26 UK-FIRST REVIEWS INSIDE! ZELDA GBA, SONIC 2 AND TONS MORE!

Nintendo®

OFFICIAL MAGAZINE

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METROID SPECIAL

- **First Metroid Prime review inside**
- Tons of Metroid games to win
- **Metroid Classic Scene**
- 10 Greatest Metroid moments

WORLD-BEATING PREPLAY...

RED FACTION II

More hot-lead havoc blown open on GameCube

FIRST-EVER SHOTS

PIKMIN 2

PLUS SONIC DX, KILLER 7, KIRBY'S AIR RIDE, ENTER THE MATRIX AND P.N.03

SEE THEM FIRST » BURNOUT 2 IN ACTION » NEW 1080° SHOTS » TURBO-CHARGED F-ZERO PICS

RED FACTION II - First Look

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emap active

Meet the team

MEET THE PEOPLE WHO MAKE *NOM* LOOK SO GREAT EVERY SINGLE MONTH OF THE YEAR...

He's bigger than *Westlife* and took London by storm, but who is he? Shigeru Miyamoto that's who – the genius behind the greatest characters the world has ever seen. Over 1,000 gamers queued up for his recent signing session at London's Virgin Megastore, even more than for those Irish pop-boys and numbers like that just go to show how popular the Nintendo daddy is.

Nintendo just wouldn't be Nintendo if it wasn't for the man behind Mario, Donkey Kong and Luigi and with *The Wind Waker* just a few months away, Miyamoto will have yet another hit on his hands.

But in the here and now the game of the moment is *Metroid Prime*, a title that Miyamoto helped to develop. It's a stunning game, possibly one of the best we've ever played, and since there was no *Metroid* game on the N64 it's great to Samus Aran back in a starring role.

To celebrate her return, we've turned this issue into a bit of a *Metroid* Special and all you have to do is follow the scans at the bottom of the pages to be treated to a load of *Metroid* stuff. Enjoy the mag!

Tim Street

Tim Street, Editor

DEAN SCOTT, DEPUTY EDITOR

The coolest thing I've seen in games this month is....

■ The Gnat Hat. There is nothing cooler than the Gnat Hat. In *Four Swords*, Link puts it on and shrinks to bug size. Specks on the floor you disregarded are now platforms and your life is 200% better. Respec't!

KINGSLEY SINGLETON, PRODUCTION EDITOR

The coolest thing I've seen in games this month is....

■ KK Slider. T-Bone's mint, so too is Copper, but *Animal Crossing*'s chilled-out, guitar-playing dog who sings along to his tunes is the mutt's nuts. He's one of the funniest Nintendo characters since Conker.

DOMINIC WINT, STAFF WRITER

The coolest thing I've seen in games this month is....

■ The news that *Metal Gear* is coming to GameCube. Back on Nintendo were it belongs and with Miyamoto and Konami at the helm, whatever the final outcome will be, I won't be sleeping for weeks.

MICHAEL JACKSON, STAFF WRITER

The coolest thing I've seen in games this month is....

■ The *Zelda* Bonus Disc. I'm getting me one of these on 3 May, just you try and stop me! Playing *Ocarina* again is one of the best experiences of my life, but with the all-new *Master Quest* I am going to own this.

MARK SOMMER, ART EDITOR

The coolest thing I've seen in games this month is....

■ The GBA SP. Feel the power of Nintendo's new handheld with the sweet front light that means I don't need a lighthouse bulb shining from above to see portable gems like *Doom* and *Castlevania*.

DAN PAYNE, DEPUTY ART EDITOR

The coolest thing I've seen in games this month is....

■ *Winning Eleven*. Please Konami, make my prayers come true and bring this to UK GameCubes. It's the best footy game I've ever played and with four-way multiplayer you've never seen a sports game like it.

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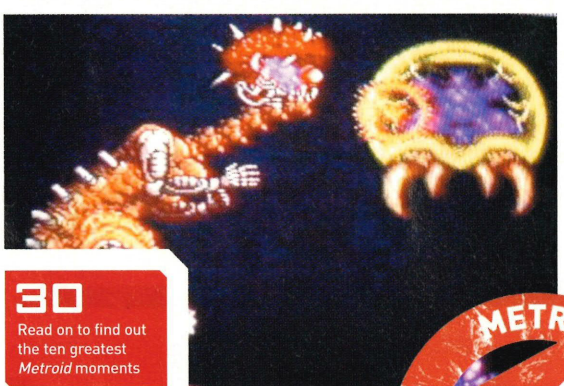

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94 Resident Evil Zero
The horror is nearly over. Get out alive in the final part of our survival horror guide.

METAL GEAR SECRET

UNDER HOSTILE INTERROGATION, MIYAMOTO CRACKED AND REVEALED THAT SOLID SNAKE IS ON HIS WAY TO GAMECUBE.

METAL GEAR SOLID ● GAMECUBE ● OUT TBC

There are two very important qualities you need to be a stealth operative. Firstly, you need to sneak around in an almost invisible fashion. Secondly, should you ever be captured, *never* tell them what you know. Well, while on a European tour to promote *The Wind Waker*, Shigeru Miyamoto managed to spill beans all over the shop by blurting out that *Metal Gear* was coming to GameCube in an interview with Italian journalists. Bag open, cats *everywhere*...

This wasn't an announcement Nintendo were ready to make and all we could get through official channels as we went to press was: 'Mr Miyamoto is working with Konami to bring *Metal Gear Solid* to GameCube.'

Konami weren't much in the mood to talk either, simply stating that: 'As Mr Miyamoto says, the game is currently in development. We will make an official announcement regarding this project when the time comes.'

The very fact that a *Metal Gear* game is on its way is fantastic news for the Nintendo faithful – it's lead character, Solid Snake, ranks with Mario and Sonic as one of the most famous faces in the world of video games. Rumours are rife as to what the game will be like, but we've boiled it down to two options. Konami has already stated that *Metal Gear Solid 3* is in development for PS2, so this would be relatively easy to switch to GameCube.

The second theory is that the new game will be a remake of the PlayStation classic *Metal Gear Solid*, still regarded by many as the finest *Metal Gear* game yet. This way Nintendo gamers are guaranteed an amazing game that looks brilliant and it's a winning formula as Capcom proved with its *Resident Evil* remake. Anyway, the moment Shigsy lets any more information slip out, you'll be the first to know.

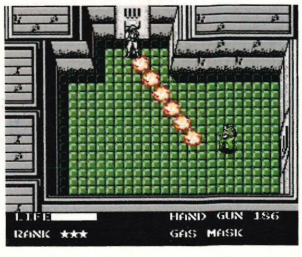
IS OUT

METAL GEAR COMES HOME!

Solid Snake was sneaking around on your favourite Nintendo consoles before the PlayStation had even been thought of...

METAL GEAR, NES, 1988

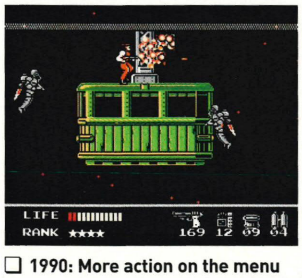
The year is 1995 and Snake is sent to an enemy fortress called Outer Heaven to rescue trapped operative, Gray Fox, and take down a nuclear tank called Metal Gear. Weapons and ammo are scarce, necessitating the stealth approach that became the series' trademark.



☐ 1988: Snake goes after Gray Fox

METAL GEAR 2: SNAKE'S REVENGE, NES, 1990

Snake's second mission on the NES cut down on stealth and was more action based. The *Metal Gear* sequel that was released in Japan was actually a different game, so this was a neat exclusive back then. The original game also appeared on the MSX console.



☐ 1990: More action on the menu

PIKMIN 2 ● GAMECUBE ● OUT TBC

PIKMIN 2: DIG IT

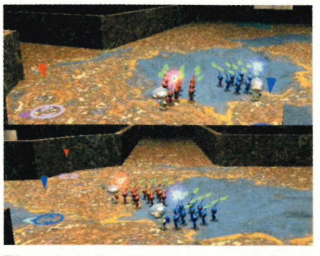
FIRST IMAGES OF THE STRATEGY SEQUEL

☐ Ever watched your mate playing *Pikmin* and laughed as he cocked everything up, with all his little *Pikmin* drowning and getting eaten up? Well, pretty soon you'll have the chance to prove you're better as *Pikmin 2* features a head-to-head mode.

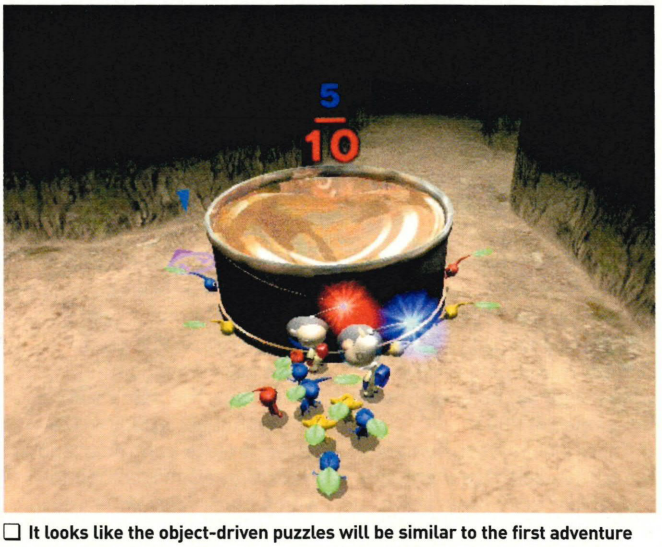
No release date has been announced, but we're betting *Pikmin 2* will be out this year. These new screens also show a second playable character called Loozy – a sort of Luigi to Olimar's Mario. These are exciting times for flower people fans everywhere!

☐ 'Your dinner's in the Pikmin'. Is this Olimar's missus checking up on him?

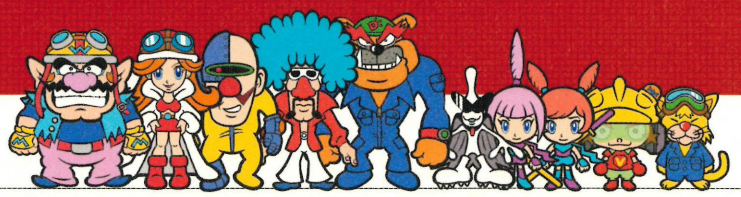
☐ Are they friends or enemies? It's very hard to tell at this early stage



☐ It's just like Christmas – a two-player mode is just what we wanted!



☐ It looks like the object-driven puzzles will be similar to the first adventure



WARIO WORLD ● GAMECUBE ● OUT JUNE ● *WARIOWARE, INC.* ● GBA ● OUT TBC

WARIO SHOWS HIS WARES

NINTENDO'S BAD-ASS SHOWS UP WITH NEWS ON *WARIOWARE, INC.* AND SOME SWEET NEW SHOTS OF *WARIO WORLD*.

Whatever Wario's been doing since the last E3 is anyone's guess. Some say he was taking a month-long sicky during the World Cup, but whatever the reason, he's finally got off his fat ass and come up trumps with a deluge of new shots on his next two games.

Most intriguing of the two is the bizarrely-named *WarioWare, Inc.: Mega MicroGame$* for Game Boy Advance. This will drop you in the middle of over 200 quick-fire games, some lasting only a few seconds each.

Nintendo's even incorporated some classic gaming moments into the title for instant gaming gratification. From taking part in a Super NES *F-Zero* race to destroying *Metroid*'s Motherbrain, there are some sweet surprises in store.

We've even managed to get our hands on the latest *Wario World* shots. Due for release here in June, the game will see Wario's hoard of treasure transformed into monsters and his castle turned into a parallel universe. Wario must enter this realm and retrieve his booty.

☐ Wario has clearly been working out

METROID PRIME 2 ● GAMECUBE ● OUT TBC

The new GameCube Pak – bursting with *Metroid*-y goodness

METROID PRIME 2

SAMUS WILL RETURN ... VERY SOON!

☐ That's right folks, even before *Metroid Prime* hits the shelves on the 21 March, news has filtered through to *NOM* that there will be a sequel to what's shaping up to be one of the games of 2003.

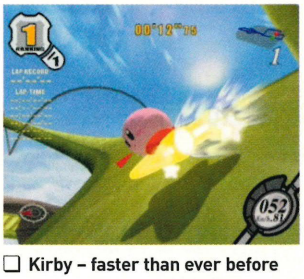
There's no information about the game itself at present, but if you want to know what we scored *Metroid Prime*, you can read the review of the game starting on p54.

Even better news for UK gamers is that Nintendo will be launching a limited-edition *Metroid Prime* Pak on the same day as the game's launch. For the paltry sum of £130 you'll get a copy of the game, a black controller and a black GameCube, complete with a black *Metroid Prime* name plate in the centre of your GameCube's lid. Come on now, you *know* you want it!

KIRBY'S AIR RIDE ● GAMECUBE ● OUT TBC

KIRBY RIDES AGAIN

☐ In addition to the awesome new shots of *Pikmin 2*, Nintendo has already starting teasing us with the triumphant return of old pillow-face Kirby in his very own GameCube game.



☐ Kirby – faster than ever before

Originally intended for the N64, but then cancelled, *Kirby's Air Ride* will see the pink puffball racing along roller coaster tracks on supersonic stars. Kirby will even be able to use the powers of other Nintendo characters during the game. For an example, just check out Kirby wearing Link's hat and carrying his sword in the shot below!

☐ According to Nintendo: 'More details will be released at E3.' Bok!

NINTENDO GAMECUBE

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WELCOME TO THE FUTURE. YOUR STAR IS READY TO RISE.

❑ *1080° Avalanche* is shaping up to be the *Tony Hawk's* of snowboarding

1080° AVALANCHE ● GAMECUBE ● OUT AUTUMN

COOL AND THE GANG

❑ *1080° Avalanche* is shaping up to be one riotous snowboarding sim. New shots show actual gameplay footage complete with height meter, time, score and the names of tricks. There's also a board-shaped bar in the bottom-left measuring the damage you're taking from the rest of the pack – too many hits and you're out.

The backgrounds are looking incredibly detailed with huge snow-capped mountains and green forests filling the skyline. But you won't have time to admire the view as you pull some mad stunts and battle against the demented opponents. Half-pipes and huge jumps await the brave boarders amongst you.

MEDAL OF HONOR RISING SUN ● GAMECUBE ● OUT TBC

ONCE MORE INTO THE BREACH

MEDAL OF HONOR RISING SUN

❑ **Set in the Pacific Theatre of Operations, *MOH Rising Sun* places you in the shoes of a soldier right in the middle of the Japanese attack on Pearl Harbor. Your mission is to drive the Japanese forces back to the shores of the Philippines.**

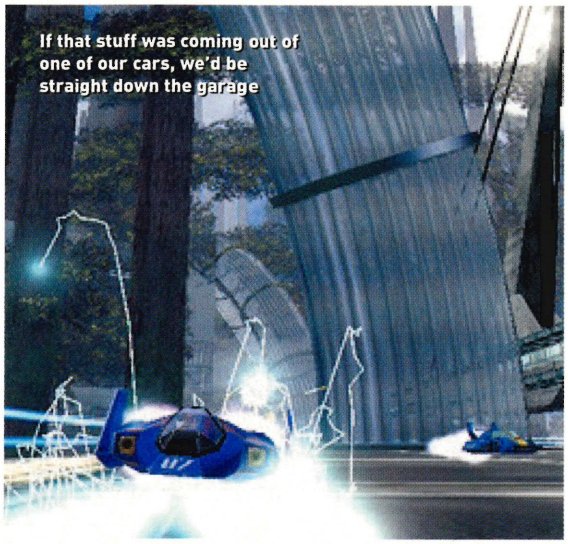
You play Marine Corporal Joseph Griffin, a survivor of the Pearl Harbor attack. You must rally your troops and lead the assault on Guadalcanal on your way to rescuing your brother from a POW camp. There will also be a two-player Co-operative mode where you get to join forces with a friend and drive back the advancing enemy. Add in a Multiplayer mode and this is one game that's sure to get those pulses racing once again. As with *Frontline*, *Rising Sun* is being meticulously researched to ensure total historical accuracy.

Hit Shigsy's grandad by accident and there'll be no GameCube for you!

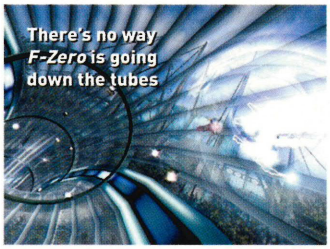
F-ZERO ● GAMECUBE ● OUT AUTUMN

F-ZERO REVS UP

START YOUR ENGINES, KIDS. THE FASTEST RACER OF THEM ALL IS GETTING CLOSER AND CLOSER EVERY DAY.


If that stuff was coming out of one of our cars, we'd be straight down the garage

❑ It's *F-Zero... After Burner* style!

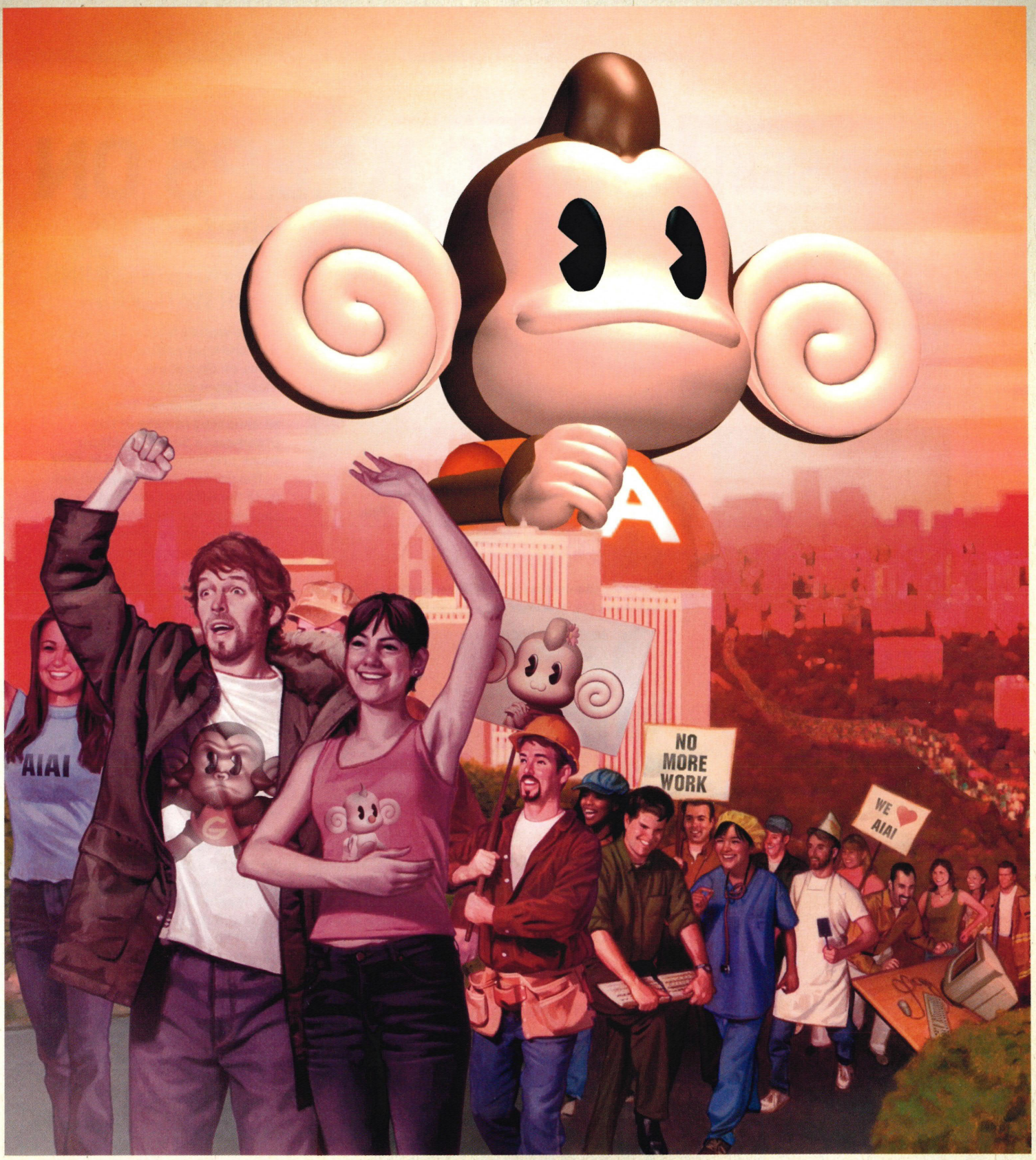

There's no way *F-Zero* is going down the tubes

The official website has now gone live, brand-new shots have emerged, corking new tracks have been announced and pictures of the arcade cabinet have appeared. It's a good month to be an *F-Zero* fan.

The huge glass tube that we showed you in last month's issue comes from a circuit called Green Plant – a massive, sweeping course set in the heart of a vast forest. Other shots of the circuit show beautiful leafy backgrounds drenched in bright sunlight and there's even a shot from inside the tube that looks utterly amazing.

The official *F-Zero* website can be found at www.f-zero.jp/game. It's a Japanese site, but if you follow the buttons in the top-right corner of the screen then you should be able to find your way to the most jaw-dropping of screens and movies.

Pictures of the *F-Zero* arcade cabinet have also come to light. It'll surround the player, immersing you in the high-speed world of the race. However, as yet there's no new info on how the arcade cabinet-to-GameCube memory card link-up will work, but just make sure you keep your eyes on *NOM* – we'll have more news soon.



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FIRST SIGHT

Here's your first peek at some of the games that'll be making the headlines later in the year...

THE HULK

FORMAT: GAMECUBE
OUT: JUNE

The movie smashes into your very own front room in this destructive third-person romp.

F1 CAREER CHALLENGE

FORMAT: GAMECUBE
OUT: APRIL

More F1 action, but innovation comes in the form of a three-year Career mode. So make sure your diary's free until 2006.

FUTURAMA

FORMAT: GAMECUBE
OUT: SUMMER

Fry, Bender, Leela and the gang run about causing mayhem in full cel-shaded style. Obviously.

***SONIC ADVENTURE DX* ● GAMECUBE ● OUT SUMMER**

SONIC KEEPS ON RUNNING

A NEW BATCH OF *SONIC ADVENTURE DX* SHOTS IS COMING YOUR WAY! DUCK!

☐ The world's fastest hedgehog is well and truly settled in his new home on GameCube and GBA, as these latest shots of *Sonic Adventure DX* show. The game is an enhanced remake of the Dreamcast's *Sonic Adventure*, which originally appeared in 1999.

The GameCube version will link-up to the GBA and the most likely application is a reproduction of the Chao mini-games of the Dreamcast version. This would mean training up the little Chao creatures on your GBA screen, Tamagotchi style.

The main game sees Sonic and friends battling to retrieve the seven Chaos Emeralds that the evil Dr Robotnik (Eggman) plans to use to destroy the world. You can see Big the Cat in these shots, swinging his fishing rod around – he uses this to hit enemies in the face extremely hard (and also to catch fish). Maybe he'll appear in *Soul Calibur 2* for a vicious fish-off with Link! Actually, maybe he won't.

The game also features a menacing robot – the E-102. It has big machine guns, rolls around and can also hover. That'd sound like bad news if it wasn't on your team. Eat that Robotnik! *Sonic Adventure DX* will be out in the Summer.

☐ It looks like the *Sonic* boys have borrowed Isle Delfino for their own uses. Just leave it the way you found it, guys

☐ 'Oi, Sonic, watch out!' You see, this is what happens when you don't keep your eyes on the road at all times...

***NEW ZELDA GAME* ● GAME BOY ADVANCE ● OUT TBC**

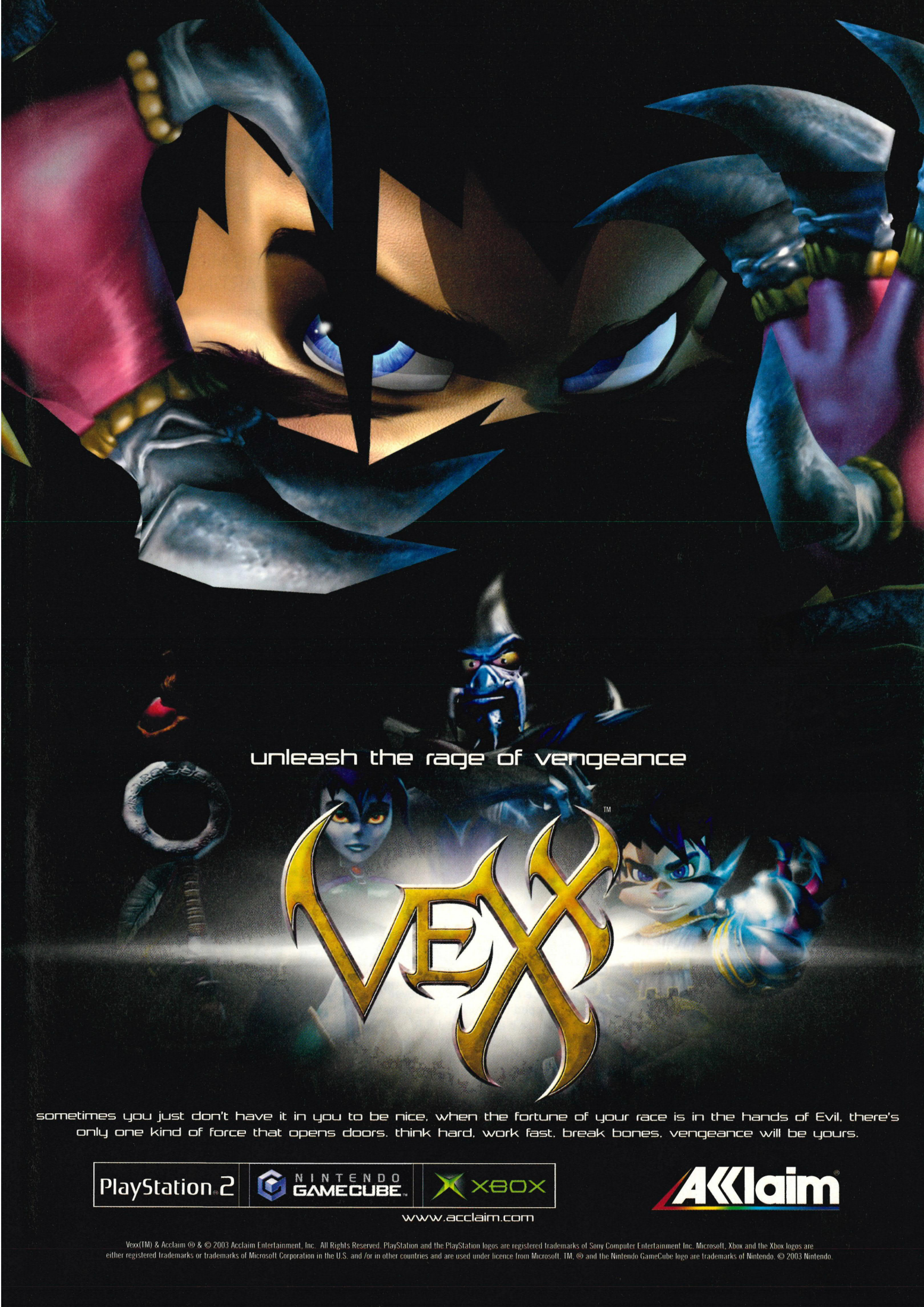
CAPCOM AND NINTENDO LINK UP

CAPCOM GET A SHOT AT LINK'S NEXT 2D ADVENTURE.

Word from Japan suggests that Link lives on in both 2D and 3D forms, with an all-new GBA *Zelda* game in development at Capcom. Don't panic though *Zelda* fans, Nintendo have trusted their baby to a proven team.

Not only did Capcom convert *A Link To The Past* for GBA, they were also responsible for the excellent *Oracle of Ages* and *Oracle of Seasons* on Game Boy Color.

The game is likely to see its first public airing at E3 in May and Capcom have apparently already invested two years worth of work in the project. When you consider what a classic game *A Link To The Past* still feels today, an all-new GBA adventure for Link is fantastic news.


unleash the rage of vengeance
VEXX™
sometimes you just don't have it in you to be nice, when the fortune of your race is in the hands of Evil, there's only one kind of force that opens doors. think hard, work fast, break bones, vengeance will be yours.
PlayStation 2
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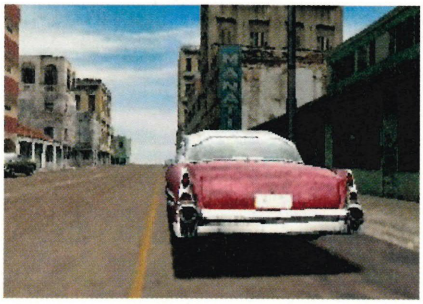
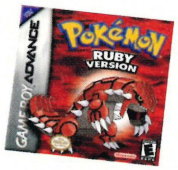
STATE NEWS

■ So huge is the demand in America for *The Legend of Zelda: The Wind Waker* and the *Ocarina of Time* bonus disc that pre-orders in the States have shot up to over 250,000. What's even more impressive is that this happened before any pre-order system was introduced – it's been done through pure word of mouth. Go Link!

■ Hot on the heels of the news of a *Metroid* movie comes another game-to-film translation. *The Hollywood Reporter* recently published a story that Impact Pictures had acquired the film and TV rights to the *Driver* franchise. Jeremy Bolt, Robert Kulzer and Paul Anderson will produce the film. Anderson wrote and directed the *Resident Evil* movie.





■ More pre-order presents for eager American gamers with the news that those who reserve a copy of either *Pokémon Ruby* or *Sapphire* will receive a limited-edition holographic *Pokémon* collector's coin. No news yet on whether this offer will make it across the pond.

■ American Sega fans now have more than one reason to visit the Golden Arches with the news that McDonald's Happy Meals will soon come with *Sonic the Hedgehog* and *Super Monkey Ball* toys. We can only cross every finger and toe in the hope that they reach Europe.

■ Dave Mirra is filing a lawsuit against Acclaim over the alleged continued use of his name in connection with *BMX XXX*. The suit alleges breach of contract, unfair competition, injury to reputation, false advertising and invasion of privacy. Mirra is seeking at least $21 million. Rad!

ENTER THE MATRIX ● GAMECUBE ● OUT MAY

ENTER TH

CAR CHASES, FIGHTS, FUTURISTIC MIND-BENDING COMPUTER HACKING. WE'RE STARTING TO BELIEVE.

With two new films on the horizon, both set to smash all box office records, 2003 will surely be the year of *The Matrix*. Neo *will* be happy.

And what would an action movie franchise be without a video game to go with it? That's where *Enter the Matrix* comes in, but rather than being a cash-in, *ETM* looks like it'll go down a storm.

Playing as Ghost and Niobe, the game will combine third-person action with intense driving sections. But it wouldn't be a *Matrix* game without some martial arts and you'll be able to engage several enemies at once, holding one in a lock while dishing out brutal justice to another.

Perhaps the coolest aspect is the ability for players to hack into the Matrix and download new abilities. What's more, over 4,000 images have been taken from the film to ensure totally realistic movement, even down to the lip-synching and the voices have been provided by the actual actors from the movies.

It's not big or clever, we can all do it...

THE HOBBIT ● GAMECUBE ● OUT SUMMER

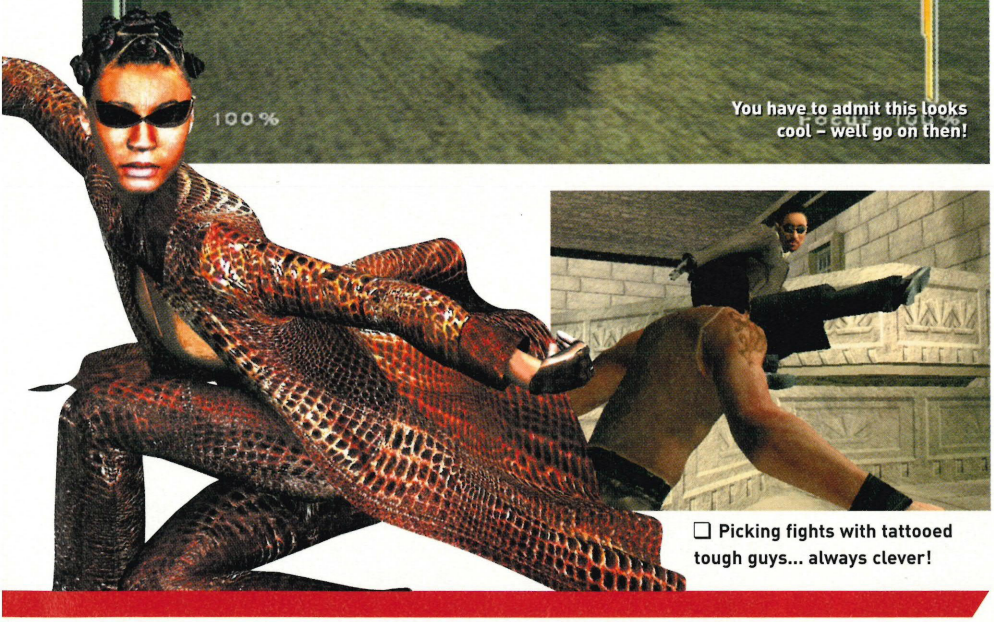
Once upon a time...

☐ **In all the *Lord of the Rings* fever that's gripped the world it'd be easy to forget where it all began. J.R.R. Tolkien's *The Hobbit* tells the tale of how the One Ring came into the hands of Bilbo Baggins and how one little Hobbit had a huge adventure.**

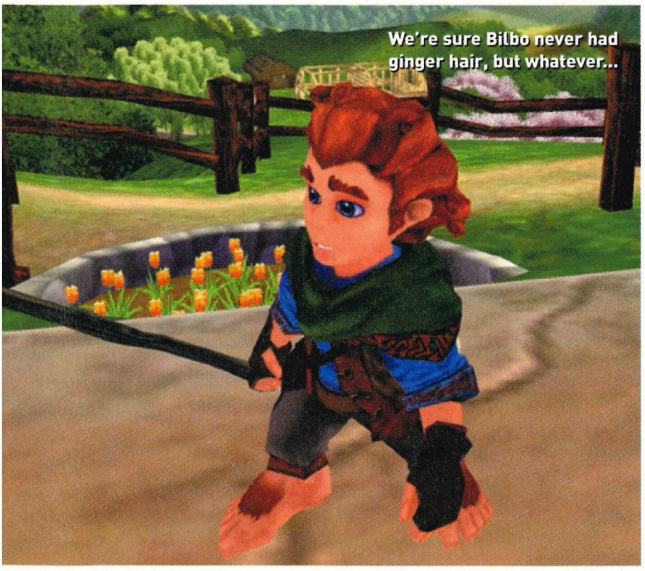
Now GameCube fans can get their mitts on the hairy-footed Hobbit in Vivendi's action adventure title. Guide Bilbo from his home in the Shire across Middle-Earth, through Mirkwood, Rivendell and Laketown to the Lonely Mountain, before taking part in the almighty Battle of the Five Armies. You'll get to meet key characters like Gandalf, Smaug the Dragon, Elrond and Gollum. The game should incorporate many elements such as action, stealth and puzzle solving. We'll have more news soon.

The trolls certainly look good, if a bit tubby

E MATRIX



❑ Picking fights with tattooed tough guys... always clever!

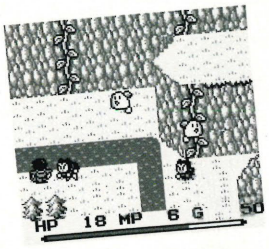


❑ We don't know what Tolkien would make of this, but we like its style...

❑ ... even if you can see Bilbo's barnet from a mile away!

JAPAN NEWS

■ Within hours of going on sale in Japan, the GBA SP had all but sold out. So astonishing was the demand for the machine, it even surprised Nintendo who later made an apology to expectant gamers for the supply shortage. According to Famitsu magazine, *Metroid Fusion* and *Final Fantasy Tactics Advance* were the top-selling games.



■ **The inventor of the Game Boy, Gunpei Yokoi has received a posthumous International Game Developer's Association Lifetime Achievement Award at the Game Developer's Conference in San Jose. The award will be presented by last year's winner, Sega's Yuji Naka. As well as the handheld console, Yokoi-san also collaborated with Shigeru Miyamoto on classics such as *Donkey Kong*, *Mario Bros.* and *Metroid*.**

■ Square recently revealed details of its exciting precursor to the *Secret of Mana* series, *Shin Yaku Seiken Densetsu*. The game's title translates as *New Testament: Legend of the Sacred Sword*. The original Game Boy title was *Legend of the Sacred Sword*, released as *Final Fantasy Adventure* in America. According to the game's Japanese website, it will be based on the Game Boy version where the legend began.

■ **New screenshots have emerged from Hideo Kojima's new GBA title, Boktai (My Sun), showing pictures of the game at various stages through the day. No information has yet been released on how it'll actually work or what players will have to do.**

■ The *Soul Calibur 2* Arcade Stick will be released in Japan on the same day as the game. Featuring six face buttons and an old-skool joystick, the unit is also decorated with *SC2* characters. Japanese *Calibur* fans will be able to pick up a copy of the game and the stick in a bundle for around ¥10,780 (about £58).

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NINTENDO GAMECUBE™

"Worth buying a GameCube for alone."
GAMES™ 10/10

"Metroid Prime is simply a fabulous gaming experience and the best game on the Cube."
GAMESMASTER 96%

"The best game on GameCube, and a title that stands among the world's finest ever."
NGC 96/100

"Metroid Prime is an astoundingly addictive, super-polished, sci-fi masterpiece."
CVG 9/10

Plasma Beam

Missile Launcher

Combat Visor

Coming 21st March

Life's a game
www.nintendo-europe.com

COMING UP

At the time of going to press these games were scheduled to appear...

March

NINTENDO GAMECUBE

• Metroid Prime	21/03
• Dr. Muto	21/03
• Pac-Man World 2	21/03
• Ghost Recon	21/03
• NFL 2K3	21/03

GAME BOY ADVANCE

• Dr. Muto	21/03
• Mega Man & Bass	21/03
• Sonic Advance 2	21/03
• Super Puzzle Fighter II	21/03
• LOZ: A Link To The Past	28/03

April

NINTENDO GAMECUBE

• Monsters, Inc. Scream Arena	04/04
• The Sims	04/04
• Vexx	04/04
• Big Mutha Truckers	04/04
• WWE Crush Hour	25/04

GAME BOY ADVANCE

• Super Monkey Ball Jr.	04/04
• Robocop	04/04
• Barbarian	11/04
• Beach Soccer	11/04
• X-Men: Wolverine's Revenge	17/04

May

NINTENDO GAMECUBE

• The Wind Waker	3/05
• Burnout 2	16/05
• Lost Kingdoms II	16/05
• Enter The Matrix	16/05
• Ikaruga	16/05

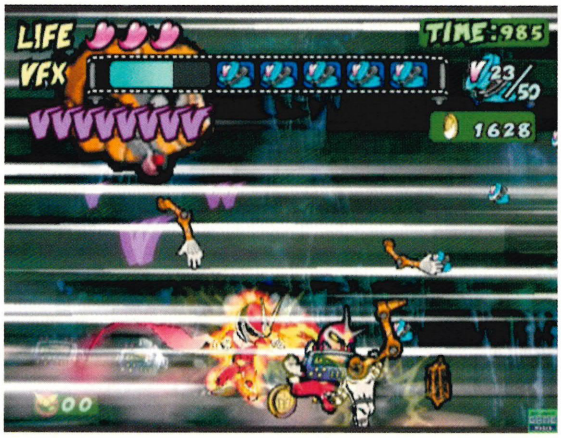
GAME BOY ADVANCE

• GT Advance 3	09/05
• Mega Man Network 3 White	09/05
• Mega Man Network 3 Blue	09/05
• Need For Speed	09/05
• Road Rash Jailbreak	09/05

VIEWTIFUL JOE ● GAMECUBE ● OUT TBC

Viewtiful Joe

IT'S A STRANGE NAME, BUT A COOL LOOKING GAME. PREPARE TO ALTER TIME WITH CAPCOM. VIEWTIFUL!

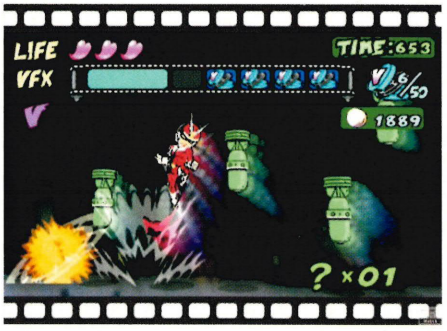


❑ You can meddle with time in *Viewtiful Joe*, making enemies easier to hit, as well as saving your own skin from their attacks

❑ Looking not unlike a Mighty Morphin' Power Ranger, Viewtiful Joe may not instantly slap you in the face and scream 'I'm gonna be the next GameCube fighting daddy!' But from what we've seen so far, this dude is going to go far when he arrives later this term.

The star of the game is just an ordinary Joe who is transformed into a movie star called Viewtiful Joe. Joe has to tackle a multitude of enemies in some gorgeous action movie film sets that rotate as you move through the game so you can see where you've come from.

❑ Let's face it, the graphics may be a little on the wacky side, but it looks class, doesn't it?



❑ Watch out for the bombs – you may be Viewtiful now, but you'll explode like an ordinary Joe if hit

FINAL FANTASY CRYSTAL CHRONICLES ● GAMECUBE ● OUT WINTER

RPG FANTASY

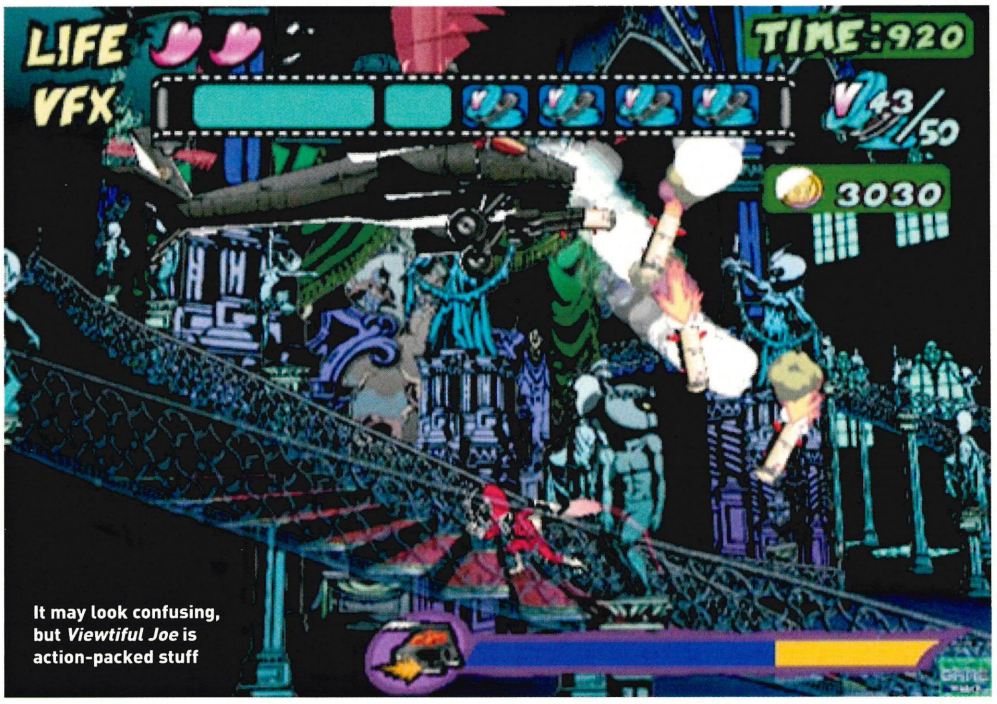
ALL-NEW *FINAL FANTASY* SHOTS ROLL INTO TOWN TO WHET YOUR GAMING APPETITE FOR ONE OF THE MOST ANTICIPATED GAMECUBE ADVENTURES OF 2003.

The return of *Final Fantasy* to Nintendo is still to produce some hard facts, but Square's screenshot department has been working extremely hard to bring us some juicy new pics of the eagerly awaited RPG, *Crystal Chronicles*.

As exclusively revealed back in issue 125, *Final Fantasy Crystal Chronicles* sees you

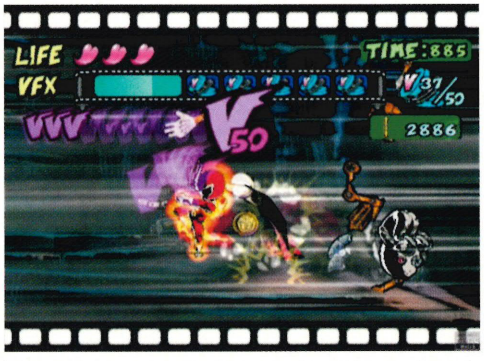
❑ Having *still* not got to Southend the crew got bored

❑ It's nice to see a bit of old-fashioned *FF* combat



It may look confusing, but *Viewtiful Joe* is action-packed stuff

But by far the coolest moments in the game are when Joe meddles with time. By hitting the L button, you can slow down time to dodge enemy bullets and bombs before moving in for the kill. Time it correctly and enemy fire might just land back in their sorry laps with a deflection. These cool visual effects will also enable Joe to solve puzzles such as an out-of-control fruit machine, which you'll have to slow down to hit the jackpot and unlock the next level. But you'll have to watch your effects meter carefully, because your special powers will drain every time you slow time – and if it runs out completely you'll change back to ordinary Joe.



❑ Joe takes out another bad guy – it's all in a day's work

❑ Who's this cute little fella?

❑ How come some people get to sit around while the others walk?

❑ Check out those cool landscapes – we say *Crystal Chronicles* will be hot

venturing across monster-infested lands to try and find Mana Water that'll restore the power of the Crystals in the title of the game.

From these spanking new shots you'll be able to see just how far the game has come with the first images of the turn-based battles, appearing to show-off double-attacks and cut-scenes of the different characters heading out on their epic journey.

You can expect plenty more shots and info to be released in the run-up to E3 and you'll be able to follow it all here in *NOM*.

YOUR VOTE

Nintendo OFFICIAL MAGAZINE

NOM POLL

Last month we asked you...

"IF YOU DON'T ALREADY HAVE A GBA, WILL THE SLICK DESIGN OF THE GBA SP CONVINCE YOU TO BUY ONE?"

✓ YES, IT'S *GORGEOUS*!

87% VOTES

"The built-in light and rechargeable battery make it a must-have for any Nintendo fan."
Alex Bamford

✗ NO, IT'S *RUBBISH*!

13% VOTES

"No I won't part with my cash as it's exactly the same and I already have a night light and rechargeable battery pack."
Max Tipper

NEXT MONTH

This month we ask you...

"ARE YOU LOOKING FORWARD TO SEEING *METAL GEAR SOLID* ON GAMECUBE?"

IF YOUR ANSWER IS YES SEND YOUR E-MAILS TO:
Nompoll-one@ emap.com

IF YOUR ANSWER IS NO SEND YOUR E-MAILS TO:
Nompoll-two@ emap.com

Remember to include any relevant comments!

SHIGERU MIYAMOTO'S LONDON VISIT

SHIGSY REVEALS MORE SECRETS

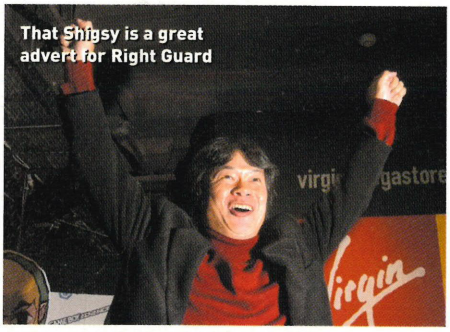
STAR FOX GBA AND *MARIO KART* ANYONE? MIYAMOTO REVEALS CLASSIFIED NINTENDO SECRETS...

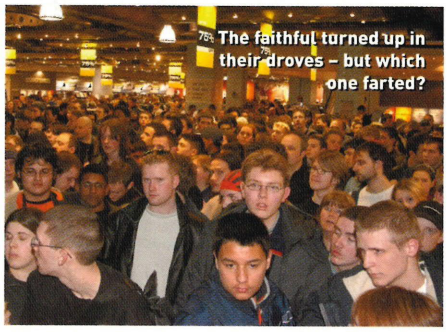
If you were anywhere near London's Virgin Megastore at 1pm on 21 February it wasn't an earthquake you felt, it was the stamping, cheering and hollering of over 1,000 Nintendo fans going mental as Shigeru Miyamoto stepped out on stage for his first-ever signing session.

The man who created Mario, Donkey Kong and tons of your most cherished Nintendo characters sat signing memorabilia for over two hours and, according to Virgin, more people turned up than at a recent *Westlife* signing session. Too bloody right!

It was after the London event though that Miyamoto started to divulge a number of development secrets. Work on a new *Donkey Kong* is well underway and the Space World 2000 GameCube *Zelda* demo may well form the foundations of a future GameCube title, though not necessarily a new *Zelda* game. Miyamoto also let slip that there is a *Ruby and Sapphire Pokémon Stadium* in the works and that the cancelled Super NES game, *Star Fox 2*, may finally see the light of day on Game Boy Advance.

However, rumours that the next *Mario Kart* will be online now appear to be false with Miyamoto stating: 'We've been conducting online experiments with *Mario Kart* for quite some time. We've looked at it and I still feel that it would be very difficult to pull off online.'

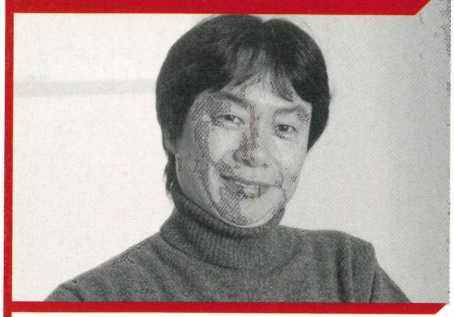

That Shigsy is a great advert for Right Guard


The faithful turned up in their droves – but which one farted?

INDUSTRY

Q&A

Shigeru Miyamoto, Director & General Manager Entertainment Analysis & Development Division



Q: Where did you get inspiration for using wind? Were you going to use fire or water instead?
A: First of all we came up with the idea of the ocean and how Link would move. We decided to use a ship and make use of a sailing boat so players could have control over the wind and that's how we came up with the idea. We also wanted to take advantage of areas that no-one else was using and that was controlling the wind by taking advantage of GameCube's performance.

Q: What were the main elements of *Zelda* that you didn't have the time to put in?
A: We had to delete two stages, which included some dungeons. Most of the ideas we were originally thinking about were incorporated.

Q: The new style of *Zelda* was a radical change when it was first shown. Can we expect a similar type of shock with *Mario 128* this time around?
A: Actually we never intended to create a shock it's just that we were trying to make something new. Talking about *Mario 128*, we have not come up with the specific stages of reformation for the Mario character. Once again, I try not to make any shock waves in the industry – I'm just always thinking of perfect gameplay and control.

FIRST SIGHT

Here's your first peek at some of the games that'll be making the headlines later in the year...

I, GLADIATOR

FORMAT: GAMECUBE
OUT: AUTUMN
Unleash hell in the biggest gladiatorial event ever – even the Romans never had it this good.

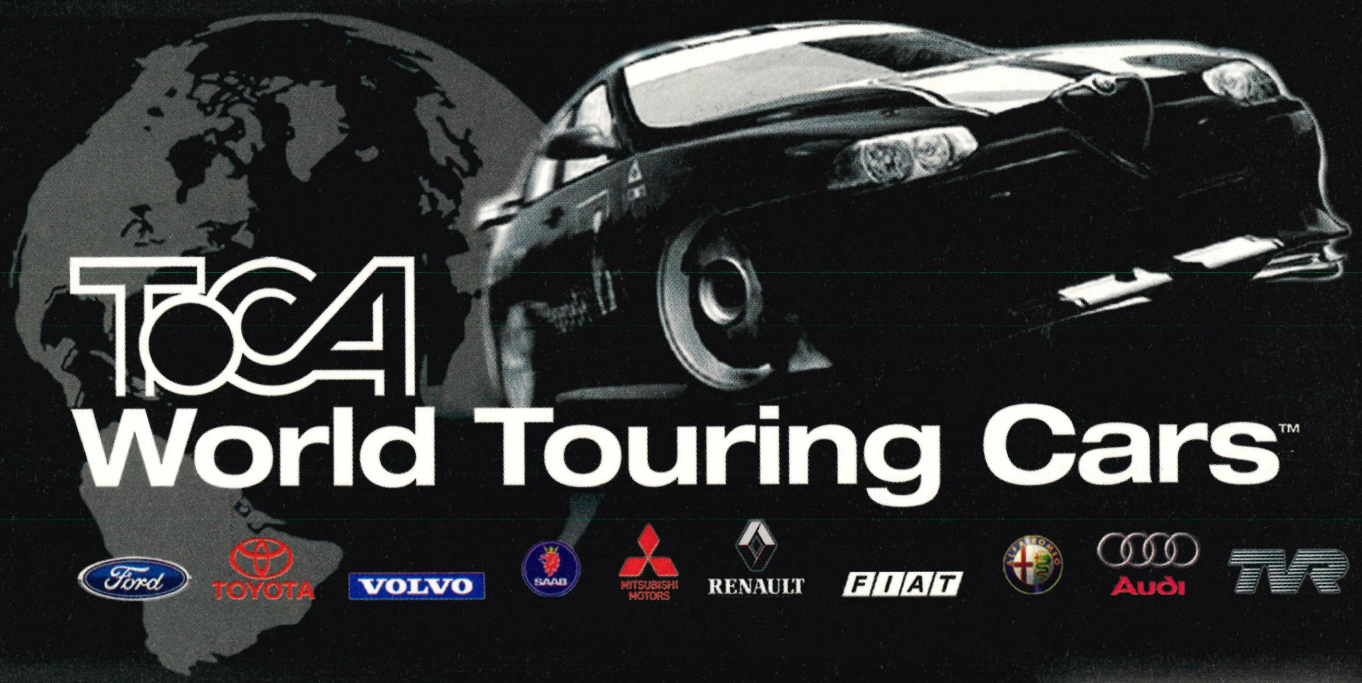
GIFTPIA

FORMAT: GAMECUBE
OUT: TBC
Earn money to host your Coming of Age ceremony in this crazy cel-shaded RPG. The cash-collecting action takes place on the idyllic island of Nanashi.

SPLINTER CELL

FORMAT: GAME BOY ADVANCE
OUT: TBC
Sam Fisher is going portable in a full-on stealth-'em-up, Game Boy Advance-style.

HAVE YOU GOT WHAT IT TAKES?



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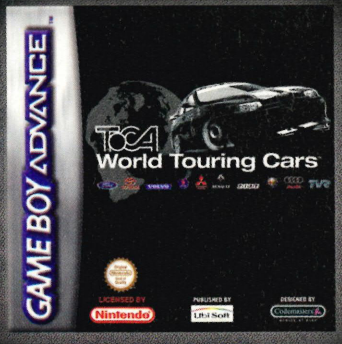

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FIRST SIGHT

Here's your first peek at some of the games that'll be making the headlines later in the year...

DARKENED SKYE

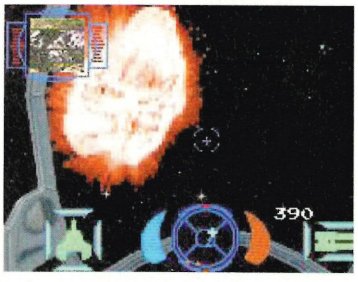
FORMAT: GAMECUBE
OUT: 28 MARCH

You're expecting a sprawling RPG, but this is a hands-on action game. So it's tough really.

WING COMMANDER PROPHECY

FORMAT: GAME BOY ADVANCE
OUT: TBC

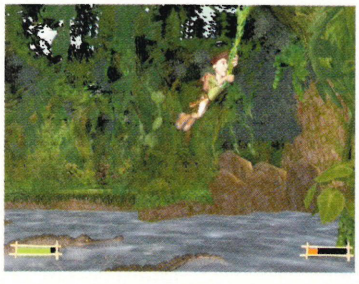
The ancient PC space shooter is miraculously reborn as a handheld game. Interesting.



PITFALL HARRY

FORMAT: GAMECUBE, GBA
OUT: AUTUMN

Old Atari *Indiana Jones*-type adventure gets updated. Now features a pogo stick.



PRODUCT NUMBER 03 ● GAMECUBE ● OUT AUTUMN

HOT OFF THE PRODUCTION LINE

THIS LATEST BATCH OF SCREENSHOTS BLAST OUR TIRED EYEBALLS AS THE GAME SHIPS IN JAPAN.

By now you'll be aware that *Product Number 03* is one of a bunch of titles on the way from Capcom. You may also be aware it has one of the worst names in living memory. You're probably still in the dark as to what sort of a game it is, so allow us to flick on the light of knowledge.

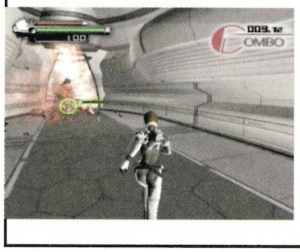
P.N.03 plays a bit like a First Person Shooter, despite obviously being a third-person game. Vanessa Schneider spins and strafes like someone out of *Quake*, but this gives her fantastic agility when the fire fights kick off. She can duck in behind objects, leap out to return fire and target multiple enemies. The D-Pad is given over to pulling off gymnastic special moves, meaning Vanessa more than lives up to the flashy architecture around her.

The feel of being in a futuristic setting is carried off well throughout, with scorched outdoor terrain giving way to gleaming hi-tech interiors.

Speaking of hi-tech, Vanessa's protective suit falls into that category. The Aegis Suit evolves as you play, changing colour to

❑ **Looks a bit like Lara Croft from that angle**

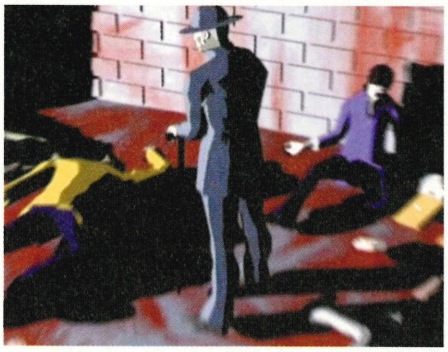
RACK UP A BIG COMBO, BABY



KILLER 7 ● GAMECUBE ● OUT TBC

The harder cel

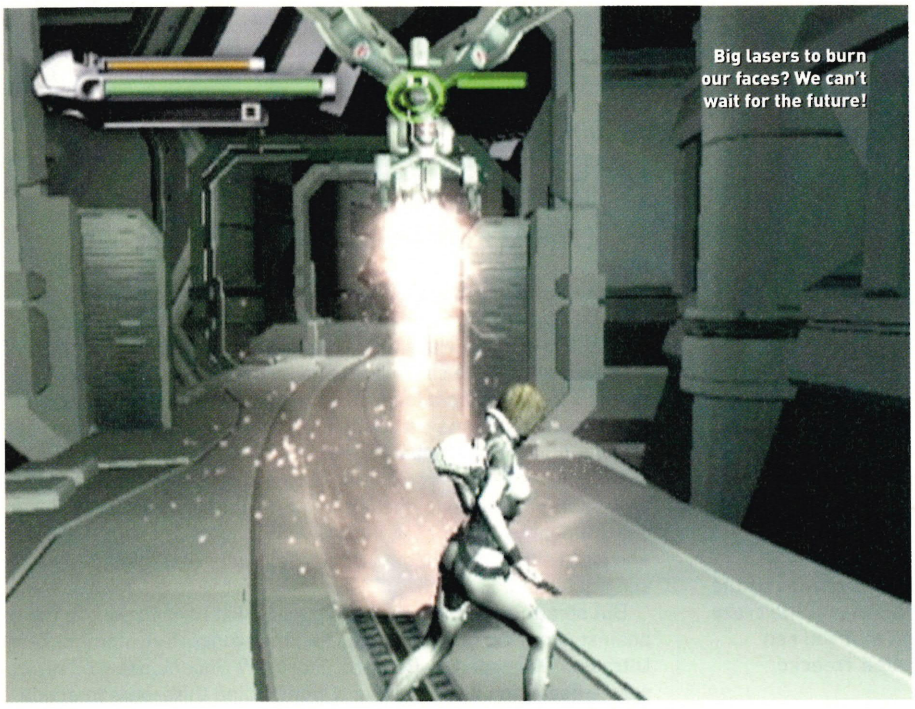
CHECK OUT THESE BLOODY FANTASTIC NEW SHOTS OF CAPCOM'S CEL-SHADED CARTOON CAPER, *KILLER 7*



❑ **Not so long ago, scenes like this were unheard of on Nintendo consoles – blood was green back then**

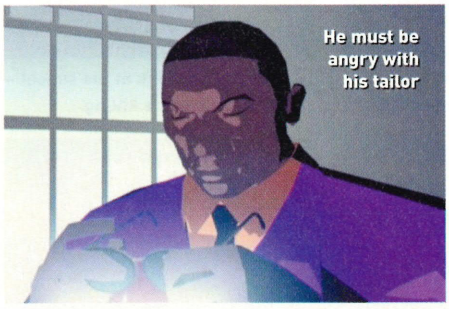
❑ **Cel-shading's all about sunny meadows and gold coins isn't it? Well why is that woman down there covered in blood? This isn't your average cel-shaded video game.**

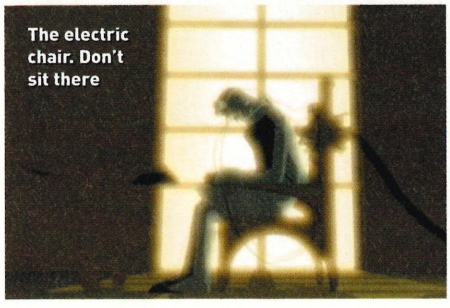
Killer 7 is still some way off release, but this latest round of shots points to it being a very stylish caper indeed. Next year is the earliest we can expect to play it, but Capcom assures us these are all in-game screens and not just cut-scenes. Intriguingly, the character you play has a personality disorder and thinks he's one of seven different people. If each 'personality' has a different style of play, that could turn out to be the killer twist that helps the game live up to its visuals.

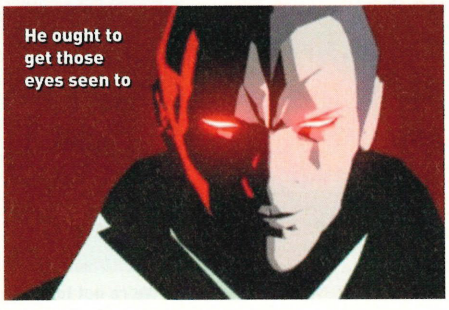


absorb more damage and help you run faster, which is helpful because as a bounty hunter, it's her job to get in, kill what needs killing and get out alive. The game offers a neat incentive to expert players though, by reserving the big scores for stylish combo kills. You can see our heroine busting out a tasty multiple kill in the box below and it's this feature that should keep you coming back. We'll have a full hands-on play soon, as the game is released in Japan on 27 March. For now, check these shots out.

❑ Dodge, bang, bang. Squat, bang, bang, bang. Leap, bang, bang, bang. By now you'll be getting the idea







YOUR RUMOURS

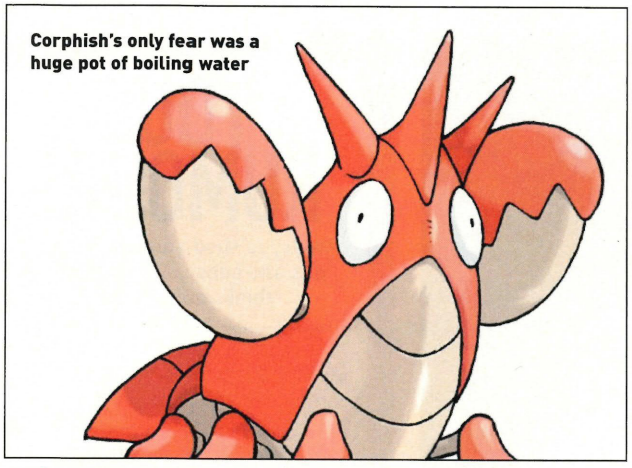
We try to shed some light on the bits and bobs you've heard – or think you've heard...

Q: One of my favourite Super NES games was the RPG *Earthbound*. I thought they were going to do a sequel for N64, but it never happened. Is anything *Earthbound*-related happening on GameCube?
Paul Walters, Norwich

A: *Earthbound* was the conversion of the second game in the Japanese *Mother* series. Developer HAL invested a lot of time into the N64 sequel, but it was cancelled at a late stage. Sources in Japan are suggesting it's in the process of being converted to GameCube for an August release in Japan. GBA remakes of *Mother 1* and *2* are expected in Japan as early as next month, so it's all looking sweet on the *Earthbound* front, Paul.

Q: Is it true that *Ghouls n' Ghosts* on GameCube isn't going to be online? The PS2 version is, so that would suck major ass.
Sian Clery, Cambridge
A: Capcom are fully committed to getting the GameCube version online as well. It's not clear whether we'll be able to play against PS2 gamers yet, but they'll be hoping not, cos' we iz got da mad skillz, innit.

Q: *Animal Crossing* still isn't out. What the heck is going on?
Gary Childs, Portsmouth
A: Official word is that they're considering it, but we'd be surprised to see it released now. The sequel, due out in Japan at the end of the year, is a far better bet and Miyamoto has hinted that it'll be a fully online experience.



Corphish's only fear was a huge pot of boiling water

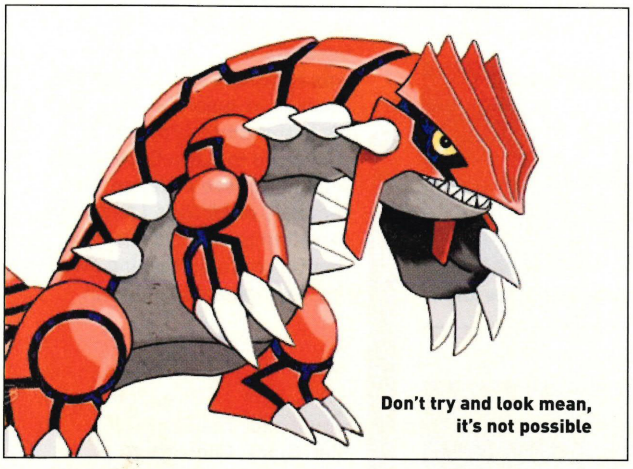
POKÉMON RUBY AND *SAPPHIRE* ● GAME BOY ADVANCE ● OUT SUMMER

MY NAME IS...

☐ With the US release of the two new *Pokémon* games by the time you read this, details have emerged on some of the crazy critters' English names. The three Pokémon that you can choose from at the start of the game are called Treecko, Mudkip and Torchic.

The creatures on the boxes have also been named. *Ruby*'s box has a picture of the scaly creature called Groudon and the large whale-type creature on the *Sapphire* box is called Kyogre.

Other new names include Skitty, the cute pink fluffball; Beautifly, the butterfly; Corphish, the lobster; and Wynaut, the laughing turquoise thing.



Don't try and look mean, it's not possible

IN THIS YEAR... 1980

■ Remember when they made decent films?

The world witnessed the birth of the *Game & Watch* series – five of the LCD handheld games were released in this year; *Ball*, *Flagman*, *Vermin*, *Fire* and *Judge*. The series would go on to include legendary titles like *Donkey Kong* and *Zelda*. *Star Wars* fans will also remember that 1980 was the year that Darth Vader returned in *The Empire Strikes Back*. *NOM*'s resident *Star Wars* expert, Kingsley, says that *ESB* is the best film in the series, but you knew that already.

STARCRAFT GHOST ● GAMECUBE ● OUT WINTER

STARCRAFT GHOST

NOVA'S ON THE PROWL IN BLIZZARD'S LATEST EXTENSION OF THE *STARCRAFT GHOST* SERIES. A BEARD-STROKING PC STRATEGY GAME THIS IS NOT.

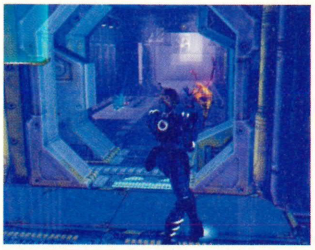
The fantastic *Metal Gear* may be on its way to GameCube, but Solid Snake's already got stealthy competition from the curvy warrior, Nova, in Vivendi's *StarCraft Ghost*. Taking inspiration from the characters and events in the PC strategy game, *StarCraft Ghost* focuses on the Ghosts, an elite fighting force equally at home creeping into enemy bases as they are wreaking havoc on the battlefield.

You play as Nova, a rookie Ghost operative under the tutelage of Hauler. You'll have to sneak around various enemy bases using every tool at your disposal, including a very cool cloaking device and Nova's thermal-imaging Ocular Implants that allow her to see heat trails.

But stealth's only half the story as you will have to square up against some big scary enemies like the wonderfully named, Zerg Ultralisk. Developed by Blizzard, *StarCraft Ghost* looks well on its way to becoming an exciting and challenging third-person action adventure. We'll have more news soon.

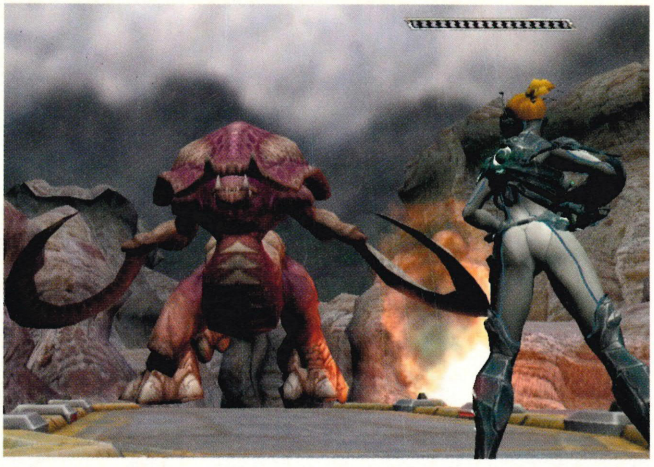
☐ That big winged thing has got bad-ass written all over it

☐ The moody interiors add a lot of atmosphere to the proceedings



☐ It's all very *Aliens*, you have to admit – and we don't mind at all

☐ Don't stop to look at the sunset – it's time to do some killing



☐ We're not looking at the big, scary monster, if you know what we mean

❑ Listen young man, you get yourself home right now and get changed – you look ridiculous

VEXX ● GAMECUBE AND GBA ● OUT APRIL

Angry young man

NEW SCREENS OF ACCLAIM'S LATEST SHOW FLYING LEVELS AND A CHEEKY NOD TO GAMING DAYS OF YORE.

It looks like *Vexx* is certain to provide platform fans with their fill of fun when it gets released next month. The story tells the tale of Vexx, a young man on a mission to avenge the death of his grandfather at the hands of the Dark Yabu. Blessed with a power called the Claws of the Ancients, Vexx is a one-man wrecking machine intent on the destruction of his enemies.

Although the game is platform-heavy, new screens show that there's some variety in the gameplay as well. There appears to be a flying level where *Vexx* gets to don a set of wings and there's also a shot of young Vexx having a bash at a version of the classic arcade game *Arkanoid*.

The levels look massive with some impressive background scenery and lovely lighting effects. We'll be putting Vexx through his paces next month.

❑ It's definitely a nod to the good old days of *Arkanoid* – the graphics have changed a bit though...

ANIMAL CROSSING ● GAMECUBE ● OUT TBC

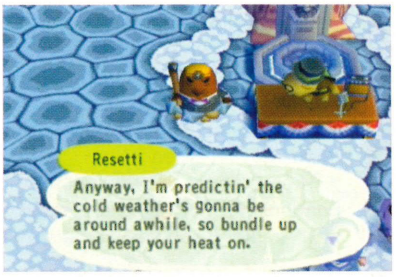
DEAR DIARY

IT'S BAD NEWS ALL ROUND THIS MONTH AT THE CROSSING.

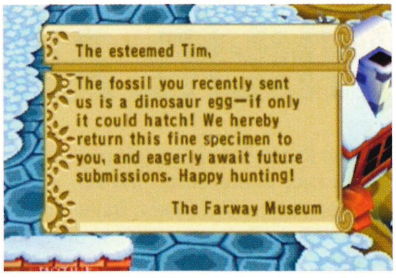
❑ On 2 February I got a letter from the Museum saying that the fossil I found was a T-Rex skull, I think I might go into fossil hunting as a career. After I checked my mail I headed down to the Wishing Well for the Groundhog Day celebrations. The Groundhog predicts the winter weather – if he can see his shadow then the cold snap is set to continue.

The Groundhog appeared and whadya know? He saw his shadow and told us to wrap up warm and keep the heating on. I hate the cold weather. When will the Spring be here?

On 14 February I made friends with some of the ladies in the town so I was expecting to get at least one St. Valentine's Day message, but to my horror the post box was empty. Maybe I should take a bath like Resetti keeps telling me.



❑ That damn Groundhog – why won't he bring us some better weather, it's freezing!



❑ The fossil I found was a T-Rex skull. Fantastic news! I wonder if I'll be famous?

❑ No Valentine's Day cards for me! What's a poor boy in a strange town to do?

Slim, silver and with buttons in all the right places

GBA SP SPECIAL LAUNCH EVENT

WHAT AN EXHIBITIONIST!

GAME BOY ADVANCE SP TAKES CENTRE STAGE AT ART EXPO.

☐ As *NOM* was going to press, we started to hear murmurs of a special exhibition being held to celebrate the launch of the new GBA SP.

The event runs from the launch of the GBA SP on 28 March through to 4 April. As well as getting their hands on Nintendo's classy new handheld, attendees will also be able to learn about the history of all things pocket-sized.

The venue for the exhibition is 51 Poland Street, London, W1. We'll be there and you'll read our verdict next month. If you see us, be sure to say hello.

HARVEST MOON: A WONDERFUL LIFE ● GAMECUBE ● OUT OCTOBER

SHINE ON HARVEST MOON

YOU WANNA BE A FARMER? HERE'S A COUPLE OF ACRES TO MESS AROUND WITH...

You know, being a farmer isn't all pulling cow teats, getting up early and stinking of manure. Actually maybe it is, but it's a wonderful life according to the forthcoming GameCube version of *Harvest Moon*.

We're actually big fans of the series here at *NOM*, as the power of games transforms a hellish real-world occupation into some classic gaming. You have to make your farm prosper by living as a farmer RPG-style, watering crops and breeding animals. There's also the more human side of interacting with people and taking part in various festivals.

A Game Boy Advance version is also due out in October, called *Friends of Mineral Town*. There's a screen of that on this very page, along with the two latest GameCube shots. Dive in. Wellies not included.

☐ Get down to milking the cow...

☐ ... or breed and race horses against the local rednecks on your GBA

☐ The locations in *Harvest Moon: A Wonderful Life* are some of the cutest ever

DAKAR 2 ● GAMECUBE ● OUT NOW

WHERE ARE DAKAR KEYS?

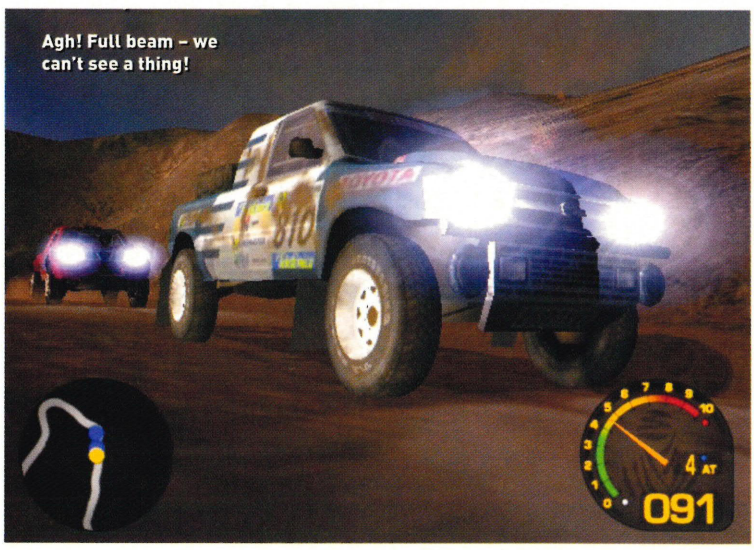
GET YOUR MOTOR RUNNING WITH THE DESERT RACER *DAKAR 2*

☐ The Paris-Dakar Rally is probably the most gruelling motor race in the world. You see, Dakar isn't just down the road past the Eiffel Tower. Dakar is the capital of Senegal, six-and-a-half thousand miles away in West Africa. So you see, the people of Paris don't just pop out to Dakar for tea.

The coolest thing about this legendary race is that it's not limited to one type of vehicle. Given the hostile desert terrain involved, the chaps in 4x4s are the sensible ones. But you can also race on a motorbike, in a sports car, whatever takes your fancy. And this is why *Dakar 2* has a lot of potential.

Epic-scale desert racing is only part of the attraction here, though. *Dakar 2* features some of the smartest GBA link-up play we've seen. Hook your handheld up and you can download a stand-alone top-down version of *Dakar 2* for GBA. Once it's loaded, unplug the GBA and play at your leisure. Or better still, rope in three mates.

We'll have shots of the Linked mode soon enough, but for the time being feast your eyes on the sandy loveliness of this GameCube shot. We'll have a review of *Dakar 2* in next month's issue.



Agh! Full beam – we can't see a thing!

YOUR PARENTS ARE RUBBISH!

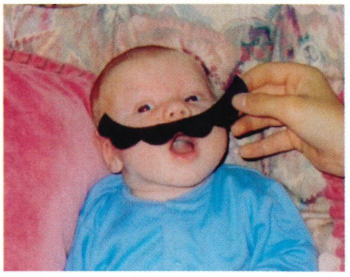
WELL, SO YOU TOLD US, ANYWAY. WE HAVE A WINNER!

☐ It's up to *NOM* to stop a brutal murder taking place in Norway

☐ Back in issue 124, we asked you to send in your horror stories of inept parents buying you the wrong games. We heard some sad stories, but ***Bent Eigil Sumelius*** from Norway broke our hearts.

First, some background. Our friend Bent has a rare skin condition that he can only counteract by wearing baggy ice hockey shirts. Rather than realising this was an unfortunate consequence of his son's irritated back, Bent's dad took this as confirmation that his son was into ice hockey. Bent likes ice hockey no more than he likes being eaten by wolves, so his father's gift of *NHL 2003* wasn't received in the best spirit.

Bad luck, Bent, old son. We'll have a copy of *FIFA 2003* with you soon enough. What's Norwegian for 'Daddy, you're a bad, bad man' anyway?



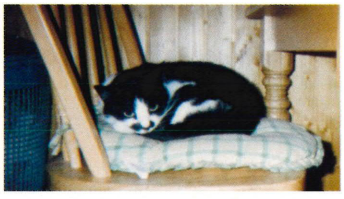
GET YOUR 'TACHES OUT!

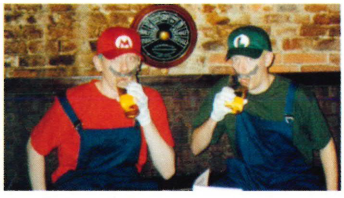
WE GIVE YOU A MUZZIE AND YOU GO MAD.

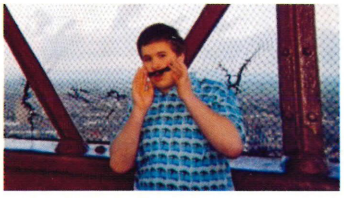
☐ **We had a cracking response to our moustache wearing competition in issue 122. We've sifted through your pics and selected six lucky winners. Sorry, but any shots of people squatting on the bog got thrown out straight away – that's just plain dirty.**

Top prize of the *Super Mario Sunshine* GameCube Pak goes to ***Daniel Johnson*** from Wales. Respect is due for wearing the 'tache whilst casually playing cards on a speeding rollercoaster. Good work, chap.

Runners-up prizes of a copy of *Super Mario Sunshine* go to ***Tom Reynolds*** and his 'tache-toting cat, Phil, ***Steven Gregson*** and ***Alastair Burnell*** for donning the whole outfits in public, ***Tim Seed*** and his crazy pizza, ***Kevan Rose*** and the mad baby from Fareham, Hants. Well done to all, and prizes will be with you inside 28 days.







GAMECUBE SALES CHART

GAME
www.game.uk.com

Here are the games that have been making Mr GAME a happy chappy this month...

	TITLE	PUBLISHER
1	Resident Evil Zero	Capcom
2	Rayman 3: Hoodlum Havoc	Ubi Soft
3	Sonic Mega Collection	Sega
4	Mortal Kombat: Deadly Alliance	Midway
5	Phantasy Star Online Episode I & II	Infogrames
6	Super Mario Sunshine	Nintendo
7	Mario Party 4	Nintendo
8	Star Fox Adventures	Nintendo
9	Scooby Doo: Night of 100 Frights	THQ
10	Star Wars: Bounty Hunter	Activision

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(9) The voucher is valid until 10 April 2003.

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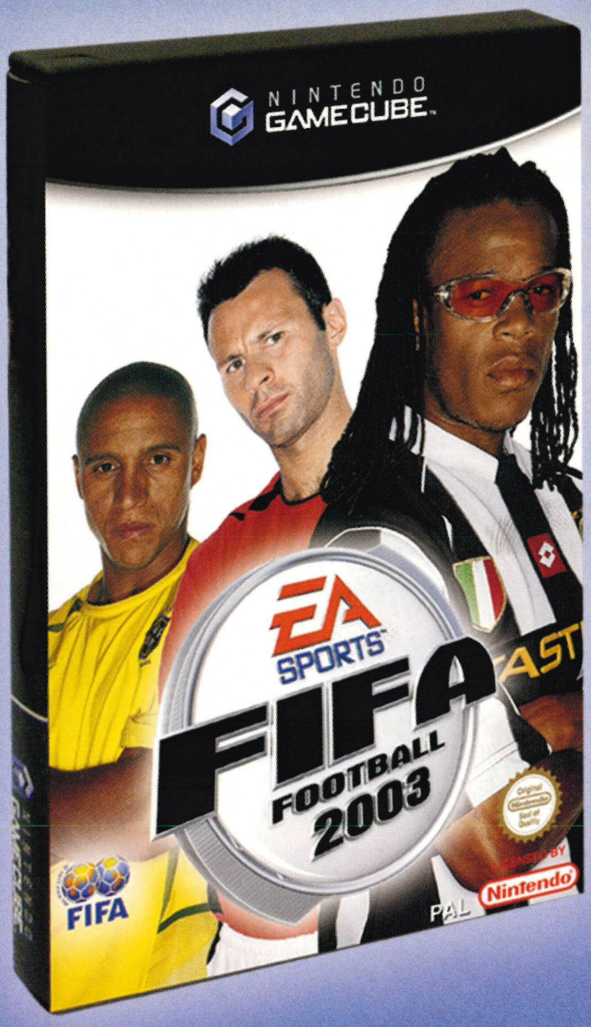
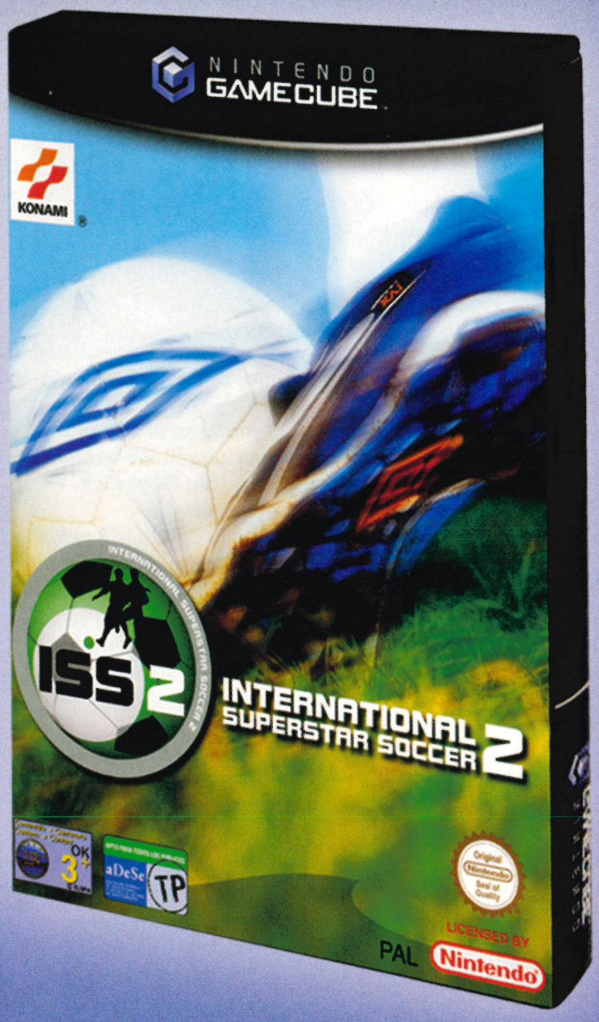
CAN I KICK IT?

GAMECUBE'S TWO FINEST FOOTBALL TITLES SQUARE OFF IN THE ULTIMATE CHALLENGE OF SKILL. WHO WILL EMERGE VICTORIOUS?





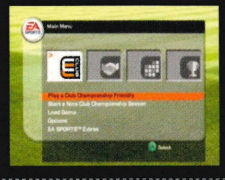
With one domestic trophy already decided and the football season screaming towards a thunderous head, *NOM* set out to find which footy game rules the roost with a head-to-head contest between the two main contenders; *ISS2* and *FIFA 2003*.

It was a hard fought, tense battle between the two protagonists, but of course there can only be one winner in the end. So kick back and read on to find out who qualified for Europe and who's left fighting for survival at the very foot of the table.

PRESENTATION

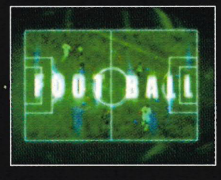
It's clear from the start that *FIFA* is the big-budget game with Giggs, Davids and Carlos showing their skills while Timo Mass' *To Get Down* bangs away in the background. But *FIFA*'s menus can be confusing, and there are some hefty loading times.

ISS2's intro is quite mundane as CG players move in slow-motion across the screen. The music is generic big beat that grates after a while. But the menus are much better organised and it's easy to see what to do.



ISS2

1



FIFA 2003

1

GAMEPLAY

The most important factor by far and the two sides are pretty evenly matched. *ISS2* has a good variety of moves and it's easy to get into. Player selection is usually pretty spot-on and with a bit of practice you can knock the ball about quite comfortably. *ISS2* is let down by players who can't turn and goalkeepers who often have no appreciation of what's going on around them leading to some absolute defensive catastrophes.

The improvements that have been made to *FIFA* since the dismal *2002 World Cup* edition are staggering. EA's game takes a little longer to master but the through-ball running and close control is almost like the real thing. The old problem of being able to run through the defence like it isn't there still happens, but it's not quite as easy as in past incarnations. It's tight, but *FIFA* just shades it in injury-time.

ISS2

1

FIFA 2003

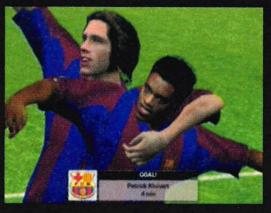
2

GRAPHICS

Both games look great with lush pitches and realistic weather. *ISS2* has good player detail and the replays are nice, but *FIFA* is the clear winner with excellent likenesses in the players. And *FIFA's* greater variety of camera angles means you can enjoy the action from a number of different viewpoints.

ISS2

1



FIFA 2003

3

COMMENTARY

With Motty in the stand *FIFA* has the upper hand and the master of the mike is joined by the jovial Ally McCoist. He's no Andy Gray but he says some interesting things.

ISS2's team sees ITV's Jon Champion, coupled with the whiny Mark Lawrenson and they're just not in the same league.

ISS2

1

FIFA 2003

4

ISS2 IS A STURDY COMPETITOR, THE CHARLTON OR SOUTHAMPTON OF GAMECUBE TITLES IF YOU WILL. SADLY FOR THE KONAMI TITLE, *FIFA 2003* LINES UP LIKE CHELSEA OR NEWCASTLE – EXCITING, QUICK AND GOOD-LOOKING. IT'S CERTAINLY THE CHAMP HERE, BUT NOT BY MUCH AND BOTH WOULD MAKE WORTHY PURCHASES.

EXPERT ANALYSIS

We may know our games, but we certainly don't claim to be experts on the beautiful game. Therefore we asked some people who quite clearly are: Mark Bailey and Darren Cross from *NOM*'s lunchtime football opponents *Match* magazine.

The guys spent an afternoon in *NOM*'s seedy games room comparing the two telly-based titles to the real thing. Here's what they had to say.

FIFA 2003

FIFA has genuine football playability that lets you ping passes about, string moves together and pull off silky skills to provide a fun, high tempo game just like the real thing. Sadly shooting, which is the most important thing to a footy fan, is a bit tricky and occasionally there's some slow reactions that ruin the normally sharp movement of players. But unlike the usual cardboard cut-outs you see as fans, the crowd bounces about in impressively accurate stadiums, singing proper songs, which shows an eye for detail that any footy fan will appreciate.

ISS2

ISS2 actually works better as a football game if you're a spectator, rather than a player. This is largely because the gameplay is halted by replay after endless replay, which is visually impressive, but incredibly annoying if you're playing as they constantly interrupt the flow. The players plod very slowly around the pitch and go down like they've been shot when they're tackled, but when you get used to this (and the chirpy co-commentary of Mark Lawrenson) *ISS2* can be a lot of fun.

MATCH

Match **magazine, Britain's biggest and only weekly football mag, is on sale every Tuesday, priced £1.30**

NOM PRESENTS...

THE 10 GREATEST METROID MOMENTS

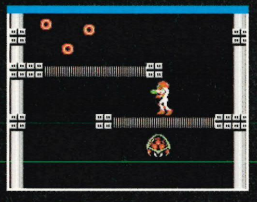
Behind every Nintendo classic, there's usually a legacy of excellence – *Metroid Prime* stands as a magnificent example of video game craft, but that only came as a surprise to people who hadn't played the previous games in the brilliant series.

1 THAT TRADEMARK ATMOSPHERE, *METROID*, NES, 1986

Metroid on the NES gave you the feeling of being in an organic, threatening alien world. Quite an achievement given that today's calculators have as much graphical grunt as the crusty old NES. The fantastic music also helped build up the moody atmosphere.

DID YOU KNOW?

The *Metroid* series was the brainchild of Nintendo genius Gunpei Yokoi, inventor of the Game Boy. Yokoi left Nintendo in 1996 after his Virtual Boy console flopped and was killed in a car crash in October 1997.



2 THE REVOLTING MOTHERBRAIN, *METROID*, NES, 1986

Metroid's menacing über-boss Motherbrain established another *Metroid* trademark: disgusting and innovative boss characters. Motherbrain crops up throughout the series and it's brown trousers time on every occasion.

DID YOU KNOW?

Samus features in the mighty *Super Smash Bros.* games on N64 and GameCube, but she's also had a smaller cameo in level 5-2 of *Kirby's Dreamland* on the Super NES.

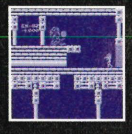
3 IT'S A GIRL! *METROID*, NES, 1986

Thanks to today's powerful polygons, Samus' ladybumps give her away as a girl straight away, but on the humble NES it really wasn't obvious at all. Nintendo played to this by only revealing her sex at the conclusion of the first game. It caused shock and despair in equal measures.

DID YOU KNOW?

Samus' Power Suit is 190cm tall (6'2") and weighs 90kg. Seeing her step out of it at the end of *Super Metroid*, we'd say she's about 5'10". Our Dom can also supply a breast-size guess if asked. Filthy beggar!

4 *METROID* GOES PORTABLE, *METROID II*, GAME BOY, 1992



It was a long time coming and then it arrived in black and white! The handheld conversion didn't harm the series at all and it was here we first saw the invaluable, secret-uncovering X-Ray Scope.

DID YOU KNOW?

The original *Metroid* was one of the first games ever to feature a password-save system. By the time of the sequel, Nintendo had introduced battery back-up.

5 NASTY OLD KRAID, *SUPER METROID*, SUPER NES, 1994

We could sing the praises of almost any *Metroid* boss, but Kraid is particularly cool. He's huge, filling the screen, spitting fire, throwing spikes and getting bigger as you shoot him.

DID YOU KNOW?

Metroid is the one big Nintendo franchise that never made it onto the N64. All poor old Samus got was a brief outing in *Super Smash Bros.*

6 MOTHERBRAIN, *SUPER METROID*, SUPER NES, 1994

Few game endings bring a tear to your eye, but this is one of them. The giant Metroid sacrifices itself to give you the power to defeat Motherbrain in an epic final confrontation. Now you know where a certain handheld *Metroid* ending came from.

DID YOU KNOW?

Early on, it seemed that the development of *Metroid Prime* in the US was going badly. Rumours were rife that Nintendo were going to remove Retro Studios from the project and take it back in-house for some tender loving care. What a mistake that would've been!

7 THE TERRIFYING SA-X, *METROID FUSION*, GBA, 2002

The scariest thing a severely depleted Samus could be hunted by is a fully powered-up version of herself – each laser bolt creaming off whole energy tanks and a survival chance of approximately zero. When the two cross paths in *Fusion*, it's absolutely terrifying.

DID YOU KNOW?

At the time of its release in 1994, *Super Metroid* came on the biggest Super NES cart ever issued – 24Mbits. It didn't hold the title for long though – Namco's *Tales of Phantasia* weighed in at 48Mbits.

8 MORPH BALL GOES 3D, *METROID PRIME*, GAMECUBE, 2003

Everybody thought the Morph Ball would be dropped for the 3D *Metroid*. No chance. *Monkey Ball* met *Tony Hawk's* and the animation is one of GameCube's coolest graphical touches so far.

DID YOU KNOW?

Metroid games are far more popular in the West than Japan. *Super Metroid* sold twice as many copies in the US, explaining why an American developer was used for *Prime*.

9 SAMUS GETS HER OWN BACK, *SSB*, N64, 1999

"So Nintendo still loves you, huh Mario? Have a laser in the face". Okay, Samus never actually said that, but we did on her behalf. It was great to have her back, fighting fit.

DID YOU KNOW?

There's a monster in *Super Metroid* called Ridley – a nod to film director Ridley Scott. Scott's seminal sci-fi movie *Alien* inspired many of the creatures in the game and also the twisted landscapes of Zebes.

10 *METROID* TROPHY, *SSBM*, GAMECUBE, 2002

There were some huge Metroid larvae in *Super Metroid*, but this trophy let you get a great view – the translucent body looked disgusting. To *Metroid* fans, it was some prize.

DID YOU KNOW?

The numbers at the start of each game reveal that *Super Metroid* and *Fusion* are the third and fourth episodes in the *Metroid* saga. *Prime* is the start of a new series, but we hope a 2D *Metroid 5* turns up soon.

Now it's your turn

All this talk of the delectable Samus Aran has got us thinking about the ladies. Normally we're far too busy for this, but with Spring in the air, we want to find out who's your top Nintendo heroine.

One lucky reader will win a year's subscription to *NOM* and a GameCube title of their choice. To enter, just tell us your favourite lady and scribble 25 words on why you like her so much. Add your name, age, address and home phone number then send it to: **'My Top Nintendo Lady', *Nintendo Official Magazine*, Bushfield House, Orton Centre, Peterborough, Cambs. PE2 5UW**

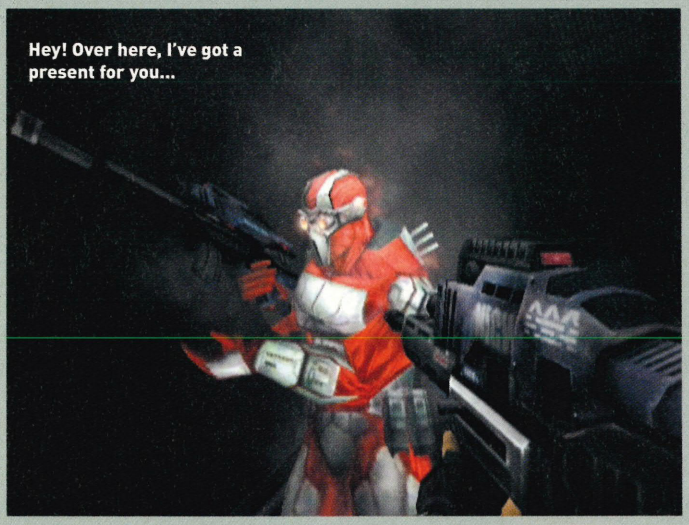
Samus Scan Search >> ... Samus, your latest adventure is rated on p54...

RED FACTION II

In a post-apocalyptic future, the Commonwealth is governed by Sopot, an evil dictator. And the Red Faction is mankind's only hope to defeat him.

Stealth is all well and good, but sometimes the only way forward is to grab the biggest gun you can find and blast everything you see to kingdom come. Enter *Red Faction II*, a balls-out, no-nonsense shoot-'em-up that puts two fingers up to *GoldenEye 007* and its stealthy pretenders and proceeds to blow great big holes in the FPS genre.

We've taken the game to pieces to bring you a definitive first look at what you can expect from the GameCube's most destructive shooter. Buckle up for a bumpy ride, things are about to get hectic.



Hey! Over here, I've got a present for you...

NINTENDO GAMECUBE

LOG ON

www.redfaction2.com

IN BRIEF

Red Faction II is the yin to *TimeSplitters 2*'s yang – an all-out, first-person assault on your senses. You control Alias, a Nano-enhanced soldier fighting for an anti-government squad, the Red Faction. You must destroy Sopot, the evil dictator, by any means you can. But the forces of the government won't make it easy...

DETAILS

Release
April

Developer
Volition

Publisher
THQ

Game Genre
First Person Shooter

WHAT YOU NEED TO KNOW

Q: *Red Faction II*? What happened to the first one?
A: It was a PS2-only title we're afraid to say, but don't get too dismayed, it wasn't all that great according to most people who played it. This sequel's where all the real action's at. The Geo-Mod system's been improved, the controls are better, the story line's stronger, the... well, you can guess the rest.

Q: What's the Geo-Mod system? It sounds like something on a top-end BMW...
A: It's the ability to destroy big, chunky items of scenery – walls, floorboards, air vents, etc. – to create new or alternative routes for you and your troops. Fans of the original title complained that the system wasn't used very well the first time around and that's been improved in this sequel.

Q: It seems a bit unfair to pit one man against the forces of an evil dictator. How are you supposed to survive?
A: Well aside from the help of your Red Faction comrades, Alias has the ability to regenerate energy. The Nano-bots in his bloodstream soon get to work after he's injured, restoring your health. You just need to find a suitable hiding place for a few seconds so you can lick your wounds.

❑ How *can* you leave the house looking like that?! Don't you have any mirrors in there?

RED FACTION II P.32
BURNOUT 2 P.40
THE WIND WAKER P.42
ZELDA BONUS DISC P.44
SKIES OF ARCADIA P.46
WWE CRUSH HOUR P.48
WOLVERINE'S REVENGE P.50

EYES FRONT

Everything you'll need to know is displayed all around the screen. But you'll need to be vigilant to keep up with the ever-changing missions. Here's what you can expect to see...

The Health Bar regenerates if you wait long enough without getting shot. You can also carry three medi-kits

You can also carry a selection of grenades; Frag, Stun and Incendiary, as well as some Timed Mines

These four boxes show how much ammo is in your current weapon. Most guns have primary and secondary uses

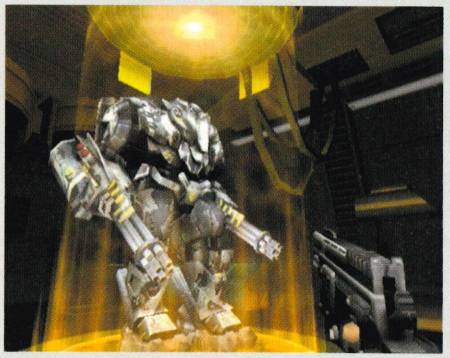
Objectives can come from many sources and are updated on the fly. You'll often need to check them for updates

The game screen is always filled with either explosions or enemies. It's a real assault on the senses

Q: Sounds a bit tactical.
A: It is! While *Red Faction II* has very few stealthy sections, the ability to heal yourself means that all situations have to be scoped out before an advance can be made. The trick is to take out a few enemies and then retreat into the shadows to recover before moving on again.

Q: And what the hell are these Nano-bots?
A: Tiny machines injected into the bloodstream that make the soldiers stronger, quicker and smarter. Alias and his Red Faction crew all have this Nano-technology in their systems.

❑ Tsk... only one of the enemy seems up for a scrap, maybe the other guy's a pacifist...



❑ Have that! Given one of these, wandering around Peterborough after dark wouldn't be quite so scary

FIGHT THE POWER

In a post-apocalyptic future, the forces of the Commonwealth are under the control of a tyrant called Sopot. Using Nano-technology developed on Mars, he has created a race of super-soldiers 2,000 strong. The tiny robots that course through the soldiers' veins heighten their physical and mental prowess. But when he saw what a force he had created, Sopot began to fear them and ordered their destruction.

All except six were killed and those that survived vowed revenge on Sopot, forming the Red Faction, a band of mercenaries intent on deposing the tyrant and installing a new, democratic leader who will free the people from their shackles. You are Alias, a member of that Red Faction and a sworn enemy of the state. It is your mission to find and destroy Sopot and the abominations that he has created.

Take out that helicopter fast or it's liable to smear you all over the scenery with those huge machine guns

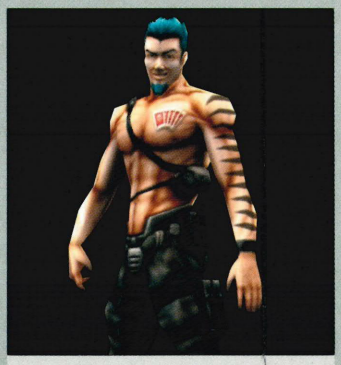
'No, it just shoots bubbles out of the front, honest'

The new race of soldiers bred to replace Alias and company... wimps

FRIENDS REUNITED

The main game may be one-player, but it's not a one-man mission at all – you'll have plenty of bad-ass freedom fighters on your side.

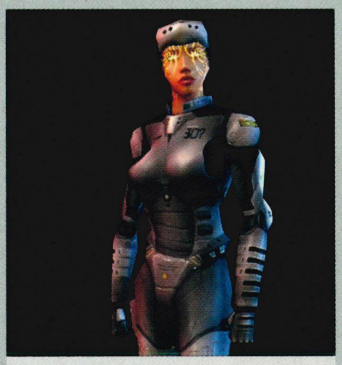
SUBJECT NO. 1.093: ALIAS
This is you. A good all-rounder, Alias can handle himself in most situations although he's a bit of a specialist in demolitions. He's also pretty handy as a gunner on a tank or gunship and he's not too shabby behind the controls of a Battle Armour suit.



SUBJECT NO. 888: SHRIKE
A bit too scrawny to get involved on the battlefield, Shrike's skills are limited to vehicles. He's a six-year veteran of the air corp and if there's a large wall blocking an entrance then Shrike's the man to turn to. He's got the bomb-shaped skeleton key!

SUBJECT NO. 630: REPTA
Not the most subtle of the bunch, Repta takes Alias' demolition abilities one step further – he's a fully-fledged demolitions expert. Unfortunately for the enemy, Repta's a bit short on patience and he's liable to snap at any moment, so be careful.

SUBJECT NO. 01: MOLOV
A former Commander in the army of the Commonwealth and a hero in his time, Molov is a huge supporter of further development of the Nano-technology and the creation of an indestructible army of technologically-enhanced soldiers.



SUBJECT NO. 307: TANGIER
She's the quiet one in the team. A silent assassin, Tangier can sneak anywhere undetected and take out the enemy before they know what's hit them. She's also a dab hand at electronics and can crack a code in seconds. She's the perfect ally for Alias.

SUBJECT NO. 755: QUILL
Long-range targets are Quill's speciality, she's the sniper; a cold-hearted killer without a conscience. Advanced processing of her Nano-bot implants has heightened her senses and improved her athleticism. Certainly someone to keep on-side.

NO REST FOR THE WICKED

Right from the start of the first mission it's clear that *Red Faction II* is a no-nonsense shooter. There's no real stealth involved, it's a simple case of kill or be killed.

What we weren't prepared for was the relentless pace of the game that leaves you absolutely breathless. There are hardly any cut-scenes to speak of and the missions are updated on the fly, so there aren't any mission objective screens to sit and pore over.

As you progress through the levels, an alert will appear on screen to advise you that your objectives have been updated. A quick tap on ▲ reveals the new missions and then it's back to the action. It's a very clever system that makes you feel like you're really in a desperate battle between good and evil, and the fact that the enemies don't stop while you check your mission status only adds to the urgency.

❑ You'll have no qualms about blasting this guy – it'd be a favour

❑ Everybody's favourite, the sniper rifle puts in a welcome appearance

❑ The moody locations are very dark and gritty, but the guns are big and colourful – just the way we like them!

BRING THE HOUSE DOWN

Red Faction II's most unique feature is the Geo-Mod system. This allows you to destroy almost any part of the scenery that you desire, often creating new or alternative routes.

The original *Red Faction* game was criticised for the failure to fully implement the Geo-Mod system – there just wasn't enough destruction – but Volition has fixed that by making almost everything you can see collapsible. Chances are if you can see it, you can destroy it. And it's not a gimmick – it's an integral part of the game. You won't even be able to get past the first level if you aren't prepared to enter into the destructive spirit.

❑ 'Someone get a doctor. No, better make it a shovel...'

❑ Double the guns equals double the fun, that's what we say. And the fact that you can blow holes in the wall makes it even cooler

TANKS FOR THE MEMORY

Getting your own back in the tank really feels great

You'll get plenty of opportunities to sample various forms of transport in *Red Faction II*. Some sections of the game require you to jump into tanks or helicopters and take control of the vehicle-mounted guns.

Further into the game you can jump into an awesome robotic suit of Battle Armour complete with twin machine guns, Incendiary Grenades and missiles, making you look like a beefed-up version of ED-209 from the *Robocop* movies. We even got the chance to take control of a mini-sub as we tried to battle our way onto the underwater Nano-lab.

These levels certainly help to break up the on-foot sections, but they don't provide any respite from the balls-to-the wall action.

❑ Those twin Gatling guns make mincemeat of enemies

❑ Some of the vehicles are very advanced, like the awesome mini-sub

THE FIRST HOUR

The first level, Foreign Lands, takes place two years before the main game, when Alias and his crew were still members of the government's army. Your mission is to infiltrate an enemy stronghold and retrieve a Nano-cell.

The enemy complex is walled all around, but luckily we're armed with the N.I.C.W. (Nanotech Individual Combat Weapon) a machine gun with added grenade launcher. A quick frag to the base of a sentry post and we have an entrance. Shrike comes in over the intercom and tells us to take out all the guard towers so that he can get a clean shot on the entrance to the stronghold. As we dust off the few guards who surround the entrance, the gunship moves into view and delivers its payload through the main doors.

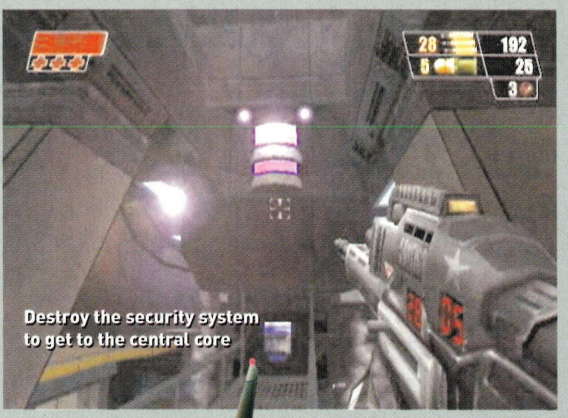
The Commonwealth army flies in

There's no clear way in; use a grenade

You're outnumbered by about five to one, but you're a highly trained, Nano-enhanced bad boy so the enemies pose no threat

We race in and take out the few guards. Firing a grenade in their direction reduces their puny bodies to a pile of gelatinous mush. The Nano-cell is being stored in the centre of the building, but there's no clear way through. A frightened worker is hunched down next to an air vent off to our left. We head towards him, shoot out the vent and head through the tunnels, flicking on our night-vision goggles as we go.

A few more guards out of the way and we reach the containment facility and grab the Nano-cell. The screen fades to black and we jump forward two years to the opening sequence where we discover that we are now renegades, marked for death.



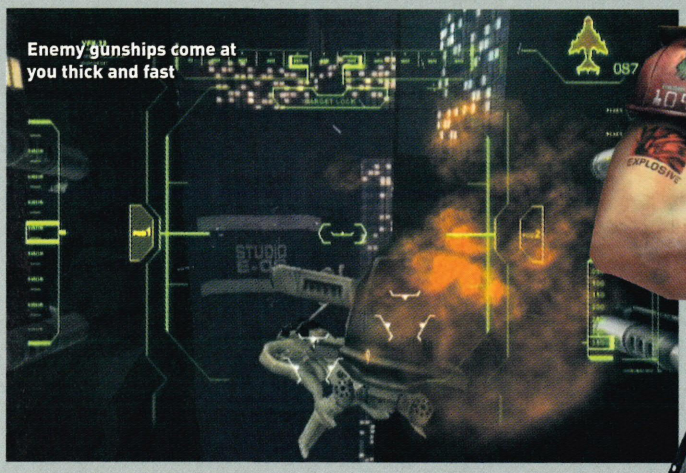
Futuristic Frisbees had one or two new bits added

THE SECOND HOUR

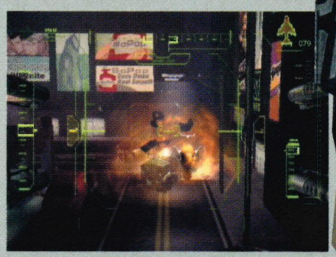
We're now on the hunt for Sopot, he's trying to escape, having last been seen entering an office block that houses the television station. As we follow him in we can hear the Tannoy system calmly telling workers that the building is under attack and if they move from their desks they will be killed by Sopot's forces.

We manage to make our way to the top of the building, with a bit of hacking work from Tangier, only to find our way blocked by a massive fighter jet. With some well-aimed grenades and a bit of skilful rocket-dodging we bring the plane down and make our way out onto the roof. Shrike comes over the intercom to say that Sopot has jumped into a helicopter and is escaping. We race around to the other side of the building and jump in the back of Shrike's chopper to take control of the heavy machine gun.

After reducing another office block to rubble we are pursued by an army of enemy gunships that have to be destroyed. Once they're out of the way we get a call that some Red Faction forces are under attack so we race to help but we take one hit too many and Shrike has to ditch the gunship leaving us to traipse through the stinking sewers of Sopot City.



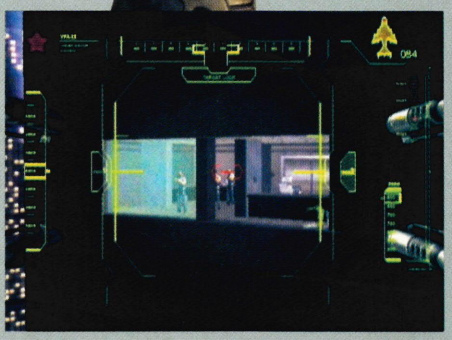
❑ Sopot's forces don't stand a chance against this firepower



❑ You must protect the Red Faction's ground troops

❑ Smile and wave to your mum. You're on the telly

❑ Some nifty footwork is definitely required here



❑ Reduce this tower block to dust. Kill everything

❑ Only this man has the courage to stop the might of the Commonwealth

THE THIRD HOUR

Down in the dark, dank sewers our communications link is disrupted so we can't get any messages from our team, we just have to find a way out.

Our progress is severely hampered by flying sentry bots that descend from a great height and pump our body full of lead. After fumbling in the dark for a few minutes we eventually find a ladder that takes us nearer to the surface. The passageway leads to a subway station filled with spider bots that are viciously quick and intent on our destruction.

The only way out is to jump on the train tracks and head for daylight. Before we reach the surface though, we have to blast our way through a shiny new train station filled with Sopot's forces, but they prove no match for Alias's Frag Grenades.

As we exit the station our communications come back on line and Quill comes through loud and clear; she's on the other side of a bridge. We make it across the bridge, dodging the trains as we go, and pick up some explosive charges.

Molov wants the bridge destroyed to cut off one of Sopot's major supply routes. With some more train-dodging, the three bridge supports are primed to blow. Mission well and truly accomplished.

There's next to no natural light down in the sewers

Up there the air is fresh and clean. Down here it stinks of death

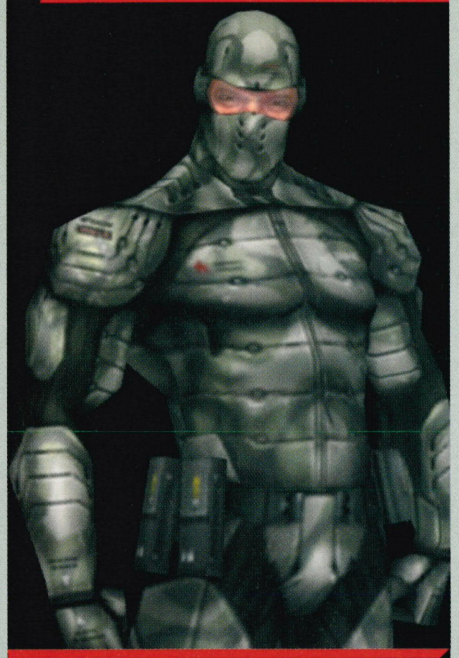
These spider bots are vicious little buggers and very nippy too

This shiny subway station won't stay clean and fresh for long, not now Alias has arrived

The bridge is crawling with guards, but you must meet Quill on the other side

Q&A

Ryan Woodland, Senior Technology Manager, Cranky Pants Games (he doesn't look like this really)



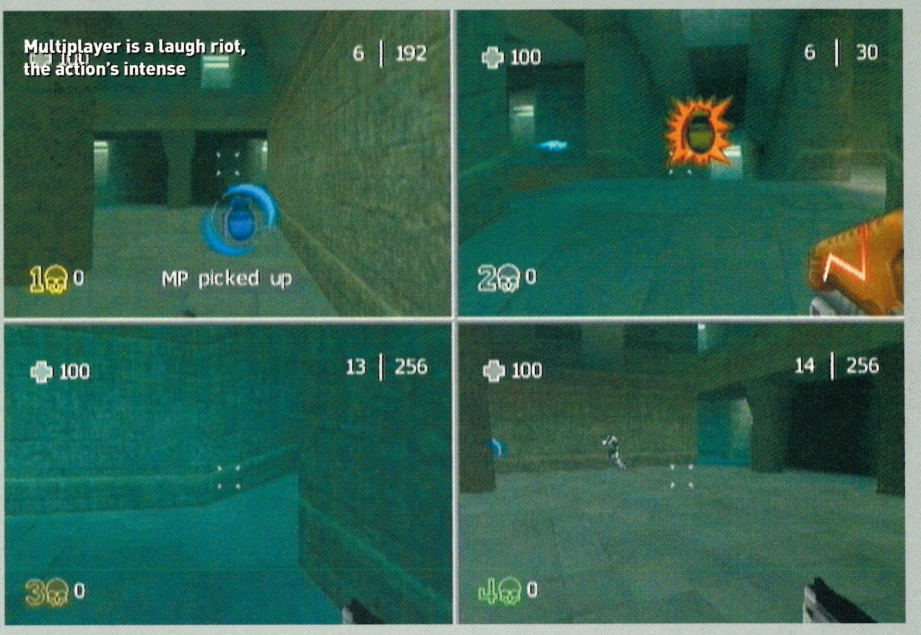
Q: How long has *Red Faction II* been in development then?
A: The original *Red Faction II* for PS2 started in May 2001. Work began on the GameCube version in June 2002.

Q: What changes were made to the GameCube version?
A: We tweaked the GameCube *RFII* to render at a higher resolution than the PS2 version, making the graphics much smoother, polished the artwork and animations and optimised many areas of the game including physics processing, animation and the Geo-Mod system.

Q: How has the Geo-Mod system been improved?
A: Geo-Mod has been updated to have much more of a gameplay role in *Red Faction II*. In addition to being a really fun feature, now the player must destroy the environment to advance. Also, A.I.-controlled enemies can take advantage of their dynamic surroundings to further challenge the player.

Q: What new weapons have been invented for the Multiplayer mode?
A: The weapon selection features a wide variety of tools to get the job done. Ranging from the precision and one-shot-kill of the Sniper Rifle to the massive destruction caused by the W.A.S.P. Rocket Launcher. Personally I prefer the special targeting mode of the Rail Gun that allows targeting and disposal of opponents through walls! It's the best bit in the game.

... AND YER MATES



Multiplayer is a laugh riot, the action's intense

With its strong sense of wanton destruction and high-octane action it would almost be a crime for *Red Faction II* not to contain a multiplayer mode. Thankfully the team game is as well developed as the single-player adventure meaning that you can blast the arse out of your mates into the wee small hours.

The standard Deathmatch contains all of the usual modes and options. You can set a time limit and a frag limit, turn on one-shot kills, have unlimited ammo and tailor the weapons to suit your needs.

There are also bots that can be added to the arenas to make the Deathmatch an absolute bloodbath. The level design is very good, a mix of *GoldenEye 007* corridors and *Quake 3* halls. There's also a team option where you can take sides and destroy the enemy together.

As well as the standard Deathmatch there's Capture the Flag, where you have to find the enemies' flag and return it to your base for a score, and Bagman where the winner is the player who can hold on to the bag for the longest amount of time.

Then there are the more unusual modes like Arena; a best-of series of Deathmatches in which the winner must triumph over a number of rounds, but once killed you can't respawn until another round begins. And there's a hidden multiplayer game called Regime that must be unlocked in the one-player game.

You can unlock new characters in the one-player game

If you've got no mates then you can have a deathmatch against the computer bots

"NOM OPINION"

Red Faction II's non-stop action is a welcome change to all the stealth games we've been seeing. There seems to be very few changes to make on this preview code, aside from small graphical glitches and lip-synching. We reckon this will be another unmissable slice of GameCube action.

BURNOUT 2

NINTENDO GAMECUBE

The surprise hit of last year finally gets a GameCube sequel. Buckle up, race fans – this looks like it could be the craziest ride of your life.

LOG ON

www.criterion games.com

IN BRIEF

The conversion that all hardcore racing fans have been waiting for is finally coming to GameCube. And if *Burnout* was a sedate drive in the country, this is an illegal street race through London with your eyes closed and your foot down. Crazier tracks, faster cars and enormous smashes await those brave enough to step into the driving seat.

DETAILS

Release
May

Developer
Criterion

Publisher
Acclaim

Game Genre
Driving

When rumours started circulating that the maniac racing game, *Burnout 2*, wouldn't be coming to GameCube, the whole *NOM* office broke down.

The first game had steered its way into our hearts with a great mix of high-speed thrills and heartstopping spills. Sure there were problems but it was, and still is, one of the best racers available on GameCube.

But with no official word from the game's publisher, Acclaim, we kept our fingers and toes crossed, hoping that we'd soon be experiencing more hardcore racing. This month our prayers were answered when we received an invite to a rather seedy lock up in Hammersmith to see *Burnout 2* running on GameCube. Bring it on!

Although it shares the same basic premise as the original, *Burnout 2* has everything turned up to 11. With more cars, more tracks, more traffic and more explosive crashes, this really is adrenaline-central.

The most striking thing that you'll notice from these screenshots is the new-look cars. The basic models are all here but there are now some juicy extras to unlock.

By winning championships and driving like a nutter you'll eventually get your hands on the Custom Series mode which will take you to *Max Power* heaven. The Custom cars are based on the standard motors, but they've been tuned-up, dropped down and covered in decals to make them look like true rock-hard street racers.

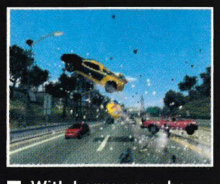
■ Look at this baby go – the boys from *Revs* have been beating down our door for just ten minutes play on *Burnout 2*

■ Show that camera man a clean pair of heels and you're off racing around the city streets – it's a high-speed monster

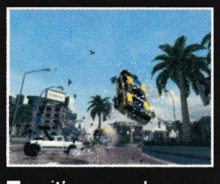
WHAT YOU NEED TO KNOW

Q: I found the whole *Burnout* meter a bit confusing, what does it actually do?

A: Criterion got a lot of customer feedback about this aspect of the game. Some people didn't even realise what the Burnout meter was for. The idea was that as you made daring overtaking manoeuvres and drove on the wrong side of the road you'd build up power in the Burnout meter. When full you could use the Burnout to get a speed boost.



■ With horror crashes like this bad boy...



■ ... it's no wonder our Mike J can't get insured

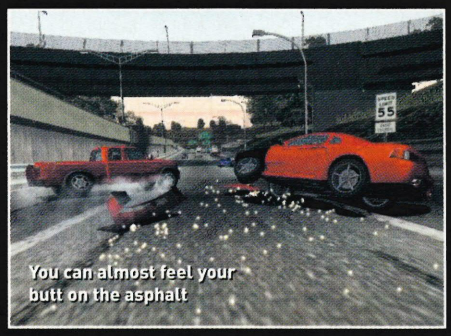
Q: And that's all been changed in *Burnout 2* has it?

A: The concept is the same but the whole system is pretty unrecognisable when compared to the first game. Burnout is now earned for virtually anything, powerslides, jumps, overtaking and driving on the wrong side of the road.

Once full, the meter sets on fire making it pretty impossible to miss. When you activate the Burnout meter you'll hear an almighty crack, like in the classic Turbo Outrun, and the volume of the music increases. Oh, and your car goes like it's possessed.

Q: *Burnout* had realistic crashes but they weren't all that exciting, what are they like in *Burnout 2*?

A: Mad. Whereas before your car would hit an oncoming bus, do a couple of spins and get a dent in the bonnet, now the car will fly into the air, pirouetting as it rises above the streets, whilst pieces of bodywork fly off it and spin wildly across the road, before finally coming to a battered rest.



You can almost feel your butt on the asphalt

THE FIRST HOUR

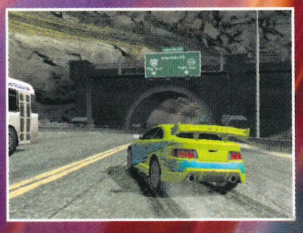
Right from the off it's amazing to see how far the game has come. The sense of speed is absolutely incredible and the amount of traffic plus background and foreground detail shows that this is pushing the GameCube pretty hard.

It's great to see that the boys at Criterion have taken on board all the comments that came in about the first title and they've really tried to improve every aspect of the game with a huge amount of success. *Burnout 2* is much more in your face, much louder. It's obvious as soon as you get into the car that this game is unashamedly about driving like a crazed loon and not having an ounce of respect for whatever else is on the roads.

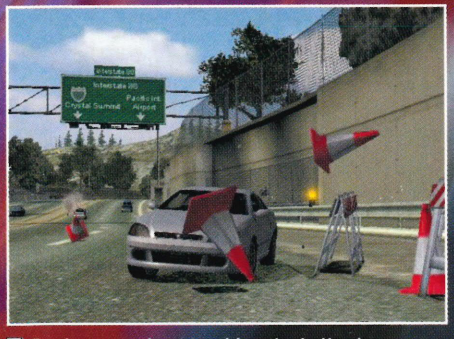
What the developers have attempted is to allow players to link boosts more effectively – it's even possible to Burnout around a whole circuit. This definitely adds to the sense of speed that you get from the game. We managed to link six boosts, but some of the guys at Criterion had done 29!

The cars handle very well and it's easy to pull off crazy drifts and wild overtaking manoeuvres. And a bonus for players who like the front-of-car camera is that this viewpoint has been made a bit more forgiving meaning you can get much closer to other vehicles without the fear of crashing.

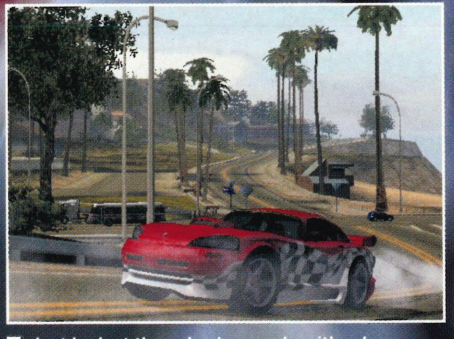
There's nothing much else to say other than 'Wham!'



It's not only the road that'll have skidmarks all over it



Don't worry about trashing the bollards, some drunken student is bound to come along and collect them as soon as the sun goes down...



Just look at those backgrounds – it's a huge improvement over the first *Burnout*, and that was pretty spectacular in its own right

"NOM OPINION"

This is a fine example of taking an already established game and improving it. The action's faster, the cars are brasher and the crashes are totally eye-popping. With a few final touches, this should really be worth the wait. Racing fans be advised – *Burnout 2* will rock you.

NINTENDO GAMECUBE

LOG ON

www.
nintendo.co.uk

IN BRIEF

This is our third and final look at the Japanese version of Link's latest adventure, because next month comes the full review of the UK edition. We wrap up the preview with a sneak peek at the fate that awaits Link as he tries to banish the darkness that has beset his world.

DETAILS

Release
3 May

Developer
Nintendo

Publisher
Nintendo

Game Genre
RPG

We can't keep saying how fab it looks... oh, who are we kidding?

They may be cel-shaded, but if anything these guys look meaner

THE LEGEND OF ZELDA: THE WIND WAKER

Just one more peek at the Japanese version and we promise to put it away until the PAL review. Honest!

This is it. The last time you'll see us playing a Japanese version of Link's latest adventure. We think we've shown you plenty to whet your adventuring appetites, but just to spoil you that little bit more, we've got one last sneaky look until it goes back in the box for good. So kick back and admire the view from Japan, next time out we'll be chartering a boat across western waters.

Exposed! Link using a sun lamp...

... and having a crafty fag shocker

A LIFE ON THE WAVES

We *still* can't get over how good it looks – check out this battle in the storm

If you're going to get around the islands in *The Wind Waker* then you'd better get your sea legs ready. There are vast expanses of water between all of the destinations and you'll spend a fair amount of time on the waves.

But it's not just aimless sailing from point to point. As well as the main islands you visit there are several smaller pieces of land that you can set foot on and explore.

The water is filled with adventure too – we sailed to the edge of the map and encountered an enormous, tentacled creature up for a scrap. But a few hits with one of Link's weapons saw it off.

... and the massive tentacled beast

Stunning... simply stunning

THE NEVER-ENDING NIGHT

Link pokes around below deck, looking for clues

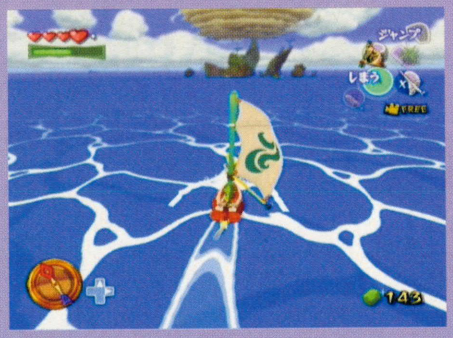
Wheel decoration from Pirates 'Я' Us, 99 Rupees

We make our way across the waves and soon come across a small island shrouded in dense cloud – it's rumoured that the great Jabu is here. The sky is pitch black and the rain is lashing onto Link's face. And as we inspect the island we find debris from a ship wreck littering the island's tiny coastline.

A Birdman comes into view, flying towards Link. He tells us that Jabu fled to Puroro, our hero's home. He tells us to get back to Taura Island because there's a gang of pirates there that may be able to help.

Taura Island looks totally different in the bad weather. The town is virtually deserted and all of the inhabitants are worried about what the pirates are up to. Some people say they've heard that the pirates were hiding out in the Bomb Shop, but the front door is well and truly locked. Luckily we found a secret way in the last time we were here, so off we go again.

We overhear a conversation between the pirates and find out that they plan to stop in town tonight and set sail in the morning.



There's a massive storm brewing over that tiny Island in the distance... and Link's off to investigate

We also manage to pick up a password to get on their boat.

On board we bump into the little sailor who tried to test our rope-swinging skills. The test is pretty much the same, but it's a bit harder this time. We manage to get across the floor and find a chest containing 30 Bombs. Now we just need to get back to Link's Island and find Jabu.

The Birdman gives Link some helpful advice and is rewarded with a handful of nuts and breadcrumbs

THE TRUTH

Puroro Island seems empty as we approach as all the inhabitants are safely tucked away indoors. They are pleased to see Link but they are worried about his Grandma because she's fallen ill and isn't getting any better. She sits in front of the fire, wrapped in a blanket.

Sadly there's not much we can do at the moment, we have to find Jabu and figure out what's going on. Back on the boat we head around to the back of the island where we get caught in a giant whirlpool. There appears to be a doorway etched in the stone and beyond that lies Jabu.

As we enter the water cavern the water in front of us begins to rise and up pops a huge green fish-like creature. He speaks in the old language and tells us of the terrible fate that awaits the lands if a hero is not found. Our boat explains that he believes Link could be that hero.

The fish is unsure, but he trusts Akajishi and gives Link the Nayru Orb. We now have all three Orbs and have to place them at separate locations. This will enable us to trigger some spectacular events and learn what test awaits us.

Mmmm... Jabu... You're going to need a really big chunk of lemon this time, Link

"NOM OPINION"

Over 15 hours in and our journey is far from complete – in fact it's only just begun. It's hard to describe how we love *The Wind Waker*. It's a magical, mesmerising quest that's had us hooked from the start and we can't wait to get stuck into the UK version next issue.

Turn the page to find out about the limited edition *Wind Waker* bonus disc

THE LEGEND OF ZELDA: BONUS DISC

The Wind Waker is going to be a must-have game, but how do you make it even more priceless? Include two classic *Zelda* quests for free, that's how.

LOG ON

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IN BRIEF

Is *Ocarina of Time* the greatest game ever? It's still a hotly debated question at *NOM* and now it's coming back – but only on GameCube. But *Ocarina of Time* only makes up half of *The Legend of Zelda* bonus disc you'll get free with a copy of *The Wind Waker* while stocks last. The disc also features the *Ocarina of Time Master Quest*, originally designed for the 64DD.

DETAILS

Release
3 May

Developer
Nintendo

Publisher
Nintendo

Game Genre
RPG

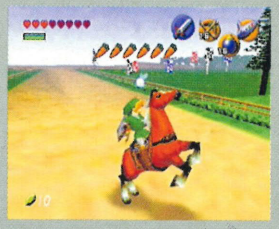
Link's new cel-shaded RPG adventure is already looking like a GameCube gem, but we'll tip our caps even more to those clever bods at Nintendo who have decided to bring us the *Zelda* bonus disc on the same day – 3 May.

This bonus disc will include arguably the greatest game of all time, the good old N64's *Ocarina of Time*, plus the *Ocarina of Time Master Quest*, that was originally designed for the ill-fated 64DD. You can also expect plenty more goodies that will pack that little disc right up to the rafters – but more on that a bit later.

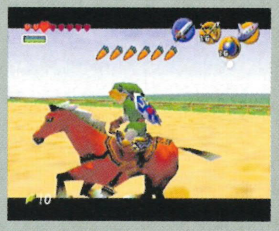
We know you've been gagging to see some shots of the two games, so without further ado we present *NOM*'s look at the English language version of the bonus disc, and very tasty it's looking, too.

Cel-shaded or polygon-realistic, we all have our own *Zelda* preference

You pays your money, you makes your choice...



... but everyone loves good old Epona the horse...



... we reckon she'd even beat Shadowfax for pace

Doshin loved dressing up in his Link fancy dress outfit

WHAT YOU NEED TO KNOW

Q: Will you get anything else on the disc, apart from the two *Zelda* adventures?
A: You certainly will, *Zelda* fans! In addition to the *Ocarina of Time* and the *Master Quest*, Nintendo will be giving you a sneaky peek at forthcoming must-have titles, including *F-Zero* and *1080° Avalanche*. You'll be able to see just how fast *F-Zero* is shaping up to be and all those ultra-realistic avalanches in *1080°*.

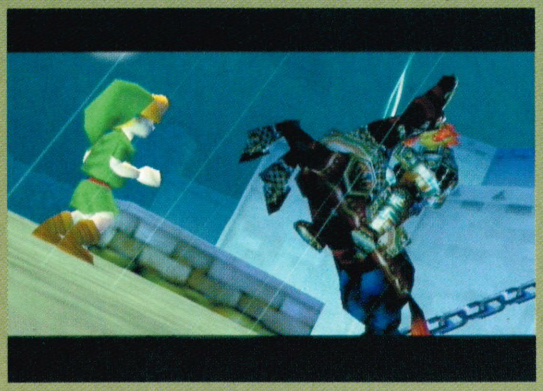
The *F-Zero* footage that Nintendo has included on the disc is sure to blow you away...

Q: That's great, anything else?
A: Blimey! What more do you want for free? Self-confessed *Zelda* freaks will be glad to hear that there's a slightly new interpretation of the timeless *Zelda* theme tune at the beginning of the game. That's about it really...

Q: So how can I get my grubby little mitts on a bonus disc then?
A: Well, you'll have to get *The Wind Waker* for GameCube to start with and according to a Nintendo statement, the *Zelda* bonus disc is a limited edition, so you'd better not hang around. High street stores, including GAME, are already taking stacks of pre-orders for *The Wind Waker* and you'll get the bonus disc if you do this, but only while stocks last! Go on then, what are you waiting for?

... and that's not the end of the extra goodies – you'll also get a sneak preview of *1080° Avalanche*

OCARINA OF TIME



Ganondorf makes his grand entrance in *Ocarina*. Show-off...

Come off it, Link – that's not a sword, it's a bloody toothpick!

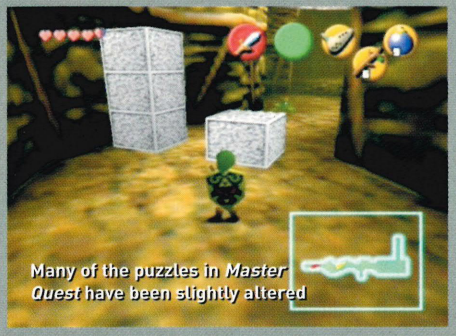
Hey listen, it may be just over four years since we were first treated to the ground breaking *Ocarina of Time*, but seeing this again brings back some very happy memories.

Ocarina of Time is essentially a port of the original N64 game – nothing much has been tampered with, but the game will support Dolby Pro-Logic sound. The main joy is replaying some of the greatest gaming moments of all-time from meeting the Deku Tree for the first time to riding Epona and transforming into adult Link.

OCARINA OF TIME MASTER QUEST

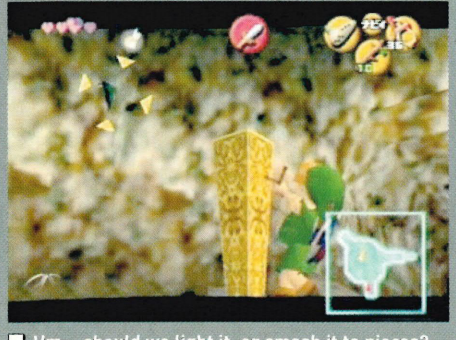
For those of you that have finished *Ocarina of Time* on countless occasions – and we're sure there are a lot – this part of the bonus disc is where you'll get the most enjoyment.

In its simplest form, *Master Quest* is a slightly altered version of *Ocarina of Time*.

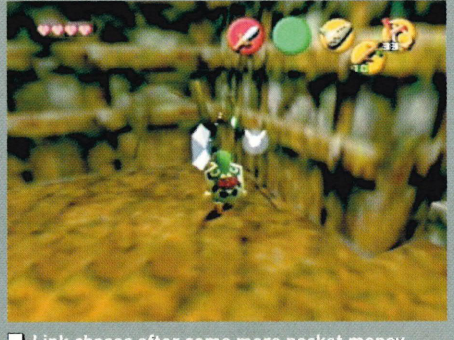


Many of the puzzles in *Master Quest* have been slightly altered

Much imitated, *Ocarina's* lock-on is still among the best



Um... should we light it, or smash it to pieces?



Link chases after some more pocket money

The only real difference is in the game's multitude of dungeons where the positioning of enemies, objects and puzzles has been radically changed. The room layout throughout the dungeons has also be reworked to keep you on your toes and offer gamers who have completed *Ocarina of Time* over and over again the opportunity to have a blast at something new.

"NOM OPINION"

The third of May is going to be a red-letter day for Nintendo fans nationwide. Not only is *The Wind Waker* going to be awesome, but so will this free bonus disc. Just make sure you don't miss out on it!

SKIES OF ARCADIA LEGENDS

NINTENDO GAMECUBE

LOG ON

www.sega.com

IN BRIEF

Formerly a hit on Dreamcast, Sega's turn-based RPG puts you in the shoes of Vyse, a young pirate learning his trade with the Blue Rogues – pirates who use flying ships to rob from the rich and give to the poor. On one such day of thievery they rescue a young lady called Fina and so begins a swashbuckling adventure high above the clouds.

DETAILS

Release
May

Developer
Overworks

Publisher
Infogrames

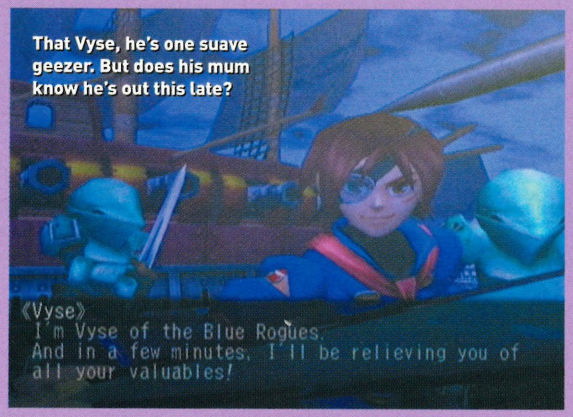
Game Genre
RPG

Although GameCube is about to star the mighty Link, this Sega pirates-in-the-sky adventure looks like being unmissable.

We can't get enough of RPGs here at *NOM* and judging by the amount of hours we spend casting magic, picking up experience points and putting bosses to the sword it's a wonder how we get the magazine out at all.

We're already eating ourselves in anticipation of *The Wind Waker* and the *Zelda* Bonus Disc, but one other title out in May will be Sega's pretender to Link's crown, *Skies of Arcadia Legends*.

Rather than taking place across sprawling plains or deep inside shadowy dungeons, this RPG takes you off to the clouds as you battle space pirates and creatures of the sky from the deck of your winged galleon. You'll have to learn to fly your ship from sky island to sky island, picking up crew and learning the complex plot that unravels as you go.



That Vyse, he's one suave geezer. But does his mum know he's out this late?

WHAT YOU NEED TO KNOW

Q *Skies of Arcadia* was on Dreamcast, but what's been altered in the game apart from having *Legends* added to the title?

A The game may be a port of the Dreamcast classic, but Overworks has done a sterling job adding new elements to make the GameCube version even better.

Skies of Arcadia Legends now includes a whole heap of new side quests that'll take over your life and new Wanted battles where you must hunt down Black Pirates from a Wanted List that's been drawn up by the Sailor's Guild.

Q So this is a swashbuckling adventure set in the sky, but how do you get to fight against other pirates?

A Throughout Arcadia are Sailor's Guilds where you can purchase information from the various Guildmasters about the whereabouts of other pirate gangs.

As mentioned earlier, the Wanted List of the Black Pirates is also available and after defeating them you can return to a Sailor's Guild to receive some bounty in return.

Q I've also heard that you'll have to raise a bird by feeding it Moonfish. What's all that about?

A As you travel across the skies of Arcadia you'll be able to catch the elusive Moonfish by spotting them with a Moon Lens that's given to you by Doc. By feeding Moonfish to a particular bird that's owned by a girl called Maria you'll receive a useful item in return for each feed.

As the bird grows, the value of each gift you receive will increase so make sure the feathery critter has some of that fish as often as humanly possible!

Battle on the deck...

... but don't ignite it!

Dance mat games were a big hit on the *Skies of Arcadia* airships

THE FIRST THREE HOURS

As RPG story lines go, *Skies of Arcadia Legends* is a real epic and right up there with the best adventures in the business.

From the moment you start your quest you'll be embroiled in the world of space pirates after boarding a ship captained by the posh git, Alfonso, in a bid to nick his booty and give it to the poor. But this is only the start, because aboard Alfonso's ship is a girl called Fina who hides a secret.

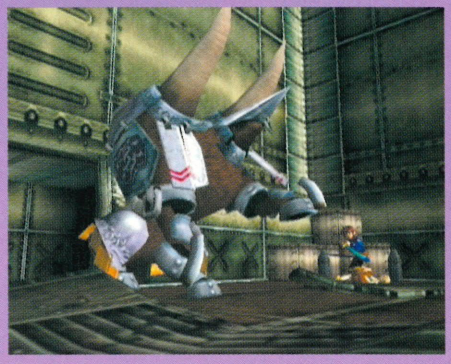
A traditional RPG, *Skies of Arcadia Legends* will help you learn the basics of turn-based combat as you put Alfonso's crew to the sword. Battles are basic – you can choose to attack with an equipped weapon, cast magic, guard yourself or leg it.

Picking up the basics is just the beginning though, because just as you think you've got Alfonso in your sights, along comes his mechanised bull war machine for your first truly tough battle against its electrified horns of power.

With Alfonso escaping unharmed, Vyse and the rest of the Blue Rogues can now take their booty back to their home called Pirate Isle. To get there it's up to you to fly on a wing and a prayer across the skies of Arcadia, occasionally having to cut to a battle on deck against strange creatures, including Ghastlings and Loopers. Here you'll discover more about the story as the captain of the ship, Vyse's father, tries to find out where Fina is from and why Alfonso was eager to kidnap her.

After watching the cut-scene you're free to roam the Isle, interacting with the locals in the pub, the weapons shop and even having a game of hide-and-seek to learn an interesting secret.

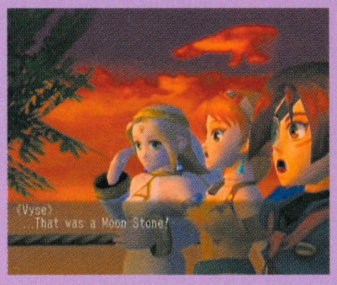
Swung and missed. Try aiming a little lower next time, Vyse – you'll only hit the ceiling that way



It's big, scary and covered in horns, so we're taking it down – say goodbye to the war machine

Play hide-and-seek with the locals to learn an interesting secret

Lisa 'Left Eye' Lopes lives on in *Skies of Arcadia*



There are six different coloured types of Moon Stone to be found as you journey across Arcadia...

... and they all have magic powers, unique to their own colour

Right, where to now then? You'd better head north and see what's out there

"NOM OPINION"

There aren't many RPGs on GameCube let alone any turn-based ones so *Legends* is going to be a must-have for RPG fans. With some re-working of the adventure and an enticing story line, Sega's certainly come up trumps. Expect a full review in a forthcoming issue.

NINTENDO GAMECUBE

LOG ON

www.thq.co.uk

IN BRIEF

Vince McMahon has taken over the media – even we work for him now – and his latest TV venture is car combat. Starring all your favourite WWE wrestlers, *Crush Hour* is part *Demolition Derby* and part *Vigilante 8*.

DETAILS

Release
April

Developer
Pacific Coast Power and Light

Publisher
THQ

Game Genre
Car combat

☐ Stick your foot down and go for the kill...

☐ ... that missile will certainly help...

☐ ... it's a damn sight better than a ladder

WWE CRUSH HOUR

Ever wondered what the WWE gang get up to when they're not wrestling?

It's easy to think WWE wrestlers spend their entire lives wrestling or training. No, like you and I, they enjoy the pleasures of a hobby. But it's not the lure of badminton or pottery they look forward to after a long day's grappling, no they like to unwind with a spot of car combat.

Each has their own vehicles lovingly customised, giving it a personal touch that says something about the driver. So we have the Undertaker riding a motorbike with two coffins attached, each complete with recessed machine guns. Or good ol' boy Steve Austin driving a pumped-up pick-up truck. And just to keep them thinking about their day job, the contests they take part in are based on existing wrestling match-ups and the arenas bear more than a passing resemblance to the real thing.

☐ Let's get ready to rumble! The arenas are huge, with plenty of space to ruck

HOME TO THE ACTION

☐ Bumping into the corking Stacy Keibler is something we'd love to do in a bar – but not at 90mph

While it'd be ridiculous, if not downright dangerous, to host the events in replica wrestling arenas, the makers have nevertheless managed to take all the glitz, pyrotechnics and in-yer-face attitude and wrapped it around much bigger venues – the sort big enough to drive a car around.

But worry not, wrestle fans, there are still mammoth video screens, extravagant entrances, sabre-rattling taunts and booming music, plus the usual commentary waffle from the WWE's very own Ron Atkinson, Jim Ross.

The arenas are full of devices for aerial jousting with ramps and jumps on hand to send the cars hurtling into the air, rockets and guns blazing – though most probably missing each other and sending a missile towards the unsuspecting audience. But mostly *Crush Hour* is a case of cat-and-mouse chases, searching for power-ups, making unholy alliances to deal with runaway leaders and circle-strafing opponents like it's going out of fashion. All this makes it feel a bit like an FPS deathmatch on wheels.

THE STARS' CARS

The Rock – understated

Chris Jericho – rubbish

That Stacy Keibler sure can pick out a nice set of wheels

You'll find 20 bona fide WWE superstars in the smash-tastic *Crush Hour* and each has a signature vehicle that represents their crazy, larger-than-life personality. Kurt Angle drives a Stars-and-Stripes-emblazoned jeep, while curvy Trish Stratus hares around in a Porsche-style two-seater with a pair of hugely exaggerated front headlights.

The selection is well thought out, with plenty of variety to the different cars' top speeds, acceleration and grip, so you can choose to be the annoyingly nippy one that's a bugger to hit, or the wall-on-wheels that lumbers along looking for easy prey to ram.

Or if you're new to the game you might like to choose The Rock's well-balanced American sports car, or HHH's armoured pick-up truck.

CANDY-ASS WEAPONS

The usual diet of chairs, ladders and tables really don't cut it in the world of *Crush Hour*, so for this game there are points throughout the arenas that constantly respawn power-ups, all geared towards taking the car-destroying party to the next level.

Ka-boom! You don't get that kind of explosive action in regular WWE bouts. We like it!

The Turbo feature is ideal for beating your opponents to the power-ups

Before long, heat-seeking missiles are skimming past your ass while you weave around the hastily laid mines of the car you're chasing, picking your moment before you unleash a salvo of grenades. Two or more things can happen here; you can hit them and pick up a kill, or they could drive over a Turbo power-up leaving you fumbling in their wake.

It's fast-paced action and just about as far from a simulation as Mickey Mouse is from Itchy and Scratchy with plug-in-and-play controls aiming it at the mass-market.

"NOM OPINION"

This is an unashamed arcade-style game for the whole family, and if the decision to sell it for $19.99 in the US is followed here, it has a possible market. Question marks remain over the graphics though, which at the moment are a blur in places.

WHAT YOU NEED TO KNOW

Q: This is bogus! I've got every set-top box and satellite dish you can buy and I've never seen any car-based *Crush Hour* events. Explain yourselves!

A: A spotters badge to you, sir. Yes, it's true, this is totally made up, but believe us, *Crush Hour* is very real. Basically, the premise to the game is this: Vince McMahon has taken over the entire media and replaced the stars of existing shows with WWE wrestlers. So you get Kane cooking and other quite disturbing collaborations. Aside from being a dictatorial media mogul, Vince has created a smash-hit WWE spin-off called *Crush Hour*. And this is your chance to take part in it.

Q: So, just to make this totally clear, there's no wrestling at all?

A: Not even a half-hearted pin. But the makers have gone to great lengths to induce a tangible WWE flavour. They've done this by creating arenas based on existing set-ups. So you have Raw, Smackdown! and Hardcore arenas among the 12 destructible locations, along with wrestlers bellowing out trademark taunts, nicely matched by animations of them getting mad. The music is exactly the same macho rock that accompanies wrestling events, which by now you'll love or hate.

Q: So you pick a wrestler and type of match, and head to an arena? What happens next?

A: Then you drive like a psycho and try to destroy anything in your path with the many power-ups left carelessly scattered on the ground. Control is very simple, and very reminiscent of *Destruction Derby* on the N64. There's a limited Turbo Boost, a button to power-slide, all your usual accelerate and brake functions and a set of buttons to fire the primary and secondary weapons. Picking up power-ups is a case of driving over the designated respawning points, with the Turbo used for beating others to the spoils.

The WWE stars get in line for some carnage

NINTENDO GAMECUBE.

X-MEN WOLVERINE'S REVENGE

As the name suggests, Wolverine's in the mood to dish out some six-clawed justice. And who are we to stand in his way?

No doubt about it, Wolverine is the baddest, hardest, coolest X-Man there is, so it would seem a good idea to base a game around this most hirsute of mutants. And that's just what Genepool has done, creating an entirely new Logan adventure for X-fans to enjoy.

Rather than the standard run-fight, run-fight button-bashers that the previous X-Men titles have been, this latest adventure has got a few new tricks up its sleeves that should set it apart from the rest of the pack.

We got the chance to have a bash on three of the game's levels and bring you the latest information on how *Wolverine's Revenge* is progressing.

LOG ON

www.activision.co.uk

IN BRIEF

Wolverine's first solo mission combines vicious mutant melee combat with cool stealth elements to provide gamers with a taste of what it's like to be the mutant hero. *Wolverine's Revenge* could go some way to improving the often run-of-the-mill *X-Men* gaming franchise.

DETAILS

Release
April

Developer
Genepool

Publisher
Activision

Game Genre
Action adventure

The trademark wheelbarrow kick was one of Wolvie's faves

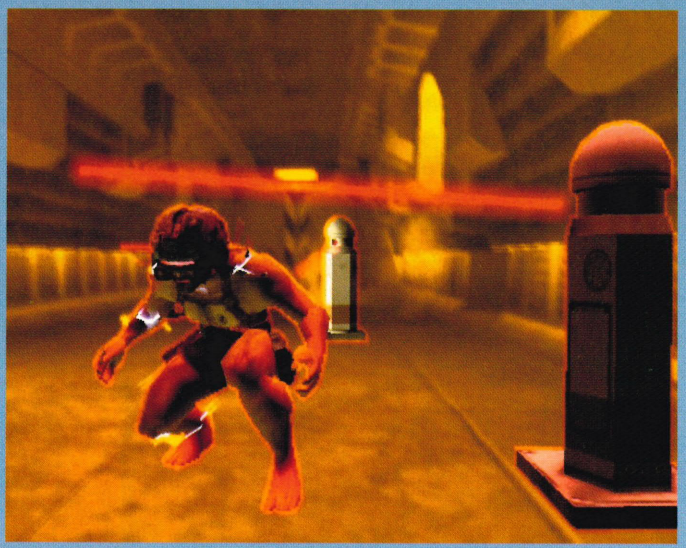
Wolverine, in full Weapon X kit, checks out the secret base

I CAN SMELL YOU FROM HERE!

Taking on an entire army by yourself is not exactly recommended, even if you're an immensely powerful mutant. Luckily Wolverine has quite a few nifty tricks up his sleeves that may just see him right.

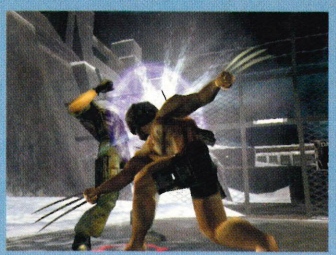
By holding down the L button, Wolverine can activate his mutant senses. Apart from turning the screen an iridescent orange colour, it also allows the hairy mutant to sense enemy footprints and their scent trails.

So, with a bit of careful footwork, Wolverine can sneak up behind an enemy, wait for a Strike icon to appear and then press X to unleash a deadly six-clawed attack, killing his foe in one swift movement.



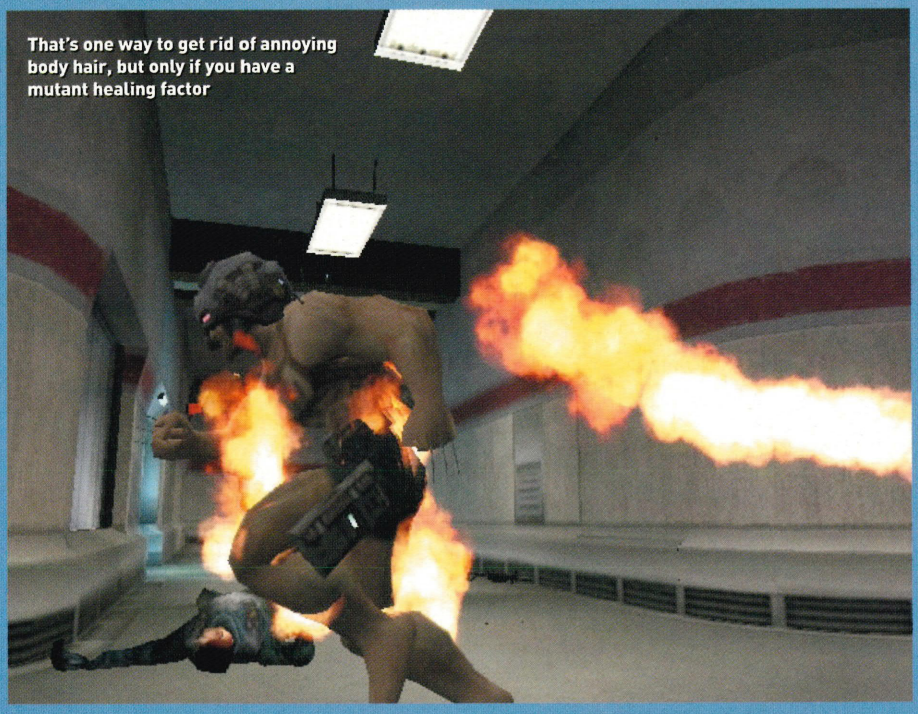
You can use Wolverine's mutant senses to make hazards more noticeable

Now you're just showing off, Wolvie



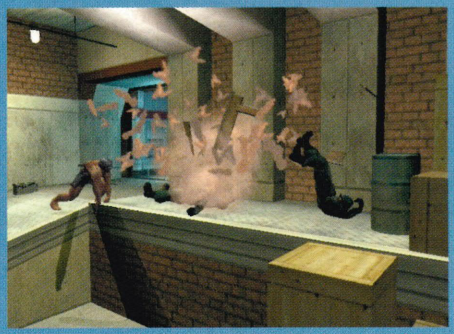
Blimey! That has *got* to hurt!

THE FIRST HOUR



That's one way to get rid of annoying body hair, but only if you have a mutant healing factor

The intro movie shows the creation of Wolverine at a top-secret science facility. He's wearing a metal helmet and there are tubes sticking out all over his body. He was made to be a fighting machine and to do what he's told, but from the moment he is unleashed by his creator, Wolverine begins displaying human characteristics – the ability to think freely and have emotions, everything his makers don't want.



It's a real 'Ave that in your mouth' moment!

His claws may not be made of adamantium, but Sabretooth is one dude you don't want to mess with

We'd give up now if we were you, matey – otherwise you're going to end up like a shish kebab

Your first mission is to escape from the facility, but with a stack of armed guards on to you that's easier said than done. The first room contains three soldiers and this is a perfect time to try out Logan's hand-to-hand abilities. He has a number of combos at his disposal and if you see the word Strike in the bottom-left of the screen then pressing X unleashes a deadly attack on the enemy.

When these few are disposed of it's on to the next room. A box appears to tell us about the mutant senses – pressing L heightens Wolverine's senses and allows him to sneak up on his victims. We dispatch a nearby soldier by leaping on his back and stabbing him through the spine.

The other level we played, The Void, shows a similar approach, but on a larger scale. There are times when you have no choice but to wade in, claws out, and shred the enemy forces. But it's the stealth parts that we enjoyed the most, and if you're clever enough then these will play a large part in succeeding in your mission.

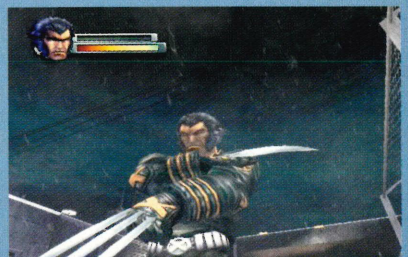
WHAT YOU NEED TO KNOW

Q: So why is he all on his own?
A: Wolverine has discovered that a deadly X-virus has been activated within his adamantium skeleton and he only has 48 hours to find the antidote. It's hidden deep inside the confines of an evil organisation that's heavily guarded by crack troops – this is strictly a one-man job.

Q: So he doesn't get any help at all?
A: That's not strictly true. As he gets deeper inside the enemy fortress he'll be able to call on the assistance of fellow X-Men, Beast and Colossus. And he'll get telepathic hints from the wheelchair-bound Professor Xavier.

Q: And who's he going to be facing?
A: A plethora of bad-ass enemies including Sabretooth, Juggernaut, Omega Red, Wendigo and Magneto.

Q: Sounds like he needs to be extra sneaky to succeed.
A: Exactly. Wolverine will need to sneak like no-one has ever snuck before. Have a look at the box to find out about Wolvie's stealthy ways.



Wolvie pulls a gangsta rap stance. Respec'

"NOM OPINION"

Wolverine's Revenge is certainly a competent adventure, but the addition of the stealth element takes it to another level. The first stealth strike gets you going and you're always on the watch for new ways to kill. Expect a full review soon.

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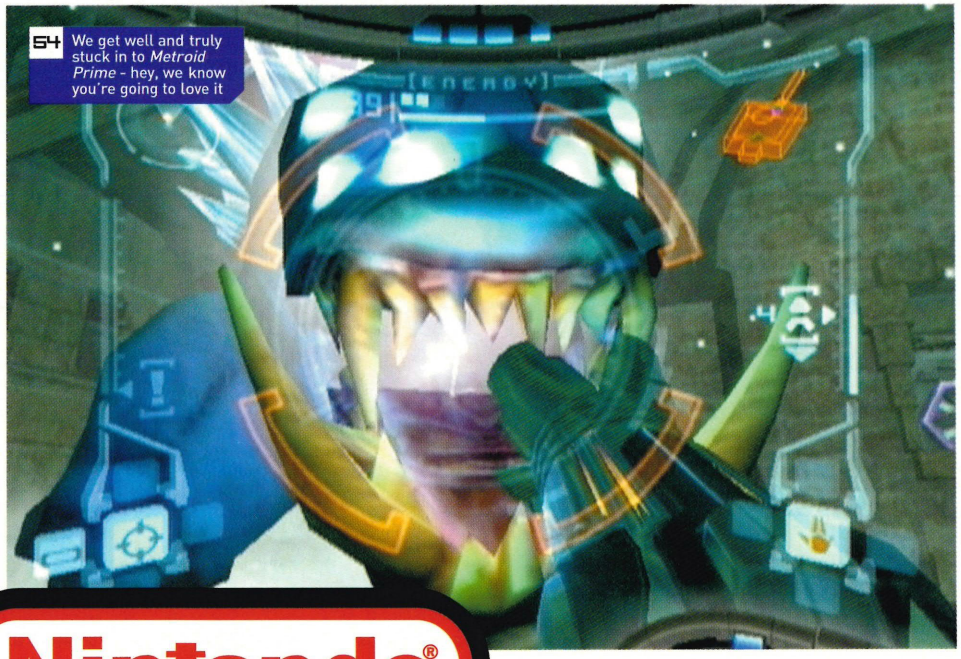

54 We get well and truly stuck in to *Metroid Prime* - hey, we know you're going to love it

REVIEWED 04/2003

NINTENDO GAMECUBE

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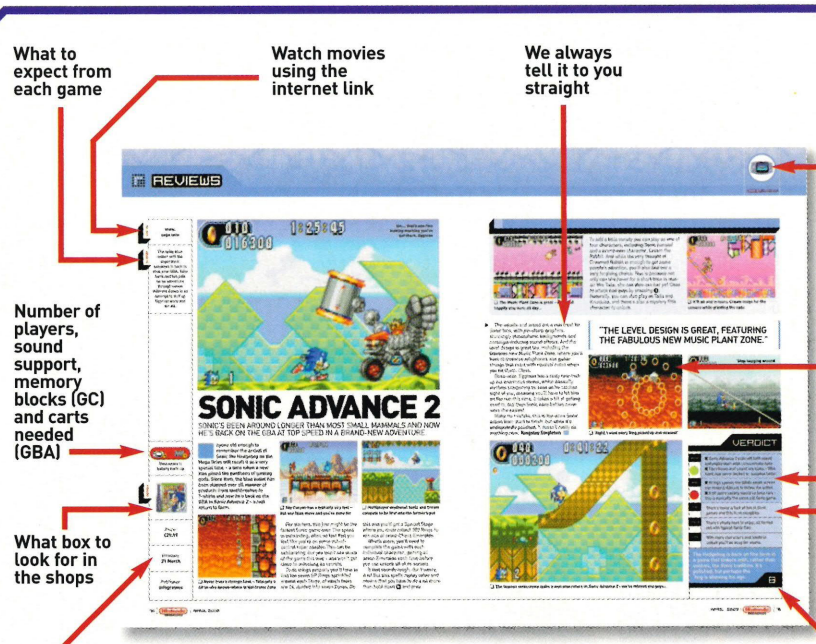
Nintendo® REVIEWS

WE PROMISE THAT EVERY GAME HAS BEEN THOROUGHLY TESTED BY THE EXPERTS AT *NINTENDO OFFICIAL MAGAZINE*, AND WE ONLY REVIEW FINISHED UK VERSIONS

HOW WE SCORE

Games are now scored out of ten. Titles that score nine or ten out of ten will receive our new TNT (Top Nintendo Title) award.

10	**TNT: GOLD** Gaming perfection
	TNT: MUST BUY Almost perfect
8	**HIGHLY RECOMMENDED**
7	**GOOD**
6	**AVERAGE**
5	**COULD BE FLAWED**
4	**POOR**
3	**DIRE**
2	**DISASTROUS**
1	**A DISGRACE**



HOW OUR OFFICIAL REVIEWS WORK

LOG ON

www.nintendo.co.uk

IN BRIEF

Clear your diary for one of the most entertaining and downright fun games ever made. This is Samus Aran up against the Space Pirates and Metroids on a hostile planet called Tallon IV. And you won't believe how good it is until you play it.

❑ Like we said, 'mess with Samus and you won't live' – it's just like shooting... um... bug-things in a sandy corridor

❑ *Metroid Prime* creates such a believable atmosphere that you won't be able to tear yourself away from the action for a minute

METROID PRIME

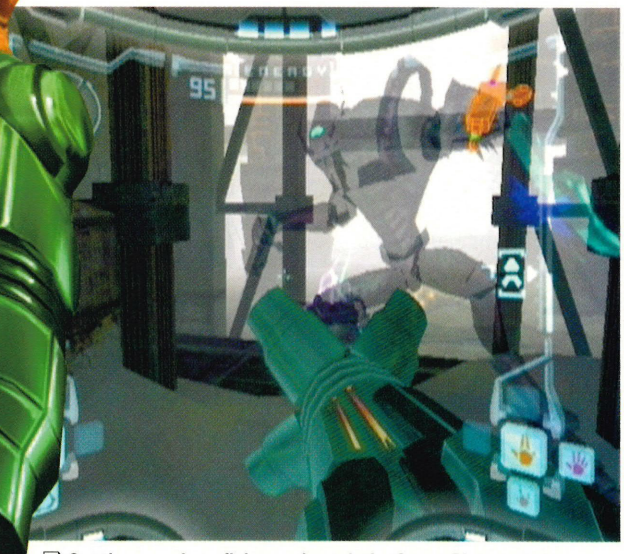
ONE OF THE BEST GAMES EVER WILL SOON BE IN THE SHOPS. GO AND BUY IT.

Every now and then a game comes along that changes everything and *Metroid Prime* is one such game. Like *Ocarina of Time* and *Super Mario 64*, its aftershock will be felt for years to come as copycat developers try to emulate its magic, most probably without ever coming close.

But we're getting ahead of ourselves here. First we have to convince you that your dosh should be invested in this game. You need evidence, so we're going to spend the next four pages telling you why you'll need this game. Not want, *need*.

Reason one: the story. It's a cracking yarn, delivered in a way that does away with the hackneyed dialogue and unbelievable character relationships that infect so many games. It's you, all alone on a hostile planet, where no-one speaks your language – kind of like how George Bush would feel if he was transported to the wilds of Iraq.

To find out what's happening on the planet Tallon IV



❑ Get those rockets flying and teach the Space Pirate a lesson

DETAILS

1 Player | 1 Block

Price: **£39.99**

Release: **21 March**

Publisher: **Nintendo**

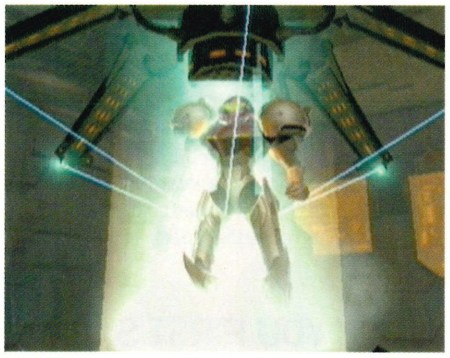
A TIP TO GET YOU STARTED

As ever, the temptation when armed with a bloody great gun is to use it right from the off, carving into the opposition like a Dennis Bergkamp throughball. But hold on a minute, universally feared bounty hunter!

First you need to scan everything you come across, otherwise you won't find out what's happened on Tallon IV or how to halt those nasty old Space Pirates. Don't worry though pirate-blasting fans, once you've scanned the creatures you find you'll be able to kill them all.

Yikes! Someone forgot to wear their brace for about 40 years

METROID SPECIAL



❑ **Not being the kind of girl to look drab, Samus goes for the all-over suit wax and polish**

▶ you'll need to engage your powers of perception, observation and survival, acting like a futuristic and lavishly tooled-up, Sherlock Holmes, piecing together the threads of a complex and shocking story. The plot hangs together brilliantly and as sure as anything you'll really want to uncover the secrets lurking on the surface of Tallon IV.

So the story's great, but in our minds *Metroid Prime*'s biggest achievement is how you really feel as if it's you down on the planet, dishing out swift and deadly justice to the Space Pirates and Metroids. We can't think of a game that so perfectly immerses you in the character you're playing. It's due in no small part to the genius of placing you behind Samus' helmet visor. This simple idea immediately connects you to Samus and before long you'll have a real bond and affinity with her as you fend off the violent advances of the creatures lurking throughout the planet.

The visor is also key to the game's razor sharp gameplay because it offers a number of different functions that elevate *Prime* above the current glut of by-the-numbers FPSs. With a flick of the D-Pad it's possible

THE HISTORY OF TALLON IV

Tallon IV was once home to the Chozo, a feathery bird-like race at the cutting edge of the universe's technology, and it was chosen as a refuge from the powers of evil that were sweeping through the universe at that time.

Once settled the Chozo turned their backs on the scientific and technological advances they were known for and built a world based on simplicity and co-operation with nature. It was their hippy phase, but this abruptly ended when a gigantic meteor crashed into their unfortunate world, scattering a deadly element called Phazon all over the shop and poisoning every living thing. This forced them to flee the planet, but as the saying goes; one man's loss is another man's gain. Or in this case, one Chozo's loss is an evil Space Pirate's gain.

❑ ***Metroid Prime*** **looks so good, you'll feel like putting on a jumper**

❑ Does that tickle, Space Pirate scum? What's that, you want some more? Hey we're the generous type!

SPACE PIRATES!

Universally feared, but totally destroyed, or so we thought, the Space Pirates are back. Their thirst for power has led them to Tallon IV where they detected traces of Phazon, the very same element that all but destroyed the Chozo. Sensing this deadly chemical could be used to further their dastardly plans they set up base on Tallon IV and go about experimenting with Phazon, producing a menagerie of warped creatures, big on violence and short on temper.

❑ A Space Pirate bigs it up – he won't be so confident when you've blown his face off

▶ to toggle between four filters, each giving Samus a fresh view on the world, and each vital to the success of her mission.

But in a feat of cunning, the game starts with only two; the Combat and Scan Visor. The Combat Visor is the one that's used the most and it gives our heroine all the vital information she needs, from how many missiles are left, to what beam's activated, where foes are, where she's going and how dangerous the area around her is.

The Scan Visor is the primary way to peel back the story as it's used to extract information from all manner of sources, whether they're living, dead, structural or technological. Everything that's scanned is logged in Samus' computer and by accessing these files you'll discover an enemy's weaknesses and what's happened to the planet – and just as importantly, what's happened to its inhabitants. It's a truly brilliant and original way of telling the story and serves to reinforce the relentlessly immersive gameplay.

Only by progressing will you lay your hands on the remaining two visors, both of which are utterly awesome and just rewards for the battles that lay before them. The first you'll uncover is the Thermal Visor, which displays heat signatures, allowing Samus to operate in low lighting. The other, and definitely the most impressive, is the X-Ray Visor. This permits you to peer though walls and lets you see Space Pirates using optical camouflage as well as platforms hidden from the naked eye.

All this visual and technological flair would count for nothing if the gameplay was poor, but it most definitely isn't. Control is resolutely tight and our worries about a first-person game involving so much jumping have been shot to pieces. The controls are very different to games like *TimeSplitters 2* and *Turok Evolution,* but they work in every situation, giving you total control over a game that serves up a heady cocktail of exploration and all-out action.

The game world is a web of claustrophobic tunnels, dilapidated ruins, towering monuments and countless areas full of surprise and intrigue. Part *Indiana Jones*, part *Aliens*, *Metroid Prime* is uniformly dazzling, with a level of detail that is awe-inspiring and magnified by a style and panache that deserves a review all of its own. It truly looks that good.

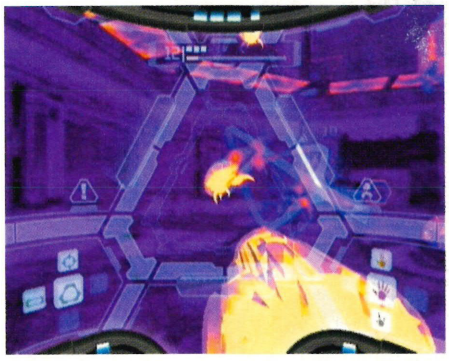
Equally beguiling is the combat. Enemy intelligence is always varied and you'll have to do so much more than park your finger on

> "IT'S LIKE HOW YOU FELT WHEN YOU FIRST SAW *STAR WARS*, EXCEPT THIS LASTS FOR 40 HOURS."

❑ Creeping down the murky corridor on the lookout for bad guys. Will Samus get lucky?

❑ She loves trouble – Ms Aran sends another spiky Space Pirate to its agonising doom

❑ Don't look at the pretty snow, just keep shooting



❑ The different visors will help you out no end

❑ Watch out for those green lasers – they're just one of the cool effects in *Metroid Prime*

> "PART *INDIANA JONES*, PART *ALIENS*, *METROID PRIME* IS UNIFORMLY DAZZLING."

▶ the fire button as many foes will need more than just guts and bravery to overcome them. The Space Pirates come in many guises and display loads of different attributes, although they all have one thing in common – the undying desire to obliterate Samus.

But it's not just Space Pirates that you'll have to deal with on Tallon IV. There's also a planet full of indigenous creatures sent violently insane by crazed experiments and an army of Metroids angrier than ever.

We're used to bandying around words like 'amazing', 'spectacular' and 'incredible', but for once they just don't seem to do justice to what amounts to one of the best games ever made. It's like how you felt when you first saw *The Matrix*, *Star Wars* or *Lord of the Rings*, except this lasts for over 40 utterly spell-binding hours.

Playing *Prime* gives you the feeling that what you're playing is a slice of video-game history. And no matter what console and games all your mates have got, you know that what you've got is infinitely better. It's a wicked feeling and one we urge you to experience right now! **Rich Marsh** NOM

❑ We never tire of killing those Space Pirates!

❑ 'Eurgh! Damn bugs, I just had this thing cleaned!'

VERDICT

GOOD	■ *Prime* is the best looking GameCube title to date – no debate, just accept it. ■ This shows just how much fun and excitement you can have with a game.
BAD	■ Sadly, like many great works of art, it has to end. But, then you can play it again. ■ You may as well head to the next point because there's nothing else to say.
FUN	More fun than any action game anywhere else on the planet.
VALUE	Up to 40 hours of top-class entertainment for £40. At £1 an hour it's a bargain.
LIFE	Excellent connectivity with *Metroid Fusion* means there's plenty to go back to.

This is without doubt one of the best games ever made. It's got it all: visual quality, unrivalled gameplay and a non-stop barrage of fun – it's perfection for £40.

10

Samus Scan Search ... there's a chance to win *Metroid* gear on p86...

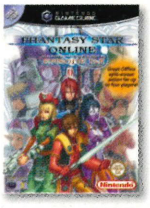
LOG ON

www.
sega.com

IN BRIEF

This is the GameCube's first online game and if your bank account can take the strain you're in for an unforgettable journey to the planet Ragoll, where much RPG malarky awaits brave pioneers. Unfortunately, it's just not as much fun without a modem.

DETAILS



1-4 Players

? Blocks

Price:
£39.99
(Includes first month online)

Release:
Out Now

Publisher:
Sega

No, it's not *Star Wars*, but there a lot of laser sword action

❑ 'What are you running away for? He's not *that* scary...'

❑ '... oh, now I see what you mean. Um, maybe we can talk this through?'

PHANTASY STAR ONLINE EPISODE I & II

FINALLY YOU CAN DISCONNECT FROM YOUR EVERYDAY LIFE AND JOIN THOUSANDS OF ONLINE GAMERS IN A BRAVE NEW PHANTASY WORLD.

After months of will they or won't they, we can now finally look forward to GameCube's first online title with the release of *Phantasy Star Online Episode I & II*.

With so much speculation surrounding this game it's likely that you're a little confused about how the game works as an online and offline game. So it's time to set the record straight. The game is essentially a squad-based RPG, with real-time battles, much levelling up, character development, puzzle solving and exploration taking place on a varied and beautiful planet.

It's a semi-sequel to the seminal Dreamcast RPG, including both the adventure from that title, plus a whole new quest. The game features a story based on intergalactic pioneers' search for a new home after their planet was destroyed. This search leads them to Ragoll, but in time honoured fashion something goes seriously wrong, meaning you have to descend to the planet's surface and find out what's occurring.

There's the choice to play online, which will cost you £5.99 per month once you've used the first free month that comes with the game. You'll also have to buy either

❑ Four-player fun without the need for a large phone bill...

❑ ... and the online version – more space, but more money

WHAT IT'LL COST YOU

Let's talk money, if we can be so crude. To get this game online and to keep it there you'll need to consider the following costs. First there's the game, which will cost you £39.99. This cost includes the first month online free, after which you'll have to pay £5.99 per month by Direct Debit or via a credit or debit card. Then you'll need a modem, which will cost around £34.99 for 56k, and the same for broadband.

Next you'll need to decide whether to get a keyboard at about £30. Our advice is to buy one if you can afford it as it'll make it much easier to communicate with your fellow online gamers.

All this comes to over £100 by the time you're up and running, which is a lot of money for a game, but bear in mind that if *Phantasy Star Online* is your kind of game you could quite easily be playing it in six months time.

❑ **'Hello, handsome'. You and your online pals will get acquainted with the local wildlife in no time**

❑ **Someone's been on the breath mints – maybe this dragon doesn't want his mum to know he smokes**

▶ a 56k or broadband modem for your GameCube if you want to play online. And on that note we're assured by Sega that there is no difference in performance between the two types of modem – for this game at least. Getting online is surprisingly straightforward and there's much help and advice available if you do run into trouble.

There's also the ability to play the game offline on your own and then there's the option for you and three mates to play a four-player, split-screen game, again offline. What we will say is that the offline gaming isn't half as much fun as the online experience, and we recommend you think long and hard if you're thinking of buying this title as a purely offline adventure.

If you do decide that you can afford the modem, then you're in for one hell of a ride, with enough game here to keep the most fervent gamer happy and content for many a month. As well as the very chunky challenges of the two adventures there's also the option to download all kinds of new quests and challenges, many of which will be linked to what time of year they're posted on Sega's *Phantasy Star* website.

Our experience of the game points to a dangerously addictive experience, where building alliances and chatting to fellow *Phantasy Star* gamers becomes almost compulsive. It's a credit to the developers that you really do feel as if you're living in an alternate universe completely removed from your usual life.

There's so much stuff in the game that we just don't have space to go into it here, suffice to say that if you're an RPG fan who likes the idea of working alongside fellow gamers, rather than trying to beat them, then this is manna from heaven.

Building a perfect four-person squad with people from all over the world is extremely rewarding, especially if you also invest in the GameCube keyboard. This odd-looking gizmo allows you to communicate at speed with people, but even if you can't or won't get one, Sega has worked hard to give gamers with just a standard GameCube controller a fair degree of interactivity with fellow players. **Rich Marsh** NGM

VERDICT

GOOD	■ The online play is seriously addictive and extremely rewarding. ■ There's a real online community to be found – you're sure to make pals.
BAD	■ There's a lot of cash to shell out if you want to experience full online play. ■ Next to the online quests the offline adventuring is lacklustre.
FUN	Online this is just brilliant, offline it just doesn't offer the same buzz.
VALUE	If you're hankering to play GameCube online this is the only game out there.
LIFE	The online game will take months, not so the single-player and split-screen quests.

We heartily recommend this if you're planning to play online because it's great fun and very rewarding. The offline game just isn't in the same league.

8

LOG ON

www.sega.com

IN BRIEF

Seven classic *Sonic* titles come together on one GameCube disc for hours of classic platforming fun starring the mighty hedgehog with the blue rinse. With added retro kudos thanks to archive bonus material, this is perfect fodder for gamers of all ages.

SONIC MEGA COLLECTION

ONE OF THE GREATEST GAMING ICONS OF ALL TIME HITS GAMECUBE WITH A BULGING PACKAGE OF RETRO GAMING GOODNESS.

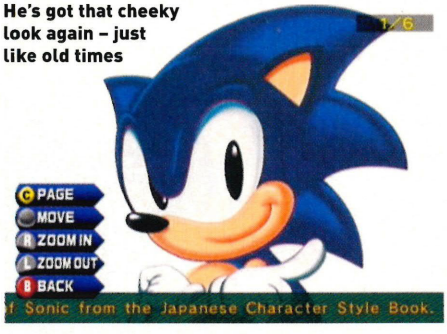
Last month's *Sonic* blowout isn't over because we've got two *Sonic* reviews this issue, starting with the retro package, *Sonic Mega Collection.*

Seven titles are yours to dip into from Sonic's first platformer to other games including *Sonic 3D Blast*, where you slide around an isometric world and pinball sim *Sonic Spinball*. Puzzle game, *Dr. Robotnik's Mean Bean Machine* completes the roster.

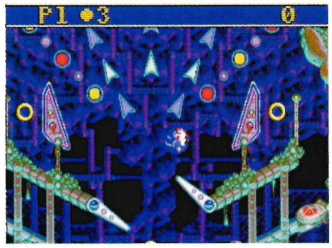
The 2D platformers are as good as when they first appeared, although they haven't really been enhanced in any way, unlike Nintendo's updates of *A Link To The Past* and the *Mario Advance* series.

With the disappointing *Sonic Adventure 2 Battle* already on GameCube and a long wait until *Sonic Adventure DX*, this is a great title if you're dying for a *Sonic* fix. After all, these are some of the greatest platformers in the history of video games. **Tim Street** NOM

❑ **Classic stuff. Remember how you drooled the first time you saw this? Well, it's been brought pixel-perfect into the 21st Century. Enjoy!**



He's got that cheeky look again – just like old times



❑ **Some might say that shoving a hedgehog into a pinball machine was cruel, but not in *Sonic Spinball***

❑ **Bigger please, I still can't read it...**

DETAILS

1-2 Players

2 Blocks

Price: **£39.99**

Release: **Out Now**

Publisher: **Infogrames**

Let's hope the bloke in blue doesn't lead young Tails astray

VERDICT

GOOD

- Seven titles faithfully remade for your GameCube makes an impressive collection.
- *Sonic 1*, *2* and *3*, and archives! That's top action *and* an amazing history lesson.

BAD

- *3D Blast*, *Mean Bean Machine* and *Spinball* won't keep you hooked for long.
- The sound is just as it was in the 90s. No GameCube update here, folks.

Once only on Sega consoles, Sonic proves he can be a star on GameCube too with an old-skool collection of greats. But a few dodgy games mean it's not a Must Buy.

8

LOG ON

www.uk.ea.com

IN BRIEF

The game of the first two films comes to GameCube months after the GBA and PS2 versions. Replay the best moments from the Peter Jackson flicks as you choose to lead Aragorn, Legolas or Gimli against the filthy orc scum of Middle-Earth and boot Saruman back down his stinking mine.

DETAILS

DOLBY SURROUND

1 Player

4 Blocks

Price:
£39.99

Release:
Out Now

Publisher:
EA

It's bloody carnage deep in the bowels of Moria

'Hold still, fiend!' Aragorn has a go at carving his name in the Uruk-hai's chest

THE LORD OF THE RINGS: THE TWO TOWERS

LEAD THE FELLOWSHIP AGAINST THE MIGHTY SAURON'S EVIL ARMY AND TRY TO STOP THEM FROM COVERING MIDDLE-EARTH IN DARKNESS.

At last EA has decided to let GameCube owners get their fix of hacking and slashing across Middle-Earth, but even though we're glad it's finally here, this is basically a *Gauntlet* clone wrapped up in the strength of the *Lord of the Rings* franchise.

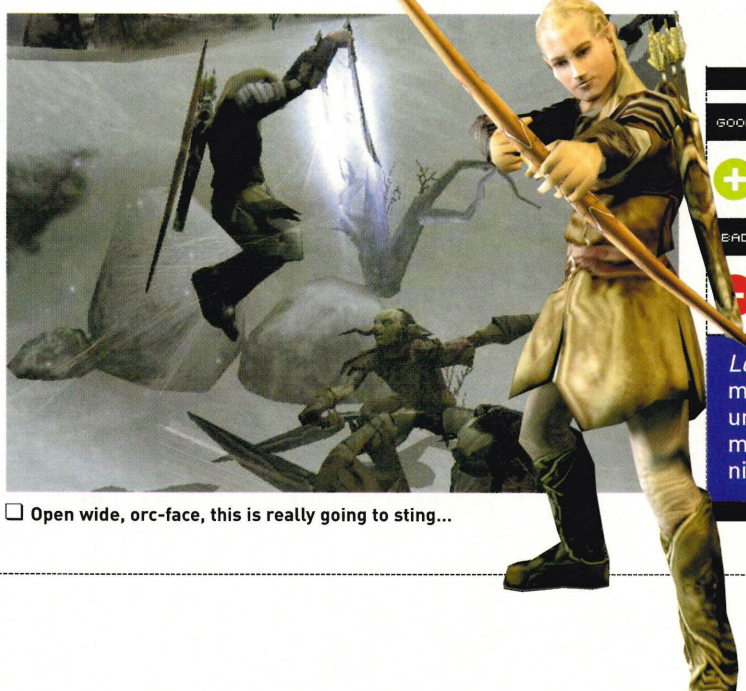
Mixing stunning footage from the first two films, only fools would deny it looks jaw dropping: before you are dropped into the thick of the action you'll be able to see some classic moments, including Isildur's opening fight from the first film and the party's entry into Moria, all effortless reproduced through your GameCube.

In the heat of battle the action is relentless, as too is the pain in your thumb as you constantly hit the action buttons to perform basic attacks and pull off combos with the new moves you can purchase.

Unfortunately, *The Two Towers* is too short and, as much as we love the films, this adventure is level after level of monotony. And, as we all know, great graphics don't always make a great game. **Tim Street** NOM

❑ Start off fighting for the Last Alliance...

❑ ... and move on to slapping Cave Trolls



❑ Open wide, orc-face, this is really going to sting...

VERDICT

GOOD

- This will seriously impress your friends with the exceptional film footage. Sweet!
- It stays faithful to the films with great animation, speech and levels to die for.

BAD

- We'd love to have more moves to master. As it is there are only a few per character.
- A game like this is crying out for a co-op mode. Remember that next time, EA!

Lord of The Rings fans beware, it's mind-blowing stuff to look at, but underneath this is just a run-of-the-mill slash-'em-up. Worth a night's rent, but no more.

7

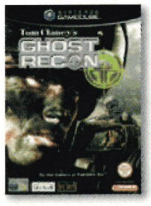
LOG ON

www.
ghostrecon.com

IN BRIEF

Ghost Recon puts you slap-bang in the middle of the battlefield, planning covert missions, methods of engagement and infiltrating well-armed enemy bases. But this port of a hit game from 2001 now seems dated and shoddy, and you'll be disappointed if you buy this expecting a repeat of its Game-of-the-Year PC performance.

DETAILS



1-2 Players

17 Blocks

Price:
£39.99

Release:
21 March

Publisher:
Ubi Soft

TOM CLANCY'S GHOST RECON

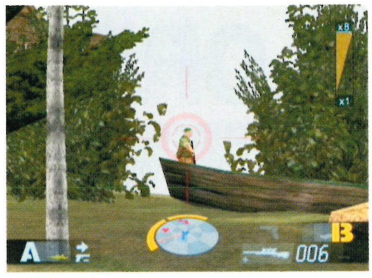
UBI SOFT PORT THEIR HIGHLY-REGARDED PC WAR GAME TO GAMECUBE, BUT UNFORTUNATELY IT FAILS TO DO EXACTLY WHAT IT SAYS ON THE TIN.

First released on the PC back in 2001 and with its then-impressive graphics and awesome online compatibility allowing for massive skirmishes over the Net, *Ghost Recon* was a big hit. Now it's finally found its way to GameCube, but sadly doesn't deliver quite the same impact.

As we detailed in our Preplay last month, *Ghost Recon*'s gameplay emphasises stealth and strategy. You command two squads of elite Special Forces soldiers (typically named the Alpha and Bravo squads). You can either place your orders on a terrain map for the A.I.-controlled soldiers to follow, or you can control them yourself, getting them into position in first-person style. However, although this may sound amazing, the system is let down by the horrendous A.I., with soldiers standing around like scarecrows in a field rather than stealthily engaging enemy soldiers. And the enemies are the same too, as they duck in response to your attack and then stand up again, leaving you clear for a head-shot. All wrong!

The quality of the graphics in *Ghost Recon* leaves a lot to be desired. These may have been top-notch visuals two years ago, but now it's quite frankly well below the standards of more recent games. The soldier animations are particularly poor, shaking and jerking every few seconds. The landscapes are huge and look decent over a distance, but go up close to the trees and bushes, and you'll see that they feature very little detail. And the water in rivers looks more like blue cardboard.

Ghost Recon is a good game, but now a little dated and seems to have been ported shoddily. Stealth freaks may enjoy this if they can see past its faults, but it'll surely disappoint everyone else. **Mike J** NOM



❑ **Take aim, keep it steady. Now see if you can give this chap a new nostril**

❑ **Wow! That camouflage is so good that we almost can't see you at all**

❑ **With all this stealth it's a pity there's not much to look at while you're hiding**

The graphics – circa 2001 – aren't up to GameCube standards

VERDICT

GOOD

- An authentic feel, with real weapons, in-depth options and mission briefings.
- Using the sniper rifle to pick off enemies unaware of your presence is always cool.

BAD

- Rubbish A.I. destroys the feeling of team play, the main point of the game.
- The PC graphics are now dated, and the poor animation makes for jerky soldiers.

Crawling around in the undergrowth, slowly creeping up on an enemy will appeal to stealth fans, but *Ghost Recon* is ruined by poor A.I. and frustrating controls.

6

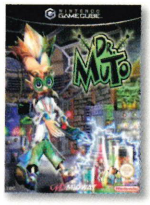
LOG ON

www.midway.com

IN BRIEF

Dr. Muto, a scientist known for his experimental disasters has developed a new form of world energy that went wrong and caused his planet to explode. Now, using his ability to morph into many different creatures, Muto must go on a 3D platforming adventure to search for parts to a machine that can restore the torn land.

DETAILS



1 Player

3 Blocks

Price: **£39.99**

Release: **21 March**

Publisher: **Midway**

❑ Knee-deep in toxic gas, Dr. Muto searches for the parts he needs. Why can't he just use the Internet like everyone else?

❑ It's mad-scientist interior decorating all the way in the freaky *Dr. Muto*

DR. MUTO

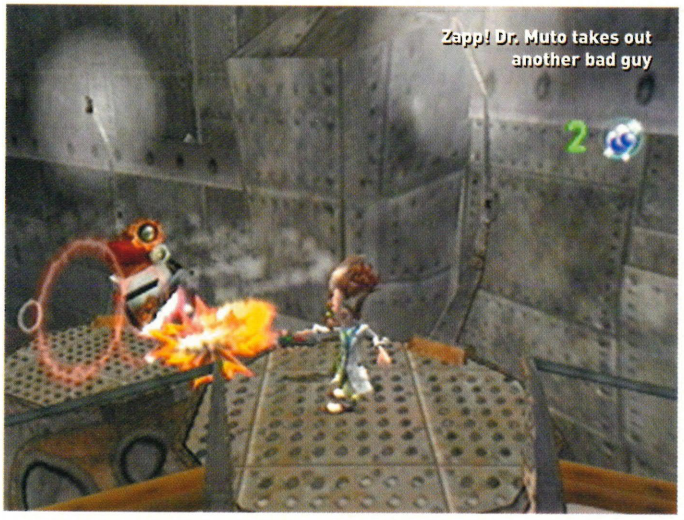
MUTO THE MAD SCIENTIST HAS BLOWN UP HIS HOME PLANET AND DECIDES TO PIECE IT BACK TOGETHER. NO PROBLEM FOR A NUTTER WITH MORPHING POWERS.

Dr. Muto's master plan is to build a machine that can restore the planet he has so carelessly destroyed. But typically he has first got to find all the parts he needs and this sets the perfect scene for a cracking 3D platform adventure.

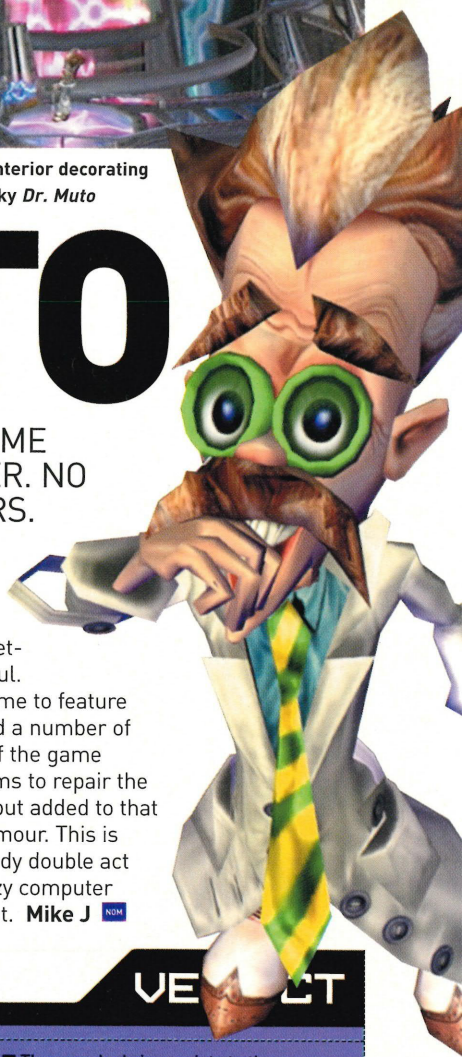
The twist that really sets this apart from a common-or-garden platformer is Dr. Muto's fantastic morphing ability. Using his special zapper, the Splizz, the crazy scientist can absorb the DNA of his numerous enemies and use it to change into different animals.

These mutations include a rat, a fish, an ape, a spider and a flying abomination that looks a bit like some kind of winged rodent. In each form, Muto has different abilities and they're all vital if his planet-saving quest is to be successful.

These abilities allow the game to feature several different elements and a number of clever puzzles. The majority of the game involves collecting various items to repair the damage that Muto has done, but added to that is a really wicked sense of humour. This is especially evident in the comedy double act between Dr. Muto and his crazy computer pal, AL. Definitely worth a punt. **Mike J** NOM



Zapp! Dr. Muto takes out another bad guy



VERDICT

GOOD

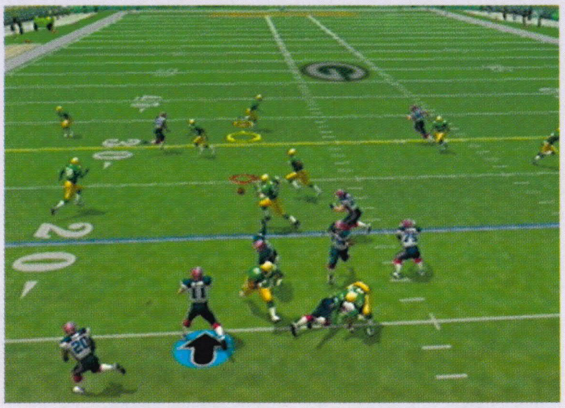
- The morphs bring variety to the game and get you thinking about what to do next.
- *Dr. Muto* has a wicked sense of humour, often bringing a smile to your face.

BAD

- As with most 3D platformers, the camera is sometimes particularly unhelpful.
- It can occasionally feel like you're picking up a lot of items for no reason.

While not as polished as *Mario* or *Rayman*, *Dr. Muto* is still smarter and funnier than most platformers. This is one doctor you *should* make an appointment to see.

8



Intercepted! Oh dear, it's one of those Jim Kelly days...

NFL 2K3

Log On: www.sega.com

56 Blocks

1-4 Players

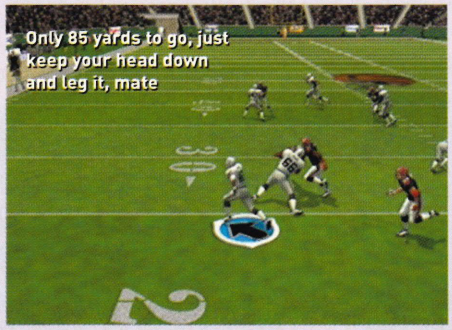
Price: £39.99

Release: 28 March

Publisher: Sega

American football fans now have an alternative to *John Madden* with the release of Sega's *NFL 2K3*. It may not be as deep as the classic *Madden* franchise in terms of game modes, but it sure plays a mean game of football.

NFL 2K3 is supported by the NFL Players Inc so all of the up-to-date rosters are here. You can choose from Franchise, Season, Playoffs, Tournament, Exhibition and Practice modes, but sadly the game lacks any form of tutorial. The gameplay is very solid with TV-style presentation and incredibly well detailed players and stadiums – sometimes you'll forget you're playing a game. For non-gridiron fans, the number of plays can seem daunting, but by simply pressing A at the play selection the game will choose a suitable offensive or defensive play for you. **Dominic Wint** NOM



VERDICT

NFL 2K3 has everything that a hard-core gridiron fan could want in terms of on-field action, but it lacks a tutorial and the added depth provided by *Madden NFL*.

7

LOG ON: www.thq.com

IN BRIEF: The Queen of Halassar, Maia, must fulfil the ancient prophecy by becoming the goddess Laharah. Wizards and warriors combine to make this an RPG of some worth and the story line is almost worth the price of admission alone.

DETAILS

1 Player

19 Blocks

Price: £39.99

Release: 21 March

Publisher: THQ

SUMM A GODDES

GameCube-owning RPG fans have been positively starved of action up until now, but THQ is giving food to the hungry with the release of *Summoner: A Goddess Reborn*. This is a no-nonsense action-RPG filled with ancient artefacts, vicious beasts and enough levelling-up to satisfy experience point-hungry gamers everywhere.

The story is epic. You play Maia, the Queen of Halassar and saviour of her people and must fulfil your destiny by becoming the goddess Laharah. Your quest will take you across distant lands and lead to encounters with ferocious and magical monsters.

The game begins on board a floundering vessel. Pirates are attacking the ship and you must fight them off. That's much easier said than done because the camera and controls seem absolutely diabolical, enough to put off casual gamers. Thankfully, once the pirate threat has been thwarted and you moor up, the controls become much more reasonable.

The story line is very intriguing and you can't help but be drawn into the plot. As you go through the game you'll meet friendly warriors who join your struggle and you can control any of these specialists at any time.

Summoner's main downfall is the lack of atmosphere created by the graphics. The worlds appear lifeless and flat – there's very little detail in the textures although there are some excellent lighting effects. Thankfully the game is rescued by the strong plot and that should be enough to satisfy RPG fans everywhere. **Dominic Wint** NOM

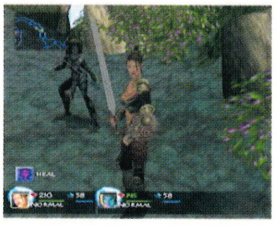
Typical! All we did was forget an anniversary and look what happens! A total over-reaction as usual...

ONER: S REBORN

ADVENTURE, EXCITEMENT AND AN UNHEALTHY COLLECTION OF EXPERIENCE POINTS AWAIT IN THIS EPIC RPG.

❑ Things get ugly in the disco as the two monsters have a go at pulling Maia and Sangaril

❑ *Summoner* has some very nice lighting effects...



❑ ... but, in general, the levels are bland and lifeless

❑ You'll be joined by other playable characters on your epic quest through Halassar

VERDICT

GOOD

- An excellent, well-implemented story line really moves the game along.
- This is one huge adventure, you'll get a good 30 hours plus out of this baby.

BAD

- The combat gets a bit bland and there's a distinct lack of variety in your combos.
- The worlds are plain and devoid of atmosphere – they just seem a bit quiet.

Summoner will satisfy RPG-starved players and there's enough here for non-RPG fans, too. The strong story line and team play make this one to check out.

7

NBA 2K3

❑ What? It's still 0-0?! The Americans will never stand for that

Log On: **www.sega.com**

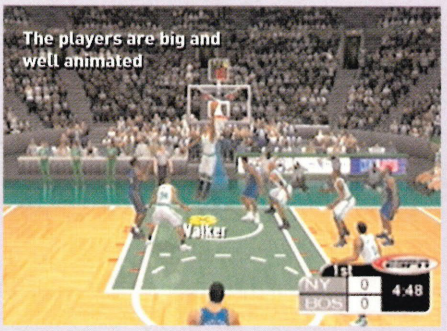
52 Blocks

1-4 Players

Another example of a decent sports sim, *NBA 2K3* comes complete with the full complement of teams and modes.

Sega sports games have certainly got slick presentation down to a fine art and the ESPN Sports Centre introduction is really just the tip of the beautiful iceberg. The players are large and well detailed, the animation is smooth and the atmosphere is everything you'd expect.

Unfortunately, that quality isn't matched by the on-court action. *2K3* attempts to use the C-Stick method of passing so skilfully implemented in Nintendo's *NBA Courtside* but it just doesn't come off here. The action seems to plod along and it's difficult to work your way into scoring positions, while the opposition seem able to run rings around your ambling defence. **Dominic Wint** NOM



VERDICT

This is by no means as shambolic as EA's *NBA Live 2003*, but by the same token, it isn't as smooth or polished as *NBA Courtside*. Worth a look for basketball fans.

7

Price: **£39.99**

Release: **28 March**

Publisher: **Sega**

1 Block

1-2 Players

Price: £39.99

Release: Out Now

Publisher: Midway

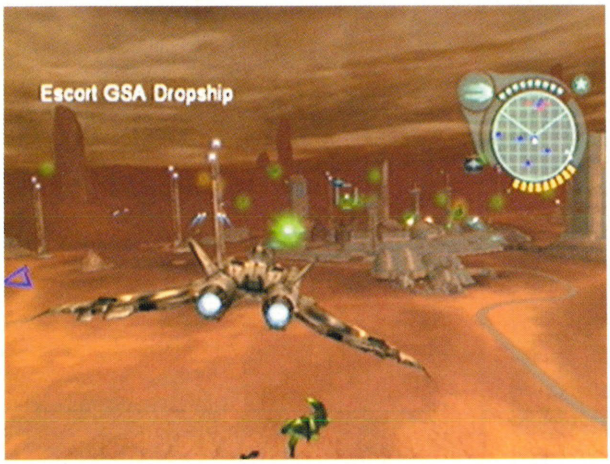
Verdict: 6

DEFENDER

The classic *Defender*, one of the finest video games ever, has been dusted off and thrust roughly into the third dimension, but has it survived the trip? Well, it certainly looks alright, plays alright and sounds alright. But, being 'alright' doesn't impress us, alright?

The action involves completing objectives and trying not to get killed by the marauding Manti invaders. These aliens are particularly fond of humans, but only when covered in BBQ sauce, so it's vital that you kill them all. Aiding you in this are power-ups that you can buy with points earned from saving colonists and completing missions. What's more, different ships are drip-fed to you throughout the game, adding a bit of variety and a certain amount of tactics – picking the right ship for the right mission can be essential.

The graphics aren't outstanding, but they are solid with no slowdown. However, the real shame about *Defender* is that it won't have the same impact as the original. This, of course, is because Midway are just using the name, without giving any real thought to why the original was such a seminal hit. It's a harsh, cynical world, kids. **Kingsley Singleton** NOM



❑ Do this, do that... I'm supposed to be a space pilot, not a delivery boy

❑ *Defender*'s landscapes are pretty, but nothing to write home about

2 Blocks

1-2 Players

Price: £39.99

Release: Out Now

Publisher: Konami

Verdict: 5

EVOLUTION SNOWBOARDING

This game's appeal is obvious from the start. If you like snowboarding and the nu-metal soundtrack it's like, totally awesome; if you don't, you'll realise this is the sort of game Homer Simpson would design – pretty ridiculous.

Instead of trying to produce a dynamic snowboarding sim, Konami has decided to add some punch-ups and a bit of plot, presumably to mask the unremarkable graphics and lack of subtlety in the game. You start off by creating a rider and can then boost their abilities or play as a real-life snowboarder once you've unlocked them. You'll also pick up points and hidden items to use. The two-player Duel mode is competent, but it seems to lack a sense of real competition.

However, snowboarding fans will love the attention to detail that's been paid to all the real-life kit featured, because there's literally a whole catalogue of stuff to unlock. Perhaps the only highlight for non-boarding enthusiasts is the Dolby sound, which certainly puts you in the centre of the action.

So, once again putting the word 'evolution' in the title is a misnomer – this is basically *Road Rash* on snow, and not in a good way. **Kingsley Singleton** NOM

❑ The high point of the game: watching Kylie snowboard in her pants

❑ The multiplayer game offers very little in the way of excitement

4 Blocks

1-4 Players

Price: £29.99

Release: 28 March

Publisher: THQ

Verdict:

4

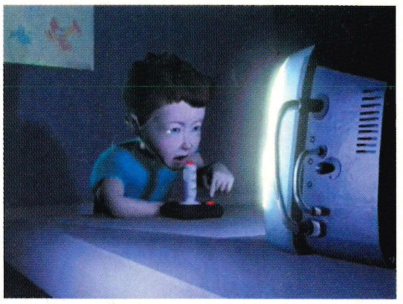
MONSTERS, INC. SCREAM ARENA

Needless to say, we hate it when a highly respectable movie license is used to sell a dire game concept that anyone in the know wouldn't touch with a barge pole. *Monsters, Inc.* is one of those games.

Scream Arena gives you control of characters from the film to take part in a series of dodgeball games. That's right, that old game you used to play in school, now a GameCube game. But where it was amusing to lob a big ball in your classmate's face and watch them squirm, it doesn't have the same effect in a game. You may be able to play in various stages, and use different types of balls, but essentially what you're left with is a boring game that lacks depth.

The graphics are suitable with colourful backgrounds and some cool lighting effects, and the jazzy soundtrack is actually quite cool, but they left out the most important ingredient... fun. You might play this for about half an hour, but it won't keep your attention for long. **Mike J** NOM

❑ **The level design is particularly bland and offers none of the film's excitement**



❑ **Video games will rot your mind kids – you may even end up stuck on a games mag...**

1 Block

1-2 Players

Price: £39.99

Release: Out Now

Publisher: Jaleco

Verdict:

4

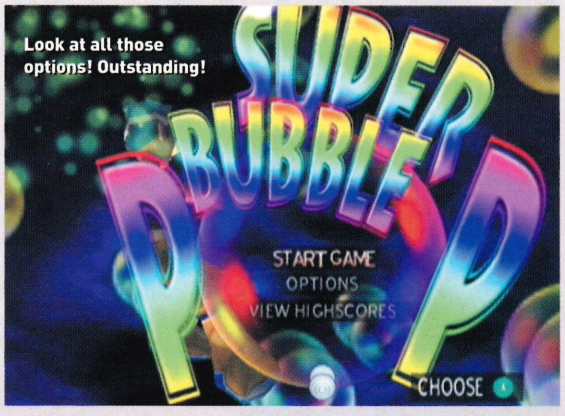
SUPER BUBBLE POP

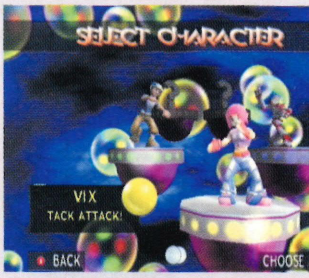
At first, *Super Bubble Pop* may seem like a 3D variation of the awesome puzzle game, *Bust-A-Move*. Well, appearances can be deceptive because this fails to reach the superior standards of design and fun of the classic series.

Choose to play as one of five groovy characters, select a difficulty and the game begins. There are no cool options or game modes, so don't bother looking for them.

Your character stands at the bottom of a grid shooting coloured orbs up the table. Similar to *Bust-A-Move*, you must clear all the orbs before the grid fills and your game ends. Line up three orbs of the same colour to make them disappear. Seems reasonable, but it has a few flaws.

Your character doesn't move left and right fast enough, delaying your ability to shoot orbs quickly, and his slow response will occasionally cause you to shoot down the wrong row. The game is also let down by poor presentation, and apart from a psychedelic-style title screen, the grids are all the same and the 3D character models are N64 quality. Puzzle fans should look to *Eggo Mania* for a puzzling fix. **Mike J** NOM





❑ **Select whichever character you like, none of them move fast enough to make the game playable**

❑ **Fire bubbles down the table, get three in a row and they disappear...**

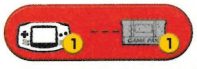
Calm down, Link – it's normal to dream about pretty girls, especially when they're rich

LOG ON

www.nintendo.co.uk

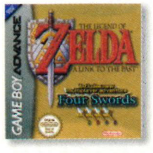
IN BRIEF

The lean, green, Agahnim-fighting machine goes from strength to strength with a pixel-perfect remake of the Super NES *Zelda* classic. Not only that, but Nintendo has incorporated the first ever *Zelda* multiplayer mode in a link-up quest called *Four Swords*.



Four Swords requires four carts

DETAILS



Price: **£29.99**

Release: **28 March**

Publisher: **Nintendo**

THE LEGEND OF ZELDA: A LINK TO THE PAST

PACK YOUR MOON STONE, THE JOURNEY'S ON FROM LINK'S HOUSE TO THE HEART OF THE DARK WORLD...

Low on health, Link better watch it

Quick! Find its fat ass and whup it

It may be over ten years old, but when thoughts turn to *A Link To The Past* the list of fond memories is just too much to take. With its gold box, tiny Top Secrets booklet (sealed until the end of course!), fake Master Swords in The Lost Woods and the loner in the desert, the legendary 16-bit RPG can still hold its head up high. Thank God Nintendo has decided to release this, and with the short-but-sweet *Four Swords* thrown in for good measure, it makes a very inviting package for retro fans and newcomers alike.

Link may have turned 3D since *A Link To The Past* but his 16-bit quest is a classic and it still retains all its charm on the GBA. From Death Mountain in the north to Lake Hylia in the south, every pixel looks exactly as it did on the bulky Super NES.

In the sound department though there have been some tiny tweaks. Link will now shout and yelp with every slash of his sword, just as he did in *Ocarina of Time* and should he fall through any holes or come to a sticky end you'll hear a satisfying scream. All these effects go some way to giving the remake a new lease of life, but ultimately it's still the same game and if you've finished it before you may not want to try again.

Thankfully, however, this is just part of the GBA *Zelda* deal, because there's the multiplayer *Four Swords* as well. For the first time in a *Zelda* game Nintendo has thrown a fast and furious four-player link-up mode into the fray. This new concept could rightly be regarded as a *Gauntlet*

clone, but with multicoloured Links starring in the game it's far from a cheap rip-off.

In *Four Swords*, your mission is to rescue Zelda from the sinister clutches of the wind sorcerer, Vaati, who has a penchant for the young ladies of Hyrule. Teaming up is essential for success in order to move boulders and pull apart Hyrulian creatures, but at certain moments you'll be saying to hell with friendship as you charge around grabbing scattered Rupees before your mates have enough time to react.

With *Four Swords* added to the mix, this turns into a must-have package. And with one of the greatest RPGs ever made headlining the show, the GBA has got another classic to add to its collection. But dear Nintendo, can we have a brand-new Link game? Please? **Tim Street** NOM

STOP PRESS! They listened! Flip to p12 now!

CLASSIC NINTENDO BOSSES

❑ **The Moldorm Worm – try to stay on the platform while swiping at the swine's tail. One false move and Link will fall to his death**

Every dungeon in *A Link To The Past* has a boss to defeat before you can claim your prize and they are some of the most memorable in Nintendo history.

Our favourite is the Moldorm Worm that scuttles around on a tiny platform. All you've got to do is hit the rattle on his tail, but keep your wits about you as the kickback from a hit could see Link plunging to his doom off the side.

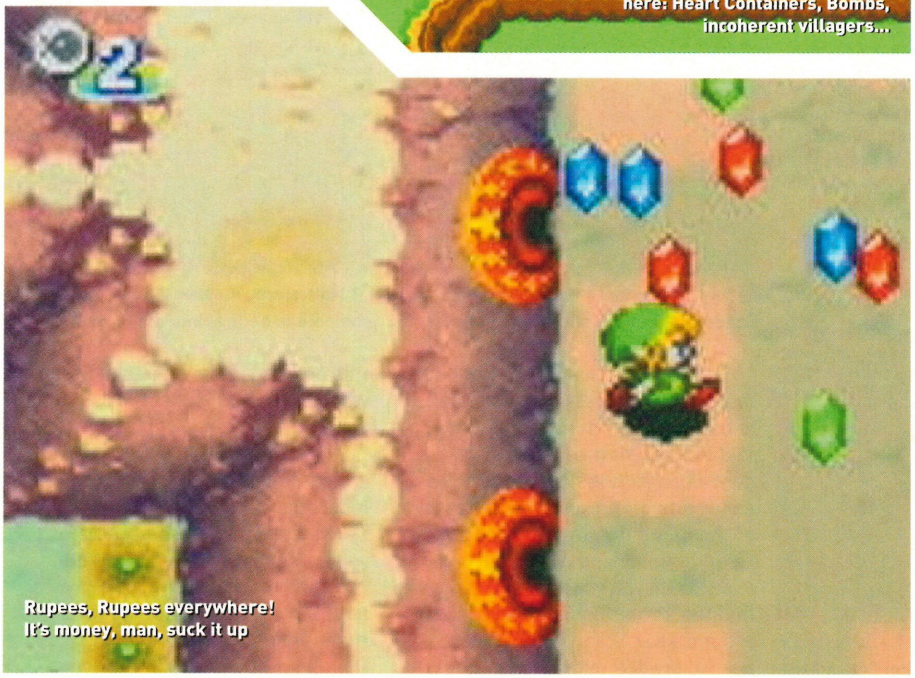
Another is the Helmasaur King, a giant scorpion-style beast who fills an entire room and has a vicious sting. Just destroy his mask and shoot arrows straight and true at the green spot that appears in its place – that bitch will soon be finished.

> "ONE OF THE BEST GAMES EVER, PLUS A MULTIPLAYER QUEST... INDISPENSABLE."

❑ **This enemy may look cute, but if you're not careful, he'll shove that sword where the sun don't shine**

All your *Zelda* favourites are here: Heart Containers, Bombs, incoherent villagers...

❑ **You'll have to work together in *Four Swords* – running around hacking each other and getting in the way won't help you at all...**



Rupees, Rupees everywhere! It's money, man, suck it up

VERDICT

GOOD	■ It's one of the best RPGs ever. We love *Ocarina* too, but this is still a classic. ■ *Four Swords* is a bench mark for fun and the multicoloured Links look cool.
BAD	■ Those who completed it on the Super NES might not be inclined to finish it now. ■ *Four Swords* is great, but too short. How about a stand-alone multiplayer game?
FUN	Solving the first dungeon is easy, but it'll spur you on to bigger and better things.
VALUE	A huge one-player quest and a multiplayer game for £30? What more do you want?
LIFE	If new to the game, it'll take about 25 hours to finish – then there's *Four Swords*.

Link's first GBA outing is just as good today as it was ten years ago. One of the best games ever, plus a new multiplayer quest, makes this indispensable.

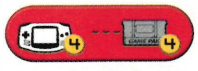
9

LOG ON

www.
sega.com

IN BRIEF

The spiky blue critter with the supersonic sneakers is back to rock your GBA. Take Sonic and his pals on an adventure through seven different Zones in an attempt to duff up Eggman once and for all.



Data saves to battery back-up

DETAILS

Price:
£29.99

Release:
21 March

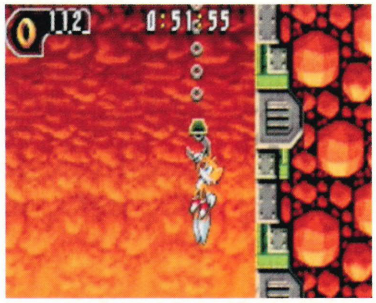
Publisher:
Infogrames

Um... that's one fine looking machine you've got there, Eggman

SONIC ADVANCE 2

SONIC'S BEEN AROUND LONGER THAN MOST SMALL MAMMALS AND NOW HE'S BACK ON THE GBA AT TOP SPEED IN A BRAND-NEW ADVENTURE.

Anyone old enough to remember the arrival of Sonic the Hedgehog on the Mega Drive will recall it as a very special time – a time when a new icon joined the pantheon of gaming gods. Since then, the blue bullet has been slapped over all manner of products from toothbrushes to T-shirts and now he's back on the GBA in *Sonic Advance 2* – a real return to form.



❑ **Never trust a strange hook – Tails gets a lift to who-knows-where in Hot Crater Zone**

❑ **Sky Canyon has a typically airy feel – but one false move and you're done for**

❑ **Multiplayer madness! Sonic and Cream compete to be first into the farmer's pot**

For starters, this just might be the fastest Sonic game ever. The speed is astounding, often so fast that you feel like you're on some out-of-control roller coaster. This can be exhilarating, but you won't see much of the game this way – and won't get close to unlocking its secrets.

To do things properly you'll have to find the seven SP Rings sprinkled around each Stage, of which there are 14, divided into seven Zones. Do this and you'll get a Special Stage where you must collect 300 Rings to win one of seven Chaos Emeralds.

What's more, you'll need to complete the game with each individual character, gaining all seven Emeralds each time before you can unlock all of its secrets.

If that sounds tough, don't worry, it is! But this spells replay value and means that you have to do a bit more than hold down ▶ and pray.

ANIMAL CRACKERS

❑ The Music Plant Zone is great – we could happily stay here all day...

To add a little variety you can play as one of four characters, including Sonic himself and a brand-new character, Cream the Rabbit. And while the very thought of Creamed Rabbit is enough to get some people's attention, you'll also find her a very forgiving choice. This is because not only can she hover for a short time in mid-air like Tails, she can also use her pet Chao to attack bad guys by pressing B. Naturally, you can also play as Tails and Knuckles, and there's also a mystery fifth character to unlock.

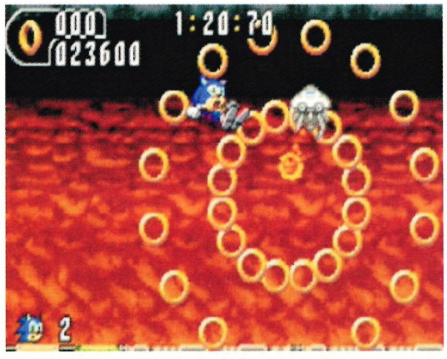
❑ It'll all end in tears. Cream mugs for the camera while grinding the rails

▶ The visuals and sound are a real treat for *Sonic* fans, with pin-sharp graphics, stunningly atmospheric backgrounds and nostalgia-inducing sound effects. And the level design is great too, including the fabulous new Music Plant Zone, where you'll have to traverse xylophones and guitar strings that react with musical notes when you hit them. Class.

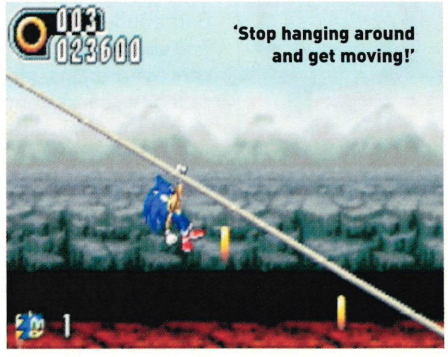
Boss-wise, Eggman has a tasty new trick up his enormous sleeve, which basically involves scarpering as soon as he catches sight of you, meaning you'll have to hit him on the run this time. It takes a bit of getting used to, but then Sonic boss battles never were the easiest.

Make no mistake, this is top-draw Sonic action from start to finish, but while it's undisputedly polished, it doesn't really do anything new. **Kingsley Singleton** NOM

> "THE LEVEL DESIGN IS GREAT, FEATURING THE FABULOUS NEW MUSIC PLANT ZONE."



❑ 'Right, I want every Ring picked up and cleaned!'



❑ The famous corkscrews make a welcome return in *Sonic Advance 2* – we've missed you guys...

VERDICT

GOOD	■ *Sonic Advance 2* pulls off both speed and exploration with consummate ease. ■ The visuals and sound are class – GBA Sonic has never looked or sounded better.
BAD	■ At high speeds the GBA's small screen can make it difficult to follow the action. ■ A bit more variety would've been nice – this is basically the same old *Sonic* game.
FUN	There's never a lack of fun in *Sonic* games and this is no exception.
VALUE	There's plenty here to enjoy, all turned out with typical Sonic flair.
LIFE	With extra characters and levels to unlock you'll be busy for weeks.

The Hedgehog is back on fine form in a game that tinkers with, rather than evolves, the *Sonic* tradition. It's polished, but perhaps the 'hog is showing his age.

8

LOG ON

www.infogrames.co.uk

IN BRIEF

Super Monkey Ball Jr. is a miniature replica of *Super Monkey Ball* on GameCube. Those clever developers have managed to squeeze 60 3D floors into the tiny cart, as well as three mini-games and a Duel mode, too. *Monkey Ball* fans won't want to miss this.

NINTENDO OFFICIAL MAGAZINE – TOP NINTENDO TITLE – MUST BUY

Data saves to battery back-up

DETAILS

Price:
£29.99

Release:
4 April

Publisher:
Infogrames

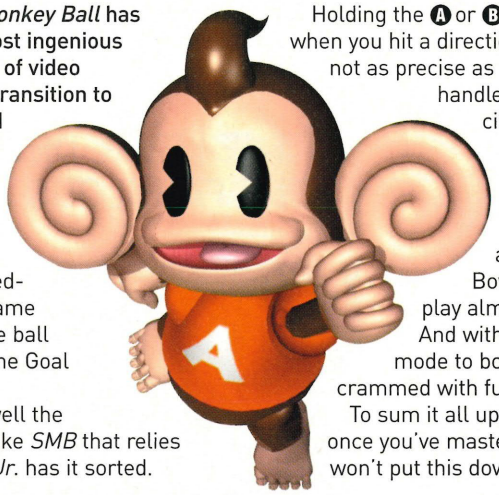
SUPER MONKEY BALL JR.

IS IT MONKEY MADNESS TO SQUASH THE GAMECUBE VERSION, OR WILL IT BE A REAL CHIMP OFF THE OLD BLOCK?

The smash-hit *Super Monkey Ball* has got to be one of the most ingenious concepts in the history of video games. And now it's made the transition to the GBA and it's almost as good as the GameCube version. How could that be possible, you ask? Here's how...

Super Monkey Ball Jr. contains 60 floors based on the GameCube originals in simplified-but-smooth 3D graphics. The same concept remains intact – roll the ball round the course and through the Goal before the time runs out.

Our main concern was how well the D-Pad would work for a game like *SMB* that relies on pinpoint accuracy, but *SMB Jr.* has it sorted.



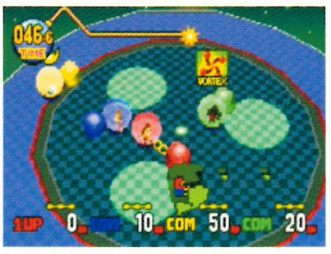
Holding the A or B buttons will vary the tilt gradient when you hit a direction on the D-Pad. It's obviously not as precise as the 3D Stick on GameCube, but handles surprisingly well under the circumstances – once you've managed to tame it.

Some of the mini-games have also made it to the GBA, including Monkey Fight – an arena battle game – Monkey Bowling and Monkey Golf, and all play almost as well as on GameCube. And with four-player options and a Duel mode to boot, this small cartridge is crammed with fun features.

To sum it all up, *SMB Jr.* is awesome fun, and once you've mastered the D-Pad controls, you won't put this down. **Mike Jackson** NOM

☐ **The same overwhelming feeling of vertigo features in the GBA version as you fight to stop AiAi or the other monkeys from crashing over the edge**

☐ **Easy does it, AiAi – one false move and you'll be a pile of monkey guts on the floor below**



☐ **Several of the original's mini-games have made the trip, including the primate-thumping Monkey Fight**

VERDICT

GOOD

- All the levels and even the soundtrack are really close to the GameCube version.
- Smooth 3D models and a control system that works better than ever expected.

BAD

- No Monkey Target! We didn't expect everything, but this is our fave mini-game.
- The sprites for the monkeys look a bit too blocky. AiAi's still a dude... just grainy.

It's not a GameCube-perfect port, this is a GBA game and in that respect it's an awesome achievement. With practice, *SMB Jr.* plays superbly and oozes fun.

9

LOG ON
www.capcom-europe.com

IN BRIEF
Take control of either Mega Man or Bass and blast your way through to take on the end-of-level bosses. This is a tough game and will please fans of Mega Man's more traditional running and shooting style.

Data saves to battery back-up

DETAILS

Price:
£29.99

Release:
21 March

Publisher:
Capcom

❑ That's just not fair – the poor penguin was just taking a break and all of a sudden he's being shot in the face

MEGAMAN & BASS

MEGA MAN RETURNS TO THE GBA, BUT THIS TIME IN HIS CLASSIC RUN-AND-SHOOT STYLE IN THIS PORT OF ONE OF HIS BEST ADVENTURES.

❑ You'll battle through tough and colourful levels

❑ It's all good, clean Mega Man action. Enjoy!

Mega Man is no stranger to the GBA, but the *Mega Man Battle Network* titles weren't like his old-time shooting adventures that we loved from the Super NES days. But now he's back for more portable action and this time there's not a network in sight, just plenty of traditional shooting frolics.

Mega Man & Bass was originally released on the Super NES and was probably the best of all the *Mega Man* games. At the start, you get the choice of playing through the game as either Mega Man or Bass, each with their own talents. Although Bass' shots aren't as powerful as Mega Man's and he can't shoot whilst running he is capable of performing a double-jump and has a rapid-fire blaster. However, as you progress through the game, destroying the various bosses as you go, your character will be upgraded, eventually packing more powerful guns and brand-new abilities.

The bosses come in many weird and wonderful forms, from a fat green slime ball with a sweat spot in the centre, to a lethal gun-packing robot with the agility of a monkey that's high on Red Bull. Defeating them is tough, but you'll need to waste every one before you can get to the final showdown.

It's really great to see Mega Man back in his traditional, straightforward blasting action form, without the hassle of turn-based battles. But be warned, this is a challenging game and can occasionally be frustrating even for the best of gamers. **Mike Jackson** NOM

❑ Yikes! It's coming straight for us! Take that, mecha-centipede boss-thing

VERDICT

GOOD
- This old-skool shooting platformer is one of the best in the *Mega Man* series.
- Bass' extra abilities sit well alongside Mega Man's limited movement.

BAD
- Oh no, there's a big robot above my head. Shoot up... d'oh! Crouch... double d'oh!
- Die and you go back to the start or the previous checkpoint. It's very frustrating.

With fast-paced action and cool graphics, this is a tough shooting-platformer that'll keep you hooked right to the end. *Mega Man* fans will love it.

8

Price: £29.99

Release: Out Now

Publisher: Jaleco

Verdict: 4

SUPER BUBBLE POP

IT'S NOT SUPER, IT WON'T BE POPULAR, SO REALLY IT SHOULD BE CALLED 'BUBBLE'

Puzzle games and colour matching go together like *Doom* and guns. But because of its overly simple gameplay, *Super Bubble Pop* is heading to the divorce courts on the grounds of unreconcilable boredom.

Okay, it may have the whole colour-matching thing down pat, but the fun to be had from guiding a funky dancer along the front of a grid, throwing bubbles at other bubbles, in an attempt to match three and make them disappear, is negligible. Throw in a few power-ups and that's it. Not enough to raise your heartbeat, puzzle fans. **Rich Marsh** NOM

❑ Look at the colours, admire the balloons. Admit it, puzzle fans, you're drooling with excitement already...

❑ Dance up and down, throw bubbles at other bubbles... My god, we've put up with this dirge for over four minutes. Nurse!

Price: £29.99

Release: Out Now

Publisher: Ubi Soft

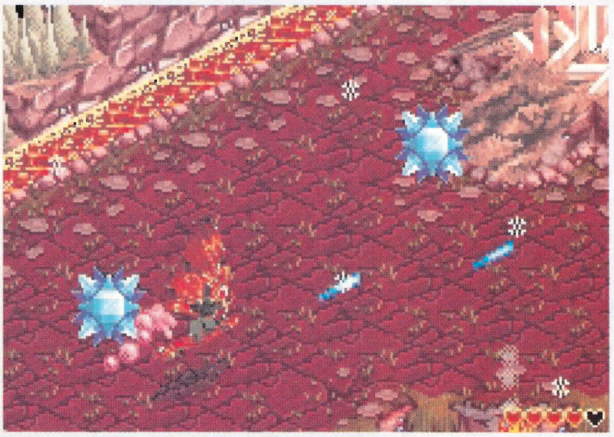
Verdict: 6

DISNEY'S TREASURE PLANET

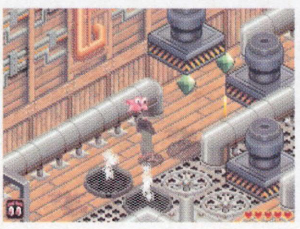
No guessing which recent film this is based on, nor are there any prizes for figuring out this is a game aimed at wee nippers and anyone in love with the whole Disney vibe.

It's fairly standard adventuring that follows the film closely, with exploring, puzzle-solving and gentle fighting, plus of course, the Solar Surfing that the hero Jim excels at. The music is bright and breezy, and the level of difficulty keeps things skipping along nicely with plenty of different things to do. The perspective is the main letdown, with lining yourself up for a jump far too fiddly. **Rich Marsh** NOM

❑ If you're in love with all things Disney, this may be a good choice for you



❑ The isometric perspective makes lining things up much too tricky



❑ The graphics are fairly detailed and follow the Disney film closely, which will please fans no end

❑ We're not sure what those big, orange things are, but they're bound to be after your brains

Price: **£29.99**

Release: **Out Now**

Publisher: **Jaleco**

Verdict:

7

KARNAAJ RALLY

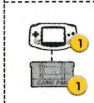
A *MICRO MACHINES*-INSPIRED RALLY RACER, NOW THAT'S AN IDEA! BUT DOES IT TASTE AS GOOD AS IT SMELLS?

The top-down perspective works a treat

A racing title that doesn't take itself too seriously and isn't a *Mario Kart* clone? That's as rare as dinosaur eggs! But *Karnaaj Rally* does tip its cap to *Micro Machines*, with the use of a top-down perspective, which we have to say works a treat.

The concept is appallingly simple: pick one of 12 drivers and one of the 14 vehicles and race on 22 tracks using a variety of power-ups, like rockets, mines, turbo boosts and repair icons. Spread the goods over a Career, Quick Race, Ghost and multi-pak Multiplayer mode and that's about it. But what you do get is fun racing that's a doddle to play, due to controls that aren't too twitchy or sloppy. And it looks sharp too, with a nice layering effect used throughout. **Rich Marsh** NOM

❑ **The layering effect on *Karnaaj Rally* gives a sense of depth and speed not often found in GBA racers, making it well worth a look, especially for petrol-heads**



Price: **£29.99**

Release: **Out Now**

Publisher: **EA**

Verdict:

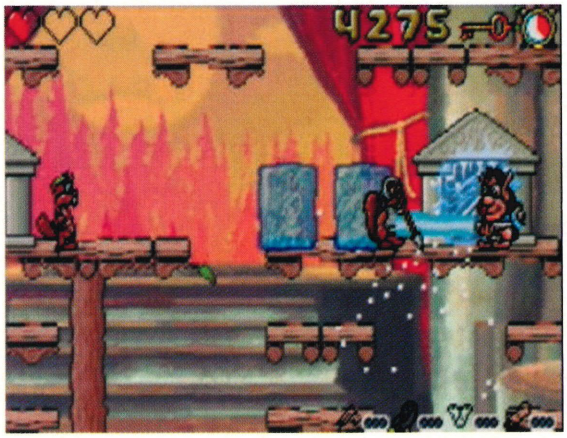
6

HUGO ADVANCE

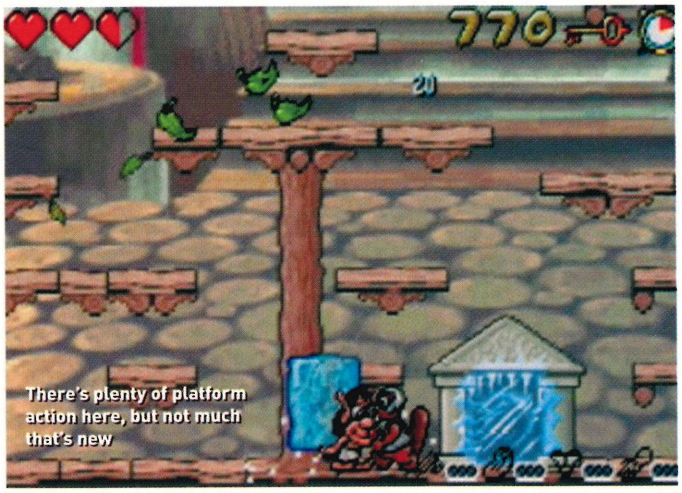
Hugo is a troll, trapped, just like Mickey Mouse, inside a magical mirror. Only his three kids can find the parts required to repair the mirror and reverse the spell cast by a wicked witch.

But it's going to take a fat stack of platforming cliches to win the day, and it's doubtful that any but the young will find enough depth to warrant a purchase. Sure they've created something competent, but when the true masters of handheld platforming, Mario and Sonic, cost just the same amount of money it's a fair assumption that the sane and rational will opt for the high-profile proven stars rather than this wannabe. **Rich Marsh** NOM

❑ **Watch out for those vicious-looking baddies, they may look like inoffensive woodland creatures, but they're packing spears and attitude**



❑ **Hugo may be smiling now, but only because he's worked out what he's going to do with that beaver**



There's plenty of platform action here, but not much that's new

Price: **£29.99**

Release: **April**

Publisher: **Jaleco**

Verdict:

8

SEA TRADER

A life on the ocean wave sails onto GBA this month in this sea-faring trade game as you try earning a fortune sailing around the South China Seas.

Using your entrepreneurial skills to trade in everything from coconuts to fine arts, you must ship goods across a Quick Trade one-year game or the ten-year Trade Empire option.

Sea monsters and sirens love to disrupt your progress and expect fun, if limited, strategic encounters with pirates from time to time.

It's all wrapped up in a harmless cartoon style, nothing that pushes the GBA's power, but for a decent strategy game on the small screen this will float your boat. **Tim Street** NOM

❑ **Pirate ships are always crawling with lice-ridden, salty sea dogs, itching to bend your ear about their latest tight-wearing escapades**

❑ **That's the most sensible thing you've said all day, fur face. Now quit yapping and get rowing, or we're going to be that thing's lunch**

Price: **£24.99**

Release: **Out Now**

Publisher: **THQ**

Verdict:

6

THE WILD THORNBERRYS MOVIE

Over the years, Nintendo's Game Boy has been home to many wacky Nickelodeon creations. *The Rugrats* have been the most popular, but in recent months we've had the rubbish *Jimmy Neutron* game, quirky *Spongebob* and now it's the handheld return of Eliza and Darwin in the second *Wild Thornberrys* game to appear on the GBA.

Thankfully this isn't as dire as Jimmy's game and the action has been mixed up with racing games and a smattering of puzzles to break up the tedium.

Colourful storyboards follow the plot of the recent movie, on which the game is based, but let's be brutally honest – unless you're a fan of *The Wild Thornberrys* cartoons, you won't find this thrilling. **Tim Street** NOM

❑ **The Thornberrys take to the road once again in their wacky camper van, but why can't they go to good-old Skegness like any other family?**

Price: **£29.99**

Release: **Out Now**

Publisher: **Capcom**

Verdict: **8**

SUPER PUZZLE FIGHTER II

The superstar brawlers from *Street Fighter* and *Darkstalkers* go head-to-head in a classic puzzle game that will leave you on the edge of your seat.

Link-up with a friend or take on the computer as you join power gems together to create combos. This will unleash a torrent of blocks on your opponent and see your fighter perform a trademark move for instant satisfaction.

As you progress, different chains make things more frantic, and crank this up to Hard mode and you'll have to be at your best. Without doubt a great puzzle game. **Tim Street** NOM

❑ **Ryu unleashes one of his trademark fireballs to cries of 'Ave that in your chubby face'.**

❑ **Felicia's cracking stand-up routine had the usually morose streetfighter Chun-Li in stitches**

Price: **£29.99**

Release: **April**

Publisher: **Vivendi**

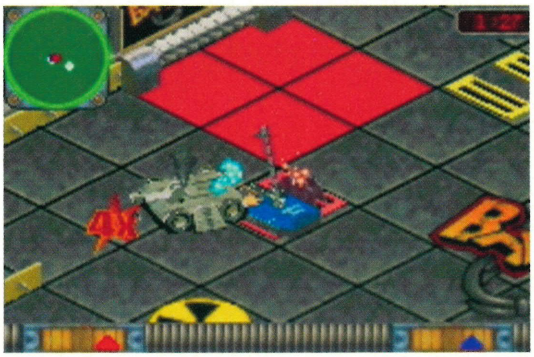
Verdict: **7**

BATTLEBOTS: BEYOND THE BATTLEBOX

Should you love BBC's *Robot Wars* and want to consign the dire GBA version to the dustbin forever, then the American take on the show might just be the game to please.

Scrap it out in the infamous Battlebox or one of four spanking new arenas and use your battering skills to punish your metallic opponent.

The decisions you make in the pits will decide whether you stand or fall during combat and its comprehensive options will help you decide on your Bot's armour and motors, adding a welcome strategy element to the game. Fortunately the arena battles are just as intense as the show and even though the graphics aren't too advanced fans of all things robots will cherish this. **Tim Street** NOM



❑ **Thankfully there's no Craig Charles or Jonathan Pearce wittering on the background to annoy you here**

Price: **£29.99**

Release: **April**

Publisher: **Jaleco**

Verdict: **7**

JAZZ JACKRABBIT

Jazz might not be a household name compared to Mario or Sonic, but what's on display here is a 2D platformer with plenty of fun, if restricted challenge, for fans of similar style platform shooters like *Earthworm Jim*.

Armed with a variety of weapons, including Uzis and Flame Throwers, Jazz's assignment is to mow down chameleon enemies and lumbering bosses whose easy sweet spots must be found if you are to give them a good pasting.

Occasionally you'll find yourself leaping into the dark only to land on top of an enemy which can get annoying, but this is a fast paced adventure that's worth a look. **Tim Street** NOM

❑ **Green uzi-toting rabbits? Whatever next? Blue ring-collecting hedgehogs in trainers?**

Nintendo Gadgets

This month we pound our eardrums as we put Herao's 5.1 surround sound set through its paces and play around with a bundle of Wild Things goodies.

■ **Herao GCD 5.1 Speakers**

■ **Herao** ■ **£139.99**

■ **01980 300 700**

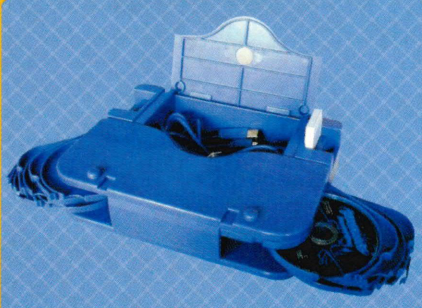
Verdict: Let's be honest... it doesn't look too good, but switch it on and the sound shines through. We used *Rogue Squadron II* to put the system through its paces and it performed admirably, with adjustable volume for each individual speaker. And if you've got a DVD player in your room, this will use optical and coaxial outputs to provide full home-cinema surround sound. The small speakers slightly lose clarity when turned right up, but on the whole this sounds better than the more expensive Logic 3 5.1 system (reviewed in *NOM* 124). A solid purchase, but hide it away as much as you can. **8/10**

■ **Qube Pad**

■ **Wild Things**

■ **£14.99** ■ **02920 755 774**

Verdict: Overall, this is a solid pad with a shape that doesn't differ very much from the official pad. The 3D Stick and C-Stick both have good resistance and accuracy, and a rubber surface improves your grip on them. However, the shoulder buttons don't click when fully depressed and the rumble force rattled too much. **7/10**



■ **GameCube Organiser**

■ **Wild Things**

■ **£9.99** ■ **02920 755 774**

Verdict: Okay, so this will hold your GameCube and ten games and it might be handy in a car, but then you'd need a mobile monitor and either a GameCube battery or a car lighter power supply. Otherwise this is pointless. And we must ask, would you store your £40 game discs in these plastic trays? To be honest, we'd rather not. **3/10**

■ **Qube Carrier** ■ **Wild Things**

■ **£14.99** ■ **02920 755 774**

Verdict: This GameCube carry bag has plenty of pockets, enough to comfortably store your GameCube and all the cables, two controllers and a pile of games. And with thick padding, everything should be kept quite safe during transit. However, the weight of a full bag might be a bit of a strain for the thin shoulder straps you get with it. **7/10**

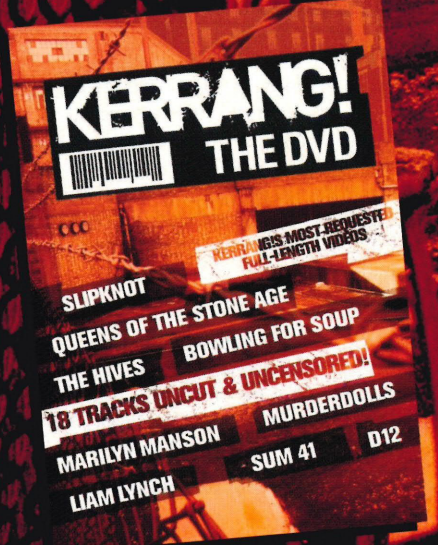
KERRANG!

THE DVD

featuring the most requested videos from Kerrang! TV including:

QUEENS OF THE STONE AGE / SLIPKNOT
LIAM LYNCH / MURDERDOLLS / INME
BOWLING FOR SOUP / D12 / MARILYN MANSON

and the exclusive UK release of the controversial Jonas Ackerlund directed 'Fuel for Hatred' SATYRICON video.



PLUS:

- ★ Bonus feature of exclusive and previously unseen behind the scenes footage from the Kerrang! Awards
- ★ Exclusive unseen photo gallery from the Kerrang! Awards

OUT: 24.03.03

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LETTERS

nintendoletters@emap.com

We always like to know what you think about the world of Nintendo and the winning scribble each month gets £50 worth of HMV vouchers. So what are you waiting for?

→ **Write to us:** Letters, *Nintendo Official Magazine*, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW
→ **E-mail us:** nintendoletters@emap.com
→ **Text us:** Start your message with TXT and send it to 84070. Each message costs 25p to send

The cheque's in the post

Last month I sent you ten pictures of the GBA SP and you didn't put them in the mag. Then a month later there they are and no thanks to me. Maybe you just got the e-mail late or something, but give me a tiny piece of credit.

Jak Hickey, Cork

Sadly the GBA SP was announced a little too late to fit in our February issue. We got the pics the same time as everyone else, but thanks for reminding us.

IDIOT OF THE MONTH

A is for apple

I just wanted to say that there's a mistake in your mag. On p79 of issue 126 where you reviewed *Virtua Tennis* for the GBA the second screen shot is of something else and nothing to do with tennis, and the caption is wrong as well.

Danny Salgania, Luton

This is why you should read reviews and not just look at the pretty pictures. If you'd done that you'd have read about the World Tour mode with the wonderful mini-games.

Not a red herring... this time

Finally leaving the dark side

I'm writing to tell you that I feel such a traitor to Sony and it's all because of Nintendo's greatness. A couple of months ago I would have laughed at someone who had a GameCube, but now I pity people who have a PS2 because Sony's priority is online gaming whereas good old Nintendo are dedicated to making the GameCube a great console.

Brendan Duffy, via e-mail

Don't pity them, think of them as misguided. One day all gamers will come to see the power of Nintendo.

Bring on the death

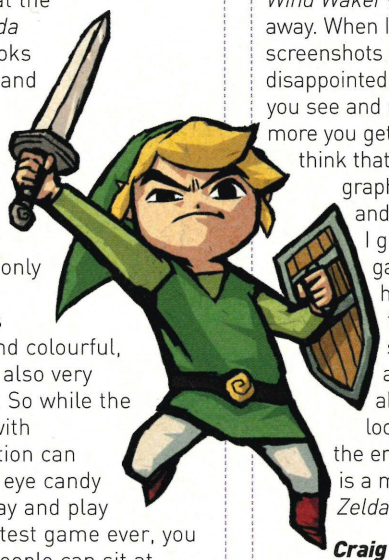
I can't wait to get my hands on *Mortal Kombat: Deadly Alliance*. I have played *MK* on every machine possible and I can't get enough of the carnage. The extra features finish it off and make it my dream game. I'll play *MK:DA* for years to come just like all the classics.

Daniel Wroe, via e-mail

We guarantee your fingers will not be disappointed. Nobody is more pleased than us to see the *MK* wagon back on track.

Hold me back

I'm so angry with people who think that the new *Zelda* game looks childish and say they have ruined it. How wrong can they be? Not only are the graphics bright and colourful, they are also very detailed. So while the people with imagination can ogle the eye candy on display and play the greatest game ever, you boring people can sit at home watching TV.



Patrick Hacker, via e-mail

It would be incredibly sad to miss out on a truly amazing gaming experience just because you think it looks a bit rubbish. Believe us when we say you *have* to play *The Wind Waker* – it's a totally life-changing experience.

Blown away

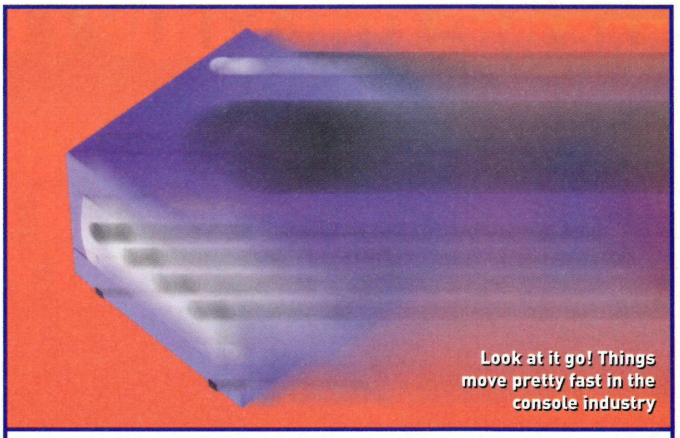
I say *The Legend of Zelda: The Wind Waker* will blow fans away. When I first saw the screenshots of it I was quite disappointed, but the more you see and read of it, the more you get sucked in. I now think that the cartoon graphics are unique and I can't wait for it. I guarantee this game will be the hottest game of the year. The story, characters and everything about the game looks stunning. At the end of the day, this is a must-have for all *Zelda* fans.

Craig MacKinnan, Toryglen

There were over 250,000 pre-orders in America before the pre-order scheme had even started. You know this is going to be more than a game – it's an event.

Must try harder

I hope this gets Letter of the Month as I need the £50 HMV vouchers to get a GameCube



Look at it go! Things move pretty fast in the console industry

The price of progress

Is it just me or is the gaming world moving too fast? I bought a GameCube a month after it came out in the UK and I am enjoying it very much, but I've already heard about its successor. I'm sure that none of the games so far have stretched the GameCube's technology to its full potential and I know Nintendo will see the importance of keeping up with other companies, but I hope they put as much thought into the next console as they did with the GameCube.

Matthew McGregor, Fortrie

As with all technology, nothing ever stands still. GameCube's successor has been pencilled in for 2005, but that's by no means a definite date for its release and it's to be expected that companies look to better their existing hardware. If everybody just sat back there'd be no progress at all.

game. There are so many good games coming out this month that I don't think I'll be able to afford them all.

Marc Doley, Wolverhampton

A valiant effort for the Letter of the Month, but sadly we like a bit more substance, maybe even a point.

More like this, please

As I am a massive fan of shoot-'em-ups I would like to know if there will be a *Doom III* out on the GBA soon. If there is, will there be better graphics and a multiplayer mode to blow your mates' heads off? Also, will there be any decent Real-Time Strategy games on the GBA? I really enjoy seeing my gigantic army going in for the kill and kicking enemy butts. It'd be a joy to behold and would please strategy game fans everywhere.

Meilyr Gwynn, Cilgerran

No news on a third *Doom* instalment just yet, but then the game isn't even out on the PC, so we may be waiting some time. As for RTS games, *Advance Wars 2* should be hitting these shores pretty soon. We'd like to see a different RTS on the GBA too, like *Warcraft* or *Command & Conquer*. How about it?

QUICKFIRE QUESTIONS

Is there going to be a remake of *Primal Rage*?

Nicolas Pardon, Belgium
NOM: No

Is the new Disney film, *Treasure Planet*, coming to GameCube or GBA?

Danny Truter, via e-mail
NOM: Turn to p74

Will there be any athletics games coming out for the GameCube?

Anon, via e-mail
NOM: We hope so.

Will there be a *Conker* game coming out for GameCube?

Chris Pearson, Braintree
NOM: No

What's in a name?

Is it me or has anyone else been looking at that word on their joypad? It makes me think, what does Nintendo mean? To me it sounds like some kind of martial art.

John-Paul Davies, Darwen

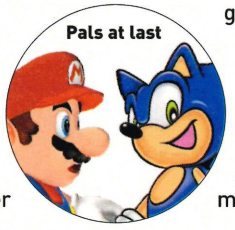
According to the book *Game Over*, by David Sheff (a must-read for all Nintendo fans) the word 'nin-ten-do' can mean 'leave luck to heaven', but the accepted translation is 'work hard, but in the end it is in heaven's hands'.

Fight night

Me and my mate have thought of a good idea; a Sonic vs Mario game where *Sonic* and *Mario* characters would fight each other. The stages could be like *Sonic Adventure 2 Battle* where you choose if you wanted to be on the side of Mario or Sonic. It would be really cool.

Stephen Green, Lincoln

Not a bad idea at all. And one that might just be possible now that the Hedgehog is on Nintendo consoles. It would need to be a lot better that *SA2B*, though!



San-shine, my only san-shine

What does this '-san' business mean at the end of a Japanese person's surname. I just don't get it. Yamauchi-san, Miyamoto-san, Iwata-san. Please tell me what you're talking about.

Peter Iskryck, Manchester

The suffix 'san' is a mark of respect when mentioning a Japanese person. It's a bit like using Mr in the UK. We wouldn't call your dad Iskryck, we'd refer to him as Mr Iskryck – it's just good manners.

Money money money

Games are just too expensive. People who aren't rich, especially kids with pocket money, can't just go and buy another game every time they complete one. I've just finished *Super Smash Bros. Melee* and am looking forward to getting *Metroid Prime*. Oh sorry I forgot – I can't afford it because it costs £40.

James Hogan, Gateshead

Sadly that's just the way it is. Compared to the cost of the console, games have always been expensive, but if you read *NOM*'s reviews and only pick the best games then you should get your money's worth.

Pin me down

I'd like to know if THQ have announced a sequel to *Wrestlemania X8* yet. I was really looking forward to *X8* but was quite disappointed when I got it after waiting to get my hands on it for months. If there is to be a sequel, will new faces like Rosey Jamal, Eric Bischoff, Rey Mysterio and Scott Steiner be in it?

Dave Willocks, Arbroath

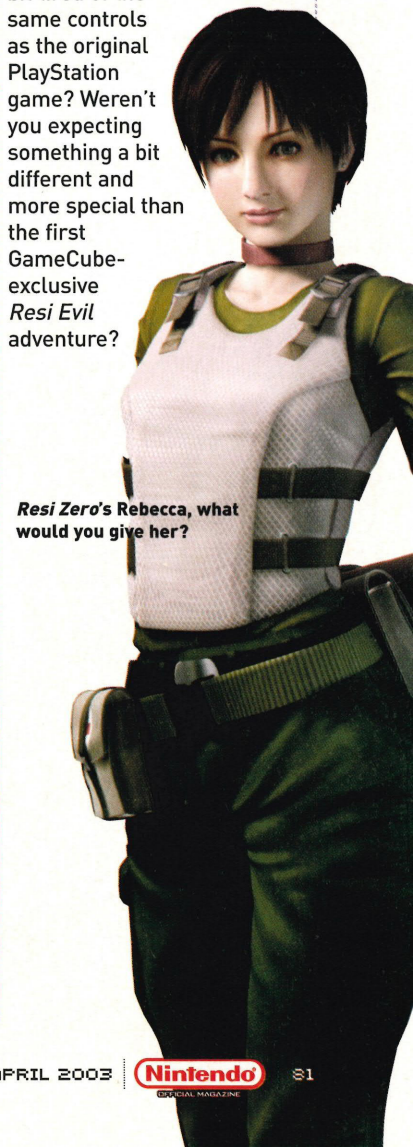
No official announcement just yet, but you know that THQ can't resist the *Wrestlemania* franchise so you can bet your life that another instalment is being planned as you read this.

Scary score

I was truly shocked that *Resident Evil Zero* was awarded eight out of ten. I know eight isn't bad, but nine would have been great. I have all the *Resi* games and the controls and puzzles have never bothered me! Surely it can't be that bad?

Jack Crutchley, Leeds

Eight is a great score and *Zero*'s a great game, but as a fan yourself, aren't you a bit tired of the same controls as the original PlayStation game? Weren't you expecting something a bit different and more special than the first GameCube-exclusive *Resi Evil* adventure?

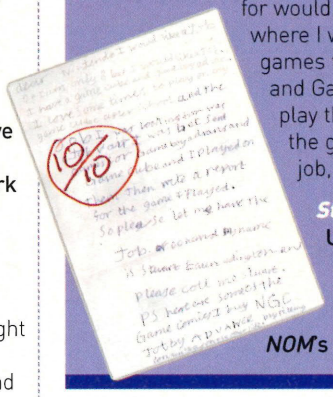


***Resi Zero*'s Rebecca, what would you give her?**

LETTER OF THE MONTH

Ten out of ten for effort

I'd like a job. OK I am only eight, but I'd still like a job. I have a GameCube and a Game Boy Advance and the job I was looking for would be one where I was sent games for GBA and GameCube, I could play them and write a report for the games I played. Please let me have a job, *NOM*.



Stuart Eadington, Dunira

Unfortunately we don't have any jobs for you at the minute, Stuart, but keep plugging away at the games and one day you may get the call, just like *NOM*'s Mike J and Dominic did.

win all this cool stuff

What a wealth of stuff we've got for you little blaggers this month. If you want to be in with a chance to win, just phone **0905 053 110**, then add the number of the competition at the end. So if you're entering the *Rally Championship* competition, dial **0905 053 1101**. Answer the question, leave your name, address and daytime telephone number and we'll call you on 10 April if you win. But don't forget to ask permission from whoever pays the bill before calling.

1

1. Panasonic widescreen TV and *Rally Championship* goodies

Everyone needs a widescreen TV, it should be the law to own one. Thankfully this month we're giving you the opportunity to become the envy of your mates by winning a brand-new Panasonic TK28DK1C Nicam 28in widescreen gogglebox.

Thanks to the gang at SCi, the winner will also be getting themselves a copy of the rather good rally sim, *Rally Championship*, which scored a respectable seven out of ten in our recent review. And if that's not enough then there are ten runners-up prizes of *Rally Championship* goody bags, which contain stylish RC caps and T-shirts. So, if you want to be in with a chance of winning the booty then you'll need to answer this question:

Q. What nationality are the rally drivers Tommi Makinen, Marcus Gronholm and Toni Gardemeister?

a. Danish
b. Finnish
c. Swedish

01 UP FOR GRABS

2

03 UP FOR GRABS

3

03 UP FOR GRABS

2. Broadband Adapter and *Phantasy Star Online Episode I&II*

Thanks to Nintendo and Infogrames we have three Broadband Adapters and three copies of *Phantasy Star Online* to give away. Just answer this:

Q. On which console did *PSO* originally appear?

a. Mega Drive
b. Saturn
c. Dreamcast

3. *Legend of Zelda: A Link To The Past*

Thanks to Nintendo we're giving you the chance to take on the role of Hyrule's greatest hero. We've got three copies of this fantastic game to give away if you can answer this:

Q. What item does Link require to swim in deep water?

a. Zora's Flippers
b. Laura's Flippers
c. Nora's Flippers

4. *Sonic Mega Collection* games

This is a must-have for all *Sonic* fans and we've scored it as an eight out of ten (turn to p60). And thanks to Infogrames we've got five to give away if you can answer this question:

Q. What is Sonic's pal Miles Prower's nickname

a. Knuckles
b. Tails
c. Cream

5. *Dr. Muto* GameCube

Just because he's not called Mario doesn't mean that Dr. Muto doesn't deserve a place in your platforming hearts. Thanks to Midway we've got five copies to dish out if you can answer this question:

Q. From which company is Muto trying to steal machine parts?

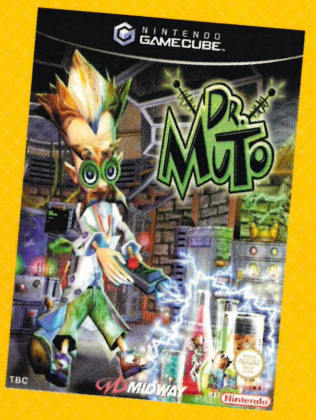
a. Scrapital
b. Chuckital
c. Burnital

4

05 UP FOR GRABS

5

05 UP FOR GRABS



ISSUE 125 WINNERS

Competition 1
- *Sheena Edwards, Kilcreggan*

Competition 2
- *Stacey Williams-Herrington, Battersea*
- *Adam Streames, Christchurch*
- *Suzanne Schofield, Chelmsford*
- *Andrew McGarvey, Middleton*
- *Jean Grzesik, Sheffield*

Competition 3
- *Hisham Arson, London*
- *Jae Cope, Chesterfield*
- *Indrani Chaudhary, London*

Competition 4
- *Jack Rodicin, Wisbech*
- *D Toon, Farnborough*
- *Mark Tutin, Collycroft*
- *Jo Richardson, Evesham*
- *Andrew Murphy, Langport*

Competition 5
- *Paul Irwin, Craigavon*
- *Craig Horn, Doncaster*
- *Inger Morris, Newmarket*
- *Janet Divine, Cardiff*
- *Dominic Malins, Huntingdon*

Competition 6
- *Sam Grace, Teignmouth*
- *B Simmonds, Putney*
- *James Wild, Southam*
- *Mike Chaplin, Truro*
- *Andrew Kirk, Glasgow*

Terms and conditions: Calls cost 50 pence per minute. Calls last two minutes. Please get permission from the bill payer before calling. *Nintendo Official Magazine* and the companies providing prizes accept no liability for injuries or damage sustained while using competition prizes.
All entries for the competitions must be received by 10/03/03 to qualify.
The winner will receive the stated prize from the competition they have entered. If for any reason beyond the promoter's control it is not possible to provide the stated prize, the promoter reserves the right to award an alternative prize of no lesser value.
The promoter's choice of prize is final. There is no cash alternative available. No entries can be returned and the promoter will enter into no correspondence. Prize draw takes place on 13/03/03 and the winner will be notified within one day of the draw. The winner will be chosen at random from the correct entries received. Open to UK and overseas residents. We reserve the right to use the winners in any publicity. No employees of EMAP or other companies involved in this promotion are eligible to enter. No purchase necessary. The Editor's decision is final. Only one entry per household.
The promoter excludes responsibility for applications that are lost/delayed/incomplete.

You can also send your entries by post. Please write the competition number clearly at the top of the envelope or postcard. If, for example, you are entering the *Dr. Muto* competition, write to: **Competition 5, *Nintendo Official Magazine*, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW.**

HIGH SCORES & CHALLENGES

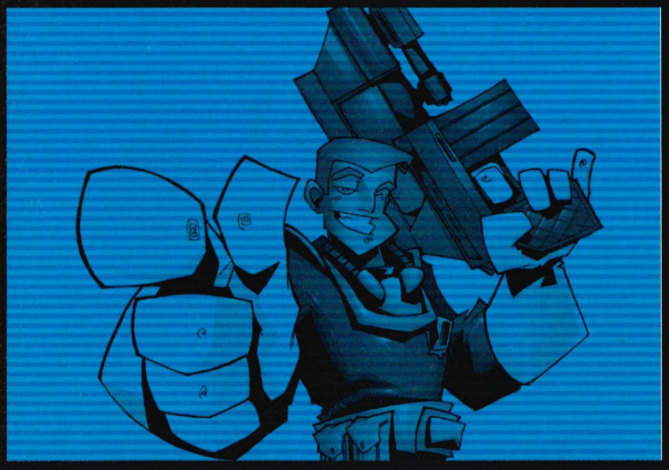
Are you a great gamer? Wish you could prove it to the world? Well then, check out our challenges and if you can get a top score, send it in and you could see your name on these pages. Challenge winners even get a Joytech controller!

1 TIMESPLITTERS 2: ARCADE AMATEUR LEAGUE, GO FOR THE MOST KILLS IN LEECH CHALLENGE

Go into the Arcade Amateur League and choose the 'It's a Blast' league. Get as many kills as you can on the Leech challenge within the five minutes. When you're done, go back to the menu and take a pic of the briefing screen showing your best score.

It's much easier to aim manually when using the Rocket Launchers, so stand on high ground and pick off the robots below. Also, don't forget to keep your ammunition topped up at all times.

1. Tim Street 43
2. Mike J 41
3. Rich Marsh 40
=4. Dominic Wint 39
=4. Kingsley Singleton 39



2 TIGER WOODS PGA TOUR 2003: STROKE PLAY, GET THE BEST SCORE IN LOVELY PRINCEVILLE

After unlocking the play modes, start up a Stroke Play game on the greens of Princeville. We want to see your score after 18 holes. You can choose any golfer, but you'll do best if you have your own character with high statistics.

Experienced players should find plenty of birdie opportunities on the straight courses of Princeville – hitting par will simply not be enough if you want to win this challenge.

1. Dominic Wint 65
=2. Kingsley Singleton 66
=2. Tim Street 66
4. Rich Marsh 68
5. Mike J 71

3 BURNOUT: SINGLE RACE ON INTERSTATE TRACK, FASTEST TOTAL TIME OVER THREE LAPS

It's a simple challenge to take part in, but not a simple one to win. Start a Single Race on the Interstate circuit and get the fastest race time you can. You have the choice of any car you want so make sure you choose it wisely.

You'll need to Boost loads to get the best time. Try to get Near Miss and Incoming Traffic bonuses as much as possible. Also, use Burnouts in one go to refill your Burnout bar half way instantly.

1. Dominic Wint 7:01:259
2. Kingsley Singleton 7:38:954
3. Mike J 7:46:398
4. Tim Street 7:59:356
5. Rich Marsh 8:36:102

4 SUPER MONKEY BALL: HIGHEST SCORE ON THE ONE-PLAYER INTERMEDIATE LEVELS

This is a test of your ball control. Select a one-player Main Game, and go for the Intermediate run with 30 floors. Get that wee monkey around all of the courses and send us snaps of your high score at the end.

Practise, Practise! There's no tip for being good at the Main Game in *SMB*... just play well. If you can collect plenty of bananas and get through the stages without continuing, it'll be a bonus.

1. Mike J 581,515
2. Tim Street 458,773
3. Dominic Wint 289,764
4. Kingsley Singleton 98,345
5. Rich Marsh 87,326

RESULT TABLES

1 TIMESPLITTERS 2: FASTEST TIME IN ADIOS AMIGOS DEATHMATCH CHALLENGE

Bagging ten enemies quickly doesn't sound too tough, does it? But try to do it quicker than Rory Knott, listed below, and you'll find it a bit of a problem. Rory, you dark horse, what a scorcher of a score!

1. Rory Knott 27:4
2. Leon Baker 30:9
3. Dave Every 31:2
4. Steven Fairley 31:6
5. James Noton 41:4

2 STAR FOX ADVENTURES: HIGHEST SCORE ON THE FIRST ARWING APPROACH TO DINOSAUR PLANET

Jack's top-scoring entry was the first we received and nobody has managed to knock him off his perch since. When it comes to Arwing flying, Jack's got it sorted!

1. Jack Henderson 1,335
2. Richard Lambeth 1,165
3. Erik Washer 1,105
4. Antonio Halpin 1,005
5. Robert Fields 985

3 HARRY POTTER AND THE CHAMBER OF SECRETS: LONGEST GNOME THROW FROM THE WEASLEY'S GARDEN

Gnome throwing – it won't sound half as weird to anyone who has played the game. So, who's the king Gnome thrower? Why, it's Jiwan Dhaliwal of course.

1. Jiwan Dhaliwal 430m
2. Tom Burman 403m
3. Ian Preston 401m
4. Mark Howson 399m
5. Richard Buzzel 396m

4 BURNOUT: FASTEST LAP ON THE INTERSTATE COURSE

Put your pedal to the metal and the cars move at a hell of a pace, but you'll get nowhere if you can't avoid those pesky collisions with the local mums on their school run. 'You've got a 4x4 so use it, missus!' Joe Gordon has got the skills to pay the bills.

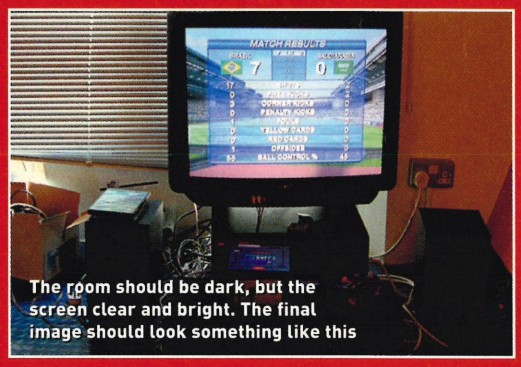
1. Joe Gordon 2:01:908
2. Alan Betts 2:06:326
3. David Beckford 2:08:535
4. Gregory Foster 2:09:315
5. James Parker 2:12:099

CHEATS NEVER PROSPER

There's no doubt that less-skilled Nintendo GameCube players will try to use cheats to get into our exclusive high score tables.

Cheats should not be used to help with challenges unless we say so. Using import games is also strictly forbidden as they can often give players an unfair advantage. Don't cheat, chaps. It's not big and it's certainly not clever.

PHOTOGRAPH YOUR TV



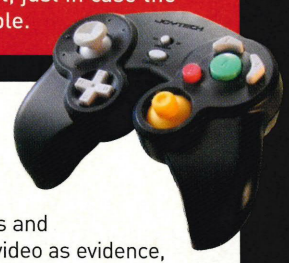
The room should be dark, but the screen clear and bright. The final image should look something like this

Using a camera to take a photo of your top score on a TV can be tricky, but follow these simple instructions and you should be fine.

1. Make the room as dark as possible. Draw the curtains, turn out the lights and take the photo standing at an angle to the television screen.

2. Turn off the flash or the television screen will appear black in the developed photograph. And you don't want that to happen, do you?

3. Take more than one shot, just in case the first photograph is unreadable.



WHAT YOU HAVE TO DO TO WIN

When you've achieved a top score on one of our challenges and got your hands on a photo or video as evidence, pack it up and send it to the *NOM* address. If you manage to get the best score next month we'll send you a smart Joytech Advanced Controller for your GameCube, so it's definitely worth the extra effort.

High Scores and Challenges, Nintendo Official Magazine, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW.

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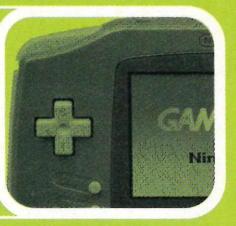

WHAT YOU NEED TO DO

CLUB

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Samus Scan Search >> ... there's a Classic Scene to investigate on p114

MEGA MOBILE RINGTONES & LOGOS

top chart hits

TATU - All The Things She Said	11309
Justin Timberlake - Cry Me a River	11319
Oasis - Songbird	11976
Kelly Rowland - Stole	11353
Sean Paul - Gimmie the Light	11440
Big Brovaz - OK	11387
Good Charlotte- Lifestyles of the Rich	11497
Cam'ron - Hey Ma	11906
Counting Crows - Big Yellow Taxi	11371
Kelly Osbourne - Shut Up	11228
Jaimeson feat. Angel Blu - True	11450
Beenie Man - Street Life	11354
Jay-Z - '03 Bonnie & Clyde	11201
Jurgen Vries - The Opera Song	11540
Craig David - Hidden Agenda	11332
Lemon Jelly - Weather For Ducks	11067
Wildhearts - Stormy in the North	11541
Girls Aloud - Sound Of The Undergd	11306
Cheeky Girls - Cheeky Song	11049
Eminem - Lose Yourself	11065
Daniel Bedingfield - Not The One	11063

new releases

Blue Song - Mint Royale	11916
Boys Of Summer - DJ Sammy	11918
Cry Baby - Tricity	11921
Dinosaur Adventure 3D - Underworld	11923
DJ Nation - Nukleuz DJ	11924
Dreamer - CK And Dream Team	11927
El Luna En Tu Mirada - Ry Cooder	11929
Eye Of The Hurricane - New Flesh	11930
Fortress Europe - Asian Dub Foundatn	11932
Freeloader - Driftwood	11933
Baby Doll - NERD	11913
Dreamy Days - Roots Manuva	11928
Automatic - Sarah Whatmore	11912
A Day Like Today - Tom McRae	11909
Beautiful - Christina Aguilera	11914
Born To Try - Delta Goodrem	11917
Breakdown - Sinead Quinn	11919
Britney - Busted	11920
Damn These Hungry Times- Cousteau	11922
Dream Its Over - Sixpence nt Richer	11926
Dont Ask Me - Ok Go	11925
Tic Toc - Leanne Rimes	11510
Ring - Alexia	11511
River - Barry Manilow	11512
Truck On - Simple Kid	11525
Land Of The Living - Milk Inc	11408
Can I Go Now - Jennifer Love Hewitt	11374
Cant Go Back - Sissel	11375
Do I Have To Cry 4 You - Nick Carter	11378
Dont Worry - Appleton	11380
I Wont Forget You - Ze Malibu Kids	11382
Cant Rock The Mic - P A Y Go Crew	11376

team themes

Celtic - Fields of Athenray	3547
The Wild Rover	5310
Vindaloo	1514
Round The Mountain - Arsenal	4131
Glory, Glory - Man United	4134
Here We Go	4135
Blowing Bubbles - West Ham	4136
Marching On Together - Leeds	3541
Youll Never Walk Alonel	3545

TV themes

The Fall Guy	10593
Trigger Happy TV	10595
Phoenix Nights	10754
Formula 1	10751
Simpsons	9130
The Muppets	0099
Hawaii 50	4855
Axel F	0153
A Team	4847
Only Fools & Horses	6152
Benny Hill 2	0166
Knightrider	0204
Airwolf	4680
Banana Splits	5316
Match Of The Day	0221
Pink Panther	4691
Eastenders	0043
BBC Cricket	4850
Rainbow	4861
Starsky & Hutch	4863
Thunderbirds	0155
Mission Impossible	0222
Monty Python	0085
Sex & The City	9118
Dangermouse	5334
Star Trek Next Generation	0148
Jamie & The Magic Torch	5363
Casualty	6201
Dr Who	4688

film themes

Back To The Future	6146
Battle Of Britain	6283
Beverly Hills Cop - Axel F	0013
Braveheart Theme	6076
Bugs Life	4685
Close Encounters	5558
Moulin Rouge	5787
Dambusters March	5061
Enter The Dragon	6172
ET-Extra Terrestrial	4821
Evergreen - Barb. Streisand	10729
Everything I Do - Robin Hood	5298
Eye Of The Tiger - Rocky	4852
Forest Gump	4822
Get Carter	5425
Good The Bad And The Ugly	4854
Halloween	0065
Snow White	6072
Indiana Jones	0199
Italian Job	4856
James Bond	0187
Jurassic Park	4825
Mission Impossible	0222
Police Academy	5778
Raindrops -Butch Casidy	8452
Superman	0152
The Magnificent Seven	4826
The Wizzard Of Oz	5366
Top Gun	4864
Officer And A Gentleman	5412
Walace And Gromit	4865
War Of The Worlds	5259
Where Eagles Dare	5422
Wizzard Of Oz	4777

rap tones

Bad Intentions - Dr Dre	6550
Because I Got High - Afroman	5603
Bouncing Back - Mystikal	6642
Break Your Neck - Busta Ryhmes	7209
Crazy Rap - Afroman	6772
Diddy - P Diddy	6646
Haters - So Solid Crew	6520
I'm Leavin' - Outsidaz	6556
Lovely - Bubba Sparxxx	6756
Missing You - Puff Daddy	1584
Ms Jackson - Outkast	3706
Rappers Delight - The Sugar Hill Gang	7212
Real Slim Shady - Eminem	1515
Stan - Eminem	1513
The next Episode - Dr. Dre	3676
The Way I Am - Eminem	1579
Ugly - Bubba Sparxx	6168
Woo Haa - Busta Rhymes	8195
You Gets No Love - Faith Evans	6637

indie

Dont Look Back In Anger - Oasis	4122
Wonderwall - Oasis	4121
Parklife - Blur	1520
Get A Job - The Offspring	0405
Alwas Rain On Me - Travis	0404
Losing My Religion - REM	0217
Bitter Sweet Symphony- Verve	0164
Fly For A White Guy - Offspring	0108

club tracks

Kelly Llorenna - Tell It To My Heart	9513
Flip & Fill - Shooting Star	9505
Ian Van Dahl - Reason	8979
Paffendorf - Be Cool	8878
Starchaser - Love Will Set You Free	9285
Basement Jaxx - Get Me Off	9303
Kluster - I Feel Love	9277
Distant Soundz - Runaway	9394

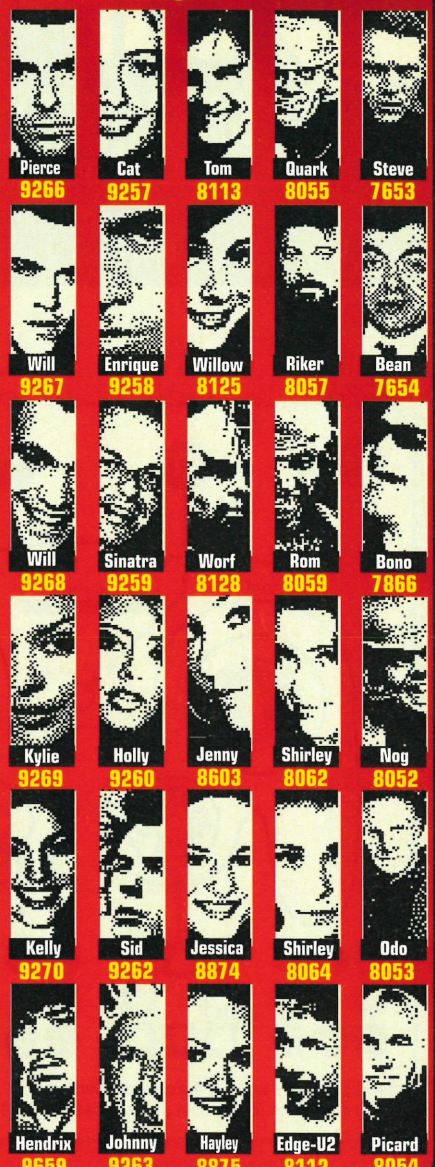
R & B

Dilemma – Nelly	1780
Gangsta Lovin – Eve	10661
Hey Baby – DJ Otzi	5767
Break Your Neck – Busta Rhymes	7209
I Need A Girl – P Diddy	9746
Missing You – Puff Daddy	1584
Livin It Up – Ja Rule	6270
Crossroads – Blazin Squad	10397
Foolish – Ashanti	9302
Hot In Herre – Nelly	8972
Always On Time – Ja Rule	6548
Bootylicious – Destiny's Child	5323
Addictive – Truth Hurts	9730
The World's Greatest – R Kelly	6633
Get This Party Started – Pink	6479
Too Close – Blue	5502
U Turn – Usher	7812

boy bands

One Love - Blue	10943
Uptown Girl - Westlife	3719
No More -A1	3709
The Call - Backstreet Boys	3700
What makes a man - Westlife	3694
Long As You Love Me - Backst Boys	0273
Queen Of My Heart - Westlife	6271

Pic Messages



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OFFICIAL TIPS

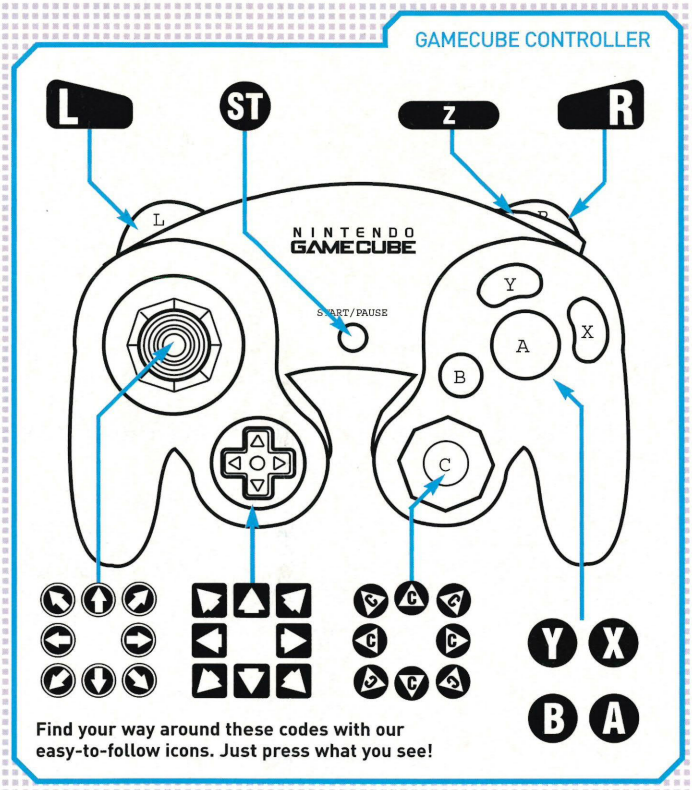
Cheat maniacs and tip grabbers come fill your boots with all the latest hints, tips and cheats for the hottest titles. You rack 'em up, we'll knock 'em down...

Zelda: A Link To The Past Hidden extras **p88**

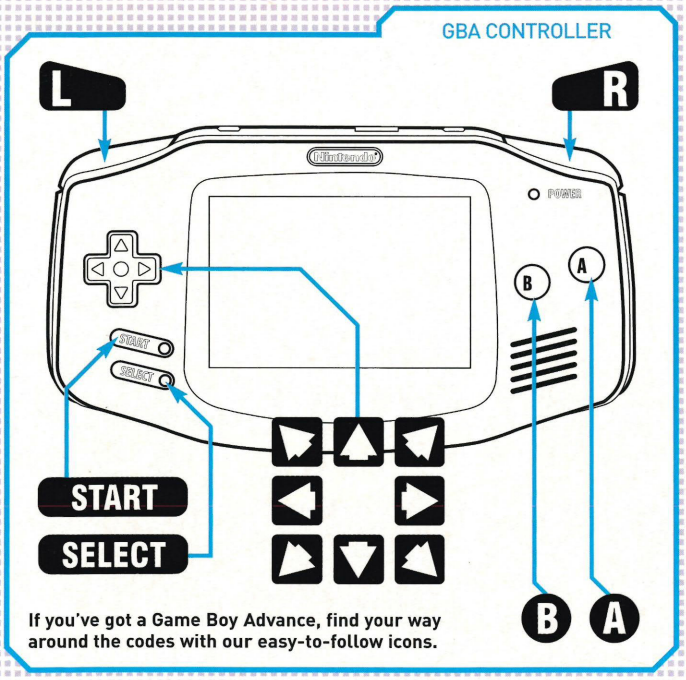
Metroid Prime Samus' secrets **p89**

Dr. Muto Healthy hints **p90**

NBA 2K3 Dunking delights **p91**



Find your way around these codes with our easy-to-follow icons. Just press what you see!



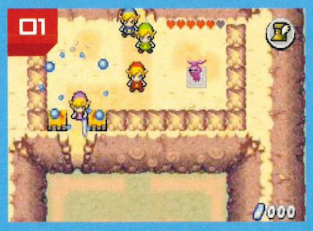
If you've got a Game Boy Advance, find your way around the codes with our easy-to-follow icons.

ZELDA: A LINK TO THE PAST

UNLOCK LOADS MORE LINK

Four Swords is one of the coolest multiplayer experiences you'll ever have on the GBA, but take a look below and we'll show you how to get the different endings to the game.

01



❑ Complete each level of *Four Swords* with a total of 1,000 Rupees and beat Vaati to get Silver Keys, 3,000 for Gold Keys or 5,000 for Hero Keys. If you manage to do this, you'll discover that each different one will give you a fantastic and unique ending to enjoy.

02

❑ Play *A Link To The Past* until you get the Master Sword. From then on, you'll have the Sword Beam in *Four Swords* too. However, the Beam will only shoot when you have a full life gauge, so stay healthy by keeping little Link out of trouble and you'll be beaming in no time.

LOTR: THE TWO TOWERS

MAKE MINCEMEAT OUT OF SAURON WITH THESE CODES

Once you've finished this cracking slash-'em-up, start a new game and pause at any time. Now hold down the L and R buttons and hit any of the following button codes to begin cheating like some goddamn Nazgul.

01

❑ Just enter Y, B, A then X for a very handy bit of invincibility. Or tap in B, B, X then X for some totally devastating attacks. And if you're really greedy and want all the upgrades then hit Y, X, Y and X.

02

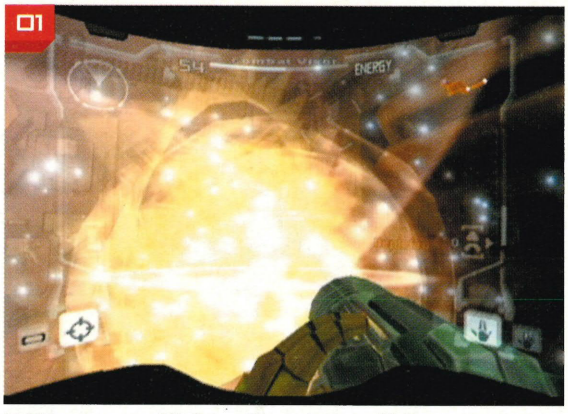
❑ If you're running low on ammo then you can restore your munitions any time by holding L and R and then pressing A, ▽, Y and △. If you hear the clash of a sword it'll confirm that you've entered the code correctly.

METROID PRIME

■ UNCOVER THE SECRETS OF TALLON IV

It's a definite candidate for best game of the year, but that doesn't mean it's easy. If anything, we'd say it plays as hard as Samus herself. Still, you do get a reward for your hard work with a bundle of bonuses to unlock on finishing this monster game.

01



❑ There are multiple endings, but you'll have to go some to get all three: 74% for ending one; 75%-99% for the second ending; and 100% to get the third and final one.

02

❑ Finish the game once and you'll unlock the Hard mode. Sweet as!

03

❑ Scan 50% of Logs for Gallery One and 100% for Gallery Two.

04

❑ You can open up the classic NES *Metroid* by completing the GBA *Metroid Fusion* and then linking-up to *Prime*. And if you finish *Prime* and link to *Fusion* you can see Samus in the GameCube suit on GBA.

SUPER MONKEY BALL JR.

■ MORE MODES THAN YOU CAN SHAKE A MONKEY AT

Want to play around with the monkeys? Then you've come to the right place. Try these button codes out on the opening screen.

01

❑ To open up the truly fantastic Super Enable All mode, just grab your monkey-packed GBA and enter this code ▼, ▼, ▲, ▲, ◀, ▶, ◀, ▶, B and A.

02

❑ If you want to have your furry little monkeys rolling around in the Super Blocky mode, which features extra-blocky graphics, then enter ◀, ◀, ▶, ▶, ▼, ▼, A.

03

❑ You can get your hairy little hands on the very useful Super Nice Try mode just by entering the following simple code ▲, ▲, ▼, ▼, ◀, ▶, ◀, ▶, B, A. It's all easy now.

SONIC MEGA COLLECTION

■ GOOD OLD CHEATS FOR GOOD OLD SONIC GAMES

Want to find the hidden extras in the retro-tastic *Sonic Mega Collection*, featuring the spiky blue dude's greatest hits? Well, now you can stop tearing your spines out and open the game up with these handy button codes.

01

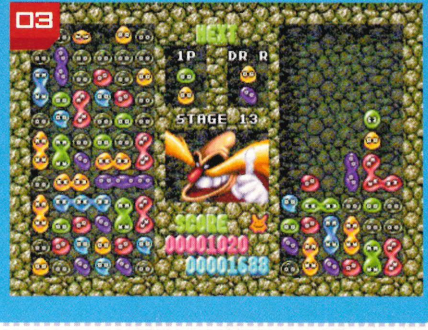
❑ For the Blue Sphere game get a *Phantasy Star Online* save on your memory card or play *Sonic the Hedgehog* and *3D Blast* 20 times.

02

❑ To get a level-select option in *Sonic 3D Blast* just press B, A, ▶, A, X, ▲, ▼, A. But this *is* cheating and you'll be in trouble if we catch you.

❑ If you're lucky enough to have a *Sonic Adventure 2 Battle* game saved on your memory card you'll unlock Flicky. Otherwise just play *Dr Robotnik's Mean Bean Machine* a tanking 20 times.

03



FAST TIPS

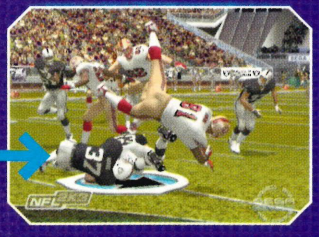
Quick hints for you this month include *Monsters, Inc.*, *NFL 2K3* and *Wild Thornberrys*. Come and warm your cheating hands.

WILD THORNBERRYS: THE MOVIE

Can't be bothered working your way through the whole game? Just enter HB5F as a password to unlock all of the levels.

NFL 2K3

If you're struggling to get that extra yard on a third-down-and-one drive then give the ball to your Running Back and press L and R to get a Power Hit.



MONSTERS, INC.

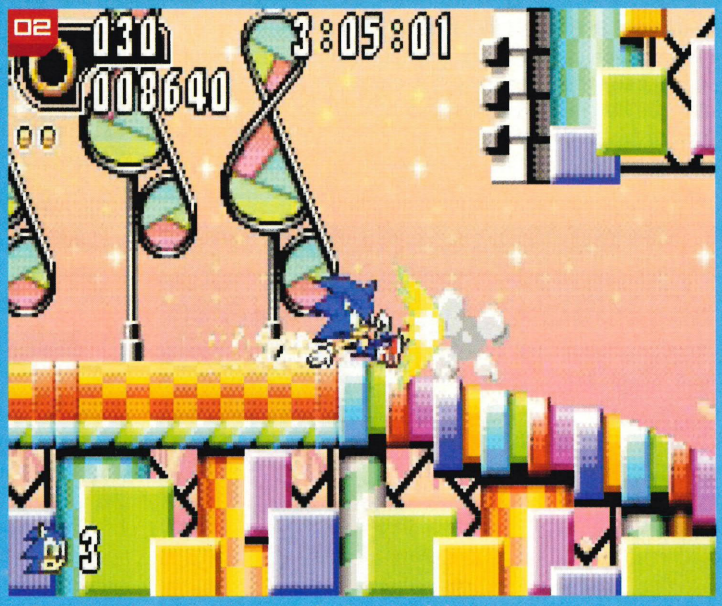
If you want to unlock all of the characters and costumes you'll need to finish the game, then start over and press L, R and Y to change their clothing.

SONIC ADVANCE 2

■ EVEN THE TINY SONIC HAS HIDDEN DEPTHS

Fancy yourself as a bit of a *Sonic* master? Just check out the tips below and see what's on offer for the best of the best of the hedgehogs.

❑ To unlock an extra stage, you'll have to beat the game with all five characters, collecting all seven of the elusive Chaos Emeralds each time. It's tough, but we know you can do it.



❑ To get your hands on every single one of the awesome extra characters, choose Sonic then beat Leaf Forest to get Cream the Rabbit, finish Music Plant to unlock Miles and polish off Sky Canyon to gain control of the feisty Knuckles.

DR. MUTO

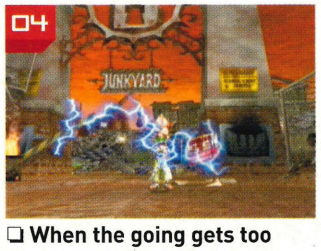
■ THE APPLIANCE OF CHEATING SCIENCE IS HERE

Finding Burnital Industries a little hard to navigate? Help is at hand with these cool codes. You'll need to go to the Codes screen to enter them.

❑ To unlock all of the areas in the game enter BEAMMEUP.

❑ If you want to unlock all of the FMV sequences from the game then enter HOTTICKET as a code.

❑ Maybe you love to change shape. In that case you can enter EUREKA to unlock all of Dr. Muto's morph powers.



❑ When the going gets too tough for you, just tap in the code NECROSCI to make the good doctor invincible.

❑ If you're a tech-head and you want to get your hands on all of Dr. Muto's gadgets, simply enter TINKERTOY.

NBA 2K3

■ SOAR TO VICTORY WITH THE HELP OF THIS CODE

It may not make sense to us Brits, but the Yanks seem to think they're on to a good thing. Find out why with our help.

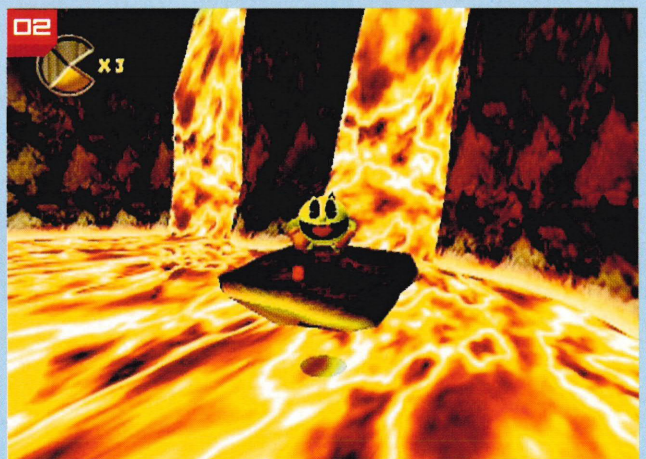
❑ Go to the Options menu and select Gameplay. Hold ◀ and ▶ and press START. Type in MEGASTARS and you'll get your hands on the Visual Concepts, Sega Sports and Team 2K2 exhibition sides. Note this code must be entered in capitals.

PAC-MAN WORLD 2

■ GIVE YOUR GAME A POWER PILL UPGRADE

Like all classic arcade games, *Pac-Man World 2* has some hidden extras up its funny yellow sleeves.

❑ If you manage to unlock 30 tokens in the game you'll be able to play the excellent *Tetris*-style arcade game *Pac-Attack*. Pretty easy for Pac-Maniacs, eh?



❑ Collect a much-tougher 100 tokens during the game and you nostalgia fans are in for a treat as this will unlock the original *Pac-Mania* arcade game. Oh the memories.

The Cheatmistress presents

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

CHEATS TIPS & WALKTHROUGHS

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BMX XXX
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Getaway
Gran Turismo 3
Grand T Auto: Vice City
Grand Theft Auto 3
Harry Potter C.of Secrets
Headhunter
Hitman 2: Silent Assassin
James Bond: Nightfire
Kingdom Hearts
LMA Manager 2003
Lord of Rings Two Towers
Medal of Honor Frontline
Metal Gear Solid 2
Ratchet and Clank
Res.Evil: Code Veronica X
Sims
Spiderman The Movie
The Getaway
The Sims
The Thing
Tony Hawk's 4
Turok: Evolution
WWE Smackdown! S.Y.M.
Plus Many More...

GBOY ADV

Broken Sword
Castlevania: C of Moon
Dragonball Z: L. Goku
Eggo Mania
Golden Sun
Harry Potter C.of Secrets
Lord of Rings Two Towers
Mario Adv. 3: Yoshi's Is.
Mario Kart Super Circuit
Medabots AX
Metroid Fusion
Robotech: Macross Saga
S Palmer's Snowboarder
Sonic Advance
Spiderman The Movie
Super Mario Advance 2
Super Mario Advance 3
Tekken Advance
Yoshi's Island
Plus Many More...

GBOY COL

Dragon Ball Z
Dragon Warrior Monsters
Dragonball Z L.Sup.Wars.
Lucky Luke
Mario Land 2
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Yellow
Yu-Gi-Oh! Duel Monsters
Zelda: Links Awake. DX
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
Plus Many More...

N64

Army Men: S's Heroes
Banjo Kazooie
Banjo Tooie
Glover
Goldeneye
007 GoldenEye
Shadows of the Empire
Turok 2
WCW vs NWO Revenge
Zelda
Zelda: Majora's Mask
Plus Many More...

GAMECUBE

A = 01
Agent Under Fire
Aggressive Inline
American Pro Trucker
Animal Crossing
B = 02
Batman Vengeance
Beach Spikers
Black and Bruised
BloodRayne
Bloody Roar: Primal Fury
BMX XXX
Bomberman Generation
Bond 007: Nightfire
Bond: Agent Under Fire
Bounty Hunter: Star Wars
Burnout
C = 03
Capcom vs. SNK: EO
Casper: Spirit Dimensions
Cel Damage
Chamber of Secrets
Clone Wars - Star Wars
Crash Bandicoot
Crazy Taxi
D = 04
Dave Mirra BMX 2
Dead to Rights
Die Hard: Vendetta
Dinosaur Planet (Starfox)
Disney's Magical Mirror
Doshin the Giant
Dr. Muto
E = 05
Eggo Mania
Eighteen Wheeler
Enter the Dragonfly
ESPN Int.Winter Sports'02
Eternal Darkness
Extreme G 3
F = 06
F1 2002
FIFA '02, '03 & W.Cup
Fire Blade
Freekstyle
Frontline (M. of Honor)
G = 07
Gauntlet: Dark Legacy
Godzilla: D. all Monsters
Groove Adventure Rave
H = 08
Harry Potter C.of Secrets
I = 09
Int. Superstar Soccer 2
Int. Winter Sports 2002
J = 10
J McGrath's S'cross World
J.Bond: Agent Under Fire
James Bond: Nightfire
Jedi Knight 2
K = 11
Kelly Slater's Pro Surfer
L = 12
Legends of Wrestling 1&2
Lord of Rings Two Towers
Lost Kingdoms
Luigi's Mansion
M = 13
Madden NFL 2002
Magical Mirror
Mario Party 4
Mario Sunshine
Mat Hoffman's Pro BMX 2
Medal of Honor Frontline
Men In Black 2 Alien Esc.
Metroid Prime
Micro Machines
Minority Report
Mort.Kombat: Deadly All.
MX Superfly
Mystic Heroes
N = 14
NASCAR Thunder 2003
NBA 2K2 & 2K3
NBA Courtside 2002
NBA Live 2003
NBA Street
Need for Speed H.Purs.2
NFL Blitz 2002
NFL Q'back Club 2002
NHL 2003
NHL Hitz 2002
Nightfire
O = 15
007 Agent Under Fire
007 Nightfire
P = 16
Pac-Man World 2
Phantasy Star Online
Pikmin
R = 18
Red Card Soccer 2003
Reign Of Fire
Resident Evil 1 & Zero
Robotech: Battlecry
Rocket Power Bch.Bandits
Rocky
Rogue Leader
Rune - Lost Kingdoms
S = 19
Sanity's Requiem
Scooby Doo: 100 Frights
Sega Soccer Slam
Simpsons: Road Rage
Smugglers Run 2: Warz.
Sonic Adventure 2 Battle
Spiderman The Movie
Spirit Dimensions
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Super Mario Sunshine
Super Monkey Ball 1&2
Super Smash Bros Melee
T = 20
Tarzan Freeride
The Simpsons: Road Rage
The Two Towers
Tiger Woods Golf 2003
Time Splitters 2
Tony Hawk's 3 & 4
Top Gun: Combat Zones
Turok: Evolution
Ty the Tasmanian Tiger
U = 21
Ult.F.Champ: Throwdown
V = 22
Vendetta: Die Hard
Vexx
Virtua Striker 3: V. 2002
W = 23
Wave Race: Blue Storm
World Cup 2002
WWE Wrestlemania X8
X = 241
X-Men: Next Dimension
Z = 26
Zoocube
0-9 = 27
007 Agent Under Fire
007 Nightfire
18 Wheeler
2002 FIFA World Cup
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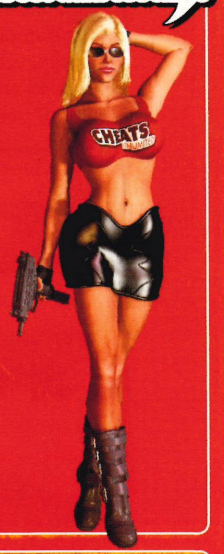

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Q&A UK

Never be afraid to ask for help, that's what we say. Everyone gets stumped from time to time, but here at *NOM* we're happy to provide a helping hand. Simply send us a query and if it gets printed then you win Gamester prizes.

TONY HAWK'S 4

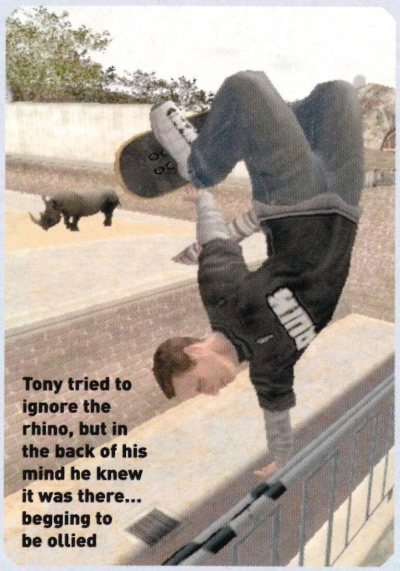
Q Whatever I do, I can't get into the Zoo Aquarium on *Tony 4*. It's probably simple, but I was hoping that you could give me some help.
Matthew Alexander, Scarva

Did you know? Activision, the game's makers, have signed the gaming rights to Tony Hawk until 2015. By that time the already-ageing skate pro will be 47 years old.

A It's essential to open the Aquarium to complete several of the goals. It is quite simple, but it's not obvious. To do it you'll have to get on top of the Snack Hut. From there jump towards the elephant and grind down its back. The thing will go nuts and smash through the entrance to the Aquarium.

And that's not all...

Tony Hawk's Pro Skater 4 gives you a huge arsenal of little tricks that make a massive difference to your score. Try using a combination of Spine Transfers, Reverts and Manuals to build a huge tally of points.



Tony tried to ignore the rhino, but in the back of his mind he knew it was there... begging to be ollied

METROID FUSION

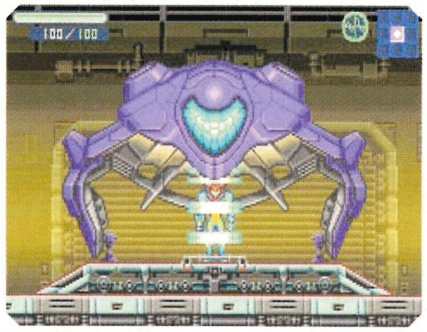
Q I've been doing really well lately, but now I'm stuck on the bit where you have to destroy the Mega Core-X to get the Varia Suit. I just can't figure out how to kill the thing. How do you do it?
Louie Stevens, Hertfordshire

Did you know? The team behind *Metroid Fusion* were also the people who created the original *Metroid* titles back in the days of the NES and Super NES.

A Speed is the key when fighting the Mega Core-X. As soon as you enter the room charge up your beam and fire at it. It should lose one of the blades, but now the beast is tracking you so make sure you jump around a lot to avoid its blasts. Keep using your beam to remove the blades and once they're gone the enemy becomes like any other Core-X allowing you to destroy it with ease.

What about...

If you're a true *Metroid Fusion* nut you can get a number of secret endings. There are five to get, but you'll have to defeat the game in under two hours to get them and complete it 100% for some of the others.



You know that saying about the ship looking like its owner? Nah, neither do we...

STAR FOX ADVENTURES

Q I got *Star Fox Adventures* for Christmas and I'm really stuck. I've saved the CloudRunner on Dragon Rock but I just keep getting hit by those rockets. Any tips that will stop me from getting slaughtered?
Jake Rooney, Darwen

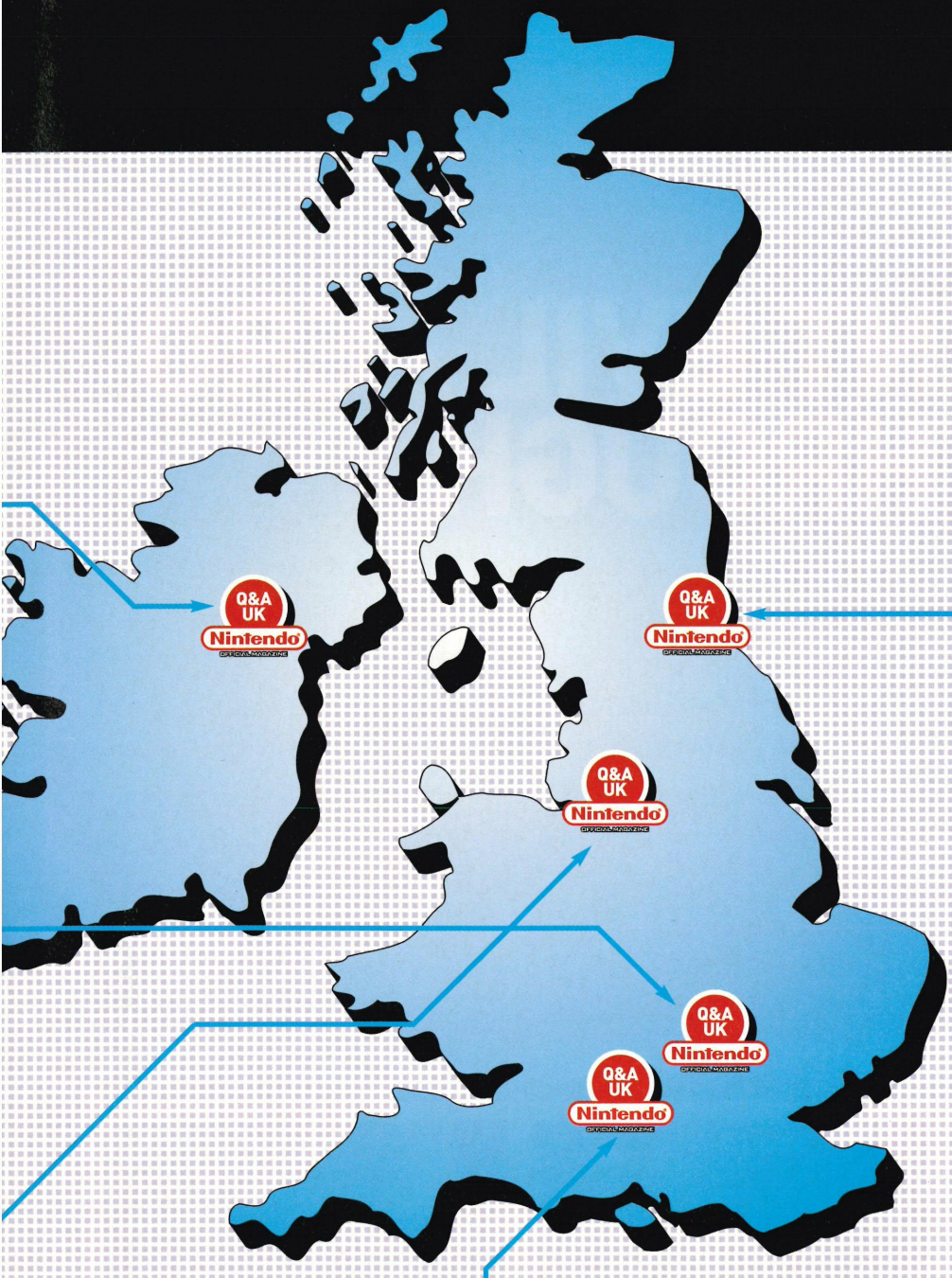
Did you know? *Star Fox Adventures* isn't the last Fox McCloud adventure on Nintendo. Despite the sale of Rare he'll be popping up in Namco's *Star Fox Armada*.

A We're sorry to say that there's no easy answer to this, the simple fact is that you'll have to be better, but having a super-fast trigger finger will really help. Right from the off just batter the A button and make sure you get rid of the flying guards as quickly as possible. When the coast is clear, aim straight for the towers. You'll need two passes to take them all down, but if you're quick and accurate then you should be fine.

One more thing...

Your Staff is the key and the more power it can hold the better. Keep an eye out wherever you go for Bomb Spore patches or other areas that could give you access to Staff upgrades.

Expecting to jump off the plane and have it large in Ibiza, Fox was very confused



DIE HARD VENDETTA

Q In the Sierra Correctional Facility level how do you get out of the prison block at the start of the level? I've tried everything I can think of, but it's not helping. What do I do?
Dan Bishop, Sunderland

Did you know? The actors who played Sergeant Al Powell and reporter Dick Thornburg – Reginald Veljohnson and William Atherton – provided the voices for their characters in the game.

A What you need here is a diversion. Sneak from cell to cell when the guards aren't looking and eventually you'll piece together a story about one of the inmates mixing up some flammable liquid in his cell – it's all over his bed so he's been moved out. You should also get a lit cigarette from another inmate. Use the fag to set fire to the bed, causing a diversion. Then head for the office and hide in the locker until everything goes quiet.

One more thing...

Hero Time is a valuable thing, so use it wisely. Always scope-out a situation carefully and never use the Hero Time until it's an absolute necessity.

Don't waste your Hero Time and never use one gun when you've got two. Well, duh!

TY THE TASMANIAN TIGER

Q In *Ty The Tasmanian Tiger* how on Earth do you defeat Crikey. I've found some sort of container in the sea, will that help me?
Conrad Kamschulte, New Eltham

Did you know? As well as making the platform adventure *Ty The Tasmanian Tiger*, Australian-based Krome Studios have also created *Barbie Beach Vacation*. Oo-er!

A You're right about the 'thing' on the seabed, it's an oxygen tank. What you have to do is use your Aquarangs to pierce the tank then get back to the surface pronto. Get out the Flamerangs and wait until Crikey comes towards the oxygen to bite it. When he gets near it, fire the Flamerang and you should cause a massive explosion, taking down some of Crikey's health. Repeat this until he's done and dusted.

Remember this...

Each level contains 300 Opals, collect them all and you'll be rewarded with an extra Thunderegg. Very useful if you can remember.

If the rest of your species was extinct you'd be angry too. Especially as it means no ladies...

WRITE IN, WIN PRIZES!

If you're stuck and need a helping hand, why not scribble your problem down and send it off to us at *NOM*. If your letter gets in the mag, we'll send you one of these fab goodies from the nice people at Gamester. You'll get a cool ProRacer steering wheel for a GameCube query, or a Flo-Light for a GBA stumper.

GAMESTER

PART TWO

RESIDENT EVIL ZERO WALKTHROUGH

WHATEVER GETS YOU THROUGH THE FRIGHT

Becky and Billy have clawed their way through the abandoned train, unearthed the secrets of the Training Facility and met the horrors of the basement. But that was a walk in the park compared to the second half of their nightmare adventure.

THE LABORATORY

After fighting their way through the hordes of mutant zombies and monsters in the Training Facility, Becky and Billy's only means of escape is through Umbrella's secret underground laboratory complex. But first they have to find a way to get the lift up and running. Praying just might help.

YOU'VE GOT TO PRAY JUST TO MAKE IT TODAY

■ After the Observatory sinks, gather all items and head through the iron door. Cross the bridge and you'll arrive at the Church.

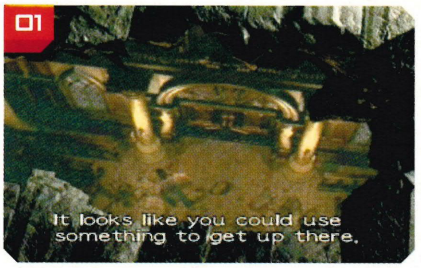
■ Stand on the top-left tile in the Gazebo. Billy can now enter the Church. Equip him with the Shotgun or Grenade Launcher.

■ Look at the altar and search the room on the right for a Typewriter, Ribbon, Grenades and Ammo. Tool up and exit the room.

GIANT BAT BOSS

■ Once attacked by the giant Bat, stand your ground by the altar and aim up at it, not the smaller ones.

ENTER THE LABORATORY



■ Once the Bat's dead stand below the hole in the roof and use the Hookshot to climb up. Climb down and flip the switch.

■ Join up with Rebecca and head for the lift, making sure that you have the Hookshot with you. Ride down to floor B2.

SEPARATION ANXIETY

01

■ Go through the door on the left and you'll discover a Save Room. Look around the room and you'll also find an Ink Ribbon and Marcus's Diary Part Two. There's also a chute that's very handy for sending vital items downstairs.

02

■ You're about to split Billy and Rebecca up for a while, so make sure that Billy has the Grenade Launcher and some Molotov Cocktails. Have Billy use the Hookshot on the hole in the ceiling to propel him upstairs.

BLUE LEECH CHARM

01

■ Once through the hole, go forward and throw three Molotovs at the Leech Zombie spawning near the glass vials. Once he's dead get the Leech Capsule from the Leech Samples cabinet.

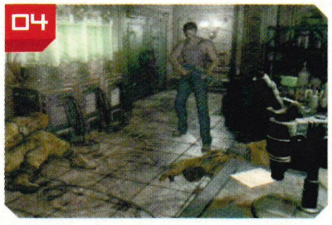
02

■ Search the room to find an Empty Bottle, the Laboratory Manager's Diary and a Gas Tank. There's also a Laboratory Map on the wall. Now go right through the door and into the middle room.

■ You're now in the Machine Room where there's another handy Typewriter and Ink Ribbon, as well as more Gas, Herbs and Empty Bottles. This is an ideal room to use as your upstairs base of operations.

03

04



■ Head for the room at the far end of the corridor. In the anteroom there are a couple of corpses and a Sterilising Chamber. Ignore them for now and grab the Shotgun Shells and Leech Growth Records.

05

■ Enter the Operating Room where you'll be attacked by zombies. Look around to find the First Aid Spray and an Investigations Report. Send the Leech Capsule and some Molotovs down the chute to Rebecca.

■ Retrace your steps to the outside corridor and press the Red Button. This frees a captive Leech Zombie downstairs, but also clears a path for Rebecca. Take control of her in the Reference Room.

06

07

■ Take the Leech Capsule from the downstairs chute and go outside into the corridor. Immediately take down the Leech Zombie with Molotovs. When the coast is clear, get the Red Chemical from the canister.

08

■ Mix the Red Chemical with the Green Chemical that you should already have in the Mixing Set to form a Stripping Agent. Use it on the Leech Canister to get the Blue Leech Charm. There are also Red and Green Herbs nearby.

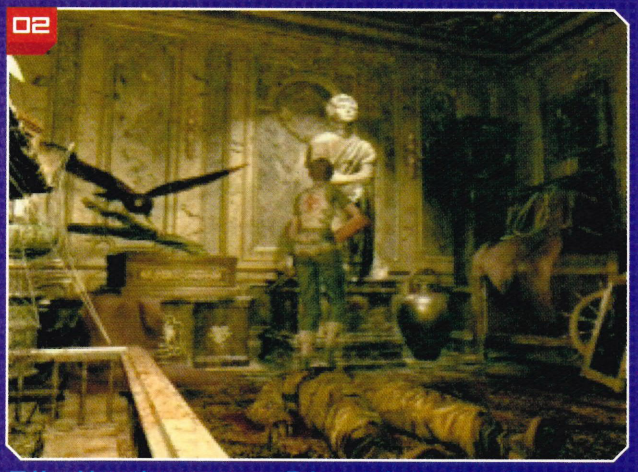
IF YOUR JEANS WERE THIS TIGHT, YOU'D BE ANGRY TOO

GREEN LEECH CHARM

01

■ Have Rebecca place the Blue Leech Charm in the door with the Bust of Marcus motif on the front. Enter the ornate Study and get the Input Reg Coil and the Old Photograph from the bookcase. Get the Handgun Ammo from the desk.

02



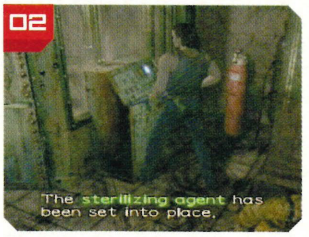
■ Head into the next room. Take out the two zombies immediately, then grab the Green Leech Charm from the statue. Go all the way back to the Reference Room and send the Charm up to Billy via the chute.

BREEDING ROOM KEY

01

■ Place the Green Leech Charm in the Marcus Bust door in the Operating Room. You'll find yourself in a lovely morgue. Shoot the zombie then get the Sterilising Agent.

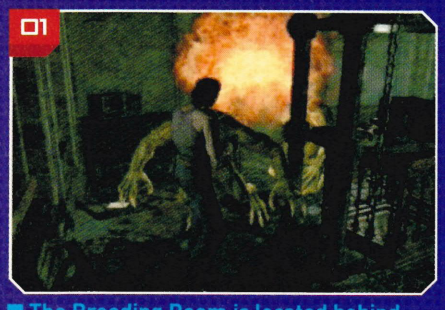
02



■ Go back to the room with the Sterilising Chamber and use the Agent. When the chamber is clean, step inside. Two zombies will attack you, so kill them and pick up the Key.

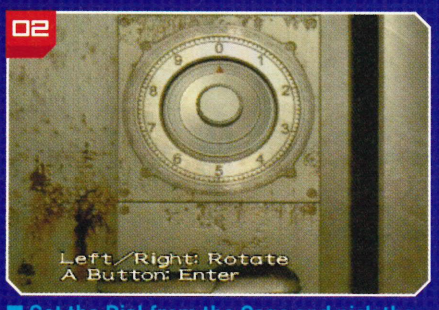
CABLE CAR CONUNDRUM

01



■ The Breeding Room is located behind the only other locked door in the main corridor. Equip the Launcher with Napalm rounds if you have them.

02



■ Get the Dial from the Cage and pick the B.O.W. Report off the floor. Send the Dial downstairs and have Rebecca place it on the Combination Door. Enter 4, 8, 6, 3.

03

■ Pull the lever on the left wall to move the ladder. Pick up the Output Reg Coil from the floor next to the Cable Car and go up the ladder to rejoin Billy.

THE FACTORY

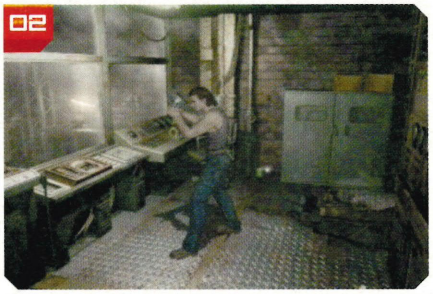
Billy and Rebecca might think they're safe once they've finally found the elusive Cable Car, but come on guys, this is a *Resident Evil* game after all, meaning that things never go smoothly for our heroes. In actual fact, Becky and Billy are getting ready to face their biggest test yet.

ESCAPE THE LAB

01

■ Collect all the items that you may have scattered about the lab – especially the Hookshot. Stand under the hole in the ceiling at the opposite end of the hangar.

02



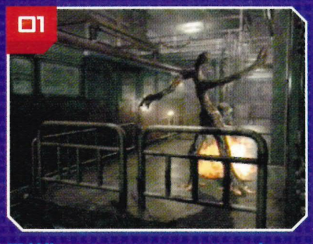
■ Use the Hookshot to reach the Cable Car Control Room. Get the Ammo and use the Input and Output Coils on the console. You can now unlock the Control Room door.

03

■ Save your game before returning to the Cable Car and make sure that Rebecca has some Magnum rounds. She should also have some Molotovs equipped.

DOWN IN THE CAR

01



■ When you try to enter the Cable Car, Billy is swept away and Rebecca is attacked by a Leech Zombie so roast him with those Molotovs.

02

■ Climb to the Control Room. Pick up the Output Coil and use it on the console. Go back and start the Cable Car. Get the Magnum from the corpse.

03

■ When the Cable Car docks, get the Green Herbs. Go upstairs and enter the Save Room on the left. Here you'll find a Typewriter, Ink Ribbon, Grenade rounds, Handgun Ammo and a Map. There's also a First Aid Spray hidden in the Cabinet.

TURNING THE TABLES

01

■ Equip the Grenade Launcher and leave at least one space free in your inventory. Go back outside, straight ahead and down in the small lift, then along the walkway and through the door. Head around to the end.

02

■ Get the Factory Key and steal your first glimpse of the Tyrant. But don't panic just yet, there'll be plenty of time for that later! Now head back upstairs. Two Hunters will ambush you, so shred them and keep going. Use the Key on the console in the Save Room to activate the turntable.

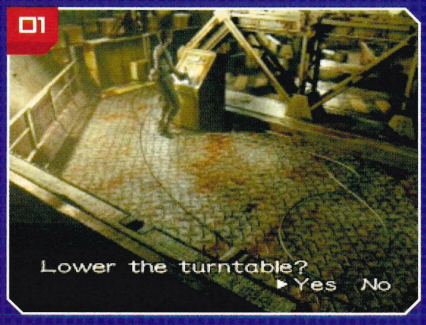
THE TREATMENT PLANT

The final destination. Becky's alone now and somehow she has to find a way of escaping the gruesome Treatment Plant, populated with the human and animal by-products of Umbrella's hideous experiments. She also gets to take a much closer peek at the notorious Tyrant project.

TYRANT: THE FIRST ENCOUNTER

■ Make double sure that you have the Magnum and Ammo – you'll need it. Exit the Save Room and activate the panel on the left of the turntable to set it in motion. Ride it down to the bottom and head for the doors at the far end.

01



■ Take the Elevator Key and head back to the other side of the turntable. Try to access the lift and the terrifying Tyrant will appear. Just keep moving around to avoid his strikes and shoot him with Magnum rounds.

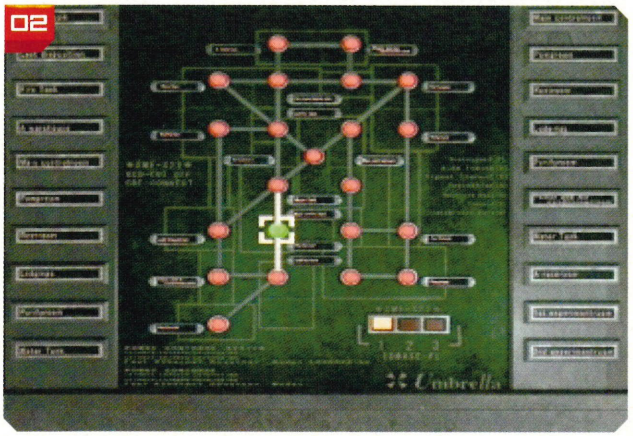
02

POWER UP THE DAM

01

■ Once you've defeated him, get in the lift and hit Level Four – you've already been on all the others. After a cut-scene you'll get to a Save Room with a Typewriter, Ribbon, Gas and Ammo.

02



■ You must restore the power supply by pressing three buttons. It's not that difficult to figure out as each button you hit makes power flow to the next two points away from it on the grid.

RESCUE BAD-BOY BILLY

01

■ With power restored go down in the lift. Three zombies will greet you so kill them and move on, picking up the Bottle and Green and Red Herbs. Concoct a Molotov and equip it straight away.

02

■ Go through the door and use the Molotov on the Leech Zombie. Note the door on the left that's missing a handle and go through the other door into the Clubhouse where there are more zombies.

■ Get an Empty Bottle and the Treatment Plant Map. Go down the stairs and round to the right, past the Forklift. Get the Red and Green Herbs and enter the Pump Room. In here there's a box-moving puzzle.

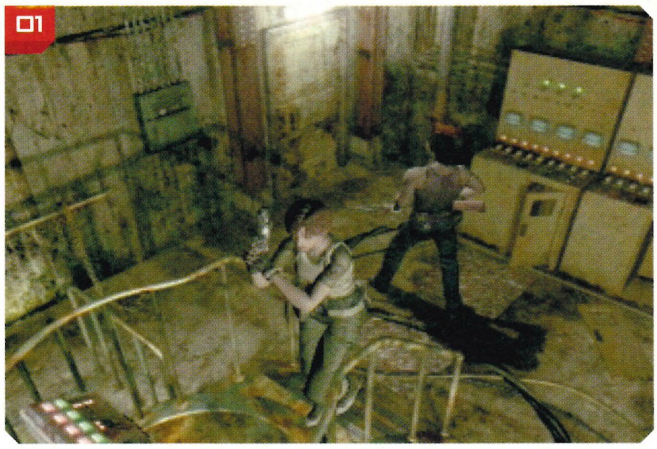
03

04

■ Just grab the Shells for now and exit via the far door. Go down the stairs to trigger a very disturbing cut-scene where Billy finally washes up amongst all the Treatment Plant effluent. Is he dead?

I'M JUST BILLY ON THE BLOCKS

01



■ Go to the Pump Room and have Becky operate the controls and Billy move the boxes. Don't fill the tank while Billy's in it.

02

■ You need to push all the light-coloured boxes over to the far left side, forming a bridge. Fill the tank, run across and get the Handle.

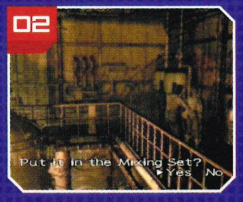
TYRANT: THE SECOND ENCOUNTER

01

■ Take the Handle back upstairs to the door that was missing one. Go through and take out the four zombies. Get the Ammo from the back.

■ Climb up and get more Herbs and the Investigator's Report Two. Examine the Red Canister to get a Red Chemical. Now go back downstairs.

02



03

■ Enter a Save Room. Get the Herbs, Spray, Ammo, Ink Ribbon and Napalm. There's a file called About Battery Fluid here, so read it. Save your game.

■ In the next room, kill the zombies, get the Shells and Treatment Plant Manager's Diary. You'll see the Gondola control panel requires a Motherboard.

04

05

■ Give Billy the Magnum and send him up to meet the Tyrant. Now he's really angry. Keep dodging his lunges and take him down with the Magnum.

REBECCA IN A CAN

■ Press the Green Button, then climb up and get the Motherboard and rejoin Becky. Fix the control panel then stuff Rebecca into the tiny tin and send her down.

SMELLY DIRTY WATER

01

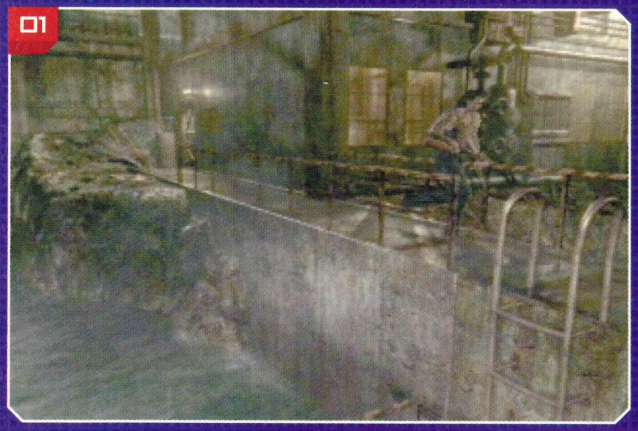
■ On your arrival in the Control Room, pull the lever to release the floodgates. Collect the Acid rounds near the crumbled staircase. Go through the other door and take out the giant insect.

02

■ Get more Grenades and the Industrial Water. Combine the Blue and Red Chemicals in your Mixing Set to make Sulphuric Acid. Combine that with the Industrial Water to make the Battery Fluid.

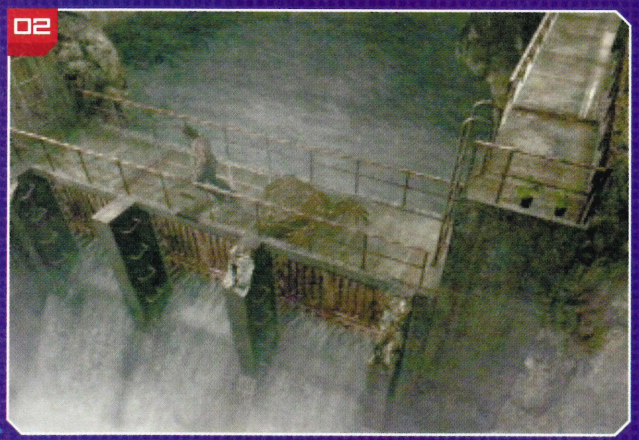
BILLY TO THE RESCUE

01



■ Keep Becky where she is and switch back to Billy. Return to the small lift near where Billy fought the Tyrant. Now go out and grab the Green Herbs, then start to run across the dam.

02

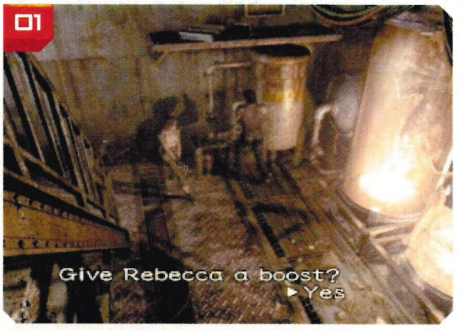


■ When the giant Frog leaps up at you, keep going and climb up the ladder. If you stop and shoot you'll be eaten whole. Go through the door straight into the arms of more zombies.

INCINERATION KEYCARD

■ Collect the Ammo, then rejoin Rebecca through the door on the right. Go down to the room with the giant glass tubes and give Rebecca a boost up for the Empty Battery.

01



02

■ Deal with the insects, then combine the Battery with the Fluid to make the High Power Battery. Go back to the Forklift Truck which was just outside the block-puzzle Pump Room.

■ Get Rebecca to stand on the crate, then insert the High Power Battery into the Forklift. Raise the crate so that Rebecca can grab the Incinerator Keycard. Now save your game.

03

DR MARCUS BOSS BATTLE

01

■ Head back to the room on the right of the dam where the giant Frog appeared. Use the Keycard in the Magnetic Card Reader to unlock the door. Walk down the long corridor and get the Magnum rounds.

02

■ Before stepping inside Marcus' lair, equip Becky with the Grenade Launcher and Billy with the Magnum. It's easier if you have control of Billy. Enter the arena to face the weird guy in the dress.

03

■ After the cut-scene, have Billy empty his Magnum into Dr Marcus' face. Run around and keep out of Becky's way as she unleashes her Grenades. Replenish her health when necessary and you should win this battle with relative ease.

QUEEN LEECH

01

■ When Marcus is defeated, collect the two Shaft Keys from the floor. You'll also find more Ammo at the back of the room. Have each of the characters insert the Left and Right Shaft Keys in the slots.

■ You've found a final Save Room with a Typewriter, Ribbon, Spray, Grenade Rounds, Ammo and Red and Green Herbs. Make sure that Billy has the most powerful weapons and give Becky lots of healing items.

02

03

■ Save for the final time, then activate the lift. The Queen Leech will attack in the shaft. Just stand fast and shoot away at her until you damage her enough to trigger another thrilling cut-scene.

■ Rebecca will carry on doing her own thing, turning the four valves that open the helipad roof. Concentrate on dodging about and firing on the Queen to lure her away from Rebecca so she can do her job unmolested.

04

05

■ Don't forget to check on Rebecca's health from time to time and heal her if necessary. Eventually a cut-scene will show the main switches tripping. All it takes now is a few more shots to finish the Queen for good.

SWEET, SWEET VICTORY

SPOILER WARNING

01

02

■ *Resident Evil* endings are usually something special and *Zero* is no exception. Sit back and bask in the glory of a job well done, and snigger to yourself as Rebecca gazes unwittingly on the Raccoon City Mansion from on high. If only she knew the future...

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Gaming perfection

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Almost perfect

8 HIGHLY RECOMMENDED	4 POOR
7 GOOD	3 DIRE
6 AVERAGE	2 DISASTROUS
5 COULD BE FLAWED	1 A DISGRACE

ATV2

■ 1-2 Players ■ Issue 126
■ Memory / 27 Blocks

Price £39.99

8

■ **Our Verdict** Bringing all the mud and excitement of quad racing to GameCube, *ATV2* is all about getting dirty in Career, Freestyle and multiplayer modes. Talk about mud-flaps, this game's got 'em.

www.acclaimuk.com

BEACH SPIKERS

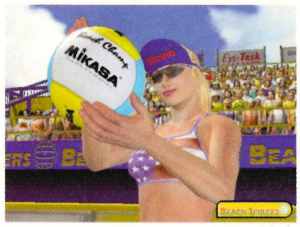
■ 1-4 Players ■ Issue 121
■ Memory / 3 Blocks

Price £39.99

8

■ **Our Verdict** One of the finest multiplayer sports games to grace a GameCube, this beach volleyball game is easy to learn and stars lovely ladies in bikinis. One-player mode has its limitations, though.

www.sega.com



BLOODY ROAR EXTREME

■ 1-2 Players ■ Issue 116
■ Memory / 3 Blocks

Price £39.99

8

■ **Our Verdict** Mutant fighters go one-on-one in this GameCube beat-'em-up. Choose from 16 fighters who have the power to morph into a lion, rabbit and even a bat. A tough fighter with great replay value.

www.activision.com

BURNOUT

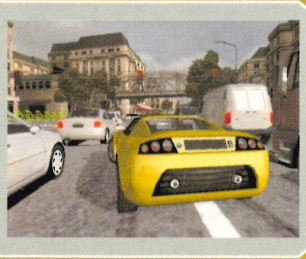
■ 1-2 Players ■ Issue 116
■ Memory / 4 Blocks

Price £39.99

9

■ **Our Verdict** Acclaim's street racer is still a regular in the *NOM* office and with its mix of ramped-up arcade gameplay, pin-sharp graphics and incredible speed, you'll be burning out for months.

www.acclaimuk.com



DIE HARD VENDETTA

■ 1 Player ■ Issue 123
■ Memory / 6 Blocks

Price £39.99

8

■ **Our Verdict** This is a clever blend of action and stealth with an involving story line. But the lack of a multiplayer option is annoying and the bad language and violence mean it's not one for kids.

www.foxinteractive.com

DRIVEN

■ 1-2 Players ■ Issue 116
■ Memory / 5 Blocks

Price £39.99

8

■ **Our Verdict** The dire film turns into a very respectable racer. Enter the Zone for eye-watering speeds and try beating Story mode on tracks from New York to Germany. Just don't expect an easy ride.

www.bam4fun.com

EGGO MANIA

■ 1-2 Players ■ Issue 121
■ Memory / 3 Blocks

Price £29.99

8

■ **Our Verdict** Kind of like *Tetris* in reverse, this block-building game relies on addictive puzzle action as you try and beat your egg buddy to the rescue ship at the top of the screen. A good price, too.

www.kemco-europe.com

ETERNAL DARKNESS

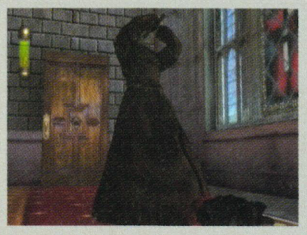
■ 1 Player ■ Issue 122
■ Memory / 8 Blocks

Price £44.99

9

■ **Our Verdict** A truly unique and original game with a great script, cut-scenes and the innovative Sanity system, *Eternal Darkness* will leave you spooked, stumped and speechless.

www.nintendo.co.uk



SEVEN HEAVEN

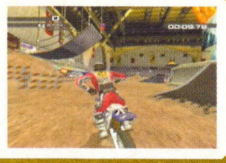
THERE ARE SO MANY GREAT GAMES FOR YOUR GAMECUBE THAT SOMETIMES EVEN THE GOOD ONES GET LEFT IN THE SHADE. BUT WORRY NOT, WE'VE LISTED THEM ALL IN THEIR OWN SEVEN HEAVEN.

BIG AIR FREESTYLE

■ 1-4 Players ■ Issue 123 ■ Memory / 5 Blocks
■ Price £39.99 ■ www.bigairfreestyle.co.uk

7

■ **Our Verdict** A better-than-average stab at motocross fun, *Big Air Freestyle* is the easiest of the mud-splattered racers to pick up. It's pretty fast, but ultimately let down by a lack of excitement.



ACE GOLF

■ 1-4 Players ■ Issue 123 ■ Memory / 5 Blocks
■ Price £39.99 ■ www.eidosinteractive.co.uk

7

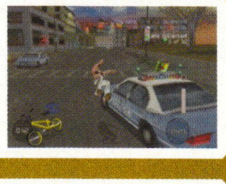
■ **Our Verdict** This may have all the hallmarks of a cute and cuddly game, but the golf action offers more than enough of a challenge to satisfy even die-hard golfing fanatics. Get swinging!

BMX XXX

■ 1-2 Players ■ Issue 124 ■ Memory / 18 Blocks
■ Price £39.99 ■ www.bmxxxx.co.uk

7

■ **Our Verdict** This x-rated title will raise a brief smile if you're old enough to understand it and this just about masks the cynical concept. But without the gags this'd be a pretty average BMX simulation.



AGGRESSIVE INLINE

■ 1-2 Players ■ Issue 121 ■ Memory / 57 Blocks
■ Price £39.99 ■ www.acclaimuk.co.uk

7

■ **Our Verdict** More extreme sports tomfoolery glides onto GameCube in this inline skating sim. It's worth a look for its original challenges and levels, but it nearly takes up a whole Memory Card 59!

BOMBERMAN GENERATIONS

■ 1-4 Players ■ Issue 123 ■ Memory / 3 Blocks
■ Price £39.99 ■ www.vugames.co.uk

7

■ **Our Verdict** The one-player adventure is slow paced and badly designed, but if you're a fan of the Bomberman series this instalment is worth picking up for the frantic multiplayer mode alone.

EXTREME G-3

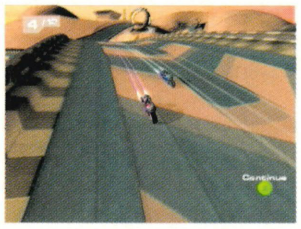
■ 1-4 Players ■ Issue 117
■ Memory / 3 Blocks

Price £39.99

8

■ **Our Verdict** Putting the series back on track, the third instalment has a wicked turn of speed and some mental tracks. With no slowdown in multiplayer, speed freaks would be wise to take a look.

www.acclaimuk.com



ISS2

■ 1-4 Players ■ Issue 116
■ Memory / 5 Blocks

Price £39.99

8

■ **Our Verdict** A firm football favourite at *NOM*, *ISS2* is dead easy to pick up and looks better than ever. Shooting is very sensitive and you'll have to build up your play to get an opening.

www.konami-europe.com

FIFA 2003

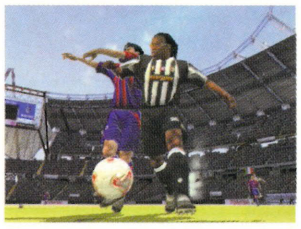
■ 1-4 Players ■ Issue 122
■ Memory / 52 Blocks

Price £39.99

8

■ **Our Verdict** After the awful *2002 FIFA World Cup*, we were expecting the worst, but *FIFA 2003* is anything but relegation material. Great graphics and playability make this a serious title contender.

www.uk.ea.com



JAMES BOND 007 NIGHTFIRE

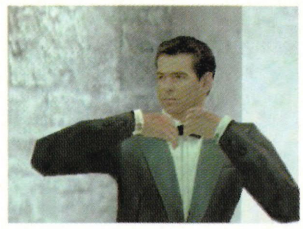
■ 1-4 Players ■ Issue 124
■ Memory / 2 Blocks

Price £44.99

8

■ **Our Verdict** James Bond's second GameCube outing is rip-roaring stuff and only misses out on an Almost Perfect rating due to a disappointing multiplayer option and a lack of *Bond* humour.

www.uk.ea.com



GODZILLA DAMM

■ 1-4 Players ■ Issue 125
■ Memory / 2 Blocks

Price £39.99

8

■ **Our Verdict** One of the top beat-'em-ups on GameCube, *Godzilla DAMM* is packed to the irradiated gills with behemoth B-Movie violence, featuring all your favourites from the movie series.

www.godzilladamm.com

KELLY SLATER'S PRO SURFER

■ 1-2 Players ■ Issue 121
■ Memory / 10-14 Blocks

Price £39.99

8

■ **Our Verdict** Activision's 02 line-up doesn't just feature *Tony Hawk* as this game will testify. Nearly two hours of beautiful footage sets the scene for a refreshing challenge. Be prepared, it takes time to master.

www.activision02.com

HOT WHEELS VELOCITY X

■ 1-4 Players ■ Issue 125
■ Memory / 1 Block

Price £29.99

8

■ **Our Verdict** A top racer at a great price, *Velocity X* is a real treat for petrol heads. And with a great Battle mode and tons of destructible scenery, it's fun from the moment you start playing.

www.hotwheels.com

LUIGI'S MANSION

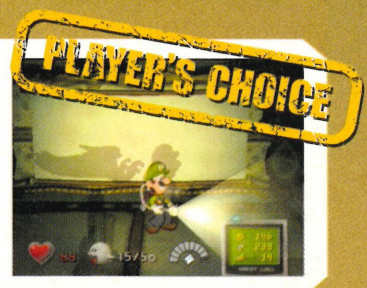
■ 1 Player ■ Issue 116
■ Memory / 3 Blocks

Price £19.99

8

■ **Our Verdict** Mario's younger, lankier brother steals the limelight in a game that shows you exactly what GameCube can do. Catch ghosts and save Mazza in a classic that's a little too short for some.

www.nintendo.co.uk



CEL DAMAGE

■ 1-4 Players ■ Issue 116 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.uk.ea.com

7

■ **Our Verdict** GameCube's first foray into cel-shaded games produces a weapon-packed racer with, violent smashes and an excellent multiplayer mode. Shame it doesn't last long on your own.

DISNEY SPORTS FOOTBALL

■ 1-4 Players ■ Issue 123 ■ Memory / 15 Blocks
■ Price £39.99 ■ www.konami-europe.com

7

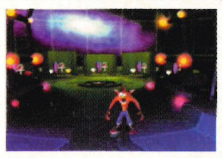
■ **Our Verdict** A fine football game for the whole family. *Disney Sports Football* has excellent A.I. and comical animation. It's best played in multiplayer mode, so get a mate round for a giggle.

CRASH BANDICOOT THE WRATH OF CORTEX

■ 1 Player ■ Issue 123 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.vugames.com

7

■ **Our Verdict** Varied levels, from platforming to dogfighting, make this a fun title to play, but skilled gamers will complete it within five hours. It also suffers from an almost constant drop in frame-rate.



EVOLUTION SKATEBOARDING

■ 1-2 Players ■ Issue 126 ■ Memory / 27 Blocks
■ Price £39.99 ■ www.konami-europe.com

7

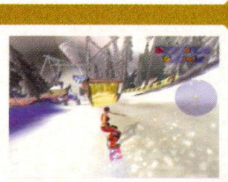
■ **Our Verdict** More imitation than evolution, this fails to challenge the *Tony Hawk's* series for its king-of-skaters crown because it neither moves the genre forward nor improves on what's gone before.

DARK SUMMIT

■ 1-4 Players ■ Issue 117 ■ Memory / 4 Blocks
■ Price £39.99 ■ www.thq.com

7

■ **Our Verdict** Strange things are happening at the summit of Mt. Garrick and you've got to find out what. Race (or rather trudge) down the slopes in this fun but limited snowboarding/adventure title.

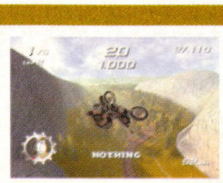


FREEKSTYLE

■ 1-4 Players ■ Issue 121 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.uk.ea.com

7

■ **Our Verdict** From the studio behind *SSX Tricky* comes this dirt bike trick fest. There's a huge array of bikes and riders, and the track designs make this exceptional, but it's also a very unforgiving ride.



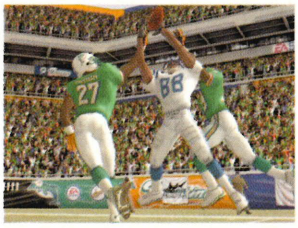
TNT: GOLD - 10/10
Gaming perfection

TNT: MUST BUY - 9/10
Almost perfect

8	HIGHLY RECOMMENDED	4	POOR
7	GOOD	3	DIRE
6	AVERAGE	2	DISASTROUS
5	COULD BE FLAWED	1	A DISGRACE

MADDEN NFL 2003

■ 1-2 Players ■ Issue 121
■ Memory / 59 Blocks



■ **Our Verdict** American football won't suit everyone, but if you're a fan this is one of the best *Madden* titles in ages. Exciting mini-games and a 30-season Franchise mode make it Superbowl material.

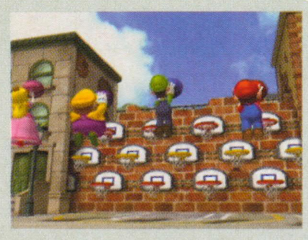
Price £39.99

8

www.uk.ea.com

MARIO PARTY 4

■ 1-4 Players ■ Issue 123
■ Memory / 2 Blocks



■ **Our Verdict** All your favourite Nintendo characters put in an appearance in this wacky and competitive title, making *Mario Party 4* one of the most original and appealing titles on GameCube.

Price £39.99

9

www.nintendo.co.uk

MAT HOFFMAN'S PRO BMX 2

■ 1-8 Players ■ Issue 123
■ Memory / 18 Blocks

■ **Our Verdict** *Pro BMX 2* is a solid title and well worth the purchase, but it's neither as polished, nor as innovative as *Tony Hawk's Pro Skater 4*. Extreme sports fans will like it, but not as much as *Tony*.

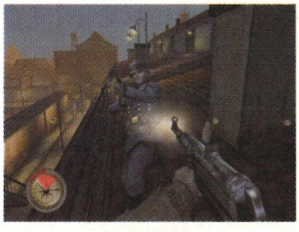
Price £39.99

8

www.activision02.com

MEDAL OF HONOR FRONTLINE

■ 1-4 Players ■ Issue 123
■ Memory / 4 Blocks



■ **Our Verdict** An excellent and atmospheric attempt at bringing the horror of WWII to GameCube. *Medal of Honor Frontline* is only let down by its hit-and-miss aiming, which might frustrate you at times.

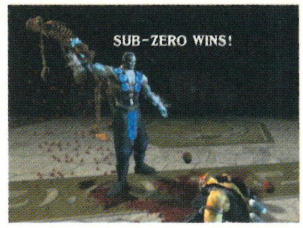
Price £44.99

8

www.uk.ea.com

MORTAL KOMBAT: DEADLY ALLIANCE

■ 1-2 Players ■ Issue 125
■ Memory / 1 Block



■ **Our Verdict** *Mortal Kombat* is back to its bloody best in this gruesome gore-fest. New fighters and moves, slick graphics and over 600 secrets to unlock make this a dream for *MK* fans.

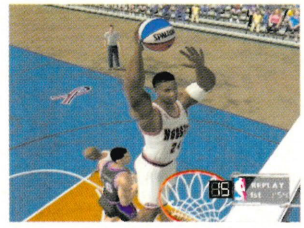
Price £39.99

8

www.midway.com

NBA COURTSIDE 2002

■ 1-4 Players ■ Issue 117
■ Memory / 7 Blocks



■ **Our Verdict** It may not be every GameCube owner's sport of choice, but this basketball sim features incredible A.I. and a mint passing system. It's just a shame that only fans of the sport need apply.

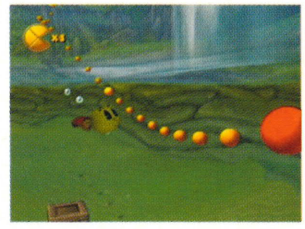
Price £39.99

8

www.nintendo.co.uk

PAC-MAN WORLD 2

■ 1 Player ■ Issue 126
■ Memory / 16 Blocks



■ **Our Verdict** Simple games are sometimes the best and *Pac-Man World 2* proves this with a basic-but-addictive challenge. You'll be driven to get a 100 per cent rating and unlock classic *Pac-Man* games.

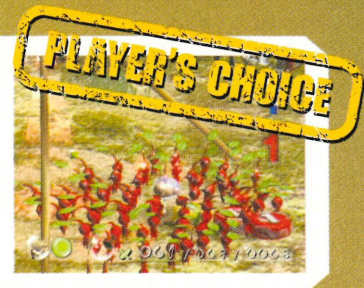
Price £39.99

8

www.pacmanworld2.com

PIKMIN

■ 1 Player ■ Issue 118
■ Memory / 4 Blocks



■ **Our Verdict** Shigeru Miyamoto has done it again with a puzzle-solving strategy game featuring cuddly Pikmin. Totally mad, but a gem to play, *Pikmin* misses a top score as it's just too short.

Price £19.99

8

www.nintendo.co.uk

F1 2002

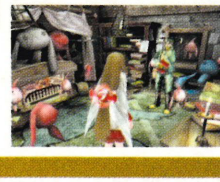
■ 1-4 Players ■ Issue 123 ■ Memory / 5 Blocks
■ Price £39.99 ■ www.uk.ea.com

■ **Our Verdict** Coulthard and Co. bring the F1 world to life, giving race fans an authentic-looking game. Those less patient will hate the load times and cars that tend to spin and get damaged far too easily.

7

LOST KINGDOMS

■ 1-2 Players ■ Issue 119 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.activision.com



■ **Our Verdict** Formally known as *Rune* in Japan, this exclusive GameCube RPG will leave you obsessively collecting cards for some great monster battles. Worth a look while you wait for *Zelda*.

7

HARRY POTTER AND THE CHAMBER OF SECRETS

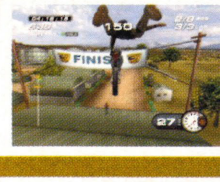
■ 1 Player ■ Issue 124 ■ Memory / 4 Blocks
■ Price £44.99 ■ www.harrypotter.ea.com

■ **Our Verdict** If you're in love with all things *Potter*, *The Chamber of Secrets* will have you spellbound – for a while. Harry's second adventure also has some of the finest visuals on GameCube so far.

7

MX SUPERFLY

■ 1-2 Players ■ Issue 121 ■ Memory / 8 Blocks
■ Price £39.99 ■ www.mxsuperfly.com



■ **Our Verdict** Not quite as good as *Excitebike 64* or EA's *Freekstyle*, THQ's motocross racer is a little too realistic for its own good, ruining the fun. Freestyle mode and the mini-games don't quite save it.

7

JAMES BOND 007 IN... AGENT UNDER FIRE

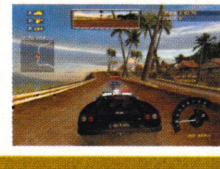
■ 1-4 Players ■ Issue 118 ■ Memory / 3 Blocks
■ Price £44.99 ■ www.uk.ea.com

■ **Our Verdict** It's not quite as classy as *GoldenEye 007* and it doesn't offer much challenge to veterans, but it stays true to the *Bond* name and the mix of driving and shooting makes it worth a look.

7

NEED FOR SPEED HOT PURSUIT 2

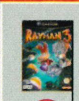
■ 1-2 Players ■ Issue 122 ■ Memory / 7 Blocks
■ Price £39.99 ■ www.uk.ea.com



■ **Our Verdict** This is a tidy racer with plenty of cars and modes, but it has problems in the handling and speed departments. If you want seriously eye-watering race action, grab a copy of *Burnout*.

7

RAYMAN 3: HOODLUM HAVOC



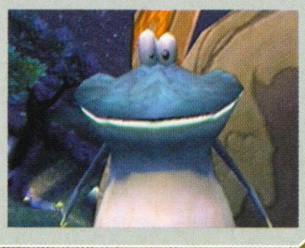
■ 1-4 Players (with GBA) ■ Issue 126
■ Memory / 8 Blocks

Price £39.99

9

■ **Our Verdict** France's top platform-hopping hero makes his GameCube debut in an adventure that's fun and freaky. With top-class graphics and sound, and innovative GBA connectivity this is essential.

www.rayman3.com/uk



ROCKY

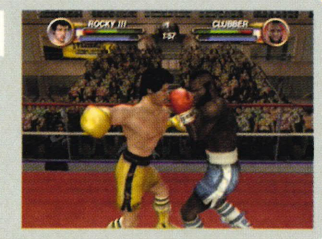
■ 1-16 Players ■ Issue 123
■ Memory / 2 Blocks

Price £39.99

9

■ **Our Verdict** *Rocky* is *the* boxing game on GameCube. Guide droopy-eyed Sly through the epic punch-ups featured in the five movies, fighting Apollo Creed, Clubber Lang and Ivan Drago along the way.

www.rockythegame.com



RED CARD

■ 1-2 Players ■ Issue 119
■ Memory / 12 Blocks

Price £39.99

8

■ **Our Verdict** Just what *NHL Hitz* is to ice hockey, *Red Card* is to football. Crunching tackles and fast-flowing action make this a change to the usual realism of *FIFA* and *ISS2*. Great two-player mode, too.

www.midway.com

SEGA SOCCER SLAM

■ 1-4 Players ■ Issue 122
■ Memory / 5 Blocks

Price £39.99

8

■ **Our Verdict** They call it soccer, we call it football, but *Sega Soccer Slam* is something completely new. And that makes it a breath of fresh air, with an emphasis on gruesome tackles and mate-bashing fun.

www.sega.com

RESIDENT EVIL

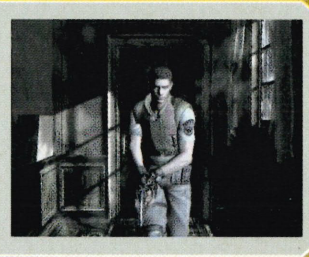
■ 1 Player ■ Issue 120
■ Memory / 8 Blocks

Price £44.99

9

■ **Our Verdict** Amazing to look at and packed with skin-crawling scares to make grown-ups scream and wet themselves, *Resident Evil* is one of the top horror games to buy for your GameCube.

www.capcom.com



SMUGGLER'S RUN: WARZONES

■ 1-4 Players ■ Issue 122
■ Memory / 6 Blocks

Price £39.99

8

■ **Our Verdict** There's nothing else like *Smuggler's Run: Warzones* on GameCube, and while the one-player mode might be a little slow and repetitive, the multiplayer game is a total riot.

www.rockstargames.com

RESIDENT EVIL ZERO

■ 1 Player ■ Issue 126
■ Memory / 9 Blocks

Price £39.99

8

■ **Our Verdict** A spine-chilling visual treat, *Zero* has all the ingredients of a top survival horror game, but it's let down by that clunky control system. However, *Resi* fans will still love it to bits.

www.capcom.com

STAR FOX ADVENTURES

■ 1 Player ■ Issue 123
■ Memory / 3 Blocks

Price £44.99

9

■ **Our Verdict** He took his time, but now Fox is back and fighting evil on Dinosaur Planet, sweeping you along with his beautiful and mesmerising quest. The only trouble is it's not long enough.

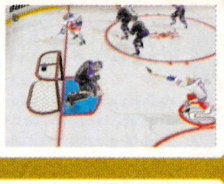
www.nintendo.co.uk

NHL HITZ 20-02

■ 1-4 Players ■ Issue 116 ■ Memory / 8 Blocks
■ Price £39.99 ■ www.midway.com

7

■ **Our Verdict** Over the top and over here, *NHL Hitz 20-02* breaks the rules with dirty play and skaters who catch 'fire' if they score loads of goals. A multiplayer must, this lacks one-player depth.

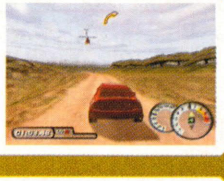


RALLY CHAMPIONSHIP

■ 1-4 Players ■ Issue 126 ■ Memory / 6 Blocks
■ Price £29.99 ■ www.sci.co.uk

7

■ **Our Verdict** With an emphasis on simulation, this was never going to be an easy ride, but stick with it and you'll be in for a thrilling drive. The bargain price is great, but this is one for serious race fans only.



NHL HITZ 20-03

■ 1-4 Players ■ Issue 122 ■ Memory / 8 Blocks
■ Price £39.99 ■ www.midway.com

7

■ **Our Verdict** Emerging just six months after its predecessor, *NHL Hitz 20-03* is not much more than a solid evolution of *NHL Hitz 20-02*. Don't expect much more than a fun-for-a-while arcade game.

SPIDER-MAN

■ 1 Player ■ Issue 118 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.activision.com

7

■ **Our Verdict** The awesome film turns out to be an average game thanks to iffy controls and poor camera angles that make it difficult to play. Still, there's a variety of levels and some top bosses.

PRO RALLY

■ 1-4 Players ■ Issue 122 ■ Memory / 3 Blocks
■ Price £39.99 ■ www.ubisoft.co.uk

7

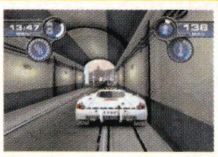
■ **Our Verdict** The GameCube's first rally game is packed with tracks, cars and great graphics. Unfortunately, it lacks the precise controls to make it a truly essential driving experience.

SPYHUNTER

■ 1-4 Players ■ Issue 117 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.midway.com

7

■ **Our Verdict** The name may be 20 years old, but this fast-paced blaster is still fun. Graphically, it would have looked at home on the N64, but the weapons are superb and the two-player is a cracker.



TNT: GOLD - 10/10
Gaming perfection

TNT: MUST BUY - 9/10
Almost perfect

8 HIGHLY RECOMMENDED	4 POOR
7 GOOD	3 DIRE
6 AVERAGE	2 DISASTROUS
5 COULD BE FLAWED	1 A DISGRACE

STAR WARS BOUNTY HUNTER

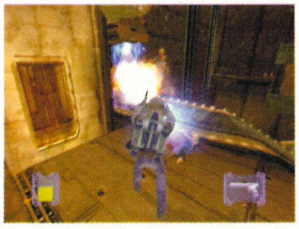
■ 1 Player ■ Issue 125
■ Memory / 2 Blocks

Price £39.99

8

■ **Our Verdict** Yet another *Star Wars* title hits GameCube, this time following the exploits of the galaxy's greatest bounty hunter. *Episode II*'s Jango Fett. *Bounty Hunter* is full of flashy and fun gun-toting action.

www.lucasarts.com



STAR WARS JEDI KNIGHT II: JEDI OUTCAST

■ 1-2 Players ■ Issue 123
■ Memory / 27 Blocks

Price £39.99

9

■ **Our Verdict** Battle your way from one side of the galaxy to the other, solving puzzles, blasting Imperial scum and using mind-tricking, throat-crushing Force powers along the way. Great stuff!

www.lucasarts.com

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

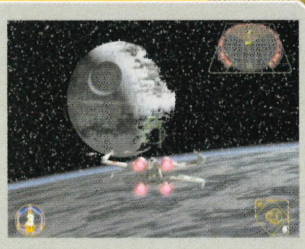
■ 1 Player ■ Issue 116
■ Memory / 3 Blocks

Price £44.99

9

■ **Our Verdict** Video games rarely come near to recreating the original *Star Wars* trilogy, but LucasArts' stunning title comes very close – and it's only playable on Nintendo GameCube.

www.lucasarts.com



STAR WARS THE CLONE WARS

■ 1-4 Players ■ Issue 123
■ Memory / 3 Blocks

Price £39.99

8

■ **Our Verdict** What first appears to be a mindless blaster, soon turns into an absorbing shooter with bonus objectives and lasting appeal, much like *Rogue Squadron II*. The multiplayer mode is great fun, too.

www.lucasarts.com

SUPER MARIO SUNSHINE

■ 1 Player ■ Issue 121
■ Memory / 7 Blocks

Price £39.99

10

■ **Our Verdict** One of video games' greatest icons returns in Shigeru Miyamoto's masterpiece. Lead Mario across Isle Delfino, clearing up the island's graffiti with his FLUDD contraption.

www.nintendo.co.uk

SUPER MONKEY BALL

■ 1-4 Players ■ Issue 116
■ Memory / 3 Blocks

Price £39.99

8

■ **Our Verdict** Highly original and packed with arcade fun, Sega's new heroes are a blast. Simple to play and nectar in multiplayer, it doesn't quite hit the top spot due to a lack of one-player replay value.

www.sega.com

SUPER MONKEY BALL 2

■ 1-4 Players ■ Issue 126
■ Memory / 2 Blocks

Price £39.99

9

■ **Our Verdict** Get set for more monkey magic in that rarest of all titles, a sequel that improves on the original. With more levels, more mini-games and, amazingly, more fun, *SMB2* is absolutely fur-bulous.

www.sega.com

SUPER SMASH BROS. MELEE

■ 1-4 Players ■ Issue 117
■ Memory / 3 Blocks

Price £19.99

9

■ **Our Verdict** The sequel to the N64 best seller, this fighter sees you battling an all-star cast from classic Nintendo games across some great locations including *F-Zero*'s Mute City and *Zelda*'s Termina. Superb!

www.nintendo.co.uk

SSX TRICKY

■ 1-2 Players ■ Issue 118 ■ Memory / 5 Blocks
■ Price £39.99 ■ www.uk.ea.com

7

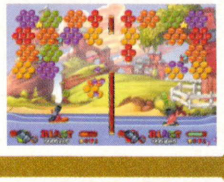
■ **Our Verdict** EA BIG gets its first taste of GameCube in a massive snowboard sim that's full of mad tricks. But it does suffer slowdown at busy times and later courses are too cluttered.

WORMS BLAST

■ 1-2 Players ■ Issue 117 ■ Memory / 3 Blocks
■ Price £39.99 ■ www.team17.com

7

■ **Our Verdict** Those crazy Worms star in a brain-mashing puzzler that's easy on the eye, but a beast to perfect. Taking the best from games like *Bust-A-Move*, 60 puzzles await and the later ones are nasty.



TUROK EVOLUTION

■ 1-4 Players ■ Issue 122 ■ Memory / 3 Blocks
■ Price £39.99 ■ www.acclaimuk.com

7

■ **Our Verdict** Despite all the hype surrounding the release of *Turok Evolution*, the game itself feels like a missed opportunity. Distracting for a while, but definitely not state of the art.

WRECKLESS: THE YAKUZA MISSIONS

■ 1-2 Players ■ Issue 124 ■ Memory / 19 Blocks
■ Price £39.99 ■ www.activision.co.uk

7

■ **Our Verdict** If action-packed racers are you're thing, *Wreckless* is one to consider. Drive a multitude of high-powered motors through the streets of Hong Kong in an attempt to defeat the deadly Yakuza.

TY THE TASMANIAN TIGER

■ 1 Player ■ Issue 123 ■ Memory / 1 Blocks
■ Price £39.99 ■ www.uk.ea.com

7

■ **Our Verdict** If you like your platform adventures on the right side of cute and cuddly, check this one out. *Ty the Tasmanian Tiger* has plenty of variety, including some cool swimming levels.

ZOOCUBE

■ 1-4 Players ■ Issue 120 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.acclaimuk.com

7

■ **Our Verdict** At just under £40 there isn't enough variety at this price and it would have looked at home on the N64. Saying that, *ZooCube*'s simple enough to pick up and it isn't just another sequel.

TIGER WOODS PGA TOUR 2003

■ 1-4 Players ■ Issue 124
■ Memory / 32 Blocks

Price £39.99

8

■ **Our Verdict** The best golf game on GameCube, this misses out on greatness due to the lack of a comprehensive Tour mode. But the graphics are stunning and the control system is top-class.

www.uk.ea.com

TONY HAWK'S PRO SKATER 4

■ 1-2 Players ■ Issue 123
■ Memory / 7 Blocks

Price £39.99

9

■ **Our Verdict** *Tony 4* takes all that's great about the series and adds more freedom, tricks and fun. With so many challenges and mini-games you'll still be playing this when *Tony 5* turns up.

www.activision02.com

TIMESPLITTERS 2

■ 1-4 Players ■ Issue 122
■ Memory / 2 Blocks

Price £44.99

9

■ **Our Verdict** Travel through time and space, righting the wrongs perpetrated by those pesky TimeSplitters in this top First Person Shooter. The multiplayer is right up there with *GoldenEye 007*.

www.eidosinteractive.co.uk

WAVE RACE BLUE STORM

■ 1-4 Players ■ Issue 116
■ Memory / 12 Blocks

Price £39.99

8

■ **Our Verdict** No GameCube title has water effects like those in *Blue Storm* and with highly tuned computer A.I., the single-player mode is very tough to beat. Give it a go, you won't be disappointed.

www.nintendo.co.uk

TONY HAWK'S PRO SKATER 3

■ 1-2 Players ■ Issue 116
■ Memory / 6-8 Blocks

Price £39.99

9

■ **Our Verdict** The best just got better. This is a totally awesome extreme sports game that's addictive and very hard to master. It'll keep you coming back for just one more go.

www.activision02.com

FIVE GREAT GBA GAMES

Take a look at these GBA greats. We reckon you'll love every one of them and they'll all play on your swanky new GBA SP.

1 SUPER MARIO ADVANCE 3

■ 1 Player ■ £29.99 ■ Issue 123

■ **Our Verdict** One of, if not *the* best platformer of all time is now on GBA. A huge, funny, highly original, must-have game.

2 ADVANCE WARS

■ 1-2 Players ■ £29.99 ■ Issue 110

■ **Our Verdict** One of the most addictive titles on GBA, this baby shines with Nintendo magic from the moment you turn it on.

3 V-RALLY 3

■ 1-4 Players ■ £29.99 ■ Issue 118

■ **Our Verdict** The ultimate GBA driving experience. Sharp graphics and fine controls make this a classic slice of rally action.

4 DUKE NUKEM ADVANCE

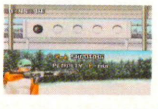
■ 1-4 Players ■ £29.99 ■ Issue 122

■ **Our Verdict** The best First Person Shooter on the GBA, this lead-flying lovely looks good and plays better, with a manual aim to die for.

5 ESPN INT'L WINTER SPORTS

■ 1-4 Players ■ £29.99 ■ Issue 113

■ **Our Verdict** This is a truly world-class game that will keep you going for ages with varied challenges that demand to be beaten.



NINTENDO OFFICIAL MAGAZINE'S GAMES BIN

Any GameCube game that we rate as a six out of ten or lower gets dumped into the *Nintendo Official Magazine* Games Bin, hopefully never to see the light of day again. But beware – some dodgy retailers will still sell you these stinkers.

GAMECUBE

- 18 Wheeler [117] **4/10**
- 2002 FIFA World Cup [118] **4/10**
- Barbarian [121] **6/10**
- Batman Vengeance [116] **5/10**
- Blood Omen 2 [125] **6/10**
- Capcom Vs. SNK 2 EO [120] **6/10**
- Casper: Spirit Dimensions [126] **5/10**
- Crazy Taxi [116] **6/10**
- Dave Mirra Freestyle BMX 2 [116] **6/10**
- Disney's Magical Mirror Starring Mickey Mouse [121] **6/10**
- Disney's Tarzan Freeride [116] **6/10**
- Donald Duck Quack Attack [117] **4/10**
- Doshin The Giant [122] **6/10**
- ESPN International Winter Sports 2002 [117] **6/10**
- Fireblade [125] **6/10**
- Gauntlet Dark Legacy [121] **4/10**
- Jeremy McGrath Supercross World [118] **5/10**
- Knockout Kings 2003 [123] **6/10**
- Legends of Wrestling [117] **4/10**
- Legends of Wrestling II [125] **6/10**
- Mary-Kate and Ashley: Sweet 16 Licensed to Drive [126] **6/10**
- Men in Black II: Alien Escape [126] **5/10**
- Micro Machines [126] **6/10**
- Minority Report [125] **6/10**
- Mystic Heroes [123] **6/10**
- NBA Live 2003 [123] **5/10**
- NHL 2003 [121] **5/10**
- Pro Tennis WTA Tour [122] **6/10**
- Reign of Fire [124] **6/10**
- Robotech Battlecry [125] **6/10**
- Rocket Power Beach Bandits [123] **5/10**
- Scooby-Doo! Night of 100 Frights [123] **6/10**
- Shrek: Extra Large [126] **5/10**
- Sonic Adventure 2 Battle [116] **6/10**
- Spyro: Enter the Dragonfly [124] **6/10**
- Taz Wanted [122] **5/10**
- Tetris Worlds [122] **5/10**
- The Simpsons Road Rage [117] **5/10**
- Top Gun Combat Zones [121] **6/10**
- UFC Throwdown [121] **6/10**
- Universal Studios Theme Parks Adventure [116] **3/10**
- Virtua Striker 3 Ver. 2002 [118] **4/10**
- WWE Wrestlemania X8 [122] **6/10**
- X-Men Next Dimension [125] **6/10**

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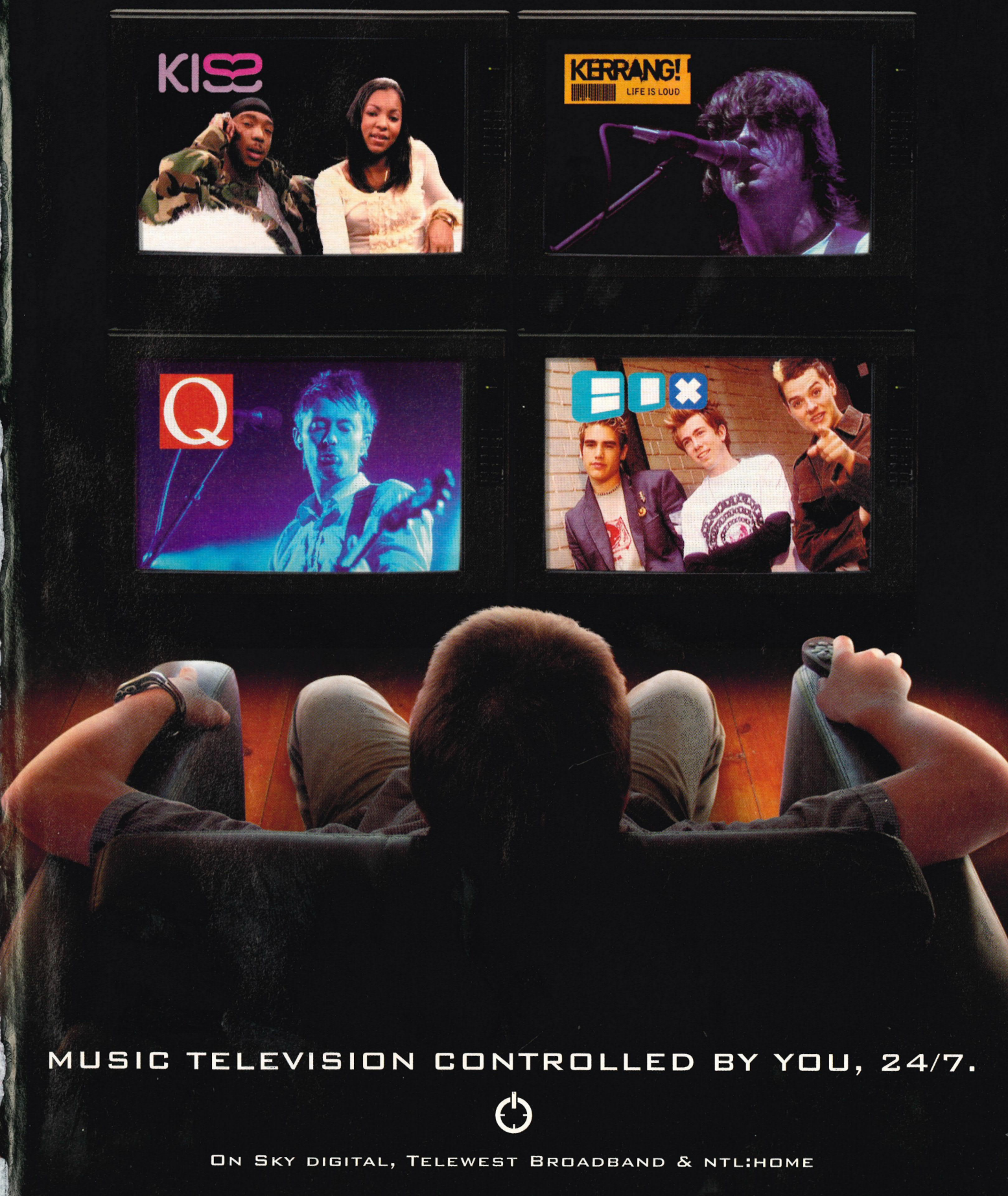

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SUPER METROID

■ Release 1994 ■ By Nintendo

We've got *Metroid* fever so this month's Classic Scene takes you back to one of Samus Aran's finest quests. *Super Metroid* was one of the biggest adventures on the Super NES, set on the planet Zebes, where Samus went in search of a small, but powerful Metroid, stolen from a nearby research base.

Similar to *Metroid Fusion* and *Metroid Prime*, *Super Metroid* combines blasting action with exploration, starting from the surface of the planet and eventually delving deep into the scorching-hot caves at the planet's core. Zebes is huge and could easily swallow over 20 hours of your life if you played right to the end.

You start the game with all of Samus' standard abilities, but as you explore you'll find a number of weapons and ability upgrades that'll make you powerful enough to take on the ugly queen Metroid, Mother Brain.

Awesomely detailed graphics combined with an epic soundtrack made this one of the most atmospheric and absorbing games ever made.

5 THINGS YOU MAY NOT KNOW

01 SR388 is the codename for the planet Samus explores, otherwise known as Zebes.

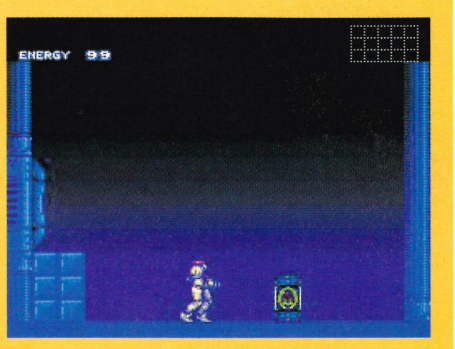
02 There are three endings to be seen depending on how long you take to finish the game.

03 If you finish the game in under three hours, Samus removes her suit in the ending revealing her black bikini. Bok!.

04 Let the game roll from the title screen and it will reveal some of its secret caves with a series of demonstrations.

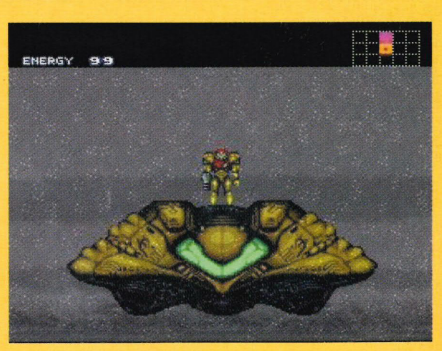
05 Just as in *Metroid Fusion*, Samus has a secret energy-draining super-jump ability not listed in the game manual.

WHERE IT ALL BEGAN...

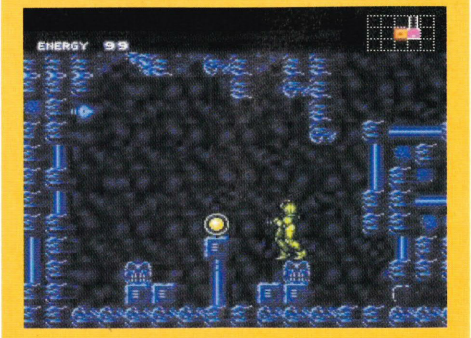


›› After receiving a distress signal from a space station, Samus investigates and finds the wee Metroid.

›› Moments later, Ridley appears and attacks Samus before making off with the Metroid. Samus is 'avin none of it!



›› After escaping the research base, Samus follows the thieving git to the planet Zebes where a huge storm rages.



›› As she explores, Samus discovers her first power-up, the Morph Ball. That Ridley fella had better watch out now!

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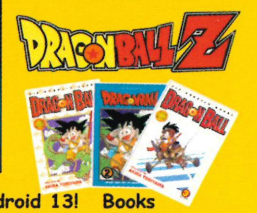
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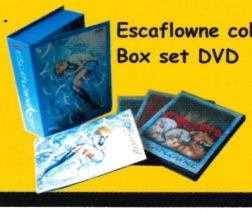
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