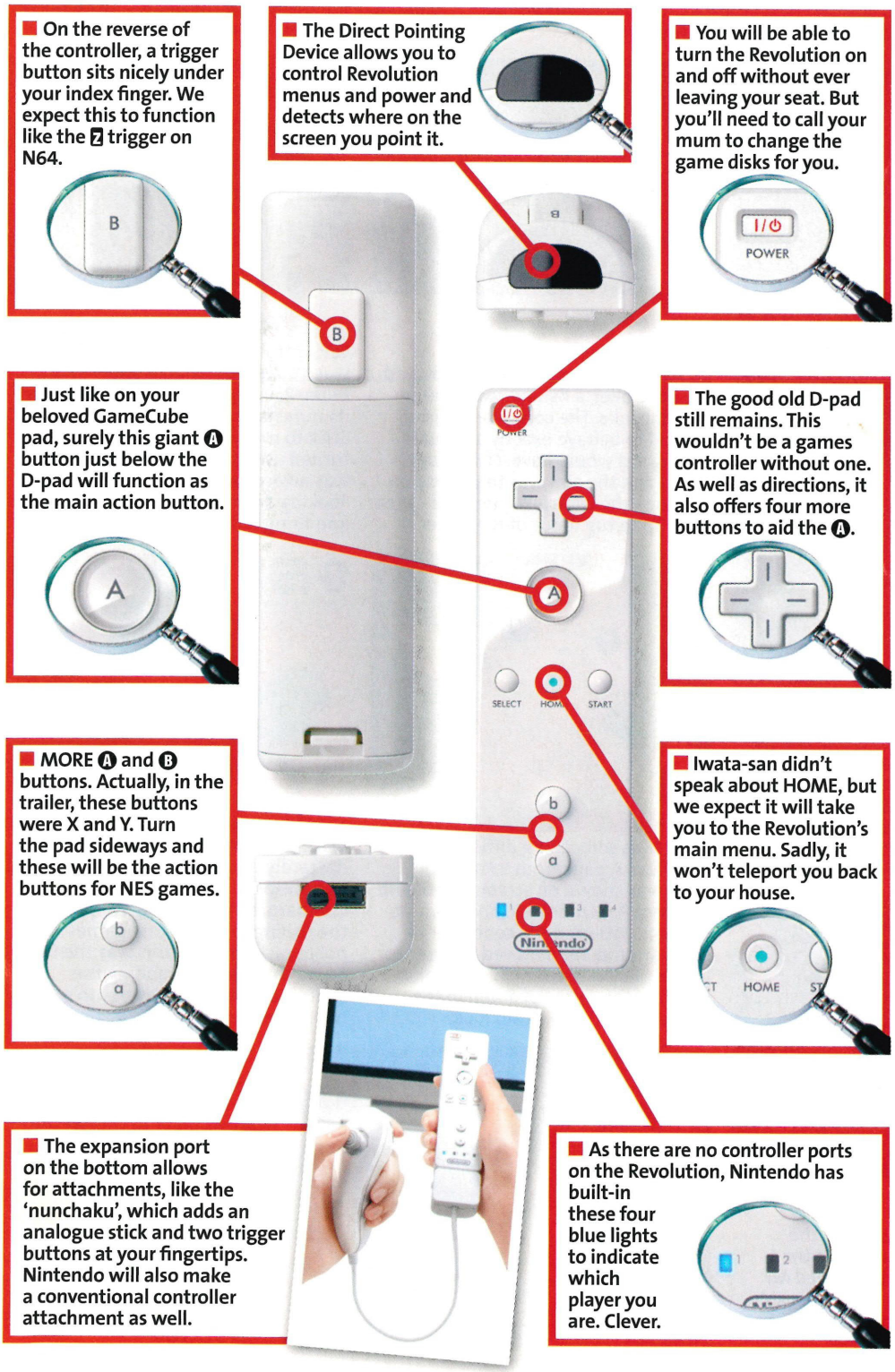
UNDER THE SPY GLASS

LOOK! It's, like, too awesome to comprehend.

Here it is - the revolutionary controller that will change the way you play games. Did you think for one second that Nintendo's crazy new controller would look like this?

It's so normal - like a TV remote with the numbers missing - yet it's so strange. How the hell does it work? Take a closer look.

Nintendo said it wanted to go back to basics with game control. It said it wanted to make a controller that won't intimidate gaming newcomers. And the Big N always wants to innovate. That's what it's done. Cast your eyes over its slim and sexy creation. Love it. It's your friend.



TOO MUCH INFO

MIYAMOTO TAKES MANHATTAN

Last month, fans queued outside the Nintendo World Store for two days, ready to meet gaming legend Shigeru Miyamoto. The famous video game designer was in town to promote *Nintendogs* and sign more Nintendo merchandise than you could shake a stick at. A very big stick. The first 200 people at the event received a special gift – the secret Jack Russell Nintendog.

NOT SO SECRET MANA

At E3 this year, Square-Enix announced a game known only as *World of Mana*. Very little was known about the title until now. Known as *Seiken Densetsu DS: Children of Mana*, the game will be a classic 2D action RPG scheduled for a Japan release next year. *Mana* games are great and we can't wait to get more details about this potential beauty soon.

DAYS OF DEOXYS

There's still a chance to catch Deoxys for FREE at your local Vue cinema. It'll be appearing at the special Hunt for Deoxys event on these days: Cheshire Oaks: 15/16 October; North Finchley: 22/23 October; Leeds: 25/26 October; Leicester: 27/28 October; Birmingham: 29/30 October and Bristol: 5/6 November. Get down there NOW... or on the appropriate date. Whatever.

MARIO KART DS STALLED

We've got some sad, sad news... *Mario Kart DS* has been delayed. But only for a week or so. It'll now be released on November 25th. This is to make sure that all countries will be go, go, go for online play as soon as it's released and the Wi-Fi option will be perfect. Don't worry, it's going to be fine. Totally.

NOM plays Revolution

What happened when we got The Call to play The Machine.

First Person Shooters, puzzlers and even *Pokémon* could be some of the games that become a reality on Revolution if a behind-the-scenes presentation is anything to go by.

Held a day before Mr Iwata's speech at the Tokyo Game Show, Mr Miyamoto demonstrated how the remote control-style controller works with different genres, and *NOM* correspondent Chris Kohler was there to get some hands-on time.

On firing up the first TV, a bunch of little cubes appeared on the screen as Mr Miyamoto moved a cursor around and shot them by waving the groundbreaking controller in the air.

Put simply, the Revolution can track the positioning of the controller and because the the controller's rotation was measured, it meant that to move the cursor around, all that's needed is a slight rotation of the wrist. At no time is it about waving your arms around like an idiot. Aiming is easy and intuitive. Just think of a position on the screen and it seemed like the cursor jumped there automatically.

The controller's not some kind of a gimmick or a one-trick pony. It's not only going to be used to aim a cursor. To drive this point home, the Nintendo team showed a variety of other tech demos of what the controller could be used to do, and were not in any way indicative of final Revolution games. Now that we're all clear on that, here are the rest of the demos. Note these aren't real images, they're for 'comedy' value.

DELFINO PLANE

When you were tiny, did you ever take a toy plane and fly it around your house, holding it in your hand? That's what this demo was based on. Just hold the controller as if it's a toy plane, and the one on screen reacted accordingly. Tilt the controller to bank and roll, flip it over to loop-the-loop. In a nostalgic touch, the plane flew over the island from *Mario Sunshine*, above which were Pilotwings-style rings.

AIR HOCKEY

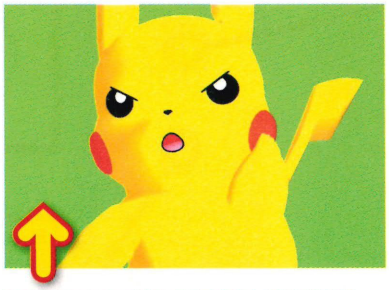
A classic game given a Revolution spin. You move the paddle by pointing the controller, and then adjust the angle of your shot by twisting your wrist. We played Mr Miyamoto and it was a close match as we were even able to avoid dragging the puck into our own goal. Tapping the controller sharply knocks the puck around faster.

FISHING

An isometric pseudo-3D pond appeared on screen. When we moved the controller, a fishing rod hovered over the lake. The controller caused the rod to behave exactly as a real fishing rod would have. Fish swam about and the aim was to get one on the line - the controller rumbled - then yank up to tug it out of the water.

METROID PRIME 2

Yes, Retro is working on *Prime 3*. But it wasn't showing that. It showed part of *Prime 2*, using the new controller and its nunchacku expansion. Using the 3D Stick to move Samus, we aimed and turned using the main controller. It was awesome. The natural feel of 'looking around' by simple movements and firing with the trigger was perfect.

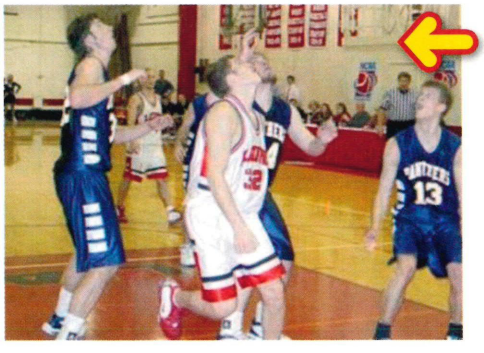


WHERE'S PIKACHU?

There was something different for Pokéfans. A page from a Pokémon book was shown on screen, filled with different Pokémon enjoying a day at the park. We used the controller to scroll around, then moved it closer to the television to zoom in. The object was find the right Pokémon in the clutter by taking a closer look.

KURU KURU KURURIN

Instead of moving through the dastardly maze using a D-Pad, you had to position it using the controller. It was hard, but engaging. We played the fishing and shooting games with polite restraint, but this was the first demo that had us grabbing the controller out of Mr Miyamoto's hands, desperate to play again.



BASKETBALL

Imagine a basketball rolling around on a trampoline. You move a cursor to control the elasticity of a section of the rubber. So when you press Ⓐ, you make a little segment of the trampoline depress. Press Ⓑ and you'll make that segment pop up. So you have to roll the ball along in a little depression, then press Ⓑ to pop it up into the air and try to score a basket.

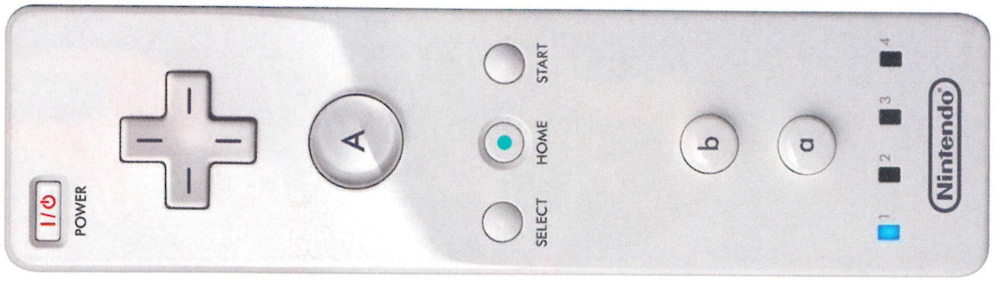
All aboard the ship of Innovation

Industry kudos for Nintendo's controller skills.

There's no denying the peculiarity of the Revolution controller. You and your mates are probably debating it right now. What expansions will be cool? Is it practical for videogames? How the hell will *Mario* and *Zelda* play on it?

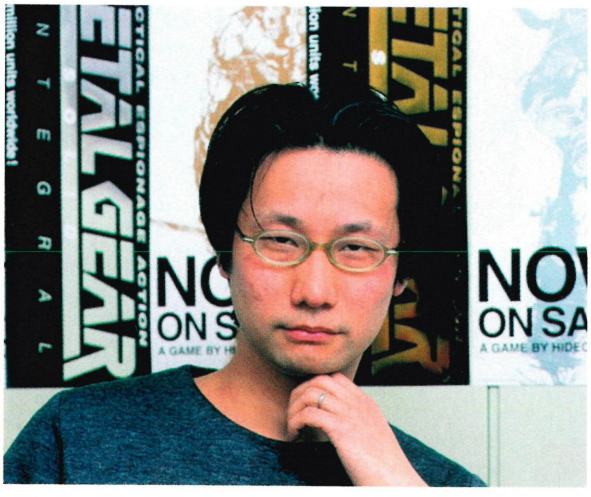
Hopefully, you will be able to play it and find out for yourself by Christmas 2006. Until then, you've got to trust the word of the people who have tried it. And everyone is in support of Nintendo's bold innovation. Even Xbox Vice President, Peter Moore, is impressed with Nintendo's work, having commented; "I want to give kudos to Nintendo for its attempt at innovation with the new controller."

Nintendo got some of the biggest third-party developers to give their opinions on its new controller, and we've got their comments below. By the way, you may not have heard of Yuji Hori or *Dragon Quest*. It's one of the biggest game franchises ever in Japan, so Hori-san is basically a DON. Got it?



■ Drink in every detail - it's going to rock your world, like it's already rocked these guys'

HIDEO KOJIMA – Konami



" 'You've done it' was my [first] impression. This was totally unexpected. I was pleasantly surprised because the controller is quite comfortable, yet provides something brand new. The Famicom defined the modern controller. It made us control games using the A and B buttons, holding the controller with both hands and facing the TV monitor. We have been doing this for 20 years and this premise will now be changed significantly. Even though it was a surprise at first, once I touched the controller, I quickly understood how it should be used – much like the controller of your TV. This is exactly what I was looking for."

AKITOSHI KAWAZU – Square Enix

"The first thing that came to my mind about controlling with one hand was "Wow, that's a bold approach." It's great to see the movement of the hands and arms, and especially the subtle actions and twisting reflected on the screen. The physical feeling you get is more than expected. I believe this will challenge us as creators to figure out how we are going to best utilise this fundamental change."

YUJI HORI – Game Designer of *Dragon Quest*

"Upon my first introduction to the controller, I was surprised. There should have been a controller like this before but surprisingly, there has not. I believe people will not hesitate to use this controller. Just like the remote control for your TV, people will touch it and without thought, understand how to use it. Starting with the DS, I believe Nintendo has made games machines that offer the feeling of touch. The Revolution controller has evolved this feeling of touch even further."

TOKYO GAME SHOW EXTRA!

The Revolution controller was jaw-dropping but check out the other stuff tucked away.

A-LEVEL GAMING

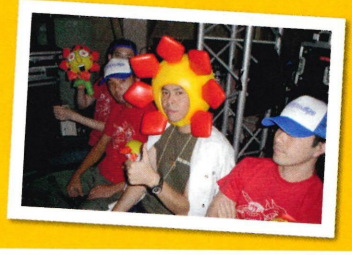
There weren't many new GameCube games on display at Tokyo Game Show. But at the back of the show floor, where game-design school students show off their projects, we tried out two GC games that will probably never see the light of day. One, called *BloWind*, was a platform action game where the enemies were made of bits of paper. You had to wave a big fan at them and blow all the papers away, then attack the enemy's exposed core. We'd buy this!

COSPLAY COMEDY CORNER

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

- **Who?**
The *Boktai* Development Team
- **Where?**
Backstage at TGS, on the Konami booth
- **Verdict?**
They were competing in a *Metal Gear Solid* tournament, but decided to represent their game by dressing up like the characters. The shame!

Embarrassment rating: Forever



cut along the dotted line to release your awesome *NOM* poster

Mario for Revolution launch?

Miyamoto's masterpiece could be served up at launch-time. Yum!

The Revolution could hit the shops with *Mario* on the launch software line-up. Nintendo President, Satoru Iwata, has gone on record to say: "I am pushing very strongly on Mr Miyamoto to make *Mario* one of the launch titles for the Revolution."

This is further acknowledgement that the next generation *Mario* game we all can't wait to see is well underway, and it could be less than a year away from being in gamers' hands. This is not the first time Iwata-san has spoken about Revolution's launch line-up. At Nintendo's pre-E3 media briefing back in May, Iwata-san revealed his hope that *Metroid, Smash Bros.* and *Zelda* games would also be ready for launch. It's all too exciting.

Unfortunately, no further details were released about the next *Mario* game, but we expect it and the other launch titles to be unveiled in full at next year's E3 show in May.

We Can't Wait For...

SUPER MONKEY BALL DS

The monkeys are coming. You cannot ignore them. They're like, going to roll all over your DS screens and there's nothing you can do about it.

This is going to own you. The only question is, how well will it control on the DS? There's no game more reliant upon PRECISE control than *Monkey Ball*. D-Pad control would be a serious downgrade. We wouldn't be able to cope. What we're hoping for is a clever touch-screen control system. Moving the stylus around to tilt the platform - it could work.

We've seen it in motion and it looks mint. Graphically, there's little difference. The GameCube versions look clean and simple anyway. The only major difference is the 2D ball, but that's fine.

The minigames are looking sweet, too. Monkey Race and Monkey Fight are definitely in there. Who cares about those? Not us. It's all about Monkey Target. We need that like oxygen. Monkey Bowling had better be in there too. And Monkey Golf would be nice. Sega also revealed a new minigame – air hockey. The cool thing is, you draw your own bat, and can make it any shape you want.

Mike's so excited, he wants to get a giant ball to run about in. So if any of you guys have a spare see-through seven-foot tall sphere lying around, whack it in the post to the usual address.

Pokémon Center

Pokémon overload... a new game and a new show. Critical hit. Is there no end to the talents of the little ball-dwelling beauties?

POKéMON TOROUZE

Pokémon Puzzle League **on N64 was a work of sheer genius and we're hoping for similar brilliance in this brand new DS puzzler. Don't be fooled by the *Zoo Keeper*-style graphics; it's actually a lot different. You can move the Pokémon heads horizontally and vertically to try to match up four or more Pokémon together so they vanish.**

There are THREE HUNDRED AND EIGHTY Pokémon in the game and obviously, you've gotta catch 'em all. There will also be an Adventure mode, in which you have to free the Pokémon from an evil organisation. Will it be Team Rocket? Unlikely.

Torouze will be released in Japan on October 20th and we'll have a preview next issue. We're loving the art style, by the way. The Pokémon heads are quality and the characters also are suitably crazy. We choose you, *Torouze*.

POKéMON - ADVANCED BATTLE

There's an all-new *Pokémon* series currently showing on Toonami and it's Pokétastic. Ash and pals are venturing further into the Hoenn region and facing off against some spectacular Pokémon. There'll be pocket monsters from earth, land, sea, sky, outer space and even ancient history.

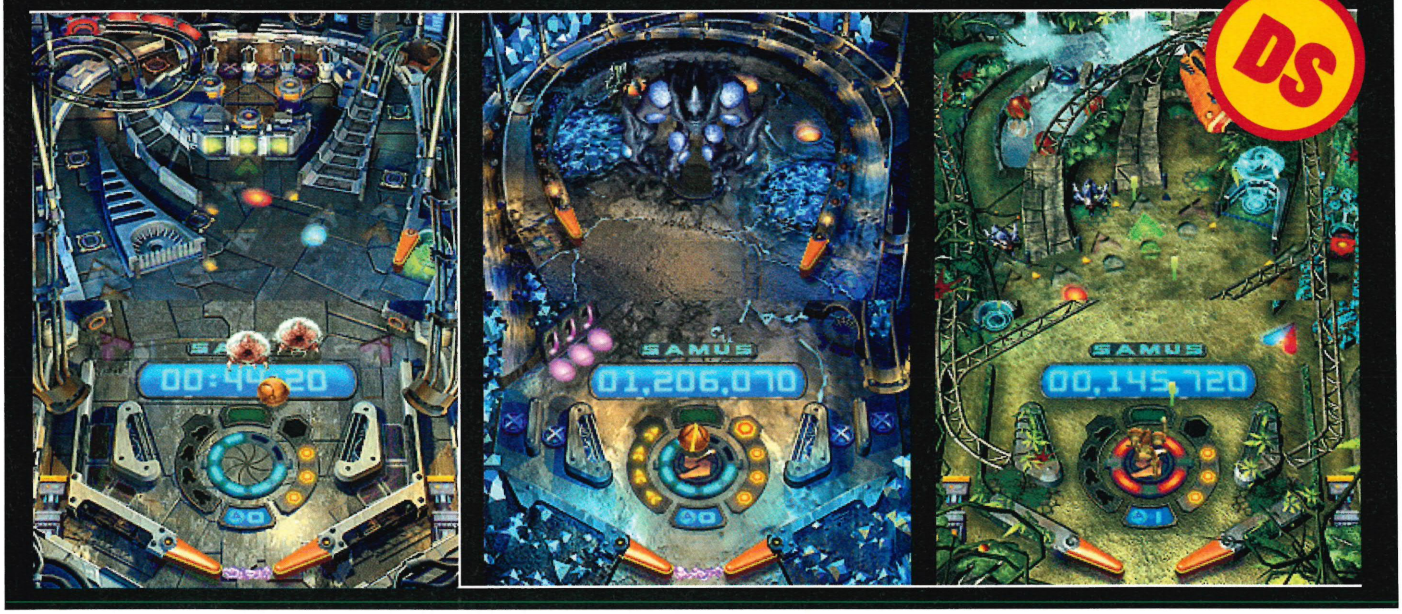
Plus the useless Team Rocket will be back on the case to cause more trouble. But even more dangerous is the rivalry between Team Magma and Aqua, which is really threatening to boil over in this series.

The new show is being shown Mondays, Tuesdays and Wednesdays at 7.30am and 5pm. Plus you can catch it at the weekends at 10am and 4.30pm. Toonami can be found on the following channels: Sky - 621, NTL - 903 and Telewest Broadband - 732.

We Can't Wait For...

METROID PRIME PINBALL

Extra ball! Bonus! And so on... look, it's some new *Metroid Prime Pinball* shots just for you, including one table we've never even seen before. We reckon this could be a little gem, you know. You'll be able to battle deadly enemies and experience a number of special modes, such as Clone Machine Multiball and the Wall-Jump Challenge. Plus you've got the rumbling GBA pack, which is going to be great.



heroScape

In the world of HEROSCAPE™, what role will you play?

THE BATTLE OF ALL TIME

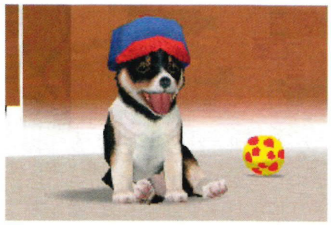
Time has come undone. In the wake, fierce champions from accross the galaxy now stand at your command. This is **HEROSCAPE**. Endless encounters, won and lost on terrain that you construct and control. Customise your world and let the battles begin.

cut along the dotted line to release your awesome *NOM* poster

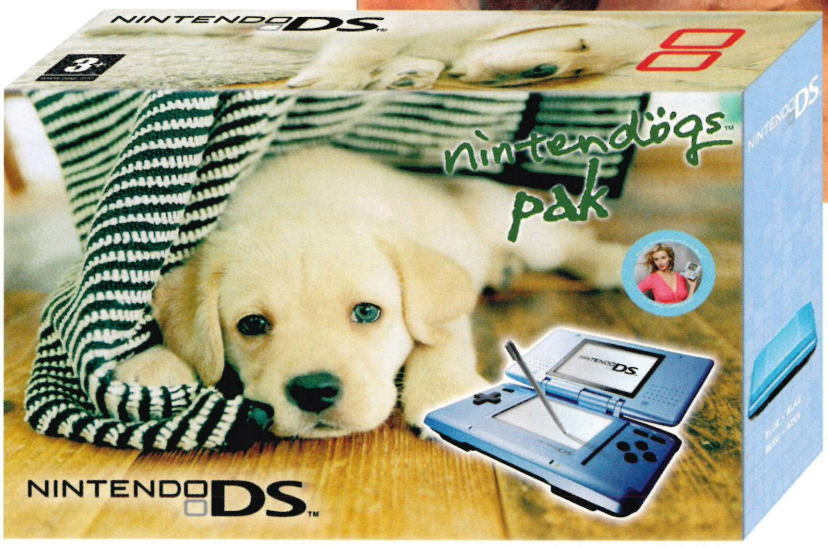
DS news overload

DS price drop, and *Nintendogs* bundles with new colours.

Have you checked out the price tag on a DS lately? £89.99 is the new price to pay for dual-screen gaming. The DS price-drop was simultaneous with the release of *Nintendogs*, which looks set to consume the country, as it has done in Japan and the US.



Buy me now. I rule!



That's not all - Nintendo has released two *Nintendogs* bundle packs, that come with two awesome new DS colours. The Dachshund version of *Nintendogs* comes with the Pink DS, while the Labrador version with the slick Teal (blue) DS is one for the boys. Unless you're a boy that likes pink. And being remorselessly picked on at school.

How much are the bundles? £99! Yes, you read it right, £99. So for the same price you would have paid for a DS at the moment it launched, you can now get yourself a killer game and stylish new coloured DS. Life really doesn't get much better than that. Have that IN YOUR MOUTH.

Improved screens for SP

The future is bright for Nintendo handhelds.

Nintendo is about to unleash the super-sleek GameBoy Micro for release in Europe, but that doesn't mean that the GBA SP is forgotten. On the contrary, Nintendo is releasing a brand new backlit version of the flip-screen'd portable beauty.

What's the point? The current GBA SPs are front-lit, giving you a slightly dull, uneven cast of light. See how sweet your DS screens look? That's because they're BACKLIT. This illuminates the whole screen evenly from behind. So with the backlit screen, the new SPs will be as bright and colourful as your beautiful DS versions.

Meanwhile, the SP's smaller twin, the GB Micro, began its storm of Japan on September 13th, when the entire nation went nuts for them. Within the first week, style-conscious gamers had snapped up 150,000 units. The sexy Famicom version, which looks like a Famicom controller, sold out within the first two days. Nintendo handhelds are owning Japan at the moment, outselling the new white PSP. Get coins together, ready for the Micro's UK release on November 4th, for £69.

Welcome to Animal Crossing

Guardian

November Edition, 2005

TOM NOOK REVEALS ALL

***Animal Crossing DS* will be launching next year and we've got some breaking news about the game that's going to own your free time. The world will literally be your playground as you visit people in towns across the globe.**

We've got some brand new details about the game and it's shaping up to be a real treat. It will be a direct sequel to the GameCube version but will feature a bunch of new stuff. Firstly, you and three pals will be able to hang about in the same village all at once, either through a local area network or by using Wi-Fi.

Once in your town, you can communicate with text message-style emoticons. Also, surprising stuff will happen when you play with people who are within range of your DS' wireless capabilities - also known as a local area network. Sometimes, a bottle containing a letter from another town will wash up on your shores or constellations created by someone else will appear in the night sky above you.

Wi-Fi, which lets you play across the globe, works in pretty much the same way as LAN but players must know each other before they can visit people's towns. So if Mike wanted to visit Rob's town, they would need to add each other to their Friend Roster, whose window is accessible anytime during play. You can register friends by either playing with them on LAN or by exchanging a special password you receive when registering the game.

Days and seasons pass in real-time. So if it's a cold Autumn day outside your house, it'll be a cold Autumn day in the game too. The seasons will also affect the town. So certain events or people will only be available at certain times of the year, just like the 'Cube version.

Most of the crazy characters, including Tom Nook, Mr. Resetti and K. K. Slider, will be making their return. But Nintendo has also promised there'll be a bunch of new and exciting characters. They're also going to have hobbies this time around and you'll need to help them with their pastimes.

This is all sounding pretty sweet to us and as soon as we learn more, the *Animal Crossing Guardian* will have the scoop.

IF YOU CAN SAY "WALKIES!"

YOU CAN PLAY

nintendogs™

Nintendogs is a computer game for people like you who really love dogs. You don't have to press any buttons, just talk to it and your very own pet dog will go "Walkies," "Fetch" sticks, and even do "Back flips."

Wash it, feed it and show it lots of love, just like you do with a real dog.

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NINTENDO DS™

open up and play

Purina Bakers Complete

it's doggylicious!®

In association with nintendogs™

Gasp, gasp. That bloody orange lizard locked me in a sack for the past month. I can't believe it. He's going to pay. I'll shove that flaming tail up his ass and see how he likes it.

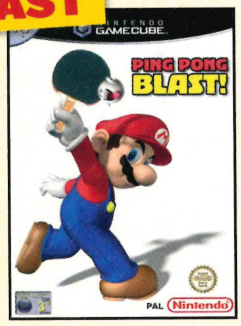
MARIO SPORT FRENZY

So Mario's a football star now, is he? Hmm, doesn't seem like two minutes since he was boasting about playing tennis. For a fat guy, he certainly plays a lot of sports. I'm pretty sure I've never seen him sweating, gasping for breath and crying out for someone to give him another two-pound cheeseburger.

But eventually, we all know that Nintendo is going to run out of sports for Mario and his little pals to play. It needs my help. It's crying out for me to suggest some ideas for sports Mario should star in next. Miyamoto's probably penning a letter to me as we speak. So I'll save him the trouble. Just send cheques made payable to "Edwardo Sanchez". Don't ask questions, just do it.

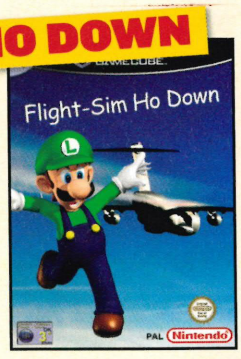
MARIO PING-PONG BLAST

Simple. But replace the ping-pong ball for a Boo. If you look at it, it disappears. So you've got to play the game by turning your back on your opponent. The first person to actually manage to hit the ball wins. The first person to drop the bat loses.



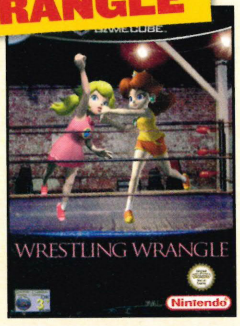
LUIGI'S FLIGHT-SIM HO DOWN

Switch on your 'Cube at 8pm and take off with a plane that's flying from Gatwick to Los Angeles. Go to sleep. Wake up ten hours later and land the plane. Power moves include taking off backwards and... landing backwards. And eating airline food.



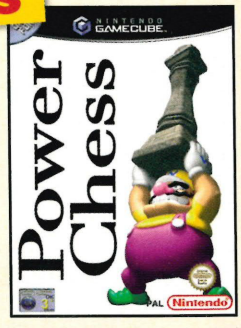
PEACH'S WRESTLING WRANGLE

One for the ladies. Peach and Daisy wrestle in rings across the Mushroom Kingdom, trying to decide who gets to be Mario's girlfriend. The plumber and Luigi watch while they go one-on-one. Birdo and Toadette need not apply.



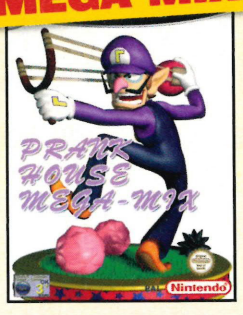
WARIO POWER CHESS

Wario's got a pair of magic gloves that have turned everyone in the Mushroom Kingdom into chess pieces. The only character left is a Goomba who must beat Wario in a chess match. Sadly, he's can't move the pieces as he's got no arms.



WALUIGI PRANK HOUSE MEGA-MIX

Fed up of Nintendo characters taking the mickey out of his stringy long legs, Waluigi loses it, Michael-Douglas style and decides to bomb everyone's houses. It's like a vandalism Olympics; run from cops, jump over fences, that kind of thing.



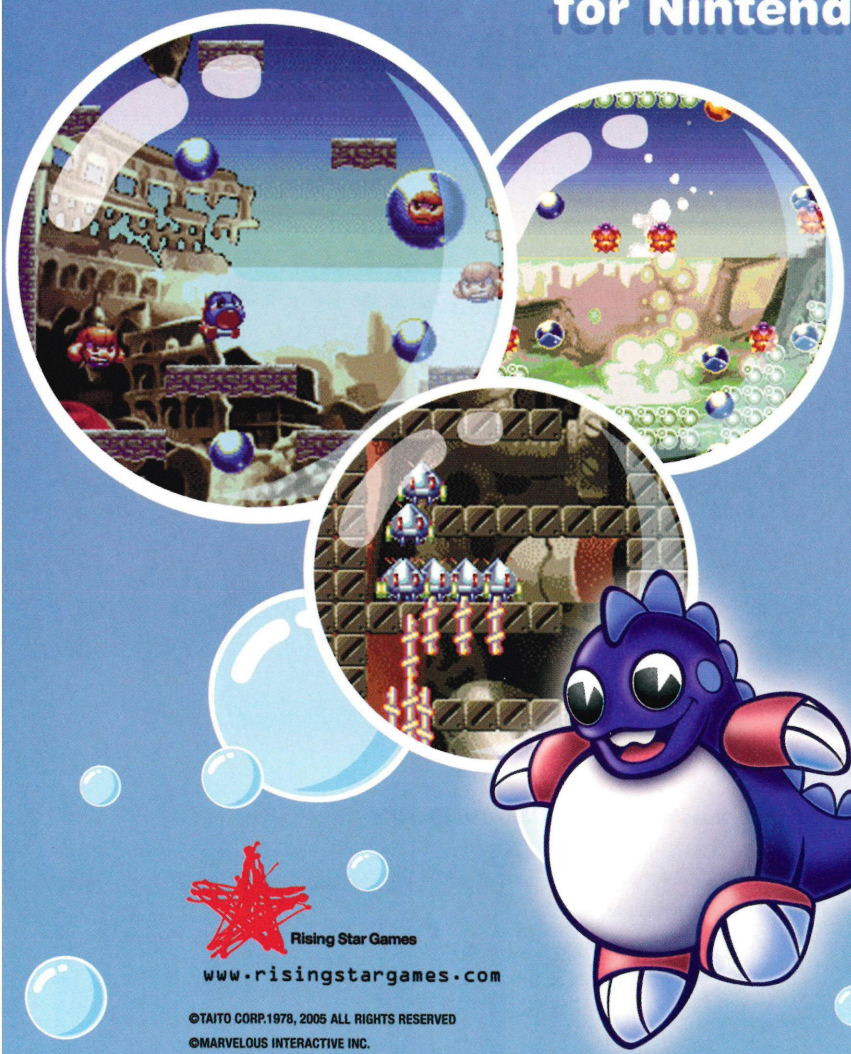
BOWSER MEGA CONKERS

When Bowser isn't trying to take over the world, he plays conkers with the shells of Koopas. Unfortunately, they are still inside and keep trying to crawl away during the game. Special moves include the Knuckle Smash and Vinegar Victory.

BUBBLE BOBBLE revolution

Bub and Bob are back!

in a new BUBBLE BOBBLE adventure exclusively for Nintendo DS™



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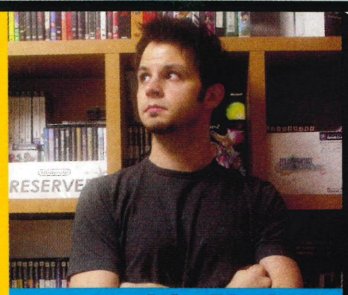


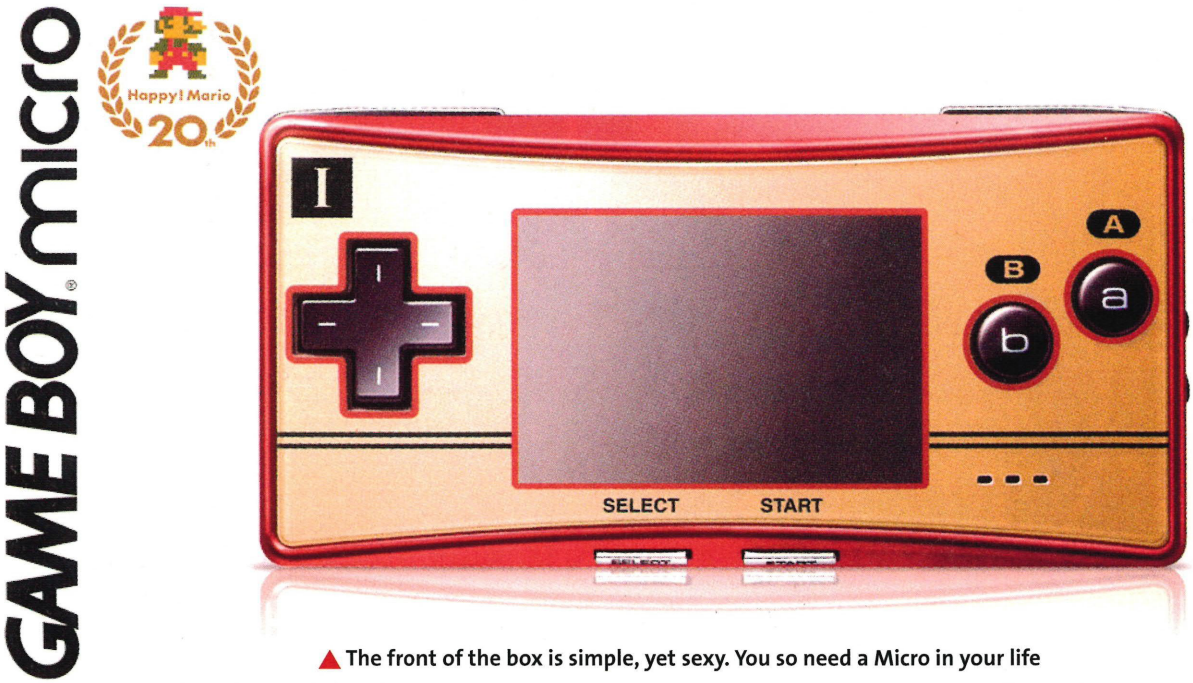
reporter John Ricciardi

● GB beauty ● Mario hits 20 ● Musical makeover

MICRO MAGIC

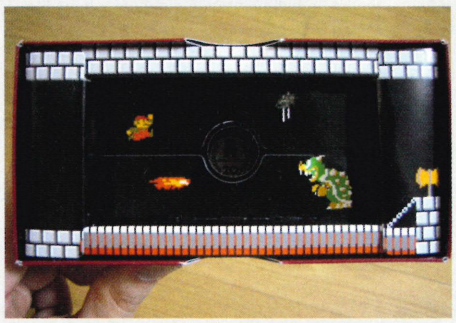
It's here! The sexiest handheld in all the land arrived in Japanese stores on September 13th, to much fanfare. Of course, *NOM* was there, bright and early, to shell out 12,000 Yen for yet another Game Boy we didn't need. Oh, come on, like YOU wouldn't have done the same? Please. Check out the Famicom Micro's awesome packaging. You know you want one.

"THE SEXIEST HANDHELD IN ALL THE LAND."



▲ The front of the box is simple, yet sexy. You so need a Micro in your life

▲ The back of the Famicom version actually has the "Happy Mario 20th" logo displayed right on the case itself. Hot!



▲ The Micro goes in there. Lift it out and there's a hidden message from Peach, before she got all that plastic surgery done

▲ Translation: "The Famicom edition of the Game Boy Micro is quite popular indeed. You should get one now and kiss it."

TURN OVER FOR MORE FROM JAPAN

SUPER MARIO BROS. TURNS 20!

September 13th also marked an important day for Nintendo fans around Japan: it was the 20th anniversary of the release of the original *Super Mario Bros.*!

To celebrate, Nintendo re-released the Famicom Mini version of *Super Mario Bros.* for GBA, as well as *Mario Tennis: Power Tour* and *Dr. Mario & Panel de Pon* (aka *Tetris Attack*). Commercials ran on TV, ads were placed in subways and the moustachioed one even managed to make the cover of one of Japan's most well-known mainstream magazines, the appropriately-named *TV Bros.*

THE AD GALLERY

LICK THESE ADS. THEY TASTE OF GAMING SWEETNESS.

Akihabara WATCH

Somewhat predictably, Game Boy Micro displays lined the streets this month as the new handheld made its debut in Japan, just as Mario turned 20 years old. Would you believe the Famicom Mini re-release of *Super Mario Bros.* sold another 240,000 copies in its first two weeks?!

BAND BROS. RETURNS

Nintendo released the first-ever GBA cartridge expansion to an existing DS game on September 26th. *Daigassou! Band Bros. Request Selection* is an add-on packed with over 20 new songs from popular Japanese artists, as well as tracks from recent games. The cart can only be purchased through Nintendo's Japanese website, but if it does well, the big N says it may consider further expansions.

JAPAN TOP TEN

The current best-selling games on Nintendo platforms in Japan

1	*TAMAGOTCHI NO PUCHI PUCHI OMISECCHI*	*(BANDAI, DS)*
2	*FAMICOM MINI SUPER MARIO BROS.*	*(NINTENDO, GBA)*
3	*NOU WO KITAERU OTONA NO DS TRAINING*	*(NINTENDO, DS)*
4	*SUPER ROBOT TAISEN J*	*(BANPRESTO, GBA)*
5	*YAWARAKA ATAMA JUKU*	*(NINTENDO, DS)*
6	*DR. MARIO & PANEL DE PON*	*(NINTENDO, GBA)*
7	*MARIO TENNIS: POWER TOUR*	*(NINTENDO, GBA)*
8	*PHOENIX WRIGHT: ACE ATTORNEY*	*(CAPCOM, DS)*
9	*JUMP! SUPER STARS*	*(NINTENDO, DS)*
10	*MUSHI KING: ROAD TO THE GREATEST CHAMPION*	*(SEGA, GBA)*

Source: Mediacreate, week ending September 25th

Screw Breaker

It's all about drilling. We've lost hundreds of hours to drilling. There were like, THOUSANDS of blocks just waiting to be drilled. We had to take the pink king of drilling, Mr. Driller, to the bottom. Even if it took all night, sleep is not important. We had to drill.

The drilling revolution is spreading. Game Freak was all about catching little animals in balls and making them fight. They spread that phenomenon. Now they're starting a new one. *Screw Breaker* gives you a DRILLING MACHINE. It drills hard, and can go in REVERSE. That's what we're talking about. You don't just drill blocks. It's platforming with drill enhancements.

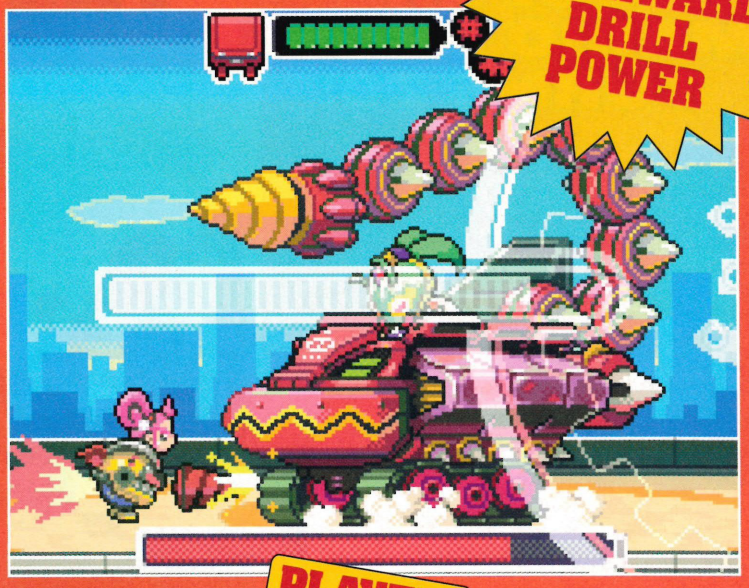
You start with one gear. It's rubbish because it can only drill for a couple of seconds. The second gear extends this time a little. Third gear gives you ultimate power. Speed-drilling that's never-ending. Then enemies can keep coming. You'll wreck them all.

The puzzles are special. There are tunnels with drill threads on the walls; you spin your drill in them to move along, climbing to new heights. You can stick your drill into screw-lifts that carry you across gaps. You can drill into a spongy block, then quickly slam the drill into reverse to get a kick backwards, jumping to a distant platform.

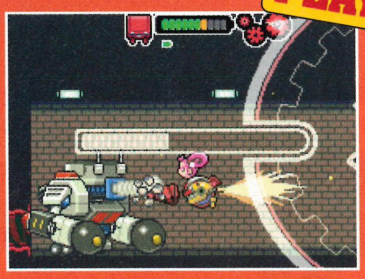
You master the way of the drill, then it goes and turns up the heat. The spiky ceiling is falling, but each of the blocks below you can only be drilled from ONE ANGLE. Plan your route and drill hard, or get spiked. That's the situation in all its glory.

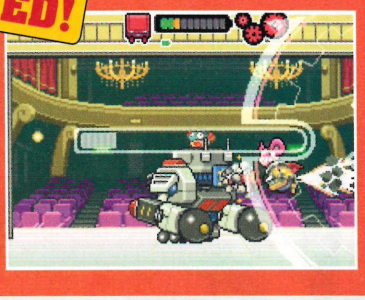
Then two GIANT robots appear either side of you. They shoot rockets out of a hole. An open hole! Jam your drill up in there. He won't like that at all. The guy behind won't stand for you drilling his mate's guts. He shoots a rocket. You stick your drill in reverse to shunt backwards and over his rocket. Then jam your drill into him. You are a super-nimble drillmaster. Not even giant drilling scorpions can defeat you. This game is the nuts.

FORWARD BACKWARD DRILL POWER



PLAYED!





LUNAR TUNES

Lunar Genesis

So far on DS, there's been a serious lack of RPGs. For some, this is a reason to rejoice. They dance naked in the streets while hacking zombies to bits in *Castlevania*. Others choke back huge sobs of sadness as they draw imaginary swords and dragons on their DS screen. Dreaming of the day they can level up a spiky-haired hero and make him drink magic potions. Well, dream no more you weeping wrecks, because *Lunar Genesis* is here - at least in Japan.

But will it save the day? Well, at the moment it's hard to tell, although it is a continuation of the *Lunar* series which started on the Sega CD years ago. That's when games came on CDs or something. Madness. There have been some updates in times gone by but *Lunar Genesis* is the first update in quite a while and is actually a prequel to previous stories.

Of course you play as a spiky-haired boy and a girl that can cast spells, while travelling from town to town fighting monsters. But this is actually part of your JOB - a sort of convoluted postman that can kick ass. Thankfully, enemies appear on the screen as you walk about, so there's none of that random battle business. But there is a bit of a silly battle system. It seems you can't select which enemies you want to attack. Instead, your chosen character just attacks whichever one they want. Fortunately you can speed up battles by holding down R but it doesn't really improve the actual mechanics.

Unfortunately, you've got to fight lots of monsters to collect lovely treasure. In each area there are treasure chests that can only be opened once all the monsters have been defeated. But there's a horrible catch that would have a lawyer, who's just sent his dying grandma to prison, shouting with rage. You've got to defeat all the enemies in the area within a time limit. That wouldn't be so bad if you could run to each battle. But your character gets too tired if they run and must walk instead. How disgusting is that.

Hopefully, there'll be better things to report about *Lunar Genesis* when we get the UK review version next month. So all you RPG fans better start stocking-up on magic potions and the like.

Let the Nightmare Begin...

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- Explore eerie locations like Halloween Town Square
- Take on your friends in cool mini-games

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GAME BOY ADVANCE™

Available from all good software stores on 7th October

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Caught 'em all!

There's nothing in life more satisfying than a full Pokédex. Maybe you have one, maybe you want one. Either way, it's time to feel the Pokélove...

Getting a full Pokédex is hard. Harder than cracking a diamond with a jellybaby. Harder than turning the sun blue. Oh, and it takes ages. That's why only the elite few will ever see on their GBA screen what we present to you over the following five pages.

You don't have to be a Pokémaniac to get a buzz out of this. No way. Sprites are ace anyway. If we could smash apart our bodies to be rebuilt in two dimensions from coloured dots, we'd have done it long ago.

Just have a look and decide which one is your favourite. Don't make it Charmander though, because that's obvious. Look, there's a monkey with a hand on its tail here AND a bird that looks like it's wearing a coat. What more do you need? *Pokémon Emerald* rules so hard.

001 Bulbasaur
002 Ivysaur
003 Venusaur
004 Charmander
005 Charmeleon
006 Charizard
007 Squirtle
008 Wartortle
009 Blastoise
010 Caterpie
011 Metapod
012 Butterfree
013 Weedle
014 Kakuna
015 Beedrill
016 Pidgey
017 Pidgeotto
018 Pidgeot
019 Rattata
020 Raticate
021 Spearow
022 Fearow
023 Ekans
024 Arbok
025 Pikachu
026 Raichu
027 Sandshrew
028 Sandslash
029 Nidoran (F)
030 Nidorina
031 Nidoqueen
032 Nidoran (M)
033 Nidorino
034 Nidoking

035 Clefairy
036 Clefable
037 Vulpix
038 Ninetales
039 Jigglypuff
040 Wigglytuff
041 Zubat
042 Golbat
043 Oddish
044 Gloom
045 Vileplume
046 Paras
047 Parasect
048 Venonat
049 Venomoth
050 Diglett
051 Dugtrio
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054 Psyduck
055 Golduck
056 Mankey
057 Primeape
058 Growlithe
059 Arcanine
060 Poliwag
061 Poliwhirl
062 Poliwrath
063 Abra
064 Kadabra
065 Alakazam
066 Machop
067 Machoke
068 Machamp
069 Bellsprout
070 Weepinbell
071 Victreebel
072 Tentacool
073 Tentacruel
074 Geodude
075 Graveler
076 Golem
077 Ponyta
078 Rapidash
079 Slowpoke
080 Slowbro
081 Magnemite
082 Magneton
083 Farfetch'd
084 Doduo
085 Dodrio
086 Seel
087 Dewgong
088 Grimer
089 Muk
090 Shellder
091 Cloyster
092 Gastly
093 Haunter
094 Gengar
095 Onix
096 Drowzee
097 Hypno
098 Krabby
099 Kingler
100 Voltorb
101 Electrode
102 Exeggcute
103 Exeggutor
104 Cubone
105 Marowak
106 Hitmonlee
107 Hitmonchan
108 Lickitung
109 Koffing
110 Weezing
111 Rhyhorn
112 Rhydon
113 Chansey
114 Tangela
115 Kangaskhan
116 Horsea
117 Seadra
118 Goldeen
119 Seaking
120 Staryu
121 Starmie
122 Mr. Mime

123 Scyther
124 Jynx
125 Electabuzz
126 Magmar
127 Pinsir
128 Tauros
129 Magikarp
130 Gyarados
131 Larpras
132 Ditto
133 Eevee
134 Vaporeon
135 Jolteon
136 Flareon
137 Porygon
138 Omanyte
139 Omastar
140 Kabuto
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142 Aerodactyl
143 Snorlax
144 Articuno
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163 Hoothoot
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177 Natu
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181 Ampharos
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183 Marill
184 Azumarill
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189 Jumpluff
190 Aipom
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192 Sunflora
193 Yanma
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205 Forretress
206 Dunsparce
207 Gligar
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210 Granbull

211 Qwilfish
212 Scizor
213 Shuckle
214 Heracross
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216 Teddiursa
217 Ursaring
218 Slugma
219 Magcargo
220 Swinub
221 Piloswine
222 Corsola
223 Remoraid
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229 Houndoom
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232 Donphan
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237 Hitmontop
238 Smoochum
239 Elekid
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251 Celebi
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258 Mudkip
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285 Shroomish
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288 Vigoroth
289 Slaking
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291 Ninjask
292 Shedinja
293 Whismur
294 Loudred
295 Exploud
296 Makuhita
297 Hariyama
298 Azurill

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302 Sableye
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330 Flygon
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334 Altaria
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336 Seviper
337 Lunatone
338 Solrock
339 Barboach
340 Whiscash
341 Corphish
342 Crawdaunt
343 Baltoy
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346 Cradily
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358 Chimecho
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365 Walrein
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368 Gorebyss
369 Relicanth
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371 Bagon
372 Shelgon
373 Salamence
374 Beldum
375 Metang
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378 Regice
379 Registeel
380 Latias
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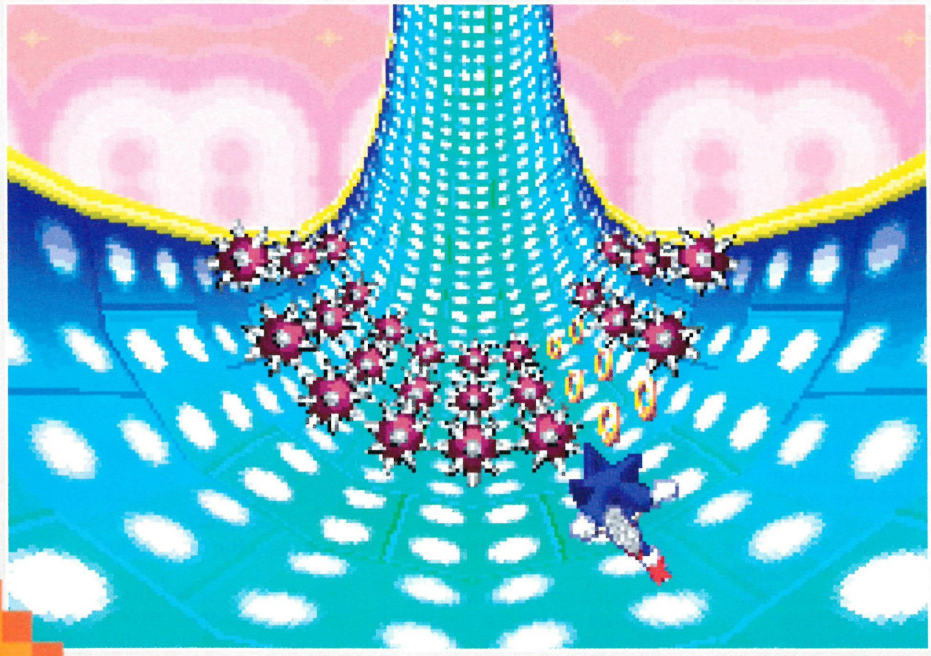
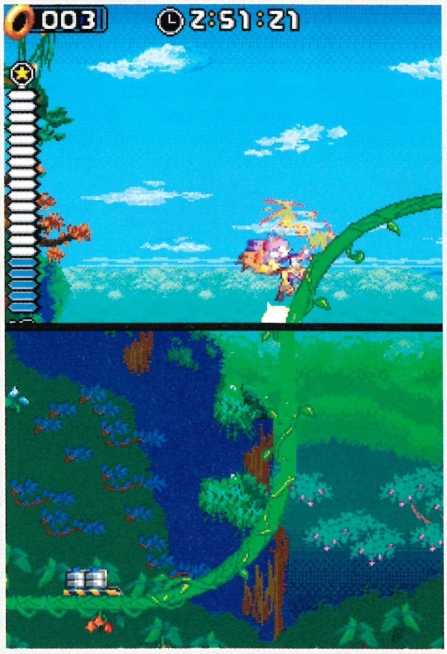
384 Rayquaza
385 Jirachi
386 Deoxys

Nintendo
OFFICIAL MAGAZINE

ALWAYS FIRST WITH THE BIGGEST GAMES

Previews





Sonic Rush

Mario has always been king. But now, Sonic's coming.

This is the best *Sonic* game ever made. No messing. If you spend more than two seconds going slow, you're not playing it properly.

This is what you imagined a *Sonic* game would be like before you actually played one. Back in the '90s, the *Sonic* Mega Drive adverts were awesome. You got flashing glimpses of this little blue sprite winging round loops, pinging off springs and flying hundreds of feet through the air to land on a distant platform, still sprinting.

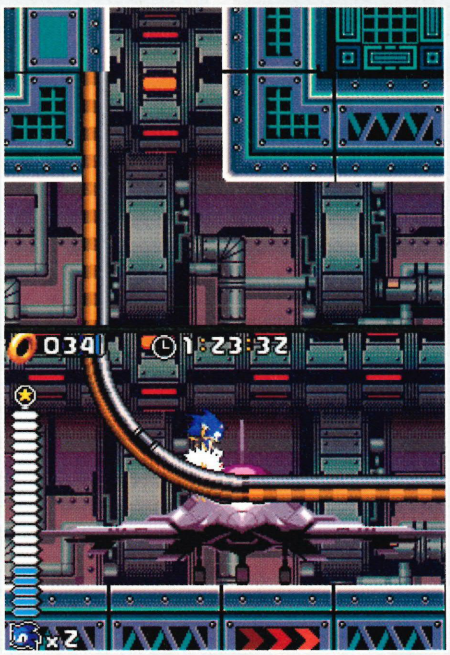
You only got to see the parts where Sonic's feet were a blurry red circle. At a glance, it was far cooler than any *Mario* game. It blew everyone away. You have pictures in your mind of spending hours blazing this Hedgehog dude all over your telly like a super ninja.

But then you play the game, and all is not as it seemed in the ads. The old *Sonic* games always started off fast in Green Hill Zone. But then, everything soon became painfully slow as challenge levels were increased by tricky platforming and the drab sections got more and more frequent as you progressed. Speedy sections became occasional, rather than frequent and suddenly, this super-fast sprint-quest turned into a slow platformer, that wasn't as much fun as *Mario*. That insanely quick game you imagined when you saw the ads didn't exist.

But it does now. This game isn't called *Sonic Take Your Time on the Crappy Platform Sections*. It's called *Sonic RUSH*. That's all you do - you wing it. And it feels awesome. We've played right through to the last world and can tell you that the pace never lets off. And it's all thanks to the utterly genius boost bar.

That one little bar has revolutionised *Sonic*. It has abolished every last second of downtime you'd have in previous *Sonic* games. With a tap of the Y button, he blasts from a standstill to an instant full-on mega-sprint. So when your speed is killed by a rock or you hit an enemy, there's no more gradual build-up of pace. You just whack the boost and burn away.

Boosting allows Sonic to deal with enemies a lot better, too. In previous games, you'd have to jump on them or make Sonic roll, both of which can result in a loss of speed. In *Rush*, if you know that enemies populate the area ahead, you activate the boost, which covers you in blue flames, and then just plough on straight through them. You can devastate whole swarms of beasts without ever slowing down. It's awesome.



But you have to use the Boost Bar wisely. It drains quickly, and you have to recharge it. In a previous version of *Sonic Rush*, you did this simply by running fast. That's changed - for the better. Now the only way to charge the bar is to perform stunts. STUNTS! You'd think that would interrupt the flow of the game, but it actually improves it drastically.

Why? In all *Sonic* games, you have dormant moments where you're flying through the air after hitting a spring or grinding along a pole, and you just hold a direction. For that moment, your fingers don't do much. *Sonic Rush* fills those finger-lazy moments with stunts. They're not complicated to do - when you're sprung into the air, you hit the jump button to stunt and when on a grind pole, you tap Y. Sonic flicks about like a nutter and your Boost Bar fills up.

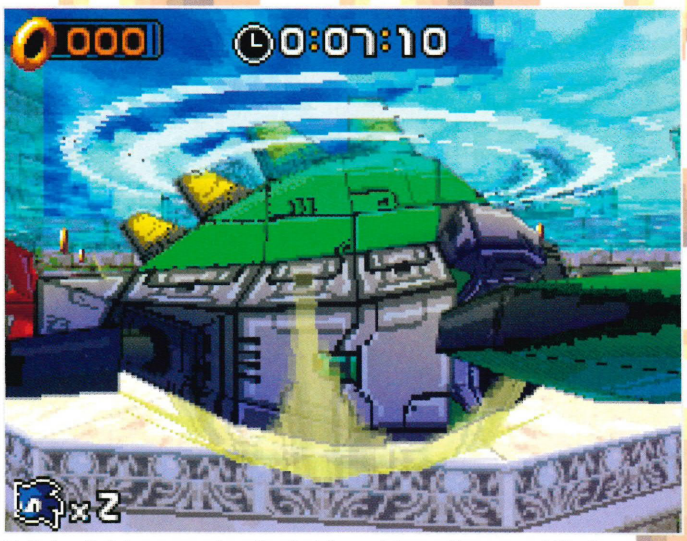
Assigning the stunts to different buttons is genius, because it requires thought. You have to train your brain to automatically hit the right button in the right situation. And it feels fantastic once you master it fully.

Can you see how this could transform the *Sonic* experience? In the past you'd hold right and watch idly as Sonic flies round a loop, along a grind pole and flicks off a spring to land in the distance. In *Sonic Rush*, you'll tap boost as he goes round the loop to keep your speed up, rapidly smash R as you grind on the pole and hammer the jump button after flicking off a spring to stunt in the air.

The gameplay has obviously improved, but that would mean nothing without good levels to burn around. The level design in *Sonic Rush* totally kicks ass. Following tradition, each Zone has two Acts (stages), and a boss fight. And each Zone differs from others not only by looks and music, but by its own unique mechanic.

For example, Zone 1, Leaf Storm has vine ropes that Sonic needs to spin around on. As he does so, vines wrap around a spring in the middle, which draws him in towards the spring, which will shoot him into the air. Zone 2, Water Palace has giant rotor blades under the water. If Sonic hits them at speed, they'll spin and create a whirlpool that'll carry him upwards. If he hits it slowly, the whirlpool won't be created and he'll fall down.

Even cooler, Zone 6, Altitude Limit has rocket-powered

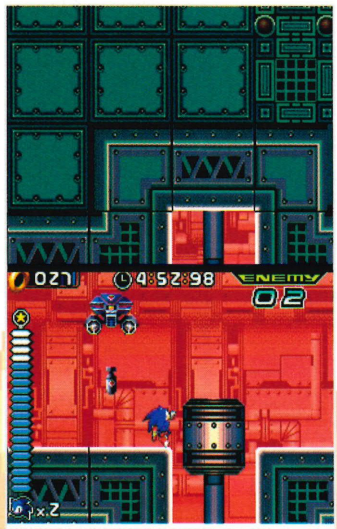


❑ Robo-fish boss crushes Sonic. Thought you the man, Mike?

Bosses with an extra dimension

The DS' polygon chip fires up some boss action.

The days of Eggman trying to drill Sonic or swing a pendulum at him are over. They're sissy attacks. Eggman gets SERIOUS in *Sonic Rush*. We've already revealed the hammerhead boss in a previous issue. Now we've done battle with a giant mechanic dung beetle that rolls a massive spikey ball at Sonic. And we've wrecked what looks like a robotic amphibian dinosaur in a furious underwater battle. The best thing is all the boss stages are in 3D, making for much cooler fights. And it looks awesome, too.



❑ Graphics are sweet and gameplay is cool as you like

❑ Sonic's sweaty after a few levels, so he takes a quick shower

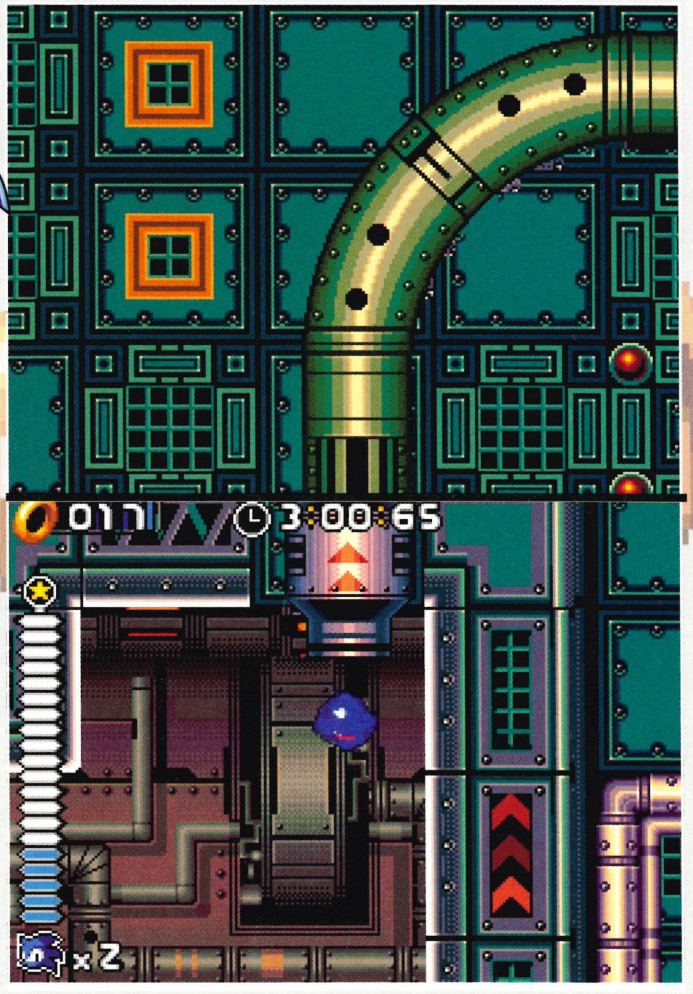
Blazing trails

Blaze the Cat is new to the *Sonic* saga. Yes, she's a girl like Amy, but nowhere near as rubbish. She's just as fast as Sonic, and she's all about the fire.

When she jumps, she's covered in flames, so any enemies that touch her in the air get their ass roasted, like dry peanuts. She can also get a slight hover on, which means she can jump over much larger distances than Sonic. But hovering deactivates her flames, so she becomes vulnerable.

❑ Mike thinks Blaze is cute...

❑ ... but careful - she'll burn you



❑ Never before has Sonic been more sonic. He was born to rush

platforms that shoot upwards. You have to direct them left and right to dodge past spikes and other obstacles. Touch anything and the platform will explode, leaving Sonic to fall to his death.

Repetitiveness was always a problem with old *Sonic* games. But with these Zone-specific obstacles, *Sonic Rush* is constantly refreshing. And it needs to be, because the stages get so tough you'll be retrying them dozens of times. It's all about concentration. Sonic rockets along so quickly, you don't have time to react to a sudden end in the platform, or a set of obstructive spikes. You have to know they're there. So the first time you encounter a level, you're almost certain to fall victim to its cunning traps. But each time you die, you learn. You remember where obstacles are, using landmarks as warning signs.

Halfway through Act 1 of Zone 4, Night Carnival you've got to look out for a switch on the floor. It's just after a set of double loops. This switch will activate a platform that carries you over a chasm. If you run over the switch and forget to stop, you'll run past the moving platform and fall to your death. But it's not just about memory; you need the skill to kill Sonic's speed at just the right moment to stay on the moving platform. If you stop too early, the platform will bugger off without you.

This one had us stumped for AGES. We wigged out a few times, and shook the DS until the top-screen slammed down on our thumbs. But we didn't give up because, after all the grief, flying past the giant gold ring at the end of the stage will feel all the more sweet. And we can't get enough of it. The day we get the final version of this game can't come soon enough. ***Mike Jackson***

❑ Probably the only time you'll ever be able to get a woman to jump through hoops for you

ESSENTIALS

DEVELOPER: SONIC TEAM

FAMOUS FOR:
Making games that move too fast for you to see. And being the first people to release a game that uses the DS touch screen to let you feel up a girl.

THE PHIAL OF COMPLETION

MULTIPLAYER: 1-2
PUBLISHER: SEGA
RELEASE: NOVEMBER 25TH
REVIEW: NEXT ISSUE

PREDICTED SCORE

We can't get enough of *Sonic Rush*. *Sonic* games have needed a breath of extra life for years, and that Boost Bar is it. This will be one of the best games on DS.

90% PLUS

❑ Looks like our 'hero' has seen *The Matrix* one time too many

❑ Look love, we'll come down the station. Can we have your number?

True Crime: New York City

Time to clean up The Big Apple. Hang on, isn't that Spider-Man's job?

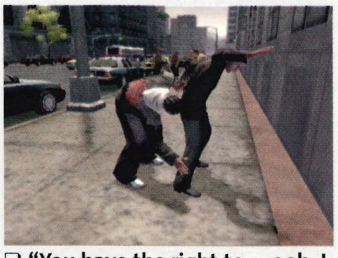
When policemen used to visit us at school to talk about crossing the road or whatever, none of them mentioned their past as a murdering crack dealer. They sort of glossed over that fact while telling us to stop, look and listen. What drives this determination to help kids cross roads safely? Presumably they saw their PARTNER or BEST FRIEND gunned down in broad daylight, of course.

Hang on Activision, maybe this sort of thing isn't actually happening outside a few cheesy Hollywood cop movies? Maybe Marcus Reed, the black thug-turned-cop on a vengeance mission in *True Crime: New York City* is a ridiculous caricature. Maybe people read your 'gritty' backstory, and wonder if it's just about the most phoned-in cheesy plot they've ever seen.

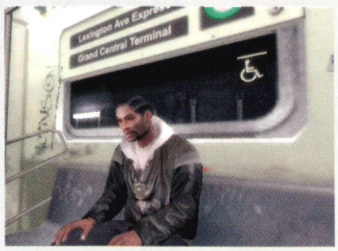
This, apparently, is the benefit of involving Hollywood 'talent' in the scripting of a videogame. And no, it's not just someone who did their work experience making coffee at Miramax for a week. They've even got famous people 'acting' the script. But it sounds so wooden to us that we doubt Christopher Walken (as your mysterious mentor) and, err, Avery Waddell (Marcus) were ever in a room together.

The gloss isn't impressing *NOM* much, but the game itself is. In fact, when we approached a screen running the GameCube version with Marcus standing in Times Square, we had to rub our eyes like a cartoon character. The wet streets looked very realistic, and the neon-clad buildings assaulted our eyes. It was like being there, only without any of the actual brand names and shops that you'd see in real life. So it was realistic, but then not. Which makes game-makers' pursuit of reality a bit odd, as they're getting closer and closer to being able to realise something they're not actually allowed to realise authentically. Be it for money reasons or whatever.

❑ When it said 'Gas', there was no need to stick your foot on the pedal!



❑ "You have the right to ... ooh, I like your shoes. Gavin Cox?"



❑ Gangstas never give up their seats for the elderly

I know kung fu

Make Bruce Lee look like the weediest kid.

A life as a street thug leaves you with a lot of time to learn martial arts, it would appear. When Marcus is fighting hand-to-hand with thugs, he can cycle through different fighting styles on the fly. Street brawling, fine. Kung-fu? OK, at a push. But the list just goes on and on. Tae Kwon-Do, Capoeira, Kickboxing... Jesus, where did he learn all this stuff?! Lends itself to some nice variety in the scrapping, but it's hilariously unlikely.

❑ "J2O? Have my fist in your face for that."

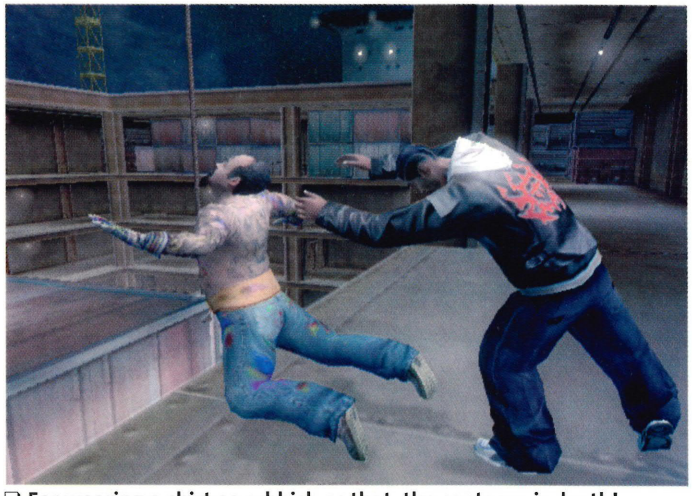
❑ "We have an officer stepped in dog poo outside the bar on 14th and Vine. Officer down."

But back to the game. It's silly to pretend that *Grand Theft Auto* is crap and that GameCube owners aren't missing out. That game is hilariously lawless, and while you're supposed to be a copper in this game, it still manages to bring a lot of that fun. You can nick anyone's car, because you're five-o and you need it to chase criminals or whatever. You can shoot anyone you like, but you'll earn Bad Cop points if you don't bother to check if they're a criminal first.

It's a hilarious Hollywood system. You kill people indiscriminately, and eventually the powers that be will send in some ninjas to take you out. BUT, if you identify one of them as a small-time drug dealer first, you get to brutally murder him and all of his friends and earn Good Cop points for it! Real world cops can't get away with shooting prostitutes in the face, but Marcus Reed takes a firm line in cleaning up New York. Put your baps away, love. Bang!

He literally cleans up the streets, in fact. As you improve an area of the city by solving crimes and making the people feel safe, graffiti disappears from the walls and there's not as much litter around. The developer, Luxoflux is extremely proud of this feature, but we didn't really care about it much.

It's also proud of the game's interactive environments. Let's say you're running around a crack den, killing people indiscriminately. People who probably aren't bad but just made a few poor decisions and are more likely to be helped by a spell in rehab than a bullet in the heart. You could arrest them, but SOD THAT. There are lots of creative ways to execute them!



❑ For wearing a shirt as rubbish as that, the sentence is death!

Impale them on spikes, kick them onto a hot plate, crush them to death inside some random statue-making machine, the list goes on. This is a game that's desperate to be *Bad Boys* without having to lower itself to the point where it includes a Will Smith tune on the soundtrack.

All the tunes you'll hear in the game are either from New York bands or have some kind of obvious connection to the city. The tracklisting wasn't confirmed at press time, but we were hoping for some Yeah Yeah Yeahs on there. And the first car we got into was playing their filthy 'Black Tongue' track, which was cool as hell in a *Twilight Zone* sort of way.

Let's hope they don't ruin it by letting The Strokes in. And if they do, let it be a live performance in a club so we can bust in with a machine gun and kill them all. Good Cop points all round!

Dean Scott

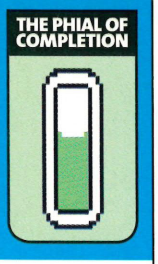
❑ "Yeah, it's not a bad job. I get a uniform, company car and as many bullets as I need."

ESSENTIALS

DEVELOPER: LUXOFLUX CORP

FAMOUS FOR:
True Crime Streets of LA, and the cunning trick of getting Snoop Dogg in that game to make up for the fact that Los Angeles is as interesting to drive around as a roundabout in Wolverhampton.

THE PHIAL OF COMPLETION



MULTIPLAYER: NO
PUBLISHER: ACTIVISION
RELEASE: END OF NOVEMBER
REVIEW: CHRISTMAS ISSUE!

PREDICTED SCORE

The GameCube is crying out for a game like this. Despite the Hollywood cheese being spread on thick enough to give a cow a heart attack, it's excellent fun.

80% PLUS

RULES

This is the complicated bit. The top shows the number of foul pitches you've made. Make three or hit the batter and they go to a base. The next is the number of strikes against the hitter. Three and they're out. Finally it's the number of batters who have been struck out that turn. You've only got three strikes for each inning.

Mario Superstar Baseball™

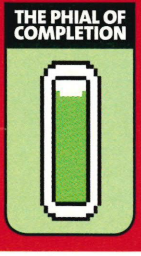
It's the game that manages to make cricket look exciting. We're British, so we don't really understand what baseball is all about. It appears to be a complicated rounders but for men, mainly American men. But now Mario's getting in on the act with all his special moves that can only help to make the already bewildering game into something even trickier. But we don't want you to be scared by the crazy rules of *Mario Superstar Baseball*. We're going to help you through it. We're going to hold your hand and tell you all about it.

ESSENTIALS

DEVELOPER: NAMCO

FAMOUS FOR:
It's collaborated with Nintendo quite a lot recently. Most notably on *Star Fox Assault*, which was okay.

THE PHIAL OF COMPLETION



MULTIPLAYER: 1-4
PUBLISHER: NINTENDO
RELEASE: NOVEMBER 11TH
REVIEW: NEXT ISSUE

PREDICTED SCORE

At the moment, we're just so irritated by it, we're blinded by anger. It could be good but we need to get to grips with all the crazy rules first.

70% PLUS

FIELDERS

If you're the batter, these are your arch enemies. They seem to get absolutely everywhere. You clobber what looks like a sweet hit and suddenly they appear right below the ball, glove primed. The computer is awesome at fielding, we were terrible.

BASES

The most irritating things in the game are the bases. One moment you've got three players on them, the next minute they're all out because of a dodgy hit. Running to the bases is a nightmare, too. No matter how hard you bash Ⓑ, you never seem to be able to run fast enough. Prepare to smash the pads.

PITCHER

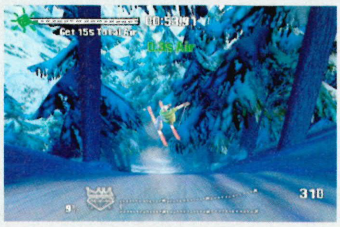
Pitcher as in a player who throws the ball, rather than a pitcher of lager. Both are fun and deadly in equal measure. Depending on your character, you can be a bit sneaky with your pitching. Charge it up so it flies past the batter or lob a nice slow one that catches them off-guard. Watch them spin round with the bat, weeping and moaning.

STAR MOVES

If you do well during the game, you can earn lots of Team Stars. These are essential if you want to perform crazy moves, a bit like in *Mario Power Tennis*. If you get five Stars, you can unleash a super-powerful pitch or hit. Mario sets the ball on fire when he whacks it and Princess Peach makes hearts appear.

BATTER

Right. Each inning, you have three batters who must attempt to score runs and hits. Runs are when you manage to get round all the bases, whereas hits are just when you whack the ball and manage to make it to a base. Batting is incredibly hard. It's an intense stand-off between the pitcher and the batter.



NEW FOR GAMECUBE

SSX on Tour

Is it going to be all downhill or a ski lift to justice?

Start practising your snowboarding lingo right now. Soon you'll be needing to say stuff like: "Dude, I beefed that one badly" (Oh dear old chap, I appear to have fallen off my snowboard). "Cuttin' the pow-pow on a blue bird day" (Crikey old bean, it's a beautiful day). "Rockin' down the bad-ass couloirs" (Let's pop down these slopes, you wag). You see, it's simple really, soon you'll be cutting a dash will all those boarding "air-dogs".

Okay we know you know that we knew last month that Mario and co. were in *SSX*. Let's just ignore that for the moment. We know you want to know what we know about Mario but that's just not for now. We'll talk about Mario, don't worry. But first, let's take a look at what this crazy *On Tour* business is all about. Then we can hit the slopes with the Mushroom Kingdom krew.

You start off as a rookie snowboarder or skier. Although you should probably opt for the snowboard. Come on, boards are about a million times cooler than skis - you know it. Yeah, you can twist and turn on skis all you like but it's basically just *Ski Sunday* with some rock music over the top. Once you've picked the SNOWBOARD, you can then start climbing through the ranks of your fellow slope fiends.

One thing that's immediately changed from previous *SSX* versions is the open world in which you had to ski to different challenges. Instead, when you play Tour mode, you just select challenges from a massive mountain. Some people may be sad to hear the over world has gone but we preferred the game without it in some ways.

Mountain Mario

It's only Nintendo characters in ANOTHER EA game!

We've kept you waiting to hear about the Nintendo boarders in *SSX On Tour*. But not too long. They're unlocked right away in the Quick Play mode, so you can play as them IMMEDIATELY. To be honest, we couldn't notice a great deal of difference between them and the other characters. But they did make classic *Mario* sound effects as they hammered down the mountains. You can't play as Mario in the Tour mode though. Probably because Bowser would have turned up at the end and caused a ruckus.

❑ **No surprise that Mario is a boarder. Not sure how rad the dungarees are, though**

❑ **Luigi prefers to board as well, which is a good thing. Skis are for girls, we reckon**

❑ **And to prove our point, here's Peach wearing skis. Grinding just ain't the same**

❑ Big tricks mean big points. And even bigger names, of course

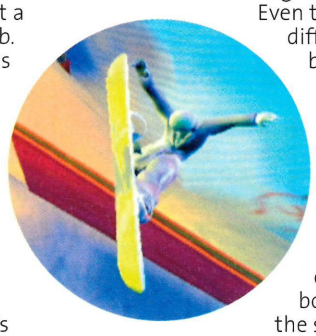
❑ Speed freaks can go for an all-out blast straight down the hill

It makes things a lot easier to get to different challenges quickly and makes sure moving to different slopes maintains the fast pace of the skiing.

Speed is one of the things we noticed had been definitely ramped up in *On Tour*. Now you can fill up a Boost Bar by doing lots of gnarly tricks. By pressing Ⓑ, your snowboarder somehow gets magical bursts of speed that can really help in races. Obviously it's not at all realistic but then again, *SSX* games have always been arcade action games at heart and this is no different. It's all fantasy really. After all, as if skiers can actually be at all cool? Ha. Those crazy guys at EA, huh?

But what about the tricks? Well, they're a mixed bag really. The big change is that now huge tricks can be pulled off by holding the C-stick in one of the four directions. Then the action slows down, like in every other single EA game ever. If it made *Sonic*, the action would probably go into slo-mo when he went too fast or something. Anyway, as you hold C, your boarder does massive tricks. Although these stunts may look impressive, they can also be problematic.

When time slows, the camera angle also changes to a kind of side-on view. This isn't very handy when you need to know what's below you. That's where the ground tends to be, you know, DOWNWARDS. Not to the side. You're not a snowboarding crab. The laws of physics dictate that what goes up must come down. So why show us what's happening around us, instead of below us? That's the law of silliness.



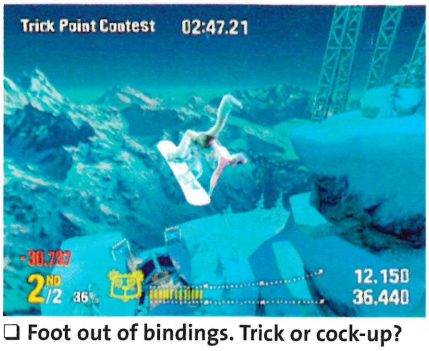
But we guess it's just something you'll get used to after extended play. You'll know roughly how long you can safely perform a trick for. Apart from the big tricks, pulling off smaller, yet still impressive ones, is fairly easy.

To navigate down the slope, you just use the analogue stick but as soon as you rocket into the sky, it's time to use the D-pad to flip and contort your body all over the place. The swapping can be fiddly to begin with but after a while it starts to become second nature.

You'll need all the tricks you can perform if you want to make it through the challenges. Even though there are different ones to beat, like racing down the mountain, getting lots of air or just performing big stunts, you'll still need those smaller tricks to charge up your boost to get down the slope as fast as a greased weasel.

So far, it's a ski in the right direction for *SSX* this time around. Although the free range mountain may have gone, it's not too horrendous. We'd also like the camera angle sorted out when performing big tricks because, at the moment, it just causes you to bail too much. But don't be surprised if pretty soon we're all saying "Let's all get wonked and shred the gnarly pipes. Ya smell me?" ***Rob Burman***

❑ Top trick points available by jumping off a dam to certain death



❑ Foot out of bindings. Trick or cock-up?

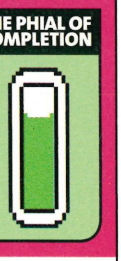
❑ Tricking into sun equals bonus points

ESSENTIALS

DEVELOPER: EA

FAMOUS FOR:
SSX 3 was actually really good. We're hoping this will be more of the same.

THE PHIAL OF COMPLETION



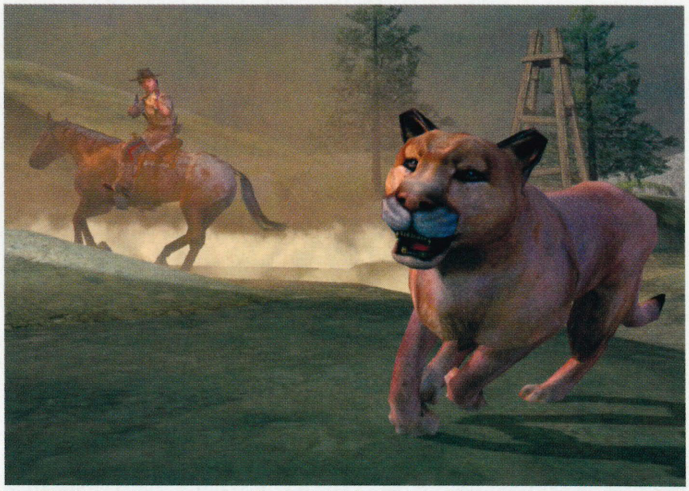
MULTIPLAYER: 1-2
PUBLISHER: EA
RELEASE: OCTOBER 21ST
REVIEW: NEXT ISSUE

PREDICTED SCORE

There were a few camera and slow-down problems. But there's still time to sort that out, surely? Come on EA, make this cool. Dudes.

80% PLUS

❑ "Sit. Stay. Roll over. Play dead. Oh, alright then, BE dead."



❑ "Tiddles, dinner-time. C'mon Tiddles. Fish. Fish. Got a ball for you."

Gun

Forget killing injuns, waste dumb animals instead. *NOM* staffers had better watch out.

You never needed a training mission to learn how to go to the toilet. To not go in your pants sure, but the act of squeezing one out is instinctive. That's why we hate training missions. *Super Mario Bros.* never had a training mission. If you weren't inquisitive enough to headbutt that first block yourself, you didn't deserve to be alive.

Gun's training mission sends you off into the wild to gun down dumb animals with your paw. We mean your dad, obviously. Humans don't have paws. That would have been a mistake, and *NOM* is all about precision and truth. Dad starts off by killing an elk. You don't get to shoot at elk. He starts you off on grouse.

The birds flutter into view, and you gun them down. Pop, pop, pop, birds spin down to earth. The only thing that's missing is a cartoon dog popping up from the undergrowth, proudly holding your prey. It's the most like *Duck Hunt* anything's been since *Duck Hunt*! They probably didn't even mean it, but it's fun.

What's next? Wolves, obviously. They're like bad versions of dogs, so they're fine to kill. Even if the howl they make as a bullet cracks their skull open is indistinguishable from one a good dog would make. There are loads to kill, but it still doesn't prepare you for what comes next. A GIANT BEAR ATTACKS YOUR DAD!

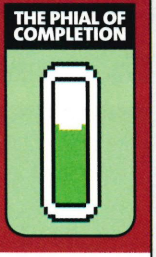
It's huge, and has an energy bar with 'Grizzly' written on it. In between trying to chew your prone father's neck out, it charges at you with the speed of a leopard. It's quite a terrifying foe, and takes about 20 rounds before it behaves itself and lies down to become a bearskin rug. And that's all before you've even had to shoot a cowboy or an Indian. The Wild West must have been exhausting. ***Dean Scott***

ESSENTIALS

DEVELOPER: NEVERSOFT

FAMOUS FOR:
Making sure that the first name people would ever think to call a pet hawk would be Tony.

THE PHIAL OF COMPLETION



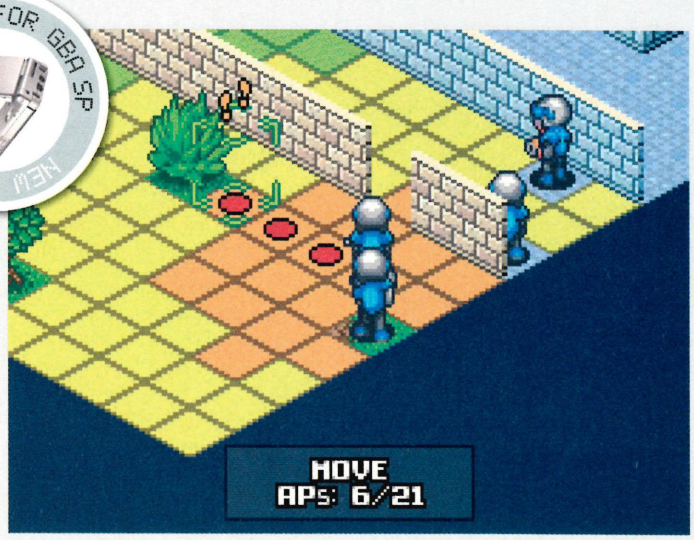
MULTIPLAYER: NEGATORY
PUBLISHER: ACTIVISION
RELEASE: NOV 8
REVIEW: ISSUE 160

PREDICTED SCORE

Animal rights campaigners will be up in arms, but what rights do wolves and bears have? THE RIGHT TO EAT HUMANS? Don't think so. Check the rulebook.

80% PLUS

❑ Whoever lives here really does have skeletons in their cupboard



❑ The boys pause from killing for a therapeutic game of hopscotch

Rebelstar: Tactical Command

ET's back and this time he's swapped the magic finger for guns.

Oh no! Aliens have invaded the planet and enslaved humans to help them repair their flying saucers. There's only one thing to do, apart from piloting a tank that can only move left and right while shooting waves of alien invaders. We must unite a rebel force that can take down the spacemen in a structured, turn-by-turn style.

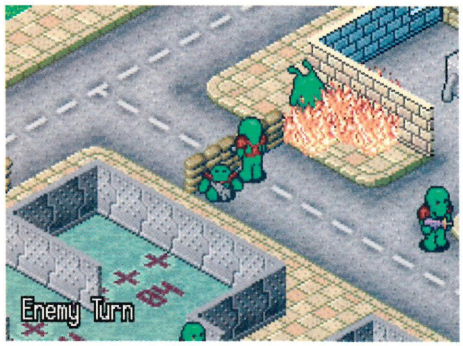
It's up to you, a ragtag squad of rookies, to take down the little green men. At first, you only control the leader Zorel and a bit like *Advance Wars,* your troops can only move so far. But there's more to it. Depending on where you move, it limits the next actions available. You only have a few points which let you move, shoot, reload and perform other actions.

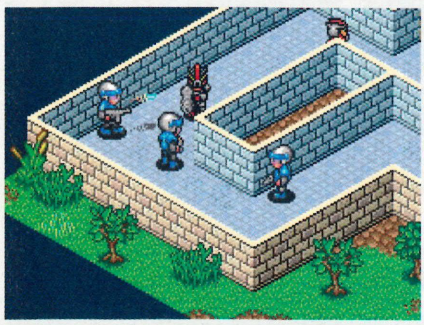
If you use too many points to move, you won't be able to use your powerful attacks. Actually, at first your attacks are pretty awful. Because you're a rookie soldier, gunshots fire everywhere apart from at the enemy. They ping off walls, shoot past the alien and generally irritate you. Fortunately, you can upgrade your aim as you progress.

But there are also some more tactics to engaging the enemy. Unlike most strategy games, *Rebelstar* uses a line-of-sight war system. This means when moving around the map, you need to check all angles for aliens. If you don't spot them, they'll be able to sneak up on you and cause serious damage. It can be infuriating if you're not used to it and expect battles to take longer as you check every angle.

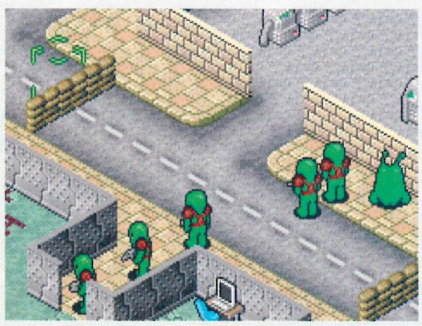
The seasoned strategy veterans amongst you will welcome this added depth to combat and like the chance to build your own teams of rebels. As you progress, you'll get more soldiers to choose from, each with their own specialities. So after a few levels, you'll have a great sniper, a brilliant stealther and a medic. This always ensures you can choose the best team for the job, instead of just being thrown in at the deep end all the time.

Rob Burman

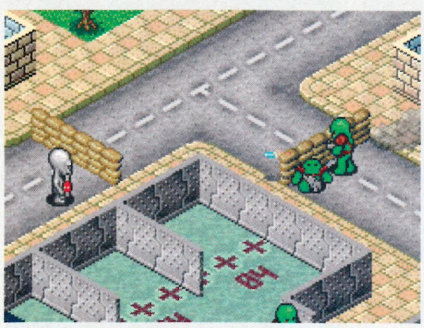




❑ Shoot. Don't mess about, just SHOOT



❑ Never leave computers in the open



❑ War tip #1: Walk around barricades

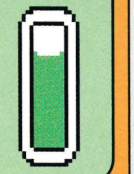
❑ War tip #2: Try not to get blown up

ESSENTIALS

DEVELOPER: CODO

FAMOUS FOR:
It made *X-Com* for PC, one of the best strategy games to grace a computer. *Rebelstar* is kind of a follow-up.

THE PHIAL OF COMPLETION



MULTIPLAYER: 1-2
PUBLISHER: NAMCO
RELEASE: TBC
REVIEW: TBC

PREDICTED SCORE

Although not as great as *Advance Wars*, *Rebelstar* could still be a worthy addition to the GBA's list of in-depth strategy games. Bring on the invasion.

70% PLUS

❑ Terrifying teeth and razor-sharp claws? Hah! I have a pointy stick

❑ At the jungle BBQ, Millipede kebabs are more popular than burgers

Peter Jackson's King Kong

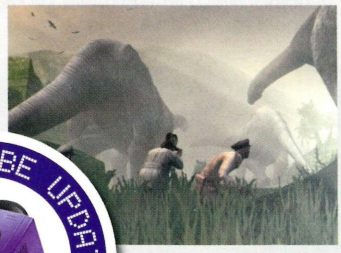
Dean Scott's preview. Hey, if he can get away with it, so can we...

It's fair to say that the *NOM* team isn't getting it. "So this is a game where I throw sticks at dinosaurs?" asks Dean. "So, is this exactly like *Turok Dinosaur Hunter* or... is it exactly like *Turok Dinosaur Hunter*?" asks Mike. "How come I have the guts to let a T-Rex chase me around, but I can't squeeze through that stupid little gap in the brambles over there?" wonders Tim. Rob despairs and weeps quietly.

The plot of the film seems bent to us, too. People go to an island to make a film. They stumble on DINOSAURS and a GIANT MONKEY. They risk all of their skins to save an actress who's going to get eaten. Boys, GET BACK ON THE BOAT. Forget the girl. She's a snack now, and there are plenty more fit chicks back in New York. Jennifer Aniston gets mauled by a Velociraptor? Give Angelina Jolie a call. Meow!

And picture this scenario. There's a rickety bridge made of thin planks crossing a giant canyon. Even if the walkway was six times as wide and made of reinforced steel, you probably wouldn't want to cross it in real life. But this one is thin, and there are flesh-ripping Pterodactyls circling above it. They're waiting for their idiot dinner to come shambling across, so they can peck out his eyes and bite off his legs. What now? We'll tell you what. Sod off, bridge. We'll wait here to die of natural causes.

The game makes you cross it. Like most first person games, it's linear as hell. But at least it looks cinematic, playing in true widescreen with no silly ammo and health gauges on screen. But after you've sniped the flying dinosaurs and crossed the bridge, something really amazing happens.



❑ The bloke in front's got the right idea. Leave the bird in the ball gown and GET TO THE BOAT!

❑ Now she's wearing proper clothes. Strange

❑ Bit like *Duck Hunt*. But with dinosaurs

❑ Now this stick isn't even pointy. Tragedy

You emerge into a foggy clearing. There are large shapes moving in the mist ahead. You inch forward, and your eyes are assaulted. A giant Brontosaurus comes lumbering towards you. Then another one. In fact, there's a whole thunderous convoy of them. The scale and majesty of these giant creatures is actually staggering. You stand there, open mouthed as they plod past. Yes, this game might actually be awesome after all.

In a list of jobs you wouldn't apply for, Live T-Rex Bait would probably be quite high on the list. They're going to have trouble filling that post at the Job Centre, regardless of how good the package is. There's a lot of that in this game. The silly actress going "distract the T-Rex while I open this door!" then expecting you to do circuits and stay alive using only a few sticks. Honestly, it's like a mouse trying to kill a horse with a toothpick. "Attack him, that'll slow him down!" she helpfully offers. WITH THESE STICKS?! Woman, he's HEADBUTTING WALLS DOWN. How about you stop bloody talking and hurry up and open the cocking door?!

One more T-Rex pursuit later - with a pair of them chasing you down a river while you're on a flimsy raft, cacking yourself - and something else amazing happens. The giant iguanas surround you. The dream is over. Jack Black will have to resort to trying to be funny again, then... THE GIANT MONKEY COMES.

And now you're the monkey. You're the monkey, and you're slapping a T-Rex around. It looks like a fight outside a pub, except it's in a jungle. So unless the beer garden was a bit overgrown, it doesn't look much like a pub fight after all.

In fact, yeah. Giant monkeys and lizards don't look much like fat drunken humans in Ben Sherman shirts either. But Kong puts the T-Rex in headlocks! Maybe that's what we meant.

The monkey moves amazingly. Swinging his massive arms, shuffling around in a circle, beating his chest - it makes you wonder why we chose the evolutionary path to become less like monkeys instead of becoming GIANT MONKEYS. And after you've whacked the T-Rex off walls, wrenched open its jaws, and finished it off with a body slam from over your head, you get to see the other cool thing about being a primate.

❑ You can't hear them but the birds are screeching "You're gonna die"

Although Kong is massive, he'll still quite happily swing off ledges and climb along walls, hanging onto plants and whatnot. He's as agile as the Prince of Persia, but does far smellier poos. After you've swung about a bit, you're into another scrap. A pack of 'Raptors is no problem, though. They slay humans, but you can just swat them around like crane flies. Then it's into a fight with TWO T-Rexes. You're cocky by this point, and strictly ration out the painful monkey slaps between them both. Maybe you'll grab hold of one, hammer the buttons to pull his jaw apart to breaking point, then finish him off with a sickening final wrench. You can bat the other around for a while and then just lob him over a cliff. Rob was right. This game is going to be mint. ***Dean Scott***

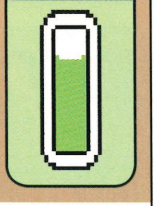
❑ A desirable residence, lots of character, spacious surroundings and good views

ESSENTIALS

DEVELOPER: UBISOFT FRANCE

FAMOUS FOR:
Director Michael Ancel is the closest thing France has to a Miyamoto. He's not that close, just the CLOSEST. He invented Rayman but created the awesome *Beyond Good & Evil* too. Saved!

THE PHIAL OF COMPLETION

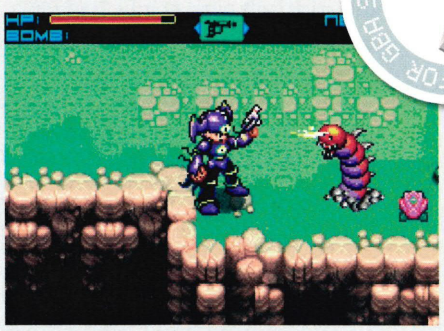


MULTIPLAYER: NEIN
PUBLISHER: UBISOFT
RELEASE: NOVEMBER 14TH
REVIEW: NEXT ISSUE

PREDICTED SCORE

Seeing massive dinosaurs plod about is pretty amazing, and then the monkey combat seals the deal with a spectacular hairy high-five.

80% PLUS



NEW FOR GBA SP

Sigma Star Saga

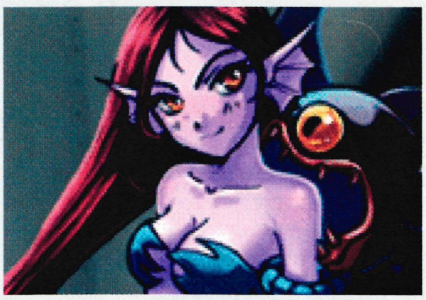
Being a shoot-'em-up is basically a cheat mode to get into *NOM.*

Once every generation or so, someone comes up with the brilliant idea of combining an RPG with something that is definitely not an RPG. Sport + RPG, racing + RPG, sport + RPG again... it's all tremendously exciting. It took a few years but one day someone wised-up and thought; 'Hey, rather than combine a videogame with a sport, let's combine a videogame with... ANOTHER VIDEOGAME!'

From this, *Super Mario* RPG was born, with a mixture as successful and delicious as mixing ice cream with ice cream. But where do we go from here? *Tetris* RPG? Too weird. *Pinball* RPG? Been done. How about... a space shooter RPG? Now you're talking!

Sigma Star Saga puts you in the role of a tough-as-nails gent named Ian Recker, a member of the world's most talented group of fighter pilots, the Sigma Team. During a battle with alien invaders known as the Krill, Recker sees his entire squadron go down in flames. Apparently, the best pilots in the world have never played a shooter before, because they go down HARD. In order to strike at the Krill from the inside, Recker poses as a prisoner, and becomes an employee aboard a wandering Krill fighter ship, betraying his home planet in the name of the greater good. Or something.

The RPG sections have an overhead perspective and a few action elements, kind of like *Zelda* with a handgun. Occasionally, randomly and pretty unexpectedly, you'll be automatically warped into a fighter ship, and forced to do battle in the skies. These are your typical RPG random encounters, but rather than choosing attacks from boring menus, you get to fly around in what amounts to a pretty decent shooter. Levelling-up unlocks tons of new, configurable weapons for your ship. We're digging it so far, though we've got a bit of a wait until its release. ***Frank Cifaldi***



❑ "So, what's an alien like you doing in a game like this? Come here often?"

❑ It's no *R-Type III* but the shoot-'em-up statges are well tasty

ESSENTIALS

DEVELOPER: WAYFORWARD TECHNOLOGIES
FAMOUS FOR: A handful of Game Boy Color and GBA games in the United States, such as *Godzilla: Domination* and *Shantae*. The only things we've seen from them locally are *Scorpion King: Sword of Osiris* and, er, *Ping Pals*. Ahem.

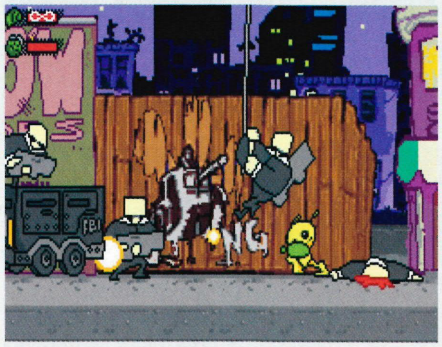
THE PHIAL OF COMPLETION

MULTIPLAYER: NO
PUBLISHER: NAMCO
RELEASE: TBC
REVIEW: TBC

PREDICTED SCORE

It's like the mutant hybrid of *Gradius* and *Sword of Mana*. We're just going to have to wait to see if there are any genetic defects here.

75% PLUS



❑ Alien chops heads off. Blood sprays everywhere. Tarantino buys film rights. Uma Thurman stars

Alien Hominid

First person to say 'old school' gets sliced in half.

Meet the alien. He's small, yellow and likes messing humans up. Only bad humans, though. The kind the FBI and KGB send to stop extra-terrestrials going mental in the street with knives and guns. He gets on okay with fat earth kids, because they usually give him bigger weapons. Carnage ensues.

This is what videogames are supposed to be about. Death pinging all over the screen, and you obliterating everyone who's trying to stop you in the most stylish and violent way imaginable. The alien slices people clean in half, bites their heads off, shoots a hole in their jugular or just blows them apart. Red stuff sprays around like a serious malfunction at a tomato sauce factory.

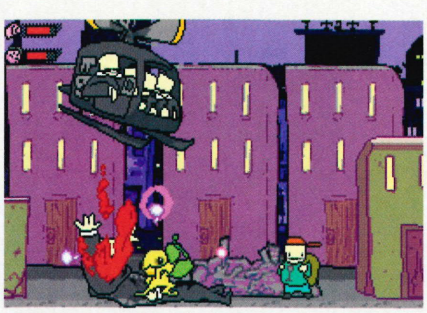
Gore isn't often hilarious. We've seen enough rough websites to know that. But when the alien is hanging out of the window of a JCB, just ploughing through loads of enemies, the look of excitement on his little face is hysterical. Even on a Game Boy Micro, the amount of character displayed on the screen shames most GameCube titles.

Of course, it's a hard game. One alien versus, well, practically all of Earth's armies is never going to be an Easy mode mission, is it? The simple 'run right and kill things' play dynamic is stolen straight from *Metal Slug*, but while the pocket version of that game faltered, this plays every bit as well as its big brother.

The alien is responsive and the bosses are creative. The animation is already legendary and the hand-drawn art style is like a shot of adrenaline into a heart that's clogging up on a diet of pre-rendered sprite stodge. *Alien Hominid* could be the best thing Zoo Digital's ever put out, so you crazy kids have to do your bit and buy it.

Wait for the review. Then we'll see if they've managed to squeeze in the hilarious vehicle sections the GC version had. And the bit where the alien runs along a line of traffic and boots people out of their cars to avoid death rays. It's looking wicked, though. ***Dean Scott***

❑ Don't mess with JCBs with aliens in. Ask matey

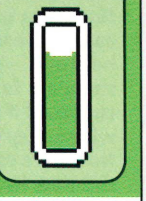


ESSENTIALS

DEVELOPER: THE BEHEMOTH

FAMOUS FOR:
Just *Alien Hominid*, which we got excited about only for it not to appear on the 'Cube in the UK. This version smells... of REDEMPTION.

THE PHIAL OF COMPLETION



MULTIPLAYER: NO
PUBLISHER: ZOO DIGITAL
RELEASE: DECEMBER
REVIEW: NEXT ISSUE

PREDICTED SCORE

A magnificent apology for the no-show on GameCube, serving up the kind of frantic action that backlit screens were designed for. Killer stuff.

85%
PLUS

❑ Casting spells is not the same as spelling casts. That's C-A-S-T-S

❑ Potter assesses the quality of the gardener's hedge-trimming skills

Harry Potter and the Goblet of Fire

Has Harry got a limp wand this time around or not? Let's see.

Now then, here's a little secret... don't tell anyone. Keep it secret, keep it safe. In fact, after we tell you, erase the secret from your mind in case someone dangerous gets hold of it. Are you ready? Check the room for spies. Look in the cupboard if there is one, that's where they're bound to hide. Now here comes the secret... this new *Harry Potter* isn't too bad. There, we've said it. We can't take it back now.

It's a bit like a three-player *Four Swords Adventures* but with magic and silly creatures. No, seriously it's a bit like a three-player *Four Swords* but with magic and silly creatures. We'll repeat it as many times as possible, just to make sure you understand. The reason for this controversial statement is that EA has made a conscious decision to make team-work the main aspect in *Goblet of Fire*. It's no longer just Harry mooching about Hogwarts, solving crappy puzzles. All the action's turned up to full as you and the keen wizards adventure your way to victory.

There's even a competitive element to the game, just like *Four Swords*. As you defeat enemies, you collect magic beans that help upgrade your abilities. Of course, you can be all sweet and let everyone collect them. But where's the fun in that? No, you can blast each other with magic that knocks the beans out of the characters. Now steal them. Ha, take that Ron, you ginger idiot.

Obviously you're supposed to use the magic together and that's the only way you'll be able to get through the levels. Each character has a range of spells that can either attack enemies or respond to the situation you're in. There are plenty of horrible creatures to zap with your wand but it's actually a fine art, rather than just mindless button-bashing. Although you can just zap your foe and hope for the best, if you want more lovely magic beans, you'll have to use some tactics.

By co-operating with your wizardy pals, you can defeat enemies in other, more interesting ways. By letting one character levitate the creature of the dark,

❑ Three, that's the magic number

Star Wizard Assault Fox lends his skills to the boy wizard

A surprising element of the *Goblet of Fire* was an on-rails shooting section during one of the Tri Wizard Tournament events. You play as Harry and swim through the lake at Hogwarts. While swimming, you get attacked by Merpeople who you need to blast with your wand. It gets quite tricky at times, as lots of them zip onto the screen, ready to eat you. Fox probably doesn't have much to worry about but at least Harry is working at expanding his curriculum.

❑ Looks a bit familiar to us. Can't help looking for a pair of cool-as guns hanging at the side

the other characters can then start zapping it with their own spells. Eventually the bog-eyed beetle blaster, or whatever its daft name is, will explode into a shower of beans to reward you. Of course if you're playing with pals, this all requires lots of shouting. Other attack spells have different effects and you can even change some monsters into chickens. Hilarious.

As well as attacking with spells, you also need them to open paths through the levels, using magic that changes, depending on the environment. At first we needed a levitating spell to shift a rock blocking our path. It's no good trying it on your own. Once again, co-operation is the key and all three trainee wizards and their spells are needed. Later we had to move logs out of the way and make flowers grow magically with a wave of our wands. Context-sensitive spells make things easier but it might have been cool if the developers let you experiment before finding the right one.

There is some chance to experiment with a few spells at your disposal though, particularly during combat. If you find yourself surrounded, why not just pick a few enemies up and toss them off the side of a cliff? Or levitate a huge boulder right over their heads and then smash it down on their breakable skulls. Not even a Defence Against The Dark Arts class would help against a rock being dropped on your head. It's good to see EA has tried to recreate the crazy magic spells of the films/books and it looks like it's going to work well in the game.

Another element that will please Potter fans is the different locations in the game. Thankfully, everyone seems to be on a field trip now, so you're no longer just going from classroom to classroom. Instead you visit the Quiddich World Cup, the rooftops of Hogwarts and a lush greenhouse. The greenhouse was a gorgeous area full of vegetation, a pond and even plants that exploded like bombs. Hmm, does that sound familiar to anyone?

So surprisingly it looks like the fifth *Potter* game is shaping up to pass all exams with distinction. EA is making sure the game isn't just aimed at little idiots either. We've been promised plenty of secrets and mysteries and completed levels even change appearance if you revisit them. But there's still no escaping the fact it's about a boy wizard and his friends. It's the *Worst Witch* but with a boy. You know that's the truth. ***Rob Burman***

❑ Having watched *Top Gun*, Harry gets the concept of a wing man very wrong

❑ Harry magics a plant to grow into a giant Lily pad. He really needs to get out more often

❑ The Blast-Ended Skrewt releases a golden shower of flames at the plucky chums

❑ Potter considers the eternal question in the midst of danger; "Does my bum look big in this?"

ESSENTIALS

DEVELOPER: EA

FAMOUS FOR:
Well, it made all the other *Harry Potter* games, which immediately became best-sellers, even if they were a bit average.

THE PHIAL OF COMPLETION

MULTIPLAYER: 1-3
PUBLISHER: EA
RELEASE: NOVEMBER 11TH
REVIEW: NEXT ISSUE

PREDICTED SCORE

For once it's not all smoke and mirrors. There's some actual decent gameplay in there. With plenty of different spells, it could be a wizard wonder.

75% PLUS

❑ Whatever you need, my dear. Whatever you need

NEW FOR NINTENDO DS

Lost In Blue

The recently-discovered diary of a *Lost in Blue* castaway.

DAY ONE: Okay, calm down. Just calm down. The ship's crashed. I'm the only survivor. Don't panic. Just don't panic. Deep breaths. Oh NO. What if this island's like the one in *Lost*? What if there's a dinosaur in the woods? I hope there's a dinosaur. That would be great. It would liven things up a bit. There probably isn't though. There'll just be some smoke or something. Just wait here for a rescue boat.

DAY TWO: Right, time to face facts. No-one's coming to rescue me. I'm really hungry and thirsty as well. There must be a Burger King around here somewhere. Time to explore. I found a coconut on the ground and ate it. Although it quenched my hunger and thirst for a bit, I'm still starving. But there only seems to be bloody coconuts everywhere.

DAY THREE: I found a cave and have decided to set up camp. I can still only eat coconuts. But perhaps if I start a fire, I could cook some seaweed or something. After more exploring, I found some twigs and tree bark. By rubbing the wood together, I can light a fire. I need to blow on it though, to keep it alight. This is quite cool actually. Perhaps it won't be so bad after all.

DAY FOUR: Yuk, I can't cook at all. I need to explore some more to find some chicken or something. After looking round, I found a girl who was also stranded on the island. She's a quick mover. We were holding hands just after meeting. I stepped on her glasses though, so it looks like I might have to care for her as well. Geez, there's hardly enough coconuts for me. What am I supposed to feed her?

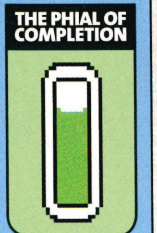
DAY FIVE: The girl waits in the cave while I explore. She can cook a lot better than me, so it's important to bring her ingredients. It's tough coming up with decent meals. Also, I'm now having to explore further and further, which means it's harder for me to satisfy my hunger. I need to rest lots and that just makes me hungrier and thirstier. And each time I leave I need to make sure my new girlfriend is okay.

DAY SIX: Are we going to survive? I don't know. I need to start making tools. Catching fish. Finding decent food. Sometimes I hear whispers in the woods. Are we alone on the island? Is there a dinosaur? What's that strange hatch...? ***Rob Burman***

ESSENTIALS

DEVELOPER: KONAMI
FAMOUS FOR:
The *Castlevania* game. There was no silly faffing about with coconuts in that though. Unless they were UNDEAD coconuts, of course

THE PHIAL OF COMPLETION



MULTIPLAYER: NO
PUBLISHER: KONAMI
RELEASE: DECEMBER
REVIEW: NEXT ISSUE

PREDICTED SCORE

It's really hard to survive and can be frustrating. If there's a massive island to explore, with plenty of tools to make, it could be similar to *Harvest Moon*.

70% PLUS

❑ Are you the trainer or the trainee? Who cares, they're in swimsuits

❑ Who'd have thought male cheerleading would be so addictive?

Osu! Tatakae! Ouendan!

Lead the cheering out loud for one of the best DS games yet.

God was sitting in Heaven one day looking at his DS while listening to some music. He bobbed his head in time to the music (hymns obviously) and began to tap his finger. Then he looked at the DS again. Glanced at his tapping finger. Hummed the music. Suddenly he tapped the DS in time to the music. And lo, *Ouendan* was born.

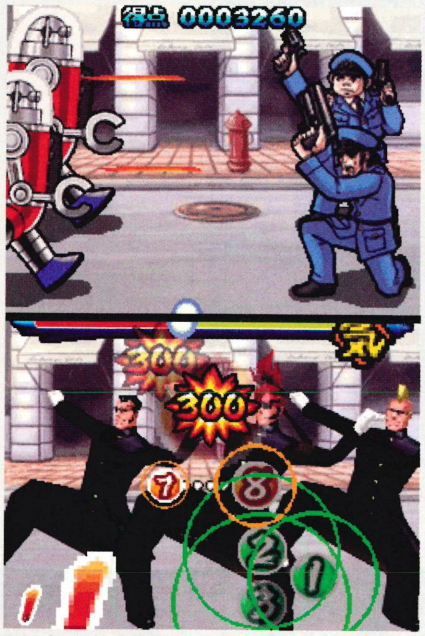
Rejoice true believers, for *Ouendan* is here to save your souls. Forget every other rhythm action game in existence. *Donkey Konga* burns in Hell compared to this heavenly masterpiece. God enlisted the help of the team behind awesome rhythm action game *Gitaroo Man* to develop *Ouendan* and their souls will be sent straight to Paradise for all eternity thanks to it.

The premise is strange. You play as a group of bloke cheerleaders who help people in need by cheerleading for them. If you perform well, the citizens in distress are encouraged to overcome their problems. If you do badly, they are destined to be unsatisfied for ever - or at least until you retry. To help them along, you need to tap circles on the screen in the correct sequence at precisely the right time.

An ever-decreasing outline surrounds the circles, which shows when you need to tap the screen. But after playing for a while, you don't even notice the circles. The rhythms you must tap out match the music so perfectly, your brain immediately knows when to act. That's not to say it's easy though. It starts off simple enough but as you unlock harder songs, the screen will be full of circles. If you miss too many, it's game over.

The music is a mix of great J-pop tunes, with names like *Ready Steady Go* and *Over the Distance*. It's unlikely you've heard of most of the artists. But then again, perhaps The Blue Hearts and Ulfuls are your favourite bands. Although *Naruto* fans may be interested to hear that Asian Kung-Fu Generation, who recorded the *Naruto* theme tune, are included on the track listing.

We'd love to think that God will want his masterpiece to be played on these shores too. But perhaps we're just Godless heathens who wouldn't appreciate it. Plus we really don't think it would work without the Japanese soundtrack. Male cheerleaders dancing to Britney Spears? God would strike down upon us with great vengeance and furious anger. ***Rob Burman***



❑ Robots invade the Earth. Police try to stop them. Provide tactical cheerleading support

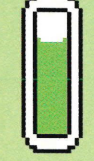
❑ Noodle chef cooks like the wind. Cheerlead some customers in for him and save his soul

ESSENTIALS

DEVELOPER: INIS

FAMOUS FOR: This is its first game for Nintendo but it's a belter. More of this please you guys.

THE PHIAL OF COMPLETION



MULTIPLAYER: 1-2
PUBLISHER: NINTENDO
RELEASE: TBC
REVIEW: TBC

PREDICTED SCORE

Can it get any better than this? It's a huge shame that it's unlikely to make it to the UK. But that shouldn't stop you praying. God is listening.

85% PLUS

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

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THE BEST POSTERS!

THE BEST STARS!

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Nintendo OFFICIAL MAGAZINE

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Reviews

» Dancing Stage: Mario Mix » P.68

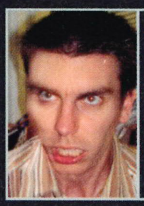
» Spartan: Total Warrior » P.78

» Shaman King: Master of Spirits » P.84

» Lego Star Wars » P.74

LEET THE TEAM

They mess about, the mag writes itself



Tim Street

When a giant monkey came from the jungle to destroy us all, this was the face Tim made to scare it away. It's his *Donkey Konga* disappointment face.

Dean Scott

Finally realised what that flat, smooth patch inside his pants meant: he's not an asexual freak, he's a Lego man! His *Lego Star Wars* name is Bifkin Limbo.

Mike Jackson

Realised mid-review that keeping your Air Force Ones on while playing *Dancing Stage: Mario Mix* does not preserve your urban gangsta credentials.

Robert Burman Jr.

Attempted a running jump over hurricane Rita while on holiday in Florida, like Mario does in *Super Mario Bros 3*. Succeeded, but twisted his ankle landing.

SPECIAL THANKS TO:

HAKAN SIMSEK
"It'll be the best review ever, or I'll resign! I'm willing to bet my career on it!" We'll miss him, we really will.

FRANK CIFALDI
Imagine his little face when we sent him a cheque for one tenth of what we owed him.

JOSEPH BRANT
Called Dean every day for two years until he broke him and got to do some mini-reviews.

SCORES AND AWARDS

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

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

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

Dancing Stage: Mario Mix

GAME INFO
Out: **OCTOBER 28TH**
Price: **£39.99**
Players: **1-2**
Publisher: **NINTENDO**

It takes a special kind of courage to bust moves on a *Dancing Stage* arcade machine in public. The crazy kids with the ninja skills call you a n00b and the rude boys with the baseball caps think you're a poof.

The dancing equivalent of Karaoke. But less embarrassing.

What you need is some rhythm action in your home, where you can stamp on arrows all day long without a single person shouting "KNOB" at you. *Dancing Stage: Mario Mix* is from the dance-game masters at Konami, and you can be sure that it's far better than any half-arsed bongo-bashing game.

Dancing Stage is true rhythm. If you've played any of the arcade games before, you will know the deal. But if this is all a bit new to you, *Mario Mix* is the perfect game to join the party.

For complete newcomers, *Dancing Stage* can be quite a handful to get the hang of. Hitting multiple rising arrows is a task on its own; hitting them in time to a set rhythm feels near impossible. *Mario Mix* eases you in slowly with a super-simplified mode, the first time you play through the story. With just left and right arrows, you don't have to think about direction at all. It just trains your mind to get used to moving your feet to a rhythm. Boring for veterans but great for beginners.

Arrow-bashing experts won't be bored for too long though, because

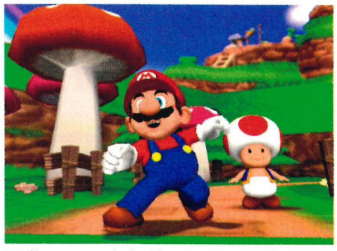
While you're making the floor burn, Mario goes fishing. How weird

Waiting for the glo-sticks

"It trains your mind to get used to moving your feet to a rhythm."

■ Looks like the beginning of a Story mode in a dancing game to us

■ "You put your right foot in..."



■ "... your right foot ... OUT!"

"There's something very wrong about Mario dancing."

the Story mode is quite short. This is the first *Dancing Stage* game ever to have a story-driven adventure built into its dancing action. Waluigi is the villain of the day. The lanky berk has ran off with some Music Orbs. Mario usually only gives a damn about Peach, but for some reason, these Music keys are dead important, so he's got to get them back.

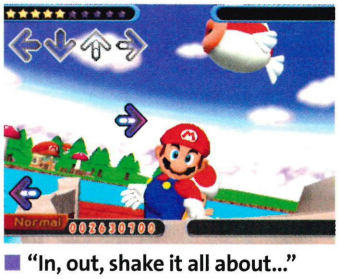
But the story basically just provides some nice backgrounds for the GameCube to flex with, while you get on with mashing arrows. But what you're doing with the arrows has no bearing on what Mario is doing on screen. He just does his own thing, be it paddling across a dangerous lake, or even out-dancing one of the Hammer Brothers.

All the worlds look pretty cool. There are normal green lands, ice worlds, fire temples and even a spooky house that looks just like Luigi's Mansion. The only problem is that there's something very wrong with Mario dancing. To see the super hero we've loved all these years shake his waist like a Soho nightclub warrior hurts our brains. We can almost picture him in skin-tight latex bottoms, and a pink, roll-neck woolly jumper.

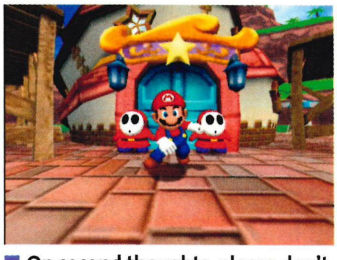
Luckily, the tunes aren't as pink. In fact, most of them are quite cool. There are 29 tracks in total, and Mario fans will recognise melodies in most of them. Classic tracks from loads of Mario's most memorable games have been remixed into funky upbeat house tracks and quirky rhythms. An example from *Super Mario Bros. 3* even made one of the best tracks in the whole game.

The remixed *Dr. Mario* theme is particularly cool. And we were loving the swaying rhythm of the underwater theme from the original *Super Mario Bros.* But it wouldn't mean anything if the steps didn't suit the beat, and that's where *Dancing Stage* stands above other rhythm action games.

When you move up to the advanced difficulties, the complex arrow patterns force you to move in a particular way. »»



■ "In, out, shake it all about..."



■ On second thoughts, please don't

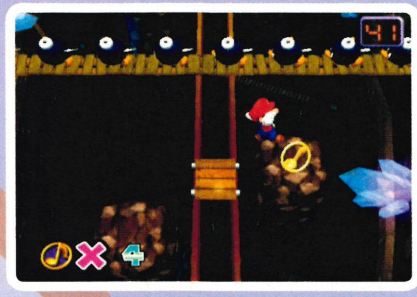
A break from the dance floor

Minigames that challenge your stepping skills without arrows.

Of course there are minigames in *Mario Mix*. It wouldn't be a *Mario* game without them. Admittedly, none are much of a challenge if you plug in a normal control pad and play with your game-trained fingers. But that's CHEATING. With the mat, the gameplay is more difficult, and more amusing. Once you get the hang of them, you'll be competing with mates to get the high score.

This is like whack-a-mole, but with Goombas in warp pipes. Moles are old news. Mario slams his hammer down in the direction you stomp. As the Goombas appear faster, you have to use similar techniques to the dancing to keep up.

This minigame is like the end of a classic *Super Mario Bros.* level. When the whistle blows, you have to hammer the left and right arrows rapidly to make Mario run. Then hit up to jump at the right spot to get as high up the flagpole as you can. Sweet.

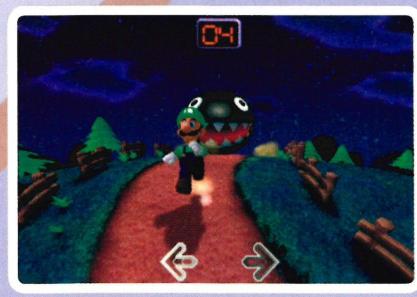


Mario stands on a moving platform. Your objective is to jump to the other platforms to collect the gold coins. Spinning poles and a bridge stacked full of Bob-ombs are the obstacles to avoid. If only the moving platform wasn't so slow. This is too easy.

Some crazy monkeys standing on a log above Mario drop bananas and bombs, picked from bomb trees, or something. You stomp arrows to catch the bananas and dodge the bombs. It gets tough when the monkeys start fuzzing them, rapid-style.

Mario operates a large machine that shoots fists. You hit the left, right and up buttons to shoot the giant fists at the passing Koopas and Koopa Shells, for points. The score is reduced for hitting any of the Toads. Accurate timing is required on this one.

Mario falls down a few hundred feet onto a trampoline, while you stand on left and right arrows. As he bounces back off the trampoline, you have to jump off the arrows with perfect timing to give him extra bounce. The highest jump wins the day.



Since *NOM* crowned the Chain Chomp hardest character on Nintendo, he's done nothing but throw his weight about. The barking horror ball chases you down a path. You stomp on the left and right arrows mad-style to keep the plumber alive.

Your dungaree-clad hero stands at the foot of a mountain in the path of giant rolling snowballs - like an idiot. You use superior intelligence to dodge him left and right. You've got to survive for 30 seconds, but it gets real fast for the last ten.

There are coins in those three blocks. One of them has loads of coins. Which one is it? You haven't got all day. Just ten seconds actually, so you've got to find that block quick and loot the cash quicker. Not much of a challenge. This is complete rubbish.

You're on a cloud platform that's hovering in the sky, where mines and coins happen to be. You've got to duck and jump past the explosives and grab the dosh on the way. Hit the mines and you'll fall. Not much of a challenge, all things considered.

"The spirit of hardcore *Dancing Stage* action is there. Just not enough."

Konami uses this to move you to the beat in a way that fits the song perfectly. The underwater theme from *SMB* has a step pattern that swings you from one corner of the mat to the other with the sway of the melody. The steps to the fast Bowser's Castle tunes have you stomping at crazy speeds, wearing you out before you even get halfway through the track. One of the more house-like beats uses a series of double-arrow formations to have you jumping from left to right in time to the main drum-beat.

The spirit of hardcore *Dancing Stage* action is there, just sadly not enough of it. To start with, there aren't enough songs when compared to the huge selection in the latest arcade titles. Which also means that there aren't enough super-challenging tracks either. The Bowser's Castle tune from *Mario Kart: Double Dash* is about as challenging as it gets.

Hardcore *Dancing Stage* fans will find a good portion of groovy goodness in *Mario Mix*, but we'd be willing to bet that an expert could stomp their way through this in a couple of days. On the other hand, it's slightly easier nature makes this the ideal game for beginners to train up those skills, and stroll back into the arcades a week or two later, to show the masses what they've got. Grab a second mat and *Mario Mix* would also make a great party game. It's got to be better than Karaoke.

■ "Hello *NOM*, are you ready to rock?"

■ Mario auditions for *Game Idol 3*

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 8

Bright and colourful, and it looks great through an RGB scart. Shows what a moose *Donkey Konga* is.

SOUND 8

Tunes that'll have Mario fans humming nostalgically, although a few of them can be a bit rough.

GAMEPLAY 7

Class *Dancing Stage* steps, and a very responsive mat. But too many of the tracks are just a little too easy.

VALUE 7

The bundled mat is solid, and most of the minigames are cool. However, just 29 tunes fall short of our desires.

MARIOS AND WARIOS

- ON THE HARDER DIFFICULTY, THE STEPS REALLY GET YOU MOVING TO THE BEAT
- COOL REMIXES OF CLASSIC MARIO TRACKS YOU'LL RECOGNISE INSTANTLY.
- SIMPLE, COOL MINIGAMES. WE TRIED TO REACH 1000FT ON THE TRAMPOLINE.
- MUST HAVE RUN OUT OF MINIGAME IDEAS BECAUSE A COUPLE ARE ROUGH.
- WOULD HAVE LIKED MORE THAN 29 TRACKS. PLENTY OF CLASSICS TO USE.
- MARIO'S DANCING STYLES ARE BENT. WE CAN'T STAND TO LOOK. MINCE!

THE VERDICT

[Mike J] *Mario Mix* is too easy and too short for *Dancing Stage* veterans, but great for beginners. If you thought *Donkey Konga* had moves, you should definitely check this out.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **76%**

Venom doesn't fly, he jumps. Got that? Jumps. Ah, what a life...

Spidey goes for a little stroll along a crane above Lego New York

GAME INFO

Out: **NOW!**
Price: **£39.99**
Players: **1**
Publisher: **ACTIVISION**

Ultimate Spider-Man

Does whatever a spider can. Scares girls and climbs up spouts.

Rob Burman sits in a darkened room, quietly weeping. His Spider-Man costume is sodden with tears. A joypad rests limply in his hands. The only light in the room comes from a flashing TV. *Ultimate Spider-Man* is on that TV. With a huge sob, he throws the pad on the floor and storms out to Toys R Us to buy a Batman costume.

It was his own fault really. A massive Spider-Man fan, he'd somehow managed to miss out on *Spider-Man 2* on 'Cube. He blamed his intermittent Spider Sense, which failed to warn him of its release. But his senses have been tingling since the moment he saw *Ultimate Spider-Man*, so he demanded to play it the second it arrived in the office. What happened next was messier than the time Spider-Man lost control of his web shooters.

It's very much the same game as last year's *Spider-Man 2*. You swing around New York, performing different missions to progress. The story is certainly one of the coolest things in the game. It's all told through comic-book style cinematics, like *XIII*, and feels exactly like you're part of a Spider-Man story. Characters jump out of frames, text boxes flash up and generally it all feels very exciting. The story is simply bits and bobs from the Venom saga, one of Spider-Man's arch enemies, and tells how he was created.

Because Venom is one of the lead characters, you also get to play as him. But, in a word, this sucks. Playing as Spider-Man is cool, because he swings between the skyscrapers like some kind of flying magician. It's still as enjoyable as the last game. But Venom can't do all this. Yes, he can jump really far. Fleas can jump a long way as well but that doesn't

For those with a poor grasp of physics, what goes up must go THIS way

He may be an awesome super-hero but he's rubbish at directing traffic

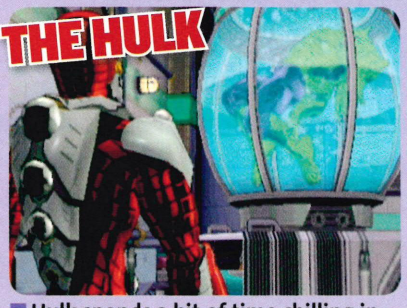
Marvellous cameos

Everybody's turning up for the party. Are you?

You're only playing this because you want to be Spider-Man. You know that's true. You want to hang out with Black Cat, Invisible Girl and all the other fly super-hero bitches. You'd be spraying web fluid everywhere. Now we're about to crush your dreams. You will NEVER be Spider-Man. Never. Instead, just watch all the cameo cutscenes in *Ultimate Spider-Man* and pretend they're your friends. You mutant freak. Time to get out of the house more.

That looks dead impressive but what's it doing to the environment? We think we should be told

All those sharp edges, all that pent-up anger and all that attitude and he still can't get a decent haircut



Hulk spends a bit of time chilling in the hot spa before his pedicure. Hey, a monster's gotta look his best

"Don't just expect Spider-Man villains, because everyone's along for the ride."

mean anyone should make games about them. So it means the Venom missions play very similarly to *The Incredible Hulk: Ultimate Destruction*. You jump about a bit, then beat someone up. Even the fighting's not that great, when you get down to it.

Unfortunately, the Spider-Man missions aren't much better. Before you can progress, you need to gather City Points. You get these by completing smaller missions dotted around the map. Some, like the City Events, make sense; someone's about to fall off a building, a bloke's had his TV nicked by a criminal or some thugs are about to break into a shop. They appear randomly on the map and give a feeling of what it must be like to be Spider-Man. Unfortunately, they get repetitive but you still have to do them.

What's worse are the racing challenges. Why would Spider-Man have to do this? Has he got low self-esteem and must make himself feel better by taking part in one-man races? Racing as him, in fact racing as anyone in a game that isn't a racing game, is boring. But you HAVE to do them. There are also combat missions against local thugs but they're pretty dull too, even when the crim is armed with a flamethrower. At least *Ultimate Destruction* lets you play baseball with soldiers' heads.

But you still end up doing all these slightly dull City Events because you want to see what happens with the story. For a change, you even want to get to the next cutscene, which is incredible for a videogame. The obvious incentive to see more of the story is the cameos by famous Marvel characters. And don't just expect Spider-Man villains/allies because everyone's coming along for the ride. In the first Venom chapter, you row with Wolverine. He's got his claws and stuff but you put a big black foot in his face.

In terms of the Marvel universe, the game makes perfect sense. Nearly all Marvel comics take place in New York but in previous games, and even most of the films, the different super-heroes never come across each other. But here, there are plenty of appearances by other heroes, like the cameo by the Human Torch we mentioned in our preview. At least in this sense, the game is fantastic. For Marvel fans, it's a constant joy. You progress through the tedious challenges just to see who's next.

But ultimately there's only so many times you can be forced to chase someone through the streets of New York before you want to smash every spider to pieces. Even swinging about isn't as great. At ground level it all looks fine but get on top of a tower and NYC looks like a bad version of Google Earth. Everything looks like Lego bricks and it makes you wonder whether this generation of consoles is even capable of making games like this properly. For fans, *Ultimate Spider-Man* has enough characters to make it worthwhile but for everyone else, it's an experience that quickly gets tedious.

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 7

The cutscenes are a dream come true. But the actual game graphics, although not bad close up, just can't cope with New York.

SOUND 7

The same music is played over and over. The speech is spot on though, even if it does repeat odd phrases, like the comic books.

GAMEPLAY 7

After the initial excitement of swinging everywhere, it gets repetitive. The Venom levels just aren't as exciting as Spider-Man.

VALUE 8

Loads of missions and if you like races, you'll love it. There's also lots of art and comic-book covers for fans to unlock.

MARIOS AND WARIOS

- IT'S JUST LIKE THE COMIC-BOOKS. THE STORY IS SPOT-ON.
- THE CUTSCENES ARE ABSOLUTELY, AMAZINGLY AWESOME.
- 'BEING' SPIDER-MAN AND VENOM IS GREAT FUN AT FIRST.
- TOO MANY OF THE MISSIONS FEEL LIKE THEY'RE THE SAME.
- THE GAME JUST CAN'T COPE WITH DRAWING THE WHOLE OF NEW YORK.
- FIGHTING IS OVERLY SIMPLE AND NOT VERY ENJOYABLE.

THE VERDICT

[Rob Burman] I'm choking back sobs. As a fan, seeing the Marvel universe recreated is incredible. It works as an interactive comic-book but not as a game.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **70%**

■ Even little plastic people look slutty if they overdo it with the red lipstick. Tart!

Lego Star Wars

You can tell Luke is Vader's son just by looking at his helmet.

GAME INFO

Out: **NOVEMBER**
Price: **£39.99**
Players: **1-2**
Publisher: **EIDOS**

Since the Muppets showed up in *Return of The Jedi*, *Star Wars* has been on the slide. It's been downhill all the way since "LUUUKE! I AM YOUR FARTHOOR!" With every new film, George Lucas digs the grave deeper, with ever more elaborate computer-generated JCBs. Diggers the size of planets making cavernous holes. The spirit of *Star Wars* is still alive at the bottom, and Lucas goes ahead and tips in all the unsold Jar Jar Binks mugs as landfill. IT'S DYING, ARTOO.

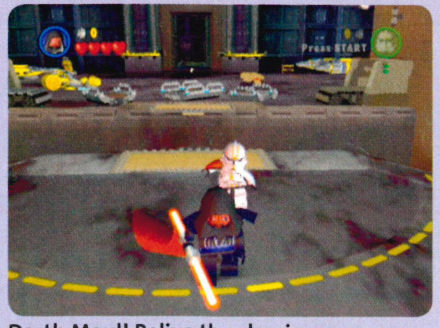
One company has been doing its best to keep *Star Wars* awesome in the last couple of years, but it isn't Lucasarts. It's Lego! If you tried to write a list of things more awesome than the *Star Wars* Lego X-Wing, your brain would refuse to think for the first time. It would go into automatic override until you asked it to compute something sensible and more possible, like How Can I Turn This Empty Crisp Packet Into A Nintendo Revolution Just By Rubbing Spit Onto It.

Lego Star Wars is a digital miracle, because it sugar-coats the crap bits of the movies in a sheen of Lego awesomeness. So while you're razzing about in podracers and having to be friendly to Mr. Binks, it all feels as awesome as

Sorting the hits from the bad bits

'Hits' is an angram of 'Sith'. Can you think of any more?

■ As films, Episodes 1 to 3 don't live long in the memory. There are some awesome videogamey bits, then some boring talking, then more boring talking. But *Lego Star Wars* picks its material carefully, bypassing the boring guff about trade federations and stuff.



Darth Maul! Relive the classic sequence where two of the hardest goodies make a meal out of slaughtering a dude with a DOUBLE-ENDED light stick and face paint that would embarrass a village fete.

The wicked fighting bit from Episode 2! Count Dooku looks on as you smash up all of his robots, then panics that he's lost the receipts. Free the trapped Jedis and swear constantly like Samuel L. Windu.

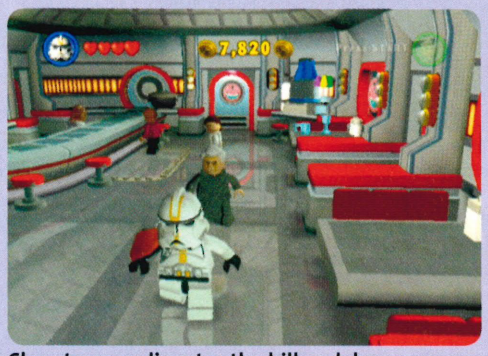
The opening bit of *Revenge of the Sith*! This space battle is absolutely epic, and features some of the best visuals in the game. It's linear and spotting where the enemy fire is can be annoying, but it's still impressive.

Dream Diner

We'd rather eat at Dexter's than KFC, amazingly enough.

■ In between missions to save the universe, you'll find yourself chilling out at Dexter's Diner. As well as being the level select mechanism, Dexter's is also where the characters you've unlocked so far monkey around, having a burger and waiting for you, their master, to return.

You unlock certain characters in the game, but most involve you forking out cold hard cash over the bar. You've gotta catch 'em all. There's no point in living if you can't afford to buy a Kit Fisto.



Clonetrooper disputes the bill and does a runner

Dexter doesn't do student discounts either

■ That blue stream is wee. Spaceships need to go to the toilet too, you know. Avoid it!

"It's a game without dialogue, because Lego men don't talk."

the first time you saw Luke blow up the Death Star in the original movie. Stay on target!

It's a game without dialogue, because Lego men don't talk. In fact, the whole game feels like you're acting out the first three movies with little guys made of plastic. It's better than the films because the god-awful dialogue is missing and you just play the cool bits. Like you would if you were a kid. And it's better than playing with real Lego, because real Lego doesn't fire lasers. When you're running a little Qui-Gon with real Lego, you don't have about a million battle droids automatically attacking you on their own. You'd have to move each one with your spare hand and that just wouldn't be fun.

Fun is the key word here. This game really is unbelievably good fun. It's some of the best you'll have on GameCube this year. It's a game about killing robots. Running around, killing robots, opening some doors with teamwork, then killing more robots. Here at *NOM*, we HATE robots. In fact, the only job we'd enjoy more than the one we have would be sitting in a room all day, repeatedly pressing a button that killed a robot. With each click, a human-hating automaton gets smashed with a big hammer. We'd have our chair and the big button suspended in a giant perspex bubble above the wrecking floor. You wouldn't even need to pay us that much.

In *Lego Star Wars*, there are a couple of ways to wreck robots. You can hit them with one of those special sticks that light up, or you can shoot them with guns. It all depends on which character you're playing as. And before you pipe up with "OMG, I'M ONLY PLAYING AS A JEDI" it's worth knowing that you have to swap characters pretty frequently to progress through the game. »»

■ We think those blue ones are probably the police or whatever

■ Look at the Lego bricks! You could build a cow out of them

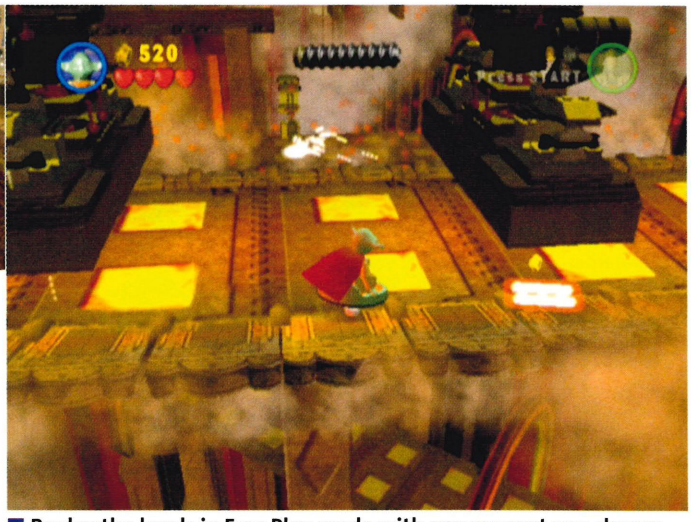
As well as light sabers, the Jedi characters get to use mind tricks to form piles of busted-up Lego blocks into bridges or whatever. The blaster characters get to grapple upwards from red circles on the floor. That's like being born a twin, and your brother looks like Johnny Depp, while you look like a giant foetus with hair.

But hey, at least the grapple guys aren't robots! Robots are RUBBISH. Even R2-D2, though it pains us to lump him in with the rest of the scrap metal. R2 can't attack, he just scoots around

■ "Don't do it, R2! You've got so much to live for! Noooooooooo!"

getting shot at. He can hover a bit, and he can open doors and hack computers for you. C-3PO is the same, but you can shoot his leg off so he has to hop everywhere. But you'll have to offset your robot hate with a willingness to make swift progress. Hopping robosexuals are even slower at following you around.

The interchanging between characters helps keep the whole



■ Replay the levels in Free Play mode with any muppet you choose

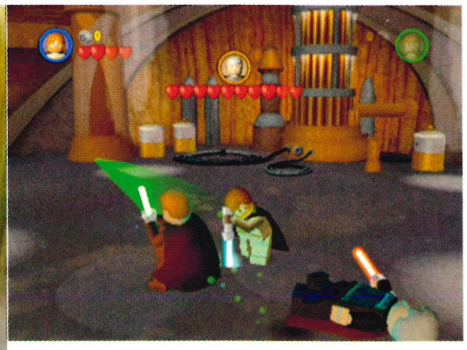
■ We thought it was an X-Wing too at first, but then we went flaccid

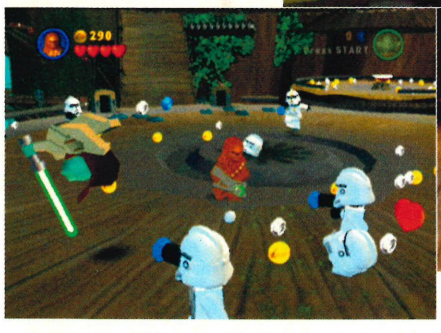
thing fresh. As a videogame, this is more Duplo than Lego. It's certainly not LEGO TECHNICS. You wander around bashing things, and it's not seriously difficult at any point. In fact, if you had the movies running alongside as you played the game, you might actually be done with the game before Anakin gets fitted for his new black suit. It's not bad working at Sith Inc, actually. As a Jedi, you get sod all, but the Sith will build you a sweet special TIE Fighter as a company car. They really value their employees, those guys.

Games that are crushingly easy can be annoying. But this game is all about the experience of fighting through the story. If the boss fights with Jango Fett or General Grevious held you up for any length of time, you'd lose the flow of the game. It wants to be fun rather than challenging. It's for kids, but the detail is going to have nerds staining their Chewbacca quilt covers.

Because the game is *Star Wars Lego*, EVERYTHING is made of Lego. The flowers on the surface of Naboo are the same little Lego flowers that have been in Lego sets since forever. The trees are the same. You'll see blocks in the level that you had in your Lego box. Little grilles, sloping blocks, it's awesome. And all the

■ Take down the giant mechanical testicle to stop it spawning more filthy robots



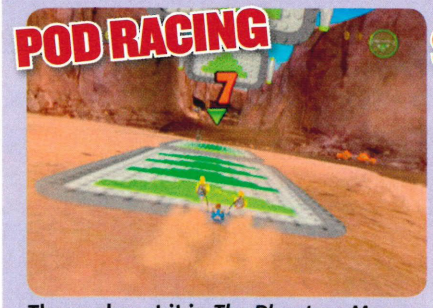


■ We love the bit in *Empire* when Yoda's strings get cut

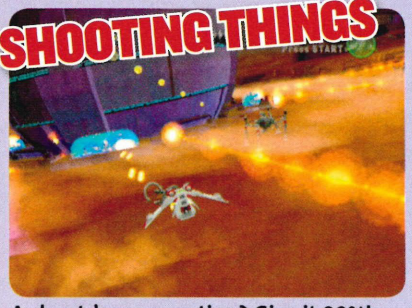
Shall we take my car?

In their haste to get the game out, they forgot to put wheels on the cars.

■ If it was just little guys running around, this game would still be a must-play. But they've only gone and thrown in a vehicle segment from each of the films to keep you interested. These are linear, basic, and you just repeat them until you learn to avoid the pitfalls. If the whole game was like that, it'd suck. But it's a nice diversion when you feel in need of one.



They only put it in *The Phantom Menace* so they could licence racing games! This isn't about racing lines, just speed boosts on the floor and avoiding holes.

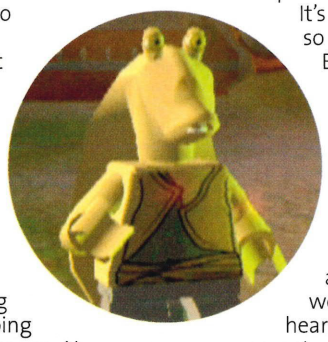


A shoot-'em-up section? Give it 90%! And in two parts: a diagonal scroller like *Zaxxon* and a behind-the-ship rotatey bit. Treasure involved? No. Lose the 90%.

"Because this is *Lego Star Wars*, everything is made of Lego. Awesome!"

ships you see in the game are the *Star Wars Lego* versions too. So when the young Boba Fett terrorises you in Slave One, you can see the holes where the blocks plug in as it soars overhead. Smash stuff, and it breaks into its constituent parts. Pure class.

If six hours' play time sounds like a total rip to you, stop worrying. Unlike real *Star Wars Lego*, you'll want to return to this after you've finished it. There are Minikit and Superkit pieces hidden in the levels, frequently requiring ninja curiosity to discover. You might stumble upon a few hidden pieces on your first time through, but when you're REALLY looking, you'll be mindtricking lights on and off, moving cutlery around on tables, doing anything that'll cause a response. At the very least, you will be rewarded by health hearts and money to buy some new characters with.



This isn't a game to be caned in an afternoon. Each 'movie' is split into five chapters, and you should just play a couple a night. Snack on it around a main meal of *Metroid* or *Advance Wars DS*. When your mate's round, let him play as Princess Amidala for a bit in the brilliant two player co-op mode. Then call him a girl.

It's a perfect fit for GameCube, so you have to wonder why Eidos took so long to wake up to the fact. This has been out on other consoles for ages. We'd call up and ask, but we know what'd happen. They'd spout a load of boring rubbish about 'installed hardware bases' and 'tie ratios'. Not what we would be interested in hearing. The only excuse we'd accept would involve robots stealing the GameCube master disc, and hiding it away on their dirty robo-planet. We're pretty sure that didn't happen.

■ Stuff glows when you can do a mind trick on it. Bzzzzzzzack!

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 8

A bit bland in places, but the fact that everything's made out of Lego makes up for it spectacularly. We love its style.

SOUND 7

There's a bit where you can trigger a secret disco and everyone dances. Superfly. The light saber noises warm our souls.

GAMEPLAY 8

Simple, but massively good fun. Occasional vehicle segments add variety as well to keep the whole thing feeling fresh.

VALUE 7

Like that dwarven prostitute we met that time, it's easy, short and slightly overpriced. We don't know if she had secrets to unlock.

MARIOS AND WARIOS

- UNCOMPLICATED, PICK UP AND PLAY FUN FOR ALL THE FAMILY
- YOU CAN REPLAY EACH CHAPTER WITH ANY CHARACTER. EVEN CHEWBACCA!
- TRUE TO THE MOVIES, BUT ALSO TAKES THE MICKEY OUT OF THEM A BIT.
- YOU CAN BE YODA. AND HE PINGS ABOUT ALL OVER THE PLACE
- YOU CAN BEAT IT IN THE TIME IT'D TAKE TO WATCH THE FILMS IT'S BASED ON.
- DOESN'T INCLUDE EPISODES 4, 5 AND 6. THE GOOD ONES. WHICH IS SAD.

THE VERDICT

[Dean Scott] We love this. Lego-ising the crap half of *Star Wars* makes it seem amazing, so imagine how brilliant a sequel based on the good stuff would be.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **83%**

■ The history may be all a bit screwy but there's no excuse for spelling 'carnage' wrong

■ The Romans' laser weapon was well tricky. Hold on - LASER WEAPON?

Spartan: Total Warrior

GAME INFO
Out: **NOW!**
Price: **£39.99**
Players: **1**
Publisher: **SEGA**

It's not just hippies and the Son of God that can kick ass in sandals.

Take a deep breath. Calm yourself before the onslaught begins. Mutter a few words to the Gods and hope they'll keep your blade strong and true. Look into the eyes of your comrades and tell them to be strong. Briefly imagine yourself among the heavens, being rewarded for your victories... then stab some bloke in the guts and get sprayed in the face with blood and intestines. On to the next kill.

Total Warrior is brutal. It wants to chop off your arms and legs and then use them to beat you around the face. Although it's set in Ancient Greece, don't worry about there being any kind of ridiculous history lesson. Nope, it's all about the bloody, head decapitating violence.

History has been completely thrown out of the window in favour of a totally outrageous plot. Of course the Romans wired Medusa up to a machine that could fire her magical powers. Wink wink. Of course Beowulf, a Scandinavian warrior from the 6th century, fought the Greeks. Wink wink. As long as you're not a history teacher, all this action will rock your sandals off.

We were slightly worried that it could become tedious. After all, the main aim of the game is to kill people. In fact, the main aim is to kill lots and lots and lots of people. It could have easily descended into a mindless hack and slash frenzy, a bit like all the *Lord of the Rings* games and become extremely boring very quickly. But luckily, *Spartan* avoids this disastrous path.

This is thanks to the varied missions on each level. It's not just a case of 'get here without dying'. It's more a case of 'get here without dying, while protecting prisoners, finding a lever, firing some catapults and trying to sabotage the enemy's catapults'. There's always plenty going on and there's always plenty of bloodthirsty Romans piling onto the screen to try to stick a sword in your face. Sometimes there'll be about 100 soldiers on screen, without a hint of slowdown, and you've got to try to wade through them all, swinging your sword as you go.

While from screenshots it may look as though the enemies are all the same, that's not the case while playing. Obviously there are a lot of grunts who can be sliced and diced relatively easily. But among the hordes, there are archers who will stand at the edges and much better warriors, who can cause problems for you. So you've got to be careful when ploughing into battle to make sure you're not on the receiving end of a sharp point.

To beat these tough guys, you've got to be a bit more tactical, instead of just slashing. You need to use your shield to defend or bash him with it so you open up his defence and can plunge your blade into his stomach. Fights with the tougher soldiers can become quite intense duels.

You've got one thing on your side though, and that's the sheer amount of weapons at your disposal. As you progress through the game, you'll unlock more powerful magic weapons, like Medusa's Shield and Beowulf's hammer, Death Biter.

Each of these has a special magical attack that can be used in the thick of a fight by pressing

■ Everyone ran for Casualty as Spartan threw petrol on the barbeque

History GCSEeeeek

Students, please get your brutal history copybooks ready

You know why Sega chose to make this game about the Spartans? Because no-one knows ANYTHING about them. The Spartans could have been given three heads and you probably wouldn't have batted an eyelid. But we're assuming you want the TRUTH, so here goes.

The Spartans were basically a bunch of brutal warriors who could be out-thought by a smashed egg. They didn't really have much to do with the Romans and chose instead to scrap against their fellow Greeks. Interestingly, they would leave weak children out in the hills to die. That wouldn't have been us, but would it have been YOU?

Soldiers had to train for 13 years and spent all their time with fellow combatants. Military service ended when the soldier was 60. That'll do for the facts. Now amaze your friends with your knowledge.

'Oi, Spartan, I asked for my burger medium-rare. Is it ready yet? Got any sausages?'

L and B. Unfortunately, the same buttons also execute a special melee attack, so it can be confusing when you're trying to pull off one but end up doing the other. It's also harder to do the melee attack, so you'll be pressing the buttons, desperately trying to claw a victory when you're completely surrounded, but the combo presses just don't work. It seems like the developers ran out of buttons and had to resort to the inferior combo control.

But on the plus side, as you collect more weapons, you can swap between them during the levels, making use of their magical attacks that have different benefits. If you're in a room with lots of Romans, you can use Medusa's Shield to turn them to stone or if you're surrounded, you can smash the ground with Death Biter. Each weapon also feels significantly different during fights. The dual Blades of Athena are fast-paced killing machines whereas the Death Biter is a lumbering but powerful beast. The only problem with weapon swapping is that you can only do it while standing still and pressing either ◀ or ▶ to cycle through them. This obviously leaves you open to attack and we would have preferred to be able to do it all on the fly.

With one warrior down, expect 99 more of the beggars up ahead

But as a whole, *Total Warrior* is a thrilling and action-packed game. It skillfully avoids being a dull, repetitive button-masher by introducing different enemies, weapons and branching missions. Historically, it's an absolute nightmare though, and is probably best regarded as yet another convoluted *Xena: Warrior Princess* plot.

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 9

With around 100 warriors on screen at once, it's like nothing you've ever seen before. Plus the environments are varied and detailed.

SOUND 6

Strangely, the music sounds like a dance album. But, even worse, all the Spartans speak in American, which is just madness.

GAMEPLAY 8

It's not going to work your brain but it will work your sense of violence. The multiple missions always ensure each level is varied.

VALUE 8

There are multiple tasks and plenty of missions. Plus there are lots of secrets and unlockables to find hidden around.

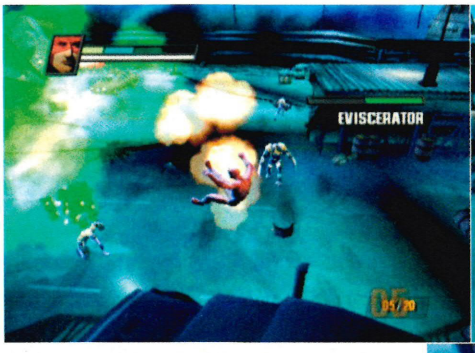
MARIOS AND WARIOS

- THE SHEER NUMBER OF ENEMIES ON-SCREEN AT ONCE IS AMAZING.
- LOTS OF VARIED WEAPONS TO COLLECT AND USE TO CAUSE CHAOS.
- GENUINELY DIFFICULT BOSSES WHICH REQUIRE PLENTY OF SKILL.
- YOU CAN LEVEL-UP SPARTAN BY PERFORMING WELL IN THE LEVELS.
- THE WHOLE 'HISTORY' THING DOESN'T GET IN THE WAY OF FUN.
- THE CONTROLS CAN SOMETIMES HINDER YOUR PROGRESS

THE VERDICT

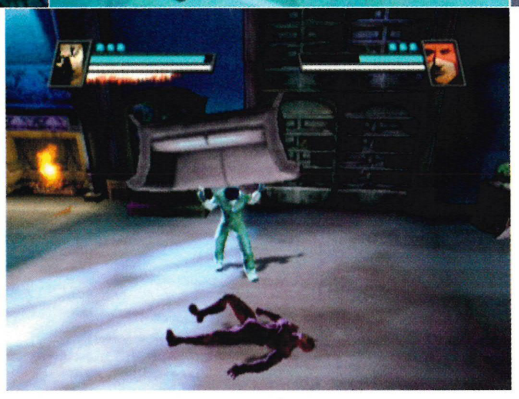
[Rob Burman] It's got the sentiments of an old-skool side-scrolling beat-'em-up but it's in 3D. It's not clever but it's certainly big and is a lot of fun. Warriors ready....

Nintendo OFFICIAL MAGAZINE JUDGEMENT 83%



Venom battles a Decapitator. Can you guess what its speciality is?

A definite energy between Spidey and Johnny Ohm. See what we did there?



Marvel Nemesis: Rise of the Imperfects

In a world where we're all super heroes, this game is our arch enemy.

GAME INFO

Out: **NOW!**
Price: **£39.99**
Players: **1-2**
Publisher: **EA**

How did EA get Marvel to agree to this? Did they get Stan Lee drunk at an office party? He must be waking up now with the hangover of his life and realising the tragedy that's taken place. Not only is this not a very good super hero game, it's not even a very good fighting game. Replace the super heroes with normal characters and it would have been even worse.

The crux of any half-decent fighting game should be the Versus mode. You should be able to enter a tournament and work your way through increasingly harder characters before taking on a giant boss that could rip your spine out with a glance. Versus should be your first port of call to get to grips with the game and unlock new characters.

But *Marvel Nemesis* has got everything wrong. The Versus mode is incredibly weak. Even against the computer, it's just one match, then you have to go back to the Select Character screen or retry the same bout. Instead, it appears EA wants you to play a half-baked story mode. There's some tale about a mad scientist trying to kidnap super heroes to enslave them into making bread or something. But the story is of little relevance in a game which basically involves pressing A until your thumb hurts. And then pressing it some more.

In the Story mode, you get to play as different super heroes, as they attempt to find out why Earth is being invaded by aliens and other heroes are going missing. But it's so painfully tedious, you wish the aliens would just over-run the planet so you didn't have to bother playing this mindless nonsense. It's not even like a fighting game. Instead, samey-looking enemies pour onto the screen and you have to beat them up. This wouldn't be so bad if the fighting style was spot on. But it's not and just hammering A will normally get you through the majority of situations.

It makes absolutely no sense to have this mode in *Imperfects*. It's like the game doesn't know what it wants to be and just ends up being a pretty crap version of two games spliced together to form some sort of horrible salivating mutant monster.

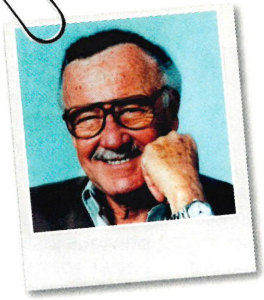
In addition, the difficulty spikes wildly throughout the Story mode. Some levels are incredibly easy whereas others are very frustrating. The air was blue in the office as we slogged our way through it. But you have to do all this rubbish if you want to unlock any characters for the Versus mode. Initially, there are only six to choose from, which is harsh.

But things don't even improve once you move away from the

Spidey punishes Earthquake for having the gayest super hero costume

NOM's soapbox

Sign this and send it to Stan Lee immediately.



Dear Stan Lee,

I love your comic-books and your brief appearance in *Mallrats*. But lately I'm not so happy. No, I haven't had my limited edition bust of Venom stolen, that's locked away in a safe. I've played/seen/read about (delete as appropriate) *Marvel Nemesis: Rise of the Imperfects*. It seems like many of the characters you so lovingly helped to make famous have been abused. Instead of featuring in a kick-ass supercharged fighting game, they've clearly had their super-powers sapped and instead are featuring in a mindless brawler. Mr. Lee, please make sure this never happens again. I'd hate to see what the Hulk would do in this situation. Thank you for your time.

Excelsior!

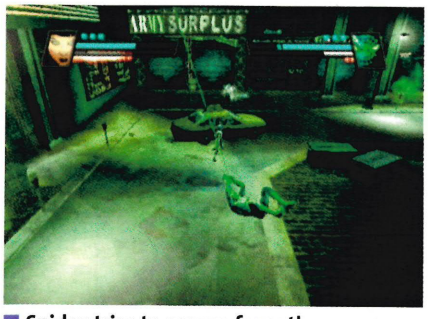
(sign here)

terrible bash bash bash of the Story mode and onto Versus. Normally, fighting games feature characters that are varied in their attacks and fighting styles, but not in *Marvel Nemesis*. You've got a limited range of attacks, which make *Super Smash Bros.* look like *Soul Calibur* in comparison.

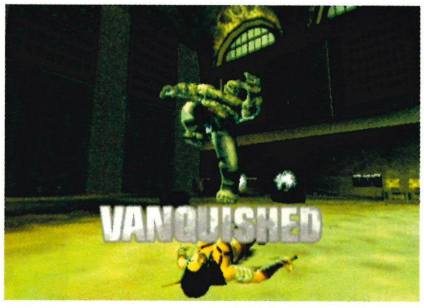
Your super hero can punch, block and jump. With the added addition of, wait for it, super-punch, super-block and super-jump. These are performed by holding down R as you attack but it means that all the characters feel identical. There's just no variation, which is OUTRAGEOUS. Why in the world should Spider-Man control the same as The Thing? It's totally ridiculous. It's fine if you want a game you can learn in three seconds. But there should be something deeper for the pro player. Instead, you're just left with a vacuous experience that makes Paris Hilton's brain cavity look complicated by comparison.

The only slightly fun element of bouts is the fact that you can pick up objects around you. A lamp-post can become a huge steel baseball bat, a post-box is great as a bullet of doom and a rock can be er, a big rock. But this only helps to make the fighters even more identical in their style. However, the heavier super heroes can pick up bigger objects that cause more damage when they make contact, but this makes very little sense in the world of Marvel. Wolverine has got great big sharp claws, so why doesn't he just fight with them? Why does he have to pick up a rock and lob it towards his opponents? For crying out loud you mutant freak, you've got MASSIVE INDESTRUCTIBLE CLAWS. Put the projectiles down and just rip your enemy's entire body to tiny, fleshy ribbons.

So as a game based on super heroes, *Imperfects* doesn't do well at all. As a fighting game, it's even worse. There's absolutely no depth to it - apart from the back stories of the characters EA created specially for the game. The graphics are similar throughout and who would have thought Spider-Man and Dare Devil could look so similar? It's just terrible and a complete disappointment, even for the most die-hard Marvel fans. If you are one of these, it won't hold your attention for more than a few seconds.



■ Spidey tries to escape from the game



■ Thing stomps Electra. Wouldn't we all?

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 6

Dark and too much like Def Jam. Comics are about vibrant colours leaping off pages. This makes you want to leap off a bridge.

SOUND 5

Samey music and catchphrases used over and over. Fighters say nothing during bouts. They should be making quips all the time.

GAMEPLAY 2

It's got an awful fighting system - too basic and offers very little challenge. Picking up stuff can be fun for a while.

VALUE 2

If you keep awake during the Story mode, there are more characters, comics and cards to unlock. But it's so awful, it's pointless.

MARIOS AND WARIOS

IT FEATURES SUPER HEROES. AND WHO DOESN'T LIKE THEM?

THE STORY MODE IS COMPLETELY AWFUL. REPETITIVE AND DULL.

FIGHTING IS OVERLY SIMPLISTIC. THERE'S JUST NO SKILL INVOLVED.

CHARACTERS REGENERATE HEALTH DURING FIGHTS. HOW CRAP IS THAT?

THE STORY IS A STUPID EXCUSE TO CREATE NEW EA CHARACTERS.

A HUGE DISAPPOINTMENT FOR FANS OF THE COMIC-BOOK SERIES.

THE VERDICT

[Rob] Even as a Marvel fan I can't overlook the serious flaws in this. The heroes aren't used to their full potential. The Imperfect name couldn't be more fitting.

Nintendo OFFICIAL MAGAZINE JUDGEMENT 45%

Megaman Zero 4

Thank the gaming gods it isn't another Battle Network travesty.

GAME INFO

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

Once more, humankind needs Megaman's help. We're pathetic. We mess up the environment and then we expect a robot to come and sort the whole thing out for us.

This time, the dastardly Dr. Weil is playing havoc with the weather and killing off all our vegetation, making sure we can't grow cabbages. That's not so bad, but it also means we can't grow any of life's essentials either, like Mars Bars and KFC.

As well as making dastardly plans, Weil is also excellent at making robots. He makes vicious robo-chickens and armoured robot horses that scream abuse at you as they over-run Neo Arcadia. They're probably calling you Anusman or Captain Spaz or something like that. Either way, they need taking down. And hard.

So, how has Megaman prepared for his 4,087th videogame mission? By learning to DUCK and SHOOT UPWARDS! Ha! But in a wonderful twist of fate, Megaman can now nick enemy lasers, claws, shields and extending clamps, to give them a taste of their own arsenal.

But what we love about Megaman, with a vengence, is the fact that there are more screen-filling bosses than previous instalments. You'd better get used to the boss-heralding warning siren, swiftly followed by seeing the Mission Failed or Continue screen.

Don't beat yourself up about it: Dr Weil has gathered an army that even Jackie Chan would have trouble defeating. Just be warned that the levels can be quite pedestrian at times.

You get an elf helper called Croire, which is nice of Capcom, but enemies respawn the second you backtrack, which isn't. We're all for this kind of old-skool 2D platform shooter fun, but unfortunately, the innovative weapon-stealing doesn't make up for Megaman's critical lack of battle agility. We're pinning humanity's hopes on this little robot boy, after all.

Before *Zero 5* comes out, he needs to attend a Shooting In A Direction Other Than The One You're Facing class, as well as buy some knee joints.

Somewhere in there, Megaman is being, er, Mega. Humanity thanks God for him

Call us old fashioned but we always reckon running at someone with a gun that big is just plain stupid

The boys get down and dirty by some sort of matter transporter. Or time machine. Or something

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 7
Very colourful backgrounds and the bosses are cool. Not much of a revolution though.

SOUND 5
We wish we could turn the music off, as it's all a bit sad. The tears obscure your vision.

GAMEPLAY 7
Classic style we all love. A bit frustrating at times with the respawning robots.

VALUE 6
Will keep you swearing for an entire weekend. Don't play on easy; it's too easy!

THE VERDICT

As robot shooters go, this is no *Astro Boy* but the screen-filling bosses make this game fun in short blasts.
Mak Hiskes

Nintendo OFFICIAL MAGAZINE JUDGEMENT **65%**

Yu-Gi-Oh! Nightmare Troubadour

Troubadour actually means poet but *Nightmare Poet* sounds rubbish.

GAME INFO

Out: **NOVEMBER 11th**
Price: **£29.99**
Players: **1-2**
Publisher: **KONAMI**

So, there are these cards and they're magic or something, right? But they're not like playing cards. Can you do magic tricks with them? Sorry. Can do you ILLUSIONS with them? Oh, right. They're magic because they contain mythical beasts that have to fight other mythical beasts. But does the ace of hearts disappear or something?

It's another *Yu-Gi-Oh* game. Hooray. But for once, the playability isn't hidden within the confines of a Fort Knox-style game system. Konami has finally acknowledged that at least three people in the world have never played *Yu-Gi-Oh* before and, shock horror, might need to know the actual rules before they play. What a stroke of genius.

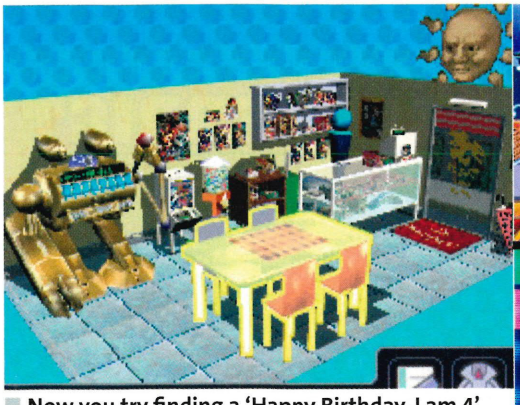
Right from the off, a little beardy man who owns a 'card' shop tells you everything you need to know about how to play this strange, card-battling business. We kept asking him where he kept the 'strong stuff' but he just wanted to tell us more about cards. We reckon it was under the counter though.

As well as being told the rules through a list that closely resembles the size of *Lord of the Rings*, you can also learn the game by engaging in puzzle situations. Here you may have to win in a certain number of turns or fulfil some other desire of the beardy man. The Puzzle mode is actually a great help and makes the game more accessible instead of just being thrown straight into a tournament.

The dual screen presentation also works better while playing because you can see your cards and the menu at once, instead of swapping between screens all the time. That's not to say *Nightmare Troubadour* is brilliant though. The single player game is distinctly boring and the plot is virtually non-existent. But then, don't expect *Yu-Gi-Oh* games to be written by Shakespeare.

It's always easy to moan about *Yu-Gi-Oh* games because the gameplay is extremely tedious, compared to other stuff like *Super Mario*. But there are enough people, normally those who like to paint lead miniatures of orcs, that like to play *Yu-Gi-Oh*. This version isn't half bad though and for once, introduces newbies to the style of play.

Looks like a trailer for *Night of The Werecoconut*. Where's my cricket bat?



Now you try finding a 'Happy Birthday, I am 4' card in THIS card shop. We tried. We failed

Big Red gets ready to go clubbing

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 7
Better than GBA versions but the monsters aren't 3D, which is a bit of a let-down.

SOUND 6
Lots of whooshing and bashing as you clash cards but the music is fairly bog standard.

INNOVATION 6
Yu-Gi-Oh is well-suited to the DS. Touching cards is slightly simpler than normal. Great.

VALUE 8
If you like *Yu-Gi-Oh* then this will keep on giving, like Grandma does with sweets.

THE VERDICT

Rob Although still aimed at the hard-core Yu-Gi-Oh! fanatics, it's actually not too horrendous for terrified newbies. It's still boring though and we'd rather eat our legs than play for ages.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **69%**

Shaman King: Master of Spirits

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

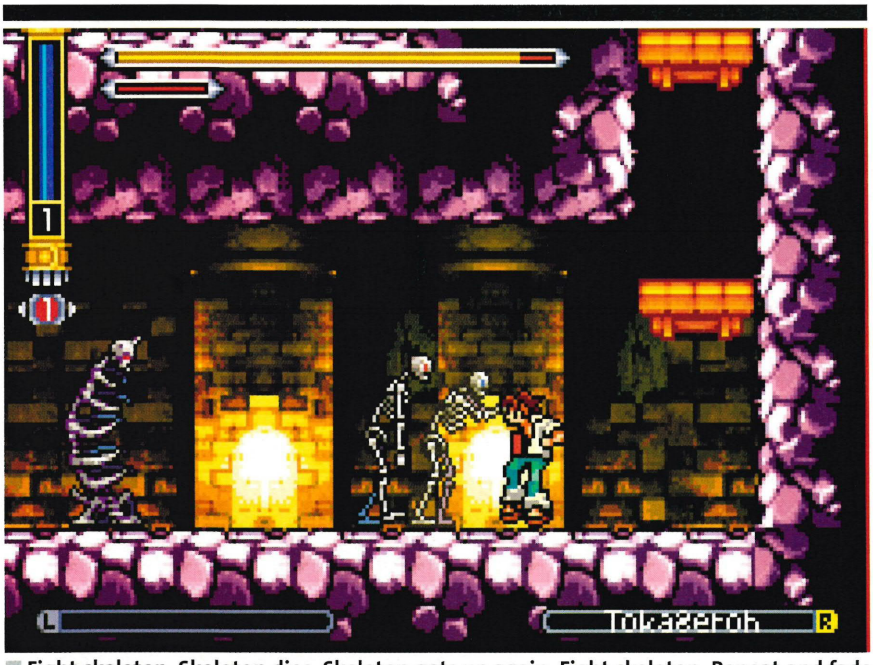
They should have called it Castlevanime. Much better. High five!

Submitted for your approval; a videogame star runs and jumps his way deep into a cranky Victorian castle. Overhead, he notices the ceiling is dropping and decides to stand in a small incline, slightly taller than he is. It will support the ceiling and shield him. The ceiling falls with a thud, inches above his head, only to rise and slowly repeat the process. Our hero casually bashes a skeleton as he passes, on his way to the next safety point.

The skeleton falls into a pile of bones and, after a moment, rebuilds itself and walks erect again. Disaster, our hero has fallen into... The Videogame Cliché Zone.

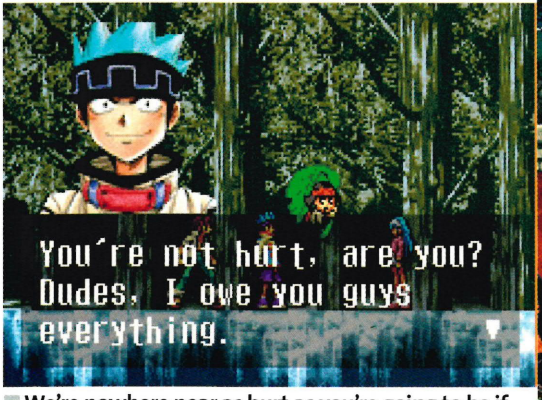
Shaman King is an actiony videogame based on a Japanese cartoon or something. Your first impression, upon seeing the retro 2D graphics, relatively open-ended exploration, and inventory management will be 'Oh, cool, like *Castlevania*!' And, indeed, you'd be onto something, you smart little fellow, because this game does run on the same basic engine and principles as the three *Castlevania* games for GBA. Play a little bit more, and you'll start to wonder why you've only seen but a small handful of enemies. Keep at it for a little while longer, and you'll realise that your character is a crappy fighter. He has exactly one move, which is a forward slash of his sword. That's it. Venture onward and you'll realise that your first instinct of being in a large, explorable world was a fantasy and in reality, the game is holding your hand. It guides you down the same paths, fighting the same enemies, countless times over.

It's not a BAD game, but it doesn't really bring anything new to the table. The dialogue is crap, the enemies are stiff and lack any personality, and the boss fights are rubbish. This might be a good time-waster for a bit but, in the end, you're going to toss it to one side in favour of *Castlevania*.



Fight skeleton. Skeleton dies. Skeleton gets up again. Fight skeleton. Repeat and fade

(Right) You'd be shocked too if someone's head came off and then did that



We're nowhere near as hurt as you're going to be if you call us 'Dudes' again. Heed the warning, my friend

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 8
Backgrounds are gorgeous, animation fluid and dramatic, but character design bores us.

SOUND 9
The game's strong point. Good, solid beats with tunes best described as '*Castlevania*-y.'

GAMEPLAY 7
Like Fisher Price's *My First Castlevania* if it existed. But with less whips and candles.

VALUE 6
Not too short or long. Might do for a train ride, but with no variety, you won't return.

THE VERDICT

A tough one to judge. The graphics, sound, control and level design are solid. It's a quality product but we've seen it all before. Frank Cifaldi

Nintendo OFFICIAL MAGAZINE JUDGEMENT **70%**

GAME INFO

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

Bubble Bobble Revolution

They're releasing Revolution games already? Why does no-one tell us anything?

Dinosaurs; they may have had massive teeth, razor-sharp claws, skin-piercing horns, poisonous venom and jaws that could crush a Mini. But what was their main weapon? The claws? The teeth? Nope, bubbles. Silly bubbles. Stupid little silly poppable bubbles.

Okay, *Bubble Bobble* may not be the best historical source but the original arcade version must have been around since the dinosaur age. It was pure and total playability, 100 levels of a screen-full of monsters. But the 'revolution' is actually a step backwards for the series.

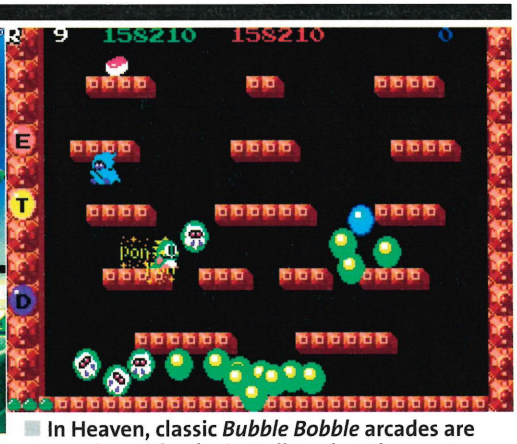
For starters, you've got a health bar. Yes, the spoiler of too many a recent shoot-'em-up has now reared its ugly head in *Bubble Bobble*. This means you can now jump into the throng of enemies without much care. The original required precision bubbling but the DS version offers you a hefty safety net. A safety net that you don't want. You'd rather run the risk and have your bones smashed into tiny bits.

The levels are no longer spread across just one screen; instead they move about across the dual displays. This isn't a problem though and you don't get confused as you move from the bottom to the top or vice versa. But they don't actually feel any bigger and the level design is certainly not as clever. Half the joy of the original was working out the puzzle about how to kill the monsters. But that seems to be sadly lacking in this update.

But there's a bigger problem. The kind of problem that makes pregnant women faint. Baron Von Bubba, the most terrifying creation since Satan, has been removed. He's been replaced with weather. WEATHER. What a mistake. In the original, Baron Von Bubba would zoom onto the screen, accompanied by genuinely horrific music, and terrorise you because you'd been faffing about too long. How can weather compete with Baron Von Bubba?

It can't and this version just doesn't compete with the original. A fact highlighted even more because the classic one is included in this version. It oozes retro charm but the new *Bubble Bobble* can't match it. At a cut price, it might be worth it because of the WiFi multiplayer mode in the classic version. Look out for it.

Curse you, health bar. CURSE YOU



In Heaven, classic *Bubble Bobble* arcades are everywhere. They're in Hell too but they cost a million pounds a game

Bub shouts to Baron von Bubba, asking him and his scary music to save the game

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 6
Not bad but they're a bit forgettable. The new dinosaurs look pretty fun though.

SOUND 6
The classic music is used and adapted. But amazingly, it can get repetitive after a bit.

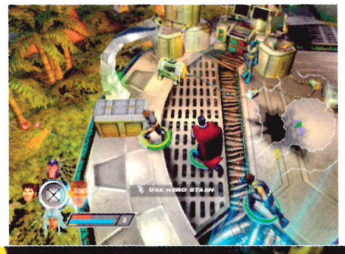
INNOVATION 4
Spreading across two screens is good but the touch mini-games and blow-fans are bad.

VALUE 6
Two for the price of one and a half-decent multiplayer. The new one is a bit too easy.

THE VERDICT

Rob: The original never seems to lose its charm but the update lacks any magic. Although it can be fun in quick goes its bubble gets popped after a little while. And where the heck is Baron Von Bubba?

Nintendo OFFICIAL MAGAZINE JUDGEMENT 64%



X-Men Legends II: Rise of Apocalypse

The X-Men wrong-turn and end up in *Dungeons & Dragons* world.

GAME INFO

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

Of all the super-powers, surely LASER EYES is the one to have. All you need to do is look at someone and they die. If we could be one of the X-Men, it would be Cyclops. Or maybe Storm. But not because she's strong and can fly. We'd just look at ourselves naked in the mirror.

We all have our favourite X-Men. You might even prefer one of the bad guys, like Magneto, because having the ability to manipulate chunks of metal is awesome. What's cool is the X-Men and the Brotherhood join forces in *X-Men Legends II*.

Apparently, Apocalypse has messed-up Magneto's home town, Genosha, and captured his people. So after helping to rescue Professor X from a military prison, Magneto asks the X-Men for help to defeat Apocalypse. This means that you get to take control of the best characters from each of the two sides, and use them in co-operation, alongside each other.

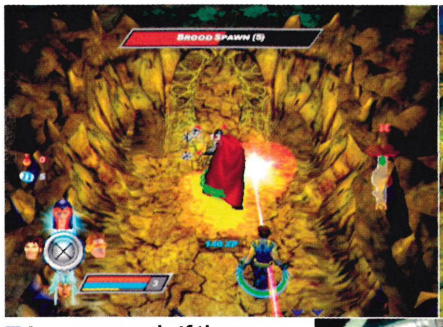
You start off with rubbish powers. Too rubbish to be fun. Storm can just about conjure up a fart-like breeze and Cyclops' lasers are barely stronger than those laser pointers you can buy for £2.99 at a Sunday market. It's a slow start, and fist-fighting your way through the first hour or two is boring.

We know it's traditional for players to level-up in this kind of game, but this hasn't been thought through. As X-Men fans, how will you put up with having to use Magneto's FISTS in a fight? That's not right. He's like a metal-controlling GOD. He can turn metal objects into a million little balls and whizz them around super-fast, wrecking everything. He floats on a metal plate. Magneto's POWERFUL.

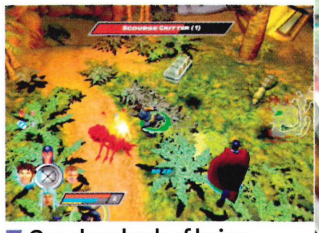
So why is he and all the other mega-mutants so crap at the start of this game? They don't lose their powers in the plot, like Samus does in *Metroid Prime*. So we guess they just forgot them or something. Or maybe they're pretending not to be powerful, for the sake of game progression. It must have been written into their contracts when they were recruited for the RPG.

They get stronger though. As you go through the game, you can control how your characters' stats grow, and use different items that you find. If you can be arsed. We couldn't, so we activated the automatic level-up option, which takes care of all that geeky stat-tweaking rubbish for you. And so you don't ever need to look at a stat screen again. You start to feel powerful after you've killed a few thousand beastie things and levelled-up loads. By that time, Storm will be able to make

Okay, who's got the special 'climb over the railings' super-power?



Laser eyes rock. If the super hero work ever dries up, there's always welding



One drawback of being a red spider-thing is the chicken Madras-only diet

thunderclouds appear over enemies' heads and Cyclops blasts fat red lasers like Astro Boy. It's a bit more fun from there on, but nothing stunning.

It doesn't feel like an *X-Men* game though. You should be zooming around, ripping enemies in two, blasting the fattest kind of lasers and thunderbolts, exploding things and wrecking entire buildings. Instead, you're walking through caves, bitch-slapping your way through wave after wave of monsters. It'd feel far more natural with wizards holding magic staffs and warriors brandishing axes, chopping orcs and goblins.

Can you handle over 15 solid hours of enemy mashing, levelling-up and stat-tweaking? Do console gamers even play these traditional action RPGs? They seem far better suited to stat-hungry PC geeks with online connections and nerdy web-mates. They love this stuff. They call it a dungeon crawling game. We call it repetitive, enemy-bashing boredom.

You won't need to switch characters very often either. You will occasionally have to use a certain character to perform a specific task. Magneto's great for flicking a switch on the other side of a force field. But this is rare. You'll tend to just stick with your favourite character and repeat the same move to get through the swarms of enemies.

These games have to be played in co-operation with other players to be fun. That's okay for PC gamers, with their internet connections, but on GameCube, you'll need mates to come over and play. Four players each control their own mutant, working together. It's not too bad that way but the single-player mode, while playable, is mega-boring.

We had trouble staying awake, to be honest. We drew in the help of a few N64 soundtrack CDs to keep our eyelids from falling shut. Humming along to the *Super Mario 64* theme kept us powering on. If you haven't got three mates that are up for the ride, *Rise of Apocalypse* is not the *X-Men* fix you're looking for.

Hell in a cell

Cut the crap - just pile in fighting

Fighting swarms of giant spiders and bat-like things gets boring. The Danger Room is where the real bouts happen. That's where you can find out which of the X-Men owns the group.

Don't waste your time arguing with mates about the most powerful of the X-Men. Cyclops is the daddy. You guys need to be all over *NOM*'s wisdom. Danger Room puts four players in an arena for a skirmish. Get in there as Cyclops and hyper-laser all your mates straight away. No silly drawn-out plot or giant insects. Just straight-up mutant duelling. Cool.

Multiplayer rows. Be Cyclops, end of

Nintendo OFFICIAL MAG SAYS...

GRAPHICS 7

The scenery is far more varied than the first game, and everything looks alright. But there's nothing to make your jaw drop.

SOUND 6

The music picks up as the action on screen gets more hectic. However, the generic bashing sounds won't push a 5.1 set-up.

GAMEPLAY 7

Starts off slow with rubbish powers, but picks up over time. It's a decent game of its genre, but lacks that extra bang.

VALUE 8

15+ hours of gameplay, extra multiplayer modes and an endless list of X-Men-related unlockable gifts.

MARIOS AND WARIOS

- LOADS OF PLAYABLE CHARACTERS FROM THE X-MEN AND BROTHERHOOD CLANS.
- THE PLOT TAKES YOU TO DIFFERENT COUNTRIES, VARYING ENVIRONMENTS.
- GOOD MULTIPLAYER FUN, COMBINING POWERS FOR DEVASTATING ATTACKS.
- NO FRIENDS, NO FUN. THIS IS NOT A GAME YOU'LL WANT TO PLAY ALONE.
- SEE X-MEN AT THEIR WEAKEST. THEY'RE PATHETIC AT THE START OF THE GAME.
- LACKS IMPACT. WE'D PREFER FLYING ROUND CITIES, MASHING THEM UP.

THE VERDICT

[Mike Jackson] It plays like a generic RPG with an X-Men mask on. It's decent enough, if you like the genre. Cartoon fans won't find the same thrilling action here.

Nintendo OFFICIAL MAGAZINE JUDGEMENT 74%

Games that cower in

Juka and the Monophonic Menace

Out: **NOW!**
Price: **£29.99**
Players: **1**
Publisher: **ZOO DIGITAL**

What we've got here is some poor sod of a programmer who desperately wants to make a new *Zelda* or *Boktai* game, but has instead been tethered to a twee little smurf-styled adventure.

Not the fresh and innovative game we expected from Orbital Media, *Juka* follows a trainee alchemist. Armed with his trusty Sound staff and collection of strange herbs, he runs around trying to smash up a collection of pretty random-looking robots. In deference to decades of development in the field of enemy AI, the robots lollop about in random directions, shooting coloured shapes which you have to collect in a certain order, to power-up your returning shot.

This fight system begins dull, but becomes clunky and complex even before the end of the first level. With a handful of recipes, jewels, components and instruments to collect, obsessive compulsives will be rooting around for a good while. But somewhere along the way, a lot of the fun went missing.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **62%**

Nightmare Before Christmas: Pumpkin King

Out: **NOW!**
Price: **£29.99**
Players: **1**
Publisher: **BUENA VISTA**

This side-scrolling platformer from Disney...No! Come back! We were about to say "...really shows that a movie licence can make a great game". It may be 12 years since the film's release, but it was most certainly worth the wait.

Set before the Tim Burton Goth-fest, *Pumpkin King* sees Jack Skellington elegantly swooping around Hallow'een Town to exterminate an infestation of bugs released by boss nasty, Oogie Boogie. Collecting weapons and powers on the way gives this game a very *Metroid*-esque style. Weapons such as bat boomerangs and Pumpkin bombs open up new areas to explore, with bosses blocking your route.

It may not be a *Castlevania*-beater, but with a good version of the film's soundtrack, and sprawling levels to work your way through, it keeps the movie's spirit, without compromising gameplay. A few nice extras, such as concept art and minigames mean that for platform freaks, this is a should-have and a must-have for *Nightmare* fans.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **82%**

Tak 3: The Great Juju Challenge

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

Tak is once again teamed-up with Lok to represent the Pupanunu tribe in an island-wide face-off against five rival tribes, in the Great Juju Challenge. The losers will be spurned by their people, treated as outcasts by their own family and have flaming bags of dog poo left on their doorsteps (which is really nasty when you live in a grass hut). No pressure whatsoever, then.

Cue platform malarkey with our two heroes offering either nippy speed and magic firepower, or higher jumps and wall-crushing strength.

The controls aren't as responsive as we could hope for, and some of Lok's special skills end up kicking in when you're just trying to do relatively simple jumps, shooting you straight into harm's way.

The puzzle elements are simple, and while they break up the monotony of the 'run, jump, whack' of it all, even combined with the character swapping, this can't save the game from seeming like a stale rehash.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **52%**

the corner at parties.

Yu-Gi-Oh! Destiny Board Traveller

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

"Hey, we've been able to shift millions of *Yu-Gi-Oh* games so far," grinned the marketing executive at Konami. "At this rate, we'll be controlling the market for all eternity!" "Ah," said the ominous man in the shadows, stroking his great big purple beard, "we see a threat from *Mario Party Advance*!"

And thus the tragedy of *Destiny Board Traveller* was born. It combines the least successful of the *Yu-Gi-Oh* spin-off games with the most minimal use of cards they could get away with. The result? A repetitive 'board game' sees you and three opponents shuffle around the board, in the hope that you'll kill more monsters than them.

But it's almost entirely based on luck, and you have to sit and watch every single match from every single player, with no way to skip it! The Chibi characters are cute, and we're assured the card packed in with the game is the poodle's privates. However, neither of these warrant admitting that you own it to your mates.

Nintendo OFFICIAL MAGAZINE JUDGEMENT **39%**

Animaniacs: Lights, Camera, Action!

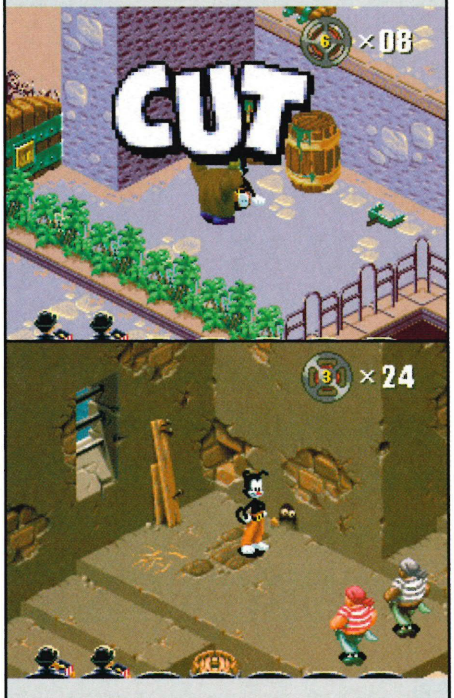
Out: **NOW!**
Price: **£29.99**
Players: **1-4**
Publisher: **IGNITION**

Hang on, we're in the 1990s and *Animaniacs* is everyone's favourite cartoon. Quick, someone grab a Take That LP and let's party like it's 1993. Who knows why an *Animaniacs* game has suddenly been released? Perhaps we've entered a time warp.

Unfortunately *Lights, Camera, Action* should have definitely stayed back in the 90s, along with MC Hammer. The DS version is basically the GBA one but with a Wi-Fi multiplayer. It doesn't use the touch screen, so the dual screen is pointless. And it doesn't even have a cartridge save. Instead you have to use exactly the same passwords as the GBA version.

Gameplay is a relic of the dark ages. Those craaaazzzzy Animaniacs run around isometric environments, throwing stuff at enemies and jumping about. The controls are unwieldy because of the view and killing bad guys with projectiles is a chore.

It's a lazy conversion of the GBA game and there's very little value in its existence in the first place. But the fact that Ignition has released two identical games is embarrassing for everyone concerned.



Nintendo OFFICIAL MAGAZINE JUDGEMENT **21%**

Scooby Doo! Unmasked

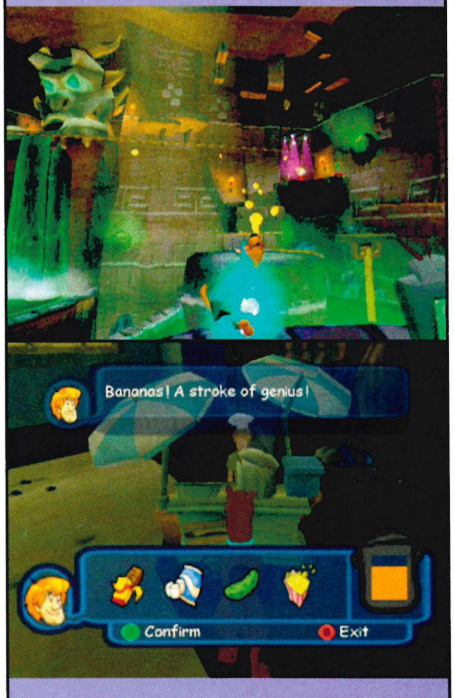
Out: **NOW!**
Price: **£29.99**
Players: **1**
Publisher: **THQ**

Woo-hoo! It's another FUN cartoon character-based video game. What joy. Actually, this isn't too bad. It's obviously aimed squarely at young kids or massive Scooby-Doo fans but for that audience, it's a fair amount of fun. Probably six on Einstein's Funometer.

Scooby and the gang are investigating some sinister goings-on in a waxwork museum. All the monsters are coming to life and generally causing headaches for everyone concerned. So instead of calling the Army or at least the police, it's up to a scared Great Dane and a scruffy hippie with brown flares to save the day.

And to save the day, Scooby's going to have to... do lots of platforming clichés. Jump onto things, punch bad guys and butt-stomp switches. What innovation. It's everything that's been done in almost every other kid-based license videogame.

Scooby can dress up in costumes though, which is relatively enjoyable for a while. He can become a ninja, Robin Hood and a Batman-type character that can glide. The costumes offer some relief but aren't enough to save the game.



Nintendo OFFICIAL MAGAZINE JUDGEMENT **66%**

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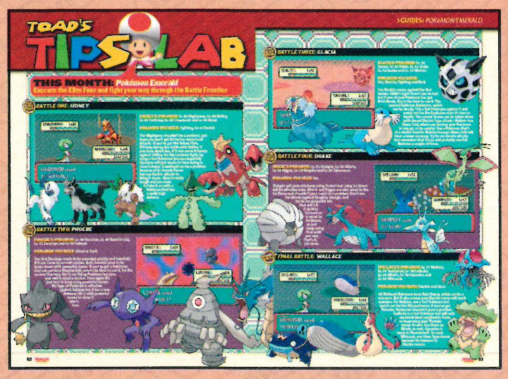
Welcome to my world! This is where you can get involved by checking out the cheats and scores, enter competitions and read your letters.

» TOAD'S TIPS LAB » P.92



Take out the Elite Four using my top tips

» WARIO'S CHEATS » P.96

I have the best cheats. Bow down to me!

» PEACH & BOWSER'S ROYAL MAIL » P.102

Read your letters and our answers

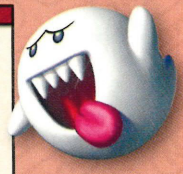
» LUIGI'S PRIZE PIT » P.106

So many cool prizes, so little time. Go!

» CHAIN CHOMP'S CHALLENGES » P.108

Three more challenges for you to tackle. Will you make it to *NOM*?

» BOO'S BRAINERS » P.110



Packed with puzzles to push your processing power to perform

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

TOAD'S TIPS LAB

THIS MONTH: Pokémon Emerald

Execute the Elite Four and fight your way through the Battle Frontier

THE ELITE FOUR — BATTLE ONE: SIDNEY

SIDNEY'S POKéMON: Lv. 46 Mightyena, Lv. 48 Shiftry, Lv. 46 Cacturne, Lv. 48 Crawdaunt and Lv. 49 Absol

POKéMON YOU NEED: Fighting, Ice or Electric

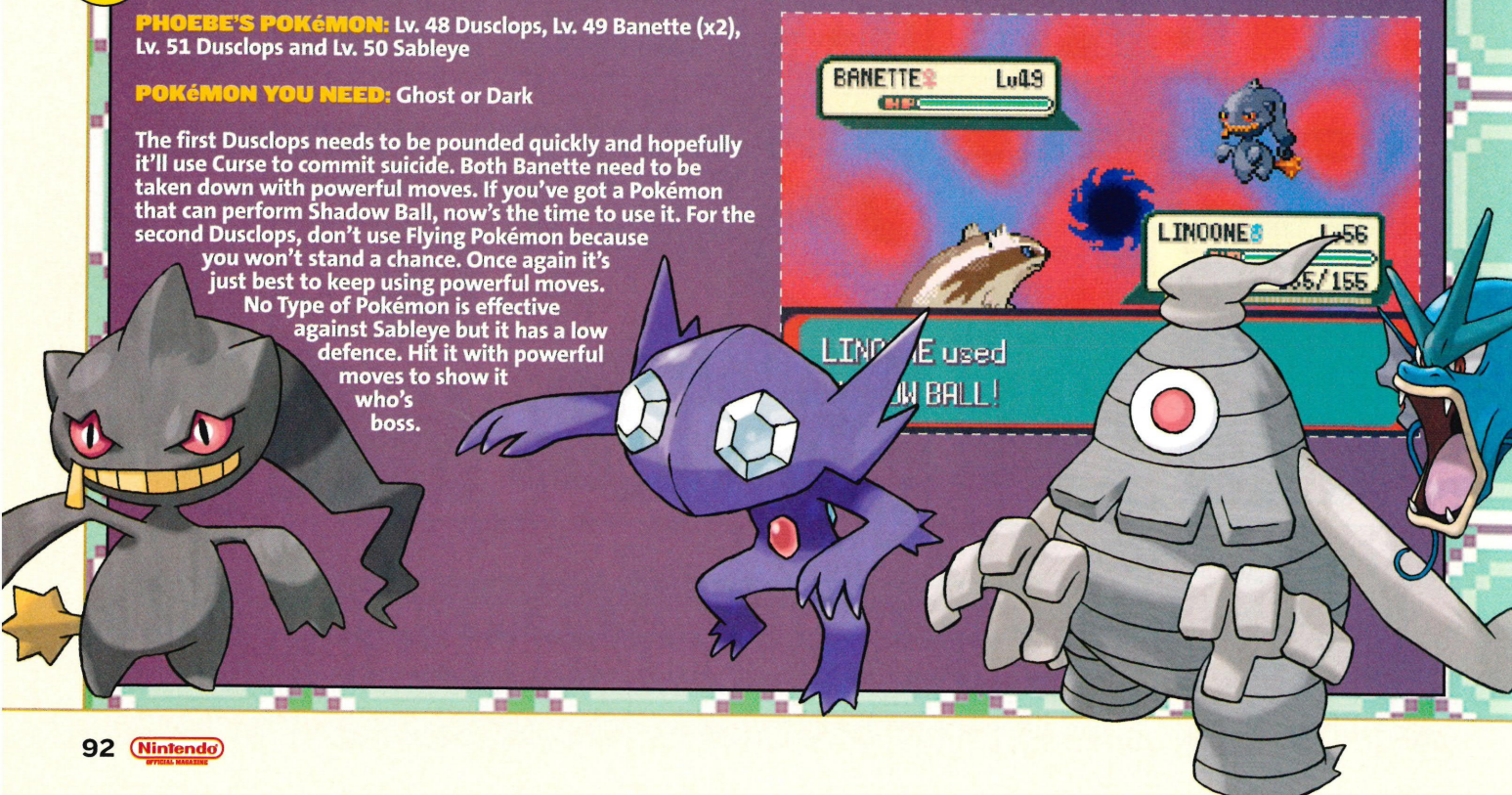
The Mightyena shouldn't be a problem, just hope you don't get hit by too many Sand Attacks. If you've got the Yellow Flute, it'll help during the battle with Shiftry. If you have Aerial Ace, it'll also come in handy against Shiftry. For the Cacturne fight, try using a fast Pokémon because hopefully Cacturne will just waste its time trying to slow it down. Crawdaunt can be a problem because of its Swords Dance but use Electric attacks to bring it down. Absol is really tough and you need to take it on with a Pokémon that has a really high defence.

THE ELITE FOUR — BATTLE TWO: PHOEBE

PHOEBE'S POKéMON: Lv. 48 Dusclops, Lv. 49 Banette (x2), Lv. 51 Dusclops and Lv. 50 Sableye

POKéMON YOU NEED: Ghost or Dark

The first Dusclops needs to be pounded quickly and hopefully it'll use Curse to commit suicide. Both Banette need to be taken down with powerful moves. If you've got a Pokémon that can perform Shadow Ball, now's the time to use it. For the second Dusclops, don't use Flying Pokémon because you won't stand a chance. Once again it's just best to keep using powerful moves. No Type of Pokémon is effective against Sableye but it has a low defence. Hit it with powerful moves to show it who's boss.



THE ELITE FOUR — BATTLE THREE: GLACIA

GLACIA'S POKéMON: Lv. 50 Sealeo, Lv. 50 Glalie, Lv. 52 Glalie, Lv. 52 Sealeo and Lv. 53 Walrein

POKéMON YOU NEED: Fire, Electric, Fighting and Rock

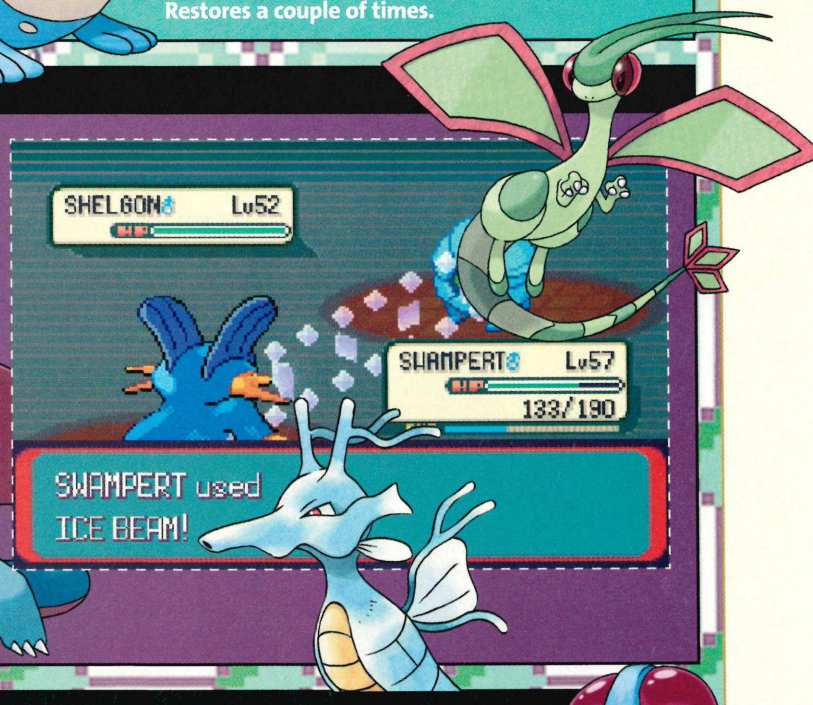
Use Electric moves against the first Sealeo. Glalie's Light Screen can be bad but if one of your Pokémon has got Brick Break, this is the time to use it. The second Glalie has Explosion, which can be deadly. Use a fast Pokémon against it and watch out for the Explosion once it's low on health. The second Sealeo can be taken down with decent Electric Type attacks. Walrein has Sheer Cold, which can destroy your Pokémon in one go, so be careful. Use a Pokémon that's at a similar level to Walrein because Sheer Cold will have a lower accuracy. Try to use Electric attacks but remember that Glacia will probably use Full Restores a couple of times.

THE ELITE FOUR — BATTLE FOUR: DRAKE

DRAKE'S POKéMON: Lv. 52 Shelgon, Lv. 54 Altaria, Lv. 53 Flygon, Lv. 53 Kingdra and Lv. 55 Salamence

POKéMON YOU NEED: Ice

Shelgon will probably keep using Protect but using Ice Beam will be effective here. Altaria and Flygon are also weak to the Ice Beam and shouldn't pose much of a problem. Don't use Ice attacks against Kingdra, though. Just try to use powerful hits that will kill it quickly. Salamence is weak to Ice Beam, so just keep using that until you win. That's it, job done.



CHAMPION BATTLE! — FINAL BATTLE: WALLACE

WALLACE'S POKéMON: Lv. 57 Wailord, Lv. 55 Tentacruel, Lv. 56 Ludicolo, Lv. 58 Milotic, Lv. 56 Gyarados and Lv. 56 Whiscash

POKéMON YOU NEED: Electric and Grass

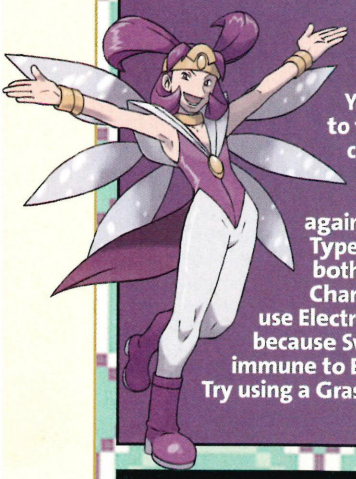
All Wallace's Pokémon have Rain Dance, which can be a nuisance. But it also means your Electric moves will work wonders. For Wailord, use a fast Pokémon but watch out for the Blizzard move. If you've got Thunder, Tentacruel shouldn't pose a problem. Ludicolo is a fast Pokémon but will only use Leech Seed and Double Team, so keep using your Thunder moves to win. Use them on Milotic as well. Gyarados is weak to Thunderbolt. To crack Whiscash, use Grass Type moves because it's immune to Electric moves.

THE BATTLE FRONTIER

FRONTIER BRAIN: DOME ACE TUCKER

LOCATION: Battle Dome

DOME ACE TUCKER'S POKéMON: Swampert, Salamence and Charizard



POKéMON YOU NEED: Electric and Grass

You can only choose two of your Pokémon to take on Tucker with. It's best to choose at least one Electric Type because it will be effective against the Flying Type natures of both Salamence and Charizard. But don't use Electric Pokémon because Swampert is immune to Electric attacks. Try using a Grass one instead.

FRONTIER BRAIN: PIKE QUEEN LUCY

LOCATION: Battle Pike

PIKE QUEEN LUCY'S POKéMON: Seviper, Milotic and Shuckle

POKéMON YOU NEED: Electric and Poison

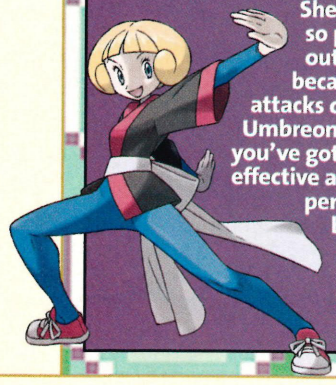
Make sure you have fully-healed Pokémon before you even think about getting involved in this battle. Seviper is fairly easy to beat, although it is very quick, so you can expect to go second at all times. Milotic can be a bit of a nuisance but try using a move like Toxic to slowly whittle it down. Shuckle has very high defence but it also has a low HP. It will keep using Rest, so try poisoning Shuckle to keep chipping away at its health gradually, with every go.

FRONTIER BRAIN: ARENA TYCOON GRETA

LOCATION: Battle Arena

ARENA TYCOON GRETA'S POKéMON: Heracross, Umbreon and Shedinja

POKéMON YOU NEED: Bug and Flying



She's got some pretty hard Pokémon, so prepare for a tough battle. Take out Heracross as quickly as possible because its Megahorn and Rock Tomb attacks can cause you a lot of problems. Umbreon is a powerful Pokémon but if you've got the Substitute attack, it's fairly effective against it. Shedinja can only perform super powerful attacks but it has just 1HP. It's still tough though, so keep a backup Pokémon ready to take on Greta's final offering.

FRONTIER BRAIN: PALACE MAVEN SPENCER

LOCATION: Battle Palace

PALACE MAVEN SPENCER'S POKéMON:
Crobat, Slaking and Lapras

POKéMON YOU NEED: Electric and Fighting

Crobat will use a combination of Toxic and Confuse Ray before evading your attacks with Double Team. So it's best to take it down quickly with a decent Electric Pokémon. Slaking has a high HP but only attacks every other go. Take advantage of this to deal some powerful attacks. Lapras has Horn Drill that could KO your Pokémon in one go. But Fighting Pokémon should be able to take it out with only a token amount of trouble.

FRONTIER BRAIN: PYRAMID KING BRANDON

LOCATION: Battle Pyramid

PYRAMID KING BRANDON'S POKéMON:
Regirock, Regice and Registeel

POKéMON YOU NEED: Steel and Fire

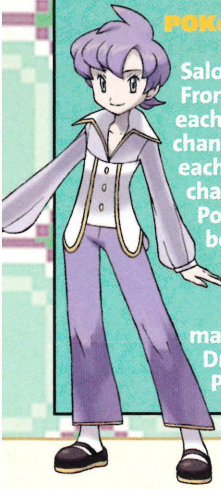
This is the only Frontier Brain you can use items against, so use them as often as you need. Regirock is weak against Steel Type moves but watch out for its Explosion because it can be a nasty sting in the tail. Regice is also weak to Steel moves but will attack with Thunder and Ice Beam. For Registeel, you need a decent Fire Type Pokémon and it's best to try to get the battle finished quickly.

FRONTIER BRAIN: SALON MABEL ANABEL

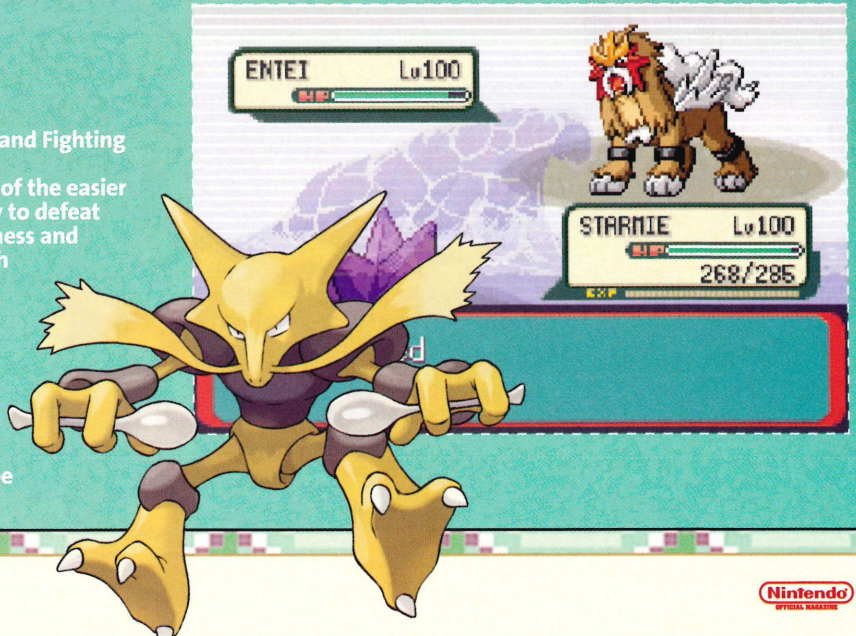
LOCATION: Battle Tower

SALON MABEL ANABEL'S POKéMON:
Alakazam, Entei and Snorlax

POKéMON YOU NEED: Water, Bug and Fighting



Salon Mabel Anabel is probably one of the easier Frontier Brains to beat. The best way to defeat each Pokémon is to exploit its weakness and change your Pokémon after you finish each one. Alakazam won't stand a chance against a decent Bug Type Pokémon. Although Entei may be one of the Legendary Dogs, it's not that difficult to beat because its defences aren't particularly great. Snorlax may cause problems with its Belly Drum move but use a Fighting Type Pokémon to bring it down.



WARIO'S CHEATS

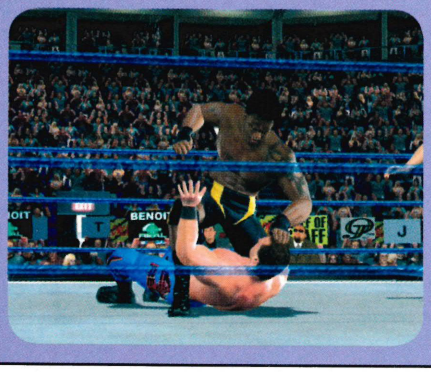
Here's My Top Twenty

Nintendogs

UNLOCKABLE DOG...	HOW...
Dalmatian	Find the fireman hat
Golden Retriever	10,000 Trainer Points
Beagle	16,000 Trainer Points
Welsh Corgi	20,000 Trainer Points
Pug	35,000 Trainer Points
Labrador	45,000 Trainer Points
Dachshund	50,000 Trainer Points

WWE: Day of Reckoning 2

If you want to steal your opponent's special move, then just follow these simple instructions: Firstly, make sure you are in your special state. While grappling your opponent, press ◀, ▶, then A and B at the same time. You should then execute their special.



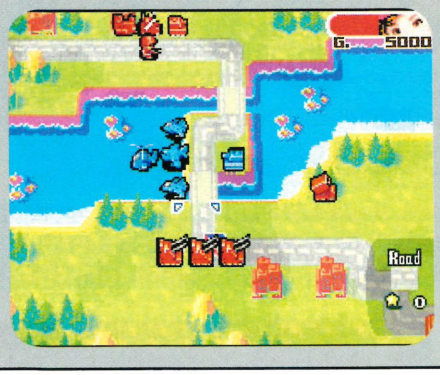
Mario Golf

If you get bored of the tournaments, enter these codes to get some brand new ones. UN7N84JN opens up the K-Zone Cup, RNLEGM2M unlocks the Nintendo Australia Open and T53534K2 gives you the TV Hits Tour. Try entering 36NH7XNG for the special *NOM* tournament as well.

1. **NINTENDOGS**
2. **METEOS**
   To unlock the planet Florias, just make sure you play the game for more than five hours.
3. **MADDEN NFL 06**
   In the Madden Codes menu, enter Z28X8K and your opponent will only get three downs.
4. **ADVANCE WARS DUAL STRIKE**
5. **SHAMAN KING: MASTER OF SPIRITS**
   To get the special Spirit of Fire, just try to complete the entire game.
6. **FIRE EMBLEM: THE SACRED STONES**
7. **KILLER7**
   To unlock the Hopper 7 mode, you need to finish the game in Killer 8 mode.
8. **SONIC GEMS COLLECTION**
9. **SUPER MARIO 64 DS**
   To get the special key to the white room, collect all the magic silver rabbits.
10. **LEGO STAR WARS**
    To get some cash, pause and press ▲, ▶, ▼, ◀, ▲, ▶, ▼, ◀ and SELECT.
11. **WWE: DAY OF RECKONING 2**
12. **FANTASTIC FOUR**
    At the Main menu, enter ◀, ◀, B, X, ◀, ▲ and ▼. This unlocks the Hell level.
13. **DRAGON BALL ADVANCE ADVENTURE**
    To unlock the Sound Test menu, beat the Boss Rush mode.
14. **GEIST**
15. **RESIDENT EVIL 4**
    To get Kremer for use in the Mercenaries, get a four star rating on the Castle level.
16. **ANIMAL CROSSING**
    Tell this code to Tom Nook to get 30,000 Bells: WB2&pARAcnOwnUjMCK%hTk8JHyrT.
17. **RIDGE RACER DS**
    To unlock the Pooka car, make sure you play ten or more multiplayer races.
18. **BOMBERMAN DS**
    Once you become a revenge bomber, say 'dangerous bombs' into the mic to get big bombs.
19. **STAR FOX ASSAULT**
    Complete 15 multiplayer matches to unlock Peppy Hare as a playable character.
20. **MARIO GOLF TOADSTOOL TOUR**

Advance Wars DS

Make sure you have either *Advance Wars* or *Black Hole Rising* in your GBA slot to unlock some of the classic maps from the Game Boy gems. The maps will be available to buy from the Map Room and they are dead cheap.



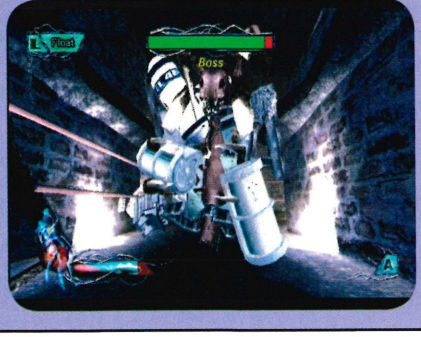
Fire Emblem

If you've got the three Pegasus Riders in your army they can execute a powerful Pegasus triangle attack. Have Vanessa, Tana and Syrene surround the enemy, one on each side, and then attack to perform the special move. Nice one.

Sonic Gems Collection

You should only really be playing *Sonic CD* in *Gems*, so here's a nifty code to unlock the Stage Select option. At the Title Screen, quickly enter ↑, ↓, ↓, ←, → and A. Now you can choose all the best stages. Such as they are.

Geist



If you're having problems with the rolling slug boss, there are a few tricks you can try. Firstly, just try standing in between two posts because it can't reach you. Also possess the explosive crates and blow them up as the boss goes past. Then ghost that mutha.

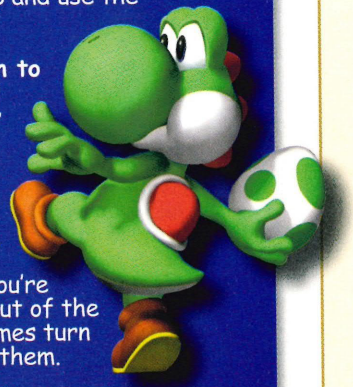
Ask The Block!

Is it a smile of sadness or joy? It's joy of course. He's happy.

Q. How do I get all the Magic Whistles in *Super Mario Bros. 3*?
Tom Capron, Exeter

The first whistle is on level 1-3. Right at the end, hold down on the white block to go behind the scenery. The second one is on the World 1 Fortress. As Racoon Mario, fly up to a ledge you can walk across. The final Whistle is on World 2 after you've collected the Hammer. Go to the top right corner of the map and use the Hammer to break a rock.

Q. Oh holy Block, I bow down to your wisdom. How do you find all the silver rabbits in *Super Mario 64 DS*?
Julia Foster, via email



Yes, I suppose I am quite holy. I often compare myself to Jesus. Kind, helpful... the son of God. But to get all the silver rabbits, make sure you're Yoshi and keep running in and out of the Castle. The rabbits will sometimes turn silver. So make sure you catch them.

Q. In the original *Smash Bros.* how do I unlock Captain Falcon as a playable character? Tell me or else I'll cry lots and lots.
Roger Smith, Birmingham

We all cry Roger, it's nothing to be ashamed of. I cry every night while thinking about the cruelty in the world. But to stop your crying, if you want to play as Captain Falcon, beat the single-player game in under 20 minutes on any difficulty you want. I hope that stops your terrible tears.

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

PLAYER'S CHOICE

There are lots of crafty secrets in *Star Fox Adventures* to find. You just have to throw twenty Scarabs into one of the special magic wells. This doesn't work in real life though. Wells are for trolls and gypsies.

To get black and white mode, find the well underneath the path to Lightfoot Village in Cape Claw. Find the unstable wall and blow it up with a cannon to reveal a well. If you want to unlock the Sound Test menu, find the well at the beginning of Ice Mountain. On the opposite side of the warp point, you'll see a spot to plant a Bomb Plant spore. Blow up the spot to discover the magic well. Now rejoice heartily. Hooray.

Reader Cheats

"Another month, another bunch of cheats not about me. But I expect you all to come to WarioCon 2005 next week. The con is that you pay £50 to get in and I don't turn up."

"Send me cheats or I'll explode with rage. They can be for Nintendo classics, like *Super Metroid* or up to the minute releases, like *Pokémon Emerald*. But your cheats must be superb, so only send me decent codes, tricky tactics or killer boss tips. Some will get printed and the best will win a prize. The rest go in the bin."

Metroid Prime 2: Echoes

If you are having trouble dealing with those pesky Space Pirates, I have a great tip for getting rid of them. All you have to do is charge up the Dark Beam, target and then let rip. Now you can shatter them with a single missile because their body is frozen. This even works on Pirate Commandos.
DAVID WYATT, BASILDON

Pirates you say? I used to be in a gang of pirates. Unfortunately I couldn't afford a parrot and had to have a budgie instead. His name was Tweets. Did you know that Metroids will explode if they hit doors while you're locked on? My cheat, for free.

Pokémon Emerald

Here's a handy hint if you want to get your eggs to hatch a lot faster. Make sure you have a Pokémon with Magma Armour in your team. This will halve the number of steps you need to walk. Pokémon like Slugma or Camerupt work well for this.
JOHN STEVENS, LONDON

Here's a much better way to hatch an egg... smash it with a hoofin' great big hammer. Some new kind of Pokémon would probably hatch out, called Battymon or something. That would be ace. I'm going to try it. Togepi had better watch out because it's about to get smashed.

Mario Kart: Double Dash!!

If the Chain Chomp is getting in your way when trying to nab the item boxes or get past your mates, make sure you have a Bowser shell or Wario bomb. Fire either at the Chain Chomp and it'll be thrown into the air, giving you a few seconds to get past. If you do this close enough to the Chomp, you'll get underneath and it'll crush the opponents behind you. *LEWIS TANNER, BRENTWOOD*

Hmm, that's not a bad idea. But it only works when you're in front of other racers. Unfortunately me and Waluigi always tend to be at the back. So the guys will probably do this to me and him now. You idiot Lewis, now we'll never win.

Super Mario 64 DS

I found an awesome tip to get infinite Coins and lots of lives too. This cheat takes place where the Mother Penguin is on Cool Cool Mountain. Collect the Coins by stomping on the Goombas, then go to the bridge and transport yourself back to the start. Go back down and the Goombas, along with their Coins, will have reappeared.
SAM WIJNGAARD, LONDON

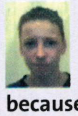
"Oh look at me, my name's Sam and I love Mario more than oxygen. I wish they'd change the Periodic Table so it had Mario as one of the elements. He's the one element I need to live." Any more Mario cheats and I'll throw up.

Super Monkey Ball 1 and 2

Here's a tip that can help boost your skills in *Super Monkey Ball*. When going across a very thin track in some of the Advanced levels, try to imagine the monkey's not in its ball and it's just sliding along the track. Focus on keeping just the monkey on the track and not the ball. This works really well with Baby because he's smaller. *KIERAN MAY, SHEFFIELD*

Those monkeys are such fun. They're very funny when I make them dance on hot coals while I play my accordion. Anyway... did you also know that once you unlock all the Party Games in Super Monkey Ball 2, you can start to buy extra lives?

Paper Mario and The Thousand Year Door



Missed any Tattle Logs, particularly the Boss Logs? Don't worry because they're not gone for good. Check Professor Frankly's yellow rubbish bin. You will find the Tattle Logs for bosses and other once-only enemies in there. The Log will only appear in the bin once you've gone past the last possible point to tattle that enemy. *DAN HARLEY, VIA EMAIL*

BLLEUURGGGHH. That's me throwing up my Little Chef all day breakfast. What's with all these Mario cheats? It's not as if he's the face of Nintendo or anything. He should be the ass of Nintendo.

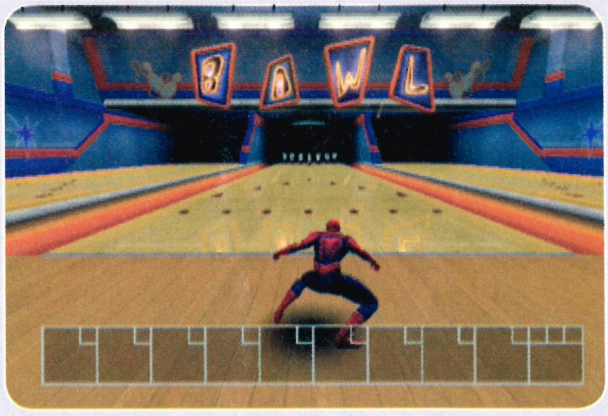
Harvest Moon: Friends of Mineral Town

For easy money, buy a basket and bring it to the horse races. Bet on your horse to win the race and when it does, you should get about a thousand medals. Exchange the medals for brooches and put them in the basket. If you fill it up and put the brooches in your shipment box, you should get around 75,000 gold the next day. *NATHAN MCCLENAGHA, VIA EMAIL*

Easy money eh? Does this work in real life? I'm heading down to the races this weekend. A 1,000,000/1 chance is good, right? I'm betting on the horse with three legs and one eye. Ka-ching.

Spider-Man the Movie

Yo Wario, I've got an amazing cheat for *Spider-Man* on GameCube. You can actually go bowling with four of your mates. That's right, bowling. Go into the Cheat menu and type in ARACHNID. This will unlock all the levels, gallery art and bowling. *JACK ROWLEY, CHESTER*



There are millions of cheats for Spider-Man the Movie. Here's a list... GOESTOYOURHEAD, JOELSPEANUTS, UNDERTHEMASK, REALHERO, SERUM, ORGANICWEBBING, WARIOISTHEBEST. That last one is definitely the best.

Nintendogs

Did you know you can take your dog for a walk without waiting 30 minutes? Before going out, make sure it's wearing an accessory. Plan the route to collect as many blocks as possible, then the park and finally, home. When you arrive at the park, change the accessory. Once the game finishes saving, turn the DS off to get all the items you collected and walk again. *TRISHA COLLINS, CHELMSFORD*

Perhaps you'll get the Wario hat I told Konno-san to put in the game... oh that must be him on the phone now. What do you mean, there's no Wario hat? Are you mental? How DARE you. No, I won't be coming to your house for dinner... okay maybe I will but I'm only having ONE steak.

WARIO WINNER

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

WARIO'S WINNER: If you send me an awesome tip, I may just consider giving you some sort of prize that I don't want. This month, a copy of *Pokémon Emerald* goes to Trisha Collins. Who knows what it'll be next month...

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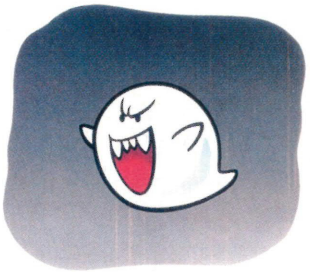
Win! Win! Win!

The Star Letter and Star Picture winners this month get their hands on a brand new Game Boy Micro and a copy of *Pokémon Emerald* to go with it. The runners-up get a copy of the game.

>> Boo Balls

I was checking out Boo's Brainers in the September issue, when I noticed it said: "I bust my balls coming up with these new testers every month." How can a Boo bust his balls? IT'S A GHOST! IT HAS NO BALLS! Seriously, whoever 'helps' Boo with those one-liners really needs to think about things.
Thomas Jackson, Ware



How do you know Boo has no balls? He's a ghost, so maybe he makes them invisible so Mario doesn't punch them. Or maybe he keeps them INSIDE his body. We reckon the human badly-designed location of such potentially painful body parts was a mistake.

>> Pigs can fly

I just pre-ordered my copy of *Nintendogs* and I'm over the moon. Now my friends tell me that *Nintencats* is in development. WHAT THE HELL? How exactly would that work? You can't play fetch or take cats for a walk. It's a ridiculous idea. *NOM*, please, please don't do it.
Marti Bennett, Taunton

If your mates told you they just saw Shigeru Miyamoto dancing round Trafalgar Square in a PlayStation T-shirt, would you believe them? There's no *Nintencats*. Also, *NOM* doesn't make games, you berk. *NOM* makes *NOM*.

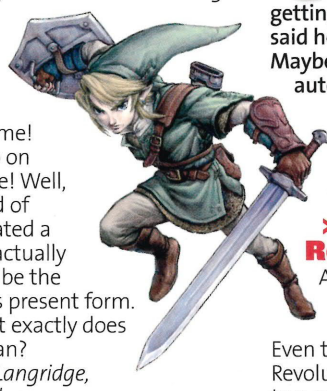
>> Old games online

Wouldn't it be cool if some of the old multiplayer games you download for the Revolution worked online? Just imagine eight-player online battles in *GoldenEye*. Or how about massive *Mario Kart* races and Battle games? There would be Green Shells flying all over the place.
Louis Harper, Edinburgh

The online *Mario Kart* dream will be happening when Mario hits the racetracks on DS. Nintendo has briefly mentioned that old games could undergo some enhancement. The least you can expect from the Revolution is sharper graphics and smoother frame-rates on N64 games. Which is sweet, right enough.

>> Crazy Miyamoto

Miyamoto has killed off *The Legend of Zelda* series! The *Twilight Princess* is going to be the last ever *Zelda* game! It said so on a website! Well, they kind of exaggerated a bit - it's actually going to be the last in its present form. But what exactly does that mean?
Nathan Langridge, via email



Zelda is not being "killed off". We expect it will simply be refreshed. *Zelda* games are great, but they have followed the same formula for years. It's only a matter of time before people get bored with this and demand something fresh.

>> PS2... honest!

My brother said that he could download all the Nintendo games and he showed me a website where he could download *Legend of Zelda: Twilight Princess* for the PlayStaion2. WHAT? Quick, tell Nintendo about this NOW so they can sue Sony.
Vyra Hardy, via email

Sometimes you guys say the funniest things. Next we expect we'll be getting letters saying 'My mate said he's got *Mario 128* on his PSP'. Maybe we'll set our computers to auto-delete all mail containing the words 'My mate said', because all of the words to follow are absolutely guaranteed LIES.

>> Too late for Revolution?

All I hear about is the Xbox360 and PS3 in their power vs. power contest. Even though Satoru Iwata said the Revolution would add innovation to a powerful machine, I fear that the mainstream is overlooking it already. Maybe Nintendo should have revealed the controller a bit sooner to boost interest?
Mark Warner, Gosport

Nintendo has always been extra secretive with its projects. It guards its inventions in fear of copycats stealing ideas. It is important to get the right balance of tight-lipped secrecy and revealing hype. And that's hard to judge.

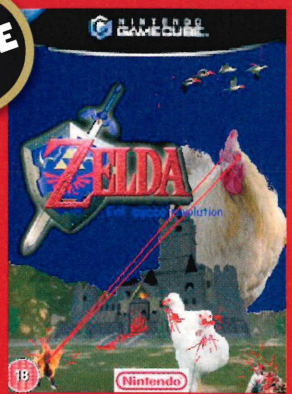
>> Online showdown

Are any of the *NOM* UK team going to multiplay on the internet with their DS', because I'd love to give each and every one of you

GAME or LAME?

IF YOU'VE GOT A WICKED GAME IDEA, MAKE A COVER FOR IT AND SEND IT IN. DON'T BOTHER IF IT'S *SUPER SMASH BROS. MELEE 2* OR *MARIO VS SONIC*, THOUGH.

GAME



LoZ: Evil Chicken Revolution

By Alex Simmonite, via email

WHAT'S IT ALL ABOUT?
Ever sliced a Cucco in *Zelda*? This is about their revenge.

WHO'S IN IT?
The killer Cuccos, Link and the rest of Hyrule. The Cuccos are psychotic. They're out of control.

OUR *MOST* FAVOURITE IDEA?
The Cuccos grow to dinosaur size. Link upgrades Bow to rapid fire.

NOM RECKONS
ORIGINALITY WINS THIS MONTH. OFF-ITS-HEAD UNIQUENESS.

Sonic Universe

By Josh Goldie, via email

WHAT'S IT ALL ABOUT?
Eggman's at it again. Sonic and friends must stop him, grab Chaos Emeralds and defeat the evil Biolizard.

WHO'S IN IT?
Everyone, ever.

OUR *LEAST* FAVOURITE IDEA?
All those Sonic characters in ONE Sonic game? Just Sonic would be miles better.

NOM RECKONS
A GAME THAT FEATURES EVERY CHARACTER EVER MADE. HEARD IT ALL BEFORE.

LAME

It's all under control

STAR LETTER

When my sister and I first saw the pictures of the Revolution controller, we'll admit we had doubts. But that was soon changed when I watched the trailer video they showed at TGS. WOW! I can't wait to get my hands on that baby. The wealth of possibilities with this one device is staggering. This is what Nintendo is all about. You can always count on them to deliver something special.

Aria Raad, London

We were also a bit freaked-out by it at first. But the trailer that Nintendo showed was amazing. Although it doesn't actually show any games, the thought of actually swinging your sword in *Zelda*, batting a ball in tennis, or four-player mayhem with *Wario Ware* is stunning.

a whooping in *Mario Kart DS*. Or show you what's what in *Animal Crossing DS*. I'm counting the days. BRING IT ON!!

Shouresh Akrawi, Birmingham

You're giving it the big talk now, Shouresh, but when the *NOM* crew does log on, it'll be like Godzilla appearing in New York. Everybody will run screaming, with brown mustard gushing from their rear-holes. It's over for you.

>> More DS please

I love *NOM* but your magazine fails to have enough specific coverage for the DS. I have a DS and I want all the latest game reviews but you only have one or two reviews for games on DS. Please try to increase the number of reviews for the DS and its related hardware and accessories.

Andrew McGrath, Birmingham

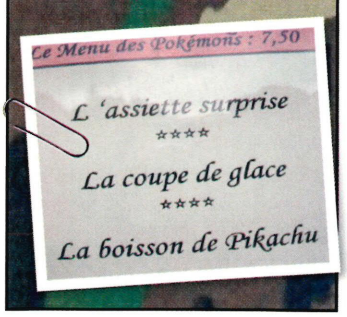
We hear your cries, Andrew. And we will endeavour to report all there is to know about the DS. But we can only increase the number of DS reviews if developers increase their game releases. As Christmas is just around the corner, expect there to be plenty of reviews packing these pages between now and then.

Spotted

Walking through the streets of a village in France, I stumbled across a small restaurant selling La boisson de Pikachu, which means 'Drink of Pikachu'. All I could think of was those poor Pikachu's being put through blenders to quench the thirst of the French. This must be the work of Team Rocket's French office. What is the world coming to?

Will Giddings, Ramsey

Rat juice. Nice. You don't see them getting any Charmander juice though, do you? Why? Because he's WELL HARD.



>> Nintendo Comics

I love comics. It'd be so cool if there was a range of Nintendo comics, based on classic characters like Mario, Luigi, Samus and Link. It could even have special stories based on the special adventures of the *NOM* staff.

Amerveer Shankerwalia, Coventry

Actually, there were Nintendo comics around in the early '90s. One series was called the Nintendo Comics System, a play on the name of the NES. It featured Mario, Zelda, Metroid, Punch Out and more. You should tap it in on eBay. There's loads of mint old Ninty comics there. As for the adventures of the *NOM* staff, marvel as we smash windows with our footballs or eat microwaved cheeseburgers.

ASK SHY GUY

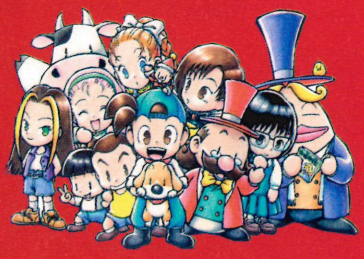
Q. I really like the DS, but I think that its silver shell is a little dull. The GBA has always come out with different colours. Do you know when a new colour DS will come out in the UK?

Rob White, Via email

A. By the time you read this, you should be staring at gorgeous blue and pink DS' in the shops. Get the pink one for a girl you fancy and I guarantee you'll score BIG TIME. Take it from the Shyster. He knows.

Q. Where has *Harvest Moon* gone? I thought that there was going to be a version released soon. Is there going to be another one on our 'Cube of joy or the Revolution?

Daniel Millward, via email



A. There has been no mention of a Revolution *Harvest Moon*, but there is a new GBA version on its way. It's called *Harvest Moon: More Friends Of Mineral Town* and should be out before Christmas.

Q. Will the DS be able to go online through the Revolution? That would be cool because I won't need wireless broadband.

Daniel Millward, via email

A. You will have to get a wireless broadband connection to the Internet because that is what the Revolution will communicate with to go online. There is no other way. If you want to play online, a 'net connection is essential. Sorry.

Q. Are there any new Yoshi games coming out for the GBA or 'Cube? I can't get enough of the green, egg-chucking dino.

James Cooper, via email

A. There's nothing on the cards, but you should check out *Yoshi Touch & Go*. It's a great game with endless replay value.

Q. My PictoChat is screwed. Sometimes it won't let me send any messages. The connection will be fine, but the other DS just won't see what I'm drawing. Then I have to turn off my DS to fix it. Have you ever had this problem? What should I do?

Eda Huseyin, Walthamstow

A. The Shyster's DS is just fine. If my DS did that I'd get so angry. I'd put it down the toilet. I might do some wee on it. Then fish it back out and cry because it's full of urine and wrecked.

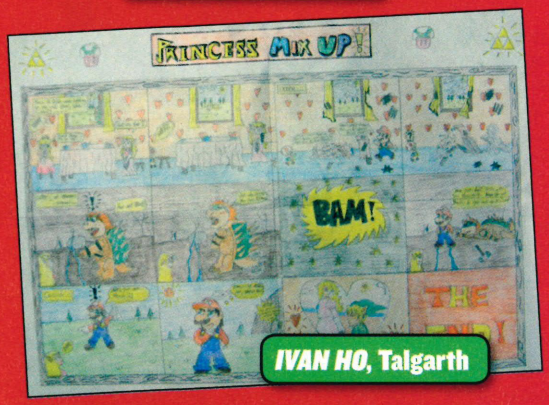
Yoshi's art

You lot went mental for comics this month. And the winner is Caz King. Nice one, Caz.

STAR PICTURE

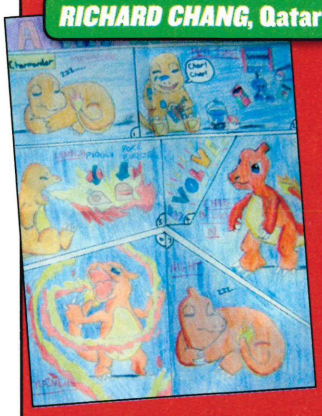
FREDDIE FOSH, Essex

CAZ KING, Burncourt



IVAN HO, Talgarth

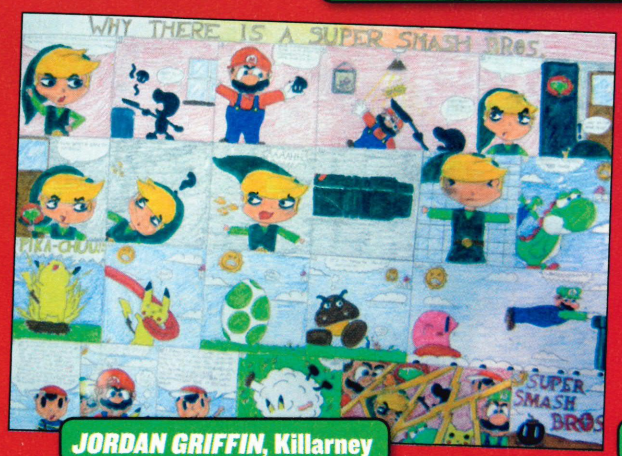
RICHARD CHANG, Qatar



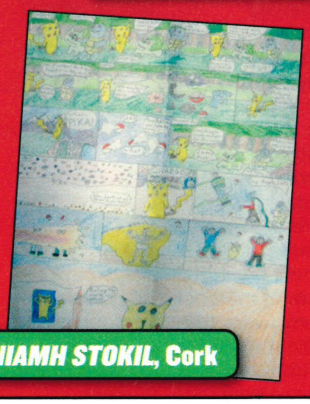
JESS ASHMAN, Wickford

GENE D'CRUZ, Wockingham

ALEX BUTLER, Milton Keynes



JORDAN GRIFFIN, Killarney



NIAMH STOKIL, Cork

RATHE T-GREEN, East Sussex

*We get hundreds of pictures each month, making it impossible to send them back. If you want yours back, send an SAE and say so! Or better yet, just send us a scan or a colour copy!

>> Where're the bogs?

In *Pokémon Fire Red/Leaf Green*, or any *Pokémon* game for that matter, do they ever use the toilet? I ask because I've been playing *Pokémon* games for years, and in all that time I don't remember EVER seeing a single toilet in all the houses I've explored.

From James Cooper, via email

As soon as you turn off your Game Boy, Ash and all the trainers bolt into the bushes to relieve themselves. Not having toilets is the least of their problems. They've yet to master walking in more than four directions. How restrictive?

>> The KFC fanclub

Occasionally, you guys comment on Mike's KFC habit. I'm totally with him. Like Nintendo is the King of Games, KFC is the King of Food. You should try a Zinger Tower burger some time. It's perfect brain food after a hard day's monster blasting or puzzle solving. I wouldn't go anywhere near my console without it.

Daniel Potter, Bristol

You're nearly right, but you're off-course slightly - Mike never eats Zingers. He's all about the chicken - leg and thigh pieces - fries with extra salt, and a Pepsi with NO ICE. Hardcore.

>> Quick! Call the loony police

The other day I realised there must be a giant Mushroom Kingdom in the sky where all your consoles and Nintendo memorabilia go when they die. In Hotel Mario, Toad's people serve the consoles with drinks and fruit, and Shigeru Miyamoto is God. Bowser's castle is hell, where the bad game ideas go. What do you think?

Henry Crookes, Leicester

We think you need help. There's nothing more to say on the matter.

>> If animals could speak

I love *Animal Crossing* and I always enjoy socialising with the locals in my town. Wouldn't it be cool if, in *Animal Crossing* on DS, you could walk to a character in the game and actually speak to them using the DS microphone?

James Crisp, via email

Limits in voice-recognition technology mean you wouldn't be able to have full conversations. But saying hello, answering yes/no and giving one-word orders would be possible. Nintendo hasn't said this will be a feature but if you go and campaign outside the HQ, maybe they'll listen.

TEXT THE EDITOR

TELL US WHAT'S ON YOUR BRAIN...

Now you can let us know how you feel about the world of Nintendo on a text!

Tap in 'TXT', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us, as each text costs 25p to send. Every text sent to us can be viewed online at www.clubnom.com and here's just a small selection of your ramblings:

* Hey nom when you put in posters can they be pull out rather than cut out coz i made a big cut on a very important page and then i cried

* mazza & peach, sitting in a tree, K.I.S.S.I.N.G!!!

* Im wunderin who da Smash Bros r? It seems like a mystery...

* why does my stp mom hate games? she used to play sonic to death!

* Because Ninty delayed Metroid AND Zelda i think they should delay Shigsy's haircut too from Dr Mucus

* I love nintendo but I hate Mario Kart! Why? It's a lame racing game that I hate. My mates always beat me on Double Dash, sorry but it SUCKS!!!

* you guys always take cheap shots at girls! Id like to see you try gettin on some make up & spendin a day in my size 5's. you guys would cry

YOU'RE IN CONTROL

You crazy guys. You need to get crazier. Crazy enough to design an expansion for the Revolution controller. Octo-crazy. WOO HOO!

Look at the Revolution controller. It's unlike any games controller you've ever seen. It's totally bananas. And very awesome. Then there's the crazy Nunchaku expansion, with the analogue stick. How cool is that?

The possibilities of the controller, with its movement sensors alone are endless. Nintendo has said that more expansions are planned in the future. What could they be? It could be anything. We want to see your ideas. Get your invention kits out and come up with some mind-bogglingly amazing new controller extensions. Draw them large on big sheets of paper and send them in to us. We don't want to see any lightgun or WaveBird extensions because they're obvious. The most inventive and original ideas will get into the pages of *NOM*. Mike will have a bonfire lit, ready for the rest.

SEND US YOUR ENTRIES NOW!

Post: Nintendo Controller, Royal Mail, *Nintendo Official Magazine*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

The closing date is November 1st.

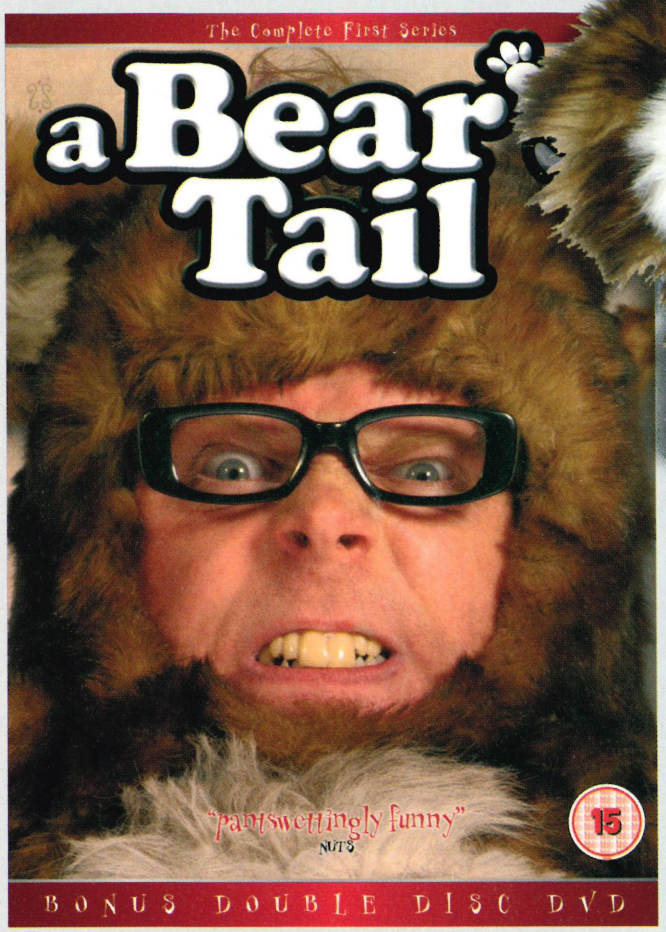
OUR MISTAKE...

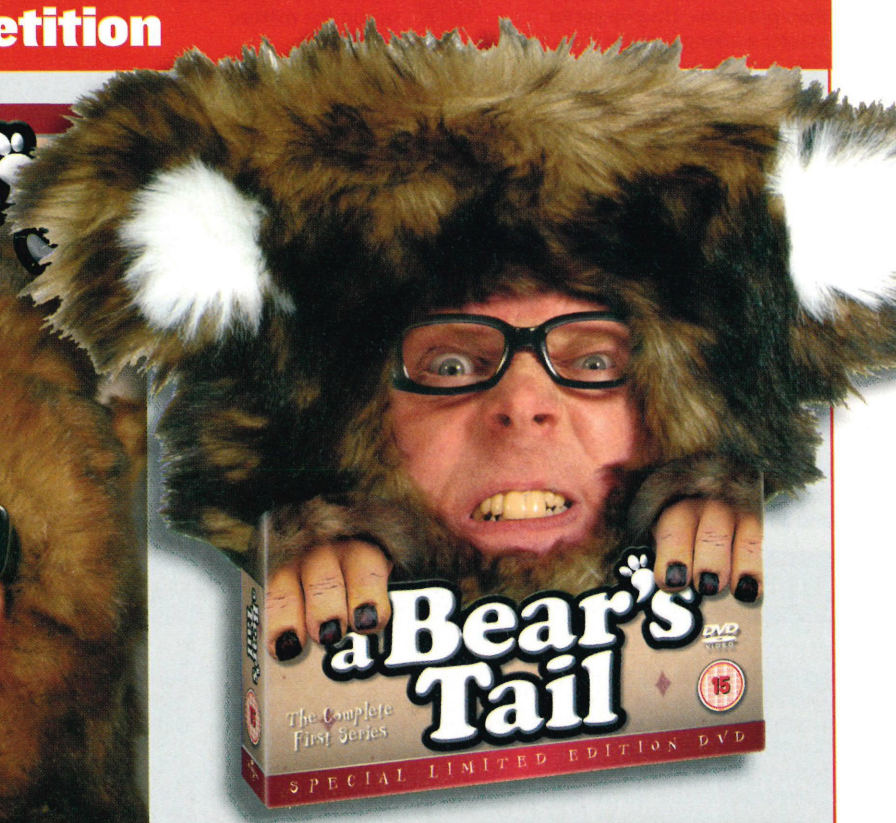
NOM would like to apologise to ***Daniel Rickman, Christchurch***, whose brilliant Mario Head model made it into *NOM* issue #158 with the wrong name. We would blame Blair, but he might have us all assassinated. So we'll just blame Mike instead because it's always his fault.

LUIGI'S PRIZE PIT

Look everybody, it's a funny bear disguised as a DS! Hang on, it might be Bowser in disguise. Quick, stomp on it.

The Bear competition





? QUESTION

In *Bo' Selecta*, who is the crazy foreign star-stalker?

A. Almar Gefferson **B.** Putnik Pulav **C.** Avid Merrion

We've got some awesome prizes this month to celebrate the release of *A Bear's Tail* season one on DVD. It's available to buy right now from Universal and features the funny furry bear from *Bo' Selecta*.

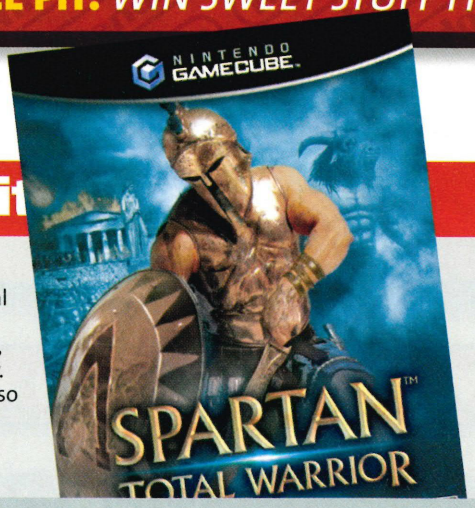
Three winners will receive a special limited edition Bear DS, which will never be available to buy in the shops, along with a copy of *Mario Kart DS* - one of this year's most anticipated games. The three winners will also get a copy of the limited edition furry head DVD while five runners-up will each receive a copy of the normal DVD version of *A Bear's Tail* season one.

"SHUT UP STEPHEN, YOU RAST-CLART"

ENTER

BY TEXT: Write "nomcomp BEAR", then the letter of your answer and send it to 83149.
BY PHONE: 0905 053 1101.
BY POST: Send your name, address, telephone number and your answer to: The Bear Competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

Spartan: Total Warrior competi



QUESTION

Who was the Roman god of war?

A. Mercury B. Mars C. Twix

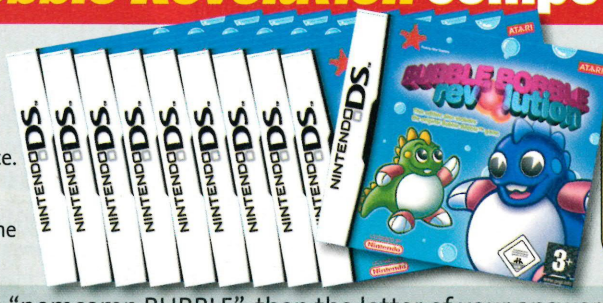
It's the best Greek-based historical fighting game in existence and, thanks to the nice people at Sega, we've got ten copies to give away. The game's available to buy now so strap on your sandals and get on out there.

ENTER

BY TEXT: Write "nomcomp SPARTAN", then the letter of your answer and send it to 83149.
BY PHONE: Call 0905 053 1102.
BY POST: Send your name, address, telephone number and your answer to: The *Spartan* Competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

Bubble Bobble Revolution competition

The old-skool *Bubble Bobble* is a classic and any chance to get it for free should be a cause to rejoice. So because the DS version is out now, we've got ten copies to give away to some lucky people.



QUESTION

Who was the super villain enemy in *Bubble Bobble*?

A. Baron Von Boo Boo B. Baron Von Bubba C. Baron Von Bubbles

ENTER

BY TEXT: Write "nomcomp BUBBLE", then the letter of your answer and send it to 83149.
BY PHONE: Call 0905 053 1103.
BY POST: Send your name, address, telephone number and your answer to: The *Bubble Bobble Revolution* Competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

Pokémon Advanced Battle competition

QUESTION

Which country is *Pokémon Advanced Battle* set in?

A. Hoenn B. Kyoto
C. The Mushroom Kingdom

A brand new series of *Pokémon Advanced Battle* is now showing on Toonami. You can join Ash and friends on Mondays, Tuesdays and Wednesdays at 5pm and weekends at 4.30pm. To celebrate, Toonami has given us some top prizes - including an interactive Psyduck, a copy of *Pokémon Emerald* and a goody pack. One winner gets all those and three runners-up will each grab a goody bag.

ENTER

BY TEXT: Write "nomcomp POKEMON", then the letter of your answer and send it to 83149.
BY PHONE: Call 0905 053 1104.
BY POST: Send your name, address, telephone number and your answer to: The *Pokémon Advanced Battle* Competition, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

ISSUE 157 WINNERS

THE SONIC X COMP
- Jason Singh, Leicester (main winner)
- Harry Lamb, Bottlesford
- Matthew Hindley, Stockton
- Craig Windle, Chesterfield
- Andrew Hall, Sheffield
- Harry Quinton, Yeovil
- Tom Gibson, Leicester
- Callum Ballard, Cullercoats
- Logan Waddell, Fife
- Jack Tucker, Dudley
- Lee Battersby, Atherton

THE METEOS COMP
- John Slycorp, Richmond
- Helen Broule, Chester
- Robert Pullen, Thetford
- Matthew Earnshaw, Harpenden
- Vanessa Khang, Killingworth
- Elizabeth Tanner, Chester
- John R. M. Johnson, Bolton
- Louis Harper, Edinburgh
- Shaun South, Shoreham
- Mark Pagan, Liverpool

THE WE3 COMP
- Benedict Sanderson, Catford
- Robert Todd, Middlesbrough
- Joe Cray, Hornchurch
- Logan Waddell, Fife
- Ray Betts, London
- George Sillwood, Rickmansworth
- Thomas Nelson, Pinner
- Kurt Bauckham, Sheerness
- Pamela Langley, Rotherhithe
- Thomas Graham, Sunderland
- Jason Noble, Ipswich
- Dan Parkes, Hampshire

THE ALL STARS COMP
- Drew Hanson, York (main winner)
- Timothy Walker, Kent
- Paul Minter, East Sussex
- Joseph Rogers, Newhaven
- Louise Ralph, Hythe
- Robert Riches, Essex

* SEE TERMS AND CONDITIONS ON P4

CHAIN CHOMP'S CHALLENGES

Win the chance to play at *NOM* Towers – if you beat my scores.

Super Monkey Ball 2

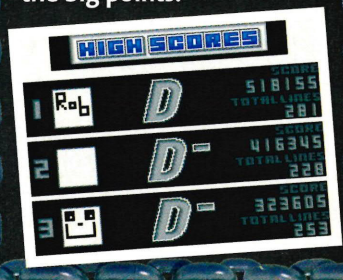
Monkey Target is the Game of Kings. So we thought it was time for a challenge. The aim is to try to beat a score of 20,000 using only one ball in six turns. Go for the Stars and Magnet Balls to get the high scores.

Mario Golf: Toadstool Tour

Forget boring golf because *Toadstool Tour* is here to save the day. Start the timed challenge and try to beat 05'50"00 on the first nine holes of Lakitu Falls. Just try to be as quick as possible and don't worry about accuracy too much.

Polarium

We've had a few requests for a *Polarium* challenge, so here it is for everyone who asked for this test. It's rock hard and we only managed to get a D. But still, you've got to try to beat a score of 518,000. Try to clear the screen as much as possible to get the big points.



This month's new challenges

Last month's challenges

Meteos

If you can beat our top score you deserve a medal. But for this challenge we just want you to get a score of 00'07"50 or less on Time Wars. The trick is to keep your finger on the speed trigger at all times. We set the time on a Japanese version but the English one is the same.

Wario Ware Touched!

Eventually *Twisted* will come and the rejoicing will be universal. But until then, we'll set a new *Touched* challenge. Try to beat 65 or more games in a row on the 9-Volt & 18-Volt stage. Be prepared for absolutely anything.

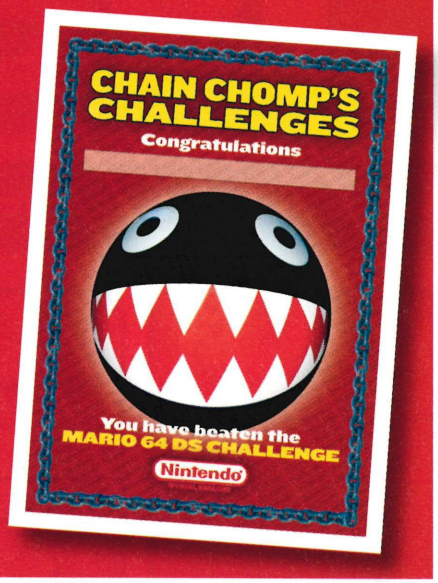
Mario Kart: Double Dash!!

We've had lots of requests for more *Double Dash* challenges, so we're aiming to please with this one. Try to get a lap-time of 00'39"00 or better on Mushroom City. It's best to use smaller characters with high acceleration.

REMEMBER - THIS GROUP OF CHALLENGES STARTED IN *NOM* #157 . DON'T MISS ANY!

How it works...

1. Every four months, Chain Chomp will start a new competition league for you to compete in.
2. At first there'll only be six challenges to beat, but every month, three more will be added for you to tackle.
3. By the end of the four months, there will be a total of 15 challenges for you to try to beat.
4. For each challenge you successfully conquer, send evidence of your score to *NOM* and we'll give you a certificate to prove how great you are.
5. Get ten or more certificates and you could be in with a chance of coming to *NOM* to show off your skills.
6. Four people will be specially selected to come here and play against each other for the final awesome prize. What is it? Just wait and see...



THE QUALIFIERS SO FAR...

WARIOWARE TOUCHED!
D. Browne, A. Hirst, P. Whitehall, S. Weston, D. Burridge, A. Papasavva, D. Brown, J. Chan, D. Shannon, K. Nandra, P. Moss and S. Kearney

SUPER SMASH BROS. MELEE
M. Collingwood, A. Hirst, M. Atkinson, W. Naarmeh, T. Momi, M. McLeary, D. Johnston, J. Wormsley, S. Weston, R. White, J. Ackerman, D. Burridge, J. Bridges, N. Jeffries, D. Bain, P. Griffiths, D. Considine, T. Fathers, J. Hamblett, S. Berry, J. Zeepvat, W. Young, M. Davie, S. Sitaram, J. Hanton, A. Jaffer, M. Stoney, C. Law, J. Binfield, J. Asbury and S. Palmer

MARIO KART: DOUBLE DASH!! (2)
D. Browne, A. Hirst, P. Whitehall, S. Weston, D. Burridge, B. Newton, W. McClean, A. McGlynn, D. Langridge, M. Butler, J. Hamblett, J. Zeepvat, L. Colbourne, P. Hinchley, A. Harney, R. Foulger, S. Palfreyman, L. Allen, A. Harvey, R. Hurst, S. Madden, R. Chalmers, M. Gardner, M. North, G. McKenna, M. Collingwood, T. Fathers, D. Wightman, M. Lorrizzo and K. Ashley

SUPER MARIO 64 DS
M. Collingwood, A. Hirst, M. Atkinson, W. Naarmeh, T. Momi, M. McLeary, D. Johnston, J. Wormsley, S. Weston, R. White, J. Ackerman, S. Wilson, J. Westlake, C. Waddell, M. Bull, W. Matthews, J. Moore, J. Chan, J. Reidy, P. Stephenson, Tom D, G. Grant, I. Baynov, O. Spalding, N. Martin, D. Winter, T. Frost, K. Smith, M. Simms, A. Mooney and L. Tanner

MARIO KART: DOUBLE DASH!! (1)
M. Atkinson, A. Hirst, W. Naarmeh, J. Wormsley, S. Weston, J. Ackerman, S. Wilson, J. Westlake, M. Bull, W. Matthews, J. Moore, J. Reidy, O. Spalding, T. Frost, M. Simms, L. Tanner, D. Burridge, J. Bridges, N. Jeffries, P. Griffiths, D. Considine, J. Hamblett, J. Zeepvat, M. Davie, S. Sitaram, A. Jaffer, M. Stoney, C. Law, J. Binfield, L. Colbourne, J. Clarke, D. Somen, P. Hinchley, J. Lawson, L. Allen, A. Harvey, R. Hurst, S. Madden, A. Papasavva, R. Chalmers, Z. Gomari, M. Gardner, M. North, D. Christophersen, D. Brown, L. Cassidy, S. Payne, D. Dodd, C. Wright, D. Bailey, T. Lovett, S. Tysoe, W. Merrick, T. Barry, J. Johnston, M. Beese, G. Picard, G. Williams, G. Lowe, K. Barton, J. Rowe, J. Proctor, D. Wise, A. Jacques, D. Bridgen and G. McKenna

RIDGE RACER DS
S. Wilson and J. Westlake

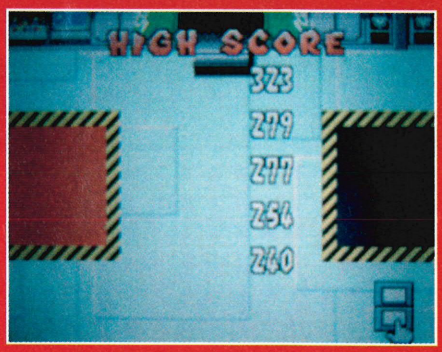
DONKEY KONGA
L. Colbourne, A. Hirst, D. Burridge, F. Ainslie, D. Shannon, M. Collingwood, V. Khang, S. Wilson, M. Atkinson, J. Bridges, N. Jeffries, M. Bull, W. Matthews, J. Clarke, T. Johnston, W. Naarmeh, J. Moore, T. Momi, P. Griffiths, D. Considine, D. Bain, M. McLeary, N. Budwhar, J. Westlake, D. Johnston, D. Somen and J. Wormsley

ZOO KEEPER
P. Hinchley, C. Waddell, M. Shepherd, P. Boniface, P. Uwagboe and Z. Wrigglesworth

How to take a pic...

Taking pictures of your DS, GBA or TV screen can be tricky, but with these tips, it shouldn't be a problem. And remember, if you've got a digital camera, you can take as many pics as you want to get it right...

1. Make sure the room is as dark as possible. Draw the curtains, turn out the lights and take the photo standing at a slight angle to the TV or your handheld's screen.
2. Make sure the flash is off, otherwise the picture won't come out properly. If you're taking a pic of a DS or GBA screen, try to put the camera on manual focus.
3. Once you've taken the pic, either email it to us or post it. Send us a couple – just to make sure we can see your score properly.



How to enter...

Chain Chomp's Challenges, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW

chainchomp@nintendomagazine.co.uk

Make sure to include your address and evidence of your score – a clear photo is best (see above), but a video is fine, as long as the Chain Chomp doesn't chew it up. No cheating is allowed and any entry arousing suspicion will be chomped up and posted back to you with a letter full of reasons to hate yourself.

YOU'VE ONLY GOT UNTIL DECEMBER 5TH TO COLLECT TEN CERTIFICATES. GO FOR IT!

BOO'S BRAINERS

MENSA is terrified of me because I'm so intelligent. Respect me.

Nintendo know-it-all

Prove that you're captain clever person

1. In *Resi 4*, which important figure is Ashley Graham related to?
2. What is the name of the sailing shopkeeper in *The Wind Waker*?
3. In *Animal Crossing*, what is the original sum of money you owe Tom Nook?
4. How many COs appeared in *Advance Wars*?
5. What does E3 stand for?
6. Who is the final boss in *Conker's Bad Fur Day*?
7. In *Another Code*, what is Ashley's dad's name?
8. Who is the only Smith that can speak to Harman in *killer7*?
9. Which N64 game features a place called Whoopie World?
10. What branch of the Raccoon City Police Department does Jill Valentine work for?
11. How many levels are in the Master mode of *Super Monkey Ball*?
12. Who presents the news channel in *Pokémon Channel*?
13. What's the name of the island that *Denki Blocks* is set on?
14. Who runs the fishing mini-games in *Donkey Kong Country*?
15. What year did *Tetris* come out on Game Boy?

HANGMAN

Fill in the gaps to work out the game names.

1	TH___/_A_K
2	S_P__/_A__O/_A_T
3	D_RK/__MM__
4	_C_/_O_F
5	_OO_/_ARA____
6	_R_GG_R/__Y__D
7	C_L/__M_G_
8	D__D/_O/__G_TS

SuperPuzzle

Imagine you're a super-villain and by finding the heroes, you blow them up.

I	E	N	I	I	Y	J	N	Q	S	I	H	O	G	R	Z	Q	V	W	P
L	C	L	B	N	B	V	B	X	B	P	F	Y	R	E	Q	N	B	O	J
S	B	E	B	H	N	W	E	X	C	J	V	W	W	L	G	U	N	L	S
M	D	O	M	I	L	E	A	W	H	U	N	R	P	W	D	F	T	V	W
Y	F	S	K	A	D	C	S	O	R	C	Y	R	N	A	Z	X	W	E	V
R	H	X	O	I	N	E	T	D	A	E	N	S	G	R	E	X	T	R	Q
P	I	O	B	Z	G	S	R	G	O	C	N	C	Y	C	O	J	L	I	G
N	T	N	W	N	Q	S	J	C	F	B	I	H	Q	T	C	R	X	N	U
X	A	T	K	D	M	H	P	H	N	T	E	G	P	H	X	C	K	E	P
N	A	M	O	W	E	L	B	I	S	I	V	N	I	G	R	R	L	J	K
U	I	Z	O	S	D	J	S	A	D	S	R	E	L	I	V	P	E	L	P
X	P	L	L	I	F	I	T	L	U	E	X	M	R	N	L	Z	U	G	C
B	S	O	A	D	R	N	F	P	D	F	R	Y	V	Z	P	H	G	S	Y
F	Q	E	D	Y	A	A	E	V	B	A	T	M	A	N	E	Z	B	P	J
H	P	E	C	F	B	R	W	R	Z	S	E	R	A	H	K	Q	E	O	J
H	F	A	R	P	M	G	N	I	H	T	E	H	T	N	O	W	Y	L	E
B	Z	M	V	A	B	F	N	Q	V	M	B	G	N	H	I	K	H	C	H
P	C	X	N	O	Q	Y	R	J	P	Z	C	A	R	U	X	C	I	Y	R
H	U	M	A	N	T	O	R	C	H	F	Q	H	C	C	Z	S	P	C	K
P	I	T	C	D	D	L	D	Y	D	I	C	Q	O	Q	U	B	B	U	M

- BATMAN
- BEAST
- CYCLOPS
- HUMAN TORCH
- ICEMAN
- INVISIBLE WOMAN
- MR FANTASTIC
- MR INCREDIBLE
- NIGHTCRAWLER
- SPIDERMAN
- SUPERMAN
- THE HULK
- THE THING
- WARIOMAN
- WOLVERINE

ODD-1-OUT

Which one of these is a planet in *Meteos*?

1. Gloobit
2. Gravitars
3. Firim
4. Fortero
5. Geolate

SPOT THE DIFFERENCE

Unfortunately, the inhabitants of one of the planets in *Meteos* has blasted through the sound barrier and made everything go weird. Spot the five differences and save the planet.

It's the all-new NINTENDOKU

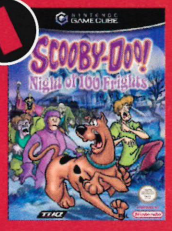
It's the craze that's sweeping the nation and we wanted to be part of it. But who wants to fit numbers into a grid? No-one, that's who. So we've swapped numbers for letters that spell an awesome word: SHORYUKEN.

Make sure each row, each column and each square of nine blocks features every letter only once. They don't have to be in order, that would be ridiculous. It can be tricky, so it's best to experiment with a pencil. But, most of all, persevere - it'll be worth it in the end.

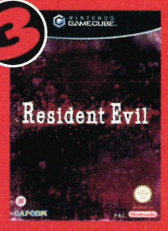
				N				
		O	U		S	R		
S		E	R		H	Y		N
H	S			R			K	Y
U		Y				E		H
K	E			Y			S	O
Y		H	O		K	S		E
		K	Y		R	H		
				H				

??? KNOW THE SCORE ???

Match these terrifying games to their score

1. 

2.

3. 

4.

A: 39% B: 88% C: 90% D: 45%

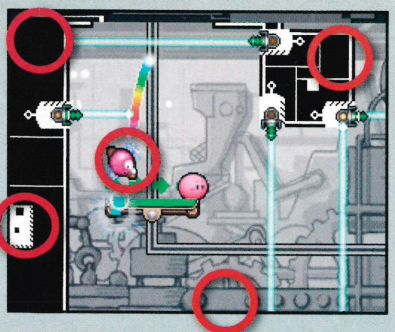
>>>>>>>>>> HOW WELL DID YOU DO LAST TIME?* <<<<<<<<<<

KNOW-IT-ALL

1. Emperor Ing
2. Fusajiro Yamauchi
3. Cane of Pacci
4. Prof. Utsugi
5. 207
6. Eight
7. *The Wind Waker*
8. 32
9. *Resident Evil 2*
10. 116
11. 16
12. Mobius
13. *Phantasy Star*
14. True
15. One

HANGMAN

1. *Pac 'n Roll*
2. *Beach Spikers*
3. *Defender*
4. *Spider-Man*
5. *Tetris*
6. *The Sims*
7. *Mario's Picross*
8. *Another Code*



NAME THE GAME

1. *Pikmin*
2. *Sega Soccer Slam*

KNOW THE SCORE

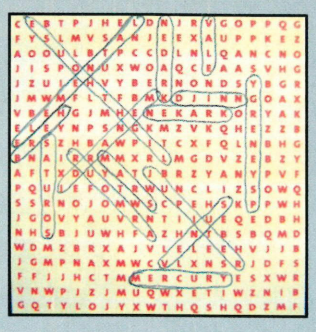
1. *F-Zero GX* (92%)
2. *Sonic Advance* (90%)
3. *XGIII Extreme G Racing* (81%)
4. *Asphalt Urban GT* (58%)

E	N	R	U	K	S	H	Y	O
U	O	H	E	R	Y	N	K	S
K	Y	S	H	O	N	U	R	E
Y	H	U	N	S	K	O	E	R
O	K	E	Y	H	R	S	N	U
R	S	N	O	U	E	K	H	Y
H	R	K	S	Y	U	E	O	N
N	U	Y	K	E	O	R	S	H
S	E	O	R	N	H	Y	U	K

ODD-1-OUT

1. Gundam Joe

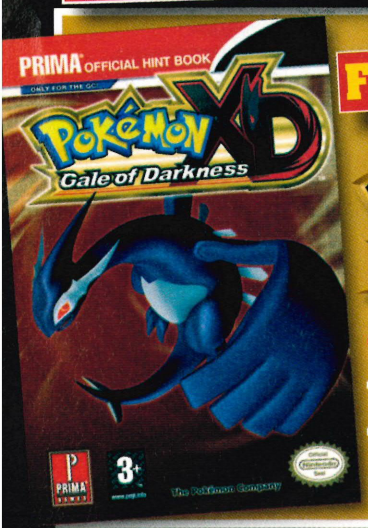
*Did you spot the deliberate error?



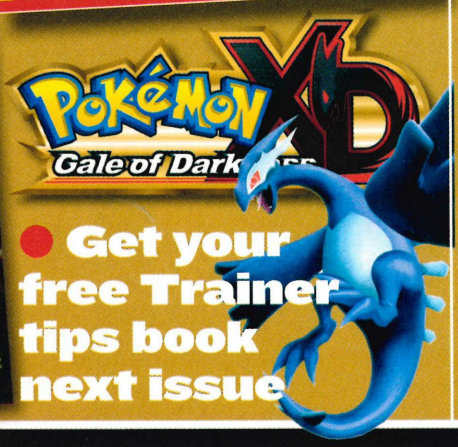
REMEMBER... GET ALL THE ANSWERS NEXT MONTH!

Next Month

IN THE BAG 2 GREAT FREE GIFTS



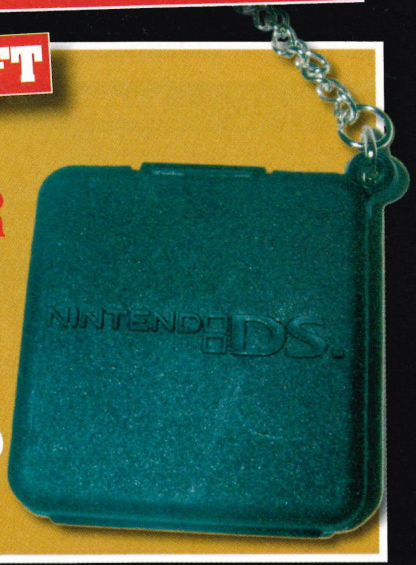
FREE PRIMA GUIDE



- Get your free Trainer tips book next issue

FREE DS GIFT

GET YOUR FREE DS CARD CASE



PLUS! Move Out! *Advance Wars* guide,

Mario Kart is go!

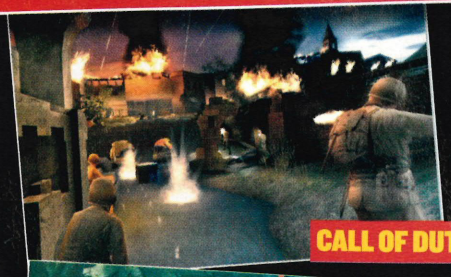
Again

ONLY IN *NOM* NEXT MONTH!

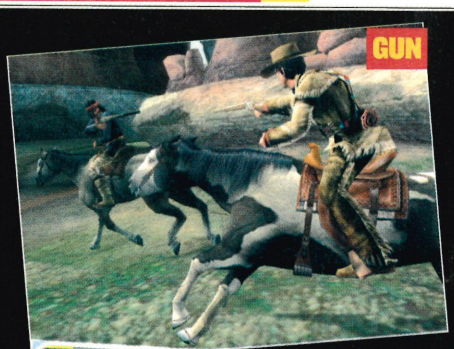
MARIO OVERSHOT THE JUNCTION FOR *NOM* THIS MONTH. BUT HE'LL BE SPEEDING BACK NEXT ISSUE! THIS IS WHAT TO EXPECT!

- **The ONLY official review of the best DS game yet!**
- **We'll take on every course and check out every weapon!**
- **All the new karts test-driven!**
- **How to play *Mario Kart* online with Nintendo Wi-Fi!**

IN THE MAG


CALL OF DUTY 2

KING KONG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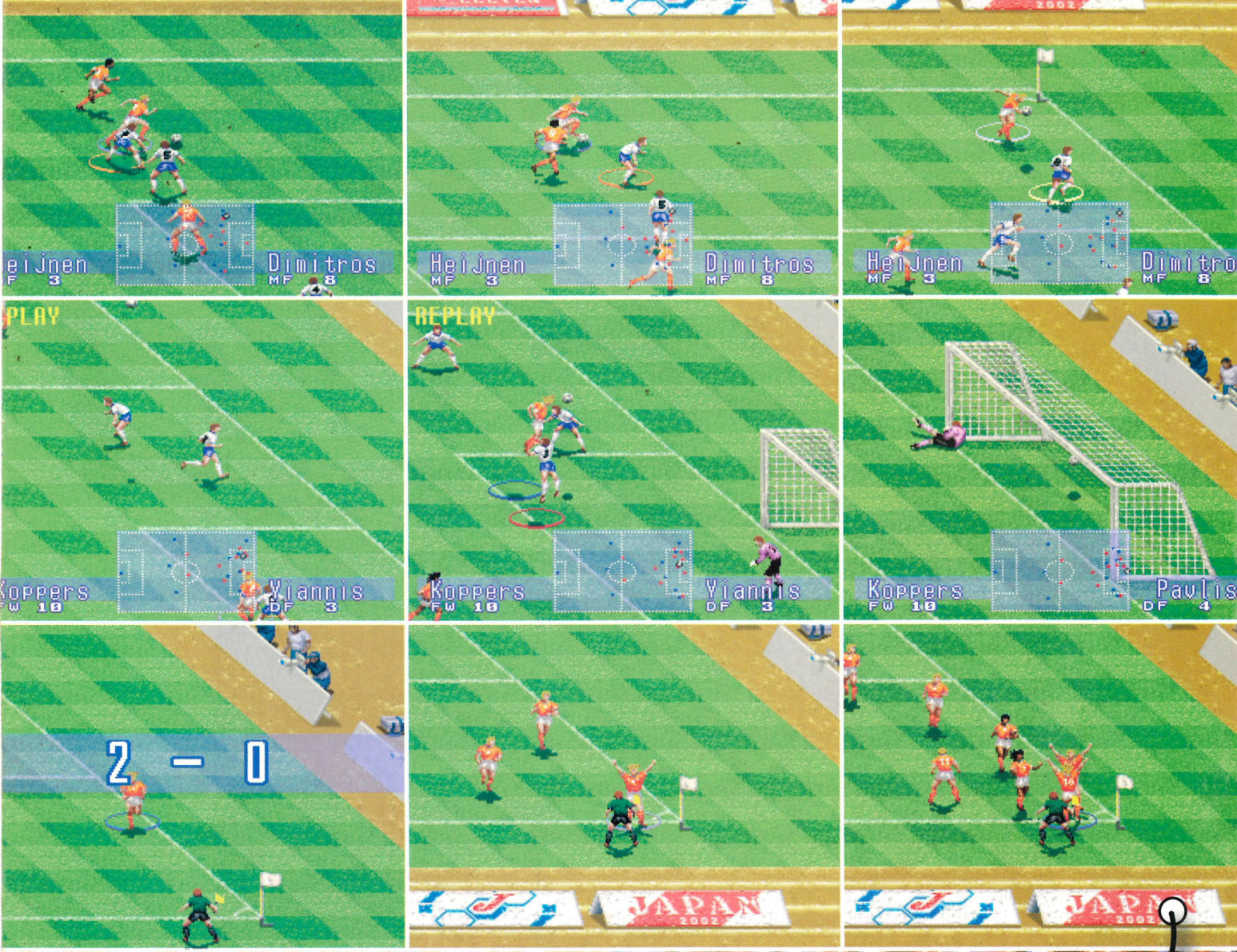

#22 INTERNATIONAL SUPERSTAR SOCCER DELUXE

"A long ball! Great header! Keeper fumbles! Oh no! Own goal?!" Read those words in the poshest, least-footbally English accent you can imagine. That was what the commentary in this killer game sounded like, and it still managed to be awesome.

ISS Deluxe knew when to shut up. It wasn't going to burble crap when the ball was pinging about in the midfield. Nah, it was a cart of few words and it saved those for when something ace was happening. Like a "Rrrrrrrrred card! Heeee's off!" or a "goooooooaaaaaaaal!"

It also played the sweetest football game consoles had seen up to that point. It was the first game Super NES kids could hold up to *Sensible Soccer* without feeling dirty and wrong inside. Slamming in a rebound off the keeper was a buzz, but beating three defenders with a jinking run before crossing for your striker to flash home a header at the near stick is still football paradise. That sensation of having to really earn a goal would be something Konami carried forward from that moment on.

The gameplay holds up well to this day, but only if you're playing the Super NES version. They reworked this as *ISS* for the GBA, but the absence of two buttons hindered the gameplay like sawing off one of his feet would ruin things for Thierry Henry. "Goal, GOAL, GOOOOOOAAAAAAL!"

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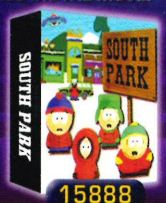

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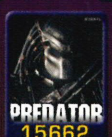

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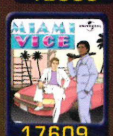

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22710	22607	Gorillaz	Dare
22738	22731	Mylo vs miami	Doctor pressure
20001	20030	Daniel Powter	Bad Day
23654	23649	Bon Jovi	Have A Nice Day
22736	22729	50 cent	Outta control
23355	23322	Rihanna	Pon De Replay
22735	22728	Coldplay	Fix you
23655	23651	Him	Wings Of A Butterfly
23656	23652	Status Quo	The Party Ain't Over
23410	23388	David Gray	The One I Love
23113	22321	Jessica Simpson	These Boots ...
23657	23512	Jamesy P	Nookie
23412	22326	KT Tunstall	Suddenly I See
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23354	22327	Oasis	The Importance...
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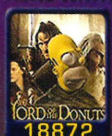

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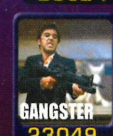

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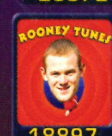

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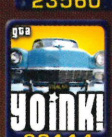

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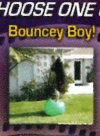
Bouncey Boy!
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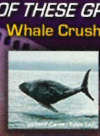
Whale Crush!
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Goalie Backflip
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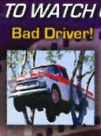
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Bike Stunt!
23177

Copy Butt!
23175

Christina
14106

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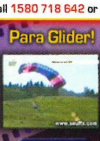
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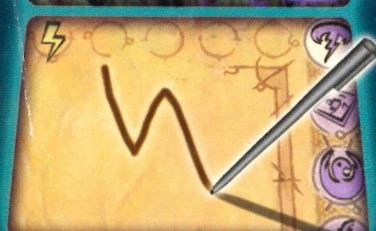

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